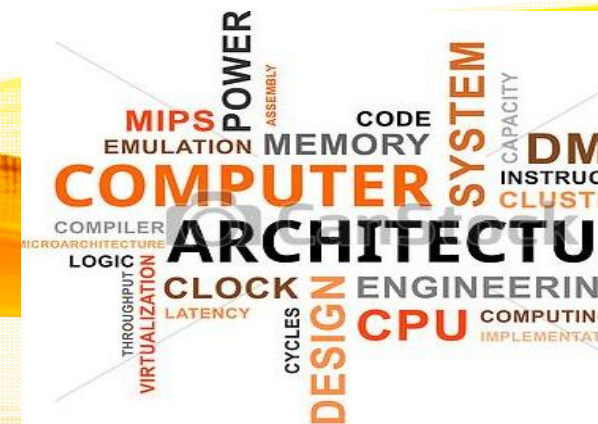


# UNIT II

## ARITHMETIC OPERATIONS

Addition and subtraction of signed numbers – Design of fast adders –  
**Multiplication of positive numbers** - Signed operand multiplication- fast  
multiplication – Integer division – Floating point numbers and operations





# Recap the previous Class

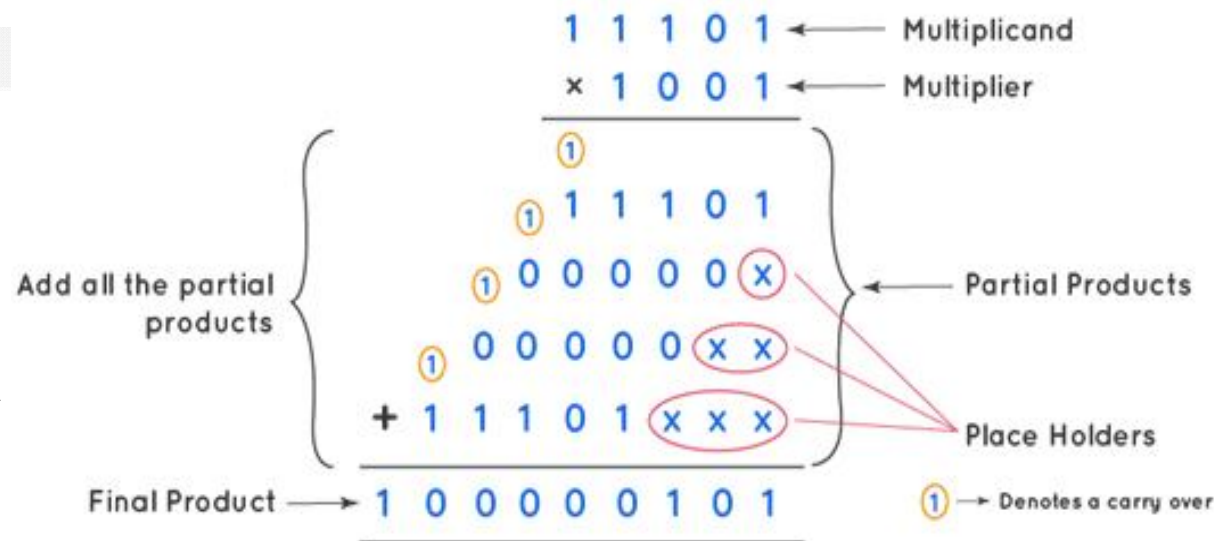


# Manual Multiplication Algorithm

## BINARY MULTIPLICATION

$$\begin{array}{r}
 1101 \quad (13) \\
 \times 1011 \quad (11) \\
 \hline
 1011 \\
 0000 \\
 1011 \\
 1011 \\
 \hline
 10001111 \quad (143)
 \end{array}$$

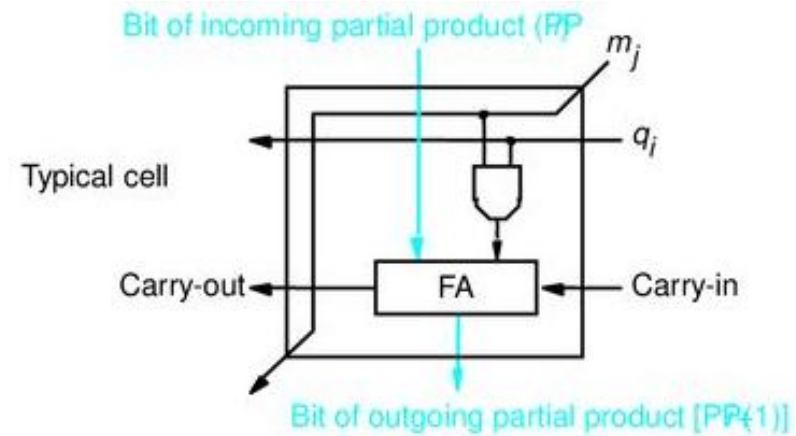
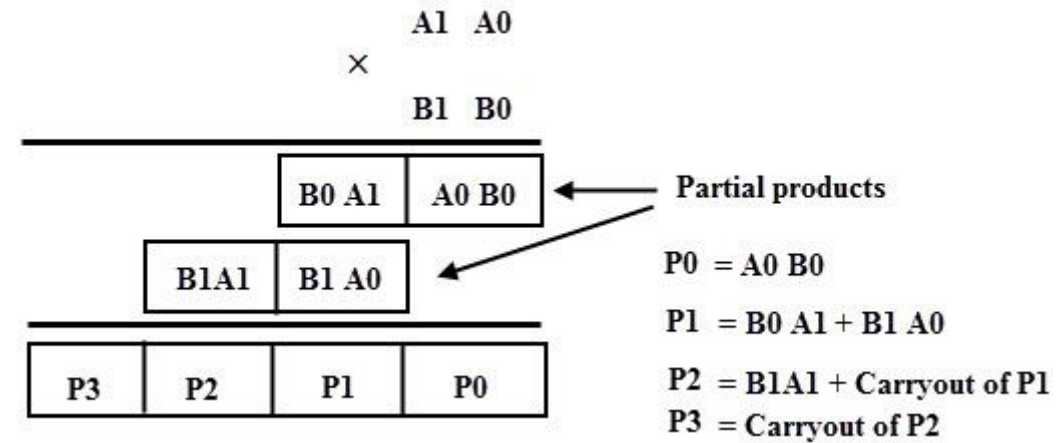
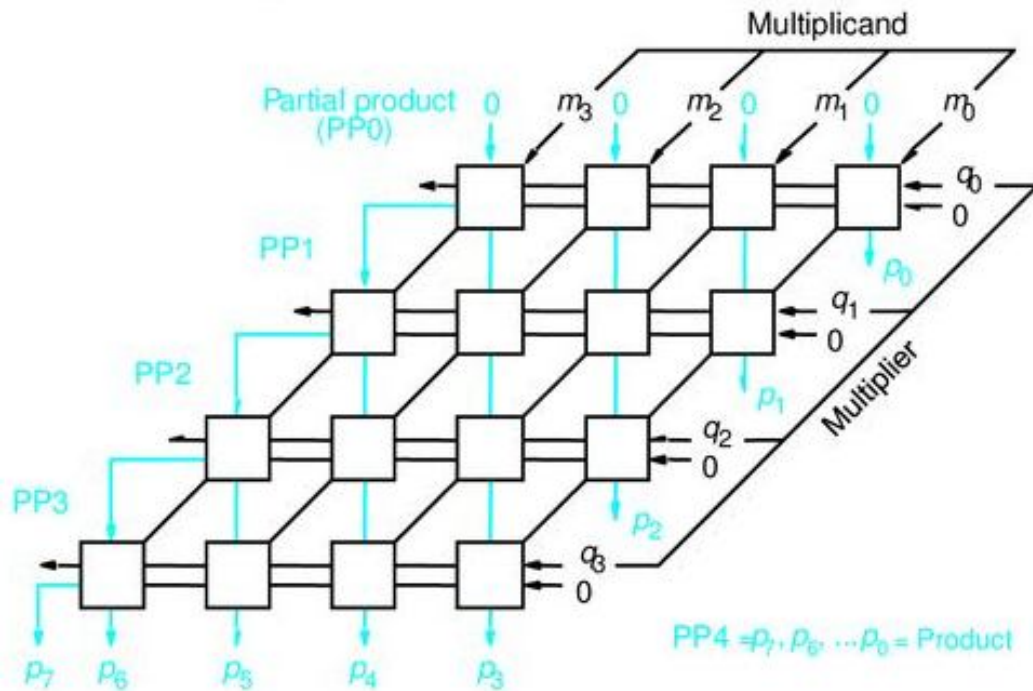
Binary multiplication is even easier than decimal, because we have either multiplication by 1 or by 0 in the intermediate sums.



**Rules of Binary Multiplication**  
 $0 \times 0 = 0, 0 \times 1 = 0, 1 \times 0 = 0, 1 \times 1 = 1$   
**Rules of Binary Addition**  
 $0 + 0 = 0, 0 + 1 = 1, 1 + 1 = 10, 1 + 1 + 1 = 11$



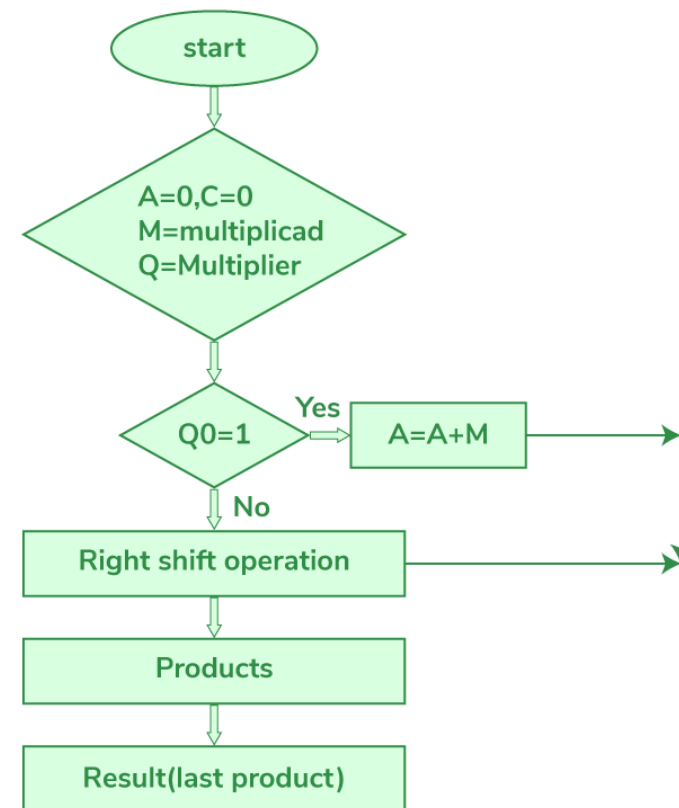
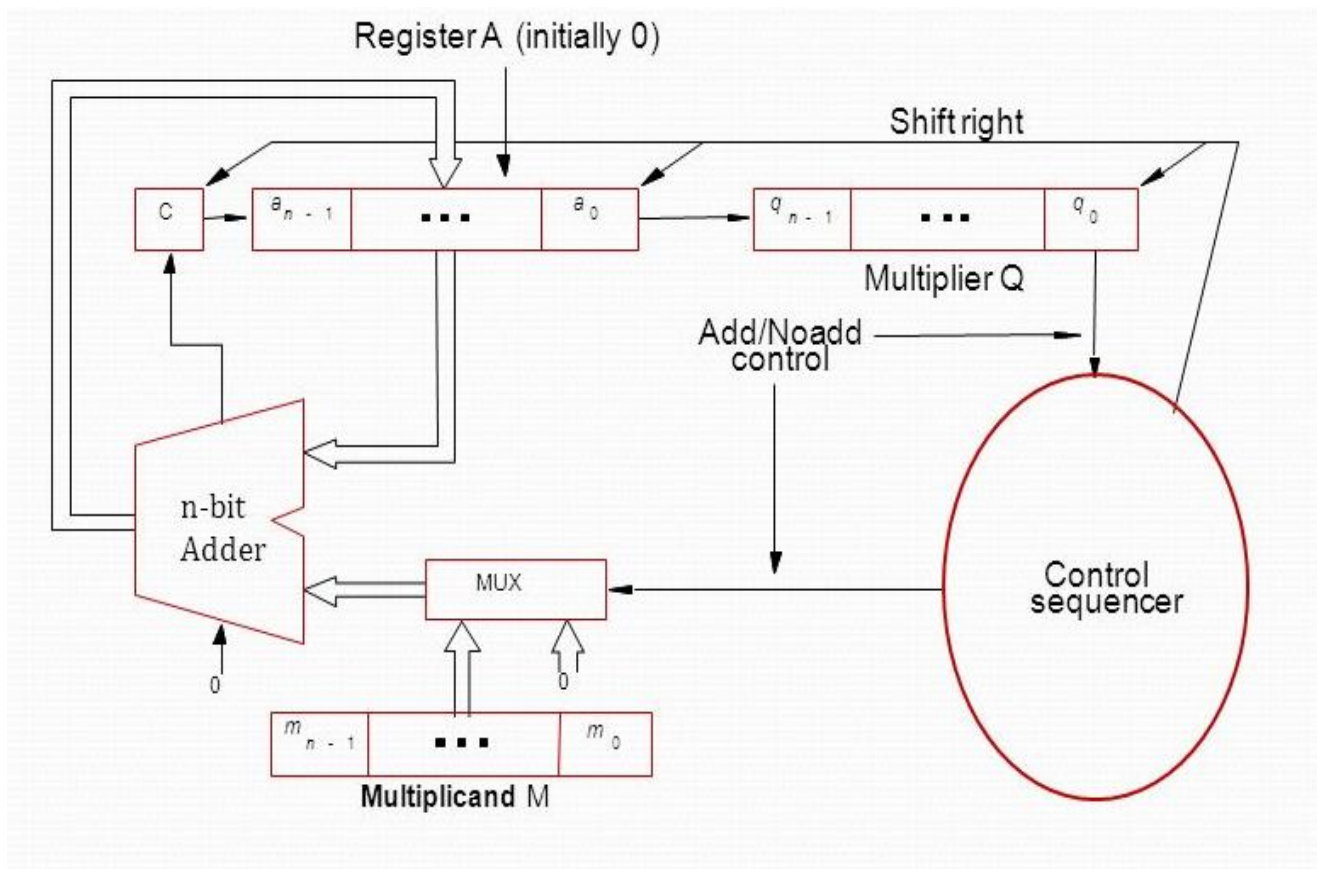
# Array Multiplication of Positive Binary Operands





# Sequential Circuit Binary Multiplier

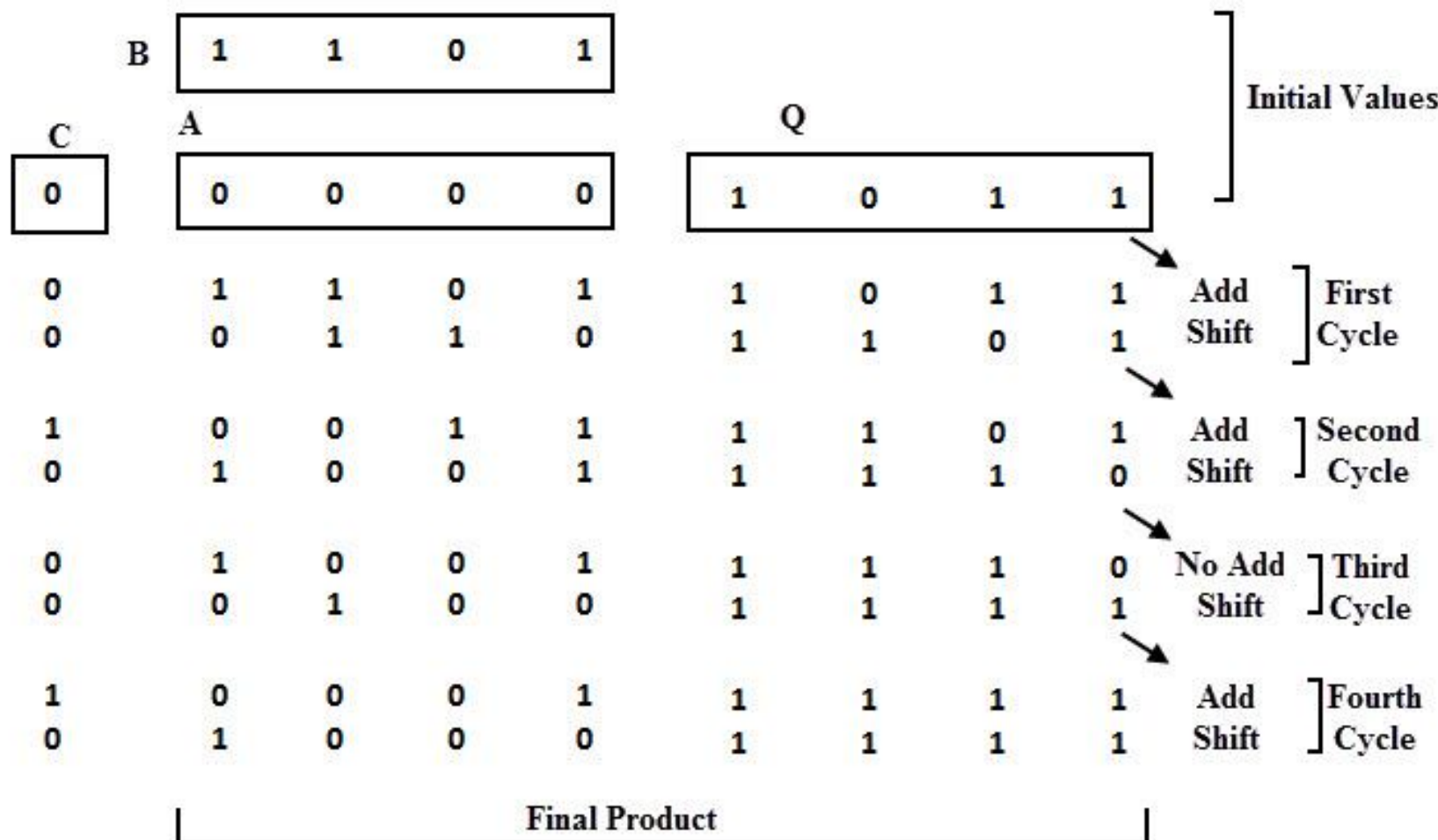
## Register Configuration



# Sequential Circuit Binary Multiplier

13 X 11  
7 X 3

Multiplication  
Example





## TEXT BOOK

Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Computer Organization", McGraw-Hill, 6th Edition 2012.

## REFERENCES

1. David A. Patterson and John L. Hennessey, "Computer organization and design", MorganKauffman ,Elsevier, 5th edition, 2014.
2. William Stallings, "Computer Organization and Architecture designing for Performance", Pearson Education 8th Edition, 2010
3. John P.Hayes, "Computer Architecture and Organization", McGraw Hill, 3rd Edition, 2002
4. M. Morris R. Mano "Computer System Architecture" 3rd Edition 2007
5. David A. Patterson "Computer Architecture: A Quantitative Approach", Morgan Kaufmann; 5th edition 2011

# THANK YOU