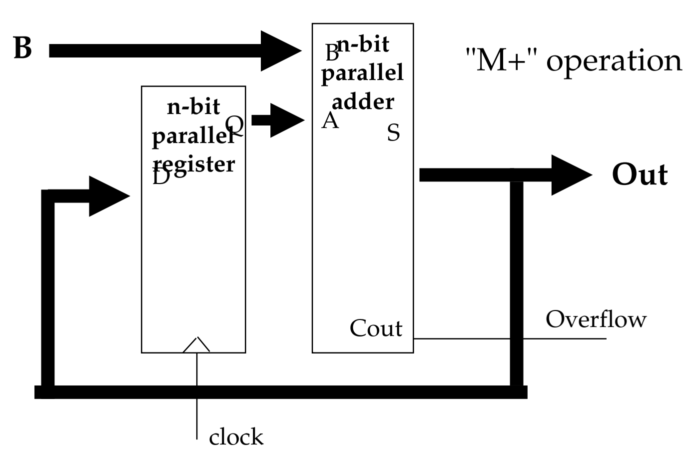
Outline

❍ Last time:
- ➜ Adders and subtracters: Half adder, full adder
- ➜ Adder organizations: ripple, carry look-ahead (CLA), carry bypass
- ➜ Full adder as a full subtracter
- ➜ Sign-magnitude
- ➜ One's & Two's Complement

❍ This lecture:
- ➜ Floating Point Formats
- ➜ IEEE Formats
- ➜ Multiplication
- ➜ Division
- ➜ The Arithmetic Logic Unit (ALU)
- ➜ Bandwidth & Latency
- ➜ Scheduling & Allocation, Pipelining

Parallel Addition with Accumulator



Fractions

❍ The value of a number in any radix is given by:

$$D = \sum_{i=-n}^{p-1} d_i . r^i$$

❍ Where *di* represents the ith digit of the number, *r* is the *radix* (2 for binary numbers) and there are *p* digits to the left of the decimal point and *n* digits to the right.

Example: 101.1012 =
=

Floating-Point

❍ Fixed point notation is useful for representing small-valued integers and scaled fractional numbers.

❍ Floating-point processors handle the scaling of the mantissa automatically

➜ Additional hardware for Floating-Point is relatively complex and adds to the cost of the computer

➜ But the operation of the machine is more efficient and we can put enough transistors on a single piece of silicon that the incremental cost is reasonable.

❍ Consider the dynamic range of values that can be expressed by a 16-bit fixed-point number. When interpreted as an integer, the value range is:

$+2^{15} - 1 = +32{,}767$

with the high-order bit representing the sign. Maximum negative value is:

$-2^{15} = -32{,}768$

Floating-Point

- So how can we represent a calculation like:

  $34{,}200{,}000{,}000 \times 0.0000000762$

  with 16 bit numbers?
- Rewrite in scientific notation: $(342 \times 10^8) \times (7.62 \times 10^{-8})$
- Floating point is nothing more than scientific notationNote that both *magnitude* and *precision* are important aspects of scaling.

$$A = f \times r^e$$

Where *f* and *e* are both signed, fixed-point numbers and *r* is the radix (base). The *fractional* and *exponent* parts of floating-point numbers are sometimes called the *mantissa* and *characteristic*, respectively.

Floating-Point

- The fraction and exponent can be represented in any form (1's, 2's complement; sign-magnitude)
- Consider a numerical example in the decimal (r=10) system:

  $A = +0.0000068421 \times 10^{(+3)}$

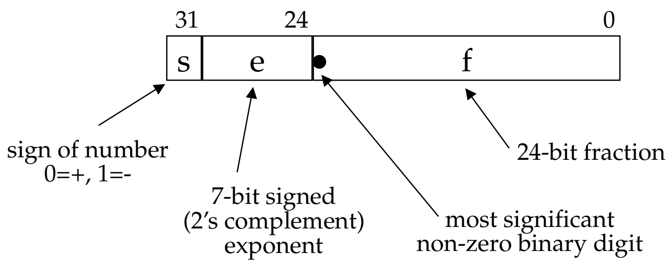
we can write this in [fraction, exponent] form as:

  A = [+0.0000068421, +3] or [0.6842100000, -2]

- Precision is maintained by *normalizing* a number: shift the fraction (left or right) until the bit to the immediate right of the decimal point is the most significant, non-zero digit. Compute the exponent as appropriate.

Floating-Point

❍ Example of typical 32-bit single-precision binary floating-point format:



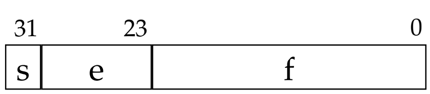
Floating-Point

To make all exponents positive, they are often stored in biased form when the floating-point number is computed:

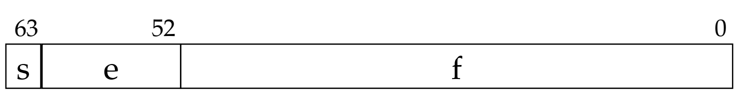
e biased = e + 2^(m-1)

where *m* is the number of bits in the exponent field.

❍ This helps handle the "multiple zero" problem by defining zero to be : "zero fraction and biased exponent in its most negative form".



single precision IEEE format

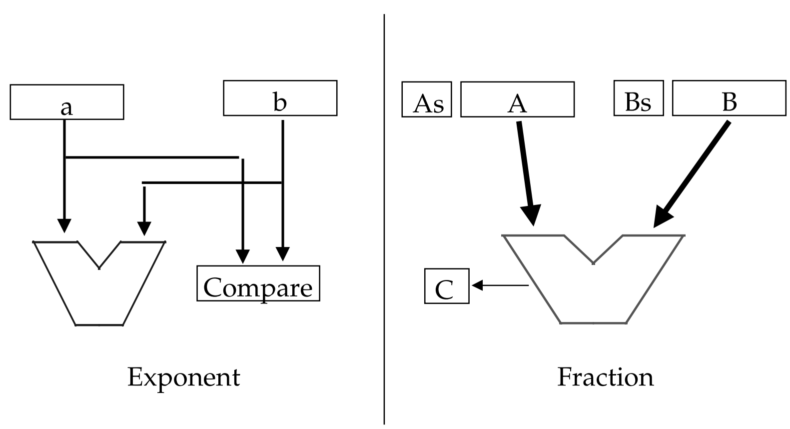


double precision IEEE format

Floating-Point Operations

- Addition/Subtraction is then:
  - (1) Check for 0 operands
  - (2) Align the fractions by selecting the fraction with the smaller exponent. Then shift that fraction to the right and increment smaller exponent until both are equal.
  - (3) Add or subtract (complement-add) the fractions
  - (4) Set the exponent of the result to the larger exponent.
  - (5) Normalize the result, if necessary
  - (6) Check for overflow or underflow.

Floating-Point Operations

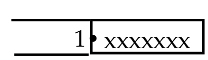


IEEE Floating-Point Standard

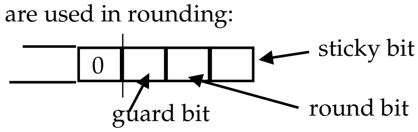
- The IEEE Standard specifies:
  - (1) The format for floating-point operands
  - (2) The accuracy of arithmetic results for addition, subtraction, multiplication, division, square-root generation, obtaining remainders, and comparison operations.
  - (3) Conversion between integers and floating-point numbers
  - (4) Conversion between different floating-point formats as specified in the standard
  - (5) Conversion between binary floating-point numbers and decimal numbers
  - (6) Floating-point exceptions
- It has three major considerations:
  - (1) The format of the floating-point numbers
  - (2) The accuracy of the arithmetic computations
  - (3) The handling of exception conditions

IEEE Floating-Point Standard: Terminology

- Significand: The portion of the binary floating-point number that consists of an explicit or implicit leading bit (0 or 1) to the immediate left of the radix point and a fraction to the right of the radix point.



- Normal 0: Minimum exponent and 0 significand
- Denormalized: Minimum exponent, implicit or explicit leading bit 0 but number is not a normal 0.
- Unnormalized: Occurs in IEEE extended format
- Normalized: Non-zero number where leftmost significant bit is a 1. Normalization does not change the sign of a number.
- Special guard digits are used in rounding:



But How to Compute Pij?

				a3	a2	a1	a0
				b3	b2	b1	b0
				a3b0	a2b0	a1b0	a0b0
			a3b1	a2b1	a1b1	a0b1	
		a3b2	a2b2	a1b2	a0b2		
	a3b3	a2b3	a1b3	a0b3			
2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0

Multiplication

multiplicand

1101 (13)

multiplier → 1011 (11)

1101

1101

partial products

100111

0000

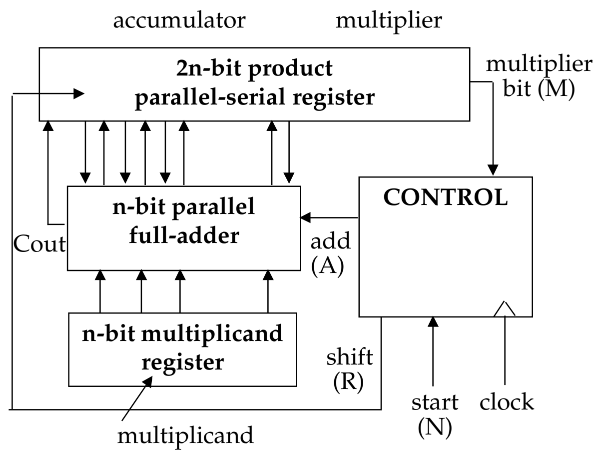
100111

1101

10001111 (143)

product

product

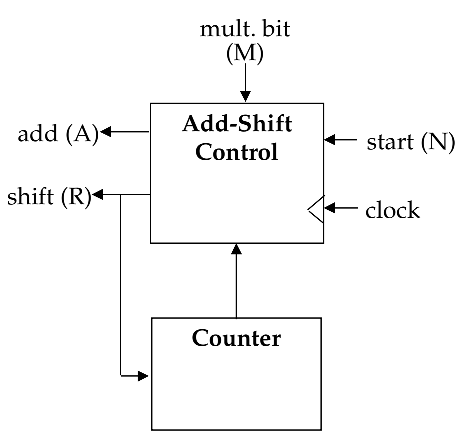


Multiplication

initial contents	00000	1011	(11)
add (M=1)	1101		(13)
after add.	01101	1011	
after shift	001101	101	
add (M=1)	1101		
after add.	100111	101	
after shift	0100111	10	
skip add (M=0)			
after shift	00100111	1	
add (M=1)	1101		
after add.	10001111	1	
after shift	010001111		(143)

dividing line between product and multiplier

Multiplication



Multiplication: Some Variations

Consider:

$P = A \times B$

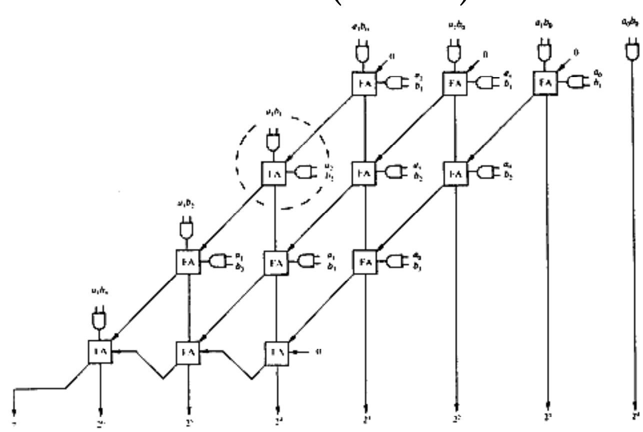
$\quad = (A_H\, A_L) \times (B_H\, B_L)$

$\quad = A_H \times B_H + A_H \times B_L + A_L \times B_H + A_L \times B_L$

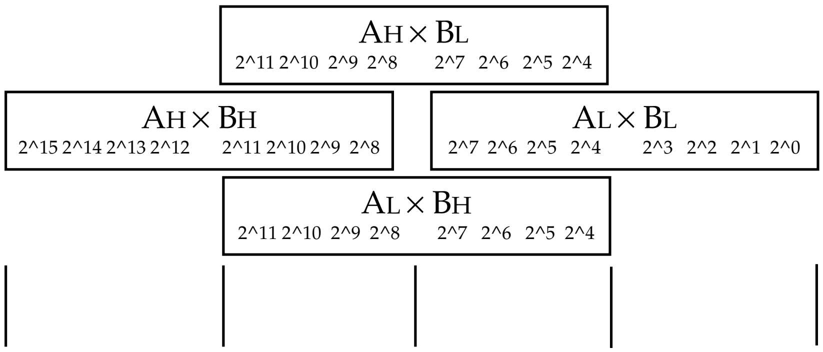
$\quad = P_{HH} + P_{HL} + P_{LH} + P_{LL}$

where H represents high-order bits and L represents low-order bits.

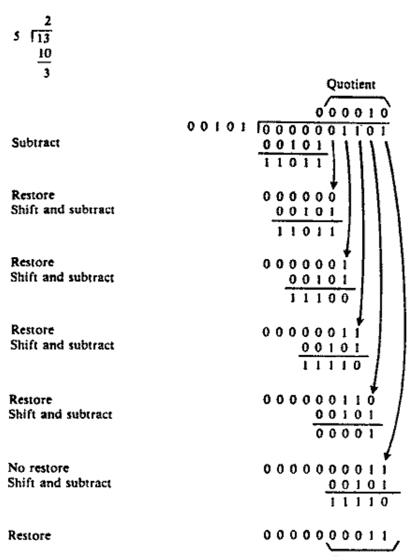
4x4 Non-Additive Multiply Module (NMM)



Wallace Tree Using 4x4 NMM



Fixed-Point Division



Divisor Reciprocation

$f(x) = 1/x - B$ so $f(x)=0$ when $x = 1/B$

$f'(x) = -1/x^2$

So $x_{i+1} = x_i - ((1/x_i) - B)/(-1/x^2))$

$x_{i+1} = x_i (2 - Bx_i)$

But must form Bx_i product every time (waste), so multiply both sides by B and let $a_i = Bx_i$:

$x_{i+1} = x_i (2 - a_i)$

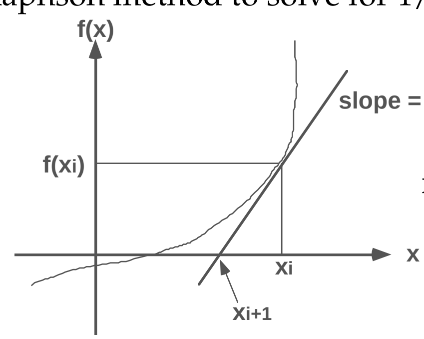
$a_{i+1} = a_i (2 - a_i)$

Convergence Division

❍ Generate reciprocal of the divisor by an iterative process and then use:

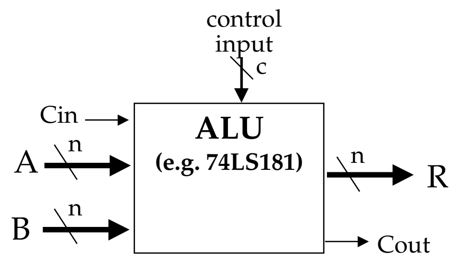
$A/B = A \times (1/B)$

❍ Use(great, great, great grand-uncle) Newton-Raphson method to solve for 1/B:



$$x_{i+1} = x_i - f(x_i)/f'(x_i)$$

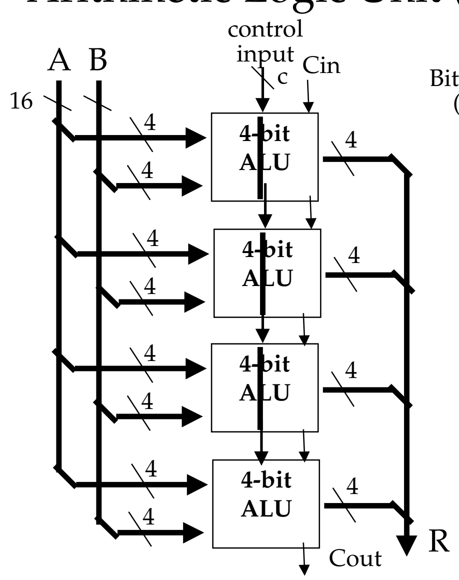
Arithmetic Logic Unit (ALU)



Possible Operations:

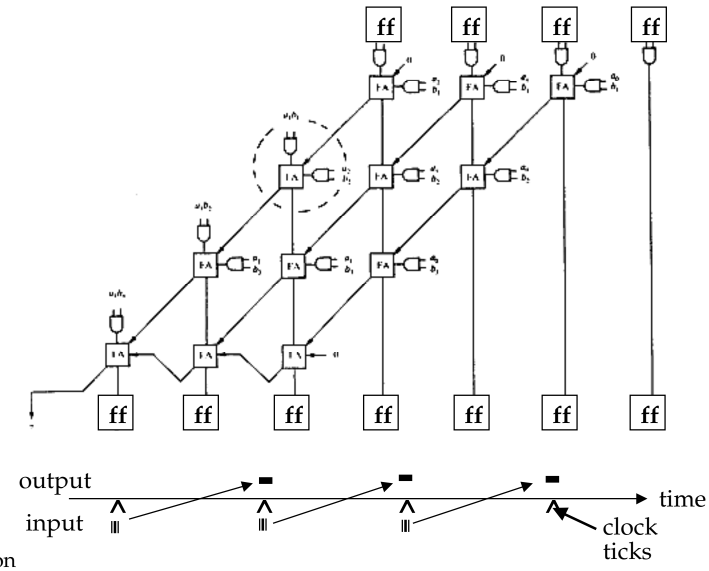
A + B
A - B
A + 1
-A
A && B, A || B, A’

Arithmetic Logic Unit (ALU)

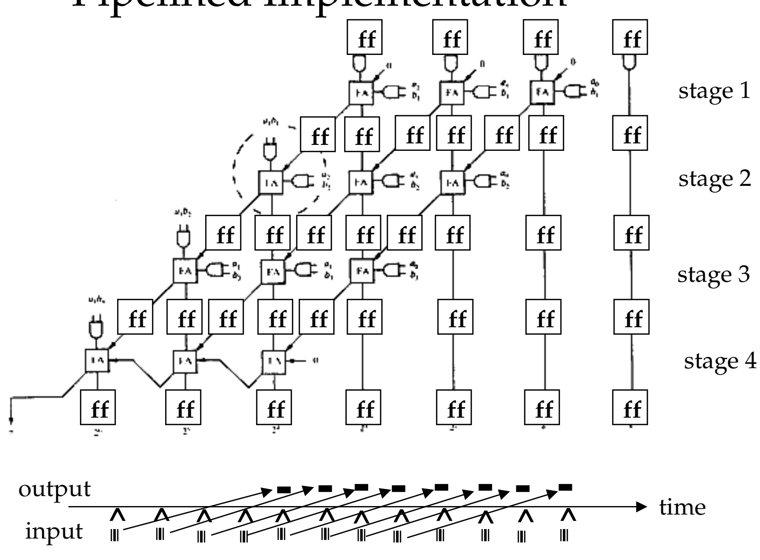


Bit-slice implementation
(here, "nibble-slice")

NMM: Combinational Implementation



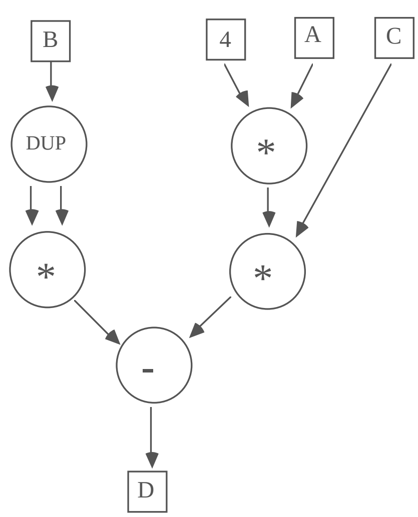
Pipelined Implementation



Bandwidth and Latency

- *Latency*: The minimum time to get the first result (sec.) - the one-time cost.
- *Bandwidth*: The maximum rate at which results can be produced in the steady-state (values/sec.) - the incremental cost
- For example, disc drives, RAM (normal, video), networks, signal-processors (e.g. HDTV, radar)

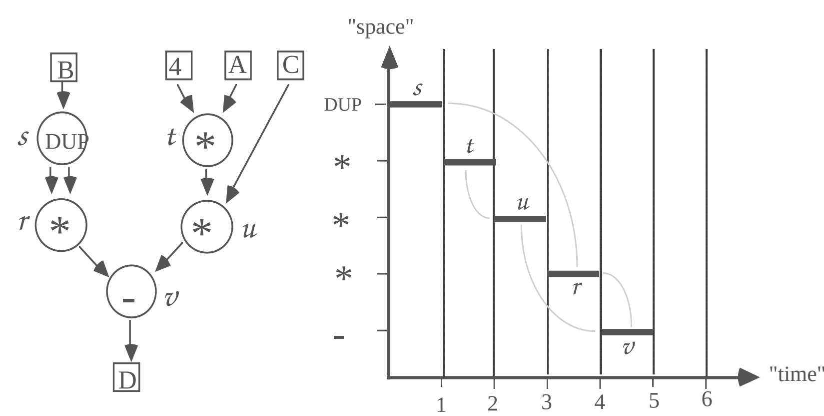
Simple Dataflow Description: B^2 - 4AC



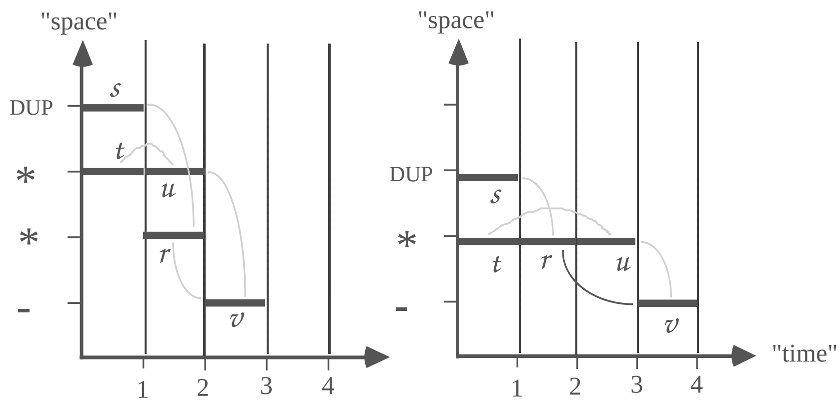
Scheduling of Functional Units

- Given a certain number of functional units (e.g. ALU's, RAM's), schedule a particular computation (from the HDL or software) onto a particular functional unit at a particular time relative to other operations.
- Analogous problem scheduling "wires"
- What about the values on the wires?

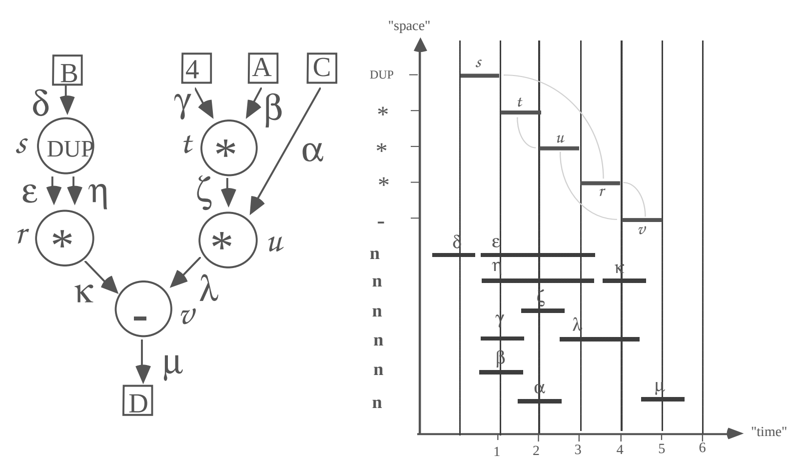
Allocation of Functional Units: Data Dependencies



Allocation of Functional Units: Time-Space Tradeoffs



Allocation of Functional Units: Sharing of Signal Links



Allocation of Functional Units: More Efficient Use of Links