

ORGANISASI DAN ARSITEKTUR KOMPUTER

Pertemuan 4 : Computer Arithmetic

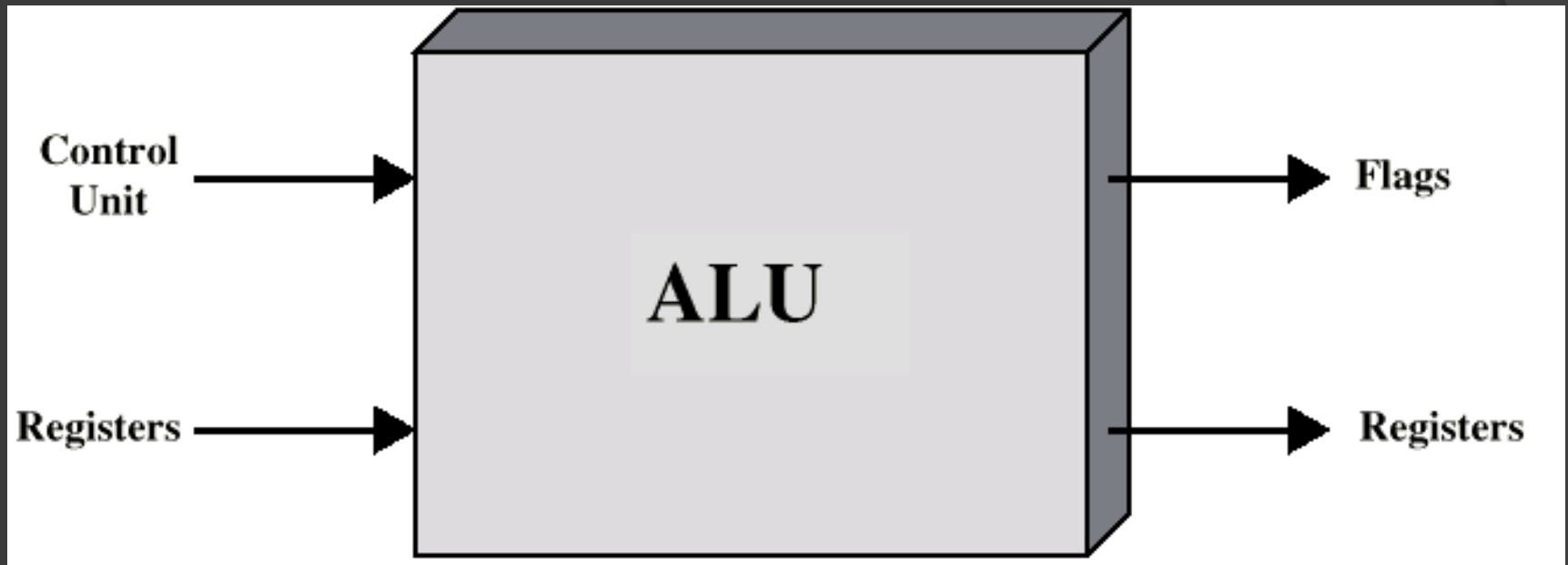
ARITHMETIC LOGIC UNIT

1. FIXED POINT ARITHMETIC YANG MENCAKUP :

- Adder (Penambahan)
- Subtractor(Pengurangan)
- Multiplication (Perkalian)
- Division (Pembagian)

2. FLOATING POINT ARITHMETIC

ALU Inputs and Outputs



Nilai Tanda

- Bit paling kiri adalah sebagai bit tanda
- 0 berari positive
- 1 berarti negative
- $+18 = 00010010$
- $-18 = 10010010$
- Problems :
 - memerlukan pertimbangan tanda maupun nilai bilangan untuk penjumlahan dan pengurangan
 - Two representations of zero (+0 and -0)

Komplemen 2 (*Two's Compliment*)

Merupakan perbaikan nilai tanda yang memiliki kekurangan pada operasi penjumlahan dan pengurangan serta representasi bilangan nol

- $+3 = 00000011$
- $+2 = 00000010$
- $+1 = 00000001$
- $+0 = 00000000$
- $-1 = 11111111$
- $-2 = 11111110$
- $-3 = 11111101$

Contoh :

$$+ 21_{10} = 0001\ 0101_2$$

bilangan negatif dibentuk dengan cara

$$+ 21_{10} = 0001\ 0101_2$$

Dibalik sehingga menjadi :

$$= 1110\ 1010_2$$

Ditambah LSB 1, menjadi:

$$= 1110\ 1011_2 = -21_{10}$$

Range of Numbers

⊙ 8 bit komplement 2

- $+127 = 01111111 = 2^7 - 1$
- $-128 = 10000000 = -2^7$

⊙ 16 bit komplement 2

- $+32767 = 01111111 11111111 = 2^{15} - 1$
- $-32768 = 10000000 00000000 = -2^{15}$

Conversion Between Lengths

Nilai positif dengan memberikan nilai tanda nol

- ⦿ $+18 = 00010010$

- ⦿ $+18 = 00000000\ 00010010$

Nilai positif dengan memberikan nilai tanda satu

- ⦿ $-18 = 10010010$

- ⦿ $-18 = 11111111\ 10010010$

- ⦿ i.e. pack with MSB (sign bit)

Aritmatik Integer

Komplemen 2 :

- a. Penjumlahan
- b. Pengurangan
- c. Perkalian
- d. Pembagian

Contoh:

$$(-6) + (+3)$$

1010

0011

1101

(-3)

$$6 + 3$$

0110

0011

1001

overflow

$$(-1) + (-5)$$

1111

1011

1010

(-6)

$$(+2) + (+3)$$

0010

0011

0101

(+5)

$$7 + (-7)$$

0111

1001

10000

(0)

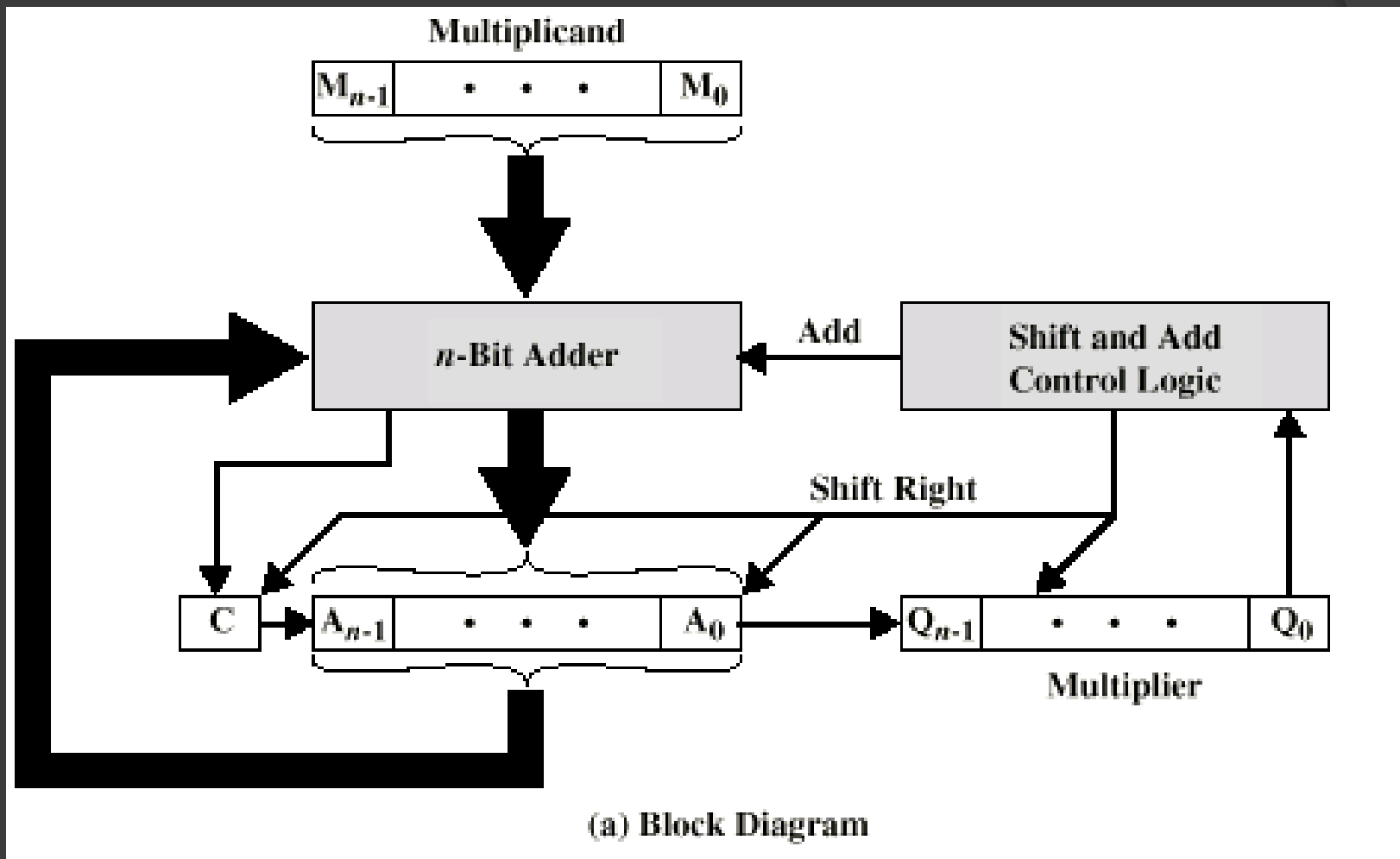
Multiplication

- ⦿ Complex
- ⦿ Work out partial product for each digit
- ⦿ Take care with place value (column)
- ⦿ Add partial products

Multiplication Example

- ⦿ 1011 Multiplicand (11 dec)
- ⦿ x 1101 Multiplier (13 dec)
- ⦿ 1011 Partial products
- ⦿ 0000 Note: if multiplier bit is 1 copy
- ⦿ 1011 multiplicand (place value)
- ⦿ 1011 otherwise zero
- ⦿ 10001111 Product (143 dec)
- ⦿ Note: need double length result

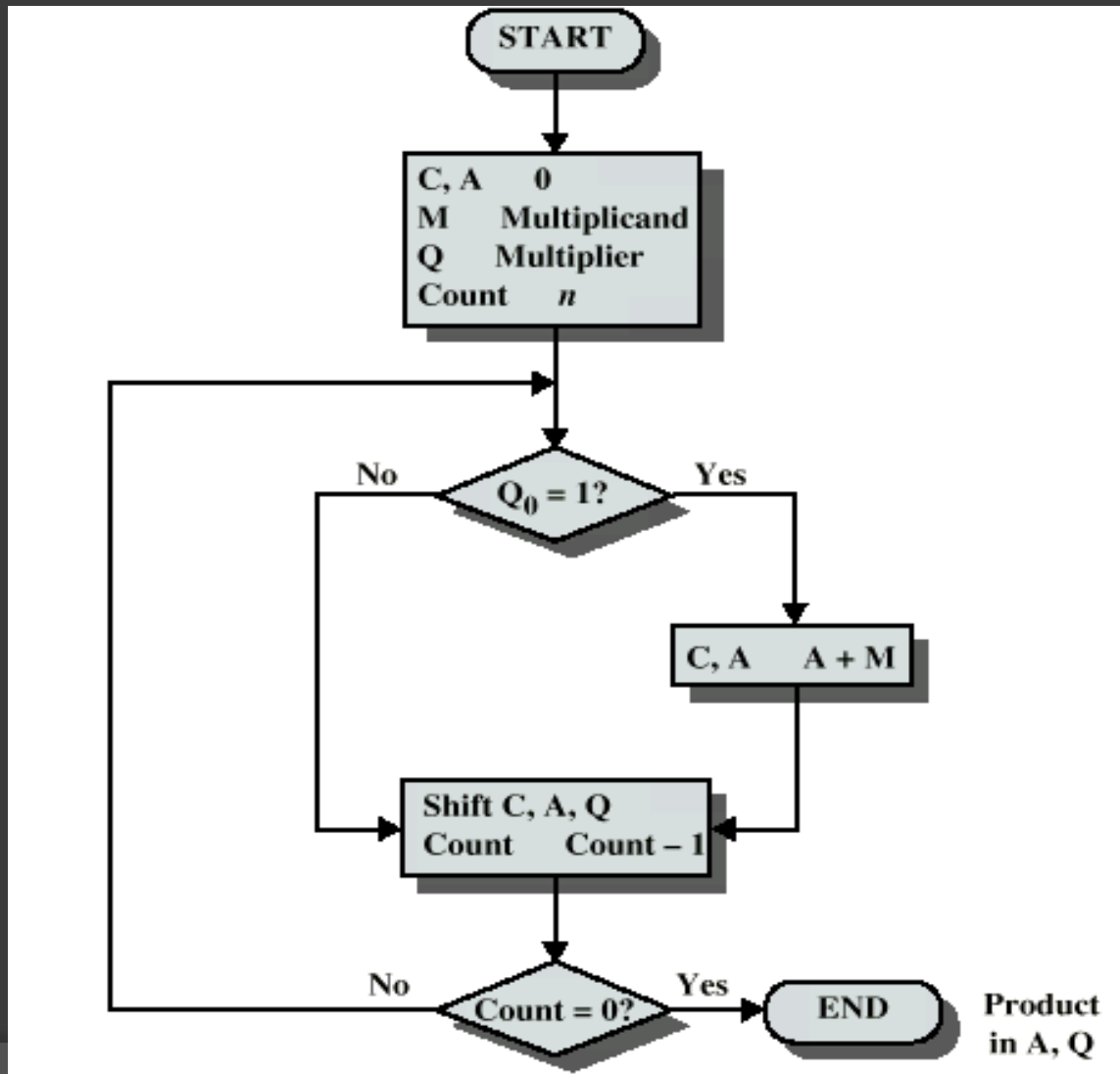
Unsigned Binary Multiplication



Execution of Example

C	A	Q	M		
0	0000	1101	1011	Initial Values	
0	1011	1101	1011	Add	} First Cycle
0	0101	1110	1011	Shift	
0	0010	1111	1011	Shift	} Second Cycle
0	1101	1111	1011	Add	
0	0110	1111	1011	Shift	} Third Cycle
1	0001	1111	1011	Add	
0	1000	1111	1011	Shift	} Fourth Cycle

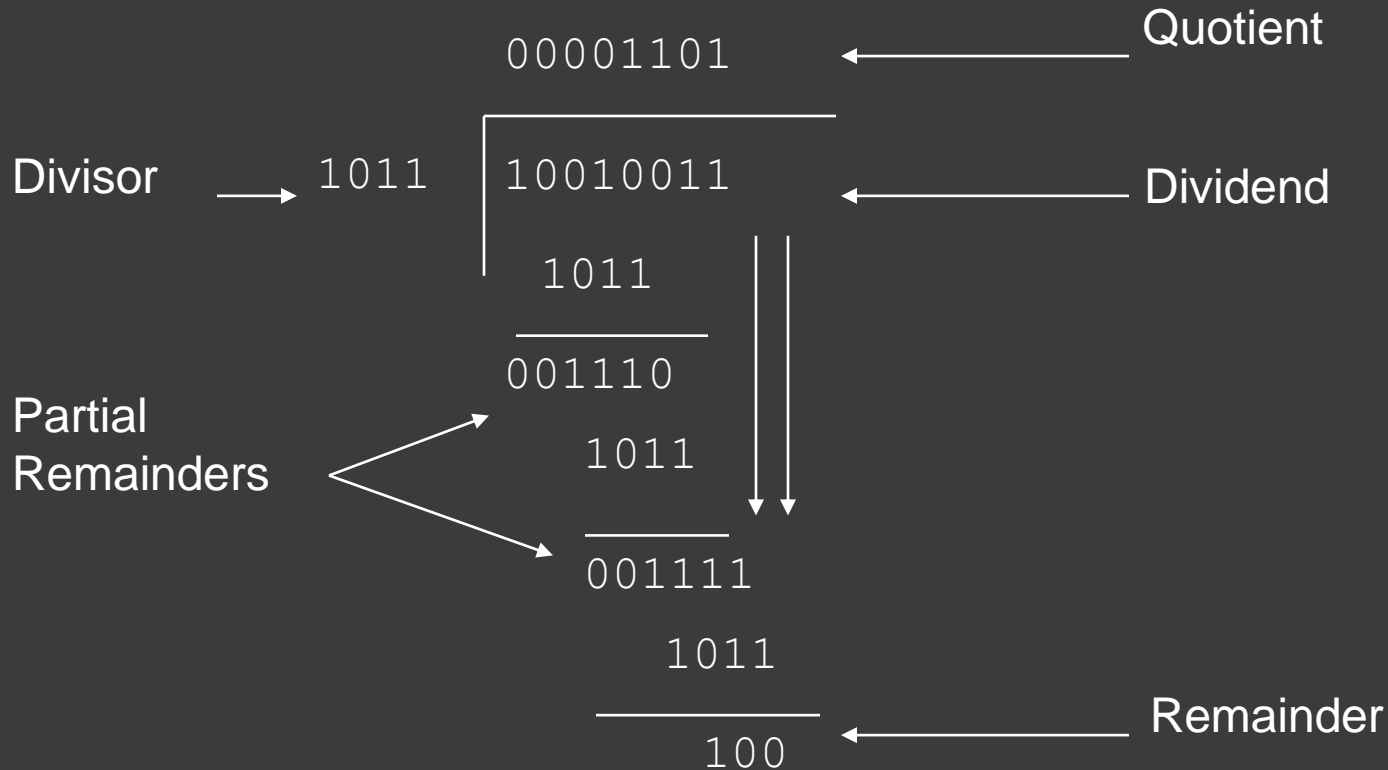
Flowchart for Unsigned Binary Multiplication



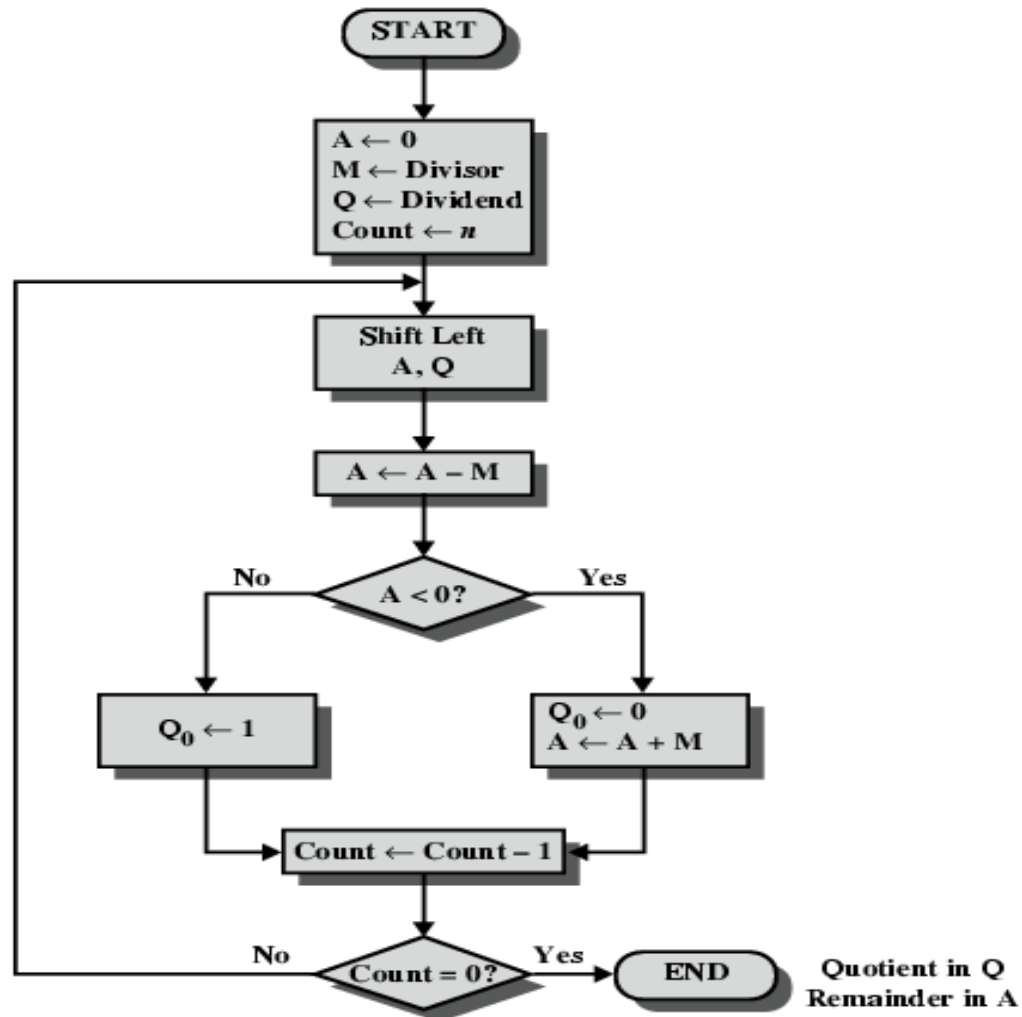
Division

- ⦿ More complex than multiplication
- ⦿ Negative numbers are really bad!
- ⦿ Based on long division

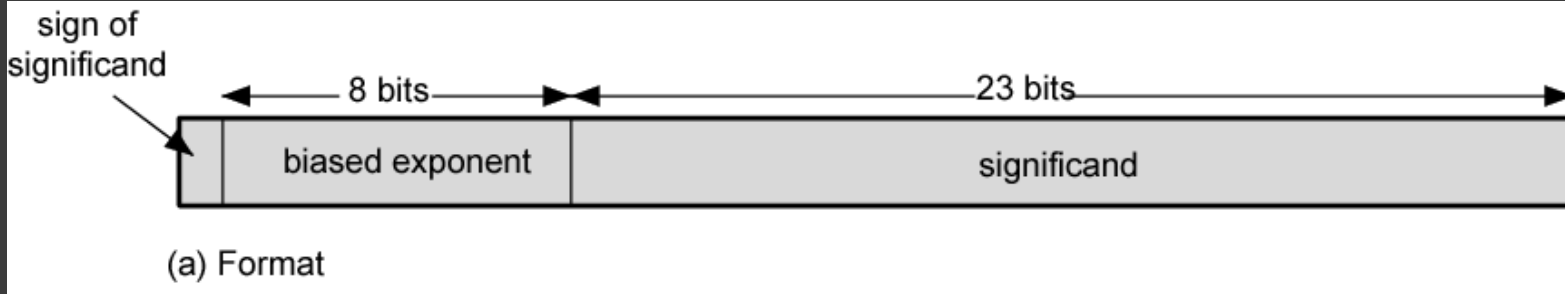
Division of Unsigned Binary Integers



Flowchart for Unsigned Binary Division

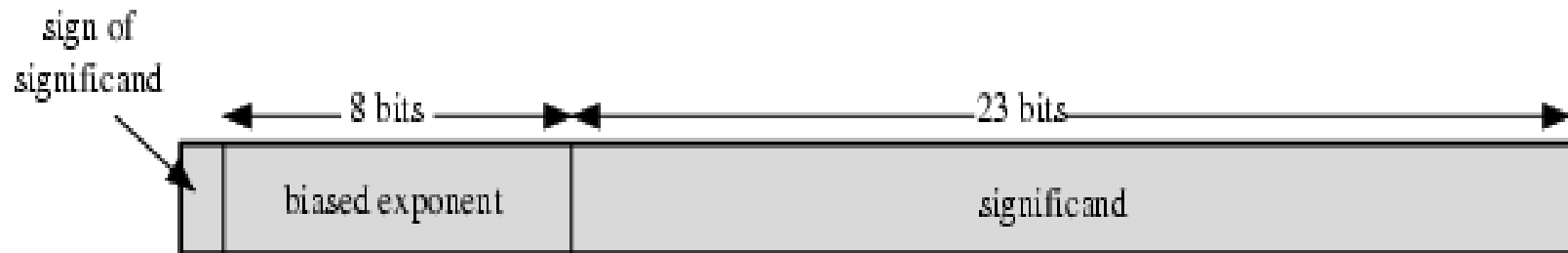


Floating Point



ALU untuk floating point dapat diimplementasikan dengan menggunakan dua rangkaian aritmatika fixed point yang terpisah yaitu unit exponent dan mantissa

Contoh Floating Point



(a) Format

$$\begin{aligned} 1.1010001 \times 2^{10100} &= 0\ 10010011\ 101000100000000000000000 = 1.638125 \times 2^{20} \\ -1.1010001 \times 2^{10100} &= 1\ 10010011\ 101000100000000000000000 = -1.638125 \times 2^{20} \\ 1.1010001 \times 2^{-10100} &= 0\ 01101011\ 101000100000000000000000 = 1.638125 \times 2^{-20} \\ -1.1010001 \times 2^{-10100} &= 1\ 01101011\ 101000100000000000000000 = -1.638125 \times 2^{-20} \end{aligned}$$

(b) Examples