

Arithmetic Logic Unit (ALU 9+8 bit)

bit 1	bit			
sign extension	123456789			
operand 1	AL1	<u>00000000</u>	<u>00000000</u>	ALBA Factor for addition
operand 1	AL2	<u>00000000</u>	<u>00000000</u>	ALBS Factor for subtraction
carryover	ALC	<u>00000000</u>		
result	ALR	<u>00000000</u>	<u>00000000</u>	0 ALx extra eit
		1+8 bit	ARL 8 bit	
result:	High Byte	Low Byte		

The sequence control is done according to the right bit of ARL (result low byte) and the extra bit ALx.

>> The result line (result) ALR ARL ALx is shifted 1 bit to the right, the auxiliary bit is dropped out. On the left, the bit identical to the one shifted away is added as a sign extension.

ARL ALx	<u>short form</u>	<u>Meaning</u>
...0 0	>>	(shift only) shift >>
...0 1	add >>	factor is added, then >>
...1 0	sub >>	-factor is added, then >>
...1 1	>>	(shift only) shift >>

ALR is copied to AL1 as a subtotal.

The multiplication algorithm (according to Booth, for signed factors)

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set ALBA factor 1      // factor for addition
set ALBS -factor 1     // -faktor (to calculate in advance, two's complement for subtraction)
set ALR 000000000      // 9 bit: initial value for continuous summation
set ARL factor 2       // set 8 bits into the result low byte
set ALx 0               // 1 extra bit (initial value 0)
//-----
loop 8                  // loop through 8 times
  b1 = right(ARL)       // right bit of ARL
  b2 = get(ALx)         // extra bit
  if b1=b2               // 0 0 and 1 1
    shift >>           // shift right only
  else
    if b1=0 ^ b2=1
      set AL2 ALBA      // set factor 1 for addition of ALBA in AL2
    endif
    if b1=1 ^ b2=0
      set AL2 ALBS      // set -factor 1 for addition of ALBS in AL2
    endif
    set AL1 ALR         // transfer current total to AL1
    // Perform addition in the ALU, the sign bit of AL2 is duplicated in advance.
    //
    add // <-- addition algorithm add_ALU_9 (AL1+AL2) in 9 bit arithmetic unit with sign extension
    //
    shift >>           // shift right
  endif
end_loop                // end of loop

```

If the number range -128..127 is not exceeded, the 8 bit product is in the low byte ARL.