

# ***Booth Multiplier***

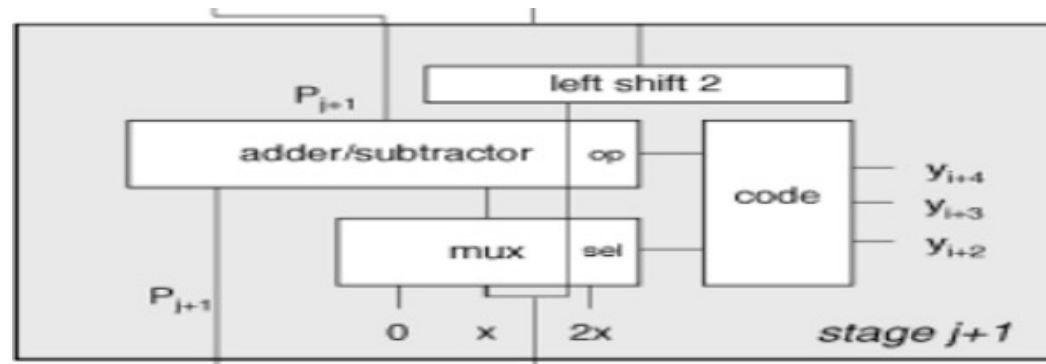
## ***Hardware Design***

# Booth Encoder Hardware Design

OP=1 -> subtraction

OP=0 -> addition

$y_i$	$y_{i-1}$	$y_{i-2}$	increment
0	0	0	0
0	0	1	x
0	1	0	x
0	1	1	2x
1	0	0	-2x
1	0	1	-x
1	1	0	-x
1	1	1	0



A	B	C	OP	S1	S0
0	0	0	0	0	0
0	0	1	0	0	1
0	1	0	0	0	1
0	1	1	0	1	0
1	0	0	1	1	0
1	0	1	1	0	1
1	1	0	1	0	1
1	1	1	0	0	0

$X=001010 (10_{10})$  &  $Y=101011 (-21_{10})$

$$Y_1Y_0Y_{-1} = 110, P_1 = P_0 - (001010) \\ = 111 \ 1111 \ 0110$$

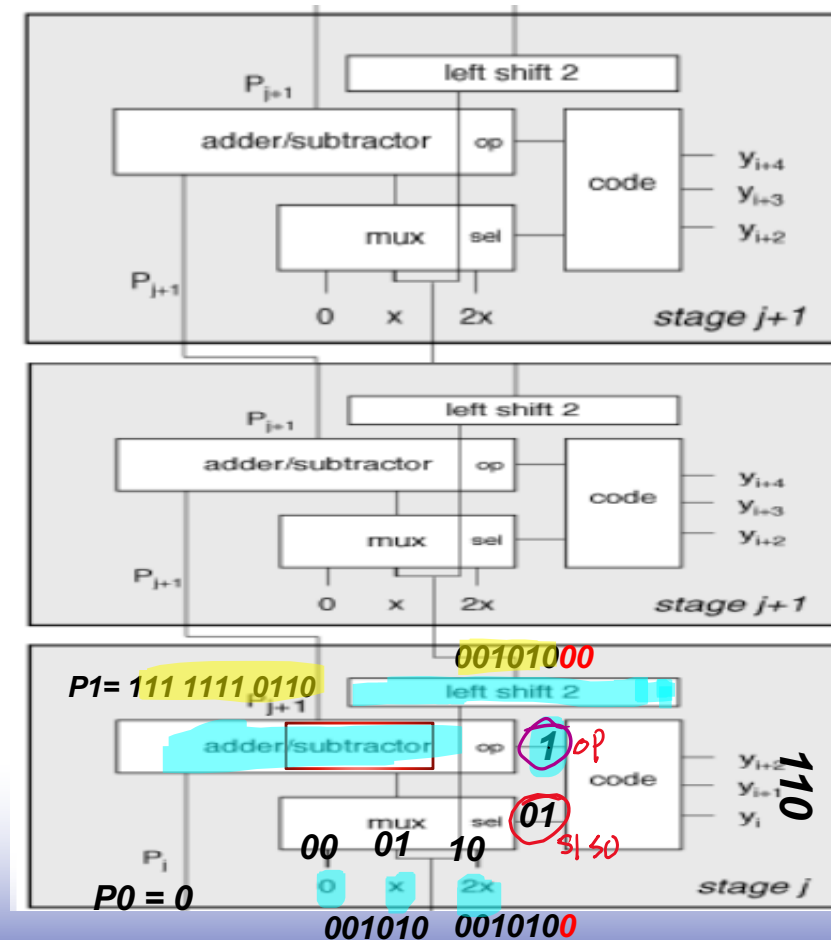
$$Y_3Y_2Y_1 = 101, P_2 = P_1 - (00101000) \\ = 111 \ 1100 \ 1110$$

$$Y_5Y_4Y_3 = 101, P_3 = P_2 - (0010100000) \\ = 111 \ 0010 \ 1110 \\ = -210_{10}$$

$X=001010$  ( $10_{10}$ ) &  $Y=101011$  ( $-21_{10}$ )

**Step 1**  $Y_1Y_0Y_{-1} = 110$ ,  $P_1 = P_0 - (001010)$   
 $= 111\ 1111\ 0110$   
 $Y_3Y_2Y_1 = 101$ ,  $P_2 = P_1 - (00101000)$   
 $= 111\ 1100\ 1110$   
 $Y_5Y_4Y_3 = 101$ ,  $P_3 = P_2 - (0010100000)$   
 $= 111\ 0010\ 1110$   
 $= -210_{10}$

$y_i$	$y_{i-1}$	$y_{i-2}$	increment
0	0	0	0
0	0	1	x
0	1	0	x
0	1	1	2x
1	0	0	-2x
1	0	1	-x
1	1	0	-x
1	1	1	0



**Step 1**

$OP=1 \rightarrow$  subtraction  
 $OP=0 \rightarrow$  addition

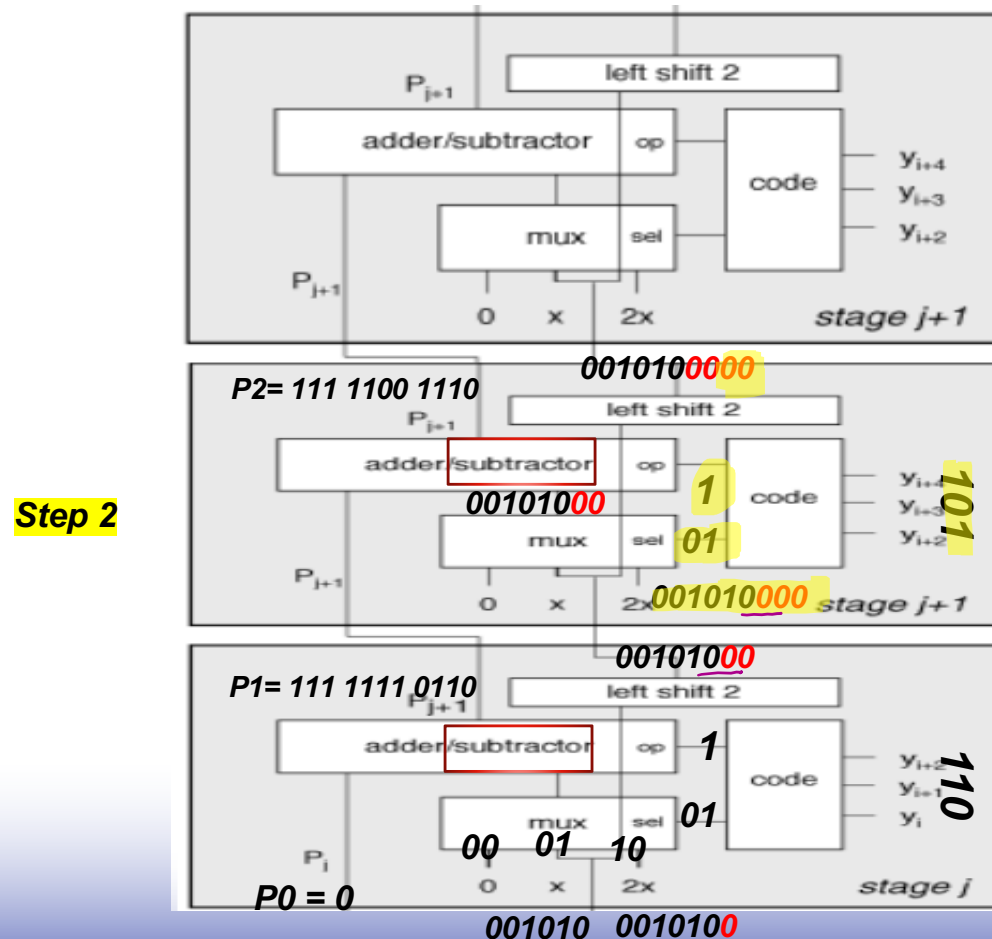
$X=001010$  ( $10_{10}$ ) &  $Y=101011$  ( $-21_{10}$ )

$$Y_1Y_0Y_{-1} = 110, P_1 = P_0 - (001010) \\ = 111\ 1111\ 0110$$

**Step 2**  $Y_3Y_2Y_1 = 101, P_2 = P_1 - (00101000)$   
 $= 111\ 1100\ 1110$

$$Y_5Y_4Y_3 = 101, P_3 = P_2 - (0010100000) \\ = 111\ 0010\ 1110 \\ = -210_{10}$$

$y_i$	$y_{i-1}$	$y_{i-2}$	increment
0	0	0	0
0	0	1	x
0	1	0	x
0	1	1	2x
1	0	0	-2x
1	0	1	-x
1	1	0	-x
1	1	1	0



OP=1 -> subtraction  
 OP=0 -> addition

$X=001010$  ( $10_{10}$ ) &  $Y=101011$  ( $-21_{10}$ )

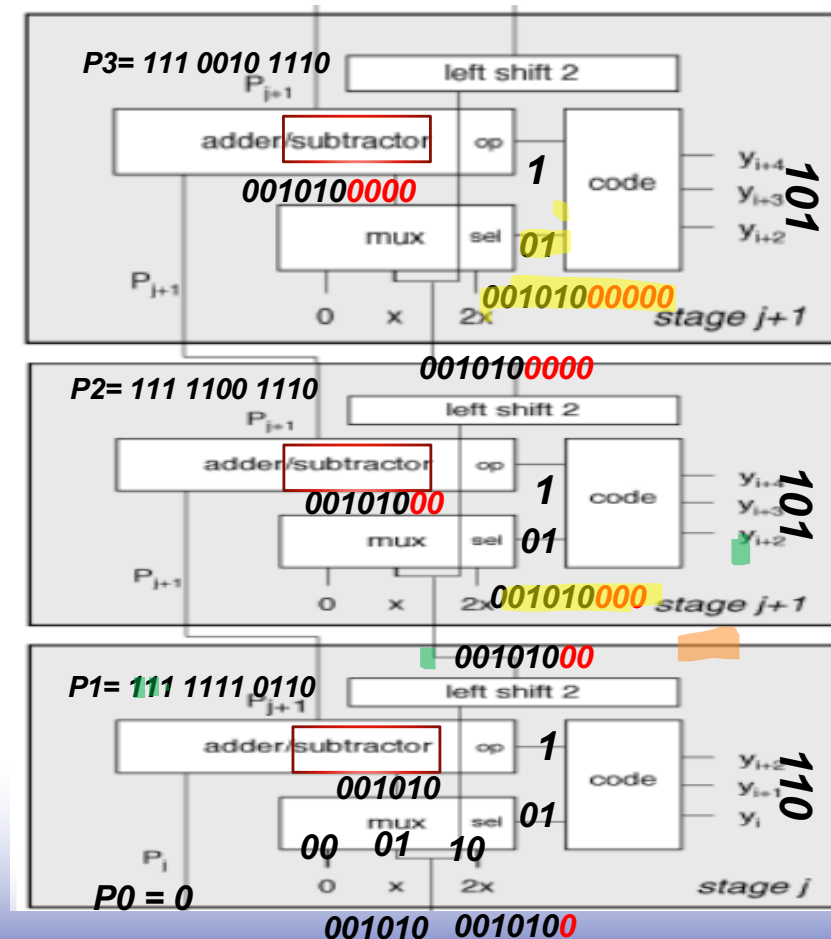
$$Y_1Y_0Y_{-1} = 110, P_1 = P_0 - (001010) \\ = 111\ 1111\ 0110$$

$$Y_3Y_2Y_1 = 101, P_2 = P_1 - (00101000) \\ = 111\ 1100\ 1110$$

**Step 3**  $Y_5Y_4Y_3 = 101, P_3 = P_2 - (0010100000) \\ = 111\ 0010\ 1110 \\ = -21_{10}$

$y_i$	$y_{i-1}$	$y_{i-2}$	increment
0	0	0	0
0	0	1	x
0	1	0	x
0	1	1	2x
1	0	0	-2x
1	0	1	-x
1	1	0	-x
1	1	1	0

**Step 3**



OP=1 -> subtraction  
OP=0 -> addition