Ahsanullah University of Science and Technology Department of Computer Science and Engineering

Course No: CSE 3110

Course Tille: Digital System Design Lab

Assignment No: 02

Name of Experiment: 4x4 booth Multiplication

Date of Pentonmance: 18 December, 2022

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Name of the Experiment: 4x4 booth multiplication

Problem Statement: Design a 4x4 multiplier.

Introduction: Booth's alogorithm is a multiplicator algorithm that can be multiply both possitive and negative numbers. In this experiment, we made a ext booth multiplier using "Booth's Algorithm".

It does not need a large number of additions on substractions It operates on the fact the strings of o's in the multiplier require just shifting a string of the 1's in the multiplier transitions troom bit weight 2k to weight 2m can be treated as 2k+1 to 2m.

Booth's Abgorrithm (Flow chard);

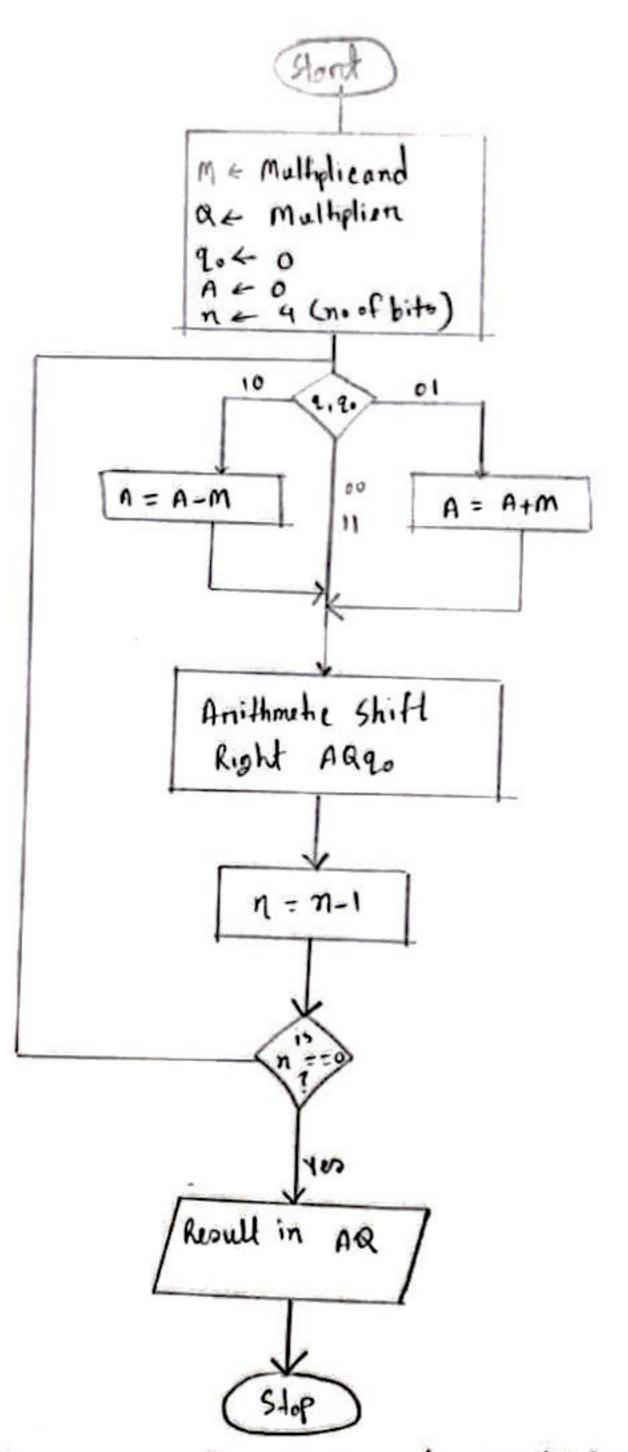
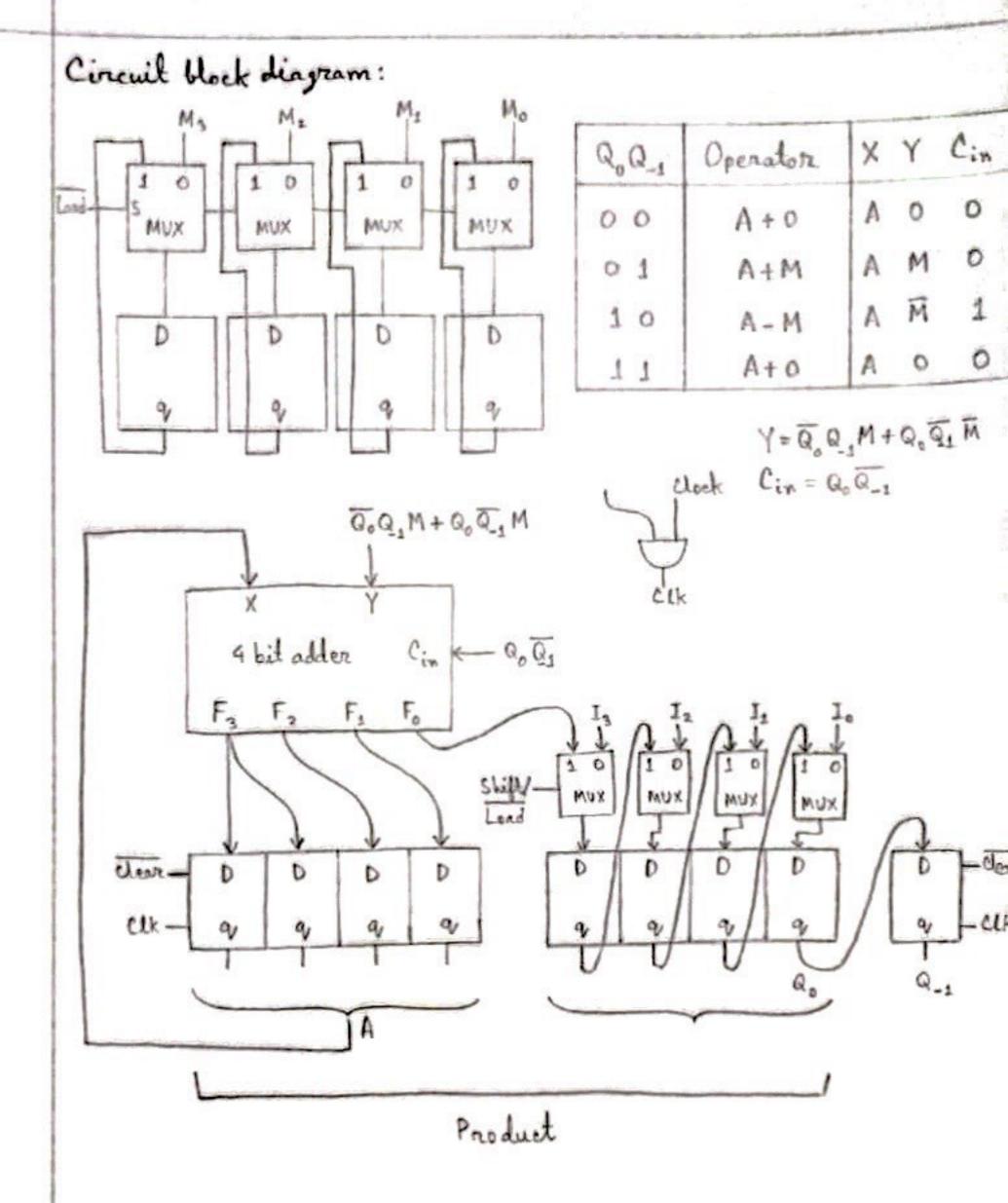
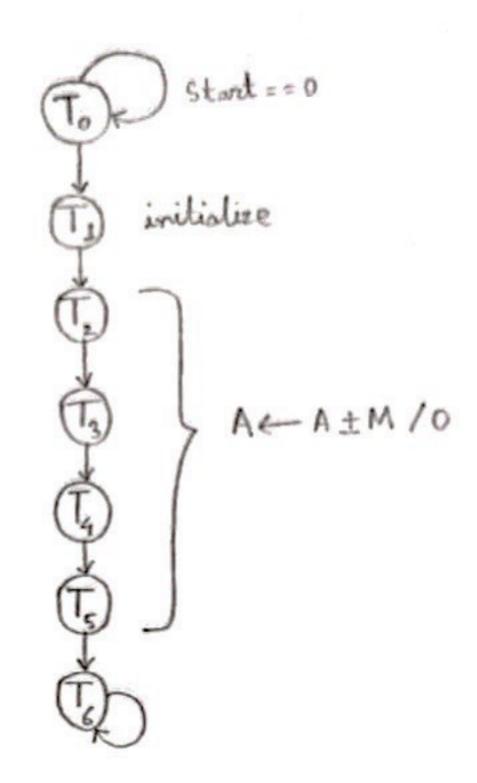


fig: Flowchart of Signed Multiplication (Boothis Algorithm)



Control Unit Design:

State Diagram:

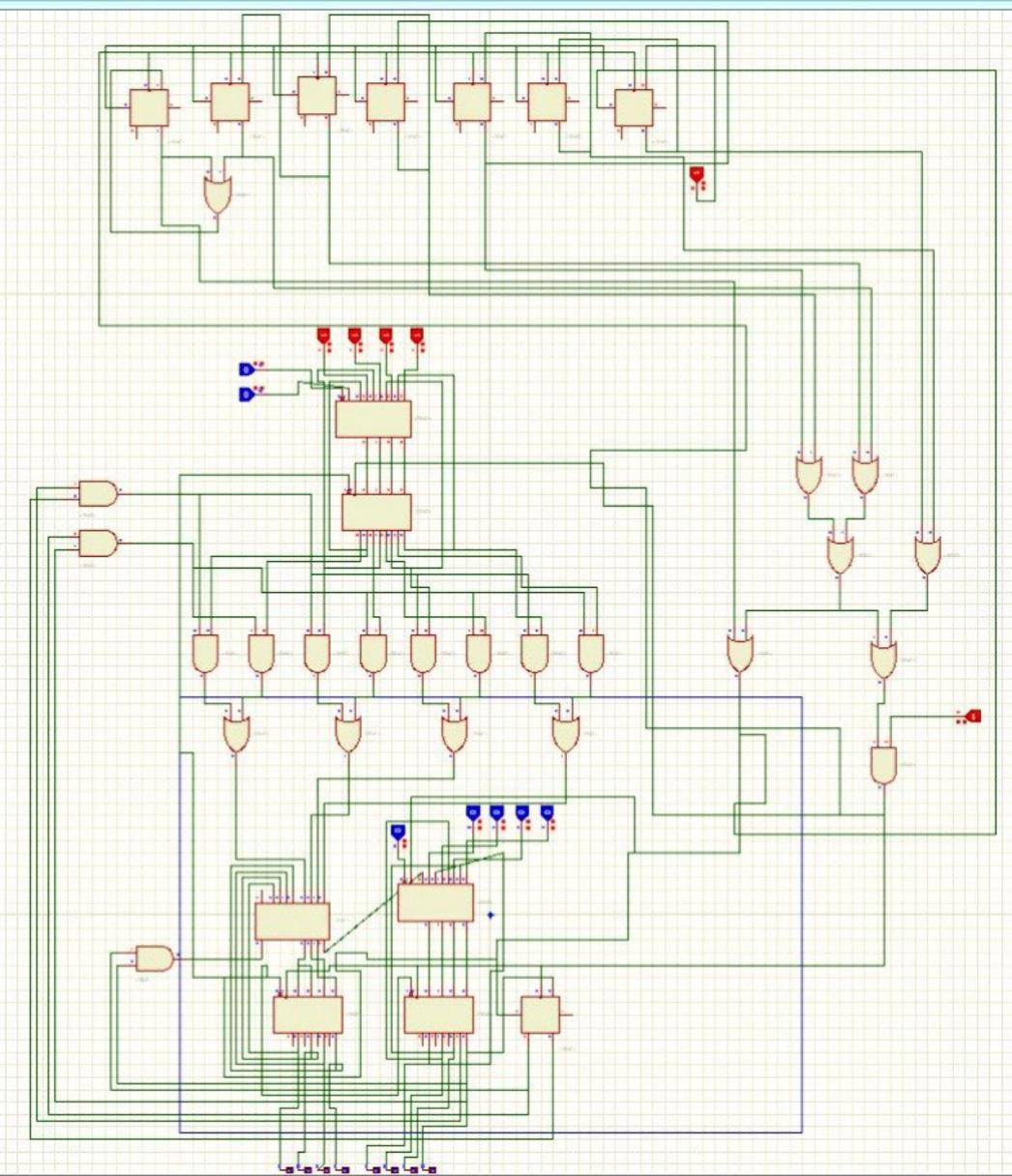


Control Signal:

State	Clear	Load/Shift	Clk-enable
T,	0	0	1
T,	1	0	1
T ₂	1	1	1
Т,	1	1	L
Ta	1	1	1
T ₅	1	1	1
T _k	1	1	0

Boolean Expression:

Control Vril Circuit: start tlean DT clk DT DT2 CIL DT3 7, Clie DT. ctk DT, cek Load/Shift - cut ctk



Conclusion:

To design this cinemit, we have used proteus simulating system and tested our multipliers with different values and got desired output. So, we can say that our cinemit is working properly. During our work, we faced no ennor Also, the total east of penforming the simulation was treasonable.