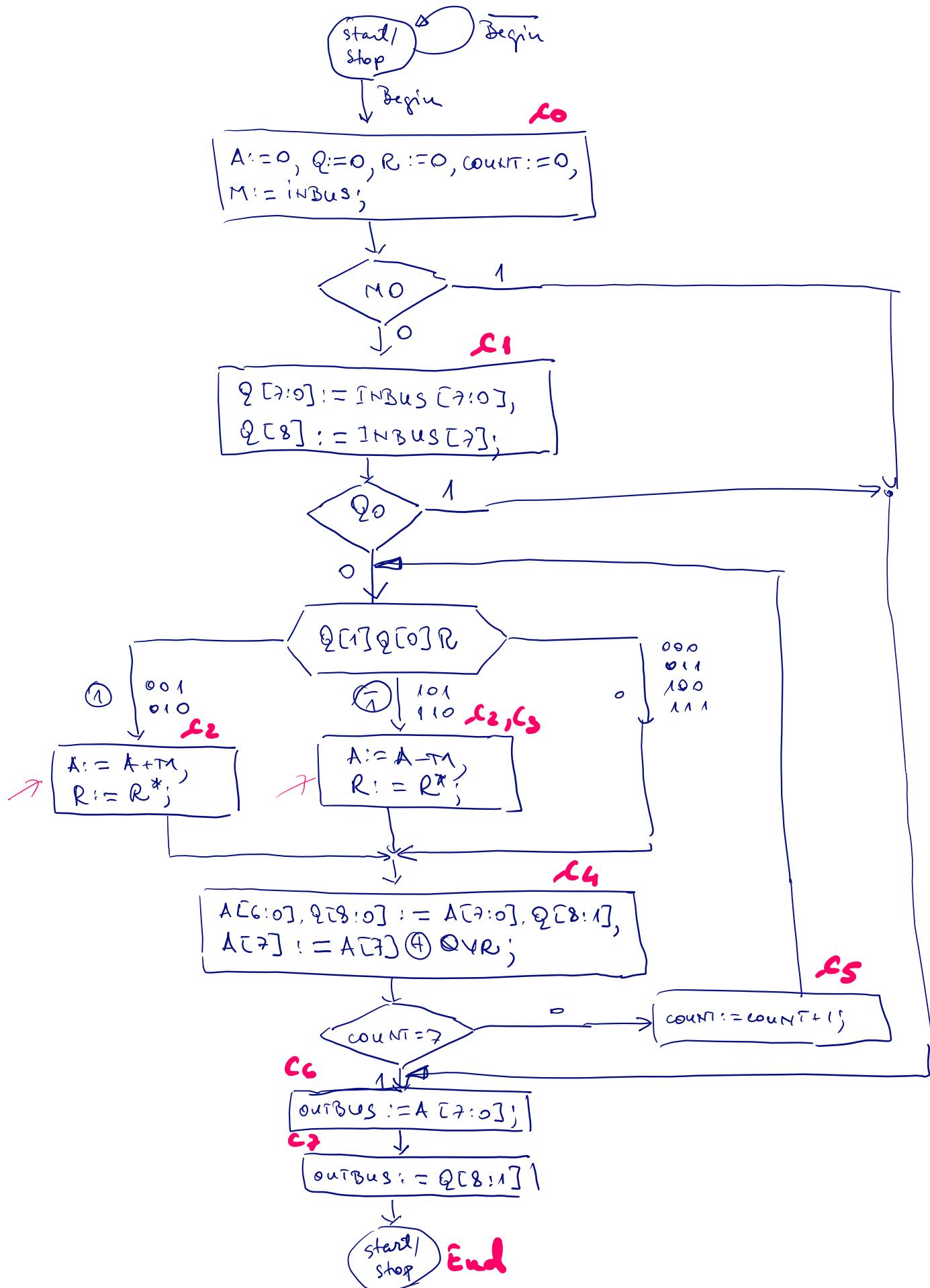
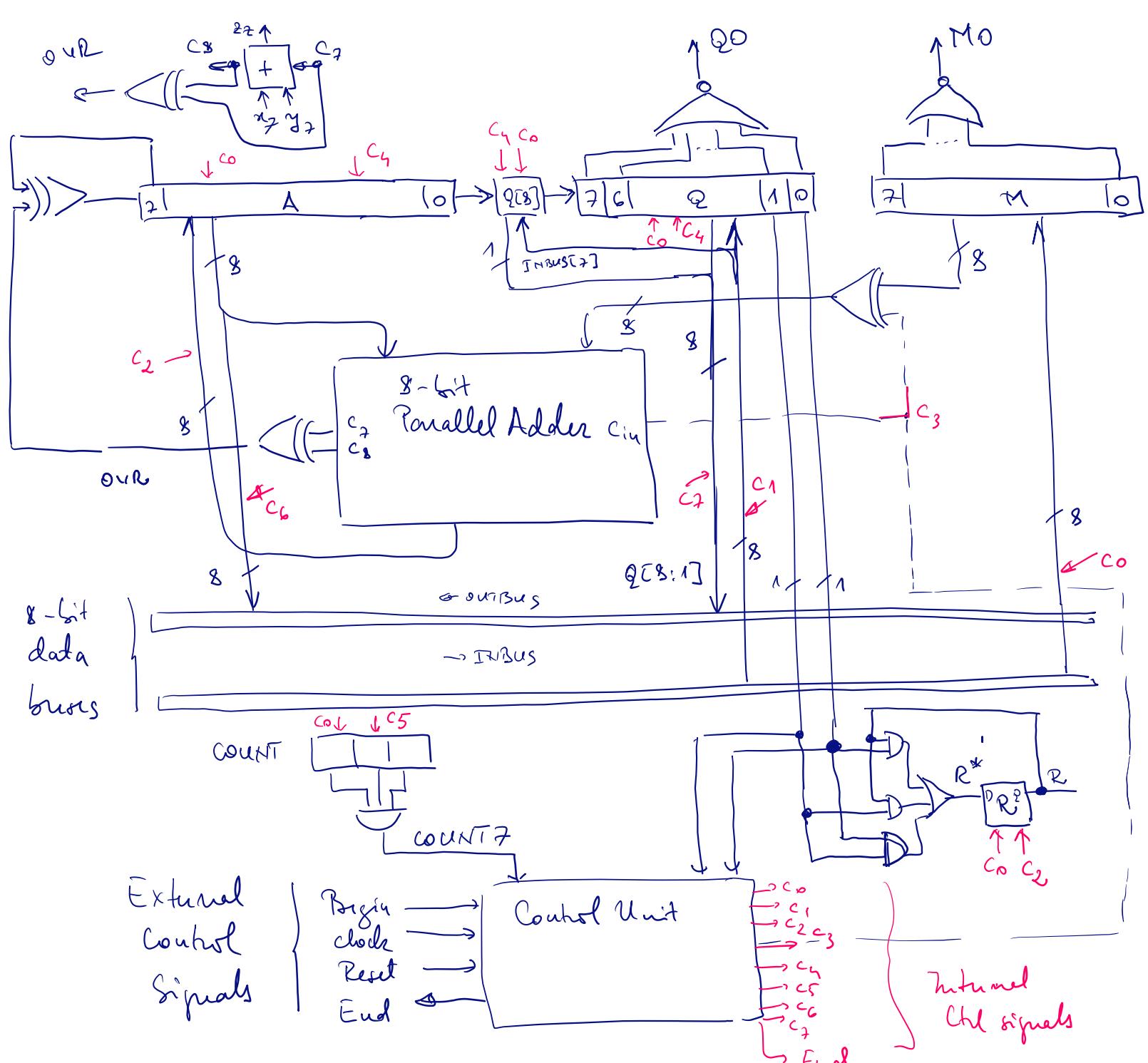


1.2.3 Modified Booth - Hardware implementation





$$R^* = R \cdot x_i + R \cdot x_{i+1} + x_i \cdot x_{i+1}$$

\uparrow \uparrow
 $Q[0]$ $Q[1]$

1.3 Speeding up multiplication with higher radix

1.3.1 Redundant sets of digits

Radix 2

Conventional

$$\{0, 1\}$$

$$\begin{matrix} 2^4 & 2^3 & 2^2 & 2^1 & 2^0 \\ 1 & \bar{1} & 0 & 0 & 1 \end{matrix}$$

Example

$$\begin{array}{r} 1 \bar{1} 0 0 1 \\ \hline = 1 \times 2^0 + 0 \times 2^1 + 0 \times 2^2 + 1 \times 2^3 + 1 \times 2^4 \\ = 16 - 8 + 1 = 9 \end{array}$$

Encoding

$$\begin{array}{r} 1 0 0 0 1 \\ 0 1 0 0 0 \\ \hline 0 1 0 0 1 = 9_{\text{ten}} \checkmark \end{array}$$

Booth

Q _{E0}	Q _{E1}	OP
0	0	0
0	1	1
1	0	1
1	1	0

Radix 4

Conventional

$$\{0, 1, 2, 3\}$$

$$\begin{matrix} 4^4 & 4^3 & 4^2 & 4^1 & 4^0 \\ 1 & 2 & 0 & 2 & \bar{1} \end{matrix}$$

$$\begin{array}{r} 1202\bar{1} \\ \hline = 1 \times 4^4 + 2 \times 4^3 + 2 \times 4^1 - 1 \times 4^0 = 379_{\text{ten}} \end{array}$$

$$\begin{array}{r} 256 + \\ 128 \\ \hline 384 \\ - \\ 9 \\ \hline 375 \checkmark \end{array}$$

Encoding

$$\begin{array}{r} 0110000000 \\ 0000000100 \\ \hline 0101110111 \end{array}$$

$$0 \rightarrow \begin{matrix} 00 \\ 00 \end{matrix}; 1 \rightarrow \begin{matrix} 01 \\ 00 \end{matrix}$$

$$2 \rightarrow \begin{matrix} 10 \\ 00 \end{matrix}; \bar{1} \rightarrow \begin{matrix} 00 \\ 01 \end{matrix}$$

$$\bar{2} \rightarrow \begin{matrix} 00 \\ 10 \end{matrix}$$

23

32

64

$$\begin{array}{r} 256 \\ \hline 375 \checkmark \end{array}$$

375_{ten}

1. 3.2 Radix-4 Booth algorithm

$$\begin{array}{r} 105 \\ -64 \\ \hline 41 \\ -32 \\ \hline 9 \end{array}$$

x_i	x_{i-1}	OP
0	0	0
0	1	1
1	0	1
1	1	1

0 → no. op

1 → +Y

$\bar{1}$ → -Y

2 → +2Y

$\bar{2}$ → -2Y

x_{i+1}	x_i	x_{i-1}	OP
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	2
1	0	0	$\bar{2}$
1	0	1	$\bar{1}$
1	1	0	$\bar{1}$
1	1	1	0

$$\begin{aligned}
 & 0 \times 2^i + 0 \times 2^{i+1} = 0 \\
 & 1 \times 2^i + 0 \times 2^{i+1} = 1 \times 2^i \\
 & -1 \times 2^i + 1 \times 2^{i+1} = 1 \times 2^i \\
 & 0 \times 2^i + 1 \times 2^{i+1} = 2 \times 2^i \\
 & 0 \times 2^i - 1 \times 2^{i+1} = -2 \times 2^i \\
 & 1 \times 2^i - 1 \times 2^{i+1} = -1 \times 2^i \\
 & 1 \times 2^i + 0 \times 2^{i+1} = 1 \times 2^i \\
 & 0 \times 2^i + 0 \times 2^{i+1} = 0
 \end{aligned}$$

$$X = -105$$

$$\begin{aligned}
 X &= 11101001_{SM} \\
 &= 10010111_{C_2}
 \end{aligned}$$

$$Y = -79$$

$$\begin{aligned}
 Y &= 11001111_{SM} \\
 &= 10110001_{C_2}
 \end{aligned}$$

$$\begin{aligned}
 +M &= 110110001 \\
 -M &= 001001111 \\
 2M &= 101100010 \\
 -2M &= 010011110
 \end{aligned}$$

COUNT	A	Q ↓	Q[-1]	M
00 +	$\begin{array}{r} 000000000 \\ 001001111 \\ 001001111 \\ 0010010011 \end{array}$	$\begin{array}{r} 10010111 \\ \underline{1110011101} \end{array}$	$\begin{array}{r} 0 \\ -M \end{array}$	$\begin{array}{r} 10110001 \\ \underline{10110001} \end{array}$
01 +	$\begin{array}{r} 101100010 \\ 101110101 \\ 111011101 \end{array}$	$\begin{array}{r} 1110010101 \\ \underline{011110010} \end{array}$	$\begin{array}{r} 0 \\ +2M \end{array}$	
10 +	$\begin{array}{r} 110110001 \\ 110001110 \\ 111100011 \end{array}$	$\begin{array}{r} 10011110 \\ \underline{10011110} \end{array}$	$\begin{array}{r} 0 \\ +M \end{array}$	
11 +	$\begin{array}{r} 010011110 \\ 010000021 \\ 010000021 \end{array}$	$\begin{array}{r} 10011110 \\ \underline{0110011110} \\ 0110011110 \end{array}$	$\begin{array}{r} 0 \\ -2M \end{array}$	

Result
 $A[7:0]$,
 $Q[7:0]$

$$\begin{array}{r}
 -105x \\
 -79 \\
 \hline
 945 \\
 735 \\
 \hline
 +8295
 \end{array}$$

$$\begin{array}{r}
 39+ \\
 64 \\
 \hline
 8192 \\
 +8295 \quad \checkmark
 \end{array}$$

1.3.3 HW Implementation of the Radix-4 Booth algorithm

