# 4 BIT MULTIPLIER

#### INTRODUCTION

A 4-bit multiplier is a digital circuit that multiplies two 4-bit binary numbers, producing an 8-bit output. It uses logic gates such as AND gates and adders to perform binary multiplication efficiently. Commonly used in microprocessors, arithmetic units, and embedded systems, the 4-bit multiplier is valued for its simplicity, speed, and low power consumption, making it a crucial building block in more complex digital systems.

# **OBJECTIVE**

The objective of a 4-bit multiplier is to:

- I. Multiply two 4-bit binary numbers.
- 2. Produce an 8-bit binary output.
- 3. Ensure accuracy using logic gates.
- 4. Optimize for speed and efficiency in digital circuits.
- 5. Serve as a building block for larger multipliers.

#### **SCOPE**

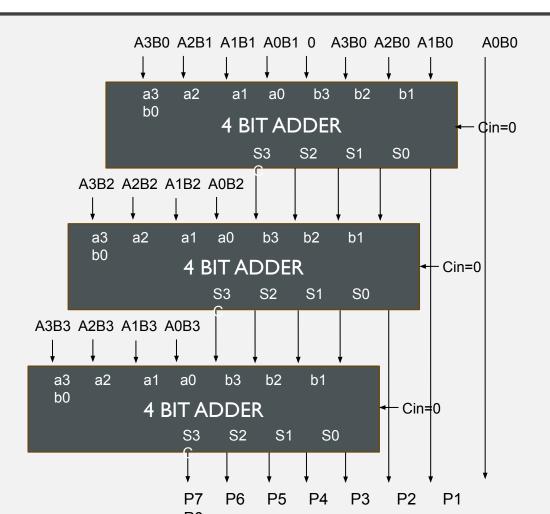
The scope of a 4-bit multiplier involves:

- I. Basic Arithmetic: Used in microprocessors and ALUs for binary multiplication.
- 2. Embedded Systems: Applied in low-power, simple devices.
- Signal Processing: Used in DSPs for filtering and encoding.
- 4. **Educational Tool**: Foundation for understanding larger multipliers.
- 5. Scalability: Expandable for higher-bit multipliers.
- **6. Hardware Optimization**: Applied in efficient FPGA and ASIC designs.

It plays a vital role in digital circuits and low-complexity applications.

### **BLOCK DIAGRAM**

4 BIT BY 4 BIT BINARY MULTIPLIER



#### **DESIGN**

A 4-bit multiplier multiplies two 4-bit binary numbers using logic gates and adders.

- I. Inputs: Two 4-bit numbers: A (A3 A2 A1 A0) and B (B3 B2 B1 B0).
- 2. Partial Products: Generated by multiplying each bit of A with each bit of B using AND gates.
- **3. Summation**: The partial products are summed using half adders and full adders.
- 4. Output: The final result is an 8-bit binary output: P7 P6 P5 P4 P3 P2 P1 P0.

This design efficiently performs binary multiplication and is commonly used in digital systems like microprocessors.

```
1 module multiplier_4bit(
2  input [3:0] a, // 4-bit input a
3  input [3:0] b, // 4-bit input b
4  output [7:0] product // 8-bit output product
5 );
6  assign product = a * b; // Multiplication operation
7 endmodule
```

```
1 module testbench;
     reg [3:0] a, b;
     wire [7:0] product;
     // Instantiate the multiplier module
     multiplier_4bit uut (
       .a(a),
       .b(b),
       .product(product)
10
     // Dump the variables into a .vcd file for GTKWave
     initial begin
13
       $dumpfile("multiplier_4bit.vcd"); // Create a VCD file
14
15
       $dumpvars(0, testbench); // Dump all signals in the testbench
16
     end
     initial begin
19
       // Test cases
       $monitor("a = %b, b = %b, product = %b", a, b, product);
20
                                                                                                  8
```

```
// First test
       a = 4'b0011; b = 4'b0101; // 3 * 5
23
24
       #10;
25
26
       // Second test
       a = 4'b1111; b = 4'b1111; // 15 * 15
28
       #10;
29
       // Third test
30
       a = 4'b1001; b = 4'b0110; // 9 * 6
32
       #10;
33
       $finish;
     end
   endmodule
```

# SOFTWARE REQUIREMENTS

- I. HDL Design Tools: icarus Verilog or VHDL
- 2. Simulation Tools: Xilinx Vivado, ModelSim, or Quartus Prime
- 3. Schematic Design Software: Multisim or Proteus
- 4. FPGA/ASIC Design Tools: Xilinx ISE or Altera Quartus
- 5. Circuit Design and Verification: LTspice or Cadence

## HARDWARE REQUIREMENTS

- 1. 4-Bit Adder IC (Binary Adder): IC 7483
- 2. Logic Gates (if not using 4-bit adder IC): AND Gates (7408), OR Gates (7432), XOR Gates (7486), NOT Gates (7404)
- 3. Flip-Flops or Registers (Optional): IC 7474 (D Flip-Flop)
- 4. **Power Supply**: Typically, 5V DC is required to power the ICs
- 5. Breadboard or PCB (Printed Circuit Board)
- 6. Jumper Wires
- 7. Input Devices: Toggle Switches or DIP Switches
- 8. Output Devices: LEDs, 7-Segment Display (optional)
- 9. Oscilloscope or Logic Analyzer
- 10. Resistors:  $330\Omega$  or  $220\Omega$  resistors to limit current through the LEDs (if used for output display).
- **FPGA Development Board** (if implementing in HDL): If you're designing the 4-bit adder digitally, a board like Xilinx or Altera FPGA will be required to synthesize and test the design in hardware.

#### **BOM**

- I. ICs:
  - 1 x IC 7483
  - 1 x IC 7408
  - 1 x IC 7486
  - 1 x IC 7432
- 2. Discrete Components:
  - Resistors:  $4 \times 330\Omega$  (LEDs),  $4 \times 1k\Omega$  (pull-ups)
  - Capacitors: 2 x 0.1µF (decoupling)
- 3. Input/Output:
  - 4 x LEDs: Output display
  - 4 x Switches: Binary input
  - 1 x 7-Segment Displays (optional)
- 4. Power Supply:
  - 5V DC power source
- 5. Prototyping Accessories:
  - 1 x Breadboard
  - Jumper Wires
- 6. Testing Equipment:
  - 1 x Oscilloscope/Logic Analyzer

# SIMULATION OUTPUT



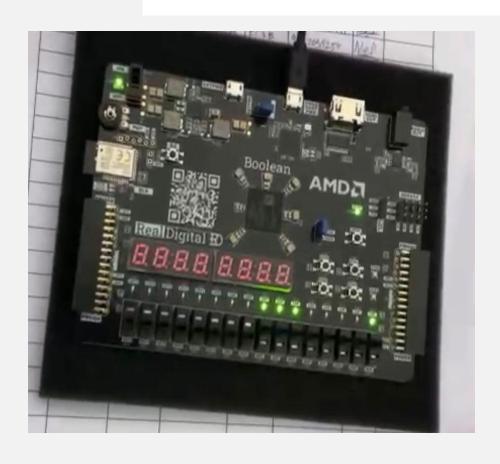
```
gedit multiplier_4bit.v
gedit testbench.v
iverilog -o multiplie_4bit1 testbench.v multiplier_4bit.v

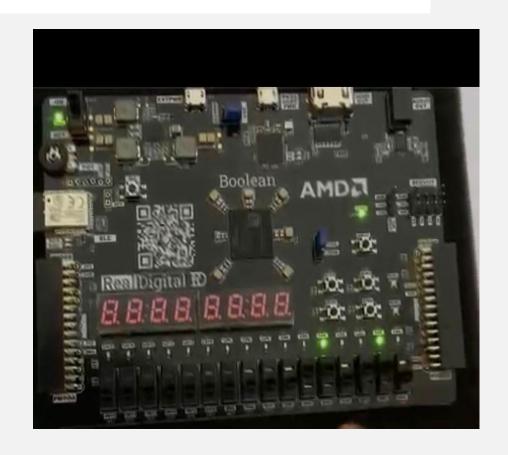
vvp multiplie_4bit1

VCD info: dumpfile multiplier_4bit.vcd opened for output.
a = 0011, b = 0101, product = 00001111
a = 1111, b = 1111, product = 11100001
a = 1001, b = 0110, product = 00110110
testbench.v:34: $finish called at 30 (1s)
```

# gtkwave multiplier\_4bit.vcd GTKWave Analyzer v3.3.116 (w)1999-2023 BSI [0] start time. [30] end time.

# FPGA IMPLEMENTATION





#### CONCLUSION

- The 4-bit multiplier is crucial in digital computation, providing efficient and reliable multiplication of binary numbers. Its ability to produce accurate 8-bit results from two 4-bit inputs makes it ideal for integration into systems such as microprocessors and arithmetic units.
- Moreover, its scalability allows for expansion into larger multipliers, making it a versatile solution for more complex circuit designs.
- Overall, the 4-bit multiplier enhances digital systems by offering a balance of precision and efficiency in performing arithmetic operations.

#### **REFERENCES**

- [1] A. Kumar and B. Patel, "Design and Implementation of a 4-Bit Multiplier System," International Journal of Electronics and Communication Engineering.
- [2] M. Johnson, "Utilizing Multipliers in Digital Systems," Proceedings of the IEEE International Conference on Digital Systems

# THANK YOU