

# 16-Bit ALU and Multiplier

---

***Team:***

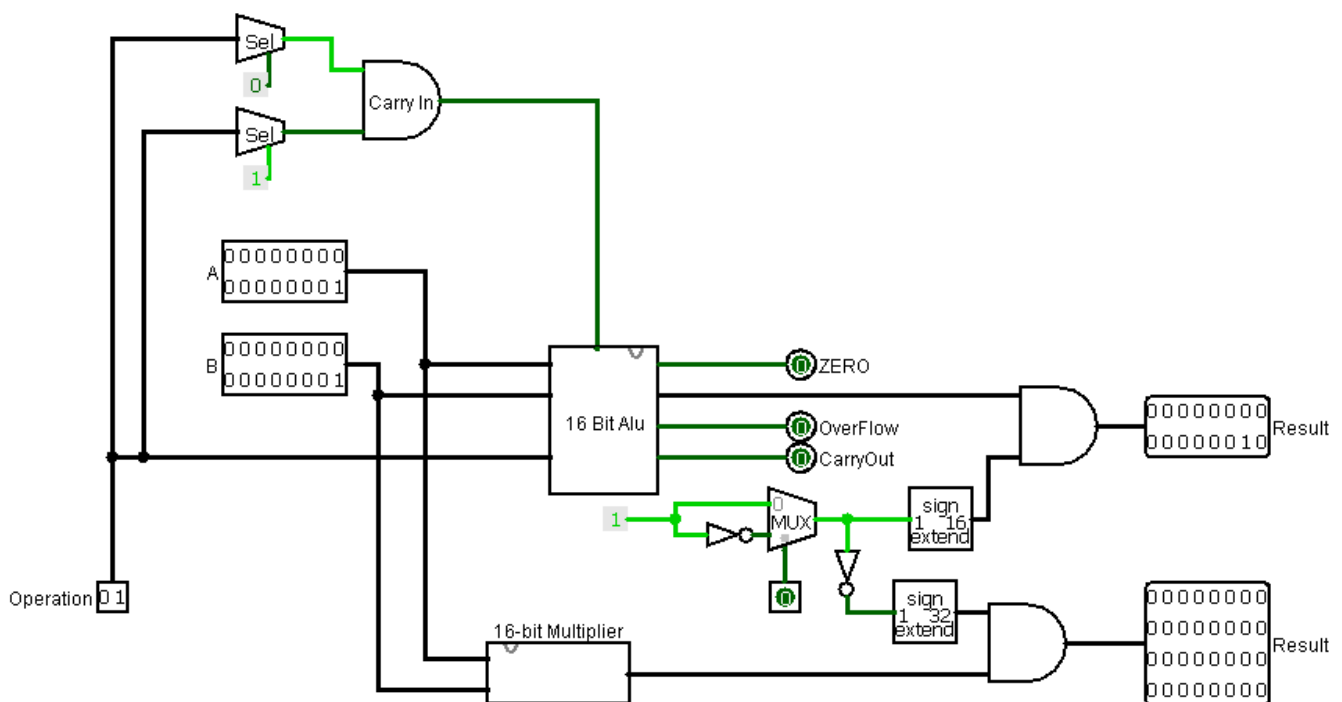
<b><i>Paula Ayman Mikhael</i></b>	<b><i>B.N.30</i></b>
<b><i>Paula Emad Shohdy</i></b>	<b><i>B.N.31</i></b>
<b><i>Mickel Samy Habashy</i></b>	<b><i>B.N.57</i></b>
<b><i>Antonious Emad Kamel</i></b>	<b><i>B.N.22</i></b>
<b><i>Tony Mikhael Soryan</i></b>	<b><i>B.N.33</i></b>

---

***Under Supervision of  
Professor Dr. Shaimaa Rizk  
Eng. Shaimaa Yosry***

## Arithmetic Logic Unit (ALU)

- Is a digital circuit that performs arithmetic and logical operations on binary numbers.
- It typically consists of several sub-components, including adders, multiplexers, logic gates, and registers.
- The ALU is responsible for operations such as addition, subtraction, bitwise logical operations (AND, OR).
- It takes input operands, performs the specified operation based on control signals, and produces the output result.



## Multiplier Circuit

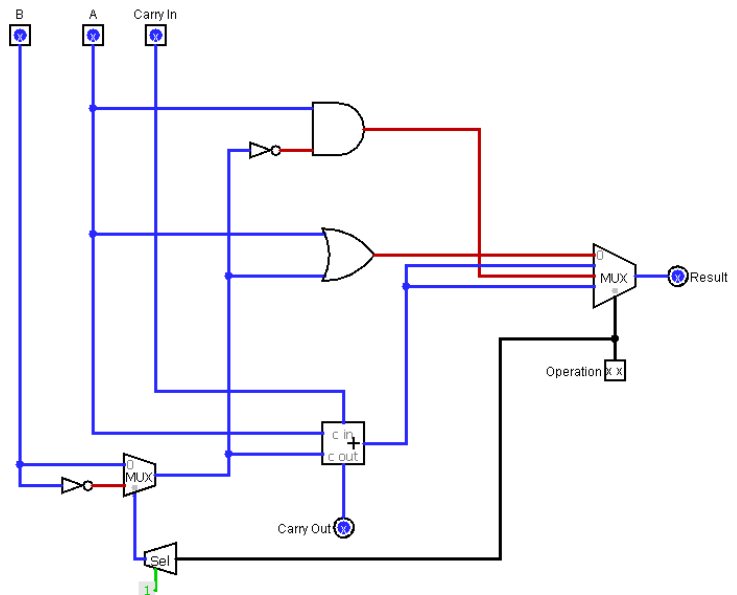
- Is designed specifically to perform the multiplication operation on binary numbers.
- It takes two input operands, multiplies them together using the chosen multiplication algorithm, and produces the resulting product as output.
- The complexity of the multiplier circuit depends on factors such as the bit width of the operands and the desired speed and precision of the multiplication operation.

# First: 16-Bit ALU

**Consists of 2 levels:**

## level 1: Basic ALU

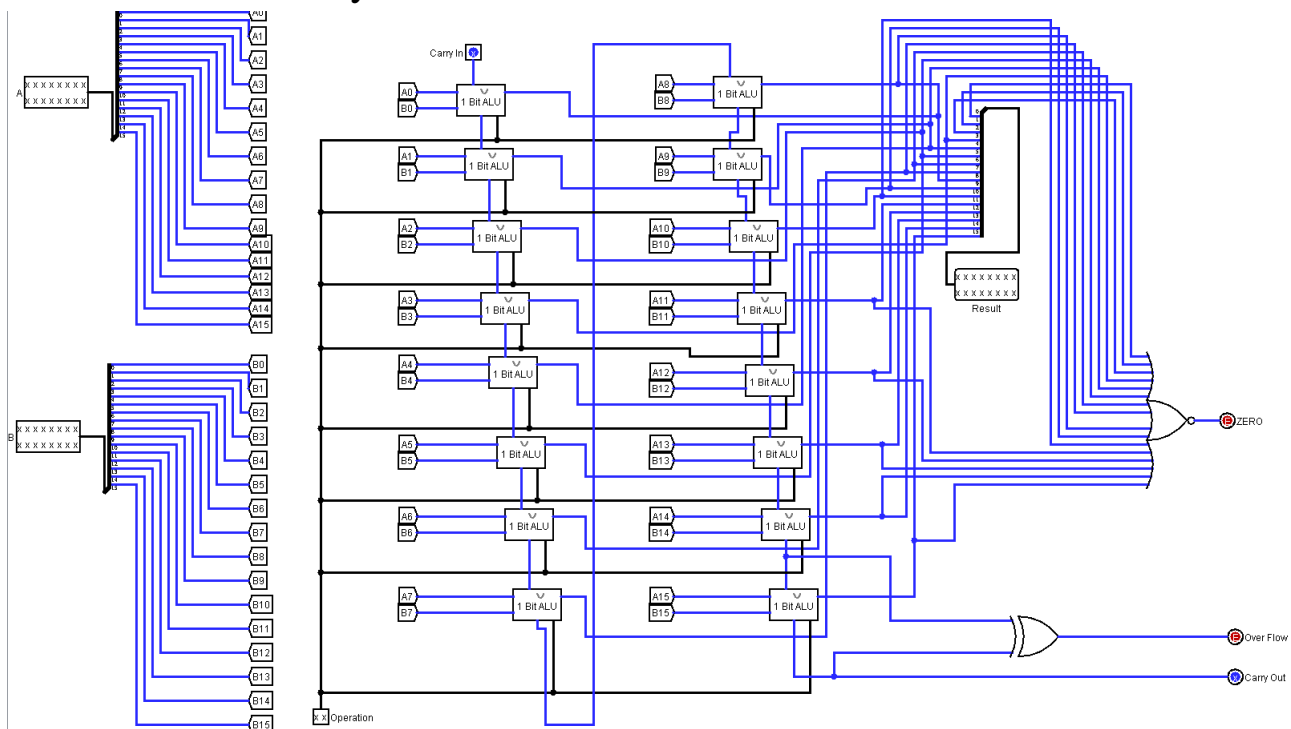
- **AND** connected to 2 i/p A,B.
- **OR** connected to 2 i/p A,B.
- **ADD/SUB** connected to 2 i/p A,B using a multiplexer to switch between +B/-B for SUB.
- **Operational multiplexer** to choose between them.



**Note:** a one-selector selects 2nd bit of operation input so mux selects this bit

## Level 2: multi connected ALU

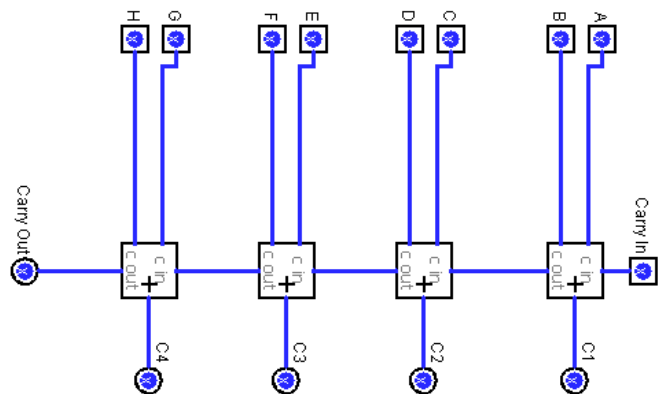
- Input Every ALU is connected with 2-bits from both the 16-bit input A and B , carry in of previous alu, the operation bits.
- Output Result of sum, carry out to next alu.
- Checkers Zero checker if all result is zero, overflow checker if both MSB and carry out are diff.



# Second: 16-Bit Multiplier

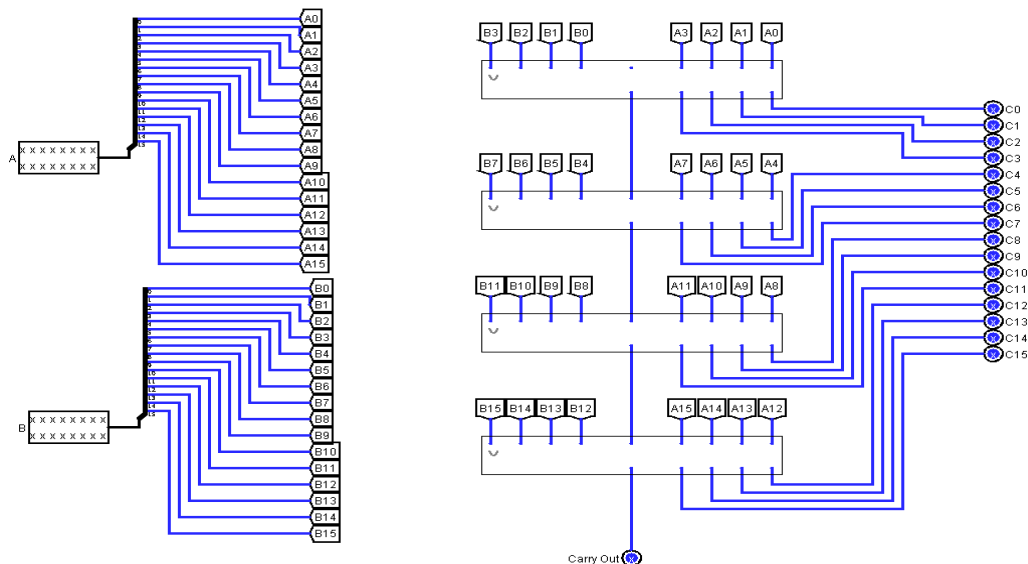
**Consists of 3 levels:**

**Level 1: 4-bit parallel adder 4**  
connected single adder.

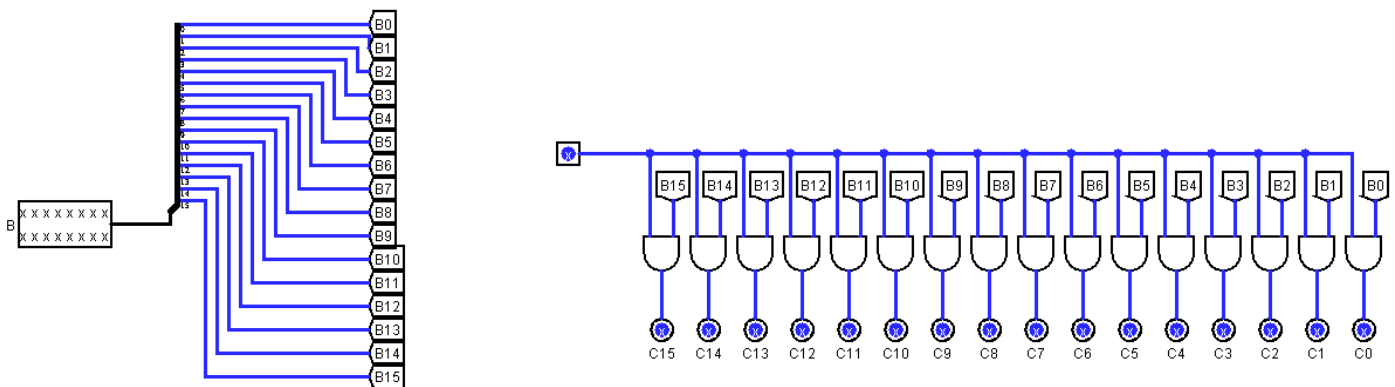


**Level 2:**

- **16-bit parallel adder 4** connected 4-bit adders.



- **16-bit AND Circuit** every bit of the 16 is ANDed with a single bit

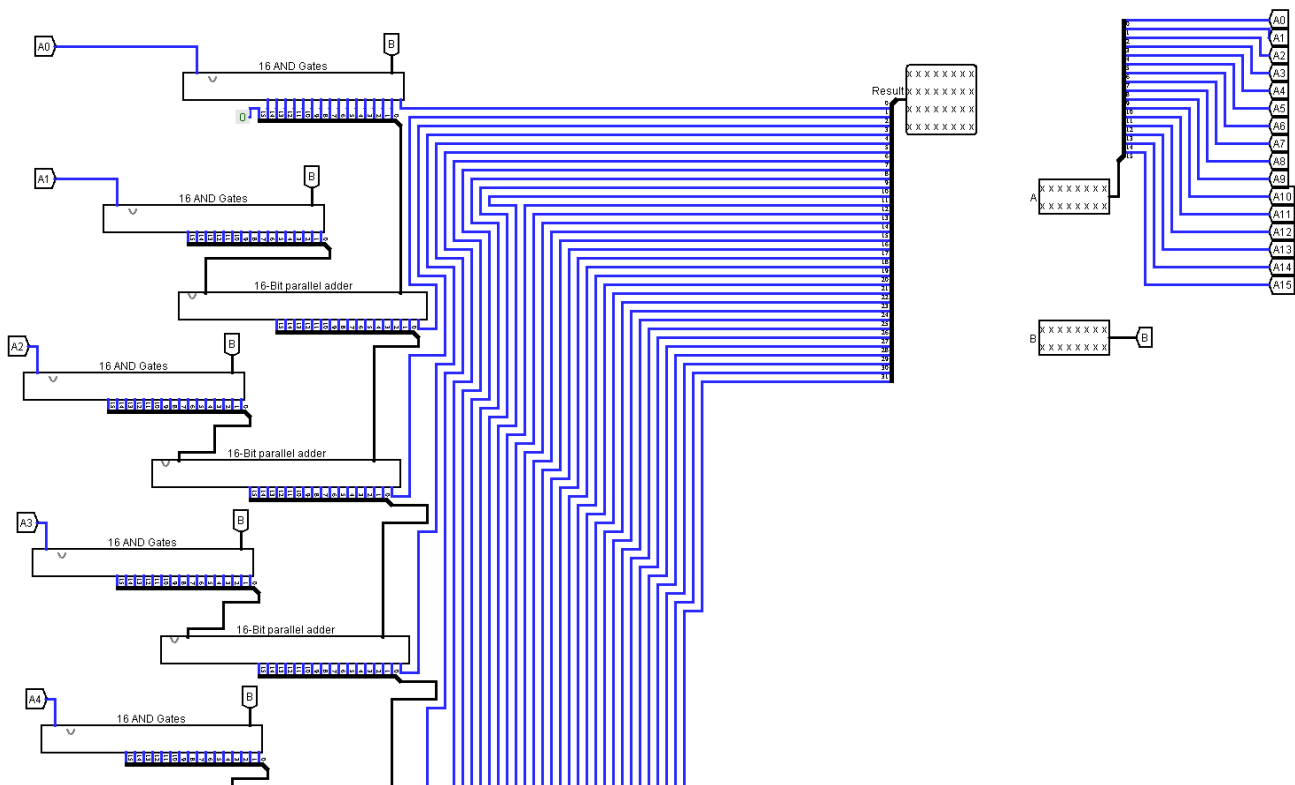


### Level 3: 16-bit Multiplier circuit

It works with the same principle of this simple 2-bits multiplication but on large scale

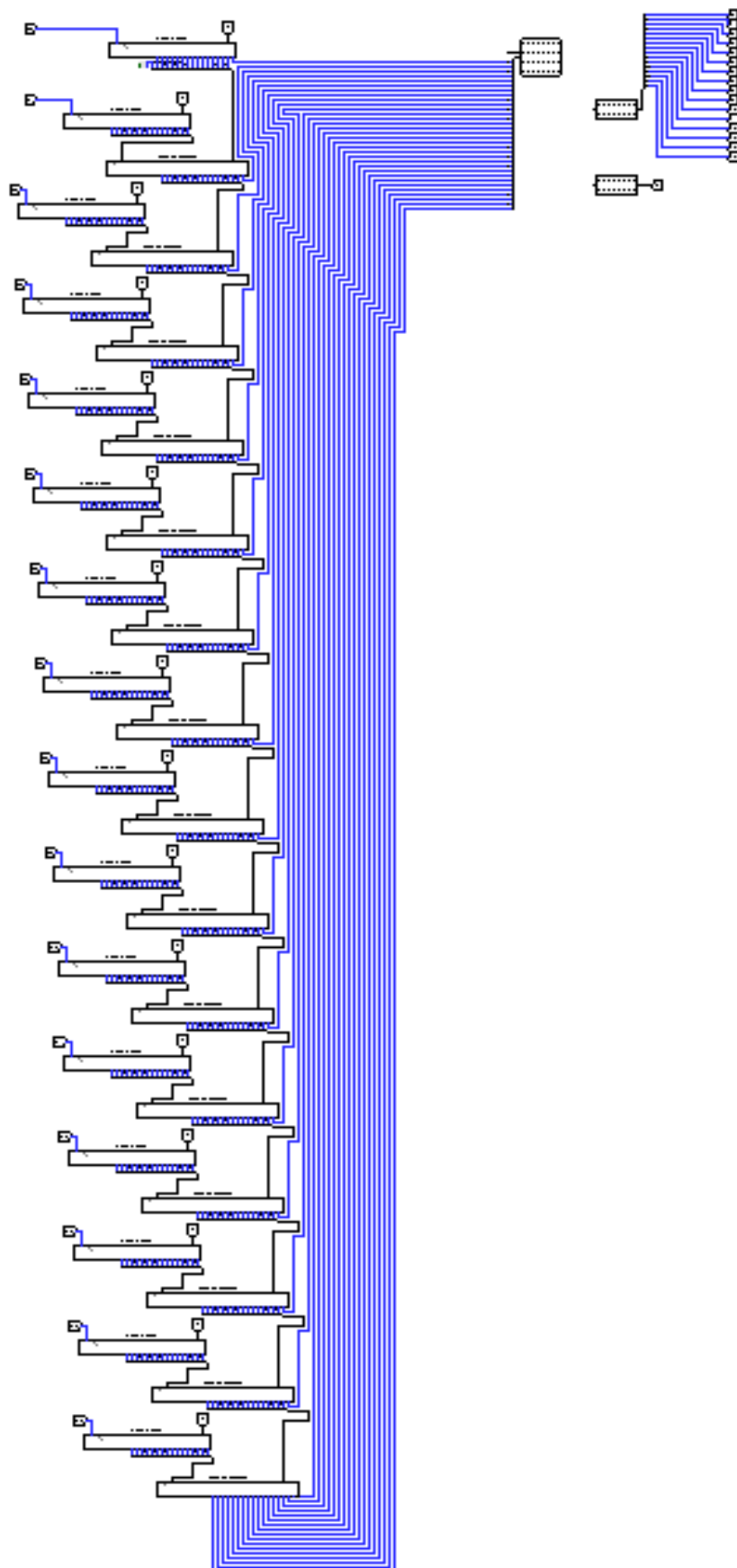
$$\begin{array}{r} B_1 \quad B_0 \\ A_1 \quad A_0 \\ \hline A_0 B_1 \quad A_0 B_0 \\ A_1 B_1 \quad A_1 B_0 \\ \hline C_3 \quad C_2 \quad C_1 \quad C_0 \end{array}$$

***Personally I don't recommend you to see its full circuit image.  
Here is a sample of its circuit...***



***If you are still curious to see it, then... you will find it in the next slide.***

*Here you are!...*



***Finally heres a truth table for operations:***

Input Operation Control		What it does
0	0	OR
0	1	SUM
1	0	AND
1	1	SUB

Circuit Control	What it does
0	ALU
1	Multiplier

***Note:***

If circuit control is changed from/to ALU/Multiplier the result is automatically becomes all zeros in the unused circuit.