

$$\begin{array}{r} 11 \\ \times 23 \\ \hline 253 \end{array}$$

The result is 00001111101
which is 253 in decimal

$$\begin{array}{r} 001011 \\ \times 010111 \\ \hline 00001111101 \end{array}$$

| | M | A | Q | β | Count |
|----------------|-------------|-------------|-------------|---------|-------|
| Initialization | 0 0 1 0 1 1 | 0 0 0 0 0 0 | 0 1 0 1 1 1 | 0 | 6 |
| Subtraction | 0 0 1 0 1 1 | 1 1 0 1 0 1 | 0 1 0 1 1 1 | 0 | 6 |
| Shift | 0 0 1 0 1 1 | 1 1 1 0 1 0 | 1 0 1 0 1 1 | 1 | 5 |
| Shift | 0 0 1 0 1 1 | 1 1 1 1 0 1 | 0 1 0 1 0 1 | 1 | 4 |
| Shift | 0 0 1 0 1 1 | 1 1 1 1 1 0 | 1 0 1 0 1 0 | 1 | 3 |
| Addition | 0 0 1 0 1 1 | 0 0 1 0 0 1 | 1 0 1 0 1 0 | 1 | 3 |
| Shift | 0 0 1 0 1 1 | 0 0 0 1 0 0 | 1 1 0 1 0 1 | 0 | 2 |
| Subtraction | 0 0 1 0 1 1 | 1 1 1 0 0 1 | 1 1 0 1 0 1 | 0 | 2 |
| Shift | 0 0 1 0 1 1 | 1 1 1 1 0 0 | 1 1 1 0 1 0 | 1 | 1 |
| Addition | 0 0 1 0 1 1 | 0 0 0 1 1 1 | 1 1 1 0 1 0 | 1 | 1 |
| Shift | 0 0 1 0 1 1 | 0 0 0 0 1 1 | 1 1 1 1 0 1 | 0 | 0 |

Math/ALU

Pseudo Code Info

Booth's Multiplication Algorithm

```

01 boothMultiply(multiplicand, multiplier){
02   Register M=multiplicand
03   Register A=0
04   Register Q=multiplier
05   Bit  $\beta$ =0
06   Integer count=REGISTER_SIZE
07
08   while (count > 0) {
09
10     switch ([leastSignificantBit(Q), $\beta$ ]) {
11       case [1,0]: A=A-M
12         break
13
14       case [0,1]: A=A+M
15         break
16     }
17
18     //Shift A, Q, and  $\beta$  1 bit
19     signPreservingRightShift(1, A, Q,  $\beta$ )
20
21     count--
22   }
23 }

```