

Two's Complement Multiplication

Here are a couple of ways of doing two's complement multiplication by hand. Direct implementations of these algorithms into the circuitry would result in very slow multiplication! Actual implementations are far more complex, and use algorithms that generate more than one bit of product each clock cycle. ECE 352 should cover these faster algorithms and implementations.

Remember that the result can require 2 times as many bits as the original operands. We can assume that both operands contain the same number of bits.

"No Thinking Method" for Two's Complement Multiplication

In 2's complement, to always get the right answer without thinking about the problem, *sign extend* both integers to twice as many bits. Then take the correct number of result bits from the least significant portion of the result.

A 4-bit, 2's complement example:

```

      1111 1111      -1
    x 1111 1001      x  -7
    -----
      11111111
     00000000
    00000000
   11111111
  11111111
 11111111
11111111
+ 11111111
-----
1 00000000111
    ----- (correct answer underlined)

```

Another 4-bit, 2's complement example, showing both the incorrect result (when sign extension is not done), and the correct result (with sign extension):

<p>WRONG !</p> <pre> 0011 (3) x 1011 (-5) ----- 0011 0011 0000 + 0011 ----- 010001 not -15 in any representation! </pre>	<p>Sign extended:</p> <pre> 0000 0011 (3) x 1111 1011 (-5) ----- 00000011 00000011 00000000 00000011 00000011 00000011 00000011 + 00000011 ----- 1011110001 ----- take the least significant 8 bits 11110001 = -15 </pre>
--	---

"Slightly Less Work Method" for Two's Complement Multiplication

```

multiplicand
x multiplier
-----
product

```

If we do *not* sign extend the operands (multiplier and multiplicand), before doing the multiplication, then the wrong answer sometimes results. To make this work, *sign extend the partial products* to the correct number of bits.

To result in the least amount of work, classify which do work, and which do not.

+	-	+	-	(multiplicands)
x +	x +	x -	x -	(multipliers)
----	----	----	----	
OK	sign extend partial products	 take additive inverses		
		-	+	
		x +	x +	
		----	----	
		sign extend partial products	OK	

Example:

without sign extension	with correct sign extension
11100 (-4)	11100
x 00011 (3)	x 00011
-----	-----
11100	111111100
11100	111111100
-----	-----
1010100 (-36)	1111110100 (-12)
WRONG!	RIGHT!

Another example:

without adjustment	with correct adjustment
11101 (-3)	11101 (-3)
x 11101 (-3)	x 11101 (-3)
-----	-----
11101	(get additive inverse of both)
11101	
11101	00011 (+3)
+11101	x 00011 (+3)
-----	-----
1101001001 (wrong!)	00011
	+ 00011

	001001 (+9) (right!)