ECE 426/516 Implementation of VLSI Systems with HDL Homework #7 Design of Memory Due date: April 8th, 2024, by 11:30pm

Please upload your solution to D2L

Question: A ROM can be used to multiply two binary numbers by splitting the address lines to accommodate the two numbers. Implement using Verilog such as a multiplier for multiplying two signed numbers, each of size 4 bits.

- (a) Part of the Verilog code has been provided below. Complete the Verilog code and verify your results by simulation.
- (b) Will this be an efficient implementation if used for two 8-bit, unsigned numbers? Discuss your reason.

// This ROM stores the product of two numbers n1 and n2. Both the numbers and "result" are in two complement.

```
product = ___;
18:
19:
     product = ____;
     product = ;
20:
     product = ____;
21:
     product = ;
22:
     product = ____;
23:
24:
     product = ;
     product = ;
 33:
     product = ____;
     product = ____;
     product = ____;
     product = ;
     product = ____;
     product = ;
      product = ;
     product = ____;
49:
     product = ___;
___: product = ___;
     product = ___;
     product = ____;
     product = ;
     product = ;
      product = ;
      product = ___;
 65 :
___: product = ___;
      product = ___ ;
      product = ;
      product =
      product = ;
      product = ____;
____: product = ;
81:
     product = ____;
___: product = ____;
___: product = ____;
     product = ____;
product = ____;
     product = ____;
     product = ____;
```

```
___: product = ____;
        97 : product = ___ ;
        ___: product = ___;
        ___: product = ____;
        ___: product = ___;
        ___: product = ___;
        ___: product = ___;
             product = ;
             product = ___;
        113: product = ___;
        : product = ;
        ___: product = ___;
        ___: product = ___;
        ____: product = ____;
        ___: product = ___;
        ___: product = ___;
        ____: product = ____;
        129: product = ___;
        ____: product = ____;
        ___: product = ___;
        ___: product = ___;
        ____: product = ____;
        ___: product = ___;
        ___: product = ___;
        : product = ;
     default: product = 0;
                                   // Clear the result.
 endcase
assign result = ______;
endmodule
```

end