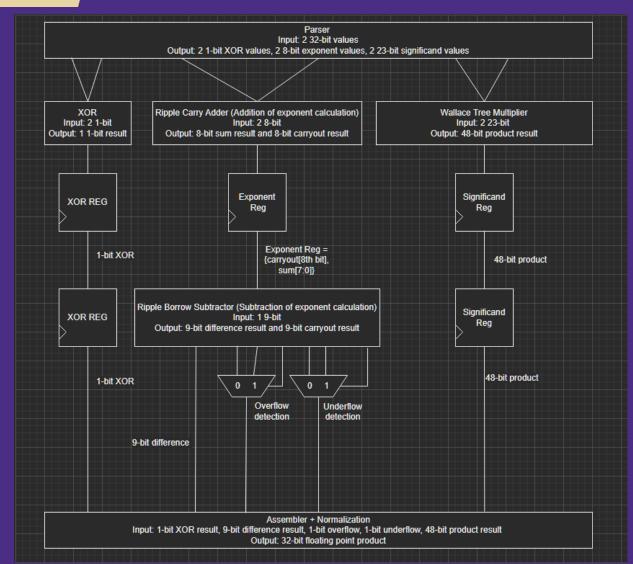
# An Efficient Implementation of Floating-Point Multiplier

**EE 427 Course Project Author: Danny Kha** 

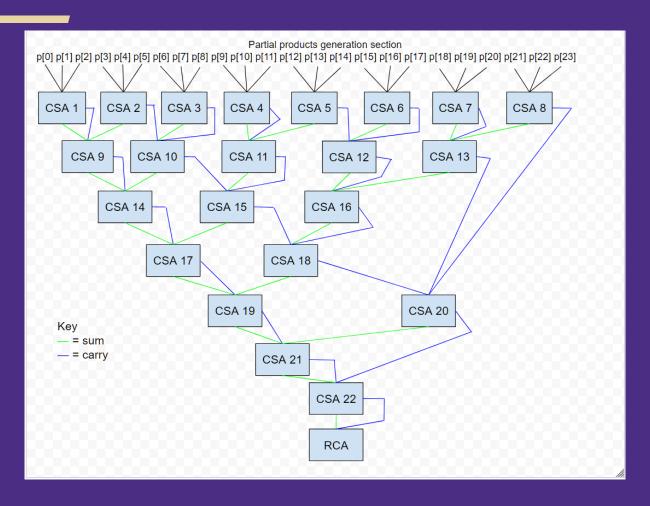


# Block Diagram of single-precision floating-point Multiplier

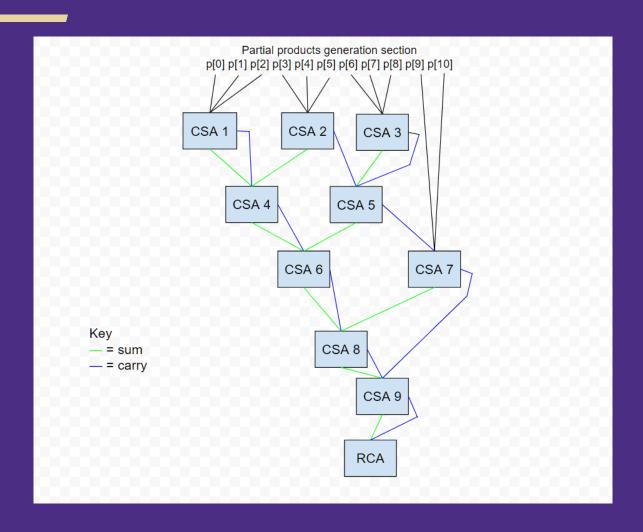




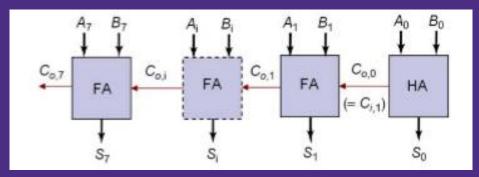
## Wallace Tree Diagram (24 \* 24)



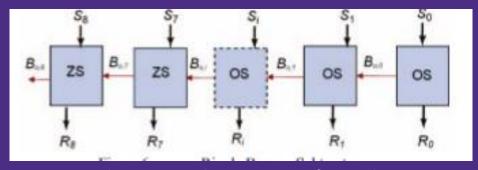
## Wallace Tree Diagram (11 \* 11)



### **Exponent Calculation Design**

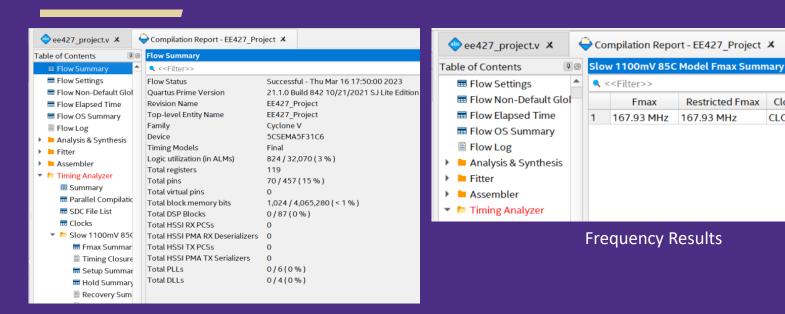


Ripple Carry Adder to preform addition



Ripple Borrow Subtractor to preform subtraction

# Implementation Results (Single precision floating point SPFP)



# of ALMs, # of Registers, and # of DSPs

Clock Name

CLOCK 50

Note

#### **Exploratory Phase**

- > To explore how multiplication is preformed in hardware, I decided to implement a Wallace Tree multiplier rather than a carry save multiplier that the paper describes.
- > A Wallace Tree multiplier preforms multiplication by first creating partial products with the arguments, then using the partial products in carry save adders until there are two values left, which are then added together using a conventional adder (ripple carry adder in this application).
- > The benefits of a Wallace Tree is its faster speed since it has a time complexity of O(log N).
- > The sign and exponent calculations were done as described by the paper.

