# EE224 Handout Fast Multipliers

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## 1 The problem

We are given two binary numbers

$$A = (a_{n-1}a_{n-2}...a_0)$$

$$= \sum_{k=0}^{n-1} a_k . 2^k$$

$$B = (b_{n-1}b_{n-2}...b_0)$$

$$= \sum_{k=0}^{n-1} b_k . 2^k$$

and we wish to compute their product

$$P = p_{2n}p_{2n-1} \dots p_{n-1}p_{n-2} \dots p_0$$
$$= \sum_{k=0}^{2n} p_k \cdot 2^k$$

It is easy to see that

$$P = \sum_{k=0}^{2n-2} \left( \sum_{j=0}^{k} a_j . b_{k-j} \right) . 2^k$$

. Thus the direct way to do multiplication is to compute all the pair-wise terms  $a_i.b_j$  and combine them to form the final product. Define the set of pair-wise products

$$\mathcal{S}_k = \{a_i.b_j | i+j=k\}$$

the time required to compute is proportional to 2n

three bit number can be added using the method called reduction method

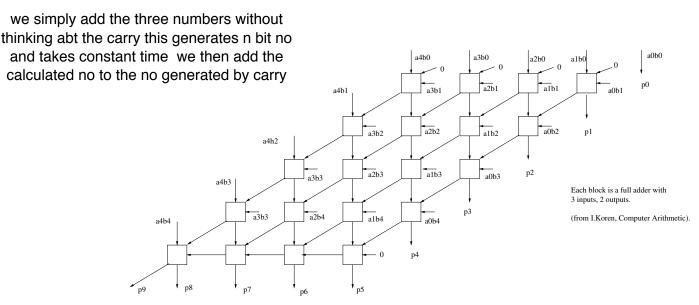


Figure 1: Array Multiplier

Note that

$$p_{0} = a_{0}.b_{0}$$

$$p_{1} = (a_{1}.b_{0} \oplus a_{0}.b_{1})$$

$$p_{2} = (a_{2}.b_{0} \oplus a_{1}.b_{1} \oplus a_{0}.b_{2}) \oplus (a_{1}.b_{0} + a_{0}.b_{1})$$

Thus,  $p_k$  is obtained by taking the sum of bits in  $S_k$  together with the carries generated during the computation of  $p_{k-1}$ .

# 2 Array multiplier: regular structure for generating the product bits

We use a full-adder which adds three bits and produces a two-bit result. The generation of product bits can be realized by the regular structure (illustrated for n = 5) shown in Figure 1 [1].

This scheme is simple, but as n increases, observe that the delay of this circuit increases as O(n). The number of gates required is  $O(n^2)$ . We need a faster solution.

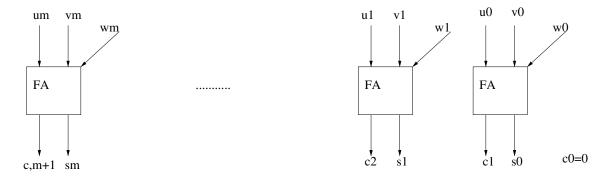


Figure 2: Carry-save adder using full-adders

### 3 Using carry-save addition

Suppose we wish add three n-bit numbers. If we do this naively, then we will need two n-bit adders to get the job done. But there is a much simpler way to achieve this. A carry-save adder has three inputs  $U = (u_{n-1}u_{n-2} \dots u_0)$ ,  $V = (v_{n-1}v_{n-2} \dots v_0)$  and  $W = (w_{n-1}w_{n-2} \dots w_0)$  and has outputs  $S = (s_{n-1}s_{n-2} \dots s_0)$  and  $C = (c_{n-2}c_{n-1} \dots c_0)$  such that

$$s_k = u_k \oplus v_k \oplus w_k$$
  

$$c_k = (u_{k-1} \oplus v_{k-1}).w_{k-1} + u_{k-1}.v_{k-1}, (c_0 = 0)$$

That is, at each k,  $u_k$  and  $v_k$  are bits to be added and  $w_{k-1}$  is treated as an incoming carry. The output  $c_k$  is to be added at position k while computing the final sum. We have

$$U + V + W = S + C$$

The carry-save adder can be constructed using full-adders (Figure 2). Observe that a carry-save adder has a constant delay and needs O(n) gates.

Add S and C using a normal adder, and the result obtained will simply be the integer sum (modulo  $2^n$ ) of U, V, W. Thus, only a single conventional adder is needed.

#### 4 Fast multiplier using carry-save addition

The basic idea is as follows: we list the bits to be added at each position and use full-adders to combine the bits. Note that the use of a full adder

at position k produces a result at position k and a result at position k + 1. Repeated use of full adders eventually gives us two bits to be added at each position. When this situation is reached, we use a conventional adder to complete the sum.

This concept is illustrated (for n = 5) in Figure 3 and an implementation using full-adders is illustrated in Figure 4. Note the drastic reduction in the maximum delay relative to the regular scheme used in the array multiplier.

#### 5 Problem set

- 1. You are asked to design a combinational circuit which adds 5 n—bit numbers and produces their sum modulo 2. Using carry-save adders and a single n—bit conventional adder, design the fastest circuit that you can (assume that the full adder has a constant delay of 1 unit, and the conventional adder has a delay of  $\log n$  units).
- 2. Design a circuit which has seven input bits and produces 3 output bits, with the three output bits giving a count of the number of input bits that are 1.

#### References

[1] I. Koren, Computer Arithmetic Algorithms, second edition, Universities Press, Hyderabad, 2002.

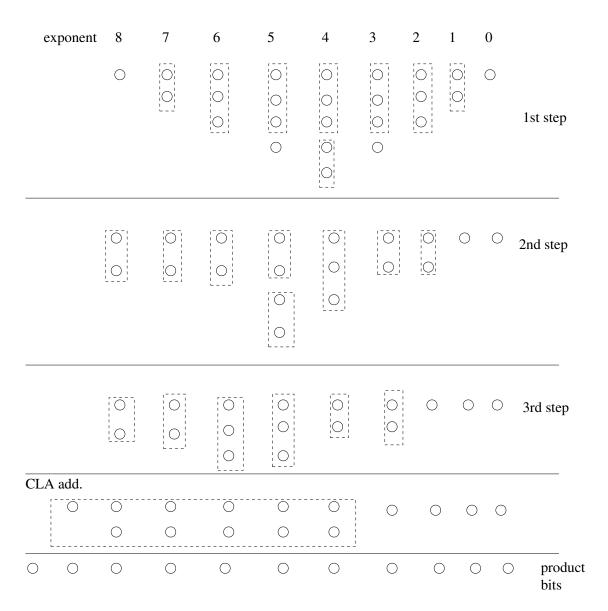


Figure 3: Reduction of bit addition using carry-save addition

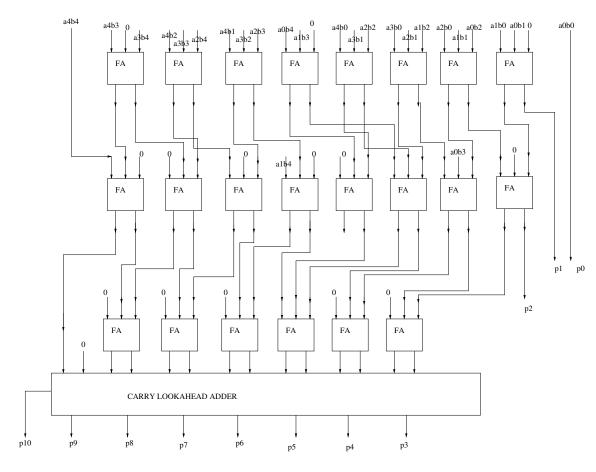


Figure 4: Implementation of bit addition using full-adders and a single conventional adder