



A VARIABLE-SIZE SHIFT/ADD MULTIPLIER ARCHITECTURE

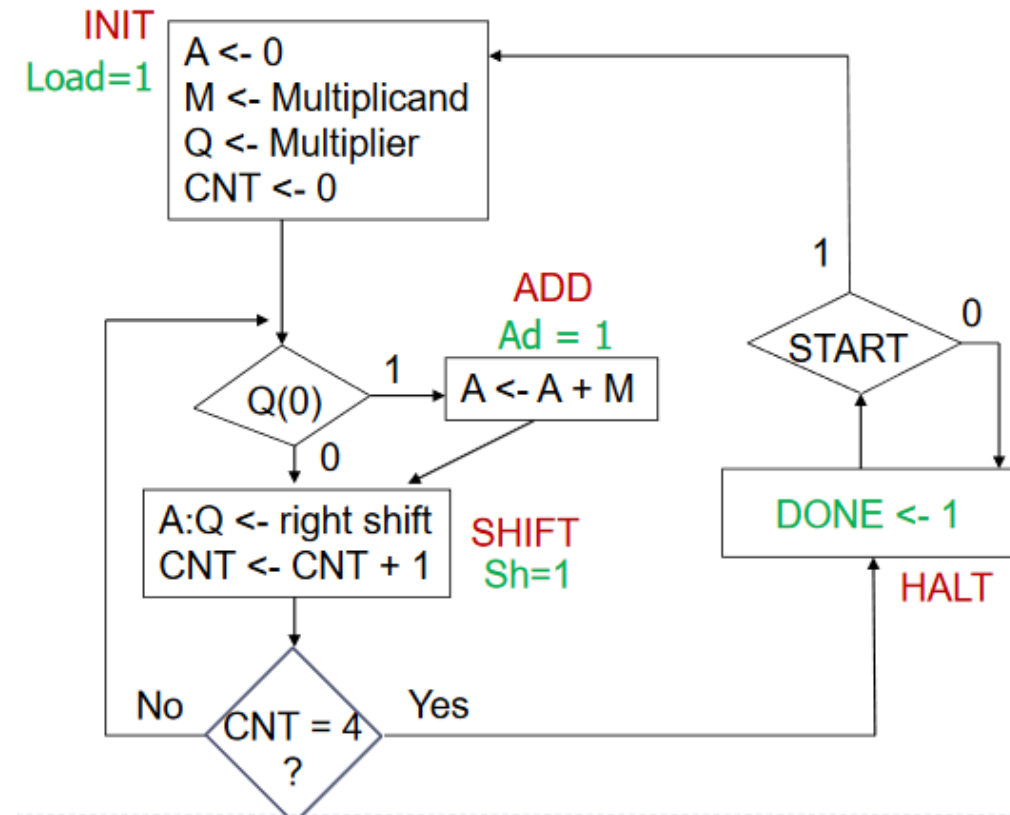
VLSI II – 2018/2019 – TEAM 8

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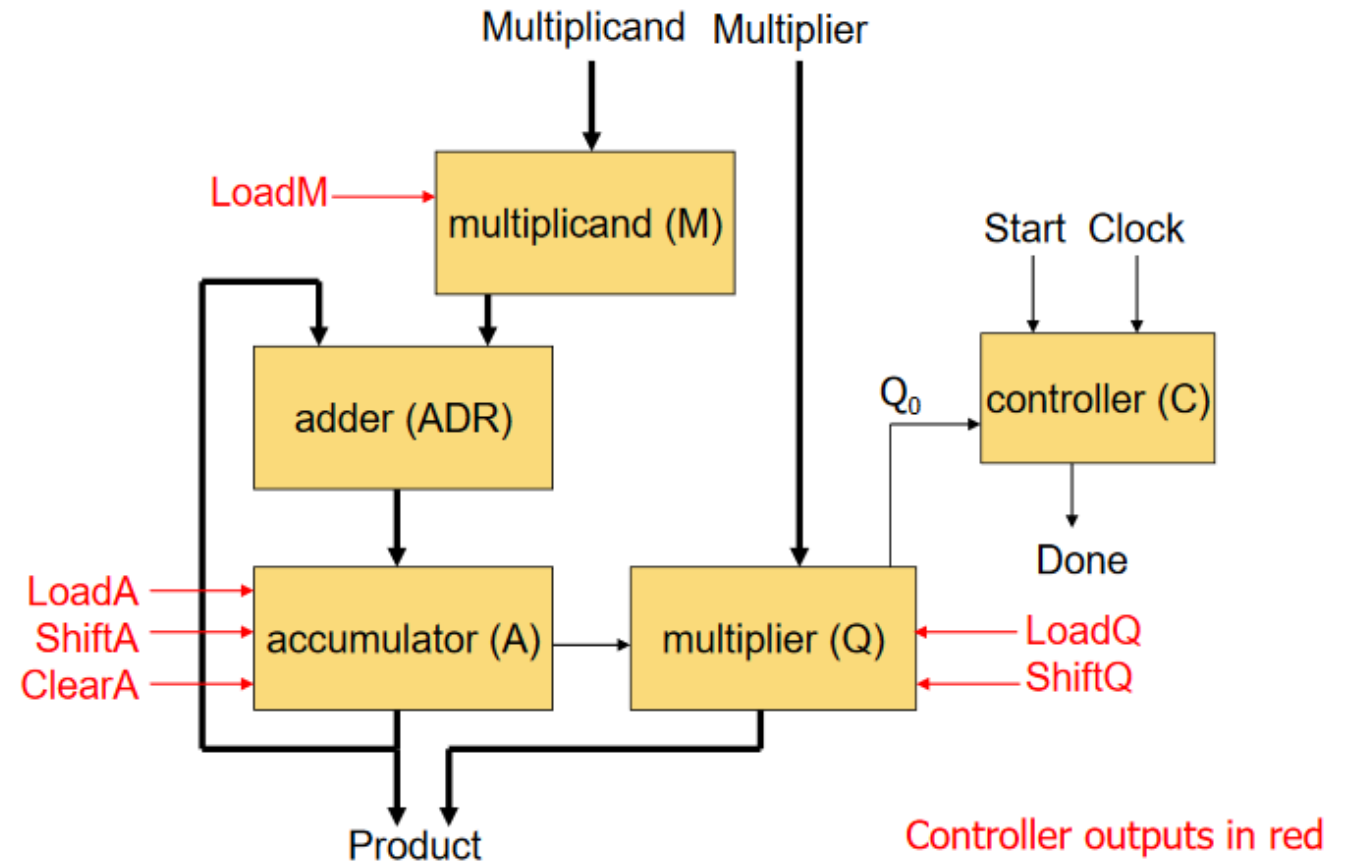
THE IMPLEMENTED ALGORITHM

“Add and shift” multiply algorithm (Moore model)

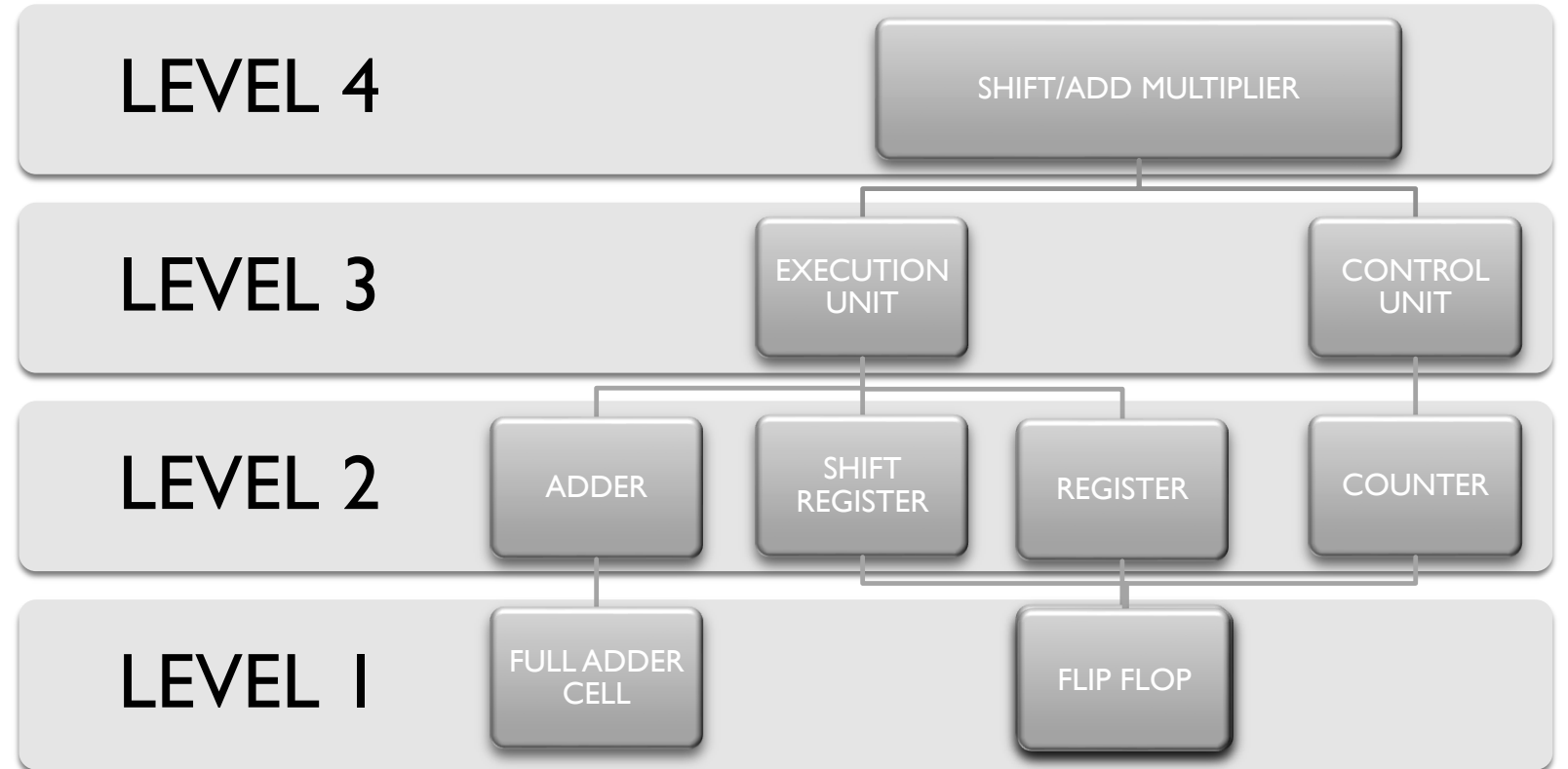


THE MAIN COMPONENTS

System Example: 8x8 multiplier



OUR BOTTOM-UP ARCHITECTURE



```

entity SAM is
    generic (n: integer :=8);
    port( Input1, Input2: in std_logic_vector(n-1 downto 0);
          Start, CLK: in std_logic;
          Product: out std_logic_vector(2*n-1 downto 0);
          EndofMult: out std_logic );

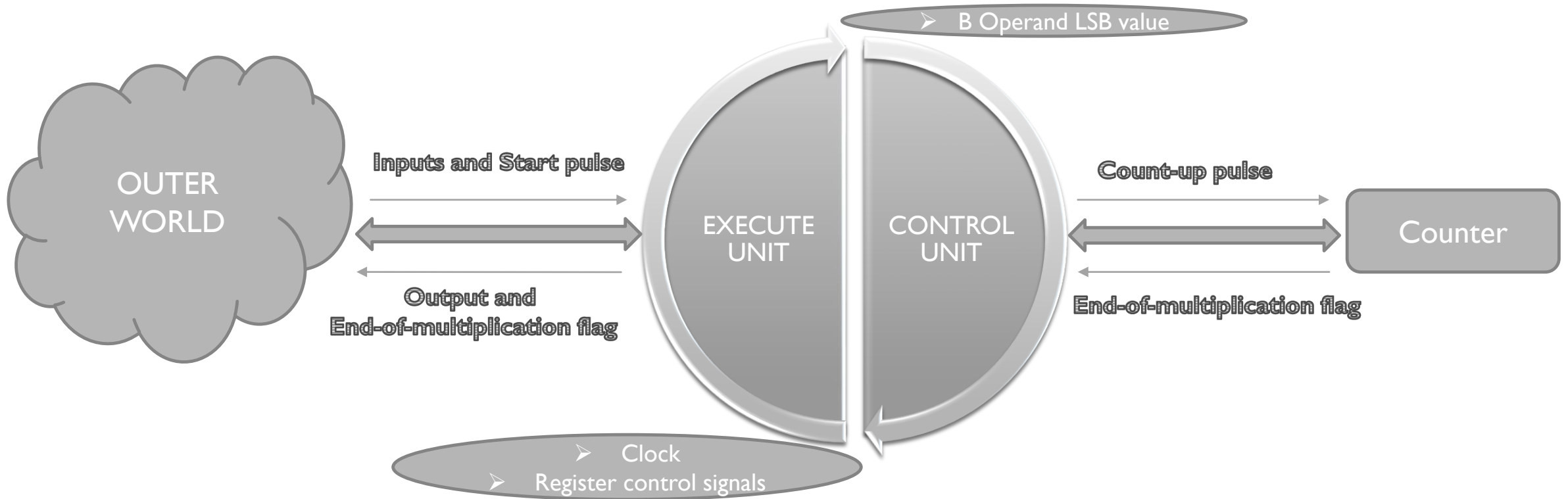
end SAM;

architecture EvangelouRoussos of SAM is
    signal ExecCLK: std_logic := '0';
    signal OPB_LSB: std_logic;
    signal CONTROLS: std_logic_vector(7 downto 0);

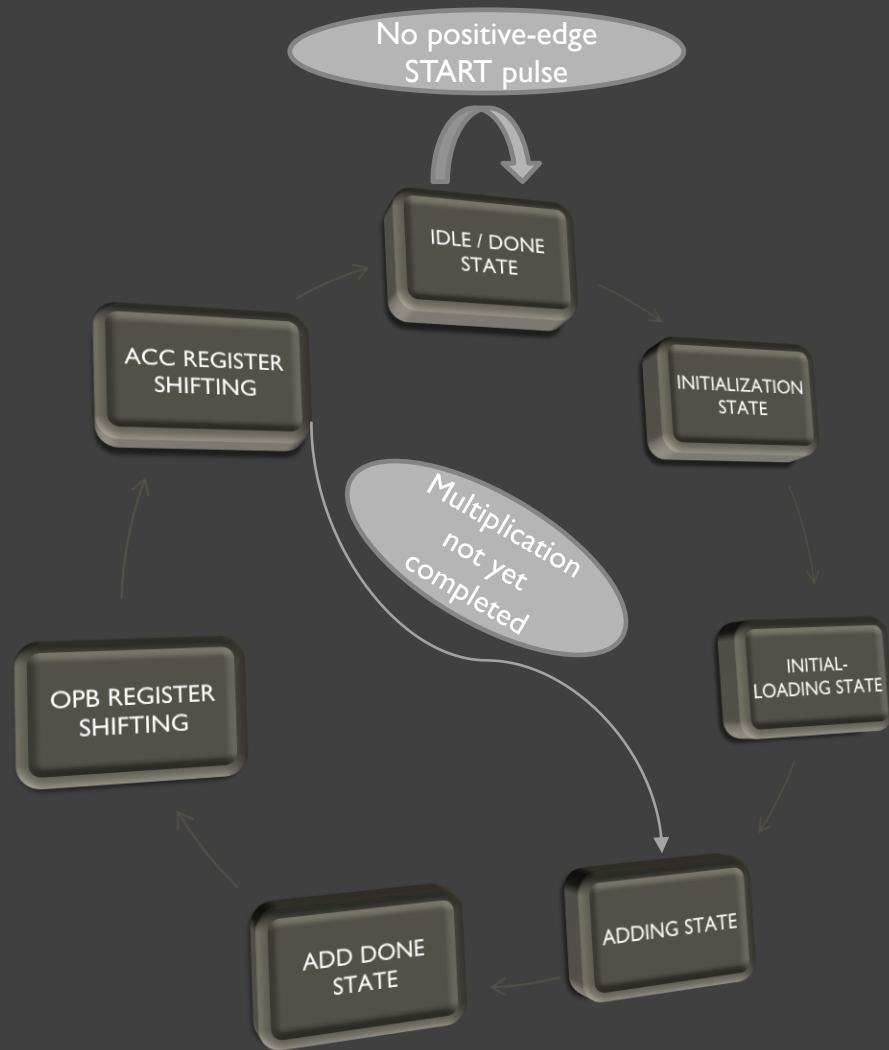
begin
    ourController: entity work.CU(mind_control)    generic map(n) port map( Start, CLK, OPB_LSB, CONTROLS, ExecCLK ,EndofMult);
    ourExecutioner: entity work.EU(action_control) generic map(n) port map( Input1, Input2, CONTROLS, ExecCLK, OPB_LSB, Product);
end EvangelouRoussos;

```

LEVEL 4 IMPLEMENTATION



UNIT COMMUNICATION



OUR SYSTEM AS A FINITE-STATE MACHINE

```

entity Testbench is
    generic (n: integer := 8);
    port( Input1, Input2: in std_logic_vector(n-1 downto 0);
          Start: in std_logic;
          Product: out std_logic_vector(2*n-1 downto 0);
          EndofMult: out std_logic );
end Testbench;

architecture our_test of Testbench is
    constant ClkFreq: integer := 500e6;
    constant ClkPer: time := 1000 ms / ClkFreq;
    signal CLK: std_logic := '0';

    begin
        CLK <= not CLK after ClkPer / 2;
        ourSAM: entity work.SAM(EvangelouRoussos)
            generic map(n)
            port map( Input1, Input2, Start, CLK, Product,

end our_test;

```

THE TESTBENCH

- $n = 8$ bits

- $f_{\text{nominal}} = 500\text{MHz}$

Name	Value	Kind	Mode
CLK	1	Signal	Internal
ClkFreq	32'h1DCD6500	Constant	Internal
ClkPer	2 ns	Constant	Internal
EndofMult	1	Signal	Out
Input1	8'hEE	Signal	In
Input2	8'h99	Signal	In
Product	16'h8E3E	Signal	Out
Start	0	Signal	In
n	32'h8	Generic	In

Name	Value	Kind	Mode
CLK	1	Signal	Internal
ClkFreq	32'h1DCD6500	Constant	Internal
ClkPer	2 ns	Constant	Internal
EndofMult	1	Signal	Out
Input1	8'h00	Signal	In
Input2	8'h00	Signal	In
Product	16'h0000	Signal	Out
Start	0	Signal	In
n	32'h8	Generic	In

Name	Value	Kind	Mode
CLK	0	Signal	Internal
ClkFreq	32'h989680	Constant	Internal
ClkPer	100 ns	Constant	Internal
EndofMult	1	Signal	Out
Input1	16'hEAEA	Signal	In
Input2	16'h9193	Signal	In
Product	32'h85956E5E	Signal	Out
Start	0	Signal	In
n	32'h10	Generic	In

Name	Value	Kind	Mode
CLK	1	Signal	Internal
ClkFreq	32'h1DCD6500	Constant	Internal
ClkPer	2 ns	Constant	Internal
EndofMult	1	Signal	Out
Input1	8'hCB	Signal	In
Input2	8'hBC	Signal	In
Product	16'h9514	Signal	Out
Start	0	Signal	In
n	32'h8	Generic	In

Name	Value	Kind	Mode
CLK	1	Signal	Internal
ClkFreq	32'h1DCD6500	Constant	Internal
ClkPer	2 ns	Constant	Internal
EndofMult	1	Signal	Out
Input1	8'hFF	Signal	In
Input2	8'hFF	Signal	In
Product	16'hFE01	Signal	Out
Start	0	Signal	In
n	32'h8	Generic	In

Name	Value	Kind	Mode
CLK	0	Signal	Internal
ClkFreq	32'h989680	Constant	Internal
ClkPer	100 ns	Constant	Internal
EndofMult	1	Signal	Out
Input1	32'h12345678	Signal	In
Input2	32'hABCDEF12	Signal	In
Product	64'h0C379AAB8A801C70	Signal	Out
Start	0	Signal	In
n	32'h20	Generic	In

Name	Value	Kind	Mode
CLK	1	Signal	Internal
ClkFreq	32'h1DCD6500	Constant	Internal
ClkPer	2 ns	Constant	Internal
EndofMult	1	Signal	Out
Input1	8'h23	Signal	In
Input2	8'hAA	Signal	In
Product	16'h173E	Signal	Out
Start	0	Signal	In
n	32'h8	Generic	In

Name	Value	Kind	Mode
CLK	0	Signal	Internal
ClkFreq	32'h1DCD6500	Constant	Internal
ClkPer	2 ns	Constant	Internal
EndofMult	1	Signal	Out
Input1	8'h5B	Signal	In
Input2	8'h10	Signal	In
Product	16'h05B0	Signal	Out
Start	0	Signal	In
n	32'h8	Generic	In

FURTHER IMPROVEMENTS:



Blocked Carry Select
Adder for higher number
of bits



Unification of registers
ACC and OPB, in order to
execute shifting in one
clock cycle instead of two



Conditional Execution of
Addition clock cycles
depending on operator's B
least significant bit



Add extra Addition clock
cycles and increase clock
frequency