

Lab Assignment 10

Multiply instructions

■ MUL, MLA

■ SMULL, SMLAL, UMULL, UMLAL

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0									
Cond				F	I	Opcode				S	Rn				Rd				Operand2												Instruction									
1110				00		1	Opcode				S	Rn				Rd				RotSpec				Imm8								DP imm								
						ShiftAmount: Imm5														shift type	0	Rm								DP reg sh_I										
						Rs															0									DP reg sh_R										
1110				00		0	000				A	S	Rd				Rn				Rs				1	00		1	Rm				MUL, MLA							

$Rd \leq Rm * Rs$
 $Rd \leq Rm * Rs + Rn$

1110	00		0	01	U	A	S	RdHi				RdLo				Rs				1	00		1	Rm				U S MUL, MLAL			
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$RdHi, RdLo \leq Rm * Rs$
 $RdHi, RdLo \leq Rm * Rs + RdHi, RdLo$

4 x 4 multiplication

$$\begin{array}{r} a_3 a_2 a_1 a_0 \\ a_3 a_2 a_1 a_0 \\ a_3 a_2 a_1 a_0 \\ a_3 a_2 a_1 a_0 \end{array} \begin{array}{l} \times b_0 \\ \times b_1 \\ \times b_2 \\ \times b_3 \end{array}$$

4x4 unsigned

0	0	0	a_3	a_2	a_1	a_0	$\times b_0$
0	0	a_3	a_2	a_1	a_0		$\times b_1$
0	a_3	a_2	a_1	a_0			$\times b_2$
a_3	a_2	a_1	a_0				$\times b_3$

4x4 signed

a_3	a_3	a_3	a_3	a_2	a_1	a_0	$\times b_0$
a_3	a_3	a_3	a_2	a_1	a_0		$\times b_1$
a_3	a_3	a_2	a_1	a_0			$\times b_2$
a_3	a_2	a_1	a_0				$\times -b_3$

4x4 unsigned

0	0	0	a_3	a_2	a_1	a_0	$\times b_0$
0	0	a_3	a_2	a_1	a_0		$\times b_1$
0	a_3	a_2	a_1	a_0			$\times b_2$
a_3	a_2	a_1	a_0				$\times b_3$

4x4 signed

a_3	a_3	a_3	a_3	a_2	a_1	a_0	$\times b_0$
a_3	a_3	a_3	a_2	a_1	a_0		$\times b_1$
a_3	a_3	a_2	a_1	a_0			$\times b_2$
$\overline{a_3}$	$\overline{a_2}$	a_1	a_0				$\times b_3$

Common part

$$\begin{array}{r}
 0 \ 0 \ 0 \mid a_3 \ a_2 \ a_1 \ a_0 \quad \times \ b_0 \\
 0 \ 0 \ a_3 \mid a_2 \ a_1 \ a_0 \quad \times \ b_1 \\
 0 \ a_3 \ a_2 \mid a_1 \ a_0 \quad \times \ b_2 \\
 a_3 \ a_2 \ a_1 \mid a_0 \quad \times \ b_3
 \end{array}$$

$$\begin{array}{r}
 a_3 \ a_3 \ a_3 \mid a_3 \ a_2 \ a_1 \ a_0 \quad \times \ b_0 \\
 a_3 \ a_3 \ a_3 \mid a_2 \ a_1 \ a_0 \quad \times \ b_1 \\
 a_3 \ a_3 \ a_2 \mid a_1 \ a_0 \quad \times \ b_2 \\
 \overline{a_3} \ \overline{a_2} \ a_1 \mid a_0 \quad \times \ b_3
 \end{array}$$

Signed, unsigned multiplication

Signed multiplication:

```
signal a_s, b_s : signed (31 downto 0);
```

```
signal p_s : signed (63 downto 0);
```

```
p_s <= a_s * b_s;
```

Unsigned multiplication:

```
signal a_u, b_u : unsigned (31 downto 0);
```

```
signal p_u : unsigned (63 downto 0);
```

```
p_u <= a_u * b_u;
```

Synthesizing multipliers

Signed multiplication:

```
signal a_s, b_s : signed (31 downto 0);
```

```
signal p_s : signed (63 downto 0);
```

```
p_s <= a_s * b_s;           -- uses 4 DSP48E1
```

Unsigned multiplication:

```
signal a_u, b_u : unsigned (31 downto 0);
```

```
signal p_u : unsigned (63 downto 0);
```

```
p_u <= a_u * b_u;          -- uses 4 DSP48E1
```


Combining results

```
a_s <= signed (operand1);  
b_s <= signed (operand2);  
a_u <= unsigned (operand1);  
b_u <= unsigned (operand2);  
p_s <= a_s * b_s;  
p_u <= a_u * b_u;  
result <= std_logic_vector(p_s) when instr = smull  
         else std_logic_vector(p_u);
```

-- uses 7 DSP48E1, but fails during routing

Another way

```
x1 <= operand1(31) when instr = smull else '0';  
x2 <= operand2(31) when instr = smull else '0';  
operand1_33 <= x1 & operand1;  
operand2_33 <= x2 & operand2;  
a_s <= signed (operand1_33);  
b_s <= signed (operand2_33);  
p_s <= a_s * b_s;  
result_66 <= std_logic_vector(p_s);
```

-- uses 4 DSP48E1 !