

Lecture 15: Multipliers

Acknowledgements

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Visvesh S. Sathe
Associate Professor
Georgia Institute of Technology
<https://psylab.ece.gatech.edu>

UW (2013-2022)
GaTech (2022-present)

Roadmap for today

- Unsigned multiplication
- Signed multiplication (Baugh-Wooley)
- Booth encoding to improve performance
- Prefix computation.... again?!!

Multipliers

- How do you multiply binary numbers?

- Multiplication
 - Generate partial products
 - Sum partial products together
 - $M \times N$ multiplication \rightarrow $M+N$ bit result

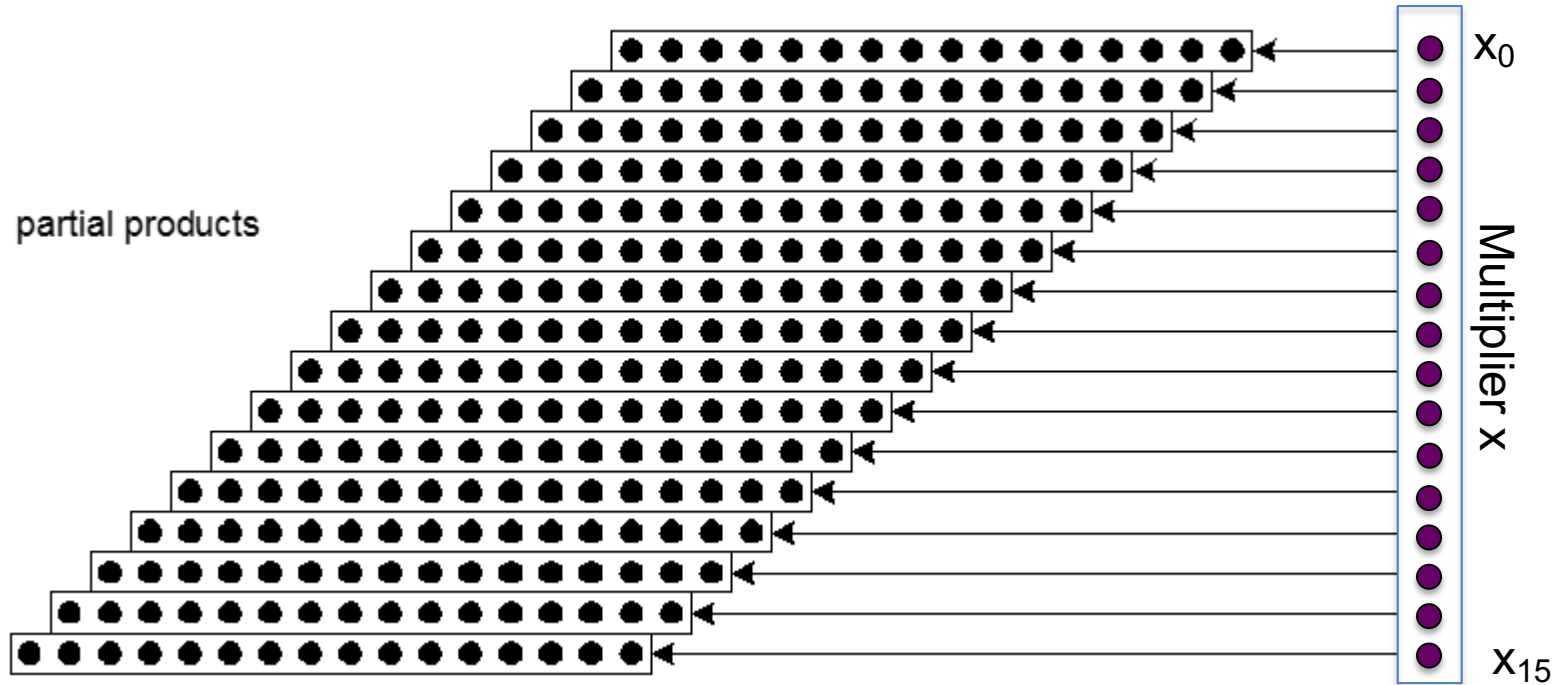
Multiplication

- Given multiplicand $Y = y_{n-1} y_{n-2} y_{n-3} \dots y_1 y_0$
- Given multiplicand $X = x_{m-1} x_{n-2} x_{n-3} \dots x_1 x_0$
- $X \times Y = \left(\sum_{i=0}^{m-1} x_i 2^i \right) \left(\sum_{j=0}^{n-1} y_j 2^j \right) = \sum_{i=0}^{m-1} \sum_{j=0}^{n-1} x_i y_j 2^{i+j}$
- In the case $m=5, n=5$

						y_5	y_4	y_3	y_2	y_1	y_0	← Multiplicand
						x_5	x_4	x_3	x_2	x_1	x_0	← Multiplier
						$x_0 y_5$	$x_0 y_4$	$x_0 y_3$	$x_0 y_2$	$x_0 y_1$	$x_0 y_0$	Partial Products
					$x_1 y_5$	$x_1 y_4$	$x_1 y_3$	$x_1 y_2$	$x_1 y_1$	$x_1 y_0$		
				$x_2 y_5$	$x_2 y_4$	$x_2 y_3$	$x_2 y_2$	$x_2 y_1$	$x_2 y_0$			
			$x_3 y_5$	$x_3 y_4$	$x_3 y_3$	$x_3 y_2$	$x_3 y_1$	$x_3 y_0$				
		$x_4 y_5$	$x_4 y_4$	$x_4 y_3$	$x_4 y_2$	$x_4 y_1$	$x_4 y_0$					
	$x_5 y_5$	$x_5 y_4$	$x_5 y_3$	$x_5 y_2$	$x_5 y_1$	$x_5 y_0$						
p_{11}	p_{10}	p_9	p_8	p_7	p_6	p_5	p_4	p_3	p_2	p_1	p_0	← Products

Source: Weste-Harris

Dot Diagram



Source: Weste-Harris

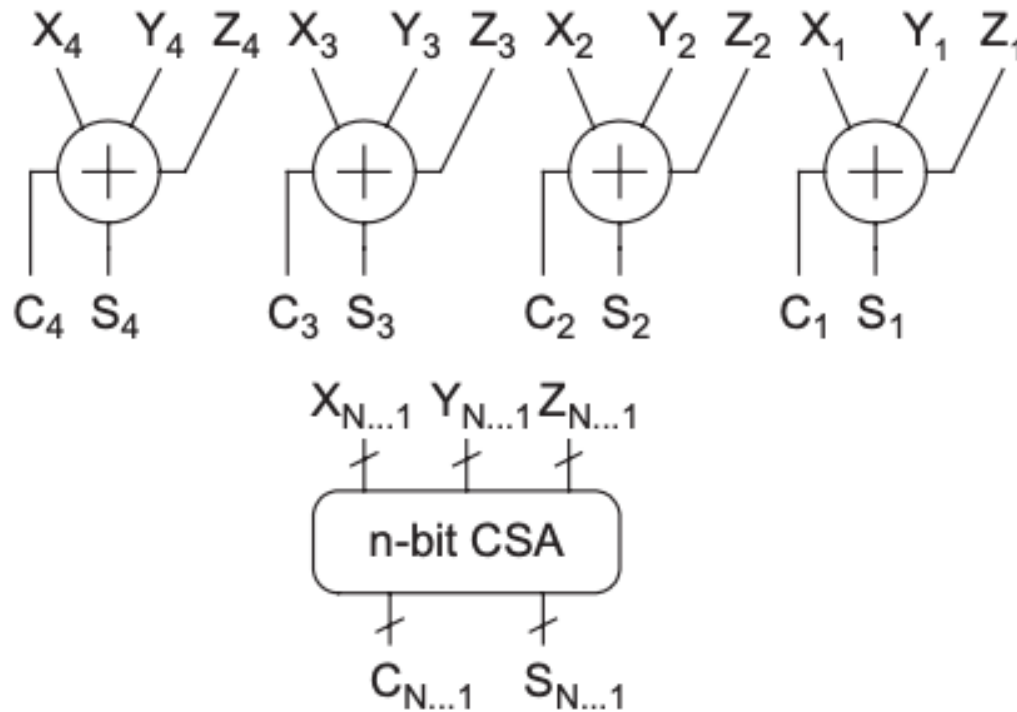
- Each “●” represents a bit-product

How to sum more than 2 numbers?

How to sum more than 2 numbers?

- Remember full-adders?

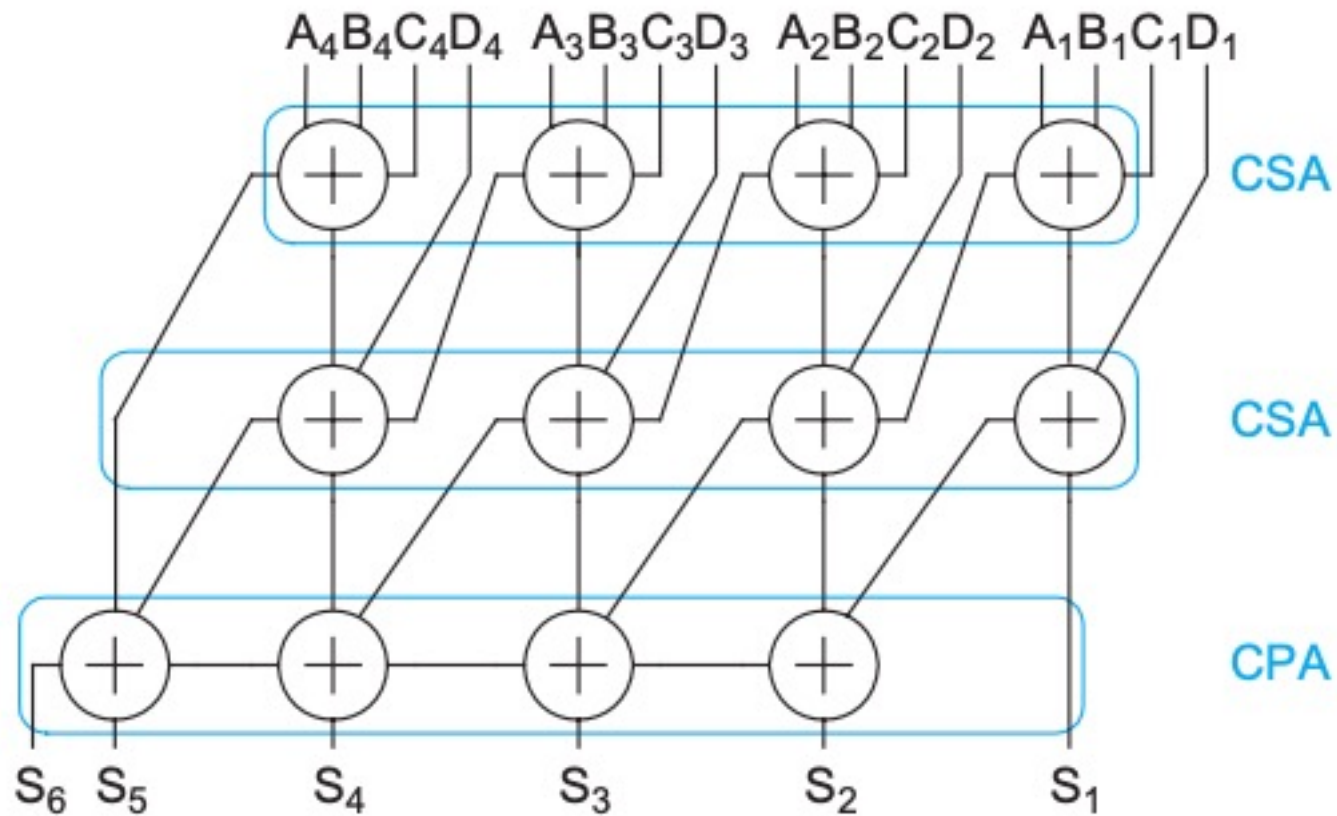
Carry Save Adder (CSA)



$$X + Y + Z = S + 2C$$

Source: Weste-Harris

CSAs to add four numbers



Source: Weste-Harris

Array Multiplier

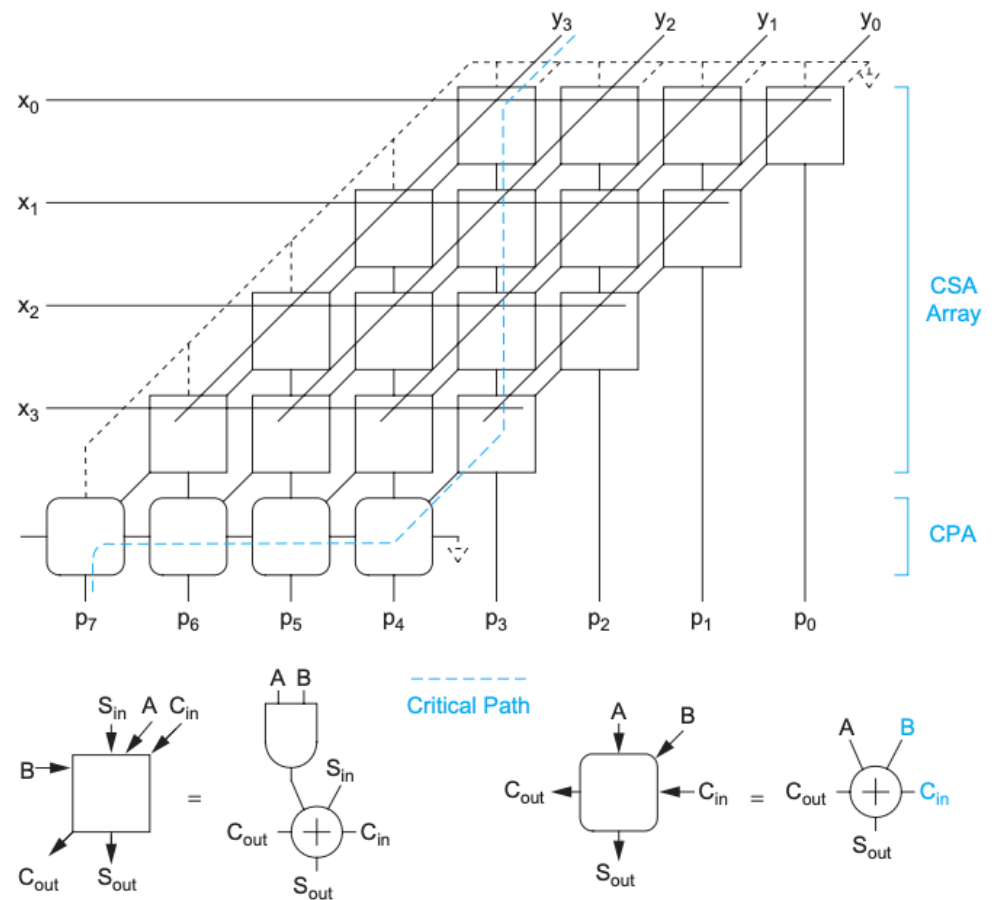


FIGURE 11.74 Array multiplier

Source: Weste-Harris

- Sequential addition of partial products (Analogous to Ripple-Carry Addition)
- Final addition of partial products is an Adder operation
 - All inputs do not arrive at the same time

Array Multiplier

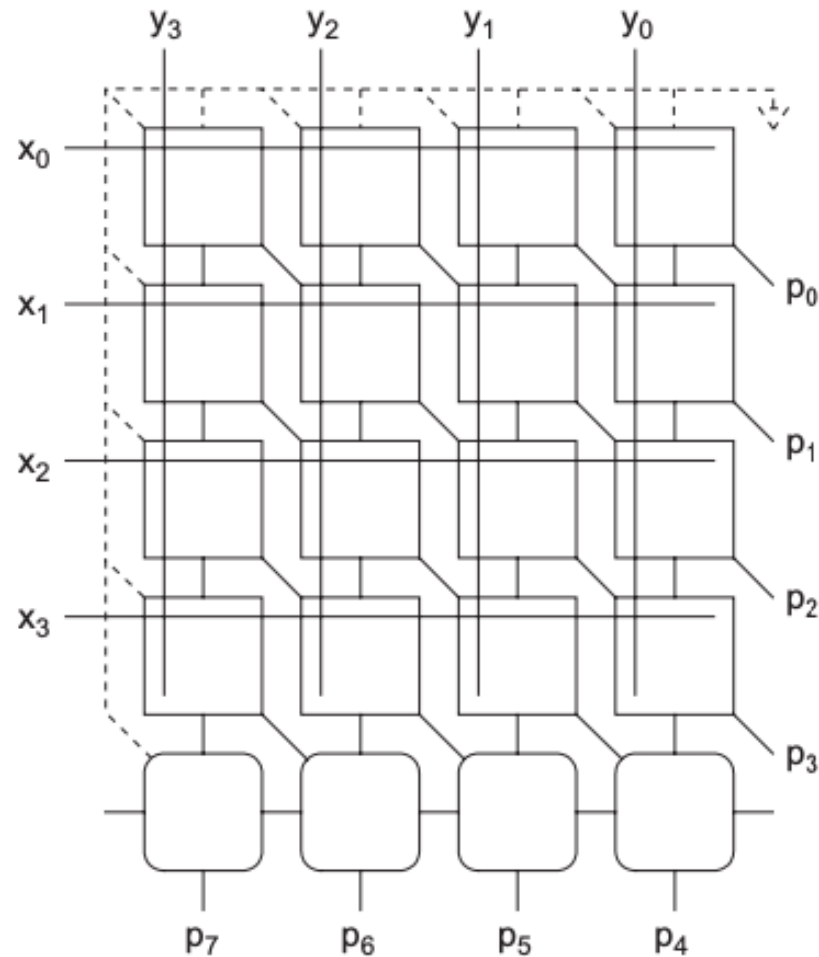


FIGURE 11.75 Rectangular array multiplier

Source: Weste-Harris

- “Straightening it” to be rectangular

Do you remember how to compute $-x$?

Signed Multiplication (Baugh-Wooley)

- Multiplier topology thus far has been signed multiplication
- $P_{signed} = X \times Y$

$$\begin{aligned} & \left(-x_{m-1}2^{m-1} + \sum_{i=0}^{m-2} x_i 2^i \right) \left(-y_{n-1}2^{n-1} + \sum_{j=0}^{n-2} y_j 2^j \right) \\ &= y_{n-1} x_{m-1} 2^{m+n-2} \\ & \quad - 2^{n-1} \sum_{i=0}^{m-2} y_{n-1} x_i 2^i - 2^{m-1} \sum_{j=0}^{n-1} x_{m-1} y_j 2^j \\ & \quad + \sum_{i=0}^{m-2} \sum_{j=0}^{n-2} x_i y_j 2^{i+j} \\ & \quad + \end{aligned}$$

Signed Array Multiplier (Baugh-Wooley)

$$\sum_{i=0}^{m-2} \sum_{j=0}^{n-2} x_i y_j 2^{i+j}$$

$$\begin{array}{cccccc}
 & & & & x_0 y_4 & x_0 y_3 & x_0 y_2 & x_0 y_1 & x_0 y_0 \\
 & & & & x_1 y_4 & x_1 y_3 & x_1 y_2 & x_1 y_1 & x_1 y_0 \\
 & & & x_2 y_4 & x_2 y_3 & x_2 y_2 & x_2 y_1 & x_2 y_0 & \\
 & & x_3 y_4 & x_3 y_3 & x_3 y_2 & x_3 y_1 & x_3 y_0 & & \\
 x_4 y_4 & x_4 y_3 & x_4 y_2 & x_4 y_1 & x_4 y_0 & & & &
 \end{array}$$

Signed Array Multiplier (Baugh-Wooley)

$$\sum_{i=0}^{m-2} \sum_{j=0}^{n-2} x_i y_j 2^{i+j}$$

$$+ y_{n-1} x_{m-1} 2^{m+n-2}$$

$$x_5 y_5$$

$$\begin{array}{cccccc}
 & & & & x_0 y_4 & x_0 y_3 & x_0 y_2 & x_0 y_1 & x_0 y_0 \\
 & & & & x_1 y_4 & x_1 y_3 & x_1 y_2 & x_1 y_1 & x_1 y_0 \\
 & & & x_2 y_4 & x_2 y_3 & x_2 y_2 & x_2 y_1 & x_2 y_0 & \\
 & & x_3 y_4 & x_3 y_3 & x_3 y_2 & x_3 y_1 & x_3 y_0 & & \\
 x_4 y_4 & x_4 y_3 & x_4 y_2 & x_4 y_1 & x_4 y_0 & & & &
 \end{array}$$

Signed Array Multiplier (Baugh-Wooley)

$$\begin{array}{cccccccccccccc}
 & & & & & & & & & x_0y_4 & x_0y_3 & x_0y_2 & x_0y_1 & x_0y_0 \\
 & & & & & & & & & x_1y_4 & x_1y_3 & x_1y_2 & x_1y_1 & x_1y_0 \\
 & & & & & & & & & x_2y_4 & x_2y_3 & x_2y_2 & x_2y_1 & x_2y_0 \\
 & & & & & & & & & x_3y_4 & x_3y_3 & x_3y_2 & x_3y_1 & x_3y_0 \\
 & & & & & & & & & x_4y_4 & x_4y_3 & x_4y_2 & x_4y_1 & x_4y_0 \\
 \\
 + y_{n-1} x_{m-1} 2^{m+n-2} & & & & & & & & & & & & & & \\
 \\
 - 2^{m-1} \sum_{j=0}^{n-1} x_{m-1} y_j 2^j & \overline{0} & \overline{0} & \overline{x_5y_4} & \overline{x_5y_3} & \overline{x_5y_2} & \overline{x_5y_1} & \overline{x_5y_0} & \overline{0} & \overline{0} & \overline{0} & \overline{0} & \overline{0} & \overline{1}
 \end{array}$$

Signed Array Multiplier (Baugh-Wooley)

[illegible]

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				x_0y_4	x_0y_3	x_0y_2	x_0y_1	x_0y_0
			x_1y_4	x_1y_3	x_1y_2	x_1y_1	x_1y_0	
		x_2y_4	x_2y_3	x_2y_2	x_2y_1	x_2y_0		
	x_3y_4	x_3y_3	x_3y_2	x_3y_1	x_3y_0			
x_4y_4	x_4y_3	x_4y_2	x_4y_1	x_4y_0				

Removing leading 1's from signed numbers?

Signed Array Multiplier (Baugh-Wooley)

$$\sum_{i=0}^{m-2} \sum_{j=0}^{n-2} x_i y_j 2^{i+j}$$

$$+ y_{n-1} x_{m-1} 2^{m+n-2}$$

$$- 2^{m-1} \sum_{j=0}^{n-1} x_{m-1} y_i 2^i$$

$$- 2^{n-1} \sum_{i=0}^{m-2} y_{n-1} x_i 2^i$$

[illegible]

Signed Array Multiplier (Baugh-Wooley)

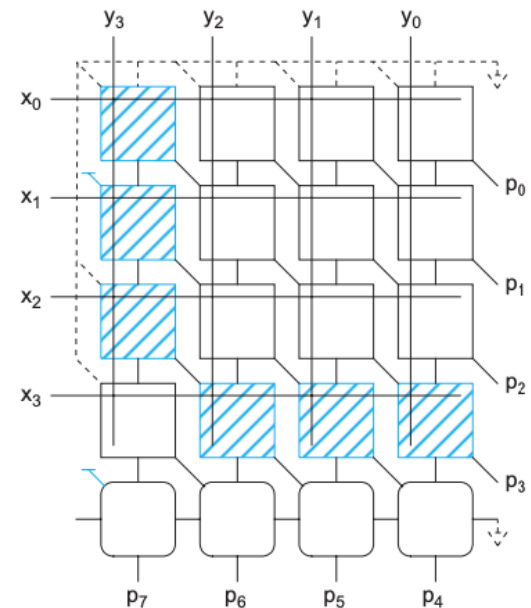
$$\sum_{i=0}^{m-2} \sum_{j=0}^{n-2} x_i y_j 2^{i+j}$$

$$+ y_{n-1} x_{m-1} 2^{m+n-2}$$

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$$- 2^{n-1} \sum_{i=0}^{m-2} y_{n-1} x_i 2^i$$

							1	$\overline{x_0 y_5}$	$x_0 y_4$	$x_0 y_3$	$x_0 y_2$	$x_0 y_1$	$x_0 y_0$
							$\overline{x_1 y_5}$	$x_1 y_4$	$x_1 y_3$	$x_1 y_2$	$x_1 y_1$	$x_1 y_0$	
							$\overline{x_2 y_5}$	$x_2 y_4$	$x_2 y_3$	$x_2 y_2$	$x_2 y_1$	$x_2 y_0$	
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							$\overline{x_4 y_5}$	$x_4 y_4$	$x_4 y_3$	$x_4 y_2$	$x_4 y_1$	$x_4 y_0$	
1	$x_5 y_5$	$\overline{x_5 y_4}$	$\overline{x_5 y_3}$	$\overline{x_5 y_2}$	$\overline{x_5 y_1}$	$\overline{x_5 y_0}$							



Source: Weste-Harris

FIGURE 11.78 Modified Baugh-Wooley two's complement multiplier

Reducing the Number of Partial Products

- Array multipliers require merging M partial products
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 - Referred to as radix- 2^r encoding
 - Traditional radix-2 encoding: PP is selected as either 0 or Y (AND Array)
 - Radix-4 encoding: PP is selected as either 0, Y , $2Y$ or $3Y$ (Selection logic)

Similar ideas are relatively common in Digital VLSI. See for example:
Jeong, J., Collins, N., & Flynn, M. P. (2016). *A 260 MHz IF Sampling Bit-Stream Processing Digital Beamformer With an Integrated Array of Continuous-Time Band-Pass $\Delta\Sigma$ Modulators*. IEEE Journal of Solid-State Circuits, 51(5), 1168-1176.

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- Radix-4 and radix-8 encoding used more often
 - Increased complexity in generating partial products with $\uparrow r$
 - Use of even higher radix justified in rare cases

Booth Encoding (Radix-4)

- Idea: Scale partial product by 0, 1, 2 or 3
 - 2Y generated from a shift $\ll 1$
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Booth Encoding (Radix-4)

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 - 2Y generated from a shift $\ll 1$
 - 3Y is a problem. Try 4-1 instead of 2+1
 - 2Y implemented as
 - sometimes 2Y
 - sometimes 4Y-2Y
- Why is this a good idea?
 - We only need to look at the MSB bit of the previous 2-bit group! (No prefix 😊)

Booth-Encoding: rules and how it works

- Add extra group with leading 0s if needed
- Form partial products according to the following rules:
 - Add $4Y$ to next group based on MSB of current group

Inputs (numbers to multiply)		Outputs	
Current Group		MSB from previous group	Partial product
x_{2i+1}	x_{2i}	x_{2i-1}	PP_i
0	0	0	0
0	1	0	Y
1	0	0	$-2Y$
1	1	0	$-Y$
0	0	1	Y
0	1	1	$2Y$
1	0	1	$-Y$
1	1	1	0

Tree Multipliers

- Array multipliers inherently process PPs serially
- This addition can also be performed in parallel

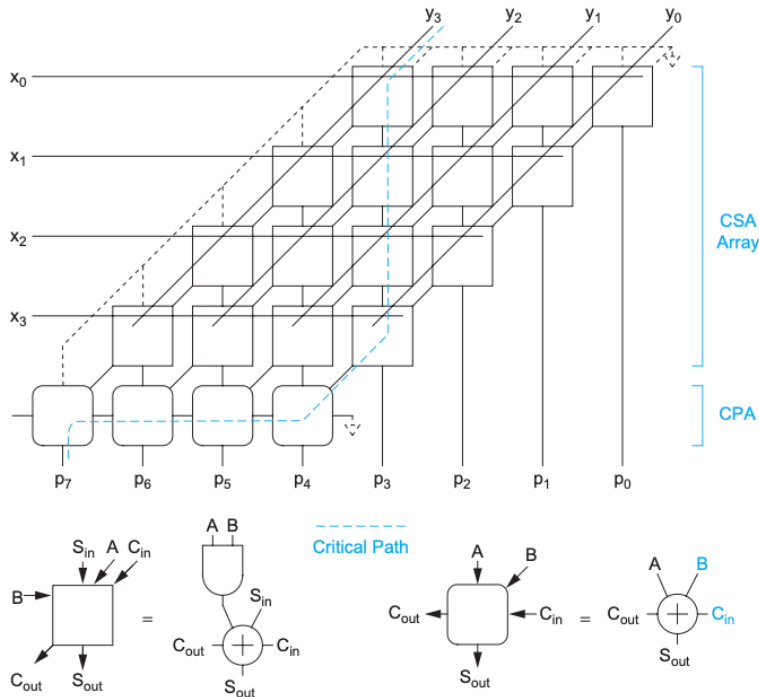


FIGURE 11.74 Array multiplier

Source: Weste-Harris

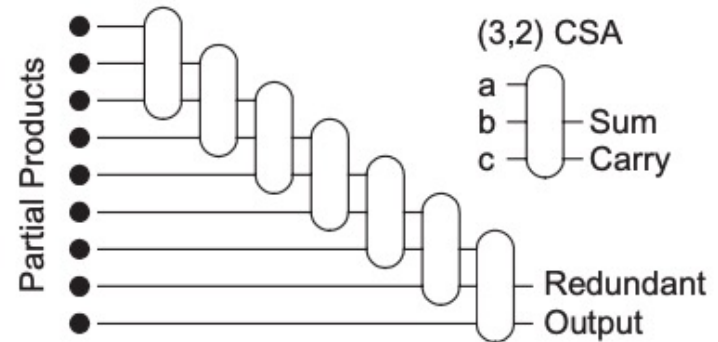


FIGURE 11.84 Dot diagram for array multiplier

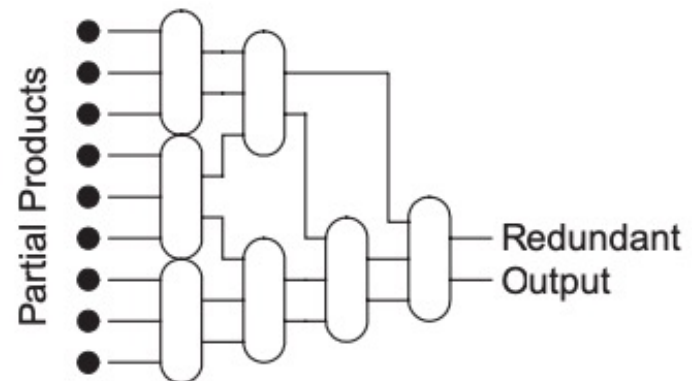


FIGURE 11.85 Dot diagram for Wallace tree multiplier

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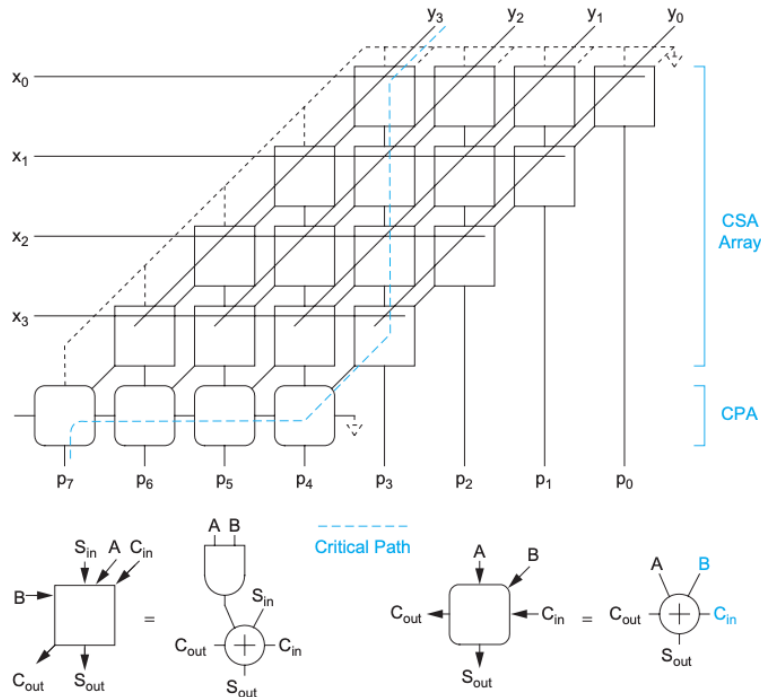


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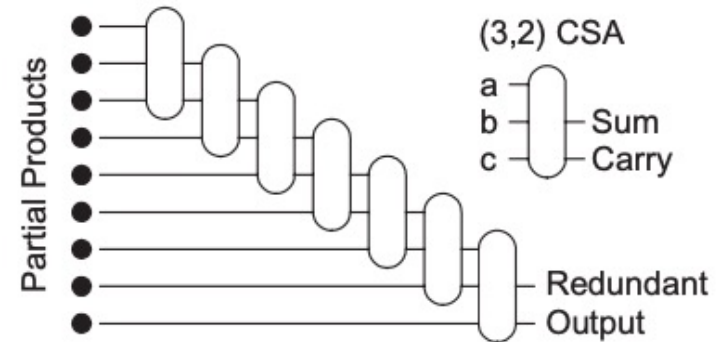


FIGURE 11.84 Dot diagram for array multiplier

Source: Weste-Harris

Questions/Assignments

- Signed booth multiplier?
- Non-equal width of the carry-save segment