



**EE4620L/EE6620L/CEG4324L/CEG6324L**

**DIGITAL INTEGRATED CIRCUIT DESIGN LAB**

**Lab 3**

By

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“I have neither given nor received aid on this assignment, nor have I observed any violation of the Honor code”

Signature :

A handwritten signature in black ink that reads "Logan Current". The signature is written in a cursive, flowing style.

Date : 03/26/2024

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**Booth Algorithm – 1 (2) images displaying the booth algorithm**

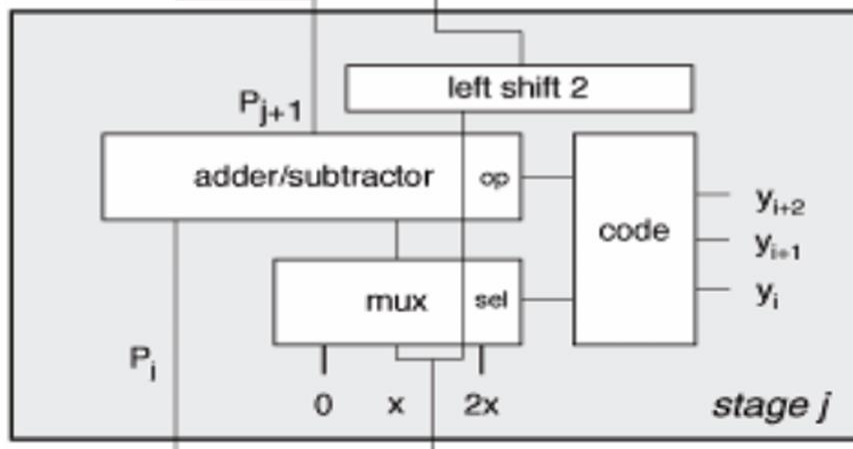
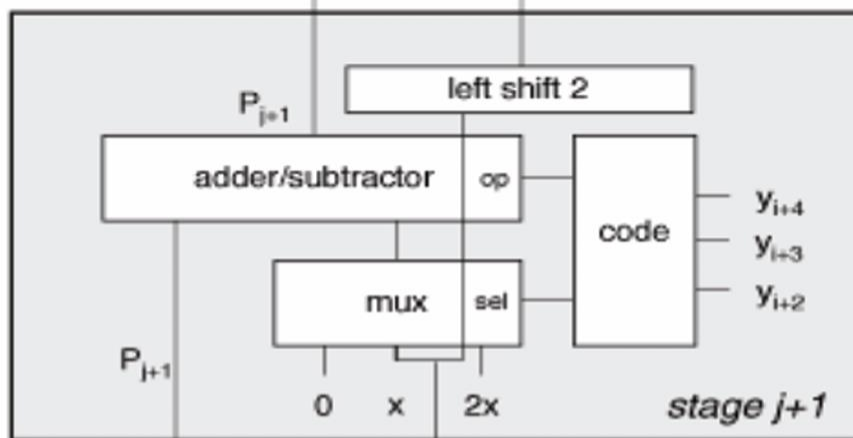
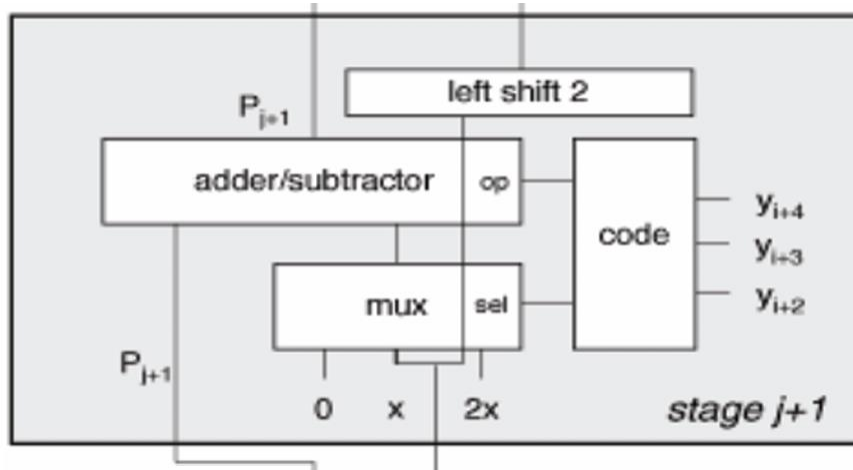
**Simulation Waveform – 1 image displaying all 8 cases for the lab**

**Area, Power, Timing & Post-synthesis Timing and Power – 3 images, 2 show information that displays the area, power, and timing. The other image is the updated timing after the constraints.xdc is updated**

## 1. AIM / OBJECTIVE:

The aim of this lab was to explore and design Booth multiplier circuit designs and to become familiar with the Vivado environment.

## 2. Booth Algorithm:



### 3. VHDL Code & tb 6x6 Booth :

#### Booth :

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.numeric_std.all;
use ieee.std_logic_unsigned.all;

entity booth is
    port (operand_a : in std_logic_vector (5 downto 0);
          operand_b : in std_logic_vector (5 downto 0);
          rst       : in std_logic;
          clk       : in std_logic;
          z         : out std_logic_vector (11 downto 0));
end booth;

architecture rtl of booth is
    component RCA is
        generic(N:integer:=11);
        port(    A,B: in std_logic_vector(N-1 downto 0);
              Ci: in std_logic;
              Co: out std_logic;
                 S: out std_logic_vector(N-1 downto 0));
    end component;
    --Declare Signals

    signal x, y, nx : std_logic_vector (5 downto 0);
    signal y1, y2, y3 : std_logic_vector (2 downto 0);
    signal x_p1, x_p2, x_p3, p1, p2, p3 : std_logic_vector (10 downto 0);
    signal Co1, Co2 : std_logic;
begin
    process(operand_a, operand_b)
    begin
        if(operand_a(5) = '1') then
            x <= operand_b;
            y <= operand_a;
```

```

    elsif (operand_b(5) = '1') then
        x <= operand_a;
        y <= operand_b;
    else
        x <= operand_a;
        y <= operand_b;
    end if;
end process;

y1 <= y(1 downto 0) & '0';
y2 <= y(3 downto 1);
y3 <= y(5 downto 3);

nx <= not(x) + 1;

--Declare Components
process(y1, y2, y3)
begin
    case (y1) is
        when "000" => x_p1 <= "000000000000";
        when "001" => x_p1 <= "00000" & x;
        when "010" => x_p1 <= "00000" & x;
        when "011" => x_p1 <= "0000" & x & '0';
        when "100" => x_p1 <= "1111" & nx & '0';
        when "101" => x_p1 <= "11111" & nx;
        when "110" => x_p1 <= "11111" & nx;
        when "111" => x_p1 <= "000000000000";
        when others => x_p1 <= "000000000000";
    end case;

    case (y2) is
        when "000" => x_p2 <= "000000000000";
        when "001" => x_p2 <= "000" & x & "00";
        when "010" => x_p2 <= "000" & x & "00";
        when "011" => x_p2 <= "00" & x & "000";
        when "100" => x_p2 <= "11" & nx & "000";
        when "101" => x_p2 <= "111" & nx & "00";
        when "110" => x_p2 <= "111" & nx & "00";
    end case;
end process;

```

```

        when "111" => x_p2 <= "000000000000";
        when others => x_p2 <= "000000000000";
    end case;

    case (y3) is
        when "000" => x_p3 <= "000000000000";
        when "001" => x_p3 <= "0" & x & "0000";
        when "010" => x_p3 <= "0" & x & "0000";
        when "011" => x_p3 <= x & "00000";
        when "100" => x_p3 <= nx & "00000";
        when "101" => x_p3 <= "1" & nx & "0000";
        when "110" => x_p3 <= "1" & nx & "0000";
        when "111" => x_p3 <= "000000000000";
        when others => x_p3 <= "000000000000";
    end case;
end process;

p1 <= x_p1;

add1: rca generic map(N=>11) port map (A=> p1, B => x_p2, Ci => '0',
Co => Co1, s => p2);
add2: rca generic map(N=>11) port map (A=> p2, B => x_p3, Ci => '0',
Co => Co2, s => p3);

z <= p3(10) & p3;

end;

```

## TB:

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
use std.env.stop;

entity tb_booth is
    generic(tclk:time := 1 ns; -- clock speed
           WPD: time := 88 ns -- rate at which the input changes
           );
end tb_booth;

architecture Behavioral of tb_booth is

    signal clk : std_logic;
    signal rst : std_logic;

    signal A : std_logic_vector (5 downto 0);
    signal B : std_logic_vector (5 downto 0);
    signal P : std_logic_vector (11 downto 0);

    component booth is
        port (operand_a : in std_logic_vector (5 downto 0);
              operand_b : in std_logic_vector (5 downto 0);
              rst        : in std_logic;
              clk        : in std_logic;
              z          : out std_logic_vector (11 downto 0));
    end component;

begin

    clock:process
    begin
        clk <= '1'; wait for tclk / 2;
        clk <= '0'; wait for tclk / 2;
```

```

        end process;

DUT: booth port map(clk=>clk,rst=>rst,operand_a=>A,operand_b=>B,z=>P);

test_vectors:process
    begin
        A<="111110"; --(-2)
        B<="000001"; --(1)
        rst<='1';
        wait for WPD;
        rst<='0';

        A<="010011"; --(19)
        B<="000001"; --(1)
        wait for WPD;

        A<="010011"; --(19)
        B<="001101"; --(13)
        wait for WPD;

        A<="010011"; --(19)
        B<="110011"; --(-13)
        wait for WPD;

        A<="010011"; --(19)
        B<="110101"; --(-11)
        wait for WPD;

        A<="010111"; --(23)
        B<="000001"; --(1)
        wait for WPD;

        A<="010111"; --(23)
        B<="001101"; --(13)
        wait for WPD;

        A<="010111"; --(23)
        B<="110011"; --(-13)
        wait for WPD;
    end
end process;

```

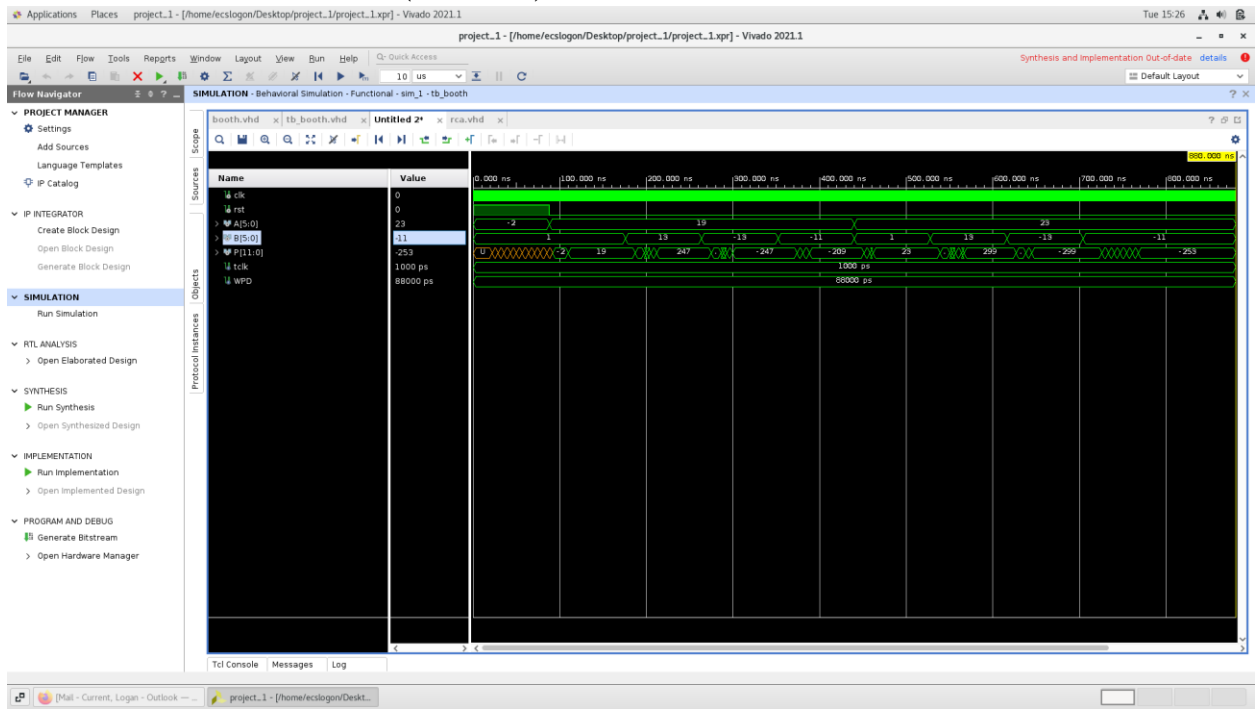


```
        A<="010111"; --(23)
        B<="110101"; --(-11)
        wait for WPD;

        wait for WPD;
        stop;
    end process;

end Behavioral;
```

#### 4. Simulation Waveform (8 cases) :



## 5. Area, Power, Timing & Post-synthesis Timing and Power:

The following table represents the 'Utilization' data from the 'Post-Synthesis' state shown in the top screenshot:

Resource	Estimation	Available	Utilization %
LUT	297	53200	0.56
FF	317	106400	0.30
BRAM	0.50	140	0.36
ID	25	200	12.50
BUFG	1	32	3.13

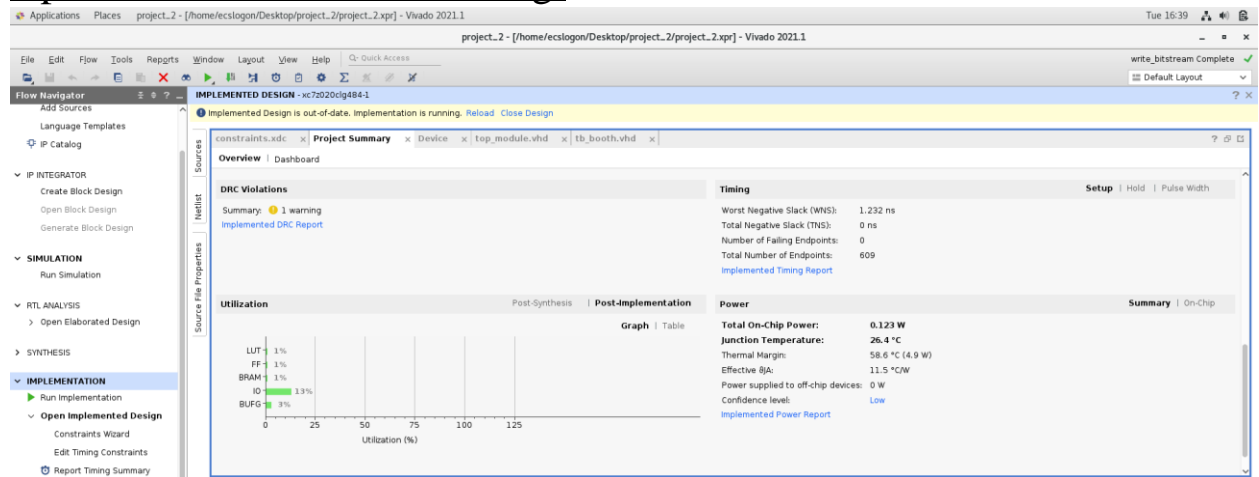
The following table represents the 'Utilization' data from the 'Post-Implementation' state shown in the bottom screenshot:

Resource	Utilization	Available	Utilization %
LUT	289	53200	0.54
FF	317	106400	0.30
BRAM	0.50	140	0.36
ID	25	200	12.50
BUFG	1	32	3.13

The following table represents the 'Power' data from the 'Post-Implementation' state shown in the bottom screenshot:

Category	Value
Total On-Chip Power	0.107 W
Junction Temperature	26.2 °C
Thermal Margin	58.8 °C (4.9 W)
Effective θJA	11.5 °C/W
Power supplied to off-chip devices	0 W
Confidence level	Low

## Updated Constraints.xdc timing:



## 6. Conclusion:

This Lab I learned how to do booth multiplication, it's a pretty simple concept luckily.