

# 1 Introduction

You will design a custom Application Specific Integrated Circuit (ASIC) implementation of an  $N \times N$  array multiplier. The ASIC will be fabricated in AMI  $0.5\mu\text{m}$  CMOS technology available through MOSIS.

## 2 Background and Requirements

You already know how to multiply two binary numbers. Figure 1<sup>1</sup> shows an example of multiplication of two unsigned 6-bit numbers. The first number ( $12_{10}$ ) is the *multiplicand* and second number ( $5_{10}$ ) is the *multiplier*. Six partial products (rows) are generated which when summed column wise yields the product ( $60_{10}$ ).

1100	:	$12_{10}$	Multiplicand
0101	:	$5_{10}$	Multiplier
1100			Partial Products
0000			
1100			
0000			
00111100	:	$60_{10}$	Product

**FIG 10.67** Multiplication example

Figure 1: **Binary Multiplication - An Example**

If the multiplicand is represented by  $Y = \{ y_{M-1}, y_{M-2}, \dots, y_1, y_0 \}$ , and multiplier as  $X = \{ x_{N-1}, x_{N-2}, \dots, x_1, x_0 \}$ , then the product,  $P$ , is given by Equation 1. The inner summation results in partial products while the outer one sums the partial products. This can be depicted as in Figure 2. Note that  $M = N$  in this project.

<sup>1</sup>Note the figures are from Weste and Harris, 3rd edition.

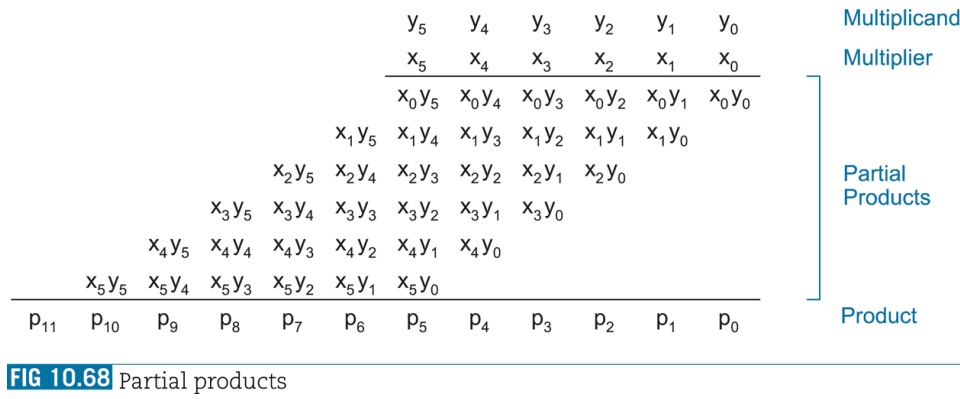


Figure 2: **Partial Products**

$$P = \sum_{j=0}^{M-1} y_j 2^j \sum_{i=0}^{N-1} x_i 2^i = \sum_{i=0}^{N-1} \sum_{j=0}^{M-1} x_i y_j 2^{i+j} \quad (1)$$

Consider a bit-sliced implementation of a 4-bit multiplier as shown in Figure 3. The multiplicand is fed vertically, while the multiplier is fed horizontally. There are two bit slices used in this design; the first one (rectangle with sharp corners) multiplies two bits (i.e., ANDs A and B) and then performs a sum of three bits (AB,  $S_{in}$ ,  $C_{in}$ ). The second slice (with rounded corners) performs a three bit sum (A, B, and  $C_{in}$ ). This implementation uses Carry Save Adders (CSA) along the rows. A CSA, unlike a ripple carry adder, saves the sums and passes them to the CSA in the succeeding row. The critical path for the circuit is shown by a dashed line. The sum of delays of module instances along the critical path will be the worst-case delay and thus will dictate how fast we can multiplier two numbers.

Figure 4 shows a rectangular layout of the array multiplier.

Read Section 11.9 and 11.9.1 (pages 476 – 479) in Weste and Harris text book (4th edition) for a detailed discussion on the array mutliplier.

## 2.1 Design Requirements

Your team is called upon to layout an  $N \times N$  array multiplier in a given area (approximately  $0.8mm^2$ ). The following are the design requirements and objectives:

1. Implement a rectangular layout.
2. The inputs  $X$  and  $Y$  are fed serially to the multiplier.
3. Both  $X$  and  $Y$  should be registered.
4. You need to maximize  $N$ .

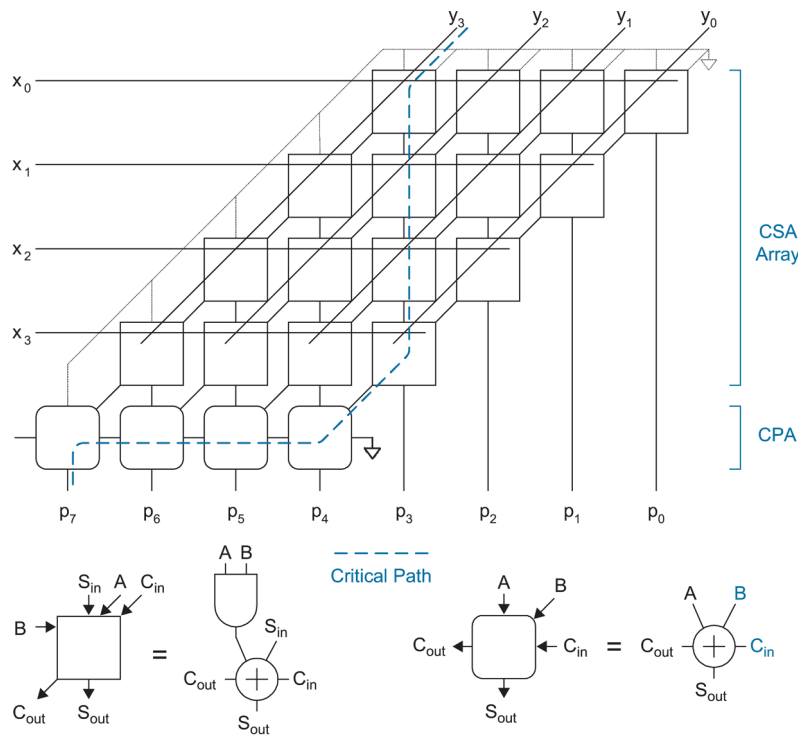


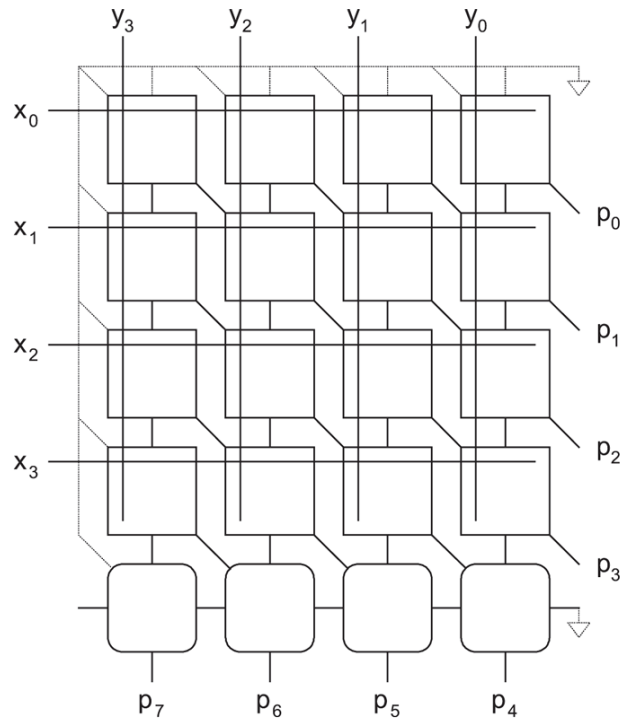
FIG 10.70 Array multiplier

Figure 3: A 4-bit Array Mutliplier

5. Product  $P$  should be registered and clocked out serially.
6. The three registers are clocked by an external clock signal.

## 2.2 Design Goals and Constraints:

- **Functionality:** Your design should work for atleast 8 (eight) input cases.
- **Area:** You are limited by the chip area of approximately  $900\mu m \times 900\mu m$ . You must incorporate your layout in the TinyChip Padframe provided by MOSIS and made available to you on Canvas.
- **Performance:** As such there is no minimum clock constraint, however, you should determine what is the fastest clock speed your design will work at.
- **I/O Pin Constraint:** TinyChip has 40 pads. You will be provided with a pin-mapping diagram that you should adhere to strictly.
- **Testability:** The ASIC can be put in test mode (by setting input TEST=1). We should be able to test the  $X$ ,  $Y$ , and  $P$  registers in a scan-chain mode. A scan chain is formed with the three registers cascaded to form one long serial register.



**FIG 10.71** Rectangular array multiplier

Figure 4: **Rectangular Array Mutliplier**

## 2.3 Design Validation

You must validate your design by simulation using Spectre. You need to show the simulation results for two modes:

- **Normal mode:** You will be provided with 8 test cases for which your design should work correctly.
- **Test Mode:** You will be provided with 2 test cases for which your design should work correctly.