

## **Department of Computer Science & Engineering**

Course No : CSE3110

Course Title : Digital System Design

Experiment No : 02

Experiment Name : a 4 bit signed multiplication system using Booths algorithm

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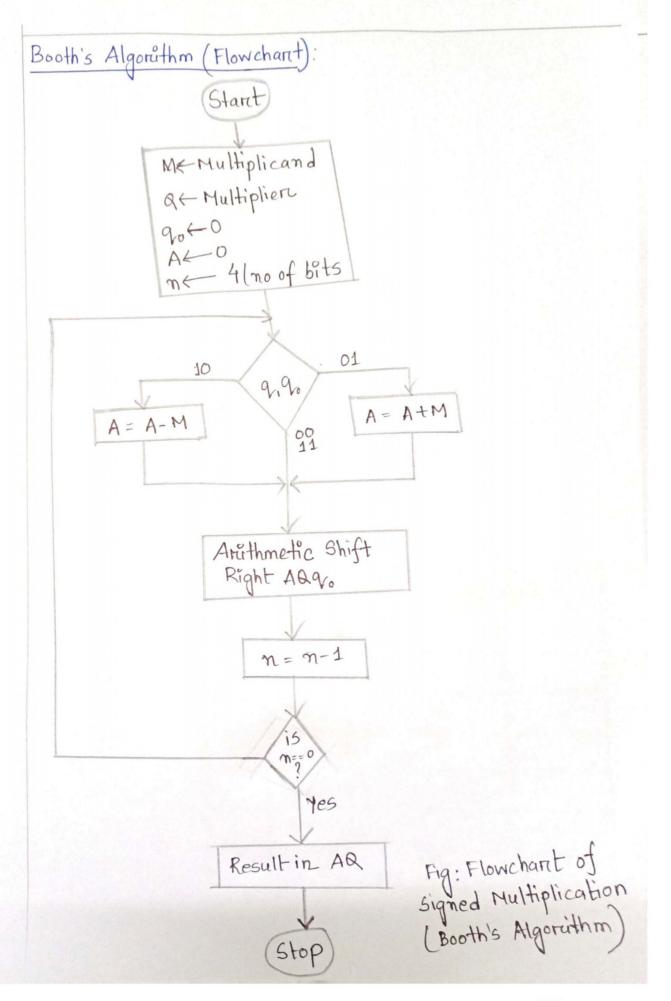
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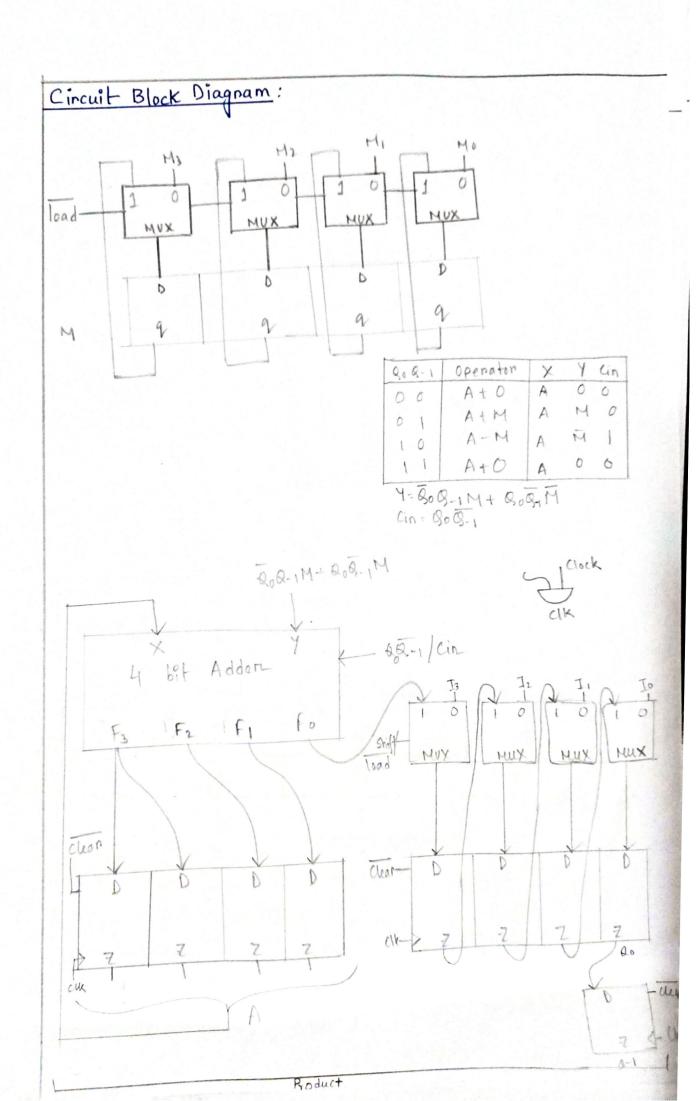
Section : A

Name of the experiment: 4x4 booth multiplication.

Problem Statement: Design a 4x4 booth multiplier.

Introduction: Booth's algorithm is a multiplication algorithm that is able to multiply both positive and negative numbers. In this experiment, we made a 4x4 booth multiplier using "Booth's we made a 4x4 booth multiplier using "Booth's Algorithm." It does not need a large number of additions on subtractions. It operates on additions on subtractions. It operates on the fact that strings of 0's in the multiplier trequire just shifting a string of the 1's require just shifting a string of the 1's require just shifting a string of the 2x to in the multiplier from bit weight 2x to weight 2m can be treated as 2x+1 to 2m





Control Unit Design:
State Diagram:

To stant == 0

Tinitialize

Tinitialize

Tinitialize

Tinitialize

Tinitialize

Tinitialize

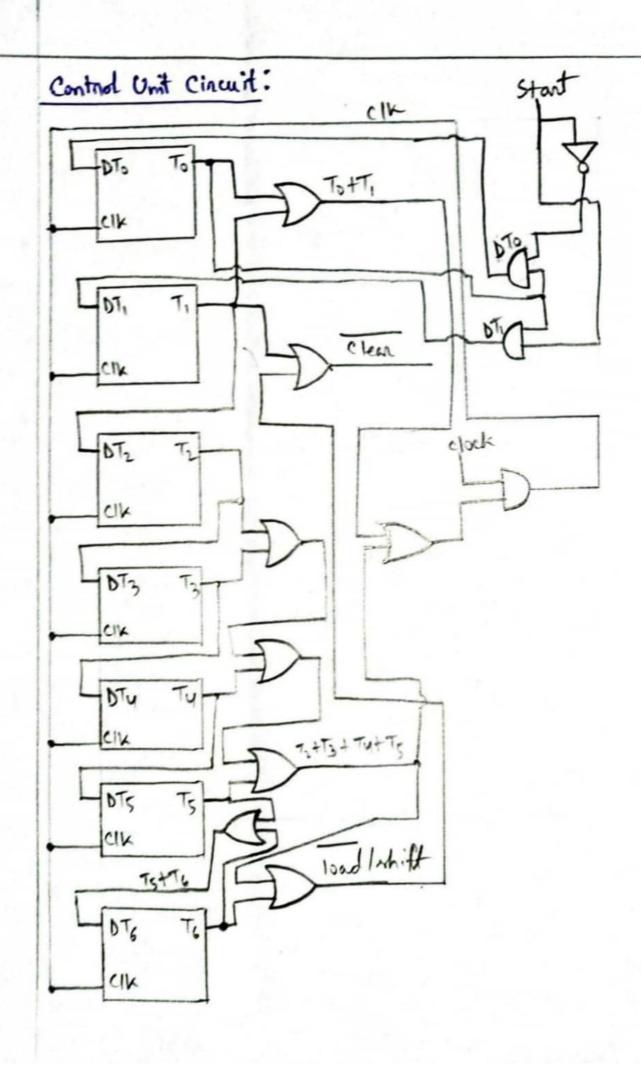
Tinitialize

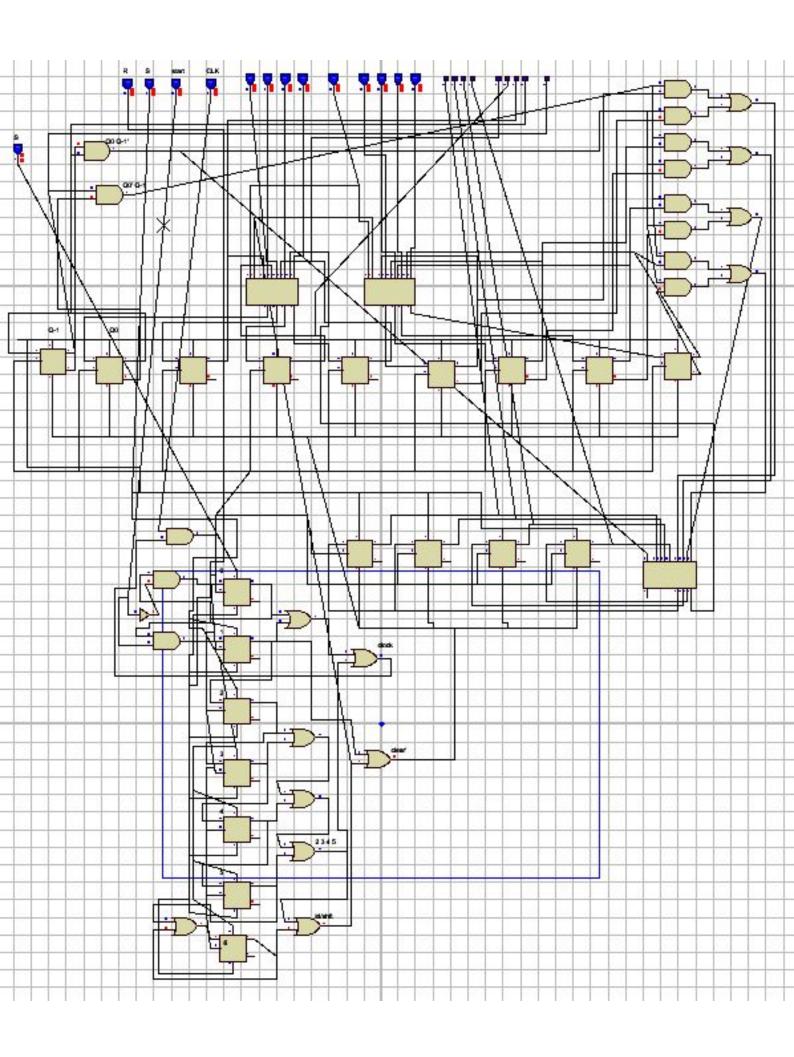
Tinitialize

Control Signal:

State	Clean	Load/Shift	Clk-enable
To	0	0	1
T <sub>1</sub>	1	0	1
T <sub>2</sub>	1	1	1
T <sub>3</sub>	1	1	1
T4	1	1	1
Ts	1	1	1
T6	1	1	0

## Boolean Expression:





Conclusion: To design this circuit, we have used proteus software stimulating system and tested our multiplier with different values and got desired output. So we can say that our circuit desired output. So we can say that our circuit is working properly. During our work we faced no error. Also the total cost of periforming the stimulation was neasonable.