

# Digital Logic Design (EL-1005) LABORATORY MANUAL Spring-2022



## LAB 07 Binary Multiplier

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STUDENT NAME

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ROLL NO

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SEC

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INSTRUCTOR SIGNATURE& DATE

**MARKS AWARDED: /10**

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NATIONAL UNIVERSITY OF COMPUTER AND EMERGING SCIENCES (NUCES), KARACHI

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## Lab Session 07: Binary Multiplier

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### **OBJECTIVES:**

**After completing this lab, you would be able to know**

- To study the basic operation and design of multiplier Circuits
- To learn how to implement 2x2 bit multiplier circuit
- To learn how to implement 3x3 bit multiplier circuit

### **APPARATUS:**

- Logic Trainer, Logisim

### **COMPONENTS:**

ICs 74LS02, 74LS00, ICs 74LS02, 74LS00, 74LS08, 74LS32, 74LS04, Logic Works

### **Introduction:**

#### **Theory:**

A multiplier is a combinational logic circuit that we use to multiply binary digits. Just like the adder and the subtractor, a multiplier is an arithmetic combinational logic circuit. It is also known as a binary multiplier or a digital multiplier.

Multiplication in binary Number system is similar to its decimal counterpart. Two numbers A and B can be multiplied by partial products: for each digit in B, the product of that digit in A is calculated and written on a new line, shifted leftward so that its rightmost digit lines up with the digit in B that was used. The sum of all these partial products gives the final result. Since there are only two digits in binary, there are only two possible outcomes of each partial multiplication:

- If the digit in B is 0, the partial product is also 0.
- If the digit in B is 1, the partial product is equal to A.

For example, the binary numbers **1011** and **1010** are multiplied as follows:

- The AND gates produce the partial products.
- For a 2-bit by 2-bit multiplier, we can just use two half adders to sum the partial products. In general, though, we'll need full adders.
- Here C3 -C0 are the product, not carries.

### ***How does binary multiplication work and how to design a 2-bit multiplier?***

Binary multiplication works just like normal multiplication. There are four main rules that are quite simple to understand:

$$0 \times 0 = 0$$

$$0 \times 1 = 0$$

$$1 \times 0 = 0$$

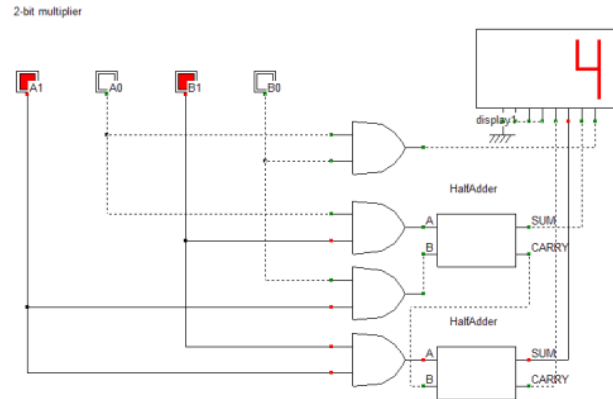
$$1 \times 1 = 1$$

Suppose you have two binary digits  $A_1A_0$  and  $B_1B_0$ , here's how that multiplication would take place.

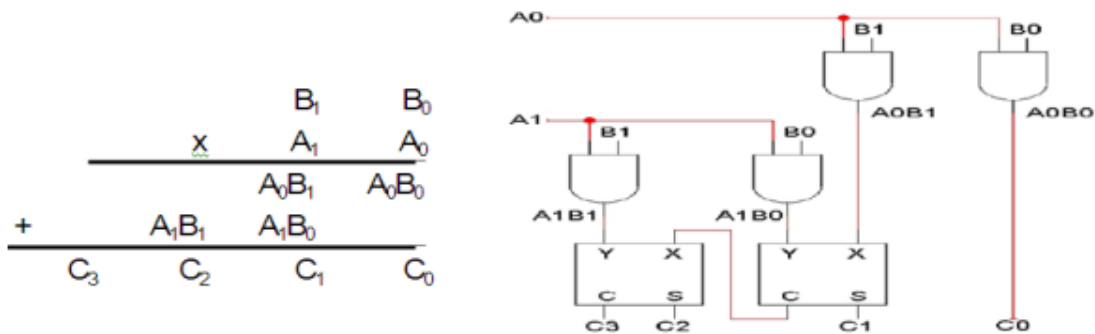
$$\begin{array}{r} \begin{array}{cc} A_1 & A_0 \\ B_1 & B_0 \end{array} \\ \hline \begin{array}{ccc} & A_1B_0 & A_0B_0 \\ A_1B_1 & A_0B_1 & X \end{array} \\ \hline \begin{array}{ccc} A_1B_1+C & A_0B_1+A_1B_0 & A_0B_0 \end{array} \end{array}$$

As the number of bits increases, we keep shifting each successive partial product to the left by 1 bit. In the end, we add the digits while keeping in mind the carry that might generate.

Based on the above equation, we can see that we need four AND gates and two half adders to design the combinational circuit for the multiplier. The AND gates will perform the multiplication, and the half adders will add the partial product terms. Hence the circuit obtained is as follows.



### A 2x2 Binary Multiplier



## LAB TASKS

### Exercise # 1

Design 2\*2 Bit Binary Multiplier Circuit in Logisim/Logic Works

### Exercise # 2

Design 3\*3 Bit Binary Multiplier Circuit in Logisim/Logic Works.

### Exercise # 3

Design Full Adder Circuit in Logisim/Logic Works.

### Exercise # 4

Design Full Subtractor Circuit in Logisim/Logic Works.