





## wx. BN-mult + BN-addlend

BN-mult = 0.5 0.75 1 1.5 2 3 4 6 8 = 9 combination 
$$\frac{1}{2} + 0$$
  $\frac{1}{2} + \frac{1}{4}$  0+1  $\frac{1}{2} + 1$  2+1 2+0 2+1 0+4 2+4 8+0 4 bits

$0 \rightarrow 3eb$ $\frac{1}{4} \rightarrow Srl(2)$	BN_mult (3+2) (1+0)	1°shift	2° shift
1 > sel (1)	00		0
2 1 -> no shift	01	1/2	1
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	10	2	14
$4 \rightarrow sll(z)$ $8 \rightarrow sll(3)$		8	4

