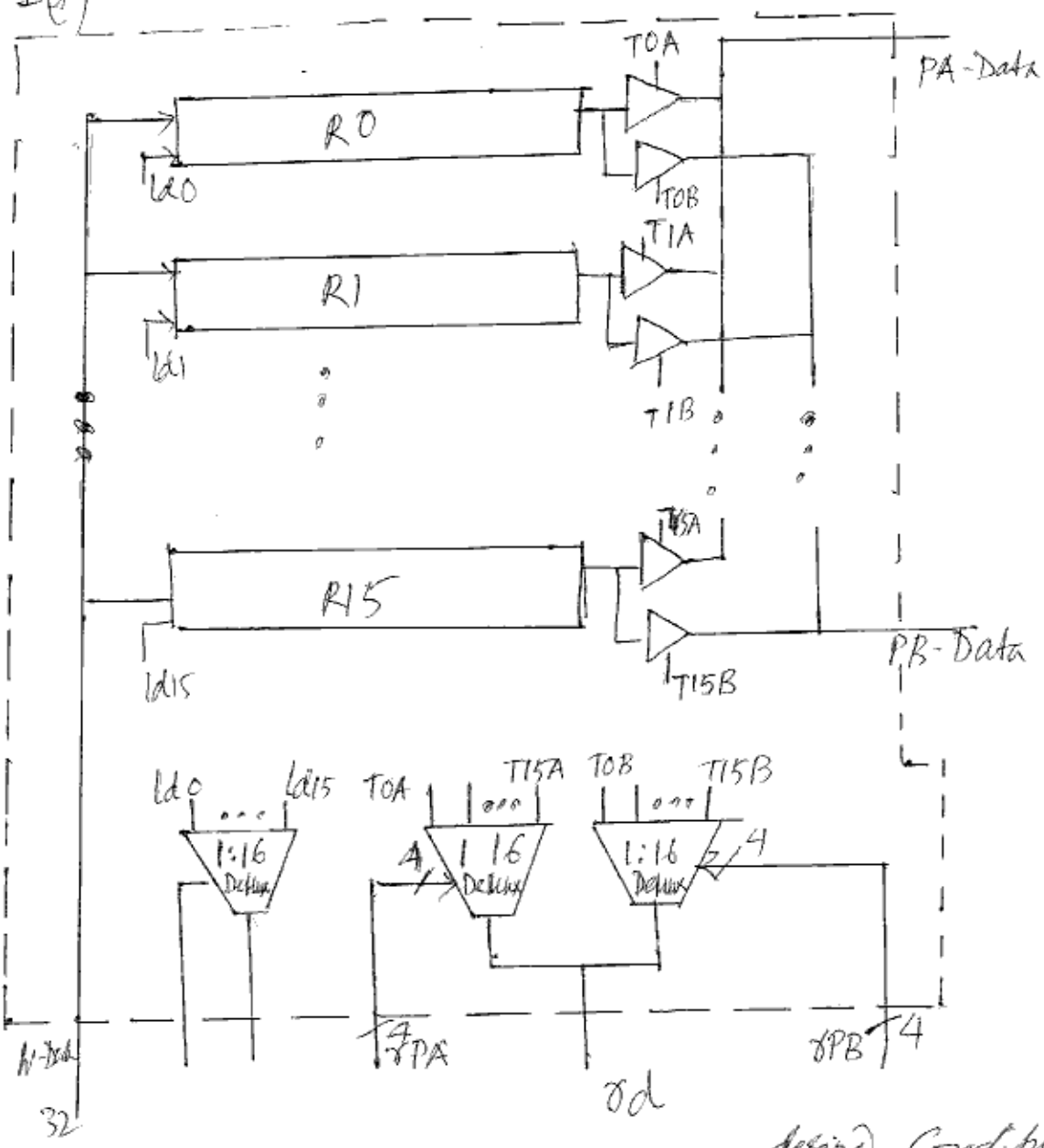
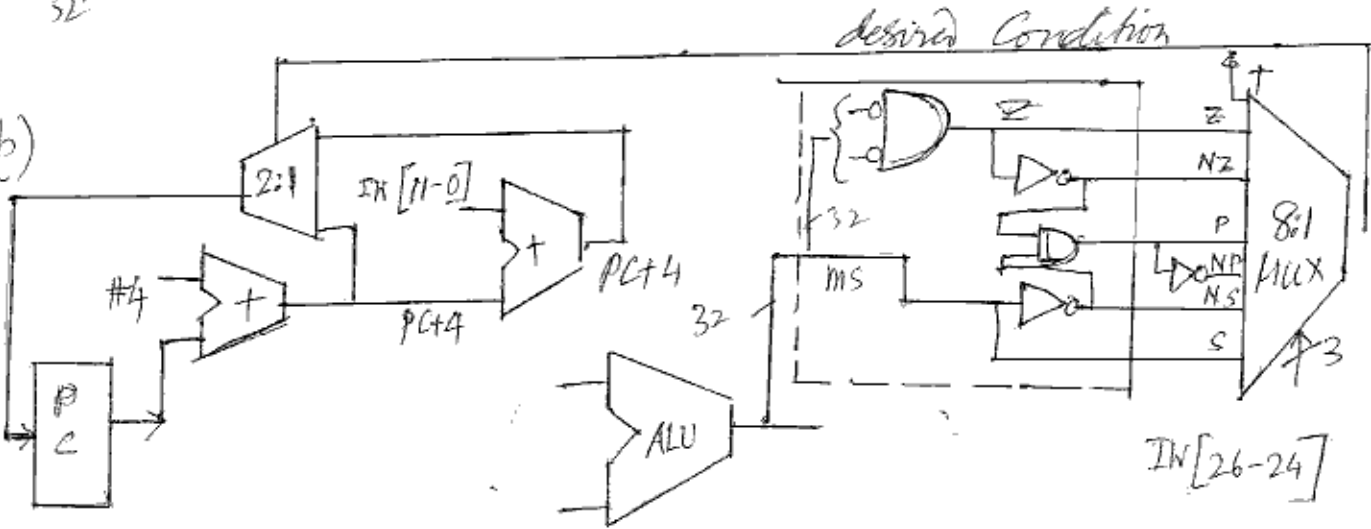


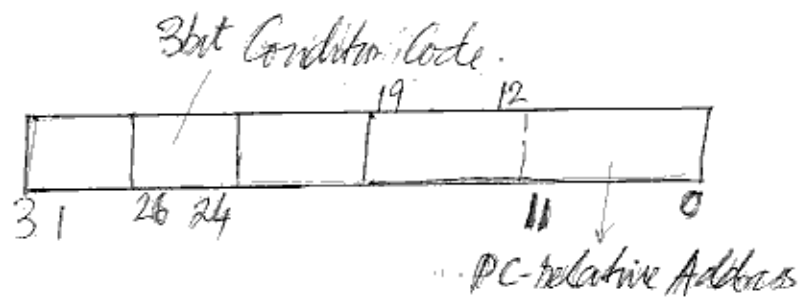
1(b)



1(b)

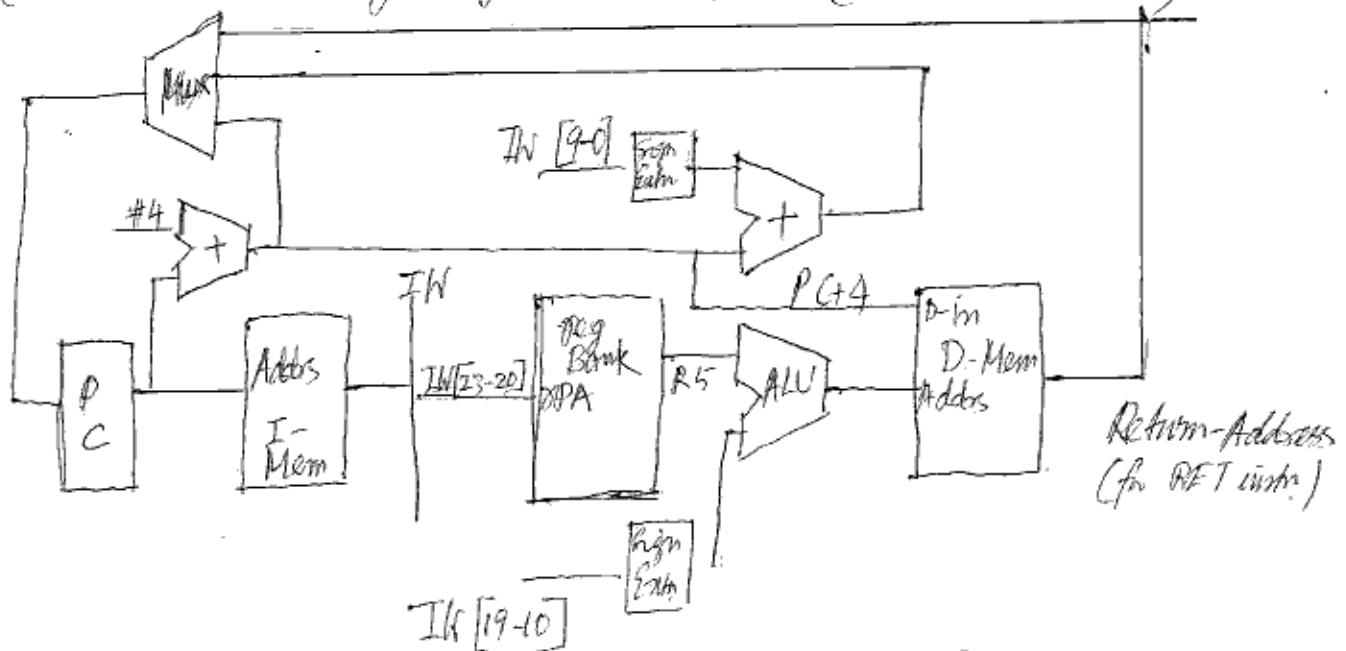


Let the instruction be:

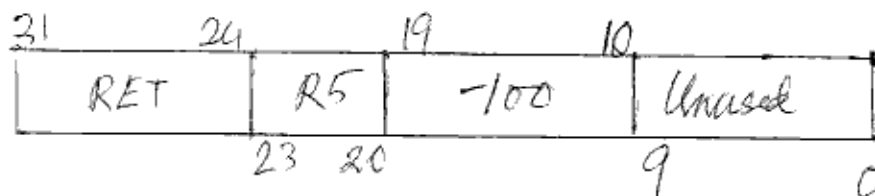
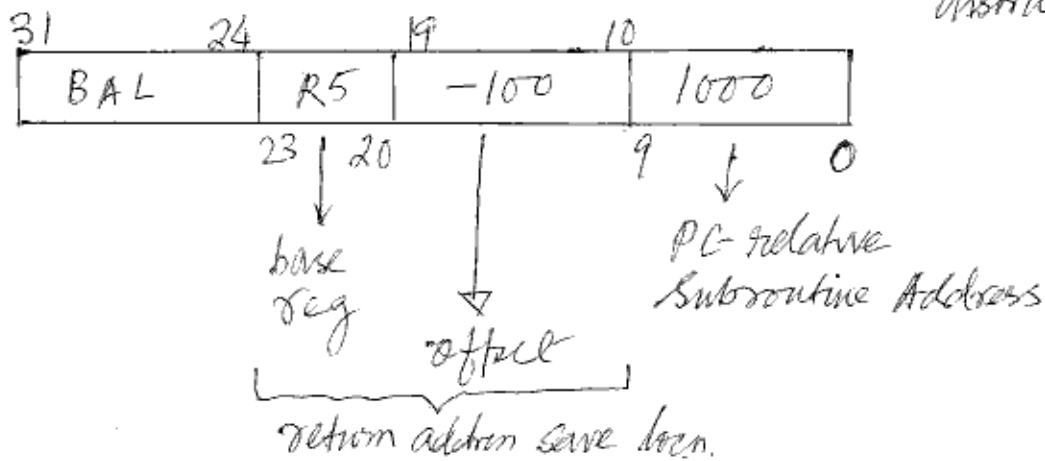


2(a)

## Single Cycle Datapath (for BAL &amp; RET)



Single Cycle DP for BAL &amp; RET instructions

BAL -  $\mu$ -ops:

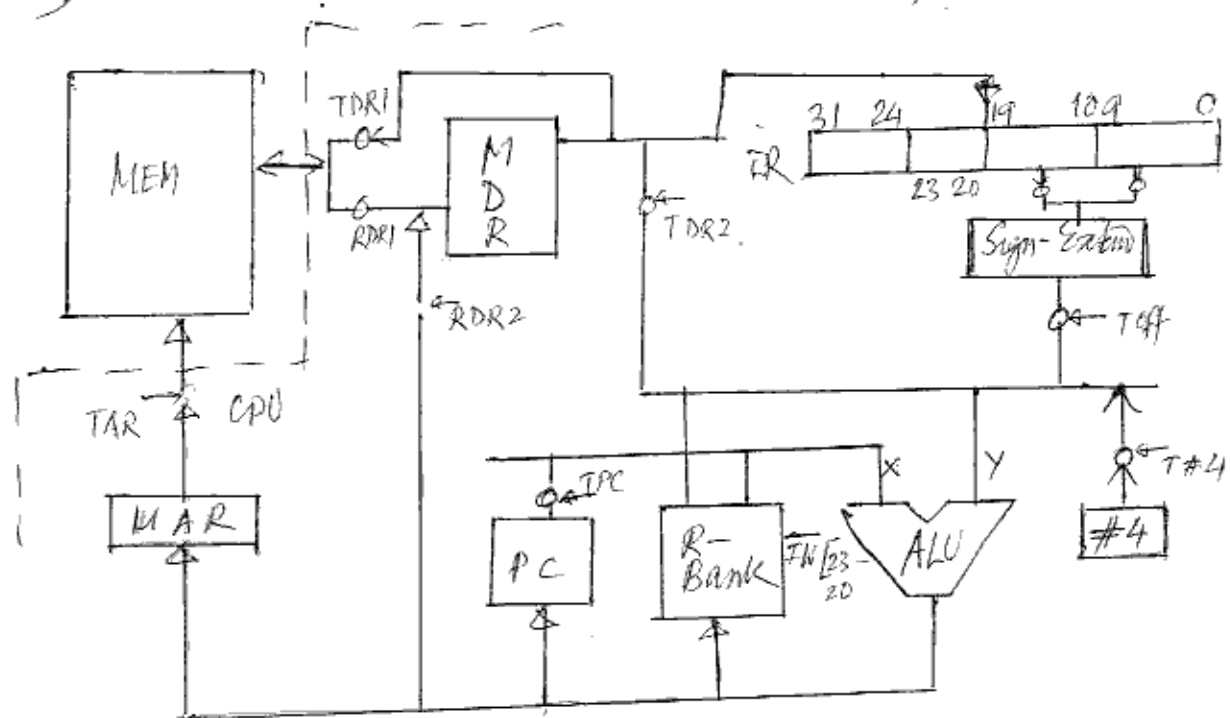
$$M[\text{regBank}[IW[23-20]] + \text{SignExtnd}(IW[19-10])] \Leftarrow PC+4$$

$$\parallel PC \Leftarrow PC+4 + \text{SignExtnd}(IW[9-0])$$

RET -  $\mu$ -ops:

$$PC \Leftarrow M[\text{regBank}[IW[23-20]]]$$

## BAL/RET Instruction execution in Multi-cycle AP:



BAL- instruction execution cycle — ; debunks ck-boundaries.  
 // assumed  $PC \leftarrow PC+4$  takes place in the fetch cycle

$$MAR \leftarrow R[IN[23-20]] + \text{Sign-Extend}(IN[19-10]);$$

$$MDR \leftarrow PC; \text{ // through ALU "transX" function}$$

$$M[MAR] \leftarrow MDR;$$

$$PC \leftarrow PC + \text{Sign-Extend}(IN[9-0]);$$

## RET Instruction execution cycle

$$MAR \leftarrow R[IN[23-20]] + \text{Sign-Extend}(IN[19-10])$$

$$MDR \leftarrow H[MAR];$$

$$PC \leftarrow MDR;$$

## 8-bit Verilog Code for Booth's Multiplier

```
module multiplier(prod, busy, mc, mp, clk, start);
output [15:0] prod;
output busy;
input [7:0] mc, mp;
input clk, start;
reg [7:0] A, Q, M;
reg Q_1
;reg [3:0] count;
wire [7:0] sum, difference;

always @(posedge clk)
begin
    if (start)
        begin
            A <= 8'b0;
            M <= mc;
            Q <= mp;
            Q_1 <= 1'b0;
            count <= 4'b0;
        end

    else
        begin case ({Q[0], Q_1})
            2'b0_1 : {A, Q, Q_1} <= {sum[7], sum, Q};
            2'b1_0 : {A, Q, Q_1} <= {difference[7], difference, Q};
            default: {A, Q, Q_1} <= {A[7], A, Q};
        endcase

        count <= count + 1'b1;
    end
end

alu adder (sum, A, M, 1'b0);
alu subtracter (difference, A, ~M, 1'b1);
assign prod = {A, Q};
assign busy = (count < 8);

endmodule
```

```
// The following is an alu.
//It is an adder, but capable of subtraction:
//Recall that subtraction means adding the two's complement—
// $a - b = a + (-b) = a + (\text{inverted } b + 1)$ 
//The 1 will be coming in as cin (carry-in)
```

```
module alu(out, a, b, cin);

    output [7:0] out;
    input [7:0] a;
    input [7:0] b;
    input cin;

    assign out = a + b + cin;

endmodule
```

---

## TEST BENCH

---

```
`timescale 1ns/1ps
module booth_multi_tb;
    reg [7:0] mp,mc;
    reg clk, start;
    wire [15:0] prod; wire busy;

    multiplier u1 (.prod(prod), .busy(busy), .mc(mc), .mp(mp), .clk(clk), .start(start));

    initial
    begin
        clk=1'b1;
        forever #50 clk=~clk;
    end

    initial
    begin
        start=1'b1;
        mc=8'b1010_1010;
```

```
mp=8'b0010_0010;
```

```
$stop;
```

```
end
```

```
endmodule
```