

## Multiplier:

Low speed with low structure complexity. Its delay increase in linear order.

## Array Multiplier (worst):

Low speed with low structure complexity. Its delay increase in linear order.

## Carry Save Multiplier:

Has more speed than array multiplier since the carry-save adders pass the carry to the next level of adders rather than the adjacent ones.

## Booth Multiplier (most efficient):

Medium speed with regular (medium) structure complexity. Its delay increase in nonlinear order.

## Wallace Tree (fastest):

Really fast with very complex structure complexity.