Unsigned Multiplier

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Unsigned Multiplication Example

For unsigned number,

The "Binary" Multiplication Table

*	О	1
0	0	О
1	О	1

10001111 (+143)

We can see that multiplying 2 4-bit (unsigned) binary numbers results in 8-bit binary number.

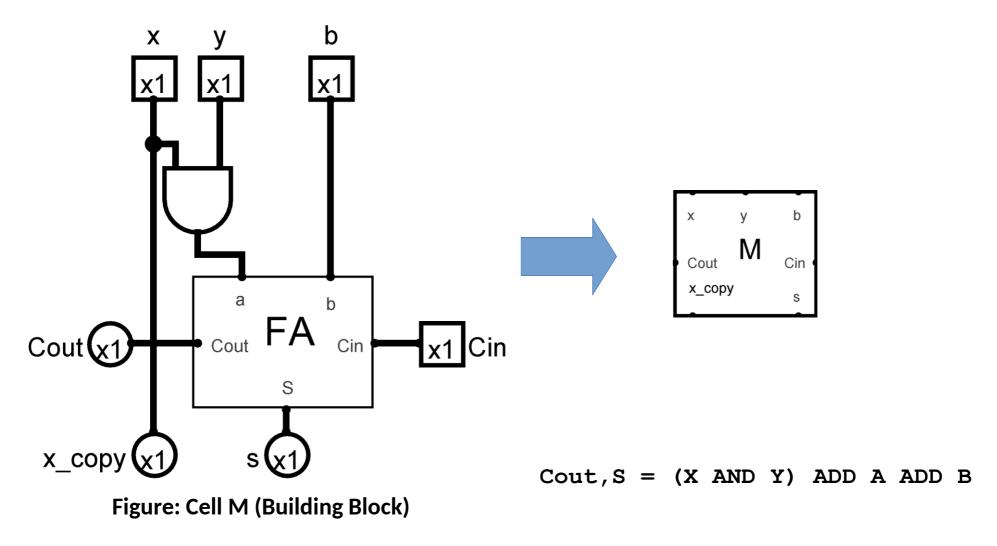
Unsigned Multiplier Design

For unsigned number,

```
X = Multiplicand
                    X3
                          X2
                                X1
                                      X0
                                                 Y = Multiplier
                 x Y3
                          Y2
                                Y1
                                      Y0
                                                 Z = Product
                                                  Every line in multiplication
                  X3Y0 X2Y0 X1Y0 X0Y0
                                                   is called Partial Product.
            X3Y1 X2Y1 X1Y1 X0Y1
     X3Y2 X2Y2 X1Y2
                        X0Y2
X3Y3 X2Y3 X1Y3 X0Y3
```

- 1. We can perform AND operation with every Multiplicand bit (A3-A0) and current Multiplier bit (B0)
- 2. We can perform ADD operation between current line and previous line.
- We should also consider carry bit of each addition that will propagate to next bit

Unsigned Multiplier Building Block



We are going to use a building block (Cell M) to create unsigned multiplier.

2 * 2 Unsigned Multiplier

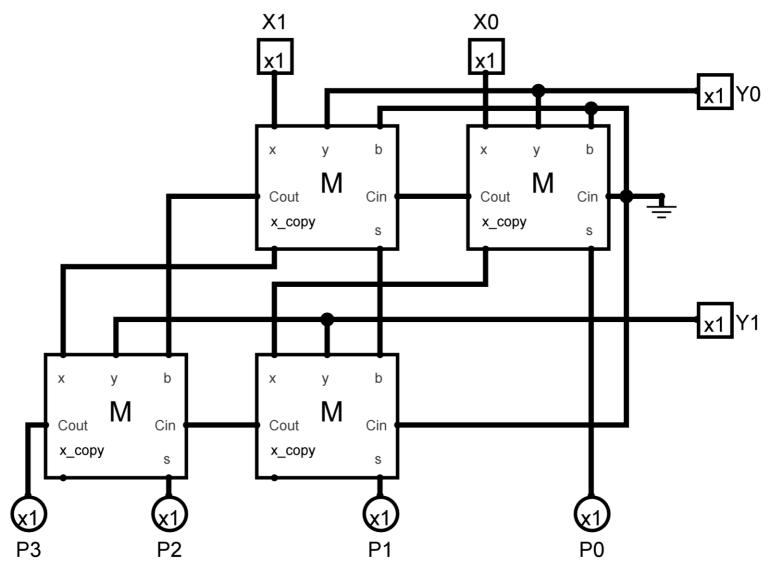


Figure: 2 *2 Unsigned Multiplier

2 * 2 Unsigned Multiplier Simulation

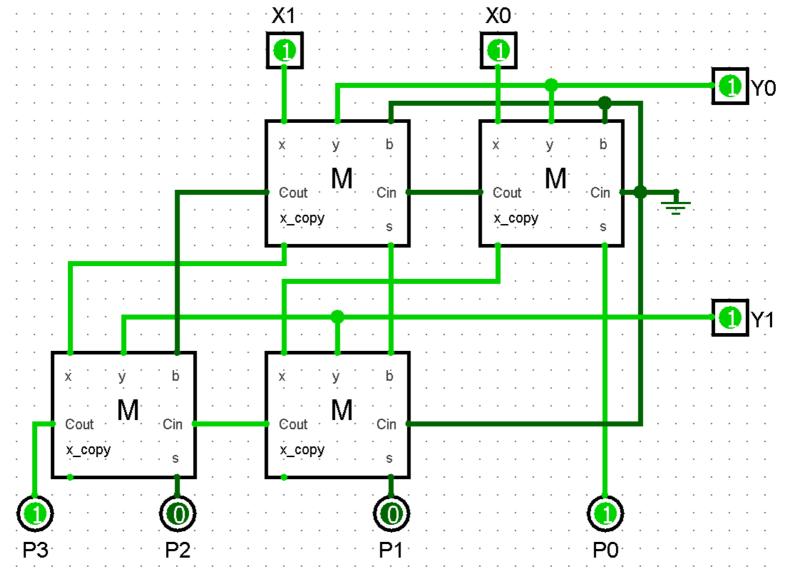


Figure: 2 *2 Unsigned Multiplier Simulation for input X = 11 and Y = 11

2 * 2 Unsigned Multiplier Simulation

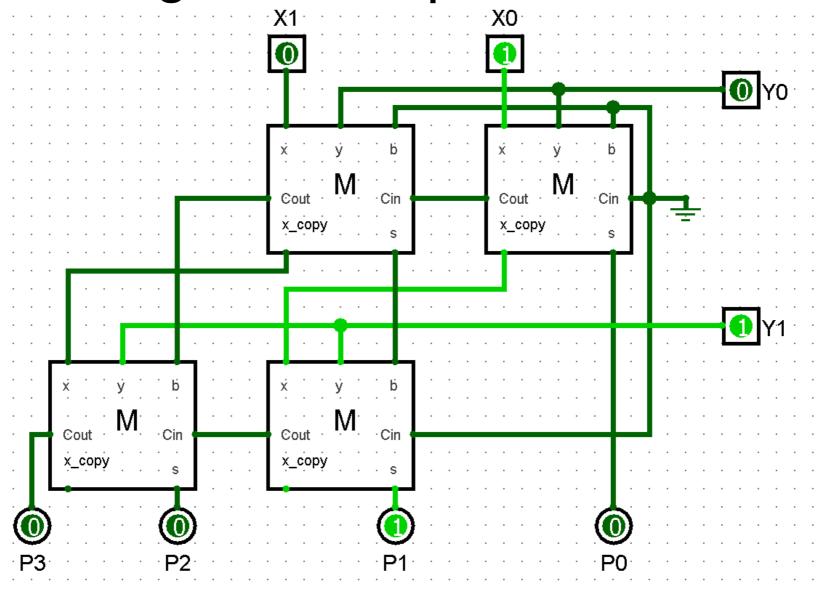


Figure: 2 *2 Unsigned Multiplier Simulation for input X = 01 and Y = 10

4 * 4 Unsigned Multiplier

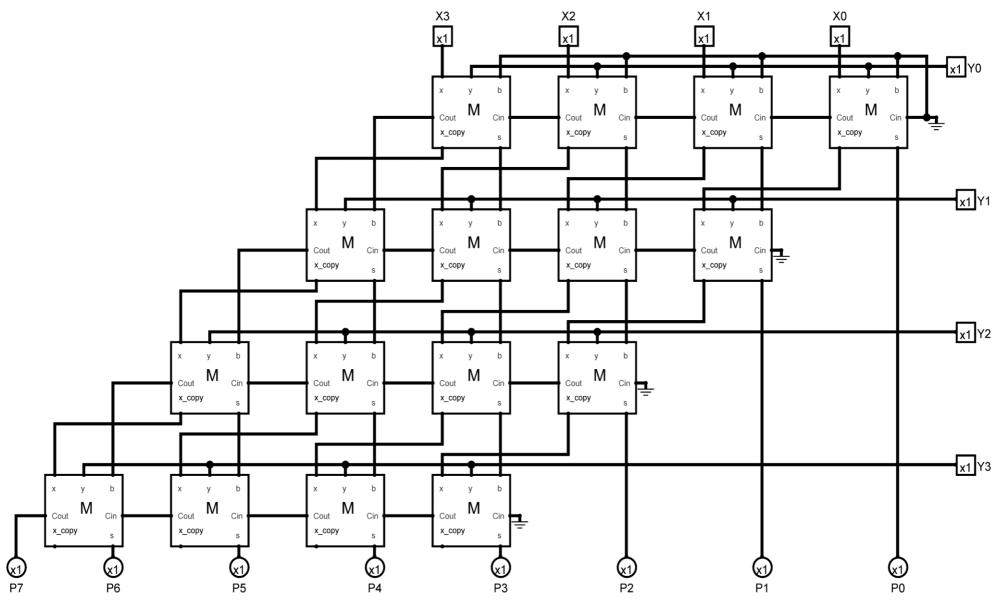


Figure: 4 *4 Unsigned Multiplier

4 * 4 Unsigned Multiplier Simulation

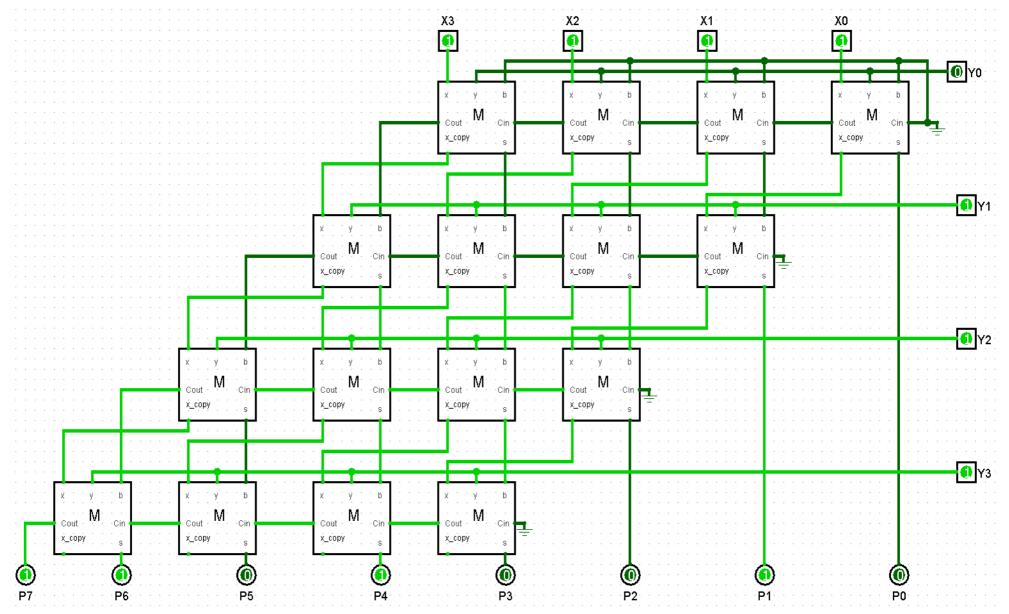


Figure: 4 *4 Unsigned Multiplier Simulation for X = 1111 and Y = 1110

4 * 4 Unsigned Multiplier Simulation

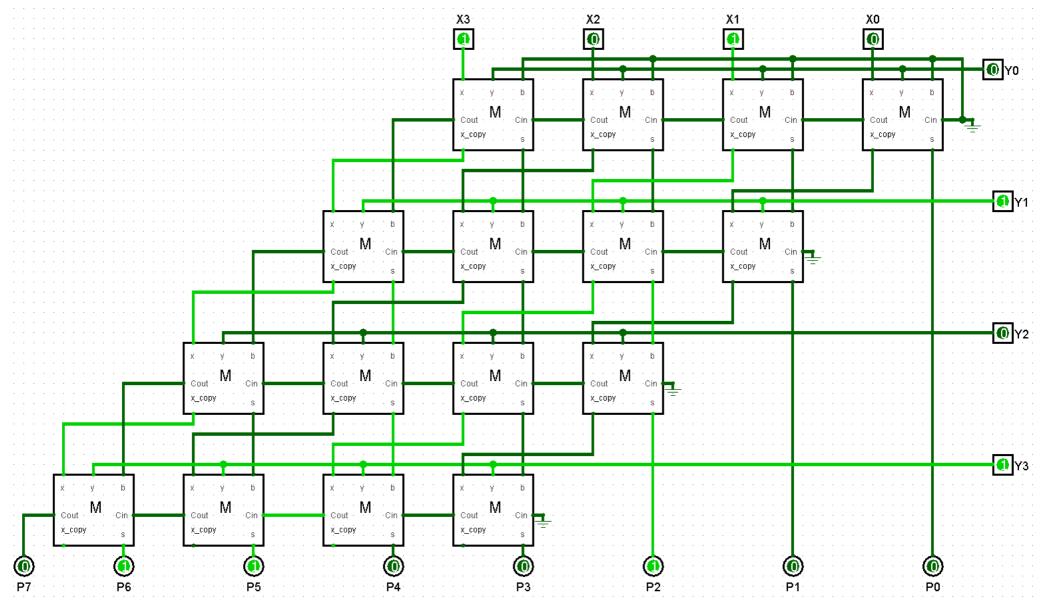


Figure: 4 *4 Unsigned Multiplier Simulation for X = 1010 and Y = 1010

Excercises

- 1. Multiply 1001* 1010 and design a circuit which can calculate this.
- 2. How does your computer do multiplication in program statement, Z = X * Y or Z = 1001 * 1010 (both are unsigned). Design a circuit and show how it calculates the result in each component.
- 3. Design a 2/3/4 bit unsigned multiplier and show output of each circuit in when X = 10 or 111 or 1001 and Y=11 or 100 or 1111.