Novel Low Power 8*8 Booth Multiplier Verilog Implementation

Saurabh Gaglani Department of Computer Science, California State University Northridge

COMP 621 Computer Arithmetic Design

Dr Shahnam Mirzaei

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ALL VERILOG CODE ATTACHED WITH REPORT

IMPLEMENTATION STEPS

Booth Multiplier Design:

- The multiplier implements radix-4 Booth encoding to minimize partial product computation.
- The 8-bit multiplier and multiplicand are processed to generate 4 partial products using Booth encoding logic.
- Stage-1:
 - The least significant 2 bits (LSBs) of the multiplier are combined with an assumed 0 to generate the first Booth code.
 - o Based on the Booth code:
 - \texttt{3'b001, 3'b010}: Partial product = Multiplicand.
 - \texttt{3'b011}: Partial product = Multiplicand shifted left (\times 2).
 - \texttt{3'b100}: Partial product = $-2 \times Multiplicand$.
 - \texttt{3'b101, 3'b110}: Partial product = -Multiplicand.
 - The 2 LSBs from Stage-1 are directly assigned to the product register.

Partial Product Generation:

- For Stages 2, 3, and 4, Booth codes are generated using groups of 3 multiplier bits
- Partial products are computed based on the Booth code and shifted left by 2
- LSBs of each partial product are assigned to the product register to ensure accurate summation.

Summation of Partial Products:

- The higher 14 bits of all partial products are summed
- LSBs are already handled in each stage, optimizing computation and eliminating redundant propagation.

Testbench Verification:

- The testbench runs five test cases to verify the multiplier's correctness:
 - \circ 13×7=9113 \times 7 = 9113×7=91 (0x5B in HEX)
 - \circ 25×15=37525 \times 15 = 37525×15=375 (0x177 in HEX)
 - \circ 50×3=15050 \times 3 = 15050×3=150 (0x96 in HEX)
 - \circ 100×0=0100 \times 0 = 0100×0=0 (0x00 in HEX)

- \circ 8×2=168 \times 2 = 168×2=16 (0x10 in HEX).
- Results are displayed using \texttt{\$display} in both decimal and hexadecimal formats.

Testbench

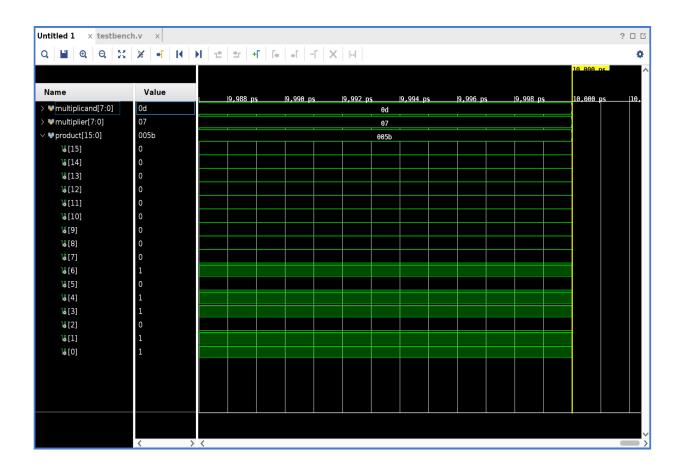
```
/Horrieragagiani/project_a/project_a.arca/ann_a/new/teatbenen.v
                   1 in module testbench;
        reg [7:0] multiplicand;
                                  // 8-bit multiplicand
3 ¦
        reg [7:0] multiplier;
                                  // 8-bit multiplier
4
        wire [15:0] product;
                                  // 16-bit product
5
6
        // Instantiate the Booth multiplier
7
        booth multiplier uut (
8 :
             .multiplicand(multiplicand),
9 :
             .multiplier(multiplier),
10 ;
             .product(product)
11 ;
        );
12 :
13 ¦
        initial begin
14
            // Test case 1: 13 x 7
15
            multiplicand = 8'd13;
16
             multiplier = 8'd7;
17
             #10;
18
             $display("Test 1: %d x %d = %d", multiplicand, multiplier, product);
19
20
            // Test case 2: 25 x 15
21
             multiplicand = 8'd25;
22
             multiplier = 8'd15;
23
             #10;
24
             $display("Test 2: %d x %d = %d", multiplicand, multiplier, product);
25
26
            // Test case 3: 50 x 3
27
             multiplicand = 8'd50;
28
             multiplier = 8'd3;
            #10;
29
30
             $display("Test 3: %d x %d = %d", multiplicand, multiplier, product);
31
            // Test case 4: 100 x 0
32
33
             multiplicand = 8'd100;
34
             multiplier = 8'd0;
     <
```

Algorithm

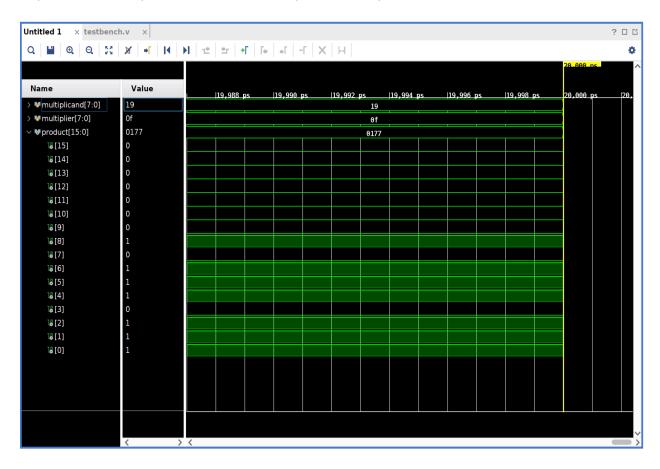
```
always @(*) begin
         // Stage 1: Calculate the first partial product
         case (booth_code)
              3'b001, 3'b010: stage_1_product = multiplicand;
              3'b011:
                                stage_1_product = multiplicand << 1; // 2 * multiplicand</pre>
              3'b100:
                                 stage_1_product = -(multiplicand << 1); // -2 * multiplicand</pre>
              3'b101, 3'b110: stage_1_product = -multiplicand;
                                stage_1_product = 0;
         endcase
         // Assign Stage-1 LSBs to the product
         product[1:0] = stage_1_product[1:0];
    always @(*) begin
         // Initialize product register and generate partial products
         product[15:2] = 0;
         for (i = 1; i < 4; i = i + 1) begin
              // Booth encoding for Stages 2, 3, and 4
              case ({multiplier[2*i+1], multiplier[2*i], multiplier[2*i-1]})
                  3'b001, 3'b010: partial_product[i] = multiplicand << (2 * i);
3'b011: partial_product[i] = (multiplicand << (2 * i)) << 1; // 2 * multiplicand
3'b100: partial_product[i] = -(multiplicand << (2 * i)) << 1; // -2 * multiplicand
3'b101, 3'b110: partial_product[i] = -(multiplicand << (2 * i));
                  default:
                                     partial_product[i] = 0;
              endcase
              // Assign the 2-bit LSBs of each partial product to the product register
                  1: product[3:2] = partial_product[1][1:0];
                   2: product[5:4] = partial_product[2][1:0];
                  3: product[7:6] = partial_product[3][1:0];
              endcase
         end
         // Sum the higher bits of all stages into the remaining product bits
         product[15:2] = product[15:2] +
                            stage_1_product[15:2] +
                            partial_product[1][15:2] +
                            partial_product[2][15:2] +
                            partial_product[3][15:2];
endmodule
```

Evaluation - (Results in HEX)

1. $(0d*07 = 005b)_{16}$ Is the same as $(13*7 = 91)_{10}$



2. $[08](98]19*0f = 0177)_{16}$ IS THE SAME AS $(25*15 = 375)_{10}$



3. All test cases from the testbench in decimal

```
# }
 # }
  # run 1000ns
  Stopped at time : 10 ns : File "/home/sgaglani/project_5/project_5.srcs/sim_1/new/testbench.v" Line 18
  INFO: [USF-XSim-96] XSim completed. Design snapshot 'testbench_behav' loaded.
  INFO: [USF-XSim-97] XSim simulation ran for 1000ns
| launch simulation: Time (s): cpu = 00:00:11; elapsed = 00:00:07. Memory (MB): peak = 7906.914; gain = 97.359; free physical = 1841; free virtual = 7239
⊖ run all
  Test 1: 13 \times 7 = 91
☐ Stopped at time : 20 ns : File "/home/sgaglani/project_5/project_5.srcs/sim_1/new/testbench.v" Line 24
🖯 run all
  Test 2: 25 \times 15 = 375
 Stopped at time : 30 ns : File "/home/sgaglani/project_5/project_5.srcs/sim_1/new/testbench.v" Line 30
 run all
  Test 3: 50 \times 3 = 150
 Stopped at time : 40 ns : File "/home/sgaglani/project_5/project_5.srcs/sim_1/new/testbench.v" Line 36
  Test 4: 100 \times 0 = 0
 Stopped at time : 50 ns : File "/home/sgaglani/project_5/project_5.srcs/sim_1/new/testbench.v" Line 42
÷ $finish called at time : 50 ns : File "/home/sgaglani/project_5/project_5.srcs/sim_1/new/testbench.v" Line 45
```

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