

# Lecture 14

## EE 421 / CS 425

# Digital System Design

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**MIDTERM**  
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# Topics

- Fractional Multiplication
- Different Cases of Signed Multiplication in Fractional Binary Numbers
- Booth Encoded Multipliers
- Advantages of Booth Multipliers
- Limitations of Booth Multipliers
- STG Control for Booth Multipliers

# Multiplication of Fractions

Convert from decimal to binary

$$\left(\frac{3}{4}\right)$$

$$= 0.75$$

$$0.75 \times 2 = 1.5, \text{ keep } 1$$

$$0.5 \times 2 = 1.0, \text{ keep } 1$$

$$0 \times 2 = 0 \text{ keep } 0$$

And only zeros afterwards

$$= 2^{-1} + 2^{-2} + 0 + 0$$

$$= 0.1100; \text{ assigning four fractional bits}$$

# 2's Complement of Binary Fractional Nos.

- Given binary fractional number = (0.1100)
- Method 1:
  - Decide on the number of total bits, eg. 5 bits; Invert all bits; add +1 to LSB
- 2's Complement = 1.0011
- $$\begin{array}{r} \phantom{1.0011} + 1 \\ \hline \phantom{1.0011} = 1.0100 \end{array}$$
- Method 2:
  - Look from right to left; when you Encounter first 1; invert all bits to the left
- For (0.1100), the 2's Complement = (1.0100)

# Question?

- Represent  $9/16$  using five fractional bits:
- Hint:  $9/16 = 0.xxxxx$
- Keep multiplying by 2; if answer is greater than 1, keep 1

- Solve:  $0.562 \times 2 = 1.125$ , keep 1
- $0.125 \times 2 = 0.25$ , keep 0
- $0.25 \times 2 = 0.5$ , keep 0
- $0.5 \times 2 = 1.0$ , keep 1
- $0 \times 2 = 0$ , keep 0, and same for more terms
- Answer = 0.10010 in binary

Finally, 2's Complement of  
 "0.10010" is (look right to left)  
 "1.01110" that is  **$-9/16$**

# Convert Fraction Number to Binary

- Represent 9/16 using five fractional bits:
- Hint:  $9/16 = 0.5625$
- Keep multiplying by 2; if answer is greater than 1, keep 1

- Solve:  $0.5625 \times 2 = 1.125$ , keep 1
- $0.125 \times 2 = 0.25$ , keep 0
- $0.25 \times 2 = 0.5$ , keep 0
- $0.5 \times 2 = 1.0$ , keep 1
- $0 \times 2 = 0$ , keep 0, and same for more terms
- Answer = 0.10010 in binary

Finally, 2's Complement of "0.10010" is (look right to left) "1.01110" that is **-9/16**

# Multiplication of Signed Fractions

- Fractions are multiplied like whole numbers, but overflow is not possible
- A 4-bit fractional number is represented as minimum 5-bit fixed point number with MSB holding the sign bit in 2's Complement format
- The product of two 5-bit numbers will produce 10-bit result
- MSB will be sign-extended (bit replication) for negative multiplicand

# Example 1: Positive multiplicand, positive multiplier, fraction multiplication

Show binary multiplication of  $(3/4)_{10} \times (1/2)_{10}$   
Use 5-bits to represent each number

$3/4 = 0.1100$

$1/2 = 0.1000$

						0.	1	1	0	0	Positive multiplicand
					x	0.	1	0	0	0	Positive multiplier
0	0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0	0	0	X	0
0	0	0	0	0	0	0	0	0	X	X	0
0	0	0	1	1	0	0	X	X	X		1
0	0.	0	1	1	0	0	0	0	0	0	

Check Multiplier bits one at a time

Insert decimal, count how many bits after decimal in both numbers ( $4 + 4 = 8$  bits in both numbers)

Answer =  $(0.0110000000) = +(3/8)$



# Example 2: Negative multiplicand, positive multiplier, fraction multiplication

Show binary multiplication of  $(-3/4)_{10} \times (3/8)_{10}$

Use 5-bits to represent each number

$3/4 = 0.1100$   
 $-3/4 = -(0.1100)$   
 $= 1.0100$

$3/8 = 0.0110$

# Sign bit replication

	1	1	1	1	1	1.	0	1	0	0	
						x	0.	0	1	1	0
	1	1	1	1	1	1	0	1	0	0	X
	1	1	1	1	1	0	1	0	0	X	X
Extra	1	1.	1	0	1	1	1	0	0	0	

Negative multiplicand

Negative multiplier

(first 0 only shift, then 1, Add multiplicand)

(next 1, Add Multiplicand, then 0 shifts only)

Insert decimal, count how many bits after decimal in both numbers ( $4 + 4 = 8$  bits in both numbers)

Answer =  $(11.10111000)$ , take 2's complement =  $-(0.01001000) = (-9/32)$

# Example 3: Positive multiplicand, negative multiplier, fraction multiplication

Show binary multiplication of  $(3/4)_{10} \times (-3/8)_{10}$

Use 5-bits to represent each number

$$3/4 = 0.1100$$

$$3/8 = 0.0110$$

$$\begin{aligned} -3/8 &= -(0.0110) \\ &= (1.1010) \end{aligned}$$

0.	1	1	0	0				
x	1.	1	0	1	0			
	0	0	0	0	0			
	0	1	1	0	0	X		
	0	0	0	0	0	X	X	
	0	1	1	0	0	X	X	X
1	0	1	0	0	X	X	X	X
1.	1	0	1	1	1	0	0	0

Positive multiplicand

Negative multiplier

Check Multiplier bits one at a time

2's Complement of Multiplicand due to 1 MSB

Insert decimal, count how many bits after decimal in both numbers ( $4 + 4 = 8$  bits in both numbers)

Answer =  $(1.10111000)$ , take 2's Complement =  $-(0.01001000) = -(9/32)$

# Example 4: Negative multiplicand, negative multiplier, fraction multiplication

Show binary multiplication of  $(-3/4)_{10} \times (-3/8)_{10}$

Use 5-bits to represent each number

$3/4 = 0.1100$   
 $-3/4 = -(0.1100)$   
 = **1.0100**

$3/8 = 0.0110$   
 $-3/8 = -(0.0110)$   
 = **1.1010**

2's Complement of Multiplicand due to 1 MSB

Sign bit replication

						1	1	1	1	1	1.	0	1	0	0	Negative multiplicand
										x	1.	1	0	1	0	Negative multiplier
Extra	←	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	1	1	1	1	1	1	0	1	0	0	0	X	X	X	X	
	1	0	0	0	0	0	0	0	0	0	0	X	X	X	X	
	1	1	1	1	1	0	1	0	0	X	X	X	X	X	X	
	0	0	0	0	0	1	1	0	0	X	X	X	X	X	X	
	1	0	1	0	0	0.	0	1	0	0	1	0	0	0	0	

Insert decimal, count how many bits after decimal in both numbers ( $4 + 4 = 8$  bits in both numbers)

Answer =  $+(0.01001000) = 2^{-2} + 2^{-5} = 0.25 + 0.03125 = 0.28125_{10}$

# To Remember in Signed Multiplication

- When Multiplicand is Negative, do a sign extension to cover the possible bit-width of Answer
- When Multiplier is Negative, there is a final 2's Complement Addition Step corresponding to the MSB of multiplier

# Algorithmic Improvement in Multipliers

Booth Encoding

Booth Multiplication Process

# Booth Encoded Multipliers

**Object: To reduce the number of 'Add' steps required in complete multiplication cycle**

2's Complement of  $7_{10} = (1\ 0\ 0\ 1)_2$

$$1 \times 2^0 = 1$$

$$0 \times 2^1 = 0$$

$$0 \times 2^2 = 0$$

$$-1 \times 2^3 = -8$$

MSB '1' shows negative number

Allow both +ive and -ive signs  
to be used in conversion

Decimal value of  $(1001)_2 = (-8+1) = -7 = (\underline{1}\ 0\ 0\ 1) \text{ or } (-1\ 0\ 0\ 1)$

Booth's algorithm is valid for both positive and negative numbers in 2's complement format

# Booth Recoding of a 2's Complement Number

$m_i$	$m_{i-1}$	Booth Recoded $C_i$	Value	Status
0	0	0	0	String of 0s
0	1	1	+1	End of string of 1s
1	0	$\bar{1}$	-1 or $\bar{1}$	Begin string of 1s
1	1	0	0	Midstring of 1s

# Booth Recoding of $-65_{10}$

$-65_{10} =$



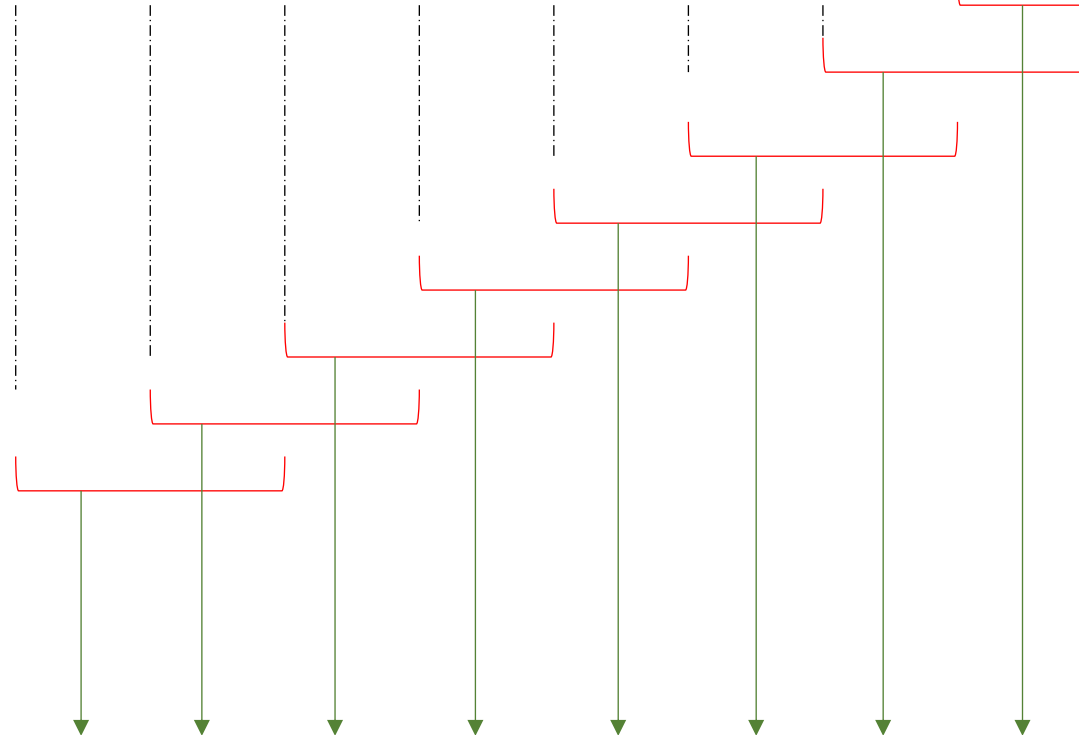
Append '0' on right, if LSB=1

2's Complement notation

$+65 = (01000001)$

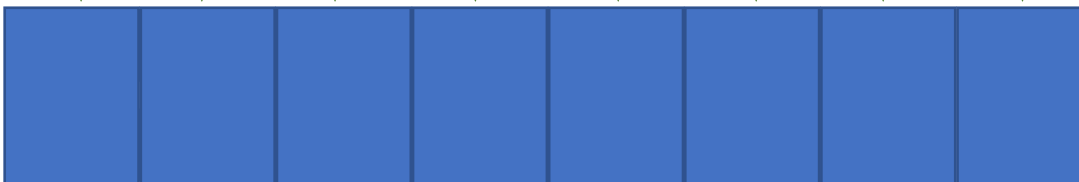
2's Complement

$-65 = (10111111)$



$m_i$	$m_{i-1}$	Booth Recoded $C_i$
0	0	0
0	1	1
1	0	<u>1</u>
1	1	0

$-65_{10} =$



Or

Booth Recoded notation



# Question?

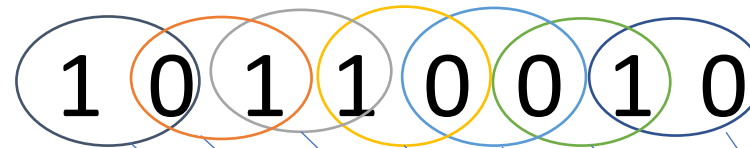
Convert decimal number -78 to Booth Encoded format using 8 binary bits

+78 = 01001110

Take 2's Complement

-78 = 10110010

$m_i$	$m_{i-1}$	Booth Recoded $C_i$
0	0	0
0	1	1
1	0	1
1	1	0



No need for extra '0' after LSB in this case

10 → -1

01 → 1

00 → 0

10 → -1

11 → 0

01 → 1

10 → -1

**Answer = -1 1 0 -1 0 1 -1**

After Booth Encoding

# Booth Encoded Multiplication

$m_i$	$m_{i-1}$	Booth Recoded $C_i$	Value	Multiplication Action
0	0	0	0	No Operation
0	1	1	+1	Add Multiplicand to Accumulator
1	0	<u>1</u>	-1 or <u>1</u>	Subtract Multiplicand from Accumulator (= 2's Complement Add)
1	1	0	0	No Operation

# Booth Multiplication – Example 1

Show Booth Encoded multiplication of 6 x 5, using 4 bits for both numbers

6

Multiplicand

x5

Multiplier

<b>Extra bits</b>	0	0	0	0	0	1	1	0
<b>bits</b>	0	0	0	0	0	1	0	1
	1	1	1	1	1	0	1	0
0	0	0	0	0	1	1	0	X
1 1	1	1	1	0	1	0	X	X
0 0	0	0	1	1	0	X	X	X
					X	X	X	X
0 1	0	0	0	1	1	1	1	0

Imagine Zero bit if LSB = 1

Check 2-bits at a time, Right to Left  
Shift Left by 1 after every step

1[0] = Subtract = Add 2's Compl of Multiplicand to Acc

01 = Add Multiplicand to Acc

10 = Subtract = Add 2's Compl of Multiplicand to Acc

01 = Add Multiplicand to Acc

00 = No Op, Shift Left by 1

00 = No Op, Shift Left by 1

**Answer = (0001 1110) = +(16 + 14) = +30<sub>10</sub>**

# Booth Multiplication – Example 2

Show Booth Encoded multiplication of 6 x -5, using 4 bits for both numbers

6 Multiplicand  
X -5 Multiplier

		0	0	0	0	0	1	1	0
		1	1	1	1	1	0	1	1
		1	1	1	1	1	0	1	0
								X	
0	0	0	0	0	1	1	0	X	X
1	1	1	1	0	1	0	X	X	X
						X	X	X	X
0	0	1	1	1	0	0	0	1	0

Imagine Zero bit if LSB = 1

Check 2-bits at a time, Right to Left  
Shift Left by 1 after every step

1[0] = Subtract = Add 2's Compl of Multiplicand to Acc

11 = No Op, Shift Left, Add 0 to Acc

01 = Add Multiplicand to Acc

10 = Subtract = Add 2's Compl of Multiplicand to Acc

11 = No Op, Shift Left by 1, Add 0 to Acc

Answer = (1110 0010) = Take 2's Comp = -( 0001 1110) = -30<sub>10</sub>

# Booth Multiplication – Example 1

Show Booth Encoded multiplication of 6 x 5, using 4 bits for both numbers

6 Multiplicand  
x5 Multiplier

Extra bits	0	0	0	0	0	1	1	0
bits	0	0	0	0	0	1	0	1
	1	1	1	1	1	0	1	0
0	0	0	0	0	1	1	0	X
1 1	1	1	1	0	1	0	X	X
0 0	0	0	1	1	0	X	X	X
					X	X	X	X
0 1	0	0	0	1	1	1	1	0

Imagine Zero bit if LSB = 1

Check 2-bits at a time, Right to Left  
Shift Left by 1 after every step

1[0] = Subtract = Add 2's Compl of Multiplicand to Acc

01 = Add Multiplicand to Acc

10 = Subtract = Add 2's Compl of Multiplicand to Acc

01 = Add Multiplicand to Acc

00 = No Op, Shift Left by 1

00 = No Op, Shift Left by 1

Answer = (0001 1110) = +(16 + 14) = +30<sub>10</sub>

# Booth Multiplication – Example 2

Show Booth Encoded multiplication of 6 x -5, using 4 bits for both numbers

6 Multiplicand  
X -5 Multiplier

		0	0	0	0	0	1	1	0
		1	1	1	1	1	0	1	1
		1	1	1	1	1	0	1	0
									X
0	0	0	0	0	1	1	0	X	X
1	1	1	1	0	1	0	X	X	X
						X	X	X	X
0	0	1	1	1	0	0	0	1	0

Imagine Zero bit if LSB = 1

Check 2-bits at a time, Right to Left  
Shift Left by 1 after every step

1[0] = Subtract = Add 2's Compl of Multiplicand to Acc

11 = No Op, Shift Left, Add 0 to Acc

01 = Add Multiplicand to Acc

10 = Subtract = Add 2's Compl of Multiplicand to Acc

11 = No Op, Shift Left by 1, Add 0 to Acc

Answer = (1110 0010) = Take 2's Comp = -( 0001 1110) = -30<sub>10</sub>

# Booth Multiplication – Example 3

Show Booth Encoded multiplication of B3 x C3, using 8 bits for both numbers

B3 = 1011 0011 = 2's Compl of = 0100 1101 =  $(4D)_{16} = 77_{10}$

C3 = 1100 0011 = 2's Compl of = 0011 1101 =  $(3D) = 61_{10}$

B3	1 0 1 1 0 0 1 1															
x C3	1 1 0 0 0 0 1 1 [0]															
	0	0	0	0	0	0	0	0	0	1	0	0	1	1	0	1
																X
	1	1	1	1	1	1	1	0	1	1	0	0	1	1	X	X
												X	X	X	X	X
	0	0	0	1	0	0	1	1	0	1	X	X	X	X	X	X
1	0	0	0	1	0	0	1	0	0	1	0	1	1	0	0	1

Imaginary Zero bit if LSB = 1

Check 2-bits at a time, Right to Left  
Shift Left by 1 after every step

1[0] = Subtract = Add 2's Compl of Multiplicand to Acc

11 = No Op, Shift Left, Add 0 to Acc

01 = Add Multiplicand to Acc

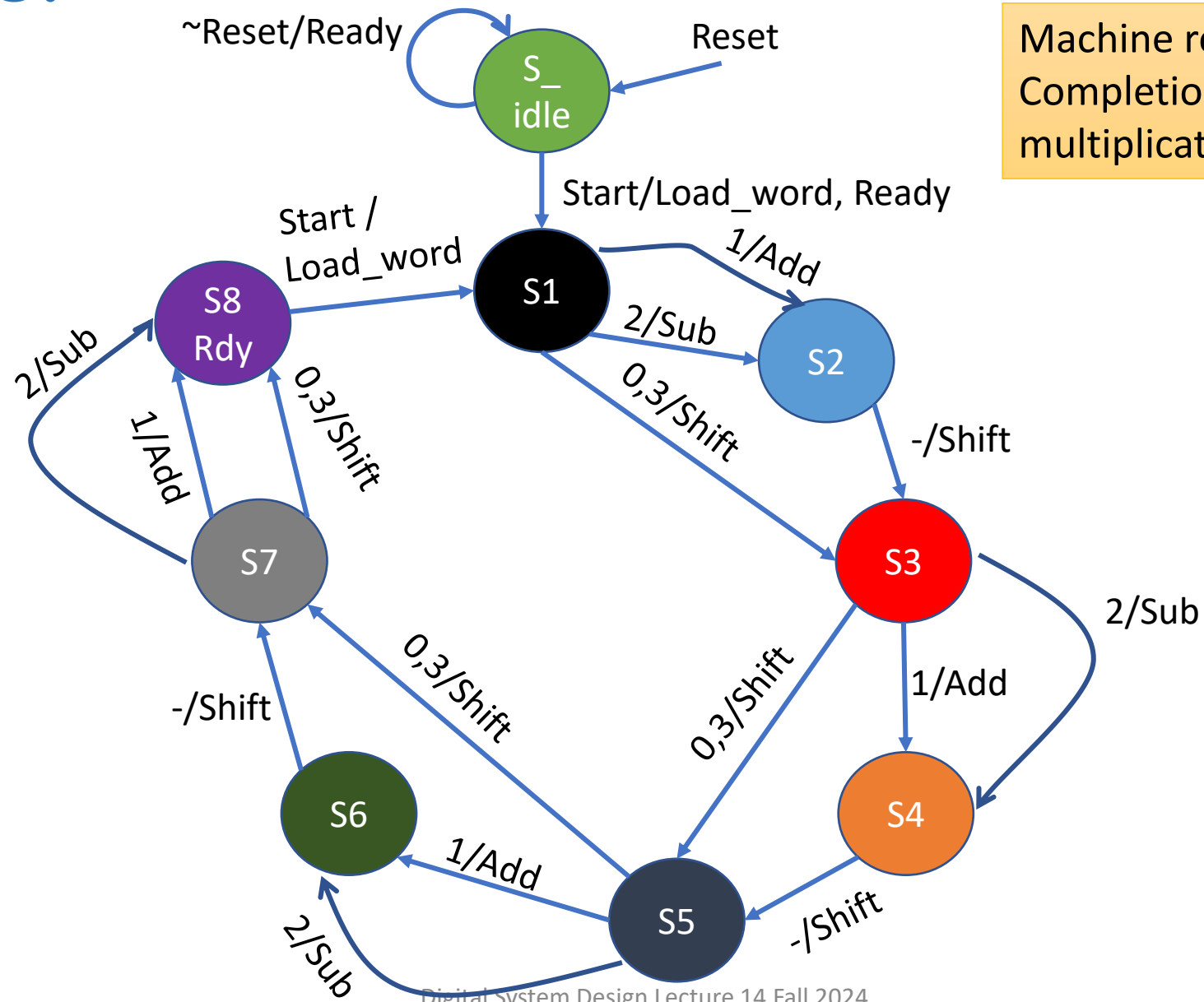
00, 00, 00 = No Op, Shift Left by 1

10 = Subtract = Add 2's Compl of Multiplicand to Acc

11 = No Op, Shift Left, Add 0 to Acc

Answer =  $(0001\ 0010\ 0101\ 1001)_2 = (1259)_{Hex} = (1 \times 16^3 + 2 \times 16^2 + 5 \times 16^1 + 9 \times 16^0) = 4697_{10}$

# STG for a 4 Bit Booth Encoded Sequential Multiplier



Machine returns to Idle state after Completion of 4 bit Booth Encoded multiplication



# Data Path Architecture of a Booth Sequential Multiplier

