

Digital System Design Spring 2023 Lecture 13

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Lecture 13 Topics: Binary Array Multiplier, Multiplier Delays, Sequential Multiplier, STG Control of Multipliers, Signed Multiplications

Topics

- Binary Array Multipliers
- Operation of Sequential Multiplier
- Control Circuits for Multipliers
- Reducing Registers in Sequential Multipliers
- Taking care of sign in Signed Multiplication
- Fractional Binary numbers
- **QUIZ 3 Today**

Decimal Multiplication using Pencil and paper

RECAP

?

$$\begin{array}{r}
 943 \\
 \times 18 \\
 \hline
 7544 \\
 +9430 \\
 \hline
 16974
 \end{array}$$

Keep shifting right

Keep shifting left

Complexity of Binary Array Multiplier

				X_3	X_2	X_1	X_0
			Y_3	Y_2	Y_1	Y_0	
			X_3Y_0	X_2Y_0	X_1Y_0	X_0Y_0	
		X_3Y_1	X_2Y_1	X_1Y_1	X_0Y_1	0	
	X_3Y_2	X_2Y_2	X_1Y_2	X_0Y_2	0	0	
X_3Y_3	X_2Y_3	X_1Y_3	X_0Y_3	0	0	0	
Cout	P_6	P_5	P_4	P_3	P_2	P_1	P_0

How many AND gates?
 How many Adders?
 Identify longest Carry path?

Complexity and Timing

For an n-bit x n-bit multiplier;
 We need:

$n(n-2)$ full adders

n half adders

n^2 AND Gates

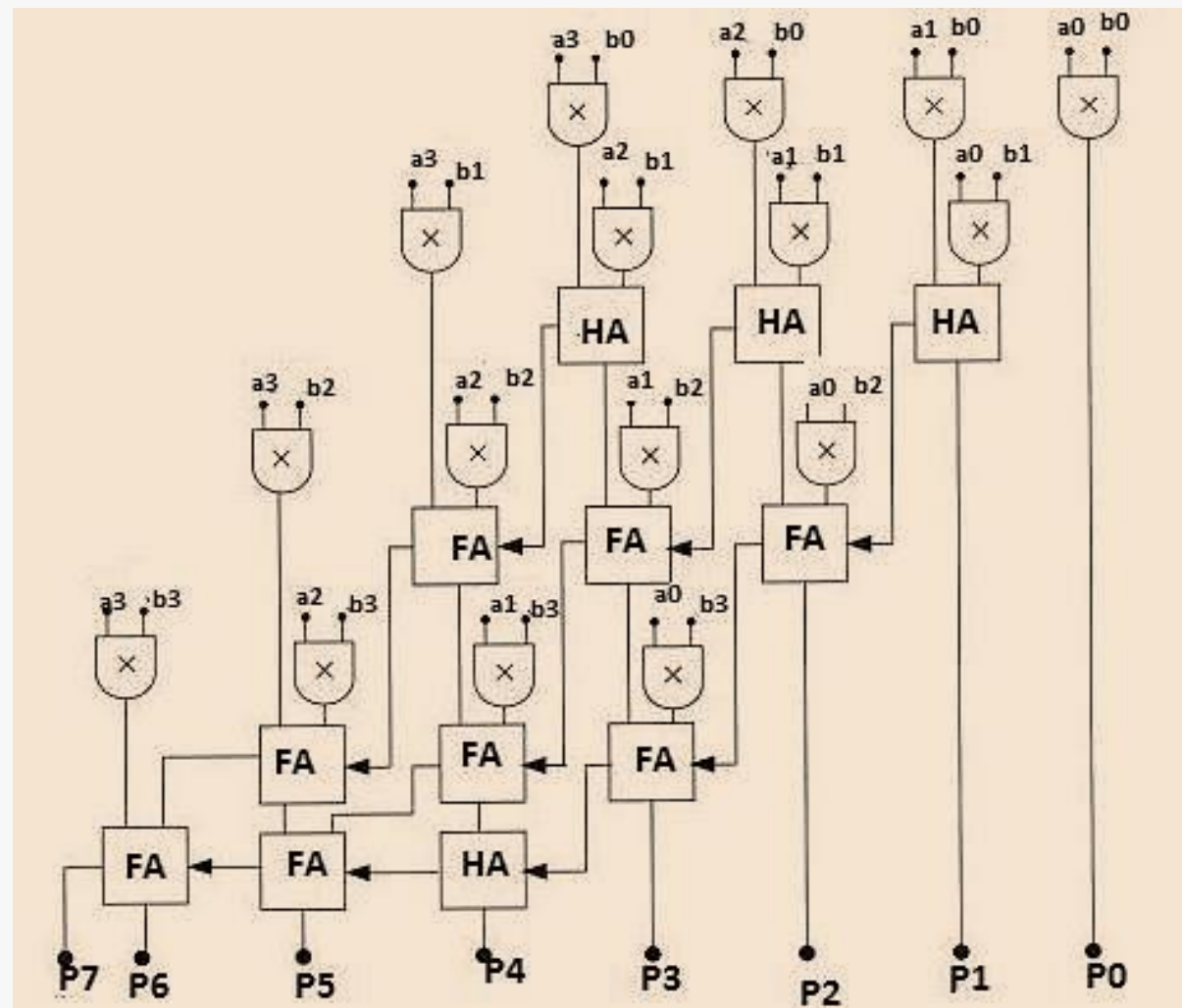
Worst Case Delay is $(2n+1) \tau$
 Where τ is the worst adder delay

An Array Multiplier Cell

				A_3	A_2	A_1	A_0
				B_3	B_2	B_1	B_0
				A_3B_0	A_2B_0	A_1B_0	A_0B_0
				A_3B_1	A_2B_1	A_1B_1	A_0B_1
				A_3B_2	A_2B_2	A_1B_2	A_0B_2
				A_3B_3	A_2B_3	A_1B_3	A_0B_3
Cout	P_6	P_5	P_4	P_3	P_2	P_1	P_0

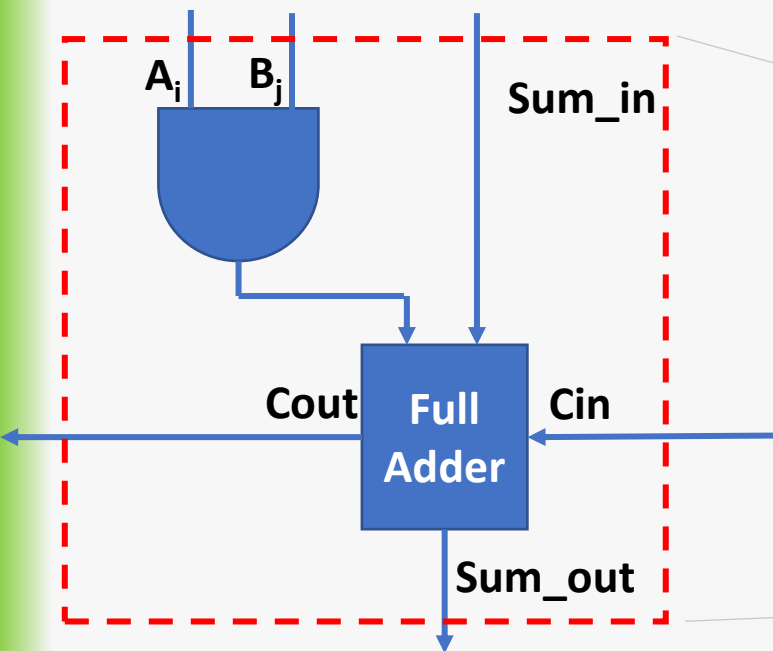
4-Bit Array Multiplier connected as AND and ADD

				A_3	A_2	A_1	A_0
				B_3	B_2	B_1	B_0
				A_3B_0	A_2B_0	A_1B_0	A_0B_0
			A_3B_1	A_2B_1	A_1B_1	A_0B_1	0
		A_3B_2	A_2B_2	A_1B_2	A_0B_2	0	0
	A_3B_3	A_2B_3	A_1B_3	A_0B_3	0	0	0
Cout	P_6	P_5	P_4	P_3	P_2	P_1	P_0

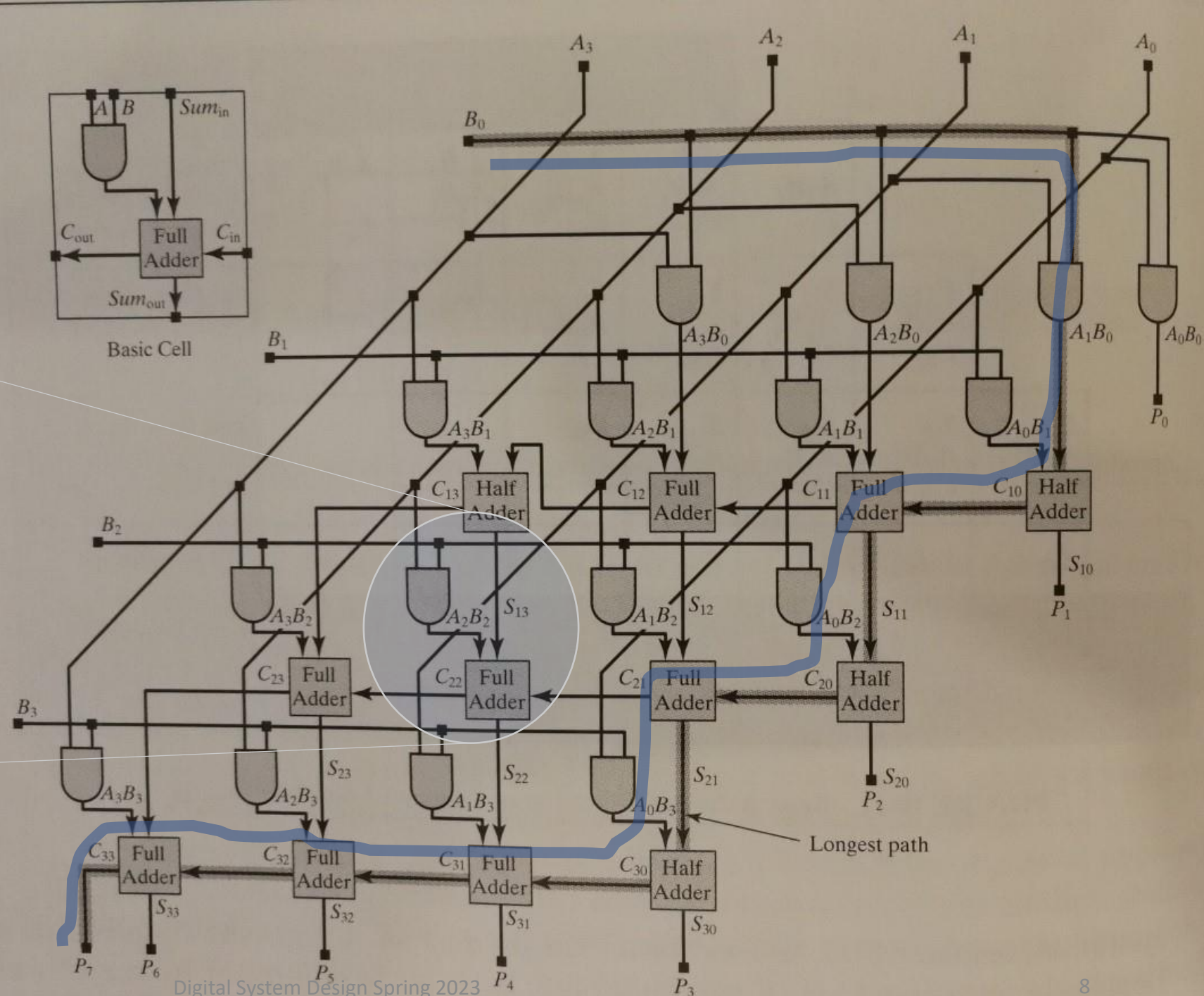


Array Multiplier Circuit Delays

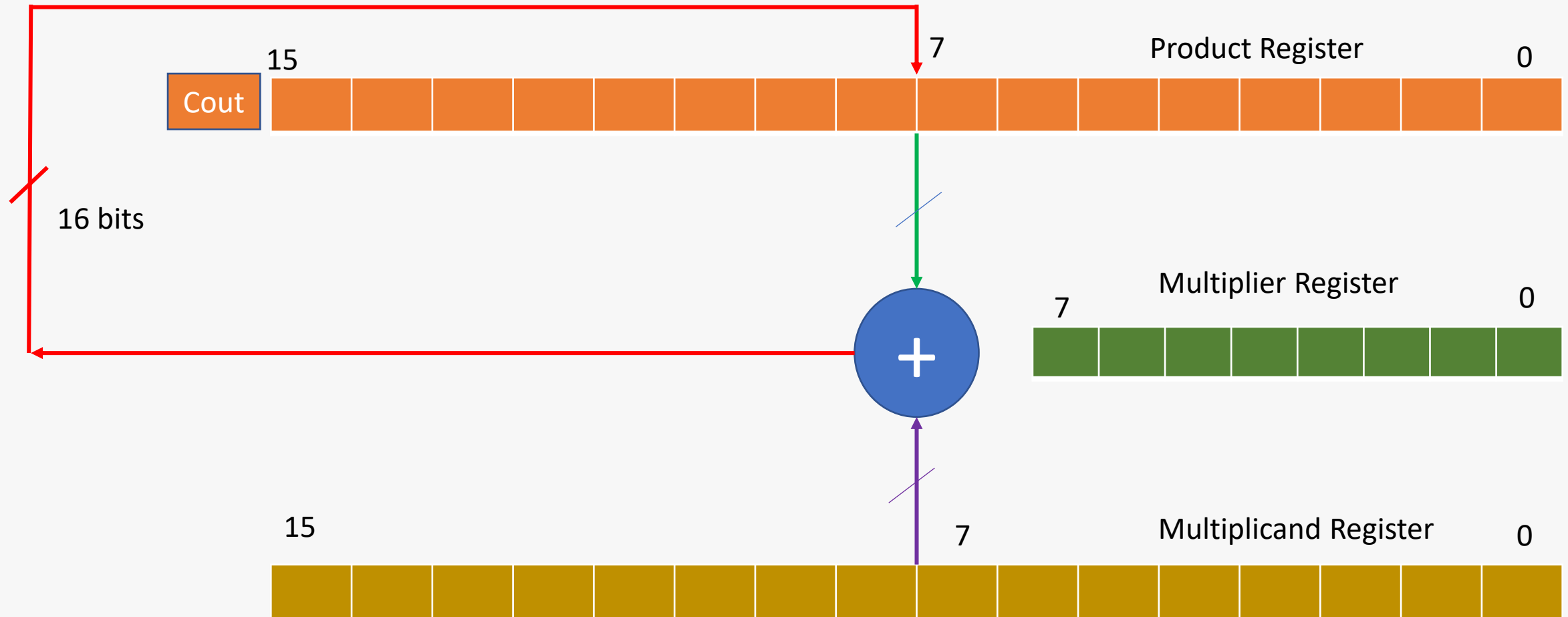
Building Block



Worst case delay path is shaded
This is **Critical Path**

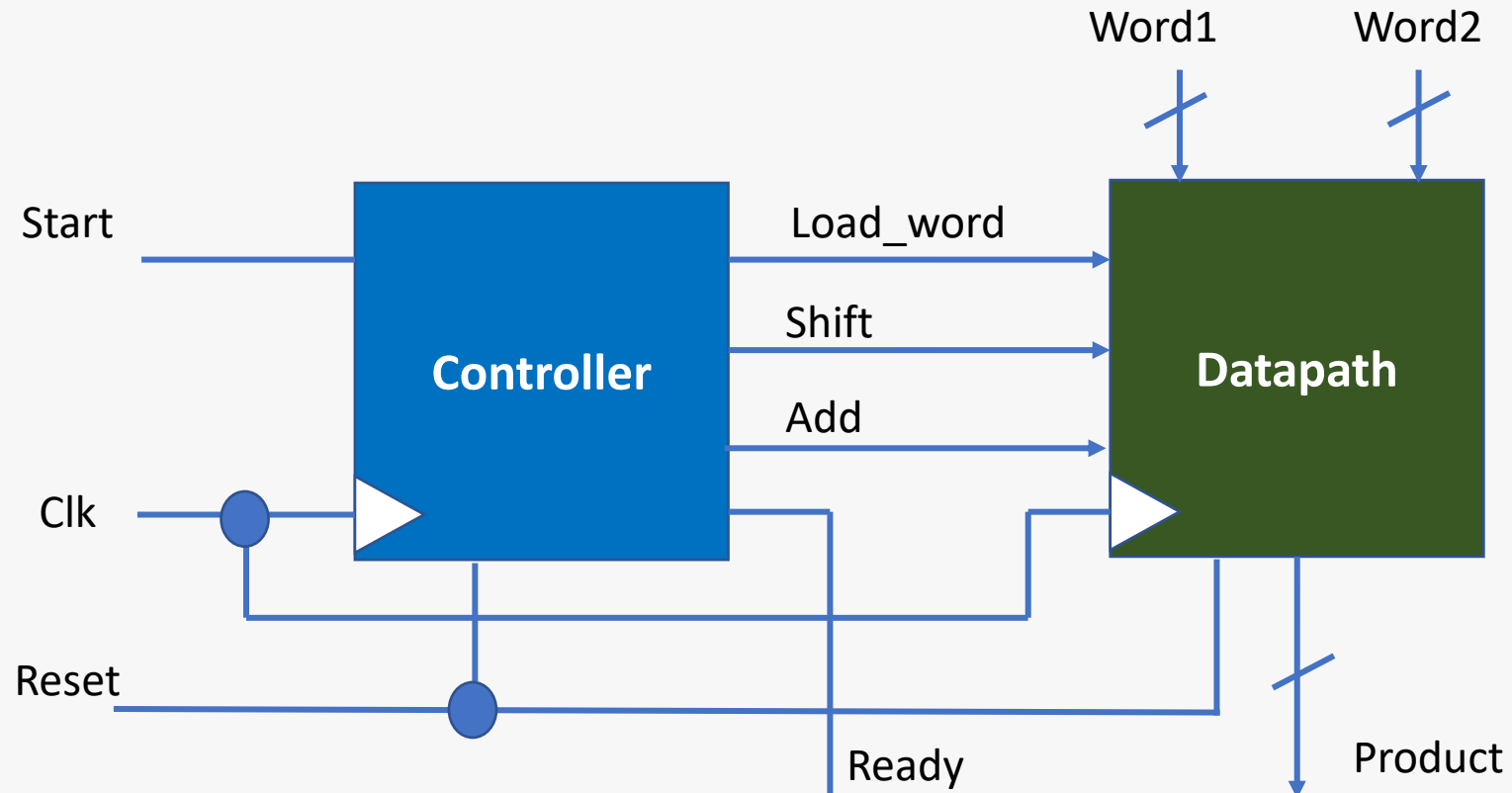


Operation of Sequential Multiplier



Datapath of a Sequential Multiplier

Data Path Architecture of Sequential Mult



Register transfer in 8-bit Sequential Multiplier

$$23_{10} \times 215_{10} = 4945_{10}$$

Multiplier register - start

0 0 0 1 0 1 1 1

Shift right

0 0 0 0 1 0 1 1

Shift right each cycle

0 0 0 0 0 1 0 1

0 0 0 0 0 0 1 0

0 0 0 0 0 0 0 1

0 0 0 0 0 0 0 0

Product register – starting value

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Multiplicand register – starting value

0 0 0 0 0 0 0 0 1 1 0 1 0 1 1 1

Accumulated product

0 0 0 0 0 0 0 0 1 1 0 1 0 1 1 1

Shift left

Shifted multiplicand

0 0 0 0 0 0 1 1 1 0 1 0 1 1 1 0

Accumulated product

0 0 0 0 0 1 0 1 1 0 0 0 0 1 0 1

Shifted multiplicand

0 0 0 0 0 1 1 1 0 1 0 1 1 1 0 0

Accumulated product

0 0 0 0 1 0 1 1 1 1 1 0 0 0 0 1

Shifted multiplicand

0 0 0 0 1 1 0 1 1 0 1 1 1 0 0 0

Accumulated product

0 0 0 1 0 1 1 1 1 1 1 0 0 0 0 1

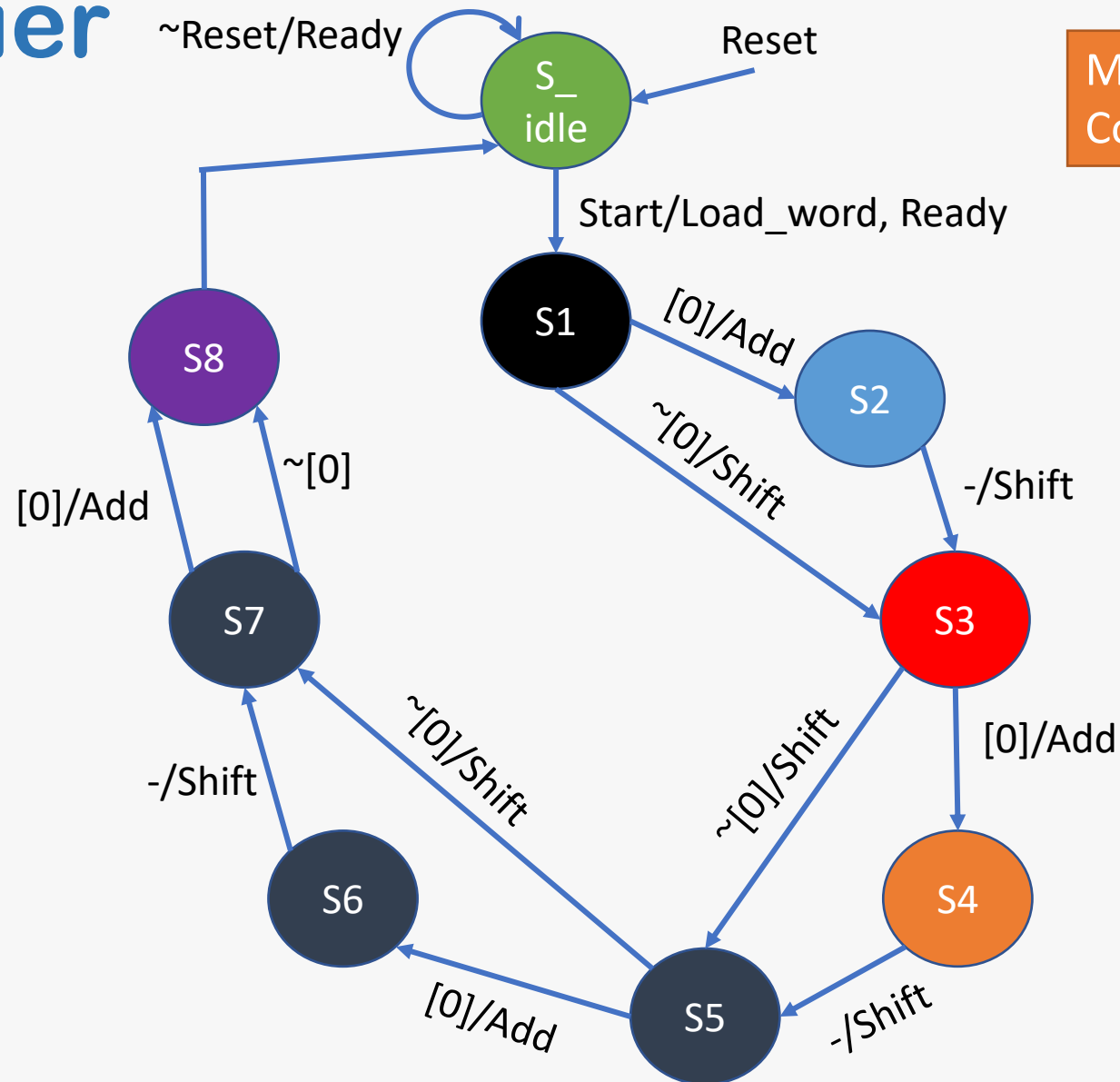
Shifted multiplicand

0 0 0 1 1 0 1 1 0 1 1 1 0 0 0 0

Final accumulated product

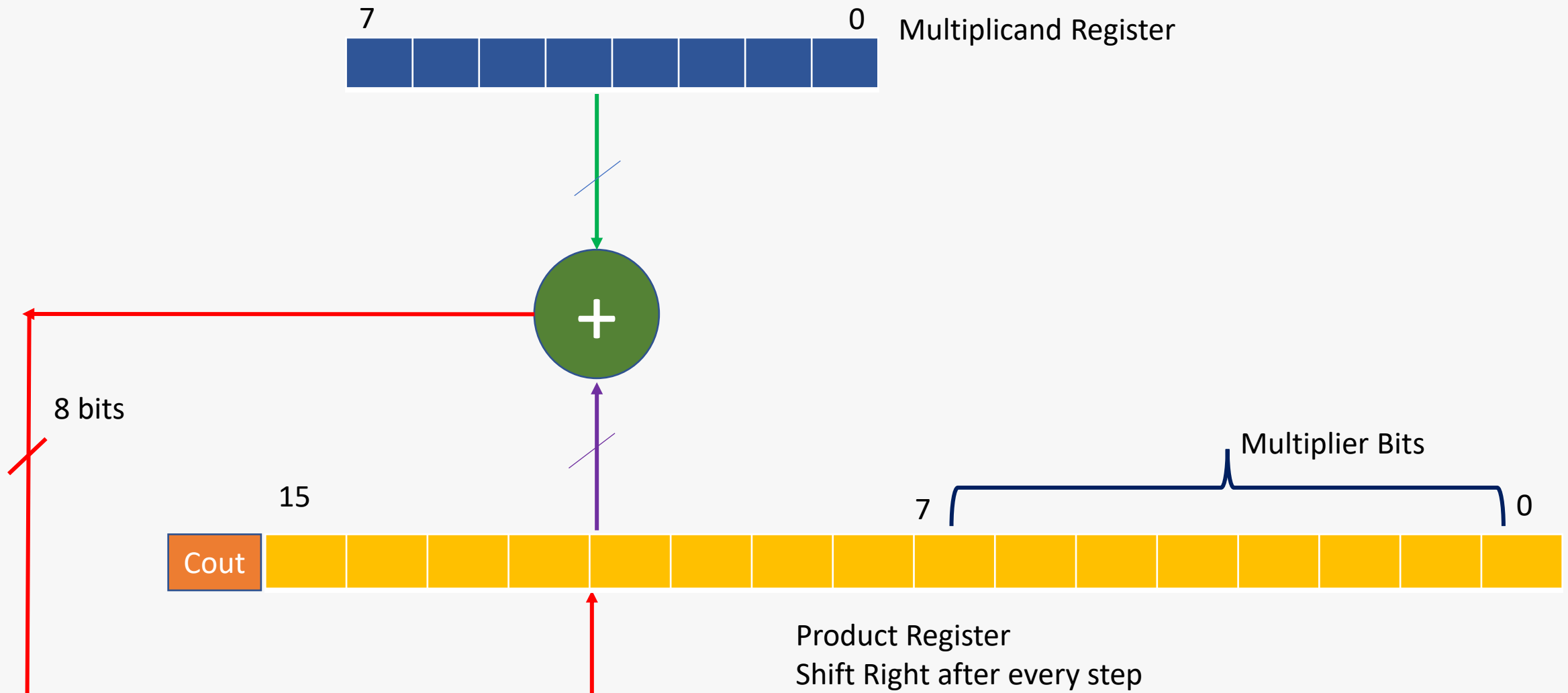
0 0 0 1 0 0 1 1 0 1 0 1 0 0 0 1

STG for a 4 Bit Sequential Binary Multiplier

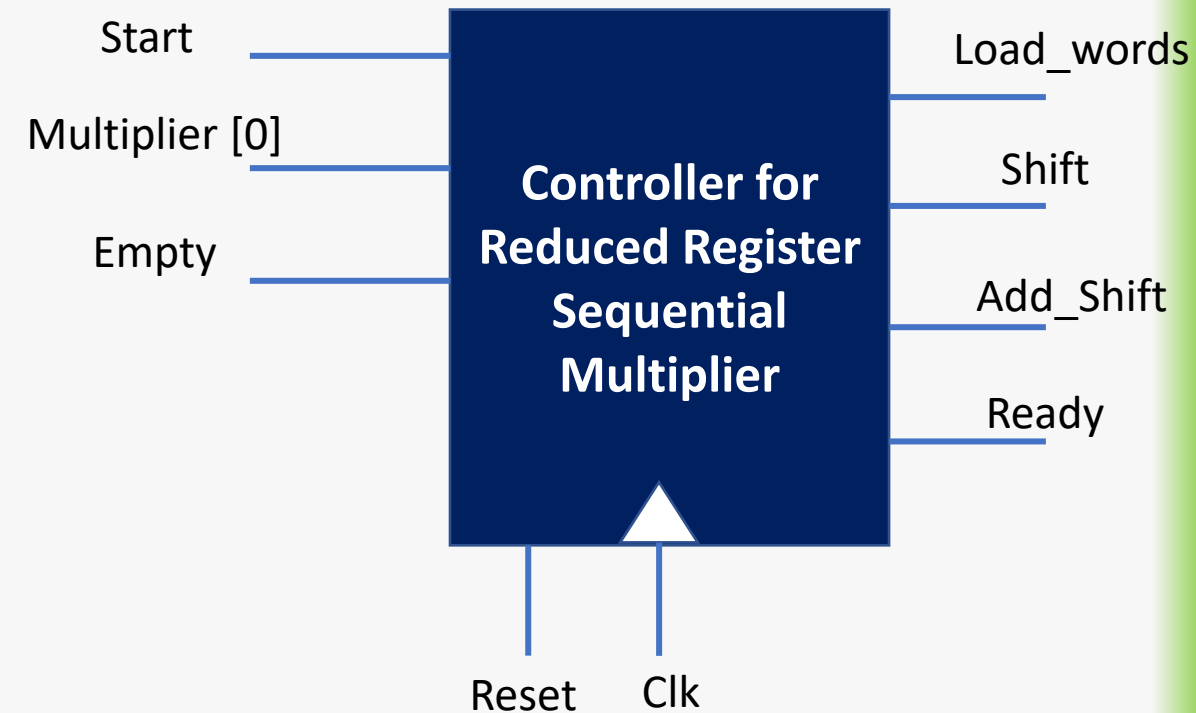
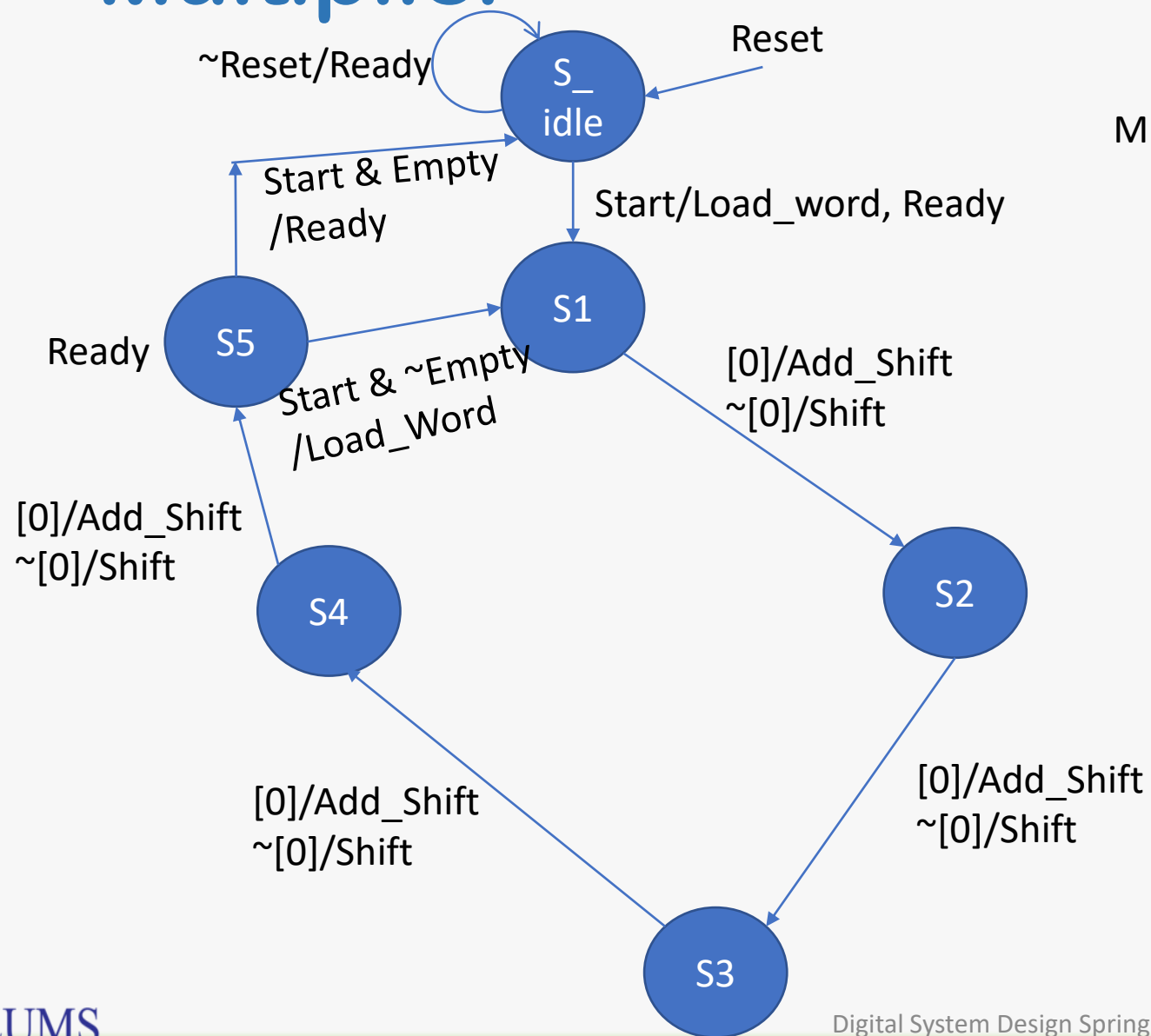


Machine returns to Idle state after Completion of 4 bit multiplication

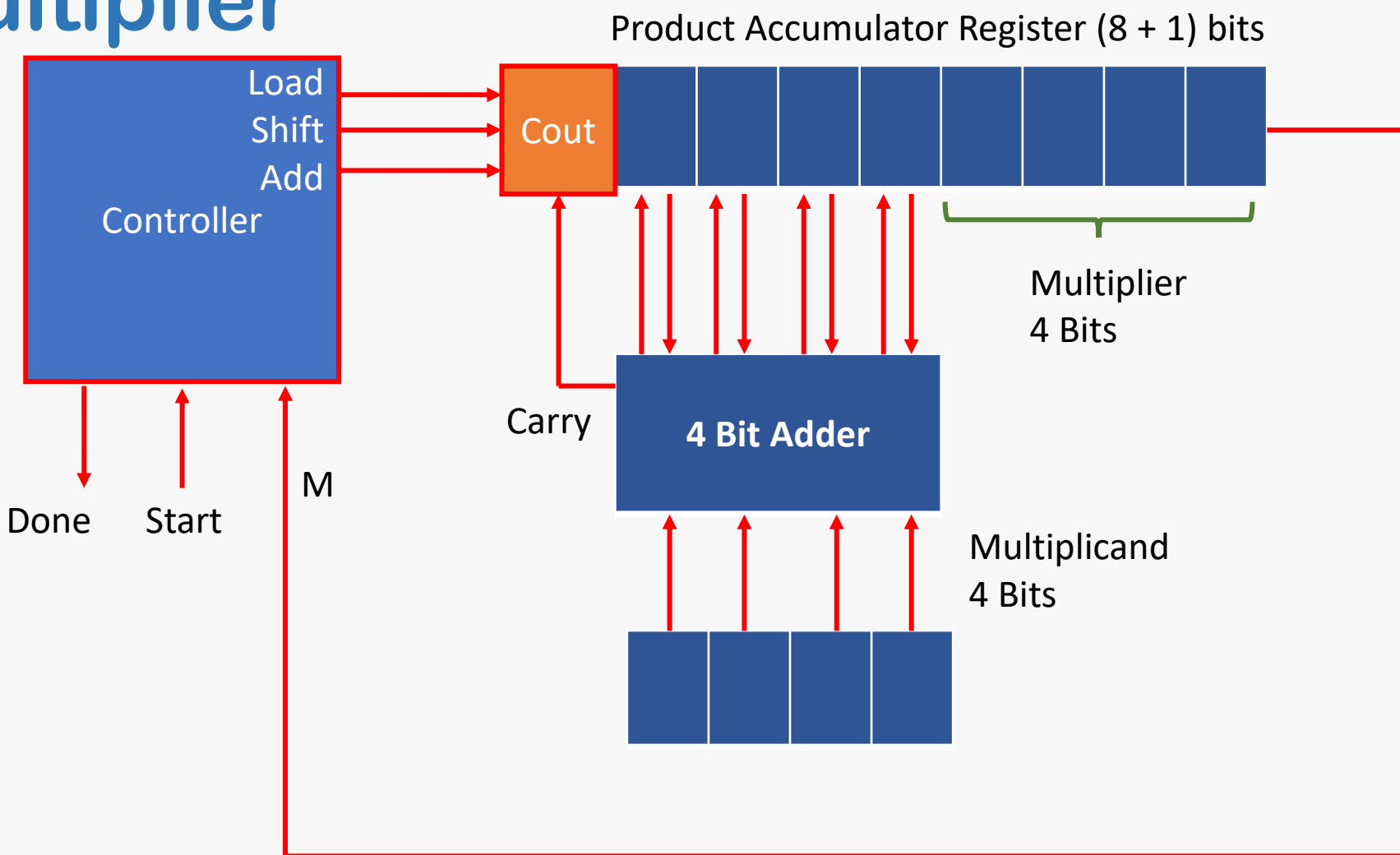
Sequential Multiplier with Reduced Registers



STG of Reduced Register Sequential Multiplier



Example of a 4-bit Serial Parallel Multiplier



Shift the contents
To the right after
Every step

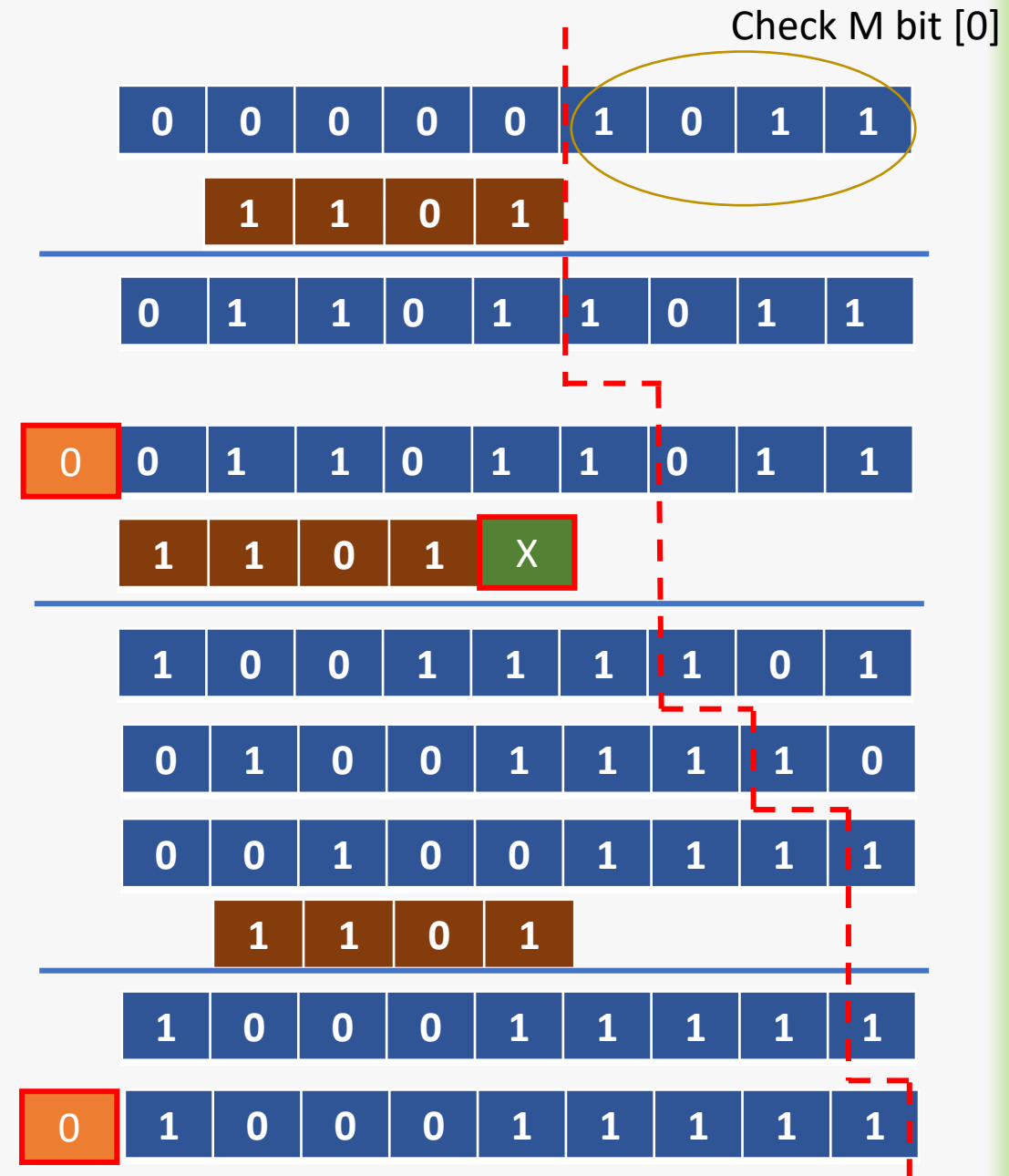
Example continued

				1	1	0	1	Multiplicand
			x	1	0	1	1	Multiplier
				1	1	0	1	
			1	1	0	1	X	Shift Left by one
	1		0	0	1	1	1	Partial product after first step
	0		0	0	0	X	X	Another shift left
		1	0	0	1	1	1	Partial product after second step
	1	1	0	1	X	X	X	Another shift left
1	0	0	0	1	1	1	1	Partial product after final step

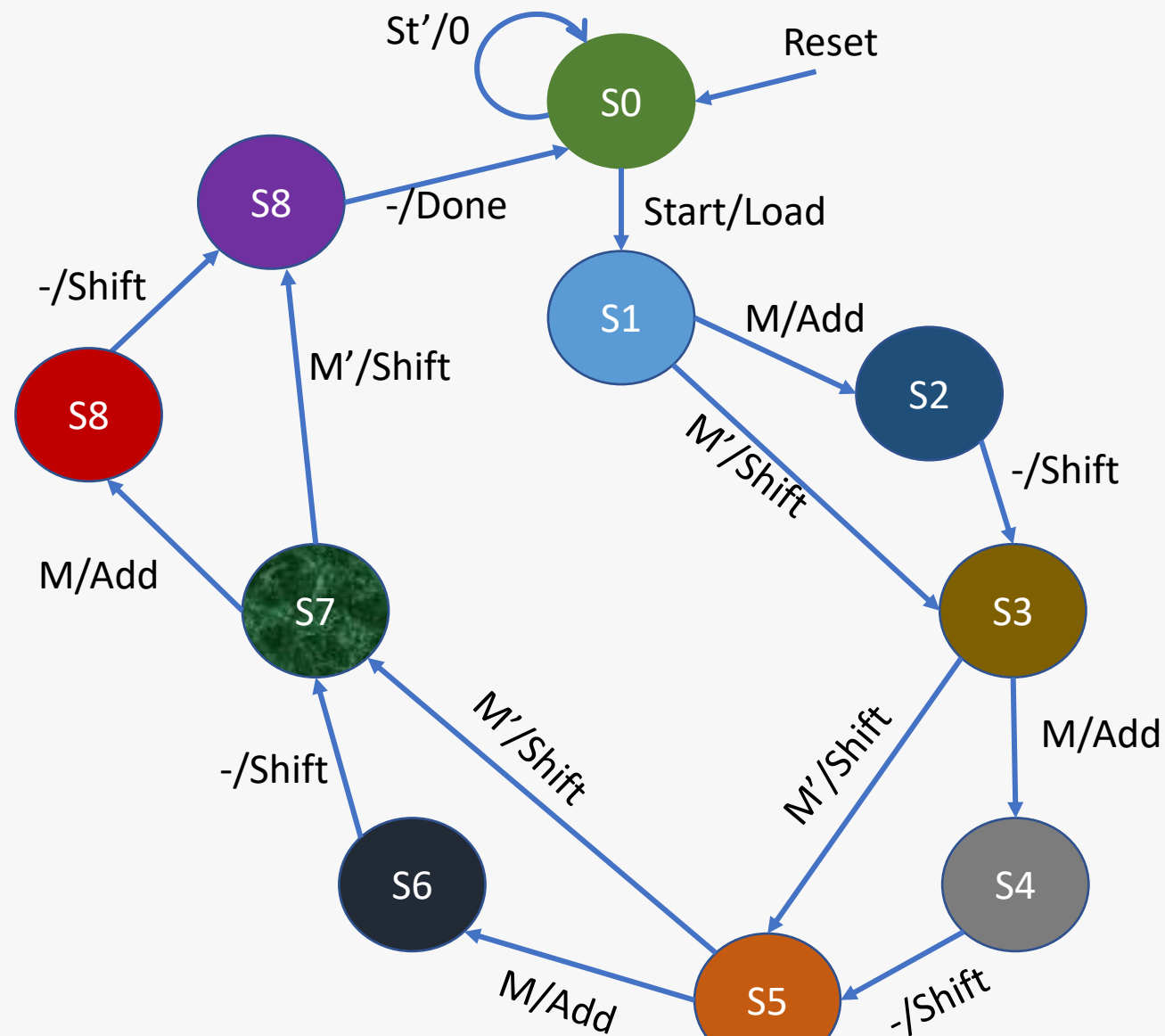
Answer = $(10001111)_2 = (143)_{10}$

Multiplier Register Operation

Initial Contents of Accumulator
Multiplicand bit [0] is '1'
After Add operation
After Shift Right
Next bit M = 1 hence Add
After Add
After Shift Right
Next bit M=0, hence Skip Add operation
After Shift Right
Next bit M=1, hence Add
After Addition
After Shift Right, final answer

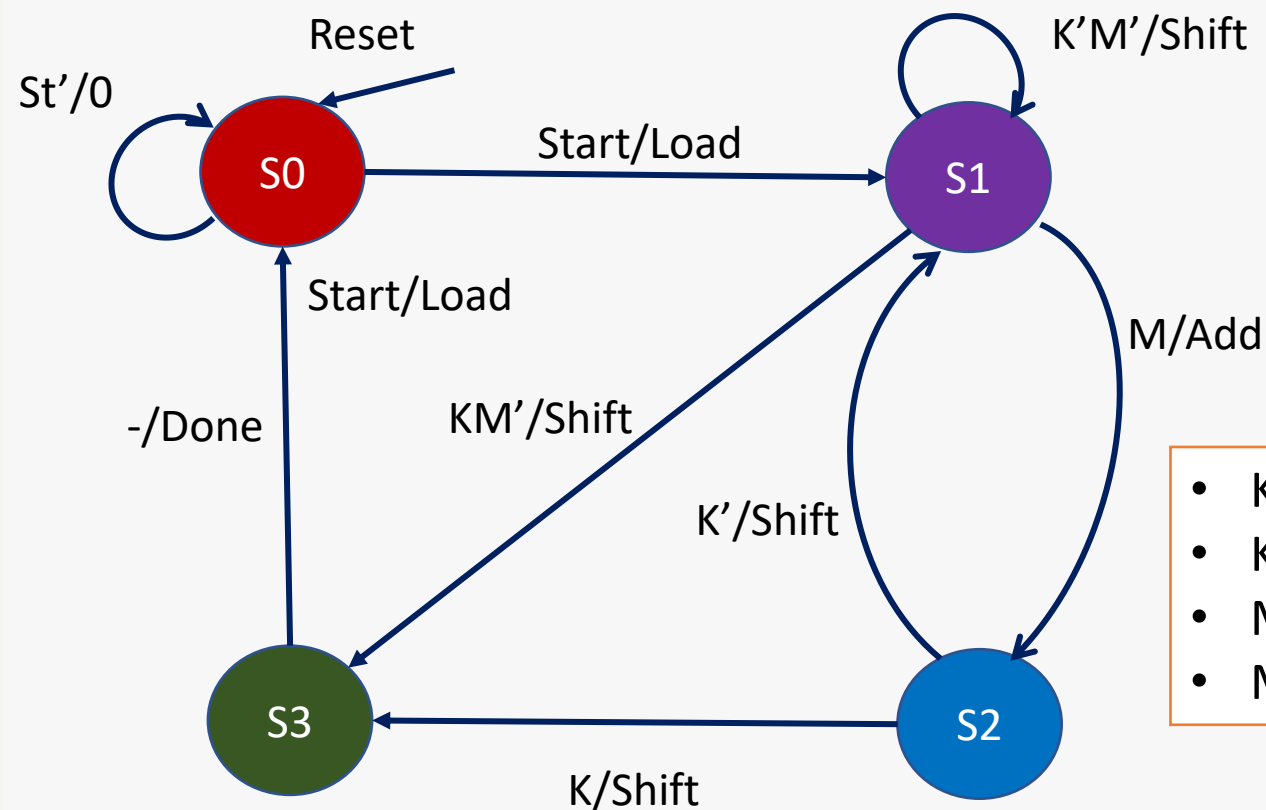


STG Control Diagram for this Multiplier



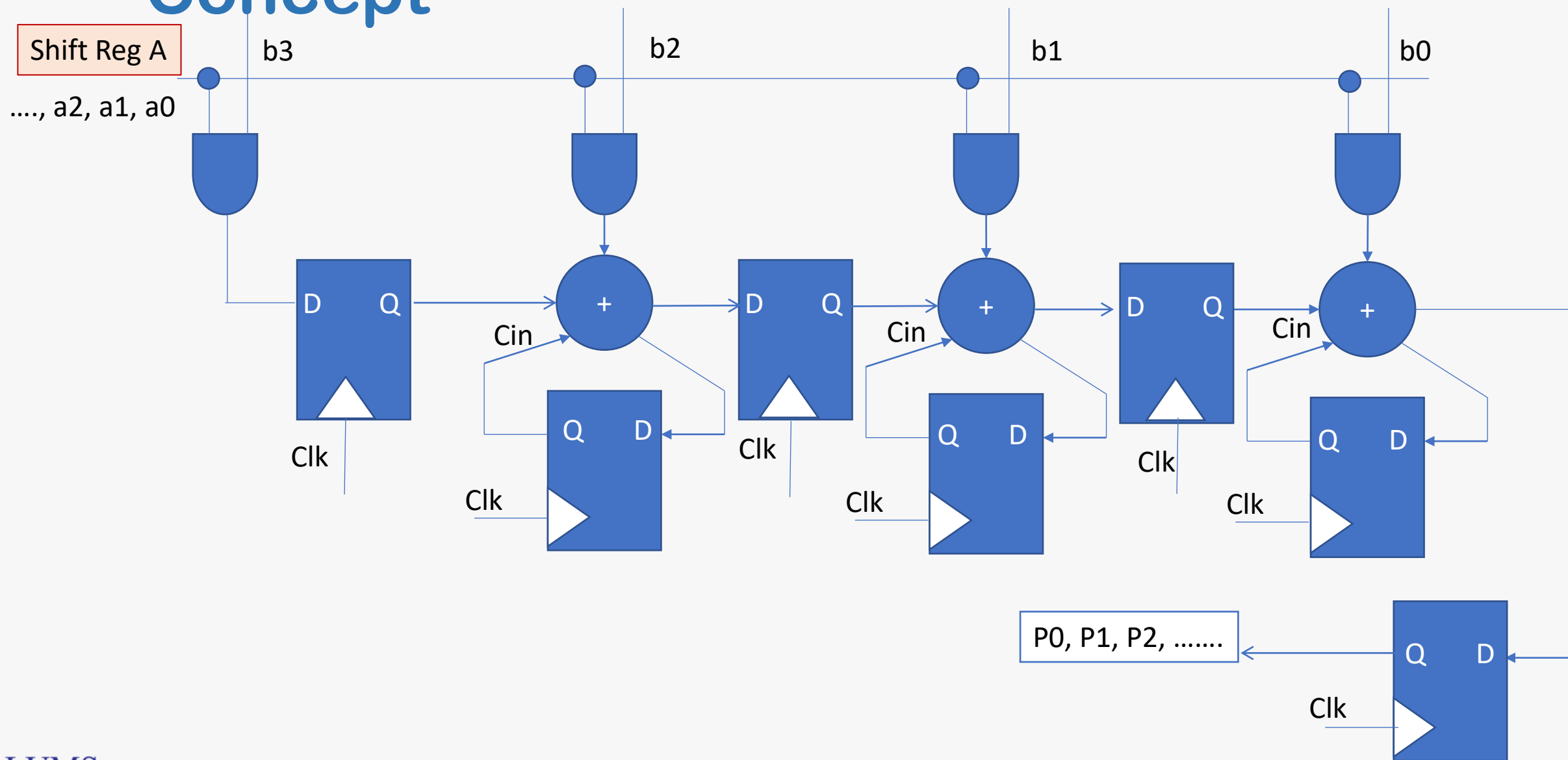
M = relevant bit of multiplier

Flexible STG for any no. of multiplicand bits



- K = Completion signal generated after $(n-1)$ shifts
- $K=1$ means one more add (if needed) and shift operation
- $M=0$ means do the final shift
- $M=1$ means add before shift and go to S2

Parallel-Serial Multiplier - Concept



Multiplication of Signed Binary Numbers

Case I: Negative Multiplicand, Positive Multiplier

Example: $-3_{10} \times 6_{10}$

Bit Assignment: We assign 8 bits to both numbers.

The product will thus be 16 bits.

$+3 = 0000\ 0011$

Thus 2's Complement = $-3 = 1111\ 1101$

$+6 = 0000\ 0110$

Sign-bit of the multiplicand must be extended to the word length of the final product before Operating on the 2's Complement words.

This sign-extended multiplicand is used when forming Partial products and accumulated sums.

The result of the multiplication is the 2's Complement of the Product. The final magnitude is found by taking 2's Complement.

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

Remember: Sign Extension to maximum number of bits in datapath

Answer = (1111 1111 1111 10 1110)

Take 2's Complement, Answer = -(010010) = -18_{10}

Multiplication of Fractions

Convert from decimal to binary $(\frac{3}{4})$

$$= 0.75$$

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

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

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

And only zeros afterwards

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

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