# Lecture 14 EE 421 / CS 425 Digital System Design

Spring 2023
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MIDTERM EXAM
Week of 30
October

#### **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**

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

= 0.75

 $0.75 \times 2 = 1.5$ , keep 1

 $0.5 \times 2 = 1.0$ , keep 1

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

And only zeros afterwards

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

= 0.1100; 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
- + 1
- = 1.0100
- 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

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• Solve: 0.562 x 2 = 1.125, keep 1
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- 0.125 x 2 = 0.25, keep 0
- $0.25 \times 2 = 0.5$ , keep 0
- 0.5 x 2 = 1.0, keep 1
- 0 x 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 x 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

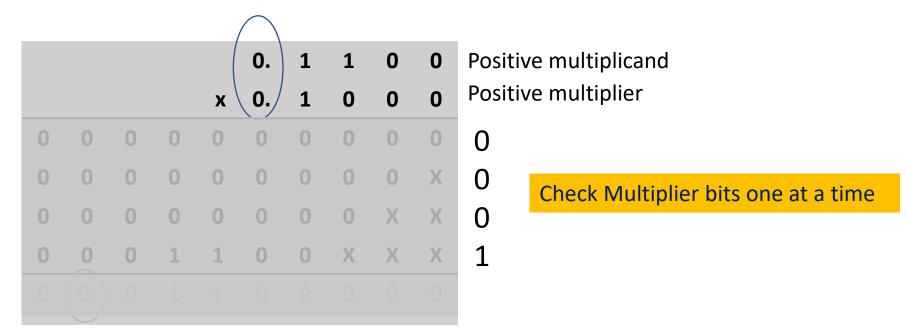


## Example 1: Positive multiplicand, positive multiplier, fraction multiplication

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



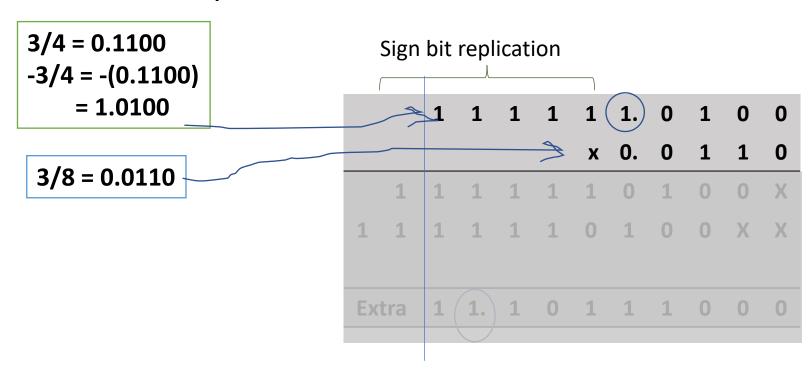
Insert decimal, count how many bits after decimal in both numbers (4 + 4 = 8 bits in both numbers)

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



Negative multiplicand

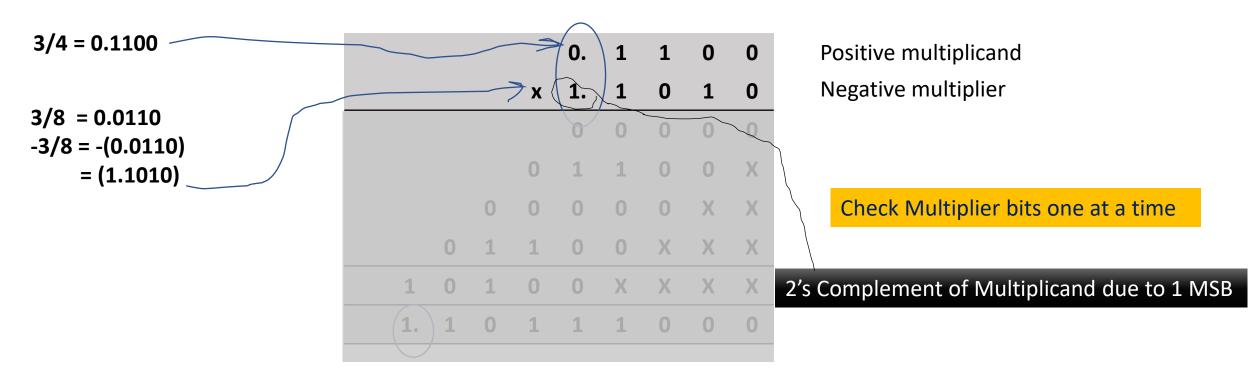
Negative multiplier
(first 0 only shift, then 1, Add multiplicand)
(next 1, Add Multiplicand, then 0 shifts only)

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

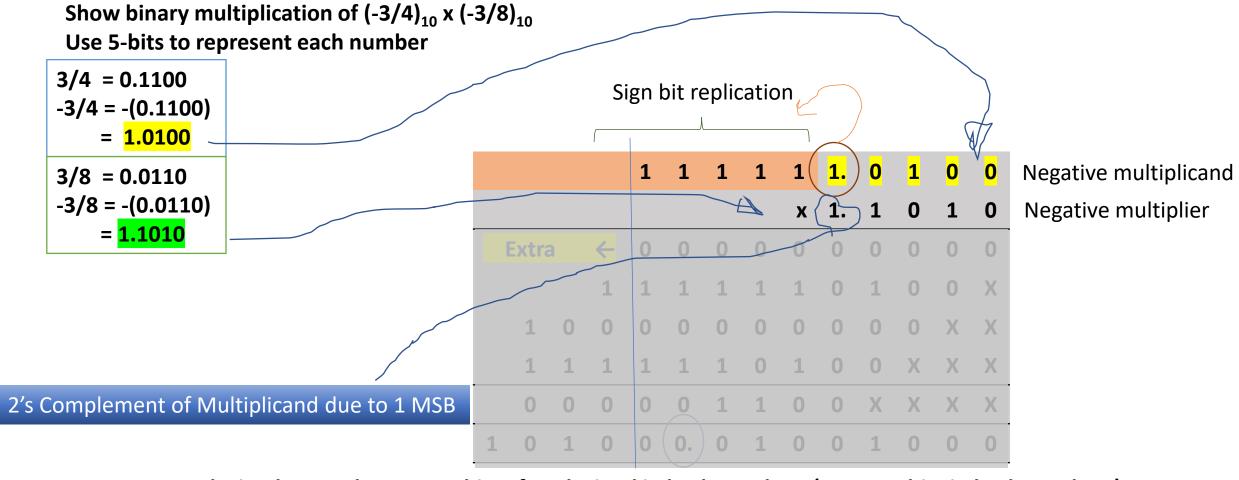


Insert decimal, count how many bits after decimal in both numbers (4 + 4 = 8 bits in both numbers)

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



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





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

#### 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

MSB '1' shows negative number

2's Complement of 
$$7_{10} = (1001)_2$$

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

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

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

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

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

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

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

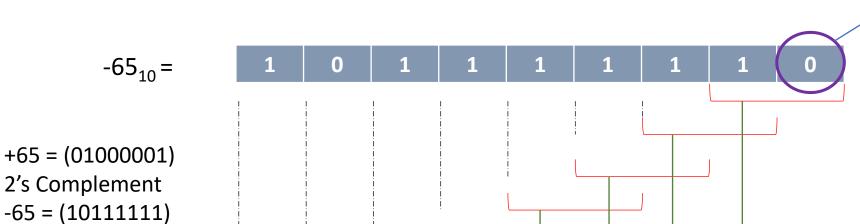


## **Booth Recoding of a 2's Complement Number**

m <sub>i</sub>	m <sub>i-1</sub>	Booth Recoded C <sub>i</sub>	Value	Status
0				String of 0s
0	1	1	+1	End of string of 1s
1			-1 or <u>l</u>	Begin string of 1s
1	1			Midstring of 1s



#### **Booth Recoding of -65<sub>10</sub>**



Append '0' on right, if LSB=1

2's Complement notation

m <sub>i</sub>	m <sub>i-1</sub>	Booth Recoded Ci
0	0	0
0	1	1
1	0	<u>l</u>
1	1	0

-65<sub>10</sub> =

Or

**LUMS** 

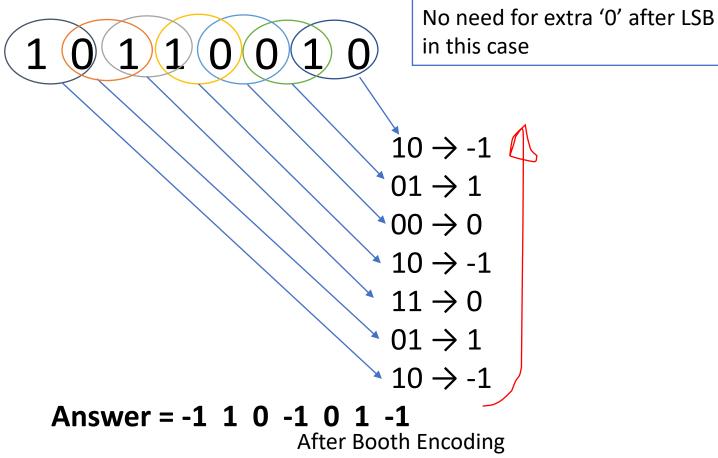
**Booth Recoded notation** 

#### Question?

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

+78 = 01001110 Take 2's Complement -78 = 10110010

m <sub>i</sub>	m <sub>i-1</sub>	Booth Recoded Ci
0	0	0
0	1	1
1	0	<u>l</u>
1	1	0





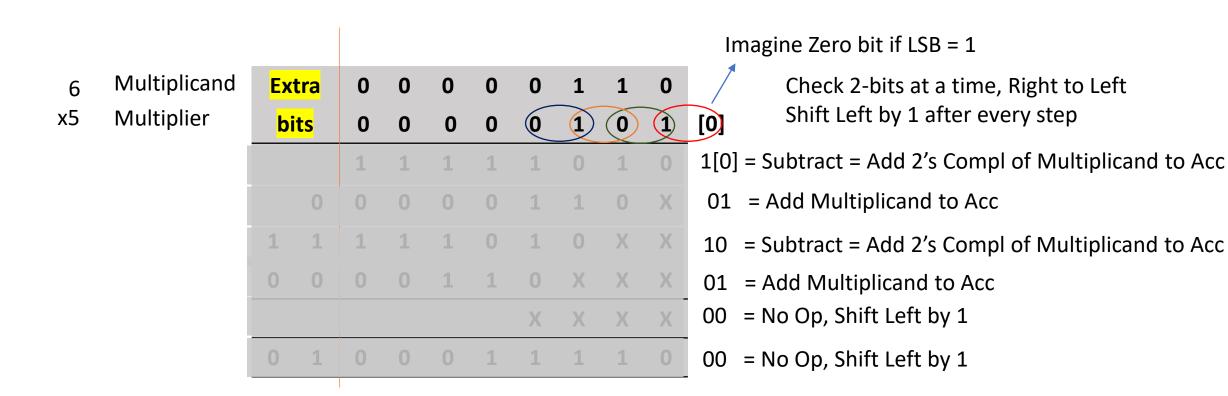
#### **Booth Encoded Multiplication**

m <sub>i</sub>	m <sub>i-1</sub>	Booth Recoded C <sub>i</sub>	Value	Multiplication Action	
0	0	0	0	No Operation	
0	1	1	+1	Add Multiplicand to Accumulator	
1	0	<u>l</u>	-1 or <u>l</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



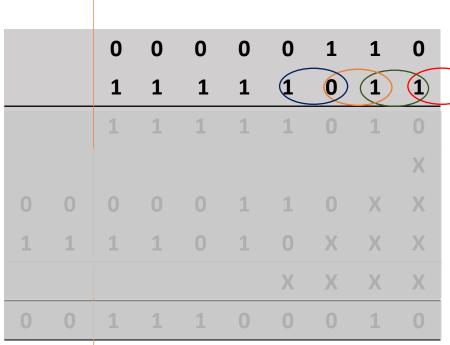


#### **Booth Multiplication – Example 2**

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

6 Multiplicand

X - 5 Multiplier



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

.0 = Subtract = Add 2's Compl of Multiplicand to Acc

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

