

# Lecture 13

EE 421 / CS 425

## Digital System Design

Spring 2023

Shahid Masud

# 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

?

$$\begin{array}{r}
 \phantom{0}943 \\
 \times \phantom{0}18 \\
 \hline
 7544 \\
 +9430 \\
 \hline
 16974
 \end{array}$$

Keep shifting right

Keep shifting left

# Array Multipliers – Parallel and Serial forms

$$X = \sum_{i=0}^{m-1} X_i \cdot 2^i$$

$$Y = \sum_{j=0}^{n-1} Y_j 2^j$$

$$P = X.Y = \sum_{i=0}^{m-1} X_i 2^i . \sum_{j=0}^{n-1} Y_j 2^j$$

$$P = \sum_{i=0}^{m-1} \sum_{j=0}^{n-1} (X_i Y_j) 2^{i+j}$$

$$P = \sum_{k=0}^{m+n-1} P_k 2^k$$

# 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

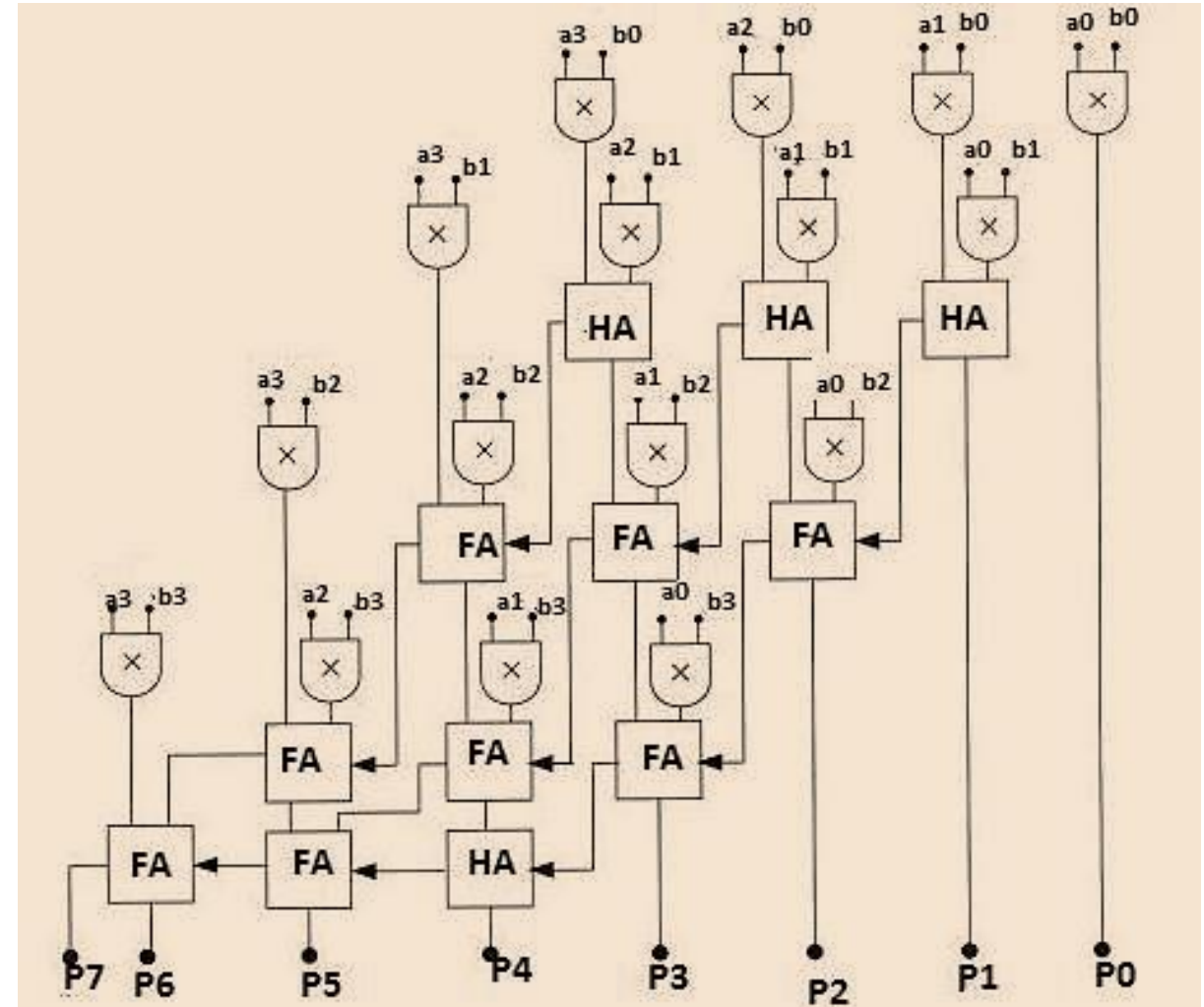
Worst Case Delay is  $(2n+1) \tau$   
 Where  $\tau$  is the worst adder delay

# 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	$P_6$	$P_5$	$P_4$	$P_3$	$P_2$	$P_1$	$P_0$

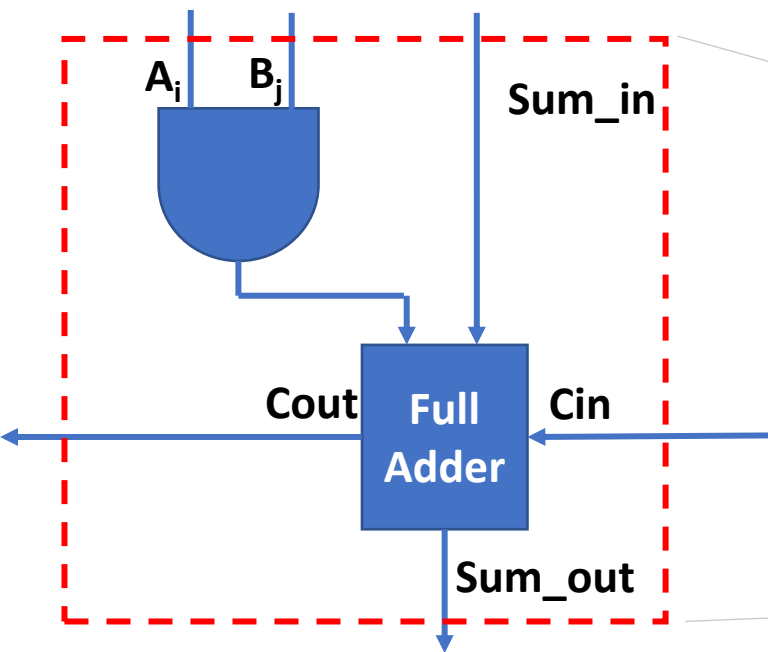
# 4-Bit Array Multiplier connected as AND and ADD

				$A_3$	$A_2$	$A_1$	$A_0$
				$B_3$	$B_2$	$B_1$	$B_0$
				$A_3B_0$	$A_2B_0$	$A_1B_0$	$A_0B_0$
			$A_3B_1$	$A_2B_1$	$A_1B_1$	$A_0B_1$	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	$P_6$	$P_5$	$P_4$	$P_3$	$P_2$	$P_1$	$P_0$

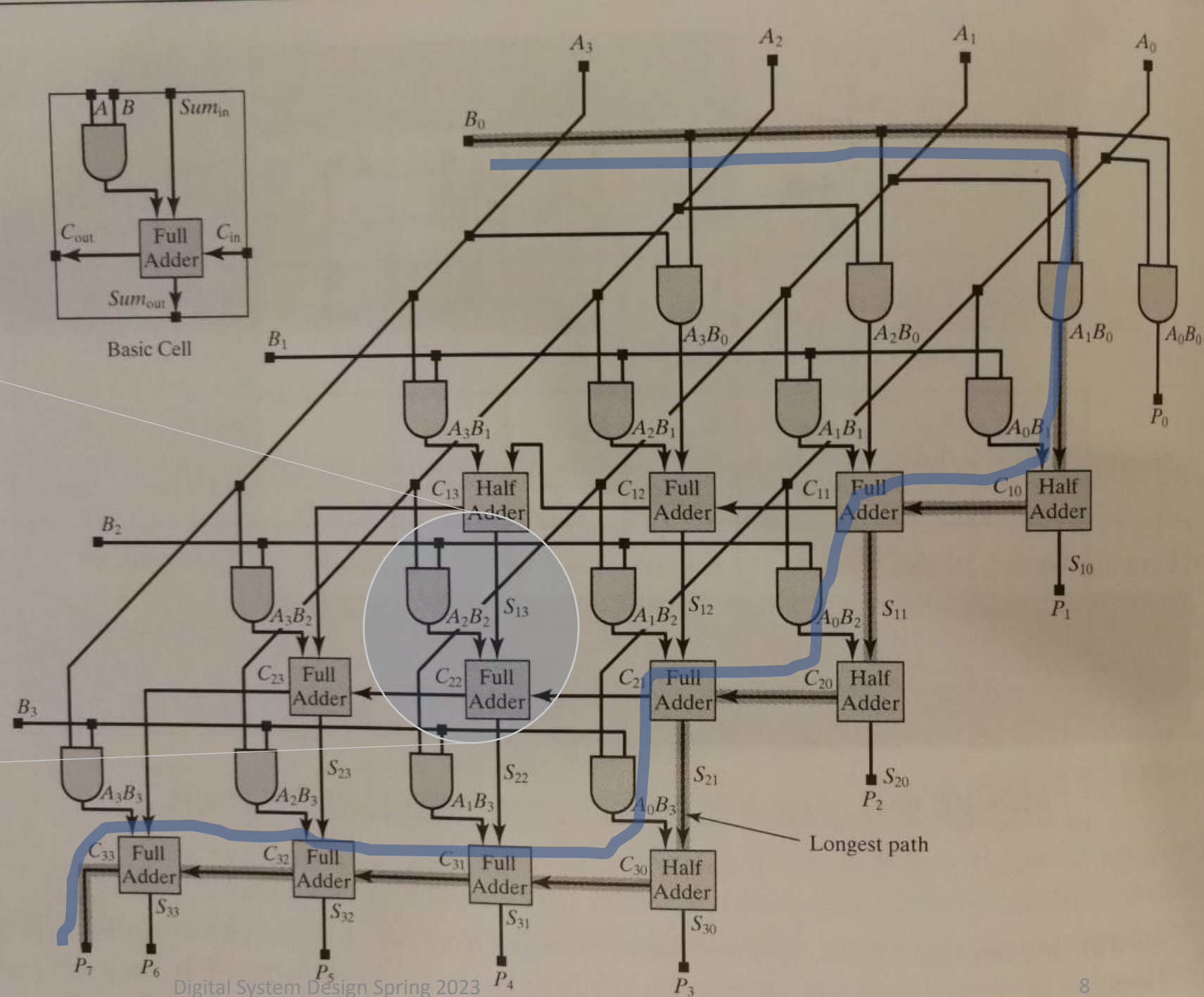


# Array Multiplier Circuit Delays

Building Block

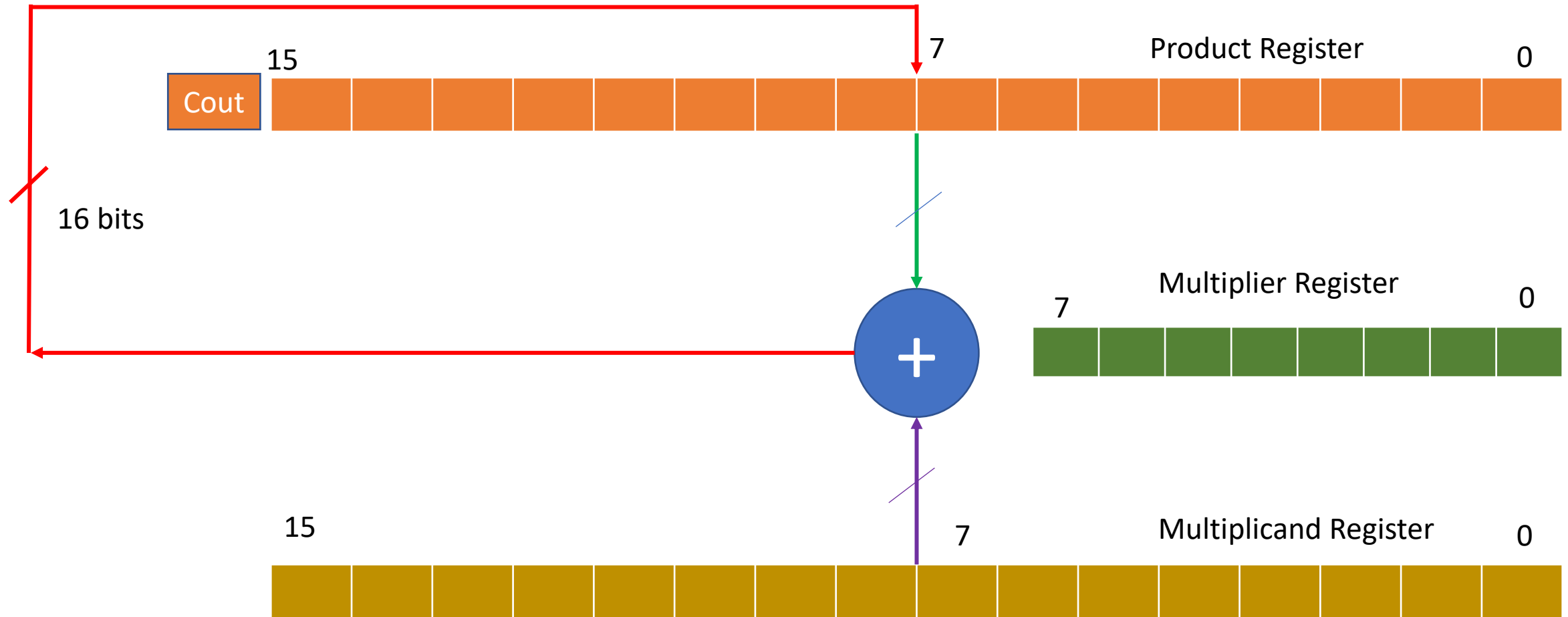


Worst case delay path is shaded  
This is **Critical Path**



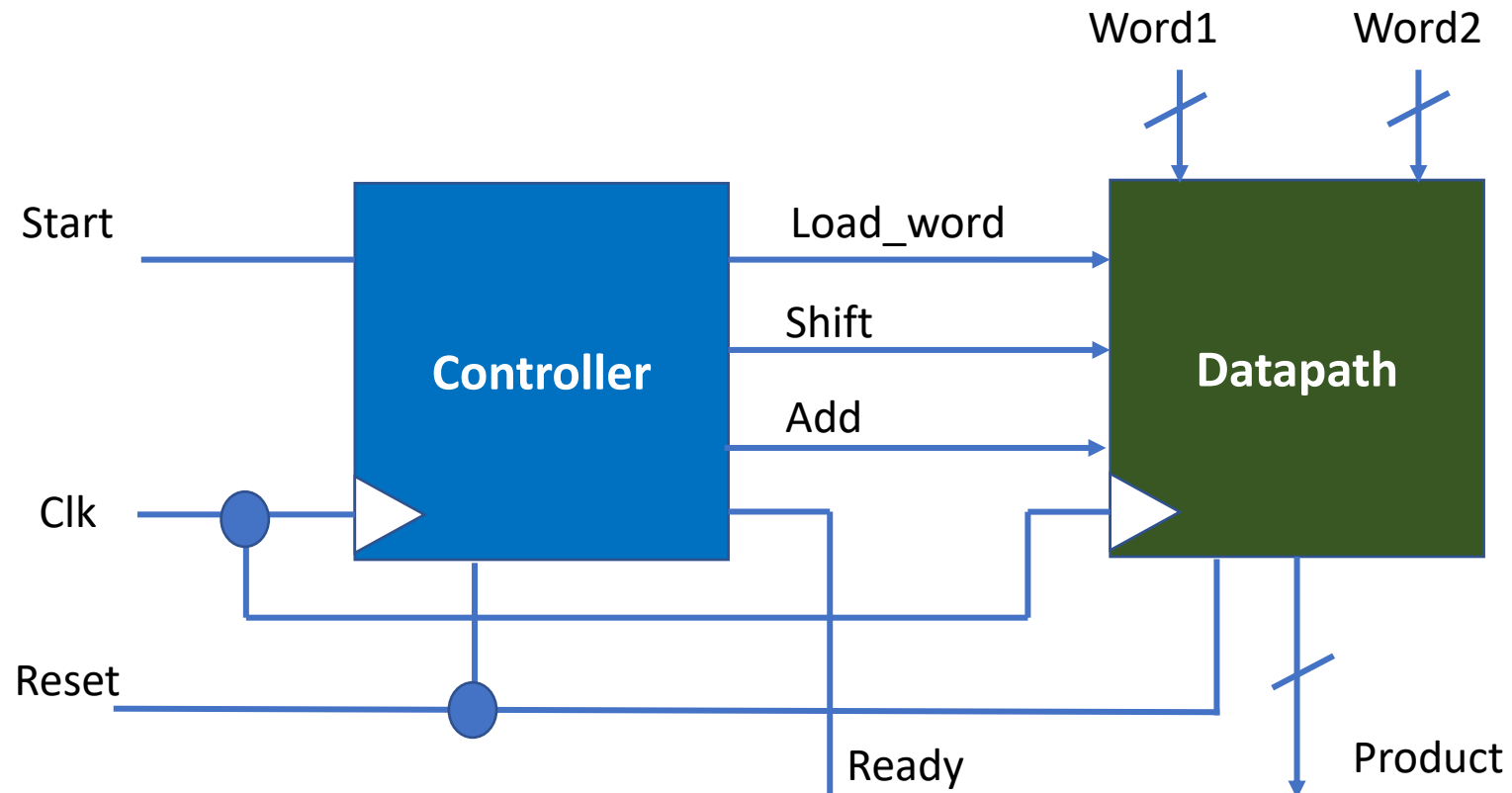


# Operation of Sequential Multiplier



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 0 1 1 0 1 0 1 1 1 0

Accumulated product

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

Shifted multiplicand

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

Accumulated product

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

Shifted multiplicand

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

Accumulated product

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

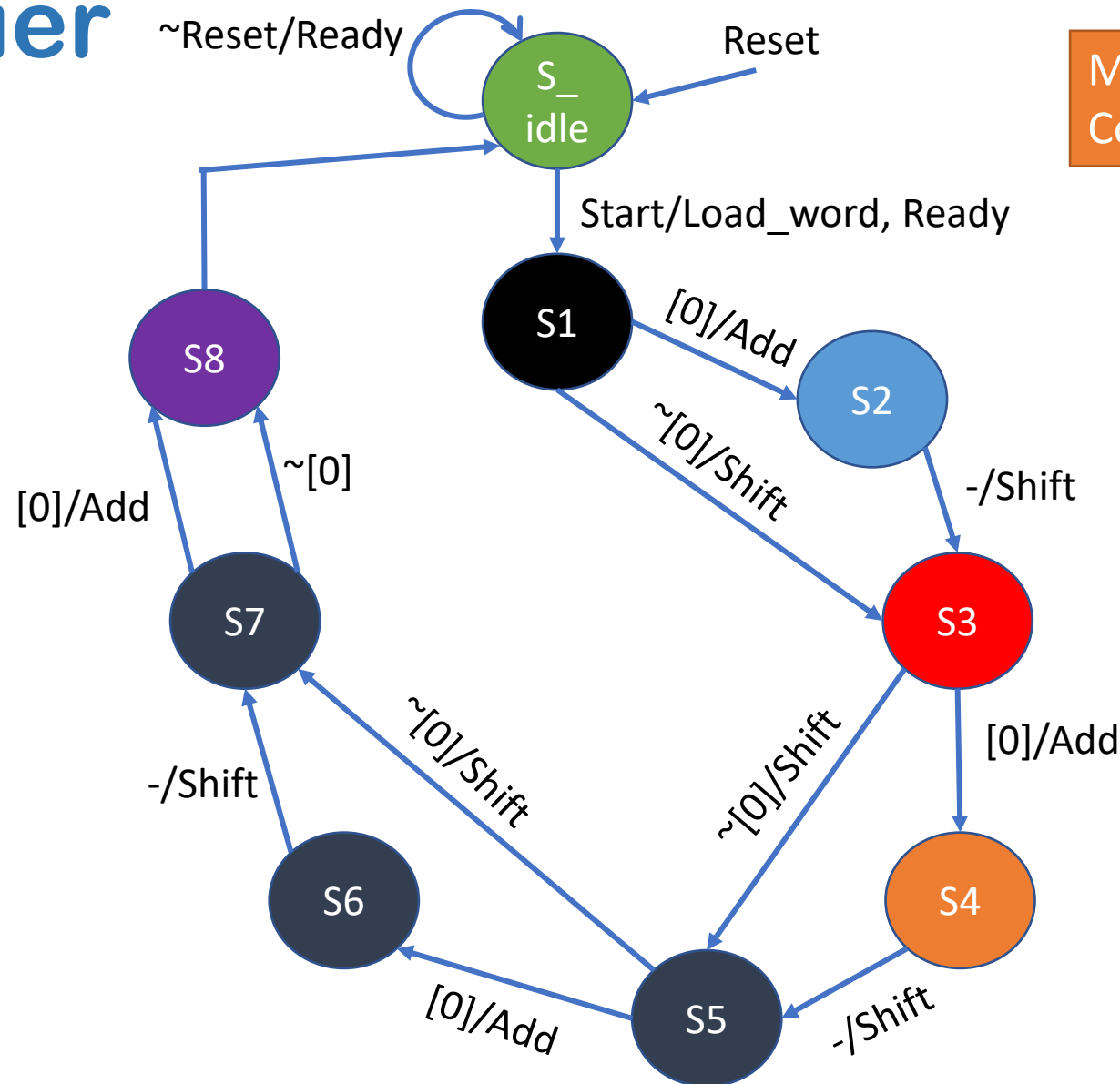
Shifted multiplicand

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

Final accumulated product

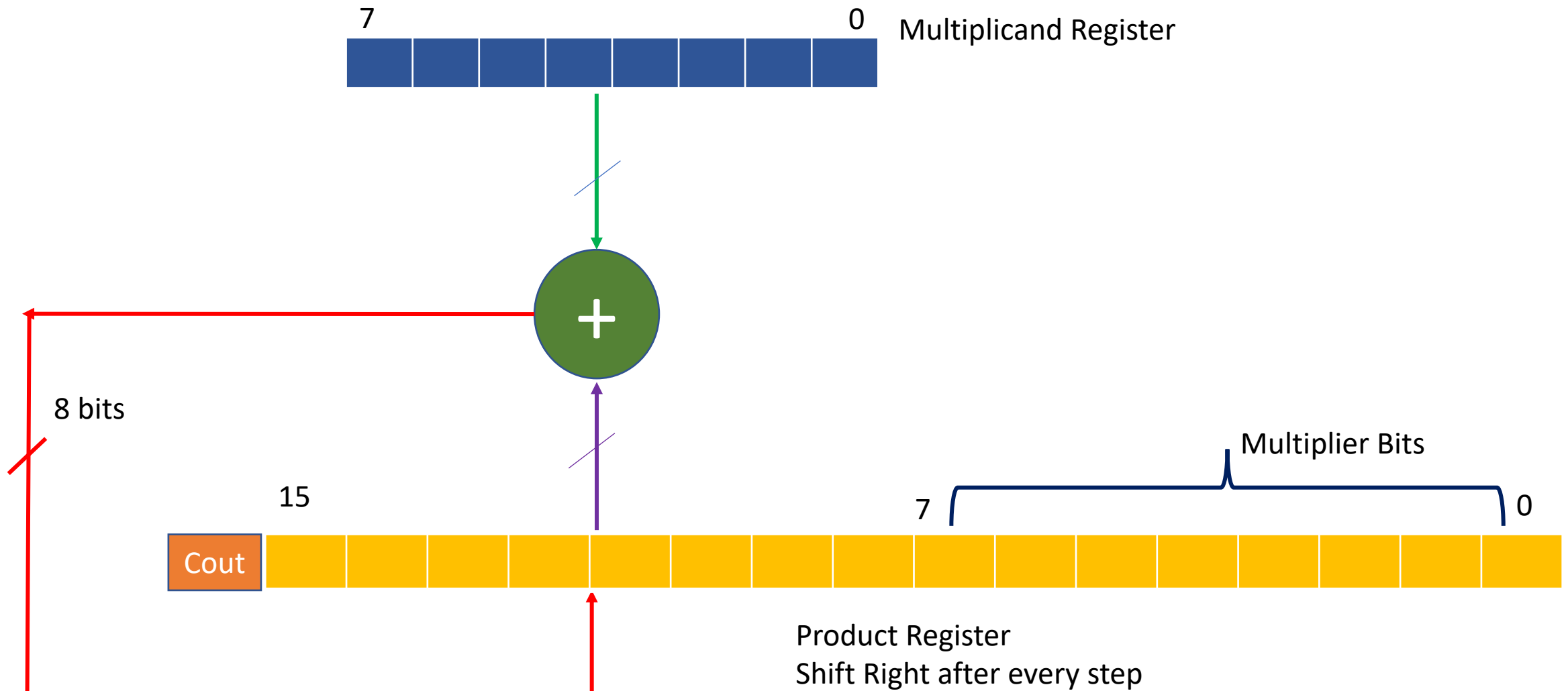
0 0 0 1 0 0 1 1 0 1 0 1 0 0 0 1

# STG for a 4 Bit Sequential Binary Multiplier

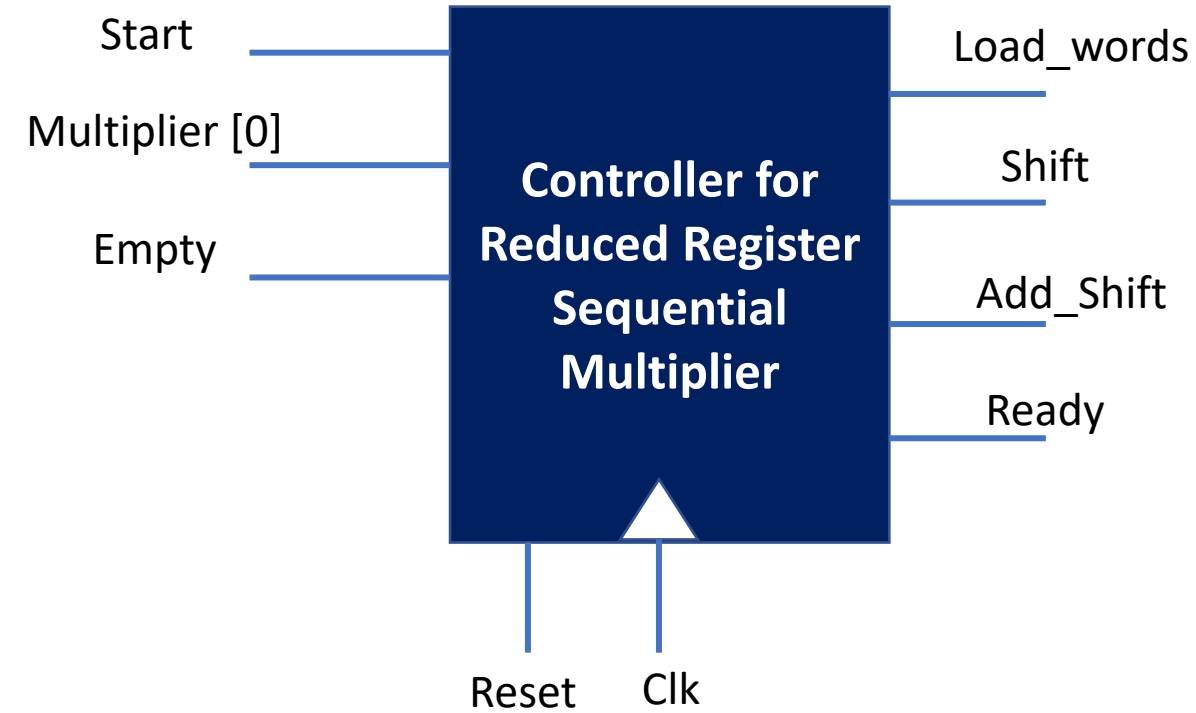
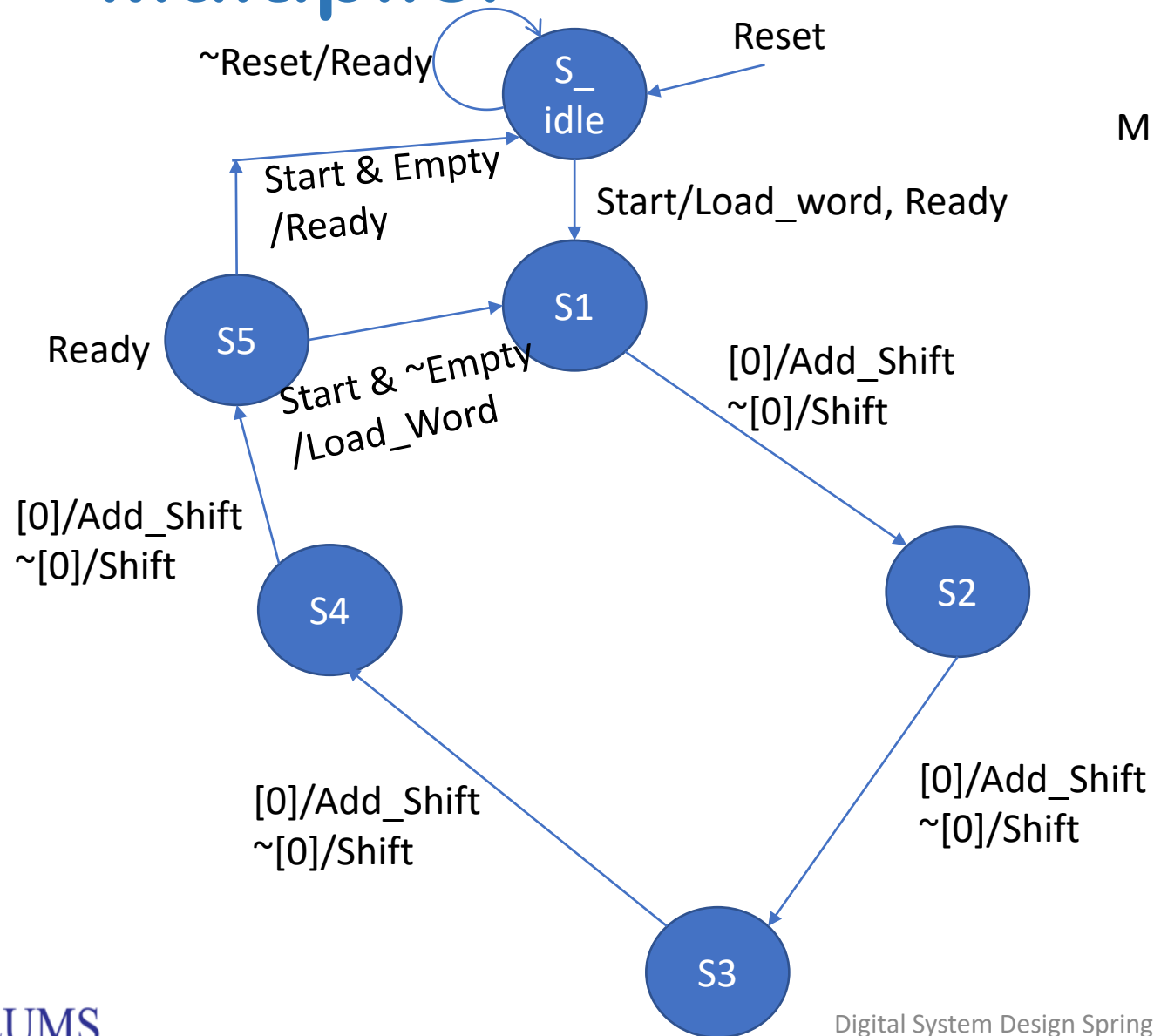


Machine returns to Idle state after Completion of 4 bit multiplication

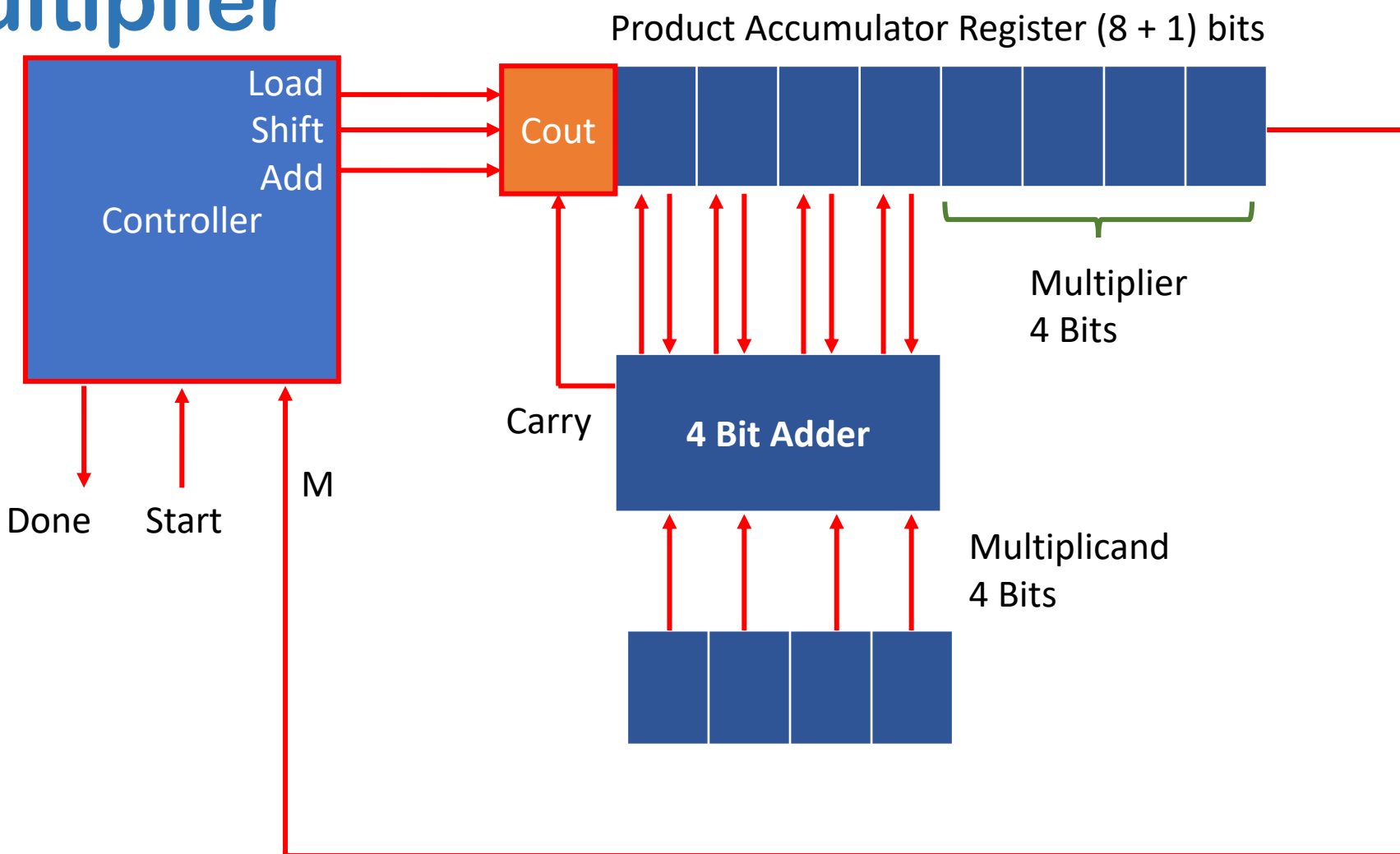
# Sequential Multiplier with Reduced Registers



# 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

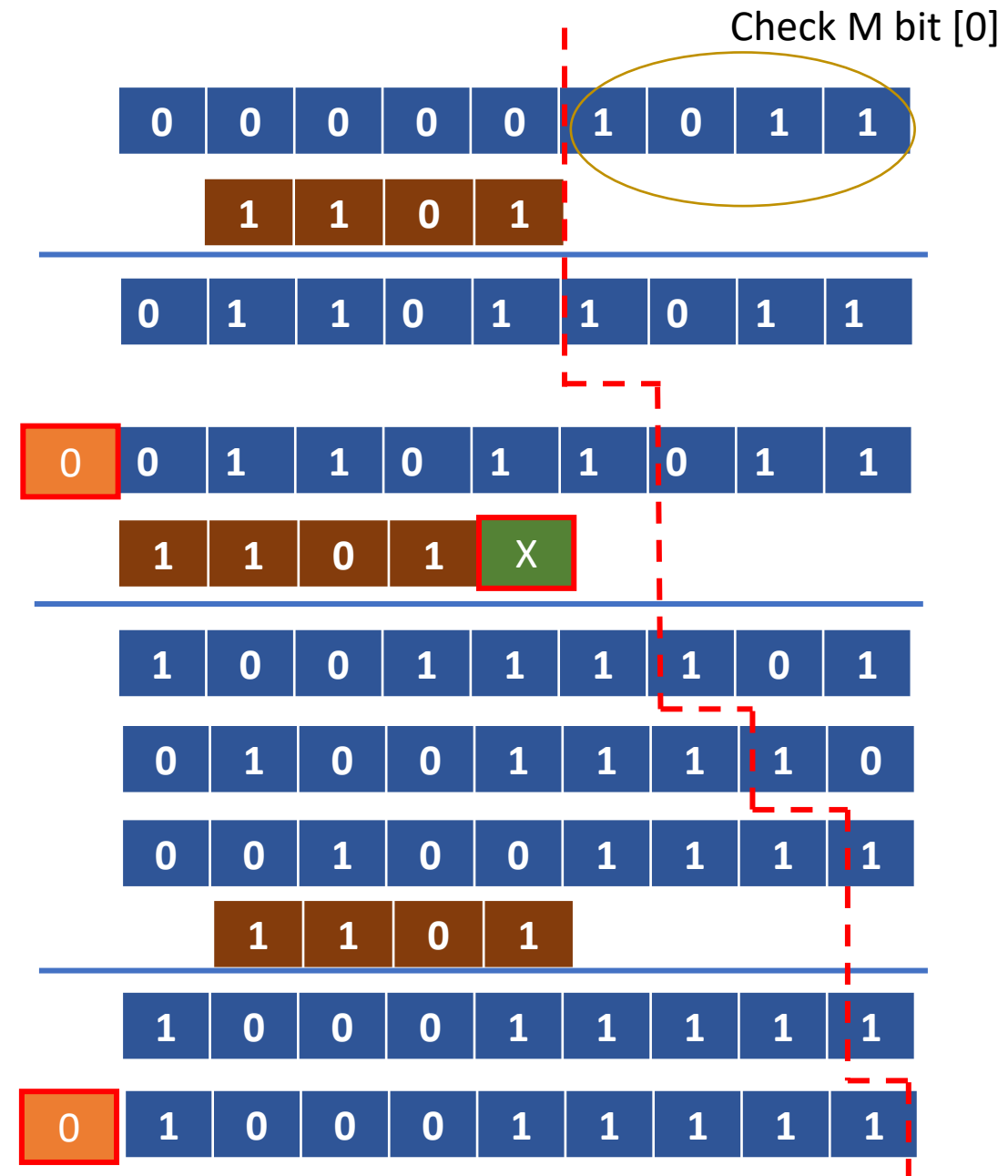
				1	1	0	1	Multiplicand
			x	1	0	1	1	Multiplier
				1	1	0	1	
			1	1	0	1	X	Shift Left by one
	1		0	0	1	1	1	Partial product after first step
	0		0	0	0	X	X	Another shift left
		1	0	0	1	1	1	Partial product after second step
	1		1	0	1	X	X	Another shift left
1	0	0	0	1	1	1	1	Partial product after final step

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

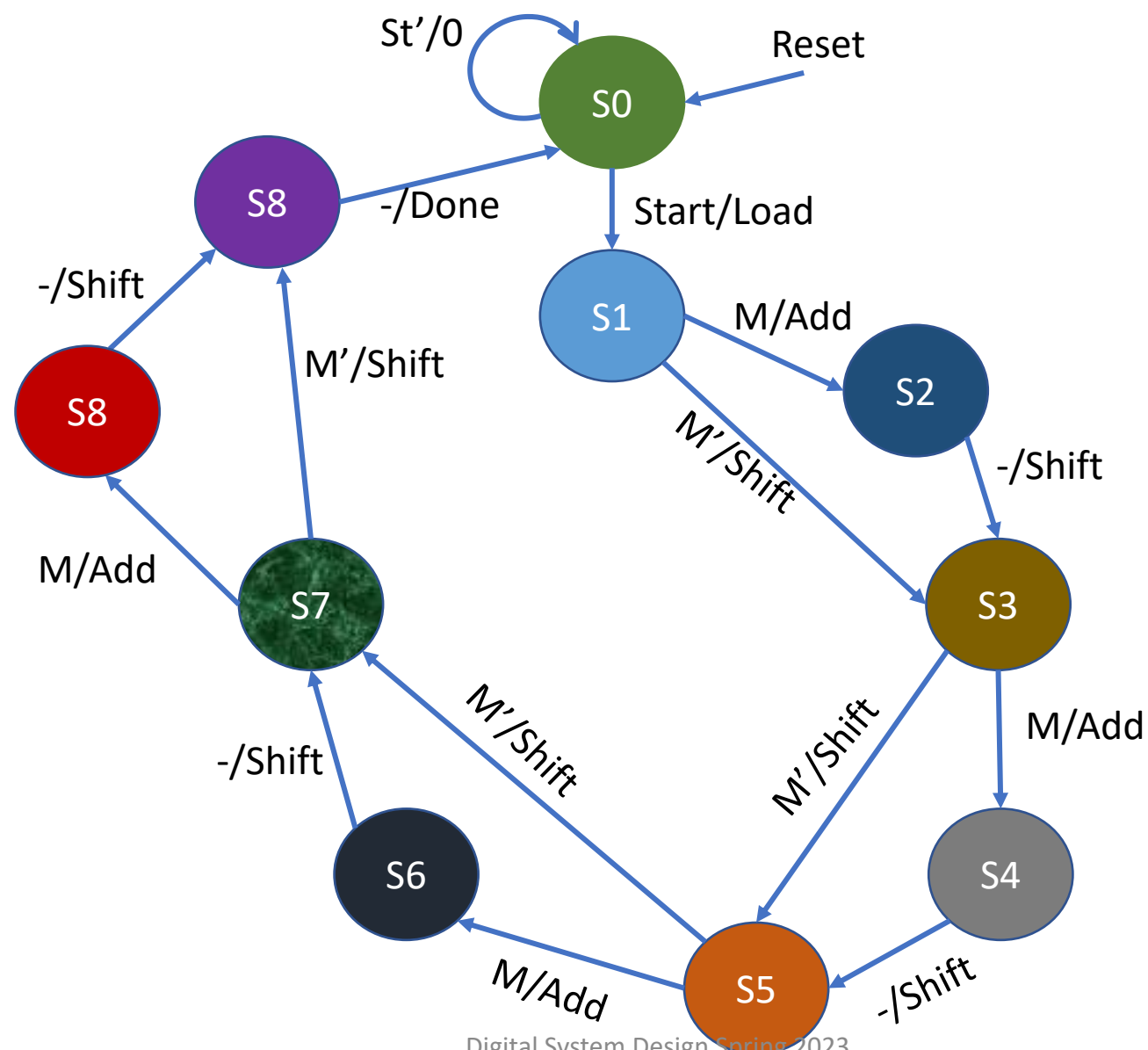


# Multiplier Register Operation

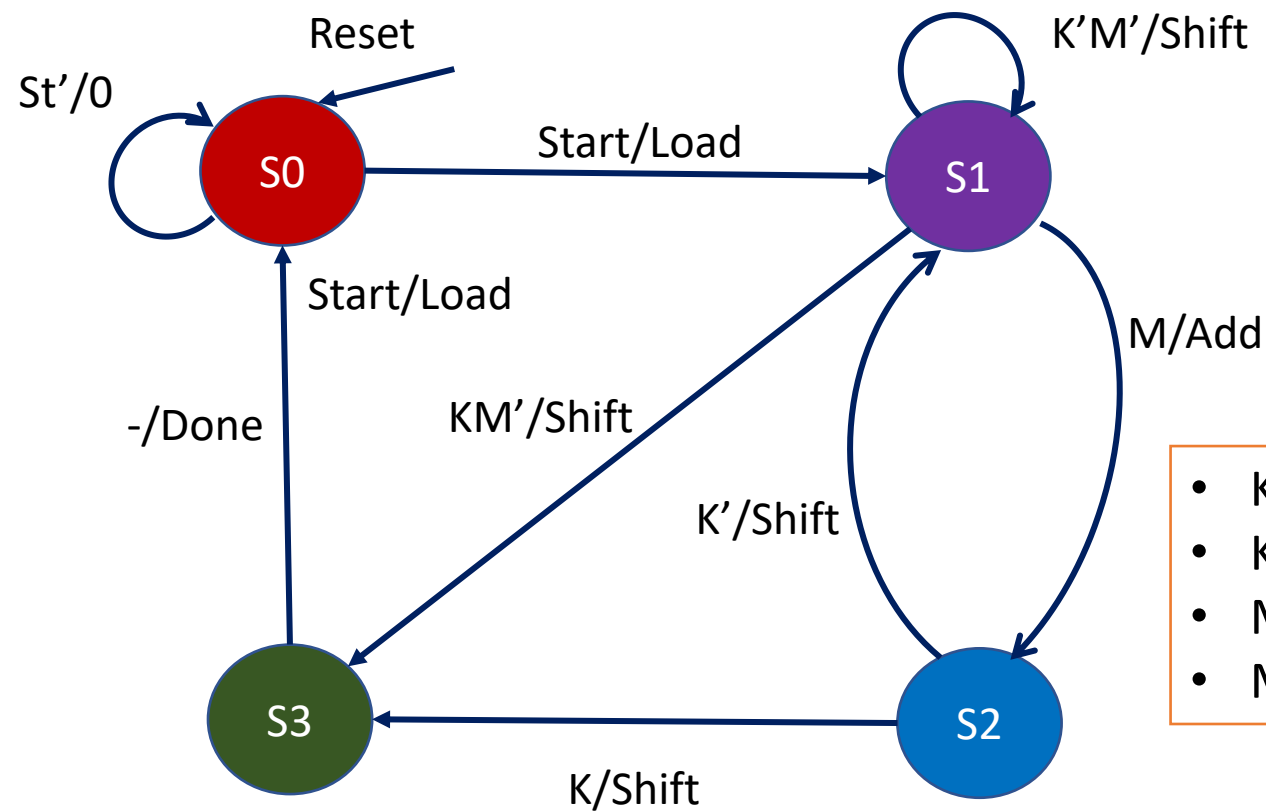
Initial Contents of Accumulator
Multiplicand bit [0] is '1'
After Add operation
After Shift Right
Next bit M = 1 hence Add
After Add
After Shift Right
Next bit M=0, hence Skip Add operation
After Shift Right
Next bit M=1, hence Add
After Addition
After Shift Right, final answer



# STG Control Diagram for this Multiplier

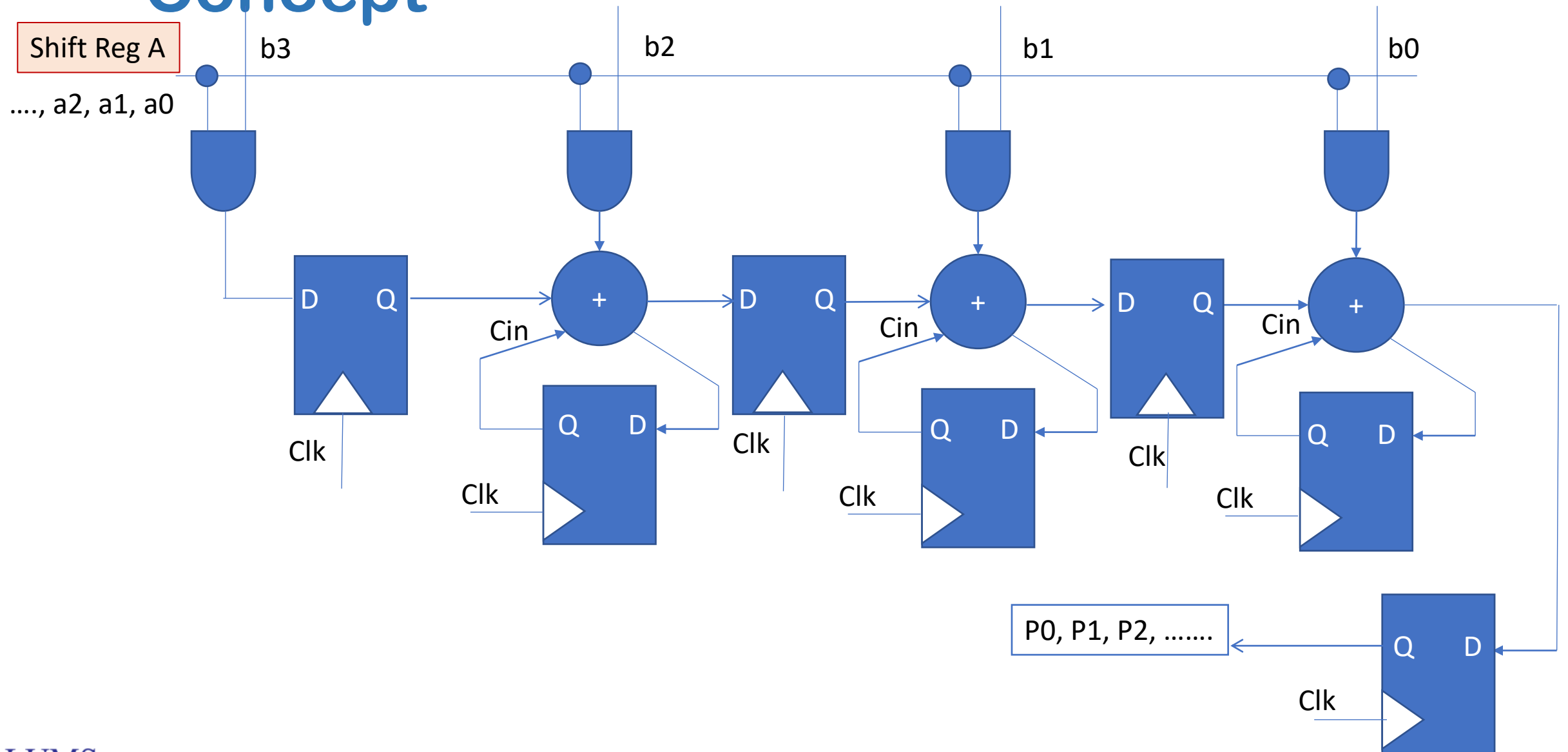


# Flexible STG for any no. of multiplicand bits



- $K$  = 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  $\left(\frac{3}{4}\right)$

$$= 0.75$$

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

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

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

And only zeros afterwards

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

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