



*The Abdus Salam*  
**International Centre for Theoretical Physics**



**2065-9**

**Advanced Training Course on FPGA Design and VHDL for Hardware  
Simulation and Synthesis**

***26 October - 20 November, 2009***

**Digital Arithmetic (contd.)**

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# Outline

- Digital CMOS Design

- Arithmetic Operators

- Adders
- Comparators
- Shifters
- Multipliers



# Multipliers

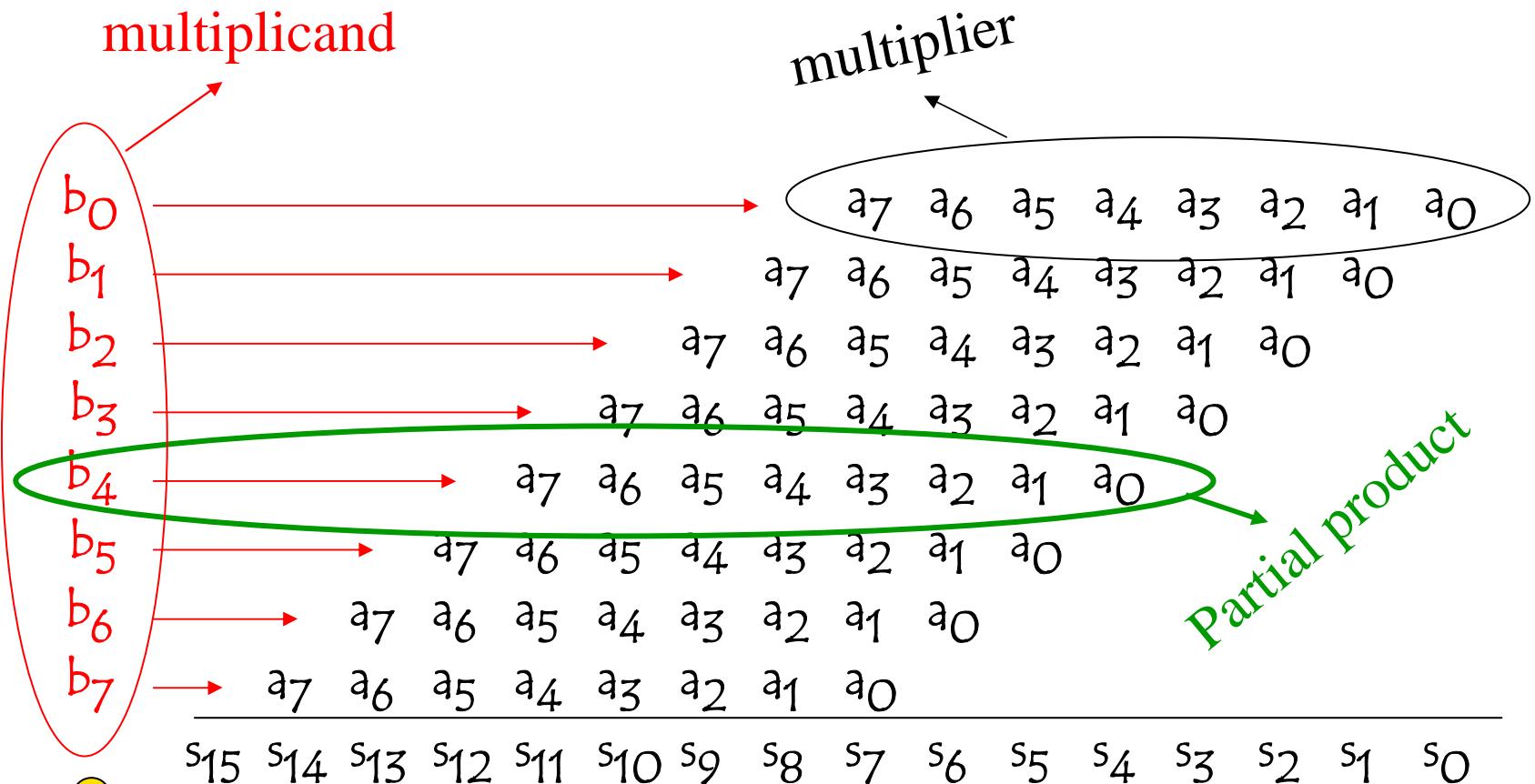
Two natural numbers  $a$  and  $b$  coded on  $n$  bits

the result of  $a \times b$  is coded on  $2n$  bits

Classic scholar multiplication

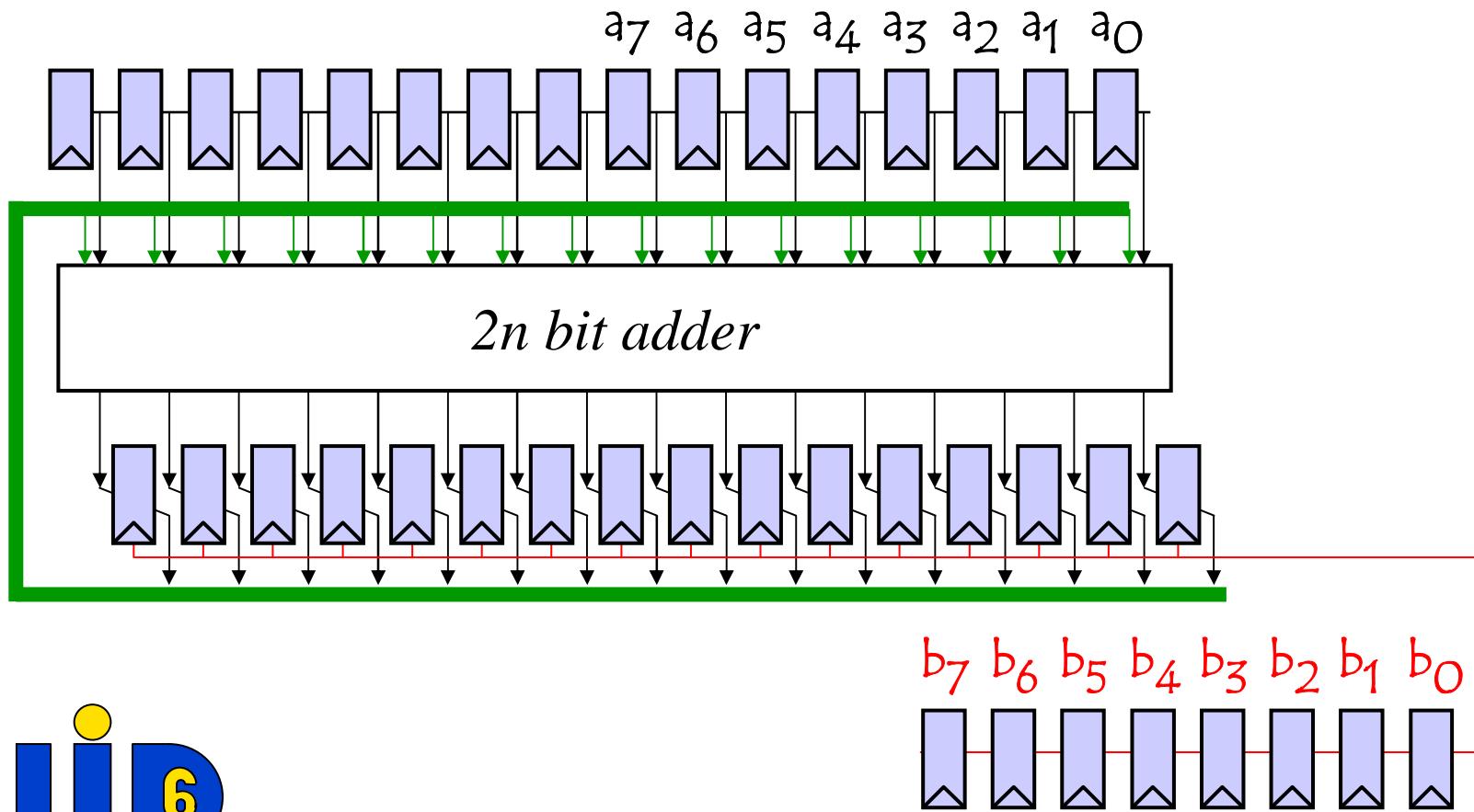


# Multipliers



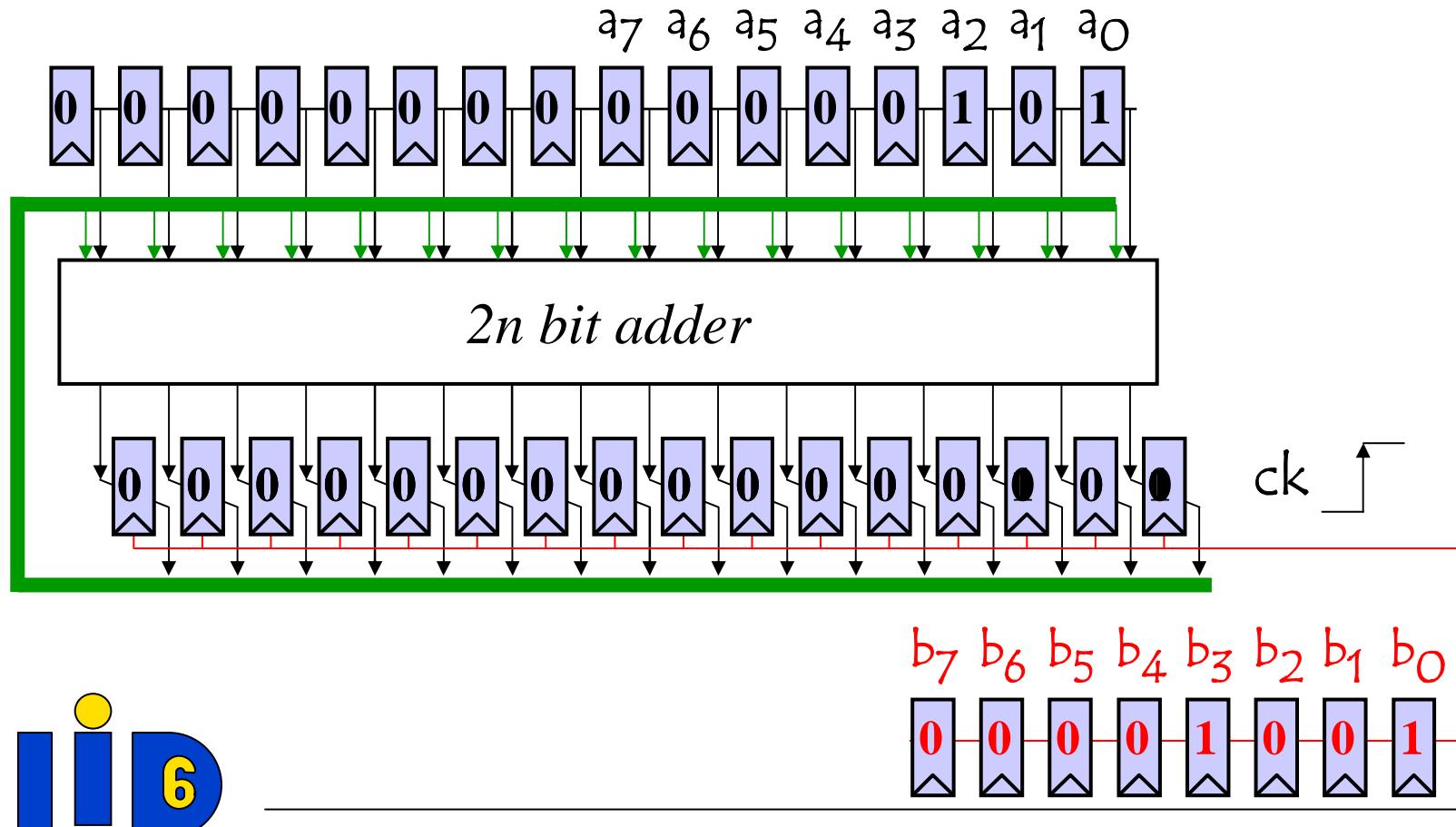
# Multipliers

Implementation : sequential multiplier



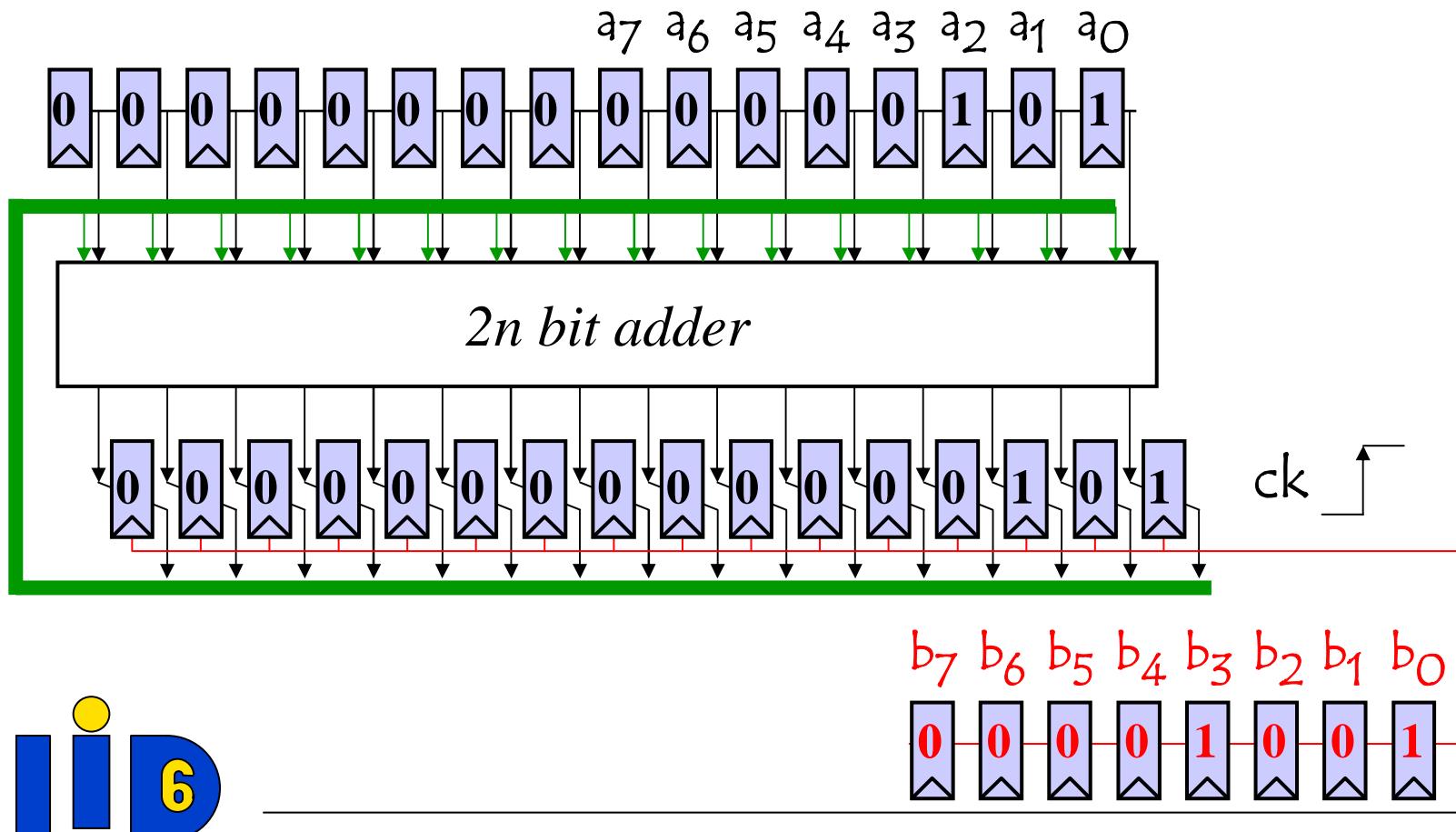
# Multipliers

Implementation : sequential multiplier



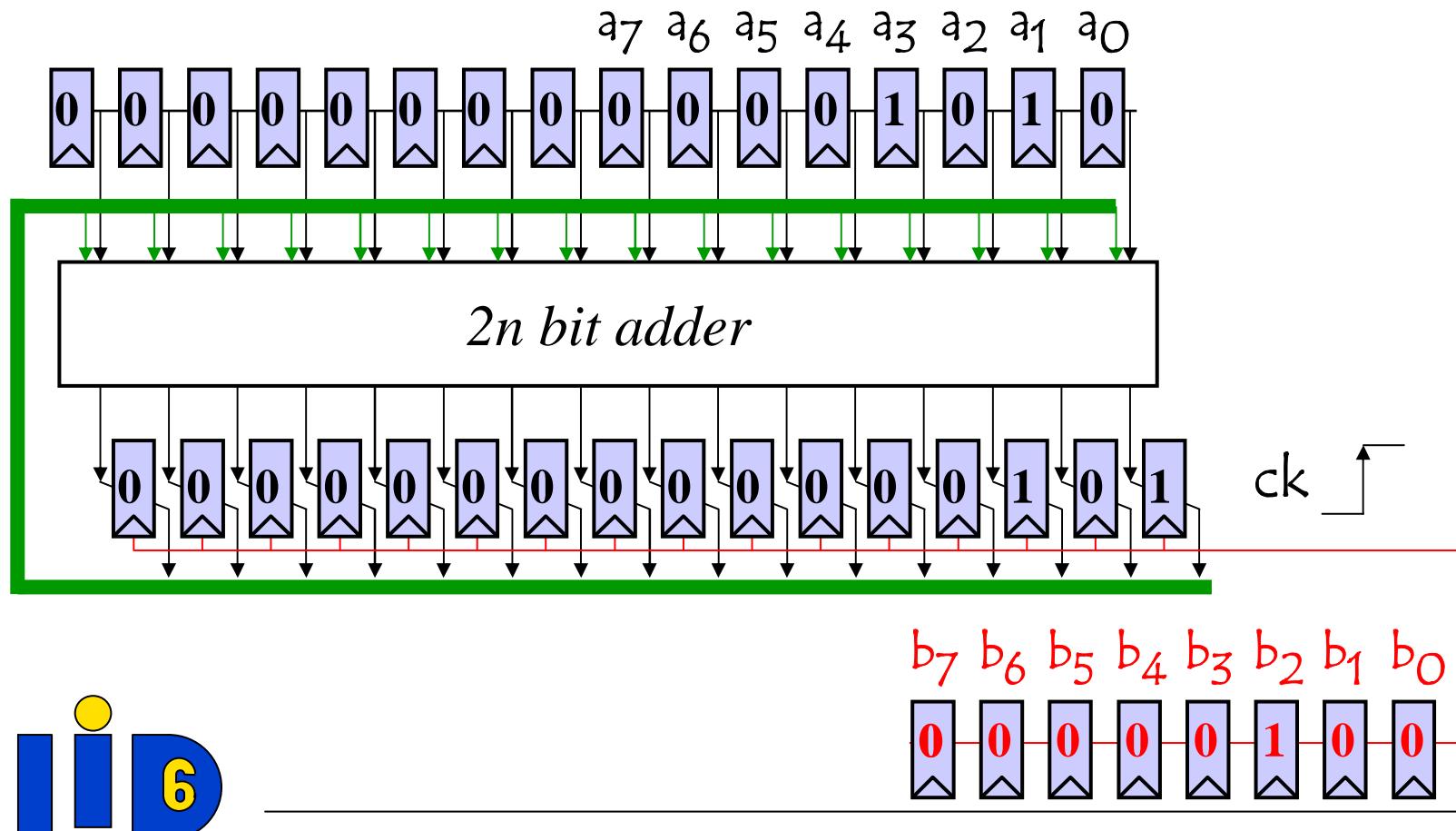
# Multipliers

Implementation : sequential multiplier



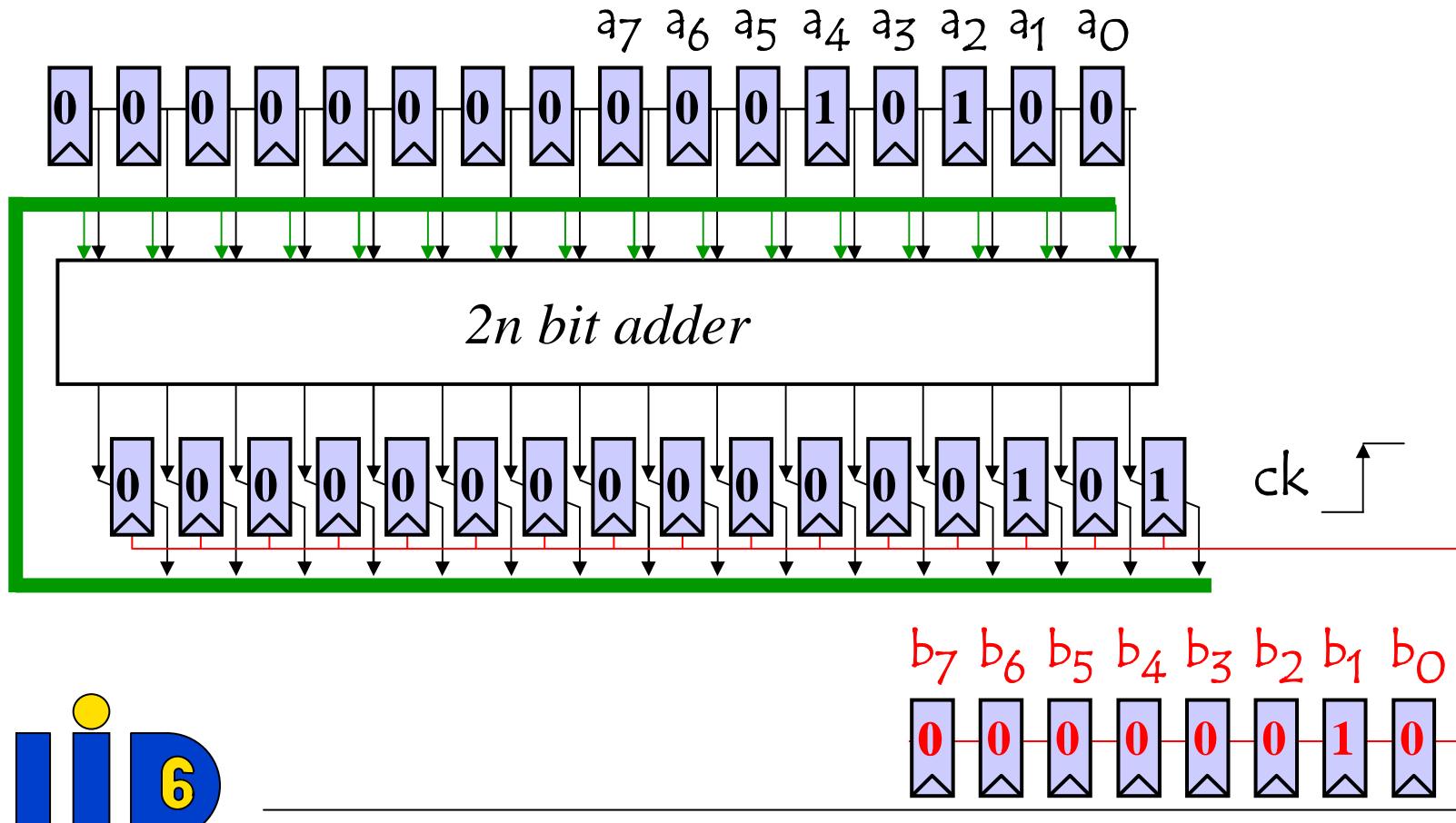
# Multipliers

Implementation : sequential multiplier



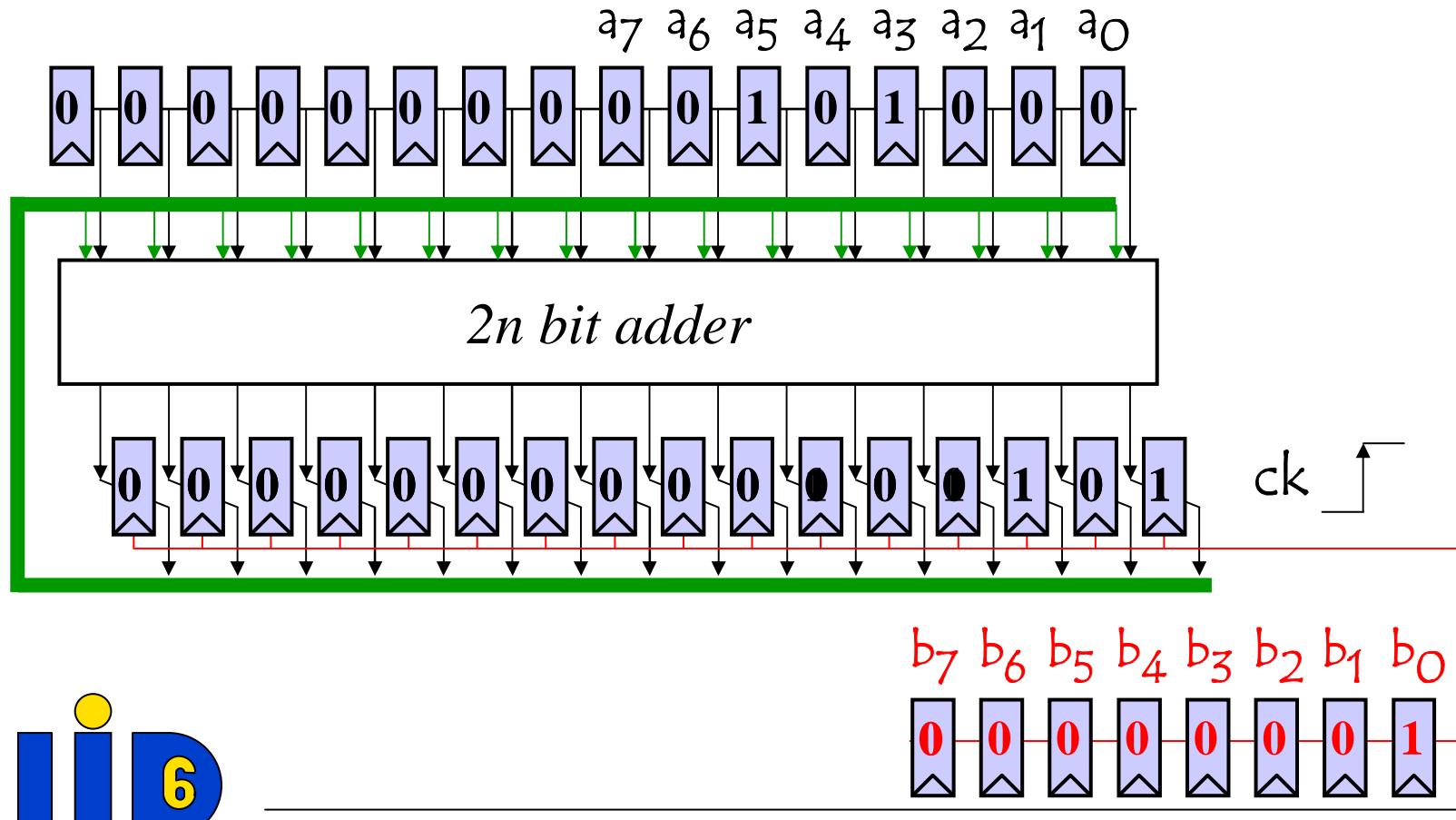
# Multipliers

Implementation : sequential multiplier



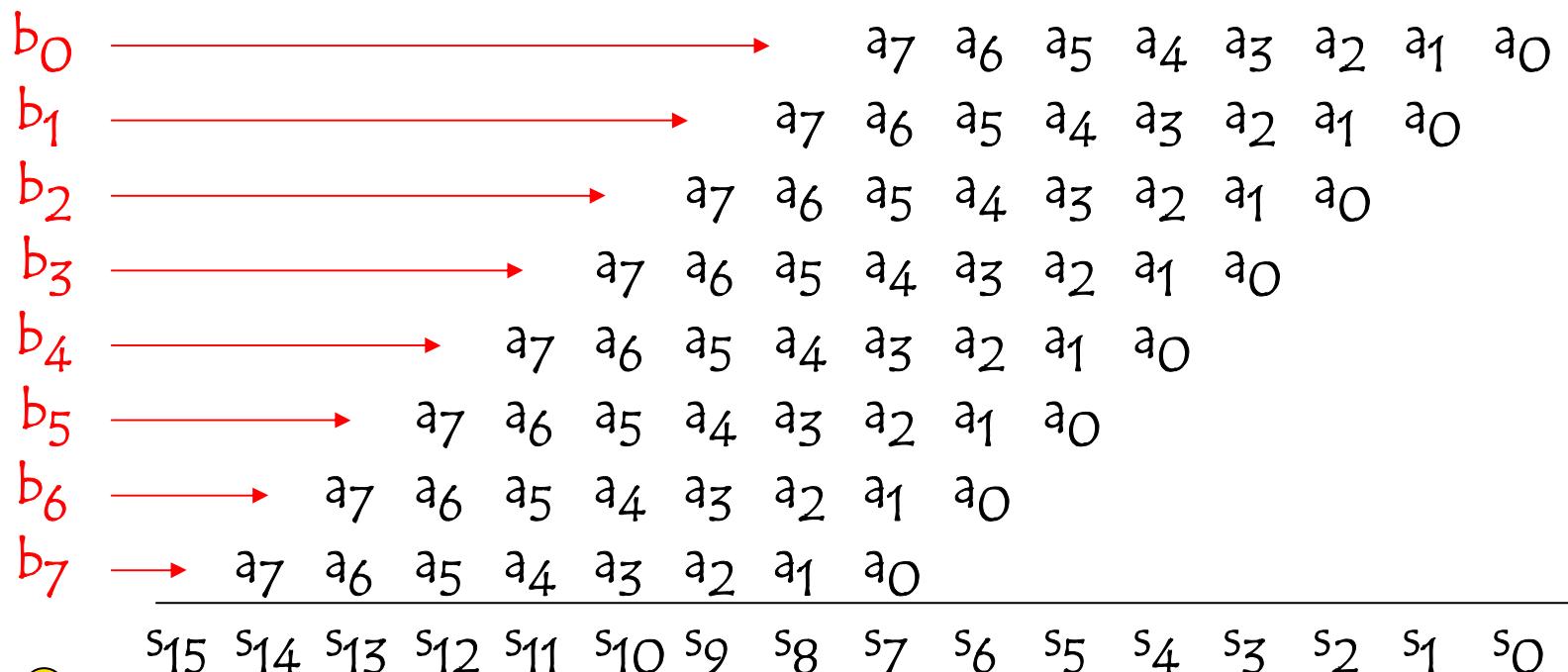
# Multipliers

Implementation : sequential multiplier



# Multipliers

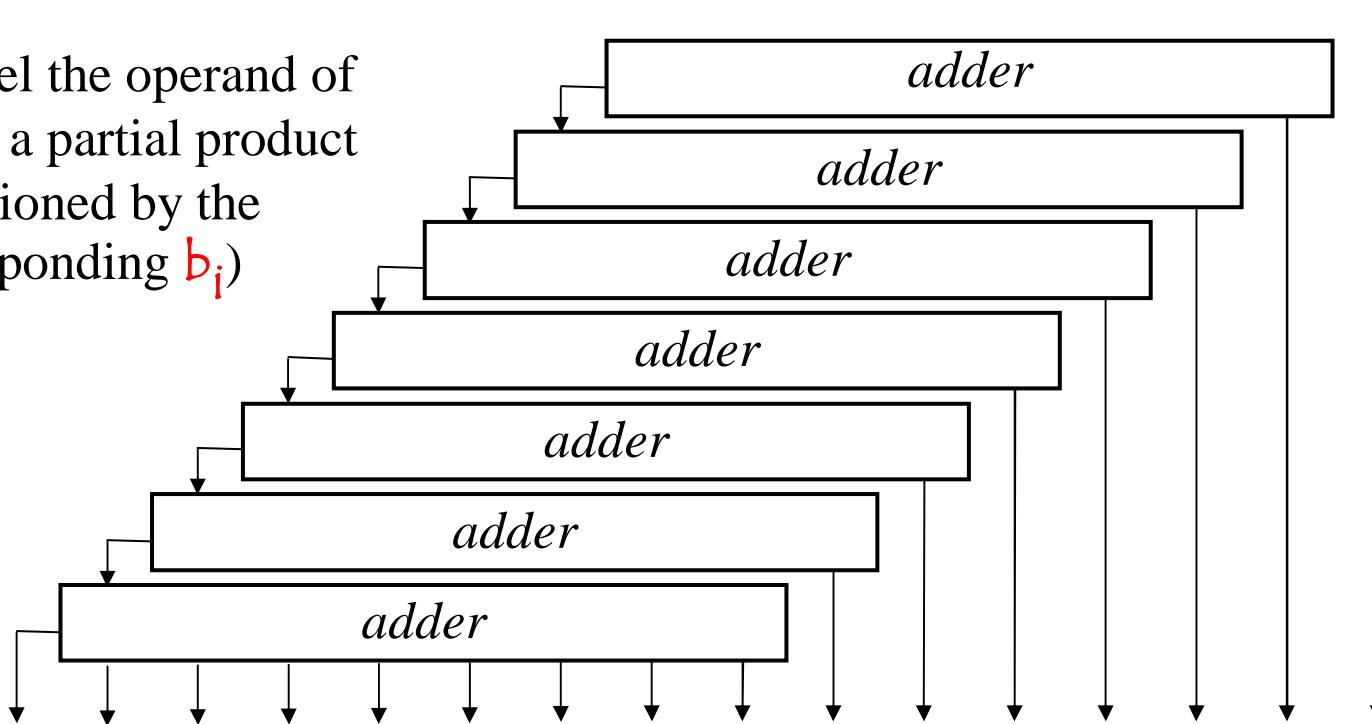
Implementation : parallel multiplier



# Multipliers

## Implementation : parallel multiplier

At each level the operand of the adder is a partial product (conditioned by the corresponding  $b_i$ )



# Multipliers

Implementation : parallel multiplier

Improvement : Reduce the number of partial products

$$x = \sum_{i=0}^n x_i \times 2^i \quad x_i \in \{0,1\}$$

$$x = \sum_{i=0}^{n/2} (x_i + 2x_{i+1}) \times 2^{2i} \quad 2^{2i+1} = 2^{2i+2} - 2^{2i+1}$$

$$x = \sum_{i=0}^{n/2} (x_{i-1} + x_i - 2x_{i+1}) \times 2^{2i}$$

$$x = \sum_{i=0}^{n/2} x'_{2i} \times 2^{2i} \quad x'_i \in \{-2, -1, 0, 1, 2\}$$



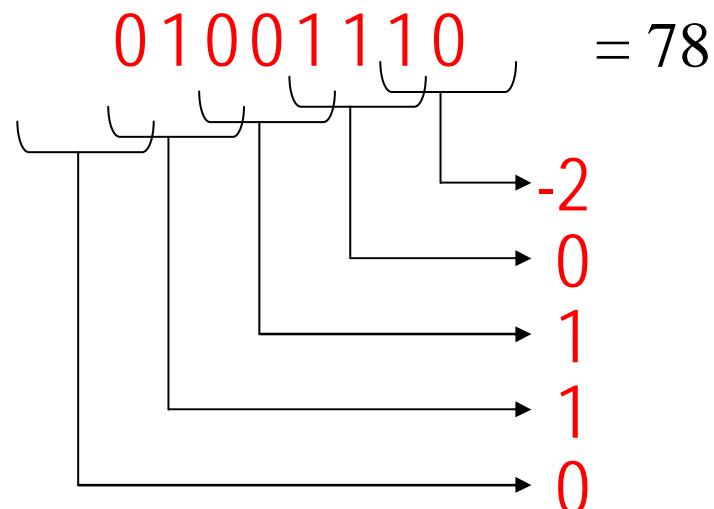
# Multipliers

Implementation : parallel multiplier

Improvement : Reduce the number of partial products

$$x = \sum_{i=0}^{n/2} (x_{i-1} + x_i - 2x_{i+1}) \times 2^{2i}$$

Booth encoding



$$x = -2 \times 2^0 + 0 \times 2^2 + 1 \times 2^4 + 1 \times 2^6 + 0 \times 2^8 = 78$$

# Multipliers

Implementation : parallel multiplier

Improvement : Reduce the number of partial products

	$a_7$	$a_6$	$a_5$	$a_4$	$a_3$	$a_2$	$a_1$	$a_0$	
2	$a_7$	$a_6$	$a_5$	$a_4$	$a_3$	$a_2$	$a_1$	$a_0$	0
1	0	$a_7$	$a_6$	$a_5$	$a_4$	$a_3$	$a_2$	$a_1$	$a_0$
0	0	0	0	0	0	0	0	0	
-1	1	$\overline{a_7}$	$\overline{a_6}$	$\overline{a_5}$	$\overline{a_4}$	$\overline{a_3}$	$\overline{a_2}$	$\overline{a_1}$	$\overline{a_0}$
-2		$\overline{a_7}$	$\overline{a_6}$	$\overline{a_5}$	$\overline{a_4}$	$\overline{a_3}$	$\overline{a_2}$	$\overline{a_1}$	$\overline{a_0}$

recoded multiplicand bit ( $b'_i$ )

multiplier

partial product

$$a'_8 \ a'_7 \ a'_6 \ a'_5 \ a'_4 \ a'_3 \ a'_2 \ a'_1 \ a'_0$$

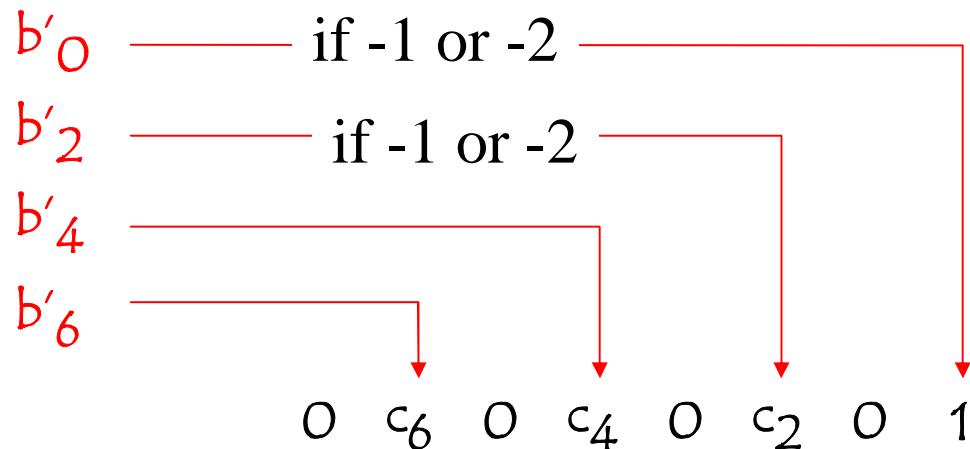


# Multipliers

Implementation : parallel multiplier

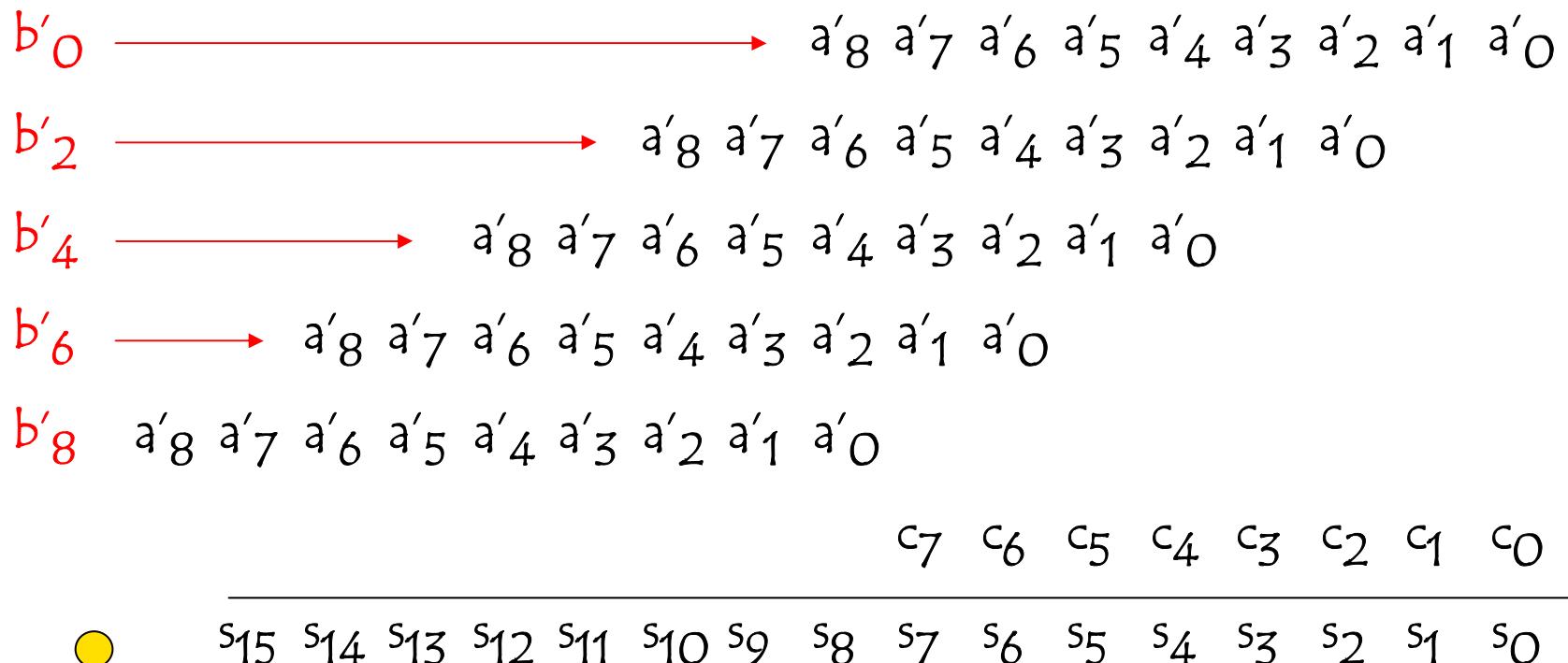
Improvement : Reduce the number of partial products

An additional partial product is generated to take into account the input carry in case of subtraction



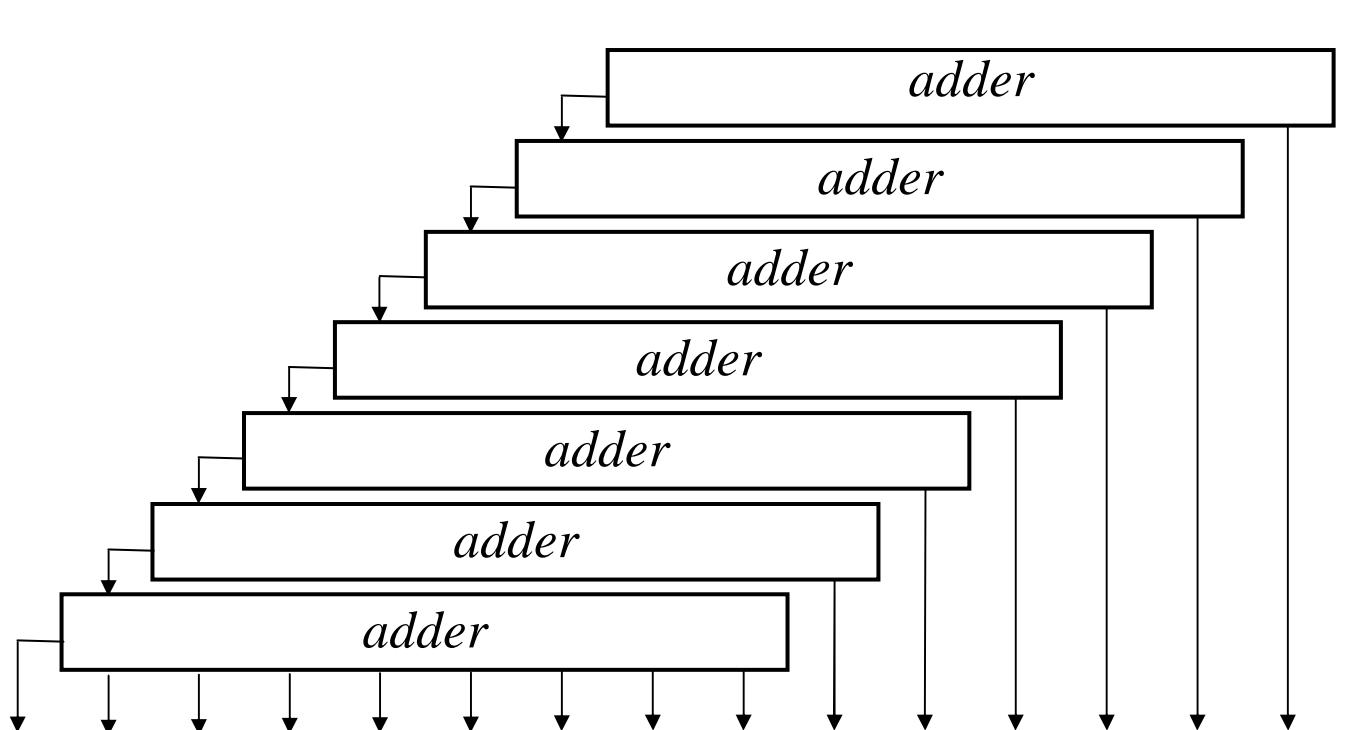
# Multipliers

Implementation : parallel multiplier



# Multipliers

Implementation : parallel multiplier

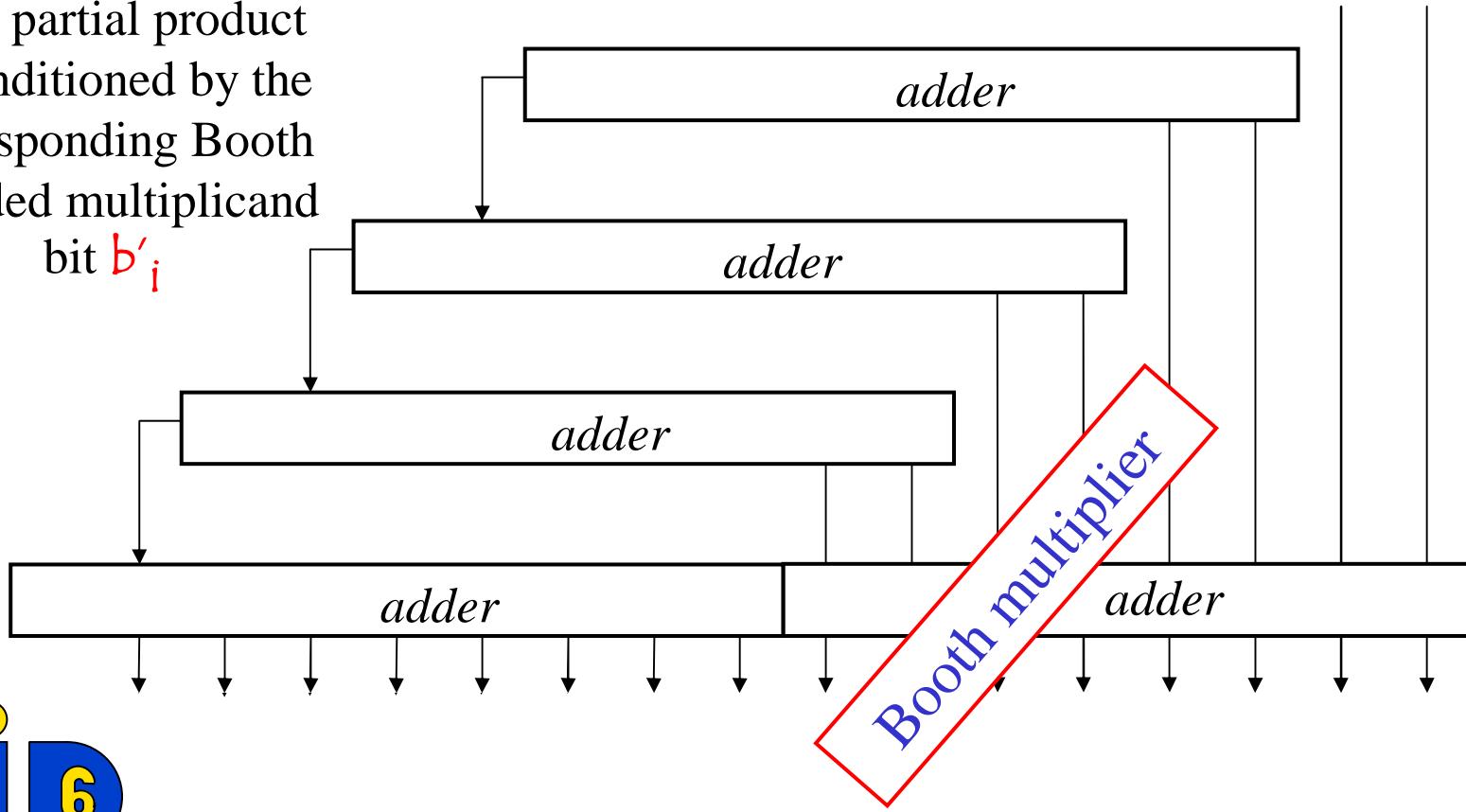


# Multipliers

## Implementation : parallel multiplier

Each partial product  
is conditioned by the  
corresponding Booth  
encoded multiplicand

bit  $b'_i$



# Multipliers

Implementation : fast parallel multiplier

Basically for a  $n \times n$  multiplication,  
we have to add  $n$  partial products  
( $2n$ -bit numbers)



Redundant coding

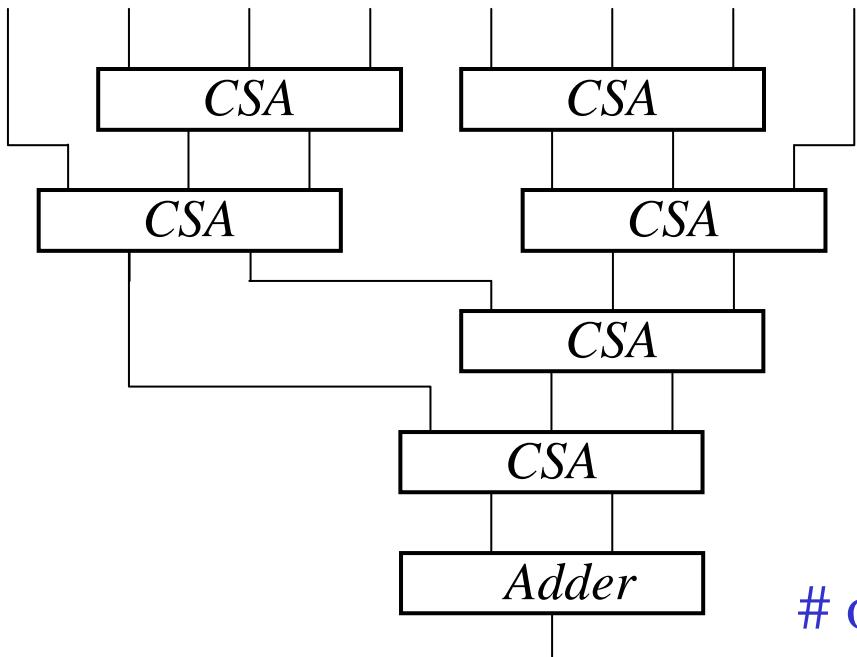
Use CSA (Carry Save Adder)  
to reduce 3 partial products  
into 2



# Multipliers

Implementation : fast parallel multiplier

8 partial products



Wallace multiplier

# of CSA layers  $\approx \log_{3/2} (n/2)$

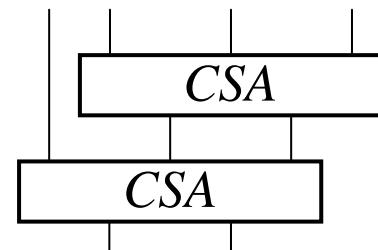


# Multipliers

Implementation : fast parallel multiplier

32×32 bits multiplier     $32 \rightarrow 22 \rightarrow 15 \rightarrow 10 \rightarrow 7 \rightarrow 5 \rightarrow 4 \rightarrow 3 \rightarrow 2$

Using  $4 \rightarrow 2$  reduction leads to a more regular hardware implementation



32×32 bits multiplier     $32 \rightarrow 16 \rightarrow 8 \rightarrow 4 \rightarrow 2$

# of CSA layers  $\approx 2 \log (n/2)$

