

## TWO SPEED RADIX-2 BOOTH MULTIPLIER USING VERILOG

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### Abstract

Multiplication is one of the important aspects in digital electronics and largely employed in signal processing. Many techniques are projected to style multipliers, which supply high speed, low power consumption and reduction in space. Booth multiplier factor is usually used for higher performance using coding and decreasing quantity of partial product. As we all know that the performance of the base eight booth multiplier factor is slow because of their quality in nature, projected associate degree changed base eight booth multiplier factor. The projected system reduces the quality and helps to perform quicker. The thesis of the work primarily for the style and simulation of changed Radix-2 Booth Encoder multiplier factor for signed-unsigned numbers. Within the approximate radix4 booth multiplier factor, cryptography adder is employed that is slow because of quality in comparison to the changed Radix-2 Booth multiplier factor. The Radix-2 Booth circuit generates  $n/3$  the partial product in parallel. Finally, the speed of the multiplier factor operation won't be improved by carry save adder. The extension of the work can propose changed radix-2 booth multiplier factor to induce higher performance compared to existing systems

**Key Words:** Verilog, Multiplier, Booth Encoder

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### INTRODUCTION

Now a Days Integrated Chip design technology is becoming more advanced in mostly its performance. Generally low power consumption designs and small size devices are being developed in recent years. There is a continuous advancement in physical science technology which improves the energy utilization, communicate data far more firm, etc. In many of these applications, the number may be an arithmetic unit and is widely utilized in circuits in which multiplication design method issues is to be reduced. In signal process applications the speed of number operation plays an excellent significance. Within the earlier methodologies, multiplication operation was followed by the sequential steps like addition, subtraction, and shift operations. These Multipliers will increase the accuracy and speed while computational operations are being performed.

### Final Stage

The number is nothing however the amount that is to be additional the number, is nothing however the amount of times that it's additional and eventually the result's the merchandise. This recurrent addition methodology is slow that's forever replace by an formula attributable to a coffee speed. AN economical number ought to have following characteristics.

- 1)Accuracy
- 2)Speed
- 3)Area
- 4)Power

Accuracy plays vital role to be accurate or precise for the multipliers, it helps to have the correct values when performing any operations.

Speed is main factor when it comes to performance of any system. Each component contributes for the output of the whole system, if the system causes delay the system may have delay too.

Technology has shown rapid growth, nano technology has come into picture the area occupied by the system has to be less. We have to make sure we are reducing number of gates compared to the previous inventions.

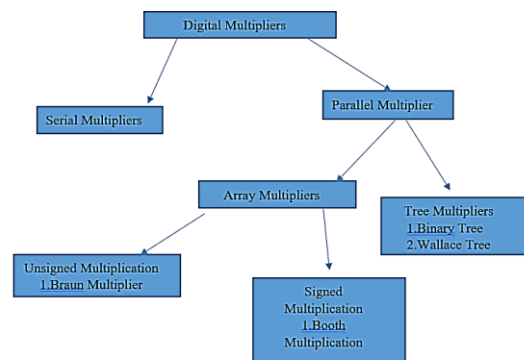


Figure 1: Classification of multipliers

### RELATED WORK

Multipliers are of 2 types; they are serial multipliers and parallel multipliers. In serial multipliers the number, for evaluating the partial merchandise every little bit of number is employed, wherever as in the case of parallel multipliers, the product of partial term from every little bit of number is calculated in parallel process only. In the parallel multipliers performance chiefly determines the quality.

### Serial-Parallel Mutipliers:

Whereas in serial to parallel multipliers the speed is conceded to attain good performance in power and space consumptions. Parallel or serial number will be used on the sort of application. Changed Booth formula is one in every of the foremost well-liked algorithms used for reducing the quantity of partial merchandise.

For multiplying of associate degree n number with associate degree m multiplier factor, m partial merchandise square measure will be generated and merchandise shaped is  $n + m$  long. But completely different multipliers employed in gift days among these booth multipliers shows higher performance. So we tend to discuss

concerning the booth multiplier factor. Simple radix-2-bit adder cannot be used to add 16 bit number because large error occurring chances are more. So the multiplication process is to be done with a new type of multiplier which is more suitable for adding of 16 bit number. For this context a precise multiplier is designed which gives appropriate and fast values after multiplication of 16-bit number.

A Booth number consists of stages of number secret writing, generation of partial product, accumulation addition of numbers or bits .Within the radix-2 Booth formula partial product area unit can be generated by the partial product generator unit. Also, a coding adder is employed to execute the total of the partial product and reduces the time of multiplication.

Total and carry as outputs. The input signals of area unit the number coding results consistent with the radix2 formula.

Radix-2 Booth performs the same operation as that of Radix-2 algorithm, but the difference is here we are considering quarters of a bit instead of triple. Simple radix-2 bit adder cannot be used to add 16 bit number because large error occurring chances are more .So the multiplication process is to be done with a new type odd multiplier which is more suitable for adding of 16 bit number. Let us take two binary numbers X and Y having m and n bits.

Choose multiplier and multiplicand.Consider 2s complement of multiplicand and given to en-coding then bits are formed.Partial products are the inputs to the recoding adder and produces carry, sum.These are inputs to the precise adder and finally we get result.We have to extend the multiplication operation to both signed and unsigned numbers for obtaining the larger no. of bits. So modified booth multiplier is used.

Booth’s algorithm, Wallace Tree etc are some of the algorithms were developed for this purpose. For the summation method many adders like Ripple Carry Addition, Carry Save Addition, Carry Look-ahead Addition, etc.

**Booth Multiplier**

Booth multiplier is generally used and utilized for higher performance by means of encoding or by reducing the number of partial products. The extension of this work will make a modified form of radix2 booth multiplier to enhance the performance comparatively of the existing systems.

Let us Consider an example by taking the assumption values M=7 which in binary is 0111 and Q=3 which in binary is 0011, A is the accumulator bit which is generally 0 at the beginning Q-1 is the initial bit.

**Table 1: Radix-2 Example**

| A                    | Q                    | Q-1         | M=0111       |
|----------------------|----------------------|-------------|--------------|
| 0000                 | 0011                 | 0           |              |
| 1001<br>1100         | 0011<br>1001         | 0<br>1      | A-M<br>Shift |
| 1110<br>0101<br>0010 | 0100<br>0100<br>1010 | 1<br>1<br>0 | A+M<br>Shift |
| 0010<br>0001         | 1010<br>0101         | 0<br>0      | Shift        |
|                      |                      |             | 00010101=21  |

**Table 2: Radix-2 operations.**

| Radix - 2 |       |                           |
|-----------|-------|---------------------------|
| Q0        | Q1    | Operation                 |
| 0 bit     | 0 bit | Shifting to Right         |
| 0 bit     | 1 bit | A+M and Shifting to Right |
| 1bit      | 0 bit | A-M and Shifting to Right |
| 1bit      | 1 bit | Shifting to Right         |

**WORKING MODEL**

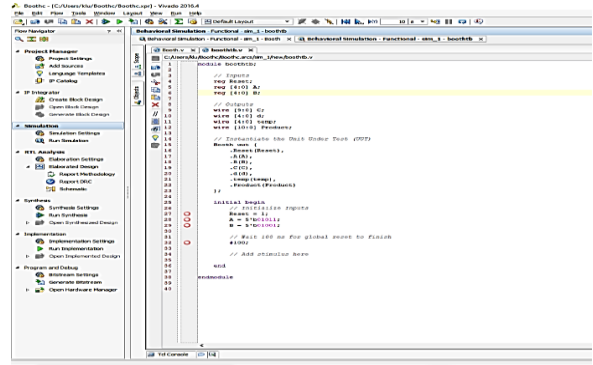
Design of the projected changed radix2 booth multiplier factor is shown in Fig. There are four parts. They are :

- 1)Booth encoder
- 2)generation of partial product,
- 3)carry save adder.
- 4)shift and add algorithmic rule

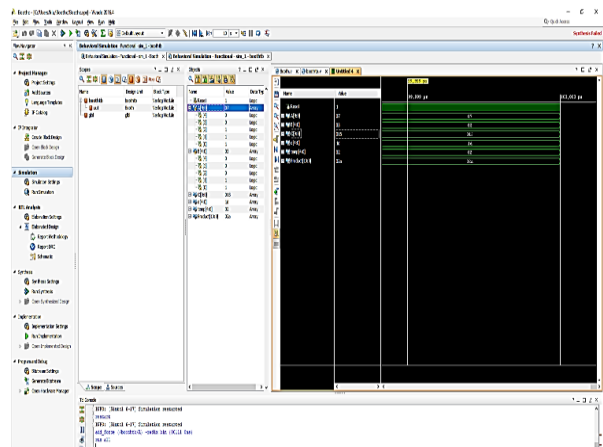
All these had been used however these don't seem to be appropriate for quicker multiplication and delay purpose of view a lot of adders are going to be required.

The input signals of area unit the number coding results consistent with the radix2 formula.Multipliers are the most significant Arithmetic Units that are used in Digital Signal Processing-DSP applications. Besides the wide necessity, the umltipliers are the main source for Power Dissipation.

**SIMULATION AND RESULTS**



**Figure 2: Testbench for the Verilog code for Radix-2.**



**Figure 3: Example Result for Radix-2.**

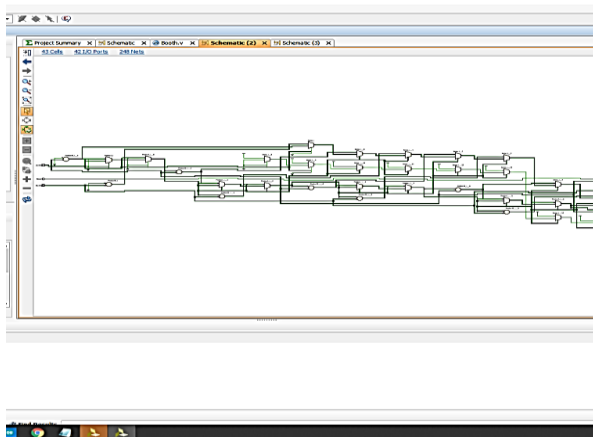


Figure 4: Schematic diagram for the Verilog Code

Table 3: Comparison of existing & Proposed methods

| Existing method   |            | Proposed method   |            |
|-------------------|------------|-------------------|------------|
| Gate delay        | Path delay | Gate delay        | Path delay |
| 12.230ns          | 10.771ns   | 11.773ns          | 9.126ns    |
| 23.001ns          |            | 20.899ns          |            |
| No.Of Cells       |            | No.Of Cells       |            |
| 51                |            | 43                |            |
| Total Nets        |            | Total Nets        |            |
| 298               |            | 243               |            |
| Area Utilization  |            | Area Utilization  |            |
| 3.018ns           |            | 1.514ns           |            |
| Power comparision |            | Power comparision |            |
| 3902.18ns         |            | 2160.51ns         |            |

**CONCLUSION:**

In this paper we have implemented a radix 2 booth multiplier by using Xilinx Vivado tool. In this we come across Area, Power, Number of Cells have been reduced.

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