

Design of Radix-8 Mbe-Multiplier Based on Efficient Parallel Multiplier Accumulator

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ABSTRACT

The parallel multiplier-accumulator based radix-8 modified booth recorder is a very promising and emerging multiplication technology because of its various benefits like high density thanks to less no of execution blocks, low power dissipation and nice performance speed. During this projected project an innovative design of multiplier-and-accumulator (MAC) is employed for top speed and low-power style and it's achieved by mistreatment the renewed adder and modified booth encoder technique. This recommended multiplier 16-bit modified booth encoder design fortified with SPST adder is controlled by a general AND logic data detection unit. This booth modified algorithm encoder will persistently reduce the generating partial-products logic blocks by a number factor of 2. This novel designed SPST hybrid carry save adder (CSA) saves the generated carry and so parallel multiplication is done without waiting for carry from LSB carry, it reduce the quantity of bits in the last adder which will avoids the excessive addition and consequently minimize the switch power dissipation, and conjointly thanks to an occasional low power fitted with performance enhanced carry select adder (CSA) logic circuit. The front end design VLSI tool Xilinx-ISE v14 simulator is used for logical verification, and Xilinx-ISE v14 tool for further synthesizing and performing placing execution blocks & wire routing operation for system verification on targeted FPGA. This proposed multiplier time taken to execute 2x16-bit multiplication operation and time to produce 32-bit output is typically high speedier then all existing designs.

Keywords : Modified booth encoder, carry select adder, multiplier-and-accumulator, booth recorder, low power, Radix-eight, high speed.

I. INTRODUCTION

In this modern days rapid improvements in multi-media and telecommunication systems and real-time data signal processing like audio signal processing, video/image processing, or bulk-quantity of data processing are progressively being necessitated. The multiplier-and-accumulator (MAC) are the essential fundamentals to perform all the digital signal processing such as signal transformations, filtering for noises, convolution and large blocks inner. These

entities can't often be boosted simultaneously, only progress one entity at the downstairs of one or more others so the design of an efficient integrated multiplier circuit in terms of low power, area, and speed simultaneously, has turn out to be a very thought-provoking problem. The density, power dissipation and performance is acknowledged as a acute parameters, in modern typically a good multiplier should provide a compact in size physically, upright speed of execution and near to the ground power consuming even for longer usage times.

II. Existing Multiplier system and its limitations

2.1 Array multiplier

An Array Multiplier contains n-number or AND gates for multiplying the 2*n-bit inputs and n*n-full adders (FA) for partial products addition. This technique consumes more power as well as most unfavorable number of components requirement, and also large adder sections leads to much delay. If size of input bit number upturns then the requirement of internally used logic gates is also more, so typically array multiplier is less economical and high hardware complexity.

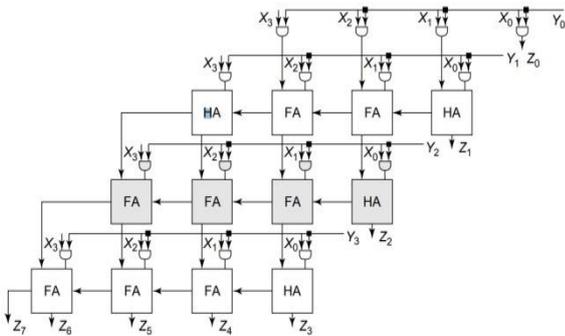


Fig 2.1: CSA based array multiplier.

2.2 Wallace-Tree multiplier

This unstructured Wallace tree multiplier have irregular arrangement of half & full adders and regular arrangement of multiplier logics. In broad a classic Wallace-multiplier circuit layout is extremely complex even though speed of task is high due to its irregular structure. Generally it is not preferable in low power and large input bit size applications because of excess wiring usage result in extra complex circuitry and upsurge in consumption rate of power.

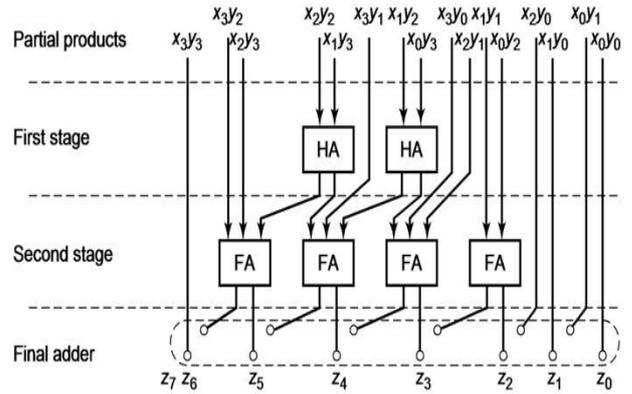


Fig 2.2: Typical Wallace-tree multiplier structure.

2.3 Braun multiplier

The major shortcoming of the Braun's multiplier is that the number of components required increases quadratic-ally with that of number of bits which will sort the multiplier to be in-efficient for pure ultra large scale integration. It also have huge drawback that it can't discontinue the switching action even if the input bit coefficient is zero that ultimately effects in unnecessary power dissipation.

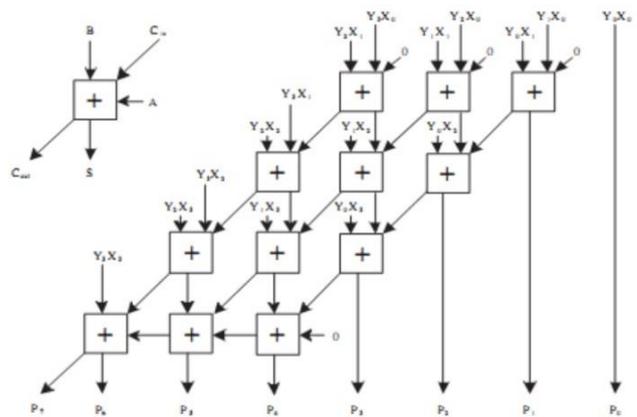


Fig 2.3: Four* Four Braun multiplier structure.

2.4 Booth-multiplier

The existing booth algorithm multiplier typically scans the three bits at a time to shrink the total no of partial products. During encoding in the total three bits the MSB two bits are from the present pair and a LSB third bit is taken from the high order bit neighboring to lower order pair. The foremost weaknesses of booth multiplier are quantity of add-

subtract and shift operation turn out to be inconstant and come to be inconvenient for parallel multipliers designing. Also this booth algorithm turn out to be inefficient when there are some remote 1's that results in extra power consumption due to huge quantity of adders. Thus in booth multiplier summing the moderately redundant partial products wants as supplementary hardware as signifying them in the wholly redundant form.

III. Proposed MBE with hybrid CSA

A novel style for a high-speed multiplier based on radix-8 modified booth recorder with hybrid carry save adder is proposed. In this MBE-MAC, the employed of multiplication and accumulation are pooled by PPG and a hybrid-CSA arrangement which will decrease the total stages and progress the output speed rate. The use of hybrid-CSA block diminish the number final stages which boosts the pipeline efficiency, intermediate calculation results are accumulated in the method of carries (C) and sums (S) instead of the final outputs added to next stage.

MODULES AND DESCRIPTION

In this project we have four type of modules and they are

- a. Booth encoder
- b. Partial product generator and accumulator (PPA)
- c. Compressor (hybrid-CSA) unit
- d. Final stage flip-flop and CSA

3.1 Booth Encoder

The logic circuit booth encoder is the important and foremost accomplishing logic segment in proposed multiplier, which shrinks the number of partial products (PP) by half, by using the procedure of radix-8 booth algorithm. The 16-bit-RTL of booth encoding sector is shown in below fig 3.1, which have 16-bit input y (15:0) and three booth encoded outputs

booth x (8:0), booth x (8:0) and negative (8:0). The innovative concept is that instead of multiplying with 1s and 0s, adding and shifting the results multiplying by -2, -1, 0, +1, +2 is so easy and takes less time and reduction in partial products (PP).

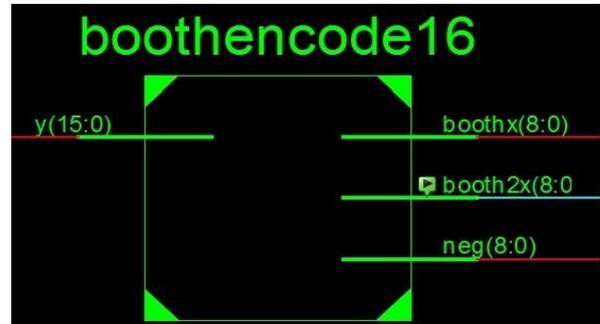


Fig 3.1: RTL-of booth encoder for input multiplier Y.

To generate booth re-coded digit we will split the multiplier Y bits group of three bits in such a way that next block should have 1LSB-bit from previous block and 2MSB are from MSB after previous block. Her also we have o note that first block should be taken only 2-digits and 3rd LSB bit is any carry from other multiplier, if no carry we will analyze it directly.

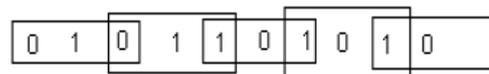


Fig 3.2 Blocks of bits from the multiplier term Y.

Block	Re - coded digit	Operation on X
000	0	0 X
001	+1	+1 X
010	+1	+1 X
011	+2	+2 X
100	-2	-2 X
101	-1	-1 X
110	-1	-1 X
111	0	0 X

Table 3.1 Booth encoding digit blocks equivalent for multiplier Y.

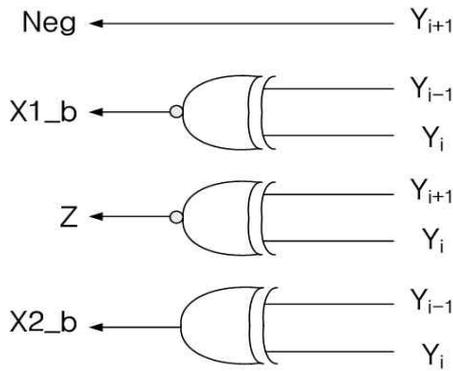


Fig 3.3 Booth-encoder execution logic input Y.

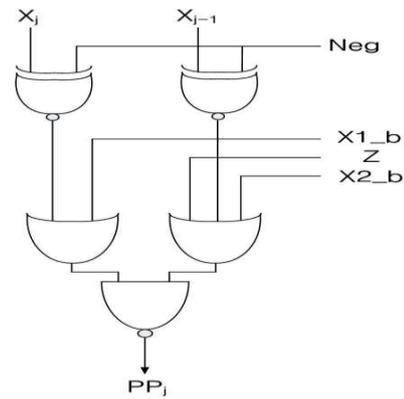


Fig 3.5 PPG logic blocks.

The encoding of the multiplier Y, using the modified booth algorithm, generates the following five signed digits, -2, -1, 0, +1, +2. Each and every encoded digit of the multiplier will multiplied with multiplicand, X, as illustrated in Table 3.1 and corresponding re-code generating gate-level logics in fig 3.3.

3.2 Partial Product Generator and Accumulator (PPA)

The PPA is execution block which performs multiplying operation between booth decode multiplier Y (booth x, booth 2x and negative) and multiplicand input X. Then the partial products are generated by performing AND between 'X' and 'Y' which are a 4 bit vectors as shown in fig 3.5. Suppose if we have 16-bit MBE multiplier Y and 16-bit multiplicand X we get NINE-partial products then the 1st partial product are stored in the accumulator 'ppa'. Similarly, the second and next partial products are stored in 9-PP-accumulators 'ppb-ppi'.

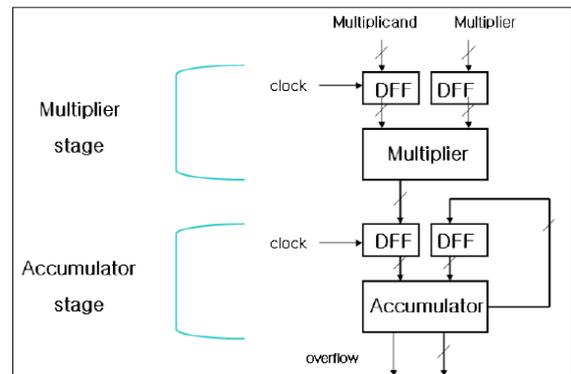


Fig 3.6 Execution stages of PPA.

Finally the generated partial-product results are stored in accumulation section before going to accumulator as shown in above fig 3.6.

3.3 Compression (hybrid- CSA) Unit

The compression or hybrid carry save adder unit is connected post partial product accumulator which contains multiple adders. This compressor inputs are partial products ppa, ppb up to ppi total nine for 16-bit operands X and Y. And also compressor has intermediate-sum i-sum (33:0) and intermediate-carry i-carry (33:3) two outputs.

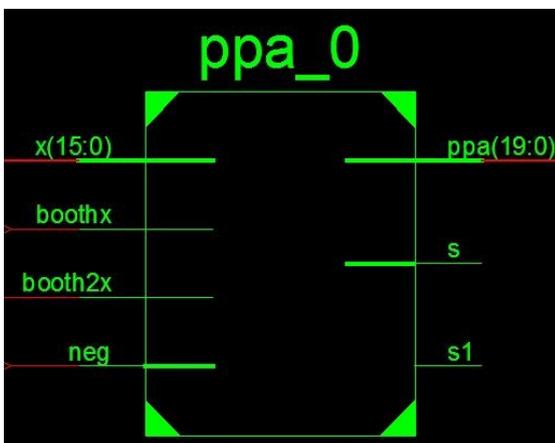


Fig 3.4 Register transfer block of PPA.

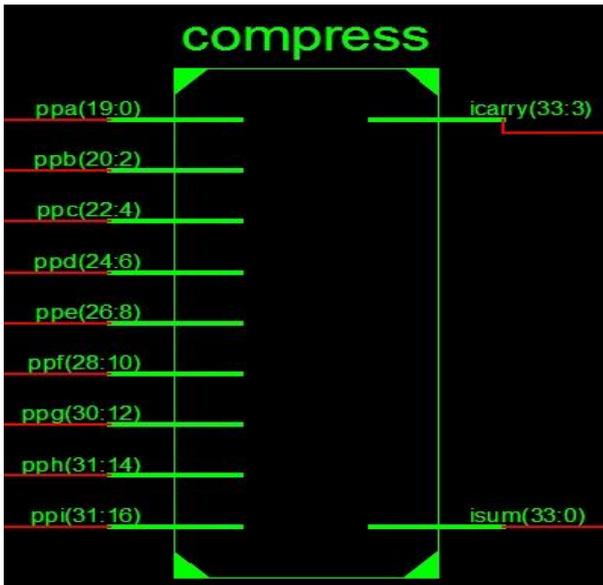


Fig 3.7 The RTL of the compressor (CSA) unit.

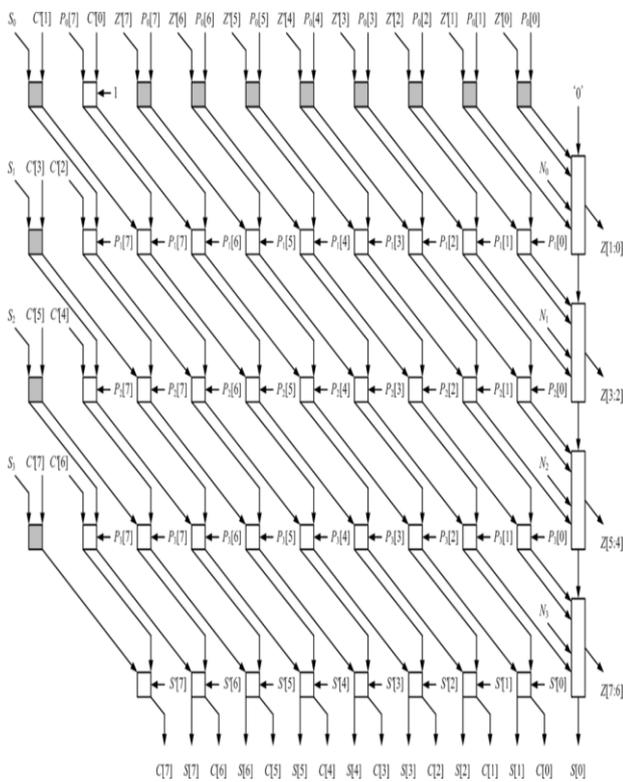


Fig 3.8 Architecture of the proposed CSA tree.

Where,

S_i signifies sign expansion.

N_i signifies compensate 1's complement number into 2's complement number.

$S[i]$ signifies i^{th} bit of the feedback sum

$C[i]$ signifies i^{th} bit of the feedback carry.

$Z'[i]$ signifies previous result.

$P_j[i]$ signifies i^{th} line bit of the j^{th} partial product.

For n -bit MAC operation, the level of CSA is $(n/2+1)$. White square signifies Full Adder. Gray square signifies Half Adder. Rectangular symbol with five inputs signifies 2-bit CLA with a carry input.

The fig 3.8 shows the hybrid-type CSA that castoff in projected MAC. It is likewise promising to use FAs to implement the CSA deprived of CLA. The CLA will not process the lower bits of the previously generated partial products makes the number of bits for the final adder will increase leads to degrade in the performance. For the numeral structure, the CSA procedures 1's complement, but suggested use of modified CSA array without sign extension. The biggest modification among ours and the others is the kind of data that is feedback for accumulation pointers to least number of inputs to the final adder.

3.4 Final stage flip-flop and CSA

This final stage contains three delay-flip flops (DFF) and one carry save adder (CSA) for generation of multiplier result $R(31:0)$ and $sum(31:0)$ correspondingly. As exposed in fig 3.9 DFF are used for delay matching between most and least significant bits and CSA for adding carry $io(33:3)$ to sum results $S(31:0)$.

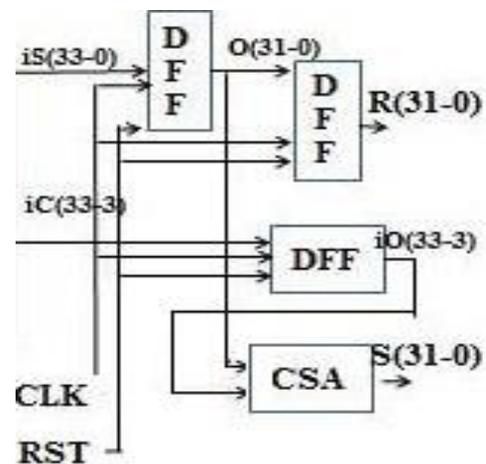


Fig 3.9 D-FF and CSA blocks arrangement.

IV. Design of High-Speed Booth Encoded Parallel Multiplier

The booth encode multiplier by hybrid-CSA is designed in Xilinx ISE simulation tool. First we will write the Verilog codes for each block and then they are associated according to their execution order, the block arrangement is exposed in fig 4.1 and its RTL is exposed in fig 4.2.

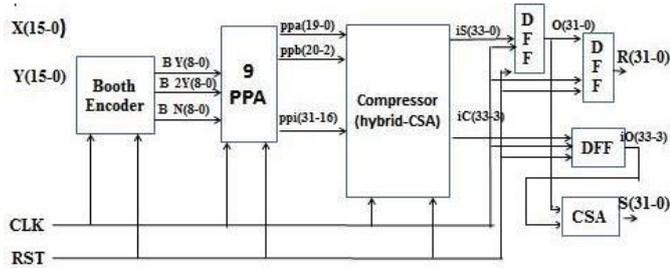


Fig 4.1: MBE multiplier design.

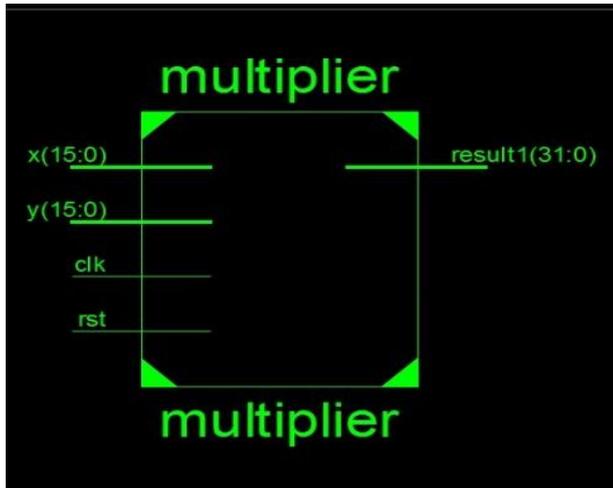


Fig 4.2: Register-Transfer-Logic of MBE multiplier.

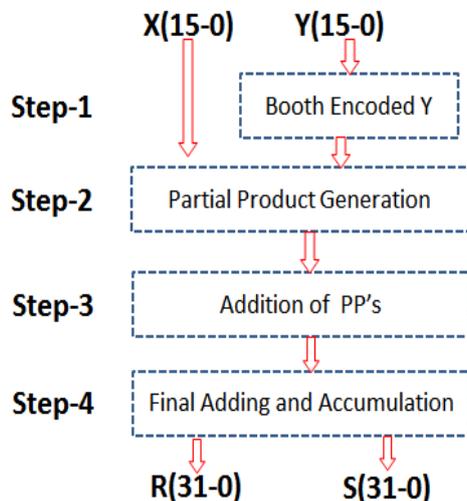


Fig 4.3 Execution steps in multiplier.

The execution movement of multiplying is presented in above fig 4.3 and the steps involves encoding of multiplier Y (32:0) in booth encoding section, partial product (ppa - ppi) generation and accumulation in PPA unit, summing of PP's is done in compressor unit leads to generation of i-sum and i-carry and finally these are delayed and adding we get results R(X*Y) and sum and the internal assembly is exposed in fig 4.4.

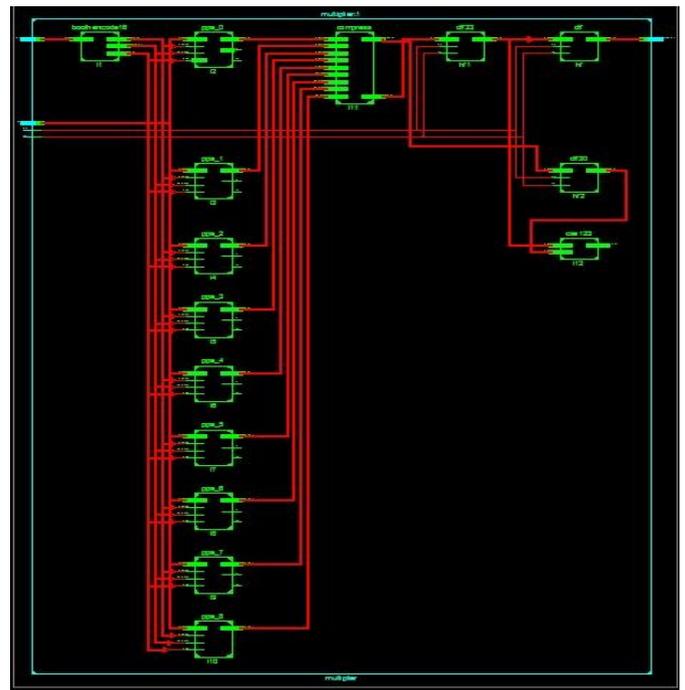


Fig 4.4 Screenshot of suggested multiplier core structure.

V. SIMULATION RESULTS

The behavioral simulation is generated and analyzed after giving multiplicand X(15-0), multiplier Y(15-0), clock signal by selecting appropriate period, start time, falling and rising values.

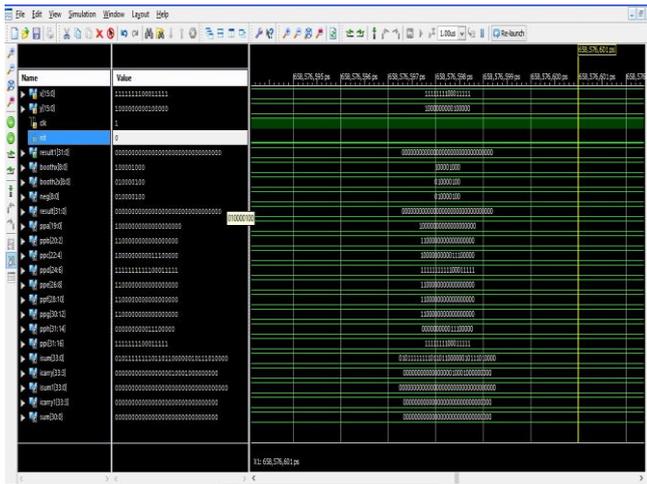


Fig 5.1 Simulation Results for reset 0.

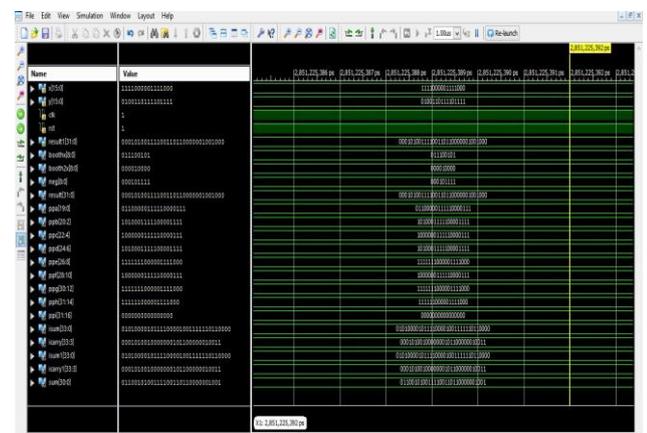


Fig 5.2 Simulation Results for reset 1.

Device	On-Chip	Power (W)	Used	Available	Utilization (%)	Supply Summary	Total	Dynamic	Quiescent		
Family	Spartan3e	Logic	0.000	5	1920	0	Source	Voltage	Current (A)	Current (A)	Current (A)
Part	xc3e700e	Signals	0.000	8	-	-	Vccint	1.200	0.008	0.000	0.008
Package	vq100	I/Os	0.000	8	66	12	Vccaux	2.500	0.008	0.000	0.008
Temp Grade	Commercial	Leakage	0.034	-	-	-	Vccq25	2.500	0.002	0.000	0.002
Process	Typical	Total	0.034	-	-	-					
Speed Grade	-5					Supply Power (W)			Total	Dynamic	Quiescent
Environment						Thermal Properties			0.034	0.000	0.034
Ambient Temp (C)	25.0	Effective TjA	49.0	Max Ambient Junction Temp	83.4	26.6					
Use custom TjA?	No										
Custom TjA (C/W)	NA										
Airflow (LFM)	0										
Characterization											
PRODUCTION						v1.2.06-23-09					

Fig 5.3 Power consumption report.

Equally we need to offer the reset RST value, based on the RST value the circuit is activated or deactivated and below fig 5.1 and fig 5.2 designates results during RST 0 and RST 1 correspondingly.

From the result we conclude that this multiplier takes 1.9ps to process 16-bit inputs and to produce 32-bit

multiplied output. This speed and low power is accomplished due to use of booth encoding technique beside with hybrid CSA circuit structure.

VI. Advantages

- a. Low power consumes
- b. High speed
- c. Small in size
- d. More density
- e. Less complex

VII.CONCLUSION

This paper focuses increasing the efficiency of the design of Multiplier with Radix-8 modified booth recoding with hybrid-CSA (carry save adder). By this, delay of complex arithmetic operations were reduced, also speeds of complex arithmetic calculations were increased. Here proposed concept was a structured technique for the direct booth encoding of multiplier and adder design leads to least number of inputs to final adding section. The proposed recoding schemes with high execution speed for 16x16-bit for signed and unsigned inputs, when they are incorporated in FAM designs, yield considerable performance improvements in comparison with the peak efficient recoding patterns.

VIII. REFERENCES

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