

Synchronous Micro pipelined 32-Bit Multiplier Using Hybrid Array

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Abstract:- In this paper, design of two different multipliers are presented, one by introducing Carry Select Adder (CSLA) in partial product lines and another by synchronous Micro pipeline multiplier. The multipliers presented in this paper were all modelled using Very High Speed Integration Hardware Description Language. The design employs the modified Booth algorithm. A 2-phase micro-pipelined latch controller is used which controls the 4-phase pipeline with standard transparent latches. The comparison is done on the basis of three performance parameters i.e. Area, Speed and Power consumption. Previously in the literature, performance analysis was carried out between multiplier.

Keywords:- Multiplier, Carry Select Adder, pipelining, synchronous clock, VHDL modelling, Xilinx14.4.

I. INTRODUCTION

Synchronous pipeline multiplier has some important advantages such as increased computational ability, reduced dynamic power dissipation, increased data-density, Therefore with the help of synchronous pipeline multiplier we have designed synchronous pipeline multiplier architecture. The performance of multiplier architecture is compared based on Carry select Adder [7] based Multiplier and Micro-pipelined [14] based multiplier.

In many practical application such as arithmetic processor, FIR filter, digital signal processing, multiplier plays important role. In digital system, the performance is basically estimated by the performance of the multiplier. Many researchers with progress in technology have endeavored to implement the multipliers which offer high speed, low power consumption, regularity of layouts. The Arithmetic processors represent important example, where multi-valued data representation provides additional theoretical and design flexibility. Alternatively, for the multi-valued [1][5] representation, the system represents the multi-valued segments, which in turns it may have the binary parts.

In VLSI design, researchers mainly concentrate on speed, power dissipation and area. The kinds of high speed multipliers are Parallel-multiplier [11], Booth multiplier, Braun-multiplier. In the conventional type multiplier, the numbers of partial products to be added are determined by number of bits, the multiplier or multiplicand are being used. While the number of bits in the multiplicand or the multiplier increases, the longer time it takes to produce the product. Digital multiplication is the processes where two binary numbers, the multiplier and multiplicand are integrate into the result forming a series of bit-shift and bit-additions algorithm. There are different type multipliers obtainable depending upon the implementation in which they are used. Conventional array multiplier is based on efficient full adder in which the multiplication is obtained by the partial product method. In digital system, an array multiplier [8] includes the parallel multiplication, is done in the following three steps:

1. Initiation of the partial product bits.
2. The collection of partial product bits into two rows.
3. The computation of endmost product using a Full adder.

The multiplicand and multiplier of partial product bits are produced by partial product generation. Partial product depletion is used to shorten the partial product bits. In Multiplication, product of two bits produces the output which results twice than that of the real bit. For the reduction of area costs, it is needed to shorten the partial-product bits to the necessitate precision. This paper is organized as first part consists of basic circuit design of quaternary logic which is used to implement multiplier. Second part is based on the designing of multiplier architecture. Third part is based on the examination of multiplier design & conclusion.

Suppose the register size for product be 64 bits and the registers size of multiplicand is 32 bits. Save the multiplier in the least-significant half of the product register then Clear the most significant half of the product register. Repeat for 32 times, the following steps:

1. If the least significant bit of the product registers is one then add the multiplicand to the most-significant half of the product registers.
 2. Shift the content of the product register, one bit to the right and avoid the shift-out bit.
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3. Shift-in, carry bit into the most significant bit of product register. Figure 1 shows block diagram for such type of multiplier.

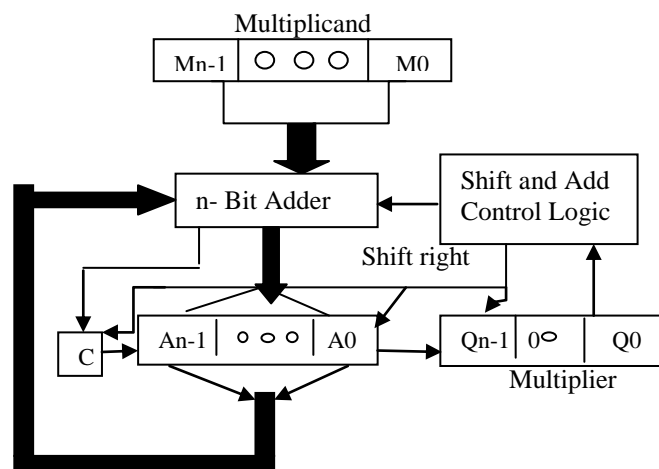


Figure 1 Multiplier of two n-bit values

II. PIPELINE OPERATION

Pipeline operation: A key attribute of this pipeline is unlike all synchronous latch-based pipelines, the latches are generally transparent that is data passes directly through them. Therefore, initially the whole pipeline forms a flow through the combinational route. Basically, after the data progresses through the individual stages of latches, the transition on the control input makes these latches be opaque; thereby the protecting and storing the data from some further changes on the stages input media.

Once the data advances through the upcoming stages of latches, the transition on the control input, communicated from the next stage, makes the present stages of latches transparent, thus it safely allowing the next data item to enter.

1. Important characteristic of array multipliers is to allow the Pipelining process.
2. The long-term delay of carry-propagating addition must be minimized.
3. Achieved by replacing CPA with several additional rows allow the carry-propagation of only one position between the consecutive rows.
4. To support pipelining all cells must include latches, each row handles a discrete multiplier and multiplicand pair. Registers are needed to propagate multiplier bits to their destination, and then propagate completed product bits.

III. PIPELINED HANDSHAKE ARRAY MULTIPLIER

Array multipliers [15][12] and tree multipliers are rather fast but, or hardware hungry. Serial multipliers need less area but have a very low throughput. The Iterative multipliers are better choice in considering the tradeoff between the silicon area and speed. The synchronous circuit, which is based on four-phase handshaking protocol, can simply use the transparent latches in the form of pipeline without two-to-four phase signaling converters. While the two-phase hand-shaking protocol is faster and costs the low power because it eliminates the redundant return-to-zero transitions. The determination of commissioning the hybrid hand-shaking protocol is combines the benefits of both four-phase protocol and two-phase protocol.

With pipelining [14] techniques used, there are iterative multipliers can obtain an equal throughput as similar of parallel multipliers if we ignore the delay of registers or latches. The multiplier of uses a synchronous pipeline structure clocked by an inverter oscillator. Compared to synchronous pipeline, the self-timed pipeline has the main advantages is higher speed: synchronous pipeline method uses handshaking protocol and its operating speed is determined by definite combinational logic block remission of each stage rather than the analytic delay of all stages. Less silicon area: Standard transparent latches are used in synchronous pipeline whereas synchronous pipeline must employ the edge-triggered registers to hold the stages. The Edge-triggered registers occupy the double silicon space as compared to transparent latches. Furthermore, transparent latches are twice times faster than edge-triggered registers, which further self-timed the pipeline's advantage in high speed.

IV. MICROPIPELINE MULTIPLIER ARCHITECTURE

Basic multiplication can be realized by the shift adder algorithm by generating partial products and adding successive then properly shifts the partial products. Thus, the multiplication is directly proportional to the number of partial products to be added. In all multiplier circuits, two types of adders are present. They are full adder and half adder. The multiplier designed in this paper, uses the modified booth algorithm method and supports 32-bit integer multiplication for both signed and unsigned operands. The multiplier architecture is shown in Figure 2. This is a two-stage synchronous pipeline structure using bundled-data protocol. In synchronous the bit-sleep is negligible bit-sleep error is also called data miscommunication error because data error chances are minimum. The first stage includes a booth encoder; a pipeline latches row and a four-to-two compressors row. The second stage including a pipeline latches row, a four to two compressors row and a shift registers row.

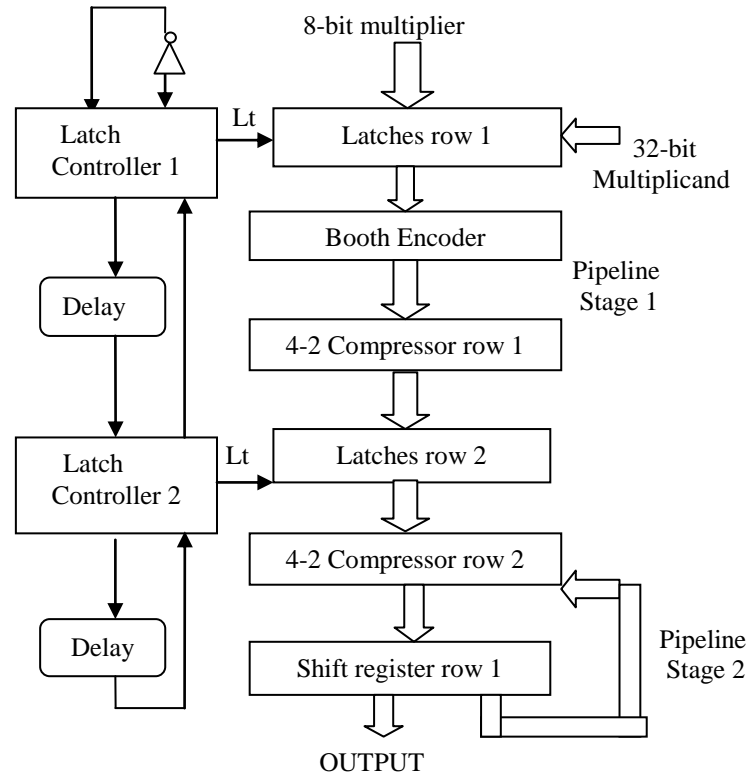


Figure 2 Multiplier Micro-pipelined Structure

The booth MUX: The booth multiplier is composed of 4 transmission gates. With elegant control signals, the Booth MUX can minimize the short circuit currents for low power reasons. Figure3 shows the Booth MUX (BOOTH MULTIPLEXER)

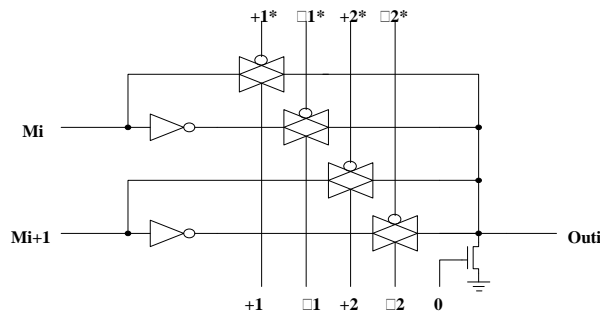


Figure 3 the booth MUX

V. CARRY SECTECT ADDER BASED MULTIPLIER

The carry-select adder [8][10] is straightforward however rather quick. As shown in figure 4; the carry-select adder typically consists of two ripple carry adders and an electronic device. Adding two n-bit numbers with a carry-select adder is finished with two adders (therefore two ripple carry adders) so as to perform the calculation doubly, just once with the belief of the carry being zero and also the alternative presumptuous one.

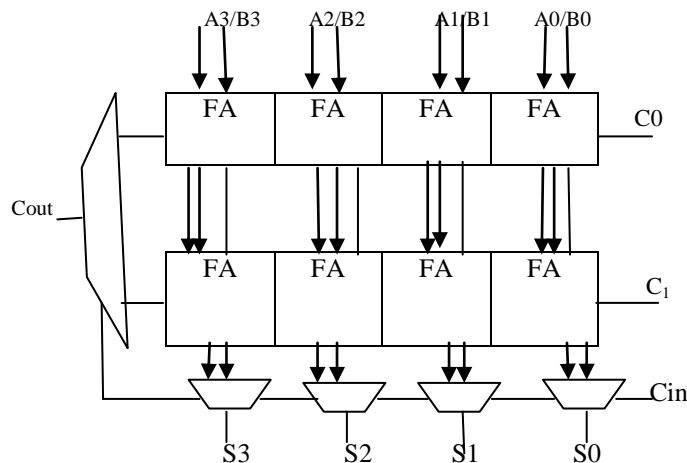


Figure 4 Computation diagram of Carry Select Adder

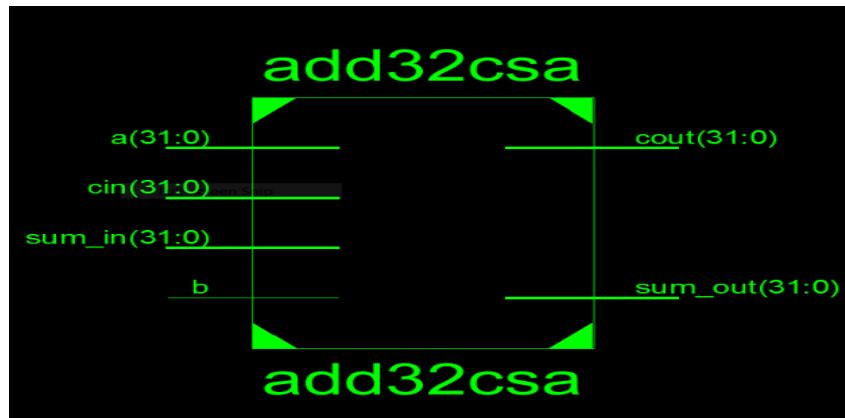


Figure 5 RTL schematic of CSLA

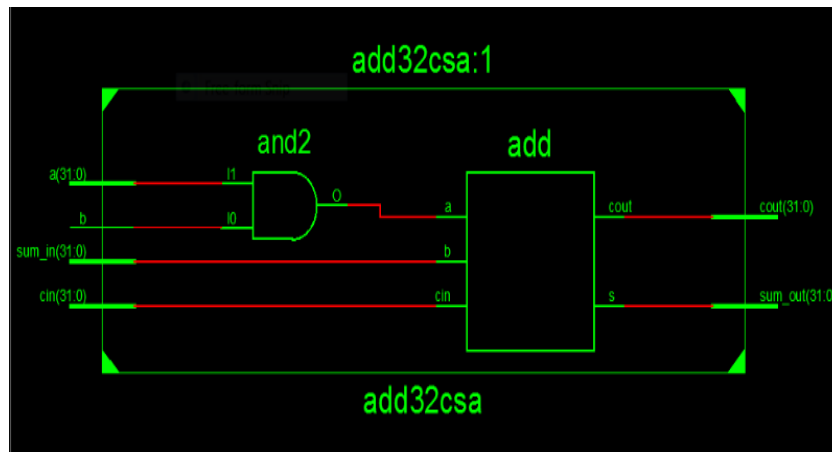


Figure 6 RTL schematic of implemented CSLA

In Carry select adder scheme, blocks of bits are added in two different ways: First by assuming a carry-in of bit- 0 and the Second with a carry-in of bit- 1. This results in two pre-computed carry-out and sum signal pairs ($s_{0i-1:k}, c_{0i}$; $s_{1i-1:k}, c_{1i}$), later the block's real carry-in (c_k) becomes known and the correct signal pairs are then selected. Basically, multiplexers are used to propagate carries.

In CSLA (Carry select adder), because of multiplexers larger area is needed. And as comparisons with Ripple Carry adder, carry select adder have less delay Hence we always take the Carry Select Adder as working with the smaller number of bits.

Logic equations: $s_{i-1:k} = c_k s_{0i-1:k} + c_k s_{1i-1:k}$

$$c_i = c_k c_{0i} + c_k c_{1i}$$

Figure 5 and Figure 6 shows the RTL schematic diagram of CSLA Adder based multiplier. Hence from figure 7 and figure8, the implemented CSLA multiplier is design which shows the output in the form of clock representation in which the product of multiplier and multiplicand simulation waveform is carried out. Table 1 show the device utilization summary which is used to implement the CSLA based 32-bit multiplier.

Table 1 Device utilization summary (estimated values) of CSLA based multiplier

Logic Utilization	Used	Available	Utilization
Number of occupied Slices	198	16640	1%
Number of Slice Flip Flops	71	33280	0%
Number of 4 input LUTs	308	33280	0%
Number of bonded IOBs	132	309	42%

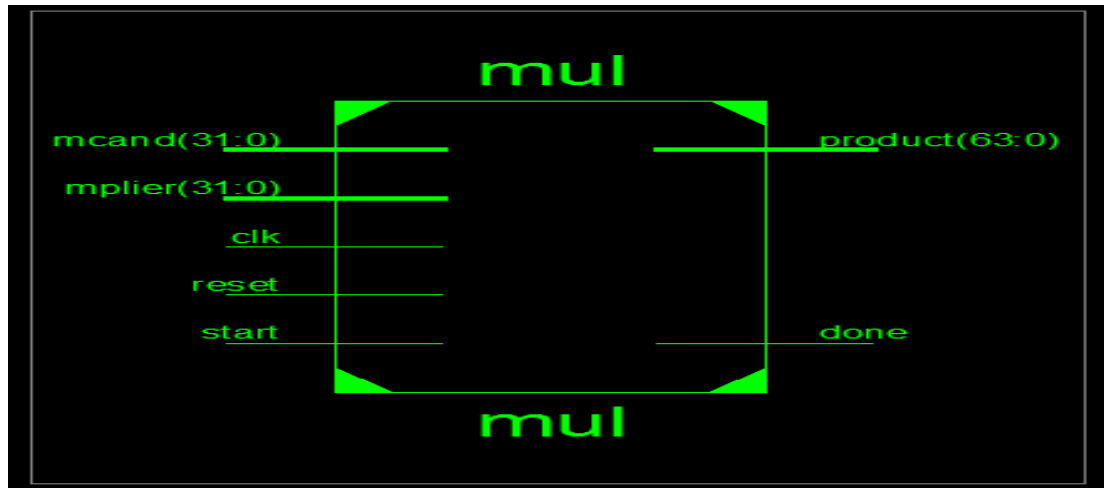


Figure 7 RTL schematic of CSLA based multiplier

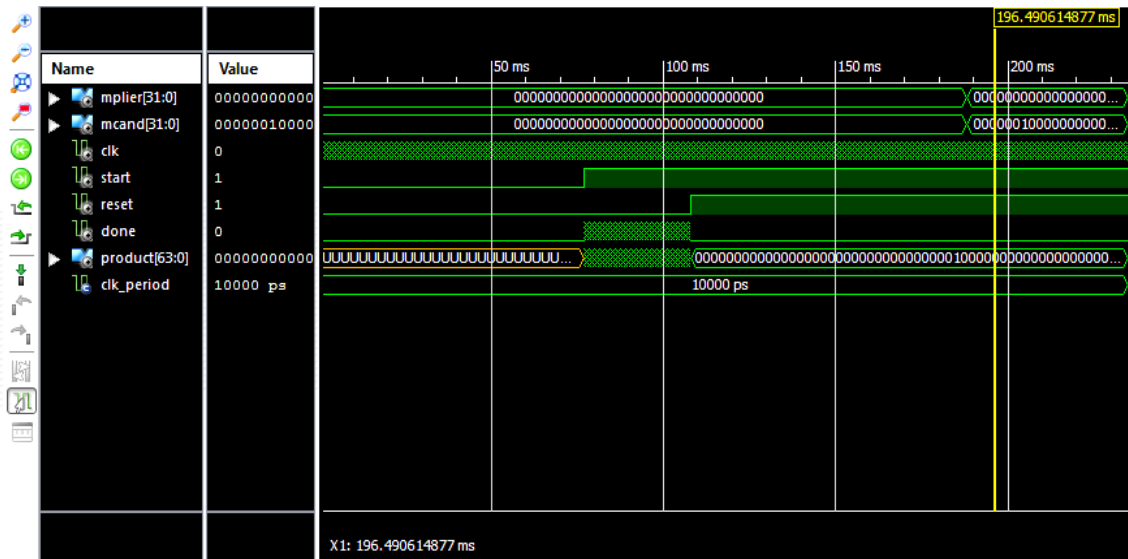


Figure 8 Clock representation of CSLA based 32-bit multiplier

VI. MICROPIPELINED MULTIPLIER

Serial multiplication is the process of data processing of the partial product and summing the partial product together. Quaternary ripple carry adder based multiplier consists of multiplicand Shift-in Shift-out shift register, multiplier Shift-in Shift-out (SISO) shift register, and product. The speed of operation of serial multiplier is slow because of operand entering serially. In carry adder based multiplier, the partial product accumulation operation is serial, because after n iterations final product is obtainable where ' n ' is the maximum number of digits in each operand.

In carry adder based multiplier after each clock cycle, the multiplier digit is multiplied with the multiplicand value with the help of single digit multiplier, the outcome of this multiplication is then added with

the partial product and the partial product is then stored in partial product register and partial product shift register shifts the partial product after every clock cycle.

Multiplier structure is then implemented with carry select- adder as shown in Fig 8 .Then the comparative analysis and Simulation results of micro pipelined based 32-bit multiplier & carry select adder based 32-bit multiplier simulation results waveform is carried out which is shown in figure 8 and figure 10.

The micro-pipelined[12]multiplier is design synchronously which uses global clock which controls the data flow in the data path. The RTL schematic diagram of micro-pipelined based multiplier is shown in Figure 9.

Table 2 Device utilization summary (estimated values) of micro-pipelined multiplier

Logic Utilization	Used	Available	Utilization
Number of occupied Slices	121	16,640	1%
Number used as Flip Flops	47		
Number used as Latches	37		
Number of 4 input LUTs	185	33,280	1%
Total Number Slice Registers	84	33,280	1%

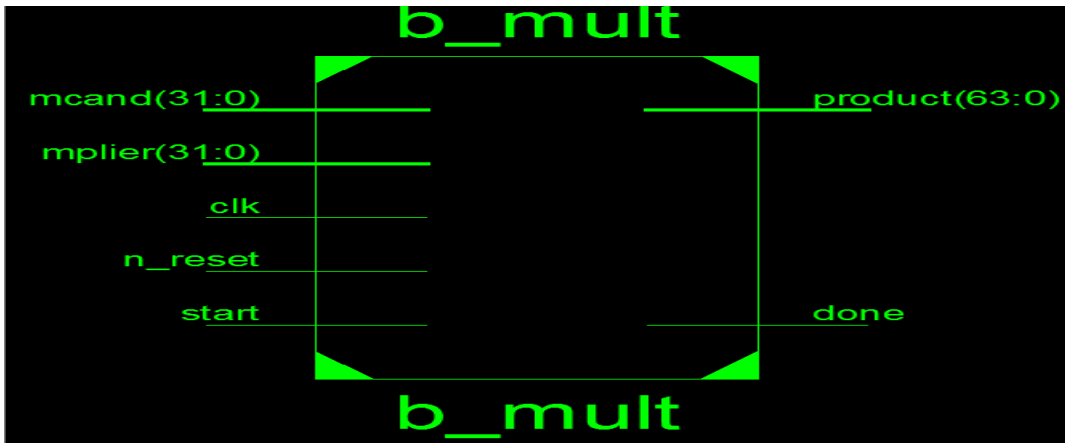


Figure 9 RTL schematic of micro-pipelined multiplier

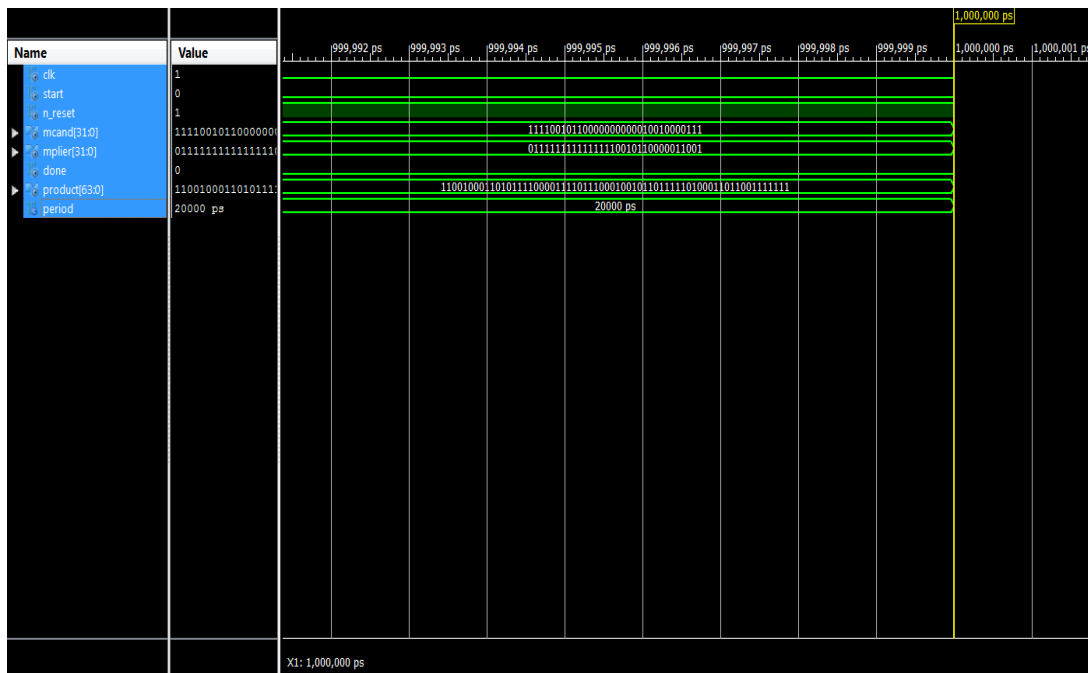


Figure 10 Clock representation of micro-pipelined 32-bit multiplier

The clock implementation of the implemented micro-pipelined based multiplier is shown in figure 10 and Table 2 show the device utilization summary which is used to implement the micro-pipelined based 32-bit multiplier.

VII. RESULTS & CONCLUSION

In this Section, the results obtained from the Synthesis and Simulations reports are presented. Here we are proposed the comparison between Synchronous micro-pipelined based 32-bit multiplier architecture and CLSA based 32-bit multiplier pipelined multiplier in terms of power, area and time. The micro-pipelined multiplier circuits have low dynamic power dissipation features and improved the time performance. The micro-pipelined multiplier circuits have low dynamic power dissipation features and improved the time performance

Table 3 Timing analysis of CSLA based multiplier

Met	Constraint	Check	Worst Case Slack	Best Case Achievable	Timing Errors	Timing Score
1 Yes	Autotimespec constraint for clock net clk BUFGP	SETUPHOLD	1.197ns	10.437ns	0	00

Table 4 Timing analysis of micro-pipelined multiplier

Met	Constraint	Check	Worst Case Slack	Best Case Achievable	Timing Errors	Timing Score
1 Yes	Autotimespec constraint for clock net stat...	SETUPHOLD	9.532ns	11.858ns	0	00
2 Yes	Autotimespec constraint for clock net clk ...	SETUPHOLD	1.092ns	7.686ns	0	00

Table 3 and Table 4 are the snapshots of the timing constraints results and Table 5 and Table 6 are the snapshots of Supply Power results are taken from the Xilinx (14.4) software, Synthesis tool XST (VHDL/VERILOG) family SPARTAN-3A DSP. Table 3 and Table 4 show the performance of timing analysis in which auto time for net clock whose best case achievable time with no errors for CSLA based multiplier is 10.437ns and for micro-pipelined based multiplier is 7.686ns.

Table 5 Power analysis of CSLA based multiplier

Supply Summary		Total	Dynamic	Quiescent
Source	Voltage	Current (A)	Current (A)	Current (A)
Vccint	1.200	0.049	0.007	0.042
Vccaux	2.500	0.025	0.000	0.025
Vcco25	2.500	0.000	0.000	0.000
Supply Power (W)		0.123	0.008	0.114

Table 6 Power analysis of micro-pipelined based multiplier

Supply Summary		Total	Dynamic	Quiescent
Source	Voltage	Current (A)	Current (A)	Current (A)
Vccint	1.200	0.048	0.006	0.042
Vccaux	2.500	0.025	0.000	0.025
Vcco25	2.500	0.000	0.000	0.000
Supply Power (W)		0.121	0.007	0.114

Table 5 and Table 6 show the performance of power analysis in which total power used for CSLA based multiplier is 0.123w and total power used for micro-pipelined based multiplier is 0.121w. The total power is evaluated by using the general formula:

$$\text{Power (Watt)} = \text{Voltage (Volt)} \times \text{Current (Ampere)}$$

Hence to calculate the power dissipation the general equation is expressed as: $P = f \times C_{\text{eff}} \times V_{\text{dd}}^2$

Where, f is the switching frequency, C_{eff} is the effective capacitance, the average capacitance (dis)charged in one cycle and V_{dd} is the supply voltage.

From the area analysis graph as shown on Figure 11, it is concluded that as compared to CSLA[7][8][9] based multiplier, micro-pipelined[15] multiplier is fast in speed performance and it gives low power consumption and less area required. This type of multiplier can be used for the design of ALU (Arithmetic Logical unit). The analysis result is concluded on the basis of Table 1 and Table 2 which shows that area required for CSLA based multiplier is more than the area required for micro-pipelined based multiplier. Area Analysis is defined as:

Area (a_{out}) = number of LUTs i.e Logic units (b_{luts}) used + number of occupied slices (b_{sl}).

Area Occupied for CSLA based multiplier:

$$\begin{aligned} a_{\text{out}} &= b_{\text{luts}} + b_{\text{sl}} \\ a_{\text{out}} &= 308 + 198 \\ a_{\text{out}} &= 506 \end{aligned}$$

Area Occupied for Micro-pipelined based multiplier:

$$\begin{aligned} a_{\text{out}} &= b_{\text{luts}} + b_{\text{sl}} \\ a_{\text{out}} &= 185 + 121 \\ a_{\text{out}} &= 306 \end{aligned}$$

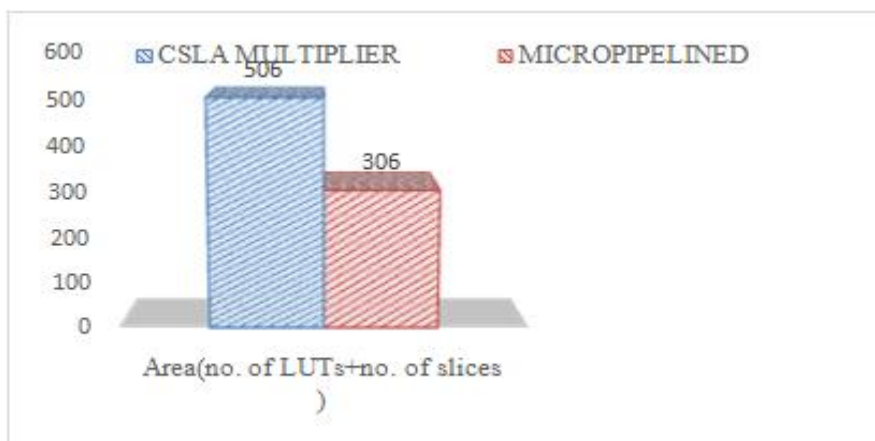


Figure11 Area Analysis chart of CSLA and micro-pipelined based multiplier

From all this analysis it is found that less area required therefore low power consumption because area reduction is directly proportional to Power and inversely proportional to high efficiency. Furthermore, this multiplier is more robust because the handshaking protocol can match the exact latency of each pipeline stage.

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