

# Efficient Booth Array Multiplier for Xilinx FPGAs

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## 1 Introduction

This IP core provides a resource efficient implementation of a Booth Array Multiplier for Xilinx FPGAs. For details about the architecture see [?].

## 2 Interface

The top level entity is found in `mult_booth_array.vhd`. The generics as well as the portare described in Table ?? and Table ??, respectively.

Table 1: Description of the generics

| Generic                     | Type    | Default | Description                                                              |
|-----------------------------|---------|---------|--------------------------------------------------------------------------|
| <code>word_size_a</code>    | integer | 8       | Input word size operand $A$                                              |
| <code>word_size_b</code>    | integer | 8       | Input word size operand $B$                                              |
| <code>sync_in_out</code>    | boolean | false   | If true, registers are placed at inputs and outputs (for timing results) |
| <code>use_pipelining</code> | boolean | true    | If true, the multiplier is internally pipelined (highly recommended)     |

## 3 Simulation & Test

For simulation and test, the testbench (`tb_mult_booth_array.vhd`) was created which uses a random number generator together with assert statements to verify the designs (against a naive VHDL multiplication).

Table 2: Description of the port

| Generic | Direction | Type | Word Size               | Description                                                                                       |
|---------|-----------|------|-------------------------|---------------------------------------------------------------------------------------------------|
| clk_i   | in        | sl   | 1                       | Clock input (used when <code>use_pipelining=true</code> or <code>sync_in_out=true</code> )        |
| rst_i   | in        | sl   | 1                       | Reset input (used when <code>use_pipelining=true</code> or <code>sync_in_out=true</code> )        |
| ce_i    | in        | sl   | 1                       | Clock enable input (used when <code>use_pipelining=true</code> or <code>sync_in_out=true</code> ) |
| a_i     | in        | slv  | word_size_a             | Input operand $A$                                                                                 |
| b_i     | in        | slv  | word_size_b             | Input operand $B$                                                                                 |
| p_o     | out       | slv  | word_size_a+word_size_b | Product output $P = A \times B$                                                                   |