

Structured Hardware Design

a KARL-based
multiplier floorplan
design calculus

(DRAFT NOTES)

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*) PowerPoint re-edited later

$$2^i \cdot w = i \text{ shl}(w) \quad (19.8)$$

means: multiply w by 2^i = shift left w by i bits.

$$i \text{ shl}(w) = -i \text{ shr}(w) \quad (19.9)$$

means: shift left by i bits = shift right by $-i$ bits.

$$i \text{ shl}(j \text{ shl}(w)) = (i+j) \text{ shl}(w) \quad (19.10)$$

means, shift by i , followed by shift by j = shift by $i+j$.

$$i \text{ shl}(v) + i \text{ shl}(w) = i \text{ shl}(v+w) \quad (19.11)$$

means, shift by i , then add = add, then shift by i .

from (19.9) and (19.10) we derive:

$$i \text{ shl}(w) = j \text{ shl}((j-i) \text{ shr}(w)) \quad (19.12)$$

$$X = (x_3, x_2, x_1, x_0) \quad Y = (y_3, y_2, y_1, y_0) \quad (19.13)$$

produkt P we obtain by:

$$P = \sum_{i=0}^3 2^i \cdot y_i \cdot X \quad (19.14)$$

rule (19.8) converts this to:

$\widehat{\sum}$			
$\widehat{\text{xfer}}$	$\widehat{\text{shl}}$	$\widehat{\text{2shl}}$	$\widehat{\text{3shl}}$
$y_0 \cdot X$	$y_1 \cdot X$	$y_2 \cdot X$	$y_3 \cdot X$

$\sum_{i=0}^3$

$$P = \sum_{i=0}^3 i \text{ shl}(y_i \cdot X) \quad (19.15)$$

from theorem (19.12) this yields:

$$P = 4 \text{ shl} \left(\sum_{i=0}^3 (4-i) \text{ shr}(y_i \cdot X) \right) \quad (19.16)$$

reverse accumulate sequence $i = 0, 1, 2, 3$ to $3, 2, 1, 0$:

$$P = 4 \text{ shl} \left(\sum_{i=3}^0 (4-i) \text{ shr}(y_i \cdot X) \right) \quad (19.17)$$

detailed form not a regularly structured design:

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$$P = 4 \text{ shl}(\text{shr}(y_3 \cdot X) + 2 \text{ shr}(y_2 \cdot X) + 3 \text{ shr}(y_1 \cdot X) + 4 \text{ shr}(y_0 \cdot X)) \quad (19.18)$$

The shift left by 4 bits at the exit is not really significant

use rule (19.10) repetitively which yields:

$$P = 4 \text{ shl}(\text{shr}(y_3 \cdot X + \text{shr}(y_2 \cdot X + \text{shr}(y_1 \cdot X + \text{shr}(y_0 \cdot X)))))) \quad (19.19)$$

add C is o.k., as long as C = 0. This yields:

$$P = 4 \text{ shl}(\underbrace{\text{shr}(y_3 \cdot X + \text{shr}(y_2 \cdot X + \text{shr}(y_1 \cdot X + \text{shr}(y_0 \cdot X + C))))}_{\text{ConAddShi}})) \quad (19.20)$$

a regularly structured design, yielding 4 identical layers *ConAddShi*

Since y_i is a single bit we get the multiplexer insiden *ConAddShi*:

$$y_i \cdot X = \text{if } y_i \text{ then } X \text{ else } 0 \text{ endif} \quad (19.21)$$

