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Design and Implementation of Carry Select Adder without using Multiplexer

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Abstract: Design of high performance digital adder with reduced area and low power consumption is an important requirement in advanced digital processors for faster computation. In digital adder circuits, the speed of addition is limited by the time required for a carry to propagate through the adder. Many different approaches had already been suggested to improve the performance of the adder. Carry Select Adder is one among them and is used to solve the problem of carry propagation delay by independently generating multiple carries and then select a carry to generate the final sum. The speed of operation of such an adder is limited by carry propagation from input to output. Our work is based on designing an optimized adder for advanced processors. It discuss about the implementation of Carry Select Adder without using Multiplexer for final selection. Parallel adder configuration is also used to reduce the delay between stages. Removing the MUX stage will reduce the area as well as propagation delay to give much higher performance for the adder. The Kogge Stone parallel approach will generate fast carry for intermediate stages.

Keywords: CSA, MUX.

I. INTRODUCTION

This approach will reduce the problem of existing scheme and CSA [2] is one among them which will reduce the carry propagation delay problem. In CSA, requirement of producing two adders and final selection multiplexers make it consuming more area, even though carry propagation delay is reduced much. Buffering inverters are to be added appropriately to support these large loads and there is a corresponding increase in the delay. Brent & Kung [3] proposed the fan-out trees such that the lateral fan-out of each node is restricted to unity, as for the Kogge Stone graph, but without the explosion of wires. Although looks attractive it increases the logical depth. This illustrates the approach of carry select adder implementation to achieve minimum delay and reduced area without increasing the fan-out.

II. RIPPLE CARRY ADDER

There are many carry select adder approaches available but most of them use ripple carry adders [1] to implement the adder. Disadvantages of existing system

- Delay is more.
- It requires more area.
- Power consumption is more

In electronics, an adder or summer is a digital circuit that performs addition of numbers. In many computers and other kinds of processors, adders are used not only in the arithmetic logic unit(s), but also in other parts of the processor, where they are used to calculate, table indices, addresses and similar operations. Although adders can be constructed for many numerical representations, such as binary-coded decimal or excess-3 the most widely recognized adders work on binary numbers. In cases where two's complement or ones' complement is being used to represent negative numbers, it is trivial to modify an adder into an added. Other signed number representations require a more complex adder. The adder we are using here is a ripple carry adder. It is possible to create a logical circuit using multiple full adders to add N-bit numbers. Each full adder inputs a C_{in}, which is the C_{out} of the previous adder. This kind of adder is called a ripple-carry adder [5], since each carry bit "ripples" to the next full adder. Note that the first (and only the first) full adder may be replaced by a half adder. The ripple carry adder is implemented using full adder as the basic building block.

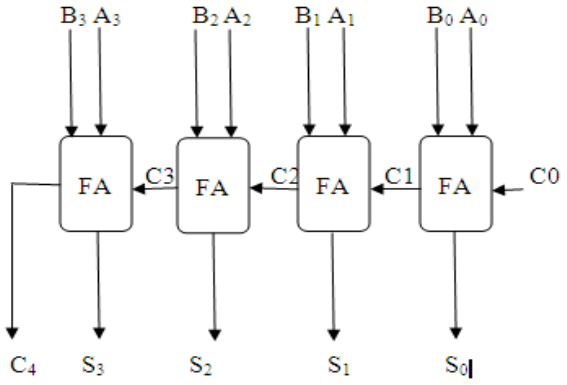

Fig.1. 4 Bit Ripple Carry Adders.

The Fig1 shows 4-bit ripple carry adder which is constructed with using 4 full adders. The input carry in the least significant position is 0. Each full adder receives the corresponding bits of A and B and the input carry and

generate the sum bit for S and the output carry. The output carry in each position is the input carry of the next-higher-order position. It can be inferred, that for N bit addition, the proposed ripple carry adder architecture uses only N reversible gates and produces only 3N garbage outputs. But, the ripple carry adder [4] using our proposed gate (PG) is the most optimized one.

III. PROPOSED SYSTEM

To generate the fast carry for intermediate stages by using kogge-stone adder. The carry propagation delay of adder is proportional to $\log_2$ (n) and the number of logic elements used is proportional to $n\log_2$ (n), where n is the number of bits used in addition. In this the carry select adder is implemented It mainly focus on to improve the performance of adder with reduced area, high speed and low power consumption. In digital adder circuits, the speed of addition is limited by the time required for a carry to propagate through the adder. Carry Select Adder (CSA)[6] is one among them and is used to solve the problem of carry propagation delay by independently generating multiple carries and then select a carry to generate the final sum.

IV. DESIGN AND IMPLEMENTATION

Kogge-Stone (KS) adder is a parallel prefix form Look ahead Adder [2]. Kogge-Stone adder can be represented as a parallel prefix graph consisting of carry operator nodes. The time required to generate carry signals in this prefix adder is proportional to log n. It is the fastest adder with focus on design time and is the common choice for high performance adders in industry. The better performance of Kogge- Stone adder is because of its minimum logic depth and bounded fan-out. On the other side it occupies large silicon area. The carry equations of KS adder are shown below.

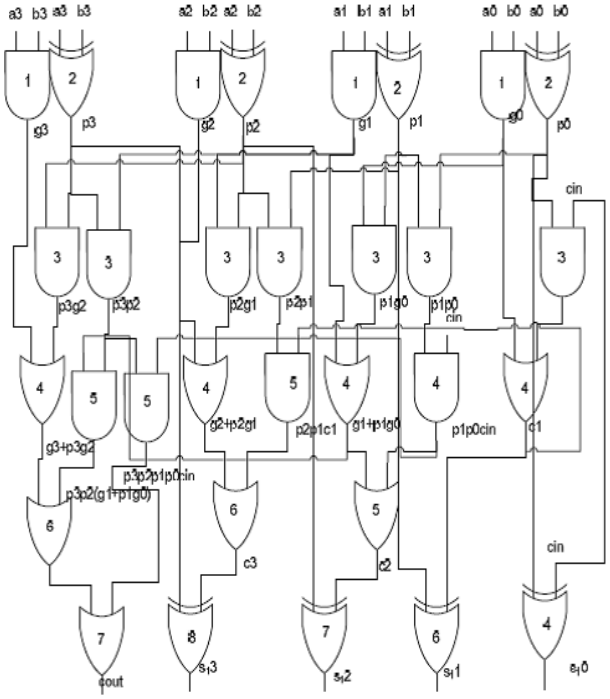

Fig. 2. 4 Bit Kogge Stone Adder.

The carry propagation delay of the adder is proportional to $\log_2$ (n) and the number of logic elements used is proportional to $n\log_2$ (n), where n is the number of bits used in addition. The carry for different stages are

$$c_1 = g_0 + p_0 c_{in} \quad (1)$$

$$c_2 = (g_1 + p_1 g_0) + p_1 p_0 c_{in} \quad (2)$$

$$c_3 = (g_2 + p_2 g_1) + p_2 p_1 c_1 \quad (3)$$

$$c_4 = (g_3 + p_3 g_2) + p_3 p_2 (g_1 + p_1 g_0) + p_3 p_2 p_1 p_0 c_{in} \quad (4)$$

$$c_5 = (g_4 + p_4 g_3) + p_4 p_3 (g_2 + p_2 g_1) + p_4 p_3 p_2 p_1 c_1 \quad (5)$$

$$c_6 = (g_5 + p_5 g_4) + p_5 p_4 (g_3 + p_3 g_2) + p_5 p_4 p_3 p_2 c_2 \quad (6)$$

$$c_7 = (g_6 + p_6 g_5) + p_6 p_5 (g_4 + p_4 g_3) + p_6 p_5 p_4 p_3 c_3 \quad (7)$$

$$c_8 = (g_7 + p_7 g_6) + p_7 p_6 (g_5 + p_5 g_4) + \{p_7 p_6 p_5 p_4 [(g_3 + p_3 g_2) + p_3 p_2 (g_1 + g_0 p_1)]\} + p_7 p_6 p_5 p_4 p_3 p_2 p_1 p_0 c_{in} \quad (8)$$

Fig2 shows the 4-bit implementation of KS adder. Implementation uses 31 two input logic elements and has 8 units delay. For delay calculation XOR is considered to have two units delay and all the other elements have single unit delay. Carry input for the intermediate stages can be realized using Kogge Stone approach and by doing so we can eliminate the carry propagation through multiplexers as in CSA. CSA has lesser area utilization compared to KS adder. Area utilization of CSA can still be reduced by realizing the C_{in}=1 adder from C_{in}=0 adder, instead of going for a separate adder. Two different such realizations are discussed in the next section.

V. KOGGE STONE CARRY SELECT ADDER

Fig. 3 shows the proposed method of implementation of CSA. Here instead of using simple Excess ladder, first zero finding logic is used.

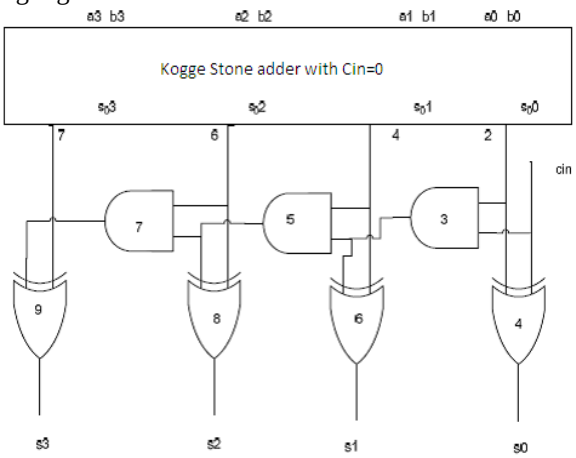

Fig.3. Carry Select Adder with KS adder (c =0). If C_{in} =0, logic will select the KS Adder output as the final output from LSB to MSB until it finds the first occurrence of a zero. The proposed adder uses lesser logic elements compared to CSA with MUX.

A. KS Adder

The below analysis is the result of the KS ADDER in Fig.4 which the inputs area, b and C_{in}. The output is s and C_{out}. The input is taken as a=1111 and b=0101 and the output we get is s= 0100 and carry out C_{out} =1. in

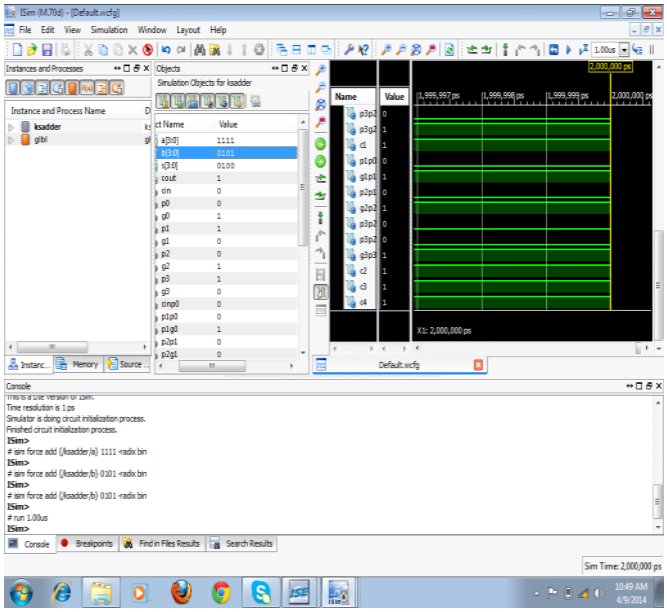

Fig. 4. KS Adder.

B. SA with 16 bit KS Adder

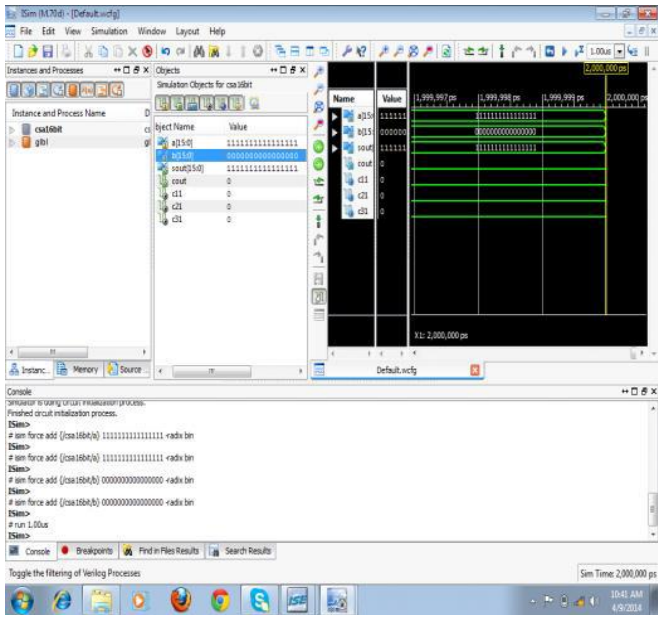

Fig. 5. CSA with 16 bit KS Adder.

The above analysis is the result of the 4bit with KS CSA adder in which the inputs are 'a','b' and C_{in} and the output is 's' and carry out is C_{out} . The input is taken as a=Fh'4 and b=6h'4 and the output we get is s=5h'4 and the carry out C_{out}=1. The above analysis is the result of the 16bit KS CSA adder in Fig.5 which the inputs are 'a' and 'b' and the output is S_{out} and carry out is C_{out}. The input is taken as a=FFFF h'4 and b=0000 h'4 and the output we get is s=FFFF h'4 and the carry out C_{out}=0. ii) CSA Zero finder From Fig.6 the input is taken as a=1111 and b=0000 and the output we get is S=0000 and the carry out C_{out}.

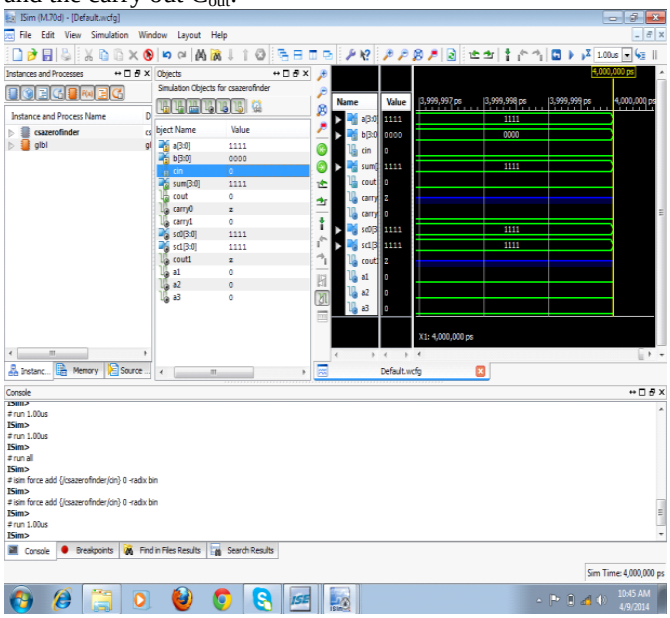

Fig. 6. CSA Zero finder.

VI. CARRY SELECT ADDER (CSA)

The carry-select adder generally consists of two ripple carry adders and a multiplexer. Adding two n-bit numbers with a carry-select adder is done with two adders (therefore two ripple carry adders) in order to perform the calculation twice, one time with the assumption of the carry being zero and the other assuming one. After the two results are calculated, the correct sum, as well as the correct carry, is then selected with the multiplexer once the correct carry is known. The number of bits in each carry select block can be uniform, or variable. In the uniform case, the optimal delay occurs for a block size of $\lfloor\sqrt{n}\rfloor$. When variable, the block size should have a delay, from addition inputs A and B to the carry out, equal to that of the multiplexer chain leading into it, so that the carry out is calculated just in time. The $O(\sqrt{n})$ delay is derived from uniform sizing, where the ideal number of full-adder elements per block is equal to the square root of the number of bits being added, since that will yield an equal number of MUX delays.

A. Uniform-Sized Adder

A 16-bit carry-select adder with a uniform block size of 4 can be created with three of these blocks and a 4-bit ripple carry adder. Since carry-in is known at the beginning of computation, a carry select block is not needed for the first four bits. The delay of this adder will be four full adder delays, plus three MUX delays.

B. Variable-Sized Adder

A 16-bit carry-select adder with variable size can be similarly created. Here we show an adder with block sizes of 2-2-3-4-5. This break-up is ideal when the full-adder delay is equal to the MUX delay, which is unlikely. The total delay is

two full adder delays, and four mux delays. We try to make the delay through the two carry chains and the delay of the previous stage carry equal.

C. Conditional Sum Adder

A conditional sum adder is a recursive structure based on the carry-select adder. In the conditional sum adder, the MUX level chooses between two n/2-bit inputs that are themselves built as conditional-sum adder. The bottom level of the tree consists of pairs of 2-bit adders (1 half adder and 3 full adders) plus 2 single-bit multiplexers. The conditional sum adder suffers from a very large fan-out of the intermediate carry outputs. The fan out can be as high as n/2 on the last level, where $C_{n/2-1}$drives all multiplexers from $S_{n/2}$to S_{n-1}.

VII. MULTIPLEXER

A multiplexer (or mux) is a device that selects one of several analog or digital input signals and forwards the selected input into a single line.[1] A multiplexer of 2n inputs has n select lines, which are used to select which input line to send to the output.[2] Multiplexers are mainly used to increase the amount of data that can be sent over the network within a certain amount of time and bandwidth.[1] A multiplexer is also called a data selector. An electronic multiplexer makes it possible for several signals to share one device or resource, for example one A/D converter or one communication line, instead of having one device per input signal. Conversely, a demultiplexer (or demux) is a device taking a single input signal and selecting one of many data-output-lines, which is connected to the single input. A multiplexer is often used with a complementary demultiplexer on the receiving end.[1] An electronic multiplexer can be considered as a multiple-input, single-output switch, and a demultiplexer as a single-input, multiple-output switch.[3] The schematic symbol for a multiplexer is an isosceles trapezoid with the longer parallel side containing the input pins and the short parallel side containing the output pin.[4] The schematic on the right shows a 2-to-1 multiplexer on the left and an equivalent switch on the right. The wire connects the desired input to the output.

VIII. CONCLUSION

In this, we have shown the design of carry select adder implemented with Kogge Stone tree using zero finding logic to realize the carry select adder. CSA without MUX performs better in terms of area. CSA without MUX performs slightly better compared to CSA with MUX when the area-delay product is taken. Power, delay and area are the constituent factors in VLSI design that limits the performance of any circuit. This work presents a simple approach to reduce the area, delay and power of CSA architecture. It is simple and efficient for VLSI hardware implementations. In this way, the transistor count in a16 bits carry select adder without MUX can be greatly reduced from 62 to 37, more over the power consumption can be reduced from 1.26mw to 0.37mw. The above analysis is the result of the KS Adder in Fig.4 which the inputs area, b and C_{in}. The output is s and C_{out}. The input is taken as a=1111 and b=0101 and the output we get is s= 0100 and carry out C_{out}=1.

IX. REFERENCES

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