

Design and Verification of Advanced Carry Select Adder

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Abstract

Design of area efficient data path logic systems forms the largest areas of research in VLSI system design. In digital adders, the speed of addition is limited by the time required to transmit a carry through the adder. Carry Select Adder (CSA) is one of the fastest adders used in many data-processing processors to perform fast arithmetic functions. From the structure of the CSA, it is clear that there is scope for reducing the area and power in the CSA. This work uses a simple and efficient gate-level modification to drastically reduce the area and power of the CSA. Based on this modification, 16, 32, 64 and 128-bit square-root CSA (SQRT CSA) architectures have been developed and compared with the regular SQRT CSA architecture. The proposed design has reduced area and power as compared with the regular SQRT CSA. This work estimates the performance of the proposed design in terms of power, area and is implemented using Xilinx ISE and synthesized using cadence in 90nm technology.

Keywords-Carry Select Adder, Area, Power, SQRT.

I. INTRODUCTION

In rapidly growing mobile industry, faster units are not the only concern but also smaller area and less power become major concerns for design of digital circuits. In mobile electronics, reducing area and power consumption are key factors in increasing portability and battery life. Even in servers and desktop computers power dissipation is an important design constraint. Design of area and power-efficient high-speed data path logic systems are one of the most substantial areas of research in VLSI system design. In digital adders, the speed of addition is limited by the time required to propagate a carry through the adder. The sum for each bit position in an elementary adder is generated sequentially only after the previous bit position has been summed and a carry propagated into the next position. Among various adders, the CSA is intermediate regarding speed and area.

Addition is the heart of computer arithmetic, and the arithmetic unit is often the workhorse of a computational circuit. They are the necessary component of a data path, e.g. in microprocessors or signal processor. There are many ways to design an adder. The Ripple Carry Adder (RCA) provides the most compact design but takes longer computing time. If there is N-bit RCA, the delay is linearly proportional to N. Thus for large values of N the RCA gives highest delay of all adders. The Carry Look

k-Ahead Adder (CLA) gives fast results but consumes large area. If there is N-bit adder, CLA is fast for $N \leq 4$, but for large values of N bits delay increases more than other adders. So for higher number of bits, CLA gives higher delay than other adders due to presence of large number of fan-in and a large number of logic gates. The Carry Select Adder (CSA) provides a compromise between small area but longer delay RCA and large area with shorter delay CLA.

In this paper the design of Modified Carry Select-Adder (MCSA) and Uniform carry select adder (UCSA) architectures to reduce area and power with minimum speed penalty is described. The MCSA and UCSA is designed by using single RCA and Binary to Excess-1 Converter (BEC) and Carry skip adder (CSKA).

II. BASIC ADDER BLOCK

The adder block using a Ripple carry adder, BEC and Mux is explained in this section. In this we calculate and explain the delay & area using the theoretical approach and show how the delay and area affect the total implementation. The AND, OR, and Inverter (AOI) implementation of an XOR gate is shown in Fig. 1. The delay and area evaluation methodology considers all gates to be made up of AND, OR, and Inverter, each having delay equal to 1 unit and area equal to 1 unit. We then add up the number of gates in the longest path of a logic block that contribute to the maximum delay. The area

evaluation is done by counting the total number of AOI gates required for each logic block. Based on this approach, the blocks of 2:1 mux, Half Adder (HA), and FA are reevaluated and listed in Table I.

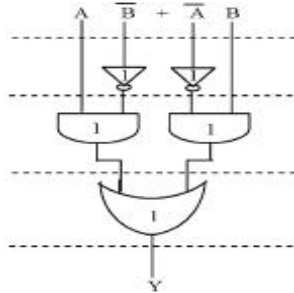


Fig. 1: Delay and Area evaluation of an XOR gate.

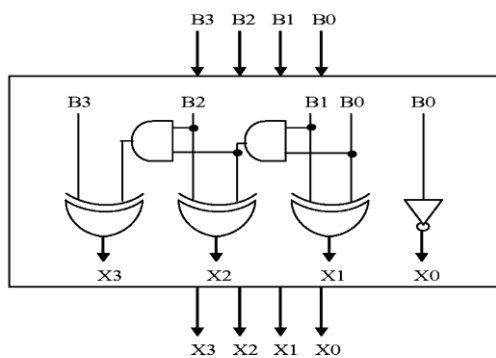


Fig. 2: 4-b BEC.

The Boolean expressions of the 4-bit BEC is listed as (not the functional symbols ~NOT, &AND, ^XOR)

$$\begin{aligned} X_0 &= \sim B_0 \\ X_1 &= B_0 \& B_1 \\ X_2 &= B_2 \wedge (B_0 \& B_1) \\ X_3 &= B_3 \wedge (B_0 \& B_1 \& B_2) \end{aligned}$$

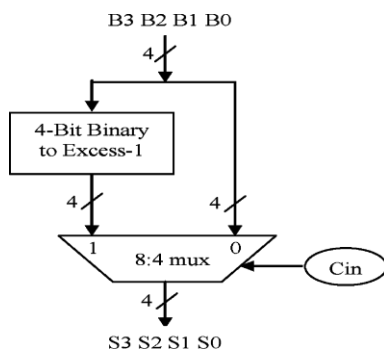


Fig. 3: 4-b BEC with 8:4 mux.

Adder blocks	Delay	Area
XOR	3	5
2:1 Mux	3	4
Half adder	3	6
Full adder	6	13

Table 1: Delay and Area count of Basic Blocks of CSA

The basic work is to use Binary to Excess-1 Converter (BEC) instead of RCA with $C_{in}=1$ in the regular CSA to achieve lower area and power consumption. The main advantage of this BEC logic comes from the lesser number of logic gates than the n-bit Full Adder (FA) structure. As stated above, the main idea of this work is to use BEC instead of the RCA with $C_{in}=1$ in order to reduce the area and power consumption of the regular CSA. To replace the n-bit RCA, an $n+1$ -bit BEC is required. A structure and the function table of a 4-bit BEC are shown in Fig. 2.

III. BASIC STRUCTURE OF REGULAR 16-BIT CSA

A 16-bit carry select adder can be developed in two different sizes namely uniform block size and variable block size. Similarly a 32, 64 and 128-bit can also be developed in two modes of different block sizes. Ripple-carry adders are the simplest and most compact full adders, but their performance is limited by a carry that must propagate from the least-significant bit to the most-significant bit. The various 16, 32, 64 and 128-bit CSA can also be developed by using ripple carry adders. The speed of a carry-select adder can be improved up to 40% to 90%, by performing the additions in parallel, and reducing the maximum carry delay.

Fig. 4 shows the regular structure of 16-bit SQRT CSA. It includes many ripple carry adders of variable sizes which are divided into groups. Group 0 contains 2-bit RCA which contains only one ripple carry adder which adds the input bits and the input carry and result to $sum[1:0]$ and the carry out. The carry out of the Group 0 which acts as the selection input to mux which is in group 1, selects the result from the corresponding RCA ($C_{in}=0$) or RCA ($C_{in}=1$). Similarly the remaining groups will be selected depending on the C_{out} from the previous groups.

In Regular CSLA, there is only one RCA to perform the addition of the least significant bits [1:0]. The remaining bits (other than LSBs), the addition is performed by using two RCAs corresponding to the one assuming a carry-in of 0, the other a carry-in of 1

within a group. In a group, there are two RCAs that receive the same data inputs but different C_{in} . The actual C_{in} from the preceding sector selects one of the two RCAs. That is, as shown in Fig. 4, if the carry-in is 0, the sum and carry-out of the upper RCA is selected,

and if the carry-in is 1, the sum and carry-out of lower RCA is selected.

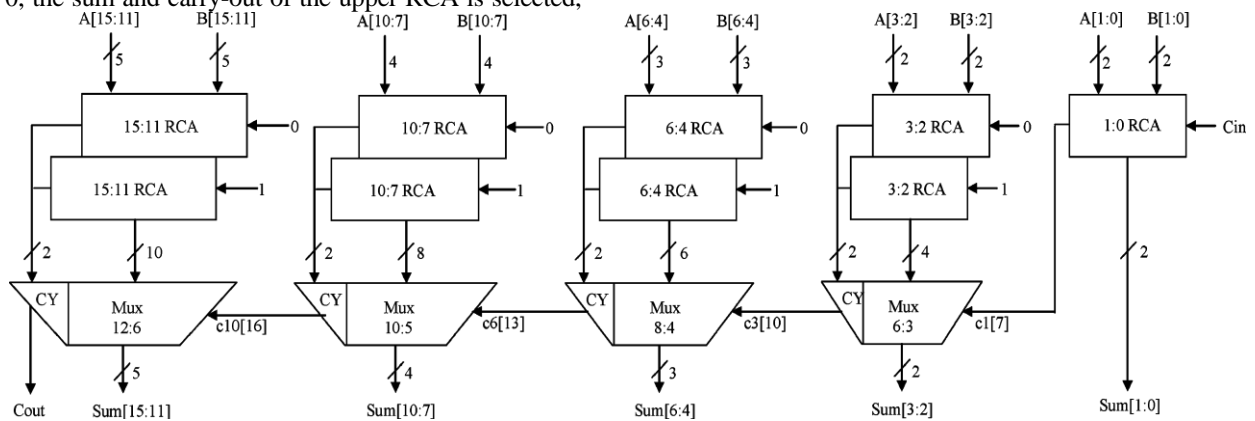


Fig.4:Regular 16-bit SqrtCSA.

IV. BASIC STRUCTURE OF MODIFIED 16-BIT CSA

This architecture is similar to regular 64-bit SqrtCSA, the only change is that we replace RCA with $C_{in}=1$ among the two available RCAs in a group with a BEC. This BEC has a feature that it can perform the similar operation as that of the replaced RCA with $C_{in}=1$. Fig 6 shows the Modified block diagram of 16-bit SqrtCSA. The number of bits required for BEC logic is 1 bit more than the RCA bits. The modified block diagram is also divided into various groups of variable sizes of bits with each group having the ripple carry adders, BEC and corresponding mux. The basic BEC is shown in Fig. 3. As shown in the Fig.5, Group 0 contains one RCA only which is having input of lower significant bit and carry in bit and produces result of sum [1:0] and carry out which is acting as mux selection line for the next group, similarly the procedure continues for higher groups but they include BEC logic instead of RCA with $C_{in}=1$. Based on the consideration of delay values, the arrival time of selection input $C1$ of 8:3 mux is earlier than the sum of RCA and BEC. For remaining groups the selection input arrival is later than the RCA and BEC.

Thus, the sum1 and $c1$ (output from mux) depend on mux and results computed by RCA and BEC respectively. The sum2 depends on $c1$ and mux. For the remaining part the arrival time of mux selection input is always greater than the arrival time of data inputs from the BEC's. Thus, the delay of the remaining MUX depends on the arrival time of mux selection input and the mux delay. In this Modified CSA

architecture, the implementation code for Full Adder and Multiplexers of 6:3, 8:4, and 10:5 up to 24:11 were redesigned. The design code for the BEC was designed by using NOT, XOR and AND gates. Then 2, 3, 4, 5 up to 11-bit ripple carry adder was designed.

V. BASIC STRUCTURE OF UNIFORM 16-BIT CSA

In this UCSLA, carry skip adder (CSKA) is used for reducing delay and area compared with regular and modified CSA. The upper adder has the CSKA with $C_{in}=0$ and the BEC circuit is in the lower adder instead of RCA with $C_{in}=1$ in the UCSA. The 16 bit UCSA architecture is shown in Fig.7. The CSKA shown in Fig.5 is used to reduce the delay compared with RCA. The group 1 has only one set of 4-bit CSKA with carry-in signal. The carry-out of the CSKA is used as a control signal in multiplexer. The group 2 has one set of 4-bit CSKA with $C_{in}=0$ and one set of 5-bit BEC instead of 4-bit CSKA with $C_{in}=1$.

VI. IMPLEMENTATION RESULTS

The design proposed in this paper is developed using Verilog-HDL in Xilinx ISE and synthesized using cadence in 90nm technology. For each word size of the header, the Verilog code is dumped into cadence to perform the power simulations. The similar design flow is followed for both the modified and uniform SQR TCSA. Fig 8 exhibits the simulation results of 16-bit CSA

structures and Table 2 distinguishes them in terms of Delay and Area.

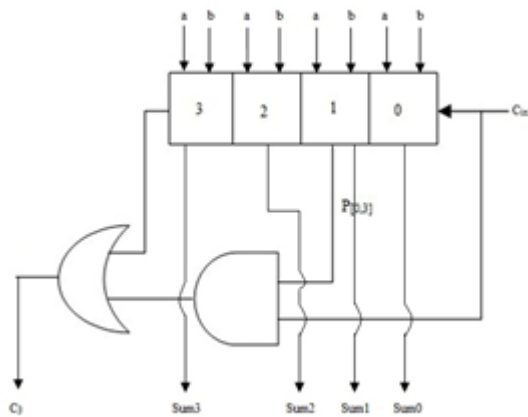


Fig 5: 4 bit CSKA Architecture

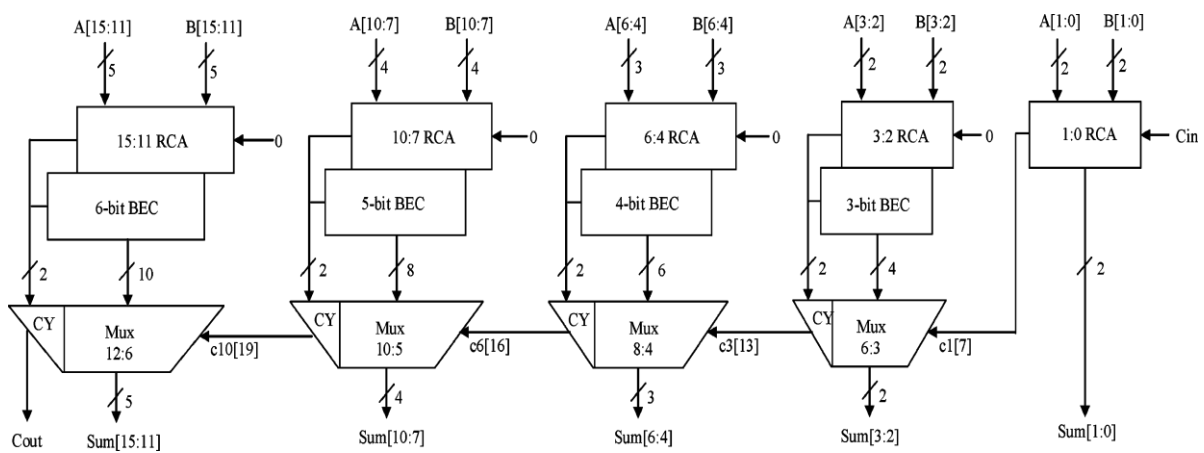


Fig.6: Modified 16-bit SQR TCSA – The parallel RCA is replaced with BEC

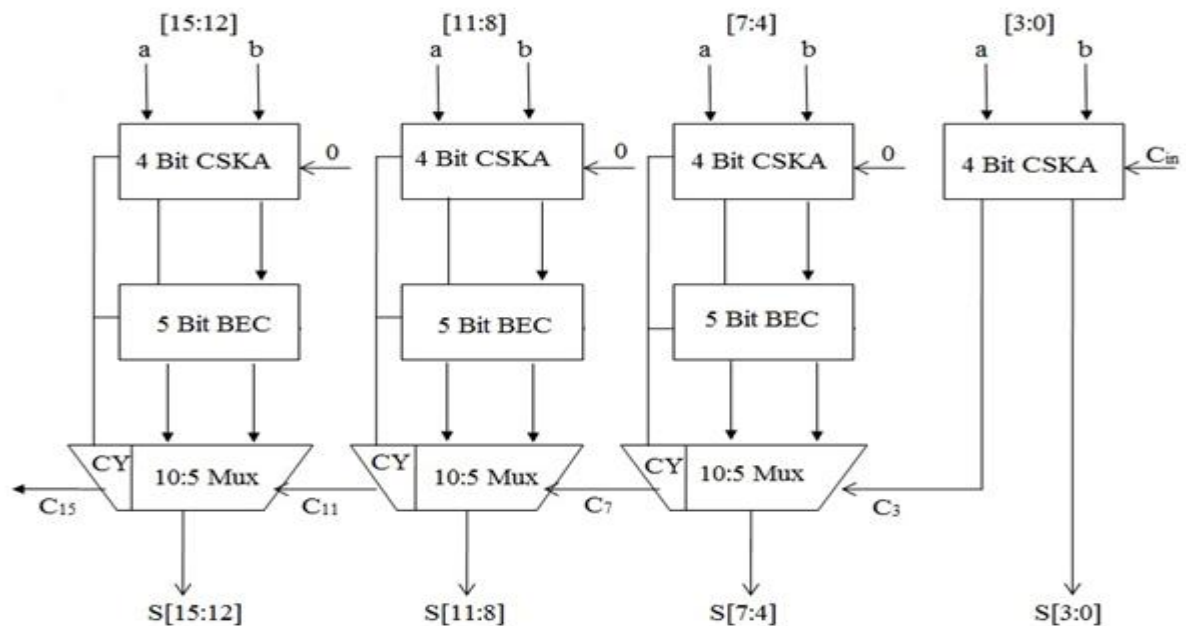


Fig.7: Uniform 16-bit SQR TCSA- The parallel RCA is replaced with BEC and CSKA

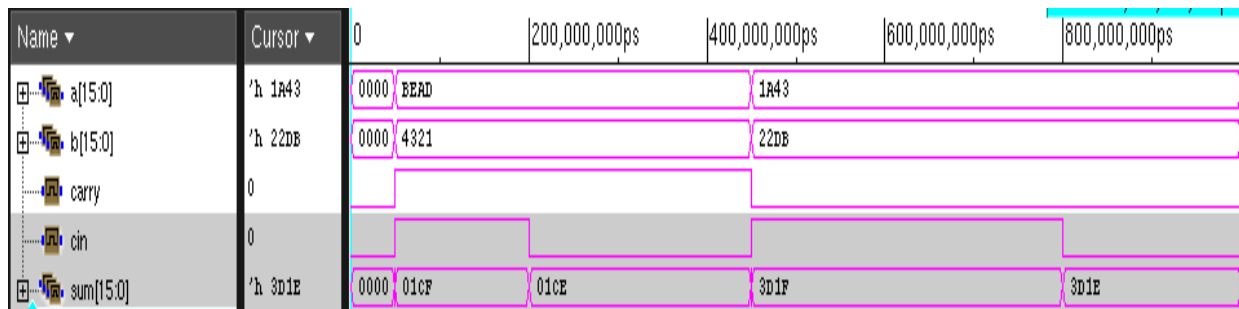


Fig. 8: 16-bit CSA output Waveform

S.No	Adders		Power (nw)	Area (μm^2)
1.	16-bit	Regular	32803.4	652
		Modified	31585.5	562
		Uniform	29871.4	528
2.	32-bit	Regular	69970.6	1356
		Modified	63658.8	1156
		Uniform	63108.8	1128
3.	64-bit	Regular	143885.5	2805
		Modified	131386.0	2387
		Uniform	125165.7	2327
4.	128-bit	Regular	311320.8	5719
		Modified	276443.4	4844
		Uniform	257825.0	4724

Table 2: Comparisons of Regular, Modified and Uniform CSA

VII. CONCLUSION

The synthesis and simulation of Regular Square Root Carry Select Adder (SQRTCSLA), Modified Square Root Carry Select Adder and Uniform Square Root Carry Select Adder was done in Verilog Hardware Description Language using Xilinx ISE tool and Synthesis is done using Cadence. A carry-select adder is a particular way to implement an adder

in which a logic element that computes the $(n+1)$ bits sum of two n -bit numbers and also replacing Ripple Carry Adder with Carry Skip Adder.

The approach proposed in this report is to reduce the area and power of SQRT CSLA architecture. The reduced number of gates of this work offers great advantage in the reduction of area and total power. But minimization of delay was not possible using the proposed architecture. The compared results show that the area and power of 128-bit Uniform SQRT CSLA are significantly reduced by 17.39% and 17.18% respectively. Similarly, the area and power of 128-bit Modified SQRT CSLA are significantly reduced by 15.29% and 11.20% respectively which indicates the success of the method for power and delay. The power-delay Product and Area-Delay Product of the proposed design varies for 16-, 32-, 64-, 128-bit sizes

The Uniform SQRT CSLA Architecture is therefore low power, low area, simple and efficient for VLSI hardware implementation. It would be interesting to design a SQRT CSLA Architecture which has reduced delay. In future power utilization, area and also delay can be reduced greatly by using various adders in Carry Select Adder Architecture.

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