

Computer Organization & Architecture

## 2-4 Design of Fast Adders

Guohua Wang

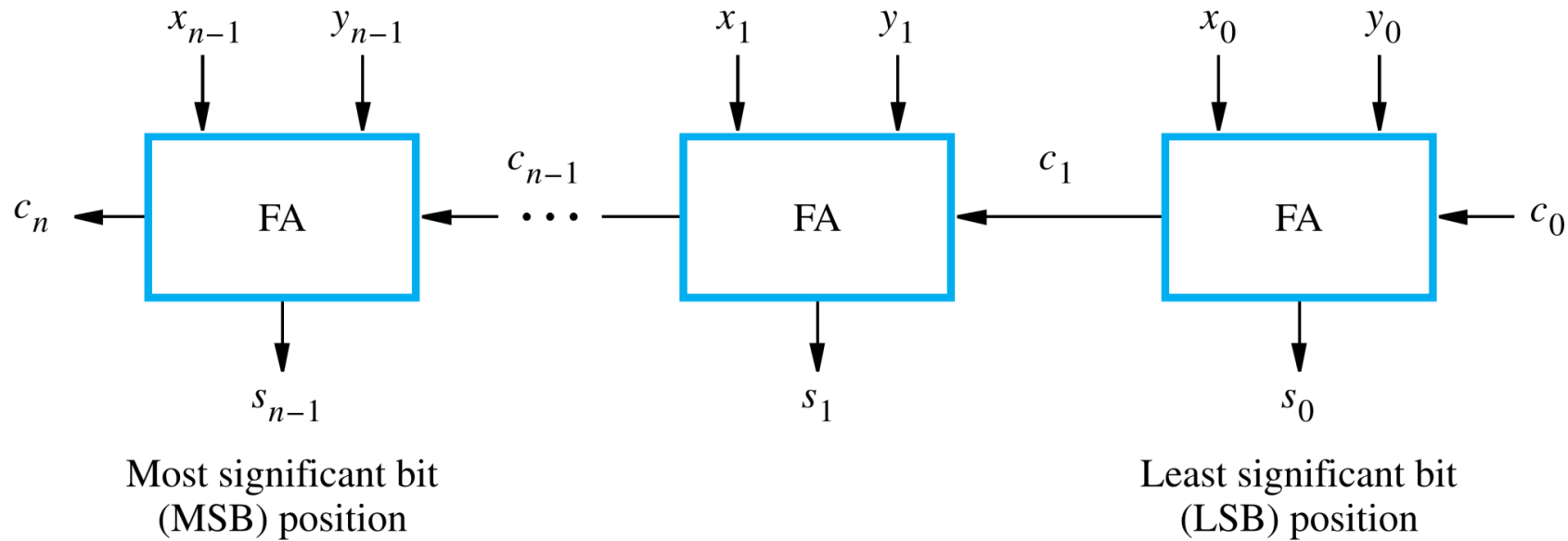
School of Software Engineering

# Contents of this lecture

- Drawback of n-bit Ripple-Carry Adder
- Carry-Lookahead Addition
- 4-bit Carry-Lookahead Adder

# Gate Delays in n-bit Ripple-Carry Adder

- n-bit Ripple Carry Adder Delay Analysis



$s_{n-1}$

$$2(n-1)T + T = (2n-1)T$$

$c_n$

$$2(n-1)T + 2T = (2n)T$$

# Drawback of n-bit Ripple-Carry Adder

- Drawback
  - It may have too much delay in developing its outputs,  $s_0$  through  $s_{n-1}$  and  $c_n$ .
    - $s_{n-1} (2n-1)T$
    - $c_n (2n)T$
- Solutions
  - Use the fastest possible electronic technology in implementing the ripple-carry logic design or variations of it.
  - Use an augmented logic gate network structure

# Carry-Lookahead Addition (1)

- Generate Function and Propagate Function

$$S_i = x_i \oplus y_i \oplus c_i$$

$$C_{i+1} = y_i c_i + x_i c_i + x_i y_i$$

$$= x_i y_i + (x_i + y_i) c_i$$

$$G_i = x_i y_i \quad (\text{generate function for stage } i)$$

$$P_i = x_i + y_i \quad (\text{propagate function for stage } i)$$

$$C_{i+1} = G_i + P_i c_i$$

# Carry-Lookahead Addition (2)

- A Simpler Circuit of Bit Stage

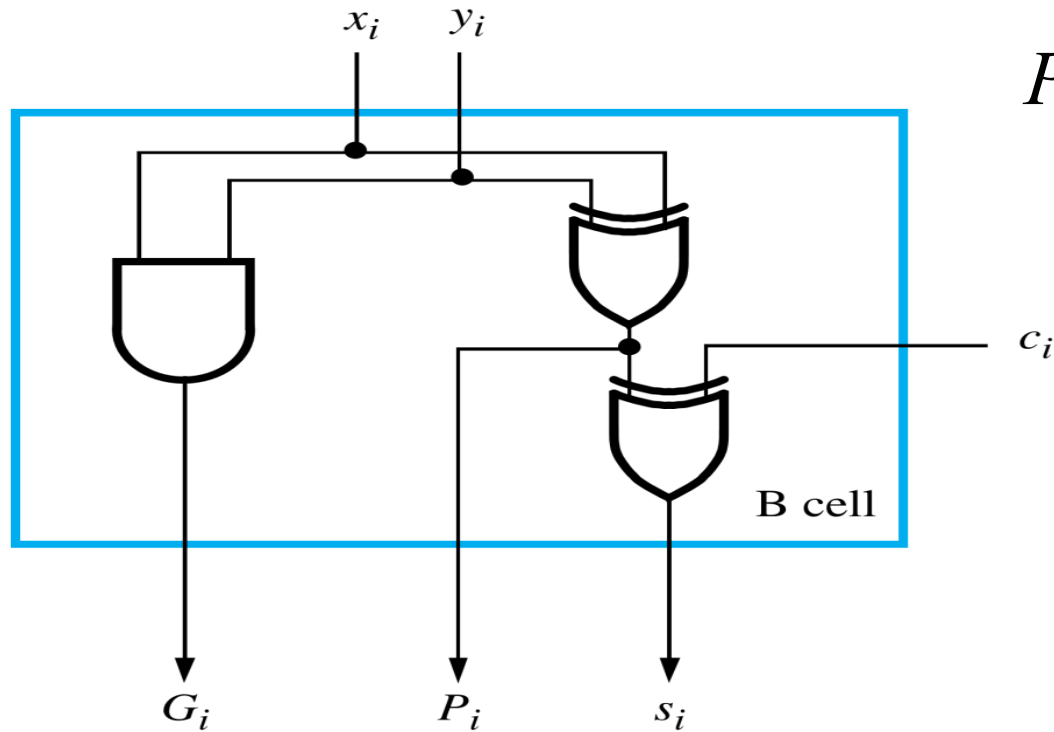


Figure 9.4 (a) Bit-stage cell

$$P_i = x_i + y_i \longrightarrow P_i = x_i \oplus y_i$$

$x_i$	$y_i$	$x_i + y_i$	$x_i \oplus y_i$
0	0	0	0
0	1	1	1
1	0	1	1
1	1	1	0

if  $x_i = 1$  and  $y_i = 1$

$$c_{i+1} = G_i + P_i c_i = 1 + P_i c_i = 1$$

# Carry-Lookahead Addition (3)

- Logic Functions Extension

$$S_i = x_i \oplus y_i \oplus c_i$$

$$c_{i+1} = G_i + P_i c_i$$

$$= G_i + P_i (G_{i-1} + P_{i-1} c_{i-1})$$

$$= G_i + P_i G_{i-1} + P_i P_{i-1} c_{i-1}$$

...

$$= G_i + P_i G_{i-1} + P_i P_{i-1} G_{i-2} + \dots + P_i P_{i-1} \dots P_1 G_0 + P_i P_{i-1} \dots P_0 c_0$$

# Carry-Lookahead Addition (4)

- Delays of n-bit CLA
  - All carries can be obtained 3 gate delays after the input signal  $X$ ,  $Y$  and  $c_0$  are applied.
  - All sum bits are available 4 gate delays after the input signal  $X$ ,  $Y$  and  $c_0$  are applied.



# 4-bit Carry-Lookahead Adder (1)

- Logic Functions of 4-bit Carry-Lookahead Adder

$$S_i = x_i \oplus y_i \oplus c_i \quad i = 0, 1, 2, 3$$

$$C_1 = G_0 + P_0 c_0$$

$$C_2 = G_1 + P_1 G_0 + P_1 P_0 c_0$$

$$C_3 = G_2 + P_2 G_1 + P_2 P_1 G_0 + P_2 P_1 P_0 c_0$$

$$C_4 = G_3 + P_3 G_2 + P_3 P_2 G_1 + P_3 P_2 P_1 G_0 + P_3 P_2 P_1 P_0 c_0$$

# 4-bit Carry-Lookahead Adder (2)

- Figure of 4-bit Carry-Lookahead Adder

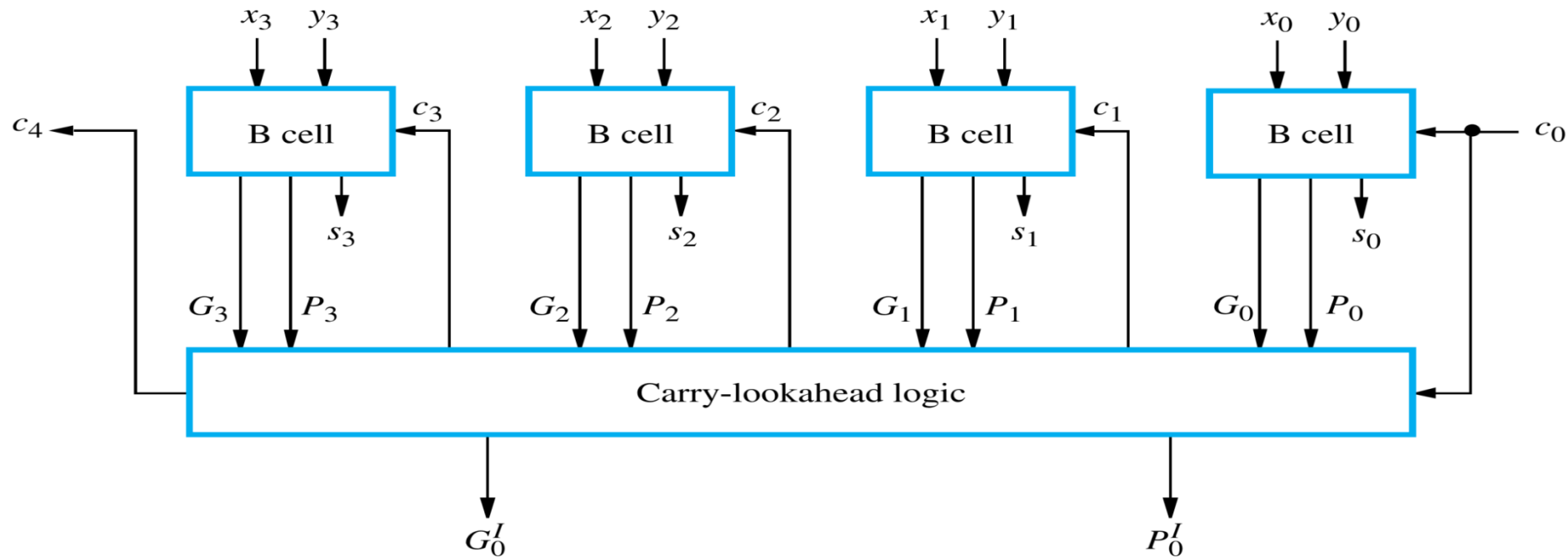


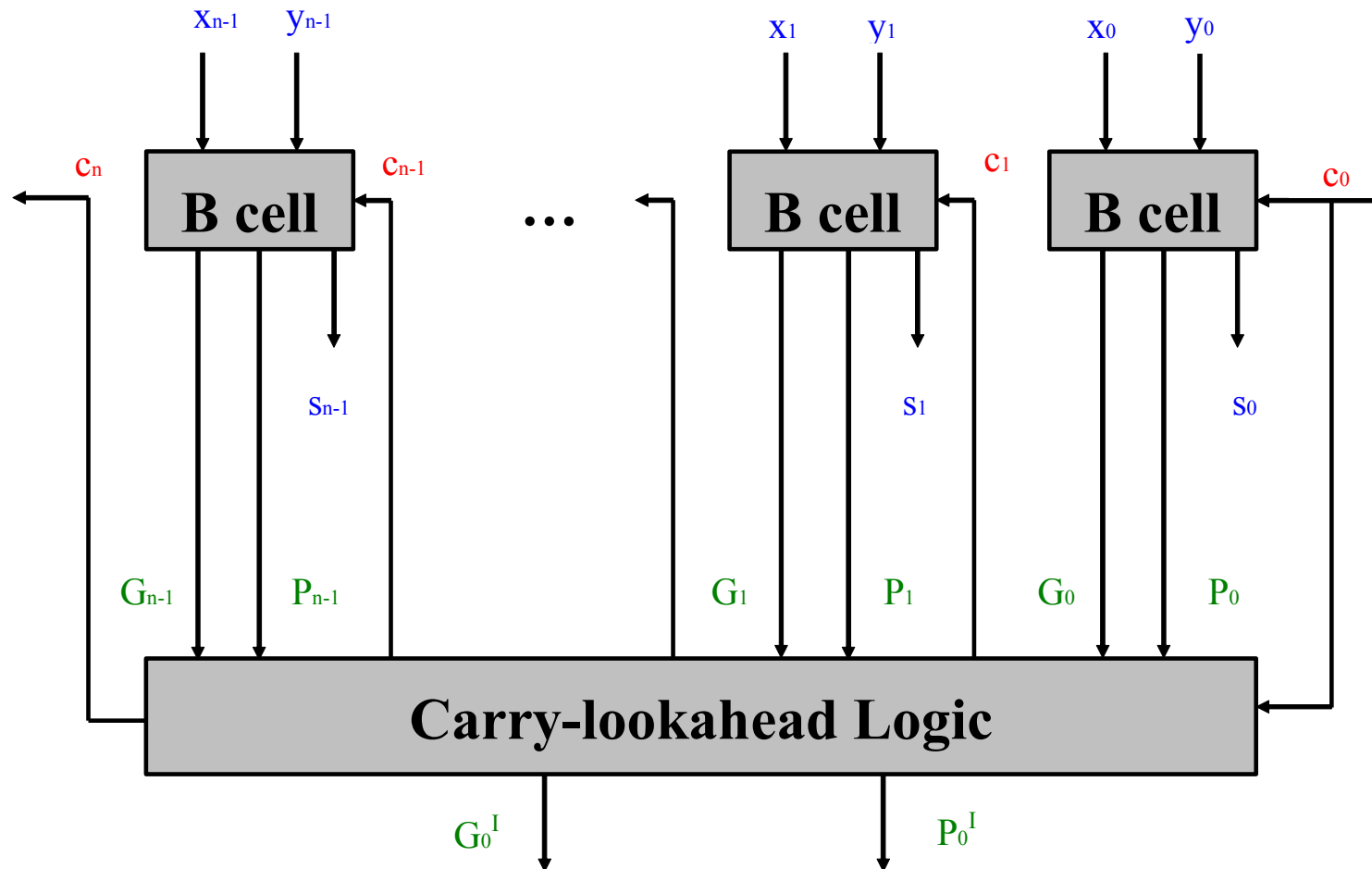
Figure 9.4 (b) 4-bit carry-lookahead adder

# 4-bit Carry-Lookahead Adder (3)

- Delay Comparison
  - 4-bit Carry-Lookahead Adder
    - $c_1$     $c_2$     $c_3$     $c_4$     $3T$
    - $s_0$     $s_1$     $s_2$     $s_3$     $4T$
  - 4-bit Ripple-Carry Adder
    - $c_4$     $8T$
    - $s_3$     $7T$

# Build Longer Carry-Lookahead Adder (1)

- The 4-bit carry-lookahead adder design cannot be directly extended to longer operand sizes.



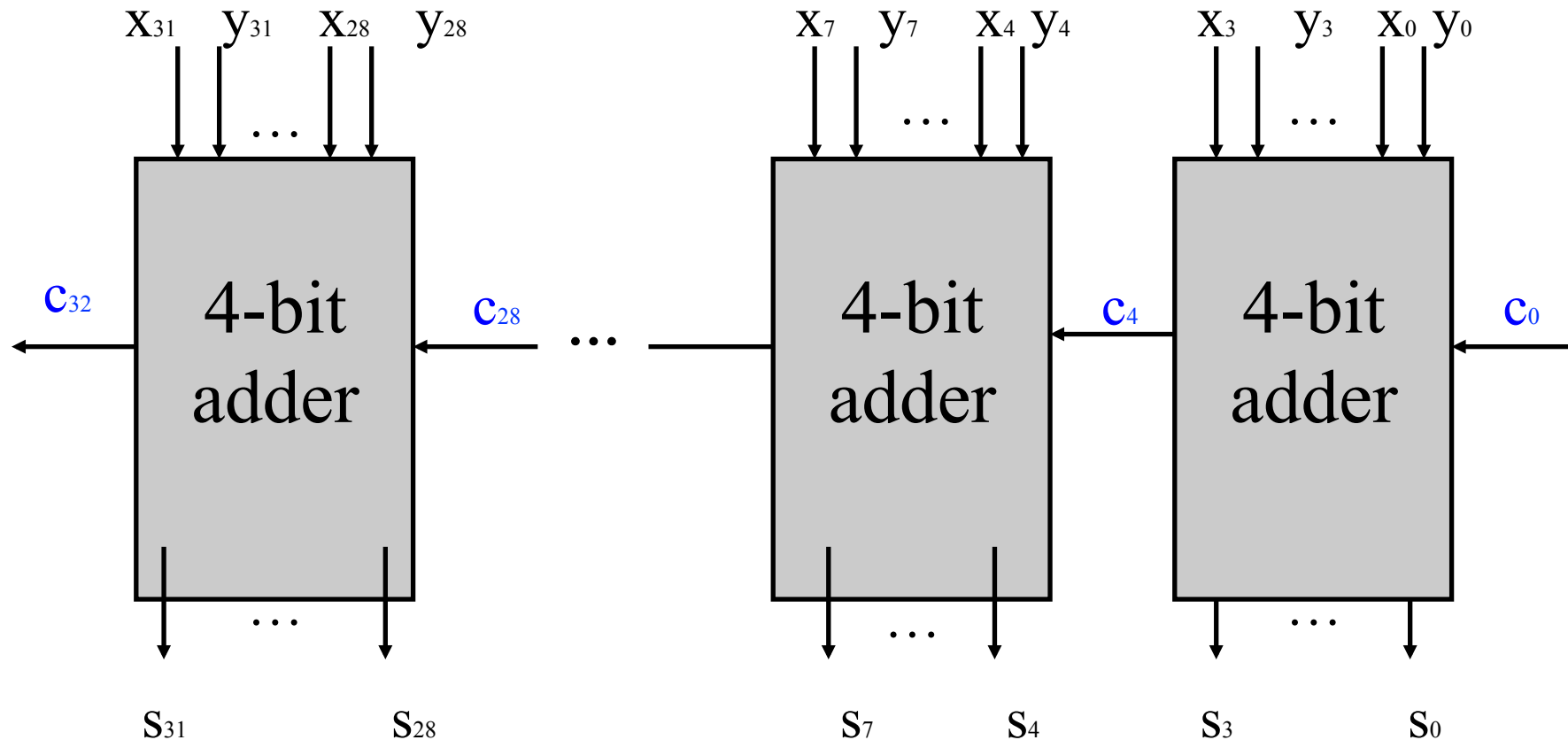
# Build Longer Carry-Lookahead Adder (2)

- Fan-In Constraints
  - **Fan-in**: The number of inputs to a logic gate is called its fan-in.
  - **Fan-out**: The number of gate inputs that the output of a logic gate drives is called its fan-out.
  - Practical circuits do not allow large fan-in and fan-out because they both have an adverse effect on the propagation delay and hence the speed of the circuit.
  - Example: Fan-in of the last AND gate and the OR gate is  $i+2$  in generating  $c_{i+1}$ .

$$c_{i+1} = G_i + P_i G_{i-1} + P_i P_{i-1} G_{i-2} + \dots + P_i P_{i-1} \dots P_1 G_0 + P_i P_{i-1} \dots P_0 c_0$$

# Build Longer Carry-Lookahead Adder (3)

- Build 32-bit Adders with 4-bit Adders
  - Cascade of 8 4-bit Carry-Lookahead Adders



# Build Longer Carry-Lookahead Adder (4)

- Build 32-bit Adders with 4-bit Adders (ctd.)
  - Calculate the delays in generating sum bits  $s_{28}, s_{29}, s_{30}, s_{31}$ , and  $c_{32}$  in the high-order 4-bit adder.

$$c_4 \quad 3T \qquad c_8 \quad 3T+2T=5T$$

$$c_{12} \quad 5T+2T \qquad \dots$$

$$c_{28} \quad (6 \times 2)T+3T=15T$$

$$c_{29} \quad c_{30} \quad c_{31} \quad c_{32} \quad 15T+2T=17T$$

$$s_{28} \quad s_{29} \quad s_{30} \quad s_{31} \quad 17T+T=18T$$

Ripple carry adders:

$$S_{31} = (2n-1)T$$

$$= 2(2 \times 32 - 1)T = 63T$$

$$C_{32} = 2nT$$

$$= 2 \times 32T = 64T$$

# Quiz (1)

- A 16-bit ripple-carry adder is used to add two numbers  $X(x_{15}x_{14}\dots x_1x_0)$  and  $Y(y_{15}y_{14}\dots y_1y_0)$  to generate a 16-bit sum  $S(s_{15}s_{14}\dots s_1s_0)$ . How many gate delays are required to compute  $s_{13}$  after all the inputs have been applied?  
A. 8                      B. 25                      C. 27                      D. 31
- The advantage of carry-lookahead adder is\_\_\_\_\_.  
A. Optimize the structure of the adder  
B. Save hardware parts  
C. Augment the structure of the adder  
D. Accelerate the generation of the carries



## Quiz (2)

- In carry-lookahead adder, which expression is called the propagate function  $P_i$  for stage  $i$ ?  
A.  $x_i + y_i$    B.  $x_i \oplus y_i$    C.  $x_i y_i$    D.  $x_i \oplus y_i \oplus c_i$
- In carry-lookahead adder, which expression is called the generate function  $G_i$  for stage  $i$ ?  
A.  $x_i + y_i$    B.  $x_i \oplus y_i$    C.  $x_i y_i$    D.  $x_i \oplus y_i \oplus c_i$
- True or False? In a 4-bit carry-lookahead adder, all carries can be obtained 3 gate delays after the input signal  $X$ ,  $Y$  and  $c_0$  are applied.