

Design of Fast Adder

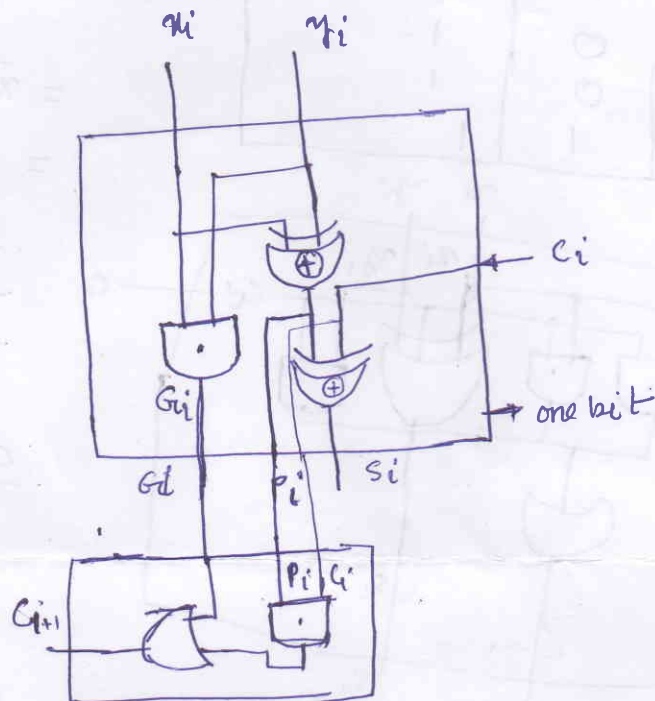
(2)

$$S_i = x_i \oplus y_i + C_i$$

$$\begin{aligned} C_{i+1} &= x_i y_i + x_i C_i + y_i C_i \\ &= x_i y_i + (x_i + y_i) C_i \\ &= G_i + P_i C_i \end{aligned}$$

Carry-out generated if $G_i = 1$, $x_i = 1$, $y_i = 1$, independent of C_i

Carry-out propagate if $P_i = 1$, $x_i = 1$ or $y_i = 1$



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

4-bit Adder.

$$C_1 = G_0 + P_0 C_0$$

$$\begin{aligned} C_2 &= G_1 + P_1 C_1 \\ &= G_1 + P_1 (G_0 + P_0 C_0) \end{aligned}$$

$$C_2 = G_1 + P_1 G_0 + P_1 P_0 C_0$$

$$C_3 = G_2 + P_2 C_2$$

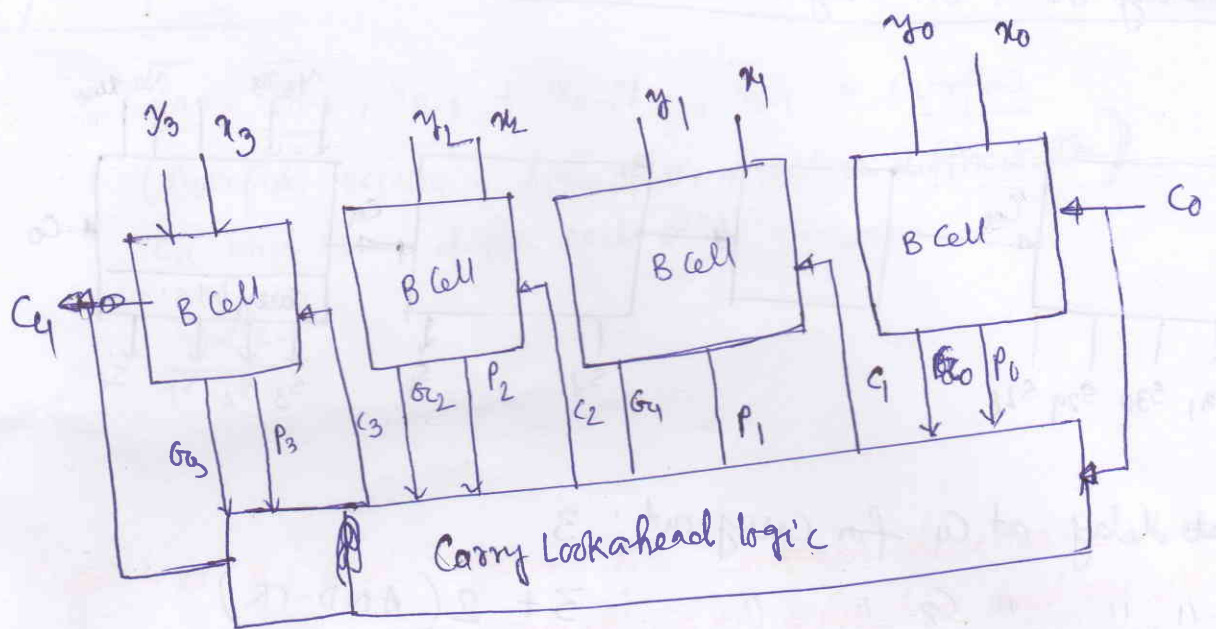
$$= G_2 + P_2 (G_1 + P_1 G_0 + P_1 P_0 C_0)$$

$$= G_2 + P_2 G_1 + P_2 P_1 G_0 + P_2 P_1 P_0 C_0$$

$$C_4 = G_3 + P_3 C_3$$

$$= G_3 + P_3 (G_2 + P_2 G_1 + P_2 P_1 G_0 + P_2 P_1 P_0 C_0)$$

$$= \underline{G_3 + P_3 G_2 + P_3 P_2 G_1 + P_3 P_2 P_1 G_0} + \underline{P_3 P_2 P_1 P_0 C_0}$$



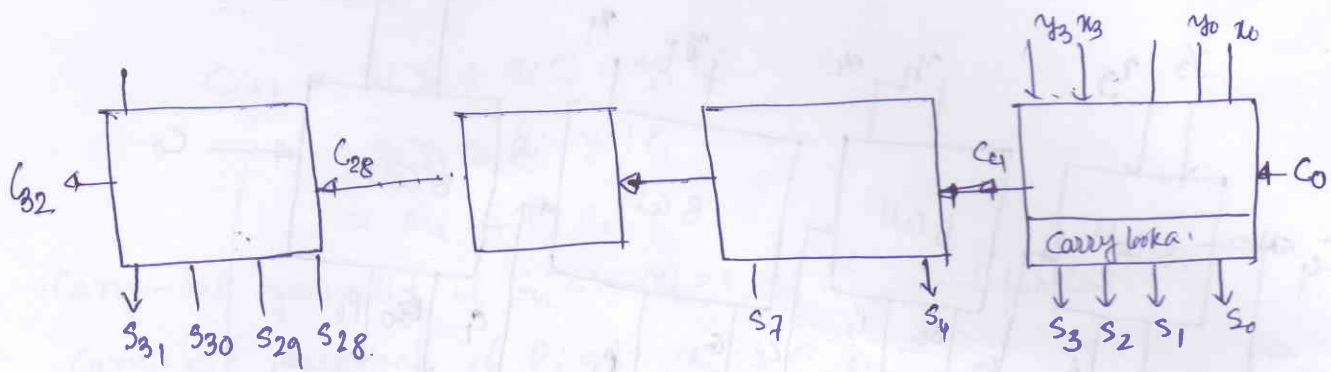
delay for Carry out - one gate delay for generating G_i/P_i
 AND-OR gate for Carry out
 Total 3 gate delay.

delay for sum at C_i : X-OR 4 gate delay.

gate delay in ripple carry: $\rightarrow 2 \times n \rightarrow 8/8$

Cascading the 4-bit Carry lookahead adder

(4)



Gate delay at C_4 for carry-out : 3

" " " C_8 " " : $3 + 2(\text{AND-OR})$

C_{12} " " : $3 + 2 \times 2$

C_{28} " " : $3 + 6 \times 2 = 15$

C_{32} " " : $15 + 2 = 17$

Sum S_{31} gate delay : $17 + 1 (\text{X-OR})$

S_{30}

S_{29}

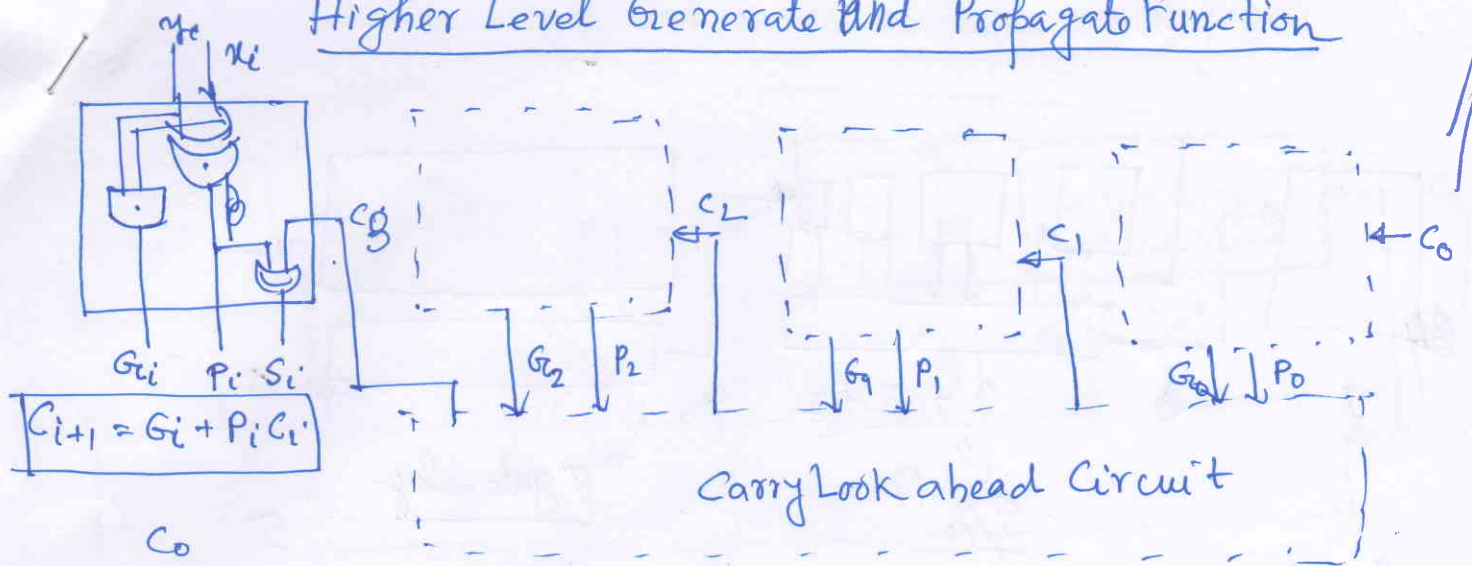
S_{28}

"

"

"

Higher Level Generate And Propagate Function



$$C_1 = G_0 + P_0 C_0$$

$$C_2 = G_1 + P_1 G_0 + P_1 P_0 C_0$$

$$C_3 = G_2 + P_2 G_1 + P_2 P_1 G_0 + P_2 P_1 P_0 C_0$$

$$C_4 = G_3 + P_3 G_2 + P_3 P_2 G_1 + P_3 P_2 P_1 G_0 + P_3 P_2 P_1 P_0 C_0$$

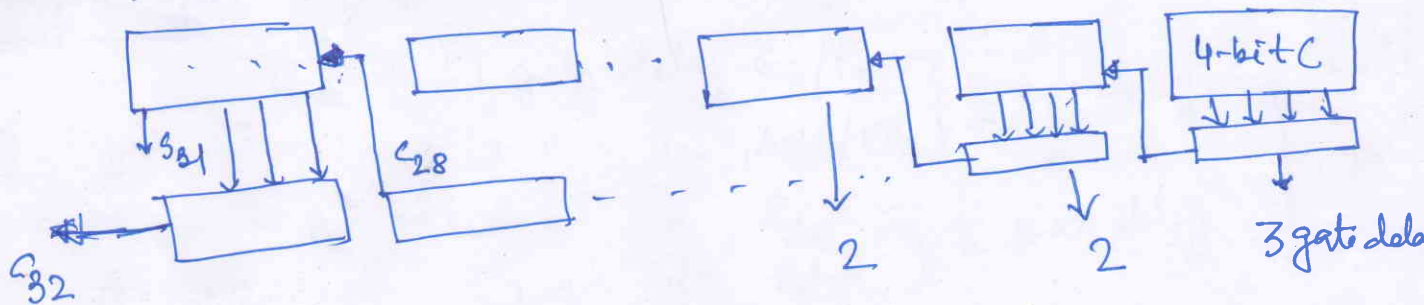
Gate-delay for $C_4 \rightarrow 1 (G_i/P_i) + 2 (\text{AND-OR}) = 3.$

" " for $S_3 \rightarrow 3 + 1 (\text{XOR}) = 4.$

Fan-in: # input of a logic gate

Fan-out: # input can be feed from an output of a logic gate.

How do you make 32-bit adder using 4-bit Carry look ahead adder?



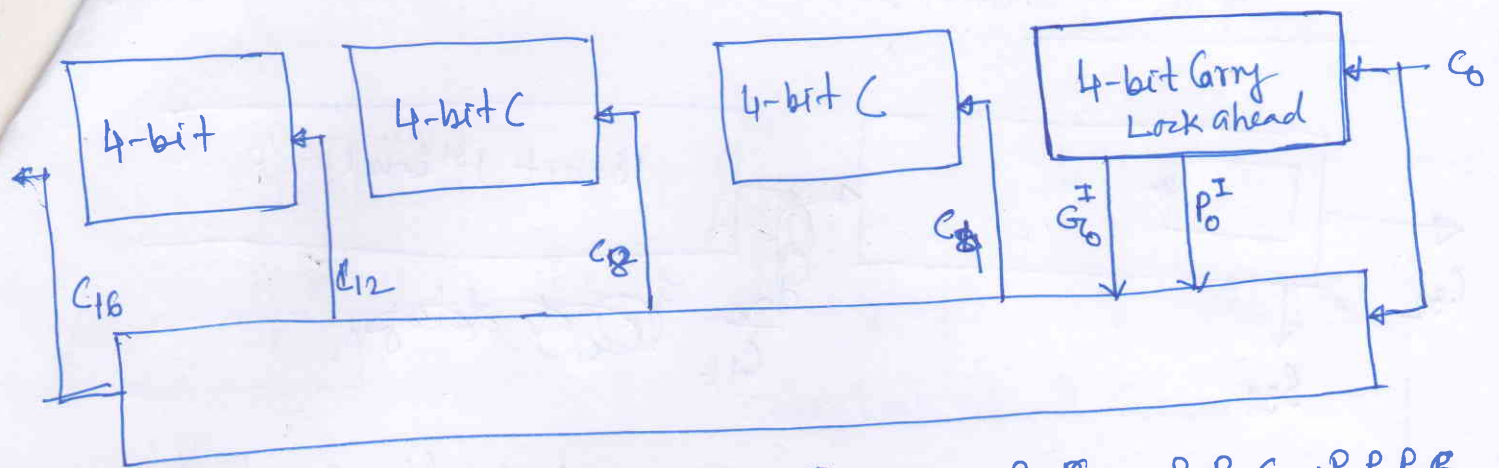
C_{28} will require $3 + \cancel{6} \times 2 = 15$ gate delay.

C_{28} " " 17 gate delay \rightarrow

S_{31} " "

$- 17 + 1 = 18$ gate delay.

Higher Level Generate and Propagate



$$C_4 = G_0^I + P_0^I C_0 \quad \parallel \quad \begin{aligned} G_0^I &= G_3 + P_3 G_2 + P_3 P_2 G_1 + P_3 P_2 P_1 G_0 \\ P_0^I &= P_3 P_2 P_1 P_0 \end{aligned}$$

$$\begin{aligned} C_8 &= G_4^I + P_4^I C_4 \\ &= G_4^I + P_4^I G_0^I + P_4^I P_0^I C_0 \end{aligned}$$

$$C_{12} = G_8^I + P_8^I C_8$$

$$= G_8^I + P_8^I G_4^I + P_8^I P_4^I G_0^I + P_8^I P_4^I P_0^I C_0$$

$$C_{16} = G_{12}^I + P_{12}^I G_8^I + P_{12}^I P_8^I G_4^I + P_{12}^I P_8^I P_4^I G_0^I + P_{12}^I P_8^I P_4^I P_0^I C_0$$

Delay Analysis:

G_K^I	:	1 gate delay G_i/P_i	} 3-gate delay.	} G_K^I/P_K^I
	:	2 " " AND/OR		
P_K^I	:	1 " " P_i	} 2 gate delay.	} 5 gate
	:	1 " " AND		

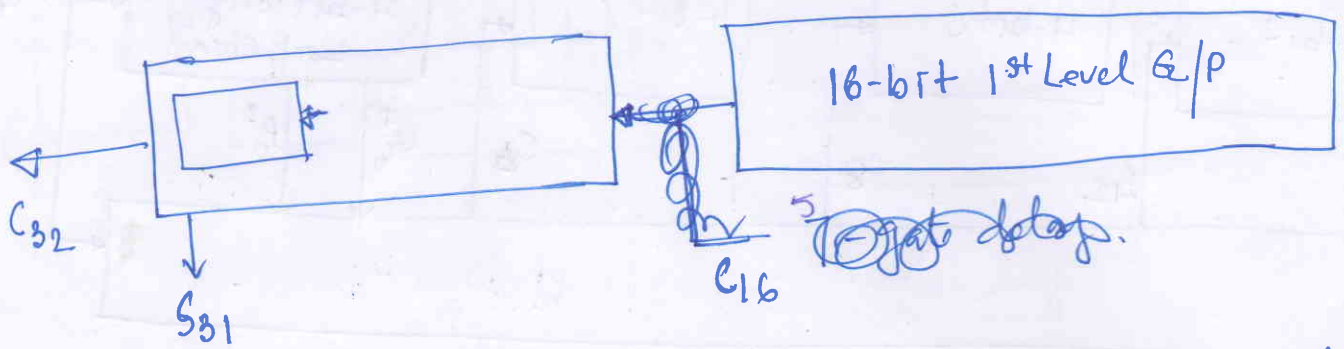
$$C_4, C_8, C_{12}, C_{16} \rightarrow \text{AND/OR, } P_0^I C_0 / P_4^I C_4 \checkmark$$

Total 5 gate delay for C_4, C_8, C_{12}, C_{16} .

S15: ~~C12~~ C_{13}, C_{14}, C_{15} will require 2 gate delay after presenting $C_{12} = 5 + 2 \rightarrow 7 \text{ gate}$.

S15: one more gate delay: $7 + 1 = 8$ ✓

32-bit adder using 2-16 bit higher level (first) Generator and Propagate function.



$C_{20}, C_{24}, C_{28}, C_{32}$ will be generated after 2 gate delay.
 $= 7 + 2 = 9$ gate delay.

$C_{16} \rightarrow$ need 5 gate delay ✓

$C_{20}/C_{24}/C_{28}/C_{32}$ needs $5 + 2 = 7$ gate delay. ✓

$C_{31} \rightarrow 7 + 2 \rightarrow 9$ gate delay ✓

$S_{31} \rightarrow 9 + 1 = 10$ gate delay. ✓

12-gate for second level Generate/Propagate.

7 gate delay for $C_{16}/C_{32}/C_{48}/C_{64}$ (3 \rightarrow 1st level P/G
 2 \rightarrow 2nd level P/G
 2 \rightarrow AND/OR)

$C_{48} \rightarrow C_{52} \rightarrow C_{56} \rightarrow C_{60} \rightarrow C_{64}$

$\rightarrow 7 + 2 + 2 \rightarrow C_{63}$ gate delay.

$11 + 1 \rightarrow S_{63}$ gate delay.