

# Carry-Select Block Size and Time

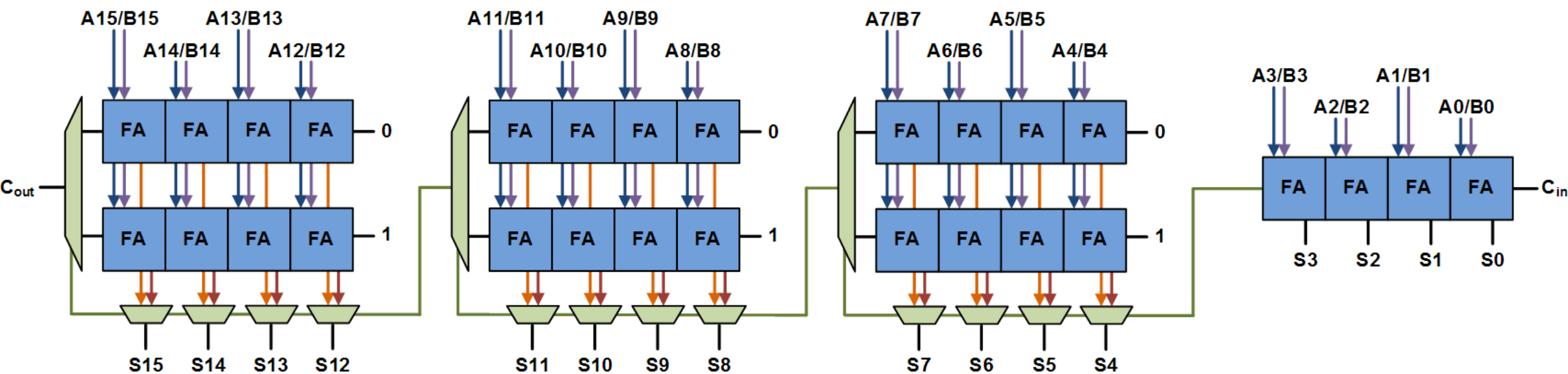
# Timing of Carry-Select Adder

For 16-bit adder with 4-bit blocks:

$$T_{CSA} = 4T_{FA} + 3T_{MUX}$$

which is approximately  $7T_{FA}$

What happens if we vary block size?

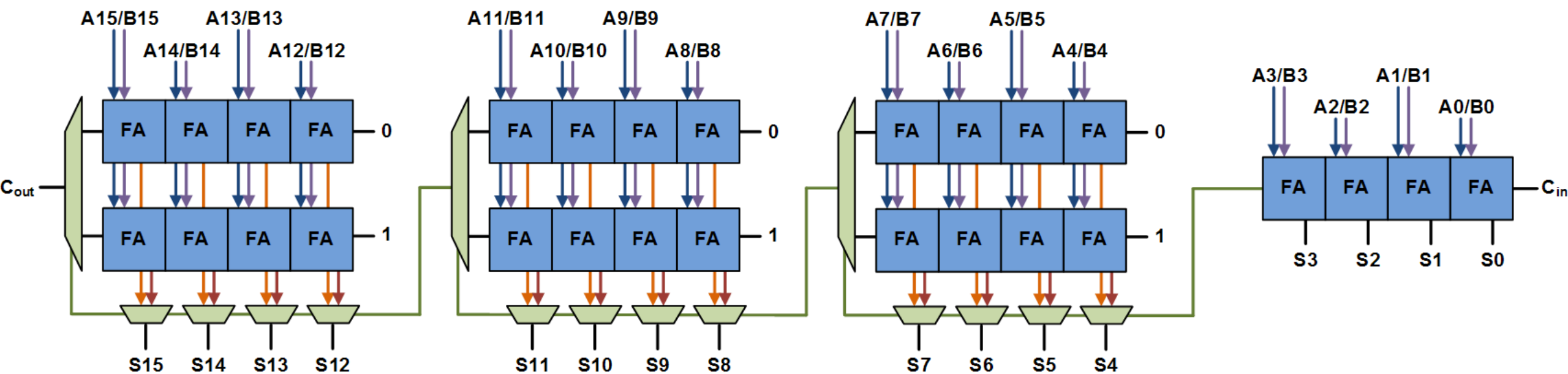


# Timing of Carry-Select Adder

For N-bit adder with k-bit blocks:

$$T_{CSA} = kT_{FA} + [(N/k) - 1]T_{MUX}$$

How to determine block size k?



# Timing of Carry-Select Adder

For N-bit adder with k-bit blocks:

$$T_{CSA} = kT_{FA} + [(N/k) - 1]T_{MUX}$$

If k is large, delay due to adders is large

If k is small, delay due to muxes is large

# Timing of Carry-Select Adder

$$T_{CSA} = kT_{FA} + [(N/k) - 1]T_{MUX}$$

For fixed block size  $k$ , time still grows linearly with  $N$

Make block size  $k$  function of number of bits  $N$

$$k = \sqrt{N}$$

# Timing of Carry-Select Adder

$$T_{CSA} = \sqrt{N}T_{FA} + [(N/\sqrt{N}) - 1]T_{MUX}$$

$$T_{CSA} = \sqrt{N}T_{FA} + [\sqrt{N} - 1]T_{MUX}$$

which, given our assumption about  $T_{MUX}$ , is approximately

$$2\sqrt{N}T_{FA}$$

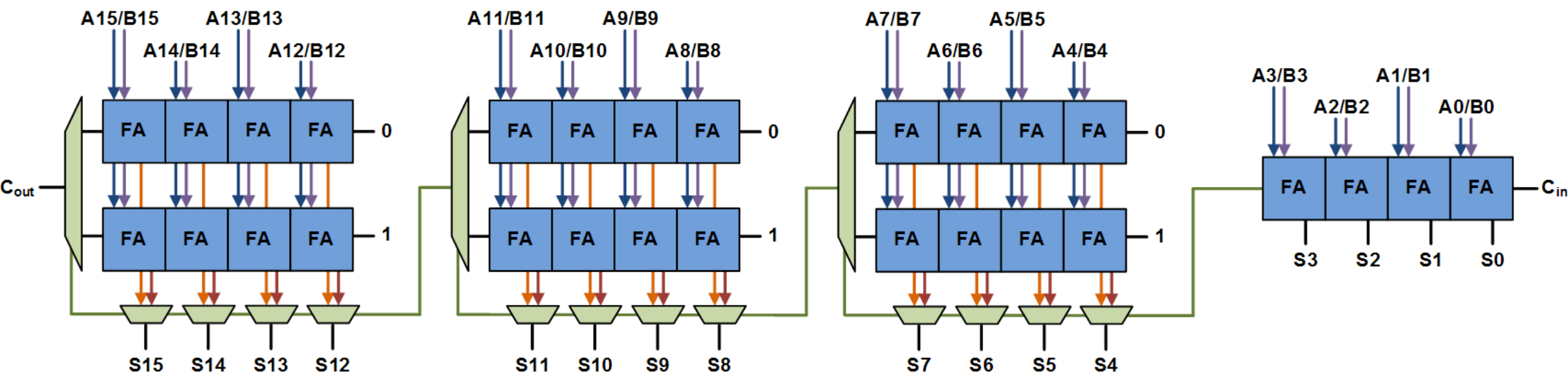
Carry-select is not just faster than ripple-carry; it is *asymptotically* faster [ $O(\sqrt{N})$ ]



# Further Improvement

For 16-bit adder, we can do slightly better still

Note that some of the hardware is “sitting idle” part of the time, just waiting for carry-in to arrive at mux

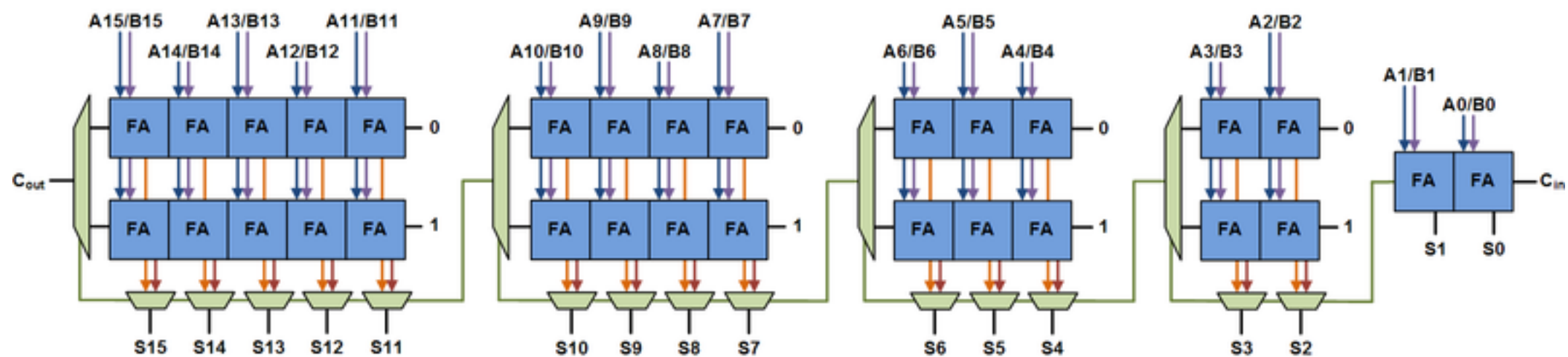


# Further Improvement

For 16-bit adder, we can do slightly better still

Note that some of the hardware is “sitting idle” part of the time, just waiting for carry-in to arrive at mux

By varying block size, we can ensure that no block is ever waiting idly



# Further Improvement

This takes time

$$2T_{\text{FA}} \text{ (for the first two adders)} + 4T_{\text{MUX}}$$

which is approximately  $6T_{\text{FA}}$

Not a big improvement over  $7T_{\text{FA}}$ , but an improvement

Varying block size does not result in asymptotic speedup

# Credit

Images taken from “Carry-select adder” article on Wikipedia.  
Retrieved Feb. 3, 2021. Images in public domain.