

4-Bit Carry Lookahead Adder

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Abstract

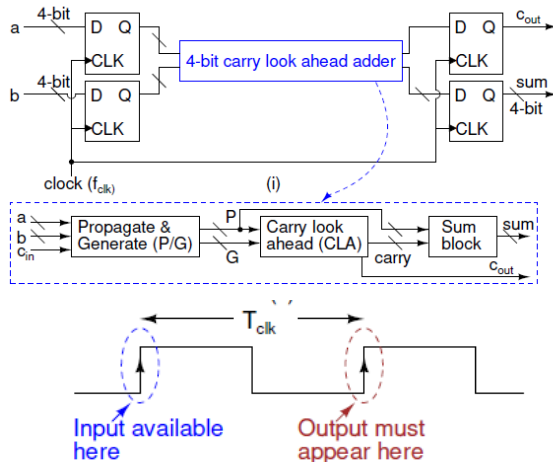
Carry look-ahead adder is a fast adder. In this project we're trying to optimize the CLA further. The main modification being the replacement of the XOR gate by a NOR gate. Now, the logic gates have less fan-in and fan-out and signal throughs one less MOS transistor in critical path. All gates are built with CMOS logic gates and the input and output flipflops are implemented with TSPC logic. Simulation results show that the proposed architecture has advantages over conventional circuits in speed, area and power consumption.

Keywords—CLA, CMOS, NGSpice, Magic

I. Introduction

There are various logic designs to implement addition such as ripple adder, carry select adder. In these circuits, the carry-sum of higher bits depend on the carry-out of lower significant bits and this causes long propagation delay. Carry look-ahead adder solves this problem. This method makes the carry-sum of each bit to be calculated by inputs directly. Our task is to optimize the CLA further in terms of delay, power consumption and area.

In our project we have input and output flipflops to regulate when the inputs and outputs become available.



II. Implementation of Carry look-ahead Adder

A. The principle of 4-bit CLA

Function of the CLA is to calculate the carry-in of each bit from inputs directly. For addition with two inputs, the external carry-in is denoted as C_0 . Both inputs have 4 bits and they are represented as

$A_3A_2A_1A_0$ and $B_3B_2B_1B_0$ respectively. Then sum of this addition $S_3S_2S_1S_0$ can be calculated by Full adders. Thus $S_3S_2S_1S_0 = A_3A_2A_1A_0 \oplus B_3B_2B_1B_0 \oplus C_3C_2C_1C_0$, where C_3 , C_2 and C_1 are the carry-outs of previous bits.

Carry-Propagation (P_i) and Carry-Generate (G_i) are obtained $P_i = A_i \oplus B_i$ and $G_i = A_i \& B_i = A_i B_i$

$$C_1 = G_0 + P_0 C_0$$

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

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

$$G = G_3 + P_3 G_2 + P_3 P_2 G_1 + P_3 P_2 P_1 G_0$$

$$P = P_3 P_2 P_1 P_0$$

B. Proposed CLA Design

In the original CLA multiple input AND and OR gates are required. But we try to modify the equations in such a way that only NAND and NOR gates are used so that we can avoid using extra transistors. Substituting G_0 and P_0 we get $C_1 = A_0 B_0 + (A_0 \oplus B_0) C_0$. C_1 is simplified to formula $C_1 = A_0 B_0 + (A_0 + B_0) C_0$. We know that the values of $A_0 + B_0$ and $A_0 \oplus B_0$ are different only when A_0, B_0 are both 1. In this situation, the final value of C_1 equals to '1' because $A_0 \& B_0 = 1$. This tells us that we can replace XOR with NOT gate.

Using De Morgan's Laws we can get to the modified equations.

$$P_i' = (A_i + B_i)'$$

$$G_i' = (A_i B_i)'$$

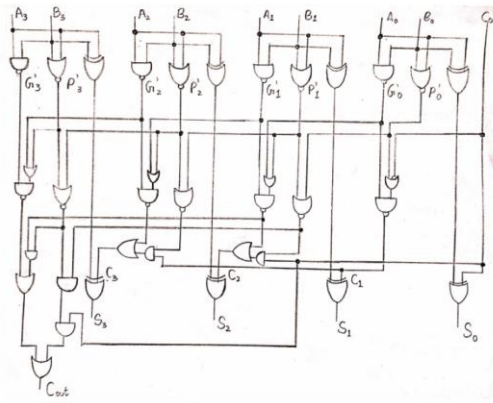
$$C_1 = C_{in}$$

$$C_2 = (G_1' \cdot (P_1' + C_1'))'$$

$$C_3 = (G_2' \cdot (P_2' + G_1'))' + ((P_2' + P_1') \cdot C_1)$$

$$C_4 = (G_3' \cdot (P_3' + G_2'))' + ((P_3' + P_2') \cdot (G_1' \cdot (P_1' + C_1')))$$

$$C_{out} = (P_4' + P_3') \cdot (P_2' + P_1') \cdot C_1 + (G_4' \cdot P_4' + G_3')' + ((P_4' + P_3') \cdot (G_2' \cdot (P_2' + G_1'))')$$

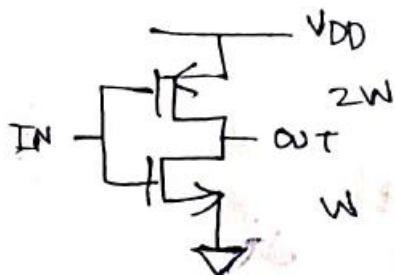


III. Design and Sizing

A. NOT GATE

$$W_P = 2W$$

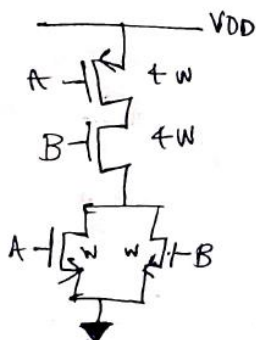
$$W_N = W$$



B. NOR GATE

$$W_P = 4W$$

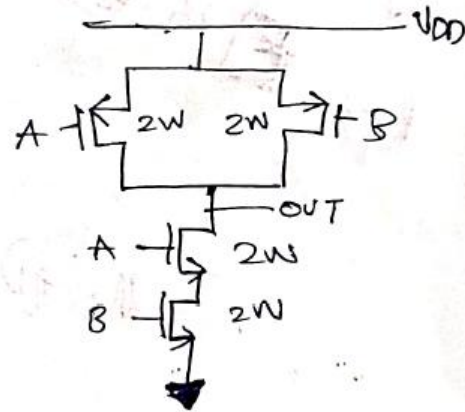
$$W_N = W$$



C. NAND GATE

$$W_P = 2W$$

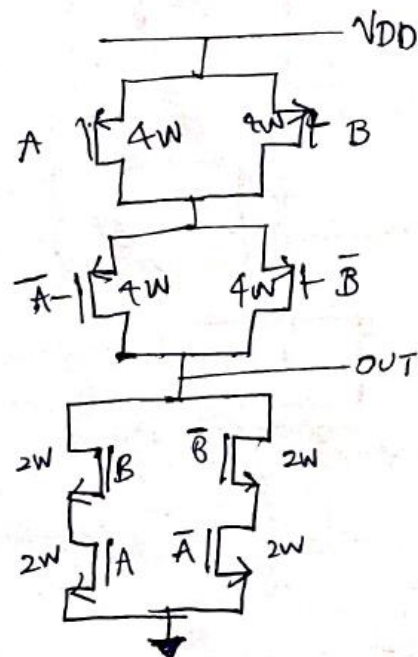
$$W_N = 2W$$



D. XOR GATE

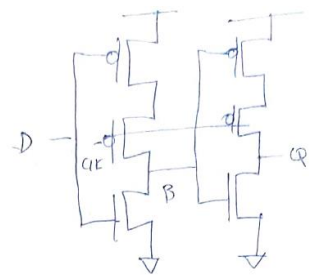
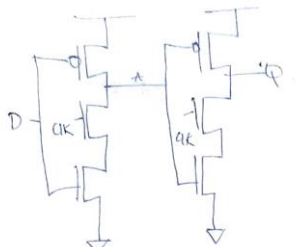
$$W_P = 4W$$

$$W_N = 2W$$



E. TSPC FLIPFLOP

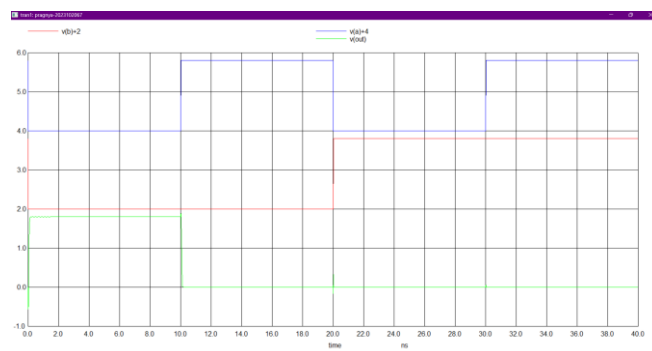
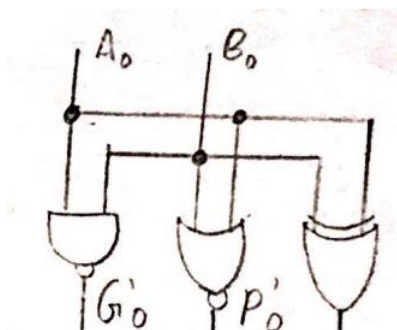
Flipflops have been implemented with TSPC logic to ensure we do not have to deal with different clocks. It makes it easier to implement the functionality



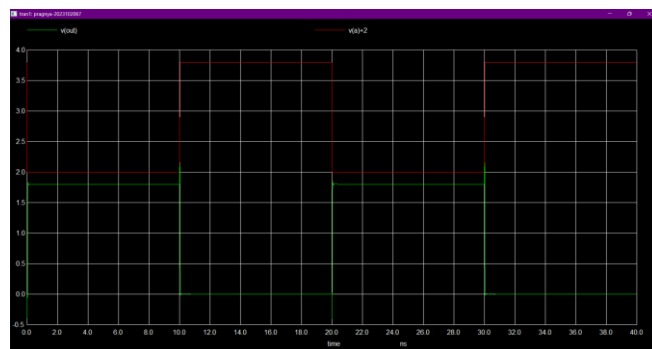
IV. ADDER MODULES

C. Propagate and Generate

PG module is used to generate P_i and G_i . It consists of one XOR, one NOR and one NAND.

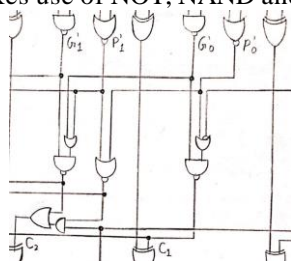


NOT GATE

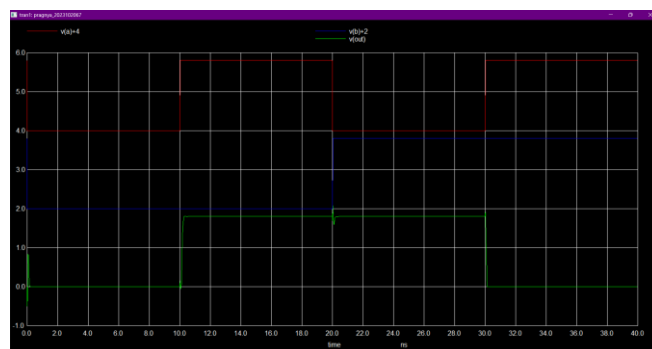


D. Carry Lookahead

It makes use of NOT, NAND and NOR gates



XOR GATE



E. Sum Block

Consists of an XOR gate

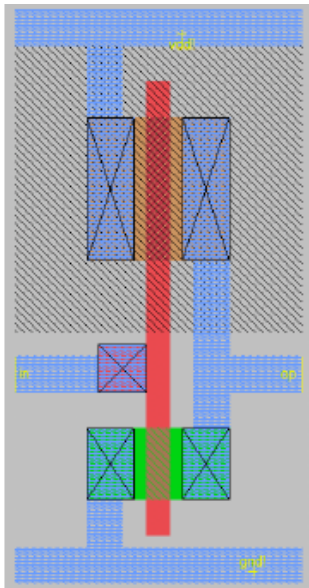


NAND GATE

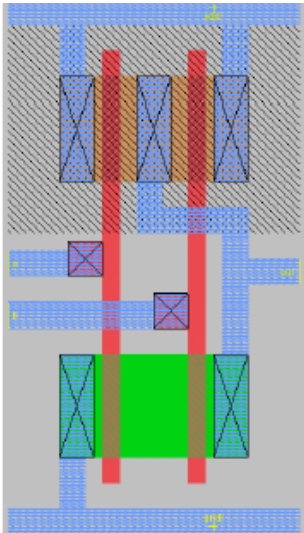
V. NGSPICE RESULT

NOR GATE

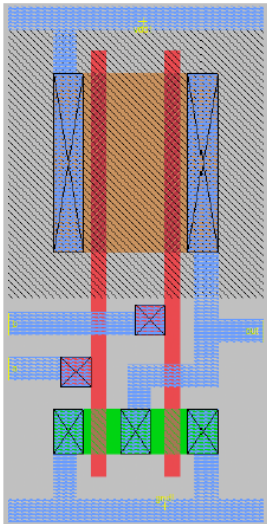
NOT GATE



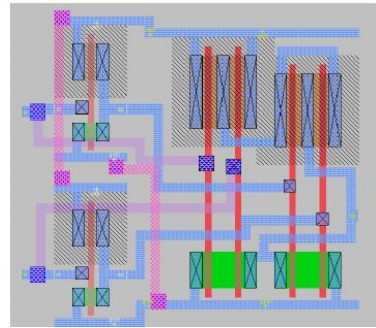
NOR GATE



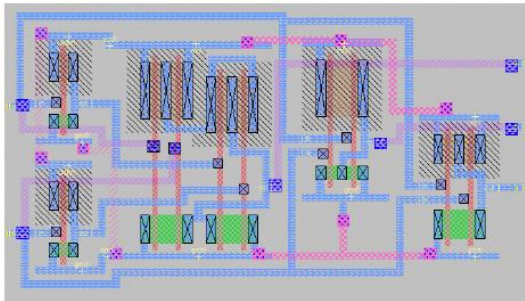
NAND GATE



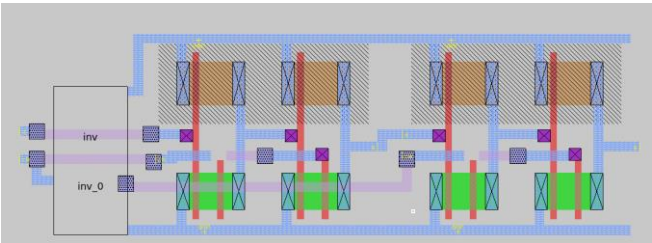
XOR GATE



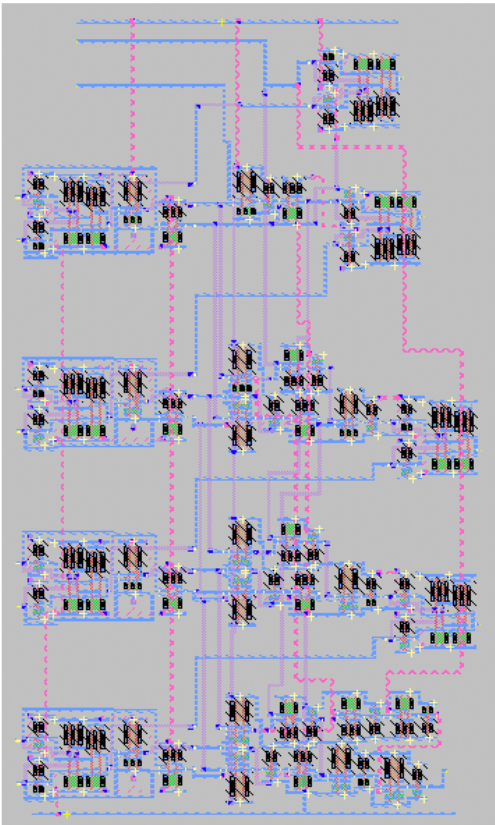
Pi and Gi



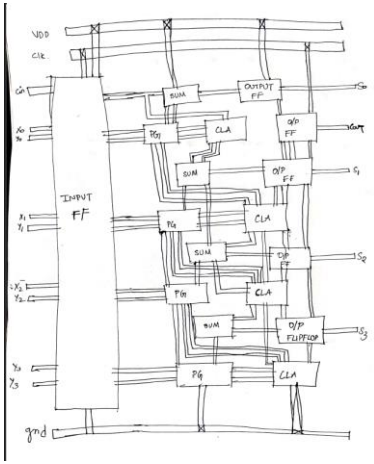
TSPC FLIPFLOP



FULL CRKT



IX. FLOOR PLAN



Horizontal and Vertical Pitches-

PG Generator-220 λ x 120 λ

CLA- 250 λ x 150 λ

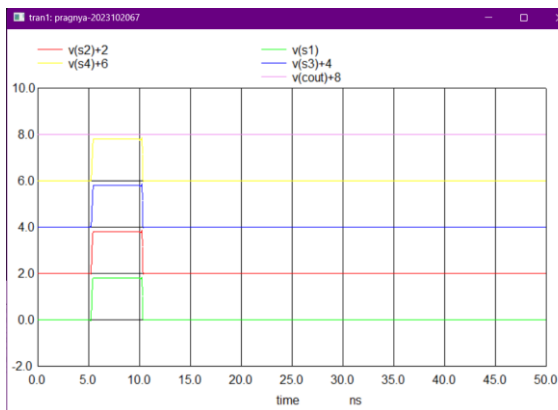
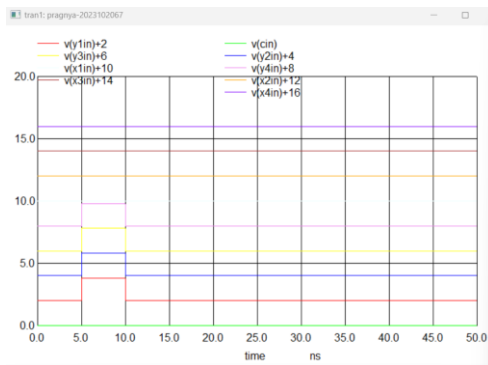
SUM Module- 125 λ \times 100 λ

FLIPFLOP-201 x 66 (microns)

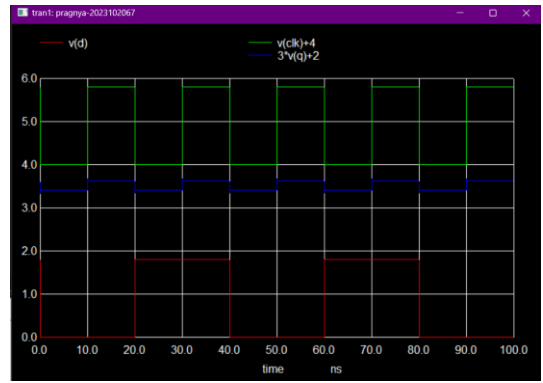
Total – 950 λ x 1400 λ

IX. POST LAYOUT

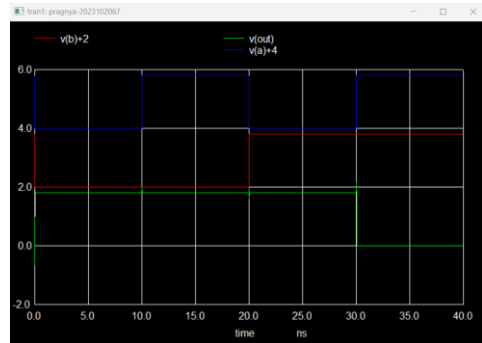
FULL ADDER



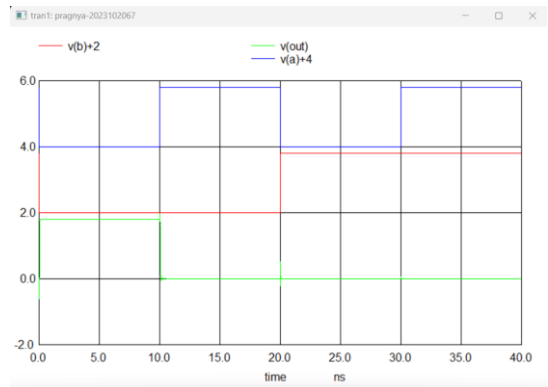
FLIPFLOP



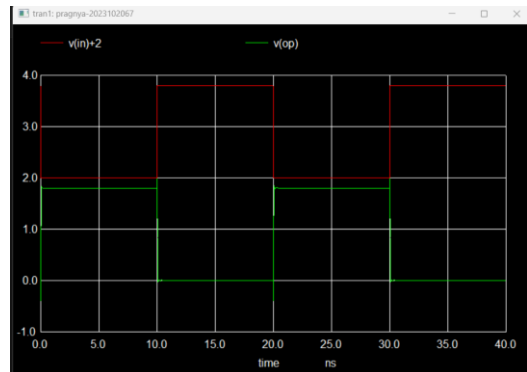
NAND



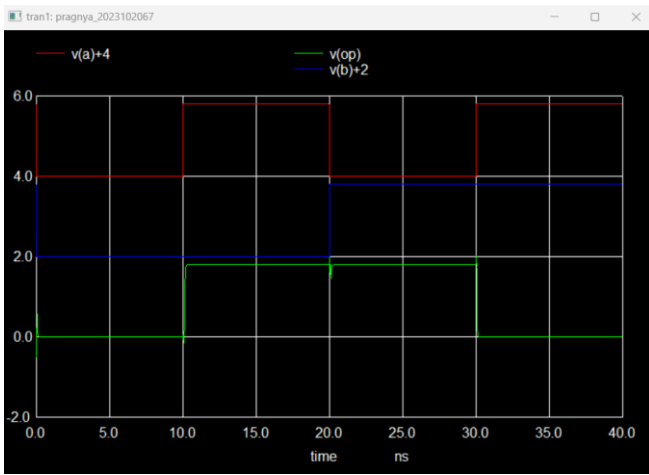
NOR



NOT



XOR



Worst case delay for adder – 1.98 ns

| <i>A</i> | <i>B</i> | <i>Pre</i> | <i>Post</i> |
|-------------|-------------|-------------|--------------|
| <i>0000</i> | <i>0000</i> | <i>1.24</i> | <i>1.279</i> |
| <i>1111</i> | <i>0000</i> | <i>1.87</i> | <i>1.98</i> |
| <i>0111</i> | <i>0010</i> | <i>1.32</i> | <i>1.41</i> |
| <i>0110</i> | <i>0011</i> | <i>0.98</i> | <i>1.12</i> |

Max clk frequency- 1 GHz

Total delay for Pre-Layout is 1.87 ns

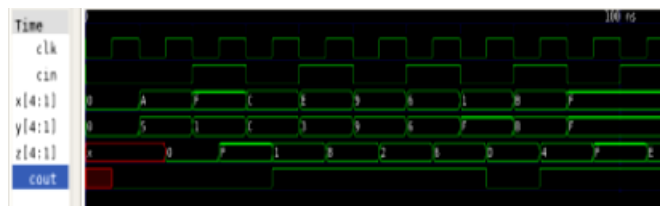
Total delay for Pre-Layout is 1.98 ns

IX. VERILOG

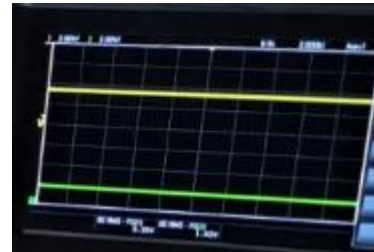
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Test 1: x=0001, y=0010, cin=0 -> z=0011, cout=0
Test 2: x=0101, y=1010, cin=0 -> z=1111, cout=0
Test 3: x=1111, y=1111, cin=0 -> z=1110, cout=1
Test 4: x=1110, y=0001, cin=0 -> z=1111, cout=0
Test 5: x=1010, y=1100, cin=0 -> z=0110, cout=1

```



IX. DSO OUTPUTS



DSO showing S0 S1 S2 S3 Cout for the input values
SUM - 11110

X-1111

Y-1111



DSO Setup

REFERENCES

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