

EE 457 Unit 2b

Fast Adders
(Carry-Lookahead Adder)

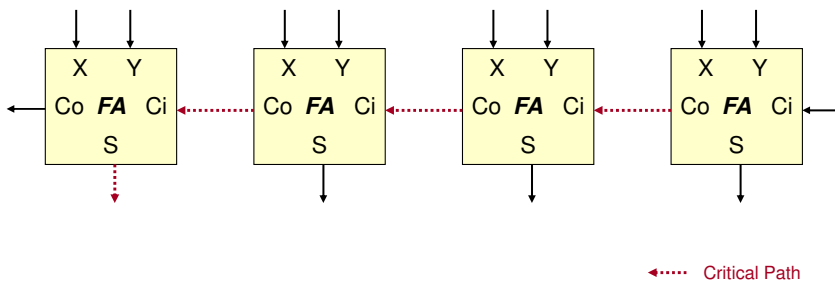
Carry-Lookahead Adders

FAST ADDERS

Ripple Carry Adder Critical Path

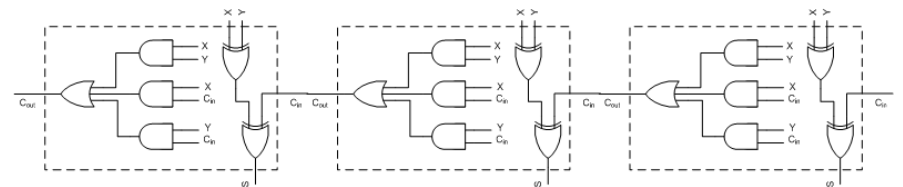
- Critical Path = Longest possible delay path

Assume $t_{sum} = 5 \text{ ns}$,
 $t_{carry} = 4 \text{ ns}$



Ripple Carry Adders

- Ripple-carry adders (RCA) are slow due to carry propagation
 - At least levels of logic per full adder
 - Total delay for n-bit adder = * T_{fa}



Fast Adders

- Recall that any logic function can be implemented as a _____ implementation
 - SOP (AND-OR / NAND-NAND) implementation
 - POS (OR-AND / NOR-NOR) implementation
- Rather than waiting for the previous carry, $C_{i+1} = \underline{\hspace{2cm}}$ can we compute the carry as a function of just the inputs
 - $C_{i+1} = f(X_i, X_{i-1}, \dots, X_0, Y_i, Y_{i-1}, \dots, Y_0)$
 - This requires gates with many inputs which is infeasible in modern technologies above 4 or 5 inputs
 - But, we can try to use this idea of generating multiple _____ by looking at many inputs

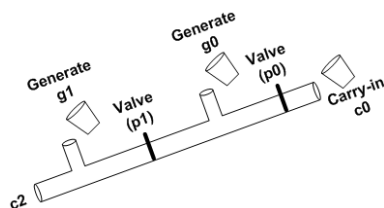
Fast Adders

- To produce multiple carries in parallel, let us define some new signals for each column of addition that indicate information about the carry-out regardless of carry-in:
 - $g_i = \underline{\hspace{2cm}}$: This column will generate a carry-out whether or not _____
 g_i is true when A_i and B_i is 1 $\Rightarrow g_i = A_i \cdot B_i$
 - $p_i = \underline{\hspace{2cm}}$: This column will propagate a carry-in (if there is one) to the carry-out.
 p_i is true when A_i or B_i is 1 $\Rightarrow p_i = A_i + B_i$
- Using these signals, we can define the carry-out (c_{i+1}) as:

$$C_{i+1} = \underline{\hspace{2cm}}$$

Carry Lookahead Analogy

- Consider the carry-chain like a long tube broken into segments. Each segment is controlled by a valve (propagate signal) and can insert a fluid into that segment (generate signal)
- The carry-out of the diagram below will be true if g_1 is true or p_1 is true and g_0 is true, or p_1, p_0 and c_1 is true



Carry Lookahead Logic

- Define each carry in terms of p_i, g_i and the initial carry-in (c_0) and not in terms of _____
- $c_1 = g_0 + p_0 c_0$
- $c_2 = g_1 + p_1 c_1 = \underline{\hspace{2cm}}$
- $c_3 = \underline{\hspace{2cm}}$
- $c_4 = \underline{\hspace{2cm}}$

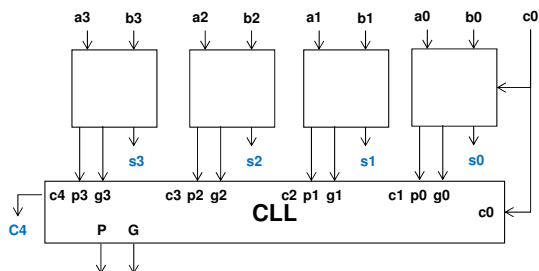
4-Bit CLA

- At this point we should probably stop as we have a _____ gate in our equation
- Let's take our logic and build a 4-bit carry lookahead adder (CLA)

Delay to produce s_2

- Delay for $p_i, g_i = \underline{\hspace{1cm}}$
- Delay to produce $c_2 = \underline{\hspace{1cm}}$
- Delay to produce $s_2 = \underline{\hspace{1cm}}$

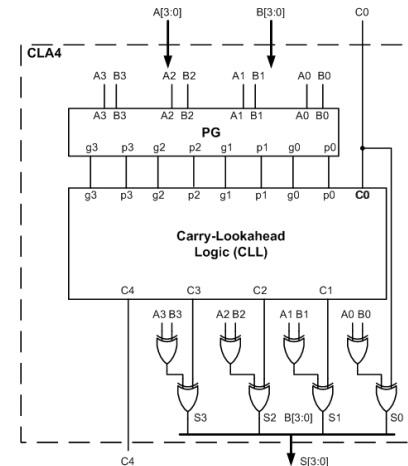
$= \underline{\hspace{1cm}}$ gates
(Compare to 8 gate delays for RCA)



Is S_3 produced later than S_2 ?
Is C_3 the last signal produced?

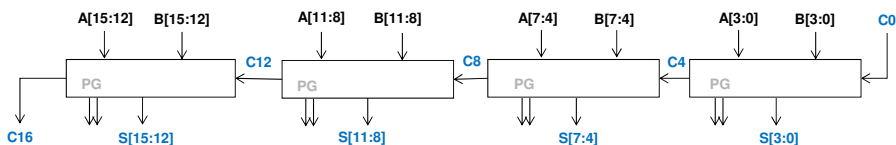
Carry Lookahead Adder

- Use carry-lookahead logic to generate all the carries in one shot and then create the sum
- Example 4-bit CLA shown below



16-Bit CLA

- At this point we should probably stop as we have a 5-input gate in our equation



16-bit RCA Delay = _____ = _____ gate delays
 Delay of the above adder design = _____ = _____ gates
 Let us improve by looking ahead at a higher level to produce C_{16}, C_{12}, C_8, C_4 in _____

Define P and G as the overall Propagate and Generate signals for a set of 4 bits

$P = \underline{\hspace{2cm}}$

$G = \underline{\hspace{2cm}}$

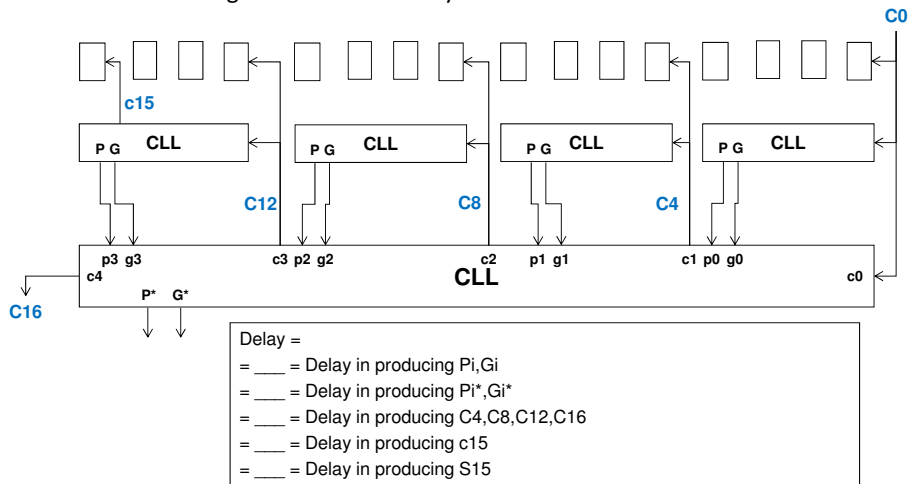
What's the difference between the equation for G here and C4 on the previous slides

16-bit CLA Closer Look

- Each 4-bit CLA only propagates its overall carry-in if each of the 4 columns propagates:
 - $P_0 = p_3 \cdot p_2 \cdot p_1 \cdot p_0$
 - $P_1 = p_7 \cdot p_6 \cdot p_5 \cdot p_4$
 - $P_2 = p_{11} \cdot p_{10} \cdot p_9 \cdot p_8$
 - $P_3 = p_{15} \cdot p_{14} \cdot p_{13} \cdot p_{12}$
- Each 4-bit CLA generates a carry if any column generates and the more significant columns propagate
 - $G_0 = g_3 + (p_3 \cdot g_2) + (p_3 \cdot p_2 \cdot g_1) + (p_3 \cdot p_2 \cdot p_1 \cdot g_0)$
 - ...
 - $G_3 = g_{15} + (p_{15} \cdot g_{14}) + (p_{15} \cdot p_{14} \cdot g_{13}) + (p_{15} \cdot p_{14} \cdot p_{13} \cdot g_{12})$
- The higher order CLL logic (producing C_4, C_8, C_{12}, C_{16}) then is realized as:
 - $(C_4) \Rightarrow C_1 = G_0 + (P_0 \cdot c_0)$
 - ...
 - $(C_{16}) \Rightarrow C_4 = G_3 + (P_3 \cdot G_2) + (P_3 \cdot P_2 \cdot G_1) + (P_3 \cdot P_2 \cdot P_1 \cdot G_0) + (P_3 \cdot P_2 \cdot P_1 \cdot P_0 \cdot c_0)$
- These equations are exactly the same CLL logic we derived earlier

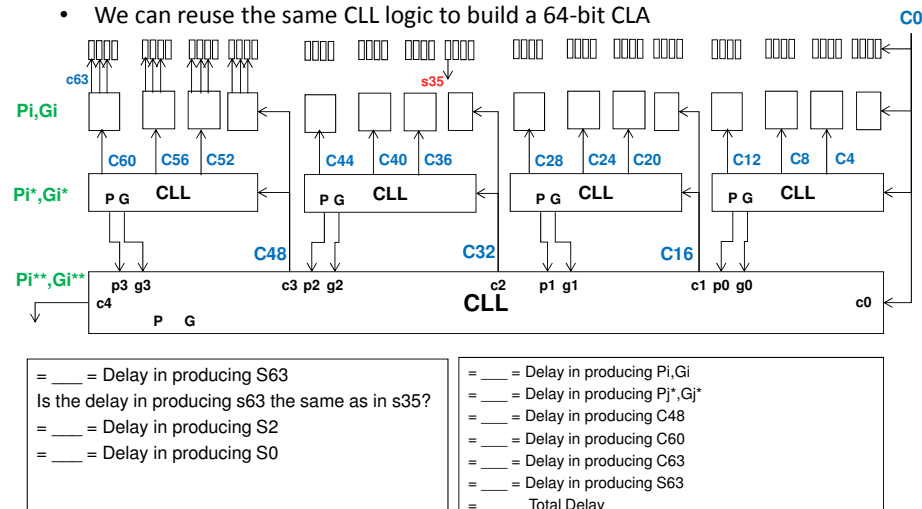
16-Bit CLA

- Understanding 16-bit CLA hierarchy...



64-Bit CLA

- We can reuse the same CLL logic to build a 64-bit CLA



Extrapolating CLA Logic Levels

- In the above designs we've assumed 5-input AND and OR gates are reasonable allowing us to group in blocks of 4
 - Define $b = \text{blocking factor} = \text{number of carries produced in parallel}$
- The greater the blocking factor the smaller the depth of logic (and vice-versa)
- This leads us to reason that the delay of a CLA is $O(\log_b n)$
- If we could only use 3-input gates we'd need a blocking factor of 2

Blocking factor of 2

- Each A box generates
 - $p_i = a_i + b_i$
 - $g_i = a_i \bullet b_i$
 - $s_i = a_i \oplus b_i$
- Each B box generates
 - $P_i = p_i \bullet p_{i-1}$
 - $G_i = g_i + p_i \bullet g_{i-1}$
 - $c_{i+1} = G_i + (P_i \bullet c_i)$

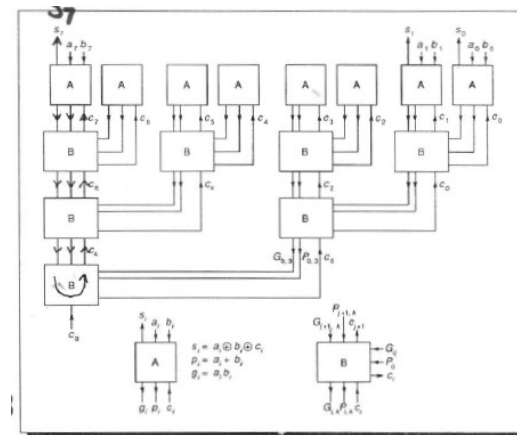


FIGURE A.13 Complete carry-lookahead tree adder. This is the combination of Figures A.11 and A.12. The numbers to be added enter at the top, flow to the bottom to combine with c_0 , and then flow back up to compute the sum bits.

- Key lesson: In logic design trees are better than chains!

Credits

- These slides were derived from Gandhi Puvvada's EE 457 Class Notes