

FULL ADDER

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To reduce delay in Critical Path and Simultaneous Reduction in Power Dissipation is ultimate AIM of Choice of ADDER CIRCUIT ONE SHOULD USE.

Using XOR & AND GATES ONE

needs 32 Transistors to Implement 1 Bit Adder which also takes Carry Input.

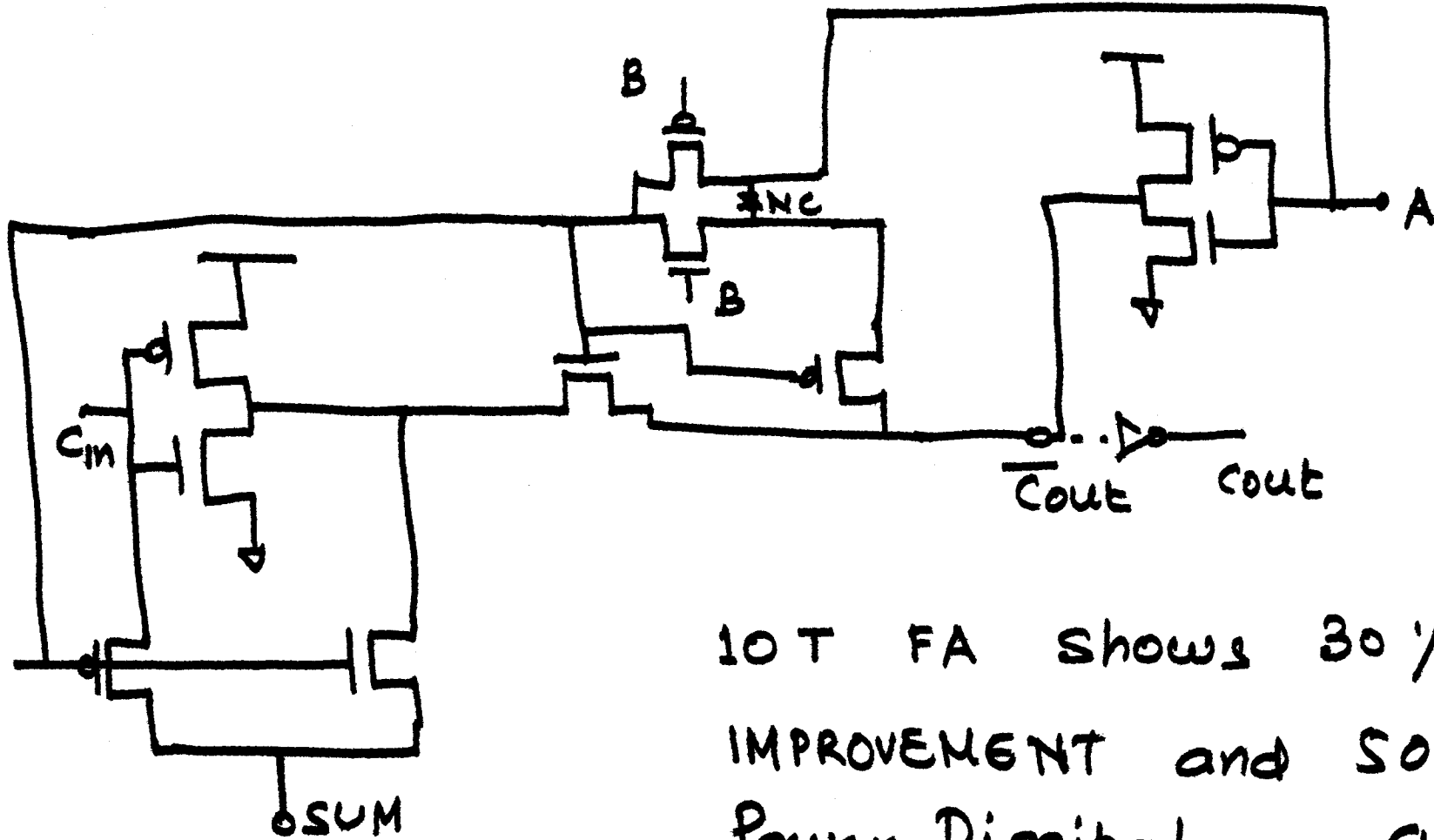
IN QUEST OF BETTER SPEED &
LOWER POWER DISSIPATION, MANY
FULL ADDER CIRCUIT IMPLEMENTATIONS
HAVE BEEN TRIED like
17 Transistor FA, 14 Transistor FA
and 10 Transistor FA.

A 10-T FA is as shown in
next slide

If we expand XOR Function & then
Represent SUM & Carryout in terms
of ONLY AND/OR GATES, we
CAN REDUCE TRANSISTOR COUNT
AS WELL AS DELAY IN CRITICAL PATH

A 28 Transistor Full Adder is one
such Adder.

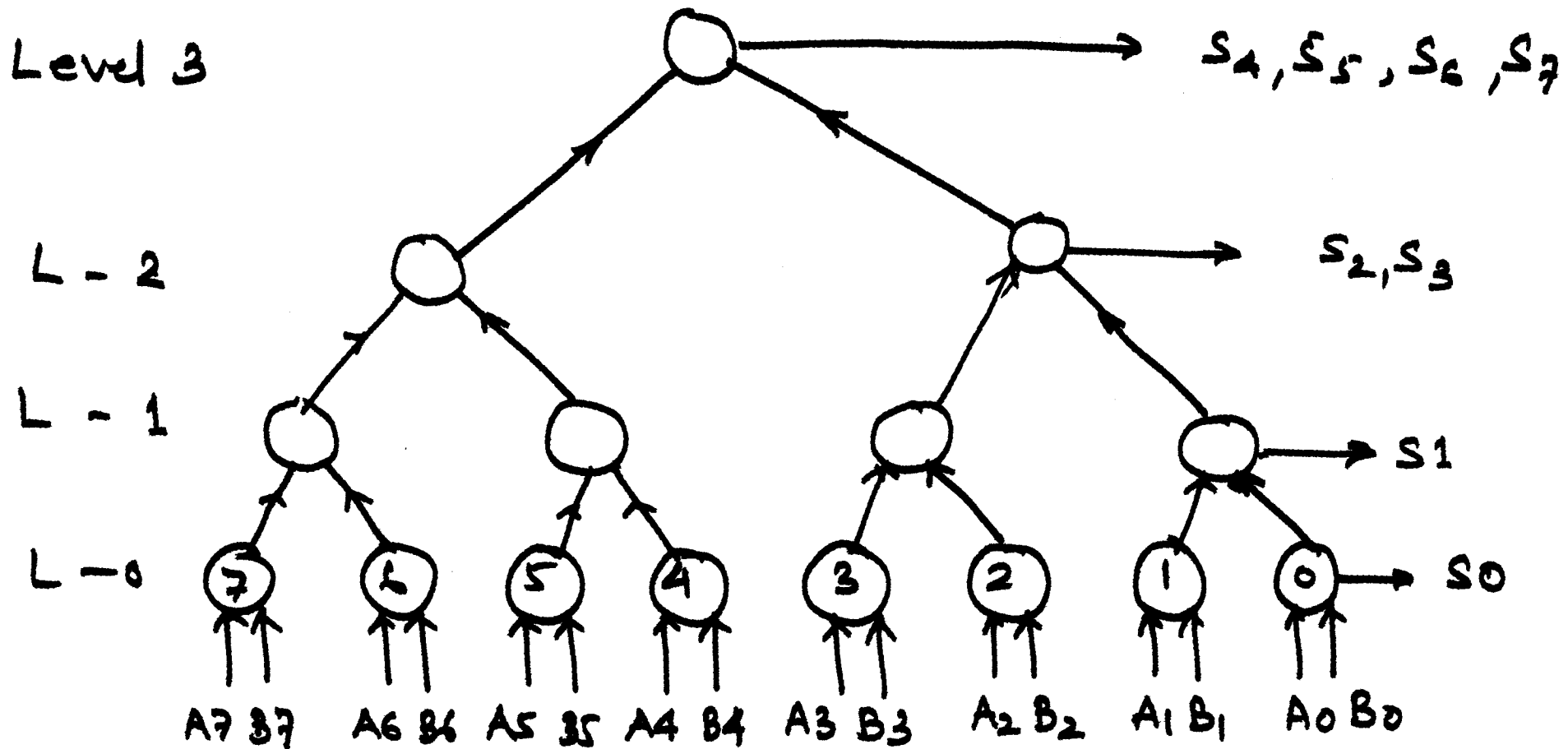
A 10-Transistor FULL ADDER



10 T FA Shows 30% SPEED
IMPROVEMENT and 50% Lower
Power Dissipation COMPARED
ANY OTHER TFA.

ELM ALGORITHM USING BINARY TREE

8-Bit Adder (CLA)



Comparison Between Various Adders of 32 Bits

SPECS:

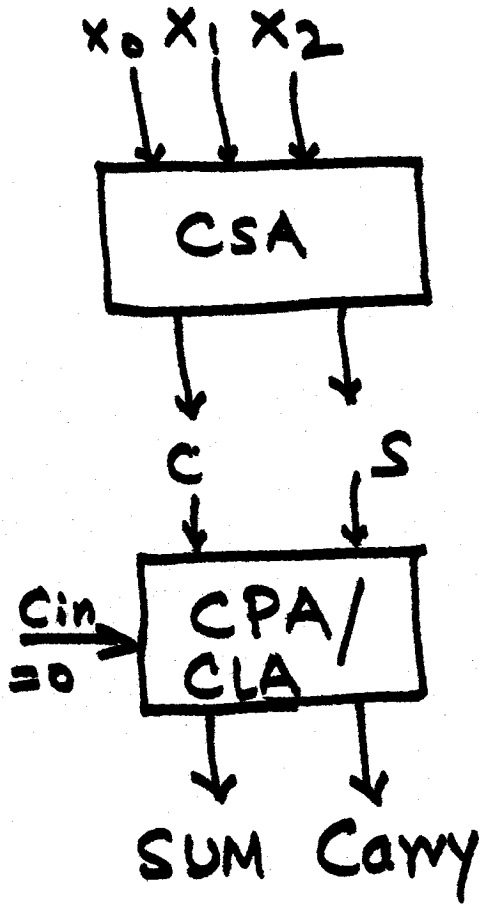
$V_{DD} = 3.3 \text{ V}$, Clock Frequency = 100 MHz

| Type | Area ($10^6 \lambda^2$) | No. of Transistors | Delay ns. | Av. P. Dissipation (mW) |
|------|---------------------------|--------------------|-----------|-------------------------|
| CLA | 2.27 | 2132 | 15 | 114.6 |
| ELM | 2.36 | 2078 | 10 | 104.1 |
| RCA | 0.80 | 1204 | 55 | 87.2 |

Clearly ELM Binary Tree Adder is
BETTER ON PERFORMANCE & Power Dissipation.

CARRY SAVE ADDER

Example:



Decimal Nos. as example: x y z
 are Three Numbers

| | | |
|----------|-----------|--|
| Add | 1 1 1 | |
| x | 4 3 2 0 1 | |
| y | 0 1 6 7 2 | |
| z | 2 8 6 4 3 | |
| | | |
| SUM:- | 7 3 5 1 6 | |
| Cout = 0 | | |

Two Steps :

(i) Evaluate $s = x + y + z$ without taking Carry generated

| | | | | | |
|-------|---|---|---|---|---|
| x | 4 | 3 | 2 | 0 | 1 |
| y | 0 | 1 | 6 | 7 | 2 |
| z | 2 | 8 | 6 | 4 | 3 |
| <hr/> | | | | | |
| s = | 6 | 2 | 4 | 1 | 6 |

(ii) Evaluate C by finding Carry generated for each column and placing it as next column input

| | | | | | |
|-------|---|---|---|---|---|
| X | 4 | 3 | 2 | 0 | 1 |
| Y | 0 | 1 | 6 | 7 | 2 |
| Z | 2 | 8 | 6 | 4 | 3 |
| <hr/> | | | | | |
| C = | 0 | 1 | 1 | 1 | 0 |

Binary No Example: Three Nos. X, Y, Z

$$X = \overset{1}{1} \overset{1}{0} \overset{1}{1} \overset{1}{1} \overset{1}{0} 1 \quad 45$$

$$Y = 110001 \quad 49$$

$$Z = 011100 \quad 28$$

$$\text{SUM} \quad 1111010 \quad 122$$

Carry \rightarrow

(1) step I: Evaluate S (without use of Carry)

$$X \quad 101101$$

$$Y \quad 110001$$

$$Z \quad 011100$$

$$S = 000000$$

(ii) Add S and C (shifted by left position)
to get SUM & Cout

$$\begin{array}{r} S \quad \quad \quad 6 \ 2 \ 4 \ 1 \ 6 \\ C \quad \quad \quad 0 \ 1 \ 1 \ 1 \ 0 \\ \hline \text{SUM} \quad \swarrow 0 \ 7 \ 3 \ 5 \ 1 \ 6 \end{array}$$

Cout = 0

This number is same as what
Normal Addition gets.

cii) step II : Evaluate C

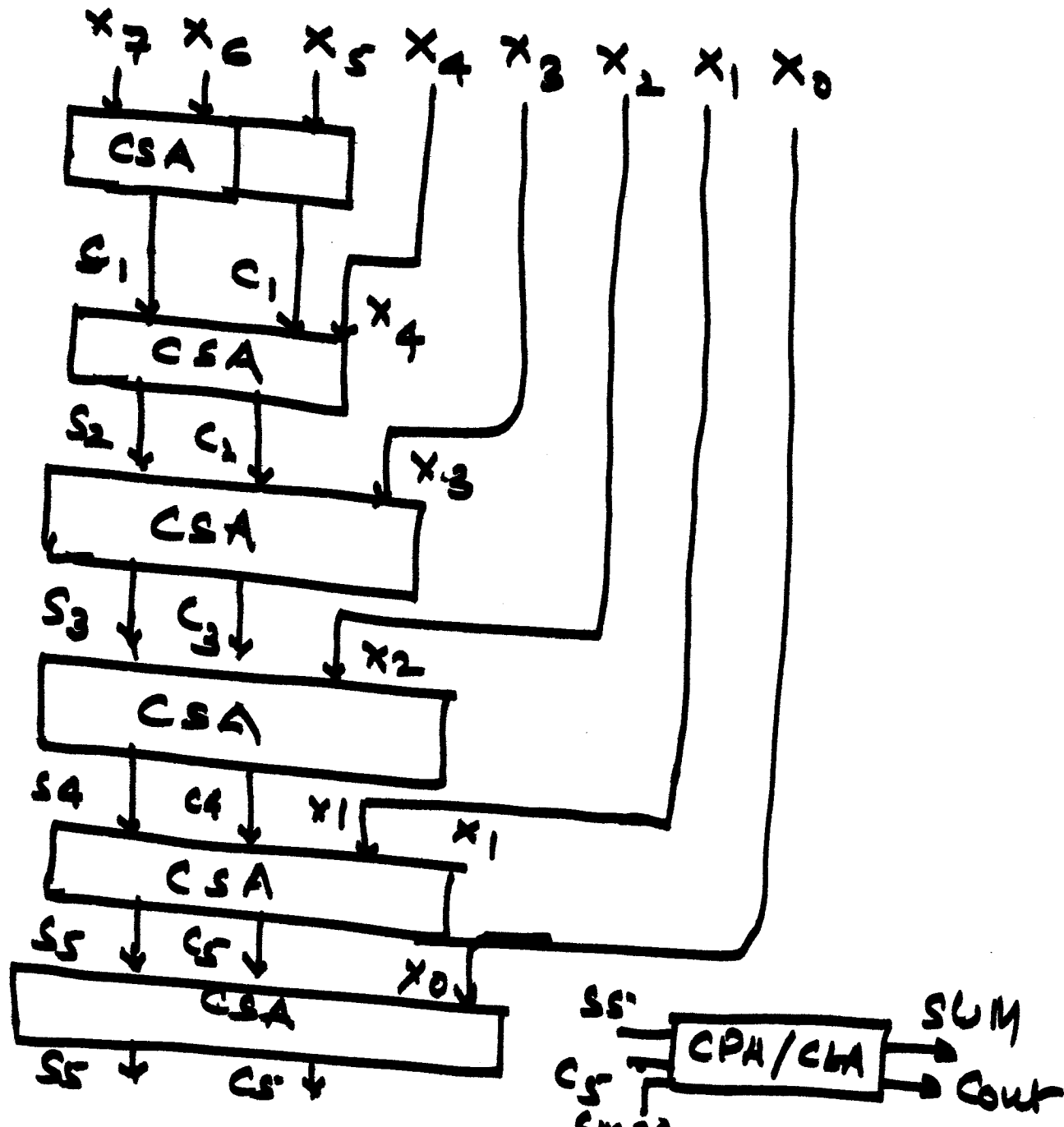
$$\begin{array}{r} X \quad 1 \ 0 \ 1 \ 1 \ 0 \ 1 \\ Y \quad 1 \ 1 \ 0 \ 0 \ 0 \ 1 \\ Z \quad 0 \ 1 \ 1 \ 1 \ 0 \ 0 \\ \hline C \quad 1 \ 1 \ 1 \ 1 \ 0 \ 1 \end{array}$$

ciii) Add S and Left shifted C as above

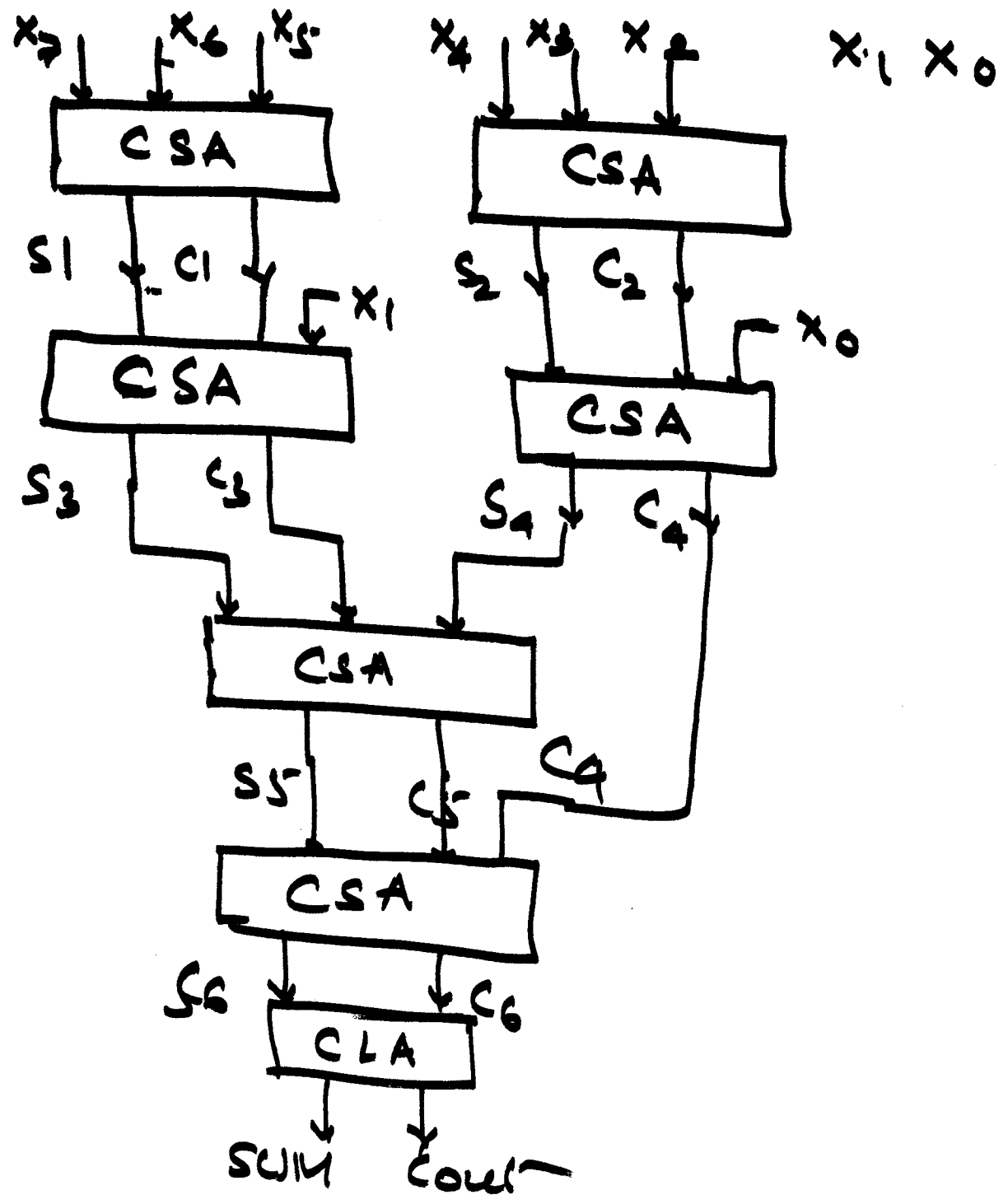
$$\begin{array}{r} S \quad 0 \ 0 \ 0 \ 0 \ 0 \ 0 \\ C \quad 1 \ 1 \ 1 \ 1 \ 0 \ 1 \\ \hline \text{SUM} \quad 1 \ 1 \ 1 \ 1 \ 0 \ 1 \ 0 \end{array} \rightarrow 122 \text{ in Decimal}$$

↑
Carry

TREE ADDER : 8 bit CSA



WALLACE TREE



CURRENT MODE ADDERS

Instead of Voltage Mode Operation
for Digital & Mixed-Signal Circuits,

We can also use Current Mode
Design methodology.

Current Mode Logic was a great
candidate for Low Power High Speed
VLSI Circuits.

Most DSP chips use Recursive Technique based Algorithms. In these Systems it is observed that 70% of Chip Area is dedicated to Interconnects and 30% to Logic Devices. It is also advisable to use Multi Valued Logic based data to transmit on Single Wire. In Voltage Mode this is very Difficult. Hence Current Mode Signaling is used.

A 4 Digit DECIMAL ADDER

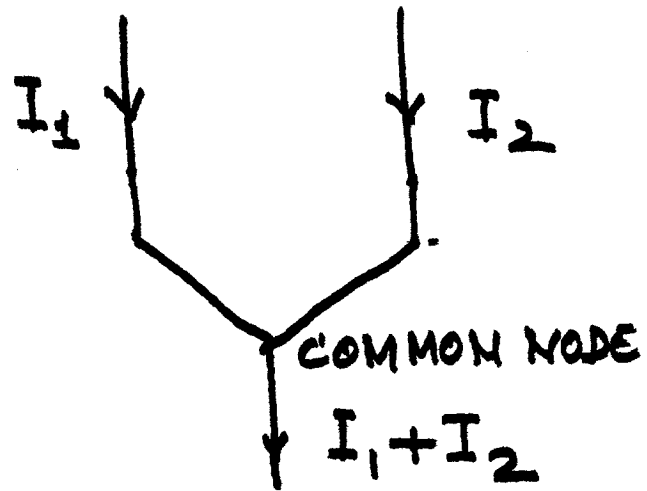
1. USES CURRENT MODE ^{MULTI-VALUED} LOGIC

2. It has 4 SDDA cells
(Single Digit Decimal Adder)

3. EACH SDDA CELL CONTAINS
ONE CURRENT COMPARTOR (CC)

↳ FIVE CURRENT MIRRORS

PRINCIPLE :-



If I_1 represents First
input Decimal No. A

& I_2 , the Second
Decimal no. B

Then Wiring as above will produce
Addition of A and B at
the COMMON NODE.

TYPICAL SDDA CELL

1. Two Current Mirrors uses 'SUPER MOS TRANSISTORS'. ST_n & ST_p are TWO SUCH MIRRORS.
- 2(b) SUPER MOS IS A 22 Transistor Circuit which uses FOLDED CASCODE STRUCTURE TO IMPROVE OUTPUT RESISTANCE to values which can recreate Ideal Current Sources ($R_{out} \rightarrow \infty$)

2. It uses two current mirrors which are high swing CASCADED current mirrors. HS_n & HS_p are such mirrors with n & p type of Transistors Mirrors

3. Typical Decimal Digit is represented by Current Levels,

$0 \mu A, 1 \mu A, 2 \mu A \dots 9 \mu A$ will

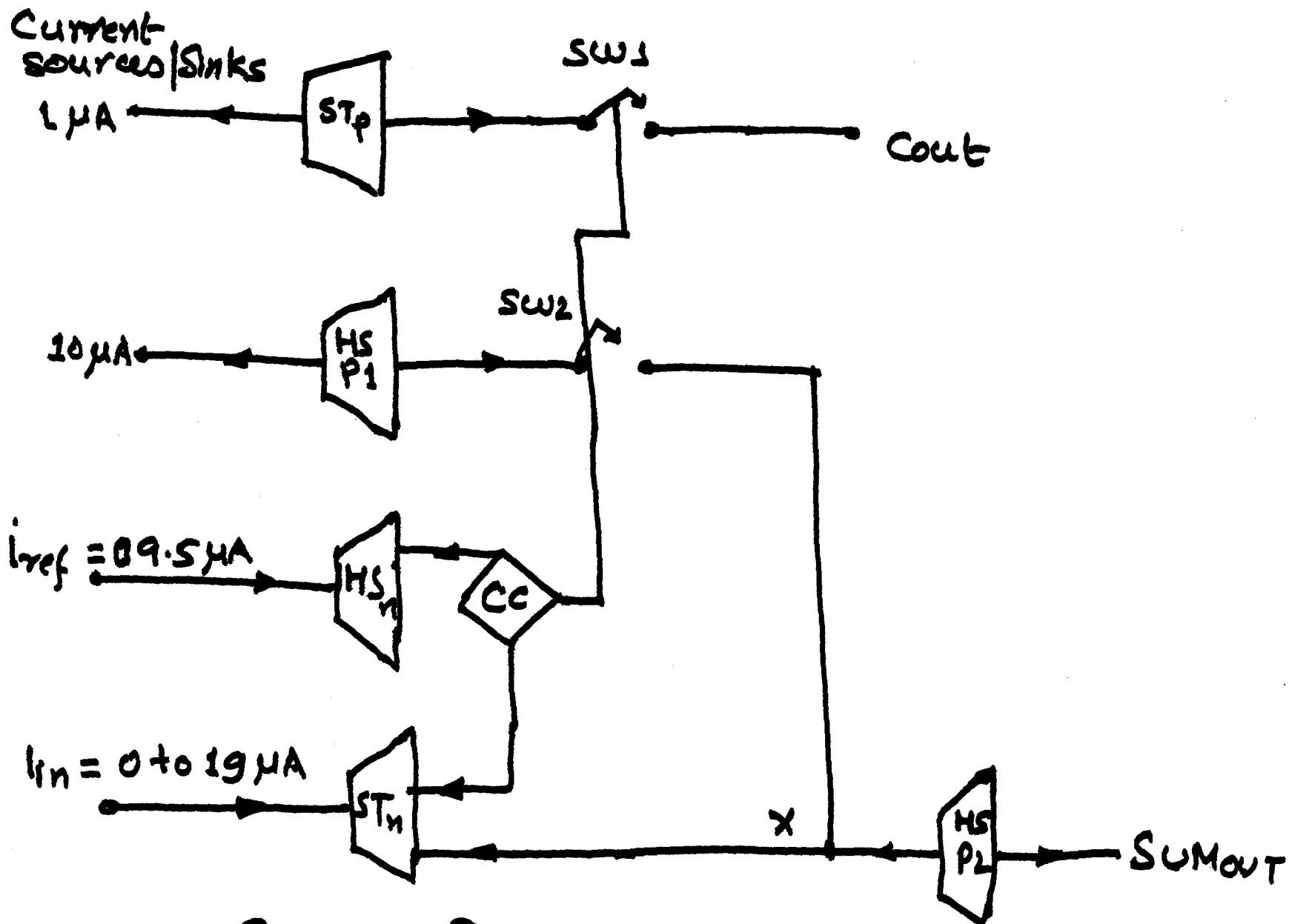
represent nos. $0, 1, 2 \dots 9$ in Decimal,

4. For 4-bit Adder I_{in} varies from 0 to $19 \mu A$
& C_{out} is Either $0 \mu A$ or $1 \mu A$ (Decimal 0 or 1)

SDDA implements PARTIAL SUM & Cout

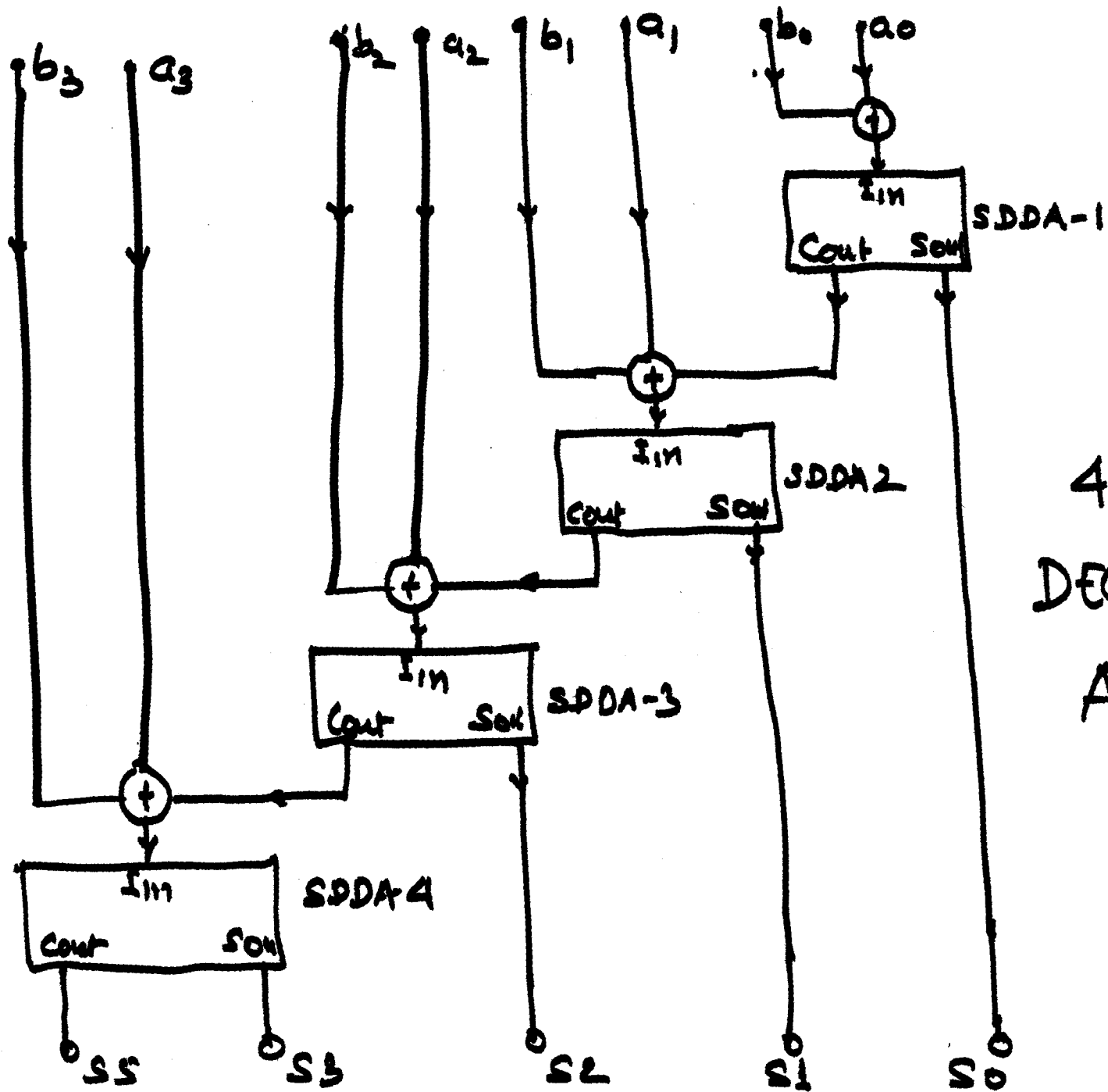
$$S_{out} = \begin{cases} I_{in} & \text{if } I_{in} \leq 9 \\ I_{in} - 10 & \text{if } I_{in} \geq 10 \end{cases}$$

$$C_{out} = \begin{cases} 0 & \text{if } I_{in} \leq 9 \\ 1 & \text{if } I_{in} \geq 10 \end{cases}$$



SINGLE DIGIT DECIMAL ADDER

Radnovik et al
 IEEE Conf. E1ACE, 1996



4 DIGIT
DECIMAL
ADDER

RADNOUK et al