

# Outline

- Digital CMOS design

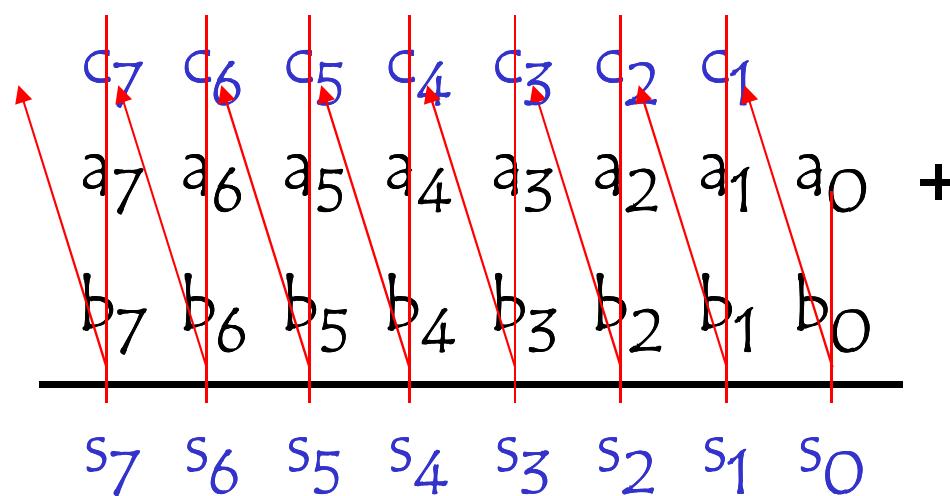
- Arithmetic operators

- - Adders
  - Comparators
  - Shifters
  - Multipliers

# Adders

Adding two natural numbers

Let consider two natural numbers  $a$  and  $b$   
coded on 8 bits using Natural Binary Code

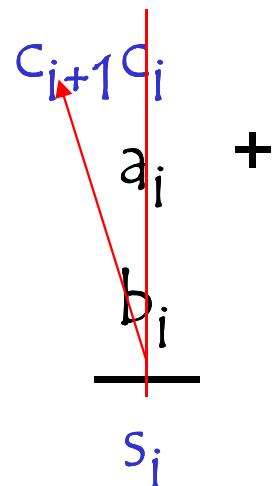


# Adders

Adding two natural numbers

At each stage, I need to sum 3 single bit numbers  $a_i$   $b_i$   $c_i$

The carry out of the stage  $i$  is the input carry of the next stage



$s_i$  and  $c_{i+1}$  are Boolean  
functions of  $a_i$   $b_i$   $c_i$

# Adders

Adding two natural numbers

	00	01	11	10	$a_i$	$b_i$
0	0	1	0	1		
1	1	0	1	0		

$c_i$        $s_i$

$$s_i = a_i \oplus b_i \oplus c_i$$

	00	01	11	10	$a_i$	$b_i$
0	0	0	1	0		
1	0	1	1	1		

$c_i$        $c_{i+1}$

$$c_{i+1} = a_i \cdot b_i + a_i \cdot c_i + b_i \cdot c_i$$

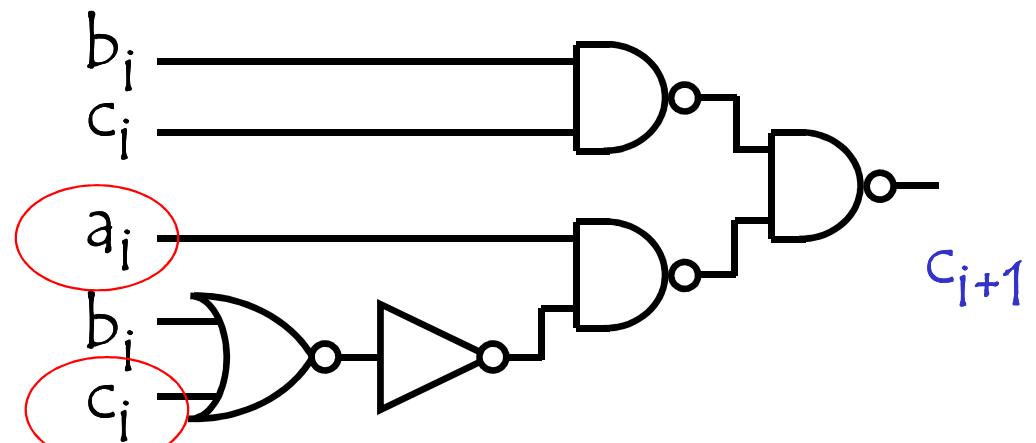
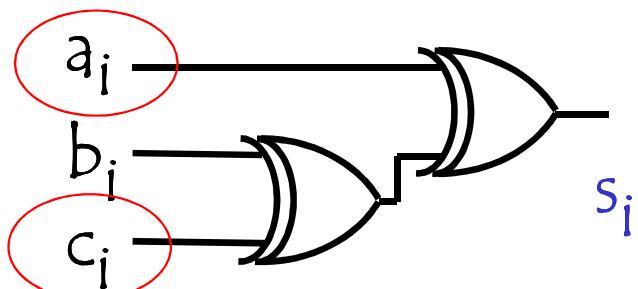
# Adders

Adding two natural numbers

$$s_i = a_i \oplus \underbrace{b_i \oplus c_i}_{}$$

$$c_{i+1} = a_i \cdot b_i + a_i \cdot c_i + b_i \cdot c_i$$

$$c_{i+1} = a_i \cdot \underbrace{(b_i + c_i)}_{} + b_i \cdot c_i$$



Addition delay depends on the delay of  $c_i$  to  $c_{i+1}$

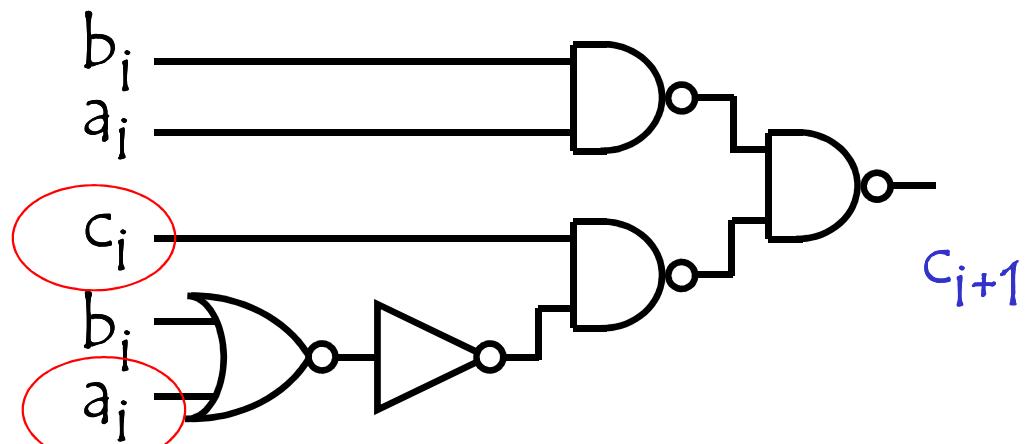
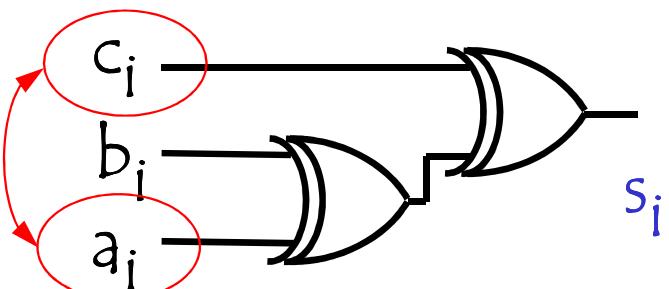
# Adders

Adding two natural numbers

$$s_i = a_i \oplus b_i \oplus c_i$$

$$c_{i+1} = a_i \cdot b_i + a_i \cdot c_i + b_i \cdot c_i$$

$$c_{i+1} = a_i \cdot b_i + (a_i + b_i) \cdot c_i$$



# Adders

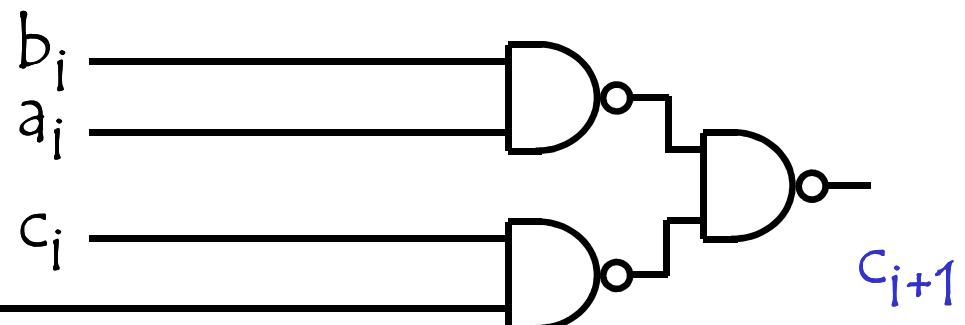
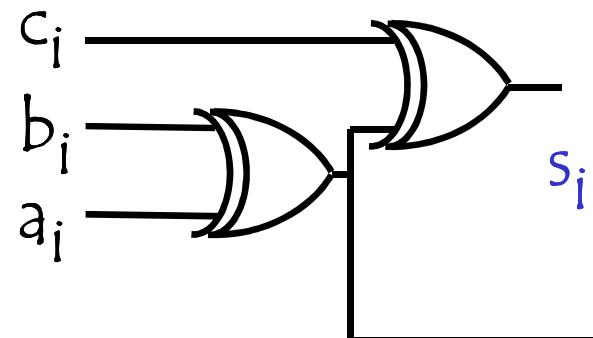
Adding two natural numbers

$$s_i = a_i \oplus b_i \oplus c_i$$

$$c_{i+1} = a_i \cdot b_i + a_i \cdot c_i + b_i \cdot c_i$$

$$c_{i+1} = a_i \cdot b_i + (a_i + b_i) \cdot c_i$$

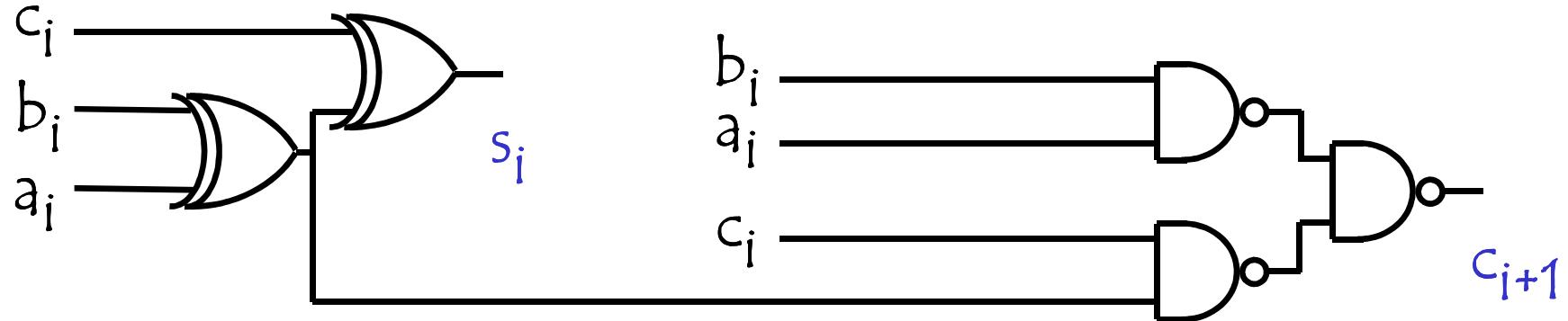
$$c_{i+1} = a_i \cdot b_i + (a_i \oplus b_i) \cdot c_i$$



# Adders

Adding two natural numbers

The circuit generating  $s_i$  and  $c_{i+1}$  is called a Full Adder (FA)

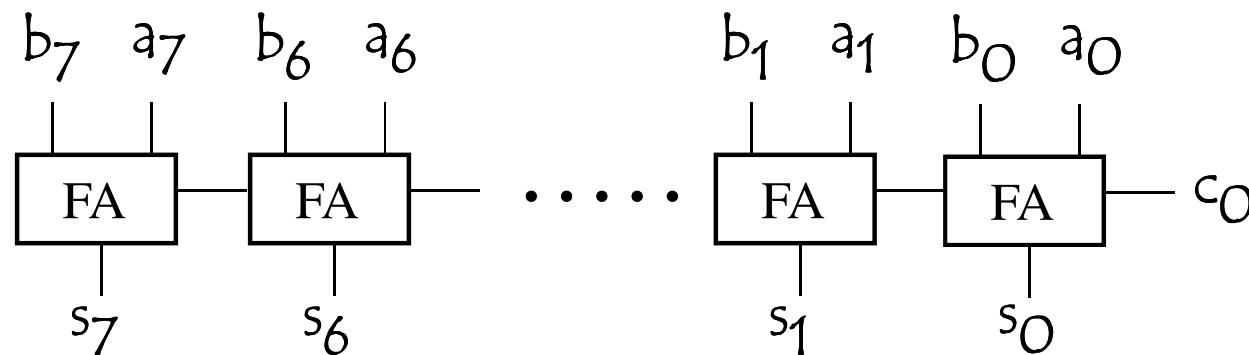


# Adders

Adding two natural numbers

At each stage, I need to sum 3 single bit numbers  $a_i$   $b_i$   $c_i$

The carry out of the stage  $i$  is the input carry of the next stage



Ripple Carry Adder (RCA)

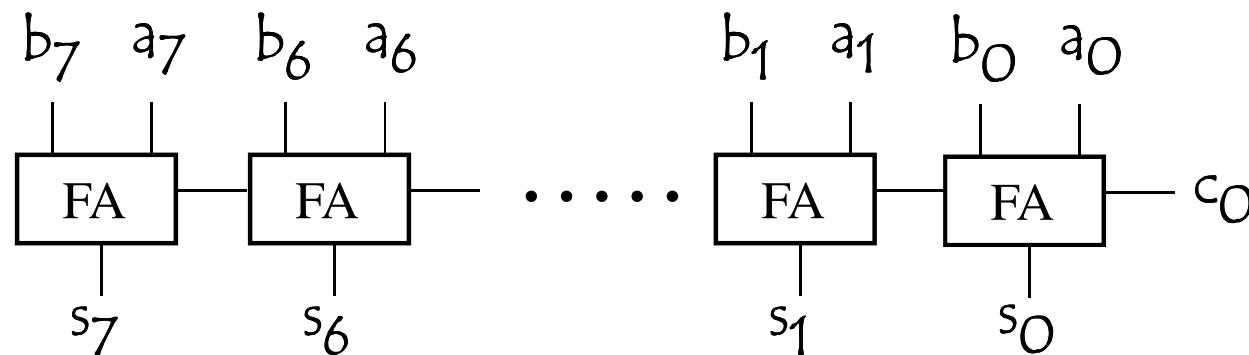
# Adders

Adding two natural numbers

Ripple Carry Adder (RCA)

Area  $\propto n$

Delay  $\propto n$

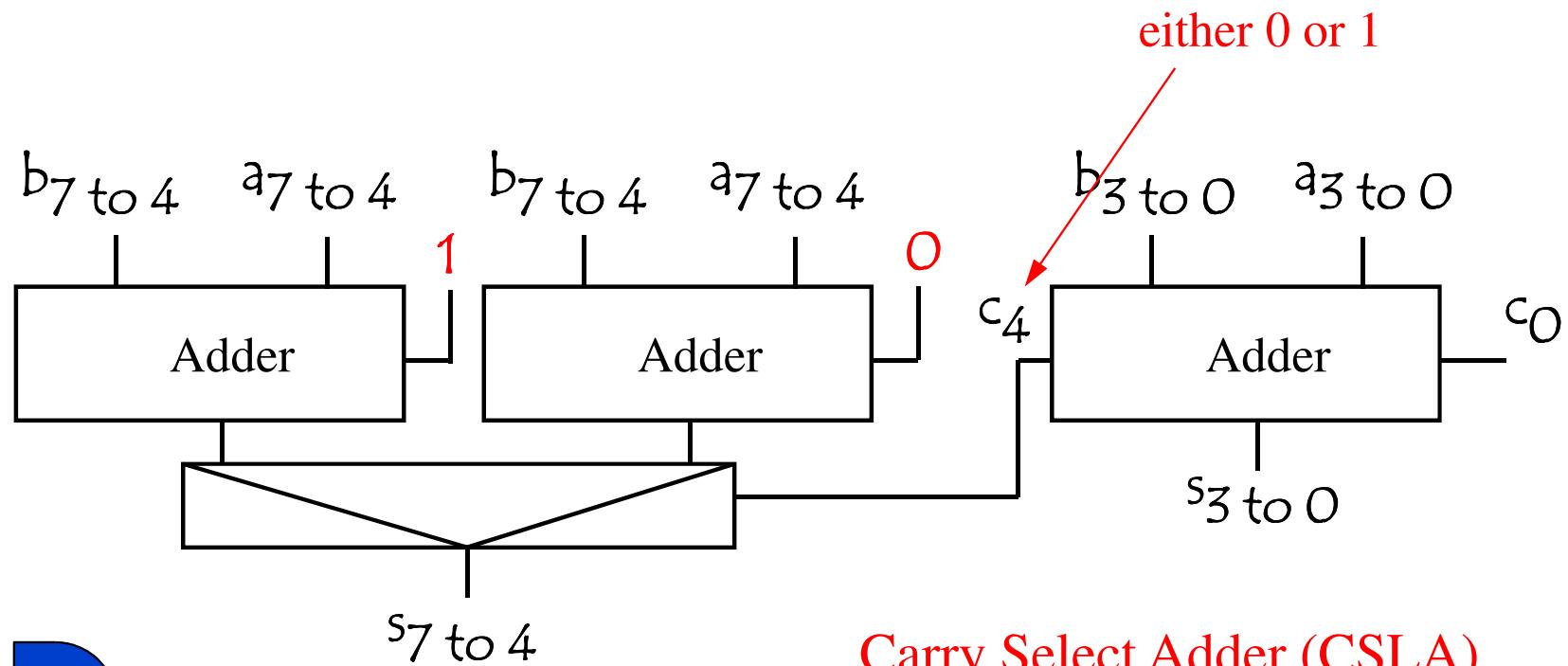


Timing should be improved

# Adders

Adding two natural numbers

Acceleration techniques



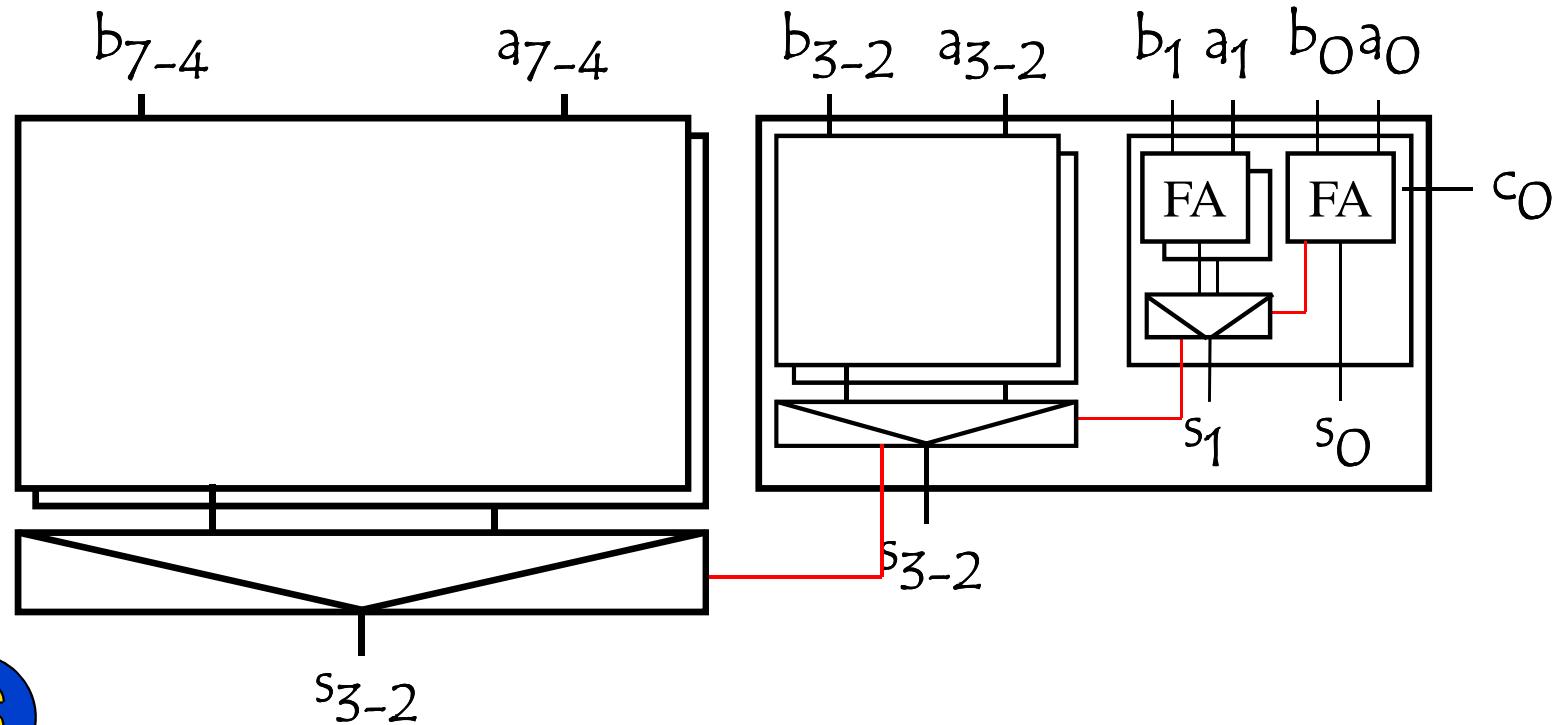
# Adders

Adding two natural numbers

Carry Select Adder (CSLA)

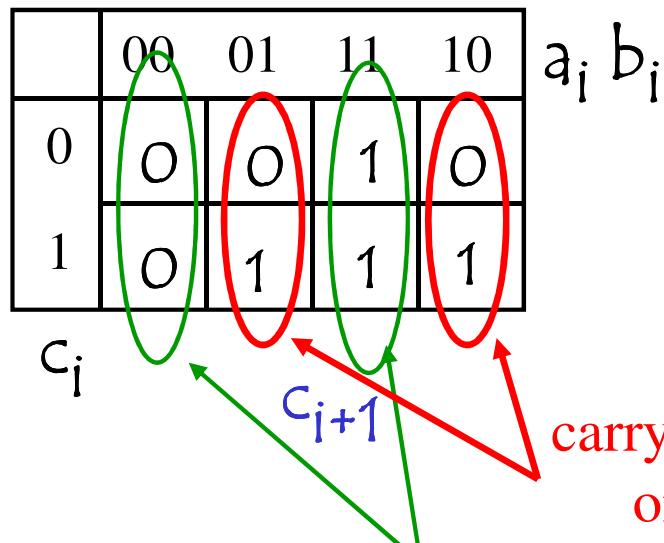
$$\text{Area} \propto n^{\log(3)} = n^{1.585}$$

$$\text{Delay} \propto \log(n)$$



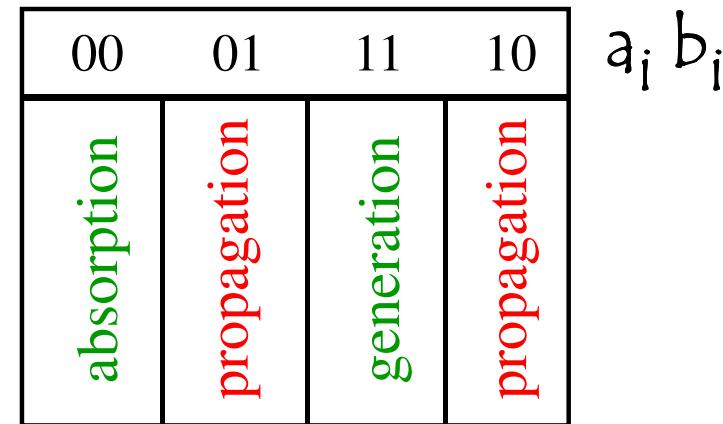
# Adders

## Adding two natural numbers Acceleration techniques



carry out depends  
on carry in

carry out does not  
depend on carry in



$a_i$   $b_i$

# Adders

Adding two natural numbers  
Acceleration techniques

	00	01	11	10
0	0	0	1	0
1	0	1	1	1

$c_i$

$c_{i+1}$

$a_i \ b_i$

$$G_i = a_i \ b_i$$

$$P_i = a_i \oplus b_i$$

$$c_{i+1} = G_i + P_i c_i$$

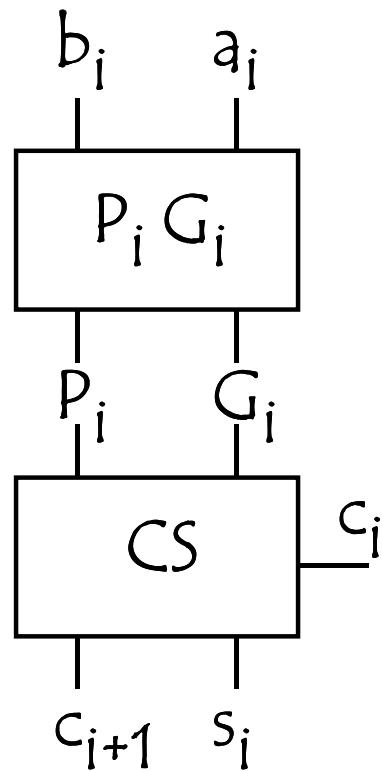
$$S_i = P_i \oplus c_i$$

00	01	11	10
absorption	propagation	generation	propagation

$a_i \ b_i$

# Adders

Adding two natural numbers  
Acceleration techniques



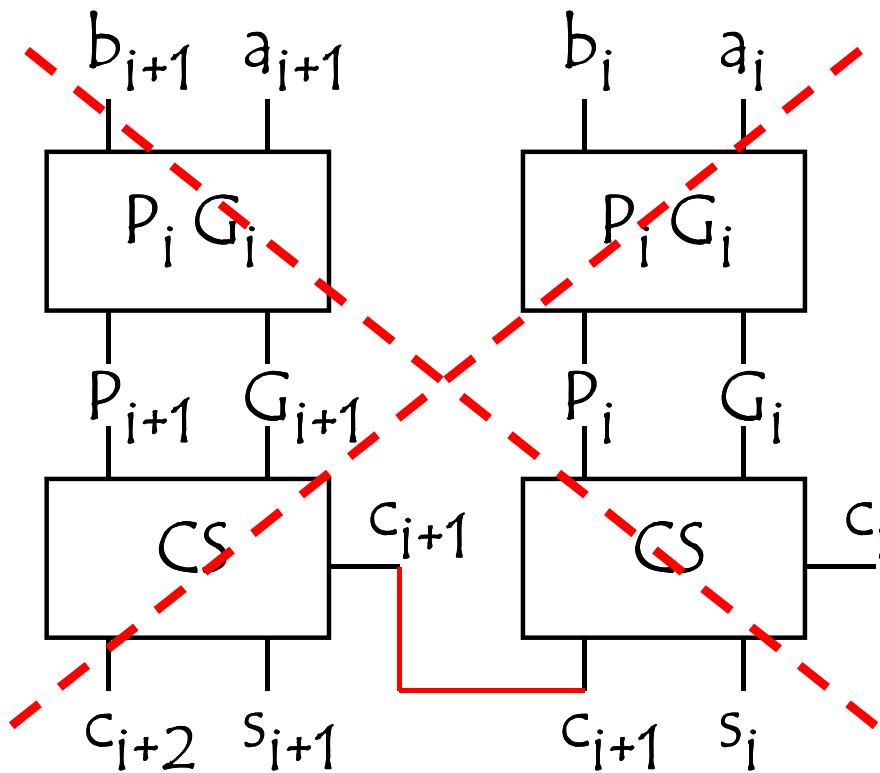
$$\begin{aligned}G_i &= a_i b_i \\P_i &= a_i \oplus b_i \\c_{i+1} &= G_i + P_i c_i \\s_i &= P_i \oplus c_i\end{aligned}$$

00	01	11	10
absorption	propagation	generation	propagation

$a_i$   $b_i$

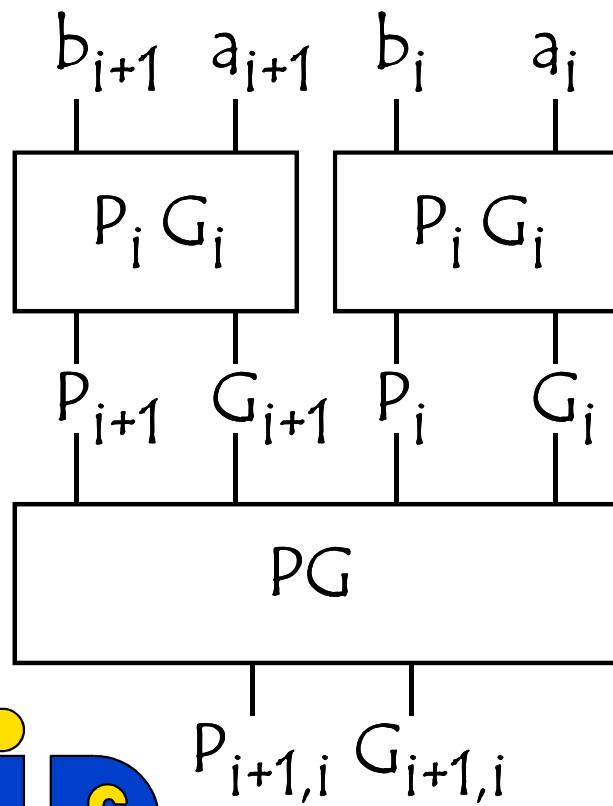
# Adders

Adding two natural numbers  
Acceleration techniques



# Adders

Adding two natural numbers  
Acceleration techniques

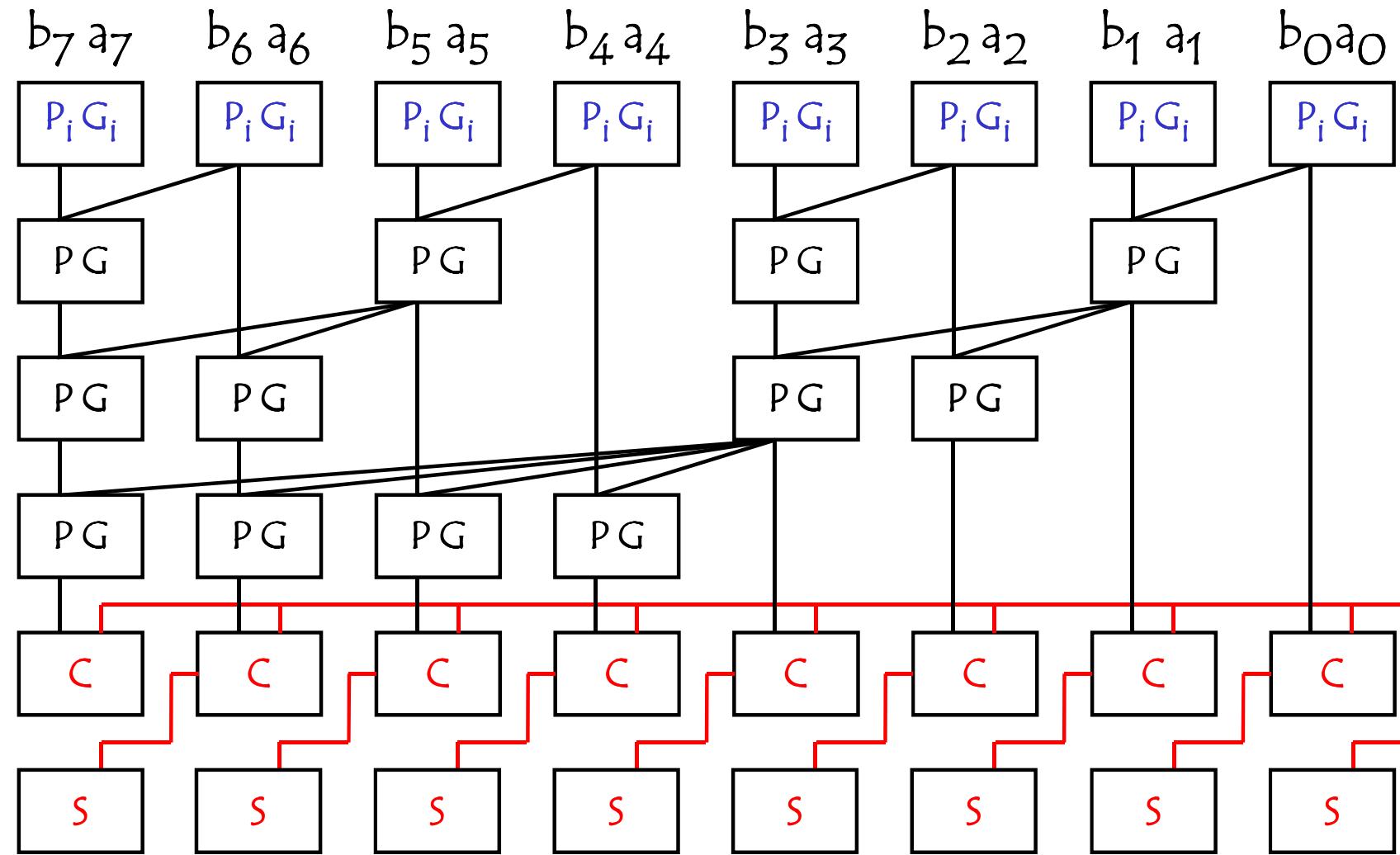


$$G_{i+1} = a_{i+1} b_{i+1} \quad G_i = a_i b_i$$
$$P_{i+1} = a_{i+1} \oplus b_{i+1} \quad P_i = a_i \oplus b_i$$

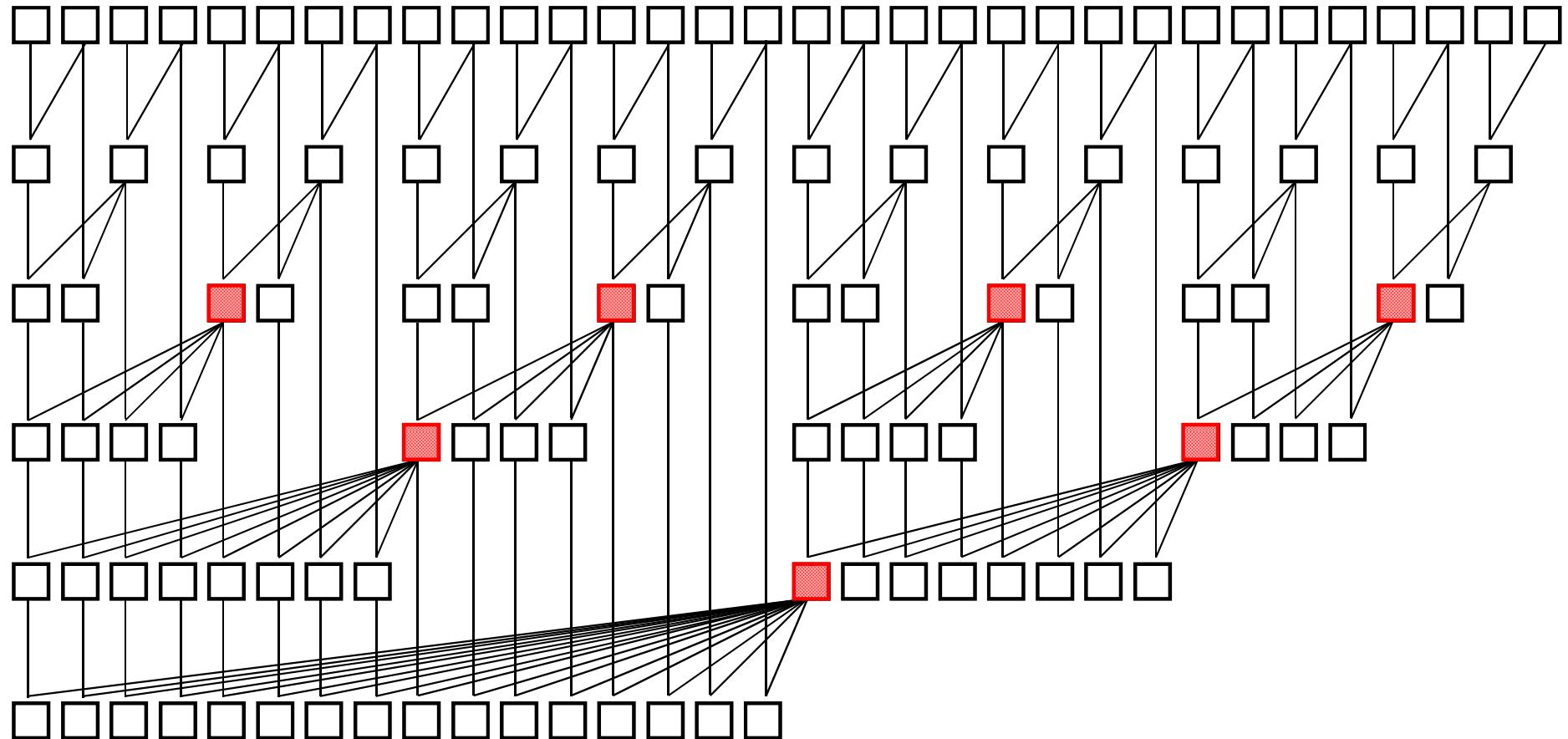
$$G_{i+1,i} = G_{i+1} + G_i \cdot P_{i+1}$$

$$P_{i+1,i} = P_i \cdot P_{i+1}$$

# Adders

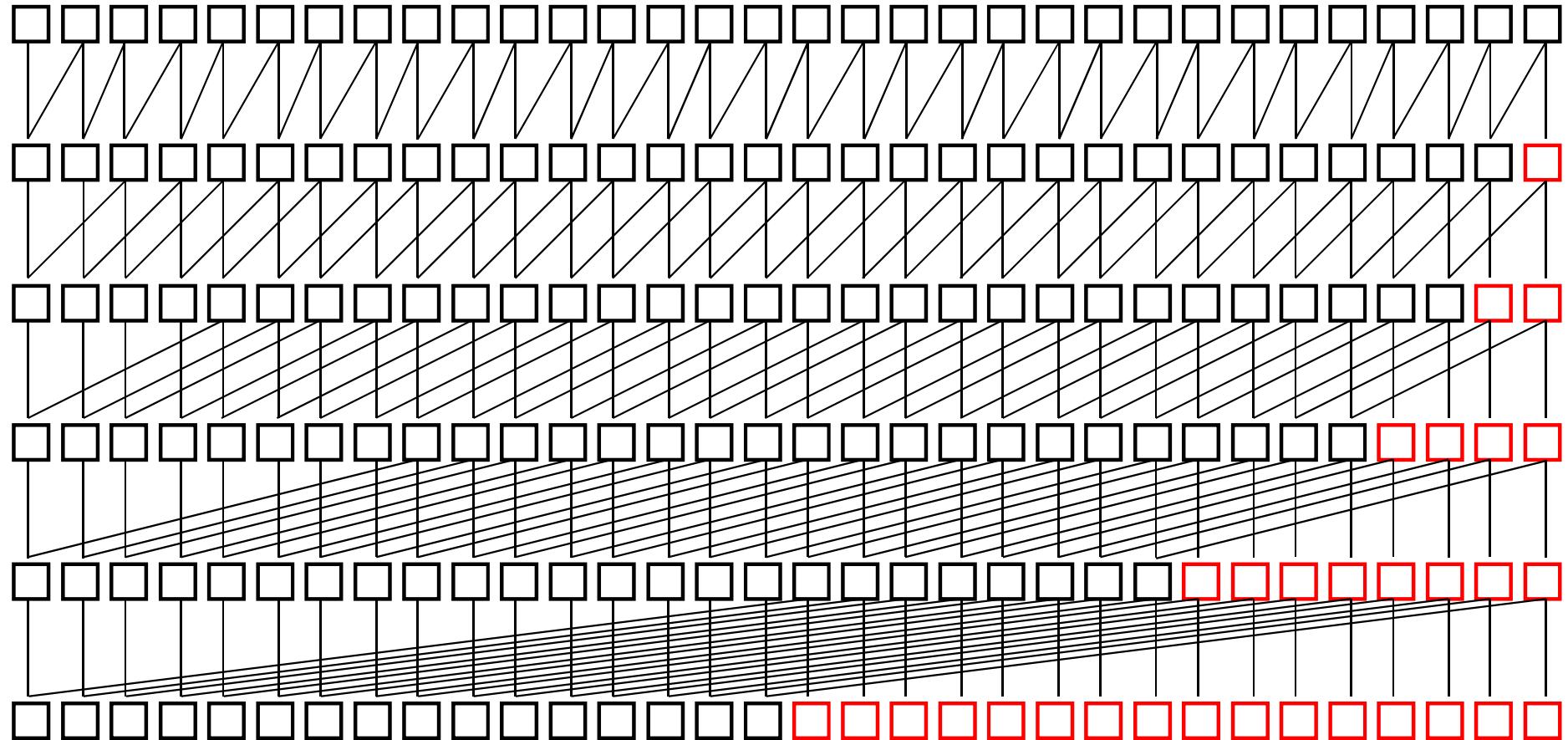


# Adders



Slansky Adder

# Adders



Kogge-Stone Adder

# Adders

Adding two natural numbers (summary)

	Area	Delay
Ripple Carry (RCA)	$n$	$n$
Carry Select (CSLA)	$n \log(3)$	$\log(n)$
Carry Lookahead (CLA)	$n \log(n)$	$\log(n)$