

EFFICIENT HIGH SPEED ADDERS FOR 4-BIT MICROPROCESSOR

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ABSTRACT

This paper primarily deals with the development of a Verilog model of 4-bit Microprocessor from basic gates and the construction of high speed adder circuits using Xilinx ISE 8.1i. The designs are implemented on Field Programmable Gate Array (FPGA) to analyze the design parameters. The motivation behind this investigation is that an adder is the basic building block of the Arithmetic Logic unit (ALU) and would be a limiting factor in the performance of the Central Processing Unit. In this research article we have simulated and synthesized the various adders like Ripple Carry Adder, Carry Look Ahead Adder and Carry Skip Adder by using Verilog and Xilinx ISE 8.1i. The Verilog codes for the architecture were synthesized using Xilinx ISE 8.1i and targeted for Xilinx Spartan 3E FPGA. The functionality of high speed adders are verified and parameters like area and speed is analyzed.

Keywords: *Carry Look Ahead Adder, Carry Skip Adder Field Programmable Gate Array, Ripple Carry Adder.*

I. INTRODUCTION

MICROPROCESSOR is a multipurpose, programmable, clock-driven, register-based electronic device that reads binary instruction from a storage device called memory; accepts binary data as input & processes data according to those instructions and provides results as output. The designed model in this paper is such that it will be capable of executing an assembly-language program written using the instruction set. Here in this paper we first designed the processor with Ripple Carry Adder [1]. In the next stage of design Carry Look Ahead Adder and Carry Skip Adders were designed and new 4-bit processor units were also designed with these high speed adders [6]. We have designed a 4-bit processor considering the ease of design and this unit can be expanded to 8-bit, 16-bit, 32-bit etc. easily.

II. DESCRIPTION

The entire 4-bit microprocessor design is done in different stages [2]. The different stages involved in the design are described below.

2.1 GATE Implementations:

In this stage the behavioral description of XOR, AND, OR and NOT gate are written and tested in test benches.

2.2 The 4-bit Full Adder:

In this stage structural description of a 4-bit full adder, either using top-bottom or bottom-up approach is written and verified in a test bench. The adder is designed using gates of first stage. The adders' takes two 4-bit

numbers and carry input as inputs and gives one 4-bit number and carry as outputs. The main issue with this adder is that carry has to propagate through all the stages and propagation delay is more.

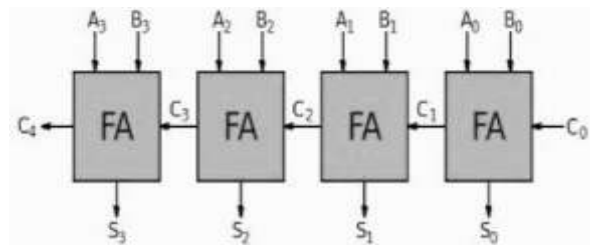


Figure 2.1: Ripple Carry Adder

2.3 The 4-bit ALU:

There are three selection bits : S2,S1 and S0 and hence support 8 operations. It uses adder of stage 2. Arithmetic and Logic Unit (ALU) is the fundamental building block of processor and it performs Arithmetic and Logic operations. The functionality is described in the Table 2.1. The ALU takes three selection bits, two 4- bit numbers and cin for adder as inputs and outputs a 4-bit number, f and cout [4].

S2	S1	S0	Cin	F	Description
0	0	0	0	$f = a$	Transfer a
0	0	0	1	$f = a + 1$	(b=0000)
0	0	1	0	$f = a + b$	Increment a
0	0	1	1	$f = a + b + 1$	Add b to a
0	1	0	0	$f = a + (\text{not } b)$	Adds with carry
0	1	0	1	$f = a + (\text{not } b + 1)$	Subtract with
0	1	1	0)	borrow
0	1	1	1	$f = a - 1$	Subtract
1	0	0	X	$f = a$	Decrement a
1	0	1	X	$f = a \text{ or } b$	Transfer a
1	1	0	X	$f = a \text{ xor } b$	(b=1111)
1	1	1	X	$f = a \text{ and } b$	OR
				$f = \text{not } a$	XOR
					AND
					NOT

Table 2.1 ALU operations

2.4 The Registered ALU:

This introduces clocked procedures for register modeling. The output signals f and cout from ALU of stage 3 is synchronized to a rising edge of the clock. An active low asynchronous reset signal controls initialization of these output signals.

2.5 The Instruction Decoder:

The instruction decoder is the part of the CPU that converts the bits stored in the instruction register or in CPUs into the control signals that control the other parts of the CPU [3].This module is a state machine which takes as

input, an instruction set comprising of a 3-bit opcode and two 4-bit operands. The instruction set is described below in the table 2.1.

2.6 16 X 4 RAM Model :

A random-access memory device allows data items to be read and written in roughly the same amount of time regardless of the order in which data items are accessed.

The input ports are :

addr (4-bit vector), datain (4-bit vector)

csn (1 bit) : chip select, it is 0 when memory is in use

rwn (1 bit) : 1 = read memory; 0 = write memory

The output port : dataout (4-bit vector) : Output data from RAM when in read mode.

2.7 The 4-bit Processor :

A dsp-processor module is created and the RAM, ALU and Instruction decoder modules are instantiated. Everything is placed as in figure 2.1

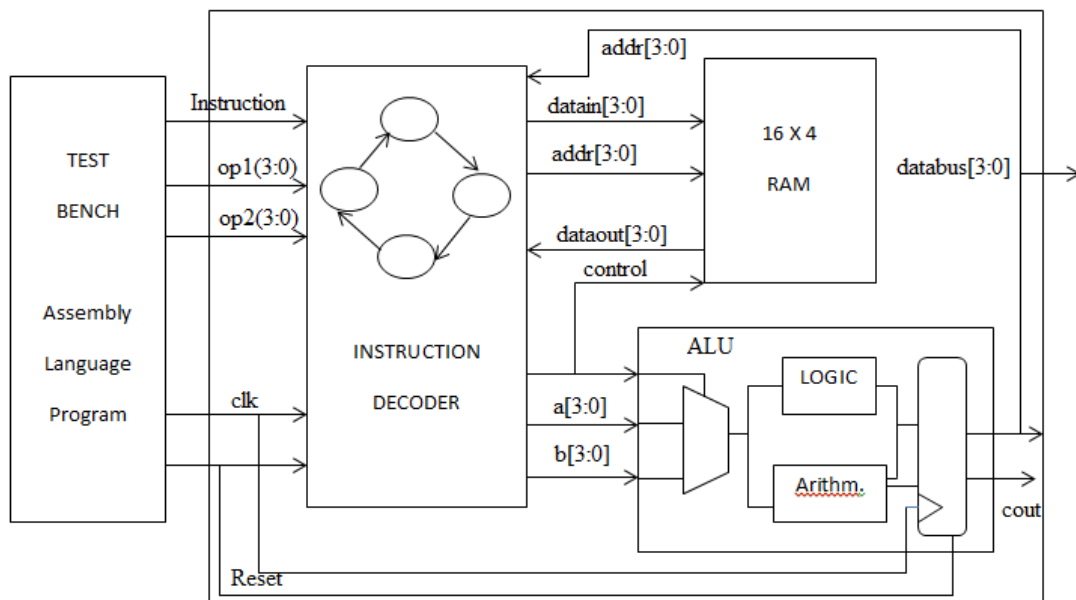


Figure 2.1: Block Diagram of 4-bit Microprocessor

2.8 Assembly Language Programs :

A file containing assembly language program for the processor is created. A small compiler in C/C++ is developed which will translate this program into a test-bench program in which this instructions are input to the instruction decoder of figure 2.1 with necessary timings between instructions

2.9 Synchronous RAM with Bidirectional Data :

A clock and reset signal will be added into the RAM model already designed. The code has to be modified to sync up the data input and output with the clock. The datain and dataout signals will have to be combined into an in out signal. This bidirectional bus will now be controlled by four tristate drivers written in RTL style.

III. DESIGN OF ADDERS

So far we have completed the design of 4-bit processor comprising of ALU unit with Ripple Carry Adder, RAM and Instruction Decoder. Now we are going to design more efficient adders Carry Look Ahead Adder and Carry Skip Adder.

3.1 Carry Look Ahead Adder:

The CLA adder is theoretically one of the fastest schemes used for the addition of two numbers, since the delay to add two numbers depends on the logarithm of the size of the operands. Carry look ahead logic uses the concepts of generating (G) and propagating (P) carries. Its work is based on two signals called P and G for each bit position.

The P and G are shown below:

$$C_{i+1} = G_i + P_i C_i \text{ here } G_i = A_i B_i \text{ and } P_i = (A_i \oplus B_i)$$

$$S_i = A_i \oplus B_i \oplus C_i = P_i \oplus C_i.$$

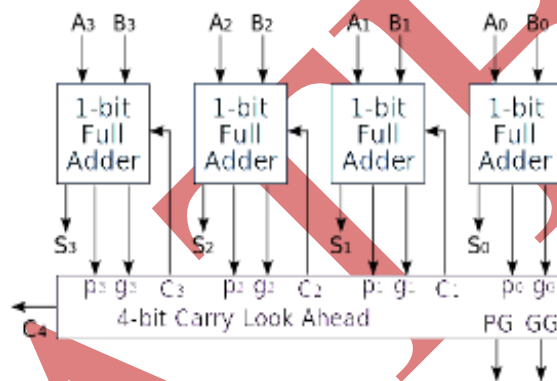


Figure 3.1: Carry Look Ahead Adder

The S_i and C_{i+1} represent the sum and carry from i th full adder respectively. The carry look ahead adder can be broken up in two modules (1) the partial full adder, which generates S_i , P_i , and G_i . [2] The carry look ahead logic which generates the carry out bits.

3.2 Carry Skip Adder:

Since the C_{in} -to- C_{out} represents the longest path in the ripple-carry-adder an obvious attempt is to accelerate carry propagation through the adder. This is accomplished by using carry-propagate p_i signals within the group are $p_i=1$, the condition exist for the carry to bypass the entire group [6].

$$P(i,i+3) = P_i + 3.P_i + 2.P_i + 1.P_i$$

Using the individual propagate values, the output from the AND gate is Ored with C_{i+4} to produce a stage output of

$$\text{Carry} = C_{i+4} + P(i,i+3).C_i$$

As shown in the figure, if $P(i,i+3)=0$, then the carry-out of the group is determined by the value of C_{i+4} . However, if $P(i,i+3)=1$, then the carry-in bit is $C_i=1$, then group carry-in is automatically send to the next group of adders. The name “carry-skip” is due to the fact that if the condition $P(i,i+3).C_i$ is true and then the carry-in bit skips the block entirely.

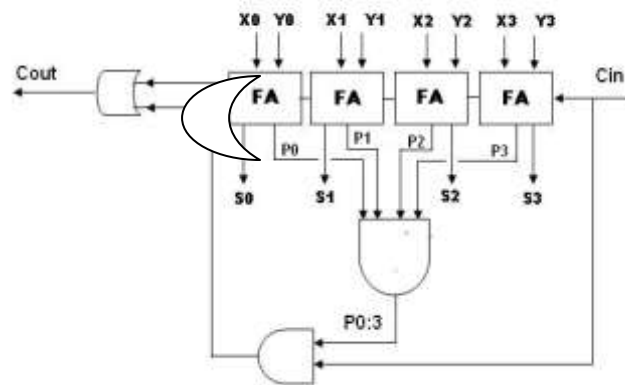


Figure 3.2: Carry Skip Adder

IV. CONCLUSION

In this paper we have designed the Verilog model of a 4-bit processor and synthesized in Xilinx ISE 8.1i. Various adders like Ripple Carry Adder, Carry Look Ahead Adder and Carry Skip Adders were designed. It is found that the combinational delay path is reduced in case of adders Carry Look Ahead and Carry Skip Adder as compared to that of Ripple Carry Adder. The adders are also synthesized in Xilinx ISE 8.1i. The reduction in delay path is more significant in case of higher order bit adders like 8-bit, 16-bit, 32-bit etc. From the timing summary analysis of 8-bit adder units- Ripple Carry Adder, Carry Look Ahead Adder and Carry Skip Adder it was found that the combinational delay path of Carry Look Ahead Adder is reduced significantly since the level of logic gates is reduced. . The reduction in delay path is more significant in case of higher order bit adders like 8-bit, 16-bit, 32-bit etc.

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