

Carry Lookahead Adder

Ruben Van den Bossche

Sam Verboven



Addition

$$\begin{array}{r} 00101110 \\ + 00100111 \\ \hline \end{array}$$

Addition

$$\begin{array}{r} 01011100 \\ 00101110 \\ + 00100111 \\ \hline 01010101 \end{array}$$

Addition

- 1-bit addition
 - Sum output is 1 when exactly one input is 1 or all three inputs are 1
 - CarryOut output is 1 when at least two inputs are 1
- Carry ripples through addition
 - Hardware executes in parallel
 - Slow!

Faster addition

- Determine CarryIn's sooner
 - Faster
 - More hardware needed
- Two levels of abstraction
 - Blocks of 4-bit adder
 - Within each block the carry in's are calculated before the addition is performed

Propagate and generate

$$\begin{array}{r} 00101110 \\ + 00100111 \\ \hline \end{array}$$

Propagate and generate

$$\begin{array}{r} 0010 \\ + 0010 \\ \hline \end{array}$$

$$\begin{array}{r} 1110 \\ + 0111 \\ \hline \end{array}$$

Propagate and generate

$$\begin{array}{r} \text{????} \\ 0010 \\ + 0010 \\ \hline \end{array}$$

$$\begin{array}{r} \text{????} \\ 1110 \\ + 0111 \\ \hline \end{array}$$

Propagate and generate

- Generate:
 $g_i = a_i \cdot b_i$
- Propagate:
 $p_i = a_i + b_i$
- CarryIn:
 $c_{i+1} = g_i + p_i \cdot c_i$

$$\begin{array}{r}
 C_4 C_3 C_2 C_1 C_0 \\
 a_3 a_2 a_1 a_0 \\
 + \quad b_3 b_2 b_1 b_0 \\
 \hline
 S_3 S_2 S_1 S_0
 \end{array}$$

Propagate and generate

- $$c_1 = g_0 + (p_0 \cdot c_0)$$

$$c_2 = g_1 + (p_1 \cdot g_0)$$

$$+ (p_1 \cdot p_0 \cdot c_0)$$

$$c_3 = g_2 + (p_2 \cdot g_1)$$

$$+ (p_2 \cdot p_1 \cdot g_0)$$

$$+ (p_2 \cdot p_1 \cdot p_0 \cdot c_0)$$

$$c_4 = g_3 + (p_3 \cdot g_2)$$

$$+ (p_3 \cdot p_2 \cdot g_1)$$

$$+ (p_3 \cdot p_2 \cdot p_1 \cdot g_0)$$

$$+ (p_3 \cdot p_2 \cdot p_1 \cdot p_0 \cdot c_0)$$

$$\begin{array}{r}
 c_4 c_3 c_2 c_1 c_0 \\
 a_3 a_2 a_1 a_0 \\
 + \underline{b_3 b_2 b_1 b_0} \\
 s_3 s_2 s_1 s_0
 \end{array}$$

Propagate and generate

$$\begin{array}{r} 0010 \\ + 0010 \\ \hline \end{array}$$

$$\begin{array}{r} 1110 \\ + 0111 \\ \hline \end{array}$$

Propagate and generate

$$\begin{array}{r} 0010 \\ + 0010 \\ \hline \end{array} \qquad \begin{array}{r} 11100 \\ 1110 \\ + 0111 \\ \hline 0101 \end{array}$$

Propagate and generate

$$\begin{array}{r}
 \text{← } \textcircled{1}1100 \\
 0010 \quad 1110 \\
 + 0010 \quad + 0111 \\
 \hline
 \end{array}$$

0101

Propagate and generate

$$\begin{array}{r}
 0101 \leftarrow \textcircled{1}1100 \\
 0010 \quad 1110 \\
 + 0010 \quad + 0111 \\
 \hline
 0101 \quad 0101
 \end{array}$$

Superpropagates and -generates

- Calculate c_4 of each 4-bit carry-lookahead adder
- Superpropagate P_i and supergenerate G_i
 - $P_0 = p_3 \cdot p_2 \cdot p_1 \cdot p_0$
 - $G_0 = g_3 + (p_3 \cdot g_2) + (p_3 \cdot p_2 \cdot g_1) + (p_3 \cdot p_2 \cdot p_1 \cdot g_0)$
- Calculate C_i
 - $C_1 = G_0 + (P_0 \cdot c_0)$
 - $C_2 = G_1 + (P_1 \cdot G_0) + (P_1 \cdot P_0 \cdot c_0)$
 - ...

8-bit Carry Lookahead Adder

