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Low power Implementation of Fast Addition using Quaternary Signed Digit Number System

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Abstract
In With the binary number system, the computation speed is limited by formation and propagation of carry Perform carry free addition, borrow free subtraction and multiplication. However the QSD number system requires a different set of prime modulo based logic elements for each arithmetic operation. A carry free arithmetic operation can be achieved using a higher radix number system such as Quaternary Signed Digit (QSD). In QSD, each digit can be represented by a number from -3 to 3. Carry free addition and other operations on a large number of digits such as 64, 128, or more can be implemented with constant delay and less complexity.

Keywords: *Carry free addition, QSD, Redundancy*

1. Introduction:

These high performance adders are essential since the speed of the digital processor depends heavily on the speed of the adders used is the system. Also, it serves as a building block for synthesis of all other arithmetic operations. Adders are most commonly used in various electronic applications e.g. Digital signal processing in which adders are used to perform various algorithms like FIR, IIR etc. In past, the major challenge for VLSI designer is to reduce area of chip by using efficient optimization techniques. Then the next phase is to increase the speed of operation to achieve fast calculations like, in today's microprocessors millions of instructions are performed per second. Speed of operation is one of the major constraints in designing DSP processors[11]

The redundancy associated with signed-digit numbers offers the possibility of carry free addition. The redundancy provided in signed-digit representation allows for fast addition and subtraction because the sum or difference digit is a function of only the digits in two adjacent digit positions of the operands for a radix greater than 2, and 3 adjacent digit positions for a radix of 2. Thus, the add time for two redundant signed-digit numbers is a constant independent of the word length of the operands, which is the key to high speed computation. The advantage of carry free addition offered by QSD numbers is exploited in designing a fast adder circuit. Additionally adder designed with QSD number system has a regular layout which is suitable for VLSI implementation which is the great advantage over the RBSD adder. An Algorithm for design of QSD adder is proposed.

Binary signed-digit numbers are known to allow limited carry propagation with a somewhat more complex addition process requiring very large circuit for implementation [4] [10]. A special higher radix-based (quaternary) representation of binary signed-digit numbers not only allows carry-free addition and borrow-free subtraction but also offers other important advantages such as simplicity in logic and higher storage density [15].

2. Theorem

It offers the advantage of reduced circuit complexity both in terms of transistor count and interconnections. QSD number uses 25% less space than BSD to store number [10] and it can be verified by the theorem described as under- QSD numbers save 25% storage compared to BSD: To represent a numeric value N |log 4N| number of QSD digits and 3 |log 4N| binary bits are required while for the same |log 2N| BSD digits and 2 |log 2N| binary bits are required in BSD representation. Ratio of number of bits in

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QSD to BSD representation for an arbitrary number N is, |3 log4N| which roughly equals to 3/4. Therefore, QSD saves ¼ of the storage used by BSD So the proposed QSD adder is better than RBSD adder in terms of number of gates, input connections and delay though both perform addition within constant time. Proposed design has the advantages of both parallelisms as well as reduced gate complexity. The computation speed and circuit complexity increases as the number of computation steps decreases. A two step schemes appear to be a prudent choice in terms of computation speed and storage complexity Quaternary is the base 4 redundant number system. The degree of redundancy usually increases with the increase of the radix [24]. The signed digit number system allows us to implement parallel arithmetic by using redundancy. QSD numbers are the SD numbers with the digit set as:

{ $\bar{3}, \bar{2}, \bar{1}, 0, 1, 2, 3$ } where $\bar{3}$, $\bar{2}$, and $\bar{1}$ represent -3, -2, and -1 respectively. In general, a signed-digit decimal number D can be represented in terms of an n digit quaternary signed digit number as

$$D = \sum_{i=0}^{n-1} X_i 4^i$$

where xi can be any value from the set

$\{\bar{3}, \bar{2}, \bar{1}, 0, 1, 2, 3\}$ for producing an appropriate decimal representation. For digital implementation, QSD numbers are represented using 3-bit 2's complement notation. A QSD negative number is the QSD complement of the QSD positive number [3]. For example, using primes to denote complementation, we have

$$\bar{3}' = 3,\ 3' = \bar{3},\ \bar{2}' = 2,\ 2' = \bar{2},\ \bar{1}' = 1,\ 1' = \bar{1}.$$

3. DESIGN ALGORITHM OF QSD ADDER

In QSD number system carry propagation chain are eliminated which reduce the computation time substantially, thus enhancing the speed of the machine [31]. As range of QSD number is from -3 to 3, the addition result of two QSD numbers varies from -6 to +6 [30]. Table I depicts the output for all possible combinations of two numbers.

The decimal numbers in the range of -3 to +3 are represented by one digit QSD number. As the decimal number exceeds from this range, more than one digit of QSD number is required. For the addition result, which is in the range of -6 to +6, two QSD digits are needed. In the two digits QSD result the LSB digit represents the sum bit and the MSB digit represents the carry bit. To prevent this carry bit to propagate from lower digit position to higher digit position QSD number representation is used [37]. QSD numbers allow redundancy in the number representations. The same decimal number can be represented in more than one QSD representations. So we choose such QSD represented number which prevents further rippling of carry. To perform carry free addition, the addition of two QSD numbers can be done in two steps [4]:

Step 1: First step generates an intermediate carry and intermediate sum from the input QSD digits i.e., addend and augend.

Step 2: Second step combines intermediate sum of current digit with the intermediate carry of the lower significant digit.

So the addition of two QSD numbers is done in two stages. First stage of adder generates intermediate carry and intermediate sum from the input digits. Second stage of adder adds the intermediate sum of current digit with the intermediate carry of lower significant digit. To remove the further rippling of carry there are two rules to perform QSD addition in two steps:

Rule 1: First rule states that the magnitude of the intermediate sum must be less than or equal to 2 i.e., it should be in the range of -2 to +2.

Rule 2: Second rule states that the magnitude of the intermediate carry must be less than or equal to 1 i.e., it should be in the range of -1 to +1.

TABLE I
THE INTERMEDIATE CARRY AND SUM BETWEEN -6 TO +6

Sum	*QSD represented number*	*QSD coded number*
-6	$\bar{2}2, \bar{1}\bar{2}$	$\bar{1}\bar{2}$
-5	$\bar{2}3, \bar{1}\bar{1}$	$\bar{1}\bar{1}$
-4	$\bar{1}0$	$\bar{1}0$
-3	$\bar{1}1, 0\bar{3}$	$\bar{1}1$
-2	$\bar{1}2, 0\bar{2}$	$0\bar{2}$
-1	$\bar{1}3, 0\bar{1}$	$0\bar{1}$
0	00	00
1	$01, 1\bar{3}$	01
2	$02, 1\bar{2}$	02
3	$03, 1\bar{1}$	$1\bar{1}$
4	10	10
5	$11, 2\bar{3}$	11
6	$12, 2\bar{2}$	12

ISSN 2348 – 7968

According to these two rules the intermediate sum and intermediate carry from the first step QSD adder can have the

range of -6 to +6. But by exploiting the redundancy feature of QSD numbers we choose such QSD represented number

which satisfies the above mentioned two rules. When the second step QSD adder adds the intermediate sum of current digit, which is in the range of -2 to +2, with the intermediate carry of lower significant digit, which is in the range of -1 to +1, the addition result cannot be greater than 3 i.e., it will be in the range of -3 to +3[]. The addition result in this range can be represented by a single digit QSD number; hence no further carry is required. In the step 1 QSD adder, the range of output is from -6 to +6 which can be represented in the intermediate carry and sum in QSD format as shown in table I. We can see

in the first column of TableI that some numbers have multiple representations, but only those that meet the above defined two rules are chosen. The chosen intermediate carry and intermediate sum are listed in the last column of Table I as the QSD coded number.

4. LOGIC DESIGN AND MPLEMENTATION USING OF SINGLE DIGIT QSD ADDER UNIT

There are two steps involved in the carry-free addition. The first step generates an intermediate carry and sum from the addend and augend. The second step combines the

intermediate sum of the current digit with the carry of the lower significant digit. To prevent carry from further rippling, two rules are defined. The first rule states that the magnitude of the intermediate sum must be less than or equal to 2. The second rule states that the magnitude of the carry must be less than or equal to 1. Consequently, the magnitude of the second step output cannot be greater than 3 which can be represented

by a single-digit QSD number; hence no further carry is required. In step 1, all possible input pairs of the addend and

augend are considered. The range of input numbers can vary from -3 to +3, so the

addition result will vary from -6 to +6 which needs two QSD digits. The lower significant digit serves as sum and most significant digit serves as carry. The generation of the carry can be avoided by mapping the two digits into a pair of intermediate sum and intermediate carry such that the nth

intermediate sum and the (n-1)th intermediate carry never form any carry generating pair (3,3), (3,2), (3,1) $(\bar{3},\bar{3})$, $(\bar{3},\bar{2})$, $(\bar{3},\bar{1})$. If we restrict the representation such that the intermediate carry is limited to a maximum of 1, and the

intermediate sum is restricted to be less than 2, then the final addition will become carry free. Both inputs and outputs can be encoded in 3-bit 2's complement binary number. The

mapping between the inputs, addend and augend, and the outputs, the intermediate carry and sum are shown in binary format in Table II. To remove the further carry propagation the redundancy feature of QSD numbers is used. We restrict the representation such that all the intermediate carries are limited to a maximum of 1, and the intermediate sums are restricted to be less than 3, then the final addition will become carry free. The QSD representations according to these rules are shown in Table 4.3 for the range of -6 to +6. As the range of intermediate carry is from -1 to +1, it can be represented in 2 bit binary number but we take the 3 bit representation for the bit compatibility with the intermediate sum. At the input side, the addend Ai is represented by 3 variable input as A2, A1, A0 and the augend Bi is represented by 3 variable input as B2, B1, B0. At the output side, the intermediate carry IC is represented by IC2,

IC1, IC0 and the intermediate sum IS is represented by IS2, IS1, IS0. The six variable expressions for intermediate carry and intermediate sum in terms of inputs (A2, A1, A0, B2, B1 and B0) can be derived from Table 4.3. So we get the six output expressions for IC2, IC1, IC0, IS2, IS1 and IS0. As the intermediate carry can be represented by only 2 bits, the third

appended bit IC2 is equal to IC1 so the expression for both

outputs will be the same[5].

Using 6 variable K-map, the logic equations specifying a minimal hardware realization for generating the intermediate carry and intermediate sum are derived. The minterms for the intermediate carry (IC2 , IC1, IC0) are:

$$IC_2 = a_2 b_2 \left(\overline{a_0 b_0 a_1 b_1}\right) + \left(\overline{a_1 + b_1}\right)\left(a_2 \overline{b_0} + b_2 \overline{a_0}\right)$$

$$IC_1 = a_2 b_2 \left(\overline{a_0 b_0 a_1 b_1}\right) + \left(\overline{a_1 + b_1}\right)\left(a_2 \overline{b_0} + b_2 \overline{a_0}\right)$$

$$IC_0 = IC_2 + \overline{a_2 b_2}\left(a_1 b_1 + b_1 b_0 + b_0 a_1 + b_1 a_0 + a_1 a_0\right)$$

Minterms for intermediate sums are:

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$$IS_0 = a_0\overline{b_0} + \overline{a_0}b_0$$

$$IS_1 = \left(a_1\overline{b_1} + \overline{a_1}b_1\right)\overline{a_0b_0} + \overline{\left(a_1\overline{b_1} + \overline{a_1}b_1\right)}a_0b_0$$

$$IS_2 = IS_0\left(\overline{a_1}b_1 + a_1\overline{b_1}\right) + b_2\overline{a_1}\overline{b_0} + a_2\overline{b_1}\overline{a_0} + a_0b_0\overline{a_1}\overline{b_1}(a_2 +$$

The final sum which is carry free is generated from those outputs i.e. Intermediate carry (IC2, IC1, and IC0) and
Intermediate sum (IS2, IS1, and IS0). Therefore it has six input and three output bits.

$$S_0 = IC_0\overline{IS_0} + \overline{IC_0}IS_0$$

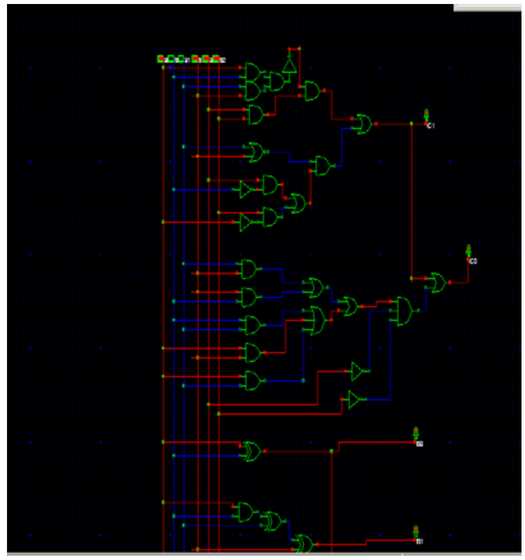
$$S_1 = IC_1 \oplus IS_1 \oplus IC_0IS_0$$

$$S_2 = IC_2 \oplus IS_2 \oplus \left(IC_1IS_1 + (IC_1 \oplus IS_1)IC_0IS_0\right)$$

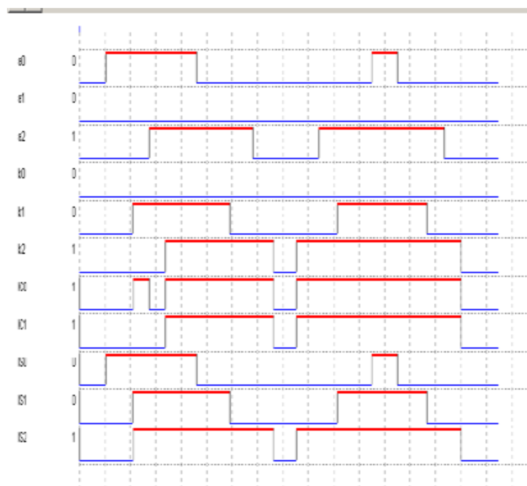
THE CONVERSION BETWEEN THE INPUTS AND OUTPUTS OF THE INTERMEDIATE CARRY AND INTERMEDIATE SUM

INPUT				OUTPUT				
QSD		Binary		Decimal	QSD		Binary	
A_i	B_i	A_i	B_i	Sum	C_i	S_i	C_i	S_i
3	3	011	011	6	1	2	001	010
3	2	011	010	5	1	1	001	001
2	3	010	011	5	1	1	001	001
3	1	011	001	4	1	0	001	000
1	3	001	011	4	1	0	001	000
2	2	010	010	4	1	0	001	000
1	2	001	010	3	1	-1	001	111
2	1	010	001	3	1	-1	001	111
3	0	011	000	3	1	-1	001	111
0	3	000	011	3	1	-1	001	111
1	1	001	001	2	0	2	000	010
0	2	000	010	2	0	2	000	010
2	0	010	000	2	0	2	000	010
3	-1	011	111	2	0	2	000	010
-1	3	111	011	2	0	2	000	010
0	1	000	001	1	0	1	000	001
1	0	001	000	1	0	1	000	001
2	-1	010	111	1	0	1	000	001
-1	2	111	010	1	0	1	000	001
3	-2	011	110	1	0	1	000	001
-2	3	110	011	1	0	1	000	001
0	0	000	000	0	0	0	000	000
1	-1	001	111	0	0	0	000	000
-1	1	111	001	0	0	0	000	000
2	-2	010	110	0	0	0	000	000
-2	2	110	010	0	0	0	000	000
-3	3	101	011	0	0	0	000	000
3	-3	011	101	0	0	0	000	000
0	-1	000	111	-1	0	-1	000	111
-1	0	111	000	-1	0	-1	000	111
-2	1	110	001	-1	0	-1	000	111
1	-2	001	110	-1	0	-1	000	111
-3	2	101	010	-1	0	-1	000	111
2	-3	010	101	-1	0	-1	000	111
-1	-1	111	111	-2	0	-2	000	110
0	-2	000	110	-2	0	-2	000	110
-2	0	110	000	-2	0	-2	000	110
-3	1	101	001	-2	0	-2	000	110
1	-3	001	101	-2	0	-2	000	110
-1	-2	111	110	-3	-1	1	111	001
-2	-1	110	111	-3	-1	1	111	001
-3	0	101	000	-3	-1	1	111	001
0	-3	000	101	-3	-1	1	111	001
-3	-1	101	111	-4	-1	0	111	000
-1	-3	111	101	-4	-1	0	111	000
-2	-2	110	110	-4	-1	0	111	000
-3	-2	101	110	-5	-1	-1	111	111
-2	-3	110	101	-5	-1	-1	111	111
-3	-3	101	101	-6	-1	-2	111	110

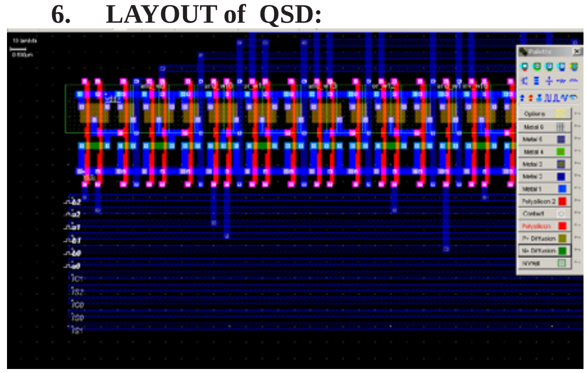
5. Schematic representation of QSD:



Timing waveform of QSD:



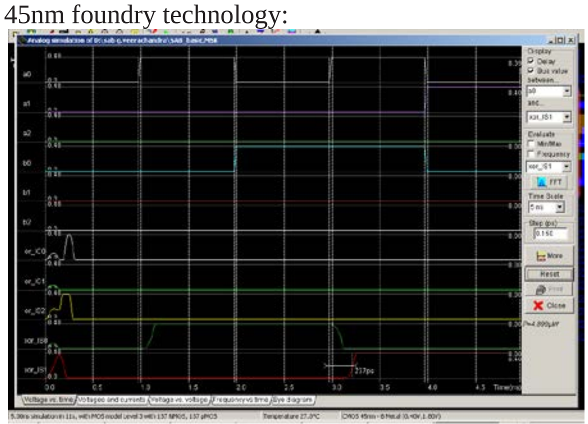
6. LAYOUT of QSD:



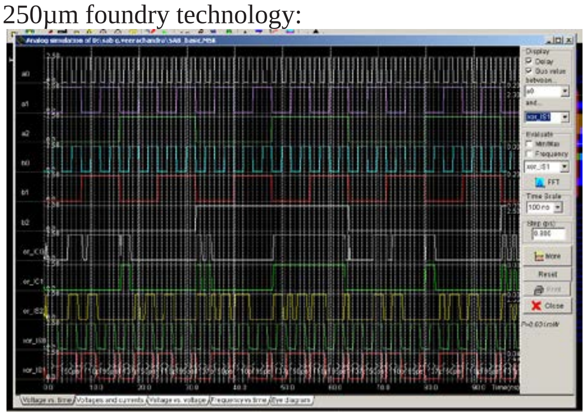
7. Analog Simulation:

120µm foundry technology:

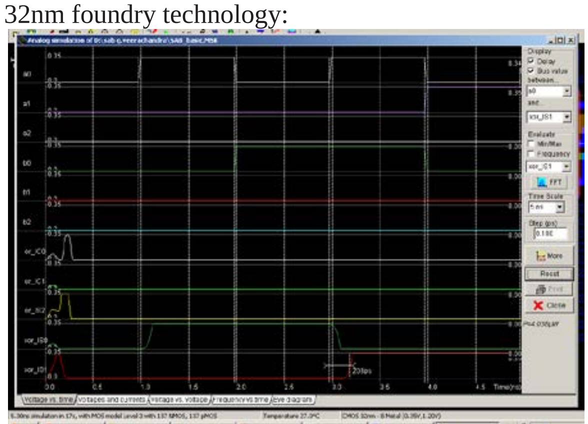
45nm foundry technology:



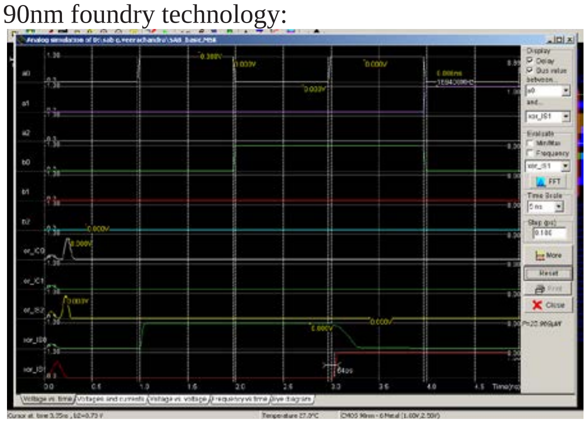
250µm foundry technology:



32nm foundry technology:



90nm foundry technology:



8. RESULTS TABLE

SL.NO	***FOUNDRY TECHNOLOGY***	***NO.OF. METALS***	***VOLTAGE***	***POWER DISSPIATED***
1	250µm	6	2.5	63.11µW
2	120 µm	6	1.2	33.388µW
3	90nm	6	1.0	25.969µW
4	45nm	8	0.4	4.899µW
5	32nm	8	0.35	4.3µW

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9. CONCLUSION & FUTURESCOPE

From the above table we conclude that 32nm is having low power dissipation in the design of fast QSD. In future still lower power dissipation can be achieved without modifying and degrading the circuit functionality. Consequently this design is appropriate to be applied for construction of a high performance multiprocessor which consists of many processing elements.

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