

Ripple Carry Adder (1A)

•
•

Copyright (c) 2021 - 2014 Young W. Lim.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".

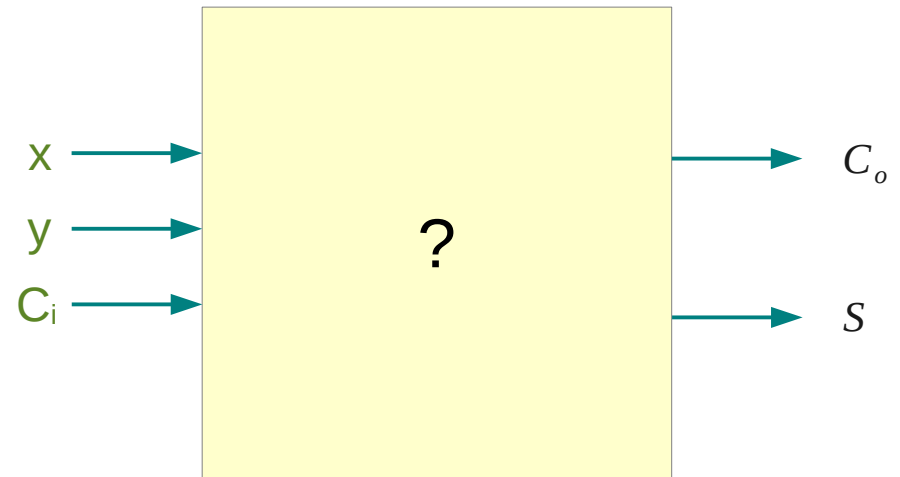
Please send corrections (or suggestions) to youngwlim@hotmail.com.

This document was produced by using OpenOffice and Octave.

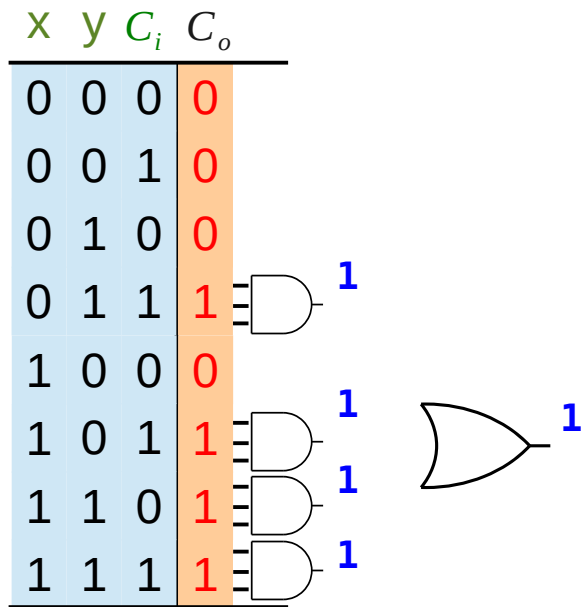
Truth Table

x	y	C_i	C_o	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

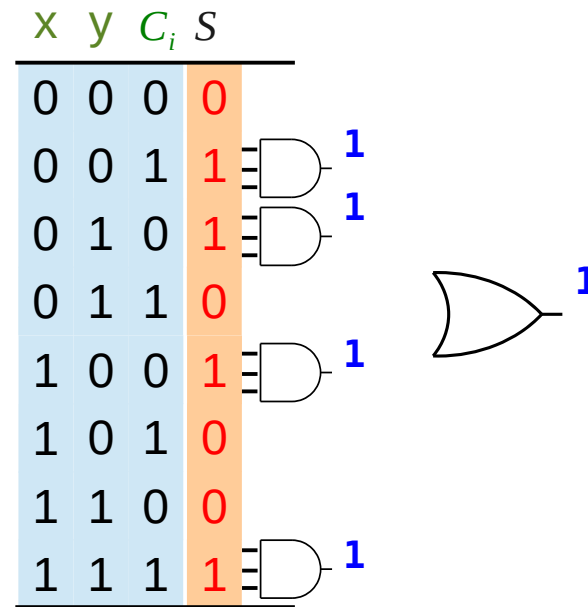
$\underbrace{\hspace{1.5cm}}_{\text{inputs}} \quad \underbrace{\hspace{1.5cm}}_{\text{output}}$



SOP



$$C_o = \bar{x}yC_i + x\bar{y}C_i + xy\bar{C}_i + xyC_i$$

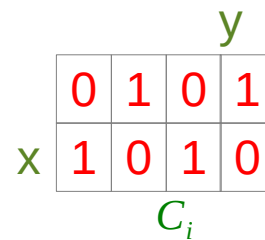
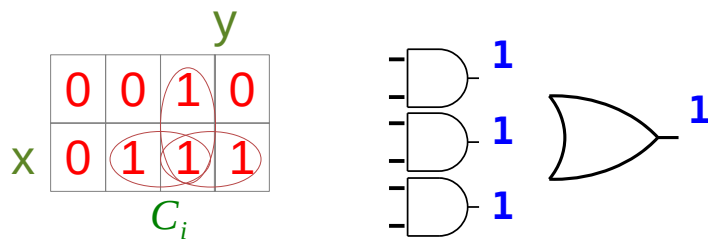


$$S = \bar{x}\bar{y}C_i + \bar{x}y\bar{C}_i + x\bar{y}\bar{C}_i + xyC_i$$

K-Map

x	y	C _i	C _o
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

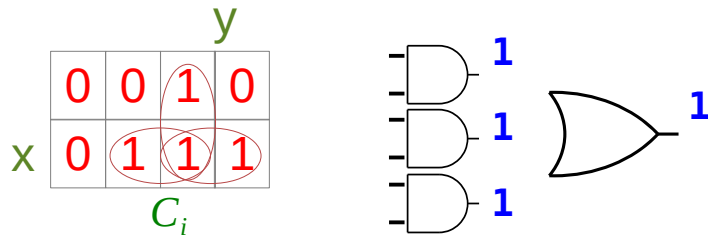
x	y	C _i	S
0	0	0	0
0	0	1	1
0	1	0	1
0	1	1	0
1	0	0	1
1	0	1	0
1	1	0	0
1	1	1	1



$$C_o = yC_i + xC_i + xy$$

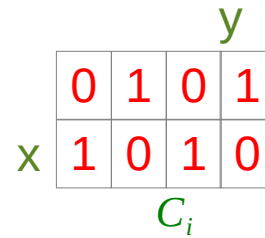
$$S = \bar{x}\bar{y}C_i + \bar{x}y\bar{C}_i + x\bar{y}\bar{C}_i + xyC_i$$

Boolean Algebra



$$C_o = yC_i + xC_i + xy$$

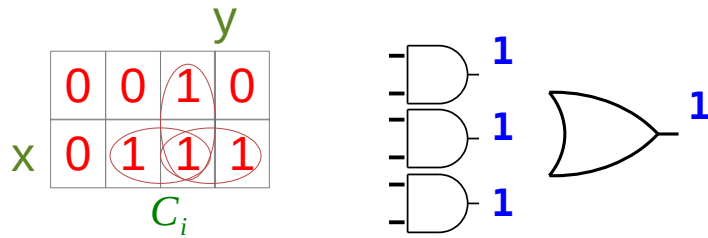
$$\begin{aligned} C_o &= (x + y)C_i + xy \\ &= (\bar{x}y + x\bar{y} + xy)C_i + xy \\ &= (\bar{x}y + x\bar{y})C_i + xy(C_i + 1) \\ &= (x \oplus y)C_i + xy \end{aligned}$$



$$S = \bar{x}\bar{y}C_i + \bar{x}y\bar{C}_i + x\bar{y}\bar{C}_i + xyC_i$$

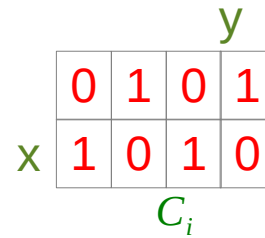
$$\begin{aligned} S &= (\bar{x}\bar{y} + xy)C_i + (\bar{x}y + x\bar{y})\bar{C}_i \\ &= \overline{(x \oplus y)}C_i + (x \oplus y)\bar{C}_i \\ &= (x \oplus y) \oplus C_i \end{aligned}$$

Boolean Algebra



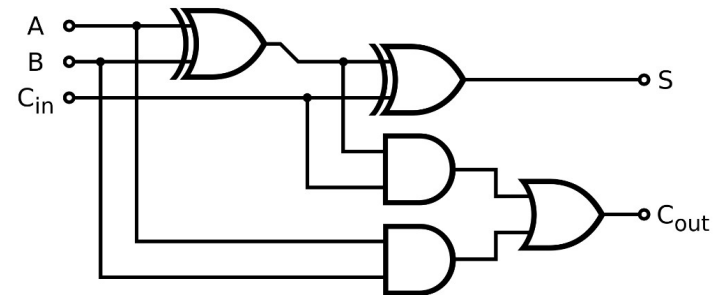
$$C_o = yC_i + xC_i + xy$$

$$\begin{aligned} C_o &= (x + y)C_i + xy \\ &= (\bar{x}y + x\bar{y} + xy)C_i + xy \\ &= (\bar{x}y + x\bar{y})C_i + xy(C_i + 1) \\ &= (x \oplus y)C_i + xy \end{aligned}$$

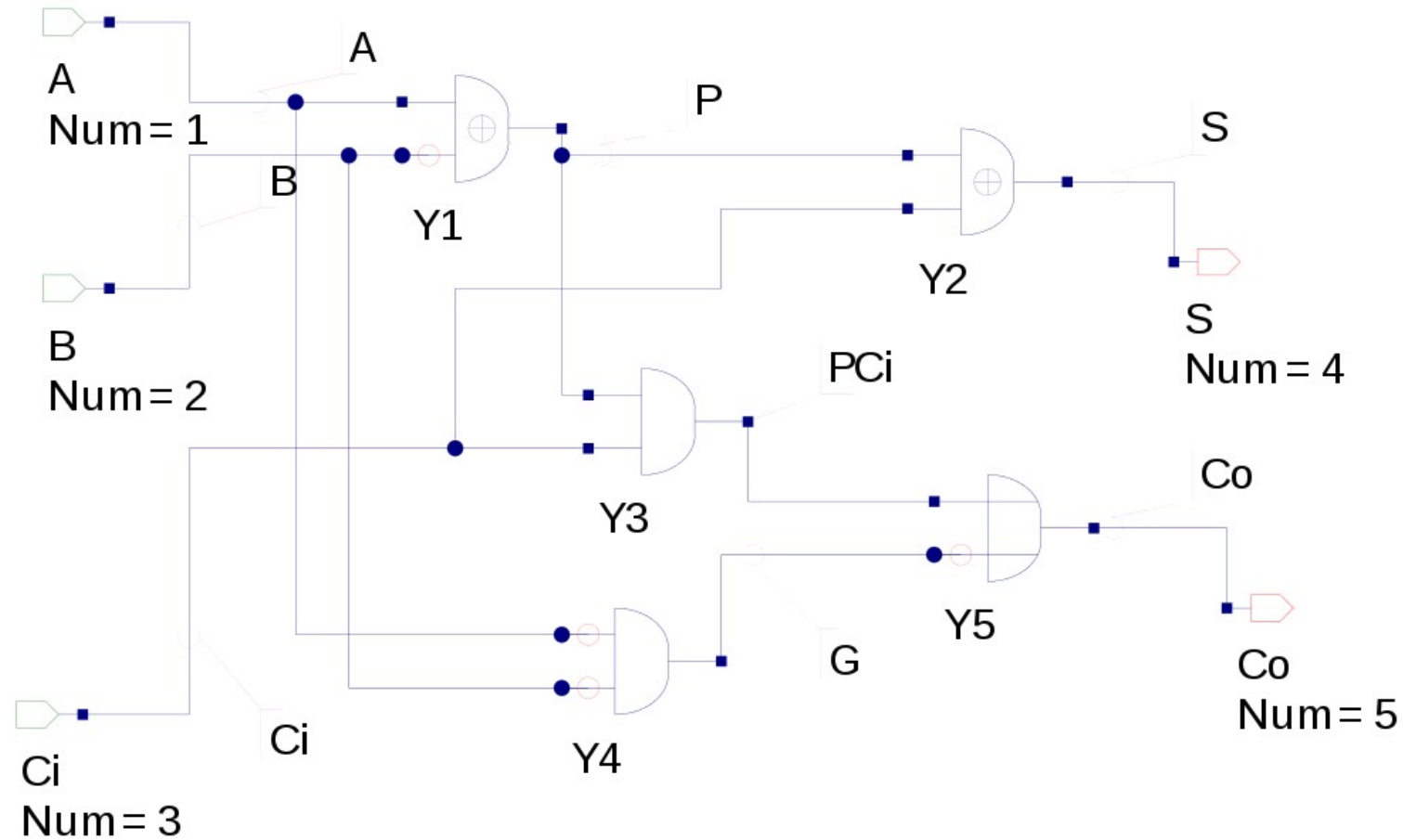


$$S = \bar{x}\bar{y}C_i + \bar{x}y\bar{C}_i + x\bar{y}\bar{C}_i + xyC_i$$

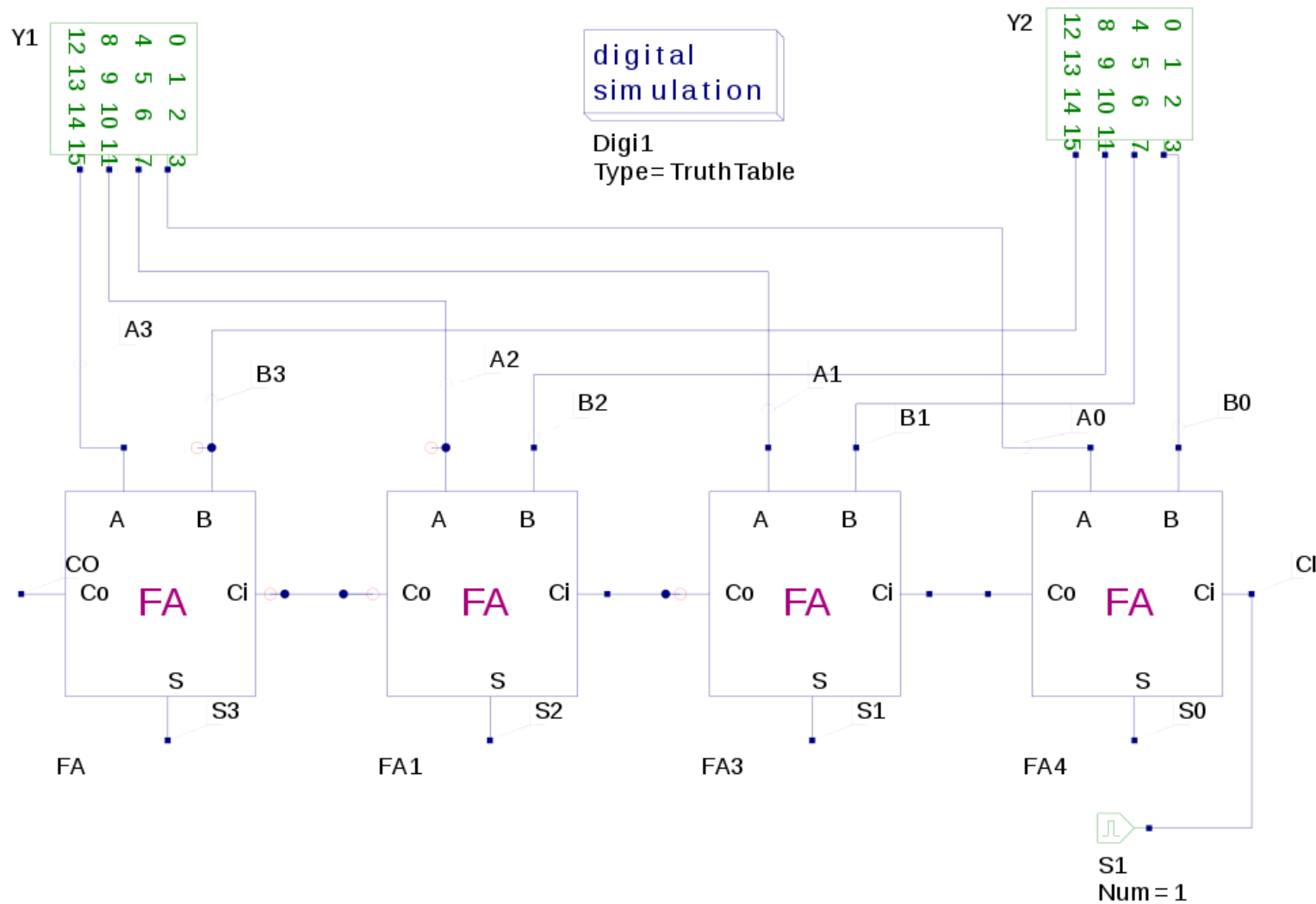
$$\begin{aligned} S &= (\bar{x}\bar{y} + xy)C_i + (\bar{x}y + x\bar{y})\bar{C}_i \\ &= \overline{(x \oplus y)}C_i + (x \oplus y)\bar{C}_i \\ &= (x \oplus y) \oplus C_i \end{aligned}$$



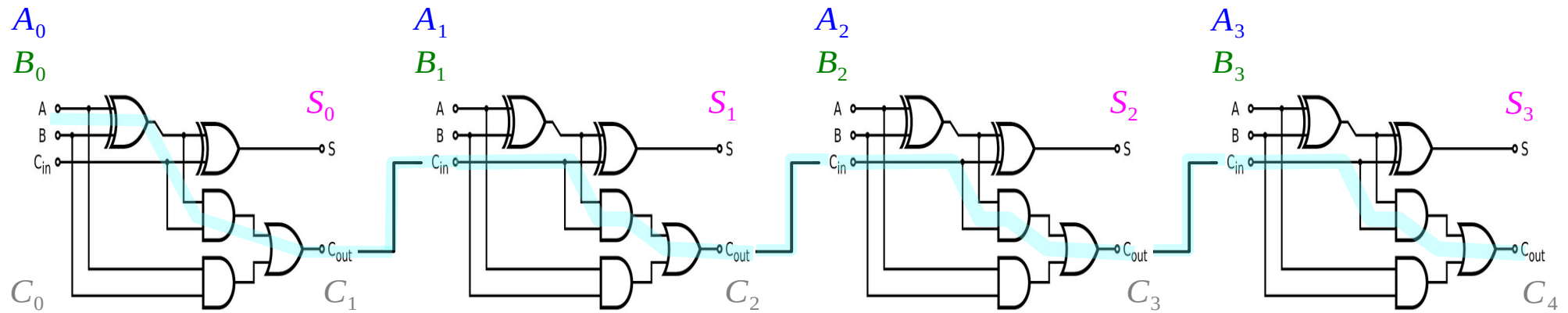
Full Adder in Qucs



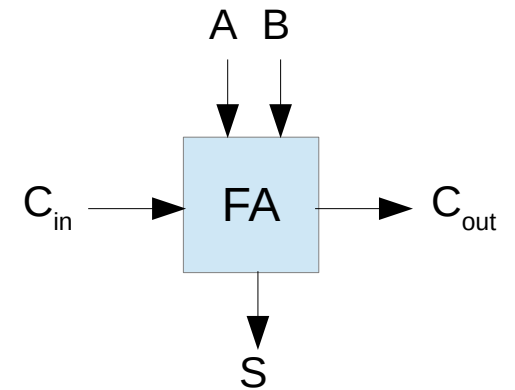
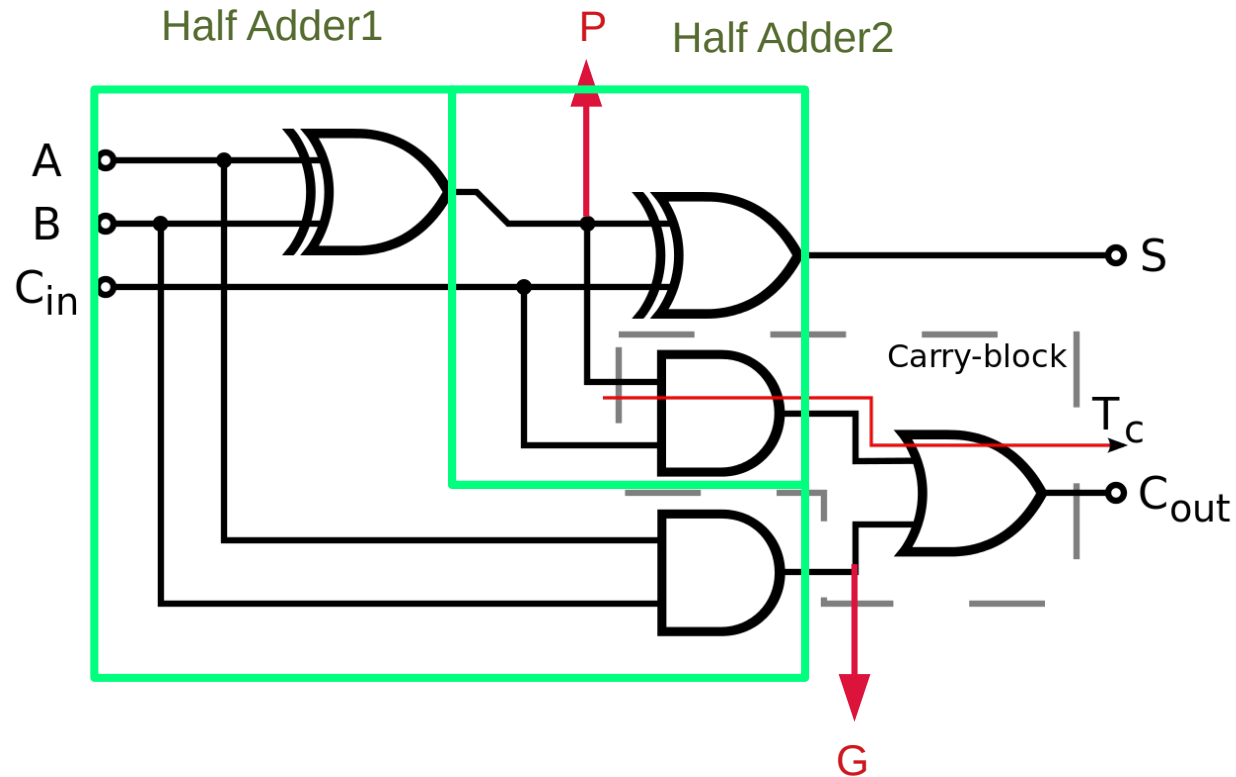
4-Bit Adder in Qucs



Critical Path



Gate Level Full Adder



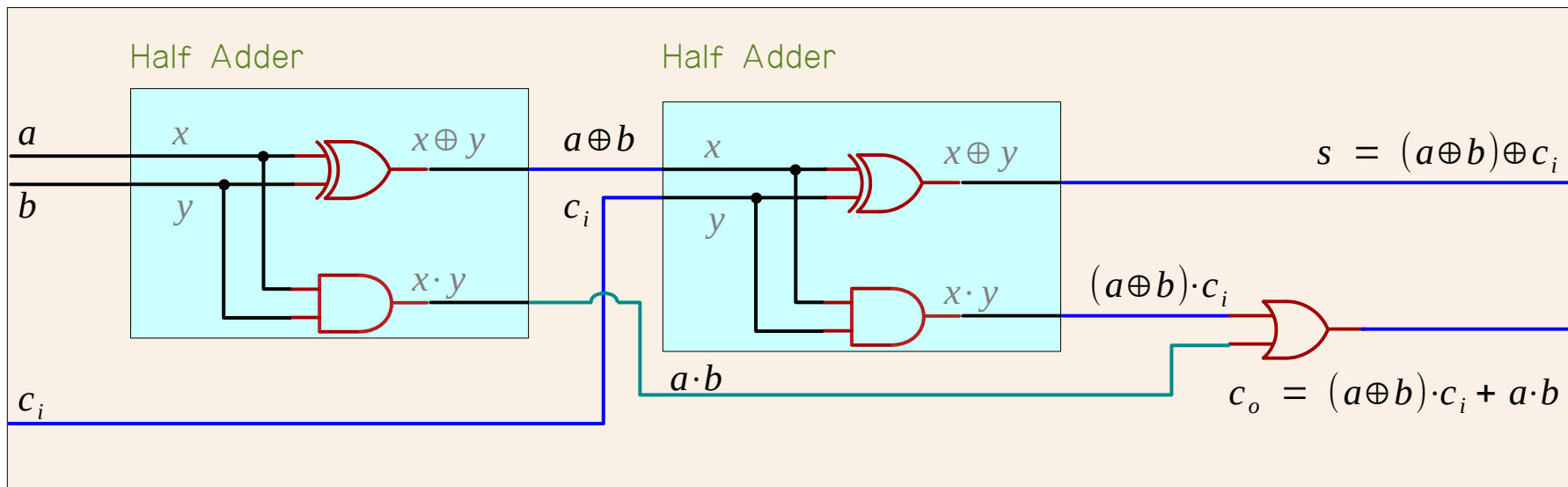
[www.cs.tufts.edu/103/notes/Lecture14\(Adders-2\).pdf](http://www.cs.tufts.edu/103/notes/Lecture14(Adders-2).pdf)

FA with two HF's

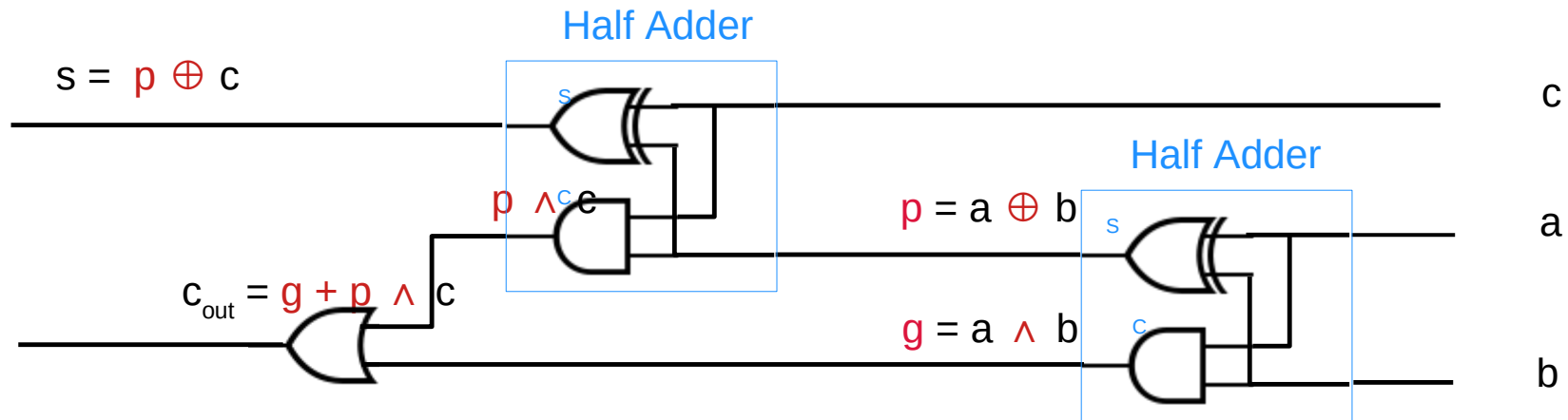
$$\begin{aligned}
 c_o &= a \cdot b + b \cdot c_i + c_i \cdot a \\
 &= a \cdot b + (a + b) \cdot c_i \quad a+b = m_1+m_2+m_3 \text{ minterms} \\
 &= a \cdot b + (a \cdot \bar{b} + \bar{a} \cdot b + a \cdot b) \cdot c_i \\
 &= a \cdot b + a \cdot b \cdot c_i + (a \cdot \bar{b} + \bar{a} \cdot b) \cdot c_i \\
 &= a \cdot b \cdot (1 + c_i) + (a \oplus b) \cdot c_i \\
 &= a \cdot b + (a \oplus b) \cdot c_i
 \end{aligned}$$

$$\begin{aligned}
 s &= \bar{a} \cdot \bar{b} \cdot c_i + \bar{a} \cdot b \cdot \bar{c}_i + a \cdot \bar{b} \cdot \bar{c}_i + a \cdot b \cdot c_i \\
 &= \bar{a} \cdot \bar{b} \cdot c_i + a \cdot b \cdot c_i + \bar{a} \cdot b \cdot \bar{c}_i + a \cdot \bar{b} \cdot \bar{c}_i \\
 &= (\bar{a} \cdot \bar{b} + a \cdot b) \cdot c_i + (\bar{a} \cdot b + a \cdot \bar{b}) \cdot \bar{c}_i \\
 &= (\overline{a \oplus b}) \cdot c_i + (a \oplus b) \cdot \bar{c}_i \\
 &= (a \oplus b) \oplus c_i
 \end{aligned}$$

Full Adder



FA with P & G



Half Adder

$$S = a \oplus b$$

$$C = a \wedge b$$

a	b	C	S
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

Half Adder

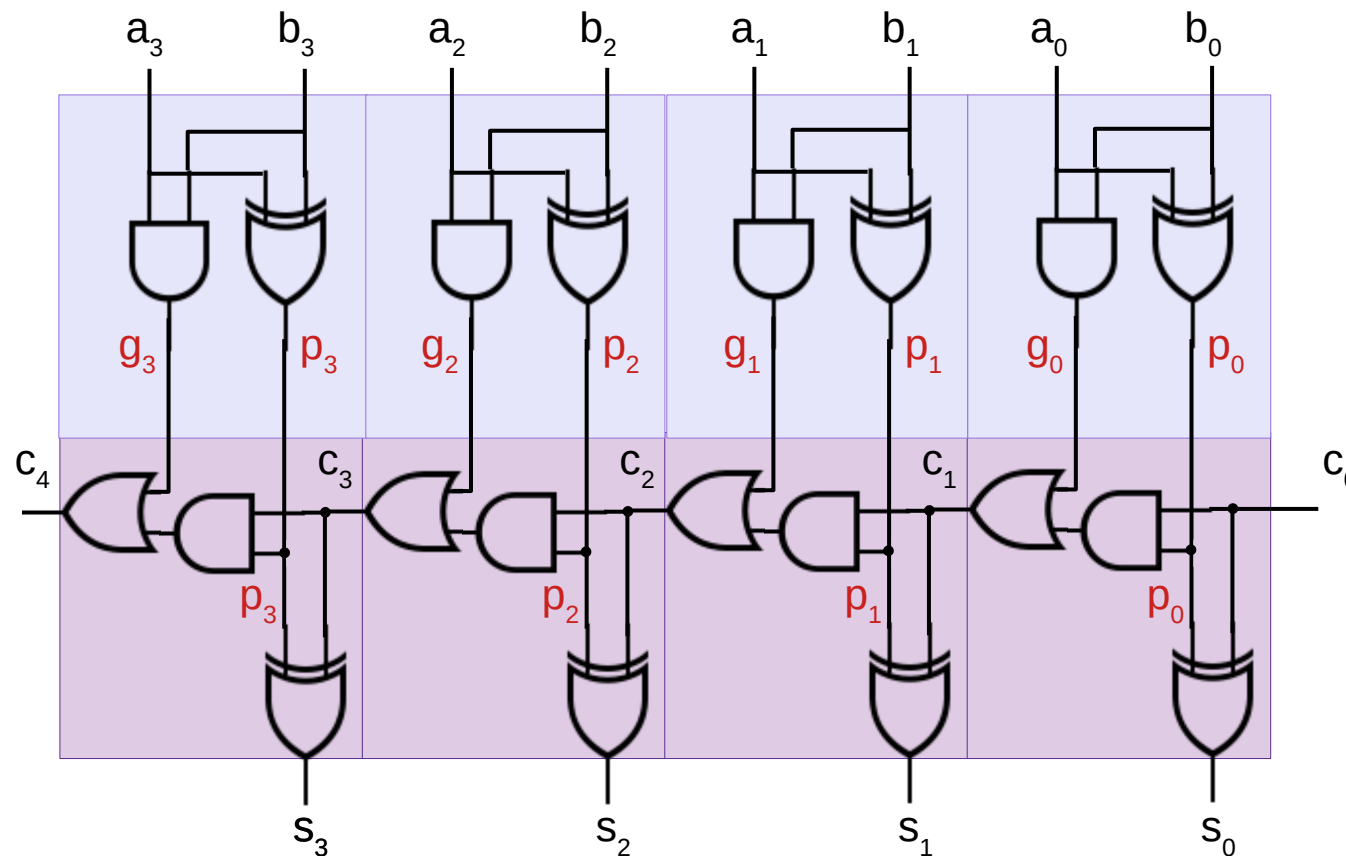
$$p = a \oplus b$$

$$g = a \wedge b$$

https://en.wikipedia.org/wiki/Carry-skip_adder

Full adder with additional generate and propagate signals.

4-bit Full Adder with P and G



Half Adder

$$p_i = a_i \oplus b_i$$

$$g_i = a_i \wedge b_i$$

Half Adder

$$c_{i+1} = g_i + p_i \wedge c_i$$

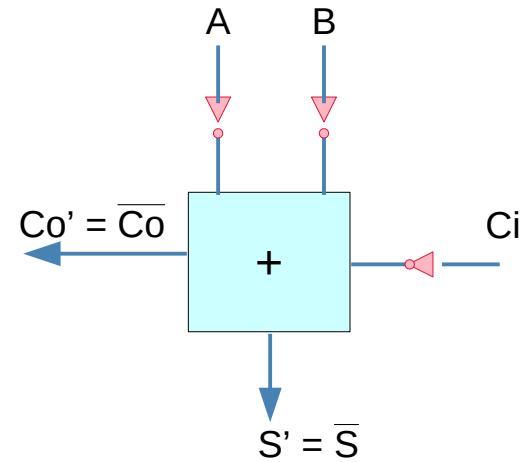
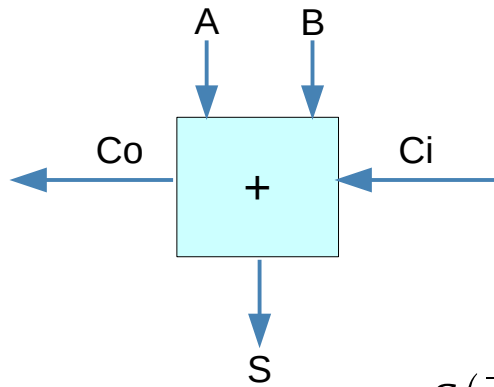
$$s_i = p_i \oplus c_i$$

<https://upload.wikimedia.org/wikiversity/en/1/18/RCA.Note.H.1.20151215.pdf>

Inverting FA inputs

X	Y	Cin	Cout	S
0	0	0	0	0
0	1	0	0	1
1	0	0	0	1
1	1	0	1	0
0	0	1	0	1
0	1	1	1	0
1	0	1	1	0
1	1	1	1	1

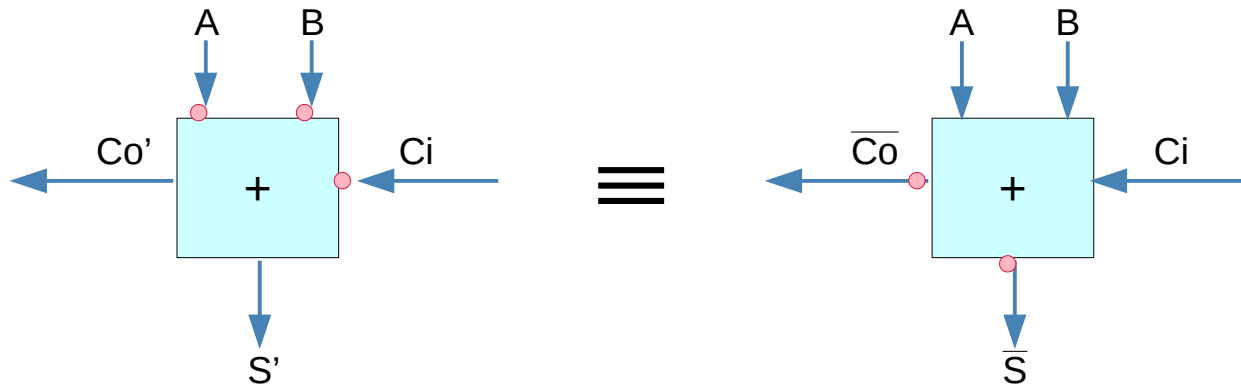
$\bar{X}$	$\bar{Y}$	$\bar{Cin}$	$\bar{Cout}$	$\bar{S}$
1	1	1	1	1
1	0	1	1	0
0	1	1	1	0
0	0	1	0	1
1	1	0	1	0
1	0	0	0	1
0	1	0	0	1
0	0	0	0	0



$$S(\bar{A}, \bar{B}, \bar{C}_i) = \overline{S(A, B, C_i)}$$

$$C_o(\bar{A}, \bar{B}, \bar{C}_i) = \overline{C_o(A, B, C_i)}$$

Inversion Property

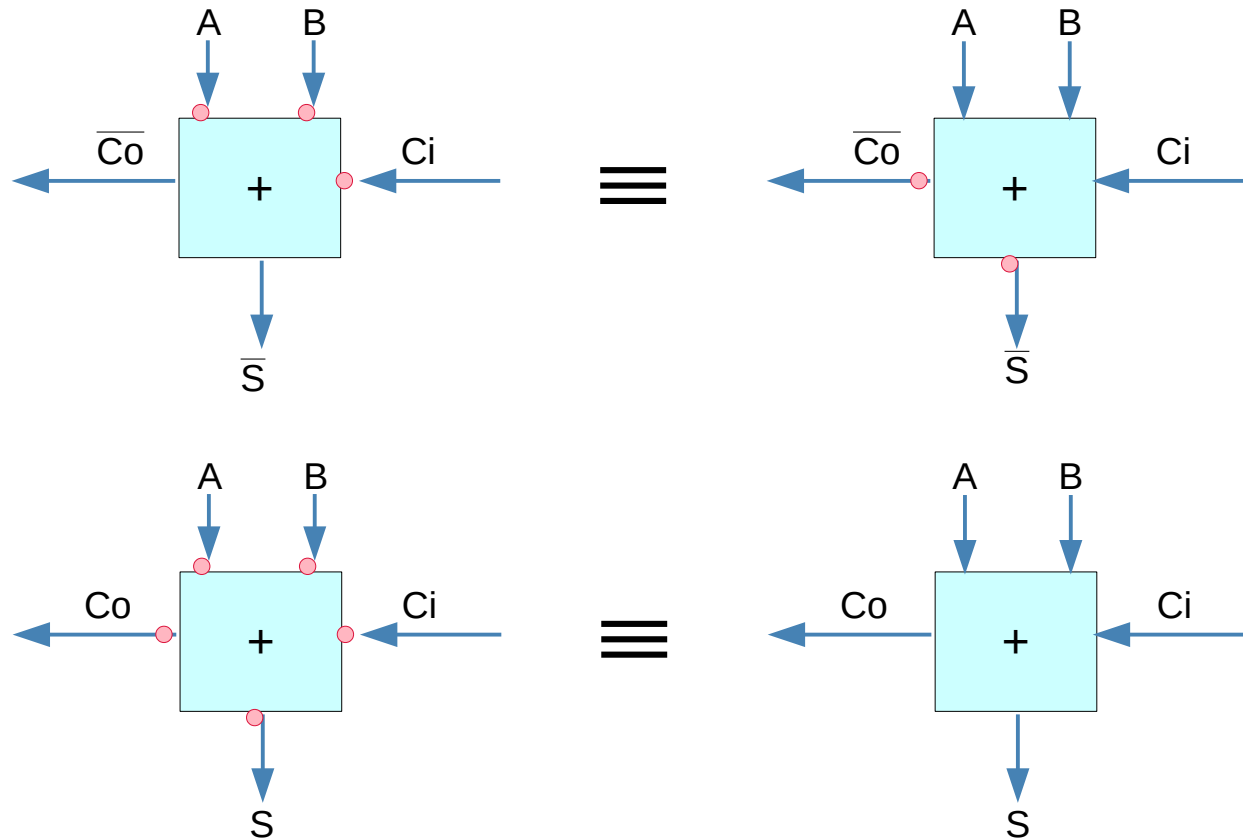


Inverting all inputs to a FA
Results in inverted values for all outputs

$$S(\overline{A}, \overline{B}, \overline{C_i}) = \overline{S(A, B, C_i)}$$

$$C_o(\overline{A}, \overline{B}, \overline{C_i}) = \overline{C_o(A, B, C_i)}$$

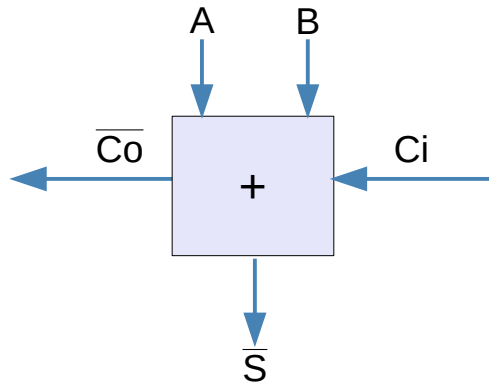
Equivalent Relations



<http://www.ece.ucdavis.edu/acsel>, Oklobdzija

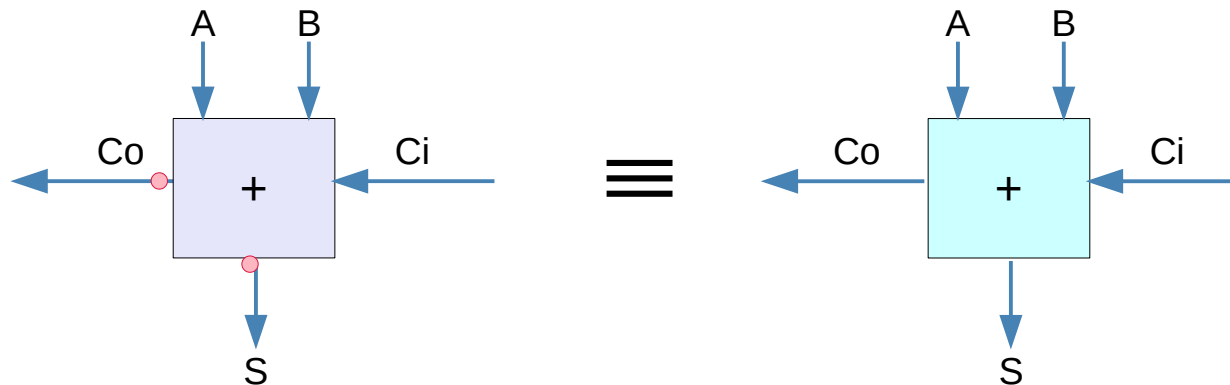
originally from Rabaey

Inverted FA Outputs



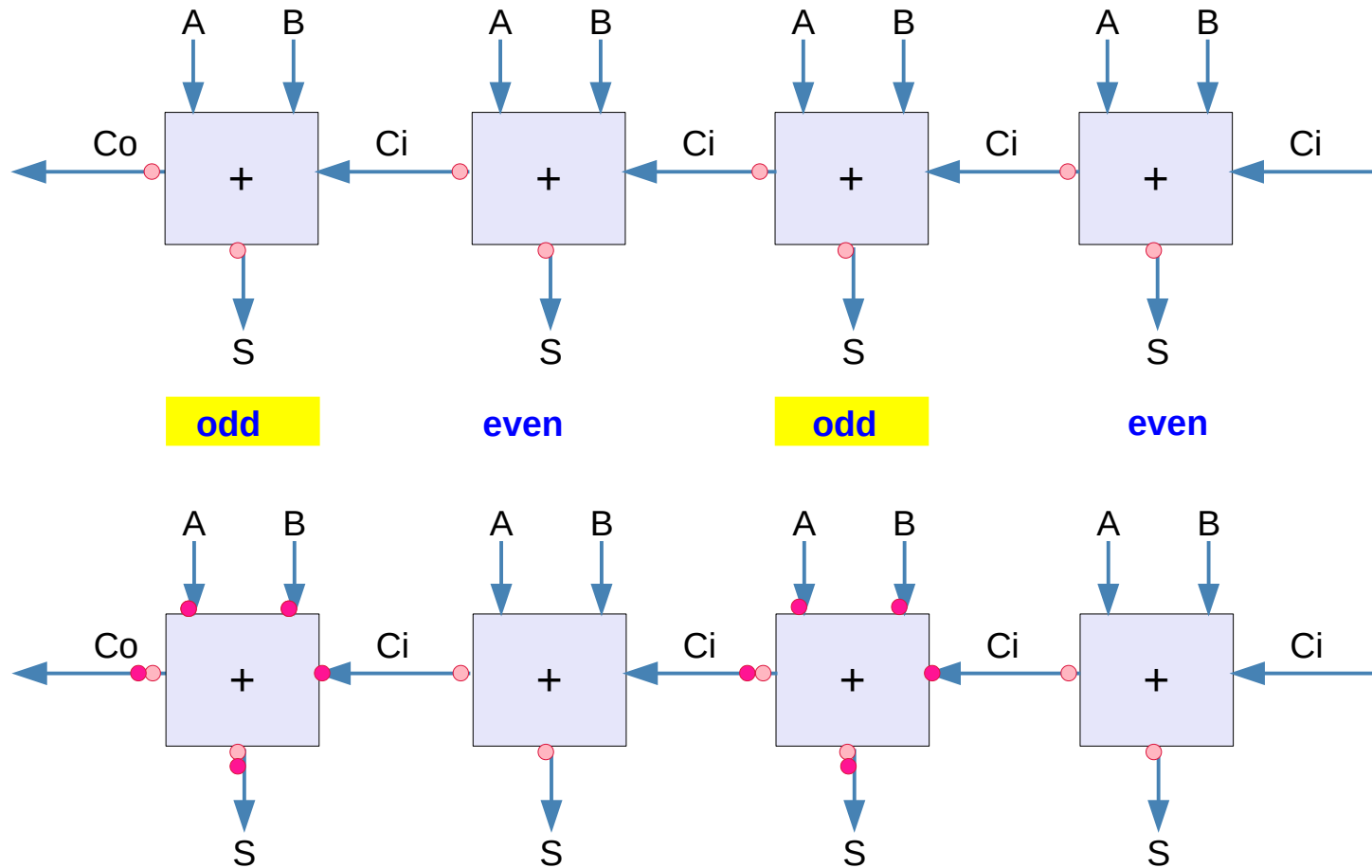
Most CMOS transistor level FAs (full adders) have inverted outputs $\overline{Co}$ and $\overline{S}$ by default

Need inverter to get normal output



Applying Inversion Property

FA with inverted outputs

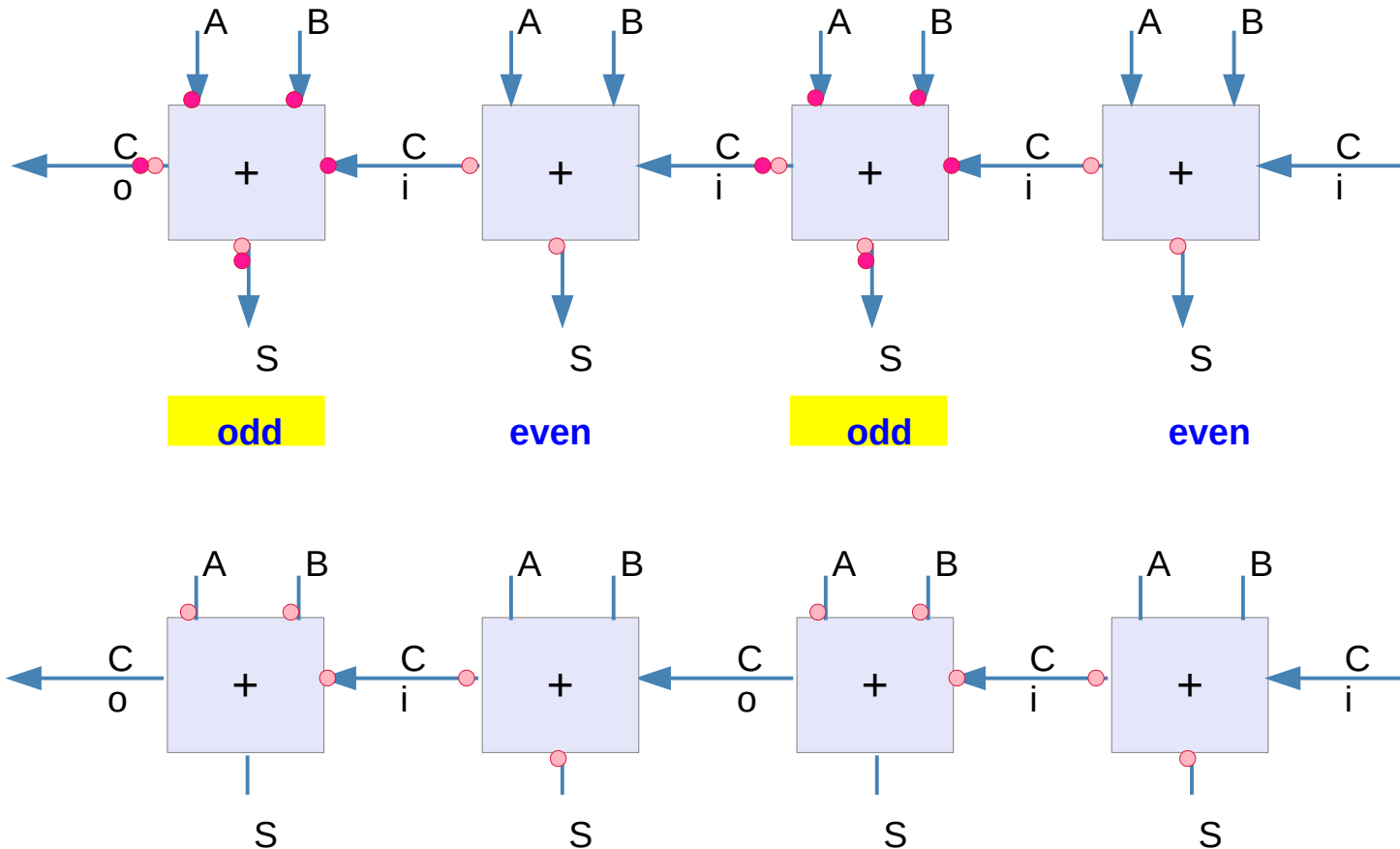


<http://www.ece.ucdavis.edu/acsel>, Oklobdzija

originally from Rabaey

Applying Inversion Property

FA with inverted outputs – inversion property applied

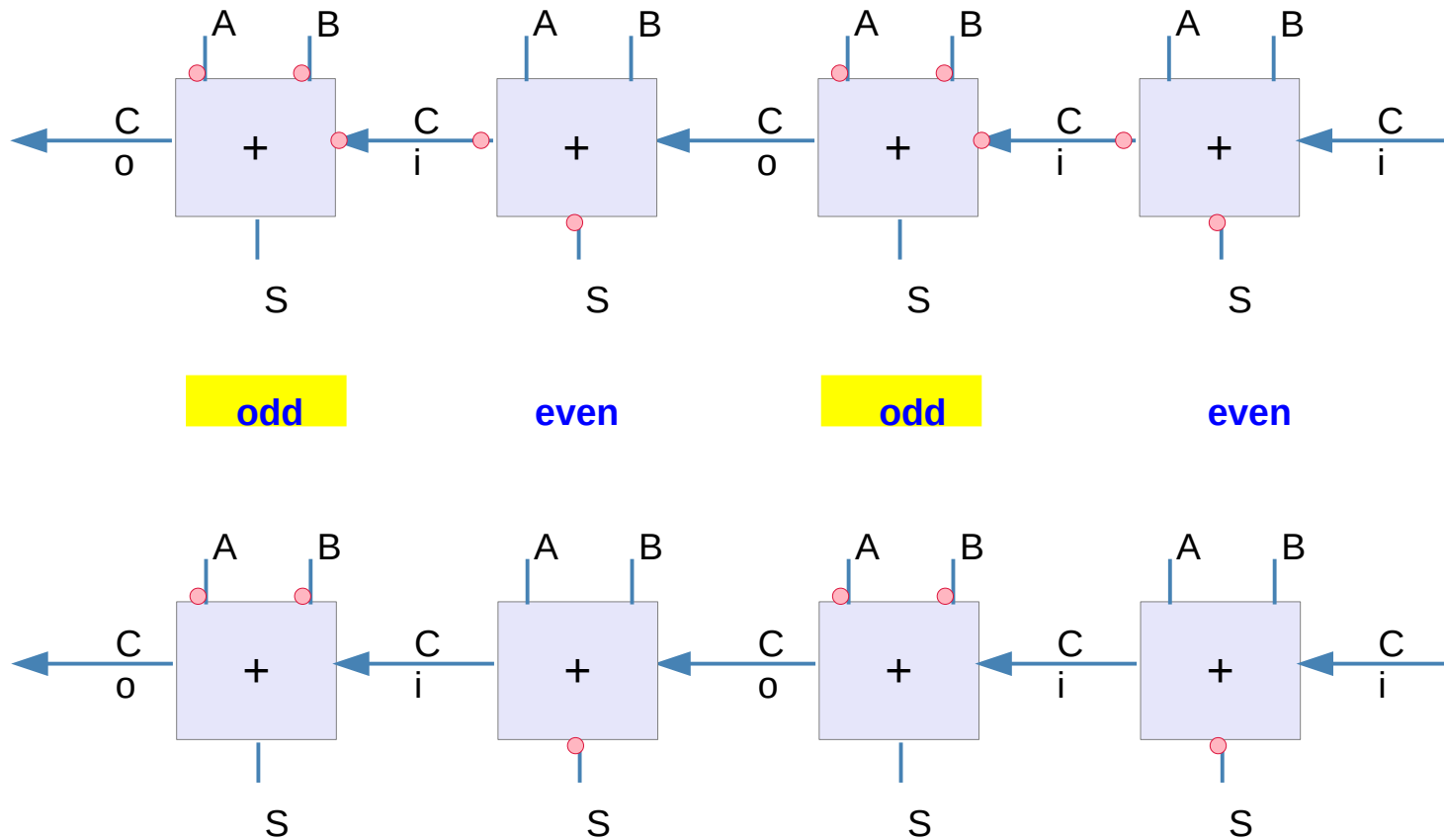


<http://www.ece.ucdavis.edu/acsel>, Oklobdzija

originally from Rabaey

Removing redundant inverters

FA with inverted outputs – inversion property applied, redundant inverters removed

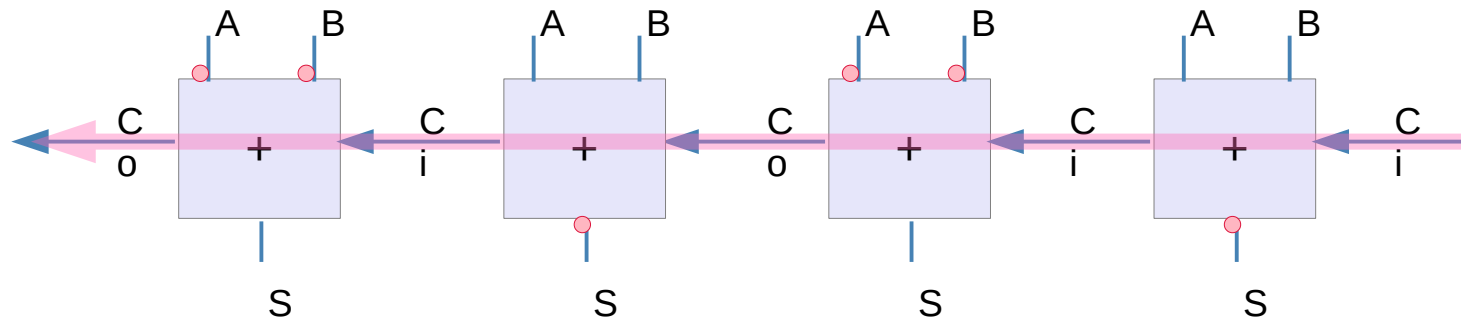
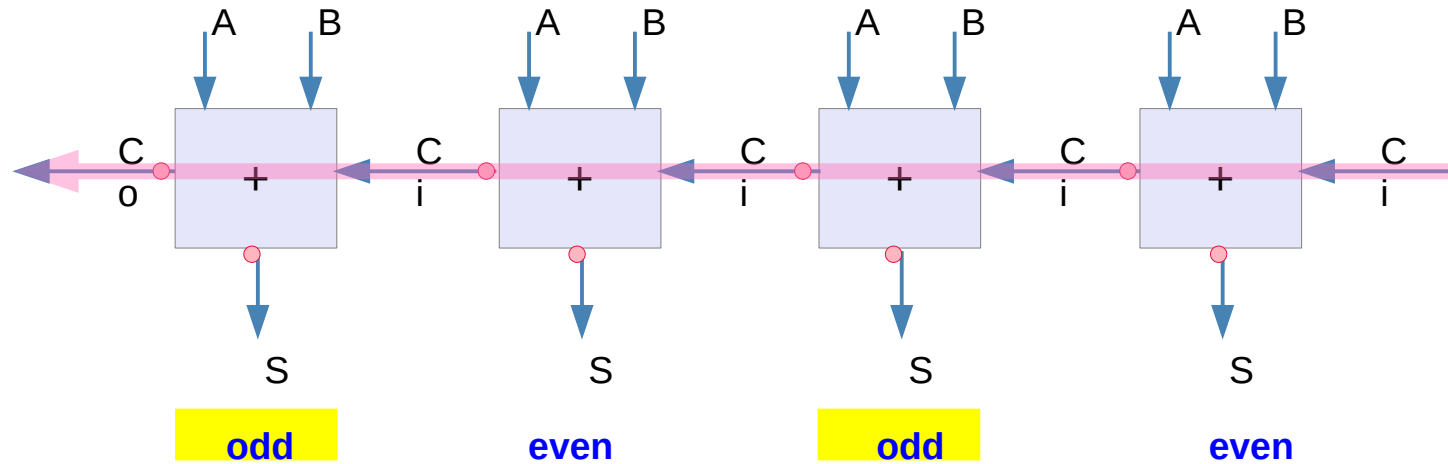


<http://www.ece.ucdavis.edu/acsel>, Oklobdzija

originally from Rabaey

Inverters on the critical path

4 inverters on the critical path

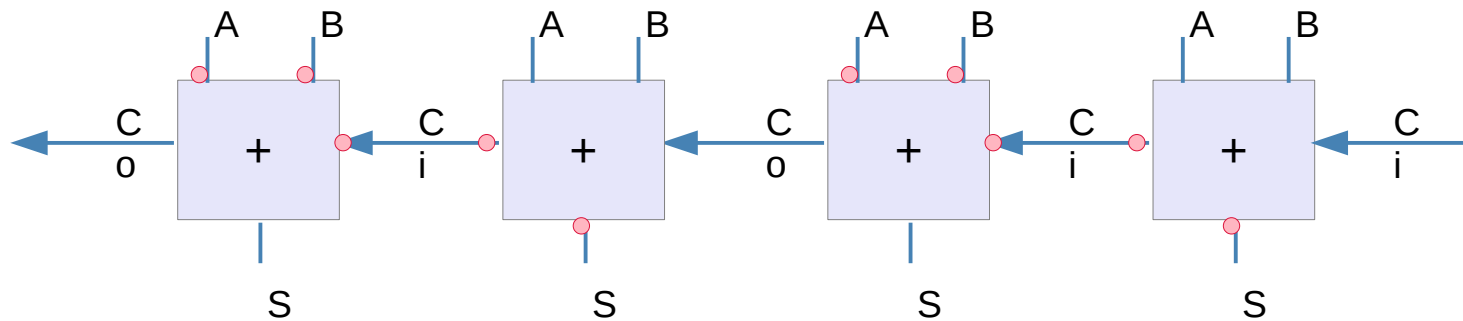


0 inverters on the critical path

<http://www.ece.ucdavis.edu/acsel>, Oklobdzija

originally from Rabaey

Minimize the critical paths



Minimizes the critical paths (the carry chain)
by eliminating inverters between the FAs
(will need to increase the transistor sizing)

References

- [1] en.wikipedia.org
- [2] D.M. Harris, S. L. Harris, "Digital Design and Computer Architecture"
- [3] <http://www.aoki.ecei.tohoku.ac.jp/arith/mg/algorithm.html>