

# FPGA Carry Select Adder (1B)

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- Carry Select
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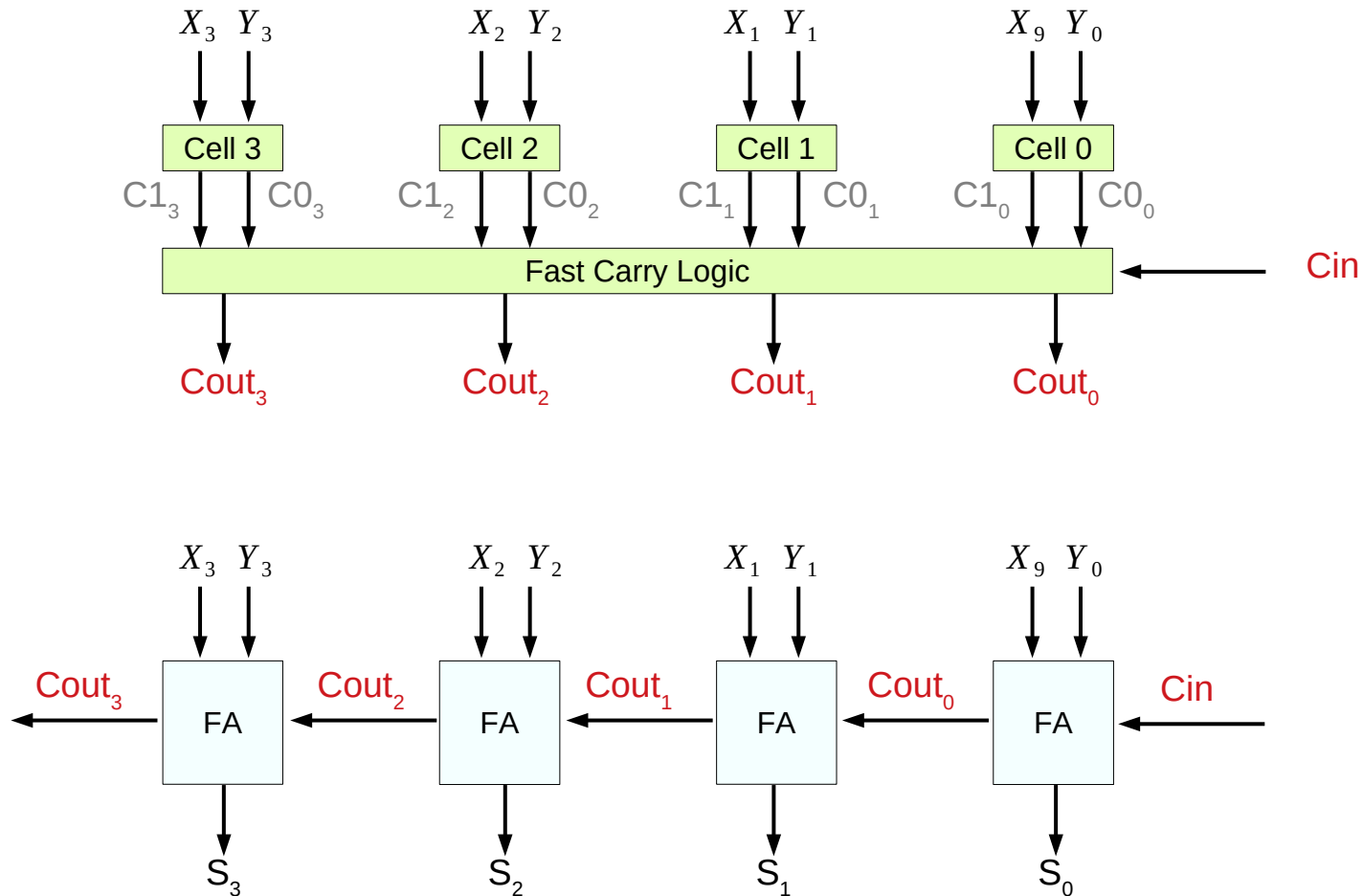
# Fast Carry Logic

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Carry Select Adder  
Carry Lookahead Adder  
    Brent-Kung  
Variable Block  
Ripple Carry Adder

[https://en.wikipedia.org/wiki/Carry-lookahead\\_adder](https://en.wikipedia.org/wiki/Carry-lookahead_adder)

# Fast Carry Logic v.s. Ripple Carry Logic



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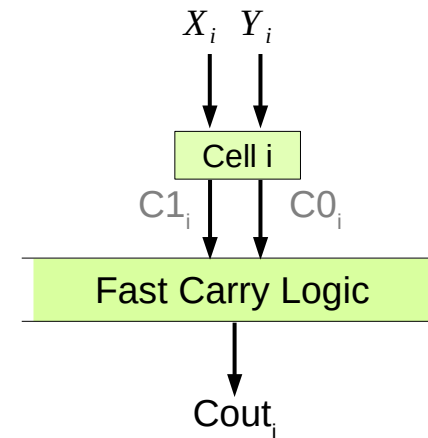
# Carry Select Equation

## Carry Select

the problem with a **ripple carry** structure is that the **computation** of the **Cout** for bit position **i** cannot begin until after the **computation** has been completed in bit positions **0 .. i-1**

A **carry select** structure overcomes this limitation

the main observation is that for any bit position, the only information it received from the previous bit positions is its **Cin** signal, which can be either **true** or **false**.



$$C1 = X + Y$$

$$C0 = X \cdot Y$$

$$Cout_i = (Cout_{i-1} \cdot C1_i) + (\overline{Cout_{i-1}} \cdot C0_i)$$

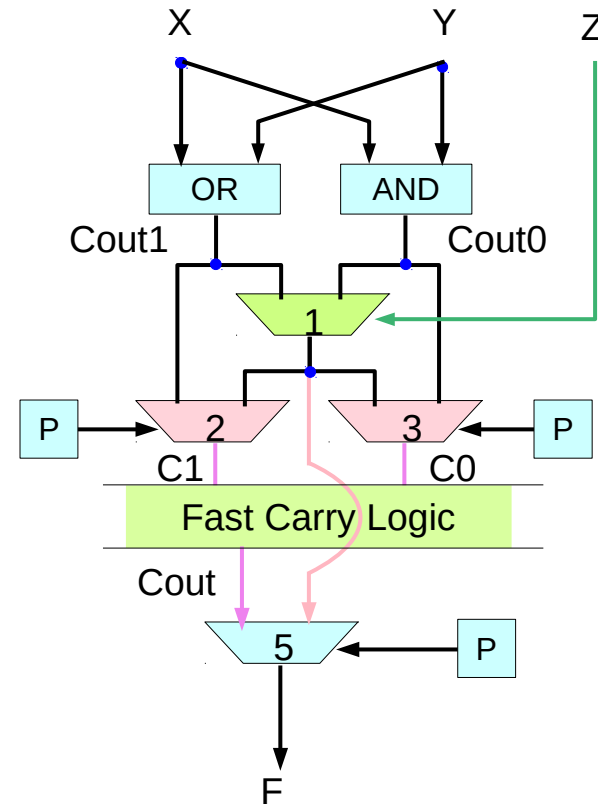
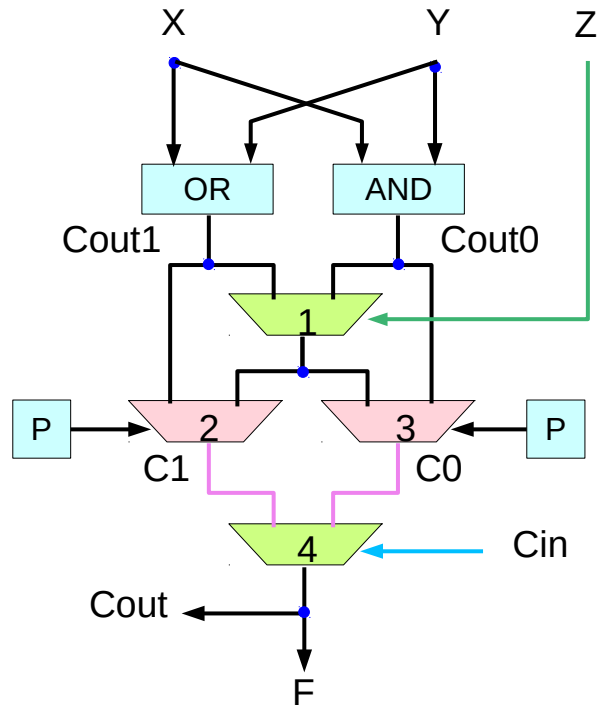
**True Cin**

**False Cin**

X	Y	C1	C0	
0	0	0	0	$\overline{X} \overline{Y}$
0	1	1	0	$\overline{X} Y$
1	0	1	0	$X \overline{Y}$
1	1	1	1	$X Y$

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# Carry Chain Adders

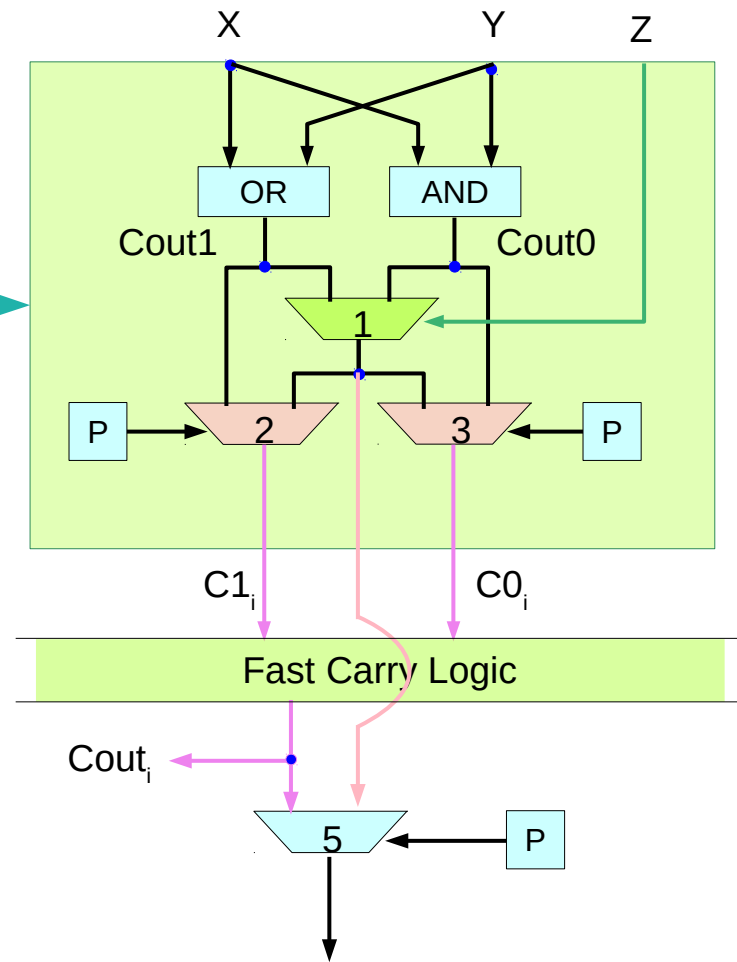
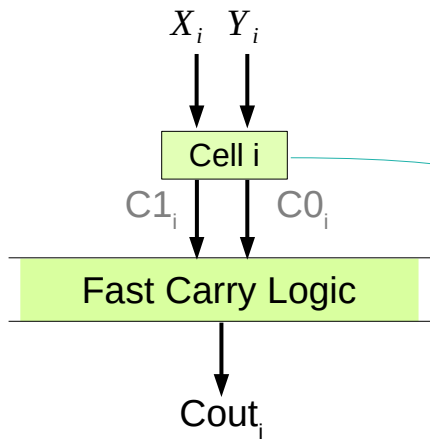


$$Cout_i = (Cout_{i-1} \cdot C1_i) + (\overline{Cout_{i-1}} \cdot C0_i)$$

$$Cout_i = (Cout_{i-1} \cdot C1_i) + (\overline{Cout_{i-1}} \cdot C0_i)$$

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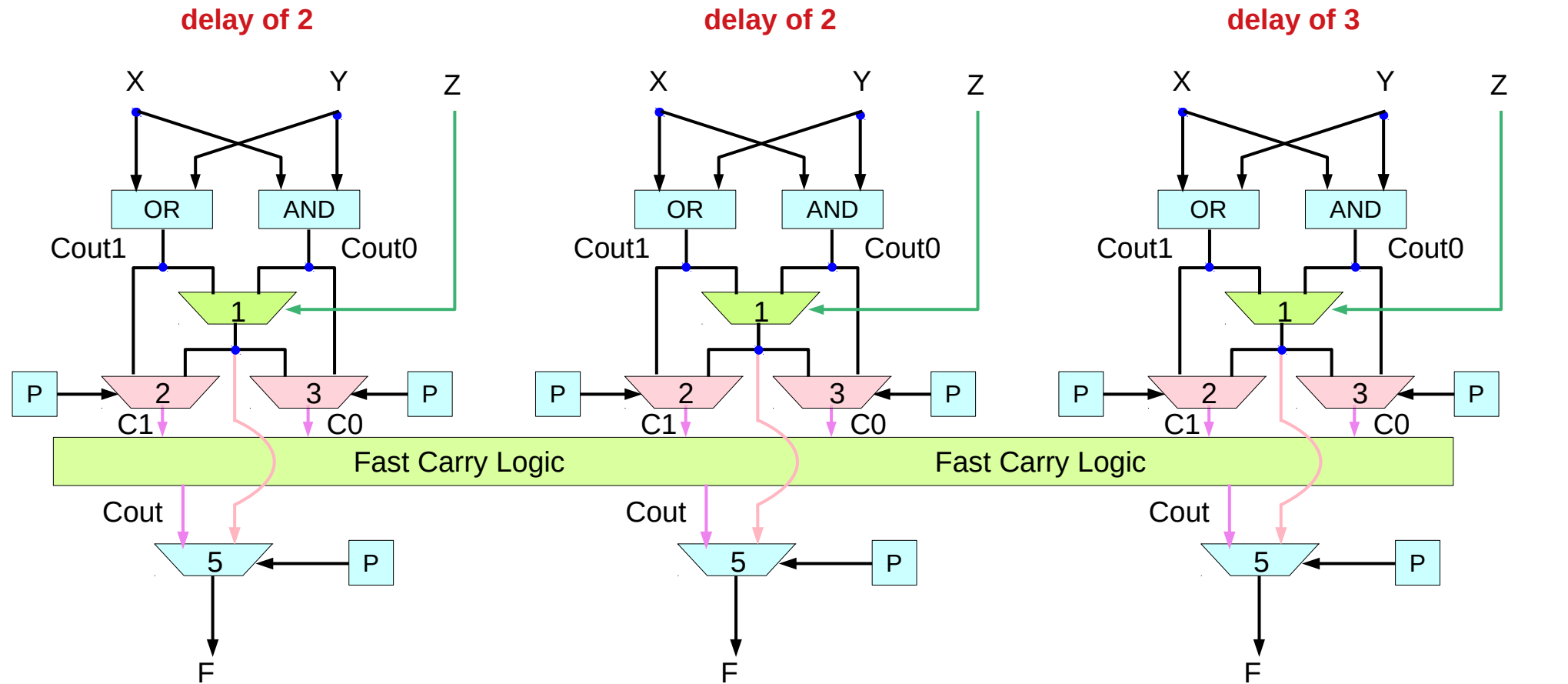
# FPGA Carry Chain Cell



$$Cout_i = (Cout_{i-1} \cdot C1_i) + (\overline{Cout_{i-1}} \cdot C0_i)$$

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# Carry Chain Adders with Fast Carry Logic



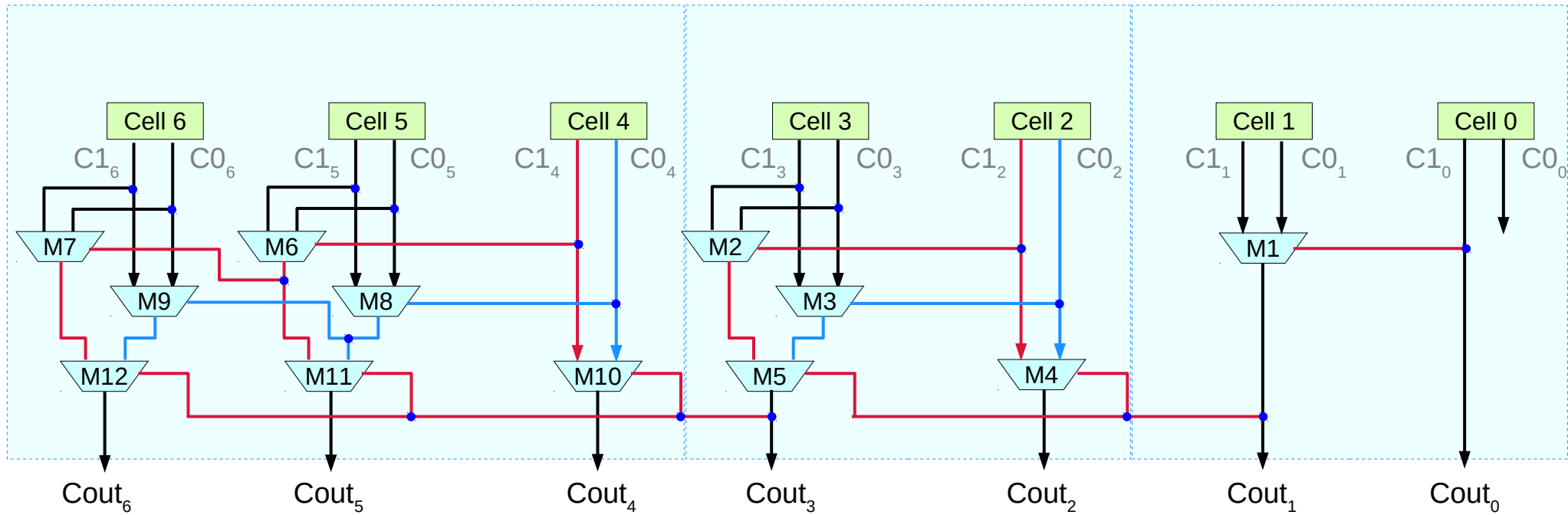
(1 for mux1, 1 for mux2, 1 in mux4)

**delay of  $2n+2$**  for an **n-bit** ripple carry chain

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# Fast Carry Logic using Carry Select Structure



$$Cout_i = (Cout_{i-1} \cdot C1_i) + (\overline{Cout_{i-1}} \cdot C0_i)$$

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# Cout using C1, C0, Cin

X	Y	C1	C0	
0	0	0	0	$\bar{X}\bar{Y}$
0	1	1	0	$\bar{X}Y$
1	0	1	0	$X\bar{Y}$
1	1	1	1	$XY$

$$C1 = X + Y$$

$$C0 = X \cdot Y$$

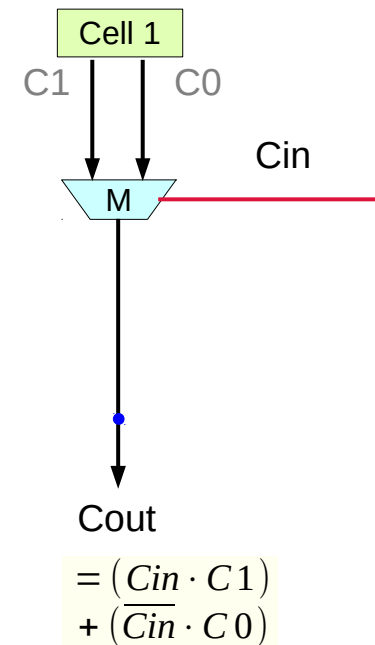
C1	C0		Name
0	0	0	Kill
0	1	$\bar{Cin}$	Inverse Propagate
1	0	Cin	Propagate
1	1	1	Generate

$$Cout = (Cin \cdot C1) + (\bar{Cin} \cdot C0)$$

$$(Cin \cdot C1) = Cin \cdot (\bar{X}Y + X\bar{Y} + XY) \rightarrow \text{propagate } Cin$$

$$(\bar{Cin} \cdot C0) = \bar{Cin} \cdot XY \rightarrow \text{generate a new carry}$$

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



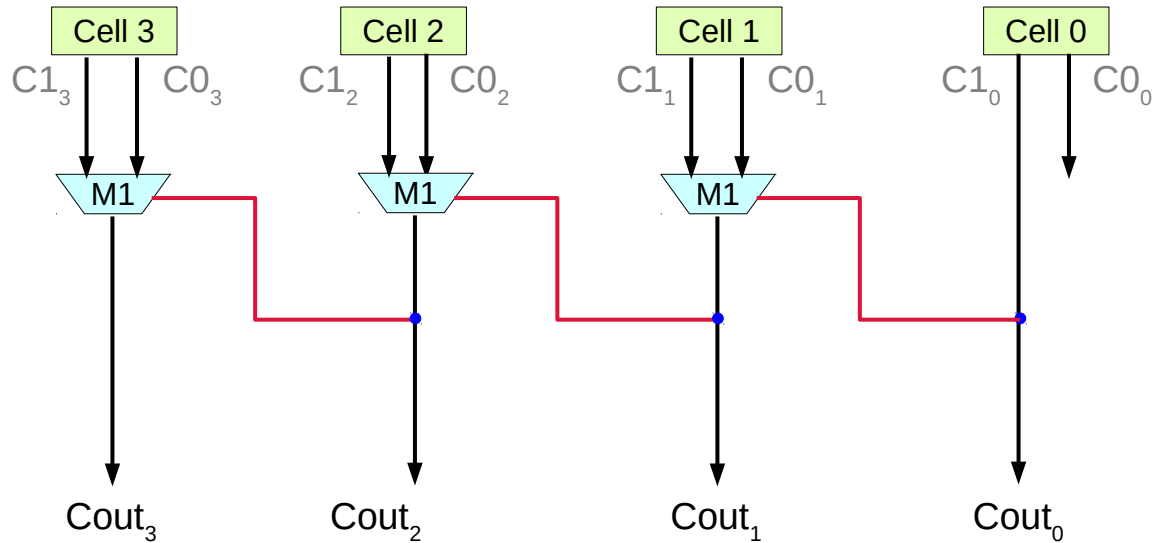
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# Ripple Carry Structure

A **Carry Select** carry chain structure for use in FPGAs

the carry computation for the first two cells is performed with the simple **ripple-carry** structure implemented by **mux1**

$$C_{out} = (C_{in} \cdot C_1) + (\overline{C_{in}} \cdot C_0)$$

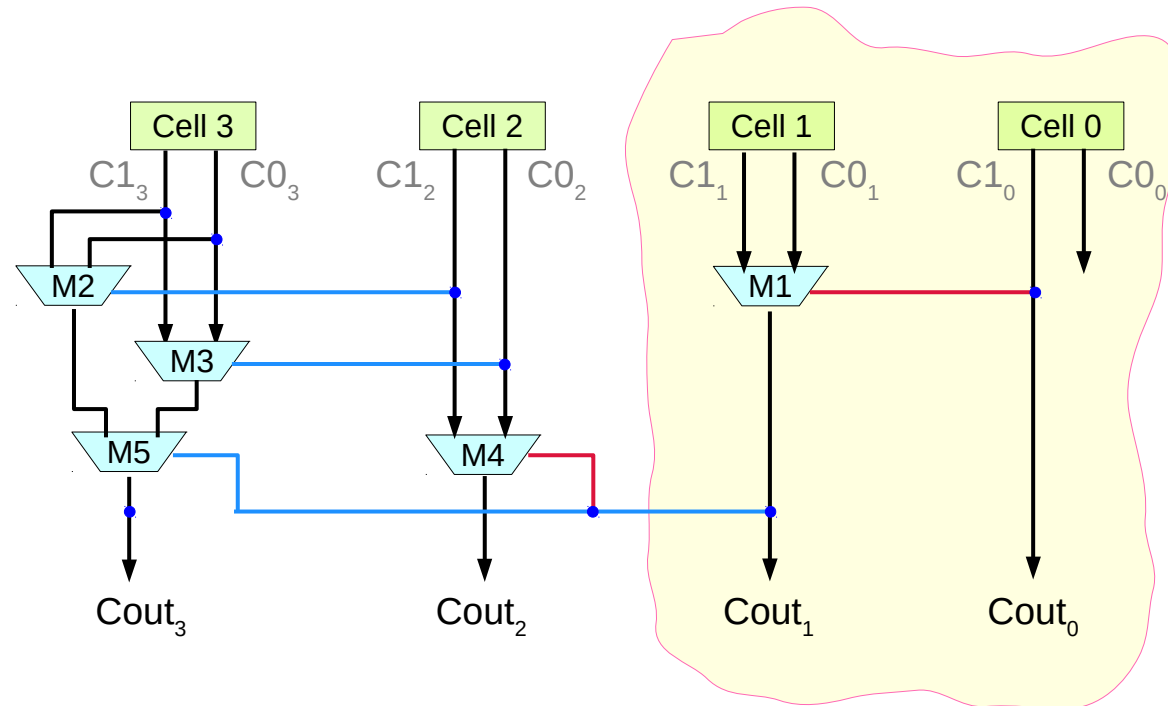


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# The 1<sup>st</sup> Carry Select Structure

A **Carry Select** carry chain structure for use in FPGAs

the carry computation for the first two cells is performed with the simple **ripple-carry** structure implemented by **mux1**



$$(C1_1)Cout_0 + (\overline{C0_1})\overline{Cout_0}$$

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# The 2<sup>nd</sup> Carry Select Structure (1)

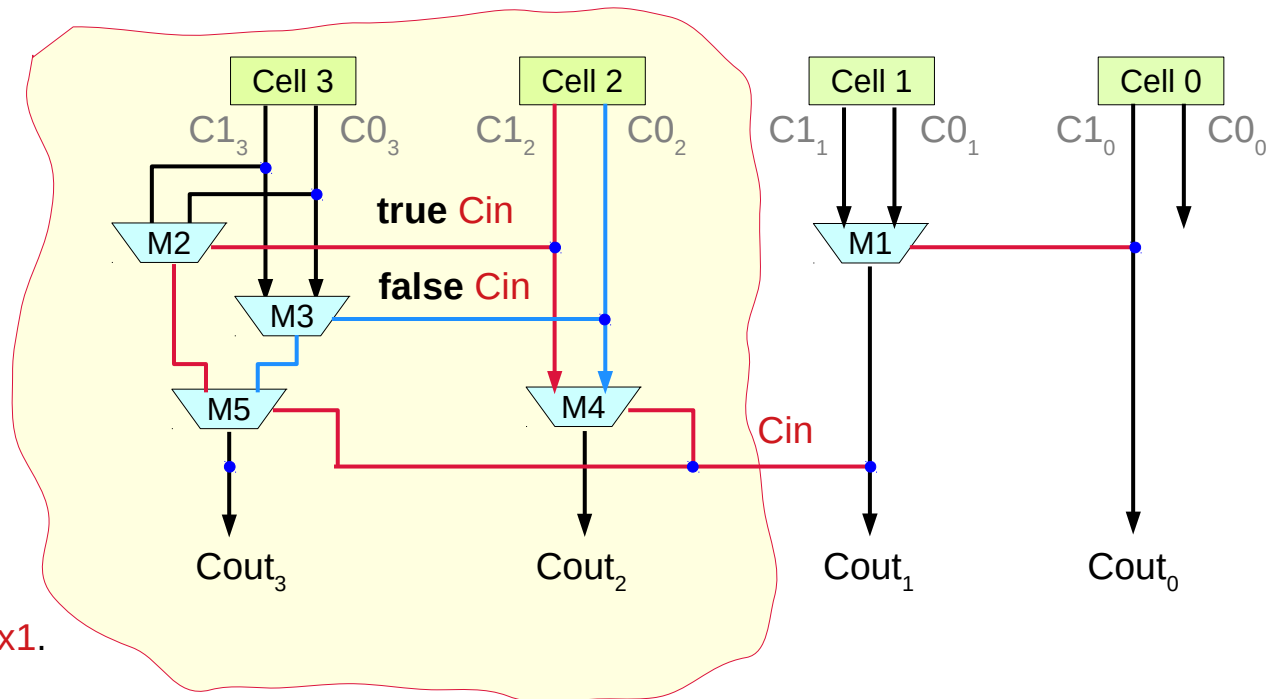
A **Carry Select** carry chain structure for use in FPGAs

For **cell2** and **cell3** we use two ripple carry adders,

with one adder (**mux2**) assuming the **Cin** is **true**,

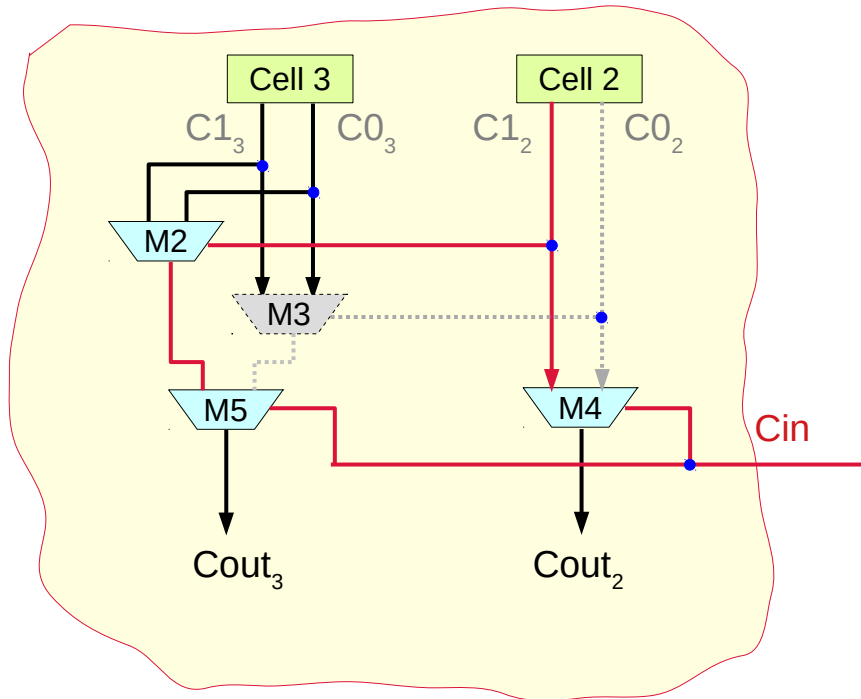
and the other (**mux3**) assuming the **Cin** is **false**

Then **mux4** and **mux5** pick between these two adders' outputs based on the actual **Cin** coming from **mux1**.



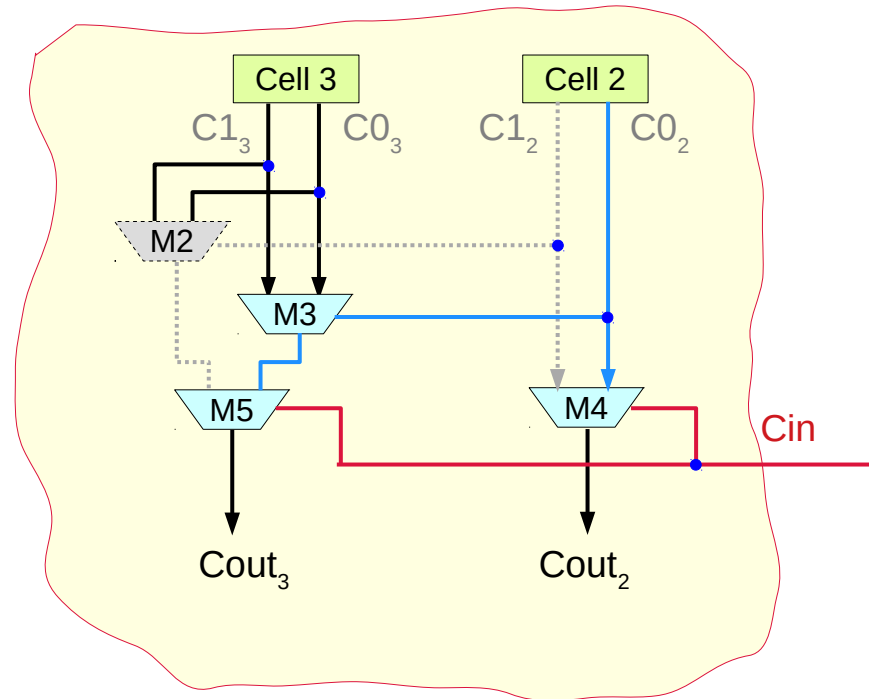
$$(C1_3 C1_2 + C0_3 \overline{C1_2})Cout_1 + (C1_3 C0_2 + C0_3 \overline{C0_2})\overline{Cout_1}$$

# The 2<sup>nd</sup> Carry Select Structure (2)



true Cin

$$(C1 C1_2 + C0_3 \overline{C1_2}) Cin$$

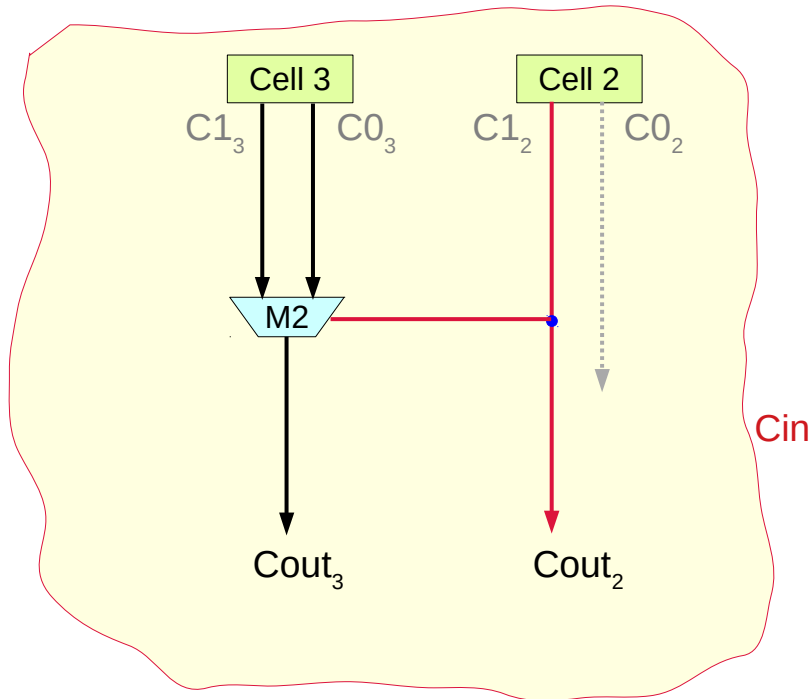


false Cin

$$(C1_3 C0_2 + C0_3 \overline{C0_2}) Cin$$

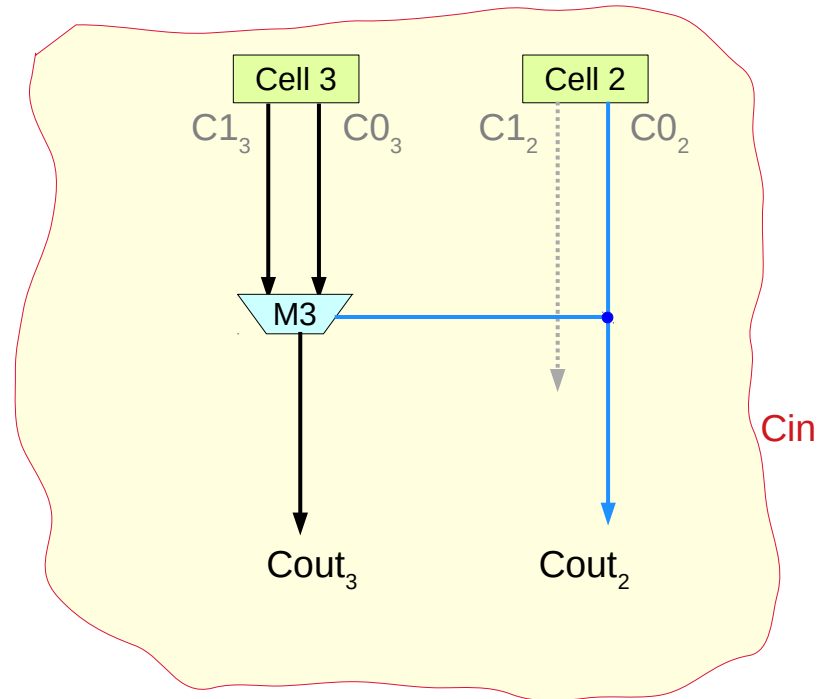
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# The 2<sup>nd</sup> Carry Select Structure (3)



true Cin

$$(C1_3 C1_2 + C0_3 \overline{C1_2}) Cin$$



false Cin

$$(C1_3 C0_2 + C0_3 \overline{C0_2}) Cin$$

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# The 3<sup>rd</sup> Carry Select Structure (1)

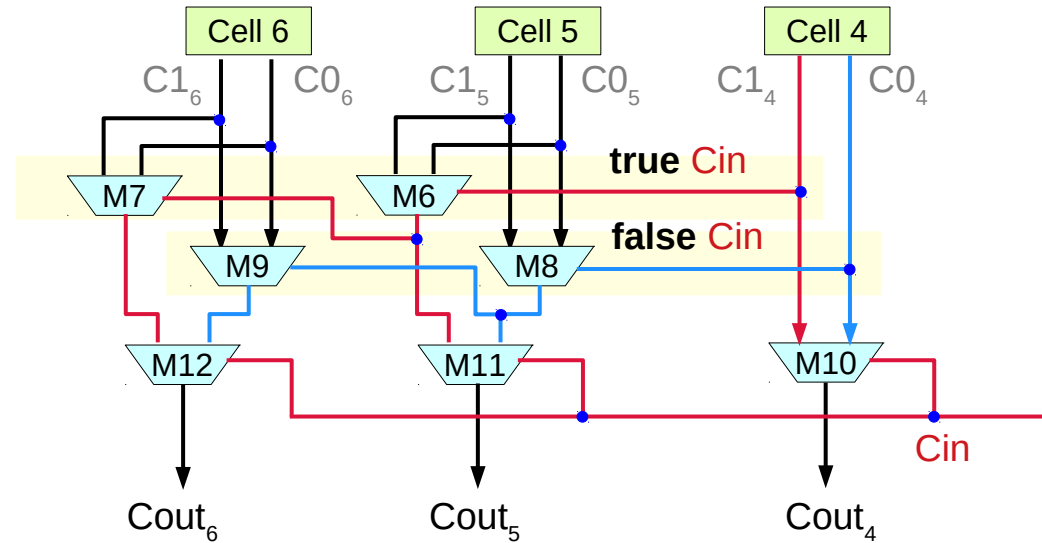
Similarly, **cell4**, **cell5**, **cell6** have

two ripple carry adders

**mux6** & **mux7** for a **Cin** of 1

**mux8** & **mux9** for a **Cin** of 0

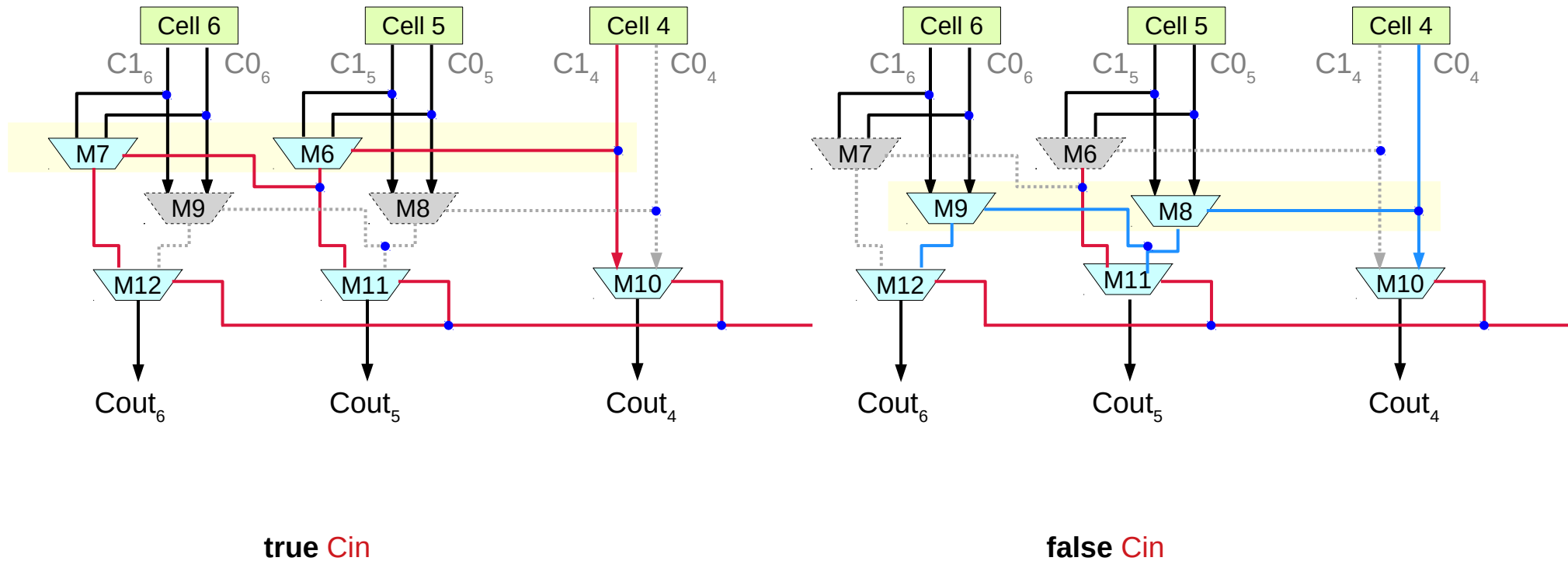
with output muxes (**mux10**, **mux11**, **mux12**)  
deciding between the two  
based upon the actual **Cin** (from **mux5**).



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# The 3<sup>rd</sup> Carry Select Structure (2)



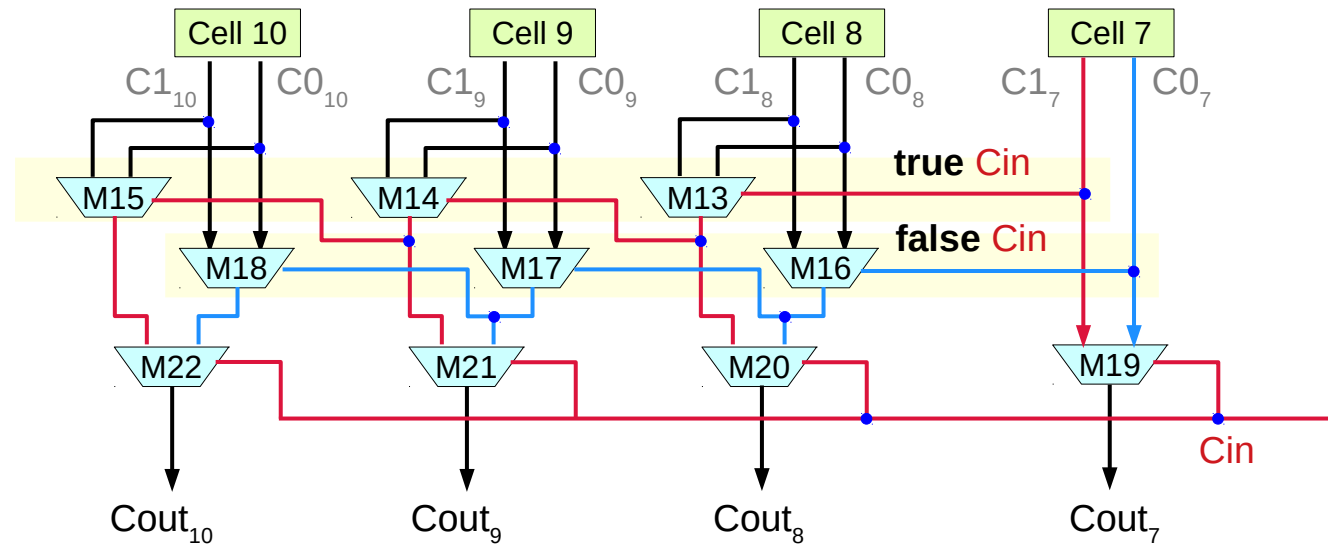
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# The 4<sup>th</sup> Carry Select Structure

Subsequent stages will continue to grow in length by one,

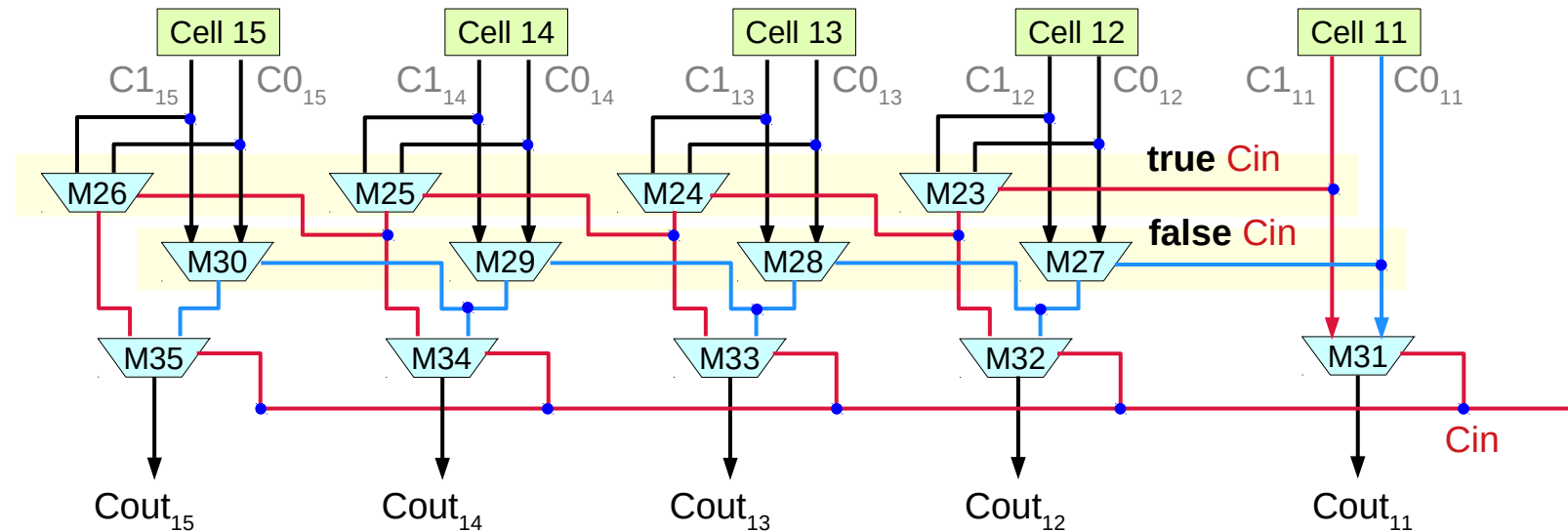
with **cells7, cell8, cell9, cell10** in one block,

**cell11, cell12, cell13, cell14, cell15** in another, and so on.



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# The 5<sup>th</sup> Carry Select Structure



Subsequent stages will continue to grow in length by one,

cell11, cell12, cell13, cell14, cell15  
in another,  
and so on.

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# Carry Chain Resource

A **carry chain resource** may span the entire height of a **column** in the FPGA, but a **mapping** to the logic may use only a small portion of this chain, with the **carry logic** in the mapping starting and ending at arbitrary points in the **column**

Must consider

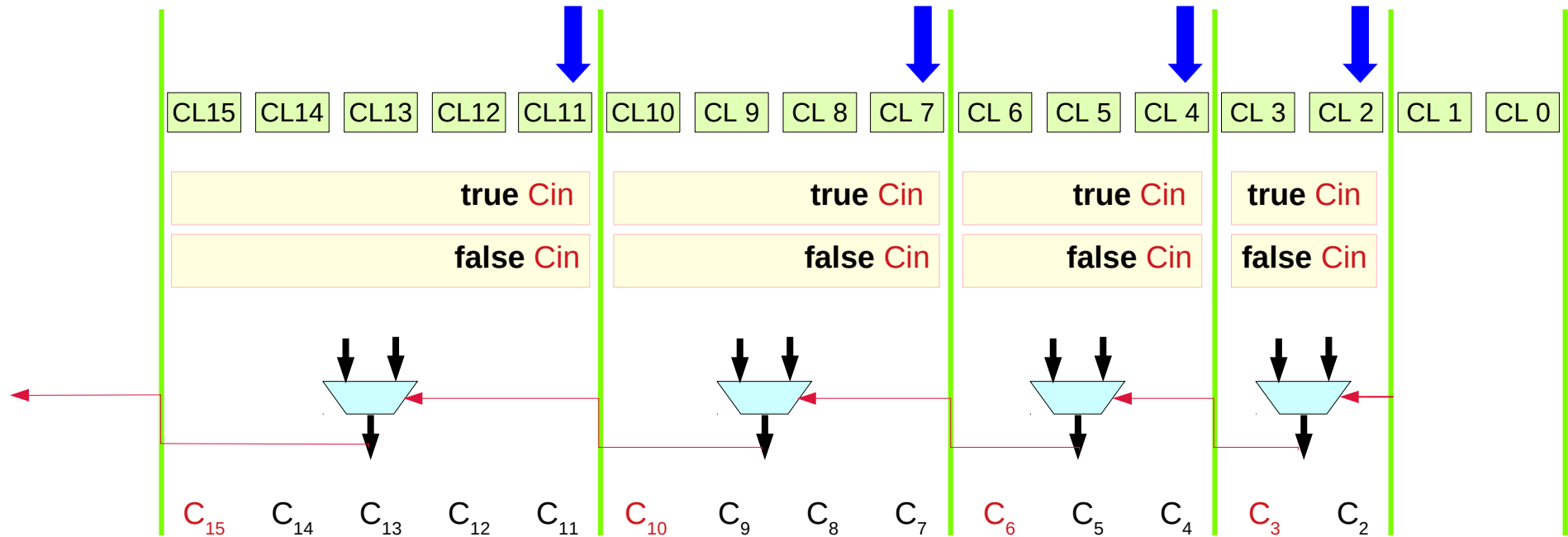
- the **carry delay** from the first to the last position in a **carry chain**,
- the delay for a **carry computation** beginning at any point within this **column**.

For example, even though the FPGA architecture may provide support for **carry chains** of up to **32 bits**, it must also efficiently support **8 bit carry computations** placed at any point within this **carry chain** resource

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# Broken carry chains

can start simultaneously for two possible case of Cin



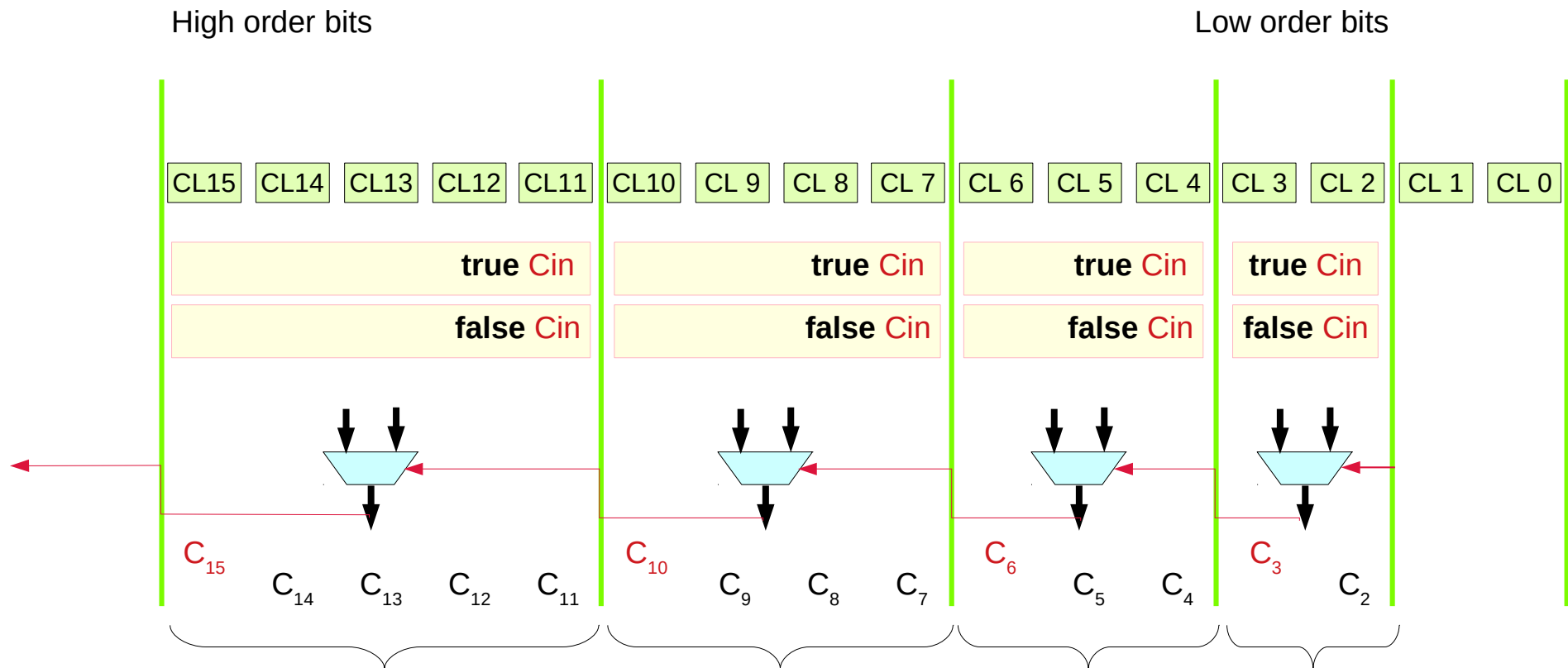
In a **carry select adder** the **carry chain** is **broken** at a specific **column**, and **two separate adders** are deployed

one assuming **true Cin** signal  
the other assuming **false Cin** signal

This **splitting** of the **carry chain** can be done **multiple times**, breaking the computation into **several pairs of short adders** with **output muxes** choosing which adder's output to **select**

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# Broken carry chains



**Short adders** handle the low-order bits, and the adder length is increased further along the carry chain, since later computations have more time until their **Cin** signal is available

# Two separate ripple carry adders

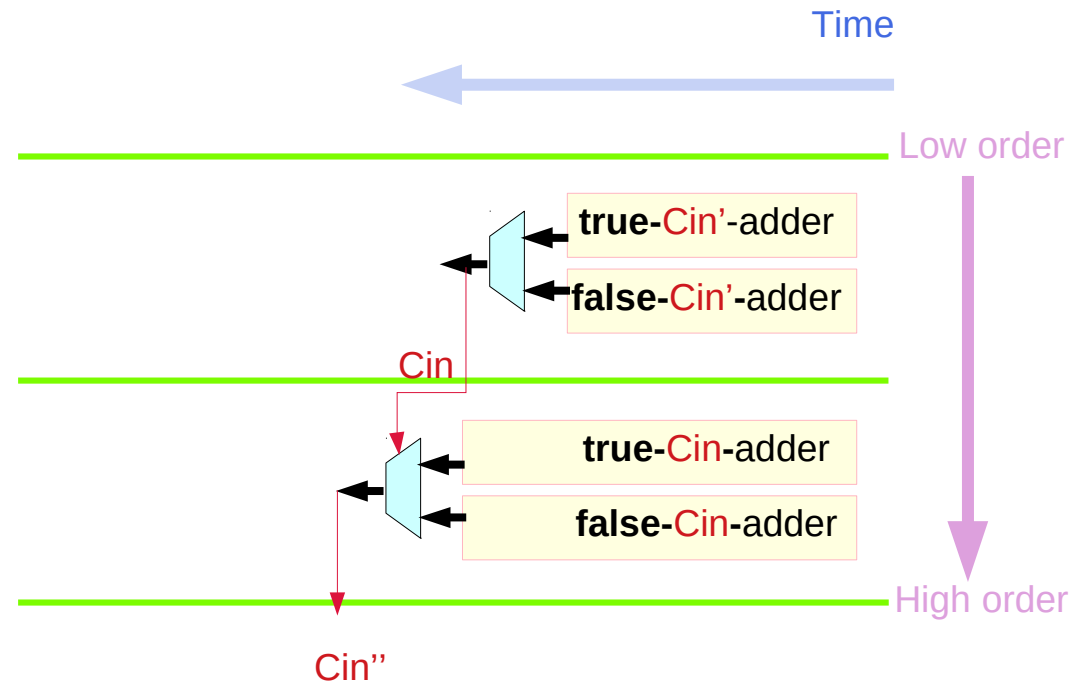
**Cin** signal is used to determine which adder's outputs should be used

if the **Cin** signal is **true**, the output (carries) are selected from the **true-Cin-adder**

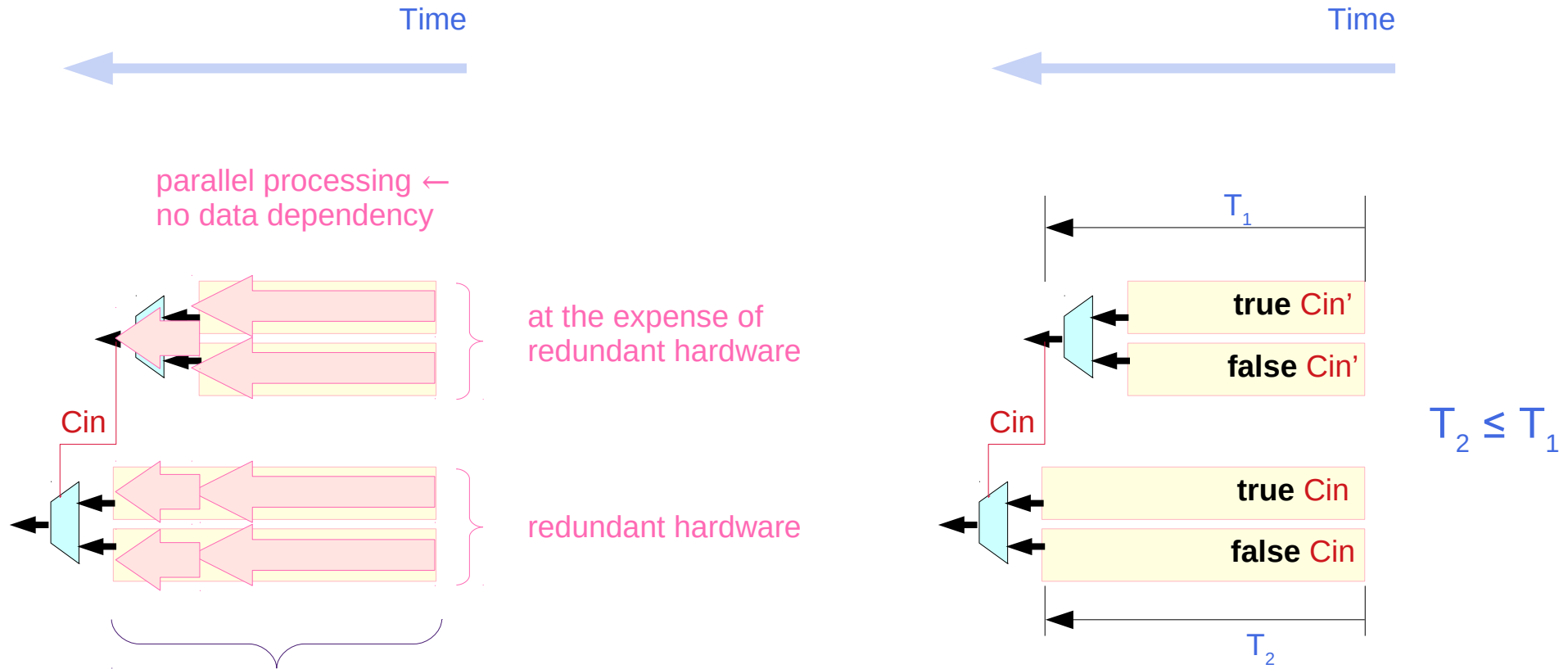
if the **Cin** signal is **false**, the output (carries) are selected from the **false-Cin-adder**

redundant hardware removes **Cin** data dependency

first start redundant computation  
later select the correct one



# Timing in broken carry chains

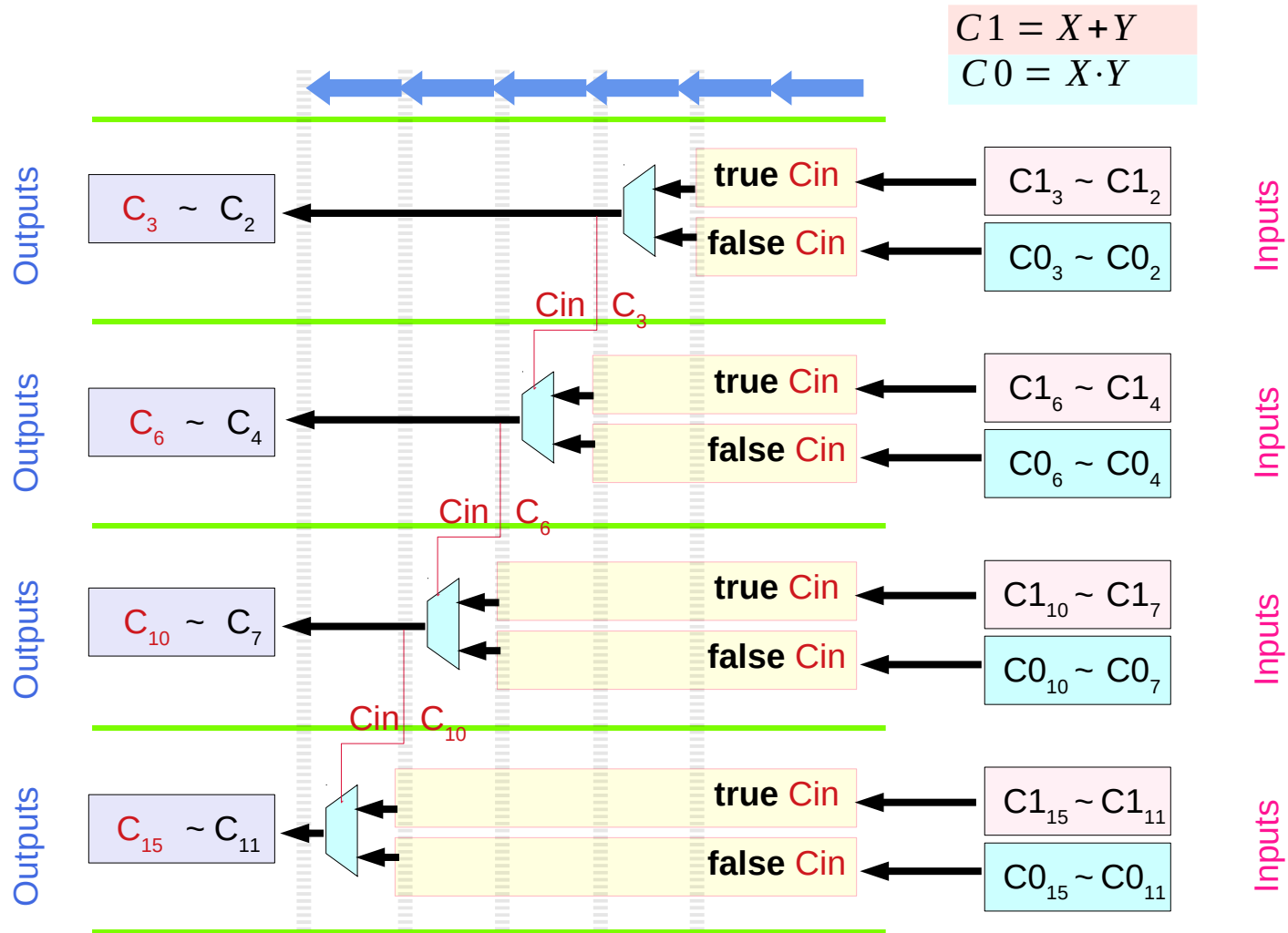


These computations can take place before the completion of the **previous columns**, since they do not depend on the actual value of the **Cin** signal

the length of the adders and the breakpoint are carefully chosen such that the **adders** finish computations just as their **Cin** become available



# Carry Select Fast Carry Logic



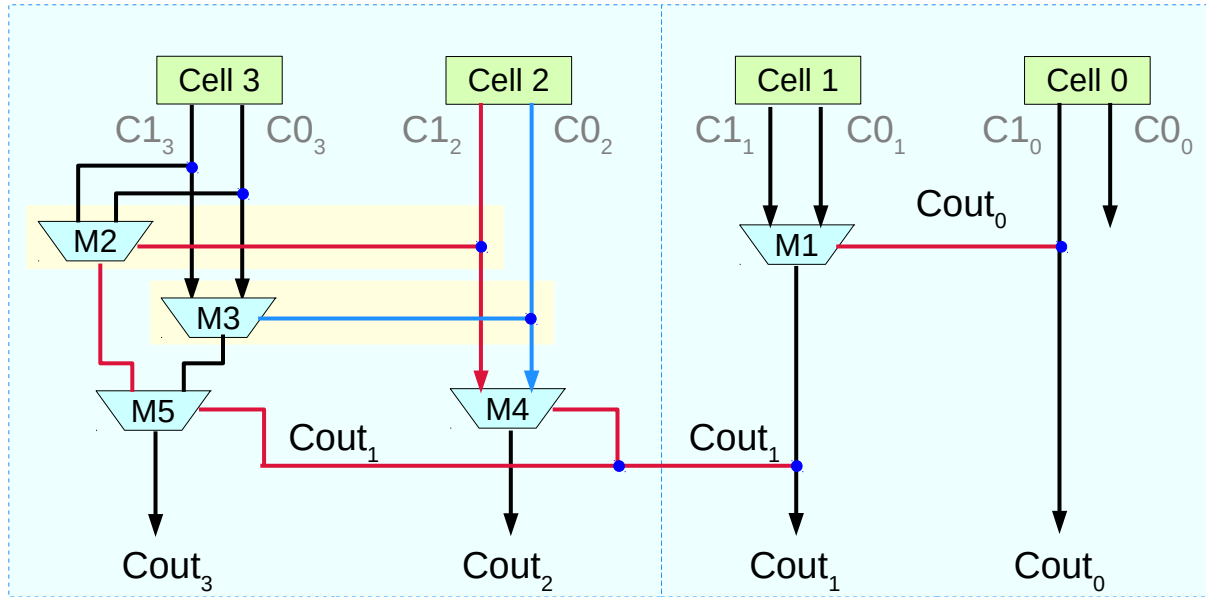
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# Analysis of the carry equation

$$Cout_3 = (C1_3 C1_2 + C0_3 \overline{C1_2}) Cout_1 + (C1_3 C0_2 + C0_3 \overline{C0_2}) \overline{Cout_1}$$

of the 2<sup>nd</sup> carry select structure

# Two ripple carry structure



$$C1 = \bar{X}Y + X\bar{Y} + XY \quad C0 = XY$$

$$\bar{C1} = \bar{X}\bar{Y}$$

$$\bar{C0} = \bar{X}Y + X\bar{Y} + \bar{X}\bar{Y}$$

$$= (Cout_2 \cdot C1_3) + (\bar{Cout}_2 \cdot C0_3)$$

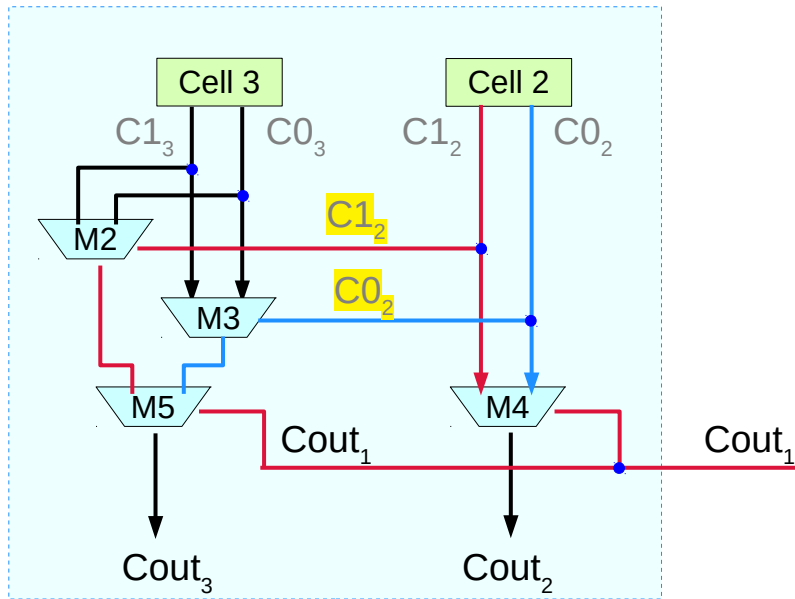
$$= (Cout_1 \cdot C1_2) + (\bar{Cout}_1 \cdot C0_2)$$

$$= (Cout_0 \cdot C1_1) + (\bar{Cout}_0 \cdot C0_1)$$

$$Cout_3 = (Cout_1 \cdot (C1_3 \cdot C1_2 + C0_3 \cdot \bar{C1}_2)) + (\bar{Cout}_1 \cdot (C1_3 \cdot C0_2 + C0_3 \cdot \bar{C0}_2)) = (Cout_1 \cdot (C1_3 \cdot (\bar{X}_2 Y_2 + X_2 \bar{Y}_2 + X_2 Y_2) + C0_3 \cdot \bar{X}_2 \bar{Y}_2)) + (\bar{Cout}_1 \cdot (C1_3 \cdot X_2 Y_2 + C0_3 \cdot (\bar{X}_2 Y_2 + X_2 \bar{Y}_2 + \bar{X}_2 \bar{Y}_2)))$$

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# Cout<sub>3</sub> in terms of Cout<sub>1</sub>



$$Cout_2 = (Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2)$$

$$Cout_3 = (Cout_2 \cdot C1_3) + (\overline{Cout_2} \cdot C0_3)$$

$$= (((Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2)) \cdot C1_3) + (((Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2)) \cdot C0_3)$$

$$(((Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2)) \cdot C1_3) = (C1_3 C1_2 Cout_1 + C1_3 C0_2 \overline{Cout_1})$$

$$(((Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2)) \cdot C0_3) = (C0_3 \overline{C1_2} Cout_1 + C0_3 \overline{C0_2} \overline{Cout_1})$$

$$(C1_3 C1_2 + C0_3 \overline{C1_2}) Cout_1 + (C1_3 C0_2 + C0_3 \overline{C0_2}) \overline{Cout_1}$$

$$C1 = \overline{X}Y + X\overline{Y} + XY \quad C0 = XY$$

$$\overline{C1} = \overline{X}\overline{Y} \quad \overline{C0} = \overline{X}Y + X\overline{Y} + \overline{X}\overline{Y}$$

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# Two mutually exclusive cases $Cout_1$ and $\overline{Cout_1}$

$$Cout_2 = (Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2)$$

$$Cout_3 = (Cout_2 \cdot C1_3) + (\overline{Cout_2} \cdot C0_3)$$

$$= (((Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2)) \cdot C1_3)$$

$$+ (((\overline{Cout_1 \cdot C1_2} + \overline{Cout_1 \cdot C0_2})) \cdot C0_3)$$

$$\Rightarrow = (C1_2 Cout_1 + C0_2 \overline{Cout_1}) \cdot C1_3$$

$$= (\overline{C1_2} Cout_1 + \overline{C0_2} \overline{Cout_1}) \cdot C0_3$$

$((Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2))$  means

$((Cout_1 \cdot C1_2) + (\overline{Cout_1} \cdot C0_2))$  is false

$((Cout_1 \cdot C1_2)) = F \wedge ((\overline{Cout_1} \cdot C0_2)) = F$

Two mutually exclusive cases

when  $Cout_1$  is true

$C1_2$  must be false

because  $(Cout_1 \cdot C1_2)$  must be false

$\Rightarrow$  therefore  $(\overline{C1_2} Cout_1)$

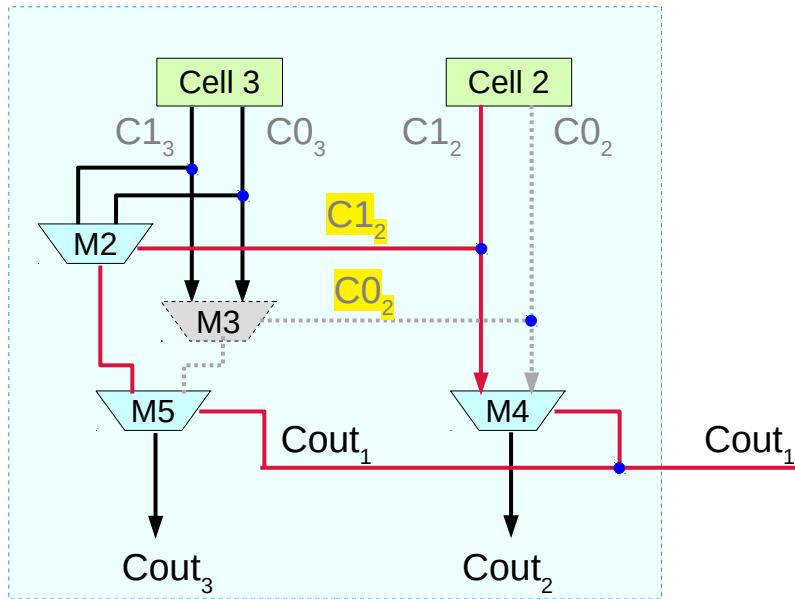
when  $\overline{Cout_1}$  is true

$C0_2$  must be false

because  $(\overline{Cout_1} \cdot C0_2)$  must be false

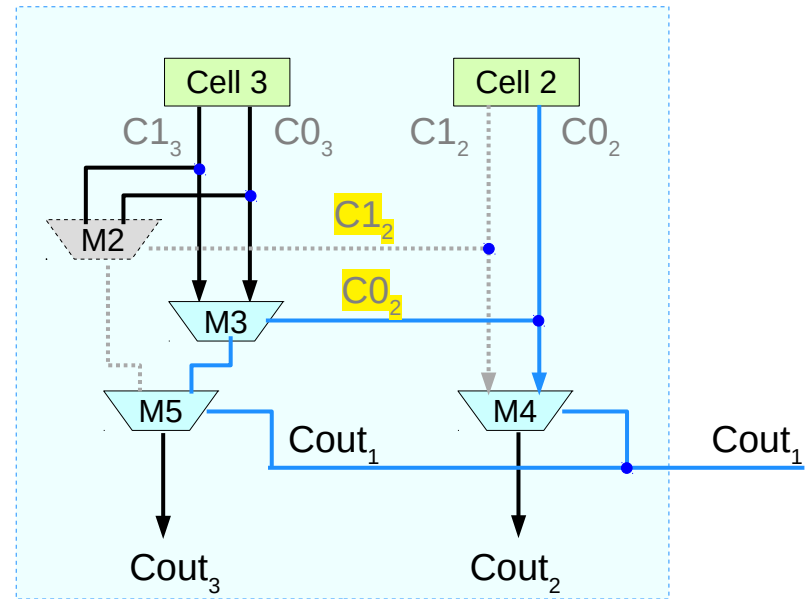
$\Rightarrow$  therefore  $(\overline{C0_2} \overline{Cout_1})$

# When $Cout_1$ and $\overline{Cout_1}$



when  $Cout_1$  is true

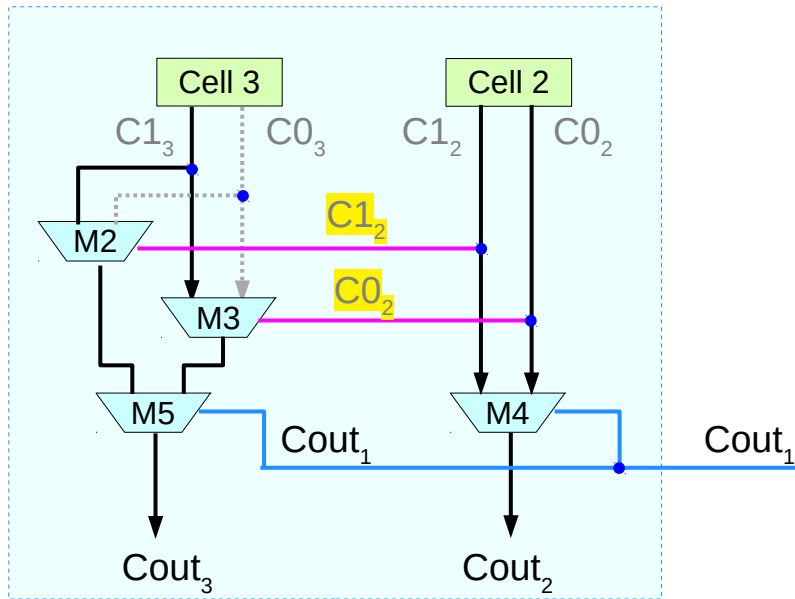
$$(C1_3 C1_2 + C0_3 \overline{C1_2}) Cout_1$$



when  $\overline{Cout_1}$  is true

$$(C1_3 C0_2 + C0_3 \overline{C0_2}) \overline{Cout_1}$$

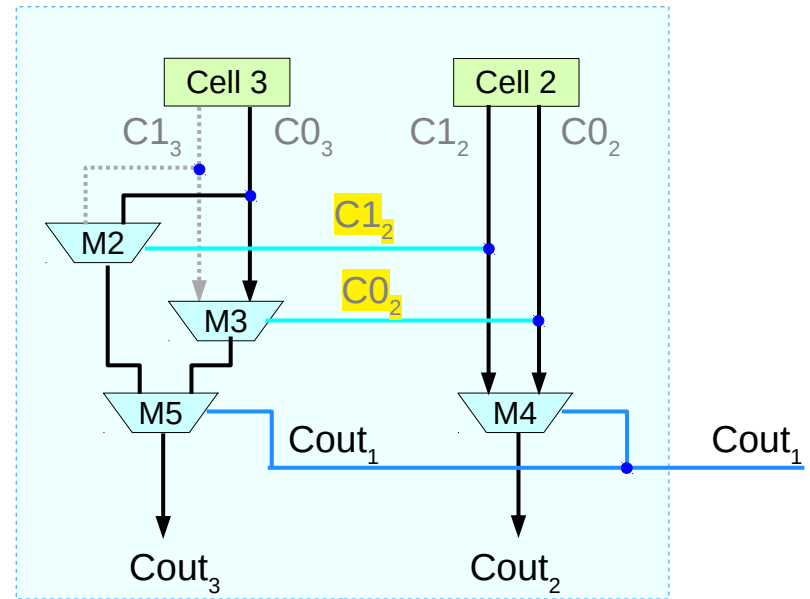
# When $C1_2 \cdot C0_2$ and $\overline{C1_2} \cdot \overline{C0_2}$



when  $C1_2 \cdot C0_2$  Generate

$$(C1_3 C1_2)Cout_1 + (C1_3 C0_2)\overline{Cout_1}$$

$$(C1_3 C1_2 + C0_3 \overline{C1_2})Cout_1 + (C1_3 C0_2 + C0_3 \overline{C0_2})\overline{Cout_1}$$

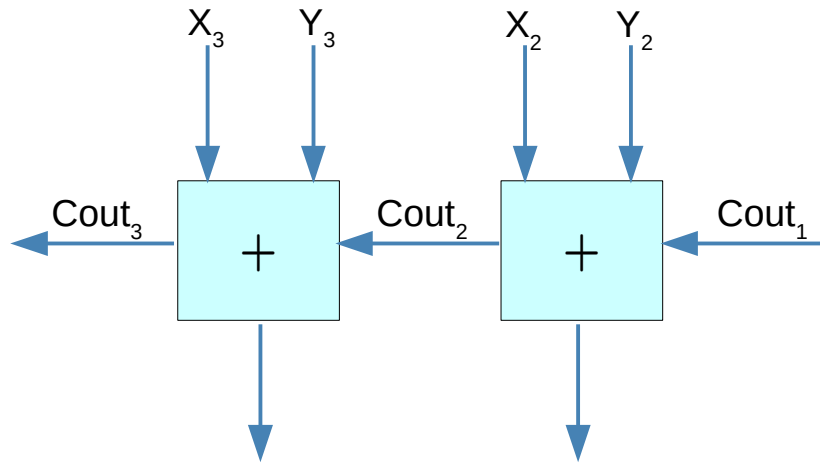


when  $\overline{C1_2} \cdot \overline{C0_2}$  Kill

$$(C0_3 \overline{C1_2})Cout_1 + (C0_3 \overline{C0_2})\overline{Cout_1}$$

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# When Cout1 = 1



$$C1_3 \cdot C1_2 \cdot Cout_1$$

P	P
P	G
G	P
G	G

$$C0_3 \cdot \overline{C1_2} \cdot Cout_1$$

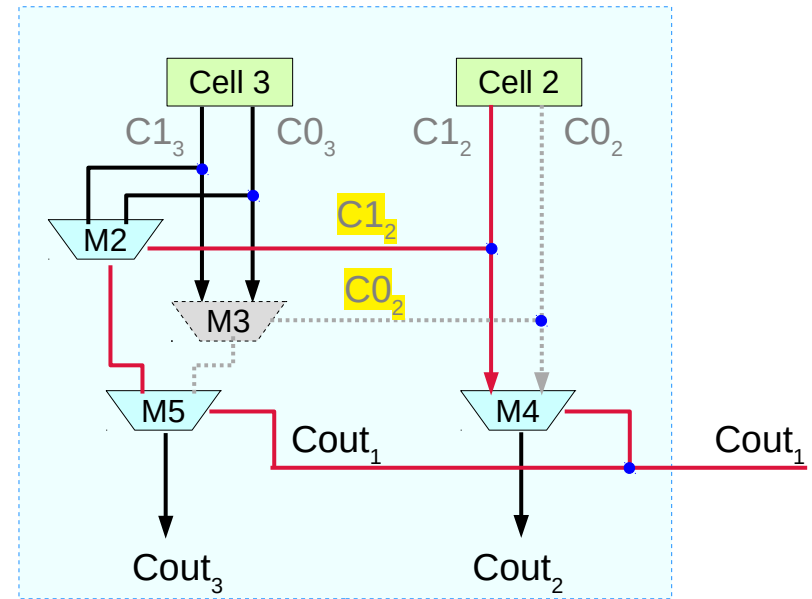
G	$\overline{PG}$
---	-----------------

$$P = X \oplus Y$$

$$G = X \cdot Y$$

$$C1 = P + G$$

$$C0 = G$$



when  $Cout_1$  is true  $(C1_3 C1_2 + C0_3 \overline{C1_2}) Cout_1$

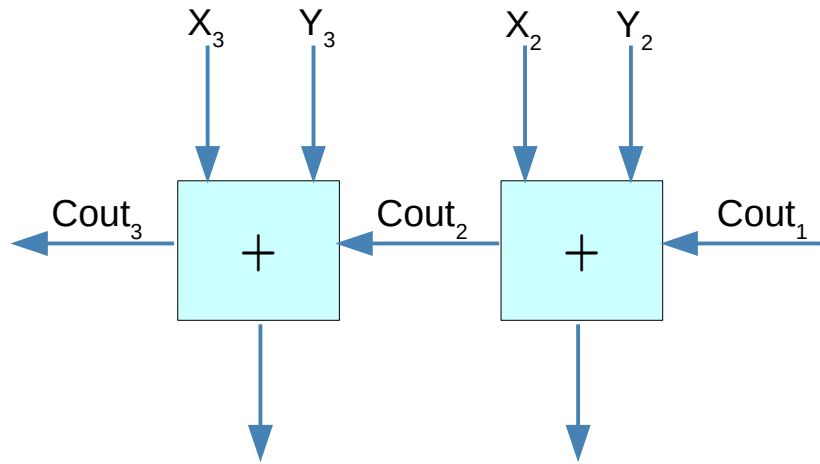
X	Y	C1	C0	$\overline{X} \overline{Y}$
0	0	0	0	$\overline{X} \overline{Y}$
0	1	1	0	$\overline{X} Y$
1	0	1	0	$X \overline{Y}$
1	1	1	1	$X Y$

$$C1 = X + Y$$

$$C0 = X \cdot Y$$



# When Cout1 = 0



$$C1_3 \cdot C0_2 \cdot \overline{Cout_1}$$

$$\begin{matrix} P & G \\ G & G \end{matrix}$$

$$C0_3 \cdot \overline{C0_2} \cdot \overline{Cout_1}$$

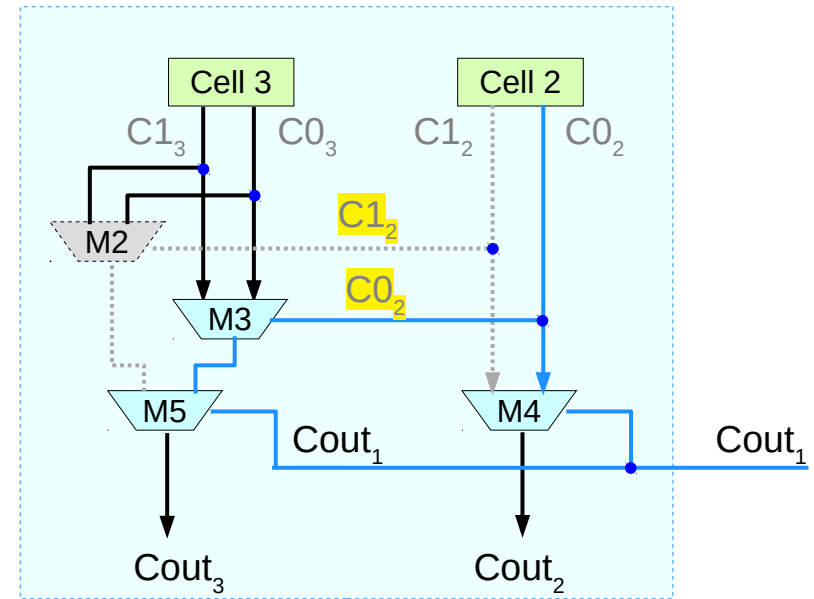
$$\begin{matrix} P & \overline{PG} \\ P & P \end{matrix}$$

$$P = X \oplus Y$$

$$G = X \cdot Y$$

$$C1 = P + G$$

$$C0 = G$$



when  $\overline{Cout_1}$  is true

$$(C1_3 C0_2 + C0_3 \overline{C0_2}) \overline{Cout_1}$$

# Generate and Kill conditions

$$C1_3 \cdot C1_2 \cdot Cout_1$$

P  
G  
P  
G

P  
P  
G  
G

Propagate

Generate

$$C1_3 \cdot C0_2 \cdot \overline{Cout_1}$$

P  
G

G  
G

Generate

$$C0_3 \cdot \overline{C1_2} \cdot Cout_1$$

G

$\overline{PG}$

Kill

$$C0_3 \cdot \overline{C0_2} \cdot \overline{Cout_1}$$

P  
P

$\overline{PG}$   
P

Kill

Propagate

$$P = X \oplus Y$$

$$G = X \cdot Y$$

$$C1 = P + G$$

$$C0 = G$$

$$P = C1\overline{C0}$$

$$G = C0$$

$$(C1_3 C1_2 + C0_3 \overline{C1_2})Cout_1 + (C1_3 C0_2 + C0_3 \overline{C0_2})\overline{Cout_1}$$

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# Propagate, Generate, and Kill conditions

$\bar{P}$	$\bar{G}$	C1	C0	Name
0	1	0	0	0 Kill
0	0	0	1	$\bar{C}_{in}$ Inverse Propagate
1	0	1	0	$C_{in}$ Propagate
0	0	1	1	1 Generate

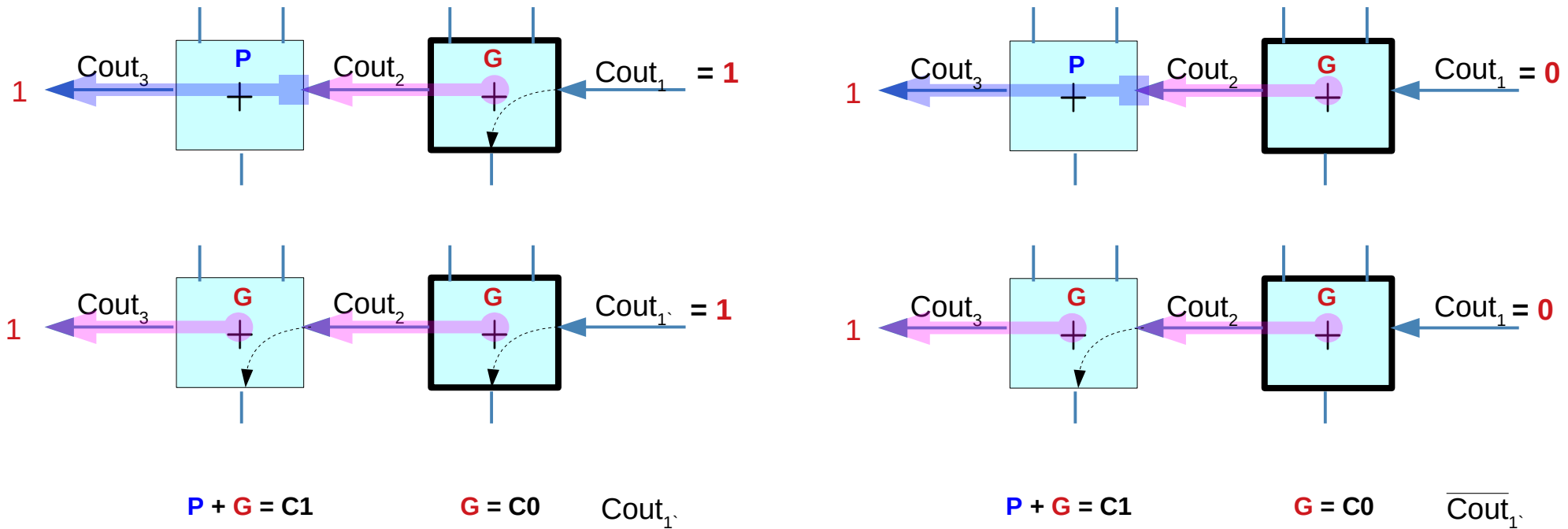
$\bar{C}_1 = \bar{X}\bar{Y}$	$\bar{C}_0 = \bar{X}Y + X\bar{Y} + \bar{X}\bar{Y}$	$\bar{C}_1\bar{C}_0$	$\bar{X}\bar{Y}$	<i>Kill</i>
$\bar{C}_1 = \bar{X}\bar{Y}$	$C_0 = XY$	$\bar{C}_1C_0$		
$C_1 = \bar{X}Y + X\bar{Y} + XY$	$\bar{C}_0 = \bar{X}Y + X\bar{Y} + \bar{X}\bar{Y}$	$C_1\bar{C}_0$	$\bar{X}Y + X\bar{Y}$	<i>Propagate</i>
$C_1 = \bar{X}Y + X\bar{Y} + XY$	$C_0 = XY$	$C_1C_0$	$XY$	<i>Generate</i>

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# Generate conditions

when  $C1_2 \cdot C0_2$  Generate

$$(C1_3 \ C1_2)Cout_1 + (C1_3 \ C0_2)\overline{Cout_1}$$

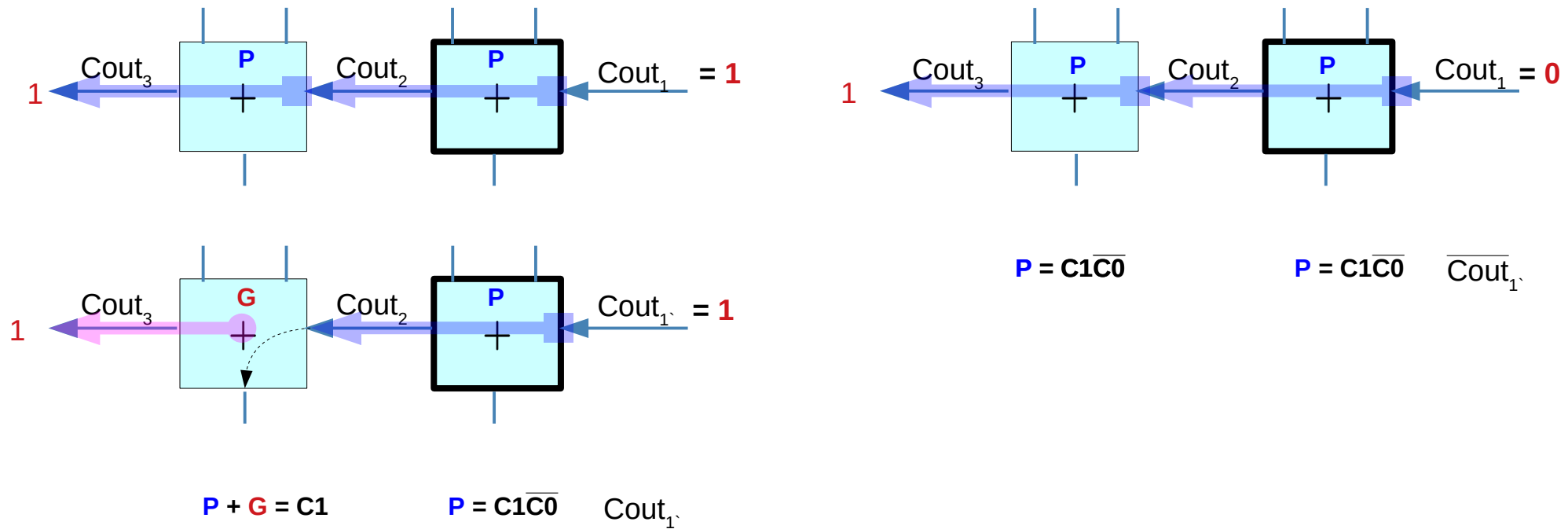


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# Propagate conditions

when  $C1_2 \cdot \overline{C0_2}$  Propagate

$$(C1_3 C1_2)Cout_1 + (C0_3 \overline{C0_2})\overline{Cout_1}$$

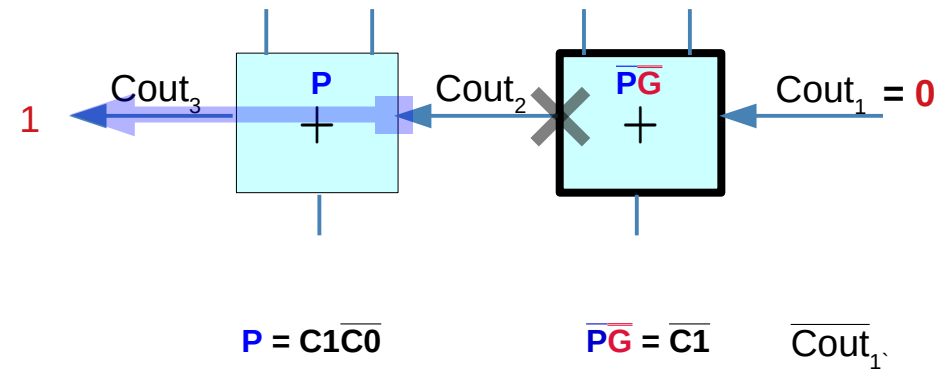
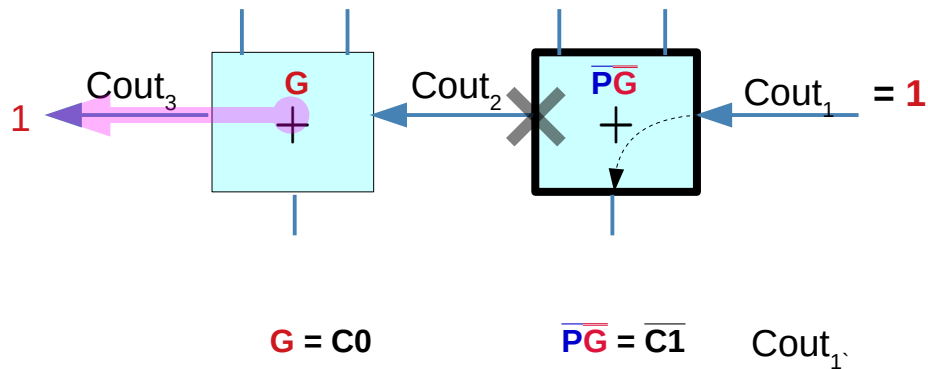


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# Kill conditions

when  $\overline{C1_2} \cdot \overline{C0_2}$  Kill

$$(C0_3 \overline{C1_2}) \overline{Cout_1} + (C0_3 \overline{C0_2}) \overline{Cout_1}$$



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