

Design and Implementation of RCA and CSA by Using Reconfigurable Adder Architecture

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Abstract: Higher performance, lower cost, increasingly minimizing integrated circuit components, and higher packaging density of chips are ongoing goals of the microelectronics and computer industry. As these goals are being achieved, however, power consumption and flexibility are increasingly becoming bottlenecks that need to be addressed with the new technology in Very Large-Scale Integrated (VLSI) design. Combinational circuits are the heart of electronic devices. Among these combinational circuits the adders are of great importance as these are used at the multiple levels for calculations in functioning of the devices. Coarse-grained reconfigurable architectures (CGRAs) have the potential to offer performance approaching an ASIC with the flexibility, within an application domain, similar to a digital signal processor. In the past, coarse-grained reconfigurable architectures have been encumbered by challenging programming models that are either too far removed from the hardware to offer reasonable performance or bury the programmer in the minutiae of hardware specification. The proposed architecture enables the designer to perform efficient Design Space Exploration. The design can be made adaptable to any of the reconfigurable processor and a similar improvement can be obtained.

Keywords: Adders, low power VLSI, verilog, Spartan-III, FPGA.

I. INTRODUCTION

Typical issues for VLSI designers are to reduce the area of the chip and increase its performance for computational applications like video compression, graphics, gaming consoles etc. But the development of portable devices and palm held devices, has forced the designers to optimize the power consumption of the device while still meeting the computational requirements. The wireless devices are also making their way to the consumer electronics market where the power consumption is the key design constraint. Hence the power consumption of the device needs to be addressed to increase the run time of the batteries with minimum requirements on size, durability and weight allocated to it. Absence of low power architectures causes the portable devices to suffer from short battery life or require large battery pack. Increase in power consumption in the chips need expensive packaging and cooling devices, and hence it's a clear advantage of cost to go for low power devices. Addition to the cost, high power consumption leads to the issue of reliability, because the high power consumption increases the temperature and it tends to exacerbate several silicon failure mechanisms. Excessive power consumption limits the integration of more transistors on the single chip or on multichip modules. This is due to the heat generated from power consumption limits the feasible packaging and performance of the VLSI systems. Motivation of reducing power consumption depends on the applications and how much the designer is willing to sacrifice in cost or performance to obtain the low power consumption devices. The designer might sacrifice the performance for extended battery life of the battery powered devices and suppose if both power and performance are important then the power delay product need to be minimized. Hence in

this brief, low power architecture are proposed at comparable performance or negligible performance constraints for the data path components as they are the repeatedly used blocks in any digital circuits. Arithmetic components are responsible for the computations and they are the basic building blocks in intensive computational applications. Among the arithmetic components adders are the essential elements and are used repeatedly in any computational intense applications. This enabled many research organizations towards the development of low power computational architectures. In this brief, an effort has been attempted to develop low power heterogeneous adder architecture which consume less power and provide delay optimizations.

A. ARCHITECTURES

Ripple Carry Adder consists of cascaded "N" single bit full adders. Output carry of previous adder becomes the input carry of next full adder. Therefore, the carry of this adder traverses longest path called worst case delay path through N stages. Fig. 1 shows the block diagram of ripple carry adder. Now as the value of N increases, delay of adder will also increase in a linear way. Therefore, RCA has the lowest speed amongst all the adders because of large propagation delay but it occupies the least area. Now CSLA provides a way to get around this linear dependency is to anticipate all possible values of input carry i.e. 0 and 1 and evaluate the result in advance. Once the original value of carry is known, result can be selected using the multiplexer stage. Therefore the CSLA makes use of Dual RCA's to generate the partial sum and carry by considering input carry $C_{in}=0$ and $C_{in}=1$, then the final sum and carry are selected by multiplexers.

Adder is the essential component in any digital system and many variations are introduced in the carry generation schemes for area, speed and power trade-offs. Hybrid adders were developed in the past to provide area and speed trade-off by utilizing different schemes for sum and carry logic separately. Several homogeneous adders were reconfigured with their bit widths to achieve variable performance and power trade-offs. Architectures reported in have adder variants where larger bit system is partitioned in to smaller bits and reconfigured using additional bits. Such adders provide the selection of the bit widths of the adders and improve efficiency of the design. An effort has been put in to add the extra flexibility into the system where different adder variants of smaller bit widths are incorporated in the larger adder system to address the delay optimization under power constraints or power optimization under delay constraints. Such architectures are called as Heterogeneous adders. In this paper, we propose the low power heterogeneous adder architecture to provide power optimization with variable performance.

Limitations of the state of the art reconfigurable architectures,

- a) In the regular reconfigurable architectures, static/dedicated adder architectures are utilized and multiplexer selects the required adder variant. This requires more area and consumes more power to achieve variable performance and reconfigurability between the adder variants.
- b) In the state of the art heterogeneous architecture, the static sub-adder blocks consumes more power while still providing good performance.

In this paper, we address the above limitations:

- Low power adder architectures: Complex cells were utilized to build the adder architecture, as they eliminate the interconnect delays between the gates and helps in reducing power.

- Elimination of inverters in the critical path reduces the switching power. Complex cells reduce the leakage power of the device.

The proposed concept is suitable for any bit widths and at any level of abstractions where the application needs different operating corners by providing the flavours of different adder variants in the same design.

B. RECONFIGURABLE COMPUTING

Reconfigurability is the method which combines the high performance hardware by some flexible software with the use of computing fabrics. In reconfigurable computing there is the possibility of adapting to the hardware during the runtime by the use of new circuit. However the reconfigurability can be viewed with different perspectives viz. the system level and at the functional unit level. The reconfigurable systems are again classified based on their degree of coupling between the functional units and the processing units. These systems may typically contain one or two processors, one or more memories and one or more reconfigurable fabrics.

Secondly the reconfigurable fabrics are again classified into fine grained and coarse grained reconfigurable fabrics. In fine grained reconfigurable fabrics, the bit level reconfigurability will be achieved in the functional units, whereas in coarse grained fabrics, reconfigurability is achieved between the operations of the functional units and also between the entire functional units.

II. CONVENTIAONAL METHOD

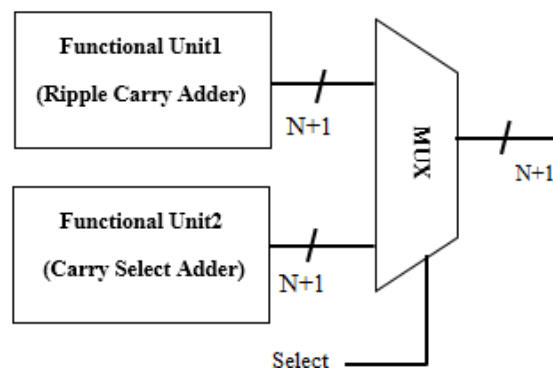


Fig 3: Model diagram of conventional method

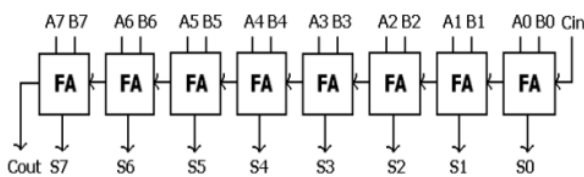


Fig 1: Ripple Carry adder

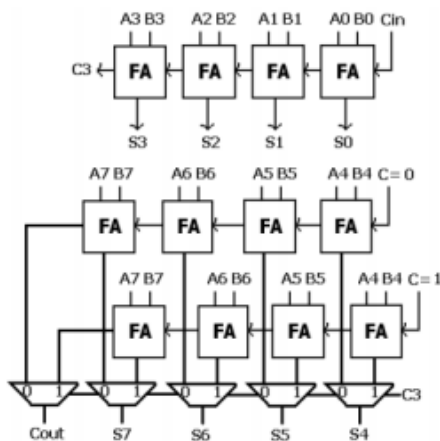


Fig 2: Carry Select adder

The modelled diagram of conventional method of reconfigurable adder architecture is shown in Fig 3 here each functional unit contain one adder architecture. This type of approach will be having higher circuit complexity and also it consumes more area and power. For this reason instead of giving adders to different functional unit, by using shared logic combine the functional unit that means reconfigure the architecture.

Different adder variants are considered as the functional units. The combinations of these adder architectures are used to design the reconfigurable architectures. Such reconfigurable architectures aids in achieving different quality metrics for the designs at the system level. For example system level designs like Image processing applications has high priority for performance and in speech processing of signals have higher priority for

power and less priority with its performance. Therefore reconfigurable architectures providing such flexibility save the chip area and power by combining the architectures of both design constraints. However from the system level perspective, different applications operate at different design constraints, but it is the basic building units operation that brings the difference. Hence in this paper effort has been put to arrive at the reconfigurability with adder architectures, which enables different corners for analysis. The corners like low power, less area, high performance can be approached individually, or combined or balanced as per the requirement of the applications.

III. PROPOSED METHOD

The proposed concept will enable new corners of optimizations like “low area - low power” for same performance, “lowest power”, “smallest area” as per the design constraints. It also enables new applications for the existing chip architectures.

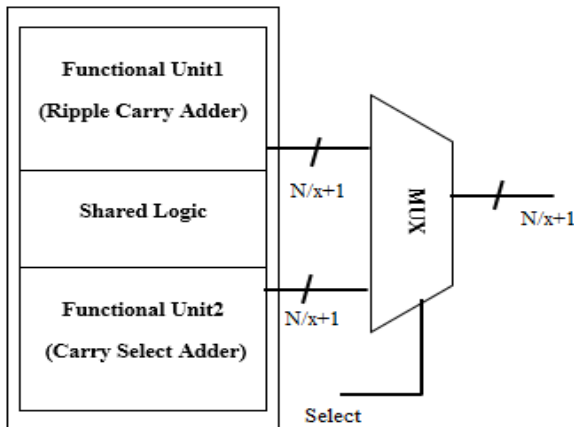


Fig 4: Model diagram of proposed method (shared logic concept)

By exploring the regularity of the adder architectures, the logics are shared to achieve the reconfigurability in the proposed architectures. Fig 4 shows the abstract view of the proposed reconfigurable adder architectures.

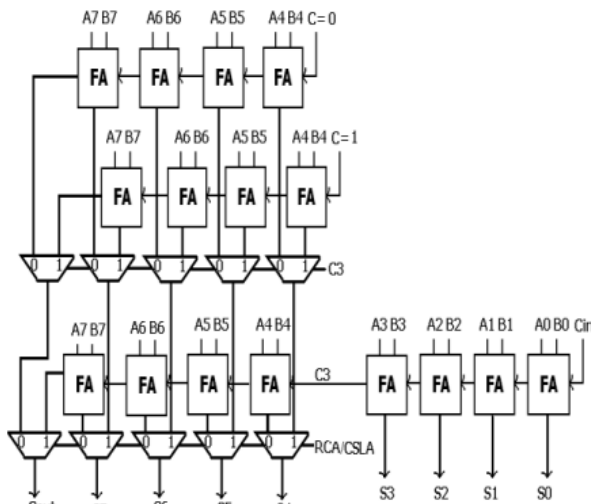


Figure 5: Proposed Reconfigurable RCA – CSA Architecture

In the RCA – CSA combination, the logics of CSA are utilized and RCA is achieved at the cost of some additional multiplexed circuitry to the CSA, and area of complete RCA is saved. This helps in reduced area and reduced power consumption. Proposed RCA–CSA reconfigurable adder is shown in Fig 5. All these configurable adder architectures are implemented for 8 bit-widths.

IV. RESULTS

Both the conventional and the proposed reconfigurable architectures are designed and developed in gate level for synthesis, using the Synopsys Design Compiler EDA tool. The designs were simulated using the Mentor Graphics Model-sim simulator and verified for functionality with the help of waveform editor. The main advantage of resource sharing concept is to reduce the implementation area; and it was possible due to the merging of architectures between the adder variants. The reduced area will directly impact on the power consumption, as lesser gates area will lead to lesser switching activity.

As mentioned in the section 3, the shared logic between the adder variant’s has reduced the area required and also reduced the power consumption. From this we can prove that the area is one of the factors to reduce the power consumption. Regularity in the architectures has made the logic to be shared and enable the flexibility for operation at different design constraints. This helps in incorporating the reconfigurable architectures where the design supports various applications and yields in reduced chip area and power consumption. The reduced area will also reduce the chip cost and fabrication time.

The main advantage of resource sharing concept is to reduce the implementation area; and it was possible due to the merging of architectures between the adder variants. The reduced area will directly impact on the power consumption, as lesser gates area will lead to lesser switching activity. The results of the proposed approach for the 8-bit reconfigurable adder architectures with this concept has enabled the design to be analysed from different analysis of corners like less area, low power and comparable performance. Similar kind of results can be obtained for different bit widths and more the bit widths more will be opportunity for resource sharing and higher will be efficiency of quality metrics. This Concept can be applied at any levels of abstraction.

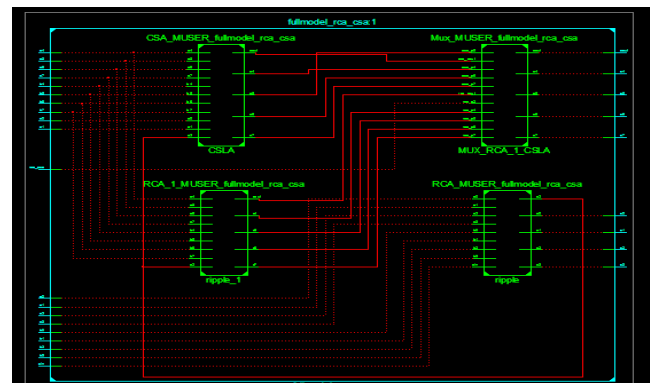


Fig 6: RTL view of RCA-CSA

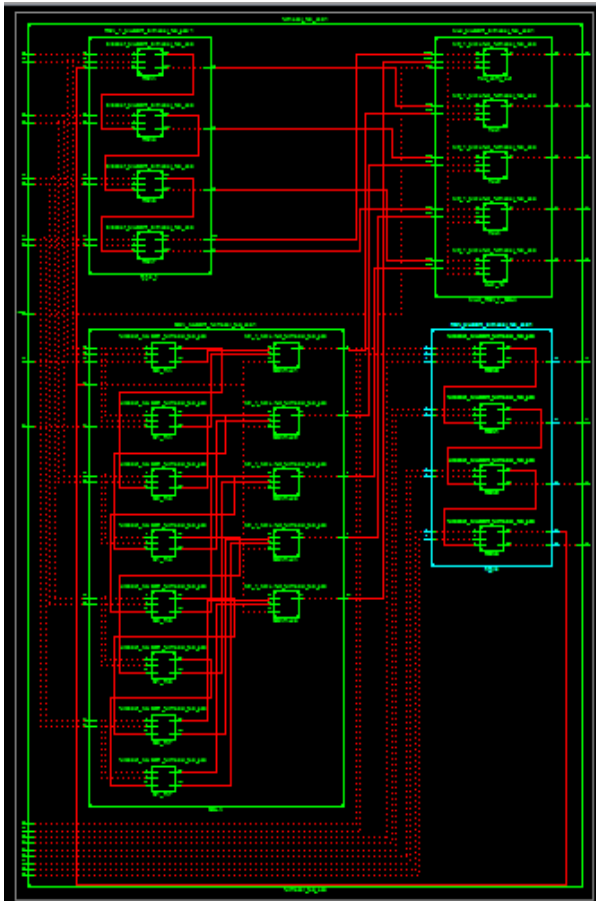


Fig 7: Internal RTL view of RAC-CSA

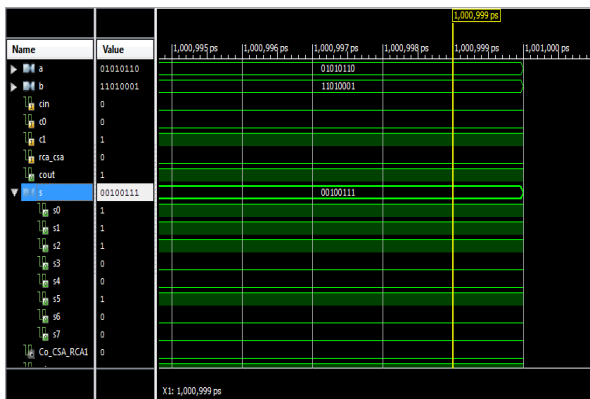


Fig 8: simulation results of RCA-CSA

Table 1: Gate Delay and Net Delay

Total Gate	Delay
logic	22.794ns
route	11.994ns
logic	65.5%
route	34.5%
Total	34.788ns

V.CONCLUSION

A coarse grained reconfigurable fabric is implemented in this paper; the proposed 8 bit architectures results in 18-54% reduced power consumption when designed with different combination of reconfigurable adder architectures

and also accounted for 14-44% of area reduction. The partitioned multiplex concept has reduced the area and thereby directly reduces the power consumption of the design. The proposed reconfigurable architectures can be utilized where the application needs ultra-low power in terms of leakage, high performance, low area, and a balanced design quality metrics. Further carrying this reconfigurability in to the system level will impact the same way and helps in accommodating all add variants within the same/reduced area of the regular architecture. These architectures are pervasive and can be implemented at various levels of hierarchical abstractions.

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