

Binary Adder Using More Efficient Area And Time Optimized Quantum-Dot Cellular Automata

G.Jhansi ¹, Gera Indira PriyaDarshini ²

¹Assistant Professor, ²Associate Professor

Department of Electronics & Communication Engineering, NNRES Group of Institutions, India

Abstract - The area and complexity are the major issues in circuit design. The quantum-dot cellular automata (QCA) approach represents one of the possible solutions in overcoming the physical limit of reduction of transistor size to increase the computational capabilities, even though the design of logic modules in QCA is not always straightforward. The quantum dot cellular automata can implement digital circuits with faster speed, smaller size and low power consumption. Adders are the logic circuits designed to perform high speed arithmetic operations and are important components in digital systems because of their extensive use in other basic operations such as subtraction, multiplication and division. A new adder designed in QCA was presented. It achieved speed performances higher than all the existing QCA adders, with an area requirement comparable with the cheap RCA and CFA demonstrated. The novel adder operated in the RCA fashion, but it could propagate a carry signal through a number of cascaded MGs significantly lower than conventional RCA adders.

Keywords - QCA, Adder, Area, Major Gates, Efficiency

I. INTRODUCTION

In electronics, an adder or summer is a digital circuit that performs addition of numbers. In many computers and other kinds of processors, adders are used not only in the arithmetic logic unit(s), but also in other parts of the processor, where they are used to calculate addresses, table indices, and similar operations. Although adders can be constructed for many numerical representations, such as binary-coded decimal or excess-3, the most common adders operate on binary numbers. In cases where two's complement or ones' complement is being used to represent negative numbers, it is trivial to modify an adder into an adder-Subtractor. Other signed number representations require a more complex adder. To reduce the computation time, engineers devised faster ways to add two binary numbers by using carry-look ahead adders. They work by creating two signals (P and G) for each bit position, based on whether a carry is propagated through from a least significant bit position (at least one input is a '1'), generated in that bit position (both inputs are '1'), or killed in that bit position (both inputs are '0'). In most cases, P is simply the sum output of a half-adder and G is the carry output of the same adder. After P and G are generated the carries for every bit position are created. Some advanced carry-look ahead architectures are the Manchester carry chain, Brent-Kung adder and the Kogge-Stone adder.

Some other multi-bit adder architectures break the adder into blocks. It is possible to vary the length of these blocks based on the propagation delay of the circuits to optimize computation time. These block based adders include the carry-skip (or carry-bypass) adder which will determine P and G values for each block rather than each bit, and the carry select adder which pre-generates the sum and carry values for either possible carry input (0 or 1) to the block, using multiplexers to select the appropriate result when the carry bit is known.

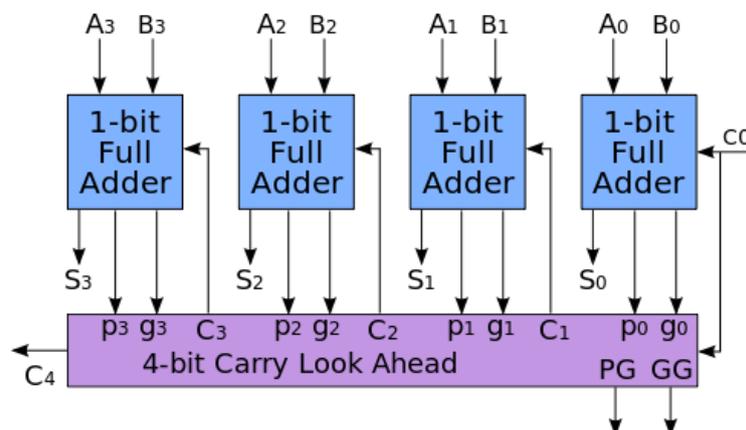


Fig: 1. Carry-Look A head Adder

Other adder designs include the carry-select adder, conditional sum adder, carry-skip adder, and carry-complete adder. By combining multiple carry look ahead adders even larger adders can be created. This can be used at multiple levels to make even larger adders. For example, the following adder is a 64-bit adder that uses four 16-bit CLAs with two levels of LCUs.

The carry look ahead adder (CLA) has a regular structure. It achieves high speed. In this paper we design a 4 bit CLA. This design employs 4 bit slices for the look ahead logic. These adders avoid feedback signals that are used in regular CMOS. By the nature of QCA cells the carry look ahead adder is pipelined. In the PG block we have a generated output that indicates that a carry is “generated “at bit position and a propagate output that indicates that a carry entering bit position will propagate to the next bit position. Thus these are used to produce all the carries in parallel at the successive blocks. Due to the pipeline diagram all sum signals are available at the same clock period. We represent QCA design of CLA.

II. PROPOSED SYSTEM

A quantum dot is a site in a cell in which a charge can be localized. The cell contains two extra mobile electrons that can quantum mechanically tunnel between dots, but not cells. In the ground state and in the absence of external electrostatic perturbation, the electrons are forced to the corner positions to maximize their separation due to Coulomb repulsion. The two possible charge configurations are used to represent binary “0” and “1”. Note that in the case of an isolated cell, the two polarization states are energetically degenerate. However the presence of other charges (neighbour cells) breaks the degeneracy and one polarization state becomes the cell ground state. Majority gates are the simple and fast logic to transfer the input to output. In this logic the number of bits which are maximum at input is transferred at the output. For example if we take the example of three bit binary number 001 at the input that contains 2 zero’s in the binary number then this 0 is transferred at the output.

Design which provides low power consumption implemented on FPGA. After design the final architecture is synthesized on various FPGA Architectures & comparison is done based on area and power consumption. In the previous papers implementation is done for 3bit majority logic. But in this particular paper the main focus is the implementation of 4bit majority logic on FPGA (Field Programmable Gate Array) used for design verification. From the available FPGA architectures design is implemented on the FPGA that provides the low chip area (lowest gate count) & low power consumption. So in the present architecture efforts are done to reduce the power and chip area. In the Digital IC design area, speed & power consumption are the parameters which are available for optimization. When an IC is designed the power is consumed to charge the parasitic capacitance of the interconnections. So by choosing the particular material this factor can be reduced by the significant amount decided by the process technology. So by choosing a particular FPGA package required for final implementation one can reduce the parasitic effects in the architecture design.

INPUT A	INPUT B	INPUT C	OUTPUT
0	0	0	0
1	0	0	0
0	1	0	0
0	0	1	0
1	1	0	1
1	0	1	1
0	1	1	1
1	1	1	1

Table 1. Truth table of a three-input majority logic gate

In QCA design, both logic structure and interconnections are made of QCA cells that can utilize the bridge technique. The fundamental logic gates of QCA technology are majority gate (MG) and inverter. The logic function of MG for three inputs A, B, C is reported in.

$$M(ABC) = A.B + B.C + A.C \quad (1)$$

The input cell belongs to the same clock signal. The three input majority gate is shown in Figure. 1.

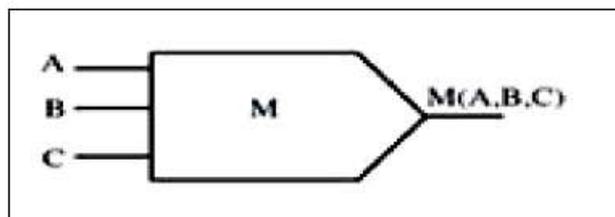


Fig:2. Three input Majority gate

The majority gate function as both AND and OR gate. When third input is 0 the MG act as AND gate and produces generate term and when third input is 1 the MG acts as OR gate and generates propagate term. The corresponding equations are reported in (2) and (3).

$$MG(A; B; C) = A.B \text{ when } C = 0 \quad (2)$$

$$MG(A; B; C) = A+B \text{ when } C = 1 \quad (3)$$

The majority gate is shown in Fig. 3 respectively. The majority gate performs a three-input logic function. Assuming the inputs are A, B and C, the logic function of the majority gate is

$$m(A, B, C) = A! B + B !C + A!C \quad (1)$$

By fixing the polarization of one input as logic “1” or “0”, we can obtain an OR gate and an AND gate respectively. More complex logic circuits can then be constructed from OR and AND gates.

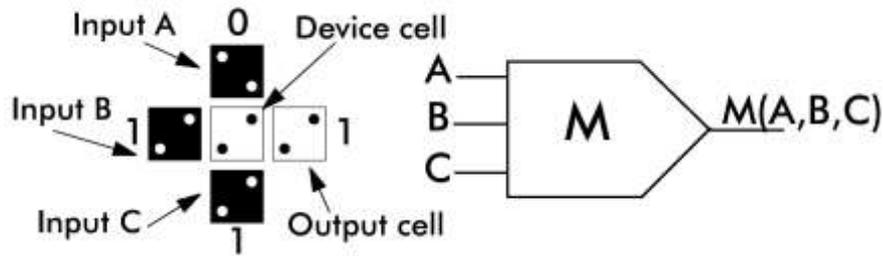


Fig:3. A QCA majority gate

To introduce the novel architecture proposed for implementing ripple adders in QCA, let consider two n-bit addends $A = a_{n-1}, \dots, a_0$ and $B = b_{n-1}, \dots, b_0$ and suppose that for the i th bit position (with $i = n - 1, \dots, 0$) the auxiliary propagate and generate signals, namely $p_i = a_i + b_i$ and $g_i = a_i \cdot b_i$, are computed. c_i being the carry produced at the generic $(i-1)$ bit position, the carry signal c_{i+2} , furnished at the $(i+1)$ th bit position, can be computed using the conventional CLA logic reported in (2). In this way, the RCA action, needed to propagate the carry c_i through the two subsequent bit positions, requires only one MG.

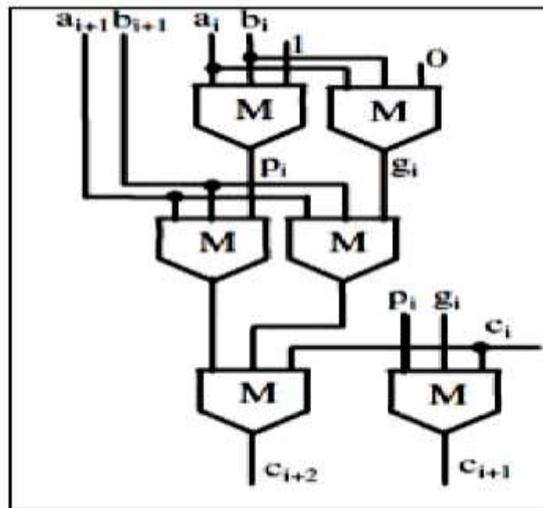


Fig:4. novel 2 –bit basic module

III. METHOD OF IMPLEMENTATION

One bit full adder has been implemented in two different methods. The first method was conventional (Direct implementation) and consumed a lot of hardware. The second method is (Majority gate reduction) simple and have less hardware requirement. Here we apply the Majority logic method for constructing QCA adders. The proposed adders are implemented with QCA cells and number of cells has reduced by cell minimization techniques. Hence our implementation further reduces the area and complexity.

The half adder is designed with 4 majority gates and 2 inverters as shown in Fig. 5.27. A one bit full adder circuit is constructed by the two half adder circuits and an OR gate. The full adder is designed with 9 majority gates and 4 inverters. QCA implementation of the half adder and the full adder. The total number of cells required to implement a half adder is 77, with an area of 83160 nm² which is much lesser than the previous implementations. The previous implementation has 105 cells with an area of 108000nm². The full adder is designed with 3 majority gates and 2 inverters.

