





Carry-look ahead is the most important technique in the design of fast adders, especially large ones. In straightforward addition, e.g. in a ripple adder, the operational time is limited by the (worst-case) time allowed for the propagation of carries and is proportional to the number of bits added. So faster adders can be obtained by devising a way to determine carries before they are required to form the sum bits. Carry-look ahead does just this, and, in certain cases the resulting adders have an operational time that is independent of the operands word-length. A carry,  $C_i$ , is produced at bit-stage  $i$  if either one is generated at that stage or if one is propagated from the preceding stage. So a carry is generated if both operand bits are 1, and an incoming carry is propagated if one of the operand bits is 1 and the other is 0. Let  $P_i$  and  $G_i$  denote the generation and propagation, respectively, of a carry at stage  $i$ ,  $A_i$  and  $B_i$  denote the two operands bits at that stage, and  $C_{i-1}$  denote the carry into the stage. Then we have

$$G_i = A_i B_i$$

$$P_i = A_i \oplus B_i$$

$$C_i = G_i + P_i C_{i-1}$$

and the sum can be written as  $S_i = P_i \oplus C_{i-1}$  which allows the use of shared logic to produce  $S_i$  and  $P_i$ .

$$C_0 = G_0 + P_0 C_{-1}$$

$$C_1 = G_1 + P_1 C_0 + P_1 G_0$$

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$$C_i = G_i + P_i C_{i-1} + P_i P_{i-1} C_{i-2} + \dots + P_i P_{i-1} P_{i-2} \dots P_0 C_0$$

where  $C_{i-1}$  is the carry into the adder. The equation for  $C_i$  states that there is a carry from stage  $i$  if there is a carry generated at stage  $i$ , or if there is a carry that is generated at stage  $i-1$  and propagated through stage  $i$  or if, or if the initial carry-in,  $C_{-1}$ , is propagated through stages  $0, 1, \dots, i$ . The complete set, of equations show that, in theory at least, all the carries can be determined independently, in parallel, and in a time (three gate delays) that is independent of the number of bits to be added. The same is also therefore true for all the sum bits, which require only one additional gate delay.

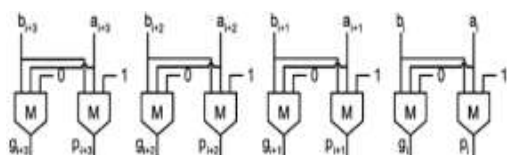


Figure 7: Generation Of Propagate and Generate Bits

$$G_i = A_i B_i$$

$$P_i = A_i \oplus B_i$$

Compared with a ripple adder, as well as some of the other adders, a pure carry-look ahead adder has high logic costs. Furthermore, high fan-in and fan-out requirements can be problematic: the fan-out required of the  $G_i$  and  $P_i$  signals grows rapidly with  $n$ , as does the fan-in required to form  $C_i$ . For sufficiently large values of  $n$ , the high fan-in and fan-out requirements will result in low performance, high cost, or designs that simply cannot be realized.

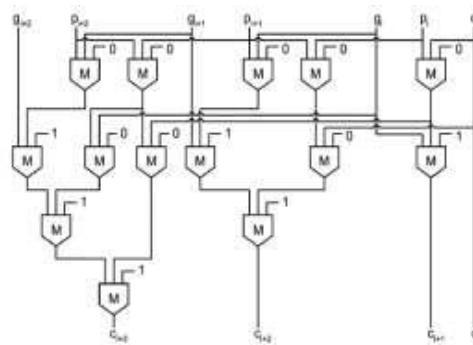


Figure 8: Carry Block

This carry block is cascaded with the propagate and generate block. So, that carry is obtained with the following equation.  $C_i = G_i + P_i C_{i-1}$

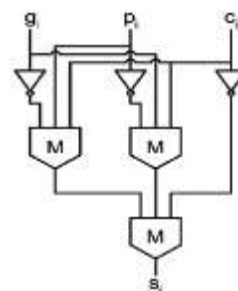


Figure 9: Sum Block

This sum block is cascaded with the above carry block to obtain the sum. The following equation gives the sum bit  $S_i = P_i \oplus C_{i-1}$ .

## 6. Modified QCA Architecture

In Proposed System, majority logic is reduced for the reduction of complexity. Given three binary inputs,  $a$ ,  $b$ , and  $c$ , the majority voting logic function can be expressed in terms of fundamental Boolean operators  $M(a, b, c) = ab + bc + ac$ .

Rule 1: If  $a$ ,  $b$  and  $c$  are three binary inputs, then  $M(a, b, c) = M(a, b, c)$ .

Rule 2: Let  $a$ ,  $b$  and  $c$  be three binary inputs. Then

$$M(a, b, \overline{M(a, b, c)}) = M(a, b, \overline{c}).$$

Rule 3: Let  $f_1, f_2$ , and  $f_3$  be three Boolean functions such that  $f_1$  and  $f_2$  satisfy  $f_1 f_2 = f_1$  and  $f_1 + f_2 = f_2$ . Then  $M(f_1, f_2, f_3) = f_1 + f_2 f_3$ .

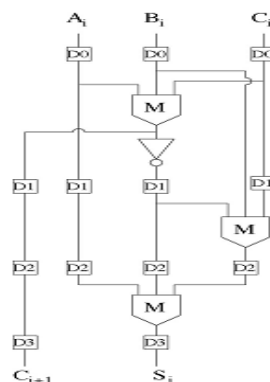
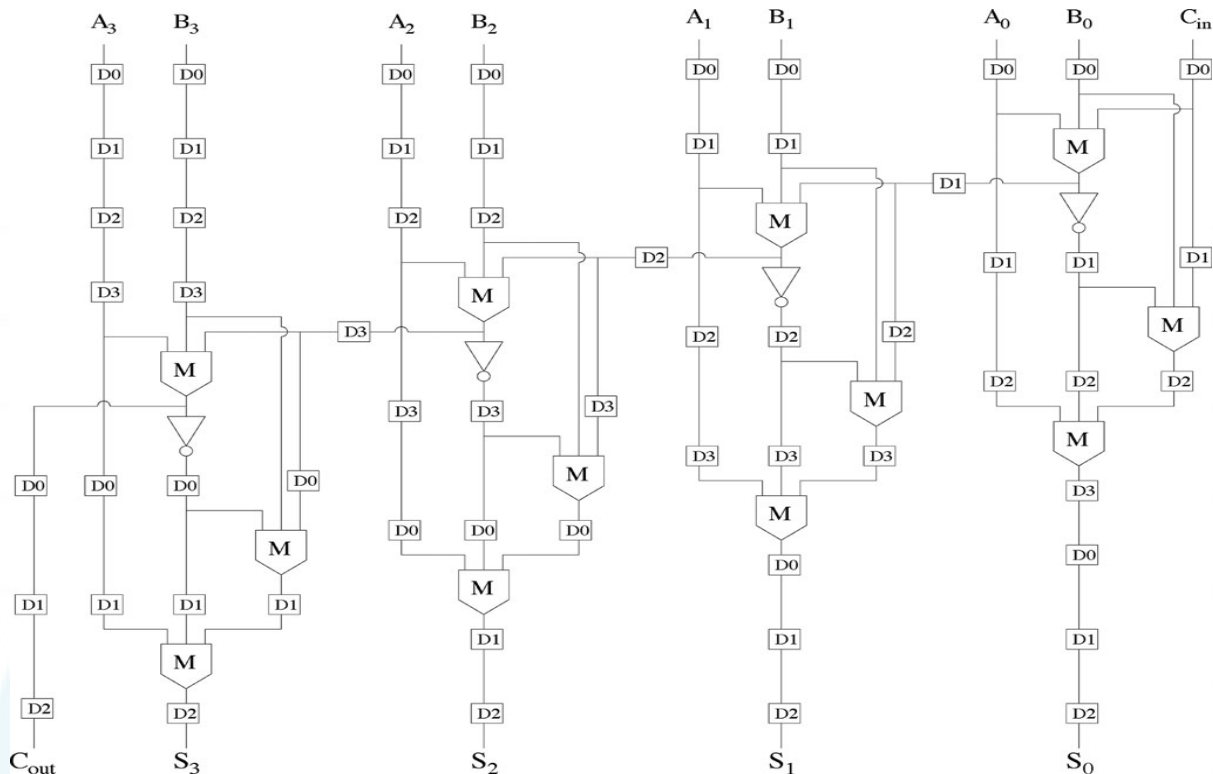


Figure 10: Full Adder Realization Using Three Majority Gates and One Inverter; Numbered D-Latches Enable Delay Determination



**Figure 11:** 4-Bit Critical Path Composed Of Seven D-Latches (Including One for Input and One for Each Majority Gate)

## 7. Conclusion

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 in. 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. In addition, because of the adopted basic logic and layout strategy, the number of clock cycles required for completing the elaboration was limited. A 128-bit binary adder designed as described in this brief exhibited a delay of only seventeen clock cycles, occupied an active area of  $32.25 \mu\text{m}^2$ , and achieved an ADP of only 548.25.

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