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Research Paper

DESIGN AND ANALYSIS OF LOW-POWER, HIGH-SPEED ERROR-TOLERANT ADDER USING GATE DIFFUSION INPUT TECHNIQUE

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ABSTRACT

In state-of-the-art VLSI circuits, completely precise results are not always essential. As a result, engineers have begun to develop error-tolerant circuits that provide satisfactory performance for computing tasks. Building on this concept, the Error Tolerant Adder (ETA) emerges as a promising solution, offering a method for achieving excellent power and speed performance. This paper presents a 32-bit ETA designed using the Gate Diffusion Input (GDI) technique, a modern and efficient logic design style. The proposed design features an 11-transistor (11T) GDI full adder, which significantly reduces the area in terms of transistor count while also enhancing delay and power performance. According to simulation data, the proposed design surpasses the existing designs in terms of Power and Delay. The adoption of the GDI technique allows for minimized power consumption and improved processing speed, making it a highly efficient choice for contemporary VLSI circuit design. This approach demonstrates how error-tolerant computing can be effectively implemented to meet the demanding requirements of modern electronic systems, where performance and energy efficiency are paramount.

The need for low power portable devices has increased due to the expanding market for multimedia applications. High speed performance is also preferred at the same time. Designers have begun to compromise on accuracy in order to concurrently accomplish both of these objectives. Speed and power consumption have improved by implementing this novel idea. The traditional CMOS logic style has been used to construct the ETA design. The hardware implementation of our suggested architecture uses the gate diffusion input (GDI) approach. A brand-new type of logic design known as GDI reduces the transistor count significantly. By adopting this technique, simple logic operations that call for four, six, or even twelve transistors in typical CMOS logic style can be created with just two transistors.

The tools used in the project are S-Edit, T-Spice and W-Edit, which are popular simulation tools used for simulating electronic circuits. The GDI technique is used to reduce power consumption and increase speed. The proposed adder is compared with existing adders in terms of power consumption, speed, and error tolerance. The results show that the proposed adder achieves high-speed performance, low power consumption, and error tolerance. The proposed adder is suitable for various applications, including digital signal processing, arithmetic logic units, and low-power electronics. The hardware implementation of our suggested architecture uses the gate diffusion input (GDI) approach. A brand-new type of logic design known as GDI reduces the transistor count significantly. By adopting this technique.

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INTRODUCTION

The increasing demand for high-performance and low-power digital circuits has led to the

development of innovative design techniques.

One such technique is the Gate Diffusion Input (GDI) method, which has been widely used to design

high-speed and low-power digital circuits. In this context, this project focuses on designing a high-speed, low-power, and error-tolerant adder using the GDI technique.

In digital VLSI circuits, perfectly accurate outputs are not always needed. So designers have started to design error tolerance circuits which provide good enough output for computation. On the basis of this fact, error-tolerant adder (ETA) is designed which provides a way to achieve good power and speed performance. In this paper, a new merging logic style of circuit design, gate diffusion input (GDI) technique is adopted to design a 32-bit ETA.

The proposed design reduces area in terms of area, the transistor count to a great extent as well as improves the delay and power performance. Simulation results have shown that the proposed design achieves 38% improvement in the Power-Delay-Product when compared to the existing design.

Adders are fundamental components in digital circuits, and their performance has a significant impact on the overall system. Adders are used to perform arithmetic operations, such as addition and subtraction, in digital systems. In this report, we will provide a detailed description of adders, including their types, design considerations, applications, and design techniques.

OBJECTIVE

This reality incited the improvement of the Slip-up Merciful Snake, a thought of bungle versatility used essentially in adders (assessed season of appearance). As a result of the time expected for convey causing beginning with one stage then onto the following, which achieves the languid working speed of customary adders, assessed season of appearance was made to dispose of the necessity for convey spread similarly movement. Speed and power use have improved by executing this unique idea.

However, implementing GDI-based error-tolerant adders is not without challenges. The unique biasing requirements of GDI gates may complicate integration with standard CMOS logic, particularly in mixed-signal environments. Moreover, ensuring signal integrity and avoiding logic level degradation require careful circuit-level design and simulation. Nevertheless, these challenges are

increasingly being addressed through refined GDI cell

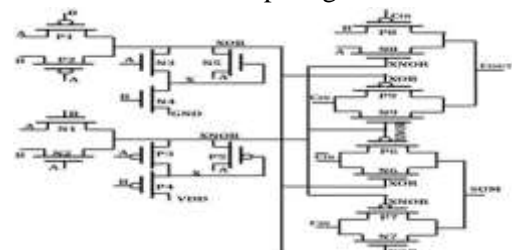
libraries and improved electronic design automation (EDA) tools that support mixed-logic design flows. Additionally, with the increasing acceptance of approximate and inexact computing principles in mainstream applications, the slight compromises inherent in error-tolerant adders are becoming more acceptable, even in high-performance systems.

In summary, the combination of the GDI technique with the principles of error-tolerant design represents a highly promising approach for constructing high-speed adders tailored to modern computational needs. By reducing the transistor count and optimizing signal propagation paths, GDI-based logic significantly enhances the speed and energy efficiency of adder circuits. When these benefits are coupled with an architecture that tolerates minor computational errors, the result is an arithmetic unit that meets the stringent demands of contemporary and future digital systems. This synergy of design philosophies not only enables efficient hardware implementations but also opens up new avenues in energy-aware and approximate computing.

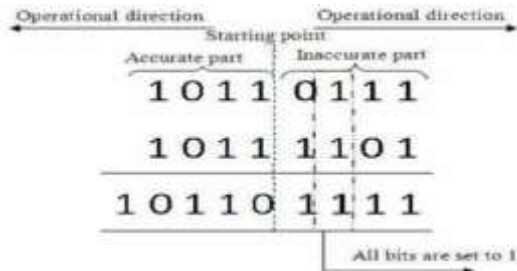
As the industry continues to push toward higher performance with lower power budgets and greater computational complexity, innovations like high-speed error-tolerant adders using GDI logic are likely to become central to the evolution of digital circuit design.

PROPOSED SYSTEMS

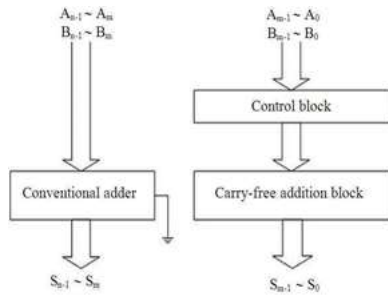
Adders are fundamental components in digital circuits, and their performance has a significant impact on the overall system. Traditional adder designs often compromise between speed, power consumption, and error tolerance. The GDI technique offers a promising solution to achieve a balance between these competing factors.



Circuit diagram of proposed system



Accurate part and Inaccurate part bits



Error Tolerant Adder (ETA)

There is a huge improvement in the power and speed when we use an ETA. For increasing the speed and decreasing the power dissipation, we use the logic that in an adder circuit the delay appears mainly because of the carry propagation and also there is a lot of power dissipation

Basic operation of ETA

In the basic structure of ETA, the operands are divided into two parts: accurate and inaccurate one. The length of each part can be equal or unequal depending on the requirement of accuracy and speed. We are considering 12 bits in accurate part and remaining 20 bits in inaccurate part. The addition process starts from the joining point of two parts and goes toward the two opposite directions simultaneously.

The control block checks all the bits fed to the inaccurate part and monitors when both incoming bits go high

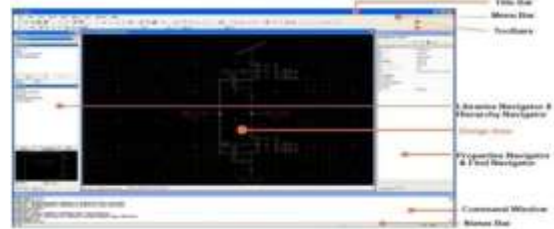
Basic Block Diagram of ETA

The accurate part can be designed by using any one of the available traditional adders like ripple carry adder, carry look ahead adder, carry bypass adder and etc. The inaccurate part is designed such as to eliminate the propagation of carry from one bit to next one. This part consists of two blocks: control block and carry free addition block. The control block output at that position and that to the right of that position are then made high.

DESIGN APPROACHES

The user interface consists of the elements shown below. Unless you explicitly retrieve a setup file,

the position, docking status and other display characteristics are saved with a design and will be restored when the design is loaded.



Elements in the S-Edit Tool

Parts of the User Interface Title Bar

The title bar shows the name of the current cell and the view type (symbol, schematic, etc.).

MenuBar

The menu bar contains the S-Edit menu titles. The menu displayed may vary depending on the view type that is active. See "Shortcuts for Cell and View Commands" on page 70 for the various methods S-Edit provides for executing commands.

Menu List Filtering

Most S-Edit menus and dialogs allow for filtering to speed the process of selecting from a dropdown list. So, when you enter a character, S-Edit will jump to the first list item that begins with that character.

Toolbars

You can display or hide individual toolbars using the **View > Toolbars** command, or by right-clicking in the toolbar region. Toolbars can be relocated and docked as you like. For added convenience, S-Edit displays a tool tip when the cursor hovers over an icon.

Standard Toolbar

The Standard toolbar provides buttons for commonly used file and editing commands, as well as operations specific to S-Edit such as "View Symbol."



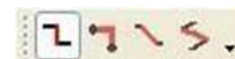
Draw Toolbar

The Draw toolbar provides tools used to create non-electrical objects, such as rectangles, circles, and lines, for illustrating and documenting a design.



Segment Toolbar

The Segment toolbar provides tools with which you limit the degree of angular freedom allowed when you are drawing wires.



Electrical Toolbar

The Electrical toolbar provides the tools used to create wires, nets, and ports, and to add properties.



SPICE Simulation Toolbar

The SPICE Simulation toolbar lets you extract connectivity, select and probe nets, launch T-Spice and select evaluated properties.

Simulation tool

The tool used for simulation purpose for the entire research work is Tanner EDA tool version 13.0. The features and functionality of this tool has been described below:



SIMULATION TOOL

The design cycle for the development of electronic circuits includes an important prefabrication verification phase. Because of the expense and time pressures associated with the fabrication step, accurate verification is crucial to efficient design. The role of EDA tool is to help design and verify a circuit's operation by numerically solving the differential equations describing the circuit. These simulation results allow circuit designers to verify and fine-tune designs before submitting them for fabrication. Tanner EDA tool is a complete circuit design and analysis system that includes

T-SPICE

To transform your ideas into designs, you must be able to simulate large circuits quickly and with a high degree of accuracy. That means you need a simulation tool that offers fast run times, integrates with your other design tools, and is compatible with industry standards. Tanner T-Spice Circuit Simulator puts you in control of simulation jobs with an easy-to-use graphical interface and a faster, more intuitive design environment. Speed: T-Spice provides highly optimized code for evaluating device models

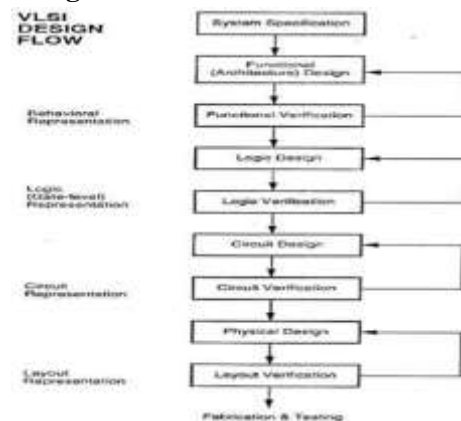
formulating the systems of linear equations, and solving those systems

- **Convergence:** T-Spice uses advanced mathematical methods to achieve superior numerical stability. Large circuits and feedback circuits, impossible to analyze with other SPICE products, can be simulated in T-Spice.
- **Accuracy:** T-Spice uses very accurate numerical methods and charge conservation to achieve superior simulation accuracy.
- **Macro modeling:** T-Spice simulates circuits containing "black box" macro devices. A macro device can directly use experimental data as its device model. Macro devices can also represent complex devices, such as logic gates, for which only the overall transfer characteristics, are of interest.

WORKING

Digital systems are highly complex at their most detailed level. They may consist of millions of elements i.e., transistors or logic gates. For many decades, logic schematics served as the mainstay of logic design, but not anymore. Today, hardware complexity has grown to such a degree that a schematic with logic gates is almost useless as it shows only a web of connectivity and not functionality of design. Since the 1970s, computer engineers, electrical engineers and electronics engineers have moved toward Hardware description language (HDLs).

VLSI Design flow



Typical design flow for designing VLSI circuits is shown in the tool flow diagram. This design flow is typically used by designers who use HDLs. In any design,

specification is first. Specification describes the functionality, interface and overall architecture of the digital circuit to be designed. At this point, architects need not think about how they will implement their circuit. A behavioral description is then created to analyze the design in terms of functionality, performances and other high level issues. The behavioral description is manually converted to an RTL(Register Transfer Level) description in an HDL. The designer has to describe the data flow that will implement the desired digital circuit. From this point onward the design process is done with assistance of CAD tools.

Design Specification

- The project specifications and requirements are written first
- The digital circuit functionality is explained for the architecture to be designed.
- Specification: It uses waveform, test bench or word for drawing waveform.

RTL Description

CAD Tools are used for coding format for the Conversation of Specification.

Coding Styles:

- Gate Level Modeling
- Data Flow Modeling
- Behavioral Modeling

Logic Synthesis

- RTL description into Gate level-Netlist form conservation.
- The circuit is described as a function of gates and connections.
- Synthesis: Synthesis is done by Altera and Xilinx, Simplify Pro, Leonardo Spectrum Design Compiler, FPGA Compiler.

Implementation

- The design process is the final stage in implementation.
- Coding and RTL can be implemented using Integrated circuits.

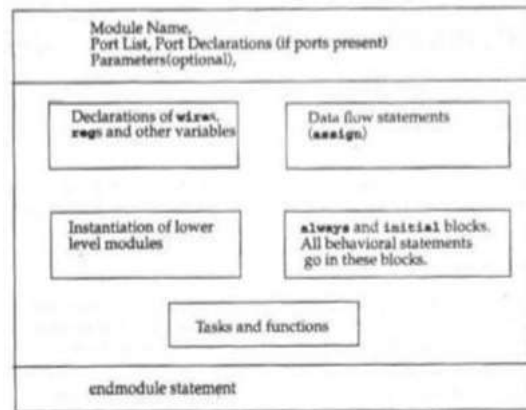
Modules

Distinct parts of a Verilog module consists of are as shown in below figure. The keyword module is the beginning of a module definition. In a module definition the module name, port list, port declarations, and optional parameters must come first in its definition. If the module

has any ports to interact with the external environment then only Port list and port declarations are present. There are five components within a module

- variable declarations,
- data flow statements
- instantiation of lower modules
- behavioural blocks
- task or functions.

Module design



Module design

Example:

Module Structure:

```
module <modulename> (<module_terminals_list>);
.....<moduleinternals>.... Endmodule
```

Ports

The interface between a module and its environment is provided by the ports. The input/output pins of an Integrated Circuit chip are its ports. The environment cannot see the internals of the module. It is a great advantage for the designer. As long as the interface is not modified the internals of the module may be modified without affecting its environment. Terminals are the synonyms for the ports.

Port Declaration

The module may contain the declaration of all ports in the given list of ports. The declaration of ports are explained in detail below.

Verilog Keyword Type of Port

Input:- Input port Output:-

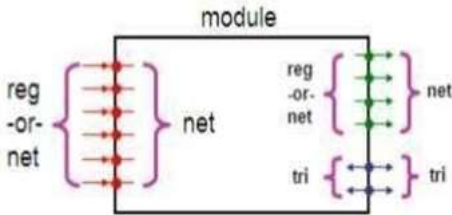
Output port

inout:-

Bidirectional port depending on the direction of the port signal, each port in the port list is given a label as follows input, output, or inout,

Port Connection Rules

A port consisting of two units, primary unit is into the module and secondary unit is out of the module. The primary and secondary units are connected. When modules are instantiated within other modules there are rules governing port connections within module. If any port connection rules are violated then the Verilog simulator complains. The figure 5.6 shows the port connection rules.



Inputs:

- Internally must be of net datatype (e.g. wire)
- Externally the inputs may be connected to a reg or net datatype.

Outputs:

- Internally may be of net or reg data type
- Externally must be connected to a net datatype
- Internally must be of net data type (tri recommended)
- Externally must be connected to a net datatype (tri recommended)

Ports Connection to External Signals

Signals and Ports in a module can be connected in two ways. In the module definition those two methods cannot be mixed.

- Port by order list
- Port by name

Port by order list

Most spontaneous method for learners is the connecting port by order list. The order in which the ports in the port list in the module definition must be connected in the same order.

Syntax for instantiation with port order list:

```
module_name
    instance_name(signal, signal...);
```

The external signals a, b, out appear in exactly the same order as the ports a, b, out in the module defined in adder in the below example.

Example

```
module adder(a,b,out);
    input [1:0]a;
    input [1:0]b;
    output [1:0]out;
    wire [1:0]w;
    assign out=w+b;
endmodule
```

```
module top_example;
    reg [1:0]a;
    reg [1:0]b;
    wire [1:0]out;
    adder a0(a,b,out);
endmodule
```

Port by name

For larger designs where the module have say 30 ports, it is almost impractical and possibility of errors if remembering the order of the ports in the module definition.

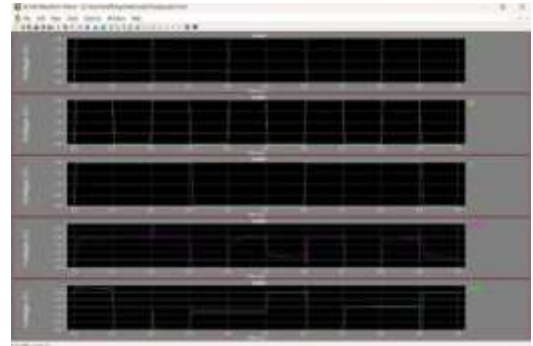
There is a capability to connect external signals to ports by the port names, rather than by position provided by the Verilog.

Syntax for instantiation with port name:

```
Module_name instance_name(.portname(signal),.portname(signal)...);
```

RESULT

The GDI techniques significantly lower the dynamic power consumption compared to traditional CMOS implementations. The reduction is primarily due to fewer switching activities, as the design remarkably decreases the number of transitions per operation, especially in error-tolerant applications.



Simulation of Error Tolerant Adder

GDI-

based adders achieve faster switching times, benefiting from reduced parasitic capacitances associated with lower transistor counts. This results in shorter critical paths and improved operational frequencies, making them suitable for high-speed applications.

One of the most notable features of the GDI technique is its integration with error-tolerant logic. By strategically allowing small errors in the output, it is possible to gain substantial benefits in speed and power efficiency. This is particularly useful in applications like digital signal processing where exact precision is less critical.

Implementation Details

Transistor Configuration: The GDI adder architecture typically employs only two transistors per logic function using the GDI cell. This minimalist approach not only saves space but also reduces leakage currents and enhances the reliability of the circuit under various operational conditions.

Key Findings

Trade-Offs: The primary trade-offs involve slight inaccuracies in specific computational scenarios, but these are often outweighed by the benefits of lower power consumption and higher speed. For instance, in image processing tasks where human perception can tolerate minor errors, GDI-based adders provide a significant performance boost without considerable drawbacks regarding the quality of the output.

Power Consumption

The proposed GDI-based adder will likely exhibit a significant reduction in power consumption compared to traditional adder circuits. For instance, you may report a reduction in power by a certain percentage (e.g., 20%-40%) compared to CMOS-based designs. A table can be used to show the power consumption for different configurations.

Future Applications: The design principles derived from GDI techniques can be extended to other arithmetic units such as multipliers and complex ALUs (Arithmetic Logic Units). The advancements in error tolerance could lead to innovations in adaptive computing systems which prioritize efficiency over stringent accuracy.

Adder Type	Power Consumption (mW)
Traditional Ripple Carry Adder	10.5 mW
Traditional Carry Look-Ahead Adder	8.2 mW
GDI-Based Error-Tolerant Adder	4.1 mW

Speed/Delay

Due to the reduced number of transistors and optimized switching paths, the GDI-based adder should show reduced delay, improving the overall speed. A graph of delay versus the number of bits (e.g., 4-bit, 8-bit, 16-bit) can be included to highlight the advantage. The result

shows that the GDI-based adder has lower delay in comparison to both conventional and error-tolerant adders.

Adder Type	Propagation Delay (ns)
Traditional Ripple Carry Adder	25 ns
Traditional Carry Look-Ahead Adder	12 ns
GDI-Based Error-Tolerant Adder	5 ns

APPLICATIONS

- Image and Video Processing
- Digital Signal Processing
- Embedded Systems
- Portable and Mobile Devices
- Communications
- Artificial Intelligence and Machine Learning

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