

Circuit Simulation Project

<https://esim.fossee.in/circuit-simulation-project>

Design of 4-Bit Braun Multiplier using Kogge-Stone Adder

by

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THEORY/DESCRIPTION :

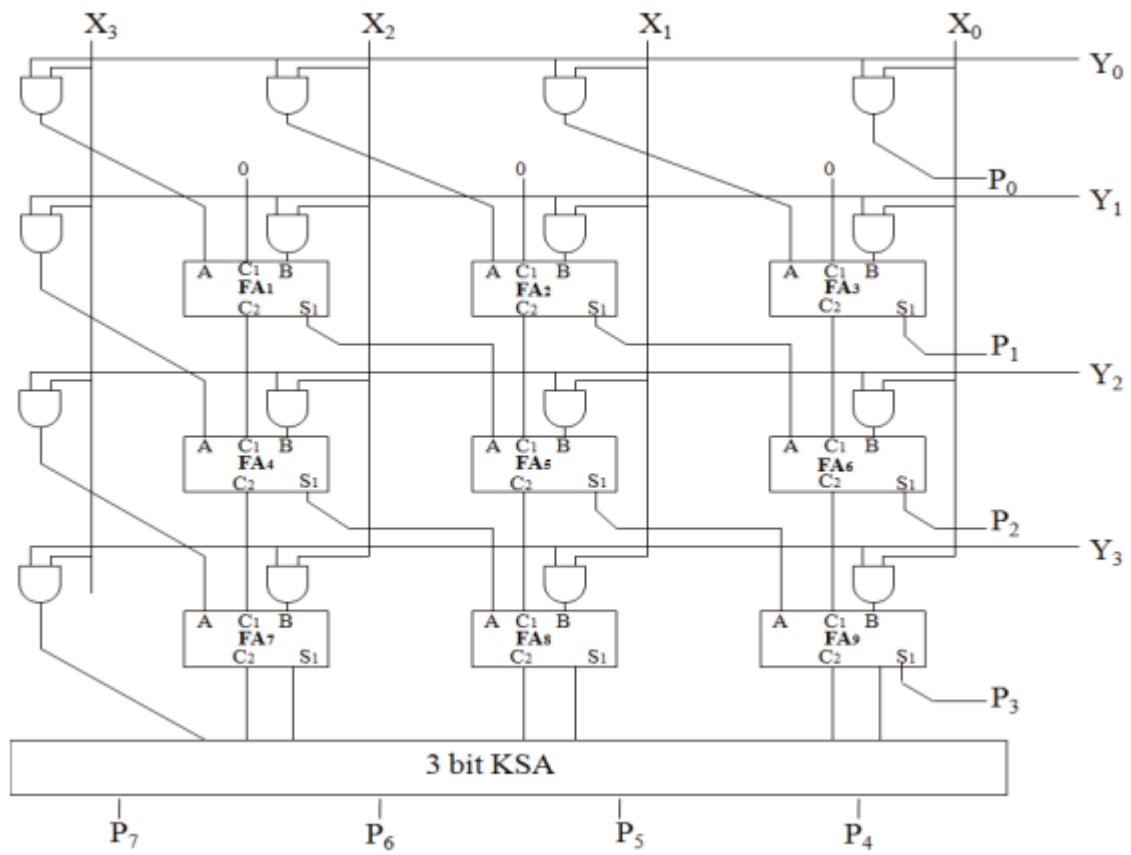
Multiplication is an important fundamental arithmetic operation. It is commonly used in digital signal processing applications and contributes to significant amount of delay. A multiplier is a basic block of any processor that achieves multiplication and a huge boost in performance can be achieved by enhancing the performance of a multiplier.

Over time, computational needs have increased and hence the demand for a parallel array multiplier that can achieve high speed and meet the performance demands has also increased.

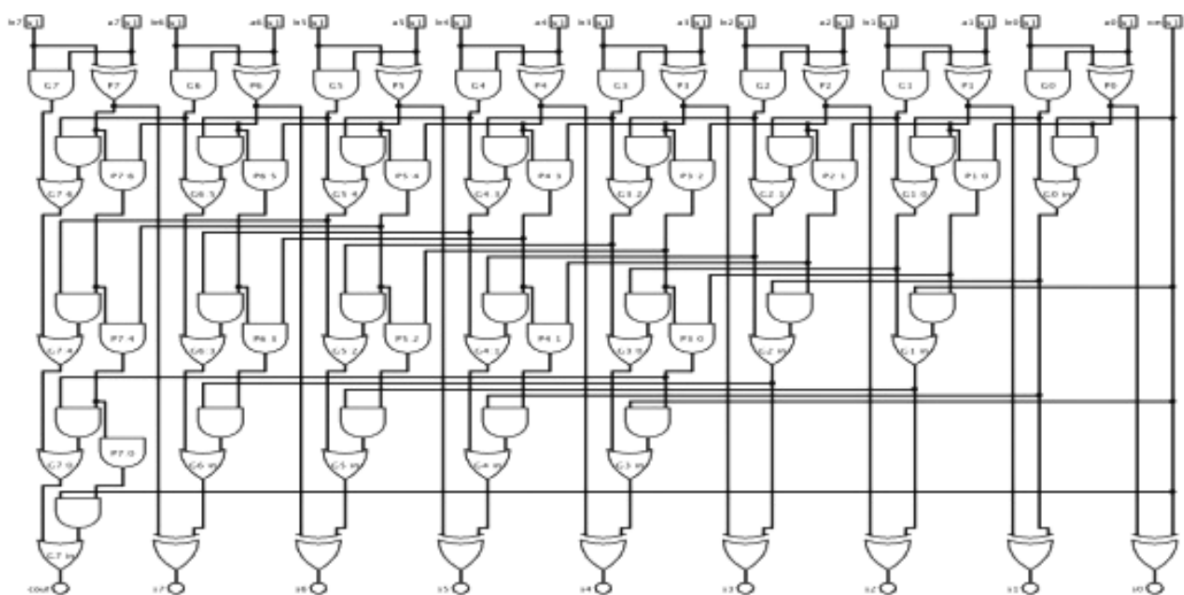
Braun multiplier is a type of parallel array multiplier that meets the above mentioned needs. This architecture can be further enhanced by using a very fast parallel prefix adder like Kogge-Stone instead of a ripple carry adder. This enables reduced delay and faster performance. Kogge-Stone adder belongs to the family of parallel prefix adders.

An n bit Braun multiplier requires $(n-1)^2$ full adders, n^2 AND gates and (n-1) bit Kogge Stone Adder. Each partial product is added to the sum of previous partial product.

CIRCUIT DIAGRAM(S) :



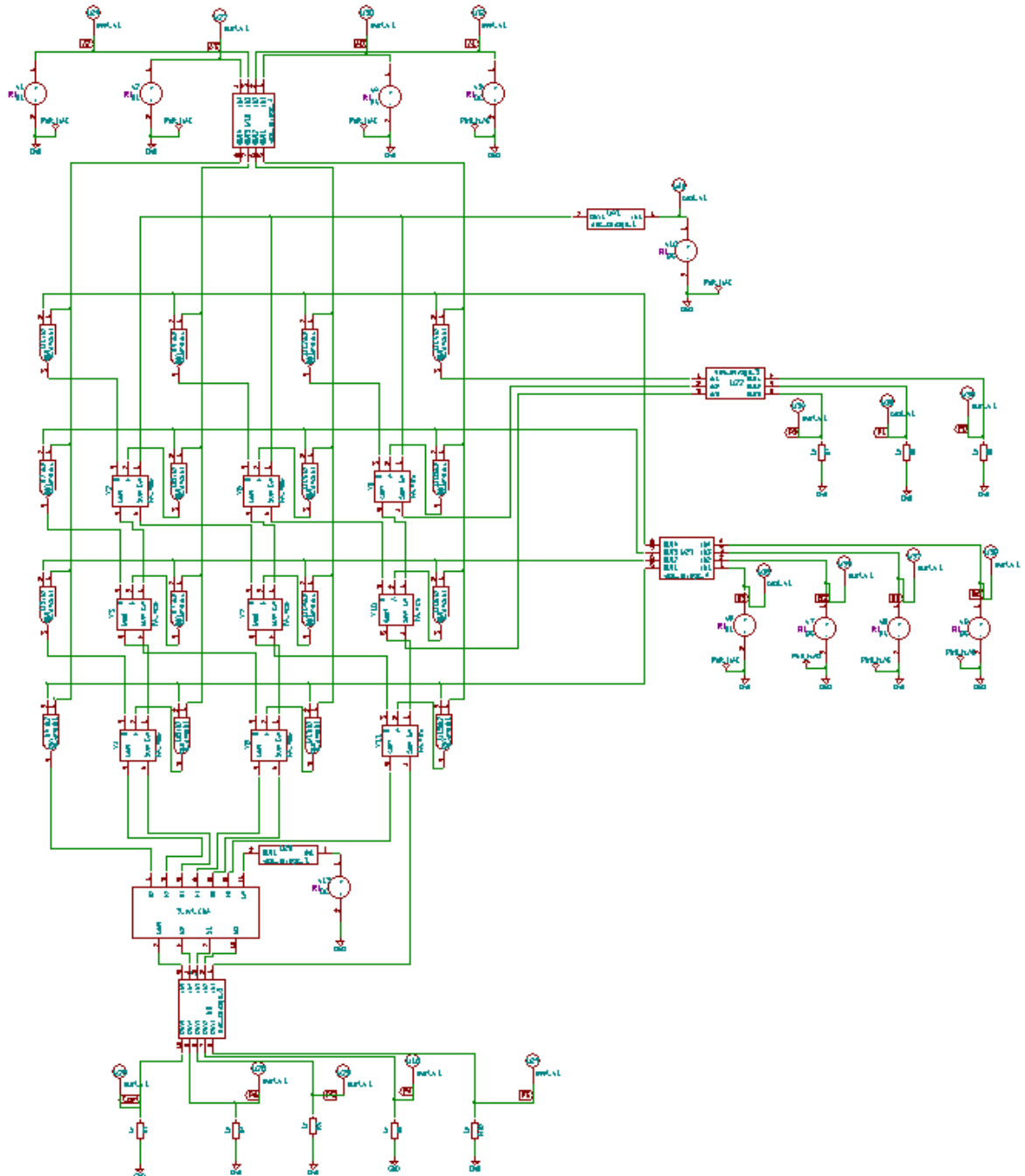
Braun multiplier with KSA



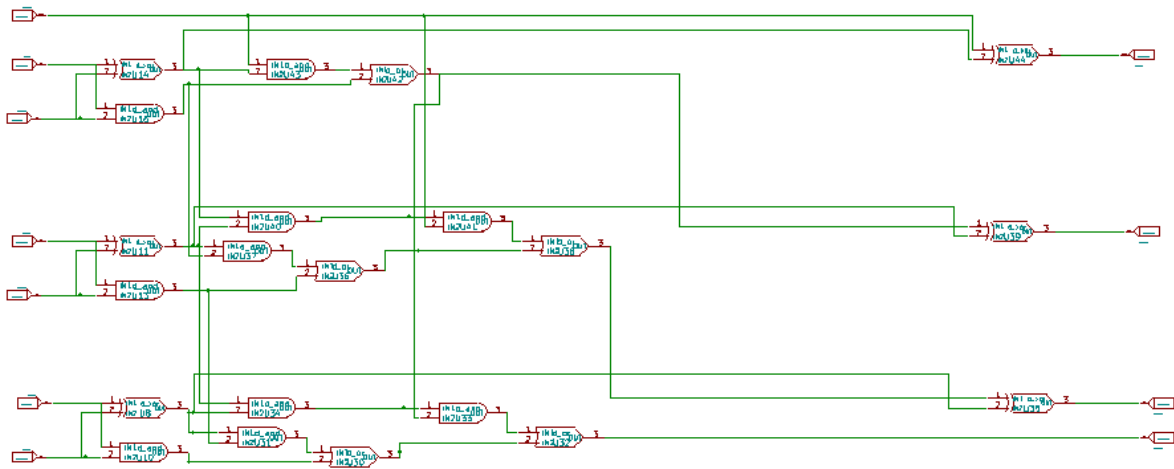
8 bit Kogge-Stone Adder

SCHEMATIC:

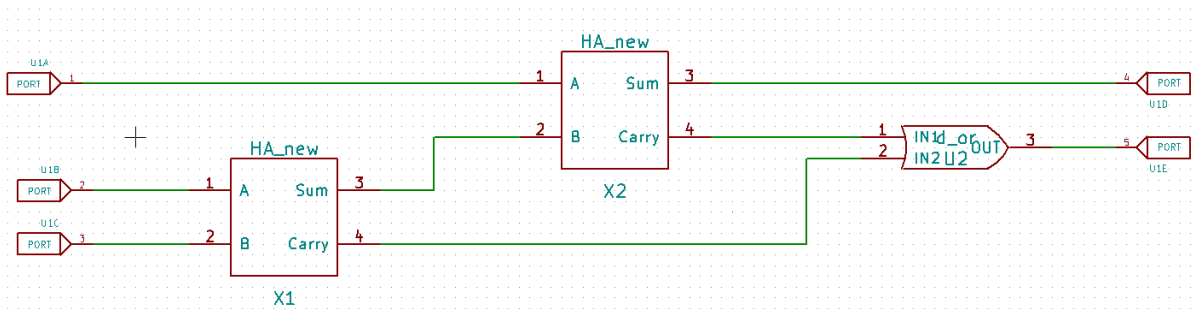
4 bit Braun multiplier using Kogge-Stone adder



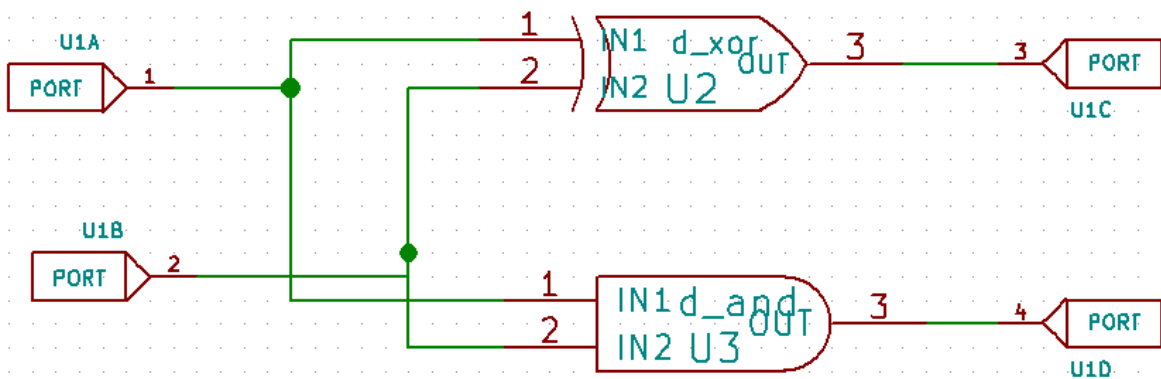
3 bit Kogge-Stone Adder



Full Adder



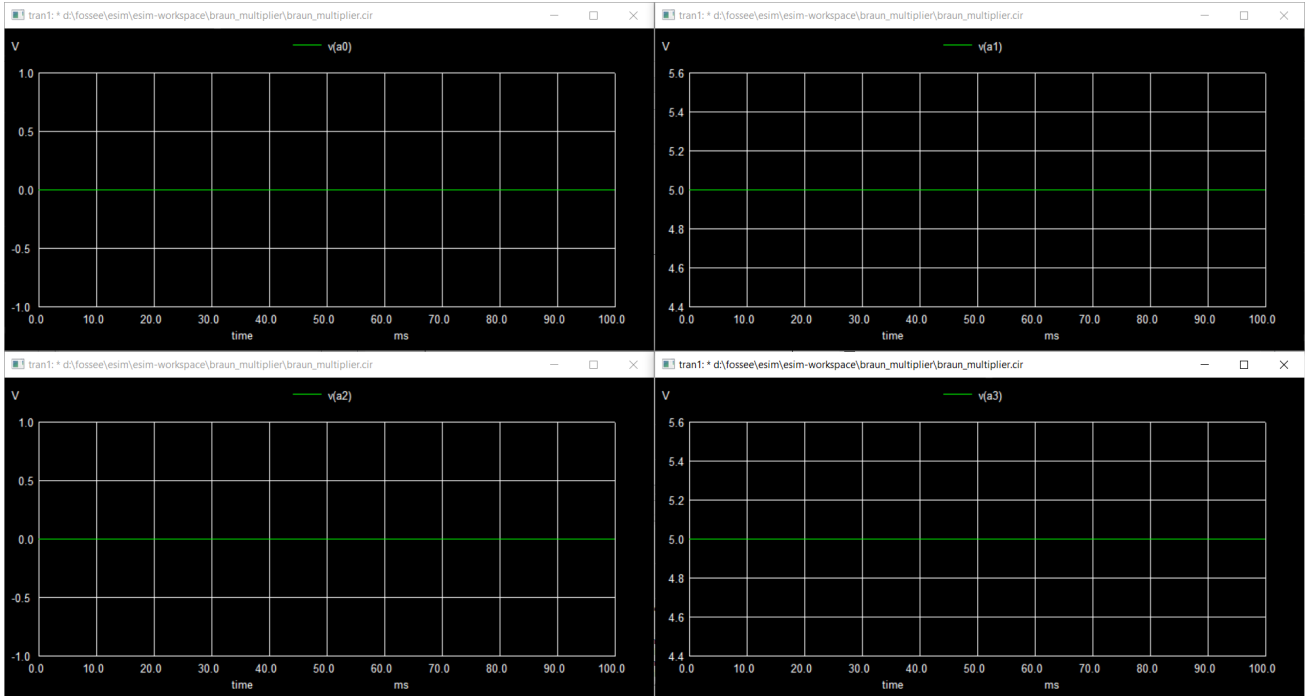
Half Adder



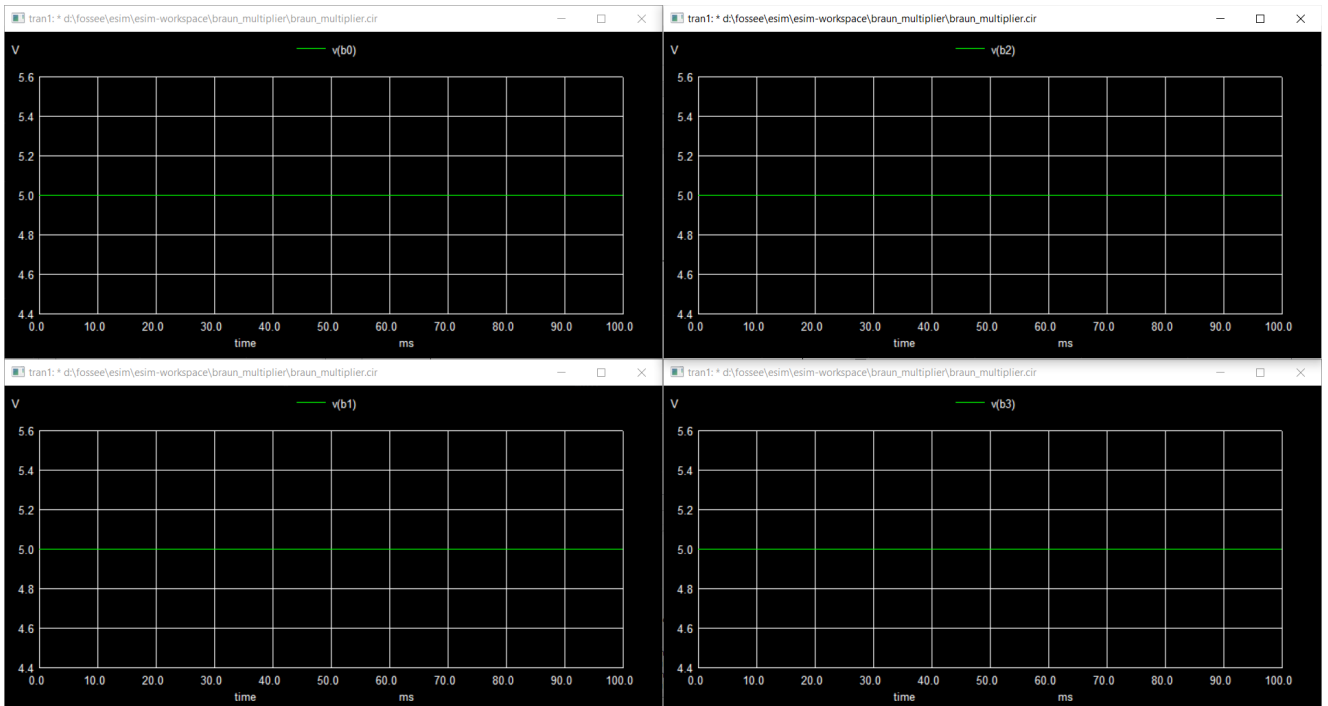
RESULTS:

Ngspice plots

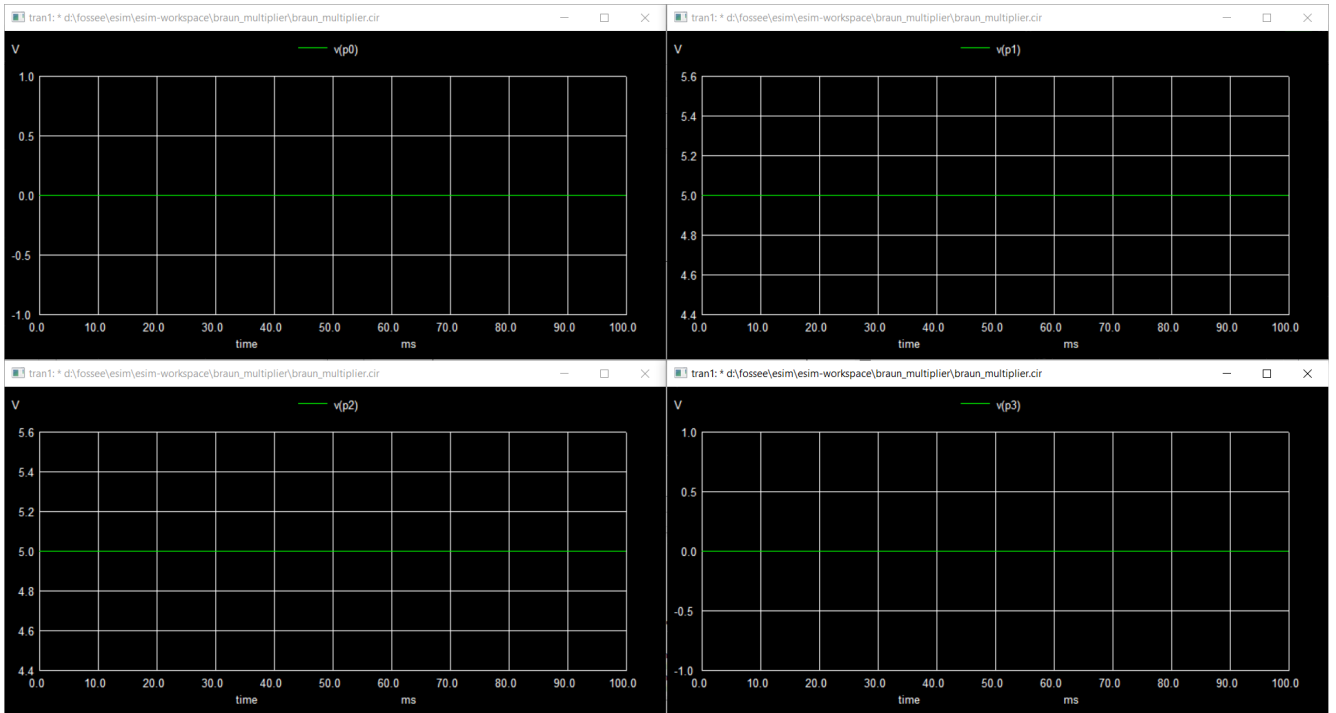
For inputs A = 1010 & B = 1111



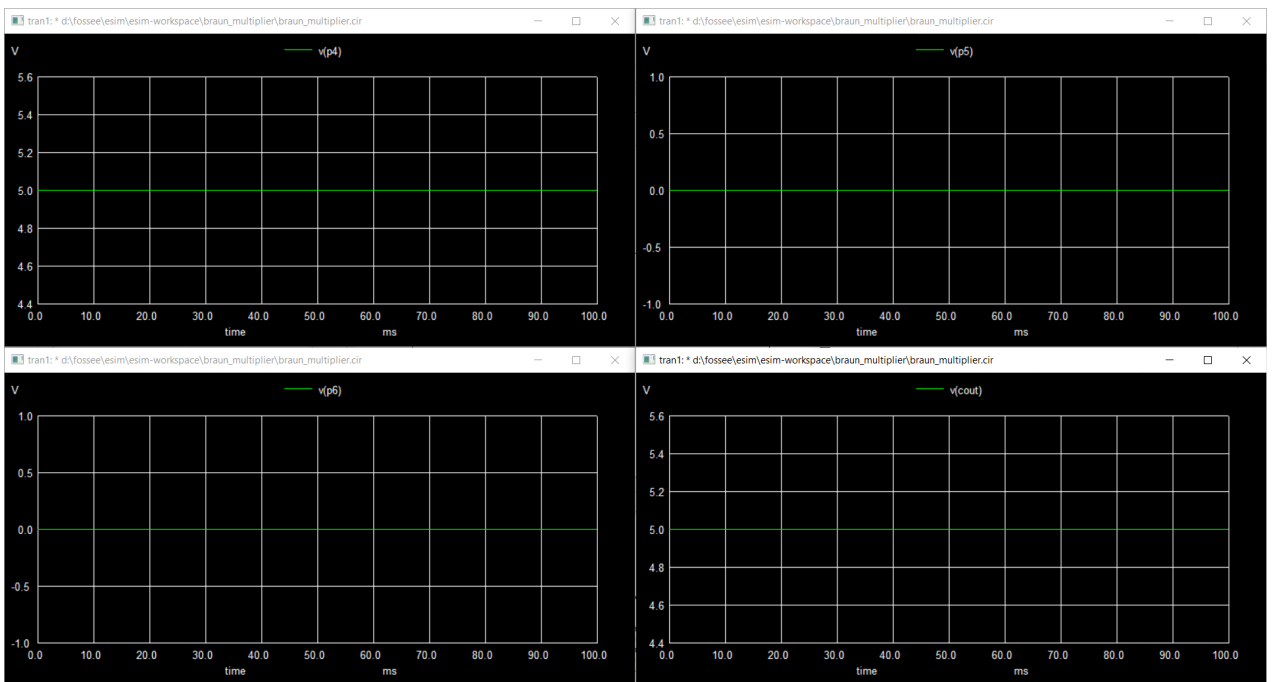
Inputs A (A0, A1, A2, A3)



Inputs B (B0, B1, B2, B3)

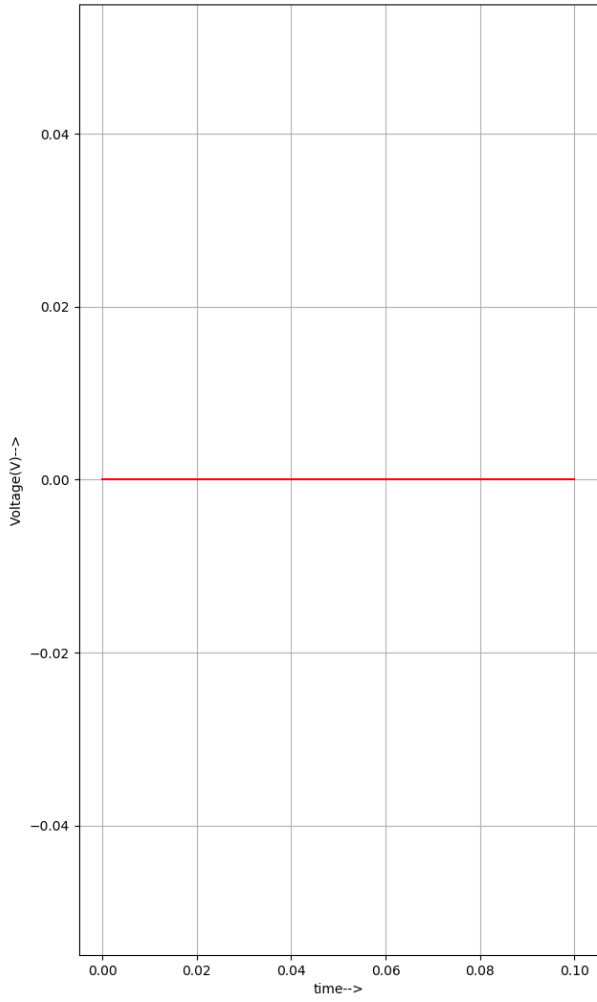


Outputs (P0, P1, P2, P3)

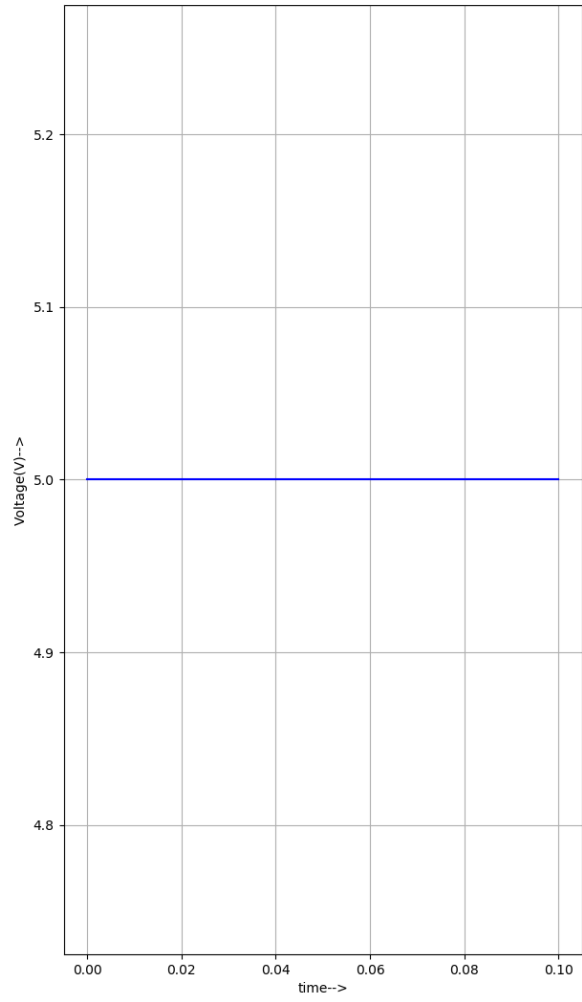


Outputs (P4, P5, P6, Cout)

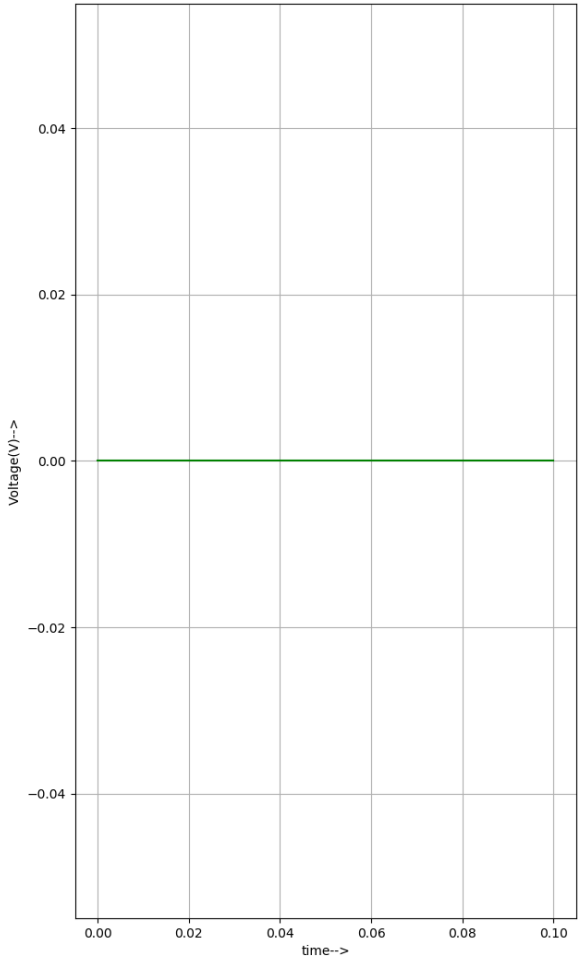
Python plots



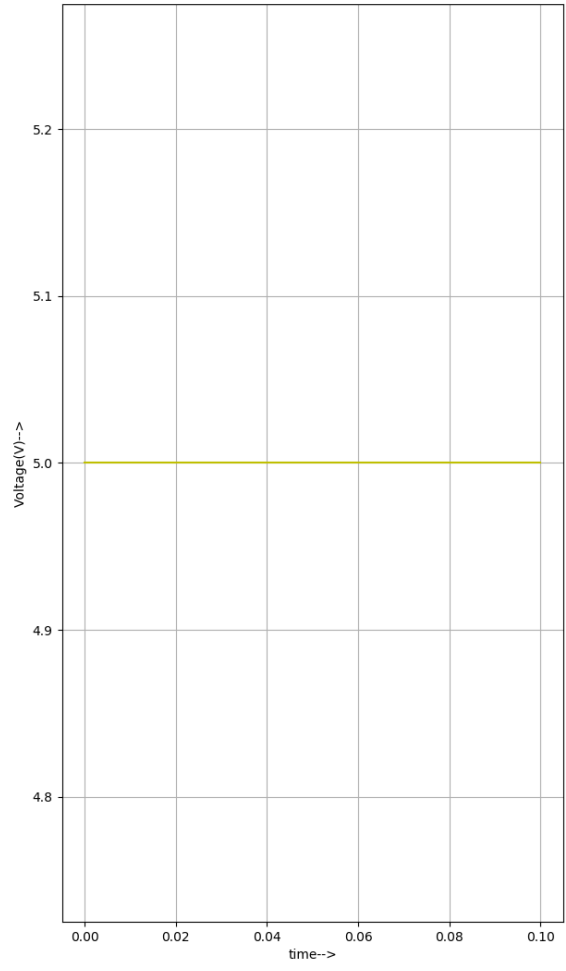
A0



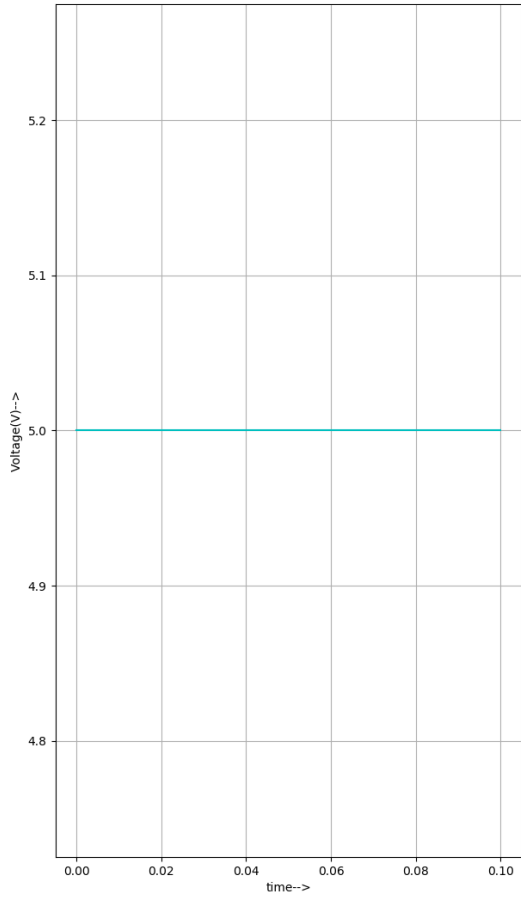
A1



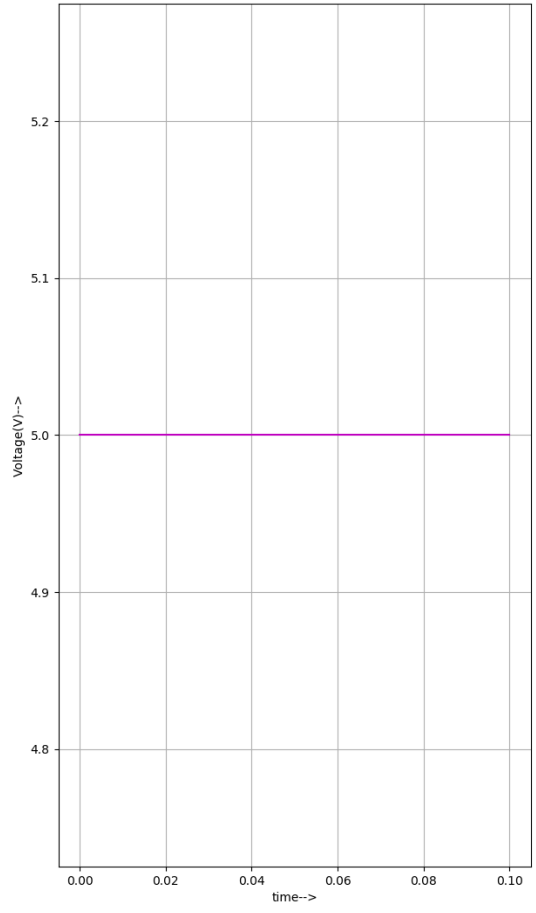
A2



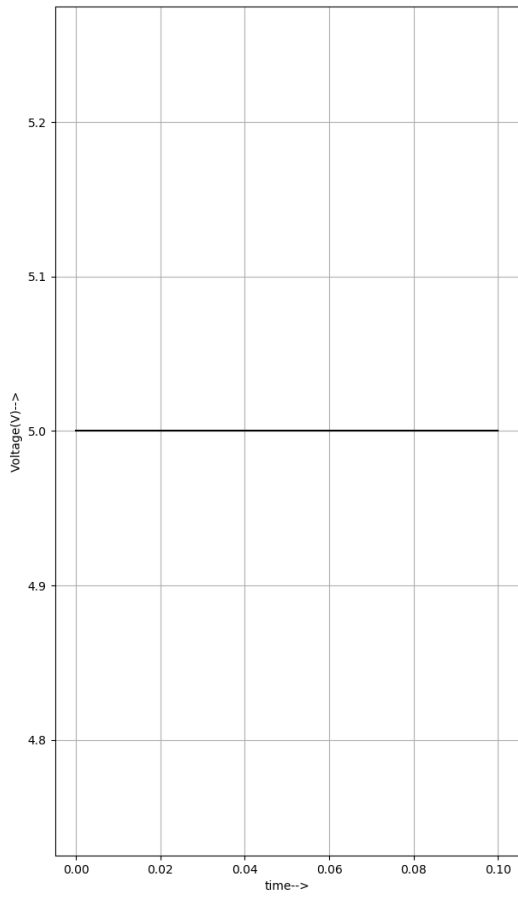
A3



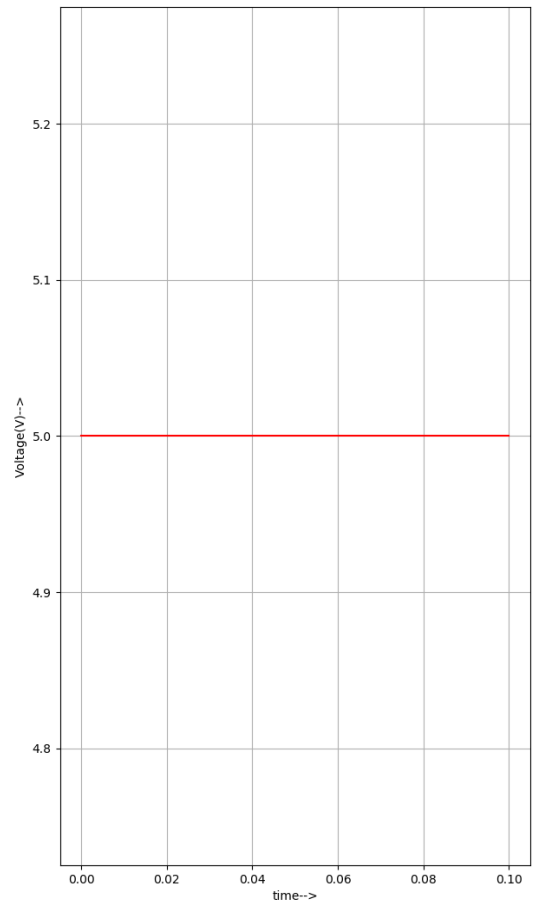
B0



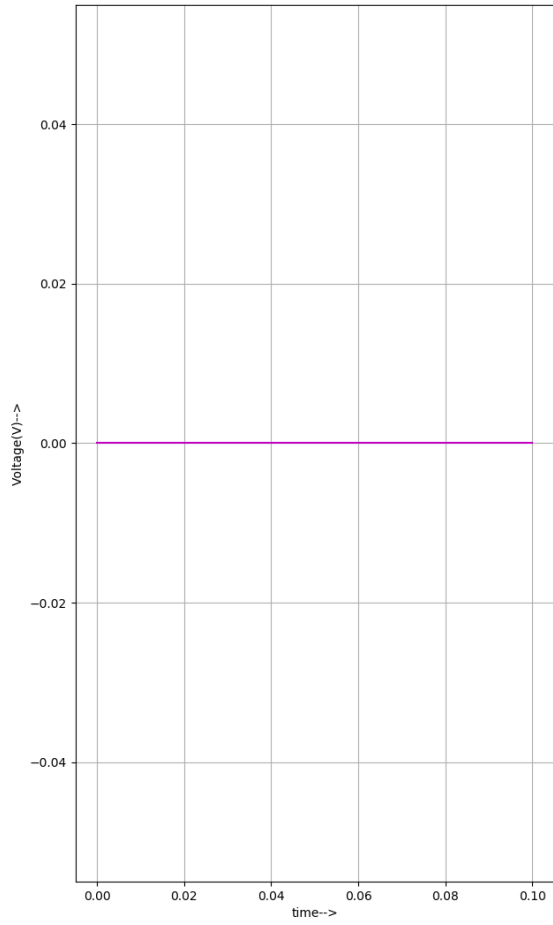
B1



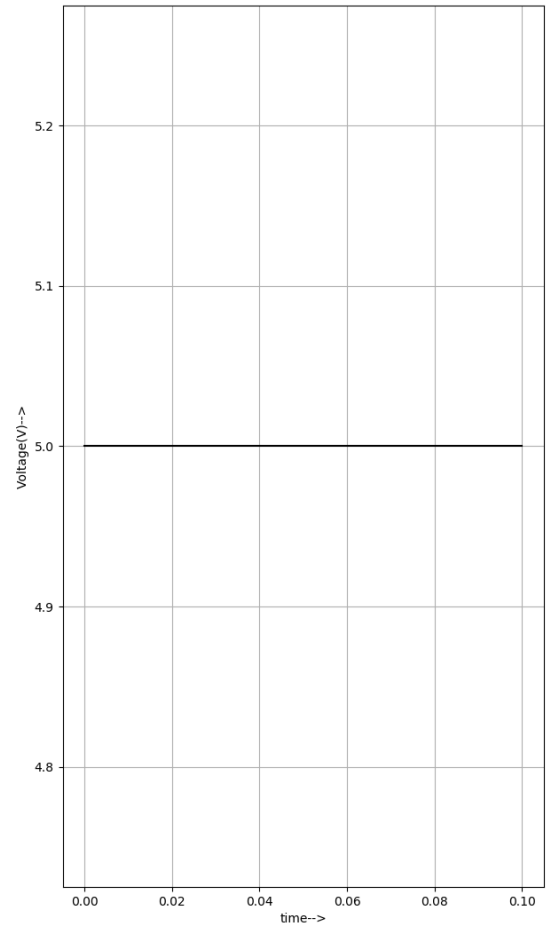
B2



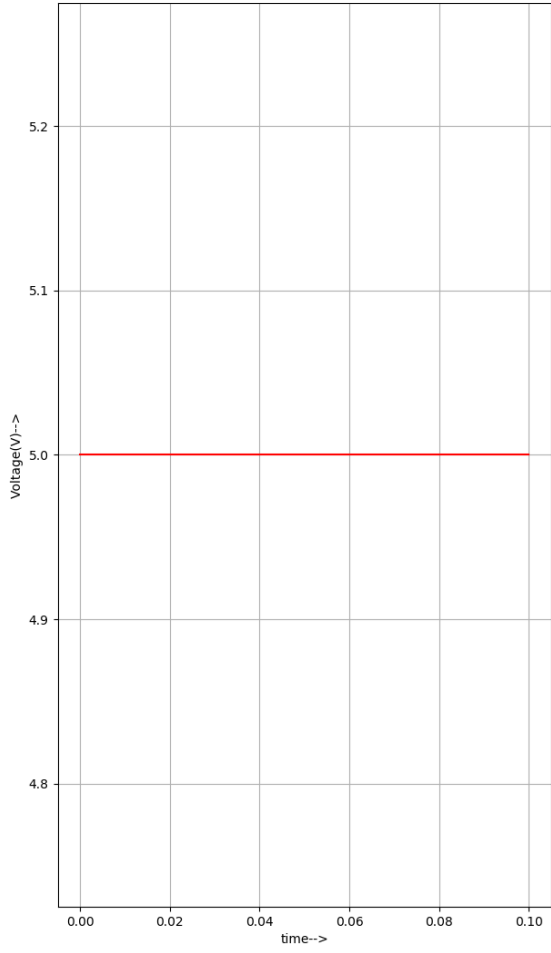
B3



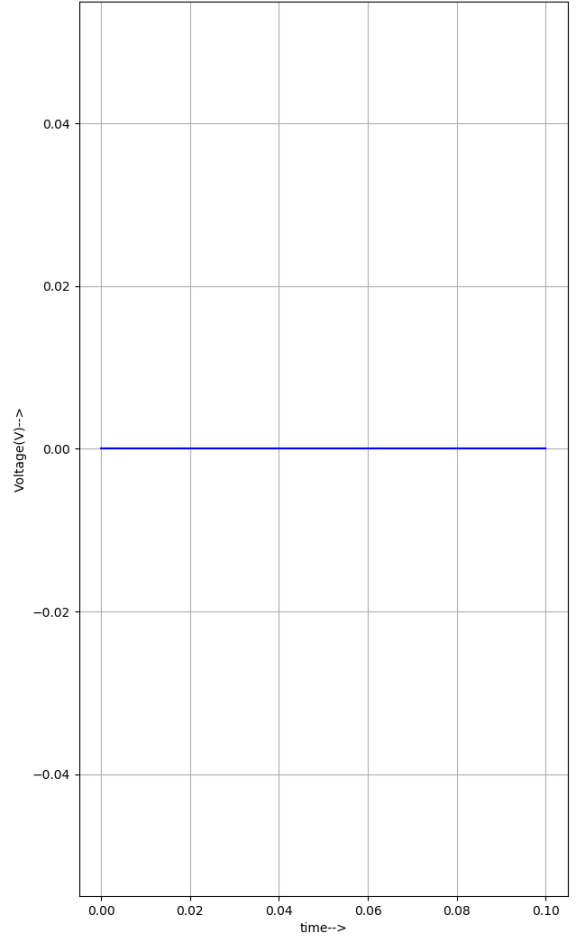
P0



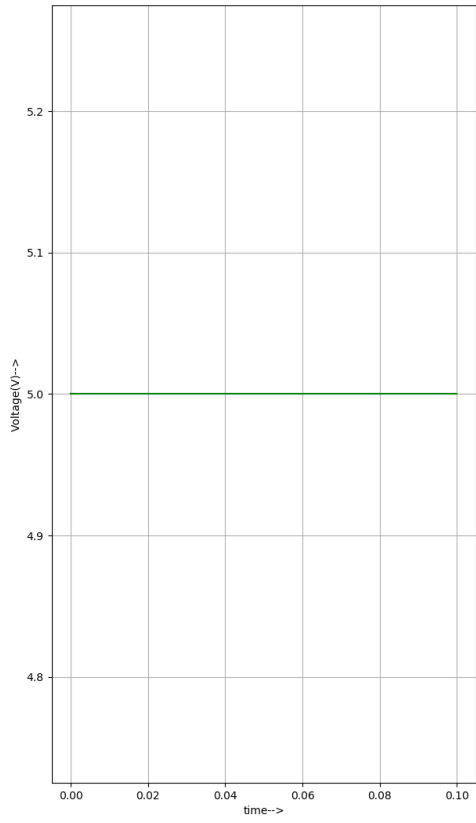
P1



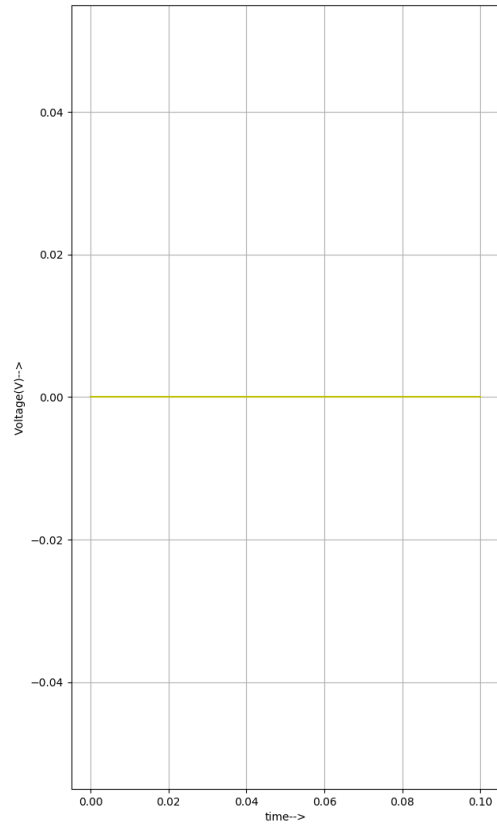
P2



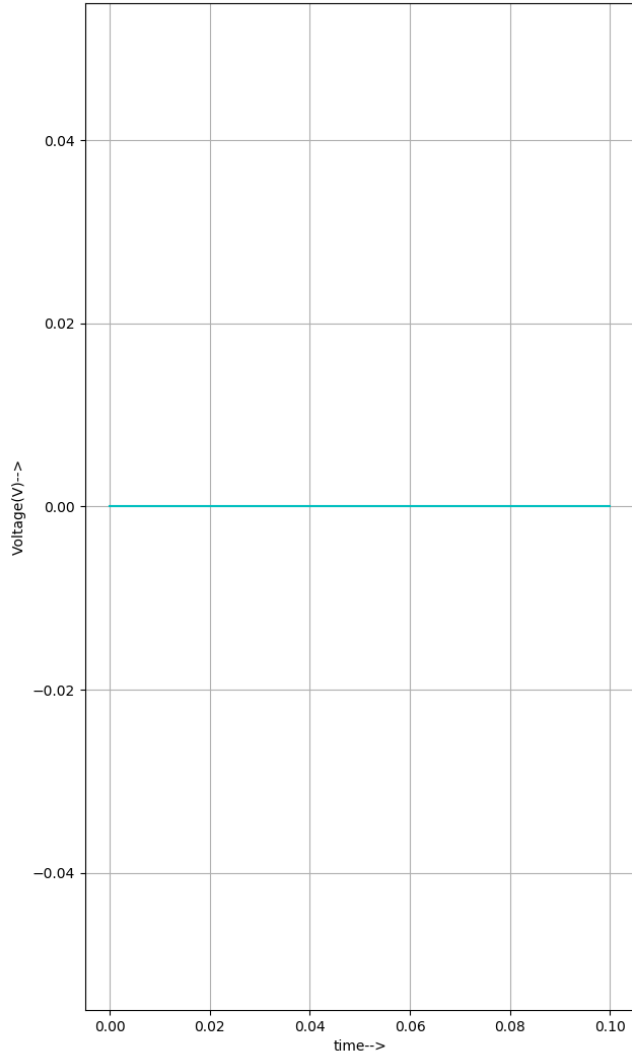
P3



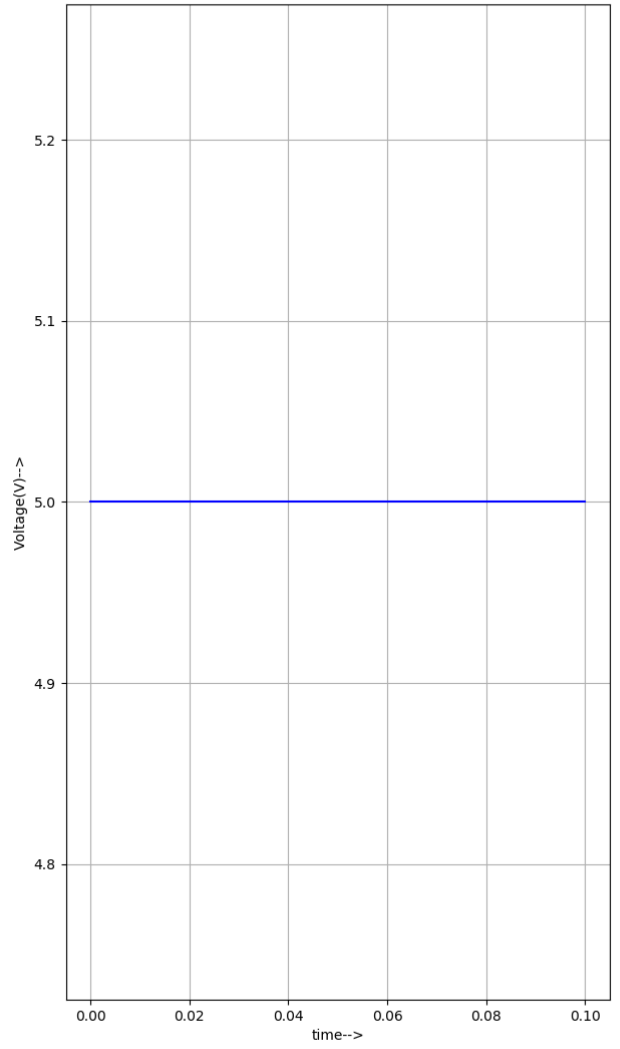
P4



P5



P6



Cout

The following table displays a list of some of the possible inputs along with the obtained outputs.

| B | | | | A | | | | Product | | | | | | | |
|----|----|----|----|----|----|----|----|---------|----|----|----|----|----|----|----|
| B3 | B2 | B1 | B0 | A3 | A2 | A1 | A0 | Cout | P6 | P5 | P4 | P3 | P2 | P1 | P0 |
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 0 | 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| 0 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| 0 | 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 |
| 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |
| 0 | 1 | 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 0 |
| 0 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 0 | 0 | 0 | 0 | 1 | 1 | 0 | 0 |
| 0 | 1 | 1 | 1 | 0 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 | 1 | 1 | 0 |
| 1 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 | 1 |

REFERENCES:

- ❖ Design and performance analysis of multipliers using Kogge Stone Adder : <https://ieeexplore.ieee.org/document/8389113>
- ❖ Modeling, Design and Performance Analysis of Various 8-bit Adders for Embedded Applications - Kunjan D. Shinde and Jayashree C. Nidagundi : https://www.researchgate.net/publication/303997659_Modeling_Design_and_Performance_Analysis_of_Various_8-bit_Adders_for_Embedded_Applications
- ❖ Kogge-Stone Adder : https://en.wikipedia.org/wiki/Kogge%E2%80%93Stone_adder