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Design, Implementation & Performance of Vedic Multiplier for Different Bit Lengths

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ABSTRACT: This paper describes the design of Vedic Multiplier based on Urdhva Trigbhyam technique of multiplication. It is one of the ancient Vedic sutras for multiplication it means vertical & crosswise. The paper compares the design of Vedic Multiplier for different bit lengths based on Ripple Carry Adder & Kogge Stone Adder. For the highly efficient processor, multiplier plays an important role. It has been found that Kogge Stone Adder is fastest Parallel Prefix Adder, hence the delay in Vedic Multiplier based on Kogge Stone Adder is less as compared to that based on Ripple Carry Adder. The proposed algorithm has been designed using VHDL. Implementation has been done using Xilinx 14.4 with family Spartan6, device as xc6slx45, package csg324 with speed grade of -3.

KEYWORDS: KSA, RCA, Urdhva Trigbhyam, Vedic Multiplier

I. INTRODUCTION

Multipliers play an important role in the arithmetic operation. In microprocessor and most of the digital signal processing algorithm, many instructions perform operations like addition and multiplication, therefore these operations play a vital role in execution time. In present time the demand of computer and signal processing application is increased so the demand of high speed processor is also increased. In order to achieve desired performance in real time applications, the performance of multiplier must be high with low power consumption, delay and area. Vedic multiplier has become more popular technique and it is widely used where high speed and low power are major concern. It is nothing but a sequence of additions carried out on partial products as suggested by Jagadguru Swami [1]. In this paper, the multiplier has been designed using URDHVA TRIGBHYAM sutra one of the 16 Vedic sutras based on ancient Vedic mathematics [2]. The used adders are Ripple Carry Adder and Kogge Stone Adder.

II. RELATED WORK

Urdhva Tiryakbhyam, Multiplication is based on a technique that is called Urdhva Tiryakbhyam (Vertical & Crosswise) of ancient Indian Vedic Mathematics. Urdhva Tiryakbhyam Sutra is a general multiplication formula which is applicable to all types of multiplication. The Sanskrit term means "Vertically and crosswise". It requires less amount of time for any computation as suggested by M. Poornima [3] than other Vedic sutras like Ekadhikina Purvena, Nikhilam Navatashcara-mam Dashatah etc .It is employed as one of the ancient Vedic multiplication technique [4]. A general method of multiplication is as shown below:-





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Fig. 1 Four Bit Vedic Multiplier

In fig.1, this method shown the Vedic multiplication of 4 bits, as the number of bits increases area and gate delay increases at a fader rate in Urdhva multiplication as compared to other techniques, therefore the techniques has been employed here for Vedic multiplication.

III. PROPOSED ALGORITHM

1. Ripple Carry Adder

Ripple Carry Adder is one of the digital adder [5, 6] used in many logic circuits. In this adder circuit the carry and sum bits are produced alongside, in which the *carry*-out of each full adder is the carry in of the following next most significant full *adder*. It is called a *ripple carry adder* because each carry bit gets rippled into the next stage. Fig. 2 shows the basic hierarchical block diagram of 4 bit adder using 1 bit adder.



Fig.2 Four bit Ripple Carry Adder

2. Kogge Stone Adder

It is one of the fastest parallel prefix adder. It generates the carry signals in O (log n) time [7-8]. It uses group generate and propagate functions. It uses three stages

- i) Pre-processing
- ii) Carry look-ahead network
- iii) Post-processing

In Pre-processing stage, propagate (p) and generate (g) functions are calculated as



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p=a xor b; g=a and b; In Carry look-ahead network, group propagates and generates functions are calculated as:cp[i]=p[i] and p[i-1] cg[i]=g[i] or (g[i-1] and p[i]) In Post-processing network, sum and cout is calculated sum[i]=p[i] xor cg[i-1]



Fig.3 16 bit Kogge Stone Adder Network

3. Vedic multiplier

Multiplication methods that many of processors are using today has inspired by Vedic multiplier introduced in Indian Vedas with different 16 sutras. Vedic multiplier uses bit-wise multiplication with simultaneous product term finding and it's column-wise addition. It is one of the best benchmark for fast multiplication algorithm.



Fig.4 2X2 bit Vedic basic element



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Fig.4 4x4 bit Vedic basic element

Firstly the 2 bit Vedic Multiplier has been designed using two half adders [9, 10] & four AND gates. Next the four 2 bit Vedic Multipliers and three Ripple Carry Adders & also by Kogge Stone Adders each of 4 bit, 6 bit, 6 bit are needed for design of 4 bit Vedic Multiplier.



Fig.4 8x8 bit Vedic basic element

The 8 bit Vedic Multiplier has been designed using four 4 bit Vedic Multipliers and three Ripple Carry Adders as well as Kogge Stone Adders each of 8 bit, 12 bit.



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Fig.4 16x16 bit Vedic basic element

The 16 bit Vedic Multiplier has been designed using four 8 bit Vedic Multipliers and three Ripple Carry Adders as well as Kogge Stone Adders each of 16 bit, 24 bit, 24 bit. It is found that as the number of bits increases in the multiplier the performance of the system increases.

IV. SYNTHESIS & SIMULATION

\$ 1.		Msgs											
🕀 🔶 /mul2/a		01	10		01								
		10	11	10									
🖅		0010	0110	0100	0010								
2 23 (Now	300 ps	1111111 05	duuun	00 ps	400 ns	600 ps	800 ns	1000	ins 15	00 ns	1400 ns	1600 ps
<u>⊜</u> ∦⊜	Cursor 1	0 ps	0 ps		100 ps	100 pa		000 03	1000	<i>p</i> 3 17	90 p3	1100 03	1000 03

Fig. 5 Simulation Result of 2-bit Vedic Multiplier

) +	S	Msgs															
🚛	it_multiplier/x6	1111	0001	0010	0100	(1111											
🖅	it_multiplier/y6	1111	1010			(1111											
	it_multiplier/	11100001	00001010	00010100	00101000	11100001											
	and the second	4000		linina li		minim		minin		mmmm		duuuuu		ī			
	Now	4900 ps	DS	2000 (DS	4000 ps		6000	ps	8000	DS.	1000)0 ps				1
······································	Cursor 1	4451 ps				445	L DS							E			

Fig. 6 Simulation Result of 4-bit Vedic Multiplier



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\$ -		Msgs									
	bit_multiplier/x7 bit_multiplier/y7 it_multiplier/pr	11111111 11111111 11111111000000001	00000001 (11111111 (00000000	L L D11111111)11111)00000)00000	111 010 00111111110	<u> </u>	1	0001		
≝	Now Cursor 1	6800 ps 5280 ps	DS.	2000	ps	4000 p:	528	600 0 ps) ps	8000) ps

Fig. 7 Simulation Result of 8-bit Vedic Multiplier

≈	Msgs			
+	11111111111111111 11111111111111111 1111		<u>7000000000000000000000000000000000000</u>)111111111111111111111111111111111111
A 🖬 🔊 🛛 Now	9200 ps	ps 2000 ps	4000 ps 600	0 ps 8000 ps
Cursor 1	7408 ps	a a an		7408 ps

Fig. 8 Simulation Result of 16-bit Vedic Multiplier

V. IMPLEMENTATION



Fig.9 RTL Schematic for 2 bit Vedic multiplier

Fig.10 RTL Schematic for 4 bit Vedic multiplier



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Fig.11RTL Schematic for 8 bit Vedic multiplier

Fig.12 RTL Schematic for 16 bit Vedic multiplier

Simulation has been done on Model-Sim Altera Edition 6.6d & Implementation has been done using Xilinx 14.4 with family Spartan6, device as xc6slx45, package csg324 with speed grade of -3. Synthesis report obtained for the above multiplier provides us many parameters such as Delay, Levels of Logic, Memory, No. of slice, no. of LUTs and many more for comparative analysis of vedic multiplier for different bit-lengths.

Device-Spartan6 XC6SLX45-CSG324	Using Ripple carry adder										
Vedic Multiplier	Delay (ns)	Levels of Logics	No. of slice LUTs	Memory (KB)	Fan Out						
2-Bit	6.494	4	6	258052	10000						
4-Bit	7.942	5	7	255024	500						
8-Bit	18.270	15	121	257988	100000						
16-Bit	27.278	23	656	259076	100000						

Tabla I	Com	narativa	Anal	veie
I able I	COIII	parative	Ana	ysis.

VI. CONCLUSION AND FUTURE WORK

From implementation, simulation & comparative results, it is concluded that delay in 16 bit vedic multiplier is 27.278 ns & memory used is 259076 KB. Look-up table (LUTs) is maximum for 16-bit multiplier & hence lowers packaging density, Similar work can be performed for Kogge Stone Adder, Array multiplier, Wallace Tree and Shift & Add Multiplier etc. that would led us to make a conclusion , which multiplier is best ,if speed is critical thing , if Packaging is the concern area & similar conclusions.

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