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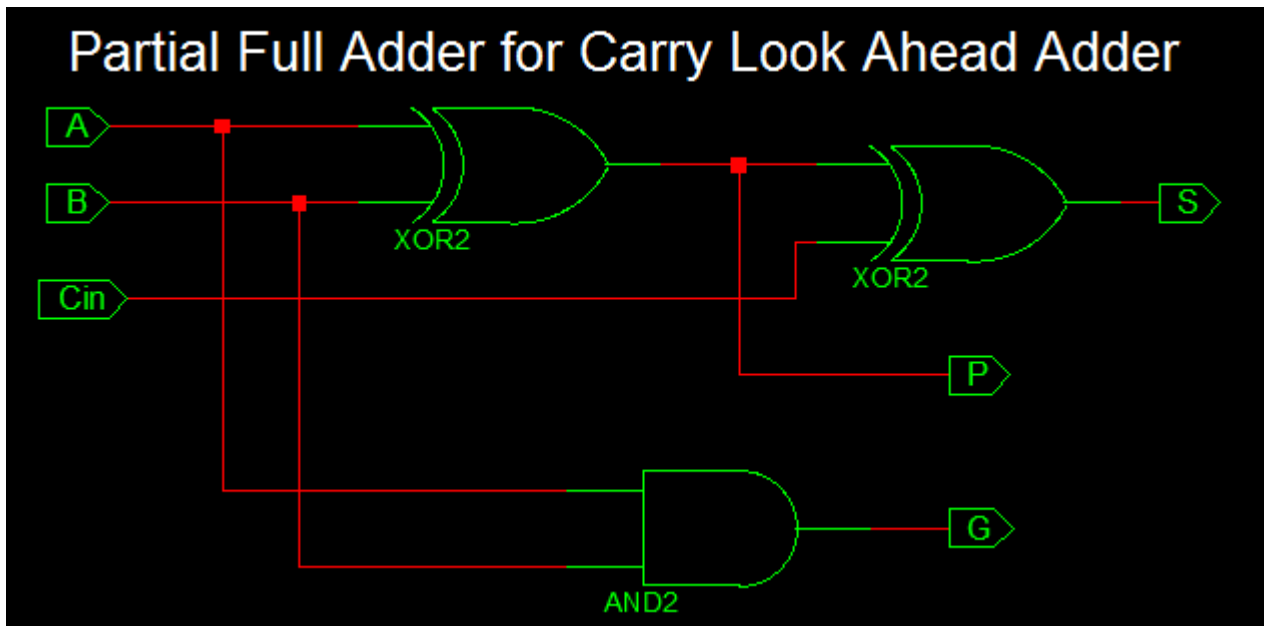
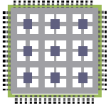
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Carry Look Ahead Adder

Carry Look Ahead Adder is fastest adder compared Ripple carry Adder. For the Purpose of carry Propagation, Carry look Ahead Adder construct Partial Full Adder, Propagation and generation Carry block. It avoid Carry propagation through each adder.

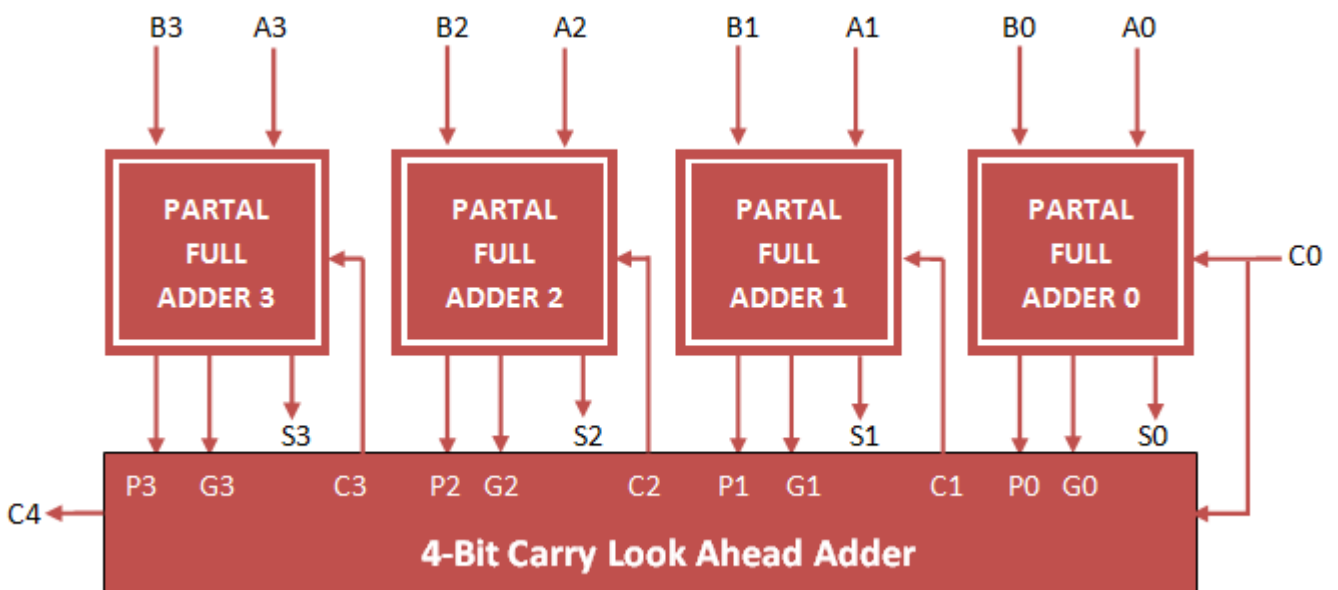
In order to implement Carry Look Ahead Adder, first implement Partial Full Adder and then Carry logic using Propagation and generation Block.

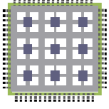
Full Adder implementation for Carry Look Ahead Adder



Partial Full Adder consist of inputs (A, B, Cin) and Outputs (S, P, G) where P is Propagate Output and G is Generate output.

Carry Look Ahead Adder Circuit





VHDL Code for Partial Full Adder

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;

entity Partial_Full_Adder is
Port ( A : in STD_LOGIC;
      B : in STD_LOGIC;
      Cin : in STD_LOGIC;
      S : out STD_LOGIC;
      P : out STD_LOGIC;
      G : out STD_LOGIC);
end Partial_Full_Adder;

architecture Behavioral of Partial_Full_Adder is

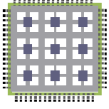
begin

S <= A xor B xor Cin;
P <= A xor B;
G <= A and B;

end Behavioral;
```

VHDL Code for Carry Look Ahead Adder

```
library IEEE;
use IEEE.STD_LOGIC_1164.ALL;
```



```
entity Carry_Look_Ahead is
Port ( A : in STD_LOGIC_VECTOR (3 downto 0);
      B : in STD_LOGIC_VECTOR (3 downto 0);
      Cin : in STD_LOGIC;
      S : out STD_LOGIC_VECTOR (3 downto 0);
      Cout : out STD_LOGIC);
end Carry_Look_Ahead;

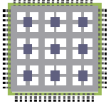
architecture Behavioral of Carry_Look_Ahead is

component Partial_Full_Addder
Port ( A : in STD_LOGIC;
      B : in STD_LOGIC;
      Cin : in STD_LOGIC;
      S : out STD_LOGIC;
      P : out STD_LOGIC;
      G : out STD_LOGIC);
end component;

signal c1,c2,c3: STD_LOGIC;
signal P,G: STD_LOGIC_VECTOR(3 downto 0);
begin

PFA1: Partial_Full_Addder port map( A(0), B(0), Cin, S(0), P(0), G(0));
PFA2: Partial_Full_Addder port map( A(1), B(1), c1, S(1), P(1), G(1));
PFA3: Partial_Full_Addder port map( A(2), B(2), c2, S(2), P(2), G(2));
PFA4: Partial_Full_Addder port map( A(3), B(3), c3, S(3), P(3), G(3));

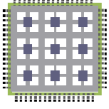
c1 <= G(0) OR (P(0) AND Cin);
c2 <= G(1) OR (P(1) AND G(0)) OR (P(1) AND P(0) AND Cin);
c3 <= G(2) OR (P(2) AND G(1)) OR (P(2) AND P(1) AND G(0)) OR (P(2) AND
P(1) AND P(0) AND Cin);
Cout <= G(3) OR (P(3) AND G(2)) OR (P(3) AND P(2) AND G(1)) OR (P(3)
AND P(2) AND P(1) AND G(0)) OR (P(3) AND P(2) AND P(1) AND P(0) AND
```



```
Cin);  
  
end Behavioral;
```

VHDL Testbench Code for Carry Look Ahead Adder

```
LIBRARY ieee;  
USE ieee.std_logic_1164.ALL;  
  
ENTITY Tb_Carry_Look_Ahead IS  
END Tb_Carry_Look_Ahead;  
  
ARCHITECTURE behavior OF Tb_Carry_Look_Ahead IS  
  
-- Component Declaration for the Unit Under Test (UUT)  
  
COMPONENT Carry_Look_Ahead  
PORT(  
A : IN std_logic_vector(3 downto 0);  
B : IN std_logic_vector(3 downto 0);  
Cin : IN std_logic;  
S : OUT std_logic_vector(3 downto 0);  
Cout : OUT std_logic  
);  
END COMPONENT;  
  
--Inputs  
signal A : std_logic_vector(3 downto 0) := (others => '0');  
signal B : std_logic_vector(3 downto 0) := (others => '0');  
signal Cin : std_logic := '0';
```



```
--Outputs
signal S : std_logic_vector(3 downto 0);
signal Cout : std_logic;

BEGIN

-- Instantiate the Unit Under Test (UUT)
 uut: Carry_Look_Ahead PORT MAP (
  A => A,
  B => B,
  Cin => Cin,
  S => S,
  Cout => Cout
 );

-- Stimulus process
stim_proc: process
begin
-- hold reset state for 100 ns.
wait for 10 ns;

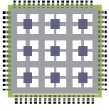
A <= "1111";
B <= "1111";
Cin <= '1';

wait for 10 ns;

A <= "1010";
B <= "0111";
Cin <= '0';

wait for 10 ns;

A <= "1000";
```



```
B <= "1001";  
Cin <= '0';  
  
wait;  
  
end process;  
  
END;
```

Output Waveform for Carry Look Ahead Adder VHDL Code

