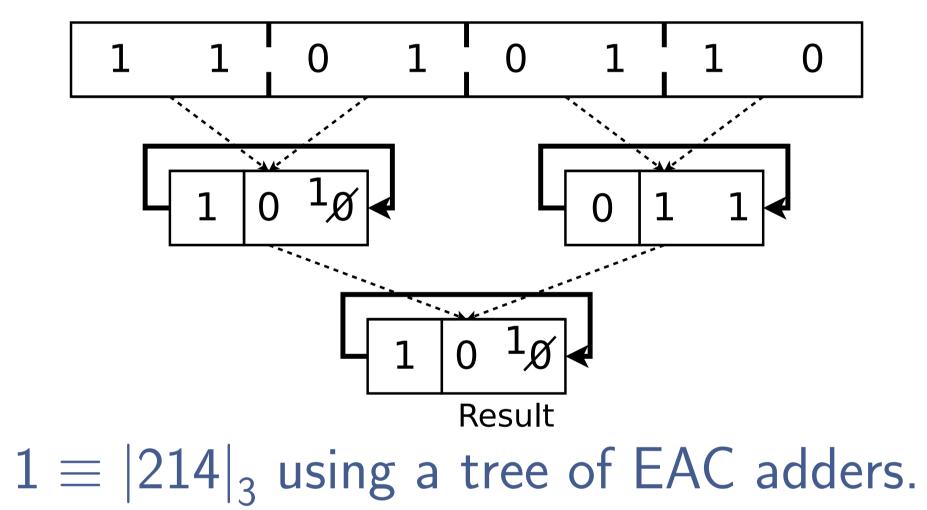


Introduction

Low-cost, single-cycle residue generators can be readily formed out of two's complement adders in two ways, which have area and delay tradeoffs. A residue generator using adder-incrementers for end-around-carry adders is small but slow, and a design using carry-select adders is fast, but large. It is shown that a hybrid combination of both approaches is more efficient than either.

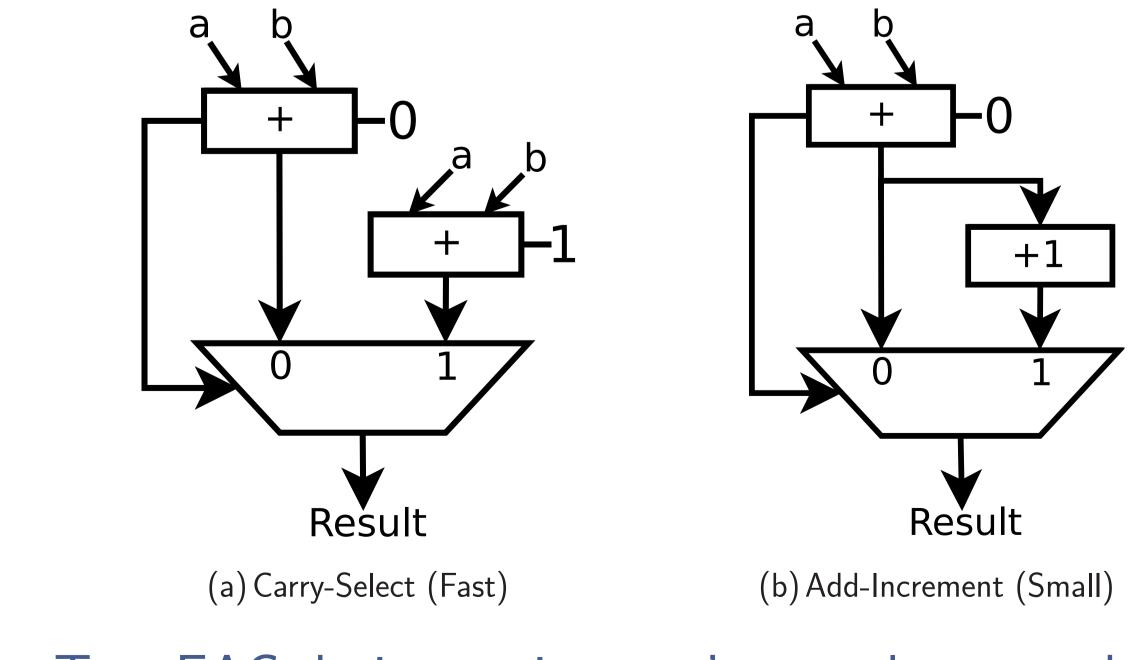
Low-Cost Residue Codes

The low-cost residue code of a number number, X, $(|X|_{2^a-1})$ can be generated by the addition of non-overlapping a-bit slices of Xunder modulo-a arithmetic. This can be implmented as a tree of end-around-carry (EAC) adders, each of which performs *a*-bit, modulo-*a* addition.



End-Around Carry Adders

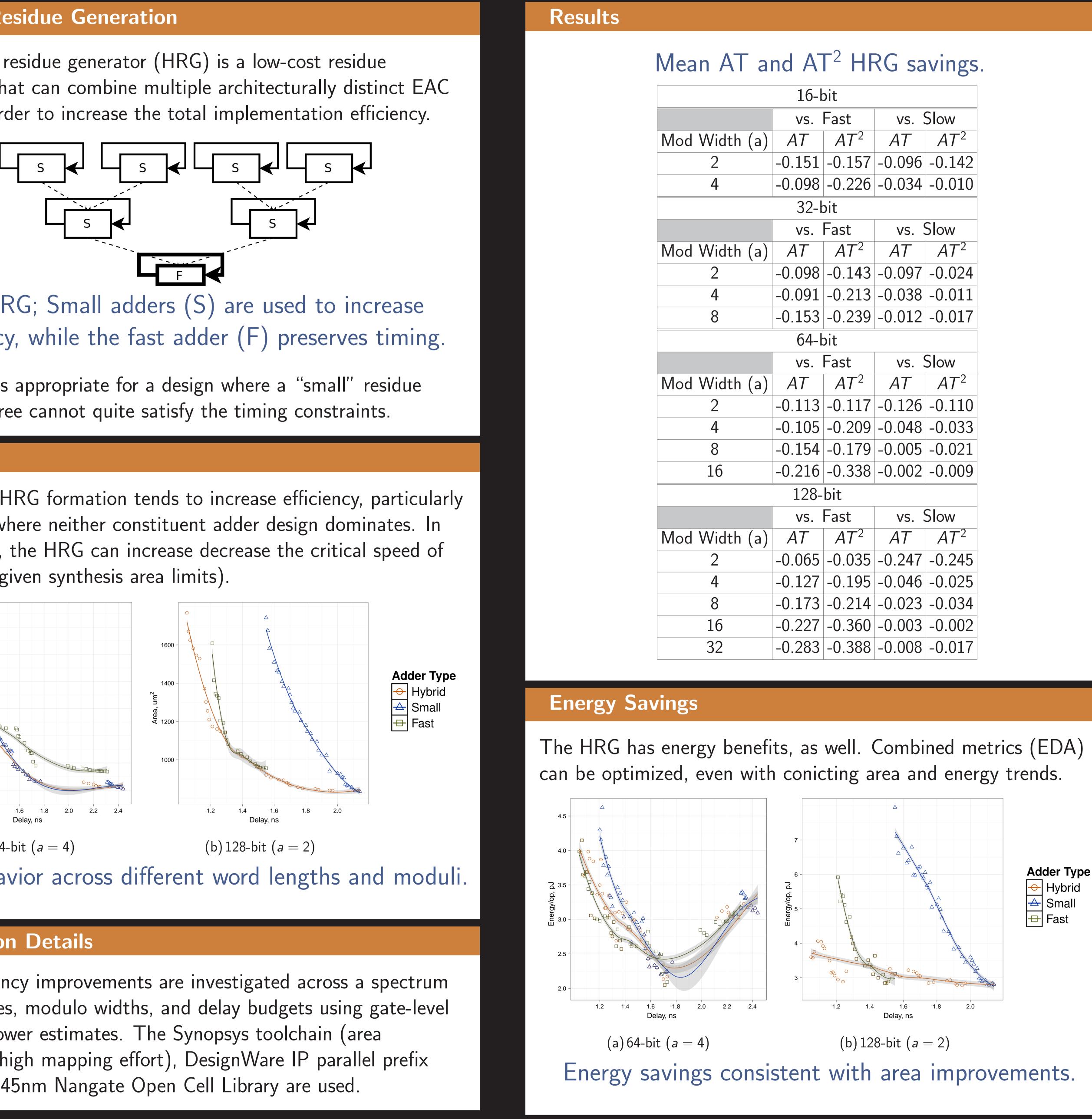
EAC adders can be made out of commodity 2's complement parts in several ways, which have area, power and delay tradeoffs.



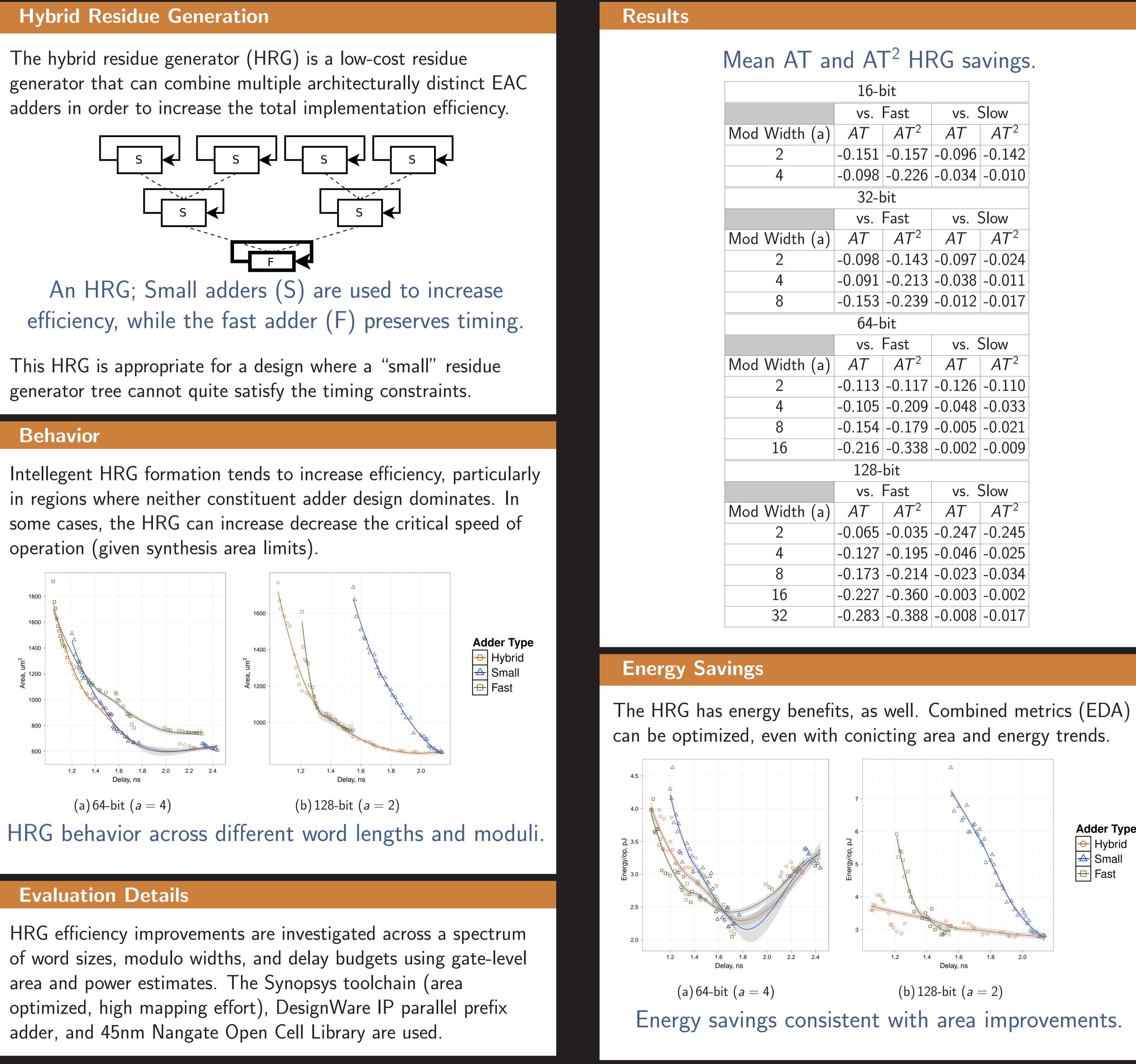
Two EAC designs using two's complement adders.

Hybrid Residue Generators for Increased Efficiency Michael B. Sullivan, Earl E. Swartzlander, Jr.

University of Texas at Austin, Austin, TX.



operation (given synthesis area limits).



Id A		KG sa	vings
16-k	oit		
vs. Fast		vs. Slow	
AT	AT^2	AT	AT^2
-0.151	-0.157	-0.096	-0.142
-0.098	-0.226	-0.034	-0.010
32-bit			
vs. Fast		vs. Slow	
AT	AT^2	AT	AT^2
-0.098	-0.143	-0.097	-0.024
-0.091	-0.213	-0.038	-0.011
-0.153	-0.239	-0.012	-0.017
64-bit			
VS.	Fast	vs. Slow	
AT	AT^2	AT	AT^2
-0.113	-0.117	-0.126	-0.110
-0.105	-0.209	-0.048	-0.033
-0.154	-0.179	-0.005	-0.021
-0.216	-0.338	-0.002	-0.009
128-bit			
vs. Fast		vs. Slow	
AT	AT^2	AT	AT^2
-0.065	-0.035	-0.247	-0.245
-0.127	-0.195	-0.046	-0.025
-0.173	-0.214	-0.023	-0.034
-0.227	-0.360	-0.003	-0.002
-0.283	-0.388	-0.008	-0.017