

# Design of Reversible Logic ALU using Reversible logic gates with Low Delay Profile

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**Abstract:** Digital system implemented by using conventional gates like AND and OR gates dissipates a major amount of energy in the form of bits which gets erased during logical operations. This problem of energy loss can be solved by using reversible logic circuits in place of conventional circuits. Reversibility has become the most promising technology in digital circuits designing. In today's world ALU is one of the very important part of any system having many applications in computers, cell phones, calculators etc. In this paper the design of 1-bit reversible ALU using reversible logic gates is proposed. The proposed ALU is analyzed on FPGA SPARTAN6 device. The proposed design is compared in terms of propagation delay, quantum cost and garbage outputs. In this paper the 4-bit reversible ALU is also design on proposed 1-bit reversible ALU architecture.

## I. INTRODUCTION

In the past decennary, great success have been made in the growth of computing machines. However, because of the exponential growth of transistor density and in particular because of the vastly increasing power dissipation, researchers expect that the conventional technologies like CMOS will reach their confines in the near future. To further fulfill the needs for more computational power, alternatives are required. In the current years, reversible logic has come out as a promising technology having its use in quantum computing, nanotechnology, low power CMOS and optical computing. The main idea of desining reversible logic are to lower the quantum cost and garbage outputs. Power dissipation is one of the most important problem in conventional technology. In 1961 Landauer projected a computing device in order to bear the degrees of liberty will act as a heat sink for the energy required for calculation, resulting in computing errors.. According to Landauer's principle, the loss of one bit of information lost, will dissipate  $kT \ln(2)$  joules of energy where,  $k$  represents the Boltzmann's constant and value of  $k$  is  $1.38 \times 10^{-23}$  J/K,  $T$  is the absolute temperature in Kelvin[1]. The primal combinational logic circuits dissipate heat energy for each bit of information that is lost during the operation. This is so because according to second law of thermodynamics, once the bit containing information get lost then it cannot be recovered by any approach or techniques.

C. H. Bennett proved that the dissipated power is straightly related to the number of bits which were lost during process., and also that the computers can be reversible logically, reduced complexity and at convenient speed generate précised calculations and to avoid  $kT \ln 2$  joules of energy dissipation in a circuit it should be made

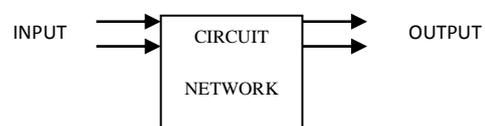
from reversible circuits. For this the circuit must be logically reversible. A new approach of design comes in the field of digital circuits designing for limiting the power dissipation. The device designed according to this new approach is known as a *Reversible Logic Device*.

A gate designed using reversible logic is called Reversible Logic Gate. Inputs are determined by the programmers for execution in an instruction set architecture. Based on these input arithmetic logic unit should be able to generate variety of logic outputs. Hence in this type of environment reversible logic circuits must have both fixed select input lines that receive opcode signals determined by programmer and output lines where the logical output result is produce.

## II. ARITHMETIC AND LOGICAL UNIT

An Arithmetic and Logic Unit (ALU) is a digital multifunctional circuit that performs Arithmetic (Sub, Add, . . .) and Logical (AND, XOR, NOR) operations on two operands A and B. In today's world ALU is very important part of any circuit or system and it have many applications in computers ,cell phones, calculators and many more. The design of low delay, low power and high speed microprocessor must consume less power. The ALU circuit must be created using reversible logic gates so that power dissipation occurs because of information loss can be ignored.

## II. REVERSIBLE LOGIC GATES



Design Verification is an important step in digital circuit design and often proves to be the bottleneck in the IC development. Out of the different Design Verification areas, Functional Verification takes most of the time and effort. Equivalence Checking ensures that the design will perform required operations within the given constraints. Equivalence checking is a hard problem since the output must be as expected for all possible input vectors, which might be exponential to the number of inputs. There are two main classes of Equivalence Checking :- One is equivalence checking done on simulation based and second is the Equivalence checking done on formal based.. Simulation-based Equivalence Checking, is a straight-forward checking but presents many challenges. It needs creation of test benches for various input states. Also, there are three basic 2x2 reversible logic gates. The Controlled-Not gate [4] – commonly called the Feynman gate - is designed to produce the following output states:  $P = X$  and  $Q = X \text{ xor } Y$ . Since fanout is expressively forbidden in reversible logic, since a fanout has one input and two outputs, the Feynman gate can be used to duplicate a signal when  $Y$  is equal to 0. Quantum cost of Feynman gate is 1..

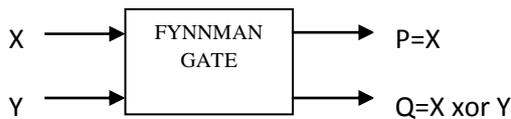


Figure 2.1: Block Diagram of Feynman Gate

In the reversible logic, a XOR gate can be represented as shown in Fig. 2.2, where  $A, B$  and  $P, Q$  are the input and output vectors respectively. Here the mapping between the inputs and outputs can be represented as  $P = A$  and  $Q = A \otimes B$ . The reconstruction of input vectors from the output vectors can be seen in table 2.1. In the table 2.1 each output vector corresponds to a unique input vector.

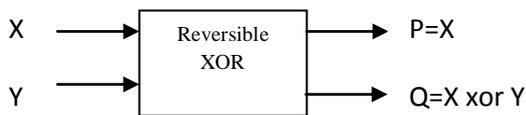


Figure. 2.2. Reversible XOR gate

Table 2.1. Truth table of reversible XOR gate

A	B	$P = A$	$Q = A \otimes B$
0	0	0	0
0	1	0	1
1	0	1	1
1	1	1	0

$R$  is a 3\*3 reversible gate whose block diagram is shown in fig.2.3. Having inputs  $(X, Y, Z)$  and outputs  $P = X \text{ xor } Y$ ;  $Q = X$  and  $R = Z' \text{ xor } XY$ . Quantum cost of  $R$  gate is 4.

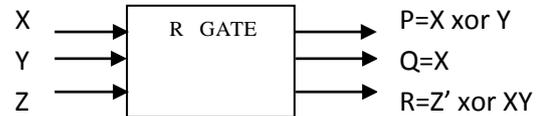


Figure.2.3. Block Diagram of R Gate

$BME$  is a 4\*4 reversible gate whose block diagram is shown in fig.2.4. Having inputs  $(X, Y, Z, T)$  and outputs  $P = X$ ,  $Q = XY \text{ xor } Z$ ,  $R = XT \text{ xor } Z$  and  $S = X'Y \text{ xor } Z \text{ xor } T$ . Quantum cost of  $BME$  gate is 6.

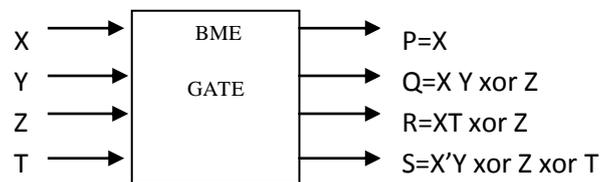


Figure. 2.4. Block Diagram of BME Gate

The  $DKG$  gate is a 4\*4 reversible gate whose block diagram is shown in fig.2.5. Having inputs  $(X, Y, Z, T)$  and outputs are  $P = Y$ ,  $Q = X'Z + XT$ ,  $R = (X \text{ xor } Y) (Z \text{ xor } T) \text{ xor } ZT$  and  $S = Y \text{ xor } Z \text{ xor } T$ . Quantum cost of  $DKG$  gate is 6. This gate can be used as a half adder as well as a full adder. This gate is designed from Peres

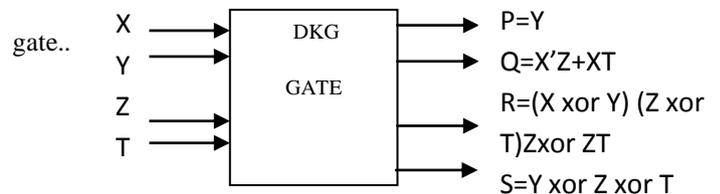


Figure. 2.5. Block Diagram of DKG Gate

Quantum technology is essentially reversible and is one of the important promising technologies for future computing systems. In addition to reversibility, it has unique features such as quantum superposition, quantum parallelism and quantum entanglement that allows for solving problems much more powerfully than in classical computing. (Observe that the quantum circuit is reversible when it calculates in Hilbert Space before the measurement. It is no longer reversible after measurement, since the probabilistic measurement cannot be reversed). Although only a few quantum algorithms are known in 2010, many problems can be reduced to some of these algorithms, for instance to the Quantum Fast Fourier Transform or to Grover's algorithm. Thus, any NP-hard problem can be reduced to Grover's algorithm to give a practically useful and substantial

reduction in complexity for large values of N. This reduction is, however, not as high as in the case of the exponential speedup obtained by the famous Shor's quantum algorithm for integer factorization.

To design an efficient reversible circuit, analysis of the programmability of the logic device the number of logical calculations produced on the fixed outputs should be considered in addition to the quantum cost and delay. The BME, R, FEYNMAN, DKG, MRG and the HNG are very efficient gates, because they produce the greatest number of logical calculations at the lowest cost.

0	0	0	1	0	1	$F = X \& Y$	AND
0	0	0	1	1	0	$F = X'$	NOT
0	1	0	1	1	1	$F = (X \& Y)'$	NAND

Table 2.2. Cost and Logical outputs of Reversible logic gates

GATES	COST	LOGICAL OUTPUTS
FYNMAN	1	$X \text{ xor } Y$
R	4	$X \text{ xor } Y, XY$
DKG	6	$X \text{ xor } Y, X+Y, (X+Y)'$
BME	6	$X \text{ xor } Y, (XY)', XY, X'$

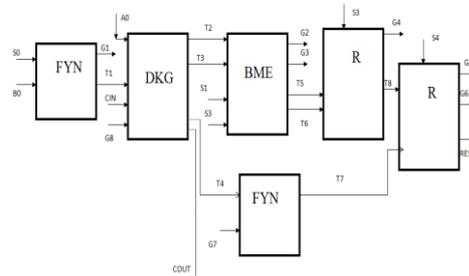


Fig. 2.6 (a). Reversible 1-bit ALU

### III. PROPOSED METHODOLOGY

The basic part of the arithmetic segment of the ALU is a parallel adder. A parallel adder is built with a number of full adders and the proposed 1-bit and 4-bit reversible ALU utilizes DKG gate as full adder. By scheming the data inputs to the parallel adder, it is likely to get different type of operations. Input carry CIN enters to the full adder gate in the least important bit position and exists out as COUT from the adder. Sums are gets from the outputs of the full adder. The arithmetic addition is realized when one set of input enters through the A inputs and the other set enters through the B inputs and the input carry is keep as 0. When  $CIN = 1$  it is possible to add 1 to the sum in Functions, if we complement all the bits of B then we will get  $F = (A+B)$ . And when  $CIN = !$  we will get  $F = (A-B)$ . Similarly if all inputs of B is 0, we get the transfer A function. The proposed 1 and 4-bit ALUs is shown in figure 2.6. and logical outputs based on inputs opcodes are shown in Table 2.3.(a) and (b).

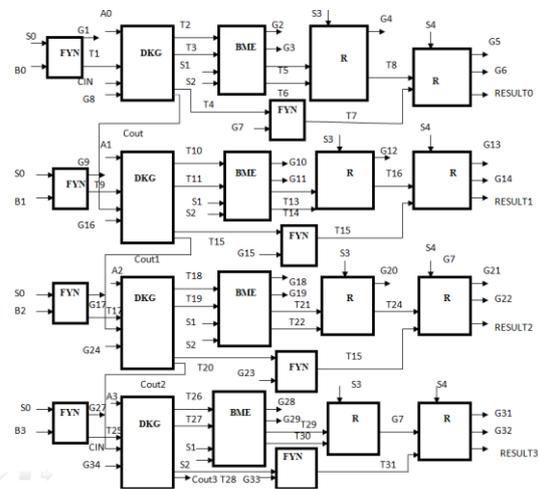


Fig. 2.6 (b). Reversible 4-bit ALU

Table 2.3(b). Proposed 4-Bit ALU Opcodes

Table 2.3 (a).Proposed 1-Bit ALU Opcodes

S	S	S	S	S	CI	OPERATION	FUNCTION
0	1	2	3	4	N	S	S
0	0	0	0	0	0	$F = X$	Transfer X
0	1	0	0	0	0	$F = X+1$	Increment X
0	0	0	0	0	1	$F = X+Y$	Addition
0	0	1	0	1	0	$F = X+Y'+1$	Subtract
1	0	0	1	0	0	$F = X-1$	Decrement X
0	0	0	0	1	1	$F = X \otimes Y$	XOR
1	0	0	1	0	0	$F = X \wedge Y$	OR
0	0	0	1	0	1	$F = X \& Y$	AND
0	0	1	0	0	0	$F = X'$	NOT
0	0	0	1	1	0	$F = (X \otimes Y)'$	XNOR
0	0	0	1	1	0	$F = (X \& Y)'$	NAND
0	1	0	0	1	0	$F = (X \wedge Y)'$	NOR

S	S	S	S	S	CI	OPERATION	FUNCTION
0	1	2	3	4	N	S	S
0	0	0	0	0	0	$F = X$	Transfer X
0	0	0	0	0	1	$F = X+Y$	Addition
0	0	1	0	1	0	$F = X+Y'+1$	Subtract
0	0	0	0	1	1	$F = X \otimes Y$	XOR
1	0	0	1	0	0	$F = X \wedge Y$	OR

The proposed 4-Bit ALU is higher in terms of delay, quantum cost than the proposed 1-Bit ALU. The presented ALUs has two most important advantages. First, it produces less delay than the existing 1-Bit logic architecture. As a result, the proposed ALU has a better



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