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AREA EFFICIENT APPROXIMATE MULTIPLIERS ARCHITECTURES USING 4-2 COMPRESSOR

R.AKHILA,Student, M.Tech(VLSI DESIGN), NIMRA COLLEGE OF ENGINEERING & TECHNOLOGY, A.P., India.

MD.SHAMSHAD BEGUM, Assistant Professor, Dept. of ECE, NIMRA COLLEGE OF ENGINEERING & TECHNOLOGY, A.P., India.

Dr.K.A.LATHIEF, Professor & HOD, Dept. of ECE, NIMRA COLLEGE OF ENGINEERING & TECHNOLOGY, A.P., India.

Abstract:

Approximate full adders are proposed at transistor level and they are utilized in digital signal processing applications. Their proposed full adders are used in accumulation of partial products in multipliers. To reduce hardware complexity of multipliers, truncation is widely employed in fixed-width multiplier designs. Then a constant or variable correction term is added to compensate for the quantization error introduced by the truncated part. Approximation techniques in multipliers focus on accumulation of partial products, which is crucial in terms of power consumption. Broken array multiplier is implemented in, where the least significant bits of inputs is truncated, while forming partial products to reduce hardware complexity. The proposed multiplier in saves few adder circuits in partial product accumulation. Many multipliers based on approximate compressors have been developed for error-tolerant applications such as image processing to reduce power, but the combination of them has not been fully satisfied. Proposes a novel 4 gate 4-2 approximate compressor which is complementary with other compressors from earlier work and constructs a hybrid multiplier based on the compressors, a constant approximation, and error correction AND gate.Further this project is enhanced by using Rounding-Base Approximate Multiplier for High-Speed.The proposed 8-bit ROBA multiplier multiplication offers better efficiency in energy consumption when compared with other existing accurate and approximate multipliers.

I**NTRODUCTION:** Approximate computing can decrease the design complexity with an increase in performance and power efficiency for error resilient applications. This brief deals with a new design approach for approximation of multipliers. The partial products of the multiplier are altered to introduce varying probability terms. Energy minimization is major

requirements in almost any electronic systems, especially the portable ones such as smart phones, tablets, and different gadgets. It is extremely desired to attain this minimization with minimal performance (speed) penalty. Digital signal processing (DSP) blocks are most wanted in transportable components for realizing various multimedia applications. The computational core of these blocks is the ALU where the multiplications and additions are the major part. The multiplications plays foremost operation in the processing elements which can leads to high consumption of energy and power. Many of the DSP cores implement image and video processing algorithms where final outputs are either images or videos prepared for human consumptions. It facilitates to go for approximations for improving the speed and energy in the arithmetic circuits. This originates from the limited perceptual abilities in observing an image or a video for human beings. In addition to the image and video processing applications, there are other areas where the exactness of the arithmetic operations is not critical to the functionality of the system. Approximate computing provides an accuracy, speed and power/energy consumption. The advantage of approximate multiplier reduces the error rate and gain high speed. For correcting the division error compare operation and a memory look up is required for the each operand is required which increases the time delay for entire multiplication process. At various level of abstraction including circuit, logic and architecture levels the approximation is processed. In the category for approximation methods in function, a number of approximating arithmetic building blocks, such as adders and multipliers, at different design levels have been suggested in various structures. Broken array multiplier was designed for efficient VLSI implementation. The error of mean and variance of the imprecise model increase by only 0.63% and 0.86% with reverence to the precise WPA and the maximum error increases by 4%. Low-Power DSP uses approximate adders which are employed in different algorithms and design for signal processing. In contrast with standard multiplier, the dissipated power for the ETM dropped from 75% to 90%. While maintaining the lower average error from the conventional method, the proposed ETM achieves an impressive savings of more than 50% for a 12 x 12 fixed-width multiplication. The crucial part of the arithmetic units are basically built by the multiplier hardware, so multipliers play a prominent role in any design. If we consider a Digital signal processing (DSP) the internal blocks of arithmetic logic designs, where multiplier plays a major role among other operations in the DSP systems .So, in the design of multiplier and accumulate unit (MAC) multipliers play an important role. Next, important

design in the MAC unit is the Adder. Adders also share the equal important in this design. By the appropriate function methods different kinds of adders and multipliers designs are been suggested. By the approximate computing the designer can make trade-offs, accuracy, speed, energy and power consumption.

LITERATURE SURVEY:

A traditional method to reduce the aging effects is overdesign which includes techniques like guard-banding ad gate oversizing. This approach can be area and power inefficient. To avoid this problem, an NBTI- aware technology mapping technique was proposed in which guarantee the performance of the circuit during its lifetime. Another technique was an NBTI- aware sleep transistor in which improve the lifetime stability of the power gated circuits under considerations. A joint logic restructuring and pin reordering method is based on detecting functional symmetries and transistor stacking effects. This approach is an NBTI optimization method that considered path sensitization. Dynamic voltage scaling and bogy-biasing techniques were proposed to reduce power or extend circuit life. These techniques require circuit modification or do not provide optimization of specific circuits. Every gate in any VLSI circuit has its own delay which reduces the performance of the chip. Traditional circuits use critical path delays the overall circuit clock cycle in order to perform correctly. However, in many worst-case designs, the probability that the critical path delay is activated is low. In such cases, the strategy of minimizing the worst-case conditions may lead to inefficient designs. Fornon critical path, using the critical path delay as the overall cycle period will result in significant timing waste. Hence, the variable latency design was proposed to reduce the timing waste of traditional circuits. A short path activation function algorithm was proposed to improve the accuracy of the hold logic and to optimize the performance of the variable-latency circuit. An instruction scheduling algorithm was proposed to schedule the operations on non-uniform latency functional units and improve the performance of Very Long Instruction Word processors. A variable-latency pipelined multiplier architecture with a Booth algorithm was proposed. Process-variation tolerant architecture for arithmetic units was proposed, where the effect of process-variation is considered to increase the circuit yield. In addition, the critical paths are divided into two shorter paths that could be unequal and the clock cycle is set to the delay of the longer one. These research designs were able to reduce the timing waste of traditional circuits to improve performance, but they did not consider the aging effect and could not adjust themselves

during the runtime. A variable-latency adder design that considers the aging effect was proposed. Chen et al (2003) presented low-power 2's complement multipliers by minimizing the switching activities of partial products using the radix-4 Booth algorithm. Before computation for two input data, the one with a smaller effective dynamic range is processed to generate Booth codes, thereby increasing the probability that the partial products become zero.

EXISTING METHOD:

UNSIGNED APPROXIMATE MULTIPLIER: If we compel the erroneous output to occur at specific input characteristics, as shown in [8], we can remedy compressor errors with a simple logic gate. The method can be extended to scenarios with more than four faults of the total sixteen input patterns. A new area efficient 4-2 compressor is designed in an effort to make the sum of *S* (sum) and *C* (carry) as close to the exact result as possible and to improve the regularity of the Karnaugh map. Table I shows the proposed compressor's outputs *S* and *C*. The *C* derived from Table I is OR as shown in equation (1). According to De Morgan's laws, the proposed expression of *S* is shown in equation (2) under the assumption of using the fewest number of logic gates possible. It is worth noting that

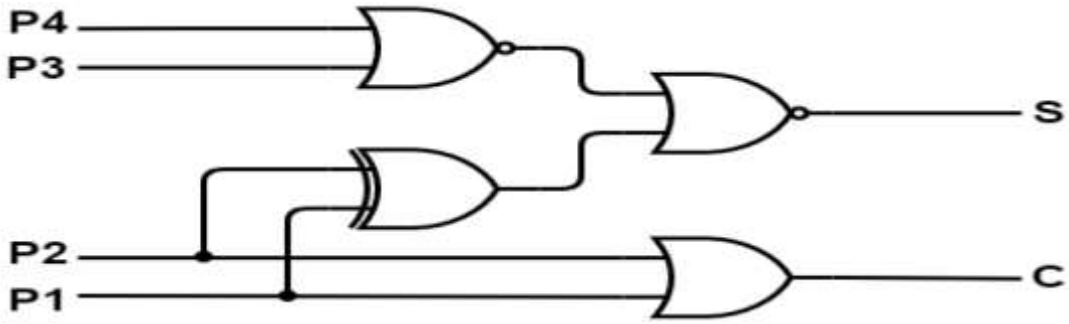

Fig. 1. Architecture of the proposed compressor.

NAND and NOR gates have better performance than AND
and OR gates

$$C = P1 + P2 \qquad (1)$$

$$S = \overline{(\overline{P1} \cdot \overline{P2} + P1 \cdot P2)(P3 + P4)}$$
$$= (P1 \oplus P2) + \overline{(P3 + P4)} \qquad (2)$$

The architecture of the proposed 4-2 compressor is presented in Fig. 1. This compressor only has two NOR gates and one XOR gate and one OR gate, which makes the compressor

consume very few transistors. So even though it has six errors out of sixteen input patterns, the design is still attractive and competitive.

PROPOSED METHOD:

ROUNDING BASED MULTIPLIER AND ITS INACCURACY (ROBA): The main concept of conventional rounding based approximate multiplier is selecting the rounded values for both the inputs which are in form of 2n and both the inputs should be in the form of 3x2p-1 (p is considered as arbitrary positive integer value which is greater than 1) in this case of the conventional approach the final value obtained by the multiplier would be less or more than the exact result obtained. Depending on the Ar (rounded input value of A) and Br (rounded input value of B) respectively and the result obtained is inaccurate. The motive behind this approximate multiplier is to make use of the ease of operation of power n (2n) .To elaborate on the process of the approximate multiplier, first, let us denote of the input of A and B rounded value by Ar and Br, respectively. The multiplication of A by B can be write as A x B = (Ar - A) x (Br – B) + Ar x B + Br x A – Ar x Br ----1 Key observation is to facilitate the multiplications of Ar * Br, Ar * B, and Br X A may be implemented just by the operation of shifting which is publicized in the eqn. The hardware implementation (Ar – A) X (Br – B), however, is rather complex. The weight of this term in the concluding result, depends on differences of the exact numbers from their rounded ones, is typically small. Hence, it is proposed to omit this part from (Ar -A) x (Br – B), helping simplify the multiplication operation shown in the eqn. Hence, to perform the multiplication process, the following expression is used A x B = Ar x B + Br x A – Ar x Br ----2 While both values lead to same effect on the accuracy of the multiplier, selecting the larger one (expect for the value p=2) leads to a smaller hardware implementation for determining the nearest rounded value. It originates from the detail that the number in the composition of $3 \times 2^{p-2}$ considered as do not care in the both rounding process up and down manner, and smaller logic expressions may be achieved. With the help of accurate and approximate equation the proposed architecture can be designed. Fig 1 provides the detail block diagram for the ROBA multiplier which is applicable for the two processing such as unsigned multiplication, signed multiplication If the operation is for unsigned multiplication the sign detector and sign set is disabled which can speed up the multiplication process. The two inputs are provided to the detector block which detects MSB of the input and it is provided to the sign set block to

denoted signed or unsigned multiplication. Rounding and shifter are worn to reduce the operands value to the nearest power of 2 and it can be shifted with the help of barrel shifter. There are 3 levels of shifter for the following terms obtained in the approximate equation. The kongee stone adder is used to add the two functions from the shifter. The sign can be set with the help detector block. If the output is negative the error value is calculated by inverting the output equation and it is added with binary value of 1. It supposed to be noted that contrary to the previous work where the approximate result is lesser than the exact result, the final result calculated by the ROBA multiplier may be either larger or lesser than the exact result depending on the magnitudes of Ar and Br compared with those of A and B , respectively. Note that if one of the operands (say A) is lesser than its equivalent rounded value while the other operand (say B) is larger than its equivalent rounded value, then the approximate result will be larger than the exact result. Because the term $(Ar - A) \times (Br - B)$ will be neglected. Since the differentiation is precisely this product, the approximate result becomes higher than the exact one. Similarly, if both A and B are larger or both are lesser than Ar and Br, then the approximate result is lesser than the exact result. Hence, before the multiplication operation starts, the values of both input are absolutes and the output sign of the result are based on the inputs signs be determined and then the operation be performed for unsigned numbers and, at the last stage, the proper sign be applied to the unsigned result.

STRUCTURE LEVEL DESIGN OF ROBA MULTIPLIER: From the equation 1 and 2 the structure level implementation of the multiplier were designed. The inputs are represented in the format of two's complement. First, the signs of the inputs are determined, and for each negative value, the unconditional value is generated. Next, the rounding block extracts the nearest value for each unconditional value in the form of 2n. The bit width of the output of this block is n (the most significant bit of the absolute value of an n-bit number is zero for two's complement format). To determine the nearest value of input A, the operands are rounding off to the power of 2 with the help of rounding criteria.

There are four cases for selecting final rounded of value from the original input values there are discussed below 1. Ar is high and Br is low. 2. Ar is low and Br is high. 3. Ar is high and Br is high. 4. Ar is low and Br is low. By selecting the case one, the approximate result is larger when observed with exact The error rate is the important factors that should be considered while designing the approximate multiplier. The distance between exact and

inexact results for the approximate multiplier is calculated before calculating the error rate of the rounding based approximate multiplier. The hardware architectures of the sign detector, rounding, barrel shifter, kongee stone, subtractor and the sign set modules. The RTL architecture for ROBA multiplier is shown in Fig 2 taken by cadence encounter tool 180-nm technology. The sign set block is used to negate the output if the final output is negative valued. To negate values, which have the representation of two's complement, the corresponding circuit based on X+ 1 should be used. To speed up negation operation, one may skip the incrementation process in the negating phase by accepting its associated error. As result. From the case two and three, the approximate result is somewhat larger than the accurate result in contrast with case one. For case four, the approximate result is lower than the exact result. The program should be slightly modified for each one of the cases. The rate or error is extremely low down for case one and four in contrast with other two cases will be seen later, the impact on the error decreases when an input width increases. If the negation is performed exactly (approximately), the implementation is called signed ROBA (S-ROBA) multiplier [approximate S-ROBA (AS-ROBA) multiplier]. If the inputs are always positive, to speed up and decrease the power consumption, the sign detector and sign set blocks are omitted from the architecture, providing us with the architecture called unsigned ROBA (UROBA) multiplier

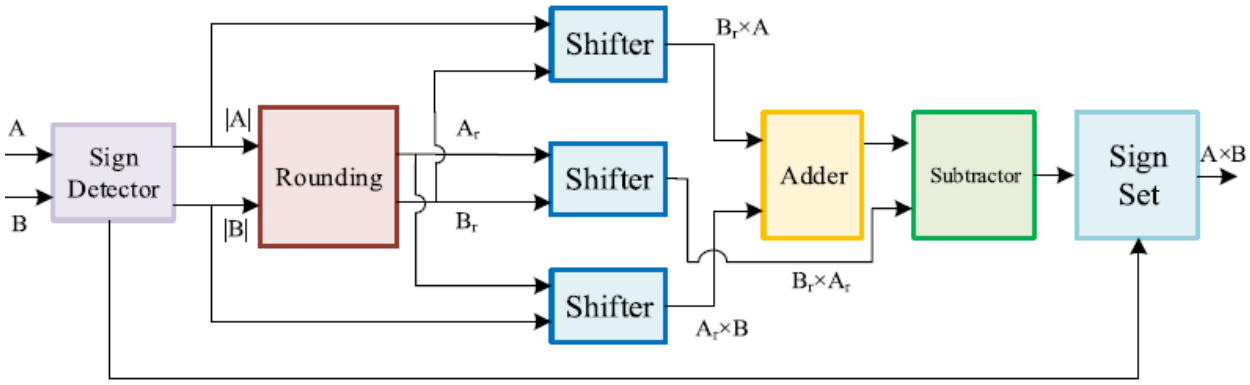

Fig. Block diagram for the hardware implementation of the proposed multiplier.

provide the block diagram for the hardware implementation of the proposed multiplier in Fig where the inputs are represented in two's complement format. First, the signs of the inputs are determined, and for each negative value, the absolute value is generated. Next, the rounding block extracts the nearest value for each absolute value in the form of 2*n*. It should be noted that the bit width of the output of this block is *n* (the most significant bit of the

absolute value of an *n*-bit number in the two's complement format is zero). To find the nearest value of input *A*, we use the following equation to determine each output bit of the rounding block:

$$
\begin{aligned}
A_r[n-1] &= \overline{A[n-1]} \cdot A[n-2] \cdot A[n-3] \\
&\quad + A[n-1] \cdot \overline{A[n-2]} \\
A_r[n-2] &= (\overline{A[n-2]} \cdot A[n-3] \cdot A[n-4] \\
&\quad + A[n-2] \cdot \overline{A[n-3]}) \cdot \overline{A[n-1]} \\
&\vdots \\
A_r[i] &= (\overline{A[i]} \cdot A[i-1] \cdot A[i-2] + A[i] \cdot \overline{A[i-1]}) \cdot \prod_{i=i+1}^{n-1} \overline{A[i]} \\
&\vdots \\
A_r[3] &= (\overline{A[3]} \cdot A[2] \cdot A[1] + A[3] \cdot \overline{A[2]}) \cdot \prod_{i=4}^{n-1} \overline{A[i]} \\
A_r[2] &= A[2] \cdot \overline{A[1]} \cdot \prod_{i=3}^{n-1} \overline{A[i]} \\
A_r[1] &= A[1] \cdot \prod_{i=2}^{n-1} \overline{A[i]} \\
A_r[0] &= A[0] \cdot \prod^{n-1} \overline{A[i]}.
\end{aligned}
$$

In the proposed equation, $Ar\ [i]$ is one in two cases. In the first case, $A[i]$ is one and all the bits on its left side are zero while $A[i-1]$ is zero. In the second case, when $A[i]$ and all its left-side bits are zero, $A[i-1]$ and $A[i-2]$ are both one. Having determined the rounding values, using three barrel shifter blocks, the products $Ar \times Br$, $Ar \times B$, and $Br \times A$ are calculated. Hence, the amount of shifting is determined based on logAr 2− 1 (or logBr 2 − 1*)* in the case of *A* (or *B*) operand. Here, the input bit width of the shifter blocks is *n*, while their outputs are 2*n*. A single 2*n*-bit Kogge-Stone adder is used to calculate the summation of $Ar \times B$ and $Br \times A$. The output of this adder and the result of $Ar \times Br$ are the inputs of the *subtractor* block whose output is the absolute value of the output of the proposed multiplier. Because *Ar* and *Br* are in the form of 2*n*, the inputs of the *subtractor* may take one of the three input patterns. where *P* is $Ar \times B + Br \times A$ and *Z* is $Ar \times Br$. The corresponding circuit for implementing this expression is smaller and faster than the conventional subtraction circuit. Finally, if the sign of the final multiplication result should be negative, the output of the subtractor will be negated in the *sign set* block. To negate values, which have the two's complement representation, the corresponding circuit based on $\bar{X}$ +1 should be used. To increase the speed of negation operation, one may skip the incrementation process in the negating phase by accepting its associated error. As will be seen later, the significance of the error decreases as the input widths increases. In this paper, if the negation is performed exactly (approximately), the implementation is called signed ROBA (S-ROBA) multiplier

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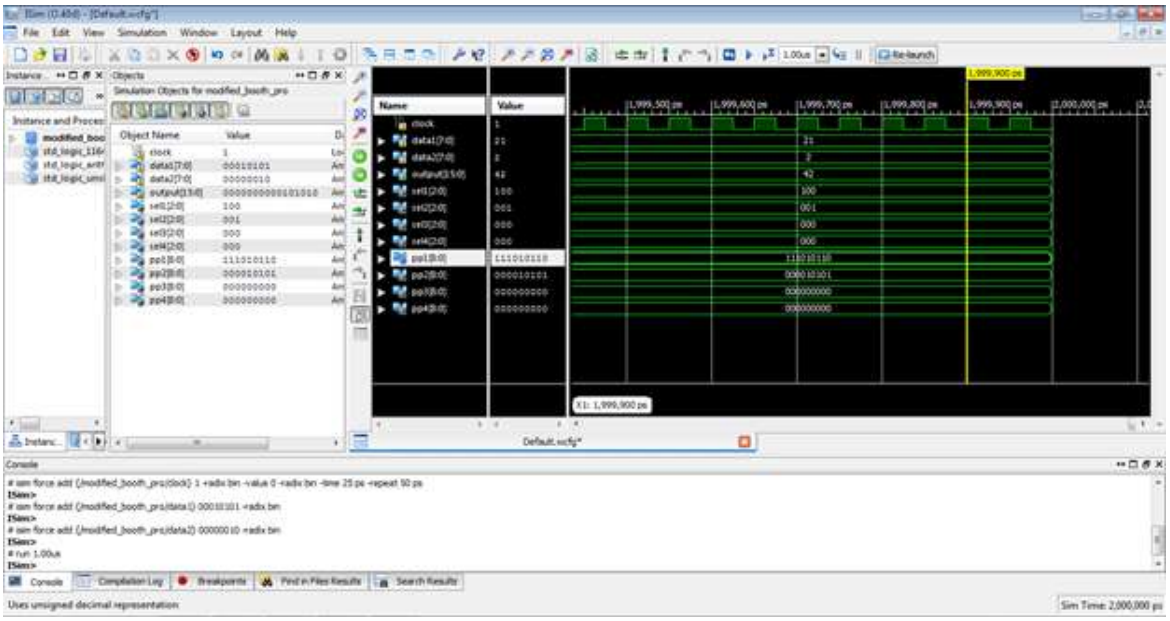
[approximate S-ROBA (AS-ROBA) multiplier]. In the case where the inputs are always positive, to increase the speed and reduce the power consumption, the *sign detector* and *sign set* blocks are omitted from the architecture, providing us with the architecture called unsigned ROBA (U-ROBA) multiplier. In this case, the output width of the *rounding* block is n +1 where this bit is determined based on $Ar\,[n] = A[n-1] \cdot A[n-2]$. This is because in the case of unsigned $11x \ldots x$ (where x denotes do not care) with the bit width of n, its rounding value is 10…0 with the bit width of n

+ 1. Therefore, the input bit width of the shifters is n + 1. However, because the maximum amount of shifting is $n - 1$, $2n$ is considered for the output bit width of the shifters.

SIMULATION RESULT:



Figa: Existing method simulation

Above simulation diagram shows output screen shot of existing technique. data1, data2 are as shown as decimal given as inputs , final output is produced at “output” signal. Multiple number of intermediate signals also shown in above simulated waveform.

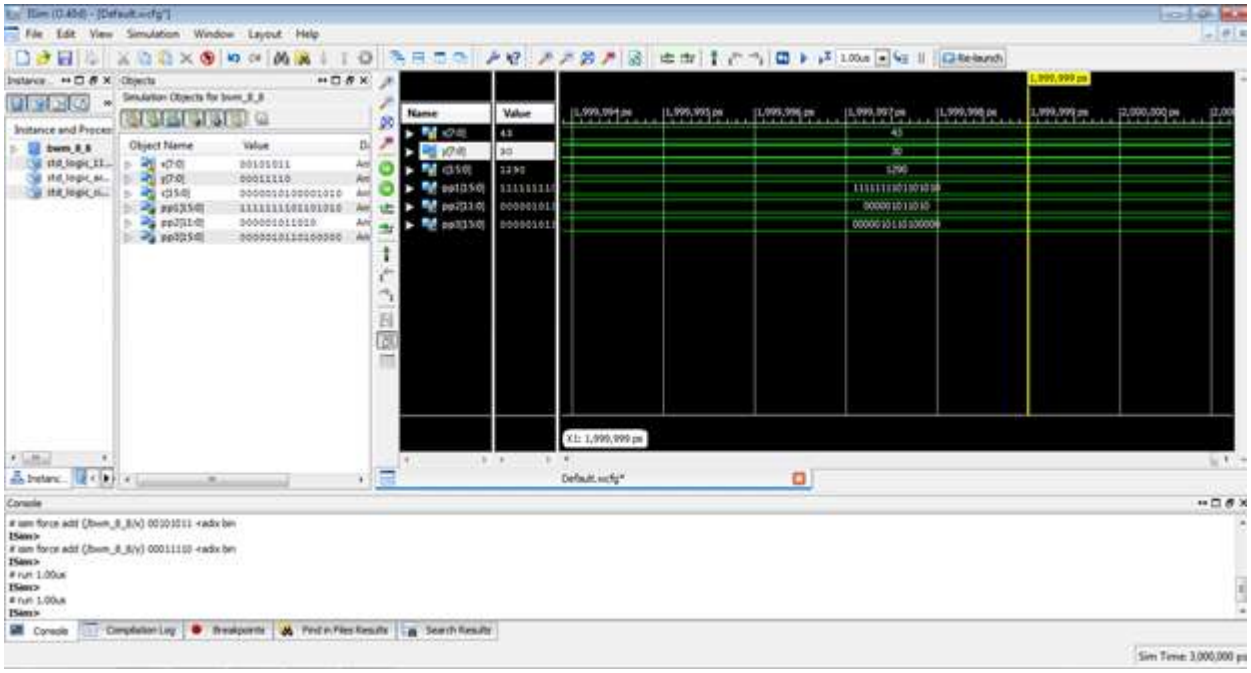


Fig b: Proposed method simulation

Above simulation diagram shows output screen shot of proposed technique. X, Y are as shown as decimal given as inputs , final output is produced at “OP” signal. Multiple number of intermediate signals also shown in above simulated waveform.

CONCLUSION AND FUTURE SCOPE:

High-speed and energy efficient approximate multiplier were proposed. The ROBA multiplier had a high accuracy depend upon the 2n input form. The high exhaustive computation part is neglected to provide high performance. So hardware structural design is designed for S-ROBA, ROBA and AS-ROBA multiplier. The efficiencies of the ROBA multiplier were compared with some existing accurate and approximate multipliers with different parameters. The proposed approach was applicable to both signed and unsigned multiplications.With the help of comparison table, ROBA multiplier provides the better area,

power, and energy efficient when compared with some already proposed accurate and approximate multiplier.Further, this project is enhanced by modifying partial product addition structures with advanced adders like csa,csla,cla, to decrease parameters.

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