

# DIGITAL ARITHMETIC

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## LECTURE 06-2

JIM FIX, REED COLLEGE CS2-F20

## 2.1 MULTIPLEXER CIRCUIT

# RECALL ...

Let's express the logic using AND, OR, NOT...

$$\theta := \left\{ \begin{array}{l} \bar{s} \cdot i_0 \cdot \bar{i}_1 + \bar{s} \cdot i_0 \cdot i_1 \\ + \\ s \cdot \bar{i}_0 \cdot i_2 + s \cdot i_0 \cdot i_1 \end{array} \right\} = \boxed{\bar{s} \cdot i_0} + s \cdot i_1$$

Note that:

$$\bar{s} \cdot i_0 \cdot \bar{i}_1 + \bar{s} \cdot i_0 \cdot i_1 = \bar{s} \cdot i_0 (\bar{i}_1 + i_1) = \bar{s} \cdot i_0 \cdot 1 = \bar{s} \cdot i_0$$

Properties of boolean algebra:

$a \cdot b = b \cdot a$	Commutative	$a + b = b + a$
$(a \cdot b) \cdot c = a \cdot (b \cdot c)$	associative	$(a + b) + c = a + (b + c)$
$1 \cdot a = a$	identity	$0 + a = a$
$0 \cdot a = 0$	annihilator	$1 + a = 1$
$a \cdot (b + c) = (a \cdot b) + (a \cdot c)$	distributive	$a + (b \cdot c) = (a + b) \cdot (a + c)$
$a \cdot a = a$	idempotent	$a + a = a$
$a \cdot \bar{a} = 0$	complement	$a + \bar{a} = 1$
$\overline{a \cdot b} = \bar{a} + \bar{b}$	De Morgan's	$\overline{(a + b)} = \bar{a} \cdot \bar{b}$

others:

$$\overline{\bar{a}} = a$$

$$a \cdot b + a \cdot \bar{b} = a$$

$$\bar{0} = 1$$

$$a + a \cdot b = a$$

Proof that  $a \cdot (b+c) = a \cdot b + a \cdot c$

a	b	c	b+c	$a \cdot (b+c)$	a·b	a·c	a·b+a·c
0	0	0	0	0	0	0	0
0	0	1	1	0	0	0	0
0	1	0	1	0	0	0	0
0	1	1	0	0	0	0	0
1	0	0	0	0	0	0	0
1	0	1	1	0	0	0	0
1	1	0	1	1	1	0	1
1	1	1	0	0	1	1	0

# LECTURE 06-2: DIGITAL ARITHMETIC

Proof that  $a \cdot (b+c) = a \cdot b + a \cdot c$

a	b	c	b+c	$a \cdot (b+c)$	$a \cdot b$	$a \cdot c$	$a \cdot b + a \cdot c$
0	0	0	0	0	0	0	0
0	0	1	1	0	0	0	0
0	1	0	1	0	0	0	0
0	1	1	1	0	0	0	0
1	0	0	0	0	0	0	0
1	0	1	1	1	0	1	1
1	1	0	1	1	1	0	1
1	1	1	1	1	1	1	1

## LECTURE 06-2: DIGITAL ARITHMETIC

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Claim:  $\overline{\overline{a}} = a$

Pf:

$$a \cdot b = b \cdot a$$
$$(a \cdot b) \cdot c = a \cdot (b \cdot c)$$

$$1 \cdot a = a$$

$$0 \cdot a = 0$$

$$a \cdot (b + c) = (a \cdot b) + (a \cdot c)$$

$$a \cdot a = a$$

$$a \cdot \overline{a} = 0$$

$$\overline{a \cdot b} = \overline{a} + \overline{b}$$

$$a + b = b + a$$

$$(a + b) + c = a + (b + c)$$

$$0 + a = a$$

$$1 + a = 1$$

$$a + (b \cdot c) = (a + b) \cdot (a + c)$$

$$a + a = a$$

$$a + \overline{a} = 1$$

$$\overline{(a + b)} = \overline{a} \cdot \overline{b}$$

## LECTURE 06-2: DIGITAL ARITHMETIC

Claim:  $\overline{\overline{a}} = a$

Pf:

$$\begin{aligned}\overline{\overline{a}} &= \overline{\overline{a \cdot a}} \\ &= \overline{\overline{a + \overline{a}}} \\ &= \overline{a \cdot a} \\ &= a\end{aligned}$$

$$\begin{aligned}a \cdot b &= b \cdot a \\ (a \cdot b) \cdot c &= a \cdot (b \cdot c)\end{aligned}$$

$$1 \cdot a = a$$

$$0 \cdot a = 0$$

$$a \cdot (b + c) = (a \cdot b) + (a \cdot c)$$

$$a \cdot a = a$$

$$a \cdot \overline{a} = 0$$

$$\overline{a \cdot b} = \overline{a} + \overline{b}$$

$$a + b = b + a$$

$$(a + b) + c = a + (b + c)$$

$$0 + a = a$$

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Claim:  $\overline{0} = 1$

Pf:

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$$a + a = a$$

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$$\overline{(a + b)} = \bar{a} \cdot \bar{b}$$



Claim:  $\overline{0} = 1$

Pf:  $\overline{0} = \overline{a \cdot \bar{a}}$  for some  $a$

$$= \bar{a} + a$$

$$= 1$$

$$a \cdot b = b \cdot a$$

$$(a \cdot b) \cdot c = a \cdot (b \cdot c)$$

$$1 \cdot a = a$$

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$$a \cdot (b+c) = (a \cdot b) + (a \cdot c)$$

$$a \cdot a = a$$

$$a \cdot \bar{a} = 0$$

$$\overline{a \cdot b} = \bar{a} + \bar{b}$$

$$a+b = b+a$$

$$(a+b)+c = a+(b+c)$$

$$0+a = a$$

$$1+a = 1$$

$$a+(b \cdot c) = (a+b) \cdot (a+c)$$

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## LECTURE 06-2: DIGITAL ARITHMETIC

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Claim:  $a \cdot b + a \cdot \bar{b} = a$

PF:

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$$1 \cdot a = a$$

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Claim:  $a \cdot b + a \cdot \bar{b} = a$

PF:  $a \cdot b + a \cdot \bar{b}$   
 $= a \cdot (b + \bar{b})$   
 $= a \cdot 1$   
 $= 1 \cdot a$   
 $= a$

$$a \cdot b = b \cdot a$$

$$(a \cdot b) \cdot c = a \cdot (b \cdot c)$$

$$1 \cdot a = a$$

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Claim:  $a + a \cdot b = a$

Pf:

$$\begin{aligned} a + a \cdot b &= a \cdot 1 + a \cdot b \\ &= a \cdot (1 + b) \\ &= a \cdot 1 \\ &= a \end{aligned}$$

$$\begin{aligned} a \cdot b &= b \cdot a \\ (a \cdot b) \cdot c &= a \cdot (b \cdot c) \end{aligned}$$

$$1 \cdot a = a$$

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# LECTURE 06-2: DIGITAL ARITHMETIC

Let's think about rule  $a \cdot b + a \cdot \bar{b} = a$

This means we can rewrite

$$l_1 \cdot l_2 \cdots x_i \cdots l_{n-1} \cdot l_n$$

$$+$$

$$l_1 \cdot l_2 \cdots \bar{x}_i \cdots l_{n-1} \cdot l_n$$

as  $l_1 \cdots l_{i-1} \cdot l_{i+1} \cdots l_n$

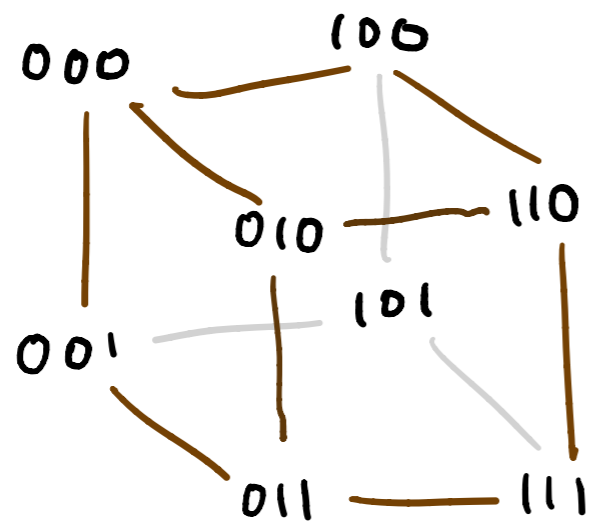


truth table ...

$b_1 b_2 \cdots 0 \cdots b_{n-1} b_n$	1	*
$b_1 b_2 \cdots 1 \cdots b_{n-1} b_n$	1	≠

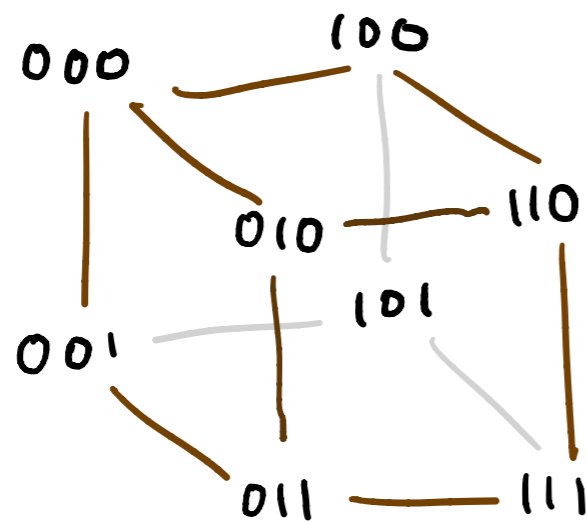
smaller product "covers" \* and ≠

This means that we should organize truth tables differently. Consider  $k$ -dimensional hypercube...



$$k=3$$

This means that we should organize truth tables differently. Consider  $k$ -dimensional hypercube...



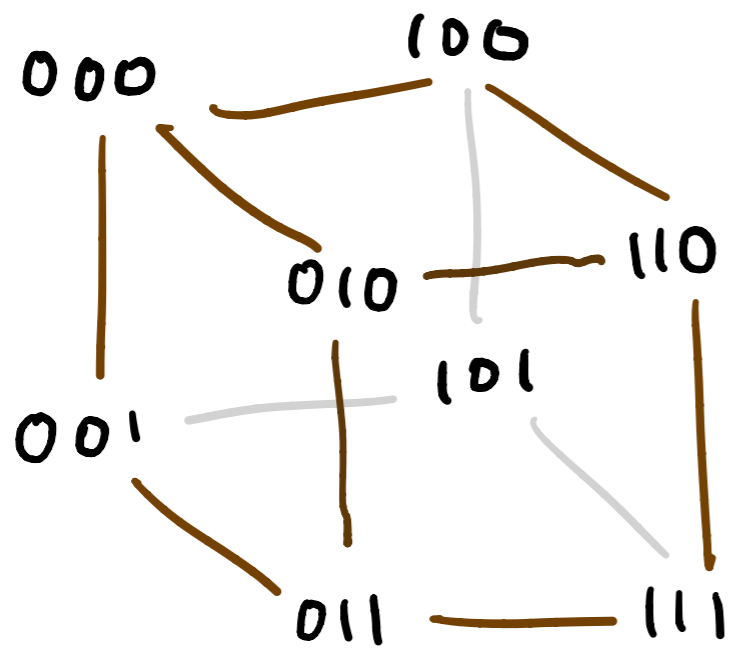
$k=3$

truth table for 2:1 MUX

S	$i_0$	$i_1$	$o$
0	0	0	0
0	0	1	0
0	1	0	1
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

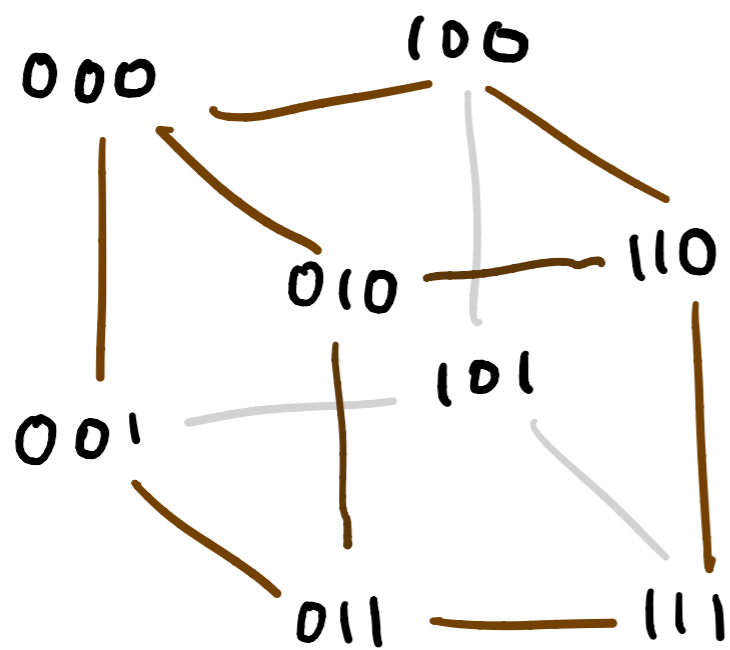


This suggests that we should organize truth tables differently. Consider  $k$ -dimensional hypercube...



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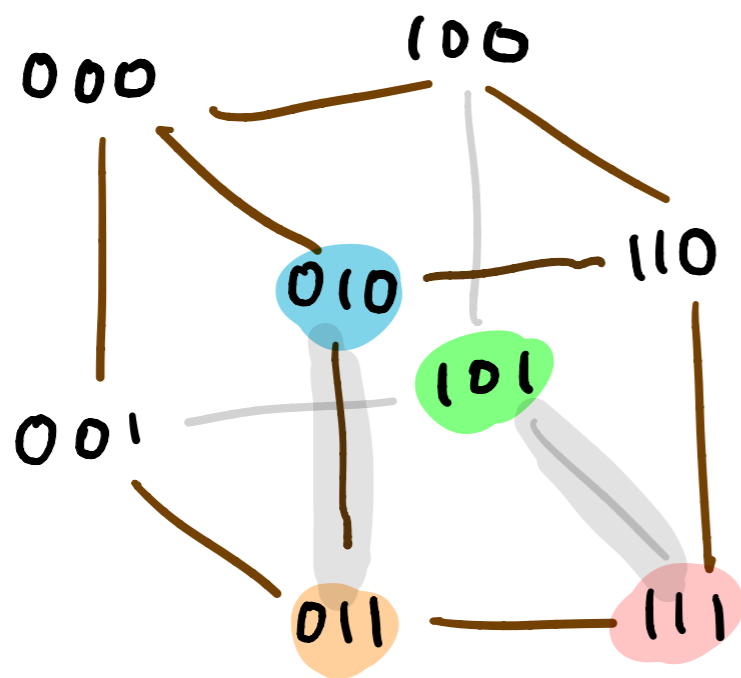


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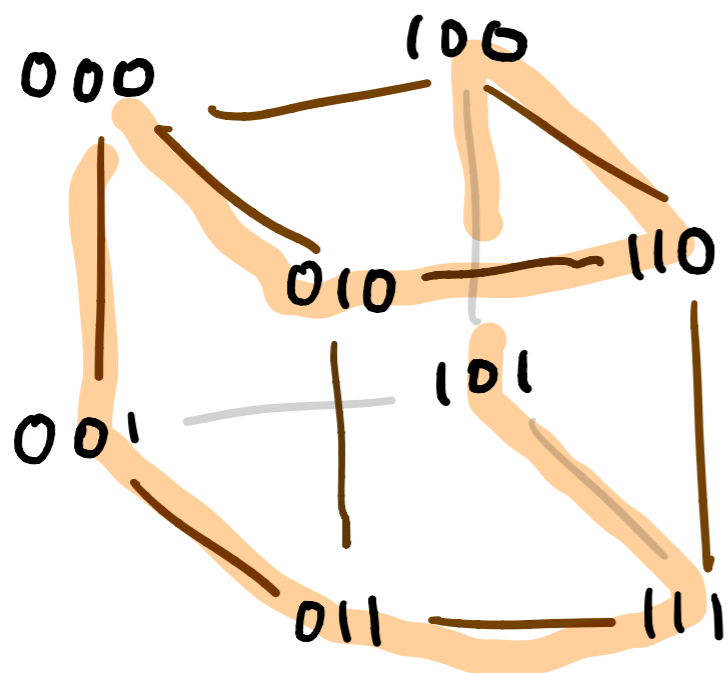
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1	1	0	0
1	1	1	1

Defn: a Gray code is a cyclic sequence of all  $2^k$  bit patterns of length  $k$ , where consecutive patterns differ by only one bit

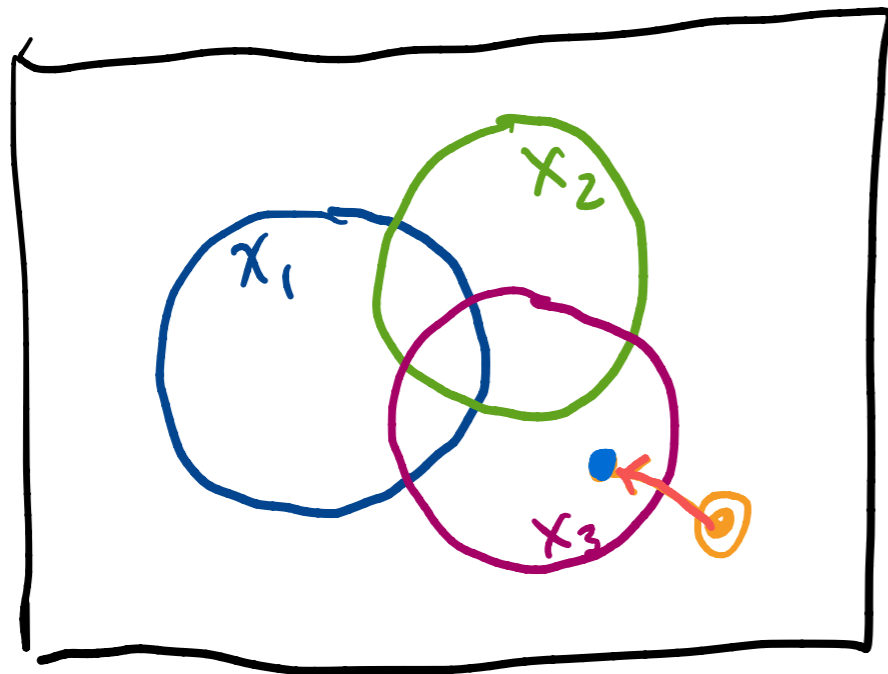
Note: a cyclic walk thru hypercube



E.g.

000, 001, 011, 111, 101,  
100, 110, 010, 000, ...

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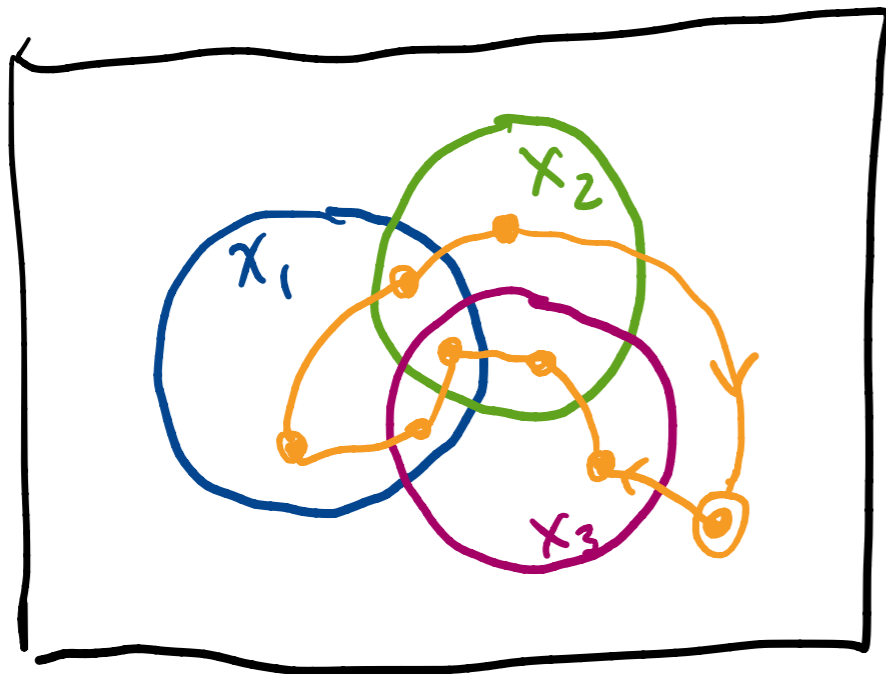


Note: It's also a walk thru a Venn diagram

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## Karnaugh Map

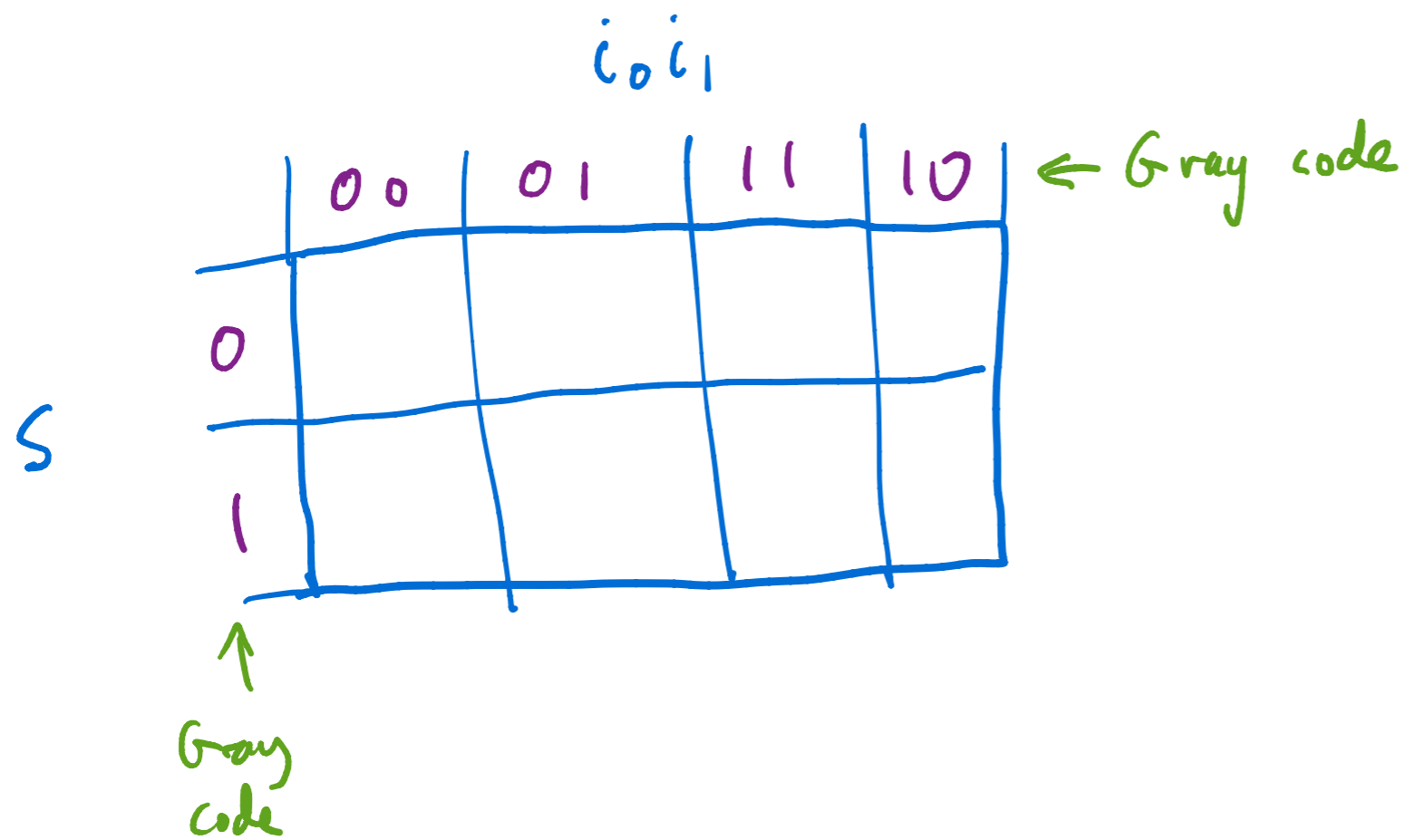
- a 2-dimensional unfolding of a hypercube
- a truth table with hypercube adjacencies

$i_0 i_1$

	00	01	11	10
0				
1				

## Karnaugh Map

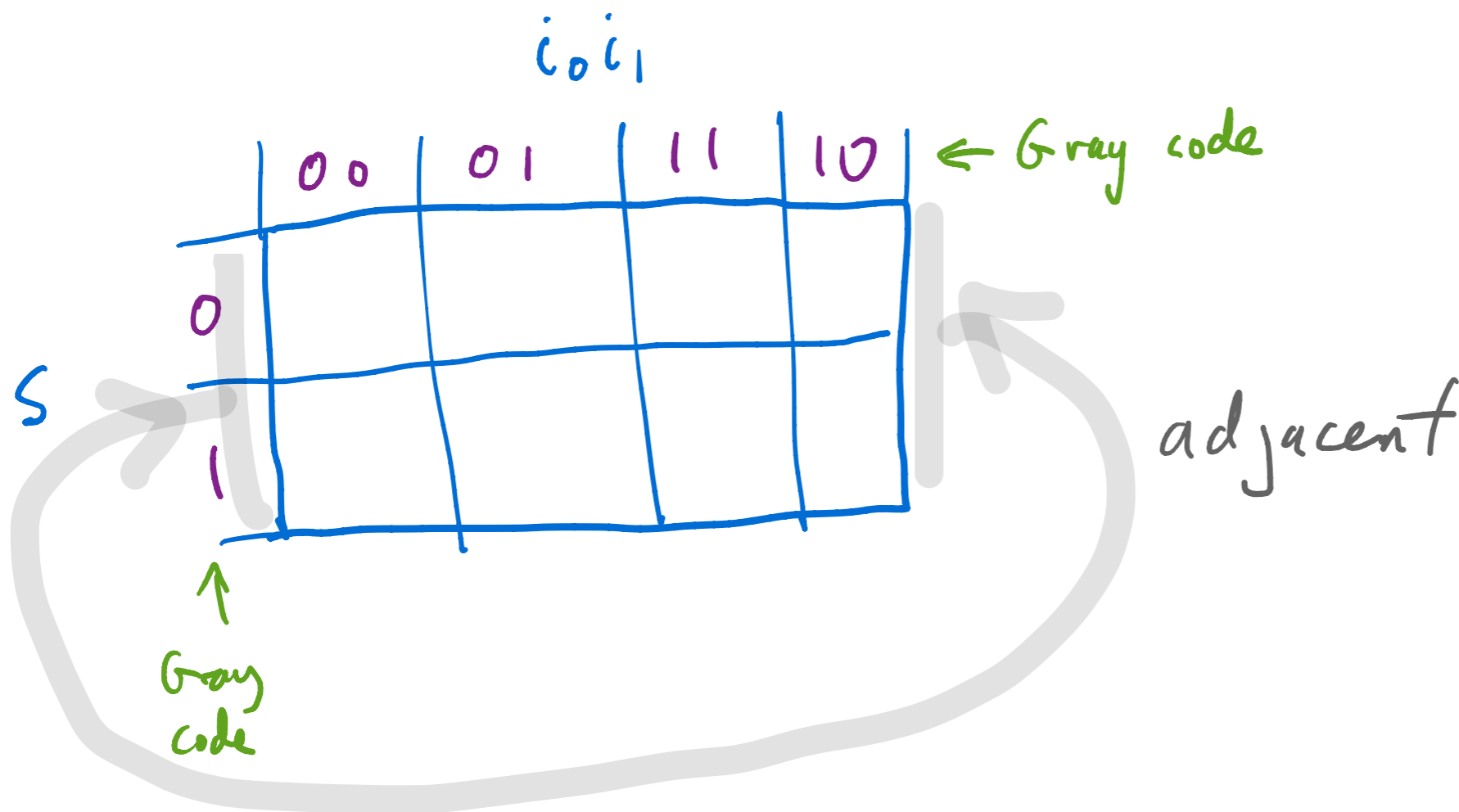
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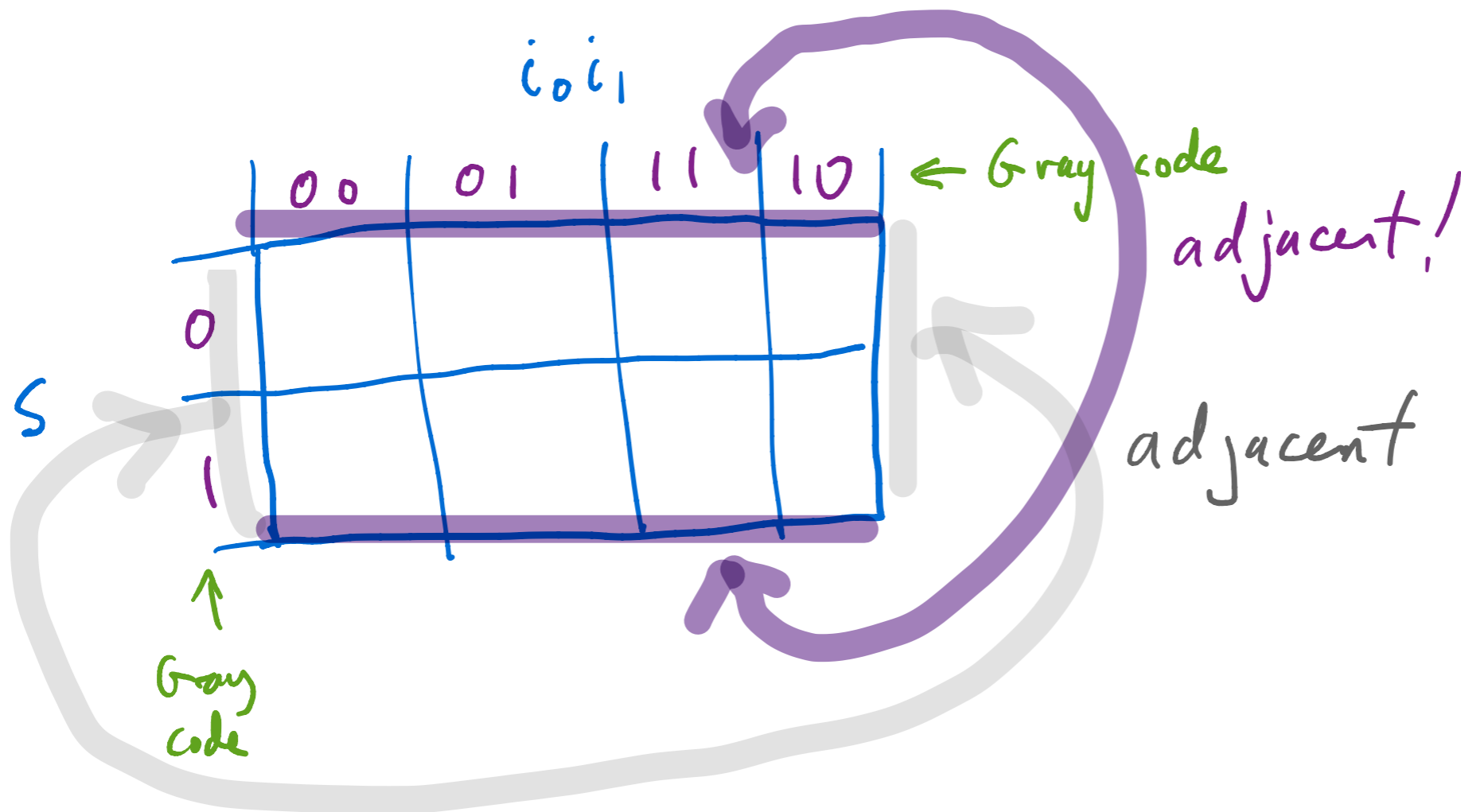
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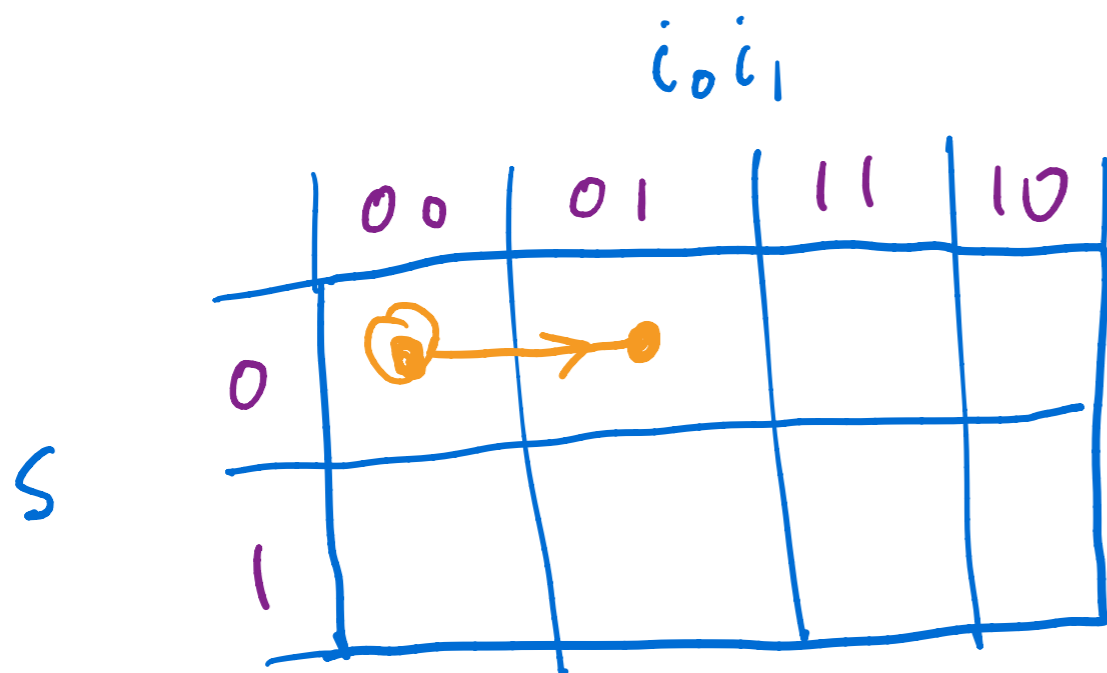
# Karnaugh Map

- a 2-dimensional unfolding of a hypercube
- a truth table with hypercube adjacencies

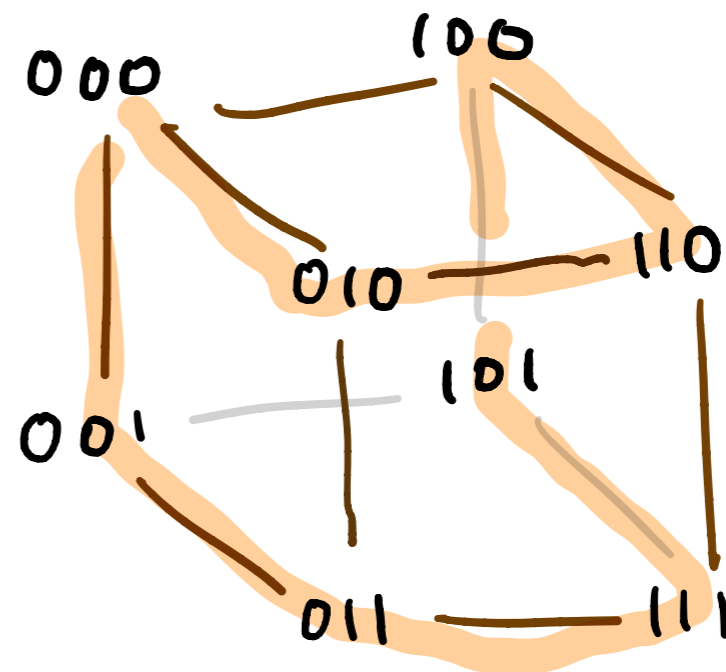


## Karnaugh Map

- a 2-dimensional unfolding of a hypercube
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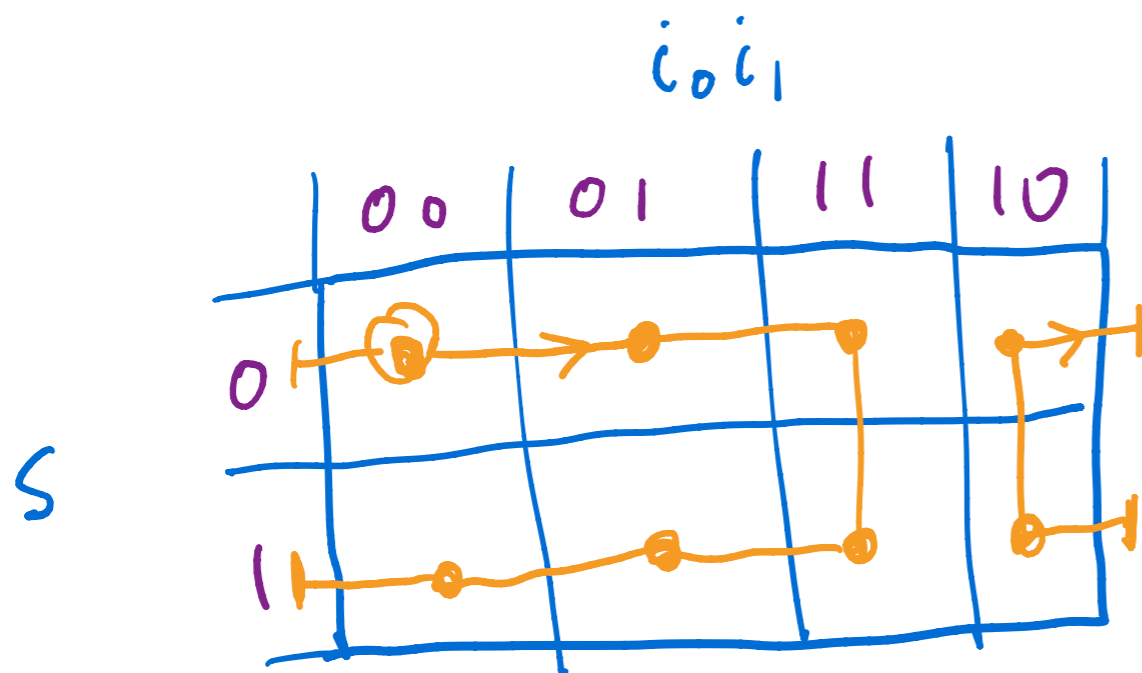


000, 001, 011, 111, 101,  
100, 110, 010, 000, ...

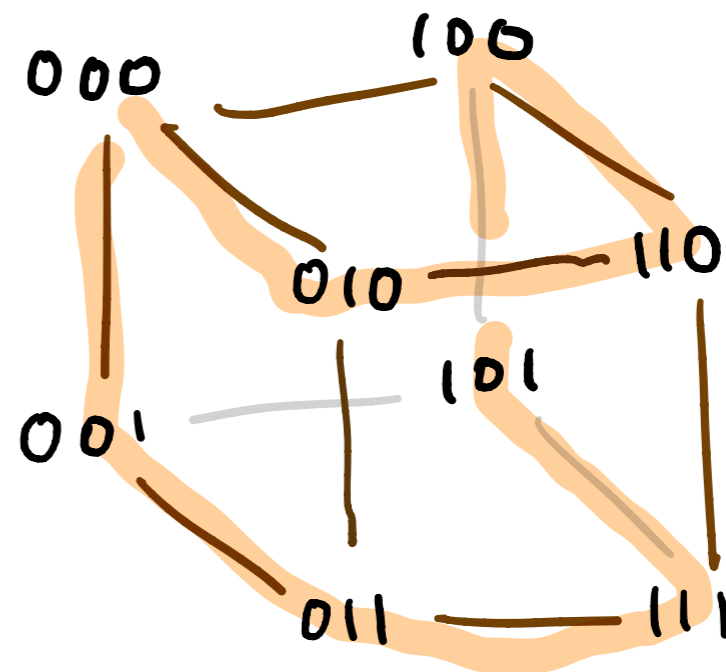


# Karnaugh Map

- a 2-dimensional unfolding of a hypercube
- a truth table with hypercube adjacencies

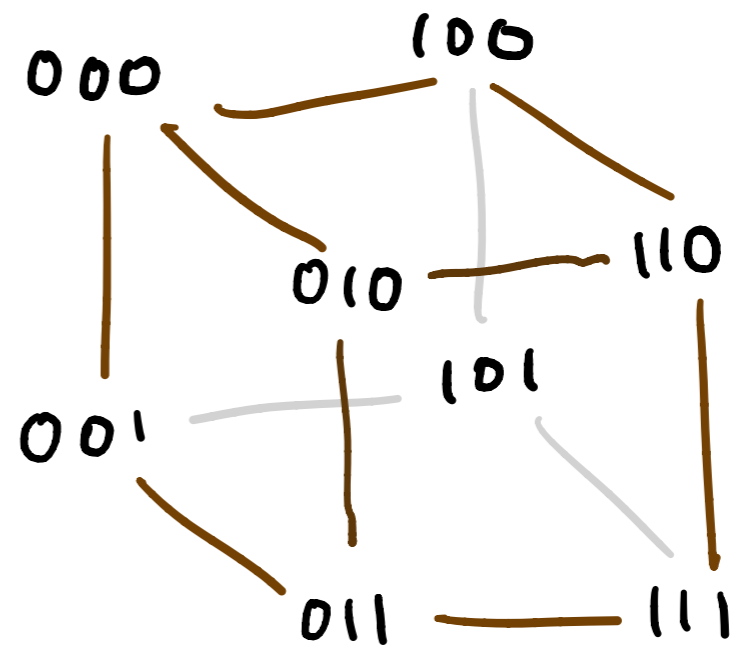
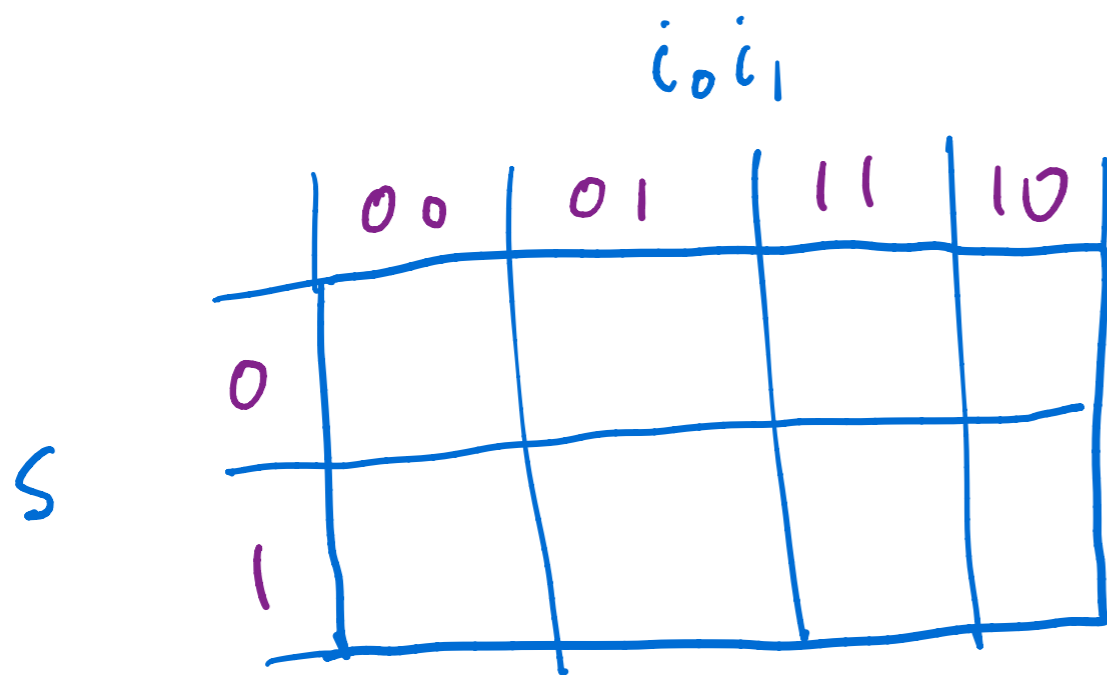


000, 001, 011, 111, 101,  
100, 110, 010, 000, ...



## Karnaugh Map

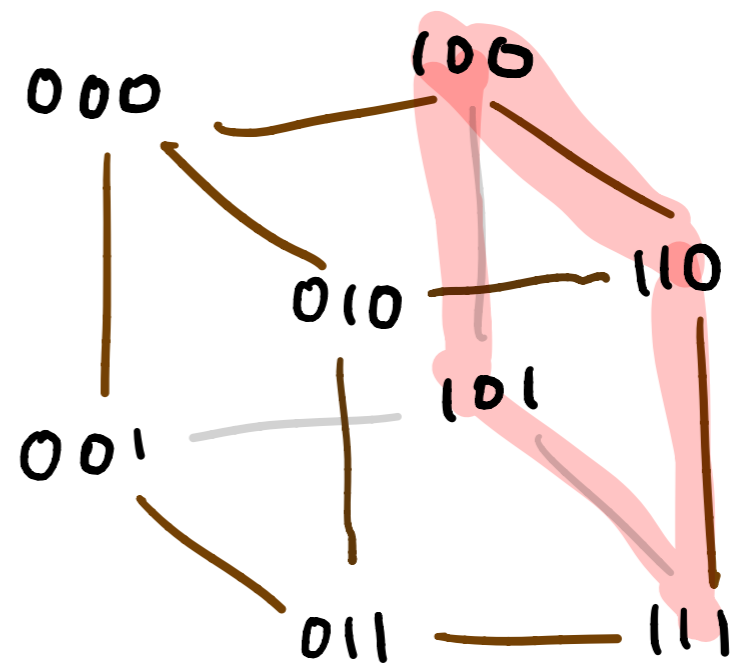
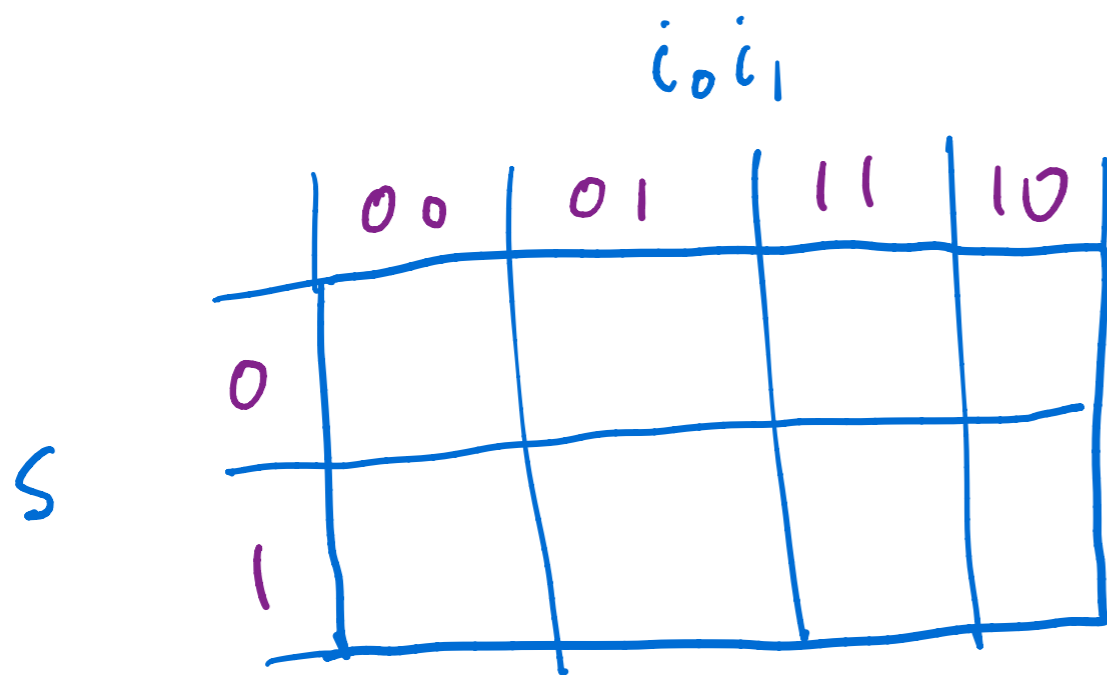
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"subcubes" correspond to products...

## Karnaugh Map

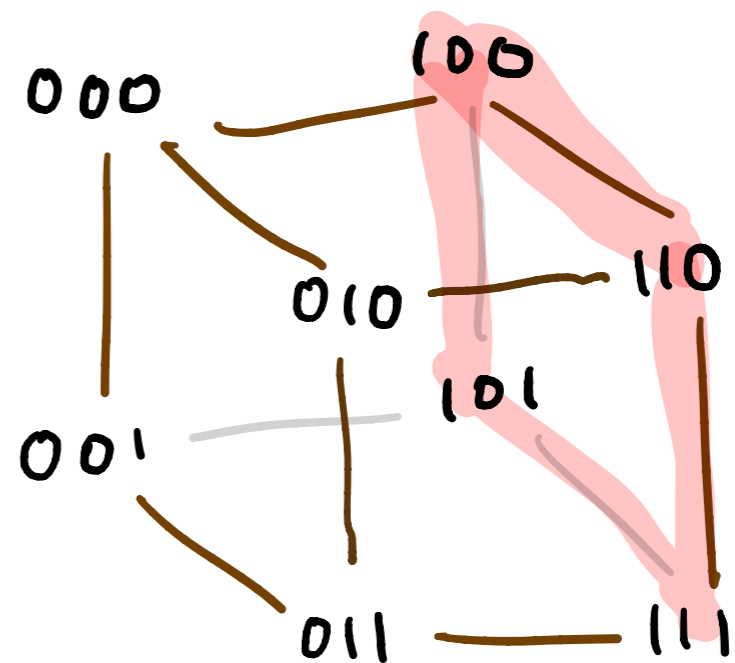
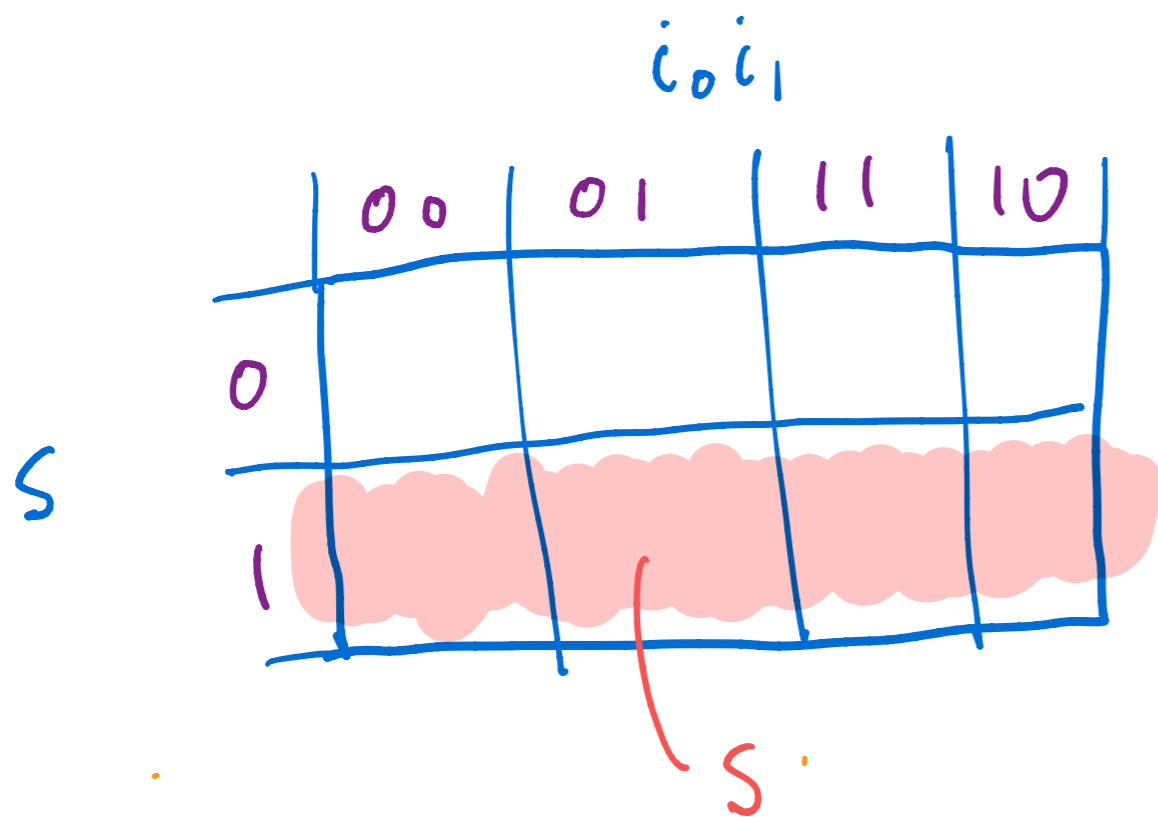
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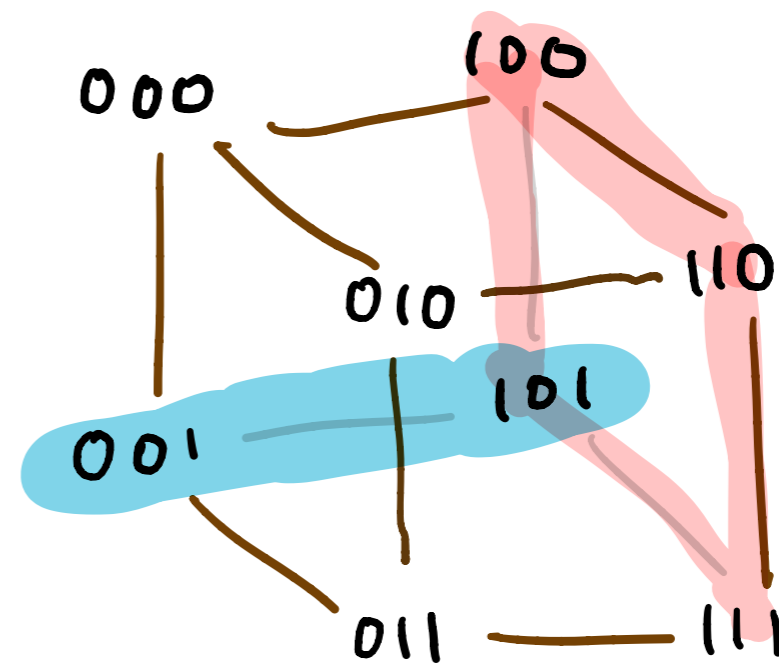
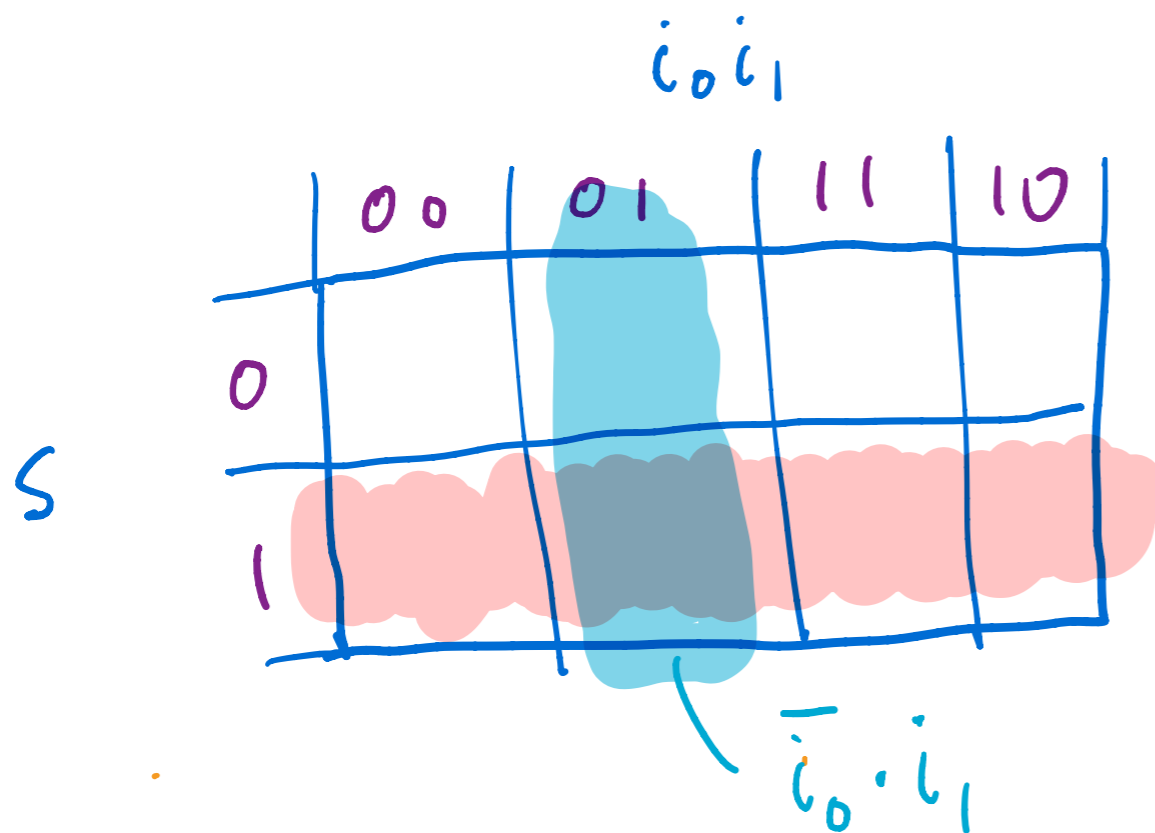
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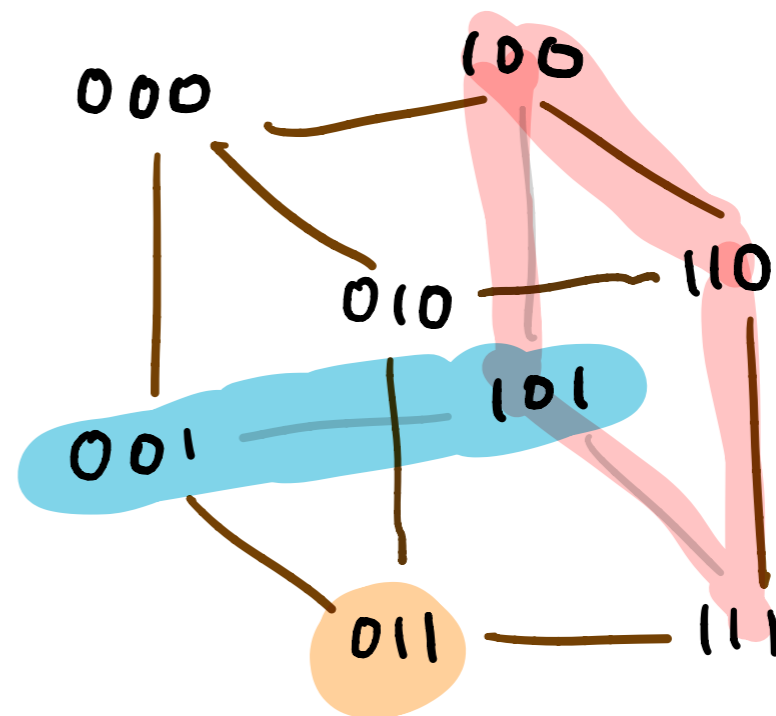
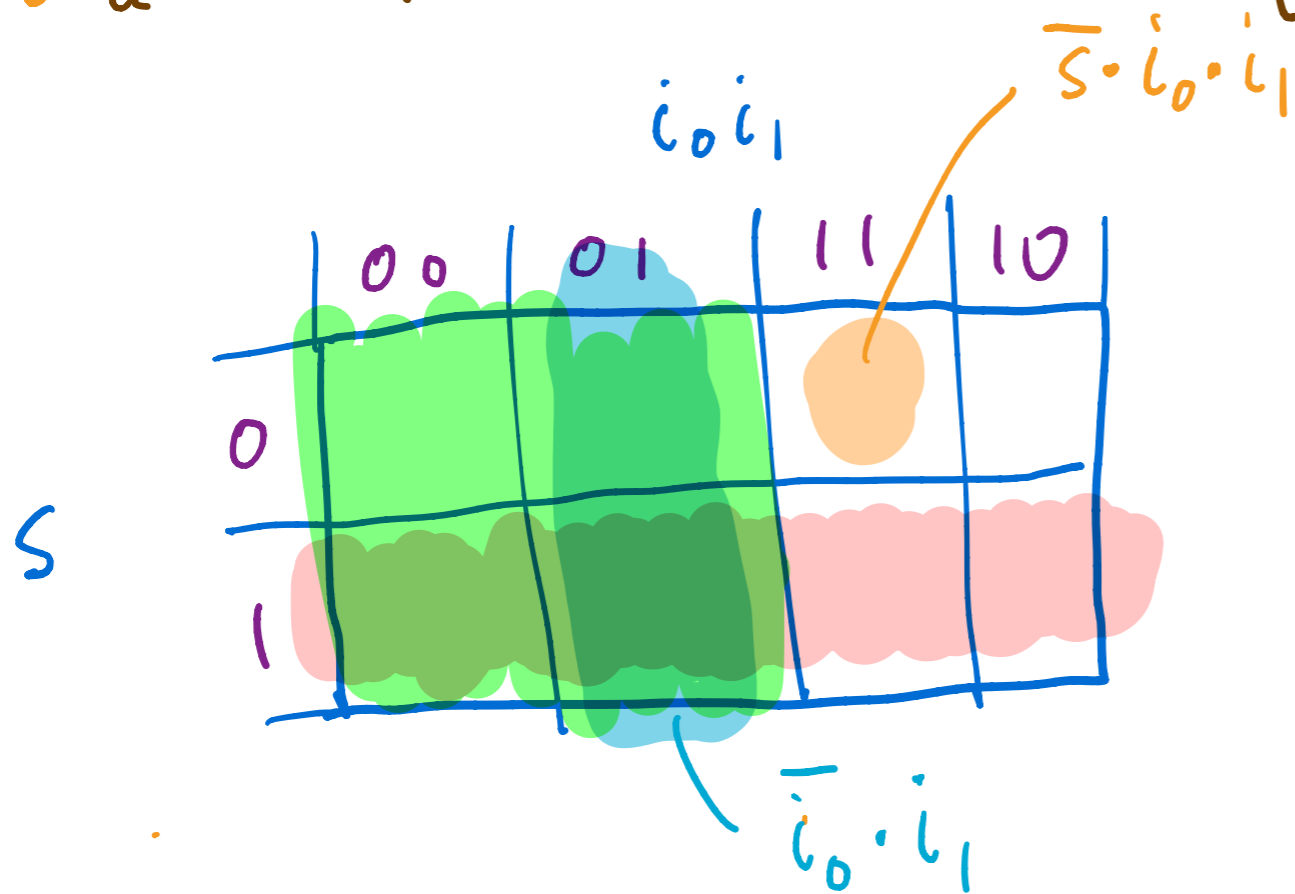


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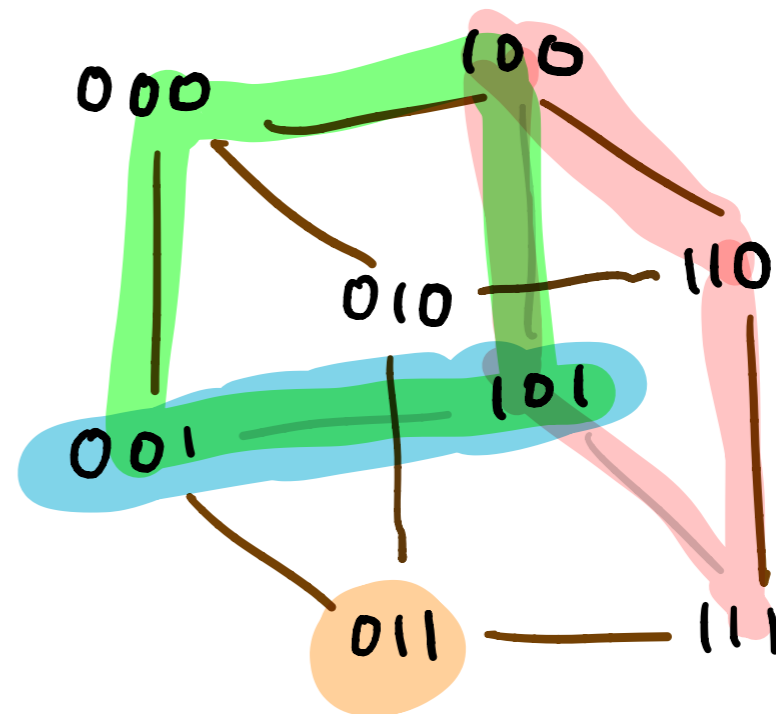
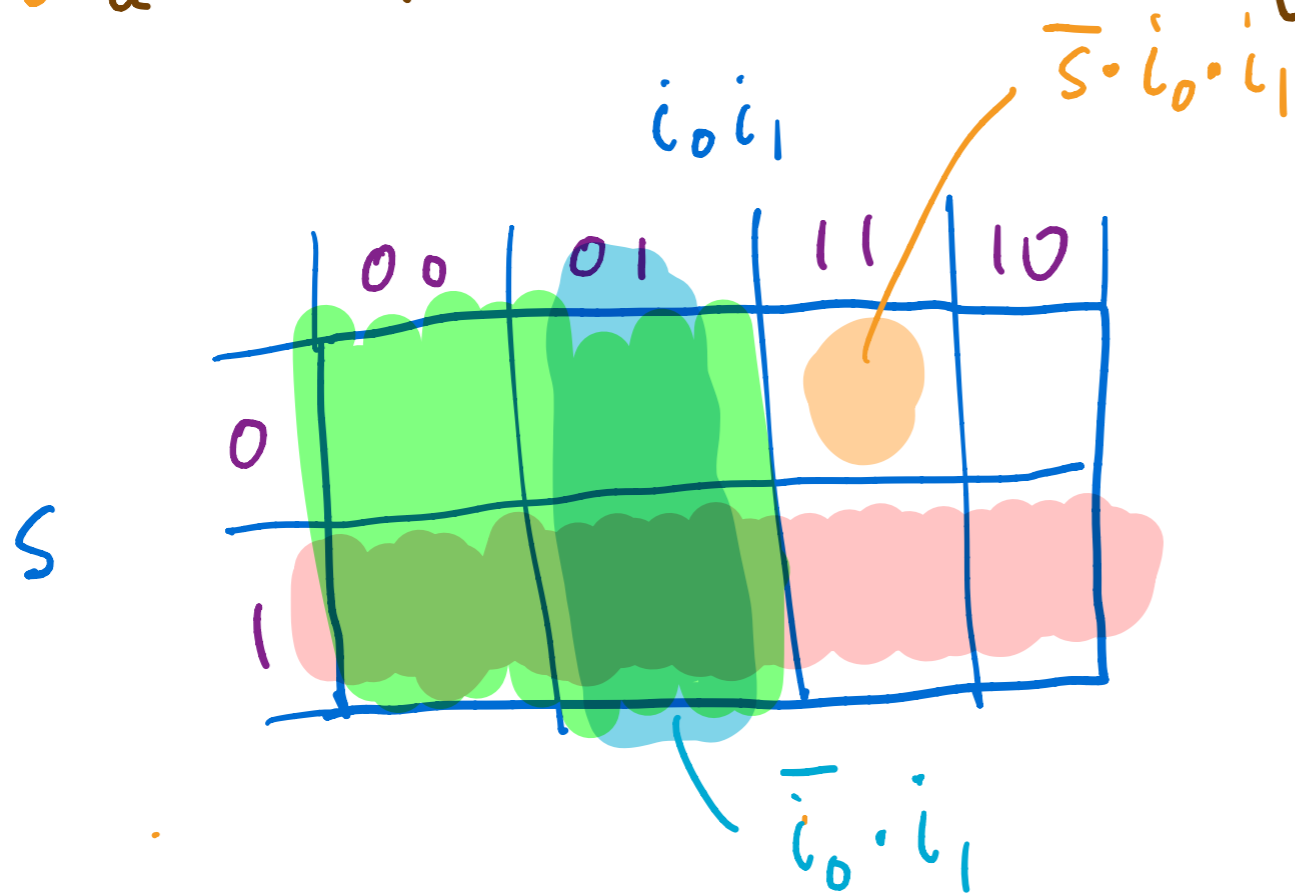
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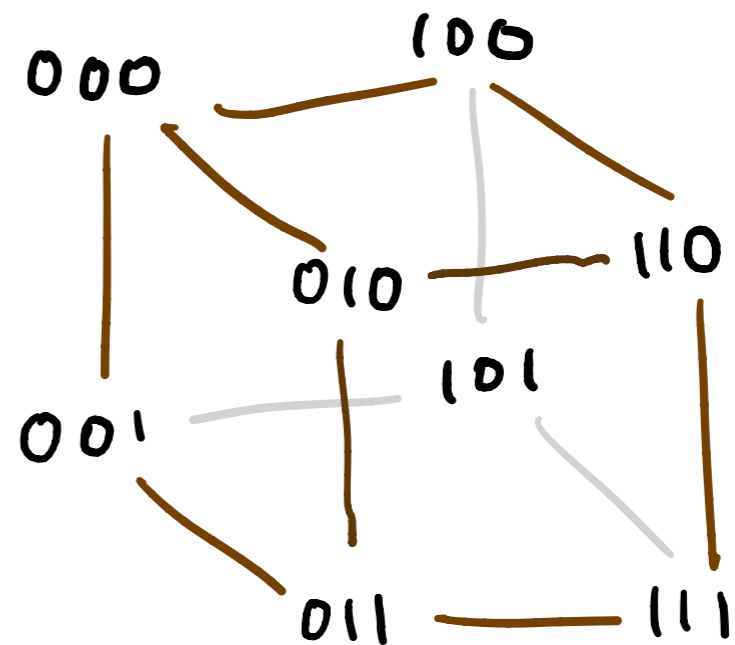


## Karnaugh Map

- a 2-dimensional unfolding of a hypercube
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$i_0 i_1$

	00	01	11	10
0	1	1	0	0
1	0	1	1	0



Goal is to cover 1s w/ product rectangles...

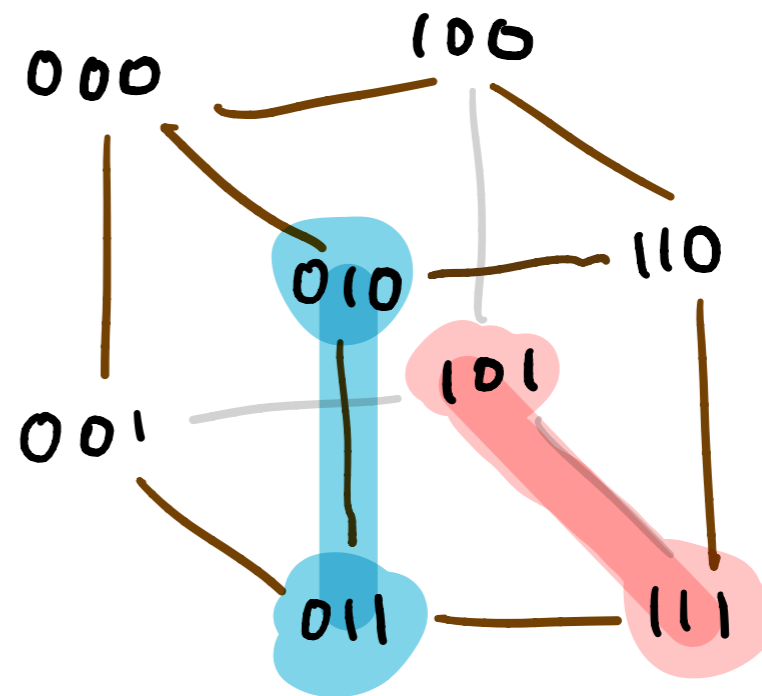
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$i_0 i_1$

	00	01	11	10
0	1	1	0	0
1	0	1	1	0

$S$



$$\text{MUX2}(s, i_0, i_1) = S \cdot i_1 + \bar{S} \cdot i_0$$

LECTURE 06-2: DIGITAL ARITHMETIC

$k=4$  example

$x_1 x_2$

$x_3 x_4$

	00	01	11	10
00	0	1	0	0
01	0	1	1	0
11	1	1	1	1
10	1	1	0	1

$k=4$  example

	$x_3 x_4$				
	00	01	11	10	
$x_1 x_2$	00	0	1	0	0
	01	0	1	1	0
	11	1	1	1	1
	10	1	1	0	1

$k=4$  example

		$x_3 x_4$			
		00	01	11	10
$x_1 x_2$	00	0	1	0	0
	01	0	1	1	0
	11	1	1	1	1
	10	1	1	0	1

$$x_1 \cdot \bar{x}_4 + \bar{x}_3 \cdot x_4 + x_2 x_4$$

# LECTURE 06-2: DIGITAL ARITHMETIC

Full adder :

	0	0	0	0	1	1	1	1
	0	0	1	1	0	0	1	1
	+ 0	+ 1	+ 0	+ 1	+ 0	+ 1	+ 0	+ 1
	0	0	0	1	0	1	0	1
	0	0	0	1	0	1	0	1

$C_{in}$   
 $x$

$$z := C_{in} \cdot \bar{x} \cdot \bar{y} + \bar{C}_{in} \cdot x \cdot \bar{y} + \bar{C}_{in} \cdot \bar{x} \cdot y + C_{in} \cdot x \cdot y$$

i.e.:  $z := \text{PARITY}(C_{in}, x, y)$

$$\begin{array}{r}
 + y \\
 \hline
 \text{Cout } z
 \end{array}$$

$$C_{out} := C_{in} \cdot x + x \cdot y + y \cdot C_{in}$$



## LECTURE 06-2: DIGITAL ARITHMETIC

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$$\begin{array}{r} 0101101 \\ + 1100110 \\ \hline \end{array}$$

## LECTURE 06-2: DIGITAL ARITHMETIC

$$\begin{array}{r} \phantom{0}0101101 \\ + 1100110 \\ \hline 10011011 \end{array}$$

# LECTURE 06-2: DIGITAL ARITHMETIC

$$\begin{array}{r}
 1\ 1\ 0\ 1\ 1\ 1\ 0\ 0\ 0 \\
 0\ 1\ 0\ 1\ 1\ 1\ 0\ 1 \\
 +\ 1\ 1\ 0\ 0\ 1\ 1\ 1\ 0 \\
 \hline
 1\ 0\ 0\ 1\ 1\ 1\ 0\ 1\ 1
 \end{array}$$

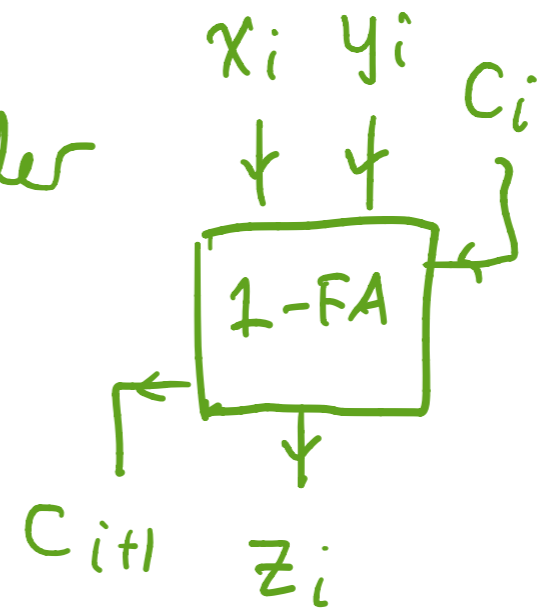
$$\begin{array}{r}
 C_n\ C_{n-1}\ \dots\ C_{i+1}\ C_i\ \dots\ C_0 \\
 x_{n-1}\ \dots\ x_i\ \dots\ x_0 \\
 +\ y_{n-1}\ \dots\ y_i\ \dots\ y_0 \\
 \hline
 z_{n-1}\ \dots\ z_i\ \dots\ z_0
 \end{array}$$

# LECTURE 06-2: DIGITAL ARITHMETIC

$$\begin{array}{r}
 1\ 1\ 0\ 1\ 1\ 1\ 0\ 0\ 0 \\
 0\ 1\ 0\ 1\ 1\ 1\ 0\ 1 \\
 +\ 1\ 1\ 0\ 0\ 1\ 1\ 1\ 0 \\
 \hline
 1\ 0\ 0\ 1\ 1\ 1\ 0\ 1\ 1
 \end{array}$$

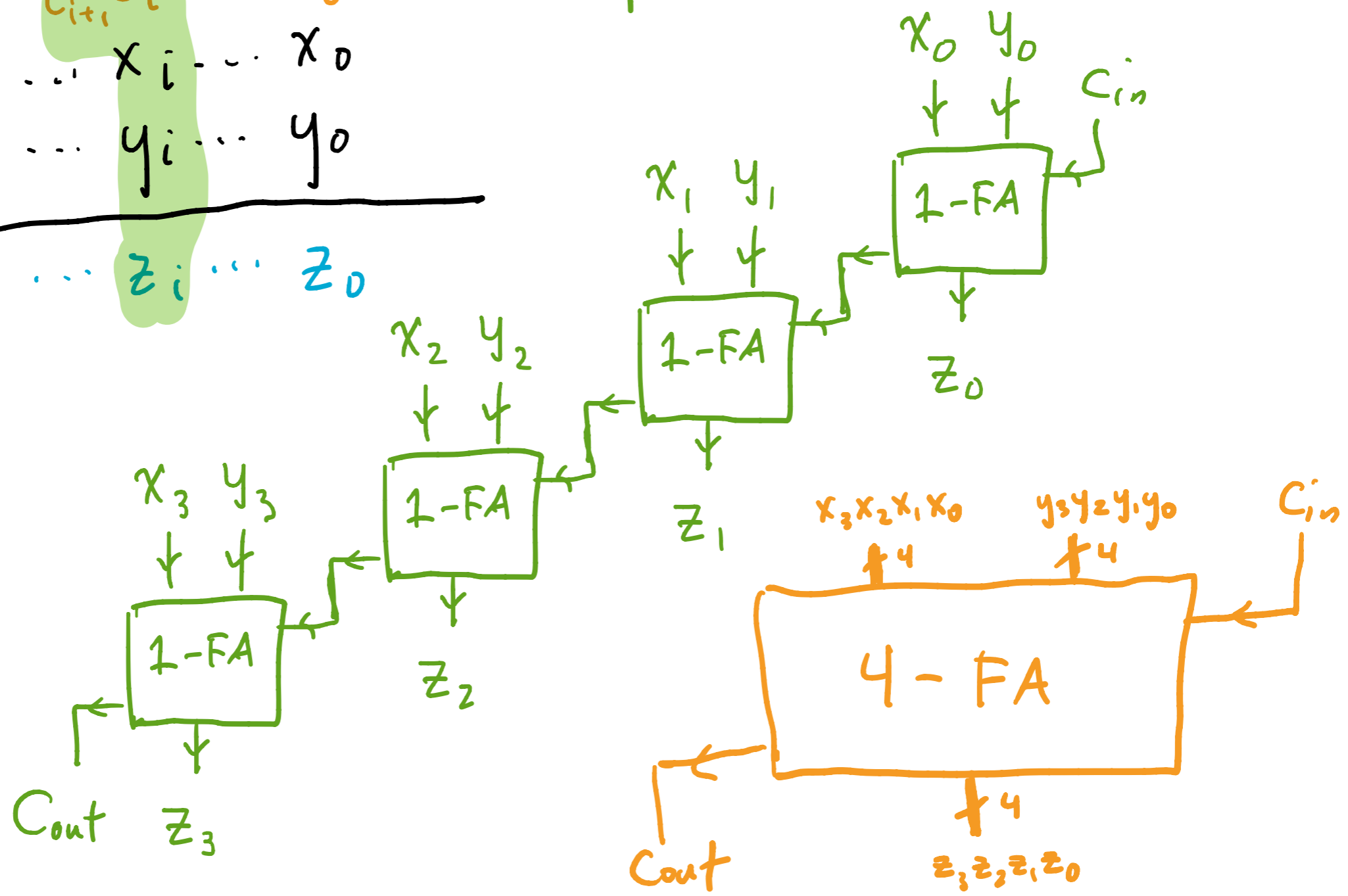
Full adder

$$\begin{array}{r}
 C_n\ C_{n-1}\ \dots\ C_{i+1}\ C_i\ \dots\ C_0 \\
 x_{n-1}\ \dots\ x_i\ \dots\ x_0 \\
 +\ y_{n-1}\ \dots\ y_i\ \dots\ y_0 \\
 \hline
 z_{n-1}\ \dots\ z_i\ \dots\ z_0
 \end{array}$$



"Ripple carry adder"

$$\begin{array}{r}
 C_n \quad C_{n-1} \quad C_{i+1} \quad C_i \quad \dots \quad C_0 \\
 x_{n-1} \quad \dots \quad x_i \quad \dots \quad x_0 \\
 + \quad y_{n-1} \quad \dots \quad y_i \quad \dots \quad y_0 \\
 \hline
 z_{n-1} \quad \dots \quad z_i \quad \dots \quad z_0
 \end{array}$$



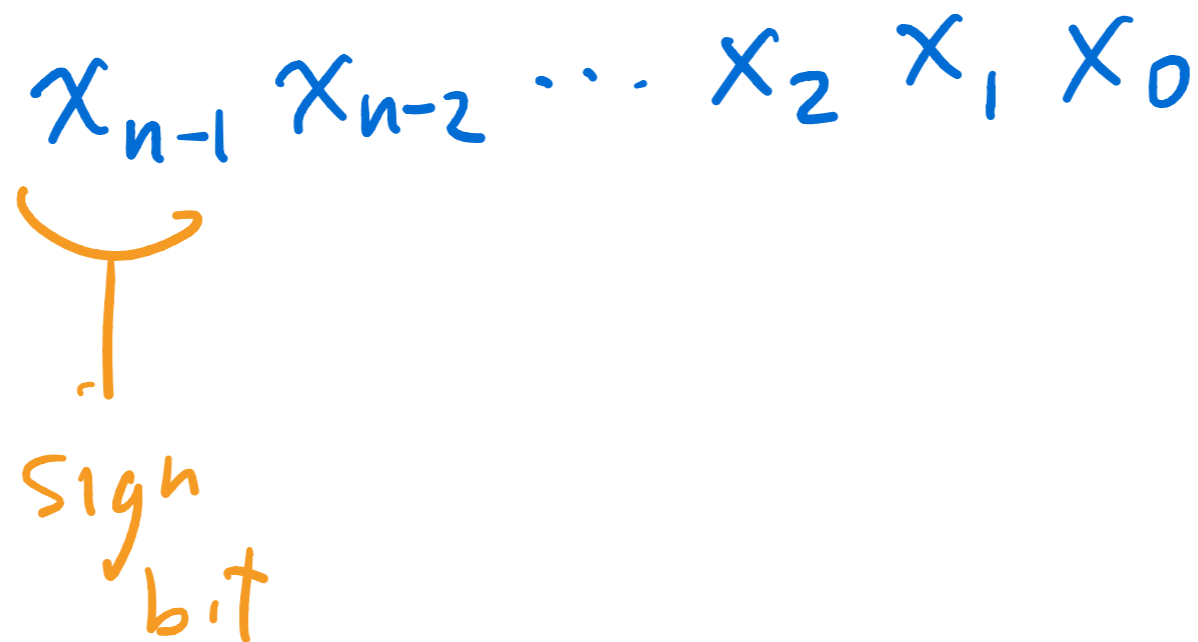
Q: How do we perform subtraction?

Related Q: How do we represent negative integers?

Q: How do we perform subtraction?

Related Q: How do we represent negative integers?

A: two's complement signed representation



Recall: binary representation of "unsigned" integers

bit sequence is  $x_{n-1}x_{n-2}\cdots x_2x_1x_0$

↑  
most significant bit  
coefficient of  $2^{n-1}$



Recall: binary representation of "unsigned" integers

bit sequence is  $x_{n-1}x_{n-2}\cdots x_2x_1x_0$

↑  
most significant bit  
coefficient of  $2^{n-1}$

↑  
least significant bit  
coefficient of  $2^0$

Recall: binary representation of "unsigned" integers

bit sequence is  $x_{n-1} x_{n-2} x_i x_2 x_1 x_0$

↑  
most significant bit  
coefficient of  $2^{n-1}$

↑  
least significant bit  
coefficient of  $2^0$

↑  
coefficient of  $2^i$

Recall: binary representation of "unsigned" integers

bit sequence is  $x_{n-1} x_{n-2} x_i x_2 x_1 x_0$

Represents number

$$V = x_{n-1} \cdot 2^{n-1} + x_{n-2} \cdot 2^{n-2} + \dots + 2^i x_i + \dots + 4x_2 + 2x_1 + 1x_0$$

Coefficient  
of  $2^i$

E.g. **10110111** represents  $128 + 32 + 16 + 4 + 2 + 1 = 183$

$$1 \cdot 128 + 0 \cdot 64 + 1 \cdot 32 + 1 \cdot 16 + 0 \cdot 8 + 1 \cdot 4 + 1 \cdot 2 + 1 \cdot 1$$

Binary sequences of  $n=3$

1 1 1  
1 1 0  
1 0 1  
1 0 0  
0 1 1  
0 1 0  
0 0 1  
0 0 0

Binary sequences of  $n=3$

represents...

1 1 1

7

1 1 0

6

1 0 1

5

1 0 0

4

0 1 1

3

0 1 0

2

0 0 1

1

0 0 0

0

Binary sequences of  $n=3$

represents...

1 1 1	7
1 1 0	6
1 0 1	5
1 0 0	4
0 1 1	3
0 1 0	2
0 0 1	1
0 0 0	0

unsigned  
interpretation

-1	!!!
-2	
-3	
-4	
3	
2	
1	
0	

signed 2's  
complement interpretation

Two's complement encoding ...

1	1	1	-1
1	1	0	-2
1	0	1	-3
1	0	0	-4
0	1	1	3
0	1	0	2
0	0	1	1
0	0	0	0

## Two's complement encoding ...

011	3
010	2
001	1
000	0
111	-1
110	-2
101	-3
100	-4

- Values range from  $-4$  to  $3$   
i.e.  $-2^2$  to  $2^2-1$ .
- In general,  $-2^{k-1}$  to  $2^{k-1}-1$ .
- In C++ `int` is 32 bits  
Values are  $-2^{31}$  to  $2^{31}-1$ .
- The `long` type is 64 bits.  
Values are  $-2^{63}$  to  $2^{63}-1$ .

(Note: `unsigned int` is  $0$  to  $2^{32}-1$ )



Two's complement encoding ...

0	1	1	3
0	1	0	2
0	0	1	1
0	0	0	0
1	1	1	-1
1	1	0	-2
1	0	1	-3
1	0	0	-4

↖ leftmost bit tells us whether # is negative



## Two's complement encoding ... negating

011	3
010	2
001	1
000	0
111	-1
110	-2
101	-3
100	-4

???



-3	101
-2	110
-1	111
0	000
1	001
2	010
3	011
-4	100

## Two's complement encoding ... negating

3	0	1	1
2	0	1	0
1	0	0	1
0	0	0	0
-1	1	1	1
-2	1	1	0
-3	1	0	1
-4	1	0	0

invert  
each  
bit

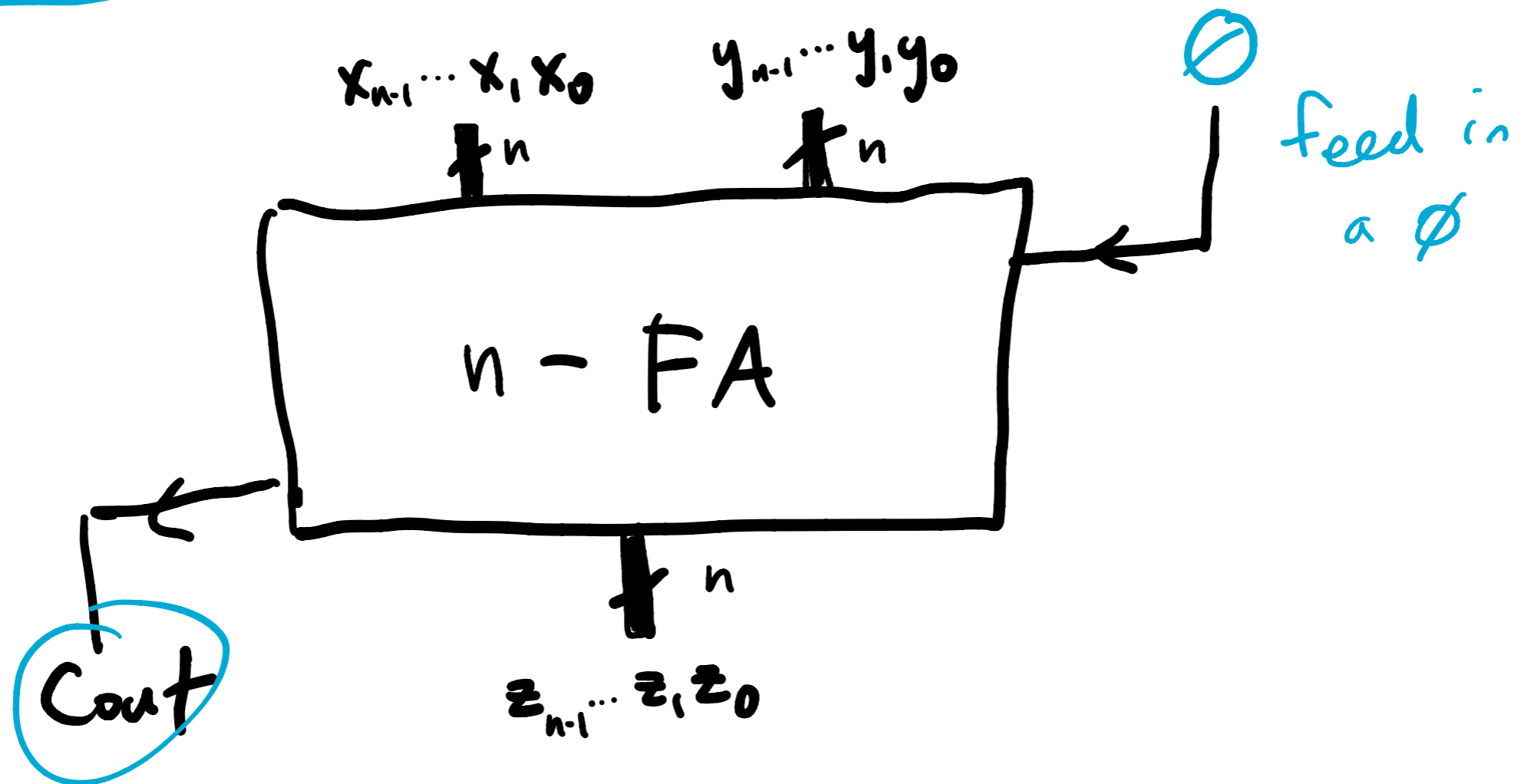
1	0	0
1	0	1
1	1	0
1	1	1
0	0	0
0	0	1
0	1	0
0	1	1

add  
one\*

1	0	1	-3
1	1	0	-2
1	1	1	-1
0	0	0	0
0	0	1	1
0	1	0	2
0	1	1	3
1	0	0	-4

\* drop any carry bit

# n-bit full adder

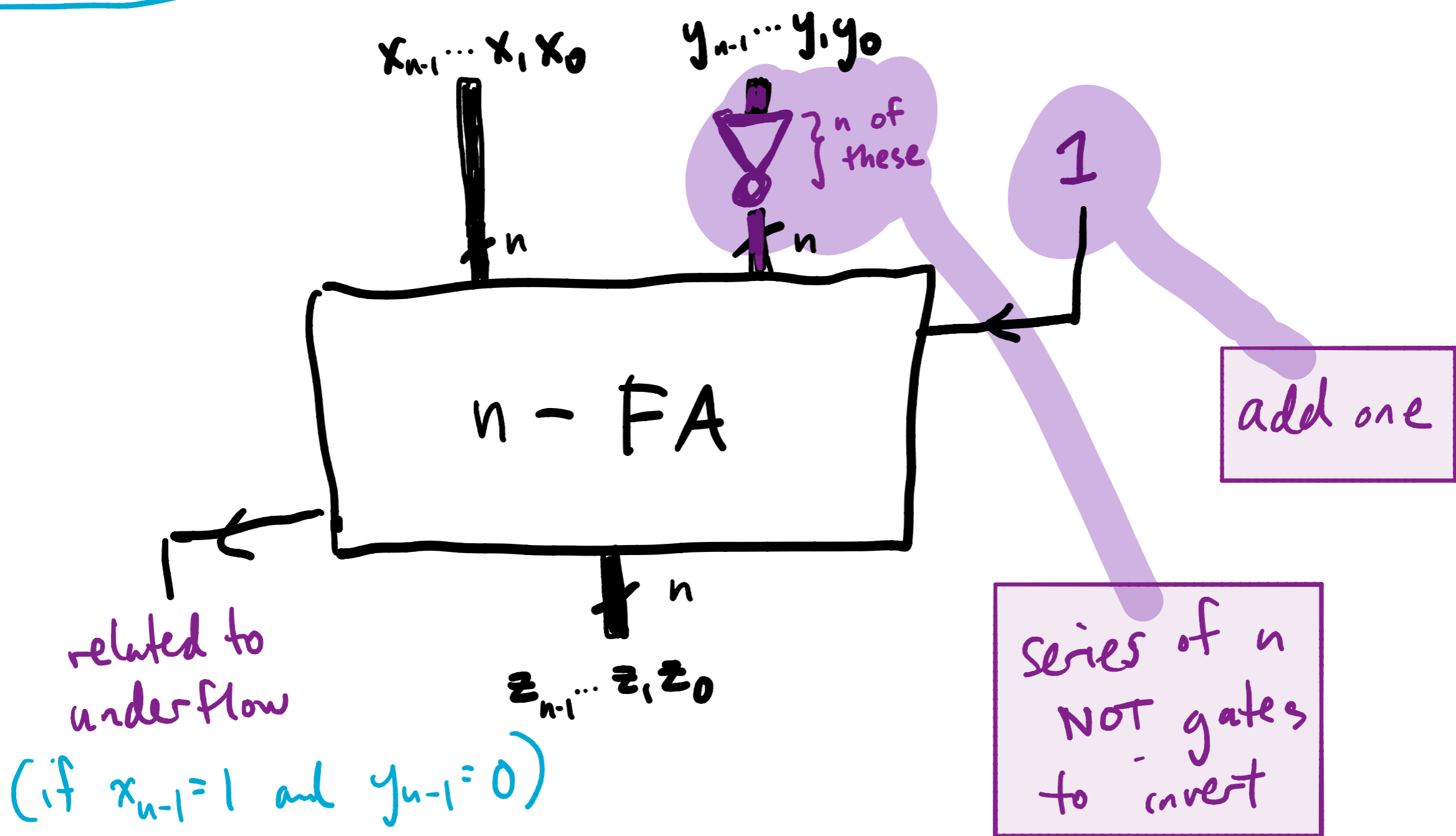


overflow condition

with signed numbers if  $x_{n-1} = y_{n-1} = 1$

n-bit full adder

subtractive circuit



# LECTURE 06-2: DIGITAL ARITHMETIC

$$00 + 00 = 000$$

$$00 + 01 = 001$$

$$00 + 10 = 010$$

$$00 + 11 = 011$$

$$01 + 00 = 001$$

$$01 + 01 = 010$$

$$01 + 10 = 011$$

$$01 + 11 = 100$$

1
-1
0

$$10 + 00 = 010$$

$$10 + 01 = 011$$

$$10 + 10 = 100 \otimes$$

$$10 + 11 = 101 \otimes$$

-2
-2
-1

$$11 + 00 = 011$$

$$11 + 01 = 100$$

-1
+1
0

$$11 + 10 = 101 \otimes$$

$$11 + 11 = 110$$

-1
-1
-2

# LECTURE 06-2: DIGITAL ARITHMETIC

$$00 + 00 = 000$$

$$00 + 01 = 001$$

$$00 + 10 = 010$$

$$00 + 11 = 011$$

$$01 + 00 = 001$$

$$01 + 01 = 010$$

$$01 + 10 = 011$$

$$01 + 11 = 100$$

1
-1
0

$$10 + 00 = 010$$

$$10 + 01 = 011$$

$$10 + 10 = 100 \otimes$$

$$10 + 11 = 101 \otimes$$

-2
-2
-1

$$11 + 00 = 011$$

$$11 + 01 = 100$$

-1
+1
0

$$11 + 10 = 101 \otimes$$

$$11 + 11 = 110$$

-1
-1
-2