

# **Digital Electronics and Microprocessors**

Class 19

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# Digital Arithmetic: Operations and Circuits(Chapter 6)

## Arithmetic operations

- ❑ Binary addition
- ❑ Representing Signed Numbers
- ❑ Addition and subtraction in the 2's complement systems.
- ❑ Multiplication and division of binary numbers
- ❑ BCD addition
- ❑ Hexadecimal Arithmetic

# Digital Arithmetic: Operations and Circuits(Chapter 6)

## Arithmetic Circuits

- ❑ Design of a full adder
- ❑ Parallel binary adder
- ❑ Complete parallel adder with registers
- ❑ Carry propagation
- ❑ IC arithmetic circuits (parallel adder, cascading of parallel adder, ALU IC etc)

## Special Case in 2's-Complement Representation

Whenever a signed number has a 1 in the sign bit and all 0s for the magnitude bits, its decimal equivalent is  $-2^N$ , where  $N$  is the number of bits in the *magnitude*. For example,

$$\begin{aligned}1000 &= -2^3 = -8 \\10000 &= -2^4 = -16 \\100000 &= -2^5 = -32\end{aligned}$$

Thus, we can state that the complete range of values that can be represented in the 2's-complement system having  $N$  magnitude bits is

$$-2^N \text{ to } +(2^N - 1)$$

There are a total of  $2^{N+1}$  different values, *including* zero.

# Signed binary numbers: Possible representations

□ Sign Magnitude:                      One's Complement                      Two's Complement

$$000 = +0$$

$$001 = +1$$

$$010 = +2$$

$$011 = +3$$

$$100 = -0$$

$$101 = -1$$

$$110 = -2$$

$$111 = -3$$

$$000 = +0$$

$$001 = +1$$

$$010 = +2$$

$$011 = +3$$

$$100 = -3$$

$$101 = -2$$

$$110 = -1$$

$$111 = -0$$

$$000 = +0$$

$$001 = +1$$

$$010 = +2$$

$$011 = +3$$

$$100 = -4$$

$$101 = -3$$

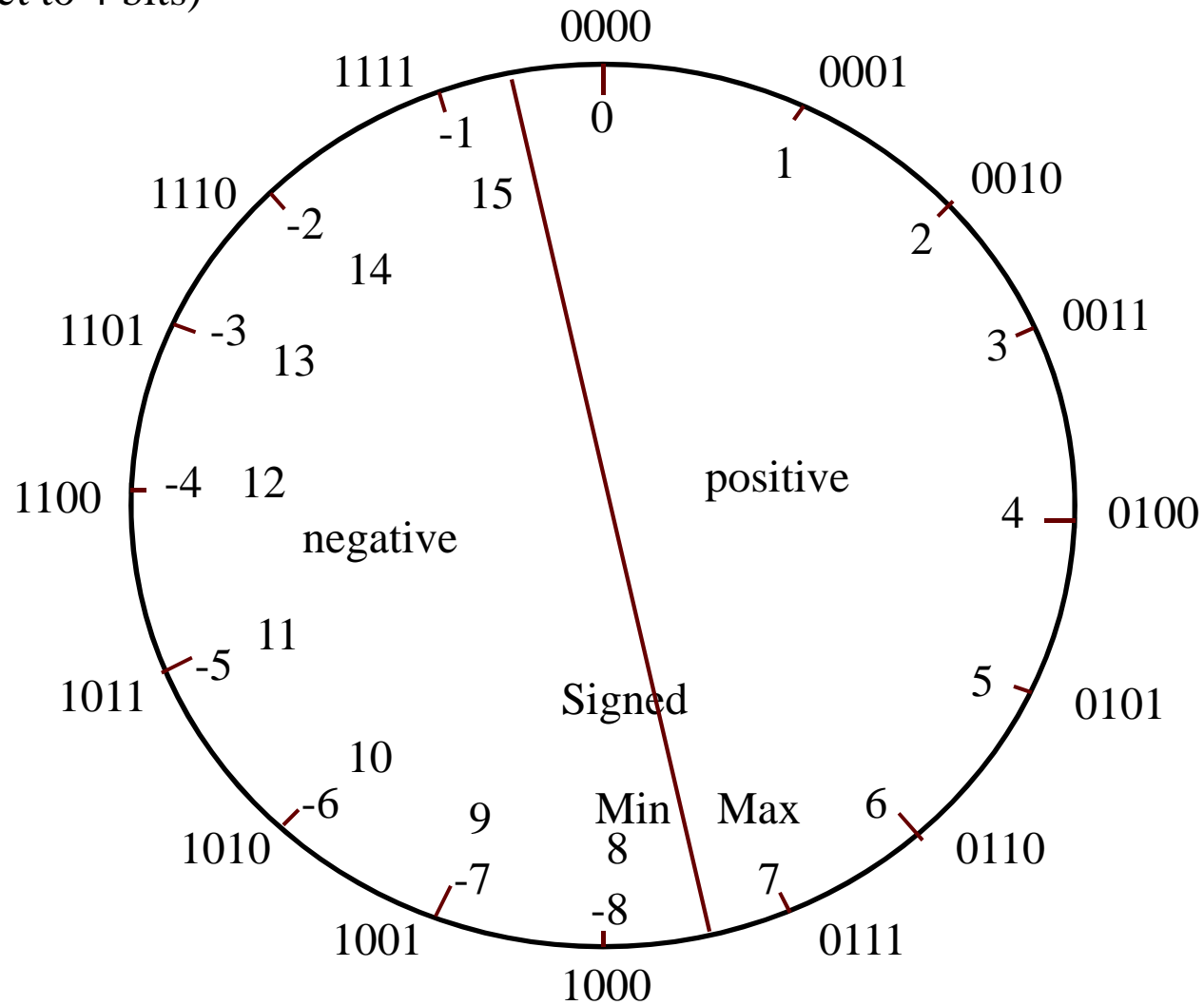
$$110 = -2$$

$$111 = -1$$

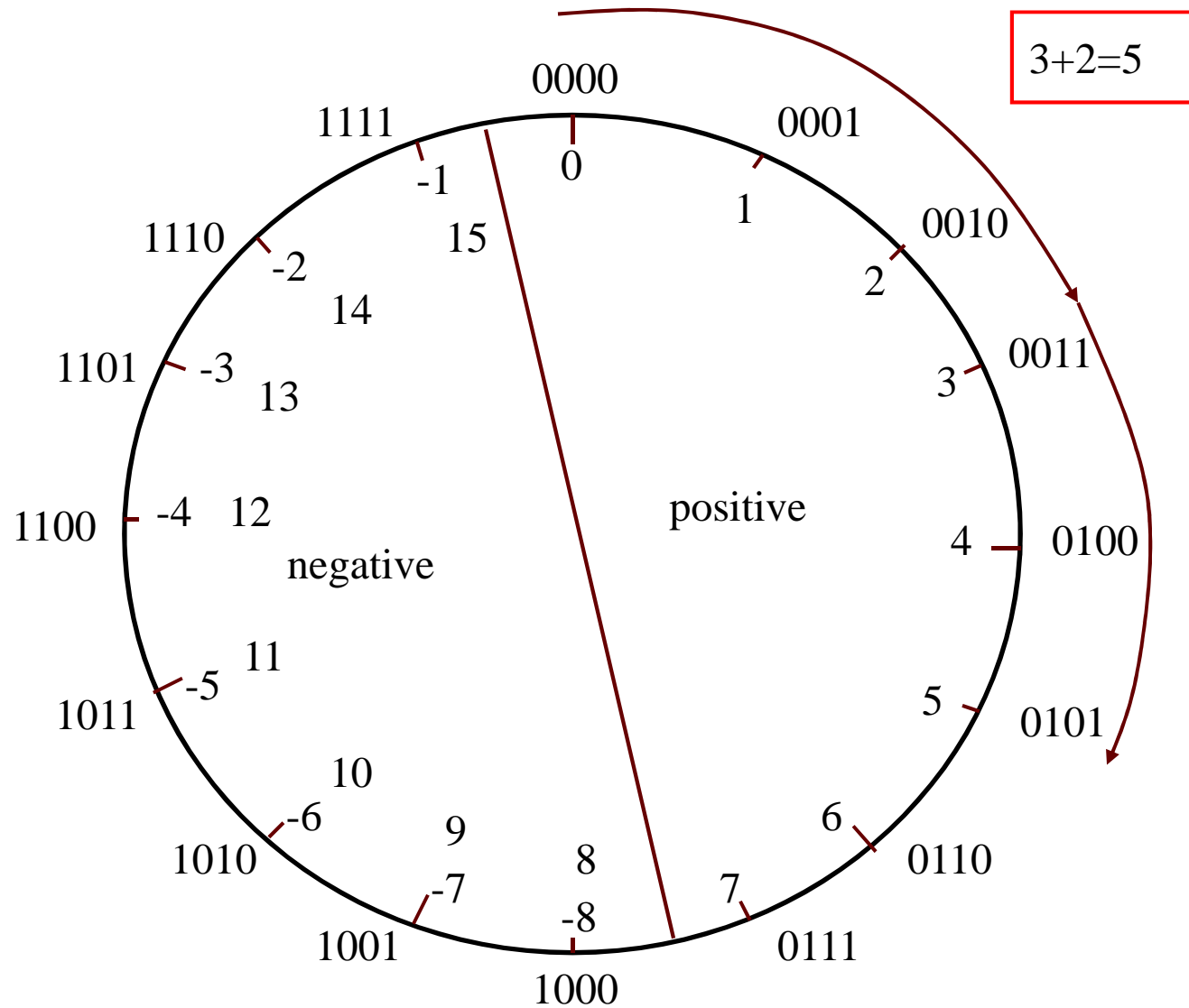
- Issues: balance, number of zeros, ease of operations
- Which one is best? Why?
- Pick the representation that made the hardware simple

# Two's complement

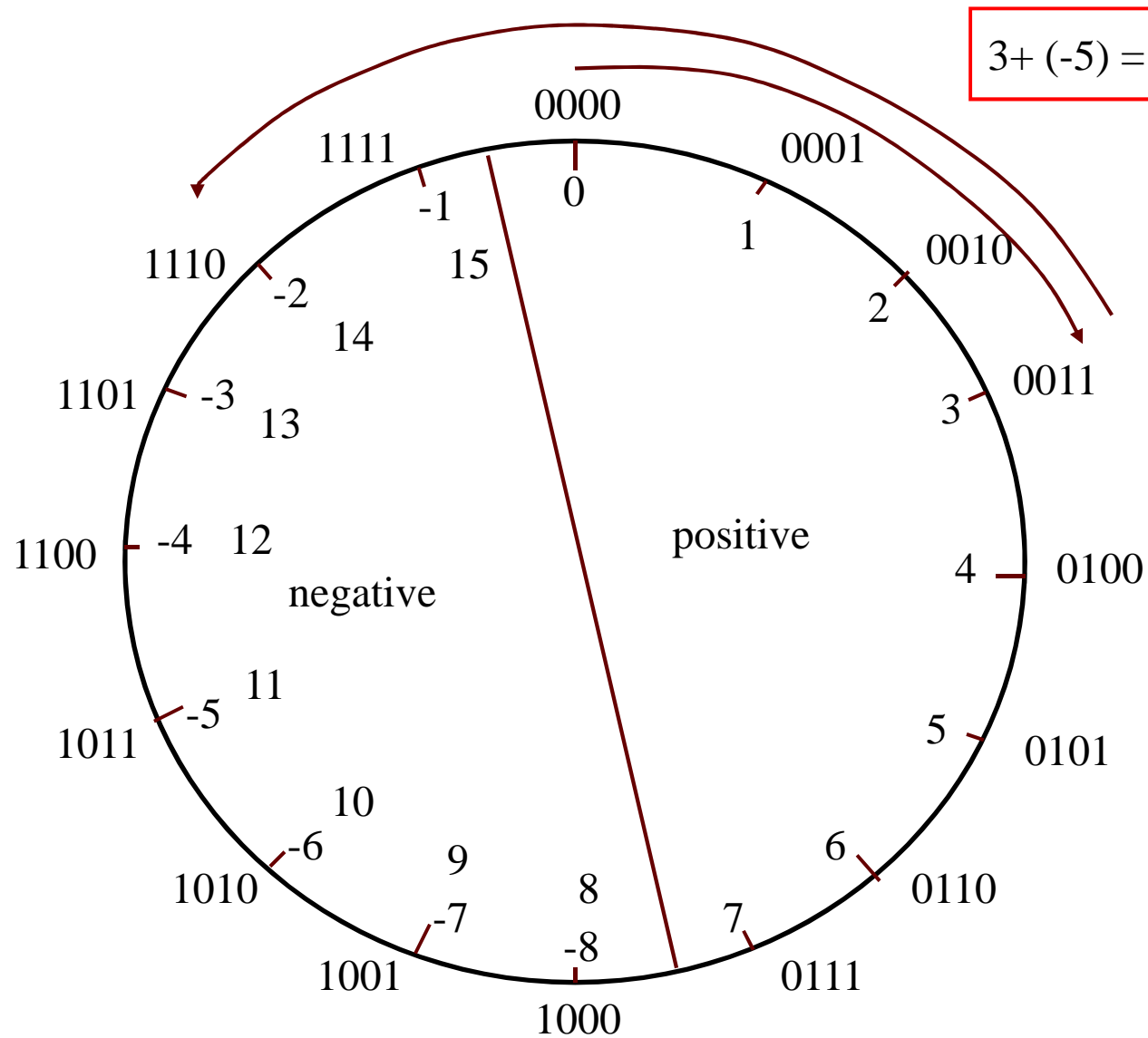
(let's restrict to 4 bits)



# Two's complement

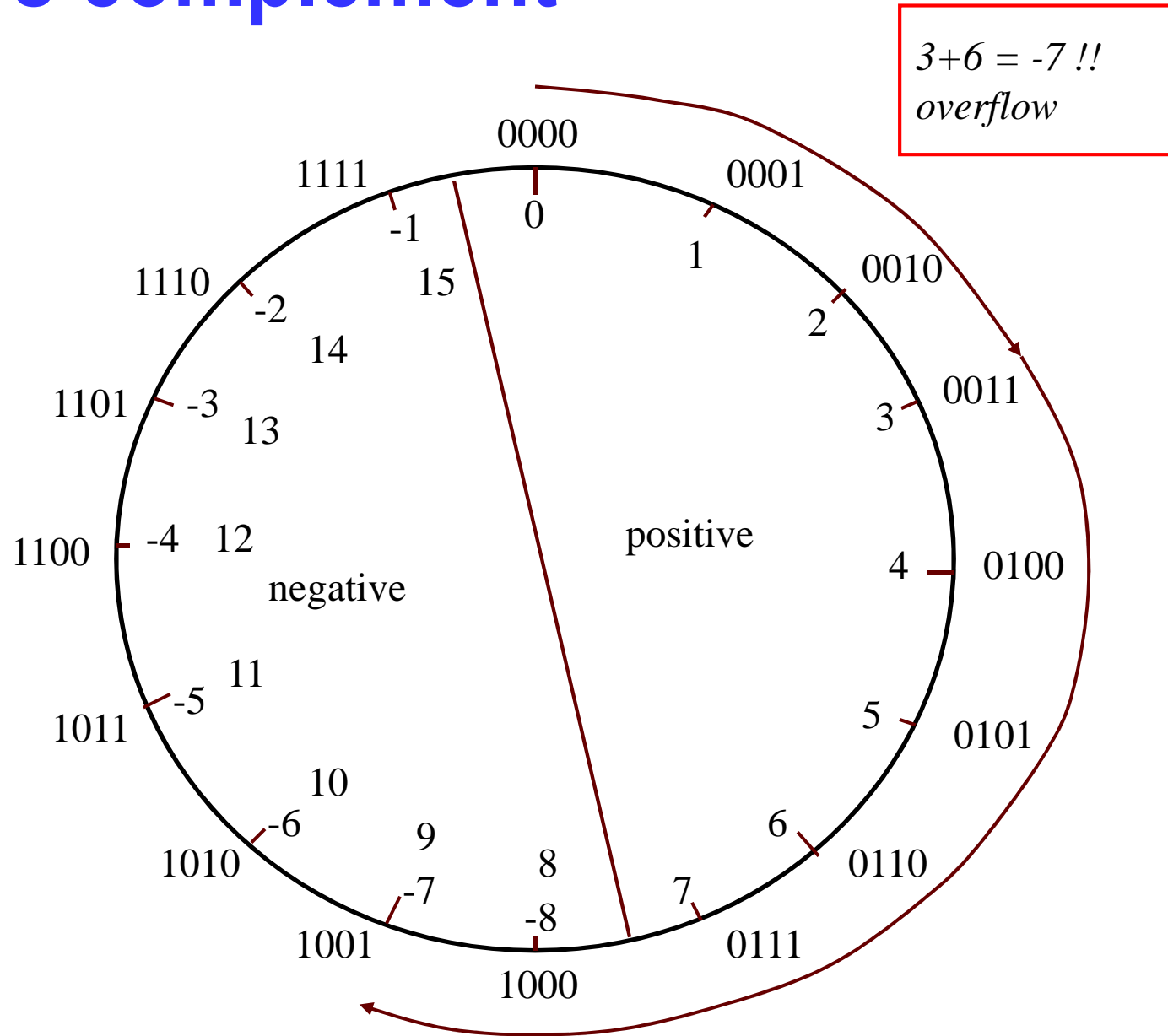


# Two's complement



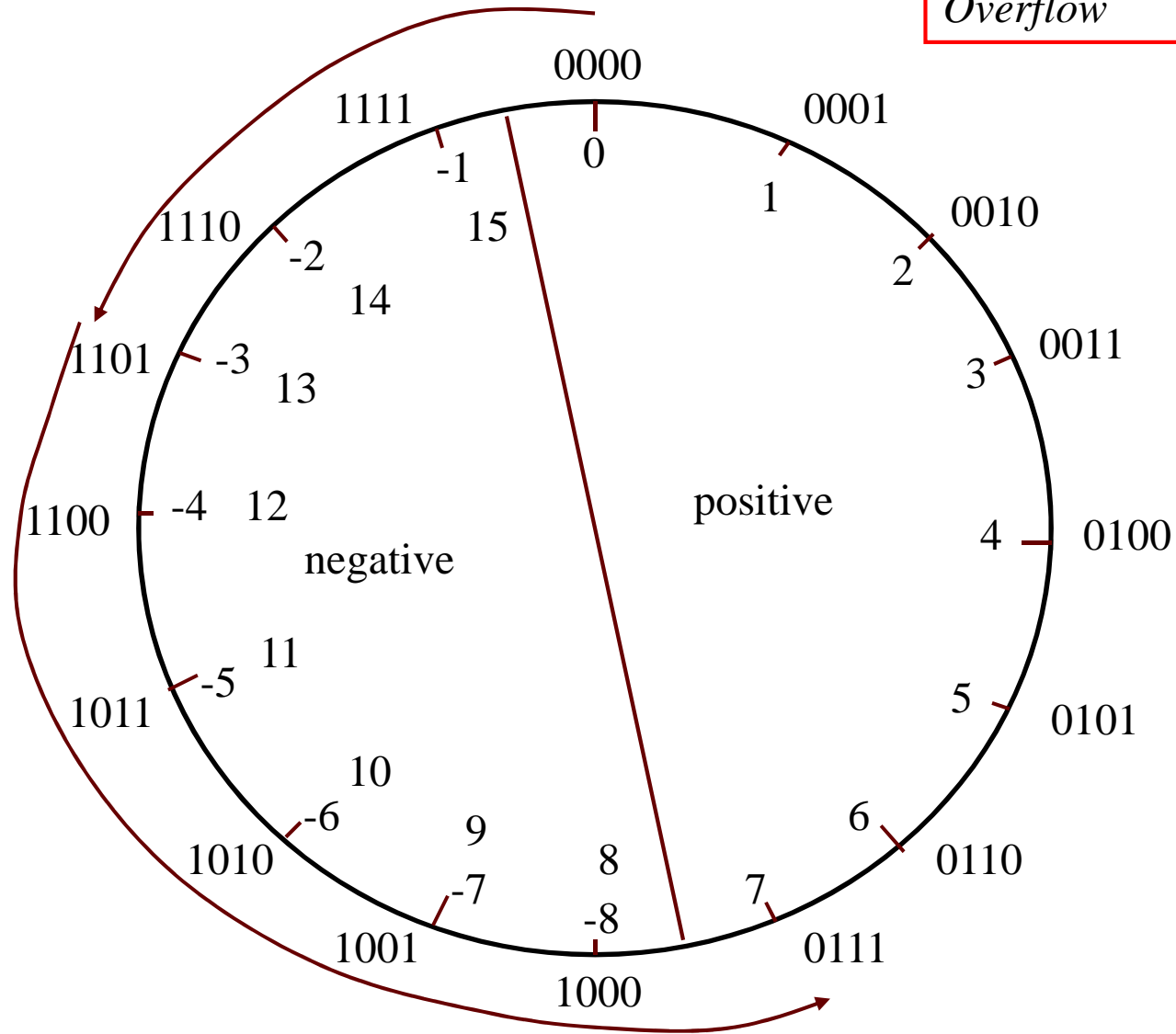


# Two's complement



# Two's complement

$-3 + (-6) = 7 !!$   
*Overflow*



# BCD Addition

- When the sum of each decimal digit is less than 9, the operation is the same as normal binary addition.
- When the sum of each decimal digit is greater than 9, a binary 6 is added. This will always cause a carry.
- BCD subtraction – a more complicated operation – is out of scope for this course

**Sum Equals 9 or Less**

$$\begin{array}{rcl} 5 & 0101 & \leftarrow \text{BCD for 5} \\ +4 & +\underline{0100} & \leftarrow \text{BCD for 4} \\ 9 & 1001 & \leftarrow \text{BCD for 9} \end{array}$$

$$\begin{array}{rcl} 45 & 0100 & 0101 \leftarrow \text{BCD for 45} \\ +\underline{33} & +\underline{0011} & \underline{0011} \leftarrow \text{BCD for 33} \\ 78 & 0111 & 1000 \leftarrow \text{BCD for 78} \end{array}$$

## Sum greater than 9

$$\begin{array}{rcl} 6 & 0110 & \leftarrow \text{BCD for 6} \\ +\underline{7} & + \underline{0111} & \leftarrow \text{BCD for 7} \\ +13 & 1101 & \leftarrow \text{invalid code group for BCD} \end{array}$$

## Sum greater than 9

$$\begin{array}{rcl} & 0110 & \leftarrow \text{BCD for 6} \\ + & \underline{0111} & \leftarrow \text{BCD for 7} \\ & 1101 & \leftarrow \text{invalid sum} \\ & \underline{0110} & \leftarrow \text{add 6 for correction} \\ \hline \underbrace{0001}_1 & \underbrace{0011}_3 & \leftarrow \text{BCD for 13} \end{array}$$

# Sum greater than 9

|             |               |             |                              |
|-------------|---------------|-------------|------------------------------|
| 47          | 0100          | 0111        | ← BCD for 47                 |
| + <u>35</u> | + <u>0011</u> | <u>0101</u> | ← BCD for 35                 |
| 82          | 0111          | 1100        | ← invalid sum in first digit |
|             | 1 ←           | <u>0110</u> | ← add 6 to correct           |
|             | <u>1000</u>   | <u>0010</u> | ← correct BCD sum            |
|             | 8             | 2           |                              |

Perform this BCD addition

$$\begin{array}{r} 59 \\ + \underline{38} \\ \hline 97 \end{array}$$



# BCD addition procedure

1. Using ordinary binary addition, add the BCD code groups for each digit position.
2. For those positions where the sum is 9 or less, no correction is needed. The sum is in proper BCD form.
3. When the sum of two digits is greater than 9, a correction of 0110 should be added to that sum to get the proper BCD result. This case always produces a carry into the next digit position, either from the original addition (step 1) or from the correction addition.

# Hexadecimal Arithmetic

## □ Hex Addition

- Add the two hex digits in decimal, mentally inserting the decimal equivalent for those digits larger than 9.
- If the sum is 15 or less, it can be directly expressed as a hex digit.
- If the sum is greater than or equal to 16, subtract 16 and carry a 1 to the next digit position.

## □ Examples

- Add the hex numbers 58 and 24
- Add the hex numbers 58 and 4B
- Add 3AF and 23C

# Hex addition Examples

$$\begin{array}{r} 58 \\ + 24 \\ \hline 7C \end{array}$$

$$\begin{array}{r} 58 \\ + 4B \\ \hline A3 \end{array}$$

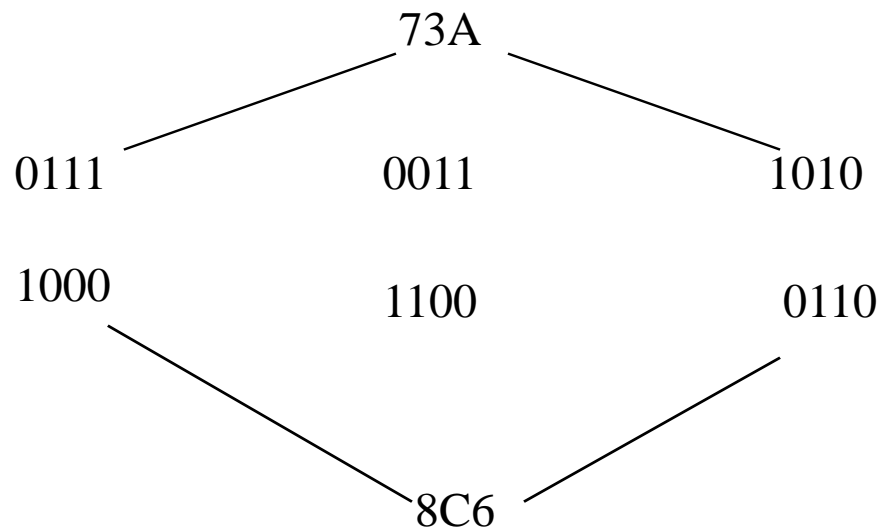
$$\begin{array}{r} 3AF \\ + 23C \\ \hline 5EB \end{array}$$

# Hex subtraction

- Hex subtraction – use the same method as for binary numbers.

# Hex subtraction

- How to get the 2's-complement of a hex number?
- Convert to binary, take the 2's complement of the binary equivalent, and then convert back to hex.



- A quicker procedure: subtract each hex digit from F; then add 1.

|           |           |           |                                    |
|-----------|-----------|-----------|------------------------------------|
| F         | F         | F         |                                    |
| <u>-7</u> | <u>-3</u> | <u>-A</u> | } ← Subtract each digit from F     |
| 8         | C         | 5         |                                    |
| <hr/>     |           |           |                                    |
|           |           | +1        |                                    |
| 8         | C         | 6         | ← Add 1                            |
|           |           |           | ← Hex equivalent of 2's complement |

# Example

Subtract  $3A5_{16}$  from  $592_{16}$ .

## Solution

First, convert the subtrahend ( $3A5$ ) to its 2's-complement form by using either method presented above. The result is  $C5B$ . Then add this to the minuend ( $592$ ):

$$\begin{array}{r} 592 \\ + \ C5B \\ \hline 11ED \\ \uparrow \text{Disregard carry.} \end{array}$$

Ignoring the carry out of the MSD addition, the result is  $1ED$ . We can prove that this is correct by adding  $1ED$  to  $3A5$  and checking to see that it equals  $592_{16}$ .

Note:- when the MSD is 8 or greater, the number being represented is negative, when the MSD is 7 or less, the number is positive.

# Assignment 3

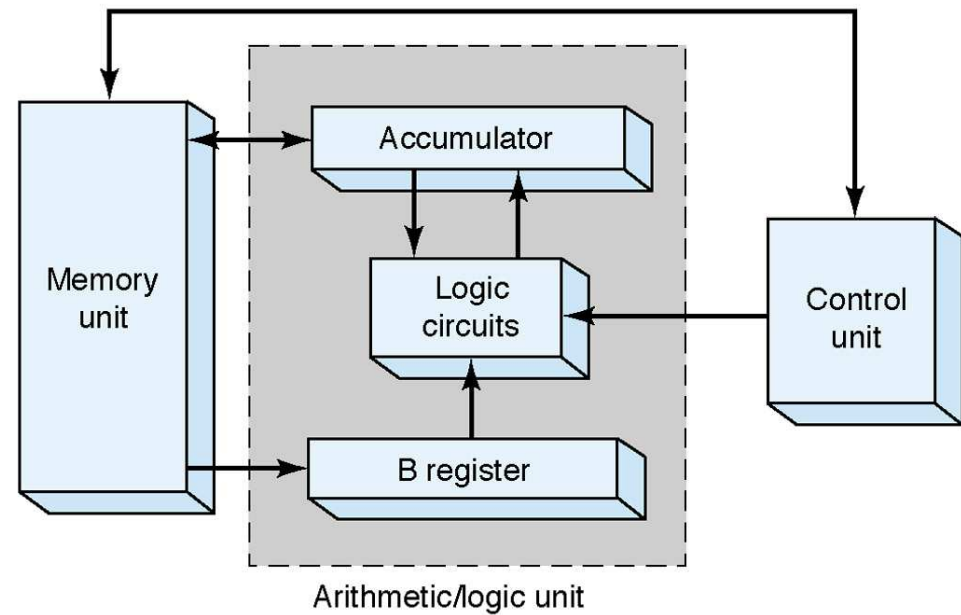


6-1 to 6-17



# Arithmetic Circuits

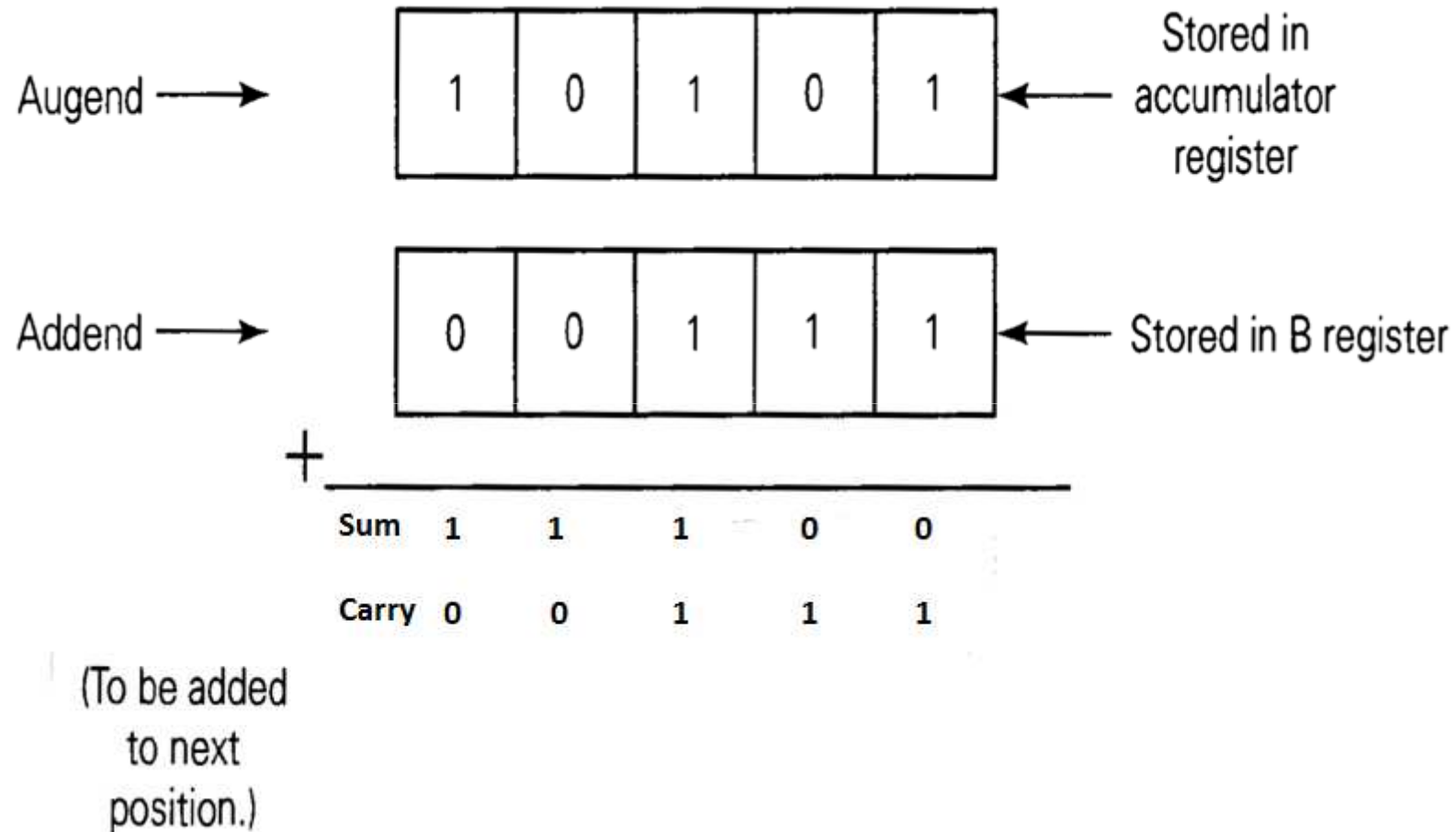
- An arithmetic/logic unit (ALU) accepts data stored in memory and executes arithmetic and logic operations as instructed by the control unit.



# Arithmetic Circuits

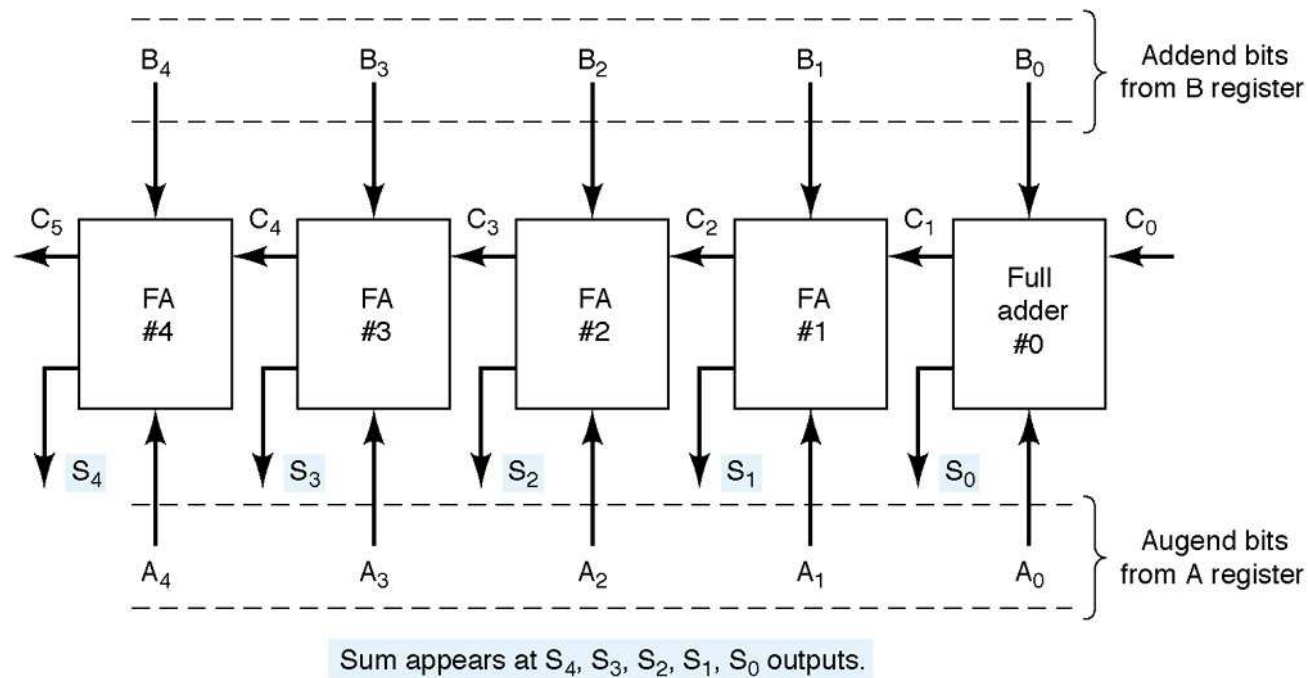
- Typical sequence of operations:
  - Control unit is instructed to add a specific number from a memory location to a number stored in the accumulator register.
  - The number is transferred from memory to the B register.
  - Number in B register and accumulator register are added in the logic circuit, with sum sent to accumulator for storage.
  - The new number remains in the accumulator for further operations or can be transferred to memory for storage.

# Parallel Binary Adder



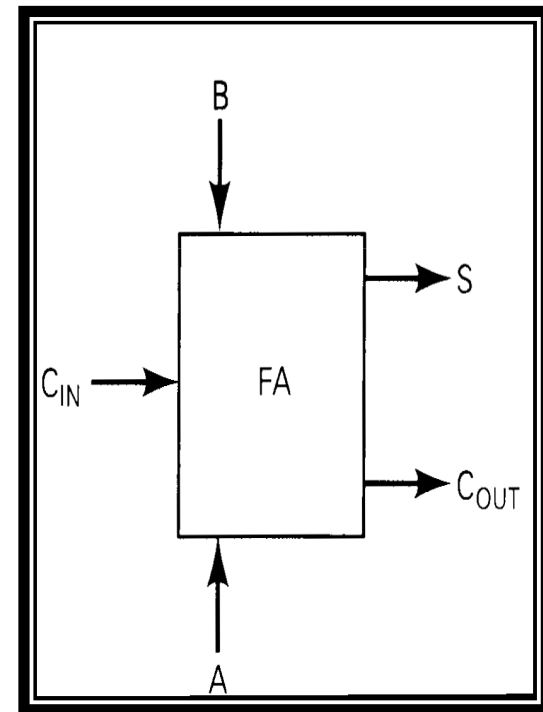
# Parallel Binary Adder

- The A and B variables represent 2 binary numbers to be added. The C variables are the carries. The S variables are the sum bits.



# Design of a full adder

| Auend<br>bit<br>input | Adden<br>d bit<br>input | Carry<br>bit<br>input | Sum<br>bit<br>output | Carry<br>bit<br>output |
|-----------------------|-------------------------|-----------------------|----------------------|------------------------|
| 0                     | 0                       | 0                     | 0                    | 0                      |
| 0                     | 0                       | 1                     | 1                    | 0                      |
| 0                     | 1                       | 0                     | 1                    | 0                      |
| 0                     | 1                       | 1                     | 0                    | 1                      |
| 1                     | 0                       | 0                     | 1                    | 0                      |
| 1                     | 0                       | 1                     | 0                    | 1                      |
| 1                     | 1                       | 0                     | 0                    | 1                      |
| 1                     | 1                       | 1                     | 1                    | 1                      |



# K Mappings for the full-adder outputs

|                            | $\overline{C_{IN}}$ | $C_{IN}$ |
|----------------------------|---------------------|----------|
| $\overline{A}\overline{B}$ | 0                   | 1        |
| $\overline{A}B$            | 1                   | 0        |
| $AB$                       | 0                   | 1        |
| $A\overline{B}$            | 1                   | 0        |

K map for S

$$S = \overline{A}\overline{B}C_{IN} + \overline{A}B\overline{C_{IN}} + AB\overline{C_{IN}} + A\overline{B}C_{IN}$$

(a)

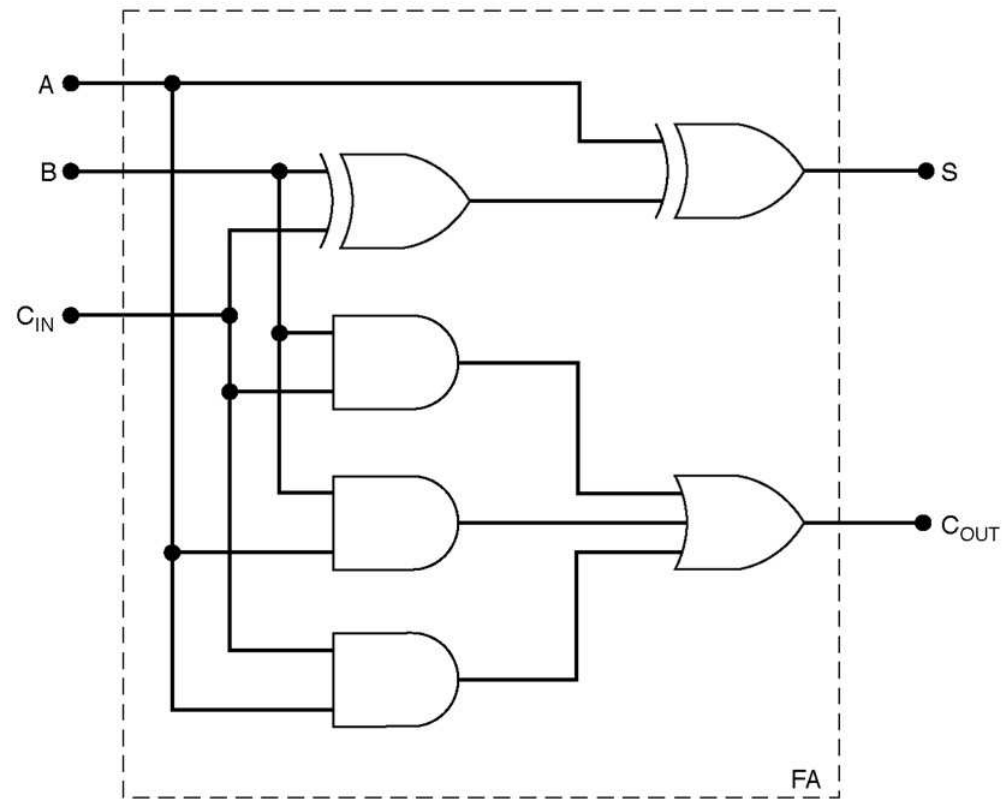
|                            | $\overline{C_{IN}}$ | $C_{IN}$ |
|----------------------------|---------------------|----------|
| $\overline{A}\overline{B}$ | 0                   | 0        |
| $\overline{A}B$            | 0                   | 1        |
| $AB$                       | 1                   | 1        |
| $A\overline{B}$            | 0                   | 1        |

K map for  $C_{OUT}$

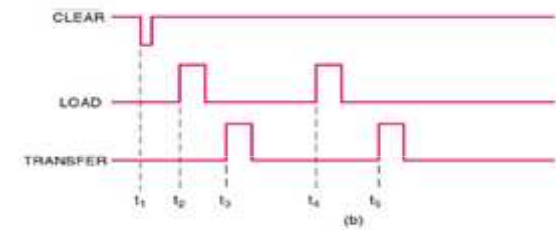
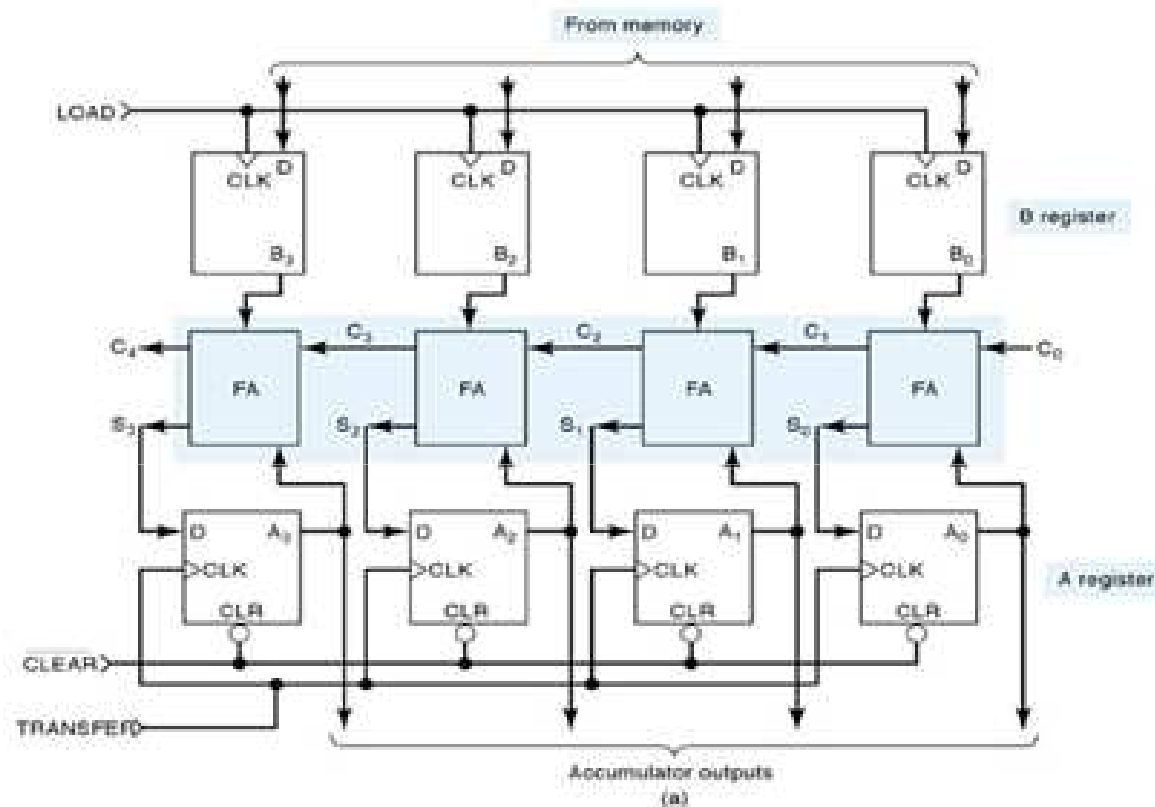
$$C_{OUT} = BC_{IN} + AC_{IN} + AB$$

(b)

# Complete circuitry for a full adder

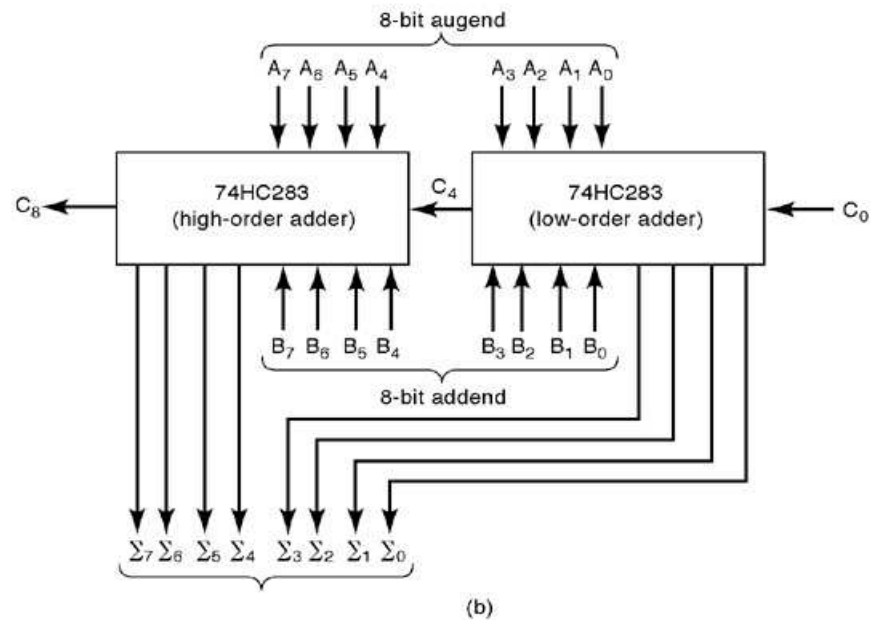
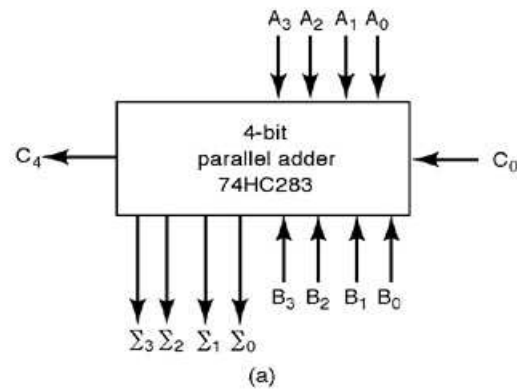


# Complete parallel adder with registers





# Integrated-Circuit Parallel Adder



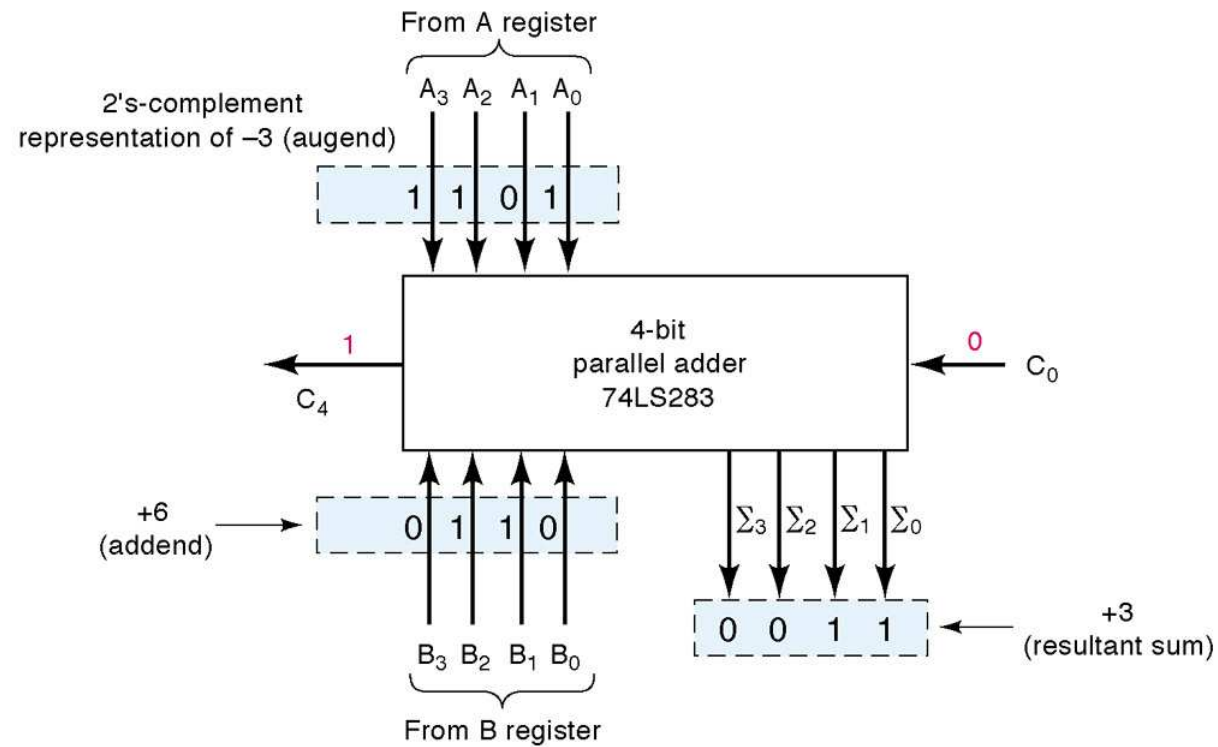
# Example

- Determine the logic levels at the inputs and outputs of the eight-bit adder when  $72_{10}$  is added to  $137_{10}$ .

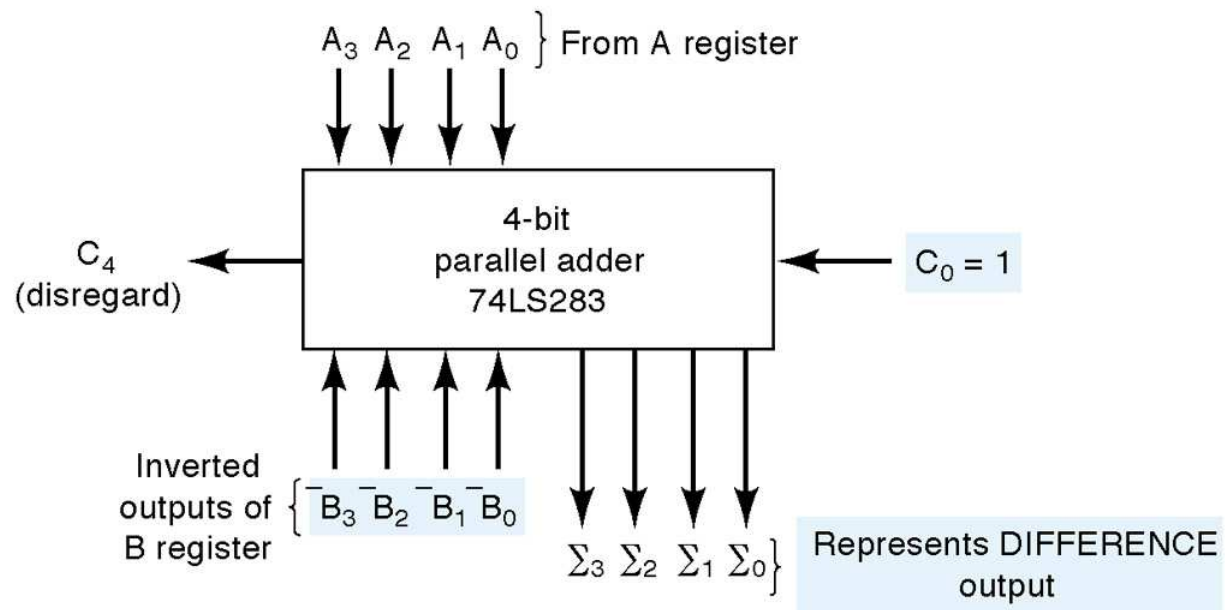
## 2's Complement system

- The operations of addition and subtraction of signed numbers can be performed using only the addition operation if we use the 2's complement form to represent negative numbers.

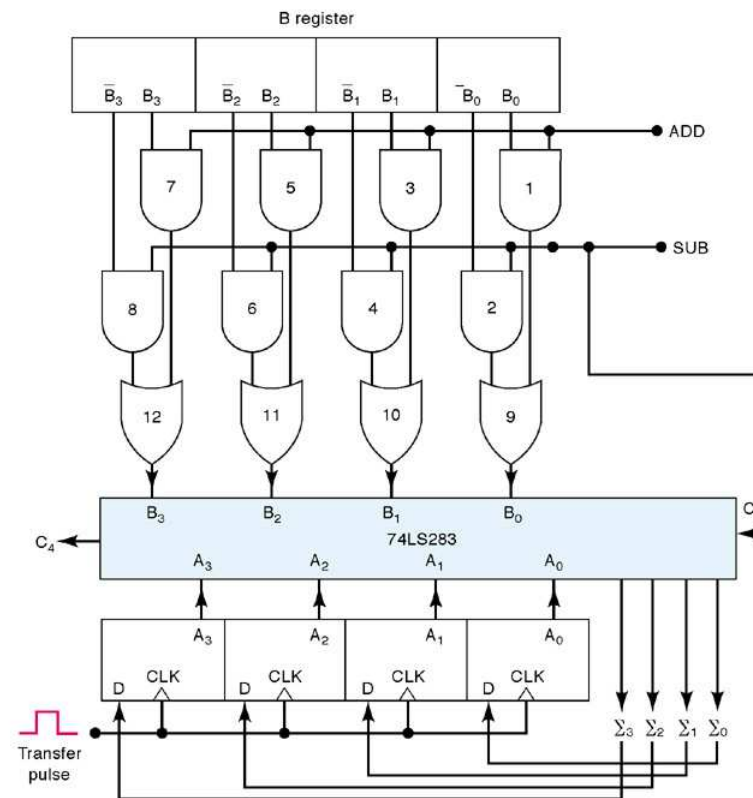
# Addition



# Subtraction



# Combined Addition and Subtraction



# BCD ADDER

- ❑ Add the BCD code groups for each decimal digit position; use ordinary binary addition.
- ❑ For those positions where the sum is 9 or less, the sum is in proper BCD form and no correction is needed
- ❑ When the sum of two digits is greater than 9, a correction of 0110 should be added to that sum to produce the proper BCD result. This will produce a carry to be added to the next decimal position.

■  $A_3A_2A_1A_0 \leftarrow$  BCD code group

■  $\underline{B_3}\underline{B_2}\underline{B_1}\underline{B_0} \leftarrow$  BCD code group

$S_4S_3S_2S_1S_0 \leftarrow$  straight binary sum

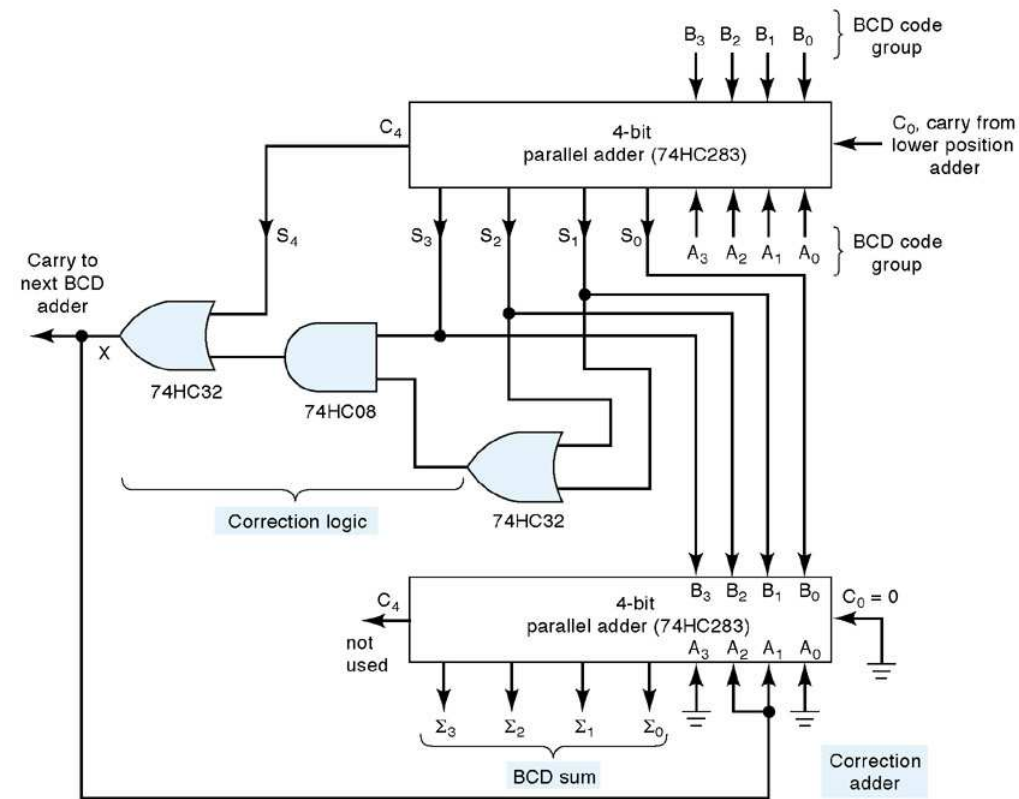
# Truth table

| $S_4$ | $S_3$ | $S_2$ | $S_1$ | $S_0$ |      |
|-------|-------|-------|-------|-------|------|
| 0     | 1     | 0     | 1     | 0     | (10) |
| 0     | 1     | 0     | 1     | 1     | (11) |
| 0     | 1     | 1     | 0     | 0     | (12) |
| 0     | 1     | 1     | 0     | 1     | (13) |
| 0     | 1     | 1     | 1     | 0     | (14) |
| 0     | 1     | 1     | 1     | 1     | (15) |
| 1     | 0     | 0     | 0     | 0     | (16) |
| 1     | 0     | 0     | 0     | 1     | (17) |
| 1     | 0     | 0     | 1     | 0     | (18) |

$$X = S_4 + S_3(S_2 + S_1)$$



# A BCD adder



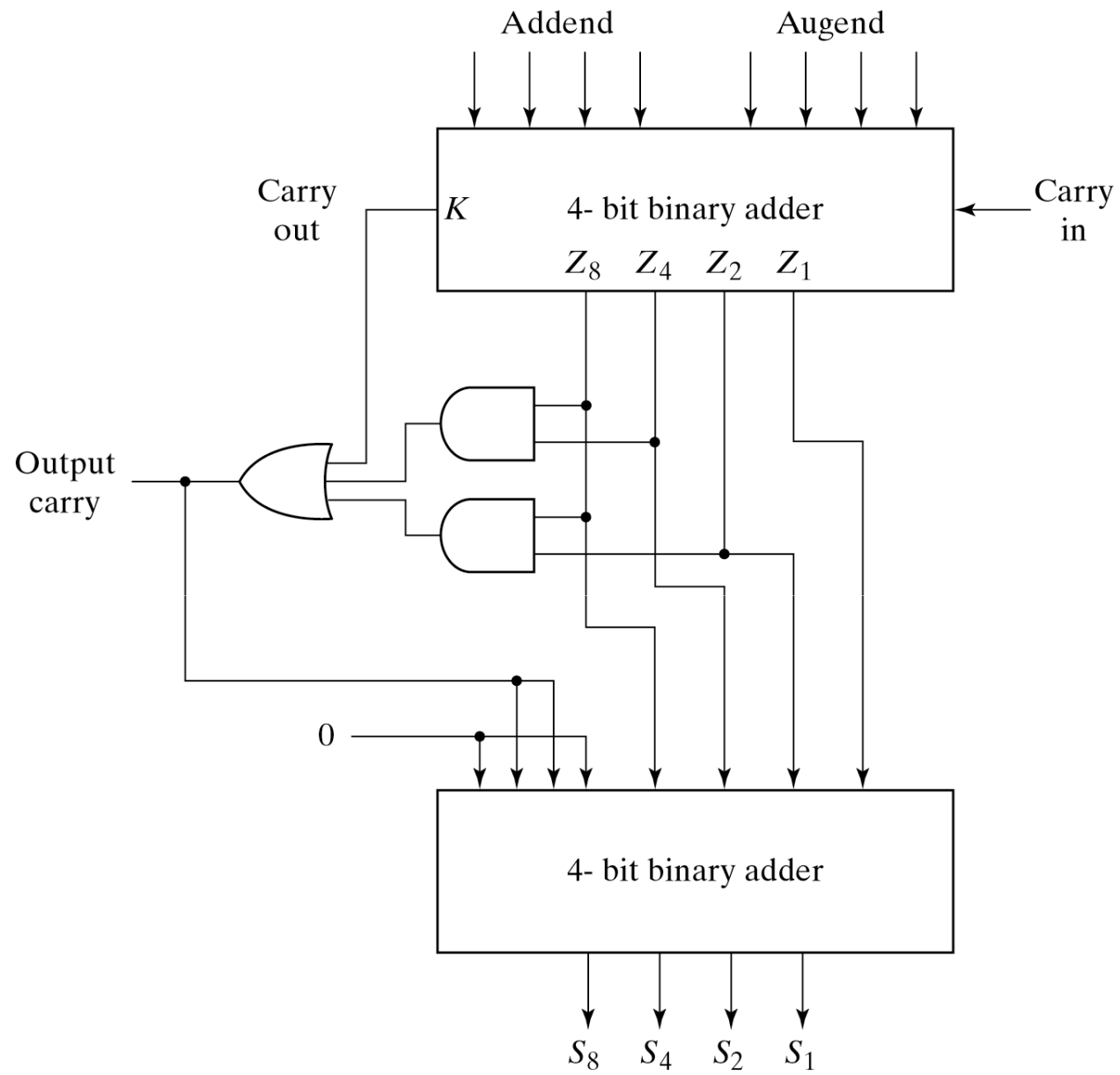
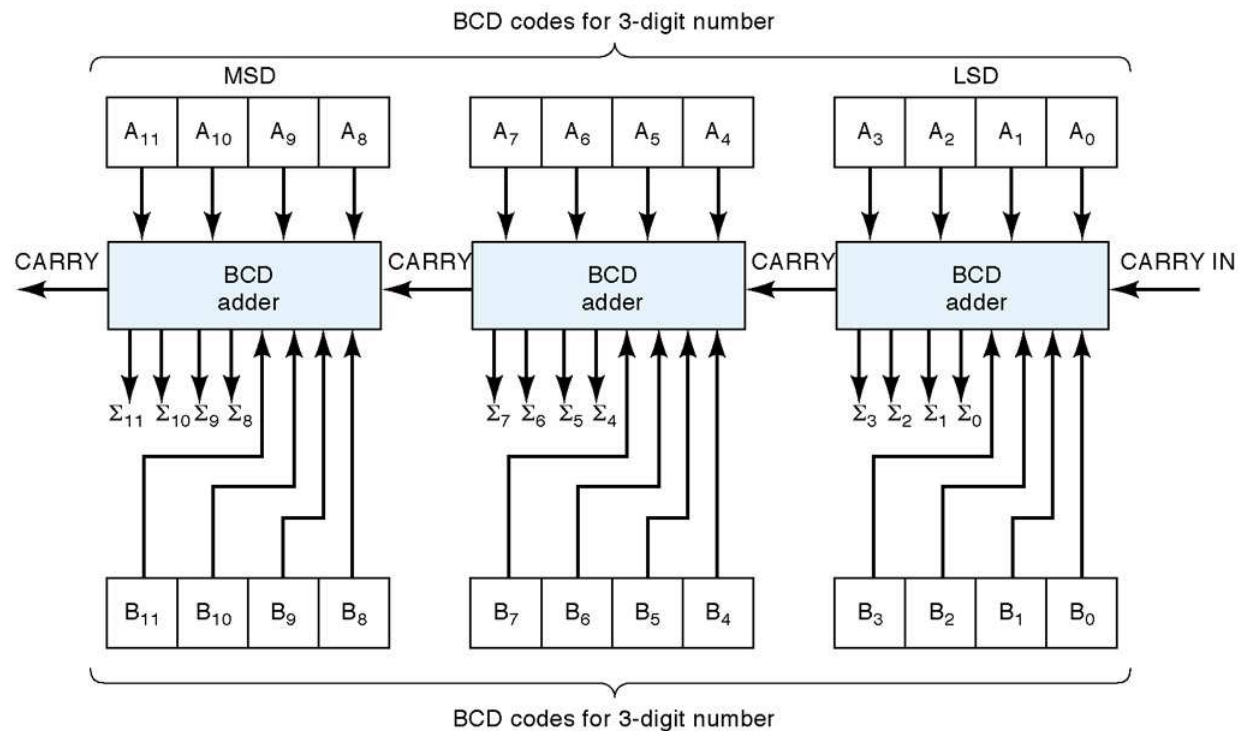


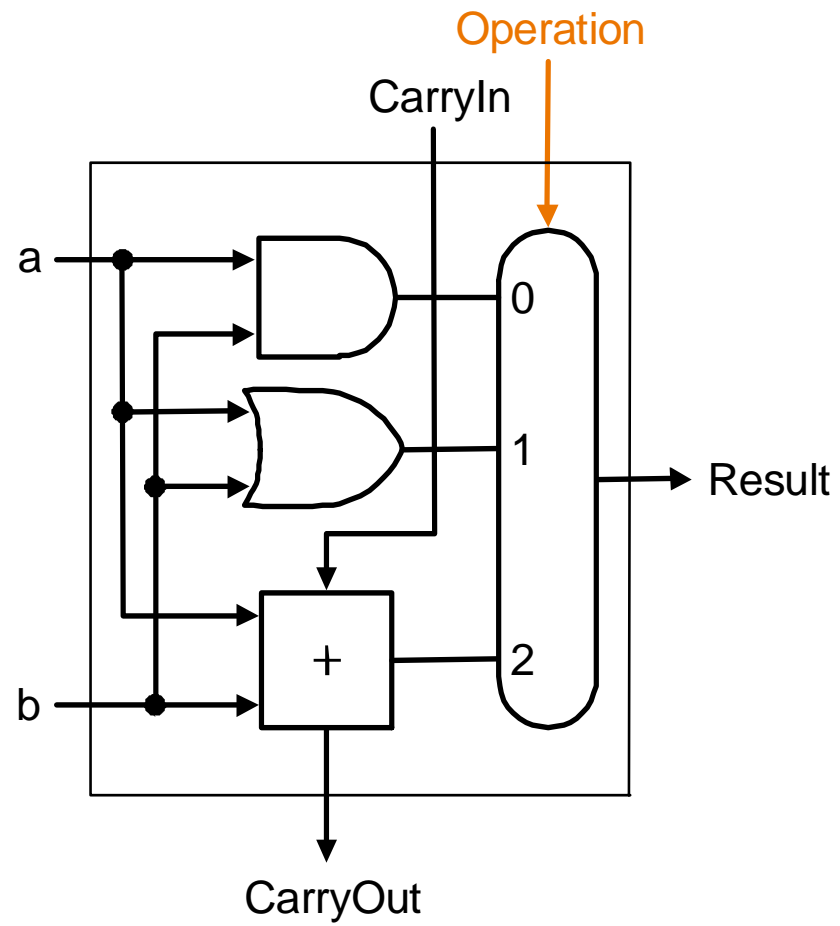
Fig. 4-14 Block Diagram of a BCD Adder

# Example

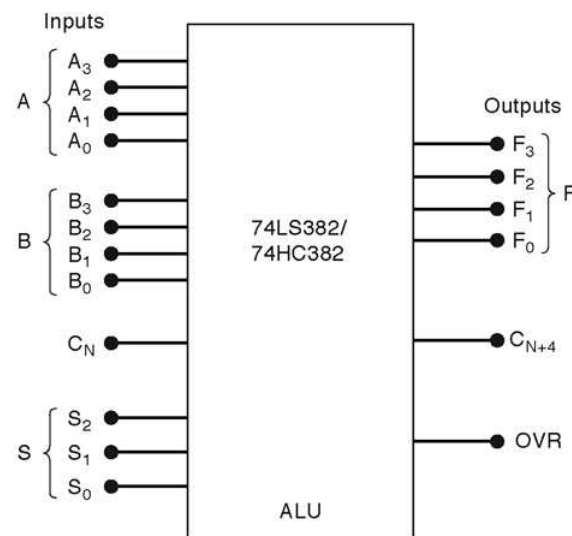
- Determine the inputs and outputs when the below circuit is used to add  $538_{10}$  to  $247_{10}$ . Assume CARRY IN=0.



# ALU(1 bit)



# ALU(4-Bit) Integrated Circuits



A = 4-bit input number  
 B = 4-bit input number  
 C<sub>N</sub> = carry into LSB position  
 S = 3-bit operation select inputs  
 F = 4-bit output number  
 C<sub>N+4</sub> = carry out of MSB position  
 OVR = overflow indicator

(a)

Function Table

| S <sub>2</sub> | S <sub>1</sub> | S <sub>0</sub> | Operation | Comments   |
|----------------|----------------|----------------|-----------|--|
| 0              | 0              | 0              | CLEAR     | F <sub>3</sub> F <sub>2</sub> F <sub>1</sub> F <sub>0</sub> = 0000 |
| 0              | 0              | 1              | B minus A | } Needs C <sub>N</sub> = 1   |
| 0              | 1              | 0              | A minus B |  |
| 0              | 1              | 1              | A plus B  | Needs C <sub>N</sub> = 0   |
| 1              | 0              | 0              | A ⊕ B     | Exclusive-OR   |
| 1              | 0              | 1              | A + B     | OR   |
| 1              | 1              | 0              | AB        | AND  |
| 1              | 1              | 1              | PRESET    | F <sub>3</sub> F <sub>2</sub> F <sub>1</sub> F <sub>0</sub> = 1111 |

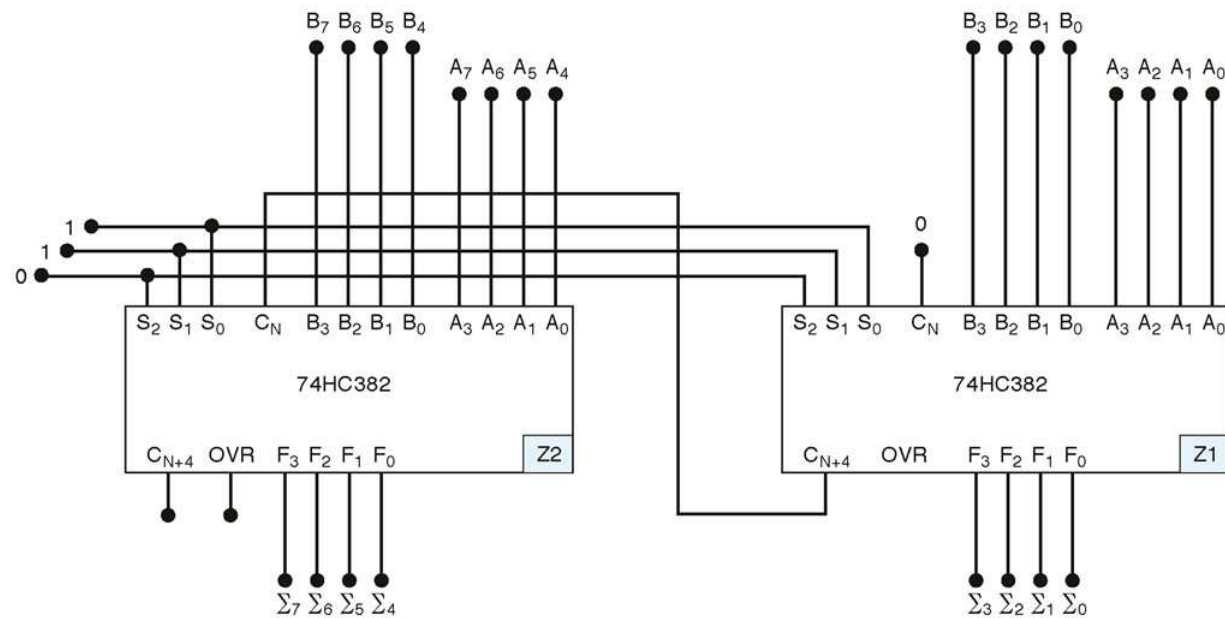
Notes: S inputs select operation.  
 OVR = 1 for signed-number overflow.

(b)

# Operations

- CLEAR
- ADD
- SUBTRACT
- XOR
- OR
- AND
- PRESET

# Expanding the ALU



Notes: Z1 adds lower-order bits.  
 Z2 adds higher-order bits.  
 $\Sigma_7$ – $\Sigma_0$  = 8-bit sum.  
 OVR of Z2 is 8-bit overflow indicator.

# Assignment 3



6-26 to 6-39