

Addend (x3)

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

Kulisch

x0

1 0 1 0 0 0 0 0 0 0

+x1

1 0 1 0 0 1 1 0 0

+x2

1 0 0 0 1 1 0 0 1

+x3

1 0 0 1 0 1 1 1 1

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

FMA

1 0 0 1 0 1 1 1 1 x3

+ acc

1 0 1 1 1 0 1 1 0

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