

Subtraction in binary  $\rightarrow$  easier to add a negative number using 2's complement representation

2's complement (4-bit)

To convert any binary number from positive to negative, (or the other way):

- Invert all bits & add 1

e.g. 7:  $0111_2 \rightarrow 1000 + 1 = 1001$

- Simple rule: copy from right up to & including 1<sup>st</sup> 1 invert after that

e.g.  $1001 \rightarrow 0111$

0	0000
1	0001
...	...
7	0111
-8	1000
-7	1001
...	...
-2	1110
-1	1111

### The adder in the processor

Consider binary addition:

$$\begin{array}{r} 5 \\ + 6 \\ \hline 11 \end{array}$$

X	Y	Sum	Carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

Carry:  $X \cdot Y \xrightarrow{x \cdot y} \text{Carry}$

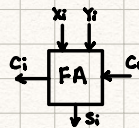
Sum:  $x\bar{y} + \bar{x}y = x \oplus y \xrightarrow{x \oplus y} \text{Sum}$

The full-adder has a carry-in & carry-out

C <sub>i</sub>	X <sub>i</sub>	Y <sub>i</sub>	S <sub>i</sub>	C <sub>o</sub>
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	0	1
1	0	1	1	1
1	1	0	1	1
1	1	1	0	1

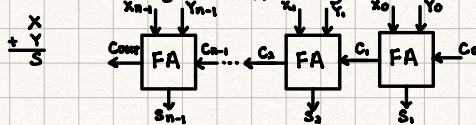
$$C_o = X_i Y_i + C_i Y_i + C_i X_i$$

$$S_i = C_i \oplus X_i \oplus Y_i$$



To build a multi-bit adder (adds multi-bit #s).

use one FA for every bit: (Ripple Carry Adder)



### Verilog for a 16-bit adder

```
module adder16 (C0, X, Y, S, Cout)
```

```
parameter n = 16;
```

```
input C0;
```

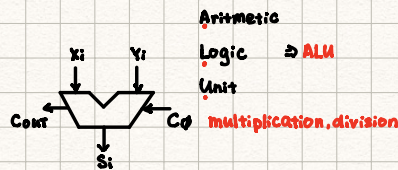
```
input [n-1:0] X, Y;
```

```
output [n-1:0] S;
```

```
output Cout;
```

```
assign {Cout, S} = X + Y + C0;
```

```
endmodule
```



ALU also shifts binary #s left or right by a number of bits

e.g.  $0111 \rightarrow 1110$  shift left by 1 bit multiplies by 2

shift right by 1 bit divide by 2

Consider n-bit number:  $b_{n-1}b_{n-2}\dots b_1b_0$

Most Significant Bit (MSB)

Least Significant Bit (LSB)