

Binary = base 2

$$10110_2 = 2 + 4 + 16 = 22$$

$\nearrow \nearrow \nearrow \nearrow \nearrow$
 $2^1 \ 2^3 \ 2^2 \ 2^1 \ 2^0$

Hexadecimal = base 16

$$AC7_{16} = 7 + 12 \times 16 + 10 \times 16^2 =$$

$\underbrace{1010}_{10} \underbrace{1100}_{12} \underbrace{0111}_{7}$

A	10	=	1010 ₂
B	11	=	1011 ₂
C	12	=	1100 ₂
D	13		
E	14		
F	15		

Binary addition.

$$\begin{array}{r} 0101 = 5 \\ + 0111 = 7 \\ \hline 1100 = 12 \end{array}$$

overflow.

$$\begin{array}{r} 1111 \\ 1101 \\ 0011 \\ \hline 0000 \end{array}$$

Subtraction? Negative numbers?

1st idea: use 1st bit as a 'sign bit'

eg. $\begin{array}{c|c} \text{sign} & \text{magnitude} \\ \hline 0 & 101 = +5 \\ 1 & 101 = -5 \end{array}$

But this doesn't work well!

- What is 1000? -0? Two different 0's.
- Need a lot of if's to handle different situations.

2's complement arithmetic

0011	3
0010	2
0001	1
0000	0
1111	-1 ?
1110	-2 ?
1101	-3 ?

Sign

-8

1000

$$\begin{array}{r} 0110 \\ + 0011 \\ \hline 1001 \end{array}$$

6
3

$$\begin{array}{r} 0111 \\ + 0001 \\ \hline 0000 \end{array}$$

$$\begin{array}{r} -1 \\ 1 \\ \hline 0 \checkmark \end{array}$$

$$\begin{array}{r} 0111 \\ + 1111 \\ \hline 1110 \\ -1 \\ \hline -2 \checkmark \end{array}$$

$$\begin{array}{r} 0010 \\ + 1111 \\ \hline 0001 \\ -1 \\ \hline 1 \checkmark \end{array}$$

How to negate? $-x = \bar{x} + 1$

$$\text{eg. } 0010 \xrightarrow{\text{inv}} 1101 \xrightarrow{+1} 1110$$

$$1110 \xrightarrow{\text{inv}} 0001 \xrightarrow{+1} 0010$$

$$-1000? \xrightarrow{\text{inv}} 0111 \xrightarrow{+1} 1000$$

+7

0111

Addition

- Half adder : add two 1-bit numbers.

a	b	carry	sum
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

$$\begin{array}{r} 0111 \\ + 1011 \\ \hline 0 \end{array}$$

- Full adder : add three 1-bit numbers.

a	b	c	carry	sum
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

A bunch of full adders in a chain can add n-bit #'s.
"Ripple carry adder"

ALU = arithmetic logic unit

inputs

x (16)

y (16)

zx, zy (1) — should we replace x (y) with 0?

nx, ny (1) — should we invert x (y)?

f — 0: AND 1: ADD

no — should we invert the output?

outputs

out (16)

zr (1) — is the result zero?

ng (1) — is the result negative?

	zx	zy	nx	ny	f	no
x AND y	0	0	0	0	0	0
x OR y	0	0	1	1	0	1
x + y	0	0	0	0	1	0
\bar{x}	0	1	1	0	1	0
\bar{y}	0	1	1	1	0	0