



Chapter 2

Boolean Arithmetic

These slides support chapter 2 of the book

The Elements of Computing Systems

By Noam Nisan and Shimon Schocken

MIT Press

Chapter 2: Boolean arithmetic



Binary numbers

- Binary addition
- Negative numbers
- Arithmetic Logic Unit
- Project 2 overview

	0	1	
00	01	10	11

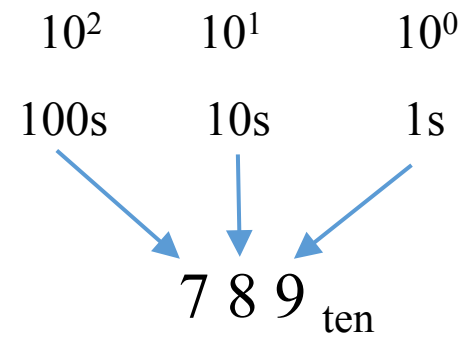
3 bits – 8 possibilities

N bits – 2^N possibilities

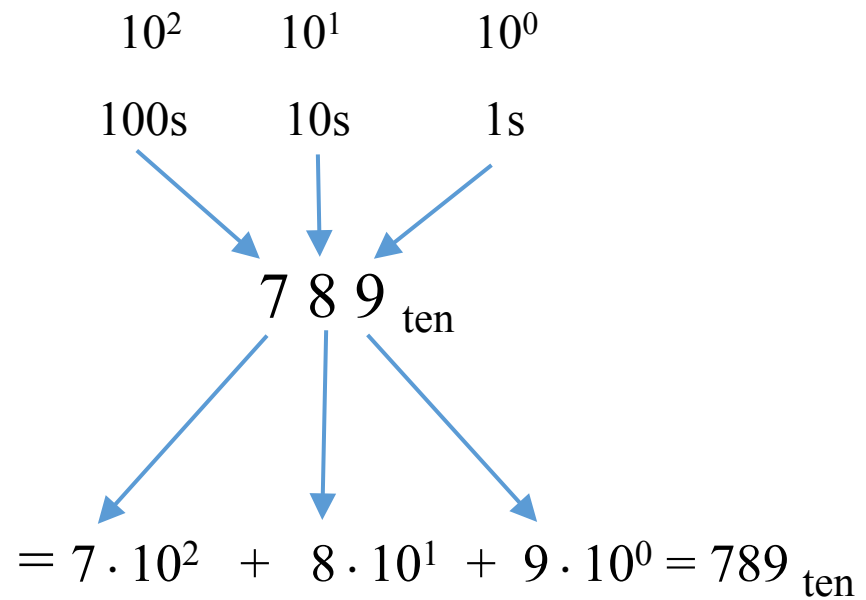
Representing numbers

Binary	Decimal
0	0
1	1
10	2
11	3
100	4
101	5
...	

Representing numbers



Representing numbers



Binary \rightarrow Decimal

2^2 2^1 2^0
4s 2s 1s

1 0 1_{two}

$= 1 \cdot 10^2 + 0 \cdot 10^1 + 1 \cdot 10^0 = 5_{\text{ten}}$

Binary \rightarrow Decimal

$$b_n \ b_{n-1} \ b_{n-2} \ \dots \ b_1 \ b_0$$

$$= \sum_{i=0}^n b_i \cdot 2^i$$

Maximum value represented by k bits:

$$1 + 2 + 4 + \dots + 2^{k-1} = 2^k - 1$$

Fixed word size

We will use a fixed number of bits.

Say 8 bits.

0000 0000

0000 0001

0000 0010

0000 0011

...

0111 1111

1000 0000

1000 0001

...

1111 1110

1111 1111



$2^8 = 256$ values

Representing signed numbers

We will use a fixed number of bits.

Say 8 bits.

0000 0000

0000 0001

0000 0010

0000 0011

...

0111 1111

1000 0000

1000 0001

...

1111 1110

1111 1111

positive values

negative values

- That's one possible representation
- We'll use a better one, later

Decimal \rightarrow Binary

$$87_{\text{ten}} = \text{? ? ? ? ? ? ? ?}_{\text{two}}$$

Decimal \rightarrow Binary

$$87_{\text{ten}} = 64 + 16 + 4 + 2 + 1$$

$$= \text{? ? ? ? ? ? ? ?}_{\text{two}}$$

Decimal \rightarrow Binary

$$87_{\text{ten}} = 64 + 16 + 4 + 2 + 1$$

$= 0\ 1\ 0\ 1\ 0\ 1\ 1\ 1_{\text{two}}$

32 8

Chapter 2: Boolean arithmetic



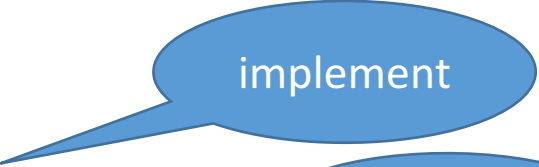



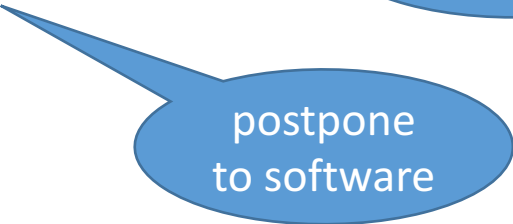
Binary numbers



Binary addition

- Negative numbers
- Arithmetic Logic Unit
- Project 2 overview

Boolean arithmetic

- Addition 
- Subtraction 
- Comparison ($<$, $>$, $=$) 
- Multiplication 
- Division 

Addition

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

Addition

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

$$\begin{array}{r} + \quad 21 \\ \quad 92 \\ \hline \quad 113 \end{array}$$

Addition

$$\begin{array}{r} + \quad 5 \ 7 \ 8 \ 3 \\ \quad 2 \ 4 \ 5 \ 6 \\ \hline \quad ? \ ? \ ? \ ? \end{array}$$

Addition

$$\begin{array}{r} + \quad 5 \ 7 \ 8 \ 3 \\ \quad 2 \ 4 \ 5 \ 6 \\ \hline \end{array}$$

Addition

$$\begin{array}{r} 11 \\ + 5783 \\ 2456 \\ \hline 8239 \end{array}$$

Addition

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

Addition

$$\begin{array}{r}
 \\
 + \quad \begin{array}{ccccccc} & & 1 & 1 & 1 & & \\ \theta & \theta & \theta & 1 & \theta & 1 & \theta & 1 \\ \theta & 1 & \theta & 1 & 1 & 1 & \theta & \theta \end{array} \\
 \hline
 \begin{array}{ccccccc} \theta & 1 & 1 & 1 & \theta & \theta & \theta & 1 \end{array}
 \end{array}$$

Overflow

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

Overflow

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

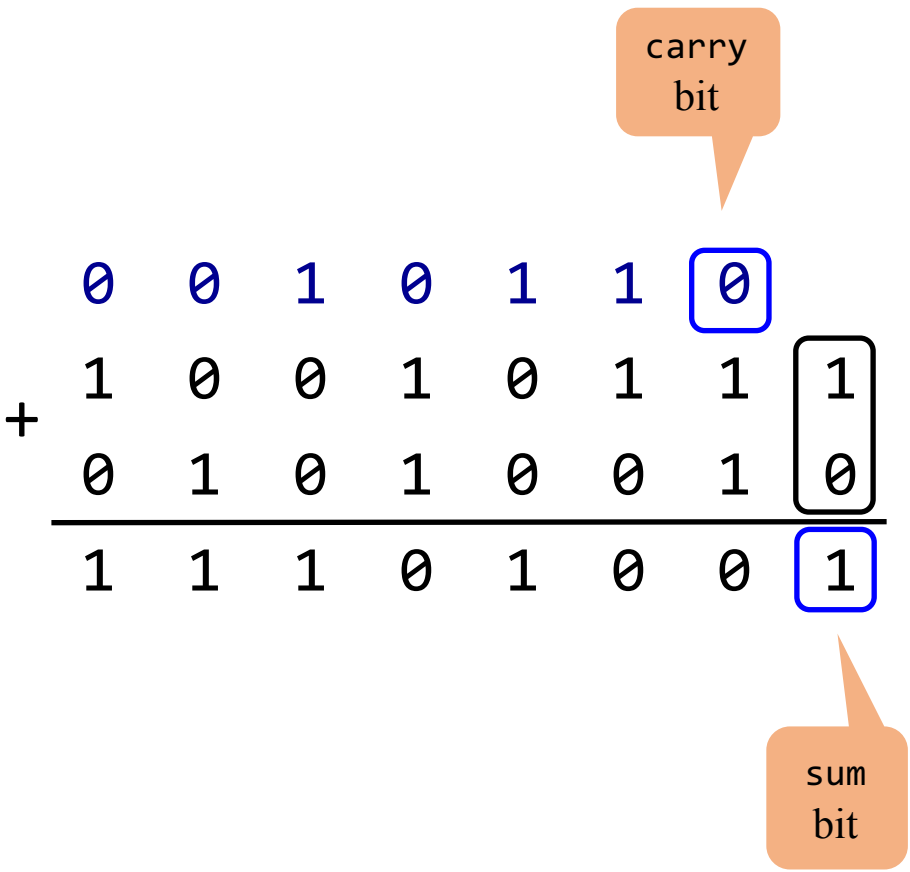
Building an Adder

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

- Half adder: adds two bits
- Full adder: adds three bits
- Adder: adds two integers

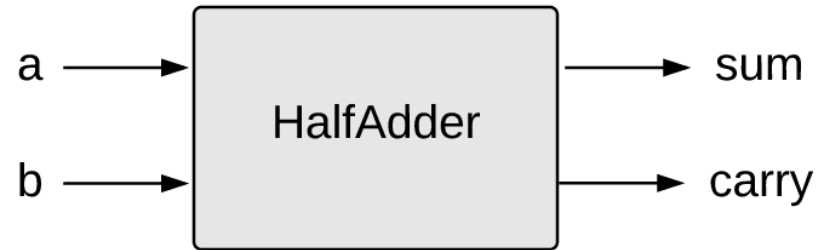
Half adder

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



Half adder

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



HalfAdder.hdl

```
/** Computes the sum of two bits. */  
CHIP HalfAdder {  
    IN a, b;  
    OUT sum, carry;  
  
    PARTS:  
    // Put your code here:  
}
```

Full adder

$$\begin{array}{rcccccccc} & 0 & 0 & 1 & 0 & 1 & 1 & 0 \\ + & 1 & 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 \\ \hline & 1 & 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{array}$$

Full adder

a	b	c	sum	carry
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

Diagram illustrating the addition of three 8-bit numbers, showing the carry bit and the resulting sum bit.

The numbers being added are:

- 00101010
- 10010111
- 01010100

The addition is performed as follows:

$$\begin{array}{r} 00101010 \\ + 10010111 \\ + 01010100 \\ \hline 11101001 \end{array}$$

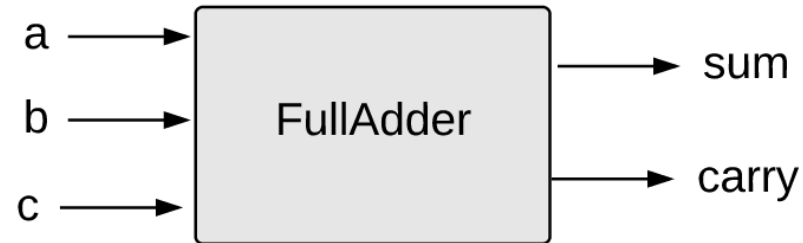
The carry bit is 1, and the sum bit is 0.

Annotations:

- carry bit: 1
- sum bit: 0

Full adder

a	b	c	sum	carry
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



FullAdder.hdl

```
/** Computes the sum of three bits. */  
CHIP HalfAdder {  
    IN a, b, c;  
    OUT sum, carry;  
  
    PARTS:  
    // Put your code here:  
}
```

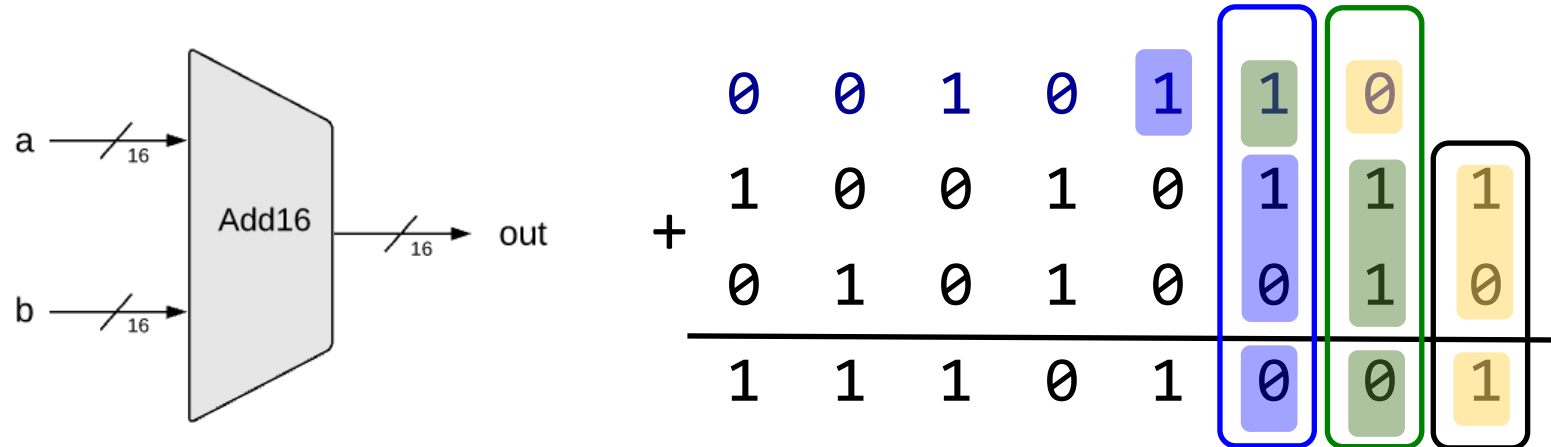
Multi-bit Adder

$$\begin{array}{rcccccccc} & 0 & 0 & 1 & 0 & 1 & 1 & 0 & \\ + & 1 & 0 & 0 & 1 & 0 & 1 & 1 & 1 \\ & 0 & 1 & 0 & 1 & 0 & 0 & 1 & 0 \\ \hline & 1 & 1 & 1 & 0 & 1 & 0 & 0 & 1 \end{array}$$

Multi-bit Adder

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

Multi-bit Adder



Add16.hdl

```
/* Adds two 16-bit, two's-complement values.
 * The most-significant carry bit is ignored. */

CHIP Add16 {
    IN a[16], b[16];
    OUT out[16];

    PARTS:
    // Put your code here:
}
```

Chapter 2: Boolean arithmetic



Binary numbers



Binary addition



Negative numbers

- Arithmetic Logic Unit
- Project 2 overview

Representing numbers (using 4 bits)

0000	0
0001	1
0010	2
0011	3
0100	4
0101	5
0110	6
0111	7
1000	8
1001	9
1010	10
1011	11
1100	12
1101	13
1110	14
1111	15

Using n bits, we can represent
the positive integers in the range
 $0 \dots 2^n - 1$

Representing negative numbers

0000

0001

0010

0011

0100

0101

0110

0111

1000

1001

1010

1011

1100

1101

1110

1111

Possible solution: use a sign bit

0000	0
0001	1
0010	2
0011	3
0100	4
0101	5
0110	6
0111	7
1000	-0
1001	-1
1010	-2
1011	-3
1100	-4
1101	-5
1110	-6
1111	-7

Use the left-most bit to
represent the sign, -/+

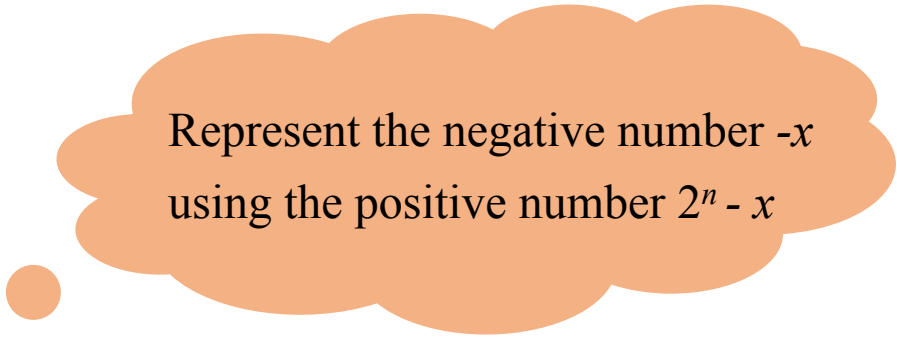
Use the remaining bits to
represent a positive number

Complications:

- -0?
- $x + (-x)$ is not 0
- more complications

Two's Complement

0000	0	
0001	1	
0010	2	
0011	3	
0100	4	
0101	5	
0110	6	
0111	7	
1000	-8	(16 - 8)
1001	-7	(16 - 9)
1010	-6	(16 - 10)
1011	-5	(16 - 11)
1100	-4	(16 - 12)
1101	-3	(16 - 13)
1110	-2	(16 - 14)
1111	-1	(16 - 15)



Represent the negative number $-x$
using the positive number $2^n - x$

Two's Complement

0000	0		}	positive numbers range: $0 \dots 2^{n-1} - 1$
0001	1			
0010	2			
0011	3			
0100	4			
0101	5			
0110	6			
0111	7			
1000	-8	(16 - 8)	}	negative numbers range: $-1 \dots -2^n - 1$
1001	-7	(16 - 9)		
1010	-6	(16 - 10)		
1011	-5	(16 - 11)		
1100	-4	(16 - 12)		
1101	-3	(16 - 13)		
1110	-2	(16 - 14)		
1111	-1	(16 - 15)		

Addition using two's complement

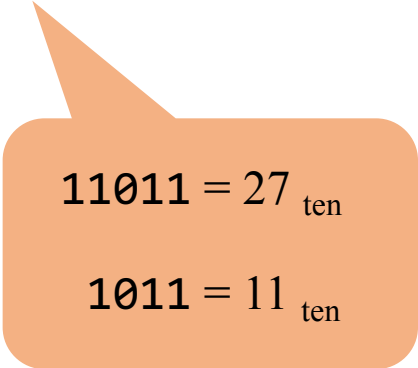
$$\begin{array}{r} + \quad -2 \\ + \quad -3 \\ \hline -5 \end{array}$$

$$\begin{array}{r} + \quad 14 \\ + \quad 13 \\ \hline 11 \end{array}$$

$$\begin{array}{r} + \quad 1110 \\ + \quad 1101 \\ \hline 11011 \end{array}$$

Two's complement rationale:

- representation is modulu 2^n
- addition is modulu 2^n


$$11011 = 27_{\text{ten}}$$

$$1011 = 11_{\text{ten}}$$

Computing $-x$

Input: x

Output: $-x$ (in two's complement)

Insight: if we solve this we'll know how to subtract:

$$y - x = y + (-x)$$

Computing $-x$

Input: x

Output: $-x$ (in two's complement)

Idea: $2^n - x = 1 + (2^n - 1) - x$

11111111_{two}

$$\begin{array}{r} 11111111 \\ - 10101100 \text{ (some x example)} \\ \hline 01010011 \text{ (flip all the bits)} \end{array}$$

Now add 1 to the result

Computing $-x$ (example)

Input: 4

Output: should be 12 (representing -4 in two's complement)

Input: 0100

Flip the bits: 1011

+
Add one: 1

Output: 1100

= 12_{ten}

To add 1:

Flip all the bits from right to left,
stop when the first 0 flips to 1

Chapter 2: Boolean arithmetic



Binary numbers



Binary addition



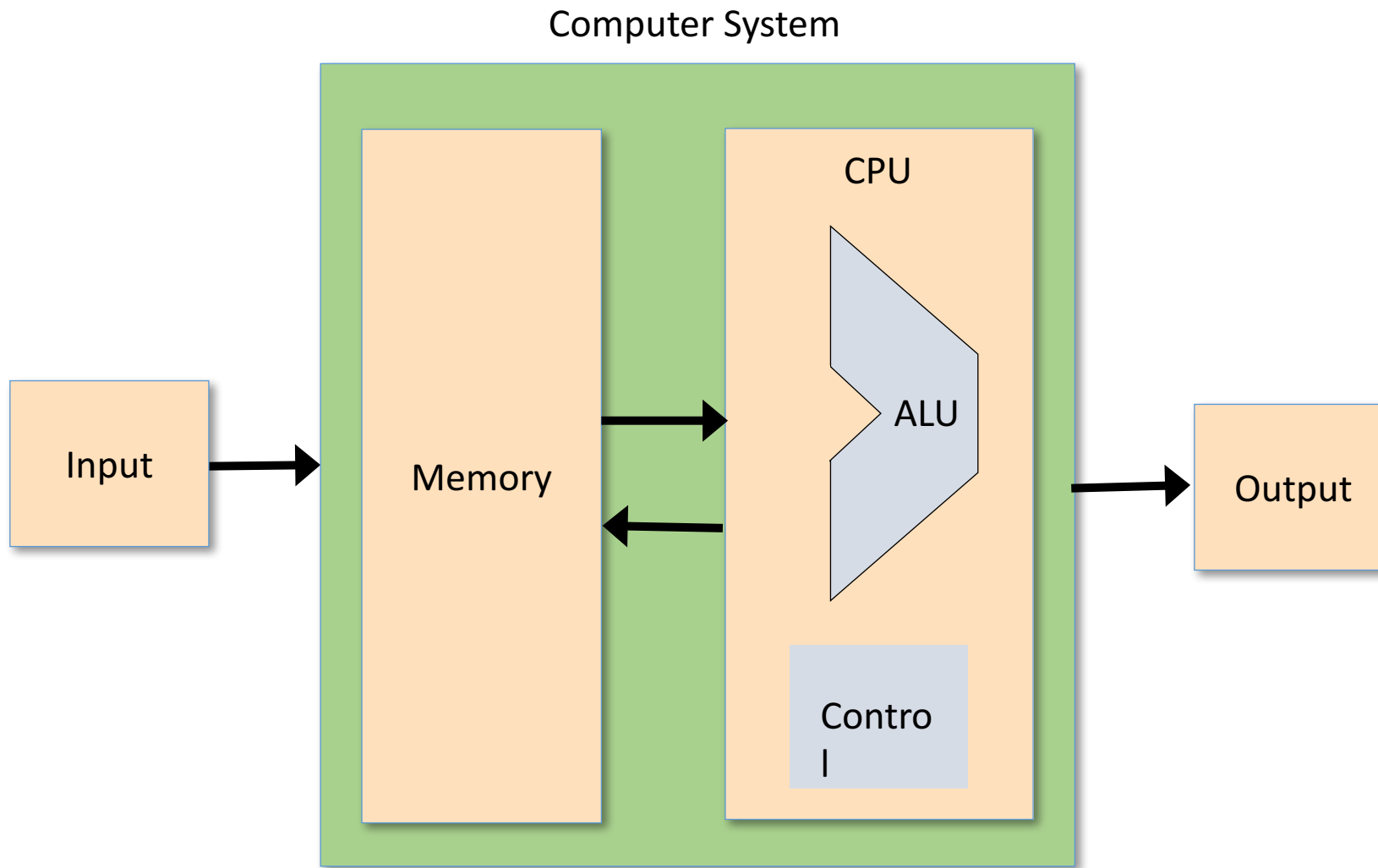
Negative numbers



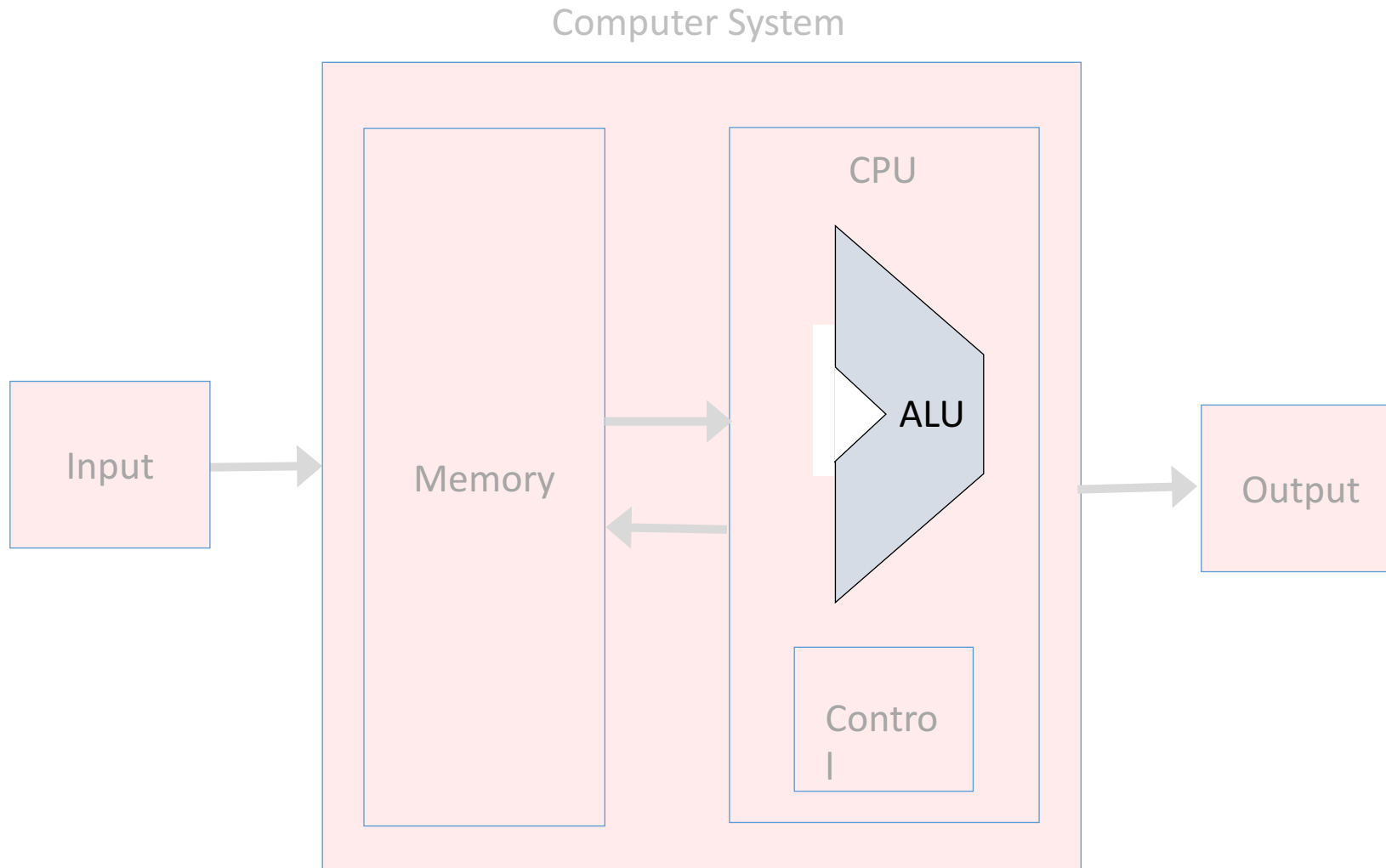
Arithmetic Logic Unit

- Project 2 overview

Von Neumann Architecture



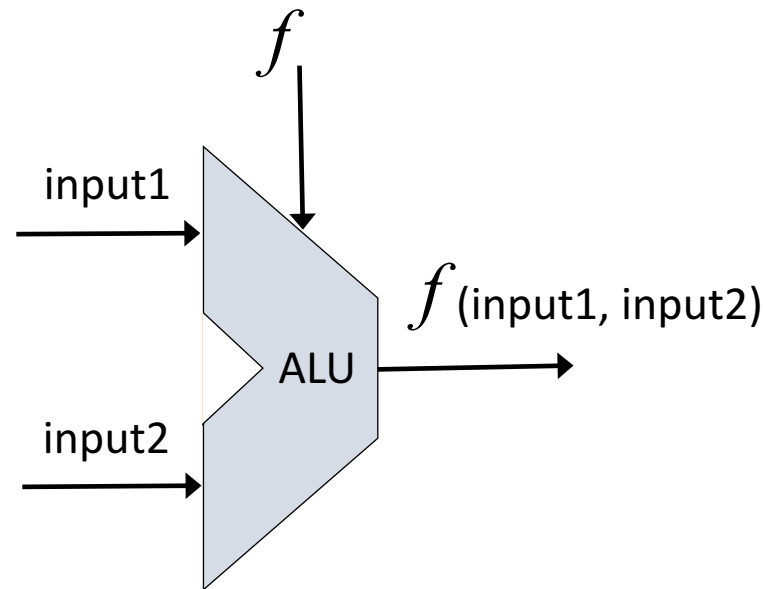
The Arithmetic Logical Unit



The Arithmetic Logical Unit

The ALU computes a function on the two inputs, and outputs the result

f : one out of a family of pre-defined arithmetic and logical functions

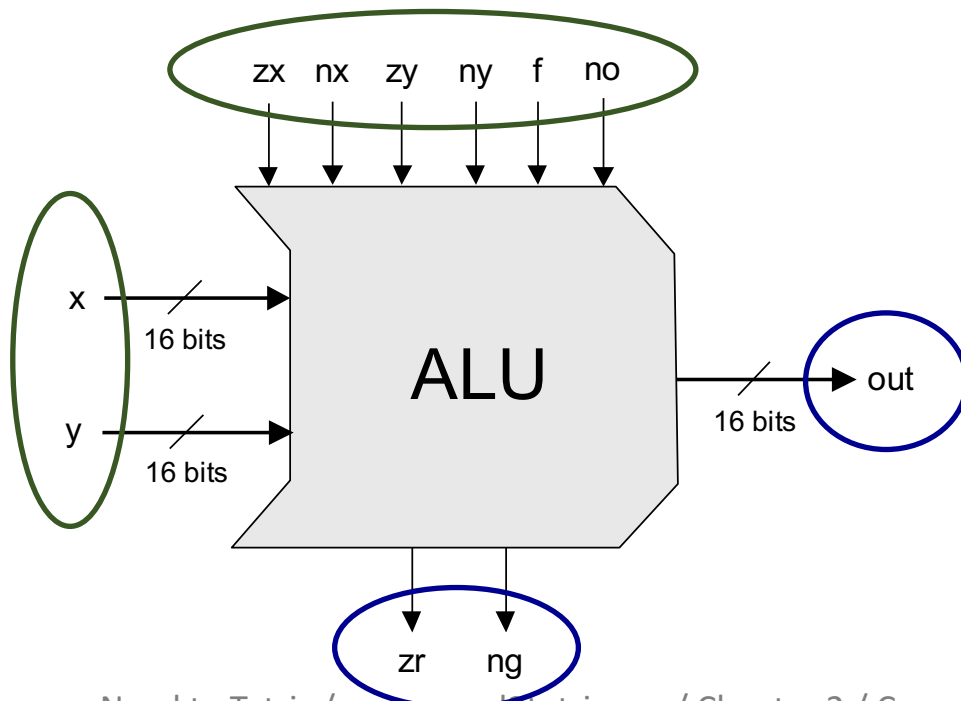


- Arithmetic functions: integer addition, multiplication, division, ...
- logical functions: And, Or, Xor, ...

Which functions should the ALU perform?
A hardware / software tradeoff.

The Hack ALU

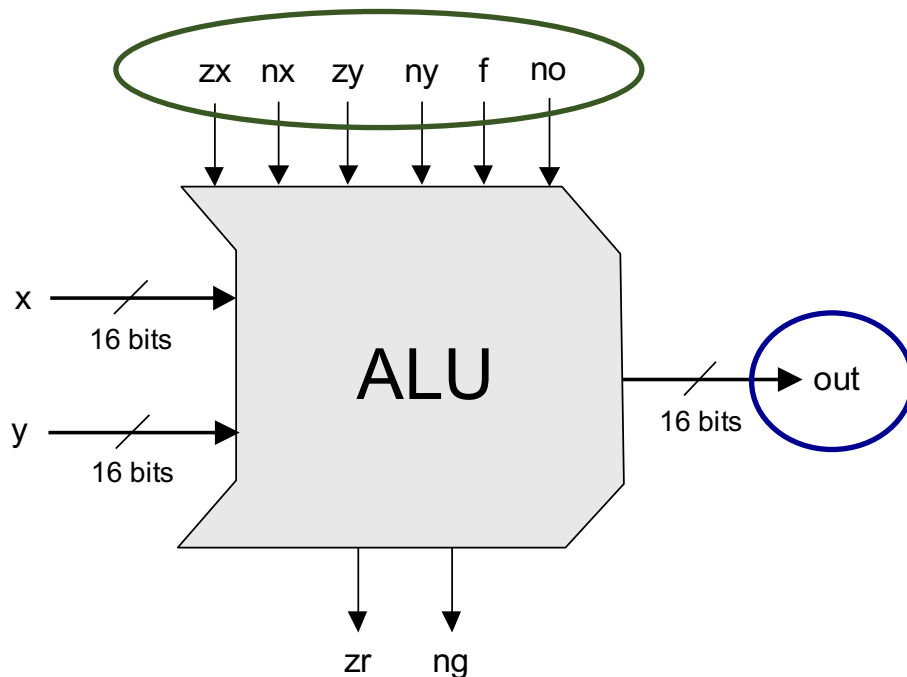
- Operates on two 16-bit, two's complement values
- Outputs a 16-bit, two's complement value
- Which function to compute is set by six 1-bit inputs
- Computes one out of a family of 18 functions
- Also outputs two 1-bit values (to be discussed later).



out
0
1
-1
x
y
!x
!y
-x
-y
x+1
y+1
x-1
y-1
x+y
x-y
y-x
x&y
x y

The Hack ALU

To cause the ALU to compute a function, set the control bits to one of the binary combinations listed in the table.



control bits

zx	nx	zy	ny	f	no	out
1	0	1	0	1	0	0
1	1	1	1	1	1	1
1	1	1	0	1	0	-1
0	0	1	1	0	0	x
1	1	0	0	0	0	y
0	0	1	1	0	1	!x
1	1	0	0	0	1	!y
0	0	1	1	1	1	-x
1	1	0	0	1	1	-y
0	1	1	1	1	1	x+1
1	1	0	1	1	1	y+1
0	0	1	1	1	0	x-1
1	1	0	0	1	0	y-1
0	0	0	0	1	0	x+y
0	1	0	0	1	1	x-y
0	0	0	1	1	1	y-x
0	0	0	0	0	0	x&y
0	1	0	1	0	1	x y

The Hack ALU in action: compute $y-x$

The screenshot shows the Nand2Tetris IDE interface. The top toolbar contains icons for running, stepping, and other simulation controls. The main window is divided into several sections:

- Inputs/Outputs Table:** A table with columns for Name, Value, and Name. It shows the ALU's inputs and outputs.
- HDL Editor:** Displays the Verilog code for the ALU implementation.
- Logic Diagram:** A diagram of the ALU implementation, showing the D Input, M/A Input, and the ALU output.

Annotations (orange callouts) provide a step-by-step guide to computing $y-x$:

1. Set the ALU's inputs and control bits to some test values (000111 codes "output $y-x$ ")
2. Evaluate the chip logic
3. Inspect the ALU outputs

Other annotations include:

- Load tools/builtInChips/ALU.hdl
- Built-in ALU implementation
- The built-in ALU implementation has some GUI side-effects

The HDL code in the editor is as follows:

```
// This file is part of the material for "The Elements of Computing Systems"
// by Noam Nisan and Shimon Schocken
// MIT Press. Book site: www.nand2tetris.org
// File name: tools/builtIn/ALU.hdl

/**
 * The ALU. Computes a pre-defined operation on two 16-bit
 * integers x and y. The operation is determined by a set of 6
 * control bits. The ALU operation can be described as follows:
 *
 * if zx=1 set x = 0
 * if nx=1 set x = !x
 * if zy=1 set y = 0
 * if ny=1 set y = !y
 */
```

The logic diagram shows the ALU implementation with the following inputs and outputs:

- D Input: 30
- M/A Input: 20
- ALU output: -10

The Hack ALU in action: compute $x \& y$

The screenshot shows the Nand2Tetris IDE interface. At the top is a menu bar (File, View, Run, Help) and a toolbar with icons for file operations, execution (single step, multi step, stop, reset), and simulation controls (Slow, Fast, Animate, Format, View). Below the toolbar, the 'Chip Name' is set to 'ALU' and 'Time' is 0.

The main workspace is divided into two panels: 'Input pins' and 'Output pins'. The 'Input pins' panel has a table with columns 'Name' and 'Value'. The 'Output pins' panel has a table with columns 'Name' and 'Value'. Both tables are circled in green and blue respectively, with callouts indicating they should be set to binary I/O format.

The 'Input pins' table:

Name	Value
x[16]	1110101110000110
y[16]	0001100001101101
zx	0
nx	0
zy	0
ny	0
f	0
no	0

The 'Output pins' table:

Name	Value
out[16]	0000100000000100
zr	0
ng	0

Callouts for the input and output tables:

- Set the ALU's inputs and control bits to some test values (000000 codes "compute x&y")
- Set to binary I/O format
- Inspect the ALU outputs

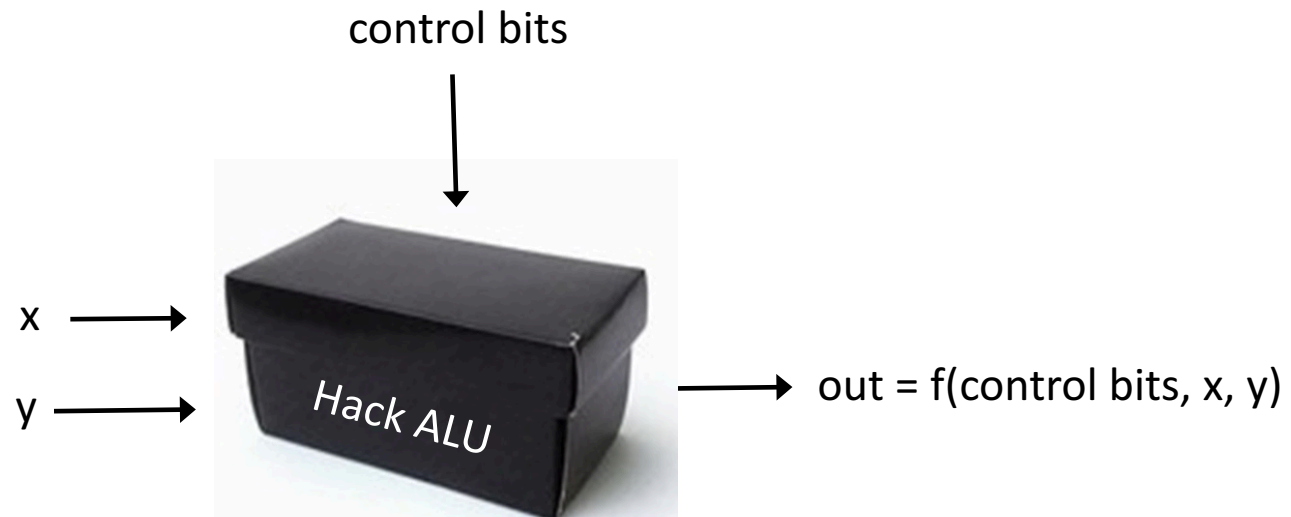
The bottom left panel shows the HDL code for the ALU chip:

```
// This file is part of the material for "The Elements of Computing Systems"
// by Noam Nisan and Shimon Schocken
// MIT Press. Book site: www.nand2tetris.org
// File name: tools/builtIn/ALU.nasm

/**
 * The ALU. Computes a pre-defined operation on two 16-bit integers
 * where x and y are two 16-bit integers. The operation is determined
 * by a set of 6 control bits: zx, nx, zy, ny, f, and no.
 * The ALU operation can be described as follows:
 *   if zx=1 set x = 0
 *   if nx=1 set x = !x
 *   if zy=1 set y = 0
 *   if ny=1 set y = !y
 *   if f=1 set f = 1
 *   if no=1 set no = 1
 */
```

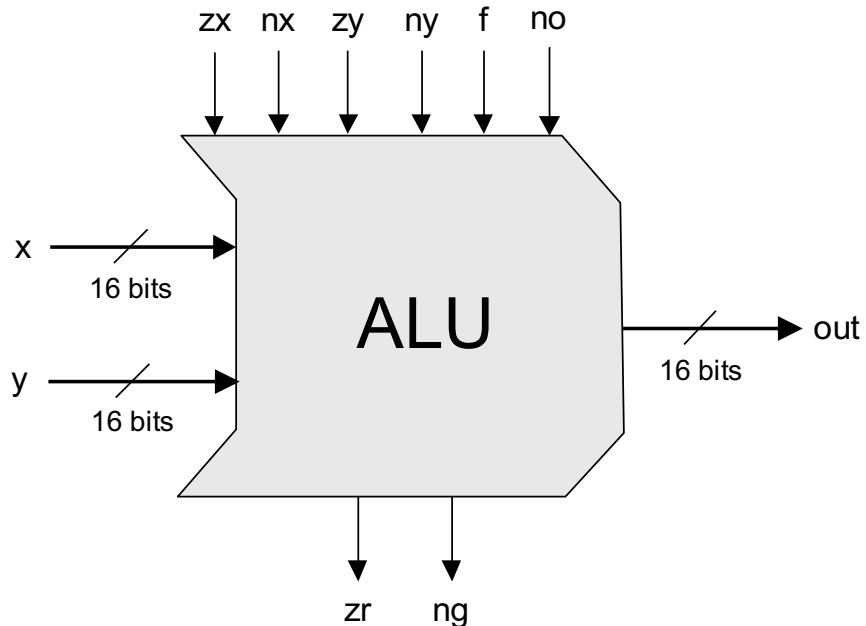
The bottom right panel shows a diagram of the ALU chip. It has two inputs: 'D Input' (value -5242) and 'M/A Input' (value 6253). The output is 'ALU output' (value 2052). The chip is represented by a green trapezoid with a 'D&M' label inside.

Opening up the Hack ALU black box



The Hack ALU operation

pre-setting the x input		pre-setting the y input		selecting between computing + or &	post-setting the output	Resulting ALU output
zx	nx	zy	ny	f	no	out
if zx then x=0	if nx then x=!x	if zy then y=0	if ny then y=!y	if f then out=x+y else out=x&y	if no then out=!out	out(x,y)=



The Hack ALU operation

pre-setting the x input		pre-setting the y input		selecting between computing + or &	post-setting the output	Resulting ALU output
zx	nx	zy	ny	f	no	out
if zx then x=0	if nx then x=!x	if zy then y=0	if ny then y=!y	if f then out=x+y else out=x&y	if no then out=!out	out(x,y)=
1	0	1	0	1	0	0
1	1	1	1	1	1	1
1	1	1	0	1	0	-1
0	0	1	1	0	0	x
1	1	0	0	0	0	y
0	0	1	1	0	1	!x
1	1	0	0	0	1	!y
0	0	1	1	1	1	-x
1	1	0	0	1	1	-y
0	1	1	1	1	1	x+1
1	1	0	1	1	1	y+1
0	0	1	1	1	0	x-1
1	1	0	0	1	0	y-1
0	0	0	0	1	0	x+y
0	1	0	0	1	1	x-y
0	0	0	1	1	1	y-x
0	0	0	0	0	0	x&y
0	1	0	1	0	1	x y

ALU operation example: compute !x

pre-setting the x input		pre-setting the y input		selecting between computing + or &	post-setting the output	Resulting ALU output
zx	nx	zy	ny	f	no	out
if zx then x=0	if nx then x=!x	if zy then y=0	if ny then y=!y	if f then out=x+y else out=x&y	if no then out=!out	out(x,y)=
1	0	1	0	1	0	0
1	1	1	1	1	1	1
1	1	1	0	1	0	-1
0	0	1	1	0	0	x
1	1	0	0	0	0	y
0	0	1	1	0	1	!x
1	1	0	0	0	0	!y
0	0	1	0	0	0	-x
1	1	0	0	0	0	-y
0	1	1	0	0	0	x+1
1	1	0	0	0	0	y+1
0	0	1	0	0	0	x-1
1	1	0	0	0	0	y-1
0	0	0	0	0	0	x+y
0	1	0	0	0	0	x-y
0	0	0	0	0	0	y-x
0	0	0	0	0	0	x&y
0	1	0	0	0	0	x y

Example: compute !x

x: 1 1 0 0

y: 1 0 1 1

Following pre-setting:

x: 1 1 0 0

y: 1 1 1 1

Computation and post-setting:

x&y: 1 1 0 0

!(x&y): 0 0 1 1 (!x)

ALU operation example: compute $y-x$

pre-setting the x input		pre-setting the y input		selecting between computing + or &	post-setting the output	Resulting ALU output
zx	nx	zy	ny	f	no	out
if zx then x=0	if nx then x=!x	if zy then y=0	if ny then y=!y	if f then out=x+y else out=x&y	if no then out=!out	out(x,y)=
1	0	1	0	1	0	0
1	1	1	1	1	1	1
				1	0	-1
				0	0	x
				0	0	y
				0	1	!x
				0	1	!y
				1	1	-x
				1	1	-y
				1	1	x+1
				1	1	y+1
				1	0	x-1
				1	0	y-1
				1	0	x+y
				1	1	x-y
0	0	0	1	1	1	y-x
0	0	0	0	0	0	x&y
0	1	0	1	0	1	x y

Example: compute $y-x$

x: 0 0 1 0 (2)
y: 0 1 1 1 (7)

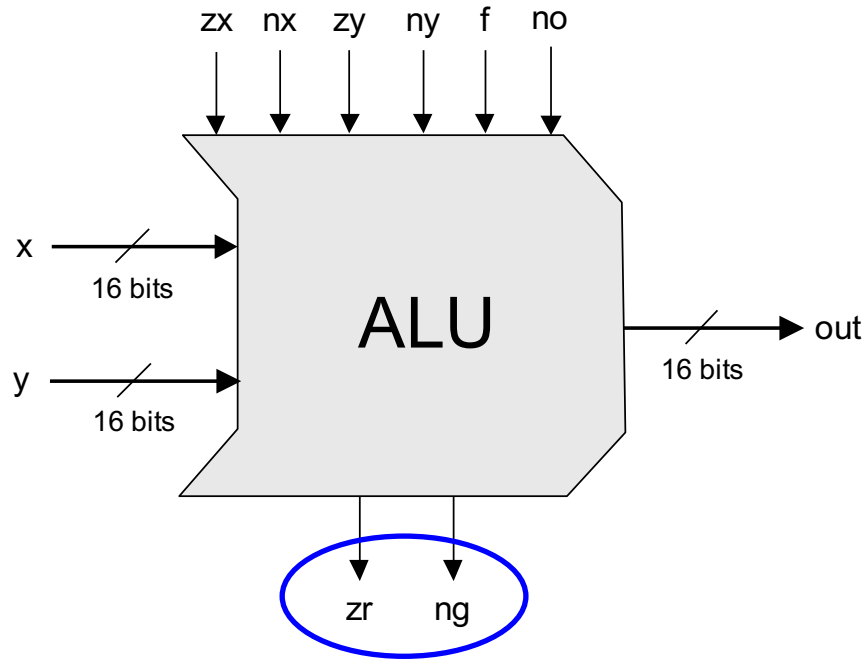
Following pre-setting:

x: 0 0 1 0
y: 1 0 0 0

Computation and post-setting:

x+y: 1 0 1 0
!(x+y): 0 1 0 1 (5)

The Hack ALU output control bits



`if (out == 0) then zr = 1, else zr = 0`

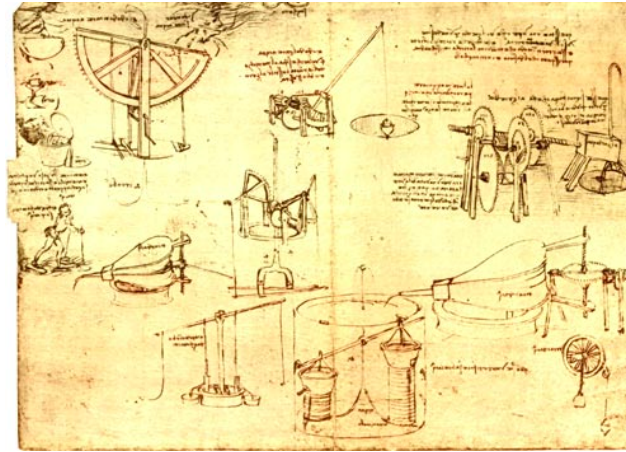
`if (out < 0) then ng = 1, else ng = 0`

These two control bits will come into play when we build the complete computer's architecture.

Perspective

The Hack ALU is:

- Simple
 - Elegant
 - To implement it this ALU, you only need to know how to:
 - Set a 16-bit value to 0000000000000000
 - Set a 16-bit value to 1111111111111111
 - Negate a 16-bit value (bit-wise)
 - Compute plus or And on two 16-bit values
- That's it!



“Simplicity is the ultimate sophistication.”
— Leonardo da Vinci

Chapter 2: Boolean arithmetic



Binary numbers



Binary addition



Negative numbers



Arithmetic Logic Unit



Project 2 overview

Project 2

Given: All the chips built in Project 1

Goal: Build the following chips:

- HalfAdder
- FullAdder
- Add16
- Inc16
- ALU

A family of *combinational* chips,
from simple adders to an
Arithmetic Logic Unit.

Half Adder



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

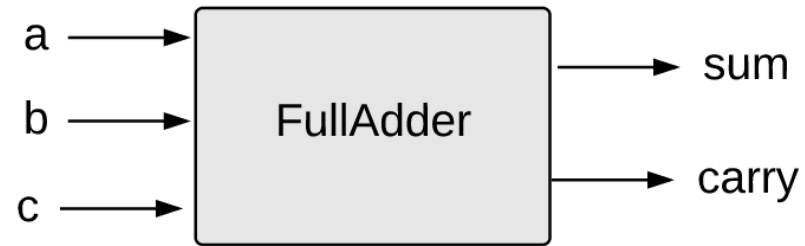
HalfAdder.hdl

```
/** Computes the sum of two bits. */  
  
CHIP HalfAdder {  
    IN a, b;  
    OUT sum, carry;  
  
    PARTS:  
        // Put your code here:  
}
```

Implementation tip

Can be built using two very elementary gates.

Full Adder



FullAdder.hdl

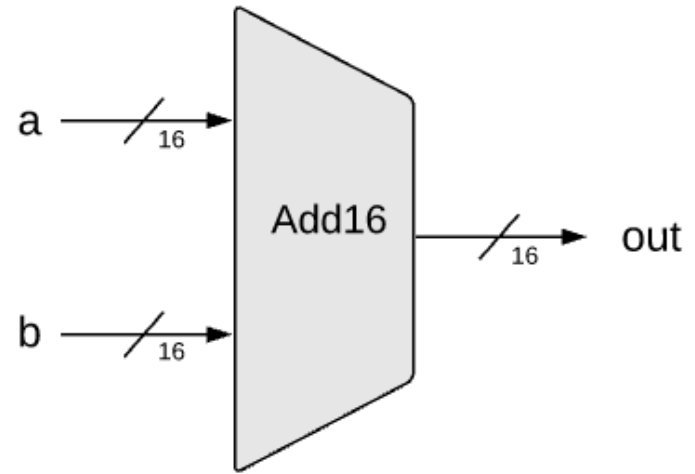
```
/** Computes the sum of three bits. */  
  
CHIP HalfAdder {  
    IN a, b, c;  
    OUT sum, carry;  
  
    PARTS:  
        // Put your code here:  
}
```

a	b	c	sum	carry
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

Implementation tips

Can be built using two half-adders.

16-bit adder



Implementation tips

- An n -bit adder can be built from n full-adder chips
- The carry bit is “piped” from right to left
- The MSB carry bit is ignored.

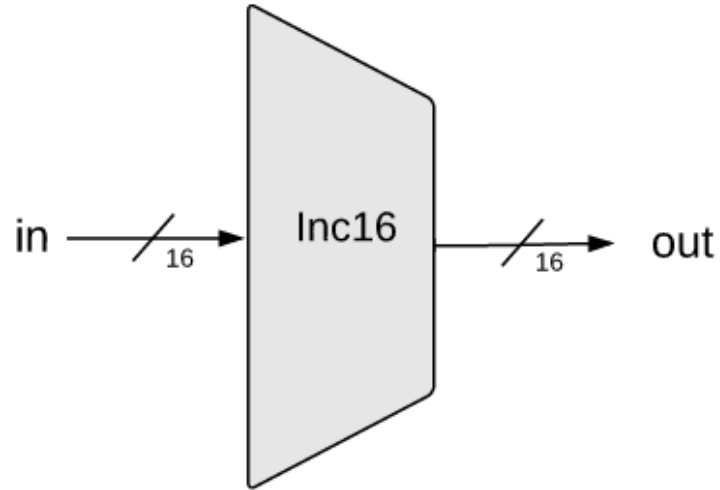
Add16.hdl

```
/*
 * Adds two 16-bit, two's-complement values.
 * The most-significant carry bit is ignored.
 */

CHIP Add16 {
    IN a[16], b[16];
    OUT out[16];

    PARTS:
    // Put your code here:
}
```

16-bit incrementor



Implementation tip

The single-bit 0 and 1 values are represented in HDL as false and true.

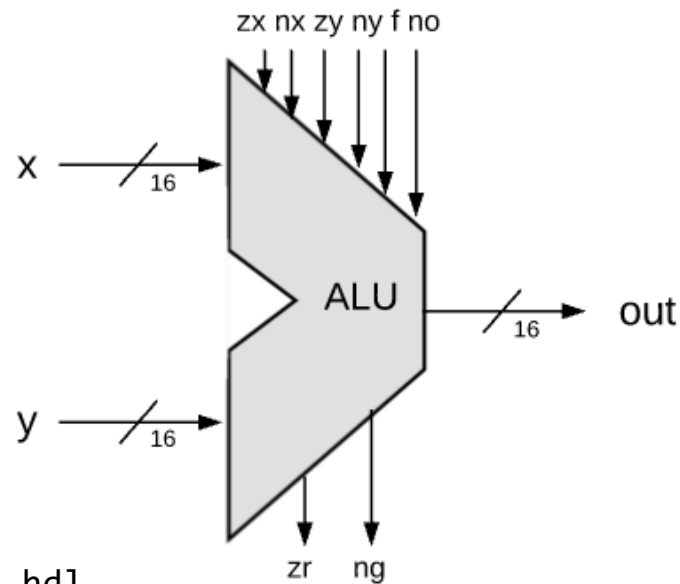
Inc16.hdl

```
/*
 * Outputs in + 1.
 * The most-significant carry bit is ignored.
 */

CHIP Inc16 {
    IN in[16];
    OUT out[16];

    PARTS:
        // Put your code here:
}
```


ALU



Implementation tips

- ❑ Building blocks: Add16, and some gates built in project 1
- ❑ Can be built with ~20 lines of HDL code

ALU.hdl

```
/** The ALU. */
// Manipulates the x and y inputs as follows:
// if (zx == 1) sets x = 0           // 16-bit true constant
// if (nx == 1) sets x = !x         // bitwise Not
// if (zy == 1) sets y = 0           // 16-bit true constant
// if (ny == 1) sets y = !y         // bitwise Not
// if (f == 1) sets out = x + y     // int. 2's-complement addition
// if (f == 0) sets out = x & y     // bitwise And
// if (no == 1) sets out = !out      // bitwise Not
// if (out == 0) sets zr = 1         // 1-bit true constant
// if (out < 0) sets ng = 1          // 1-bit true constant
...
```

Project 2 Resources

From NAND to Tetris

Building a Modern Computer From First Principles

www.nand2tetris.org

Home

Prerequisites

Syllabus

Course

Book

Software

Terms

Papers

Talks

Cool Stuff

About

Team

Q&A

Project 2: Combinational Chips

Background


The centerpiece of the computer's architecture is the *CPU*, or *Central Processing Unit*, and the centerpiece of the CPU is the *ALU*, or *Arithmetic-Logic Unit*. In this project you will gradually build a set of chips, culminating in the construction of the *ALU* chip of the *Hack* computer. All the chips built in this project are standard, except for the *ALU* itself, which differs from one computer architecture to another.

Objective

Build all the chips described in Chapter 2 (see list below), leading up to an *Arithmetic Logic Unit* - the Hack computer's *ALU*. The only building blocks that you can use are the chips described in chapter 1 and the chips that you will gradually build in this project.

Chips

Chip (HDL)	Description	Test script	Compare file
HalfAdder	Half Adder	HalfAdder.tst	HalfAdder.cmp
FullAdder	Full Adder	FullAdder.tst	FullAdder.cmp
Add16	16-bit Adder	Add16.tst	Add16.cmp
Inc16	16-bit incrementer	Inc16.tst	Inc16.cmp
ALU	Arithmetic Logic Unit	ALU.tst	ALU.cmp



All the necessary project 2 files are available in:
nand2tetris / projects / 02

More resources

- HDL Survival Guide
- Hardware Simulator Tutorial
- nand2tetris Q&A forum



All available in: www.nand2tetris.org

Best practice advice

- Try to implement the chips in the given order
- If you don't implement some of the chips required in project 2, you can still use them as chip-parts in other chips. Just rename the given stub-files; this will cause the simulator to use the built-in versions of these chips
- You can invent new, “helper chips”; however, this is not required: you can build any chip using previously-built chips only
- Strive to use as few chip-parts as possible
- You will have to use chips implemented in Project 1
- For efficiency and consistency's sake, use their built-in versions rather than your own implementation.

Chapter 2: Boolean arithmetic

- ✓ Binary numbers
- ✓ Binary addition
- ✓ Negative numbers
- ✓ Arithmetic Logic Unit
- ✓ Project 2 overview



Chapter 2

Boolean Arithmetic

These slides support chapter 2 of the book

The Elements of Computing Systems

By Noam Nisan and Shimon Schocken

MIT Press