CS232 Week3 Q2

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1 Design of Four Bit Ripple Adder

For each position in the sum, we add together the corresponding positions from a, b and the carry from the previous addition using the one bit full adder.

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\begin{aligned} sum(0), carry(0) &= \text{OneBitFullAdd}(a(0), b(0), cin) \\ sum(1), carry(1) &= \text{OneBitFullAdd}(a(1), b(1), carry(0)) \\ sum(2), carry(2) &= \text{OneBitFullAdd}(a(2), b(2), carry(1)) \\ sum(3), cout &= \text{OneBitFullAdd}(a(3), b(3), carry(2)) \end{aligned}
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