Name: Matthew Galitz

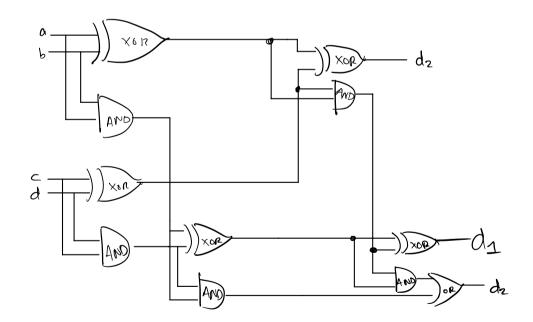
Computing ID: ykkbrh

Collaborators: NWE

Collaboration Policy: For this homework only! You may collaborate with other students in this class. As an **exception** to the usual collaboration policy, you do not need to tell us about casual interactions of the "I got X, what did you get?" variety. But **do** cite any close collaboration or major corrections; for example if the answer to the above hypothetical was "I think X is wrong, here's why" and then you change your answer, add a note like "mst3k suggested this answer" next to your answer. However, we expect that everyone will work on the assignment to better understand circuits, so **you may not directly copy another student's answer**.

PROBLEM 1 4-input adder

We have discussed both a 2-input and 3-input adders for single-bit values as we were building our ripple carry adder. Draw a 4-input adder for single-bit values: that is, a set of logic gates with 4 input wires (no need to name them) each representing a number between 0 and 1 and a multi-bit output z, composed of wires z_0 through $z_{...}$ (where z_0 is the low-order bit, z_1 the next, etc., up to the number of wires needed for this task). The gates should ensure that z= the sum of all four inputs.



PROBLEM 2 4-bit increment to 15

In class we considered an increment circuit that adds 1 to its input value. How can we change our circuit to "stop" at x = 0b1111? That is, if x is not all 1s, then increment by 1. If x is all 1s, then increment by 0, i.e., z = 0b1111. Draw a circuit that does not use more than twice the number of gates in the original. 0-> least significant

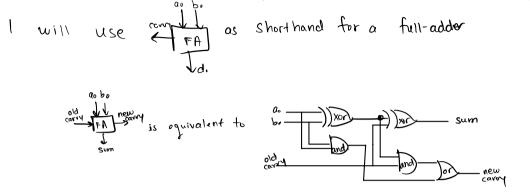
Az _))<u>x</u>oy do dz. д3

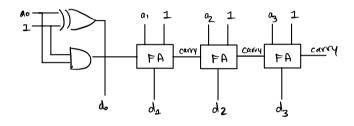
3-> most stynificant

the output Should Le reflected

PROBLEM 3 4-bit decrement

Now, rather than our 4-bit increment circuit that adds 1 to its input value, we want a circuit that subtracts 1 (i.e., z = x - 1). Draw a 4-bit decrement circuit that does **not** use not ($^{\sim}$) gates.





PROBLEM 4 Fancy adder

Given two 4-bit inputs x and y, draw a circuit that output the value z such that z = x + x + y. As a special property of **this circuit only**, we do **not** want overflow, so we have decided that z may have more than 4 bits to represent its value. Draw the corresponding circuit; label the output bits of z and state the number of bits needed in the output. *Hint: is there a fast way to calculate* x + x *without using many gates?*

