



University of British Columbia  
Electrical and Computer Engineering  
Digital Design and Microcomputers CPEN312

## Lecture 7: Arithmetic Operations.

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## Objectives

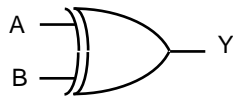
- The XOR gate
- Half adder
- Full adder
- Binary addition and subtraction
- BCD addition and subtraction

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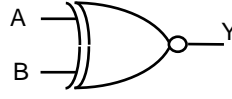
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## XOR and XNOR Gates



$$Y = A \oplus B$$

A	B	Y
0	0	0
0	1	1
1	0	1
1	1	0



$$\overline{Y} = A \oplus B$$

A	B	Y
0	0	1
0	1	0
1	0	0
1	1	1

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## Uses of the XOR Gate

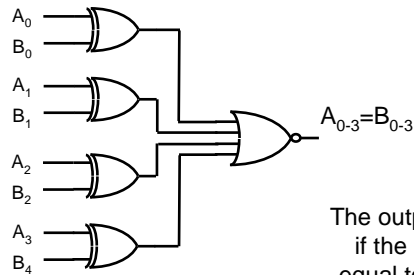
- The XOR gate is very useful. Some uses we will see:
  - Comparators. Check if two numbers are equal. Example given in a previous lecture.
  - Selectable inverters. They allow us to select A or A' easily.
  - Parity checkers. Often used when transmitting data digitally.
  - Arithmetic: addition and subtraction.

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## XOR Comparator



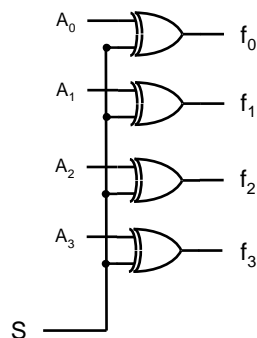
$$f = \overline{(A_0 \oplus B_0) + (A_1 \oplus B_1) + (A_2 \oplus B_2) + (A_3 \oplus B_3)}$$

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## Selectable Inverter



S	A <sub>n</sub>	f <sub>n</sub>
0	0	0
0	1	1
1	0	1
1	1	0

When S=1 we invert A

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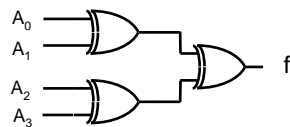
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## Parity Generator

Consider this function:

$$f = A_0 \oplus A_1 \oplus A_2 \oplus A_3$$

Implemented like this:



What is particular about f?

**f is one when the number of ones in A is odd!**

A <sub>3</sub>	A <sub>2</sub>	A <sub>1</sub>	A <sub>0</sub>	f
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	1
0	1	0	1	0
0	1	1	0	0
0	1	1	1	1
1	0	0	0	1
1	0	0	1	0
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0

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## The Half Adder

- Before we start with adder circuits, let make sure we understand how to add binary numbers.

179	10110011	plus
112	<u>01110000</u>	
291	100100011	

Pay attention on how the carry propagates from one bit to the next!

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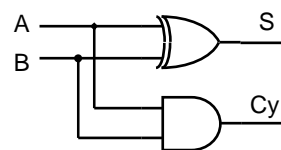
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## The Half Adder

- The half adder has two inputs: A and B; and two outputs: Sum (S), and Carry (Cy). Here it is the truth table of a half adder:

In		Out	
A	B	S	Cy
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

Circuit for half adder:



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## The Full Adder

- The full adder has three inputs: A, B, and  $Cy_i$ ; and two outputs: Sum (S), and Carry out ( $Cy_o$ ). Here it is the truth table of the full adder:

In			Out	
$Cy_i$	A	B	$Cy_o$	S
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

Just like the parity generator we cover in a previous slide...

$$S = Cy_i \oplus A \oplus B$$

For the  $Cy_o$ , we need to work a little...

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## Equation for $Cy_o$

$Cy_i$	A	B	$Cy_o$
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	1
1	1	1	1

	$A'B'$	$A'B$	$AB$	$AB'$
$Cy_i'$	0	0	1	0
$Cy_i$	0	1	1	1

$$Cy_o = A.B + Cy_i.B + Cy_i.A$$

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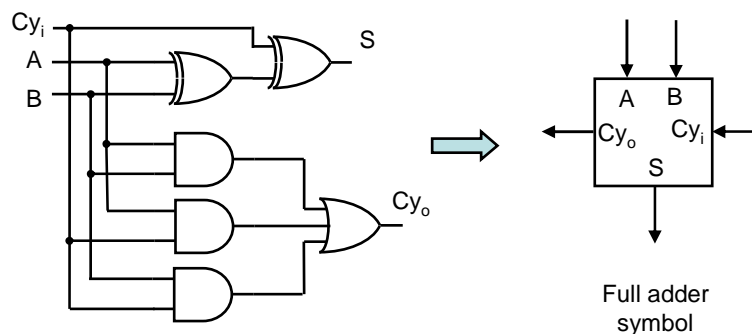
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## Full Adder Circuit

$$S = Cy_i \oplus A \oplus B$$

$$Cy_o = A.B + Cy_i.B + Cy_i.A$$



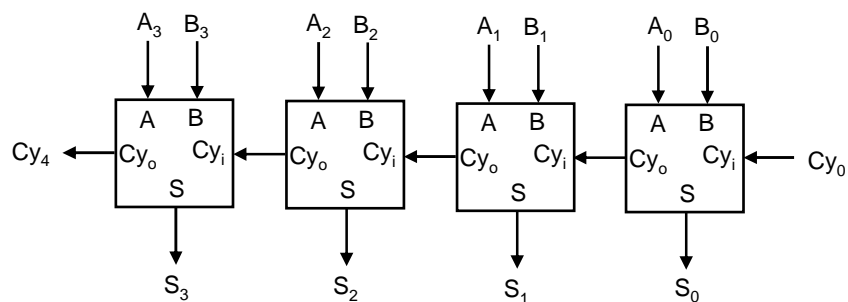
One possible circuit for a full adder.

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## 4-bit Adder



Can be expanded to any number of bits.

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## Carry Look Ahead

- If you look at the figure from the previous slide, you'll notice that the “carry in” from one full adder is the carry out from the previous full adder.
- For the full adder I implemented, this is bad because it slows down the adder: an adder can not finish before the previous one has finished.
- To minimize this problem “Carry Look Ahead” logic is often used. I will not cover it in this lecture. If you are curious about Carry Look Ahead, it is all over the internet.

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## Two's Complement

- It is very easy to implement subtraction if we know how to get the two's complement of a binary number:
  - Negate each bit of the number. This is also called the 1's complement.
  - Add one to the result above.
- If you add a binary number and its 2's complement the result is zero.

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## 2's Complement

To obtain the 2's complement of a number:

0 0 1 1 0 1 0 0 Original number: 52

1 1 0 0 1 0 1 1 1's complement

1 Add 1

---

1 1 0 0 1 1 0 0 2's complement

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## Binary Subtraction

- To subtract binary number B from binary number A, just get the 2's complement of B and add it to A!

1	1	0	0	1	0	0	1	Subtract (201-52)
0	0	1	1	0	1	0	0	

1	1	0	0	1	0	0	1	Add
1	1	0	0	1	1	0	0	(2's complement of 52)
1	0	0	1	0	1	0	1	Result: 149

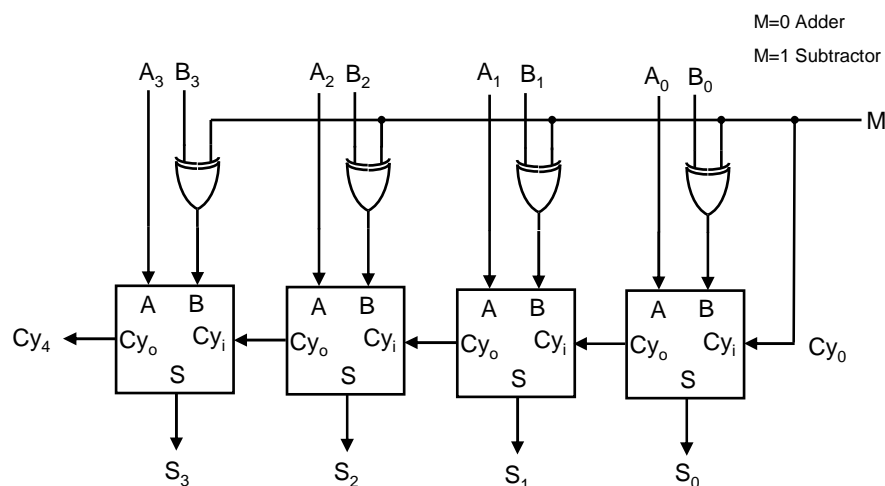
A very simple modification to the adder allows us to do subtraction!

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## 4-bit Adder/Subtractor



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## 4-bit Adder in VHDL

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity binary_adder is
  port(
    a, b      : in  std_logic_vector(3 downto 0);
    carry_in  : in  std_logic;
    sum       : out std_logic_vector(3 downto 0);
    carry     : out std_logic
  );
end binary_adder;

architecture a of binary_adder is
  signal sum_temp : std_logic_vector(4 downto 0);
begin

  process(a, b, sum_temp, carry_in)
  begin
    sum_temp <= ('0' & a) + ('0' & b) + ("0000" & carry_in);
    carry <= sum_temp(4);
    sum <= sum_temp(3 downto 0);
  end process;
end a;
```

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## 4-bit Adder in VHDL

- VHDL has a library with several arithmetic and logic functions: **ieee.std\_logic\_unsigned**
- To concatenate bits we use '&'.
- Almost sure carry look ahead is implemented in the library.
- Other arithmetic functions available: '-', '\*', '=', '<=', '>=', '/='. Division is not available in this library.
- Easy to expand to any number of bits!

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# VHDL Operators

<http://www.quicknet.se/hdc/hdl/educaton/operator/descr.htm>

- Adding operators
- Assignment operators
- Logical operators
- Multiplying operators
- Relational operators
- Shift operators
- Sign
- Miscellaneous operators

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## Adding operators

- + Addition
- - Subtraction
- & Concatenation

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## Assignment operators

- `<=` Assignment of signals
- `:=` Assignment of variables, also assignment of signals at declaration

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## Logical operators

- and
- nand
- or
- nor
- xor
- xnor
- not

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## Multiplying operators

- \* Multiplication
- / Division
- mod Modulus
- rem Reminder

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## Relational operators

- = Equal
- /= Not equal
- < Less than
- <= Less than or equal
- > Greater than
- >= Greater than or equal

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## Shift operators

- rol Rotate left logical
- ror Rotate right logical
- sla Shift left arithmetic
- sra Shift right arithmetic
- sll Shift left logical
- srl Shift right logical

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## Sign

- + Plus
- - Minus

## Miscellaneous operators

- \*\* Exponentiation
- abs Absolute value

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## BCD Adder

- We can use two 4-bit binary adders to implement a one digit BCD adder.
- BCD is often used when interaction with people is needed. Calculators are a good example!
- Let us start with the derivation of a BCD adder from a 4-bit binary adders

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Binary Sum					BCD Sum					
K	Z <sub>3</sub>	Z <sub>2</sub>	Z <sub>1</sub>	Z <sub>0</sub>	Cy	S <sub>3</sub>	S <sub>2</sub>	S <sub>1</sub>	S <sub>0</sub>	
0	0	0	0	0	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0	1	1
0	0	0	1	0	0	0	0	1	0	2
0	0	0	1	1	0	0	0	1	1	3
0	0	1	0	0	0	0	1	0	0	4
0	0	1	0	1	0	0	1	0	1	5
0	0	1	1	0	0	0	1	1	0	6
0	0	1	1	1	0	0	1	1	1	7
0	1	0	0	0	0	1	0	0	0	8
0	1	0	0	1	0	1	0	0	1	9
0	1	0	1	0	1	0	0	0	0	10
0	1	0	1	1	1	0	0	0	1	11
0	1	1	0	0	1	0	0	1	0	12
0	1	1	0	1	1	0	0	1	1	13
0	1	1	1	0	1	0	1	0	0	14
0	1	1	1	1	1	0	1	0	1	15
1	0	0	0	0	1	0	1	1	0	16
1	0	0	0	1	1	0	1	1	1	17
1	0	0	1	0	1	1	0	0	0	18
1	0	0	1	1	1	1	0	0	1	19

In this portion of the table,  $BCD = Binary + 6$

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## BCD Adder

- We need to detect if the binary adder produces a number larger than 9 OR a carry out. If so, we add 6 to it. Lets focus on detecting a binary number larger than 9:

		$Z_2Z_3$			
		00	01	11	10
$Z_0Z_1$	00	0	0	1	0
	01	0	1	1	0
	11	0	1	1	0
	10	0	0	1	0

$$f_{\text{DCBA} > 1001} = z_1 \cdot z_3 + z_2 \cdot z_3$$

So, we need to add 0110 if:

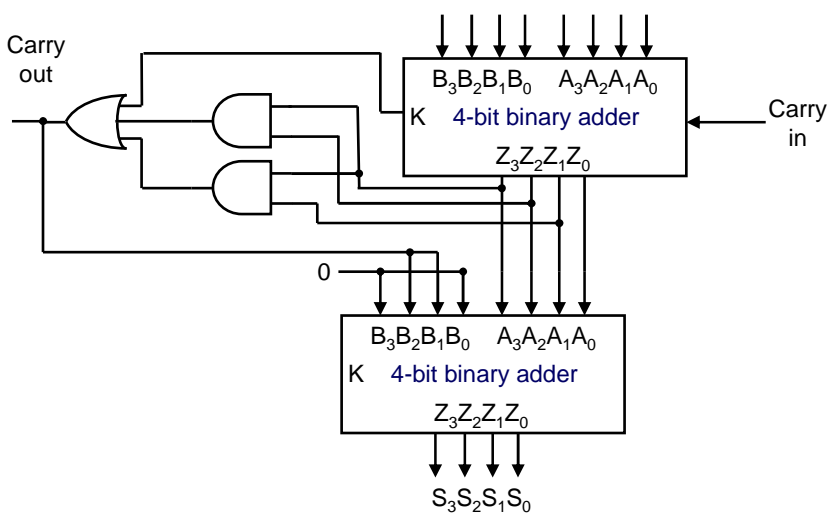
$$f_{\text{add6}} = Z_1 \cdot Z_3 + Z_2 \cdot Z_3 + K$$

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## Block Diagram of BCD Adder



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## BCD Adder in VHDL

- To implement the BCD adder we have two options:
  - Stick to old school methods and implement the BCD adder using an schematic diagram.
  - Embrace modern times and use a HDL, such as VHDL.
- For complicated circuits such as the BCD adder it is more convenient to use VHDL! You'll see what I mean in the next two slides...

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## BCD Adder in VHDL

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity bcd_adder is
  port(
    a,b      : in  std_logic_vector (3 downto 0);
    carry_in : in  std_logic;
    sum      : out std_logic_vector (3 downto 0);
    carry    : out std_logic
  );
end bcd_adder;
```

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## BCD Adder in VHDL

```
architecture a of bcd_adder is
  signal sum_temp      : std_logic_vector(4 downto 0);
  signal sum_temp_adj : std_logic_vector(4 downto 0);

begin

  process (a, b, sum_temp, carry_in, sum_temp_adj)
  begin
    sum_temp <= ('0' & a) + ('0' & b) + ( "0000" & carry_in);
    sum_temp_adj <= sum_temp + "00110";
    if (sum_temp > 9) then
      carry <= '1';
      sum <= sum_temp_adj(3 downto 0);
    else
      carry <= '0';
      sum <= sum_temp(3 downto 0);
    end if;
  end process;

end a;
```

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## BCD Subtraction

- We can do something similar to what we did for the binary subtraction:
  - Get the 10's complement of the subtrahend
  - Add it to the minuend.
- Let show with an example how this works...

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## BDC Subtraction. The Method of Complements.

9 8 5 3 1 8 0 3 1  
 - 4 5 1 7 0 2 4 6

'Negate' in base 10 and add 1 to get the ten's complement

9's complement → 9 5 4 8 2 9 7 5 3

+ 1

9 5 4 8 2 9 7 5 4

Add the Ten's complement

9 8 5 3 1 8 0 3 1  
 + 9 5 4 8 2 9 7 5 4

1 9 4 0 1 4 7 7 8 5

Disregard!

Correct answer!

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## Getting the 9's Complement...

BCD in				BCD out			
D	C	B	A	$f_D$	$f_C$	$f_B$	$f_A$
0	0	0	0	1	0	0	1
0	0	0	1	1	0	0	0
0	0	1	0	0	1	1	1
0	0	1	1	0	1	1	0
0	1	0	0	0	1	0	1
0	1	0	1	0	1	0	0
0	1	1	0	0	0	1	1
0	1	1	1	0	0	1	0
1	0	0	0	0	0	0	1
1	0	0	1	0	0	0	0

By inspection:

$$f_A = A'$$

$$f_B = B$$

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## Getting the 9's Complement...

D	C	B	A	$f_C$
0	0	0	0	0
0	0	0	1	0
0	0	1	0	1
0	0	1	1	1
0	1	0	0	1
0	1	0	1	1
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0

	$C'D'$	$C'D$	$CD$	$CD'$
$A'B'$	0	0	?	1
$A'B$	1	?	?	0
$AB$	1	?	?	0
$AB'$	0	0	?	1

$$f_C = B.C' + B'.C$$

$$f_C = B \oplus C$$

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## Getting the 9's Complement...

D	C	B	A	$f_D$
0	0	0	0	1
0	0	0	1	1
0	0	1	0	0
0	0	1	1	0
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	0

	$C'D'$	$C'D$	$CD$	$CD'$
$A'B'$	1	0	?	0
$A'B$	0	?	?	0
$AB$	0	?	?	0
$AB'$	1	0	?	0

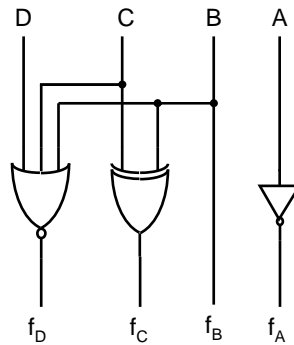
$$f_D = B'.C'.D' = (B+C+D)'$$

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## Getting the 9's Complement...

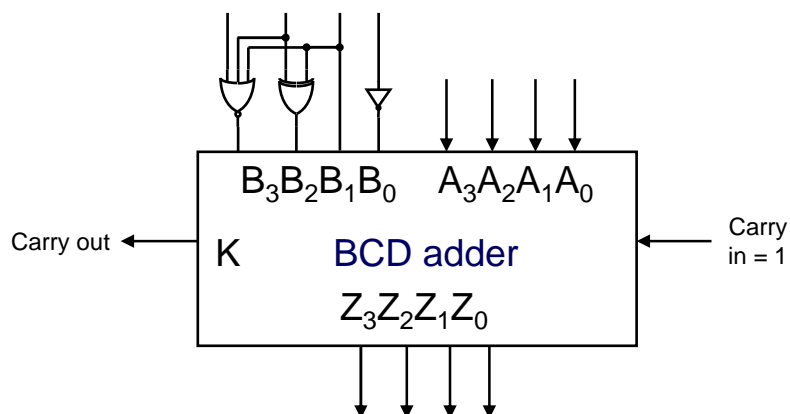


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## BCD Subtractor

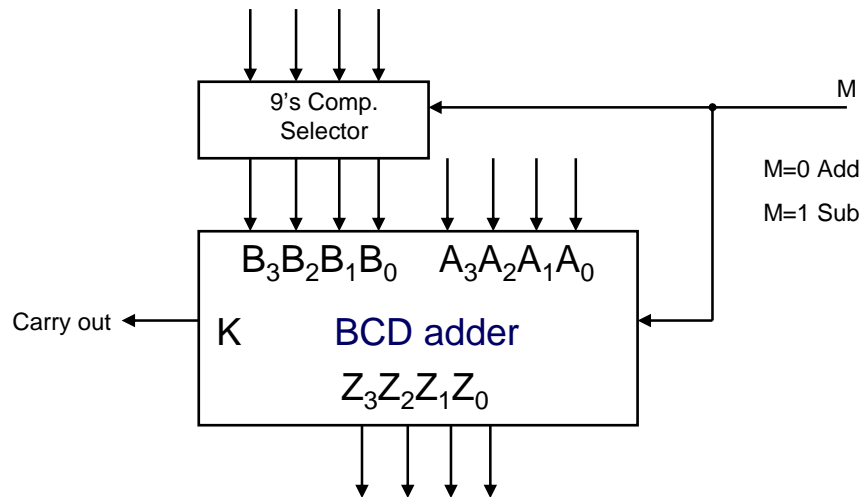


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## BCD Adder/Subtractor

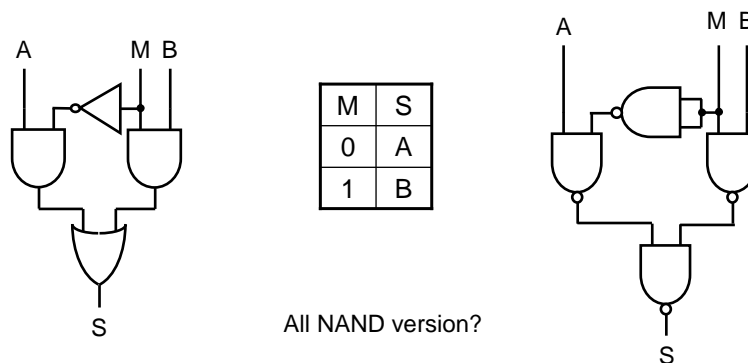


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## 2 to 1 Data Selector

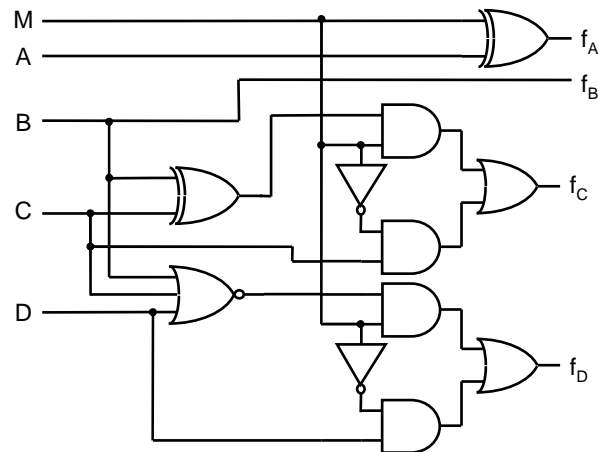


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## 9's Complement Selector



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## BCD Adder/Subtractor in VHDL

```

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity bcd_addsub is
  port (
    a,b      : in  std_logic_vector(3 downto 0);
    sub      : in  std_logic; -- 1 to subtract
    carry_in : in  std_logic;
    sum      : out std_logic_vector(3 downto 0);
    carry    : out std_logic
  );
end bcd_addsub;

architecture a of bcd_addsub is
  signal sum_temp : std_logic_vector(4 downto 0);
  signal sum_temp_adj : std_logic_vector(4 downto 0);
  signal b_temp : std_logic_vector(4 downto 0);

begin

```

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## BCD Adder/Subtractor in VHDL

```
process (b, sub) is
begin
    if sub = '1' then
        case b is
            when "0000" => b_temp<="01001";
            when "0001" => b_temp<="01000";
            when "0010" => b_temp<="00111";
            when "0011" => b_temp<="00110";
            when "0100" => b_temp<="00101";
            when "0101" => b_temp<="00100";
            when "0110" => b_temp<="00011";
            when "0111" => b_temp<="00010";
            when "1000" => b_temp<="00001";
            when "1001" => b_temp<="00000";
            when others => b_temp<="00000";
        end case;
    else
        b_temp <= ('0' & b);
    end if;
end process;
```

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## BCD Adder/Subtractor in VHDL

```
process (a, b_temp, sum_temp, carry_in, sum_temp_adj)
begin
    sum_temp <= ('0' & a) + b_temp + ("0000" & carry_in);
    sum_temp_adj <= sum_temp + "00110";
    if (sum_temp > 9) then
        carry <= '1';
        sum <= sum_temp_adj(3 downto 0);
    else
        carry <= '0';
        sum <= sum_temp(3 downto 0);
    end if;
end process;
```

end a;

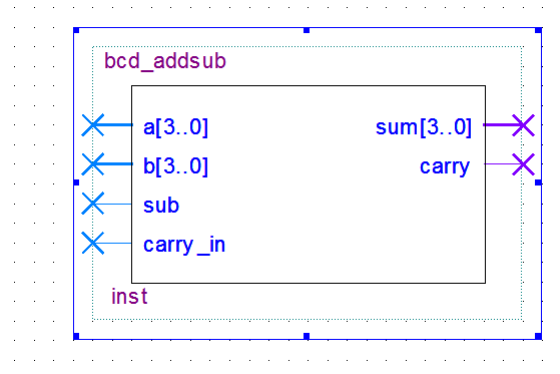
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## BCD Adder/Subtractor Graphic Symbol



When cascading this block for a multi-digit BCD adder/subtractor 'sub' and 'carry\_in' must be connected together for the first BCD digit.

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## Exercises

- Design a three input XOR gate using NAND gates only.
- Using a 4-bit binary subtractor, show how to obtain the functions  $a \geq b$  and  $a < b$ .
- Use the graphic symbol for the BCD adder/subtractor from the slides above to construct a 2-digit BCD adder/subtractor.

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