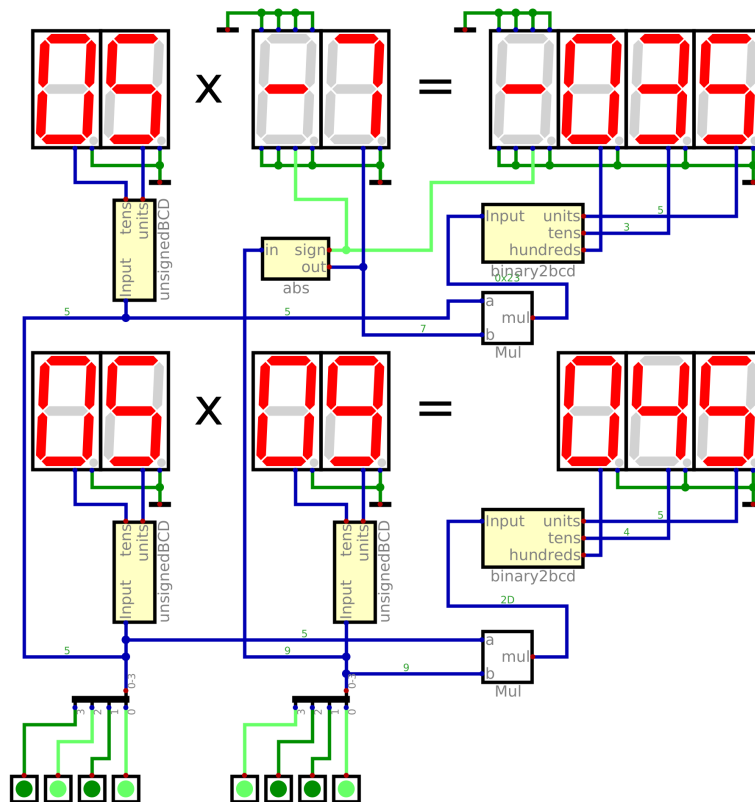


While adders may accept the two's complement representation of a negative number and generate the correct result, this does not apply to multipliers: they will always treat their input as an unsigned number. For the multiplier to accept a negative number, we need to convert the number to its signed magnitude representation.

In this experiment, you will be provided with a template circuit in *Digital* which uses the built-in multiplier block to calculate the product of two numbers. While the lower row takes both numbers as unsigned, the circuit is expected to treat the 2<sup>nd</sup> argument of the upper row as a signed number. To do this, a block named *abs* is inserted into the signal path, which is expected to calculate the *absolute value* and the *sign* of its input. A sample run is shown in the figure:



In your template, the absolute value and sign calculator circuit is not implemented: it copies the input to the output, and always produces a logic-0 at the sign output. As a preliminary work for your laboratory session, you are expected to design *abs.dig* using

1. Just one 3-bit adder, and
2. Appropriate number of XOR gates.

and upload your circuit to SUcourse. Modify *abs.dig* only, do not change any other part of the template.

During the laboratory session, you will be asked to make modifications and/or additions to the circuit, and submit your design by the end of the session.

□