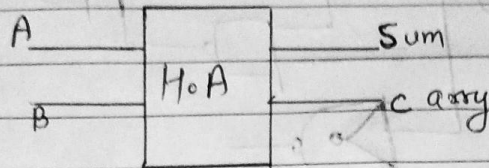


Half adder

Lecture 24

It is used a C.C which is used to add 2, 1 bit numbers.

S1



2input / 2output

T.I

S2

A	B	S	C
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

$$S = \sum m(1, 2)$$

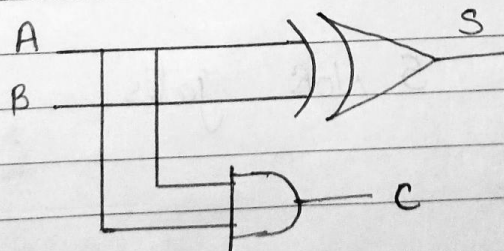
$$C = \sum m(3)$$

$$S = A \oplus B$$

$$C = A \cdot B$$

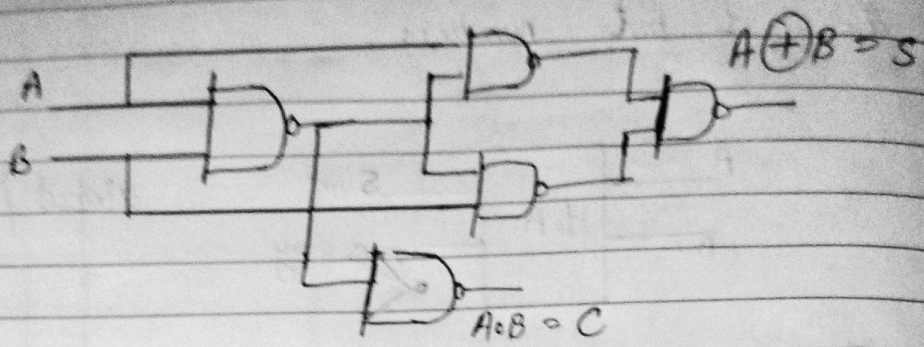
S3: skip

S4: design



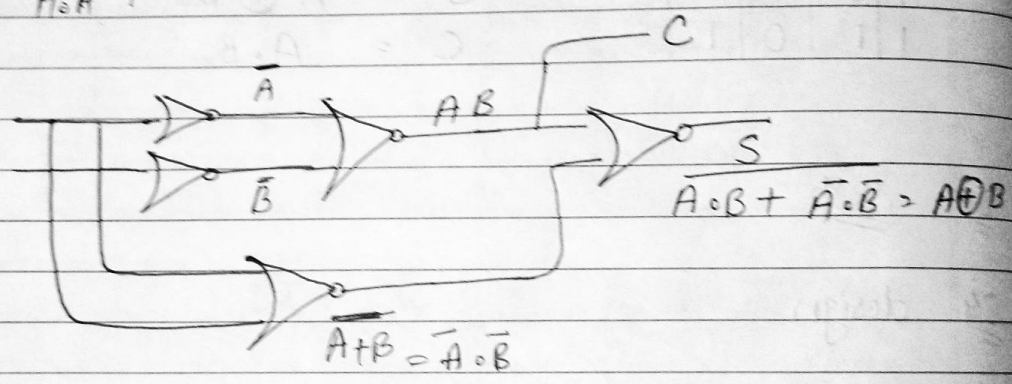
To design Half adder we need 1 XOR and 1 And gate

Q. How many ^{Min} NAND gates are needed to realise H.A.?



5 NAND gates

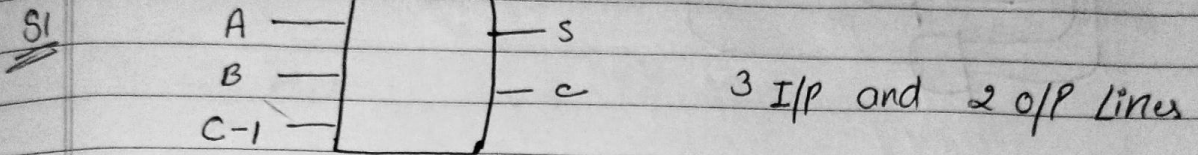
Q. How many ^{Min} NOR gates are needed to realise H.A.?



5 NOR gates

* Full adder

Full adder is a C.C which is used to add 2, 1 bit number & previous carry design



S2 Truth Table

A	B	C-1	S	C
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
0	0	0	0	0

$$S = f(A, B, C-1) = \sum m(1, 2, 4, 7)$$

$$C = f(A, B, C-1) = \sum m(3, 5, 6, 7)$$

S3

S

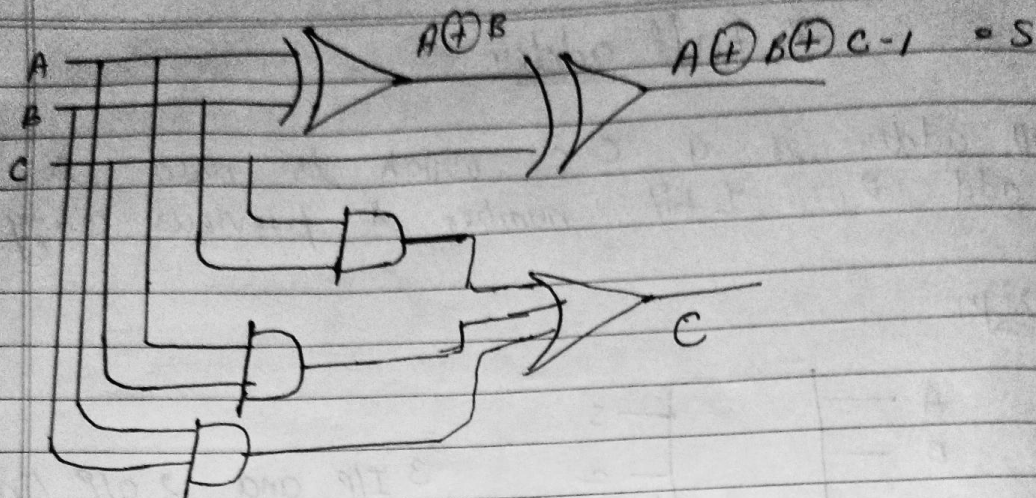
AB \ C-1	00	01	11	10
0		1		1
1	1		1	

$$S = A \oplus B \oplus C-1$$

C

AB \ C-1	00	01	11	10
0			1	
1		1	1	1

$$C = BC-1 + AC-1 + AB$$

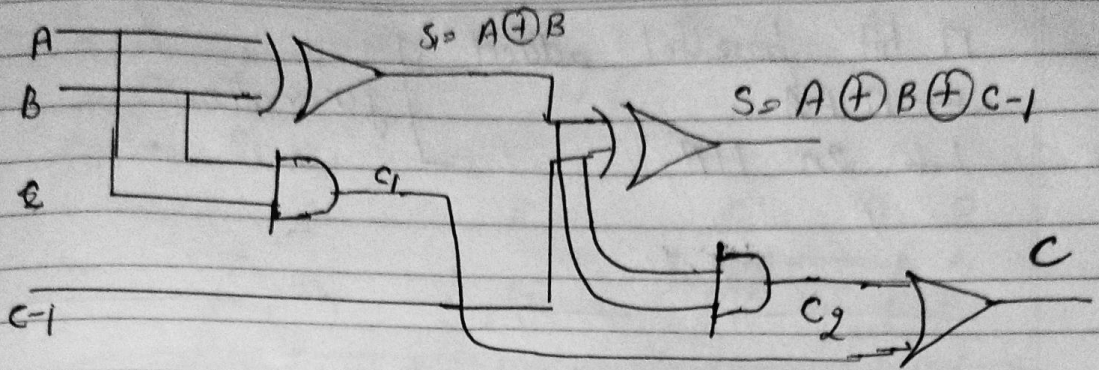


To realize full adder we need 3 AND, 1 OR (3 I/P)
2 XOR gate (or we can use 1 XOR gate, 3 I/P)

Q: How many gates req. when on 2 input
gates are available?
2 XOR, 3 AND, 2 OR

Q: how many half adder are needed to realize
full adder? and what else do we need?

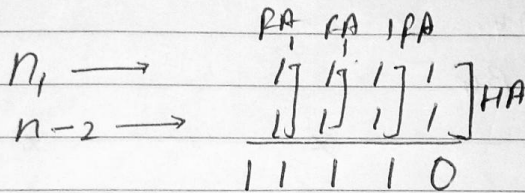
Ans: worst case:
H.A. 2 → S = Actual sum
C-1 = 1
A = 1
B = 1
→ S = 0
→ C = 1
H.A. 1 OR Final Carry



2 H.A & 1 OR gate

Q To add 2, 4 bit numbers How many HA & FA are needed

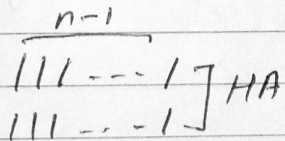
Worst Case



1 HA & 3 FA
or 4 FA or 7 HA

Q To add 2, n bit number How many HA & FA are needed?

A



1 HA & (n-1) FA

or n FA or 4A 2n HA

$1 + 2(n-1) \rightarrow 1 + 2n - 2$

$2n - 1$ HA

Q How many HA & FA are needed to design 4 bit parallel adder (Ripple carry adder)

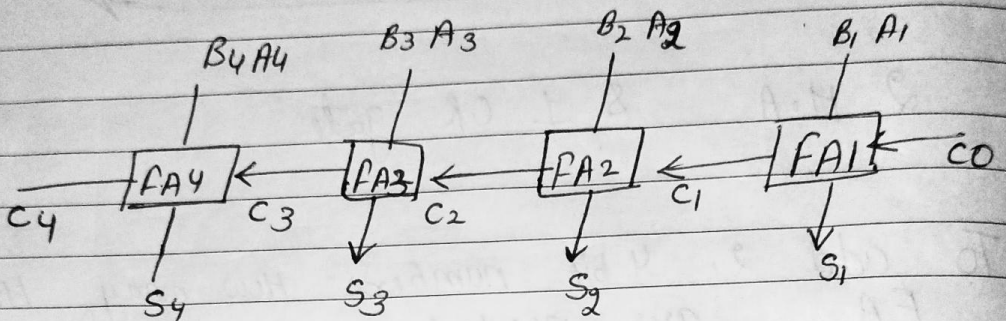


2, 4bit No. and previous carry

A

4 FA or 8 HA

n bit parallel added
 — RFA
 — $2n$ HA
] generalized



$n_1 \rightarrow A_1 A_2 A_3 A_4$

$n_2 \rightarrow B_1 B_2 B_3 B_4$

BCD adder

Lecture 25

A Combinatorial circuit which is used to add 2 BCD no. 8 previous carry
 4 bit

valid BCD
 0-9

0111	— 7
1000	— 8
1111	— 15 invalid BCD
0110	
10101	—
(15) ₁₀	

Carry	1000 — 8
	1000 — 8
	10000
	0110
	1 0110
	(16) ₁₀