

Addition and Subtraction in Hardware

- ❖ The same bit manipulations work for both unsigned and two's complement numbers!

- Perform subtraction via adding the negated 2nd operand:

$$A - B = A + (-B) = A + (\sim B) + 1$$

- ❖ 4-bit examples:

	Two's	Un
0 0 1 0	+2	2
+ 1 1 0 0	-4	12
<hr/>		

0 1 1 0	+6	6
- 0 0 1 0	+2	2
<hr/>		

	Two's	Un
1 0 0 0	-8	8
+ 0 1 0 0	+4	4
<hr/>		

1 1 1 1	-1	15
- 1 1 1 0	-2	14
<hr/>		

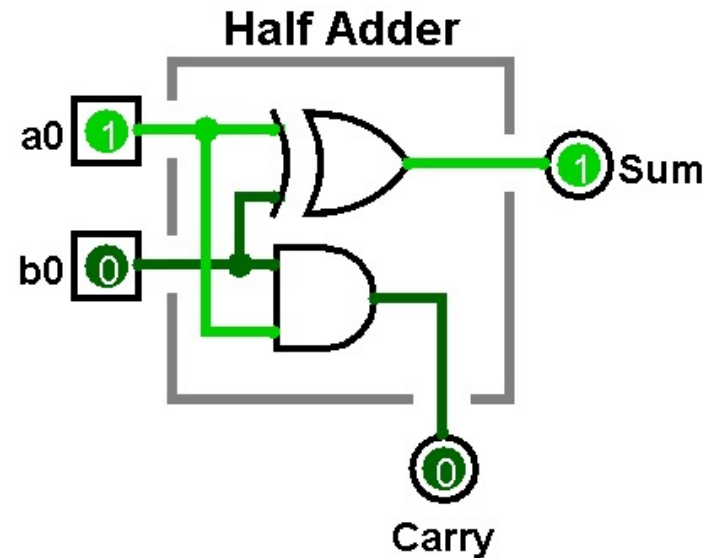
Half Adder (1 bit)

	$\mathbf{a_3}$	$\mathbf{a_2}$	$\mathbf{a_1}$	$\mathbf{a_0}$
$\mathbf{+}$	$\mathbf{b_3}$	$\mathbf{b_2}$	$\mathbf{b_1}$	$\mathbf{b_0}$
	$\mathbf{s_3}$	$\mathbf{s_2}$	$\mathbf{s_1}$	$\mathbf{s_0}$

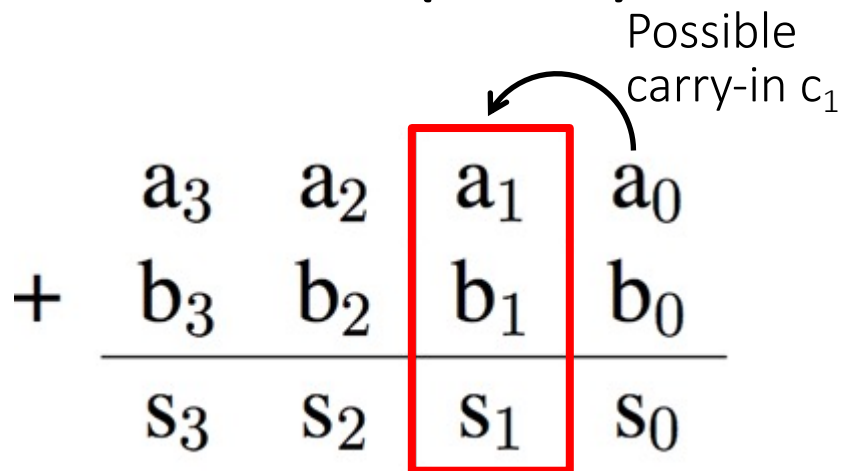
a_0	b_0	c_1	s_0
0	0	0	0
0	1	0	1
1	0	0	1
1	1	1	0

$$\text{Carry} = a_0 b_0$$

$$\text{Sum} = a_0 \oplus b_0$$



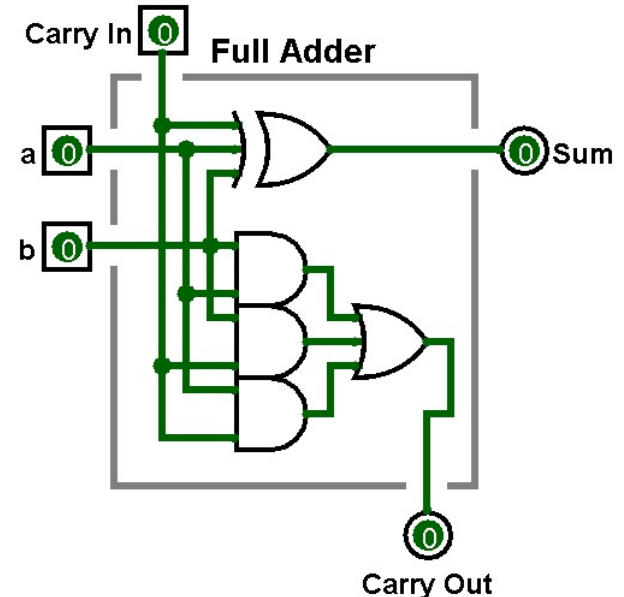
Full Adder (1 bit)



Carry-in c_i Carry-out c_{i+1}

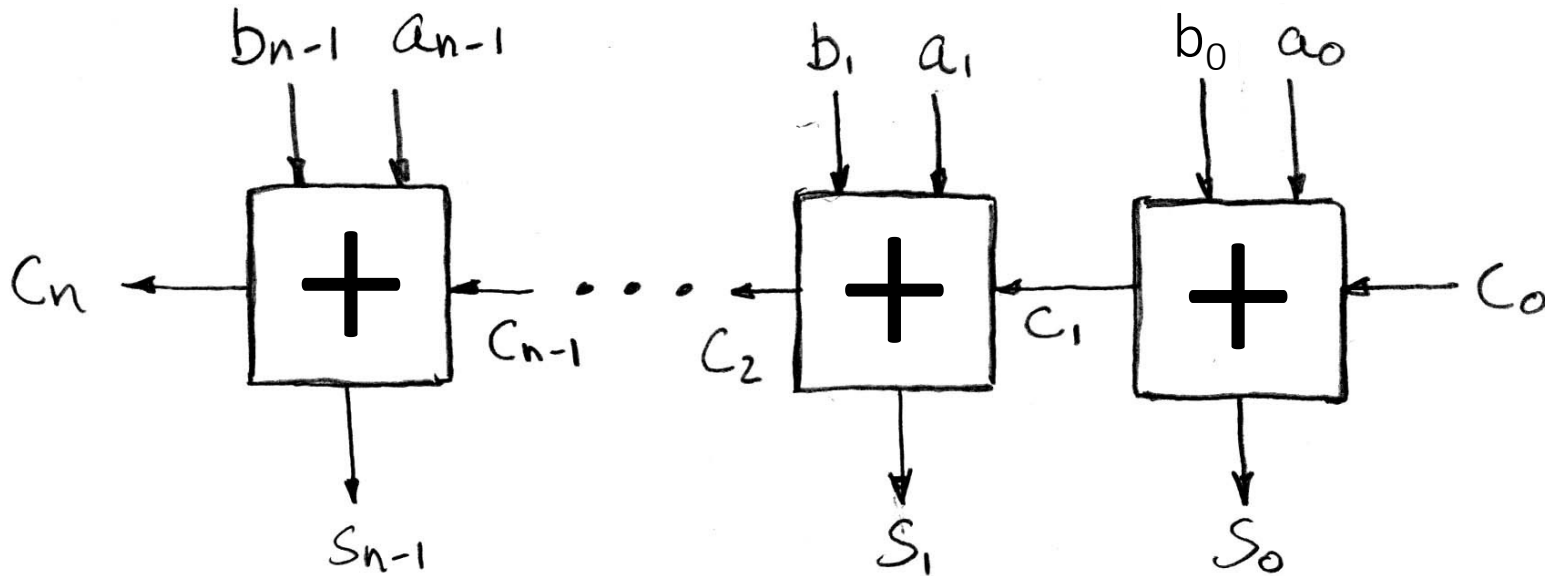
c_i	a_i	b_i	c_{i+1}	s_i
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

$$\begin{aligned}
 s_i &= \text{XOR}(a_i, b_i, c_i) \\
 c_{i+1} &= \text{MAJ}(a_i, b_i, c_i) \\
 &= a_i b_i + a_i c_i + b_i c_i
 \end{aligned}$$



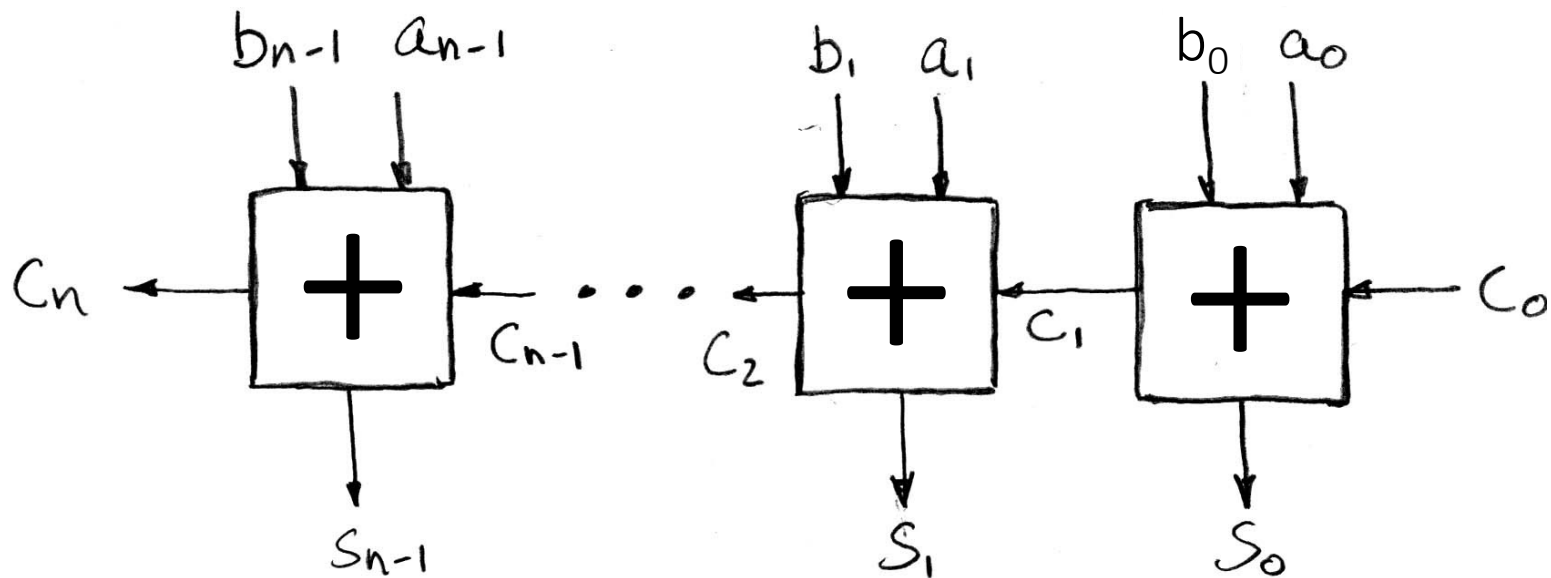
Multi-Bit Adder (N bits)

- ❖ Chain 1-bit adders by connecting CarryOut_i to CarryIn_{i+1} :

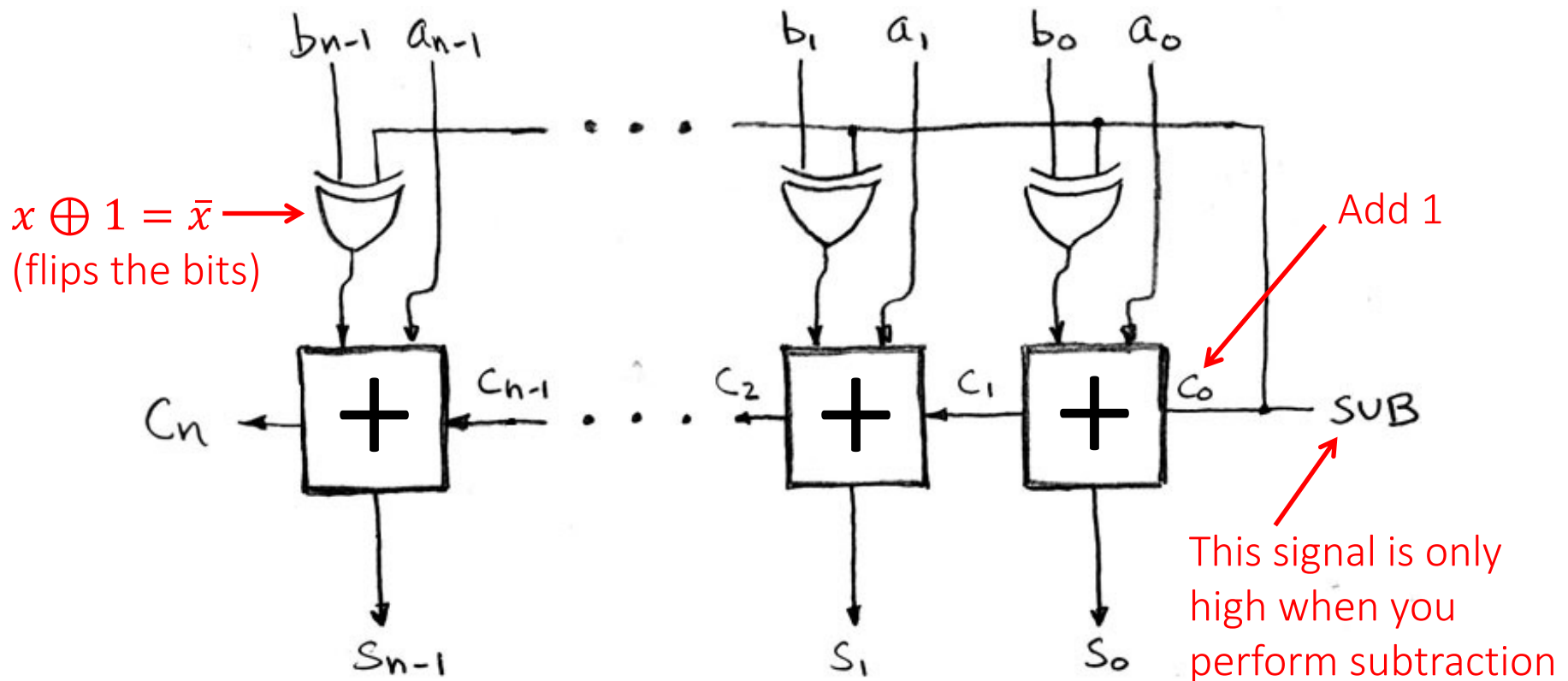


Subtraction?

- ❖ Can we use our multi-bit adder to do subtraction?
 - Flip the bits and add 1?
 - $X \oplus 1 = \bar{X}$
 - CarryIn₀ (using full adder in all positions)



Multi-bit Adder/Subtractor



Detecting Arithmetic Overflow

- ❖ **Overflow:** When a calculation produces a result that can't be represented in the current encoding scheme
 - Integer range limited by fixed width
 - Can occur in both the positive and negative directions
- ❖ **Unsigned Overflow**
 - Result of add/sub is $> U_{Max}$ or $< U_{min}$
- ❖ **Signed Overflow**
 - Result of add/sub is $> T_{Max}$ or $< T_{Min}$
 - $(+) + (+) = (-)$ or $(-) + (-) = (+)$

Signed Overflow Examples

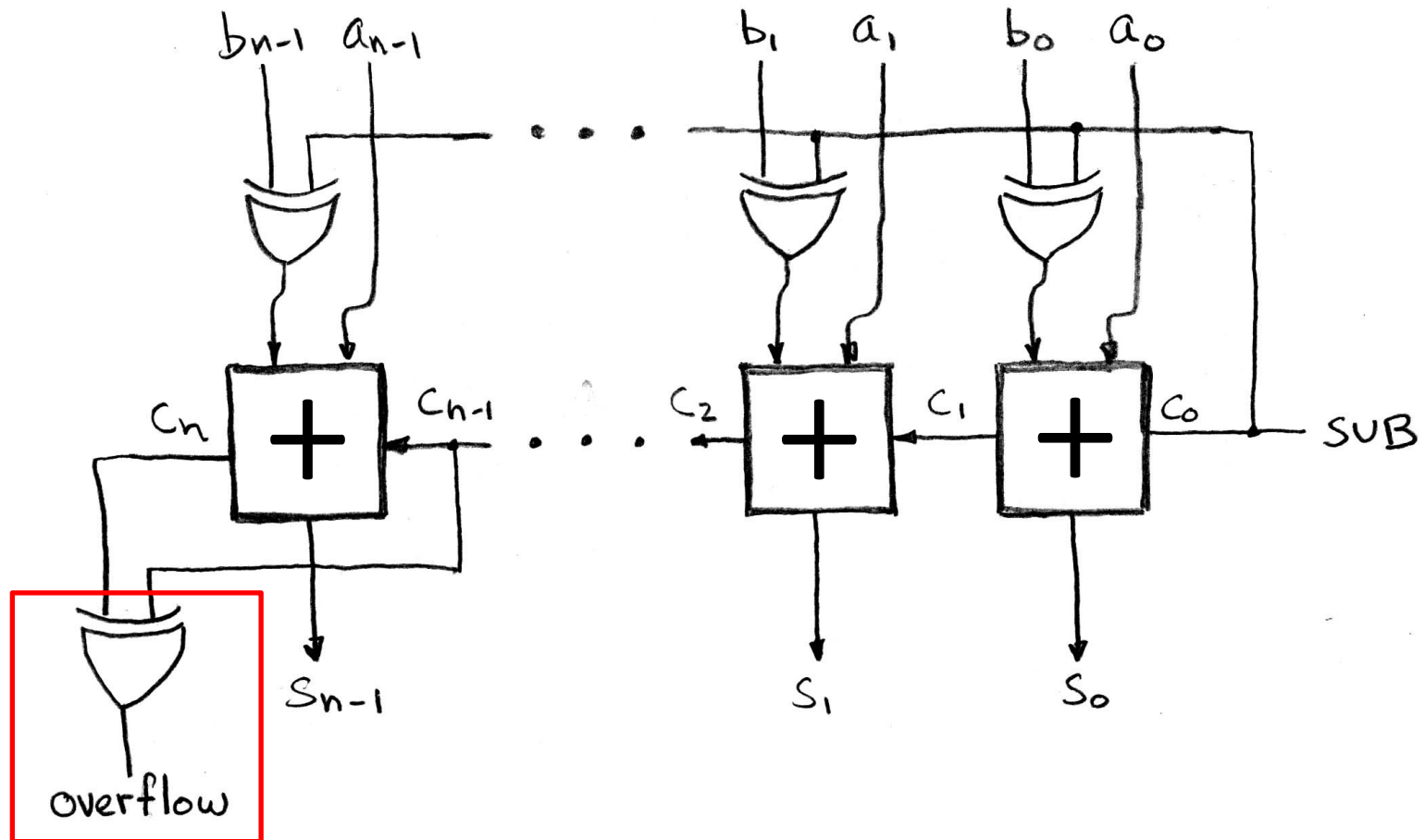
$$\begin{array}{r} \text{Two's} \\ 0\ 1\ 0\ 1\ +5 \\ +\ 0\ 0\ 1\ 1\ +3 \\ \hline \end{array}$$

$$\begin{array}{r} \text{Two's} \\ 1\ 0\ 0\ 1\ -7 \\ +\ 1\ 1\ 1\ 0\ -2 \\ \hline \end{array}$$

$$\begin{array}{r} \text{Two's} \\ 0\ 1\ 0\ 1\ +5 \\ +\ 0\ 0\ 1\ 0\ +2 \\ \hline \end{array}$$

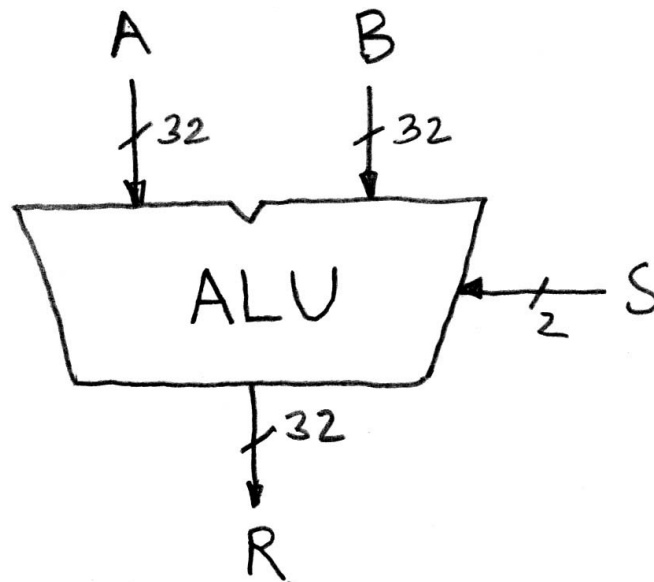
$$\begin{array}{r} \text{Two's} \\ 1\ 1\ 0\ 1\ -3 \\ +\ 1\ 0\ 1\ 1\ -5 \\ \hline \end{array}$$

Multi-bit Adder/Subtractor with Overflow



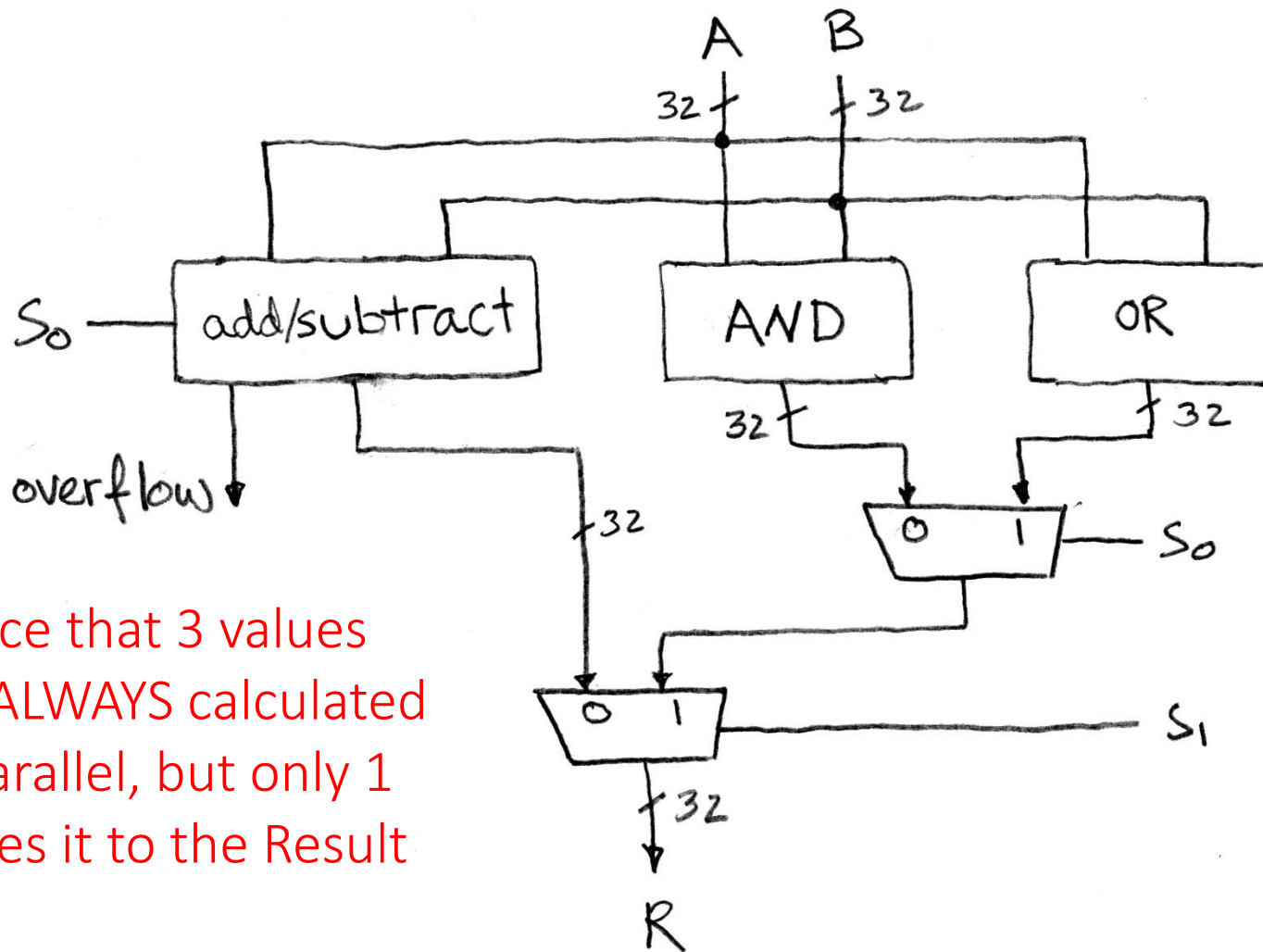
Arithmetic and Logic Unit (ALU)

- ❖ Processors contain a special logic block called the “Arithmetic and Logic Unit” (ALU)
 - Here’s an easy one that does ADD, SUB, bitwise AND, and bitwise OR (for 32-bit numbers)
- ❖ Schematic:



when $S=00$, $R = A+B$
when $S=01$, $R = A-B$
when $S=10$, $R = A \& B$
when $S=11$, $R = A | B$

Simple ALU Schematic



Notice that 3 values
are ALWAYS calculated
in parallel, but only 1
makes it to the Result

1-bit Adders in Verilog

❖ What's wrong with this?

- Truncation!

```
module halfadd1 (s, a, b);  
    output logic s;  
    input  logic a, b;  
  
    always_comb begin  
        s = a + b;  
    end  
endmodule
```

❖ Fixed:

- Use of {sig, ..., sig}
for *concatenation*

```
module halfadd2 (c, s, a, b);  
    output logic c, s;  
    input  logic a, b;  
  
    always_comb begin  
        {c, s} = a + b;  
    end  
endmodule
```

Ripple-Carry Adder in Verilog

```
module fulladd (cout, s, cin, a, b);  
    output logic cout, s;  
    input  logic cin, a, b;  
  
    always_comb begin  
        {cout, s} = cin + a + b;  
    end  
endmodule
```

❖ Chain full adders?

```
module add2 (cout, s, cin, a, b);  
    output logic cout; output logic [1:0] s;  
    input  logic cin;  input  logic [1:0] a, b;  
    logic  c1;  
  
    fulladd b1 (cout, s[1], c1, a[1], b[1]);  
    fulladd b0 (c1, s[0], cin, a[0], b[0]);  
endmodule
```

Add/Sub in Verilog (parameterized)

❖ Variable-width add/sub (with overflow, carry)

```
module addN #(parameter N=32) (OF, CF, S, sub, A, B);
    output logic          OF, CF;
    output logic [N-1:0] S;
    input  logic          sub;
    input  logic [N-1:0] A, B;
    logic  [N-1:0] D;      // possibly flipped B

    always_comb begin
        D = B ^ {N{sub}}; // replication operator
        {CF, S} = A + D + sub;
        OF = (~S[N-1] & A[N-1] & D[N-1]) |
             (S[N-1] & ~A[N-1] & ~D[N-1]);
    end
endmodule
```

- Here using OF = overflow flag, CF = carry flag
 - From condition flags in x86-64 processors
- { n { m } } is replication operator – repeats value m, n times

Add/Sub in Verilog (parameterized)

```
module addN_testbench ();
    parameter N = 4;
    logic          sub;
    logic [N-1:0]  A, B;
    logic          OF, CF;
    logic [N-1:0]  S;

    addN #(.N(N)) dut (.OF, .CF, .S, .sub, .A, .B);

    initial begin
        #100;  sub = 0;  A = 4'b0101;  B = 4'b0010;  // 5 + 2
        #100;  sub = 0;  A = 4'b1101;  B = 4'b1011;  // -3 + -5
        #100;  sub = 0;  A = 4'b0101;  B = 4'b0011;  // 5 + 3
        #100;  sub = 0;  A = 4'b1001;  B = 4'b1110;  // -7 + -2
        #100;  sub = 1;  A = 4'b0101;  B = 4'b1110;  // 5 - (-2)
        #100;  sub = 1;  A = 4'b1101;  B = 4'b0101;  // -3 - 5
        #100;  sub = 1;  A = 4'b0101;  B = 4'b1101;  // 5 - (-3)
        #100;  sub = 1;  A = 4'b1001;  B = 4'b0010;  // -7 - 2
        #100;
    end
endmodule
```