

## Unit 2.2

### Binary addition

After we have addition, we can do any other operation almost for “free”.

#### Addition mechanic

$$\begin{array}{r} \phantom{+} 1\ 1\ 1 \\ \phantom{+} -|-|-|-| \\ 0\ 0\ 0\ 1\ 0\ 1\ 0\ 1 \\ + 0\ 1\ 0\ 1\ 1\ 1\ 0\ 0 \\ \hline 0\ 1\ 1\ 1\ 0\ 0\ 0\ 1 \end{array}$$

Just add the first two bits.

$0 + 1 = 1$ , no carry.

$0 + 0 = 0$ .

$1 + 1 = 2$ , write down 0 and carry 1.

$1 + 0 + (1) = 2$ , write down 0 and carry 1.

$1 + 1 + (1) = 3$ , write down 1 and carry 1.

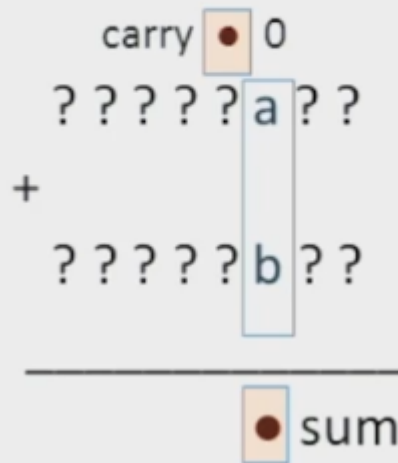
$0 + 0 + (1) = 1$ , no carry.  $1 + 0 = 1$ .  $0 + 0 = 0$ .

If there is a carry at the last bit, the overflow is usually dropped. So this kind of addition is not integer addition. It is depended on the size of the word.

#### Adders

1. Half adder - adds two bits
2. Full adder - adds three bits
3. Adder - adds two numbers

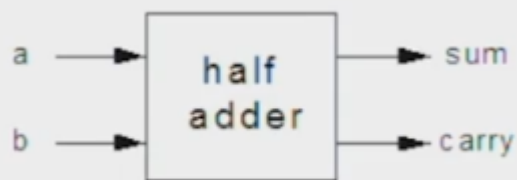
## Half Adder



Half adder

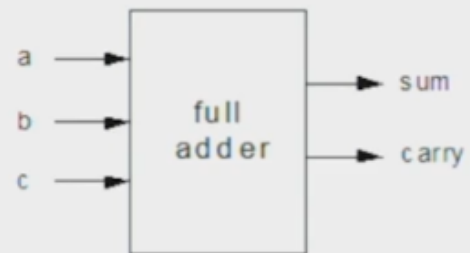
## Half Adder

a	b	sum	carry
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1



## Full Adder

a	b	c	sum	carry
0	0	0	0	0
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



### Full adder

Adds two bits plus a carry.

**Multi-bit adder** combination of 16 full adders (15 full and 1 half for the right most bit). Returns a 16 bit bus number.