

Conversion Between base-2, 8, 16.

↳ easy since all power of 2.

e.g.,

(4 3 6 5 7 3 4 3)₈
 (100 011 110 101 111 011 100 011)₂
 ()₁₆

Addition

Consider adding 2-bits

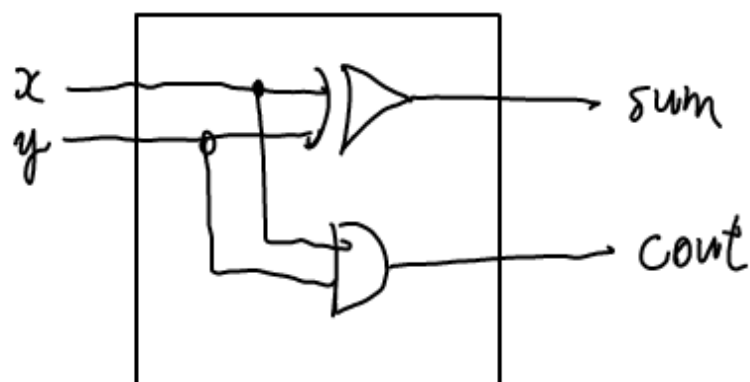
$$\begin{array}{r} 0 \\ + 0 \\ \hline 0 \end{array}$$

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

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

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

| x | y | sum | cout |
|---|---|-----|------|
| 0 | 0 | 0 | 0 |
| 0 | 1 | 1 | 0 |
| 1 | 0 | 1 | 0 |
| 1 | 1 | 0 | 1 |



half adder

Still not enough.

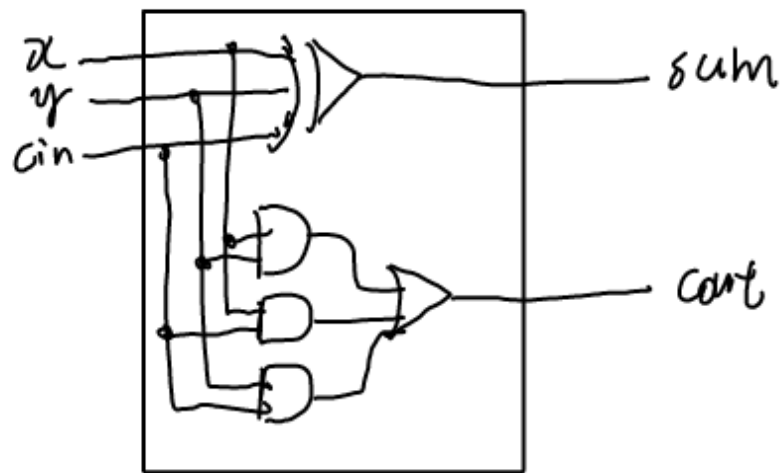
$$\begin{array}{r} 01 \\ + 11 \\ \hline 100 \end{array}$$

$$\begin{array}{r} 1 \\ + 3 \\ \hline 4 \end{array}$$

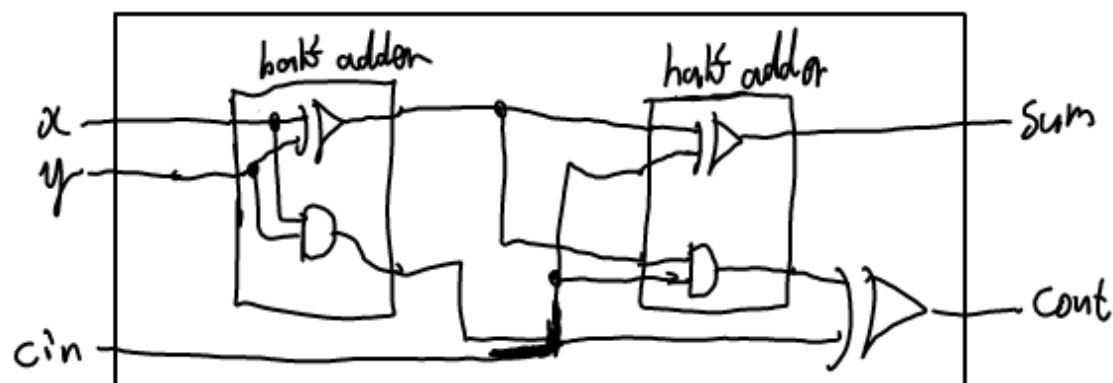
Carry out of one pair of bits is the carry in of the next pair of bits.

| x | y | c _{in} | sum | cout |
|---|---|-----------------|-----|------|
| 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 |

$$\begin{aligned} \text{Sum} &= x \oplus y \oplus z \\ \text{cout} &= y \text{cin} + x \text{cin} + xy \quad \leftarrow \text{from kmap for cout.} \\ &= xy + \text{cin}(x+y) \\ &= xy + \text{cin}(x \oplus y) \end{aligned}$$



Full adder



Think about how to add n -bits.
 (i.e., we want a circuit that can add
 unsigned integers represented in n bits.

$$\begin{array}{r} 1010101 \\ + 0011001 \\ \hline 0110110 \end{array}$$

\uparrow \uparrow
 cout answer

$$\begin{array}{r} 85 \\ + 25 \\ \hline 110 \end{array}$$

$$\begin{array}{r}
 10101 \\
 + 1011001 \\
 \hline
 10101110
 \end{array}$$

↑
Cout

$$\begin{array}{r}
 85 \\
 + 89 \\
 \hline
 174
 \end{array}$$

7-bits is too small to represent $(174)_{10}$

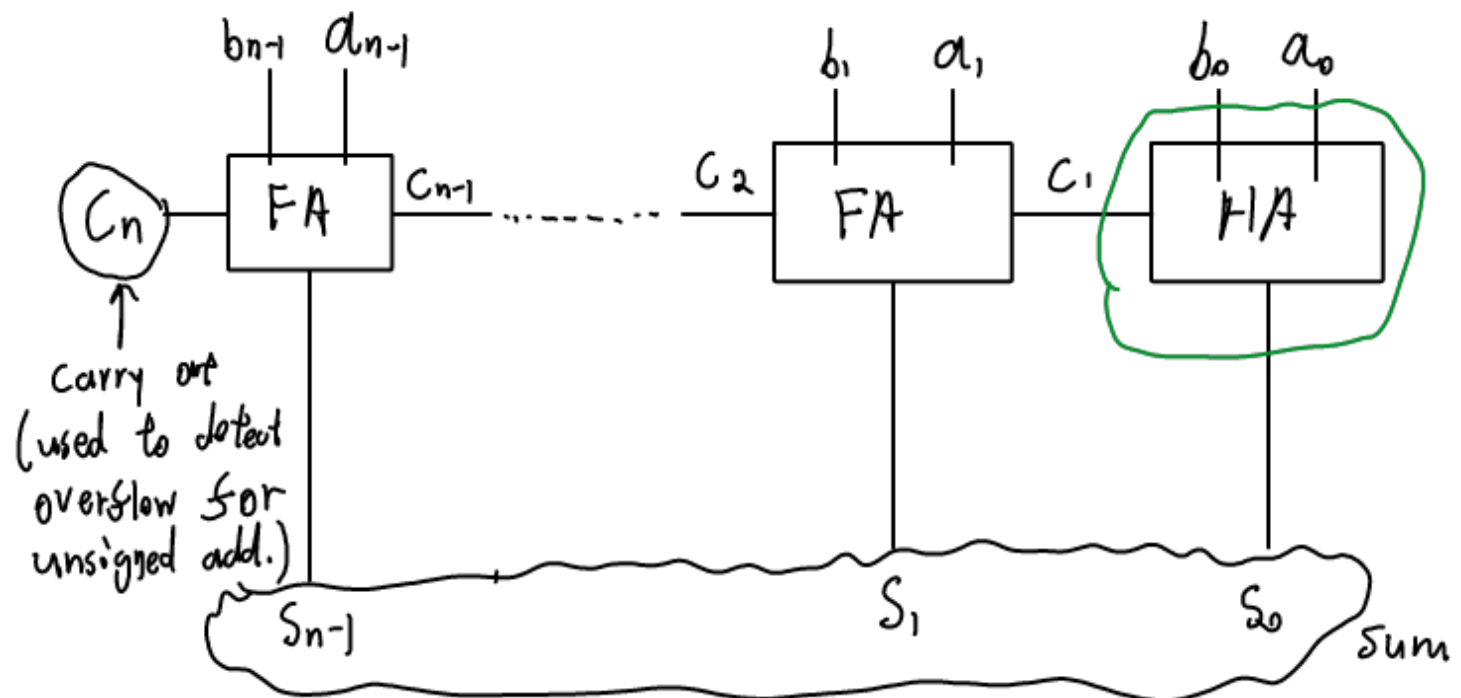
1 means OVERFLOW

This is the answer in 7-bits.
46 ← wrong

How to build a circuit to add 2 n-bit number?

$$A = (a_{n-1}, a_{n-2}, \dots, a_2, a_1, a_0)_2$$

$$B = (b_{n-1}, b_{n-2}, \dots, b_2, b_1, b_0)_2$$



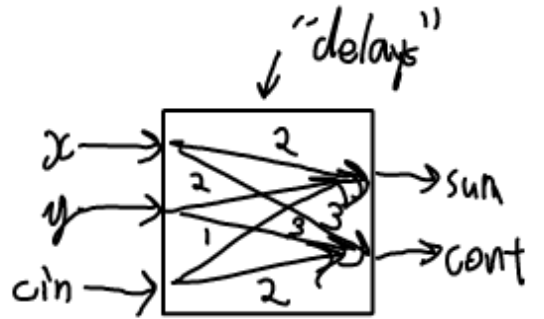
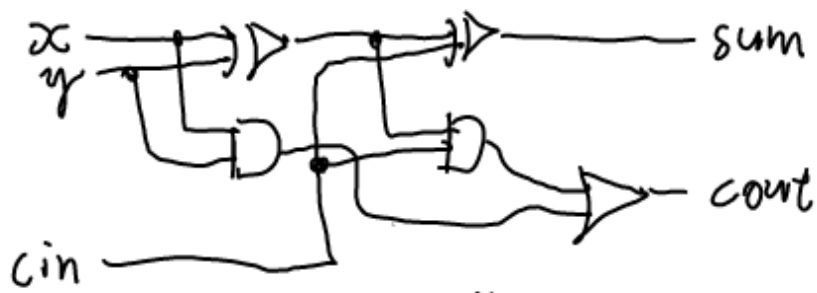
* HA could be replaced as:



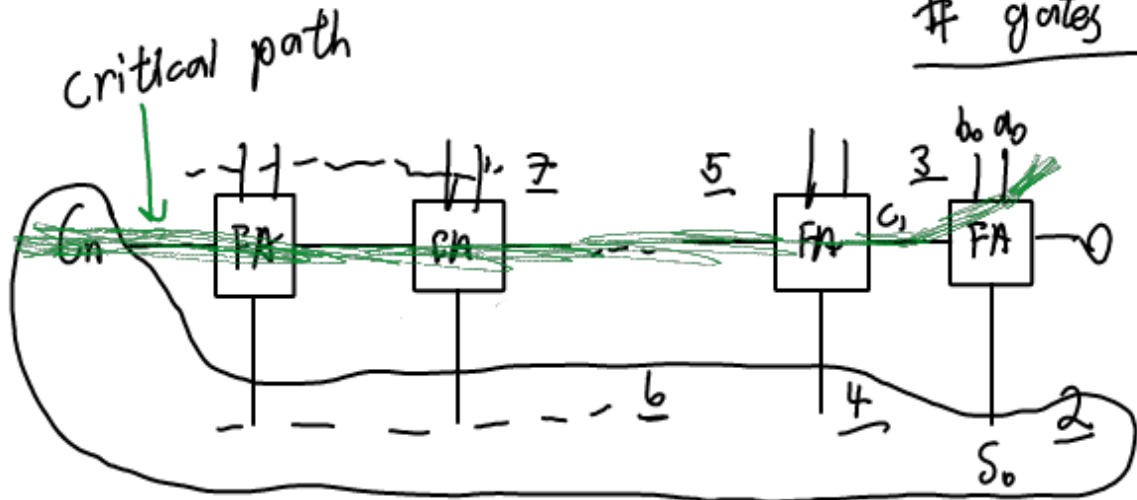
This is called an n-bit ripple adder

Info. ripples down the carry chain.

performance of a ripple adder?



gntes



n-bits

$3 + 2(n-1)$ units of time before C_n is guaranteed to stop changing.