Ex. 8.4 7-4-2-1 code

Codeconverter 7-4-2-1-code to BCD-code.

When encoding the digits 0 ... 9 sometimes in the past a code having weights 7-4-2-1 instead of the binary code weights 8-4-2-1 was used.

In the cases where a digit's code word can be expressed in various ways the code word that contains the least number of ones is selected

(A variation of the 7-4-2-1 code is used today to store the bar code)

	7	4	2	1		8	4	2	1
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
					7	0	1	1	1
					8	1	0	0	0
					9	1	0	0	1

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In the cases where a digit's code word can be expressed in various ways the code word that contains the least number of ones is selected

(A variation of the 7-4-2-1 code is used today to store the bar code)

	7	*4*	*2*	*1*		*8*	*4*	*2*	*1*
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
(8)	1	0	0	0	7	0	1	1	1
(9)	1	0	0	1	8	1	0	0	0
					9	1	0	0	1

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Ex. 8.4 7-4-2-1 code

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When encoding the digits 0 ... 9 sometimes in the past a code having weights 7-4-2-1 instead of the binary code weights 8-4-2-1 was used.

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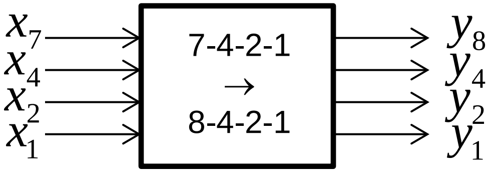
(A variation of the 7-4-2-1 code is used today to store the bar code)

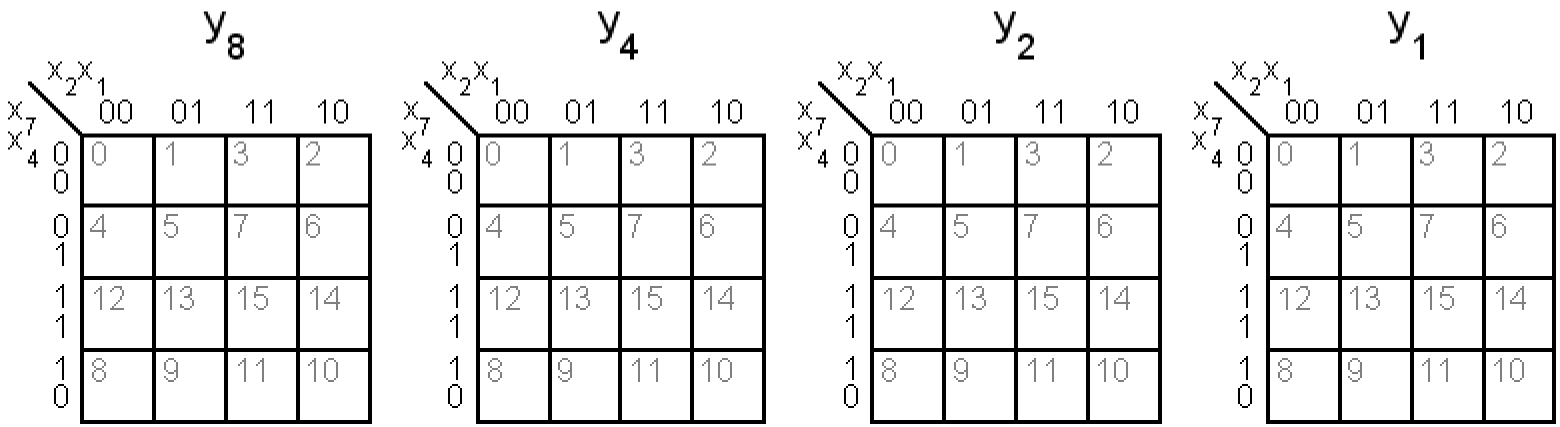
	7	4	2	1		8	4	2	1
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
(8)	1	0	0	0	7	0	1	1	1
(9)	1	0	0	1	8	1	0	0	0
(10)	1	0	1	0	9	1	0	0	1

8.4

Code converter

	7	4	2	1		8	4	2	1
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
(8)	1	0	0	0	7	0	1	1	1
(9)	1	0	0	1	8	1	0	0	0
(10)	1	0	1	0	9	1	0	0	1





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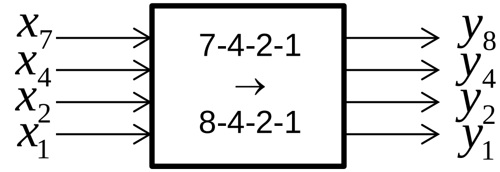
	7	4	2	1		8	4	2	1
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
(8)	1	0	0	0	7	0	1	1	1
(9)	1	0	0	1	8	1	0	0	0
(10)	1	0	1	0	9	1	0	0	1

8.4

Code converter



y_8

x_7x_4 \ x_2x_1	00	01	11	10
00	0: 0	1: 0	3: 0	2: 0
01	4: 0	5: 0	7: -	6: 0
11	12: -	13: -	15: -	14: -
10	8: 0	9: 1	11: -	10: 1

y_4

x_7x_4 \ x_2x_1	00	01	11	10
00	0: 0	1: 0	3: 0	2: 0
01	4: 1	5: 1	7: -	6: 1
11	12: -	13: -	15: -	14: -
10	8: 1	9: 0	11: -	10: 0

y_2

x_7x_4 \ x_2x_1	00	01	11	10
00	0: 0	1: 0	3: 1	2: 1
01	4: 0	5: 0	7: -	6: 1
11	12: -	13: -	15: -	14: -
10	8: 1	9: 0	11: -	10: 0

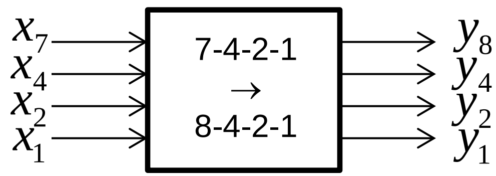
y_1

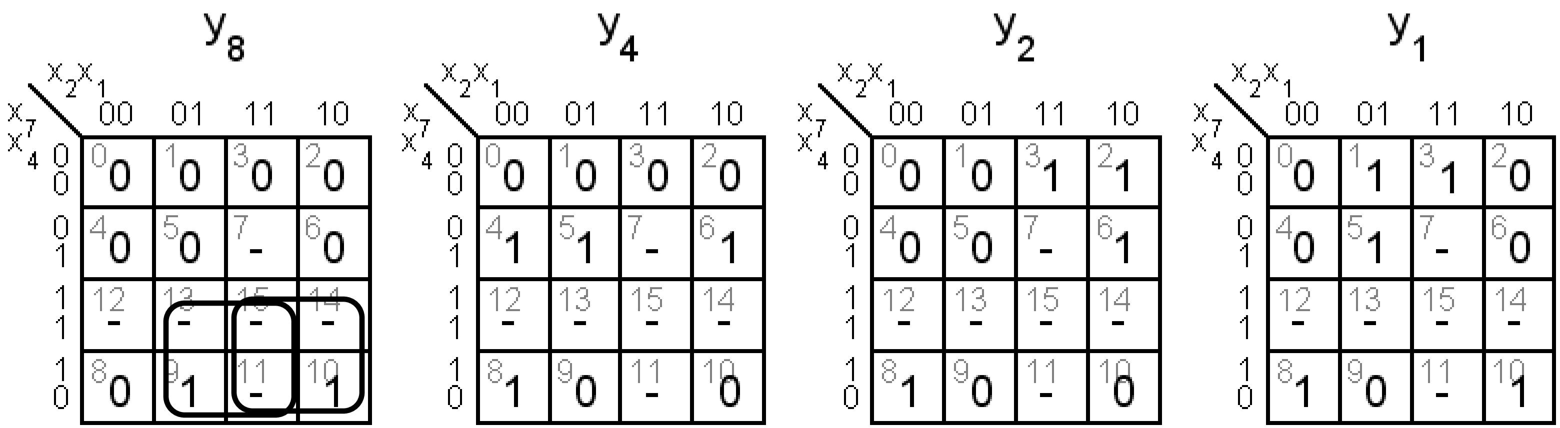
x_7x_4 \ x_2x_1	00	01	11	10
00	0: 0	1: 1	3: 1	2: 0
01	4: 0	5: 1	7: -	6: 0
11	12: -	13: -	15: -	14: -
10	8: 1	9: 0	11: -	10: 1

8.4

Code converter

	7	4	2	1		8	4	2	1
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
(8)	1	0	0	0	7	0	1	1	1
(9)	1	0	0	1	8	1	0	0	0
(10)	1	0	1	0	9	1	0	0	1





$$y_8 = x_7 x_2 + x_7 x_1$$

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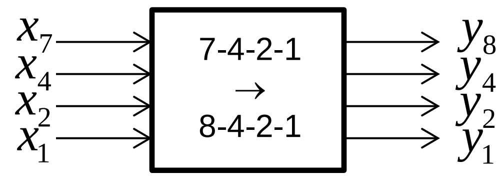
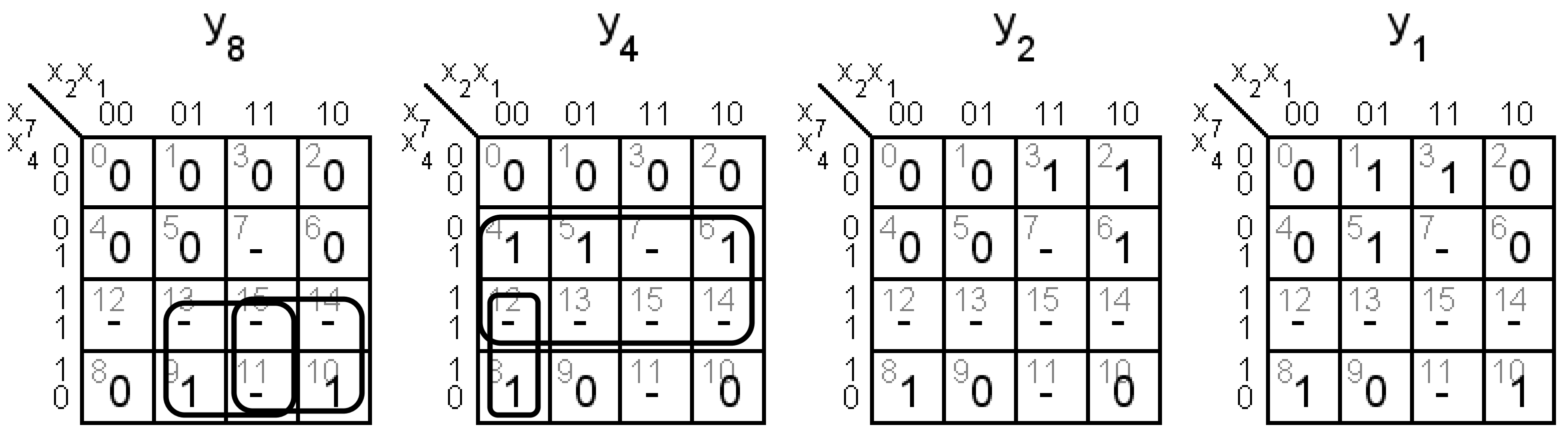
	7	4	2	1		8	4	2	1
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
(8)	1	0	0	0	7	0	1	1	1
(9)	1	0	0	1	8	1	0	0	0
(10)	1	0	1	0	9	1	0	0	1

8.4

Code converter



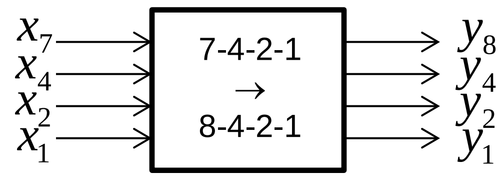


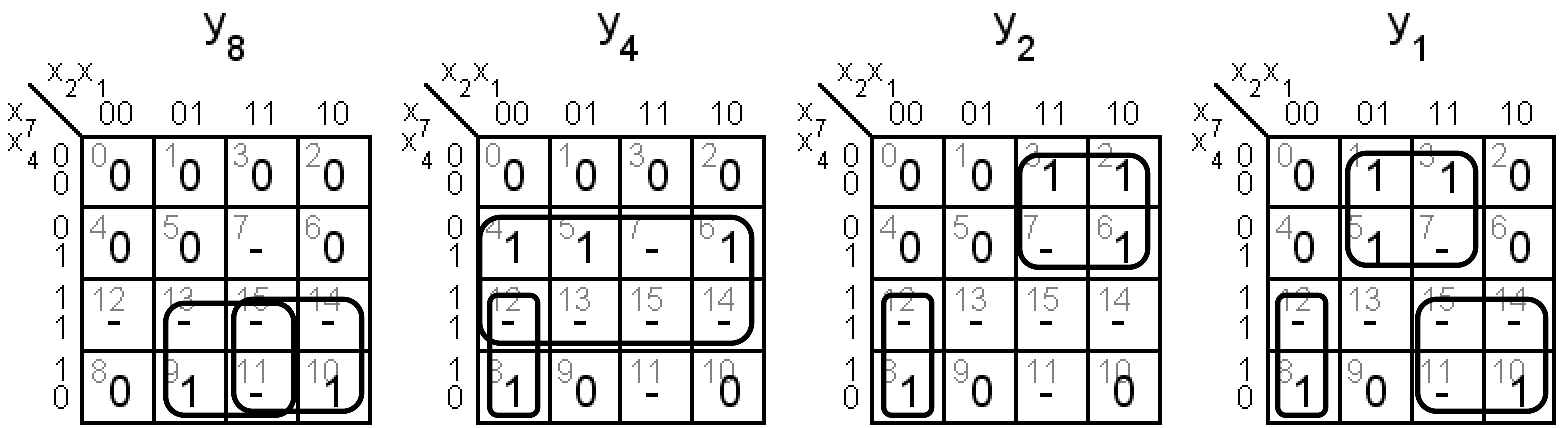
$$y_8 = x_7 x_2 + x_7 x_1 \qquad y_4 = x_4 + x_7 \overline{x_2}\,\overline{x_1}$$

	7	4	2	1		8	4	2	1
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
(8)	1	0	0	0	7	0	1	1	1
(9)	1	0	0	1	8	1	0	0	0
(10)	1	0	1	0	9	1	0	0	1

8.4

Code converter





$$y_8 = x_7 x_2 + x_7 x_1 \qquad y_4 = x_4 + x_7 \overline{x_2}\,\overline{x_1} \qquad y_2 = \overline{x_7}\,x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

$$y_1 = \overline{x_7}\,x_1 + x_7 x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

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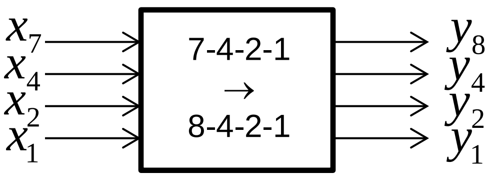
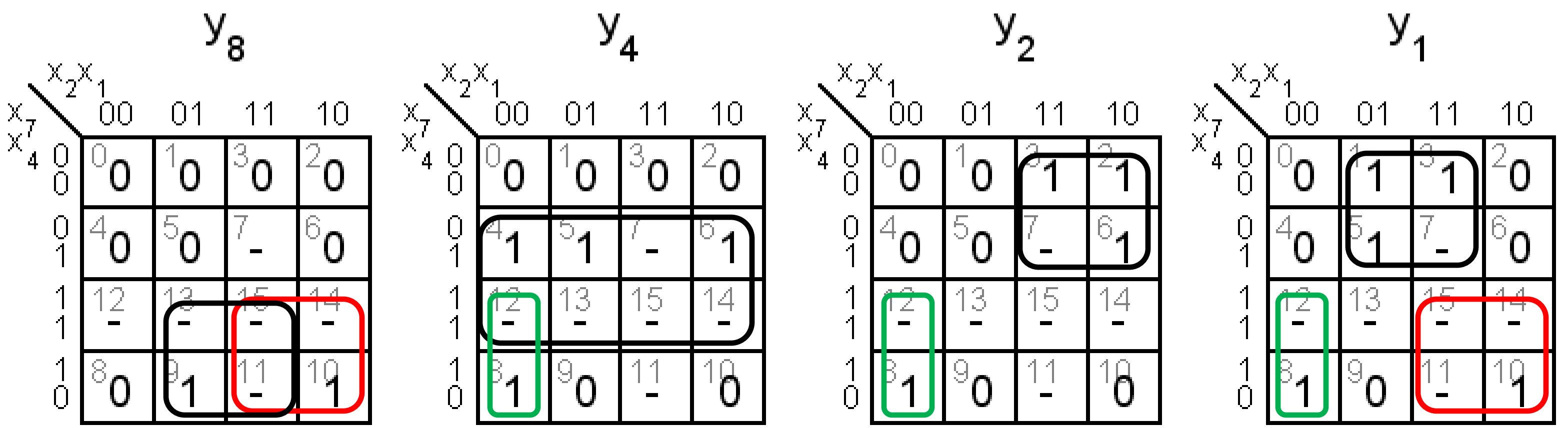
8.4 Code converter

	7	4	2	1		8	4	2	1
	x_7	x_4	x_2	x_1		y_8	y_4	y_2	y_1
(0)	0	0	0	0	0	0	0	0	0
(1)	0	0	0	1	1	0	0	0	1
(2)	0	0	1	0	2	0	0	1	0
(3)	0	0	1	1	3	0	0	1	1
(4)	0	1	0	0	4	0	1	0	0
(5)	0	1	0	1	5	0	1	0	1
(6)	0	1	1	0	6	0	1	1	0
(8)	1	0	0	0	7	0	1	1	1
(9)	1	0	0	1	8	1	0	0	0
(10)	1	0	1	0	9	1	0	0	1



Common groupings can provide for shared gates!



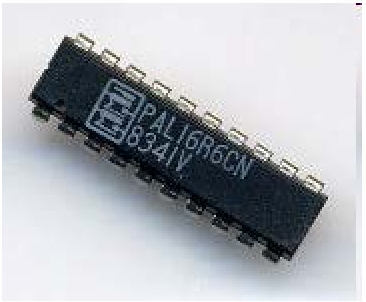
$$y_8 = x_7 x_2 + x_7 x_1$$

$$y_4 = x_4 + x_7 \overline{x_2}\,\overline{x_1}$$

$$y_2 = \overline{x_7}\, x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

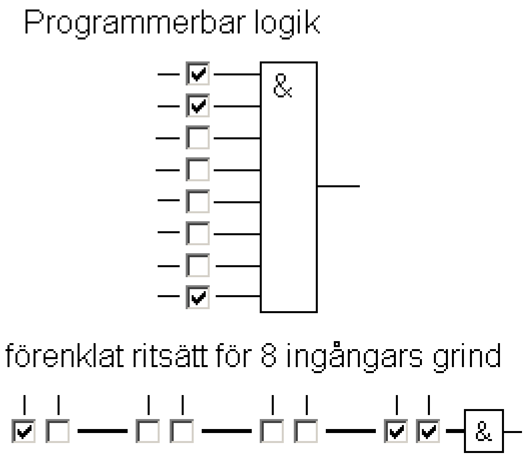
$$y_1 = \overline{x_7}\, x_1 + x_7 x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

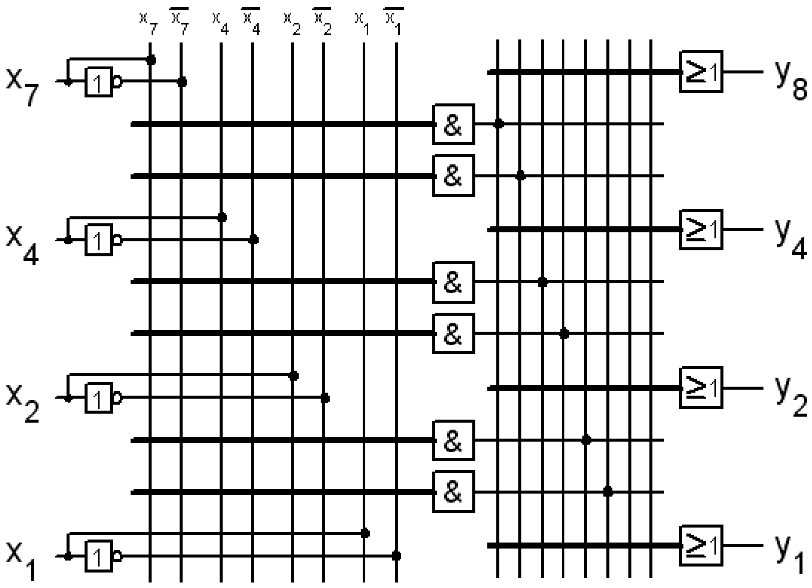
8.4



PLA circuits containing programmable AND and OR gates. (This turned out to be unnecessarily complex, so the common chips became PAL circuits with only the AND network programmable).

The gates have many programmable input connections. The many inputs are usually drawn in a "simplified" way.





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8.4

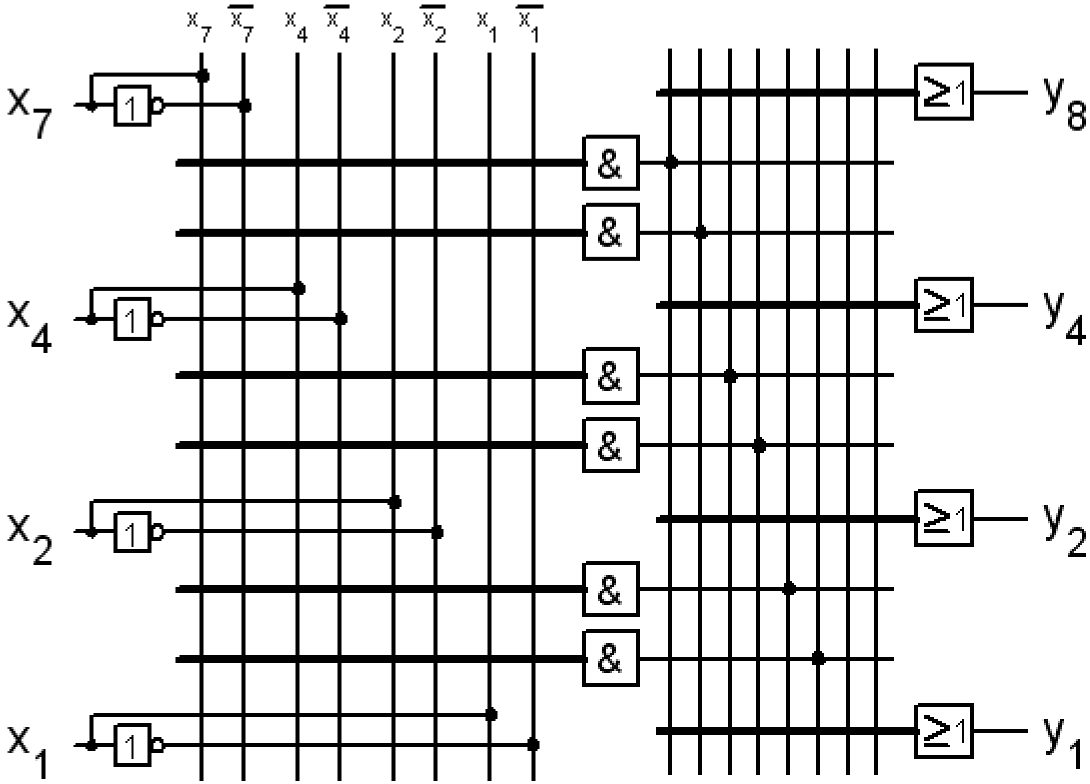
$$y_8 = x_7 x_2 + x_7 x_1$$

$$y_4 = x_4 + x_7 \overline{x_2}\,\overline{x_1}$$

$$y_2 = \overline{x_7}\, x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

$$y_1 = \overline{x_7}\, x_1 + x_7 x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

Shared-gates!



8.4

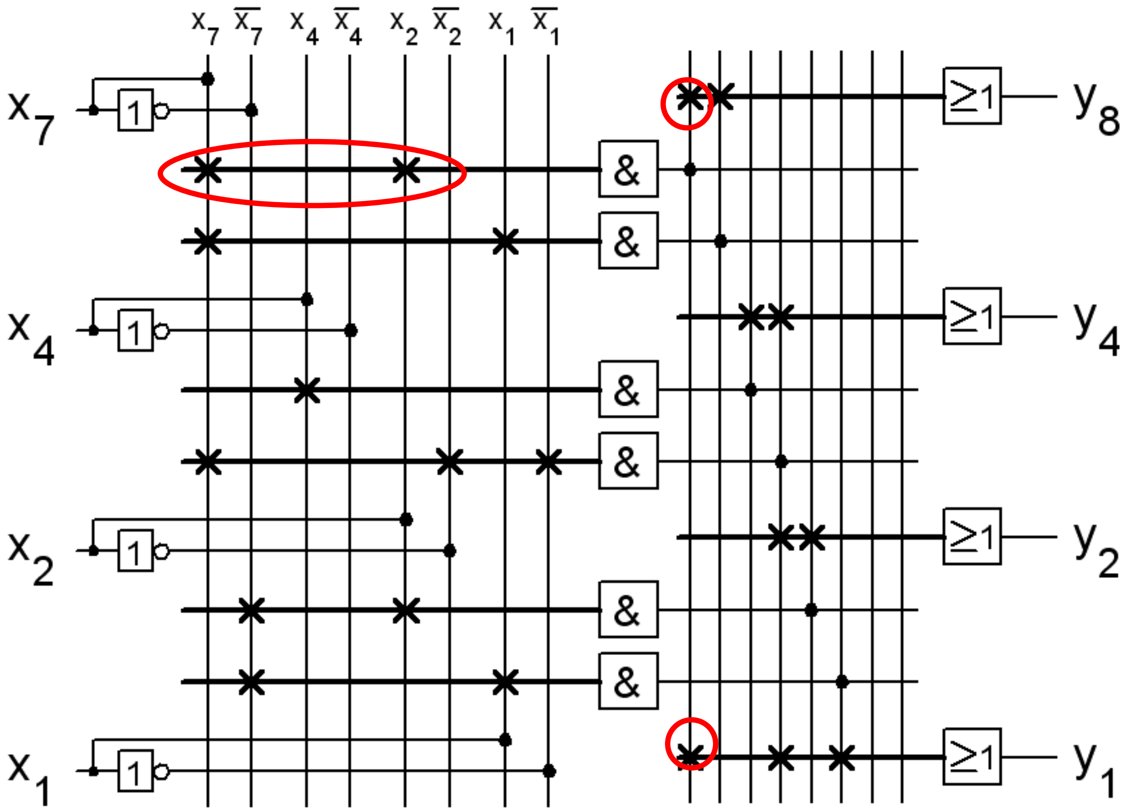
$$y_8 = x_7 x_2 + x_7 x_1$$

$$y_4 = x_4 + x_7 \overline{x_2}\,\overline{x_1}$$

$$y_2 = \overline{x_7}\, x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

$$y_1 = \overline{x_7}\, x_1 + x_7 x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

Shared-gates!



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$$y_8 = x_7 x_2 + x_7 x_1$$

$$y_4 = x_4 + x_7 \overline{x_2}\,\overline{x_1}$$

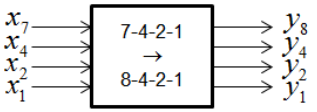
$$y_2 = \overline{x_7}\, x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

$$y_1 = \overline{x_7}\, x_1 + x_7 x_2 + x_7 \overline{x_2}\,\overline{x_1}$$

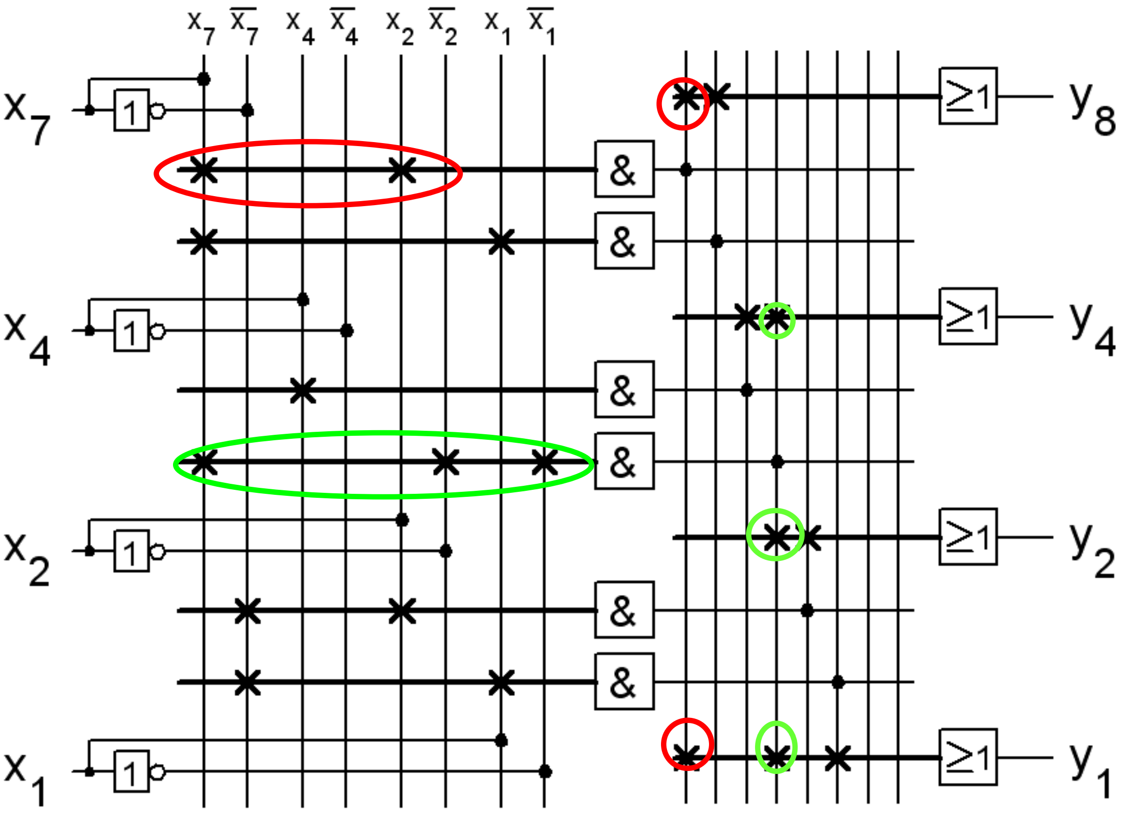
8.4

One chip

Code converter



Shared-gates!



Real numbers

Decimal point ”,” and Binary point ”.”

$10{,}3125_{10} = 1010.0101_2$

Bin → Dec

1	0	1	0	.	0	1	0	1
2^3	2^2	2^1	2^0	.	2^{-1}	2^{-2}	2^{-3}	2^{-4}
8	4	2	1		0,5	0,25	0,125	0,0625

8 + 0 + 2 + 0 + 0 + 0,25 + 0 + 0,0625 = 10,3125

Ex. 1.2b

$110100.010_2 =$

Ex. 1.2b

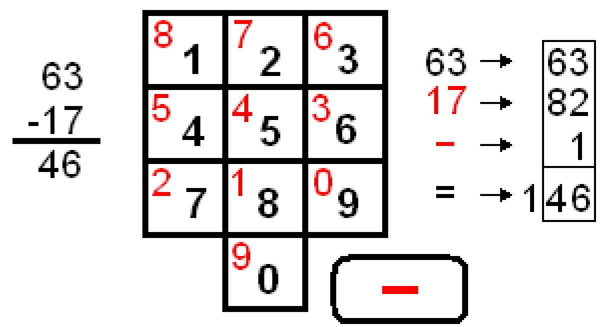
$110100.010_2 =$

$= (2^5+2^4+2^2 \;+\; 2^{-2} = 32+16+4 \;+\; 0.25) =$

$= 52,25_{10}$

Calculation with complement

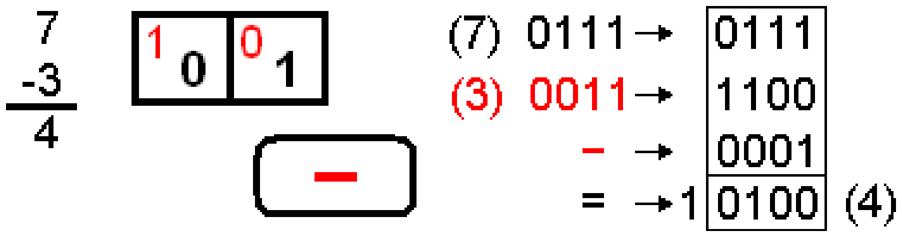
Subtraction with an adding machine = counting with the complement



63 - 17 = 46

The number -17 is entered with red digits 17 and gets 82. When the – key is pressed 1 is added. The result is: 63+82+1 = 146. If only two digits are shown: 46

2-complement



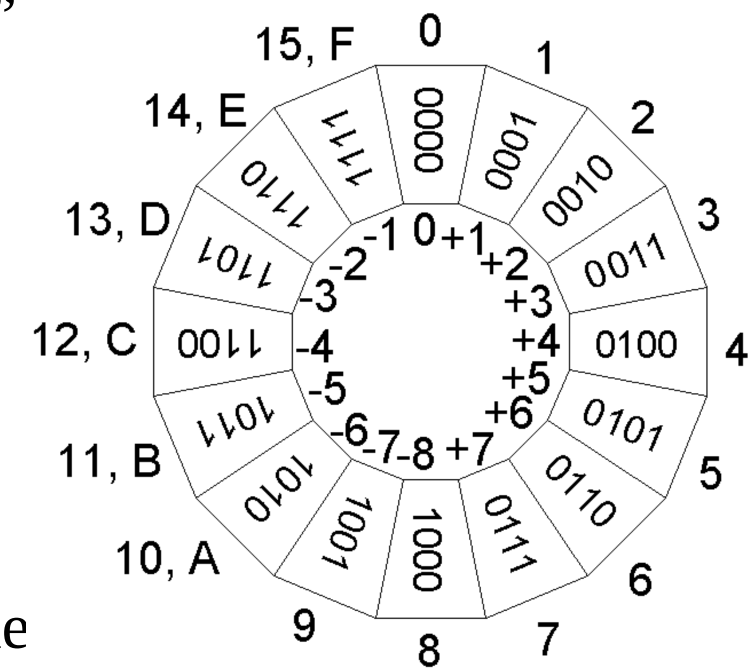
The binary number 3, 0011, gets negative -3 if one inverts the digits and adds one, 1101.

Register arithmetic

• Computer registers are ”rings”

A four bit register could contains 2^4 = 16 numbers.

Either 8 positive (+0…+7) and 8 negative (-1…-8) ”**signed integers**”, or 16 (0…F) ”**unsigned integers**”.



If the register is full +1 makes the register to the "turn around".

Register width

- 4 bit is called a **Nibble**. The register contains $2^4 = 16$ numbers. 0…15, -8…+7
- 8 bit is called a **Byte**. The register contains $2^8 = 256$ numbers 0…255, -128…+127
- 16 bit is a **Word**. $2^{16} = 65536$ numbers. 0…65535, -32768…+32767

Today, general sizes are now 32 bits (Double Word) and 64 bits (Quad Word)..

Ex. 1.8

Write the following signed numbers with two's complement notation, $x = (x_6, x_5, x_4, x_3, x_2, x_1, x_0)$.

a) -23

b) -1 =

c) +38 =

d) -64 =

Ex. 1.8

Write the following signed numbers with two's complement notation, $x = (x_6, x_5, x_4, x_3, x_2, x_1, x_0)$.

a) $-23 = (+23_{10} = 0010111_2 \rightarrow -23_{10} = 1101000_2 + 1_2) = 1101001_2 = 105_{10}$

b) -1 =

c) +38 =

d) -64 =

Ex. 1.8

Write the following signed numbers with two's complement notation, $x = (x_6, x_5, x_4, x_3, x_2, x_1, x_0)$.

a) $-23 = (+23_{10} = 0010111_2 \rightarrow -23_{10} = 1101000_2 + 1_2) = 1101001_2 = 105_{10}$

b) $-1 = (+1_{10} = 0000001_2 \rightarrow -1_{10} = 1111110_2 + 1_2) = 1111111_2 = 127_{10}$

c) $+38 =$

d) $-64 =$

Ex. 1.8

Write the following signed numbers with two's complement notation, $x = (x_6, x_5, x_4, x_3, x_2, x_1, x_0)$.

a) $-23 = (+23_{10} = 0010111_2 \rightarrow -23_{10} = 1101000_2 + 1_2) = 1101001_2 = 105_{10}$

b) $-1 = (+1_{10} = 0000001_2 \rightarrow -1_{10} = 1111110_2 + 1_2) = 1111111_2 = 127_{10}$

c) $+38 = (32_{10}+4_{10}+2_{10}) = 0100110_2 = 38_{10}$

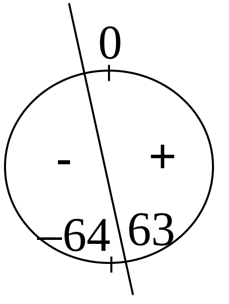
d) $-64 =$

Ex. 1.8

Write the following signed numbers with two's complement notation, $x = (x_6, x_5, x_4, x_3, x_2, x_1, x_0)$.

a) $-23 = (+23_{10} = 0010111_2 \rightarrow -23_{10} = 1101000_2 + 1_2) = 1101001_2$
$= 105_{10}$

b) $-1 = (+1_{10} = 0000001_2 \rightarrow -1_{10} = 1111110_2 + 1_2) = 1111111_2 = 127_{10}$



c) $+38 = (32_{10}+4_{10}+2_{10}) = 0100110_2 = 38_{10}$

d) $-64 = (+64_{10} = 1000000_2$ is a to big positive number (for 7 bits)!
But will still function for $-64_{10} \rightarrow 0111111_2 + 1_2) = 1000000_2 = 64_{10}$

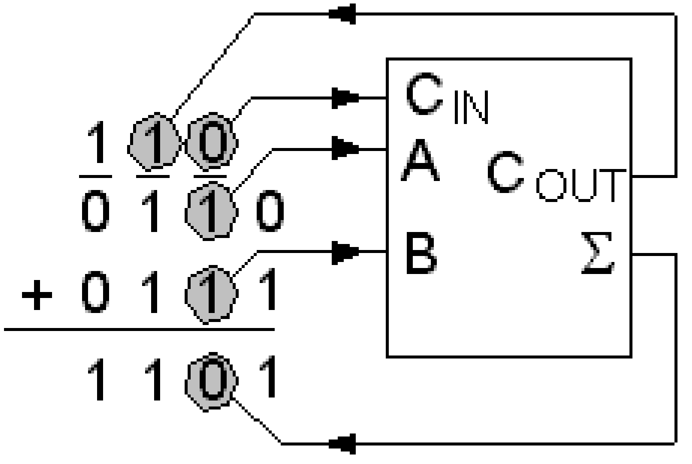
Ex. 2.1

a) 110 + 010 b) 1110 + 1001

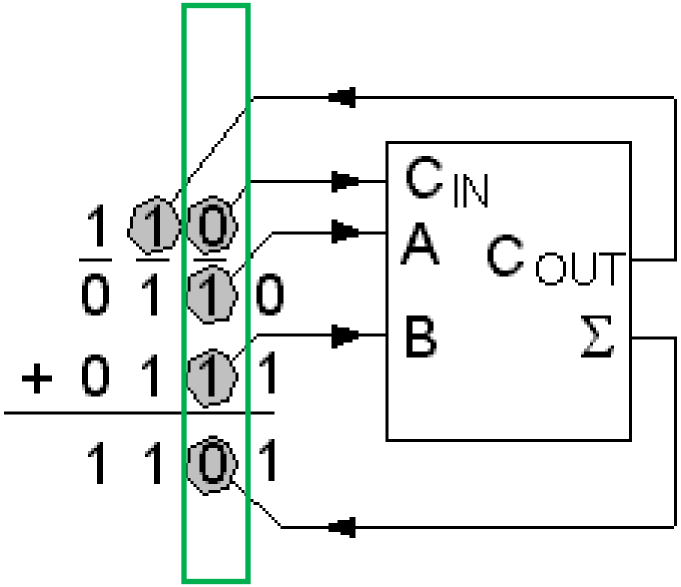
c) 11 0011.01 + 111.1 d) 0.1101 + 0.1110

```
a)  1 1
      1 1 0
    + 0 1 0
    -------
    1 0 0 0

b)  1
      1 1 1 0
    + 1 0 0 1
    ---------
    1 0 1 1 1

c)          1 1 1
      1 1 0 0 1 1.0 1
    +       1 1 1.1
    -----------------
      1 1 1 0 1 0.1 1

d)  1 1
    0.1 1 0 1
  + 0.1 1 1 0
  -----------
    1.1 0 1 1
```

Full adder



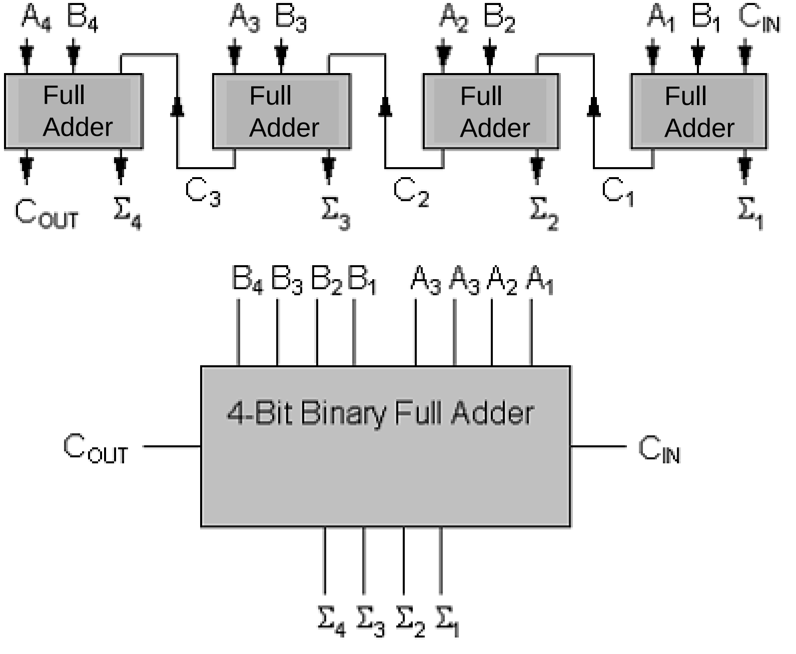
Full adder



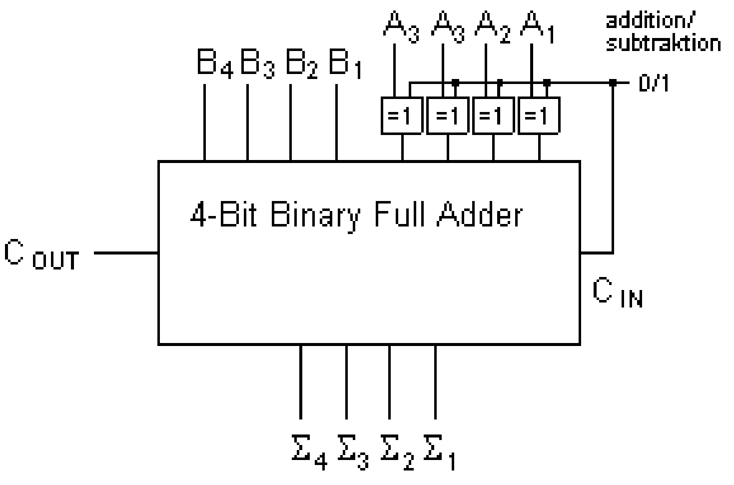
A logic circuit that makes a binary addition on any bit position with two binary numbers is called a full adder.

4-bit adder

An addition circuit for binary four bit numbers thus consists of four fulladder circuits.

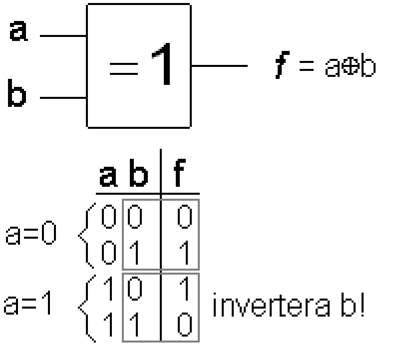


Subtraction?



Subtracting the binary numbers can be done vith the two-complement.
Negative numbers are represented as the true complement, which means that all bits are inverted and a one is added.
The adder is then used also for subtraction.

The inversion of the bits could be done with XOR-gates, and a one could then be added to the number by letting $C_{IN} = 1$.



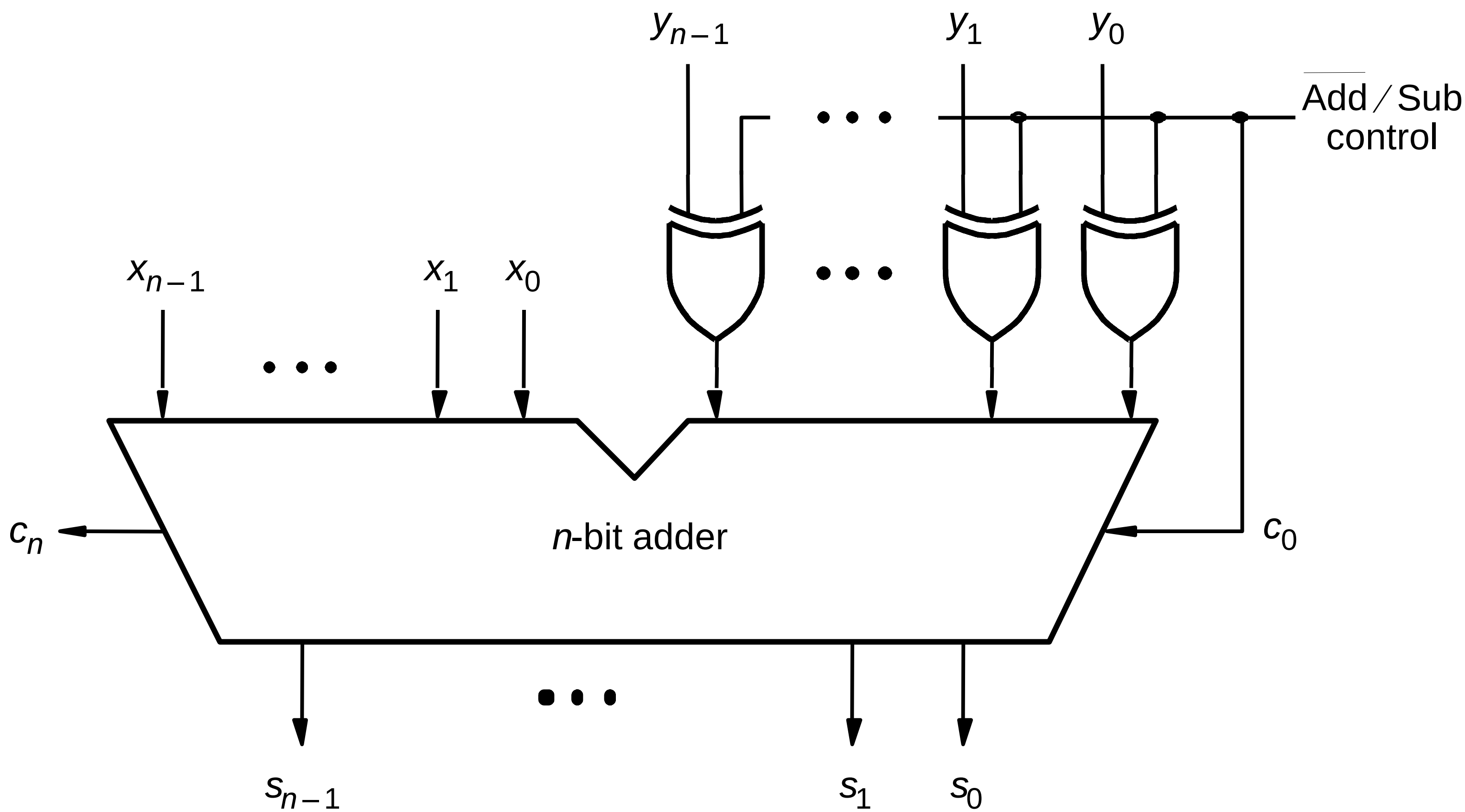
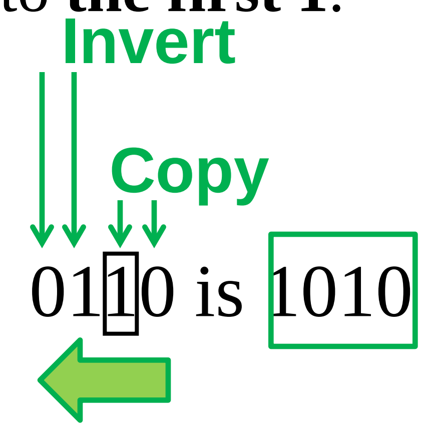


Figure 5.13. Adder/subtractor unit.

2-complement ”fast”

- In order to easily produce 2's complement of a binary number, you can use the following procedure:
  - Start from right
  - Copy all bits from all zeroes to **the first 1**.
  - Invert all the rest of the bits

Example: 2-complement of 0110 is 1010



Ex. 2.2

Add or subtract (add with the corresponding negative number) the numbers below. The numbers are representated as binary 2-complement 4-bit numbers (nibble).

a) 1 + 2 b) 4 – 1 c) 7 – 8 d) -3 – 5

The negative number that are used in the examples:

$-1_{10} = (+1_{10} = 0001_2 \rightarrow -1_{10} = 1110_2 \ +1_2) = 1111_2$

$-8_{10} = (+8_{10} = 1000_2 \rightarrow -8_{10} = 0111_2 \ +1_2) = 1000_2$

$-3_{10} = (+3_{10} = 0011_2 \rightarrow -3_{10} = 1100_2 \ +1_2) = 1101_2$

$-5_{10} = (+5_{10} = 0101_2 \rightarrow -5_{10} = 1010_2 \ +1_2) = 1011_2$

2.2

$-1_{10} = 1111_2$

$-8_{10} = 1000_2$

$-3_{10} = 1101_2$

$-5_{10} = 1011_2$

1+2=3

a)

	0	0	0	1	=1
+	0	0	1	0	=2
	0	0	1	1	=3

4-1=3

b)

1	1				
	0	1	0	0	=4
+	1	1	1	1	=-1
~~1~~	0	0	1	1	=3

7-8=-1

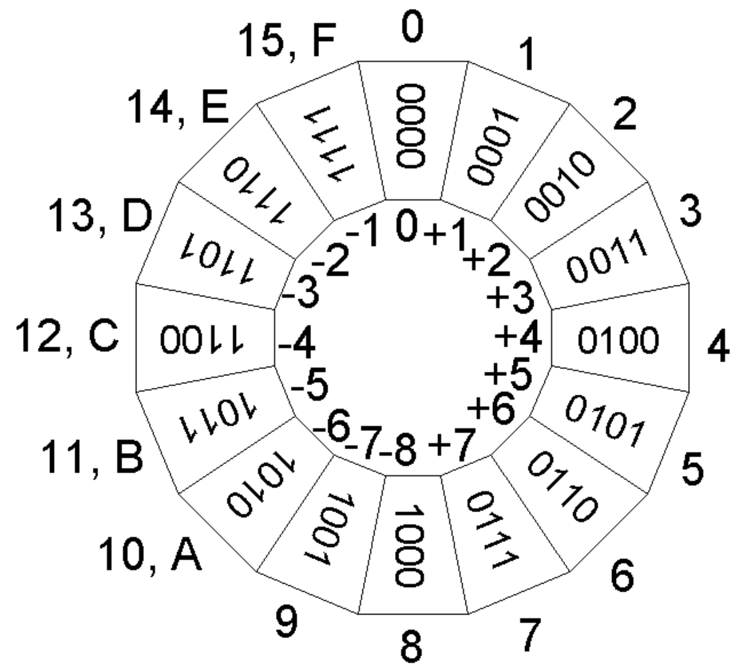
c)

	0	1	1	1	=7
+	1	0	0	0	=-8
	1	1	1	1	=-1

-3-5=-8

d)

1	1	1	1		
	1	1	0	1	=-3
+	1	0	1	1	=-5
~~1~~	1	0	0	0	=-8



Ex. 2.3 a,b

Multiplicate by hand the following pairs of unsigned binary numbers.

a) 110·010 b) 1110·1001

$110 \cdot 010 = (6 \cdot 2 = 12) = 1100$

$1110 \cdot 1001 = 1111110$

a)

$$
\begin{array}{rccccccl}
 & & & 1 & 1 & 0 & & =6 \\
 & & \times & 0 & 1 & 0 & & =2 \\
\hline
 & & & 0 & 0 & 0 & & \\
 & & 1 & 1 & 0 & & & \\
+ & 0 & 0 & 0 & & & & \\
\hline
 & 0 & 1 & 1 & 0 & 0 & & =12
\end{array}
$$

b)

$$
\begin{array}{rccccccccl}
 & & & & 1 & 1 & 1 & 0 & & =14 \\
 & & & \times & 1 & 0 & 0 & 1 & & =9 \\
\hline
 & & & & 1 & 1 & 1 & 0 & & \\
 & & & 0 & 0 & 0 & 0 & & & \\
 & & 0 & 0 & 0 & 0 & & & & \\
+ & 1 & 1 & 1 & 0 & & & & & \\
\hline
 & 1 & 1 & 1 & 1 & 1 & 1 & 0 & & =126
\end{array}
$$

Ex. 2.3 c,d

Multiplicate by hand the following pairs of unsigned binary numbers.

c) $110011.01 \cdot 111.1 = $
$= 110000000.011$

```
      110011|01|
   ×       111|1|
   ------------
      11001101
     11001101
    11001101
 + 11001101
 ---------------
  110000000|011|
```

$= 110000000.011$

(51,25·7,5 =384,376)

d) $0.1101 \cdot 0.1110 =$
$= 0.10110110$

```
       |1101|
   ×   |1110|
   ---------
        0000
       1101
      1101
 +   1101
 -----------
    |10110110|
```

$= 0.10110110$

(0,8125·0,875 =0.7109375)

Fixpoint multiplication is an ”integer multiplication”, the binarypoint is inserted in the result.

Ex. 2.4

Divide by hand the following pairs of unsigned binary numbers.

Methood the Stairs:

110/010=(6/2=3)=011

a)

```
          1 1
      ________
1 0 |  1 1 0
    - 1 0
    -----
        1 0
      - 1 0
      -----
          0
```

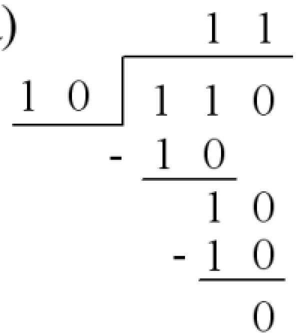
Ex. 2.4

Divide by hand the following pairs of unsigned binary numbers.

Methood the Stairs:

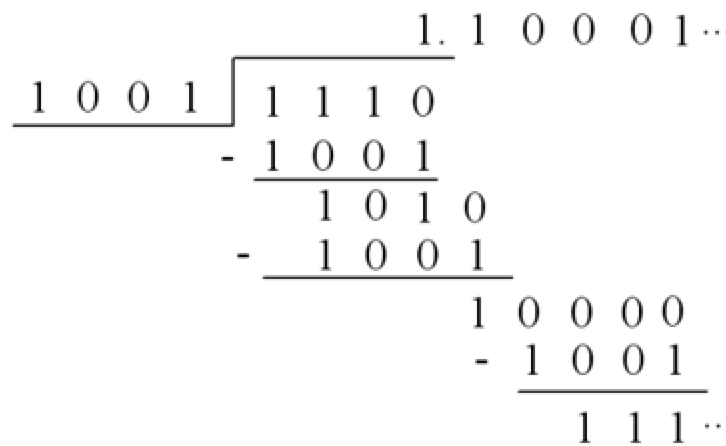
110/010=(6/2=3)=011

a)



1110/1001=(14/9)=1.10 ...

b)



If integer division the answer will be 1.

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Ex 2.4

Divide by hand the following pairs of unsigned binary numbers.

Method Short division:

a) 110/010=(6/2=3)=011

$$\frac{110}{10}= \qquad \overset{1}{\frac{110}{10}}=1 \qquad \overset{1}{\frac{110}{10}}=11$$

Ex 2.4

Divide by hand the following pairs of unsigned binary numbers.

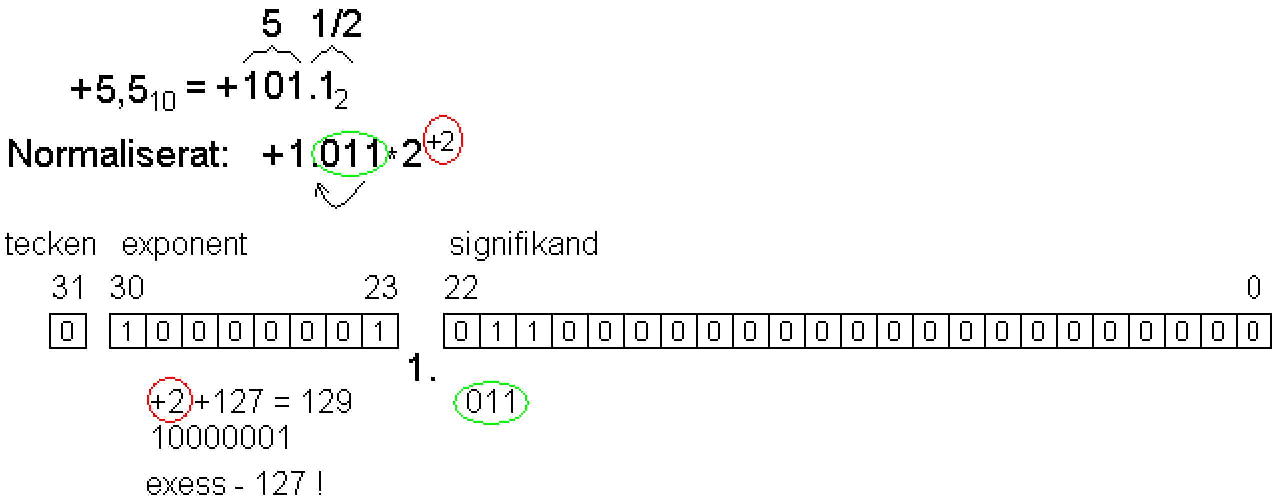
Method Short division:

b) 1110/1001=(14/9=1,55…)=1.10…

$$\frac{1110}{1001}= \qquad \frac{\overset{101}{1110}}{1001}=1 \qquad \frac{\overset{1010}{1110.}}{1001}=1. \qquad \frac{\overset{1}{1110.}}{1001}=1.1 \qquad \cdots$$

If integer division the answer will be 1.

IEEE – 32 bit float



The exponent is written exess-127. It is then possible to sort float by size with ordinary integer arithmetic!

[Dec → IEEE-754]

2.5 Float format

IEEE 32 bit float

```
s  eeeeeeee fffffffffffffffffffffff
31 30    23 22                    0
```

2.5 Float format

IEEE 32 bit float

```
s  eeeeeeee fffffffffffffffffffffff
31 30    23 22                    0
```

What is:

```
   4   0   C   8   0   0   0   0
01000000110010000000000000000000
```

2.5 Float format

IEEE 32 bit float

```
s  eeeeeeee fffffffffffffffffffffff
31 30     23 22                    0
```

What is:

```
   4   0   C   8   0   0   0   0
01000000110010000000000000000000

0 10000001 10010000000000000000000

+  129-127    1 + 0.5+0.0625
```

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2.5 Float format

IEEE 32 bit float

```
s  eeeeeeee fffffffffffffffffffffff
31 30    23 22                     0
```

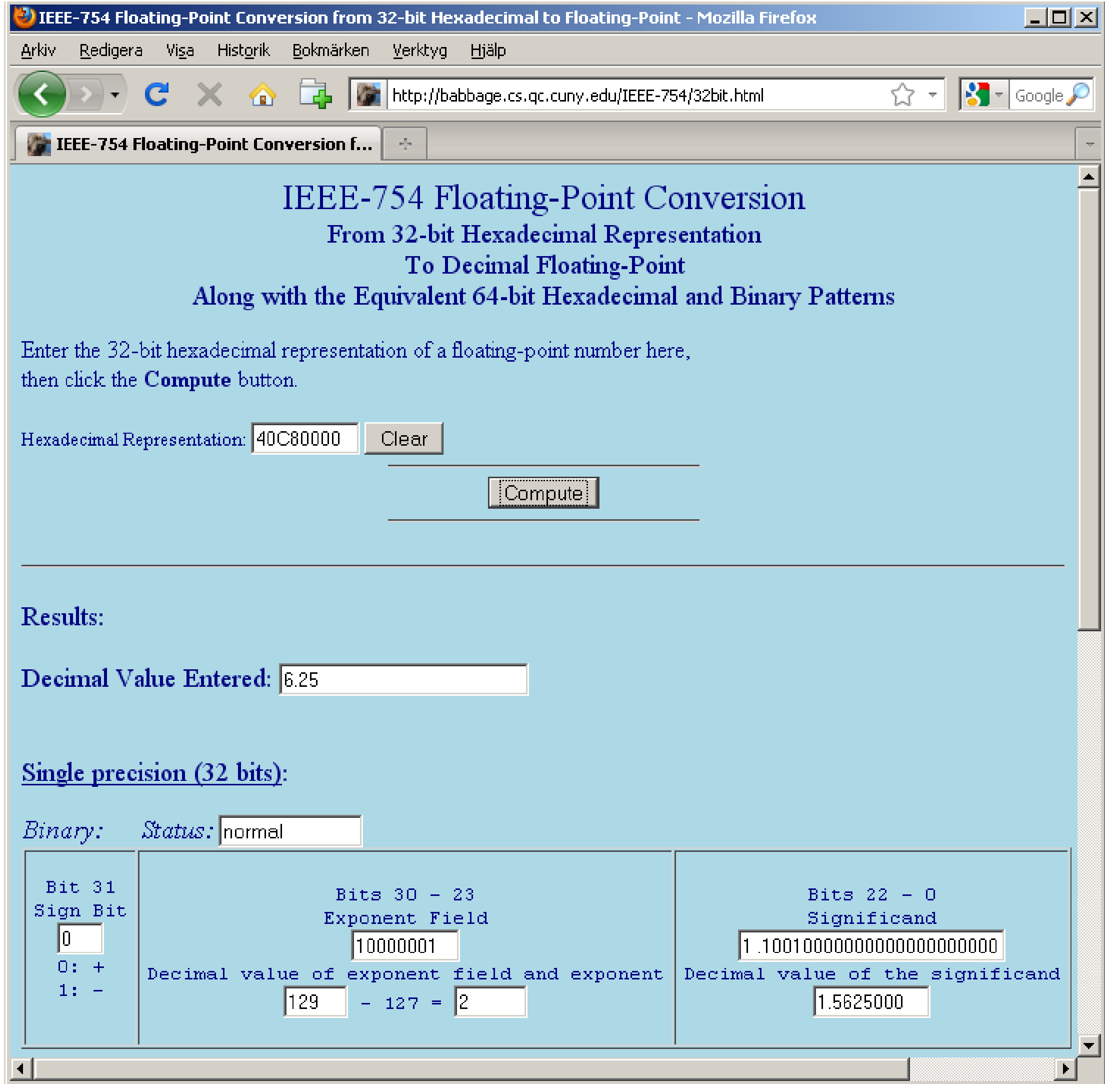
What is:

```
   4   0   C   8   0   0   0   0
01000000110010000000000000000000

0 10000001 10010000000000000000000

+  129-127    1 + 0.5+0.0625
```

$+1{,}5625 \cdot 2^2 = +6{,}25$



Dec → IEEE-754

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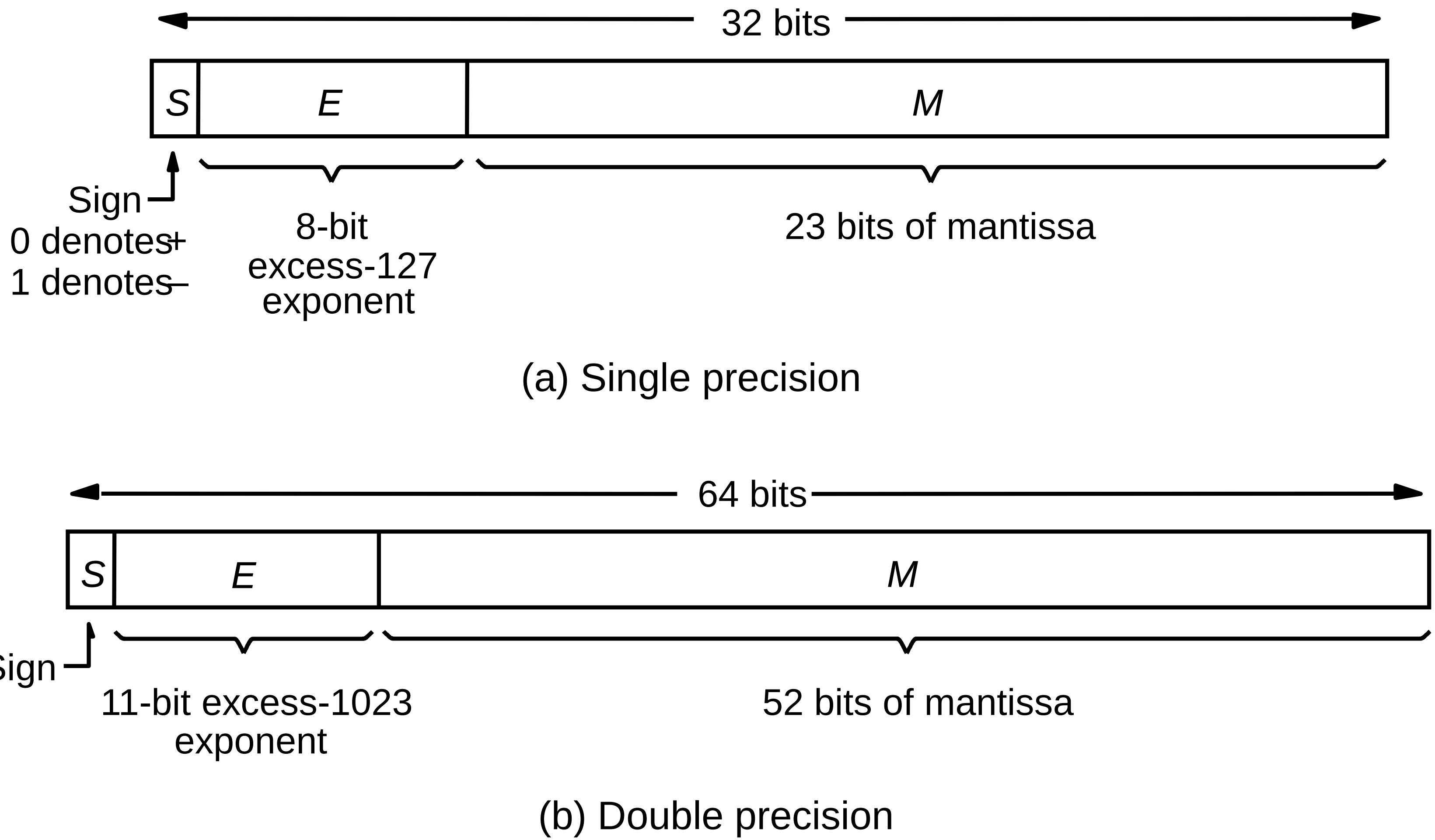
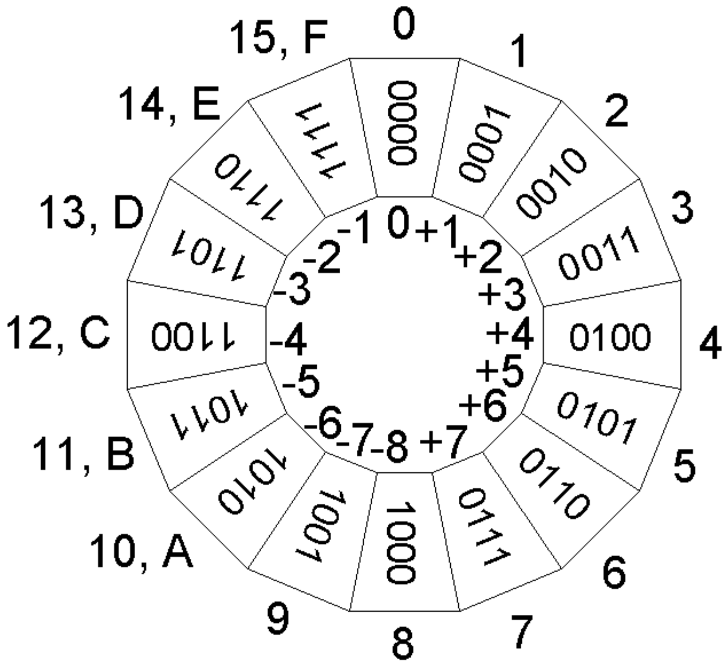


Figure 5.34. IEEE Standard floating-point formats.

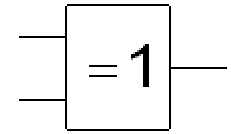
Overflow



When using signed numbers the sum of two positive numbers cold be incorrectly negative (eg. ”+4” + ”+5” = ”-7”), in the same way the sum of two negative numbers could incorrectly be positive (eg. ”-6” + ”-7” = ”+3”).

This is called **Overflow**.

Logic to detect overflow



For 4-bit-numbers

Overflow if c_3 and c_4 are *different*

Otherwise it's not overflow

XOR detects ”not equal”

$$\text{Overflow} = c_3\overline{c}_4 + \overline{c}_3 c_4 = c_3 \oplus c_4$$

For *n*-bit-numbers

$$\text{Overflow} = c_{n-1} \oplus c_n$$

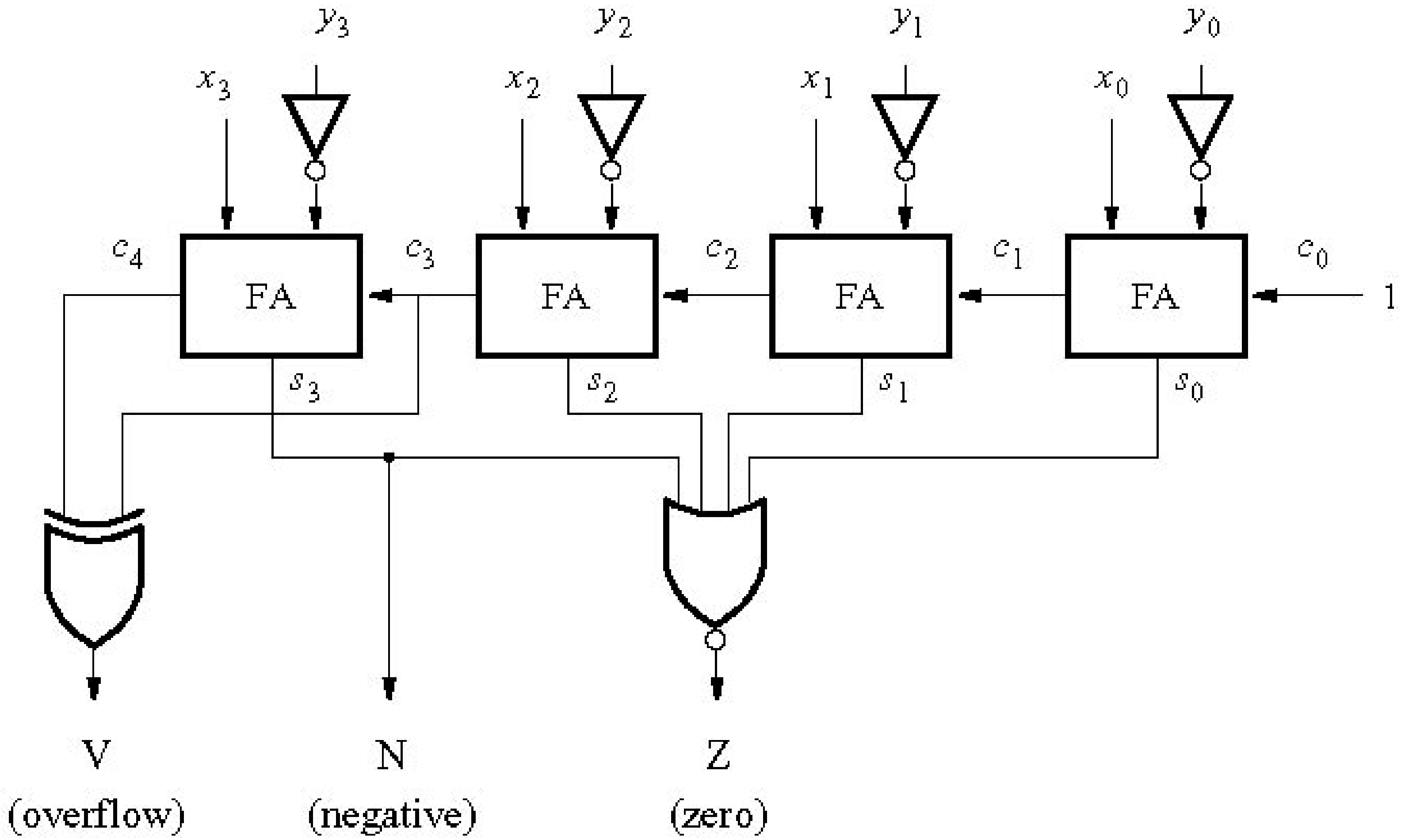


Figure 5.42. A comparator circuit.

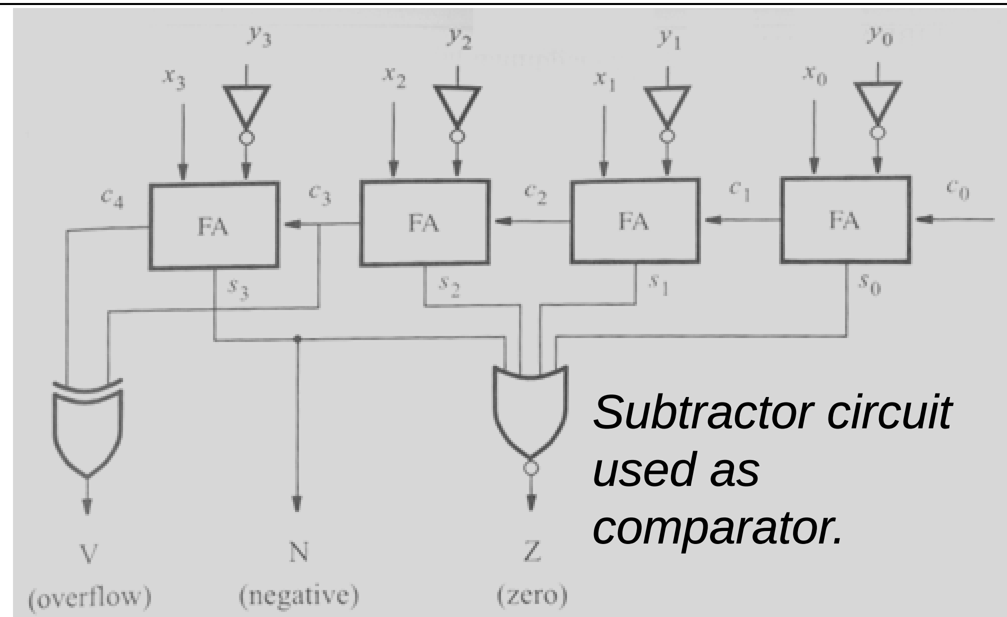
BV ex 5.10, < > =

Flags, Comparator. Two four-bit signed numbers, $X = x_3x_2x_1x_0$ and Y = $y_3y_2y_1y_0$, can be compared by using a subtractor circuit, which performs the operation $X - Y$. The three Flag-outputs denote the following:

- $Z = 1$ if the result is 0; otherwise $Z = 0$
- $N = 1$ if the result is negative; otherwise $N = 0$
- $V = 1$ if aritmetic overflow occurs; otherwise $V = 0$

Show how *Z*, *N*, and *V* can be used to determine the cases

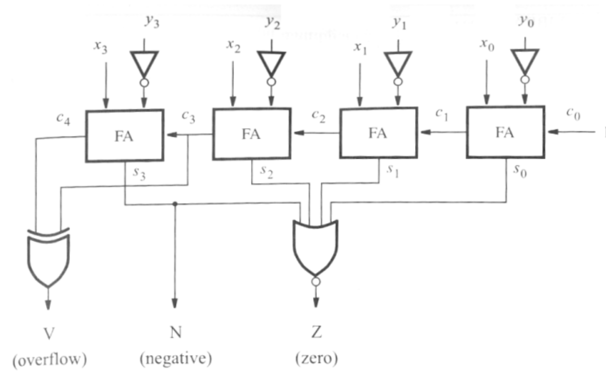
$X = Y$, $X < Y$, $X > Y$.



Subtractor circuit used as comparator.

BV ex 5.10

***X* = *Y* ?**

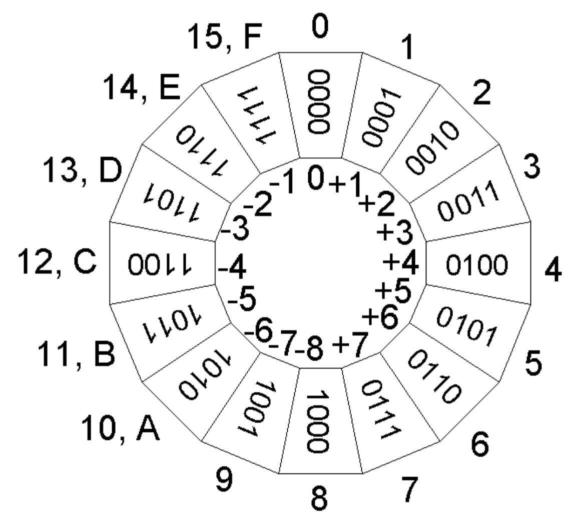


$$X - Y$$

$$V = c_4 \oplus c_3 \quad N = s_3$$

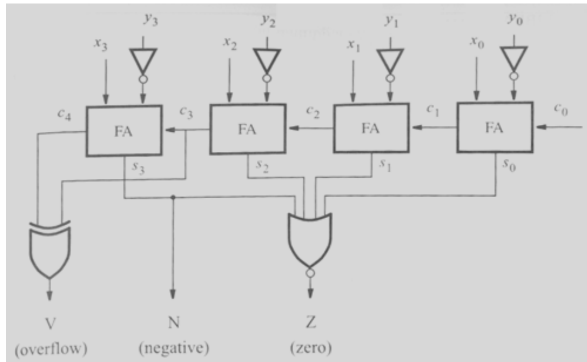
$$Z = \overline{(s_3 + s_2 + s_1 + s_0)}$$

***X* = *Y* ?**



BV ex 5.10

***X* = *Y* ?**

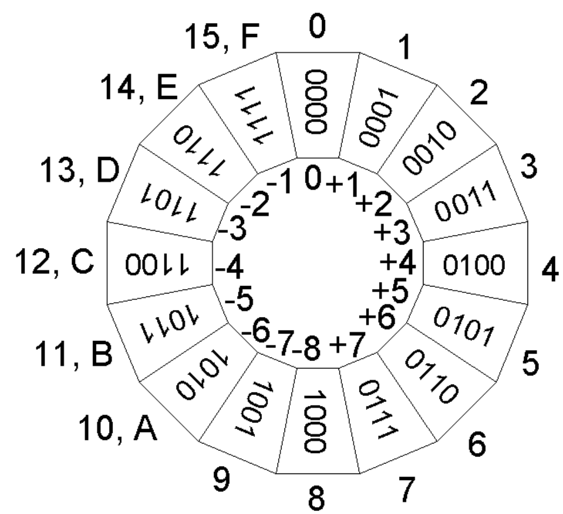


$$X - Y$$

$$V = c_4 \oplus c_3 \qquad N = s_3$$

$$Z = \overline{(s_3 + s_2 + s_1 + s_0)}$$

***X* = *Y* ?**



$$X = Y \quad \Rightarrow \quad Z = 1$$

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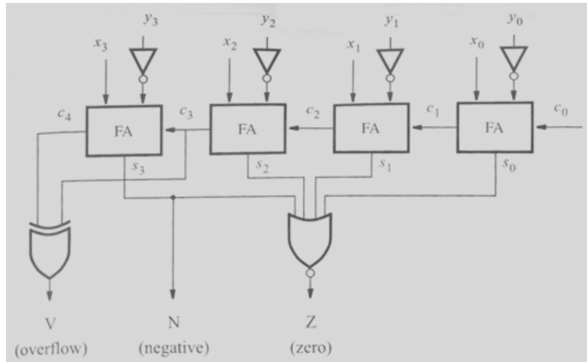
BV ex 5.10



$$X - Y$$

$$V = c_4 \oplus c_3 \quad N = s_3$$

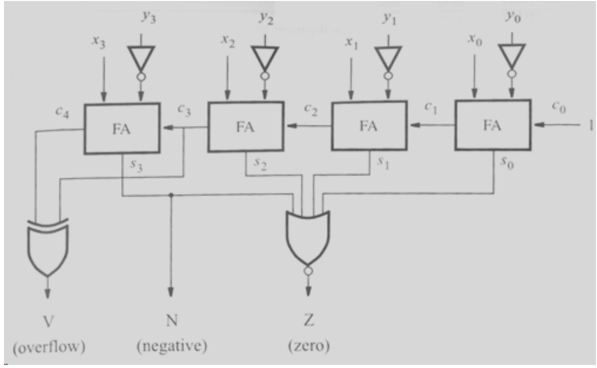
$$Z = \overline{(s_3 + s_2 + s_1 + s_0)}$$

X < Y ?

Some test numbers:

X	$<Y$	$X - Y$	V	N
3	4	$3 - 4 = -1$	0	1
–4	–3	$-4 - -3 = -1$	0	1
–3	4	$-3 - 4 = -7$	0	1
–5	4	$-5 - 4 = +7$	1	0

BV ex 5.10



$$X - Y$$

$$V = c_4 \oplus c_3 \qquad N = s_3$$

$$Z = \overline{(s_3 + s_2 + s_1 + s_0)}$$

X < Y ?

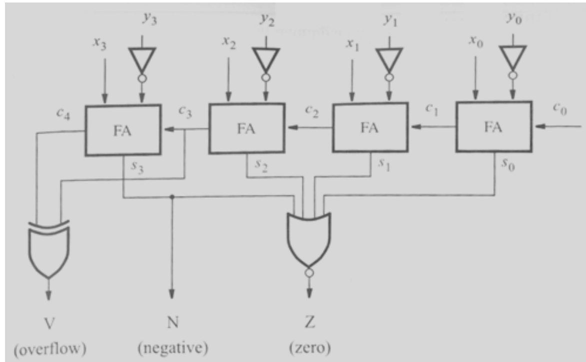
If *X* and *Y* has the same sign *X* - *Y* will always be correct and the flag *V* = 0. *X*, *Y* positive eg. 3 – 4 *N* = 1. *X*, *Y* negative eg. -4 – (-3) *N* = 1.

If *X* neg and *Y* pos and *X* – *Y* has the correct sign, *V* = 0 and *N* = 1. Tex. -3 – 4.

If *X* neg and *Y* but *X* – *Y* gets the wrong sign, *V* = 1. Then *N* = 0. Ex. -5 – 4 .

- Summary: when *X*<*Y* the flags *V* and *N* is always different. This could be indicated by a XOR gate.

BV ex 5.10



$$X - Y$$
$$V = c_4 \oplus c_3 \qquad N = s_3$$
$$Z = \overline{(s_3 + s_2 + s_1 + s_0)}$$

X < Y ?

If *X* and *Y* has the same sign *X* - *Y* will always be correct and the flag *V* = 0. *X*, *Y* positive eg. 3 – 4 *N* = 1. *X*, *Y* negative eg. -4 – (-3) *N* = 1.

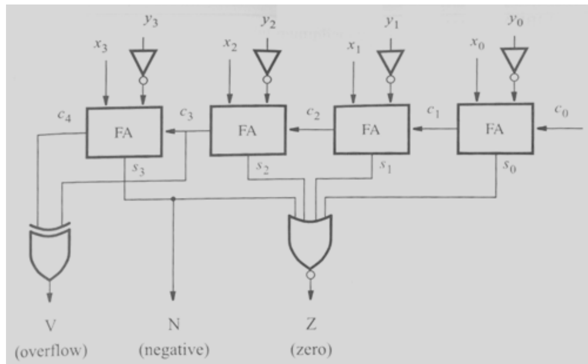
If *X* neg and *Y* pos and *X* – *Y* has the correct sign, *V* = 0 and *N* = 1.
Tex. -3 – 4.

If *X* neg and *Y* but *X* – *Y* gets the wrong sign, *V* = 1.
Then *N* = 0. Ex. -5 – 4 .

• Summary: when *X*<*Y* the flags *V* and *N* is always different. This could be indicated by a XOR gate.

$$X < Y \quad \Rightarrow \quad N \oplus V$$

BV ex 5.10



$$X - Y$$

$$V = c_4 \oplus c_3 \qquad N = s_3$$

$$Z = \overline{(s_3 + s_2 + s_1 + s_0)}$$

$$X = Y \quad \Rightarrow \quad Z = 1$$

$$X < Y \quad \Rightarrow \quad N \oplus V$$

$$X \leq Y \quad \Rightarrow$$

$$X > Y \quad \Rightarrow$$

$$X \geq Y \quad \Rightarrow$$

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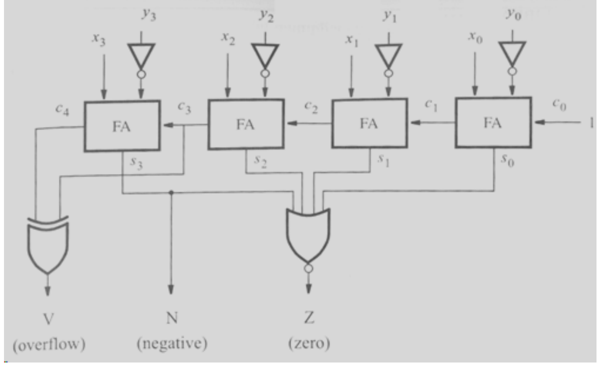
BV ex 5.10



$$X - Y$$

$$V = c_4 \oplus c_3 \qquad N = s_3$$

$$Z = \overline{(s_3 + s_2 + s_1 + s_0)}$$

$$X = Y \quad \Rightarrow \quad Z = 1$$

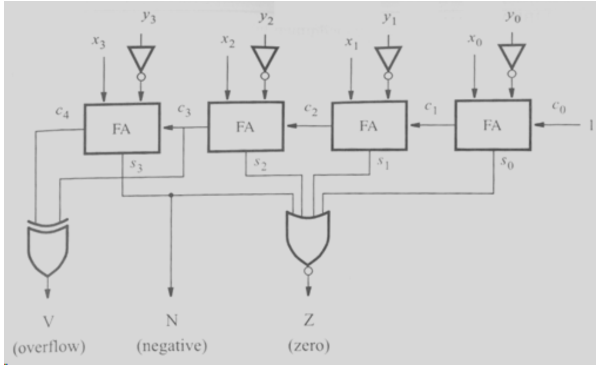
$$X < Y \quad \Rightarrow \quad N \oplus V$$

$$X \leq Y \quad \Rightarrow \quad Z + N \oplus V$$

$$X > Y \quad \Rightarrow \quad \overline{Z + N \oplus V} = \overline{Z} \cdot (\overline{N \oplus V})$$

$$X \geq Y \quad \Rightarrow \quad \overline{N \oplus V}$$

BV ex 5.10



$$X - Y$$

$$V = c_4 \oplus c_3 \quad N = s_3$$

$$Z = \overline{(s_3 + s_2 + s_1 + s_0)}$$

$$X = Y \quad \Rightarrow \quad Z = 1$$

$$X < Y \quad \Rightarrow \quad N \oplus V$$

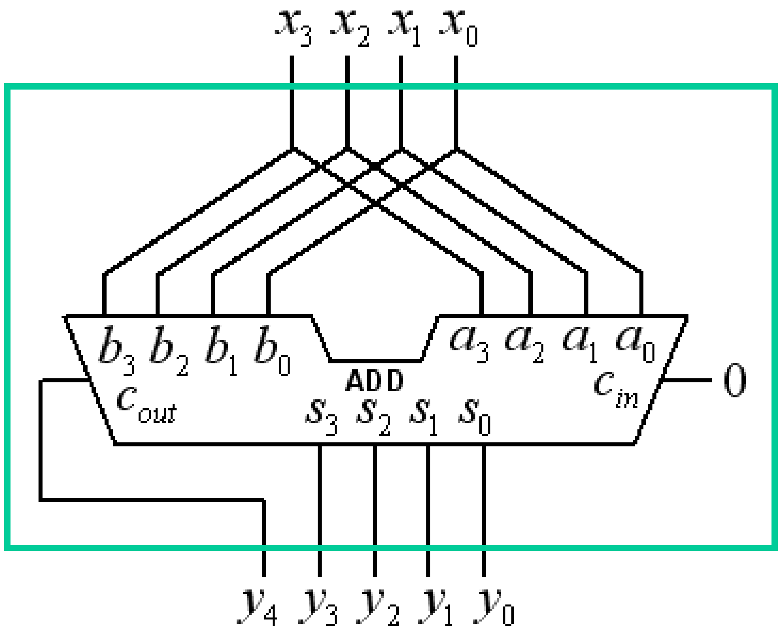
$$X \leq Y \quad \Rightarrow \quad Z + N \oplus V$$

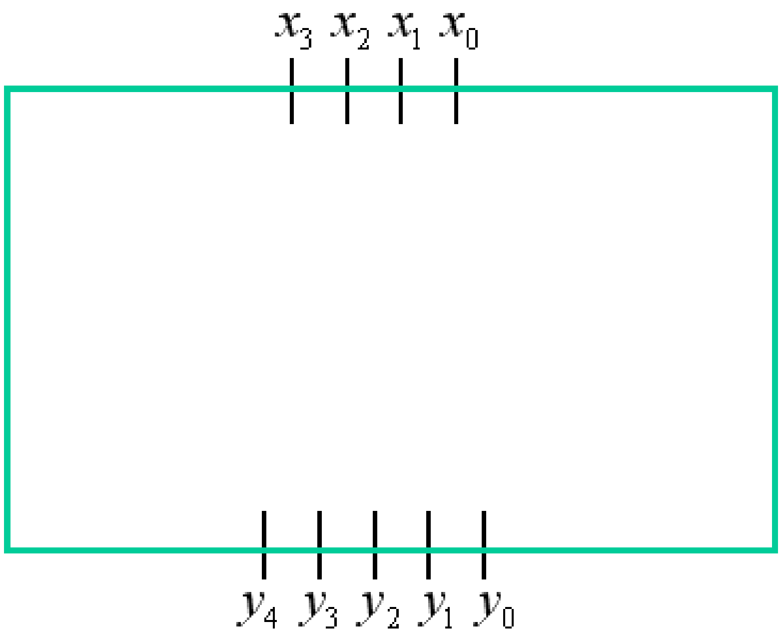
$$X > Y \quad \Rightarrow \quad \overline{Z + N \oplus V} = \overline{Z} \cdot (\overline{N \oplus V})$$

$$X \geq Y \quad \Rightarrow \quad \overline{N \oplus V}$$

This is how a computer can perform the most common comparisions …

(Ex 8.12) Adder circuit





A four bit unsigned integer x ($x_3x_2x_1x_0$) is connected to an 4-bit adder as in the figure. The result is a 5-bit number y ($y_4y_3y_2y_1y_0$). Draw the figure to the right how the same results can be obtained ***without using the adder***. There are also bits with the values 0 and 1 if needed.

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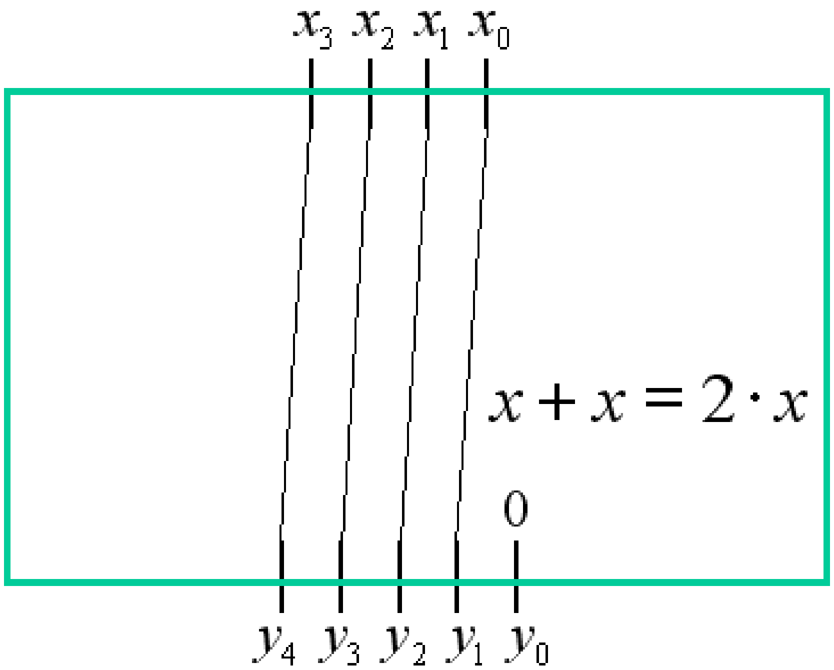
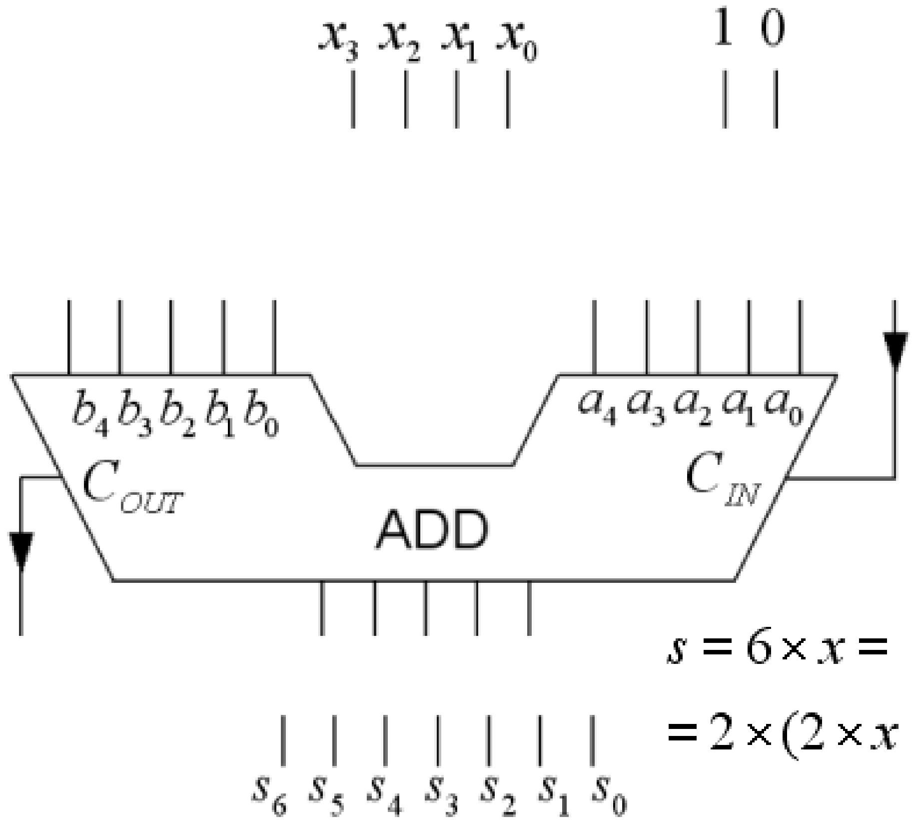
(Ex 8.12) Adder circuit

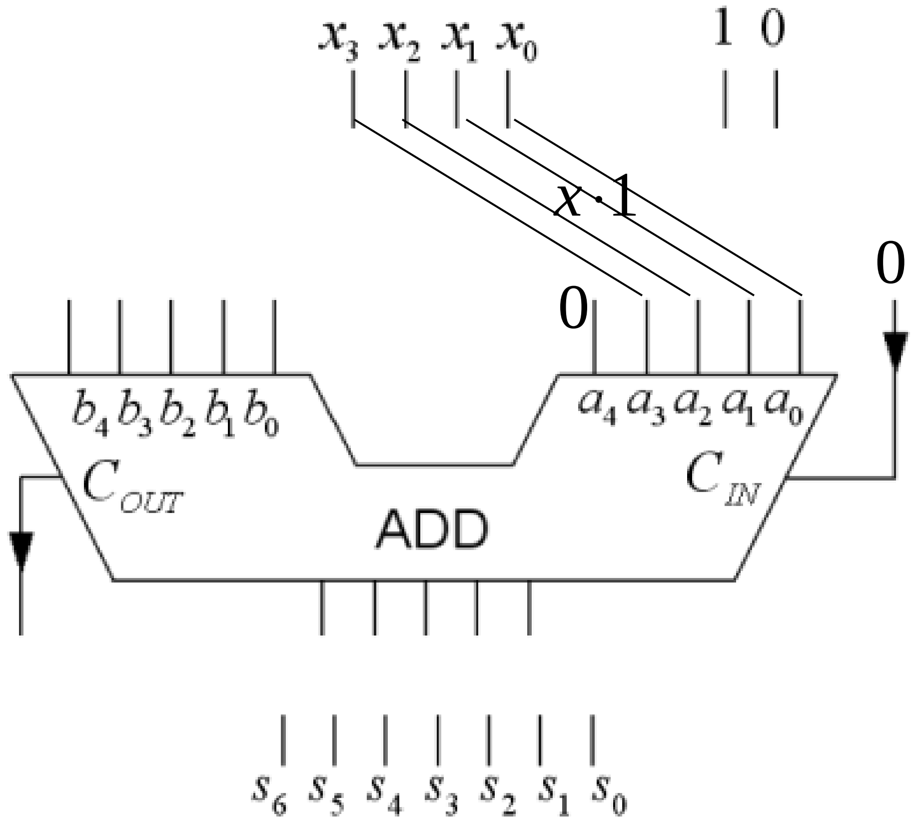


Ex 8.11 Multiply with 6 ?

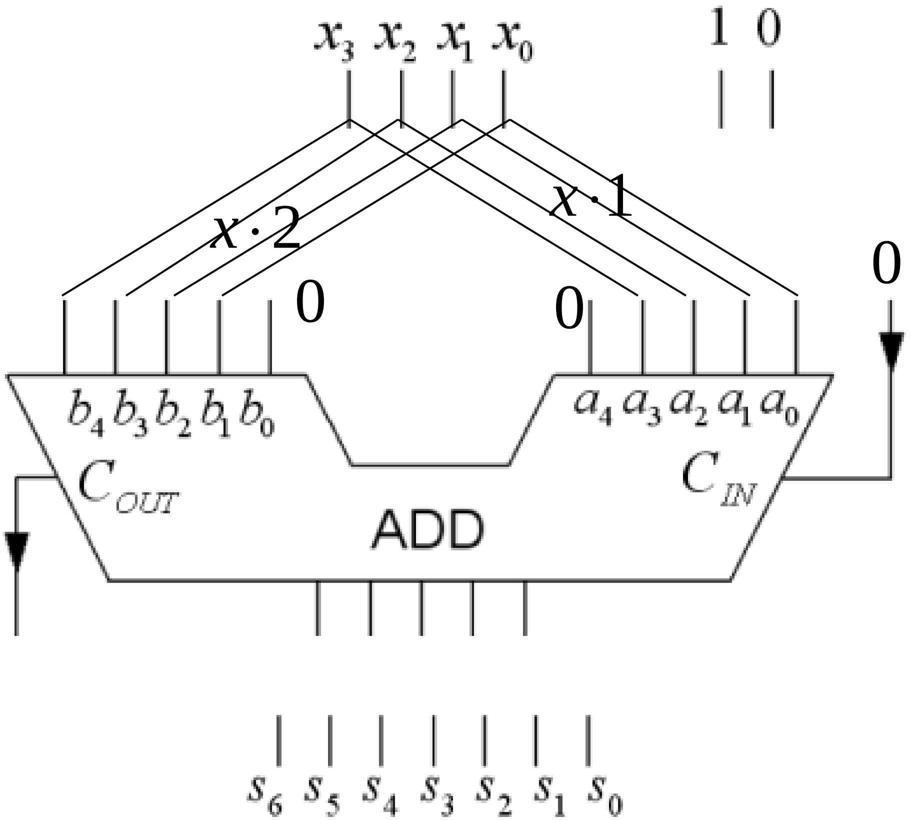


$$s = 6 \times x =$$
$$= 2 \times (2 \times x + 1 \times x)$$

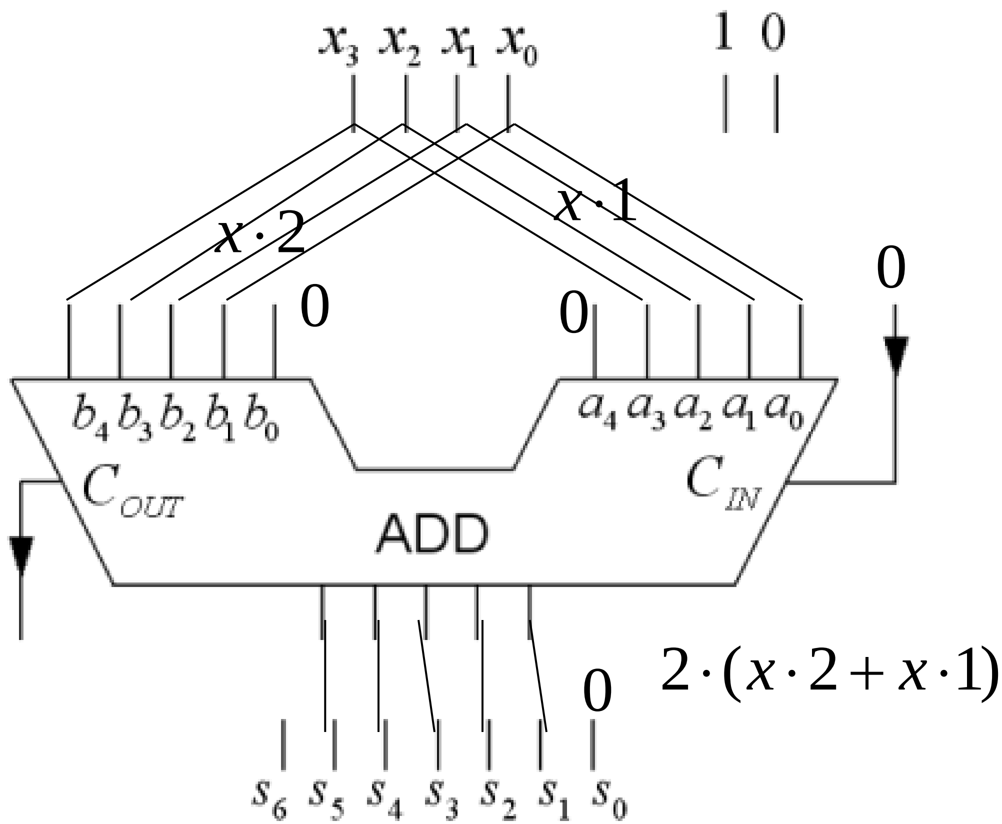
Ex 8.11 Multiply with 6 !



Ex 8.11 Multiply with 6 !



Ex 8.11 Multiply with 6 !



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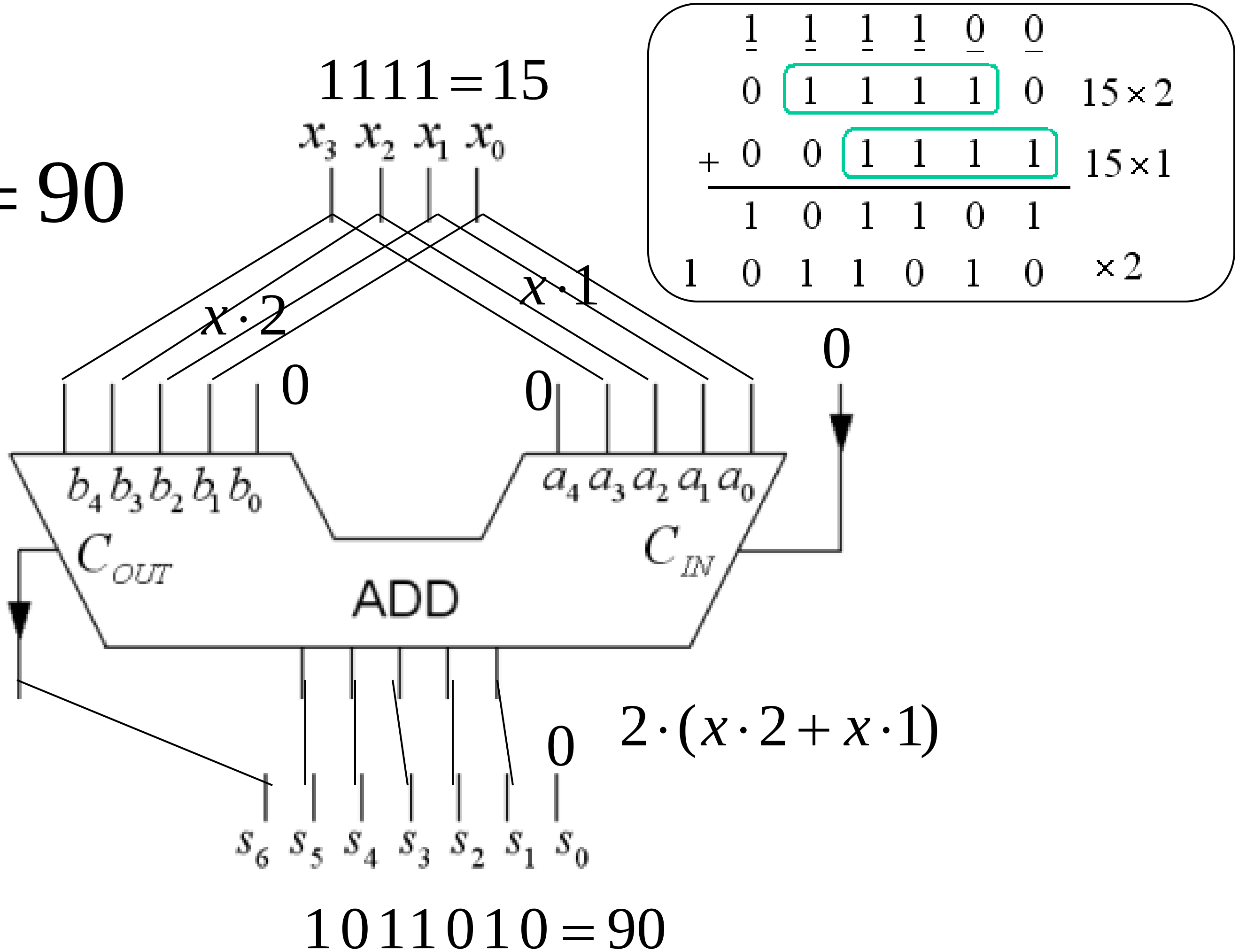
Ex 8.11 Multiply with 6 !

$$15 \cdot 6 = 90$$



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