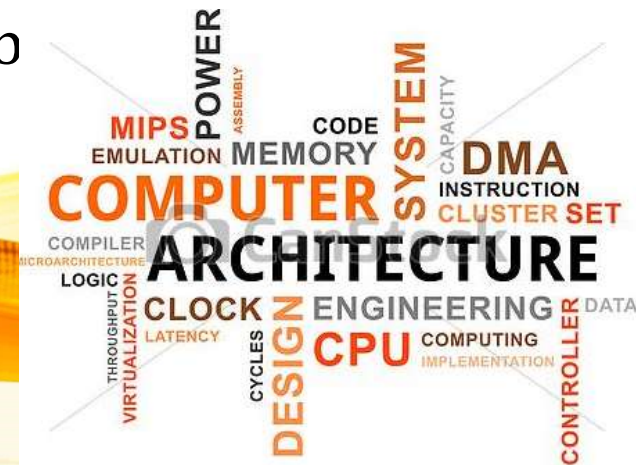


UNIT II

ARITHMETIC OPERATIONS

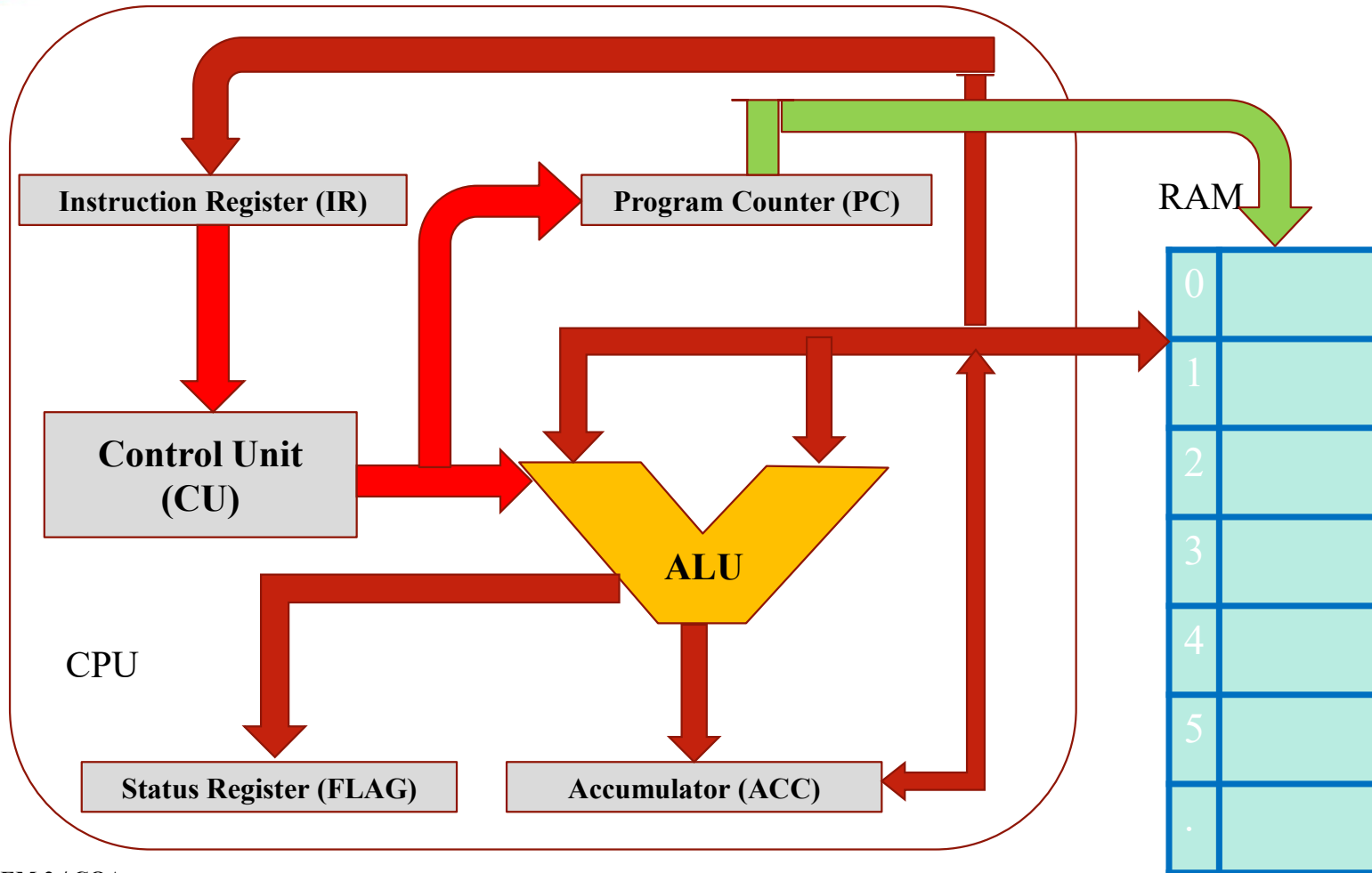
Addition and subtraction of signed numbers – Design of fast adders –
Multiplication of positive numbers - Signed operand multiplication- fast
multiplication – Integer division – Floating point num



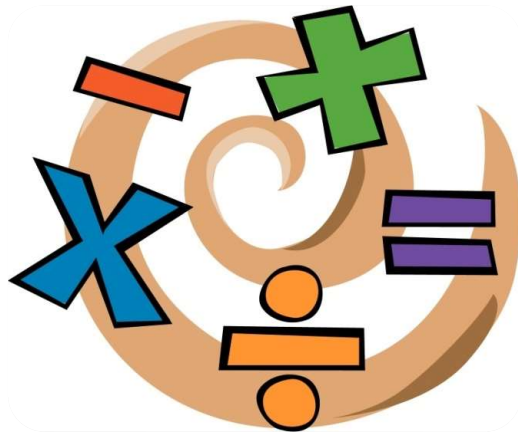
Recall the Unit I

- Functional units
- Basic operational concepts
- Bus Structures
- Performance
- Memory locations and addresses
- Memory operations
- Instruction and Instruction sequencing
- Addressing modes
- Assembly language

Recall the Unit I

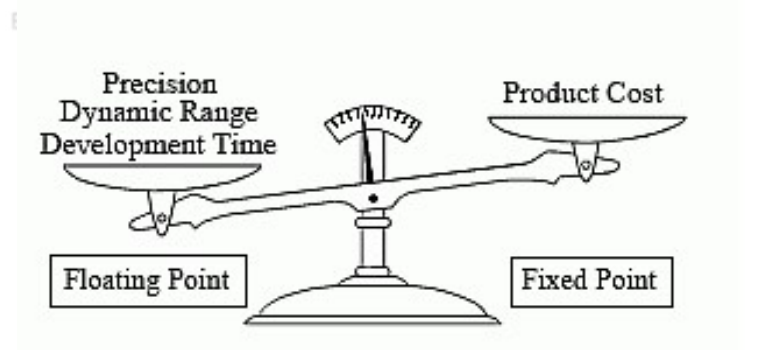
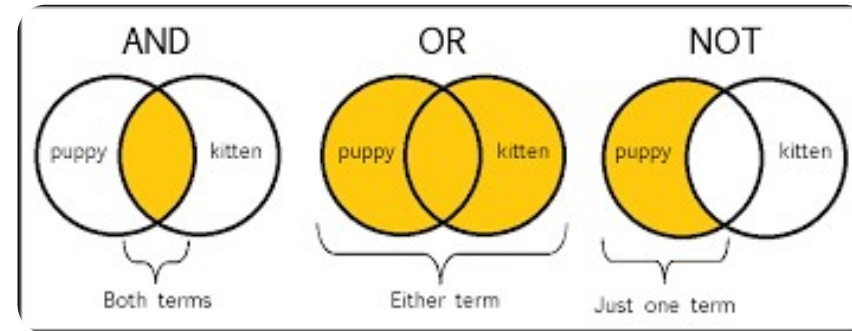


Basic Arithmetic Operation

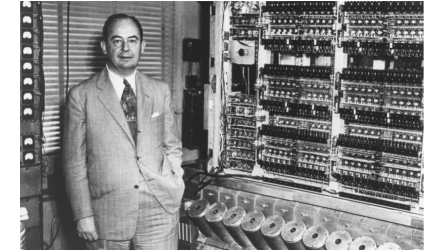


Representation

Logical Operation



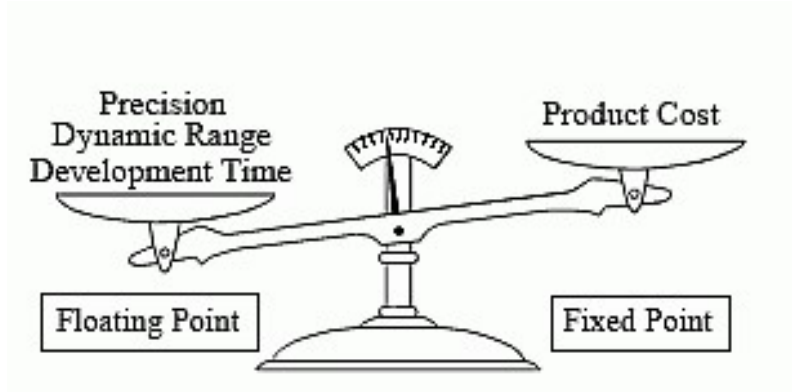
What's ALU?



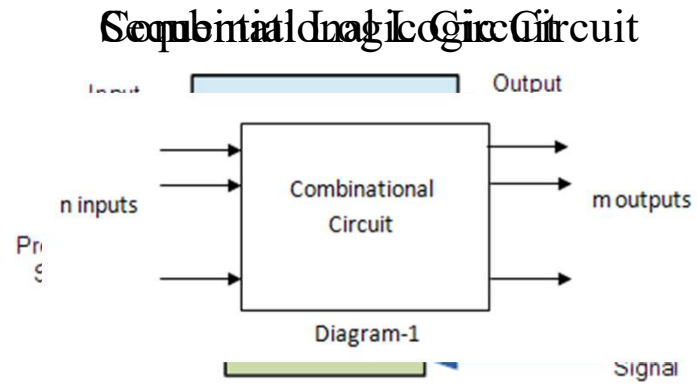
- Stands for **A**rithmetic and **L**ogic **U**nit
- Performs Arithmetic (Add, Sub, . . .) and Logical (AND, OR, NOT) operations.
- John Von Neumann proposed the ALU in 1945 when he was working on EDVAC (electronic discrete variable automatic computer)

Arithmetic and Logical Unit

Operations



Circuit Design



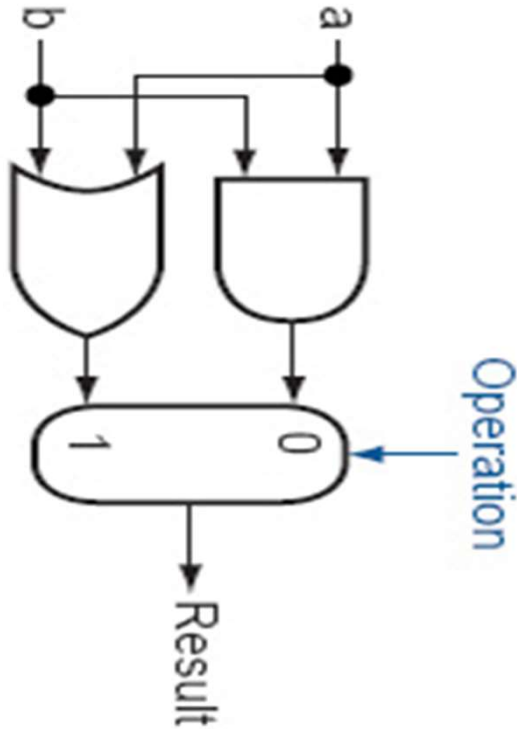
Typical Schematic Symbol of an ALU

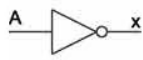

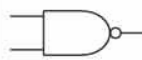
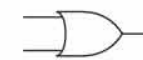
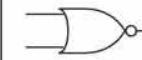
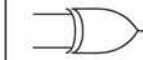

ALU control lines	Function
0000	AND
0001	OR
0010	add
0110	subtract
0111	set on less than
1100	NOR

1 Bit ALU

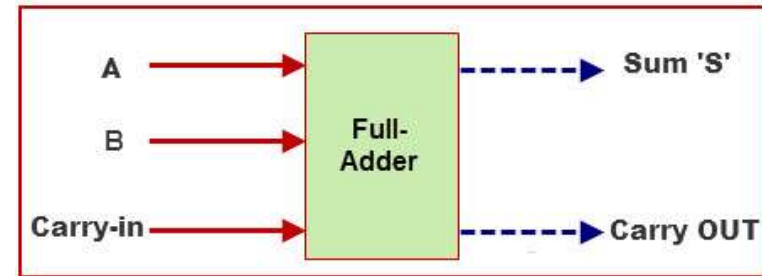
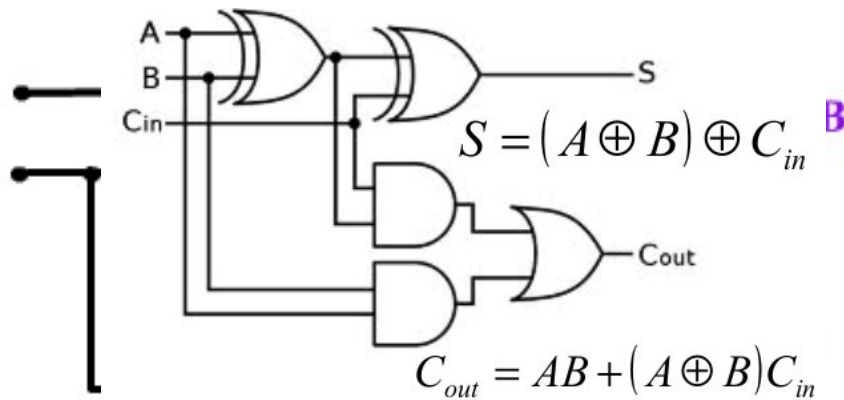
Data line and control Line

Logic Gates



NOT	AND	NAND	OR	NOR	XOR	XNOR																																																																																																
\bar{A}	AB	\overline{AB}	$A+B$	$\overline{A+B}$	$A \oplus B$	$\overline{A \oplus B}$																																																																																																
																																																																																																						
<table border="1"> <thead> <tr> <th>A</th> <th>X</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> </tr> </tbody> </table>	A	X	0	1	1	0	<table border="1"> <thead> <tr> <th>B</th> <th>A</th> <th>X</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	B	A	X	0	0	0	0	1	0	1	0	0	1	1	1	<table border="1"> <thead> <tr> <th>B</th> <th>A</th> <th>X</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </tbody> </table>	B	A	X	0	0	1	0	1	1	1	0	1	1	1	0	<table border="1"> <thead> <tr> <th>B</th> <th>A</th> <th>X</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	B	A	X	0	0	0	0	1	1	1	0	1	1	1	1	<table border="1"> <thead> <tr> <th>B</th> <th>A</th> <th>X</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </tbody> </table>	B	A	X	0	0	1	0	1	0	1	0	0	1	1	0	<table border="1"> <thead> <tr> <th>B</th> <th>A</th> <th>X</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>0</td> </tr> <tr> <td>0</td> <td>1</td> <td>1</td> </tr> <tr> <td>1</td> <td>0</td> <td>1</td> </tr> <tr> <td>1</td> <td>1</td> <td>0</td> </tr> </tbody> </table>	B	A	X	0	0	0	0	1	1	1	0	1	1	1	0	<table border="1"> <thead> <tr> <th>B</th> <th>A</th> <th>X</th> </tr> </thead> <tbody> <tr> <td>0</td> <td>0</td> <td>1</td> </tr> <tr> <td>0</td> <td>1</td> <td>0</td> </tr> <tr> <td>1</td> <td>0</td> <td>0</td> </tr> <tr> <td>1</td> <td>1</td> <td>1</td> </tr> </tbody> </table>	B	A	X	0	0	1	0	1	0	1	0	0	1	1	1
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Logic specification for a stage of Binary Addition ^{9/18}



INPUTS			OUTPUT	
A	B	C-IN	C-OUT	S
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

OUTPUTS
CARRY
0
0
0
1



EXECUTION & OPERATION INSIDE PROCESSOR

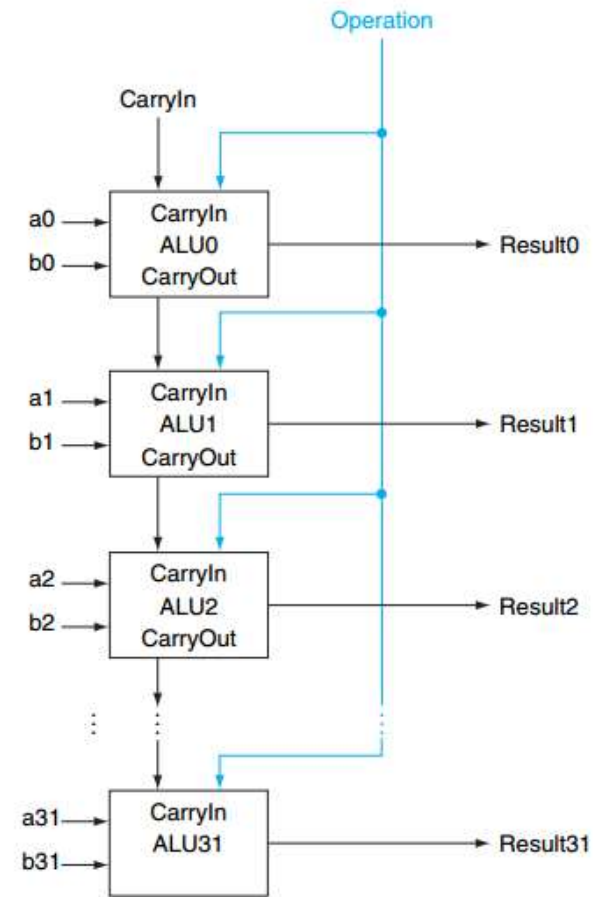
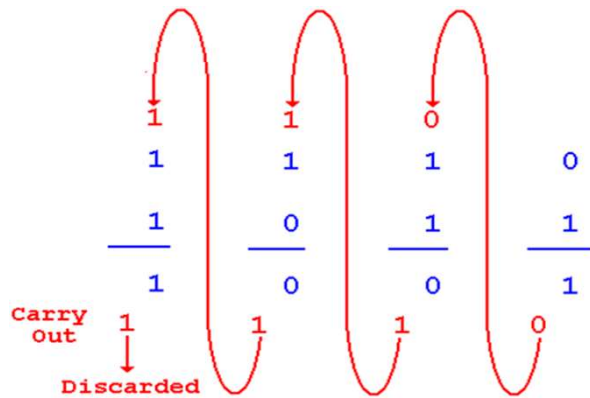
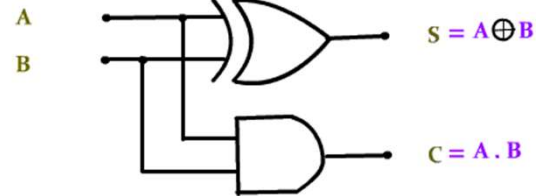
32 BIT ALU

Half-Adder

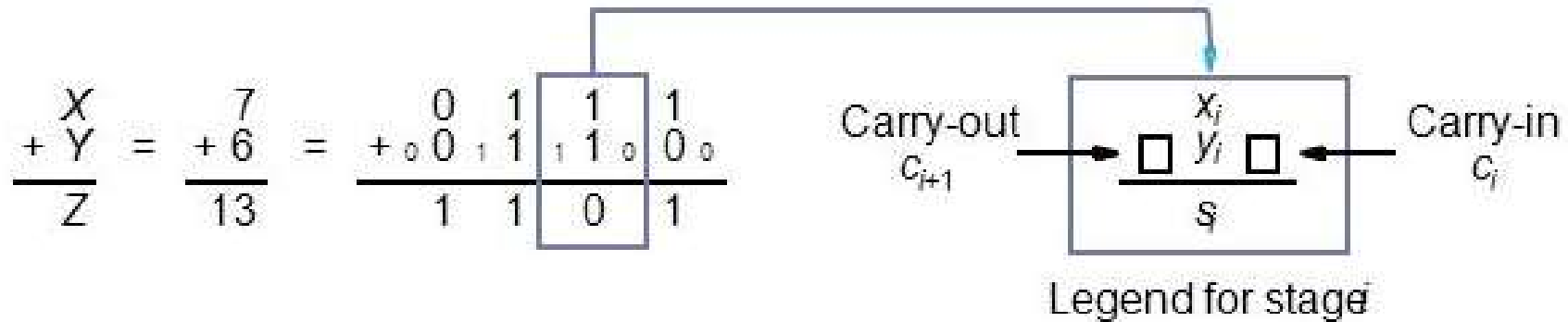
A	B	S	C

INPUT

OUTPUT

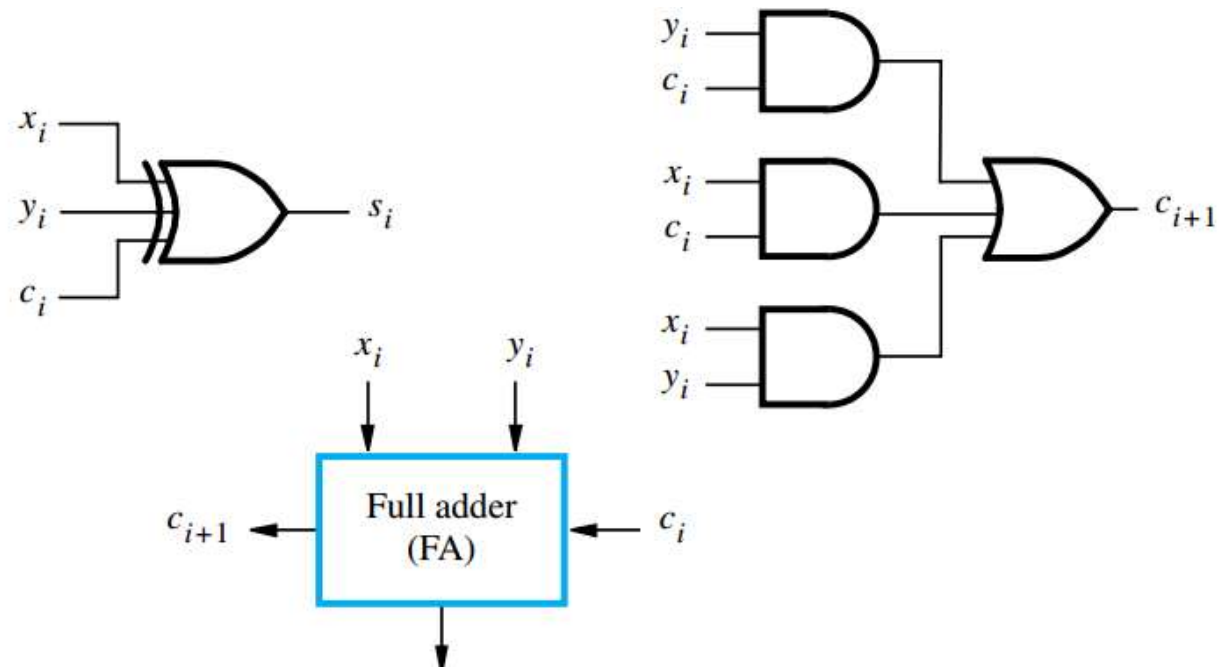


Example for Binary Addition

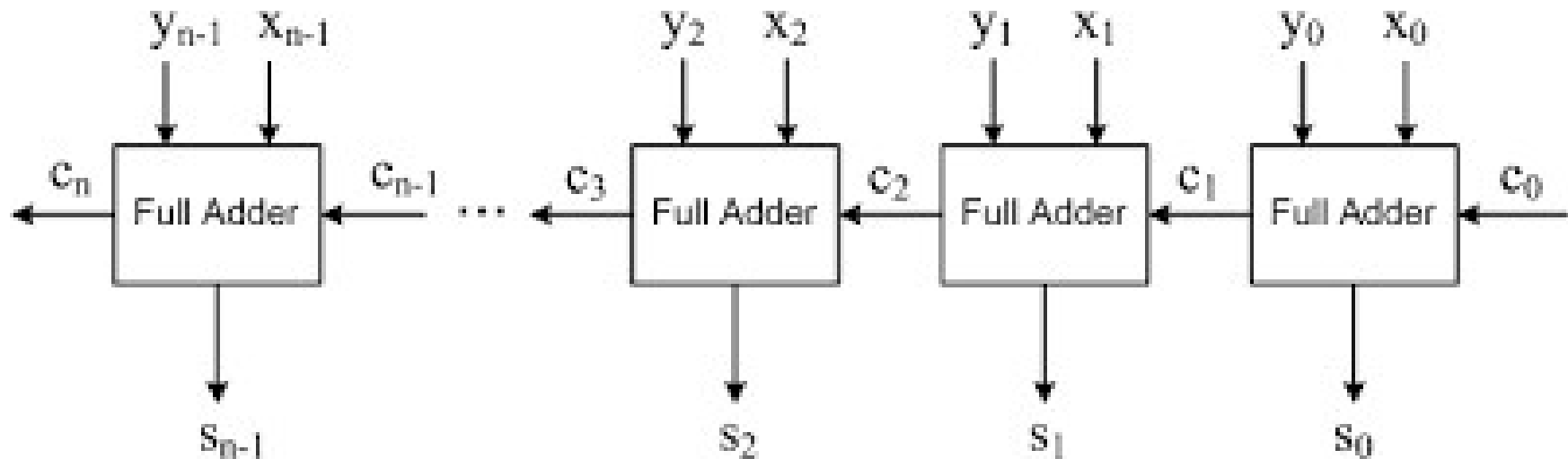


Addition and Subtraction Logic Unit

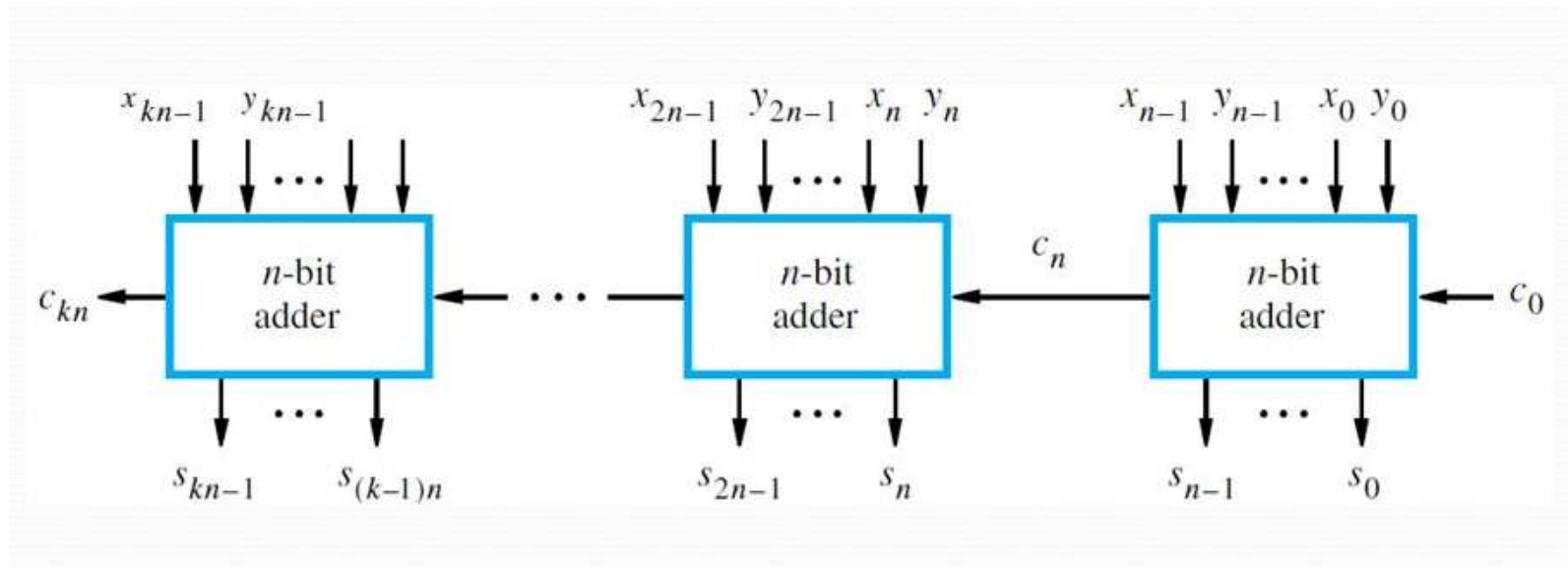
Logic for Single Stage



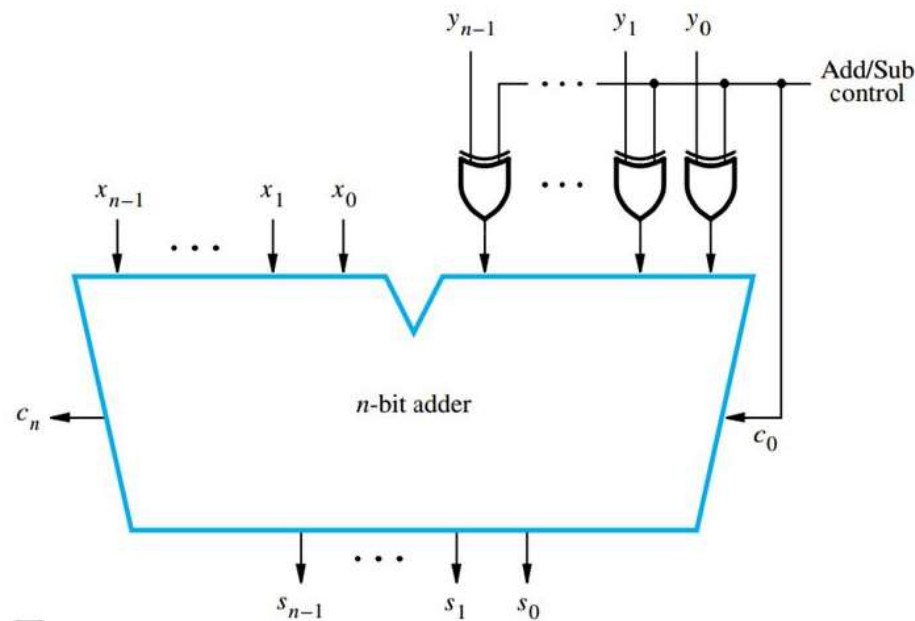
n bit ripple carry adder



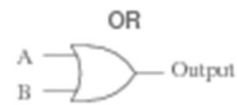
cascaded k n bit adders



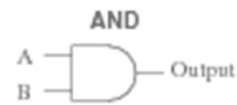
Binary addition and subtraction logic network



- Addition \rightarrow Add/sub control = 0.
- Subtraction \rightarrow Add/sub control = 1



A	B	Output
0	0	0
0	1	1
1	0	1
1	1	1



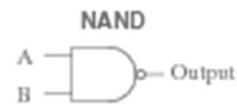
A	B	Output
0	0	0
0	1	0
1	0	0
1	1	1



A	B	Output
0	0	1
0	1	0
1	0	0
1	1	0



A	B	Output
0	0	1
0	1	0
1	0	0
1	1	0



A	B	Output
0	0	1
0	1	1
1	0	1
1	1	0



A	B	Output
0	0	1
0	1	1
1	0	1
1	1	0



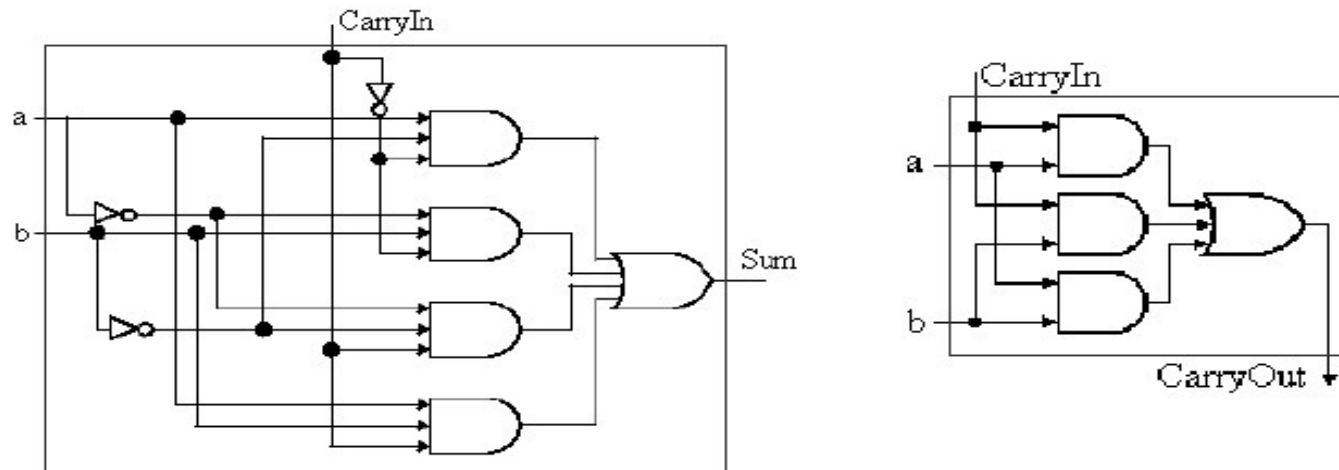
A	B	Output
0	0	0
0	1	1
1	0	1
1	1	0



A	B	Output
0	0	1
0	1	0
1	0	0
1	1	1



A	Output
0	1
1	0



$$\text{Carryout} = (b \cdot \text{CarryIn}) + (a \cdot \text{CarryIn}) + (a \cdot b)$$

$$\text{Sum} = (a \cdot b' \cdot \text{CarryIn}') + (a' \cdot b \cdot \text{CarryIn}') + (a' \cdot b' \cdot \text{CarryIn}) + (a \cdot b \cdot \text{CarryIn})$$



sns
INSTITUTIONS



Thank You