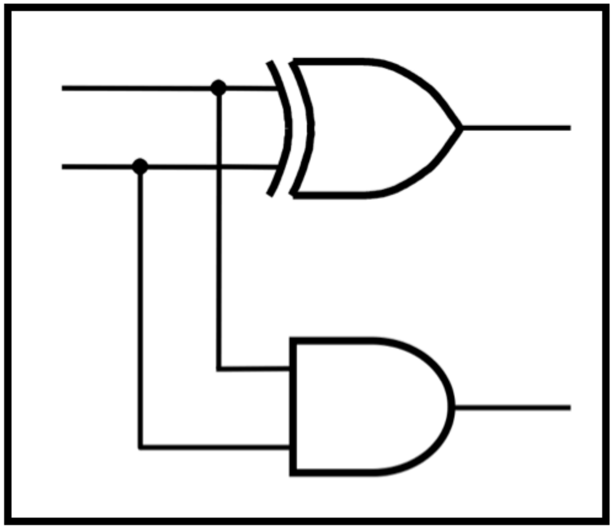


# CprE 281: Digital Logic

Instructor: Alexander Stoytchev

http://www.ece.iastate.edu/~alexs/classes/

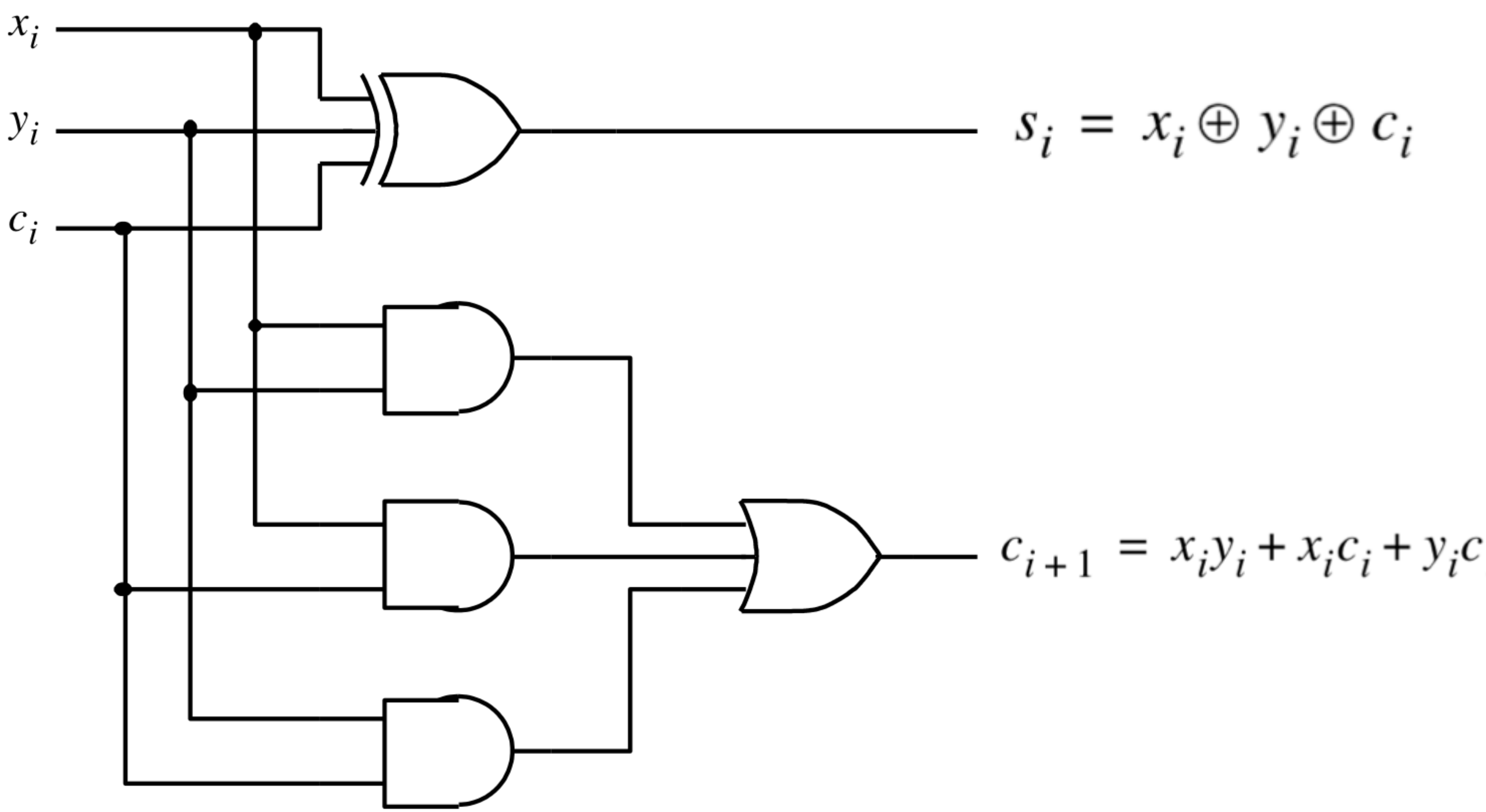
# Multiplication

# Administrative Stuff

- HW 6 is out
- It is due on Monday Oct 9 @ 4pm

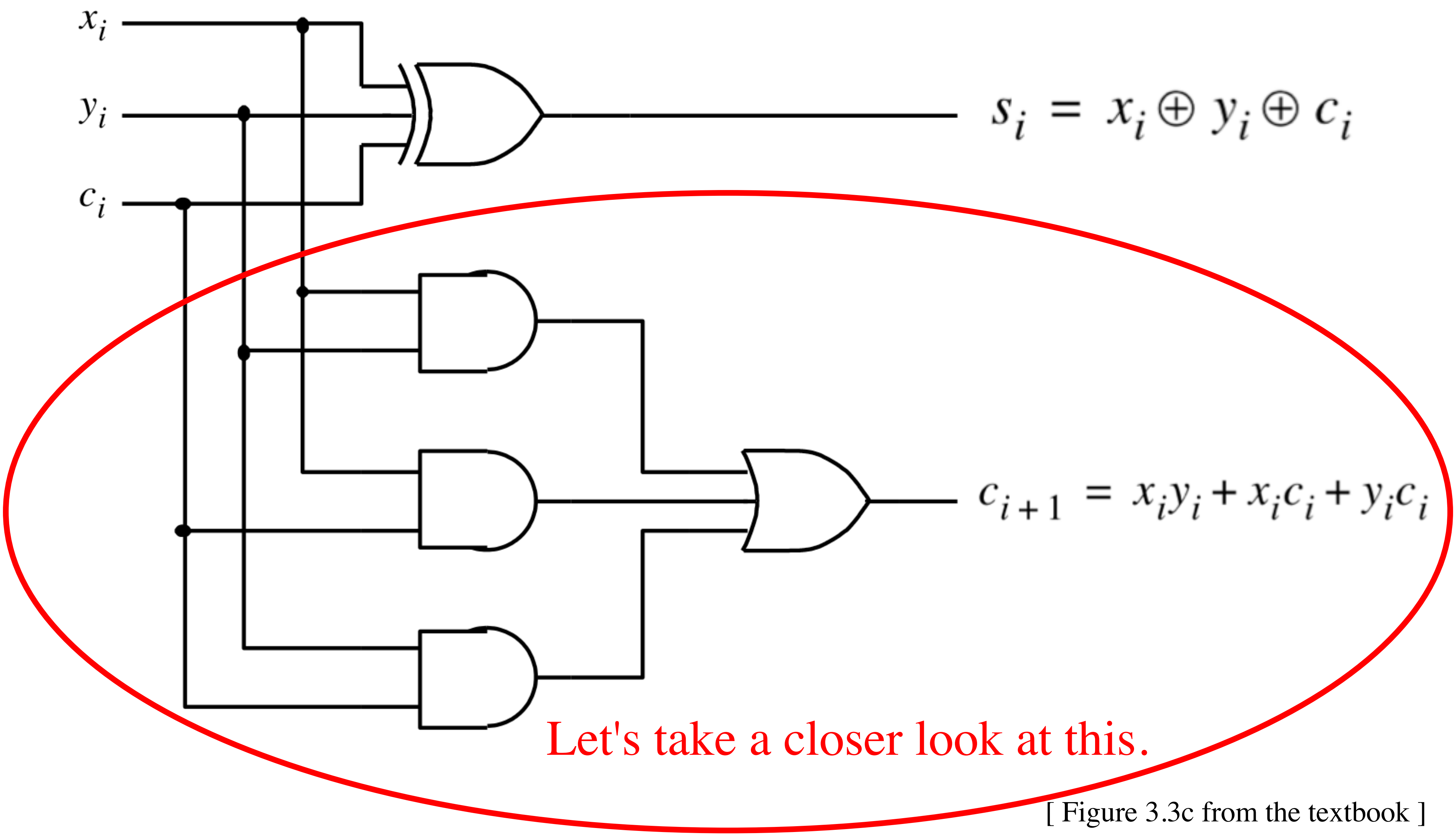
# Quick Review

# The Full-Adder Circuit



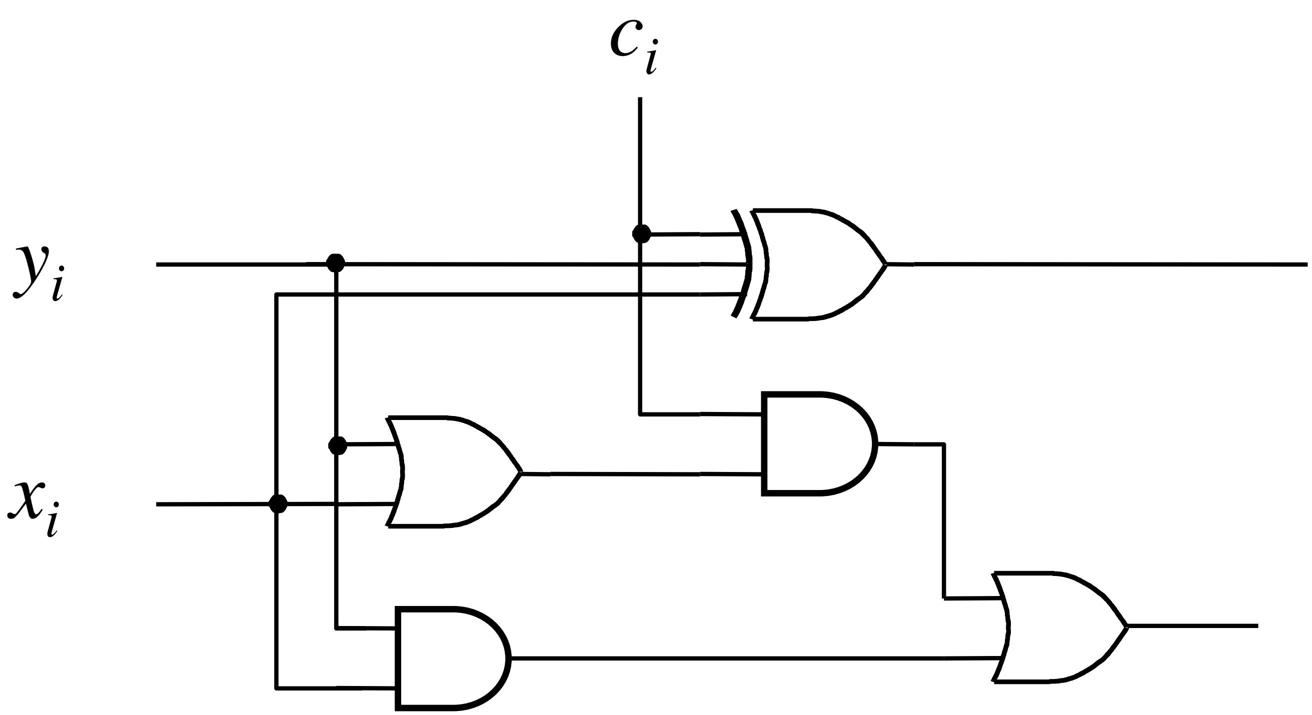

[ Figure 3.3c from the textbook ]

# The Full-Adder Circuit




[ Figure 3.3c from the textbook ]

# Another Way to Draw the Full-Adder Circuit




$$s_i = x_i \oplus y_i \oplus c_i$$

$$c_{i+1} = x_i y_i + (x_i + y_i)c_i$$

# Decomposing the Carry Expression

$$c_{i+1} = x_i\, y_i + x_i\, c_i + y_i\, c_i$$

# Decomposing the Carry Expression

$$c_{i+1} = x_i\, y_i + x_i\, c_i + y_i\, c_i$$

$$c_{i+1} = x_i\, y_i + (x_i + y_i) c_i$$

# Decomposing the Carry Expression

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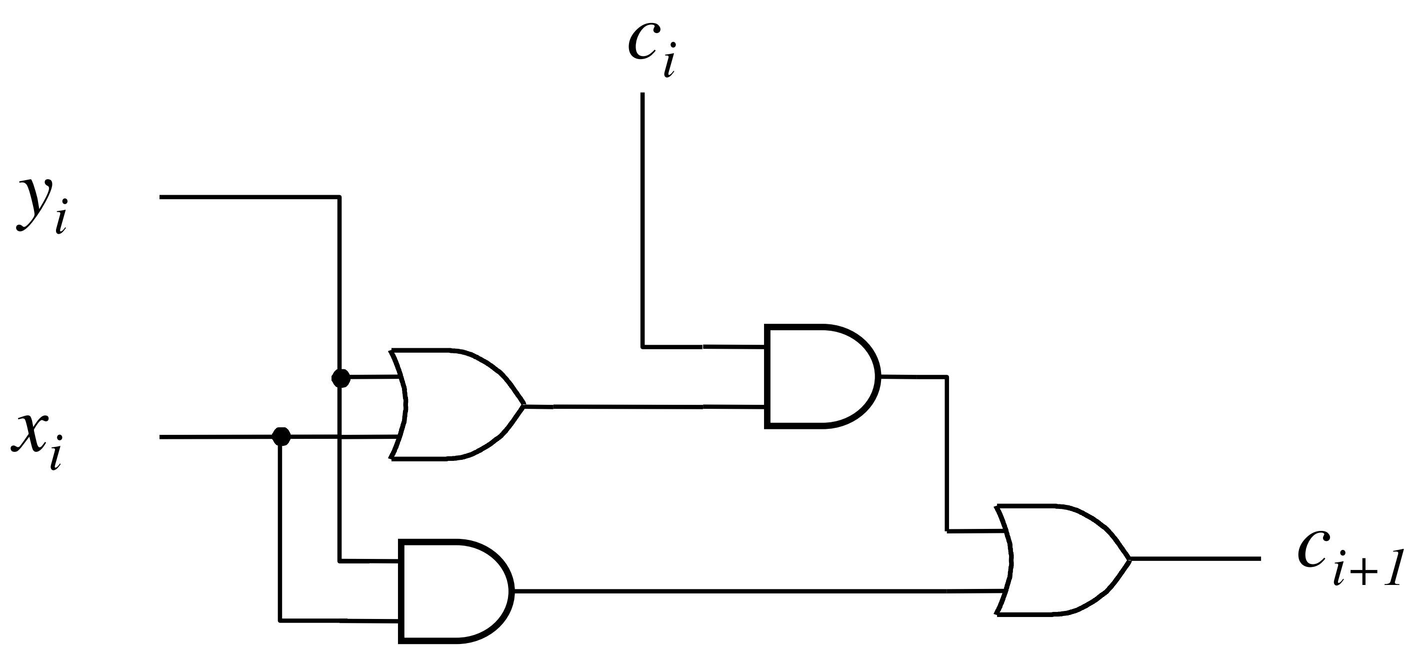
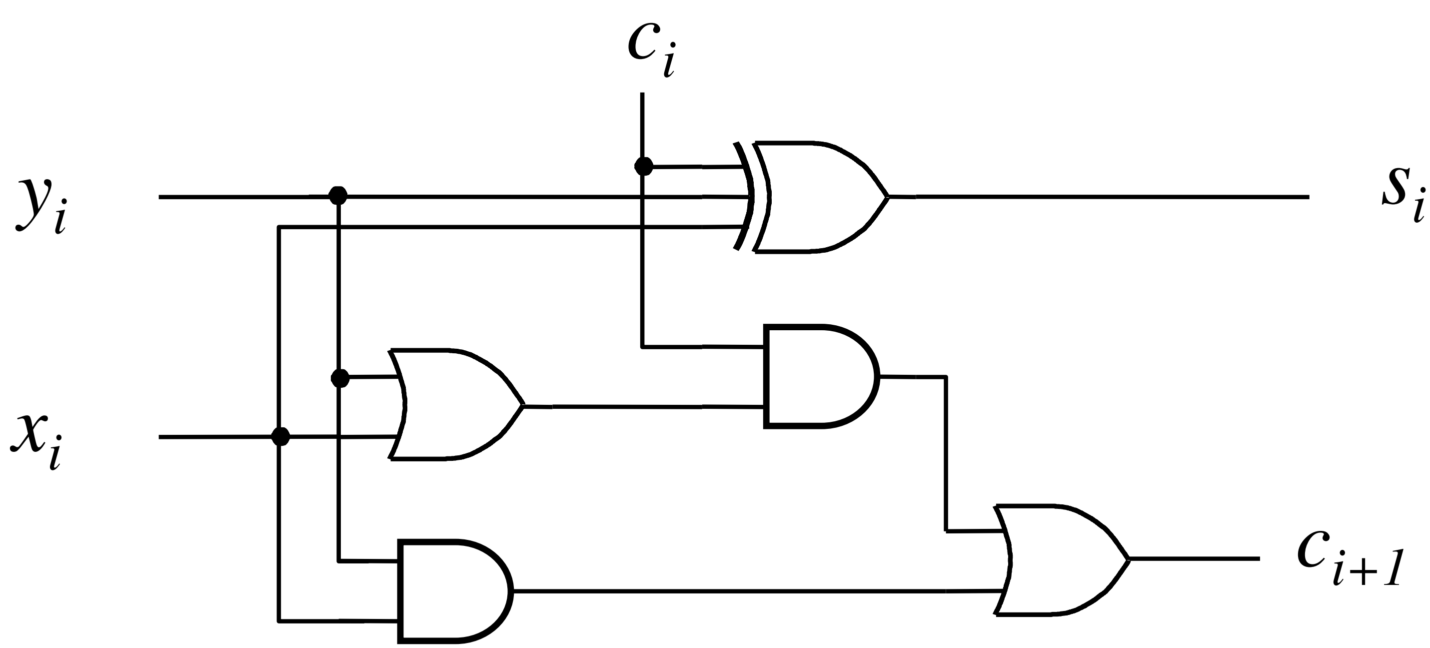


# Another Way to Draw the Full-Adder Circuit

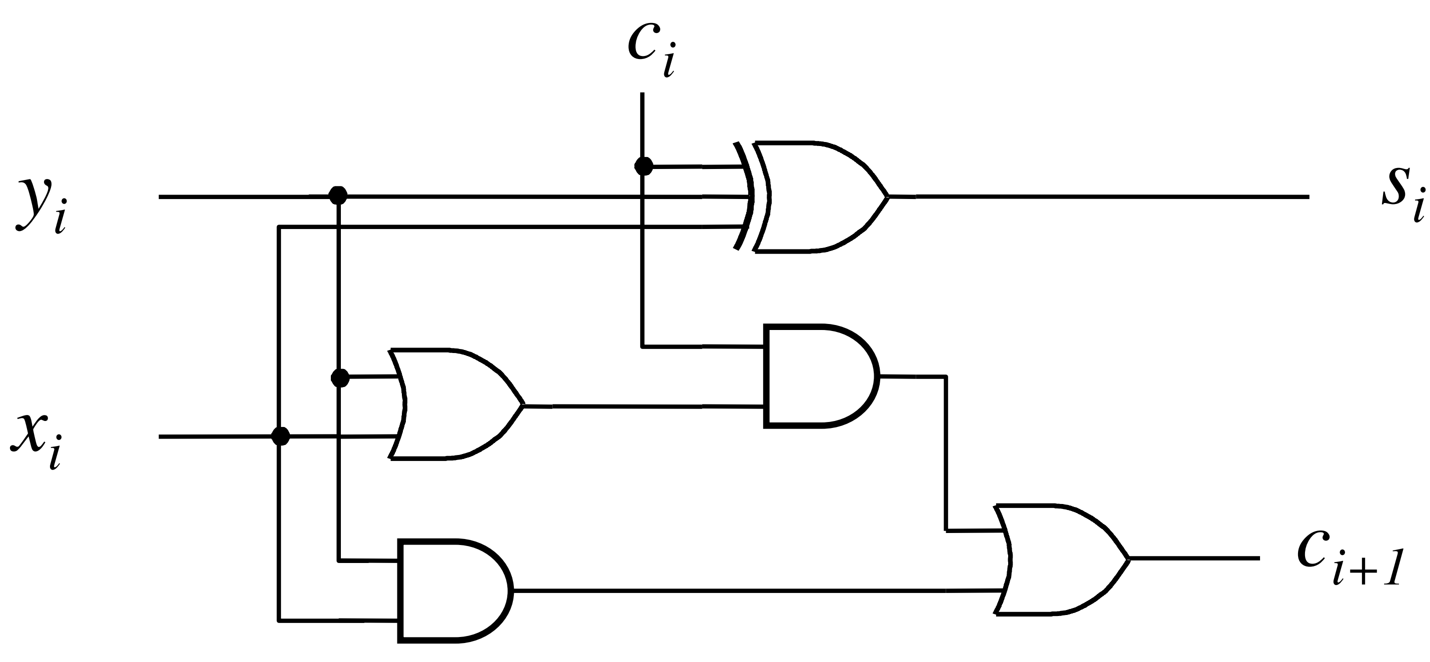
$$c_{i+1} = x_i\, y_i + x_i\, c_i + y_i\, c_i$$

$$c_{i+1} = x_i\, y_i + (x_i + y_i)c_i$$



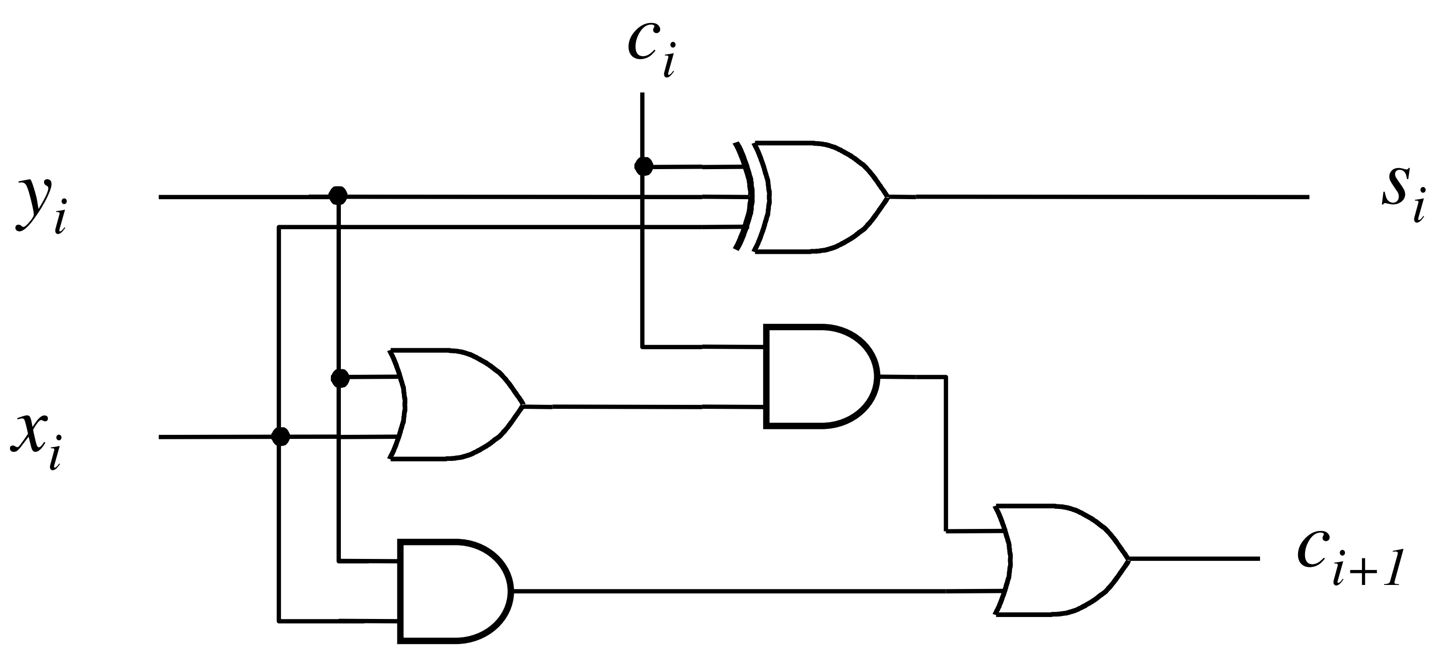
# Another Way to Draw the Full-Adder Circuit

$$c_{i+1} = x_i \, y_i + (x_i + y_i) c_i$$



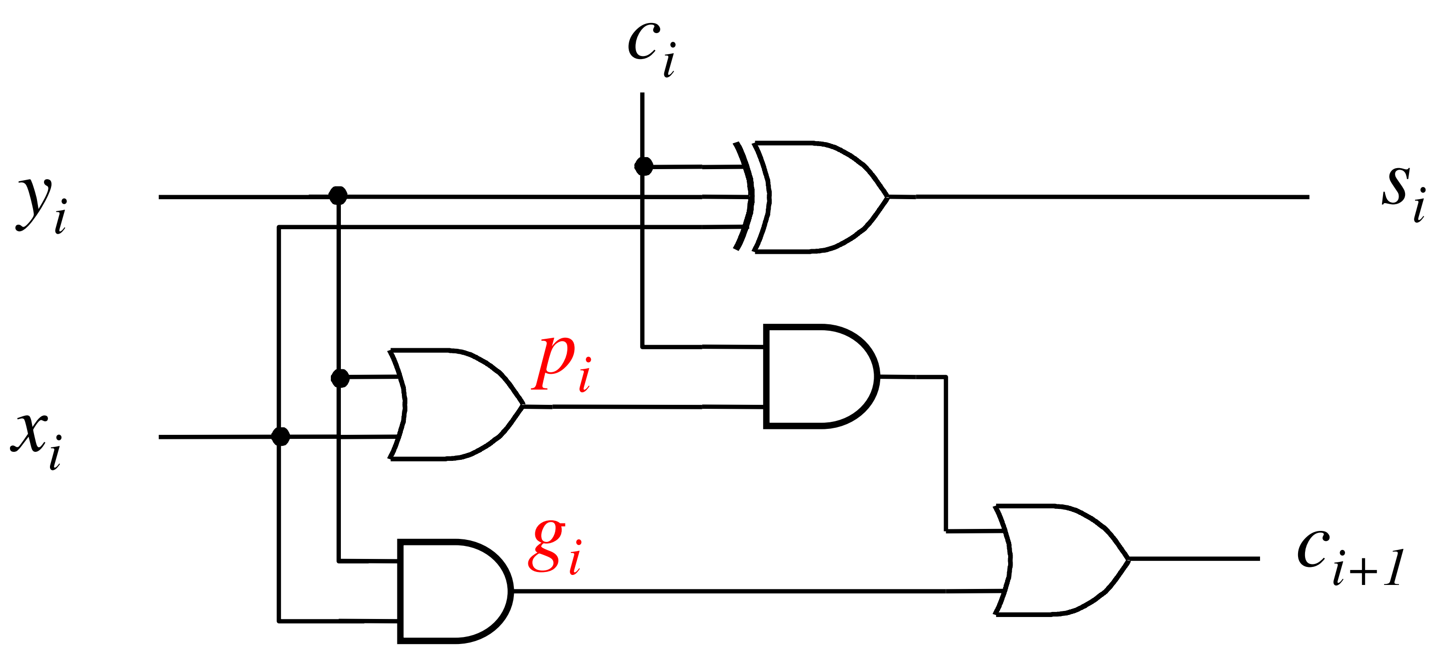
# Another Way to Draw the Full-Adder Circuit

$$c_{i+1} = \underbrace{x_i \, y_i}_{g_i} + \underbrace{(x_i + y_i)}_{p_i} c_i$$

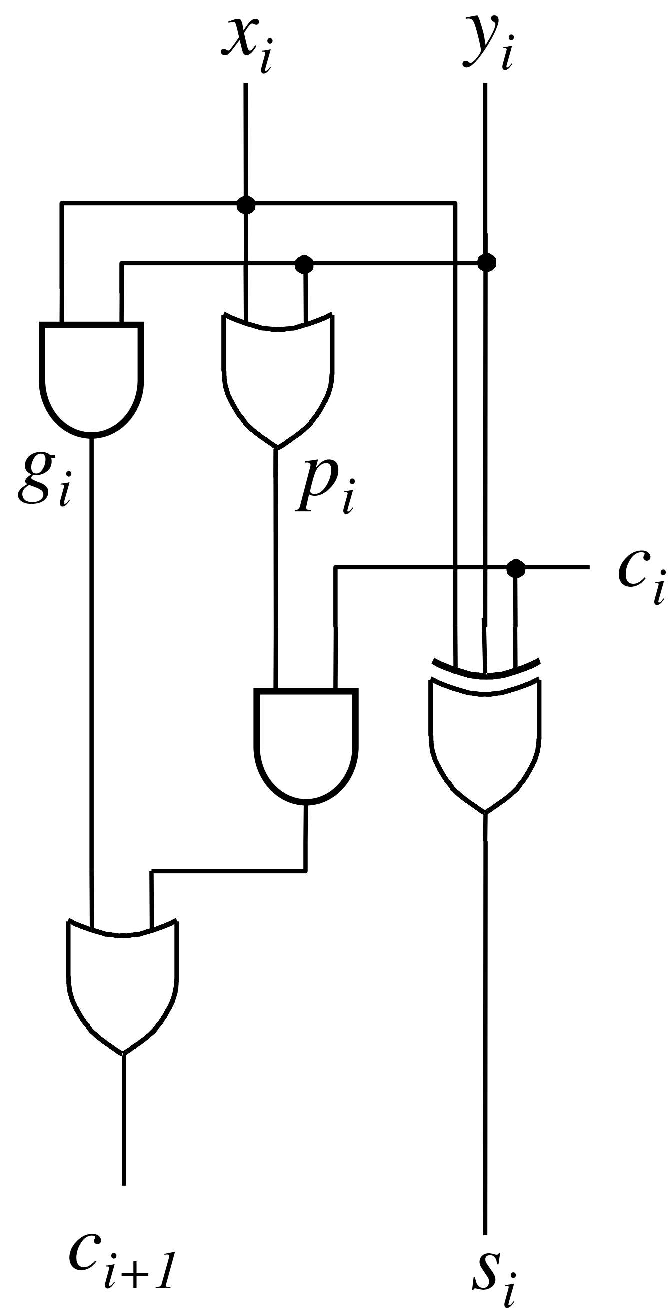


# Another Way to Draw the Full-Adder Circuit

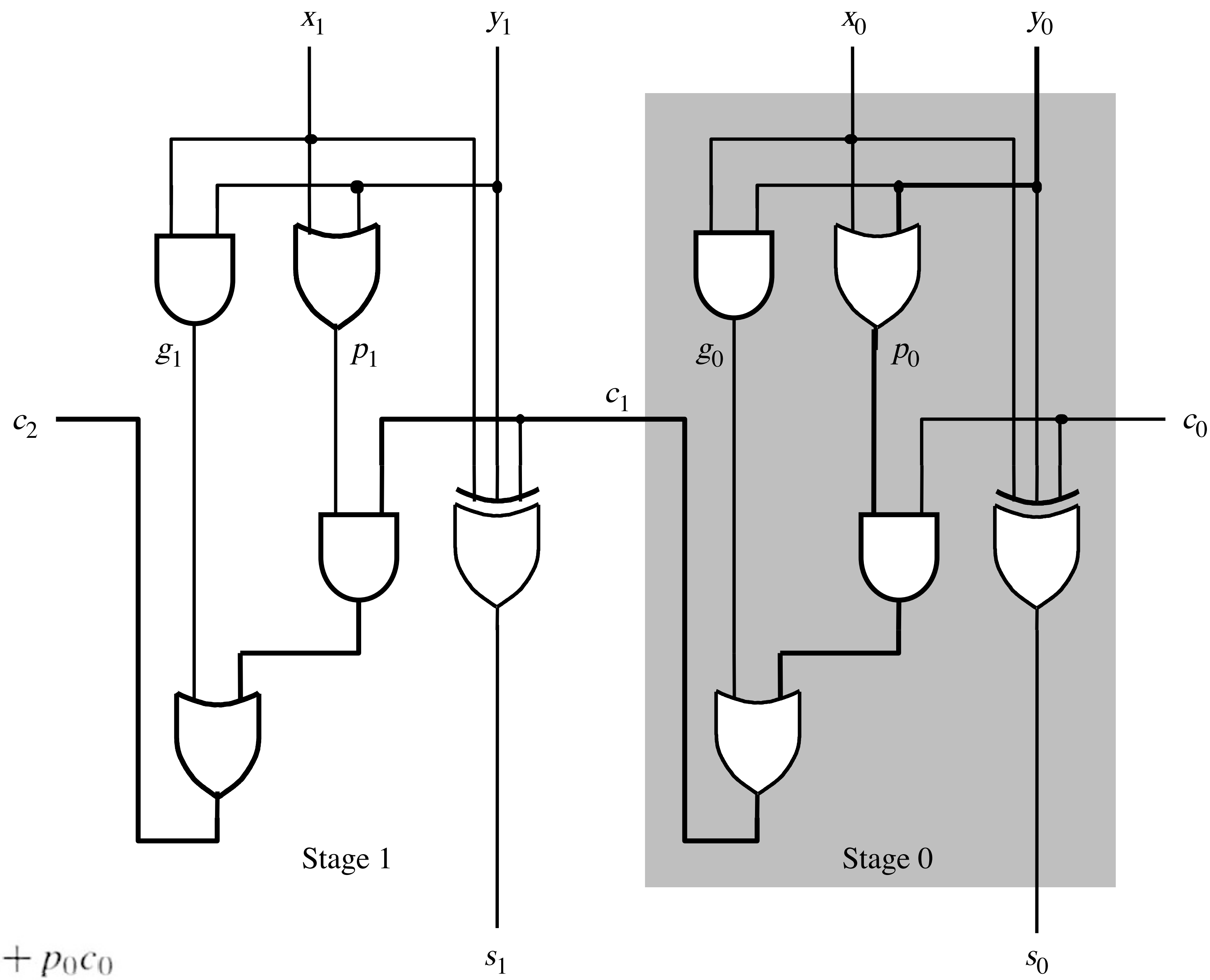
$$c_{i+1} = \underbrace{x_i\, y_i}_{g_i} + \underbrace{(x_i + y_i)}_{p_i} c_i$$



# Yet Another Way to Draw It (Just Rotate It)



# Now we can Build a Ripple-Carry Adder

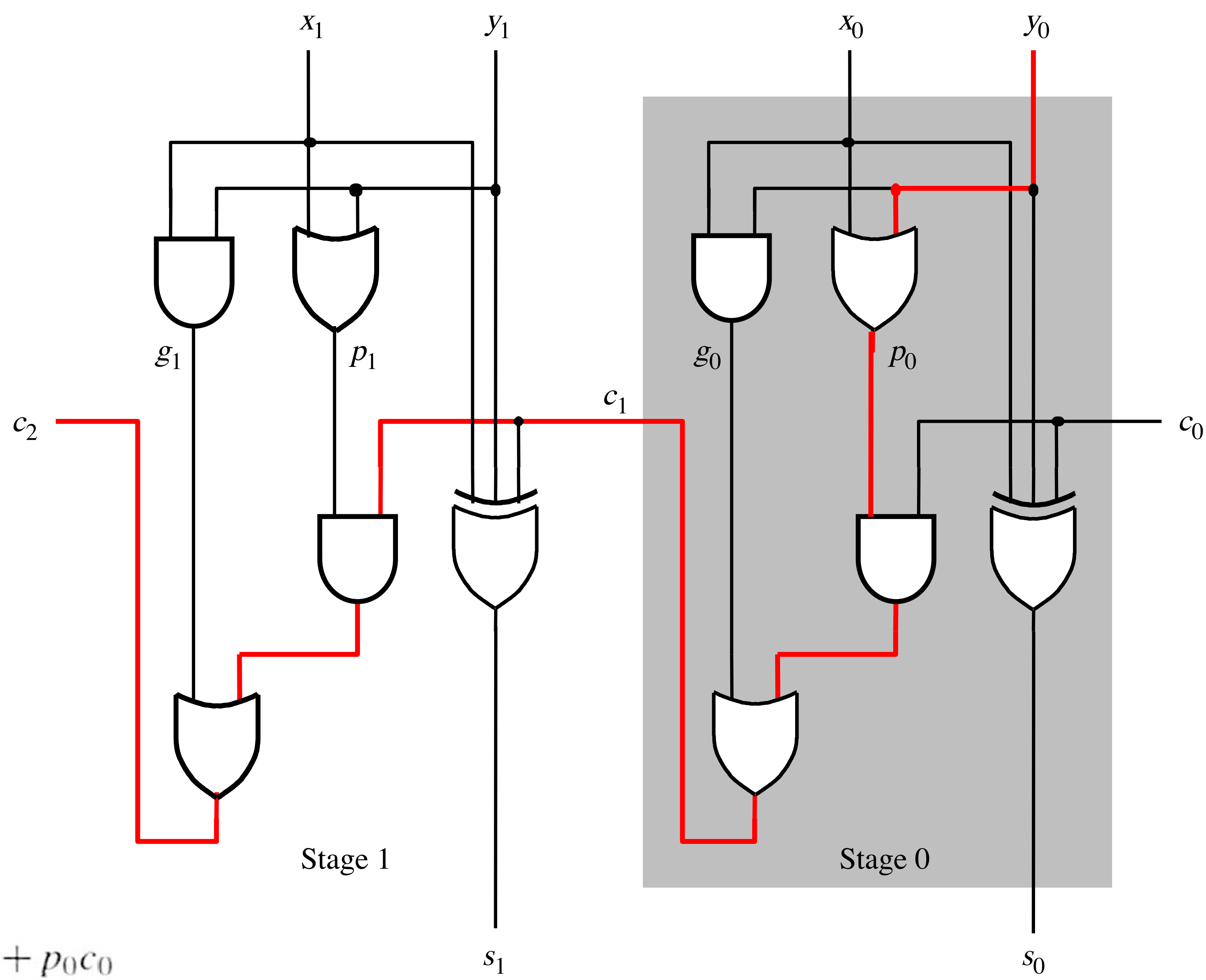



$$c_1 = g_0 + p_0c_0$$

$$c_2 = g_1 + p_1g_0 + p_1p_0c_0$$

[ Figure 3.14 from the textbook ]

# Now we can Build a Ripple-Carry Adder

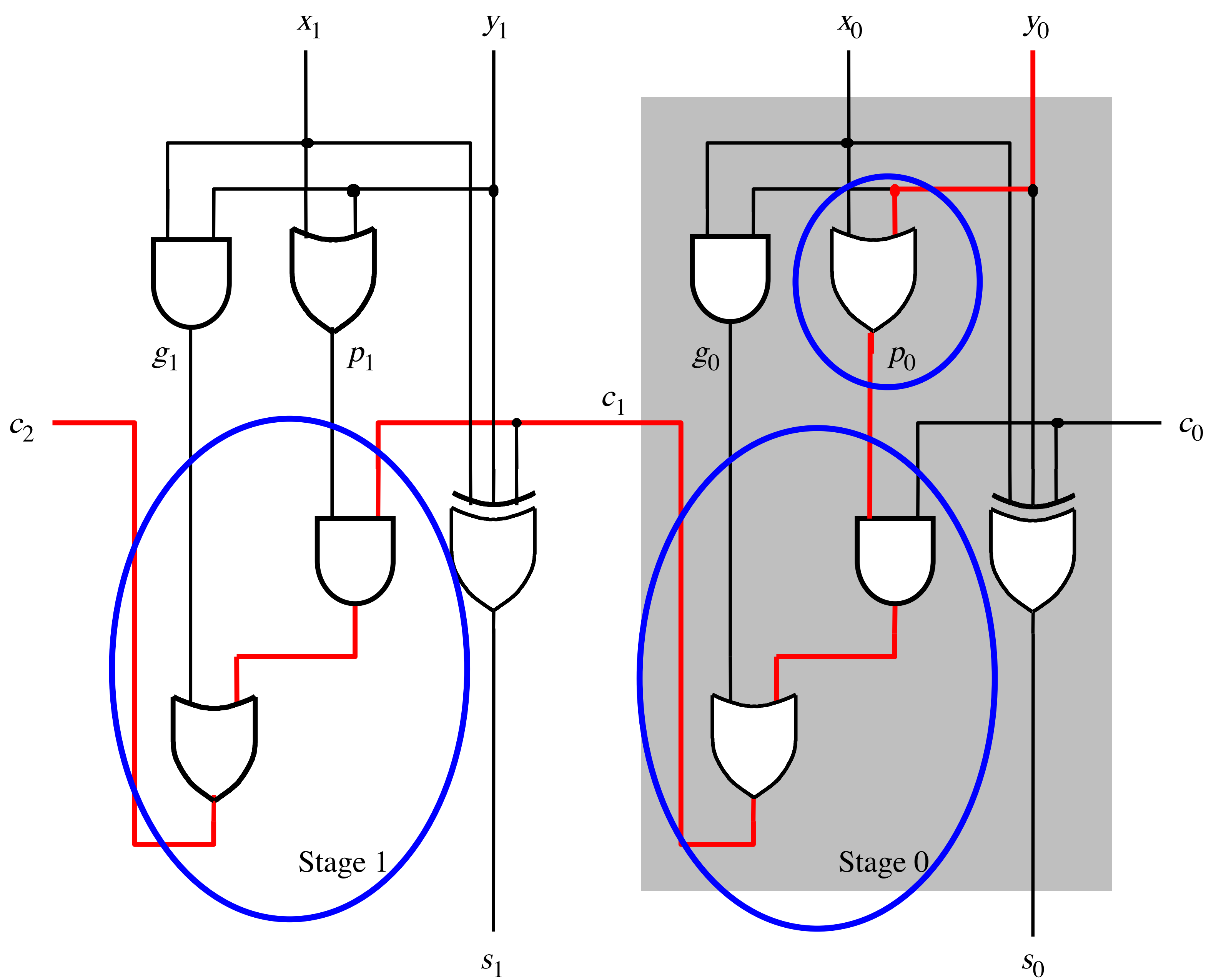



$$c_1 = g_0 + p_0 c_0$$

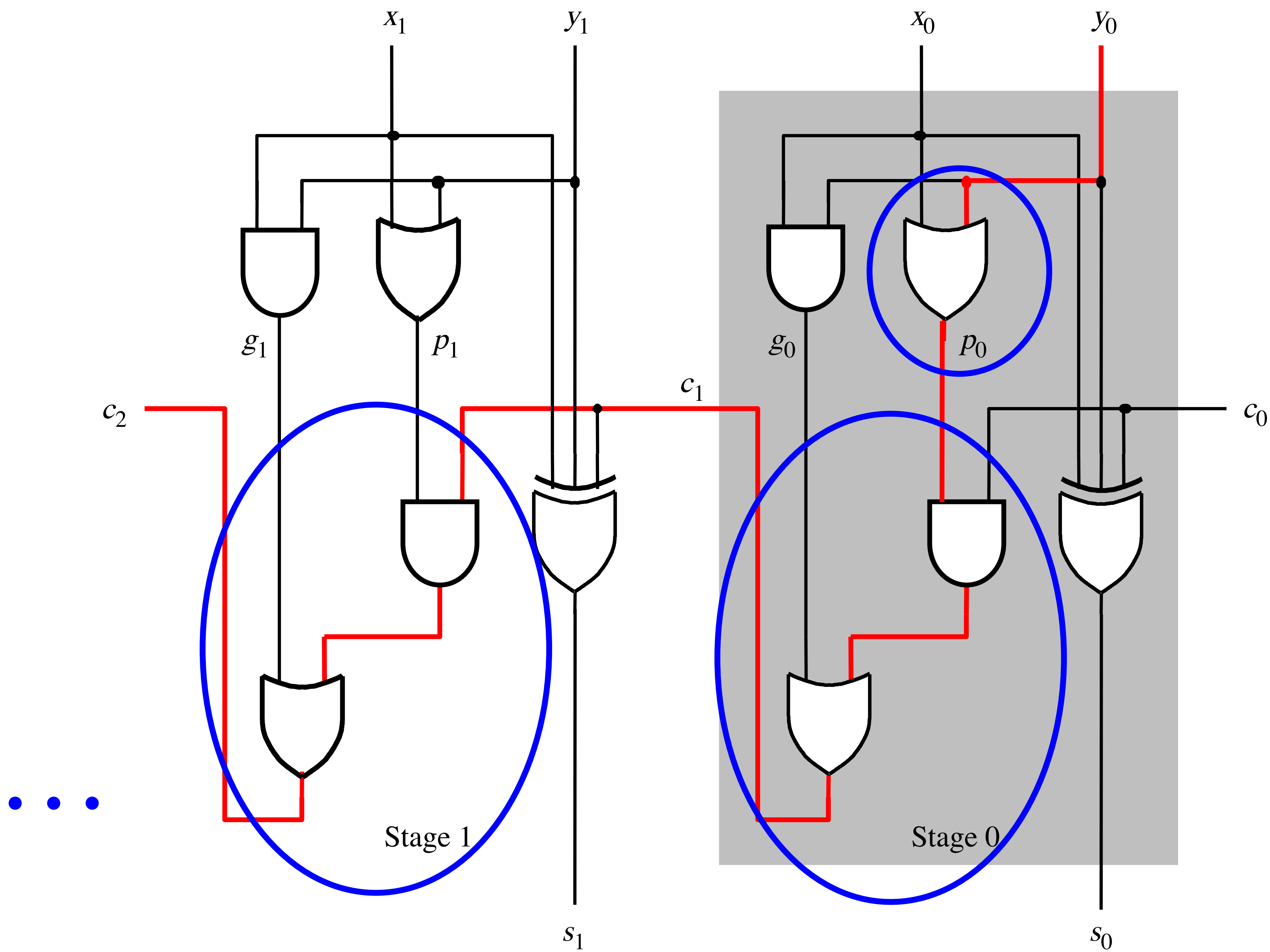
$$c_2 = g_1 + p_1 g_0 + p_1 p_0 c_0$$

[ Figure 3.14 from the textbook ]

# The delay is 5 gates (1+2+2)



# n-bit ripple-carry adder: 2n+1 gate delays



# Decomposing the Carry Expression

$$c_{i+1} = x_i y_i + x_i c_i + y_i c_i$$

$$c_{i+1} = \underbrace{x_i y_i}_{g_i} + \underbrace{(x_i + y_i)}_{p_i} c_i$$

$$c_{i+1} = g_i + p_i c_i$$

$$c_{i+1} = g_i + p_i (g_{i-1} + p_{i-1} c_{i-1})$$

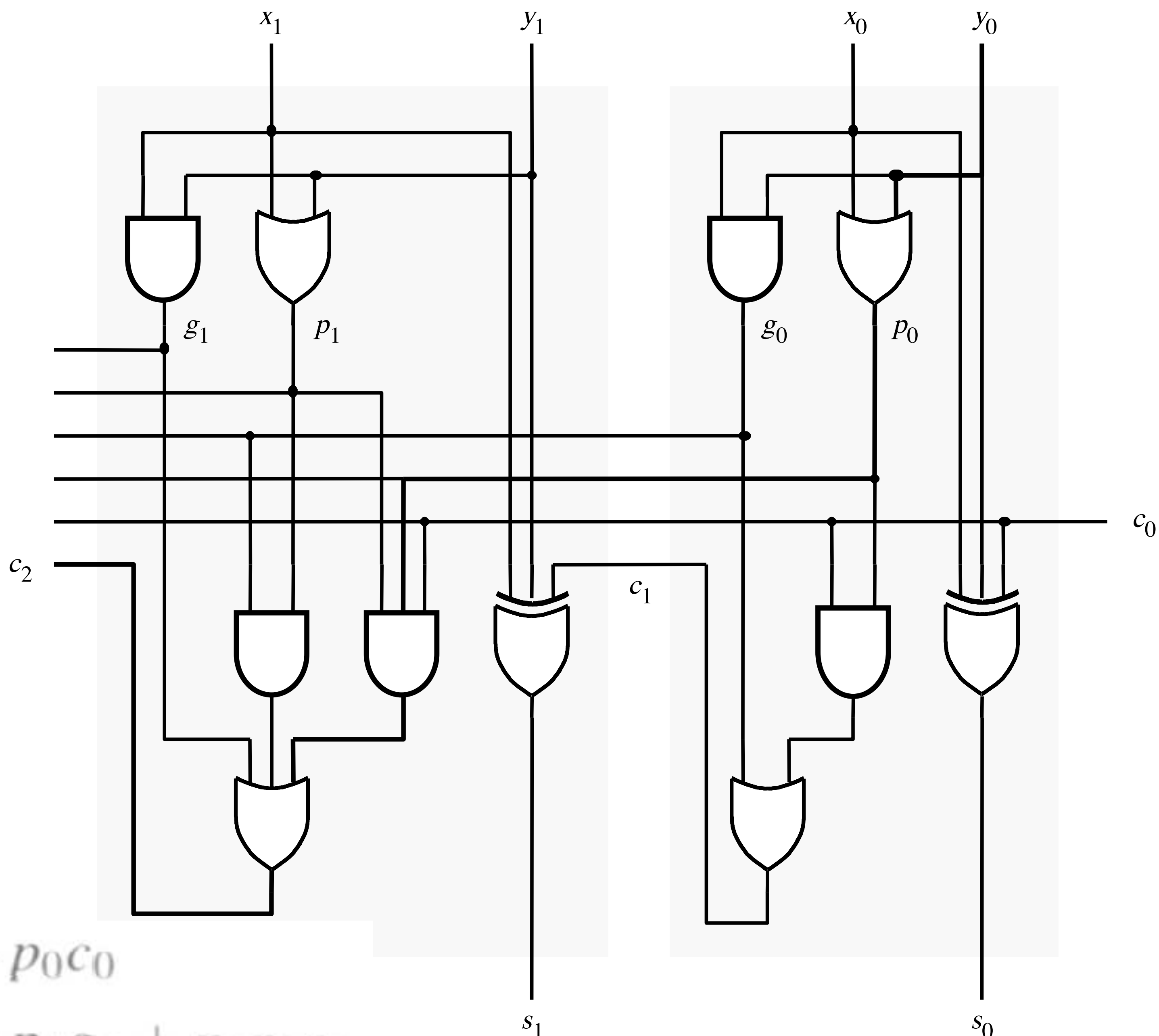
$$= g_i + p_i g_{i-1} + p_i p_{i-1} c_{i-1}$$

# Carry for the first two stages

$$c_1 = g_0 + p_0 c_0$$

$$c_2 = g_1 + p_1 g_0 + p_1 p_0 c_0$$

# The first two stages of a carry-lookahead adder

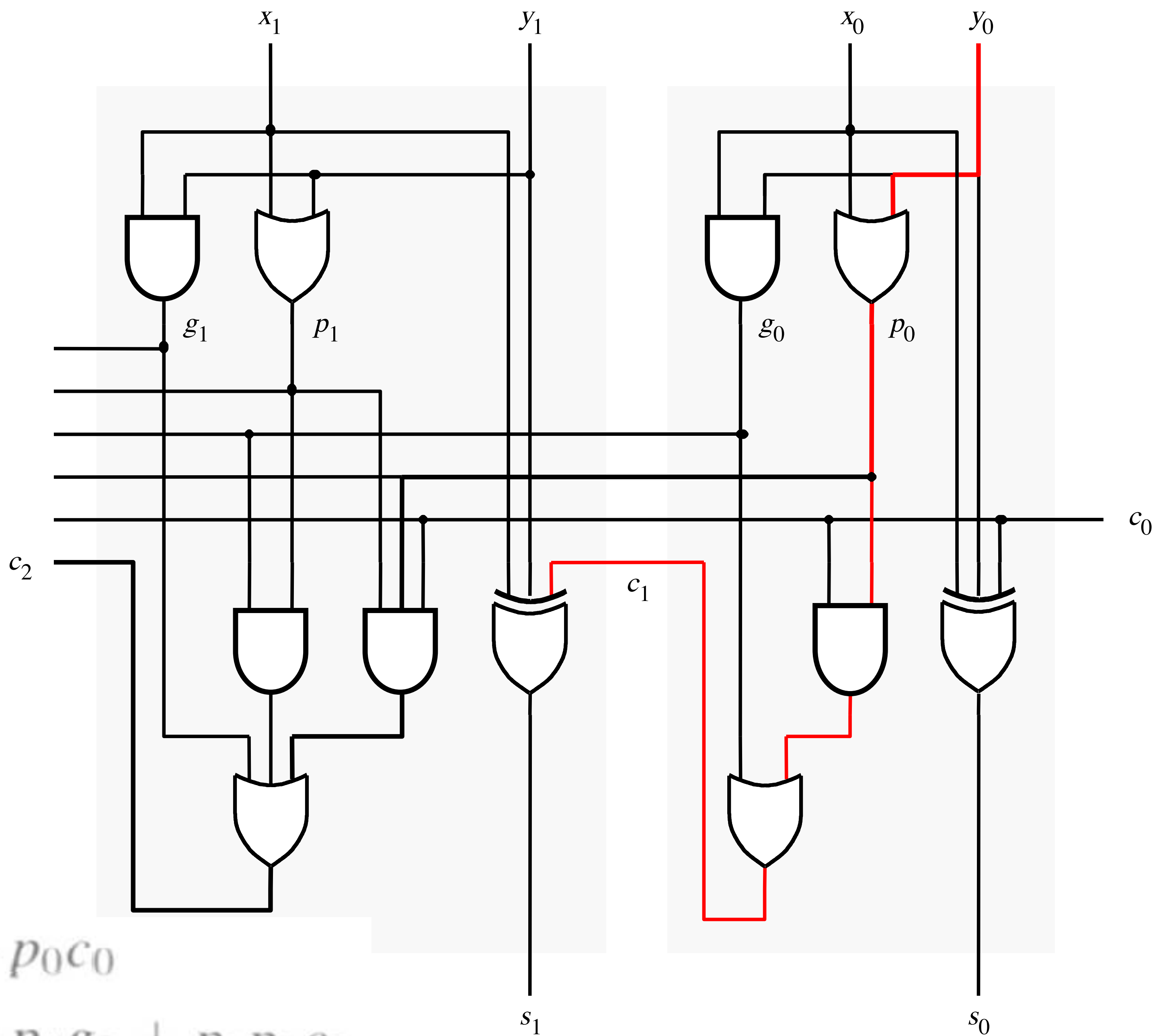



$$c_1 = g_0 + p_0 c_0$$

$$c_2 = g_1 + p_1 g_0 + p_1 p_0 c_0$$

[ Figure 3.15 from the textbook ]

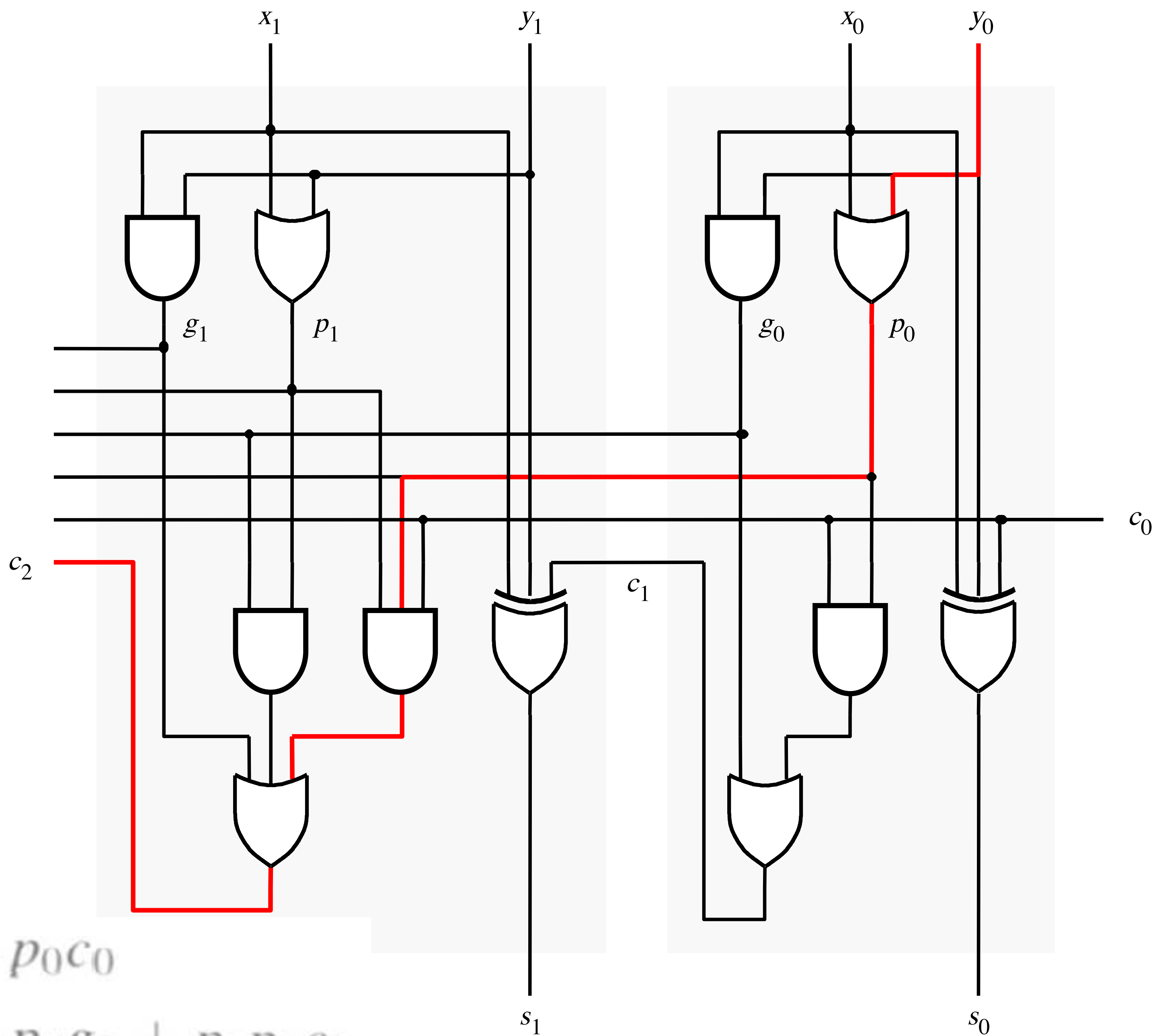
# It takes 3 gate delays to generate $c_1$




$$c_1 = g_0 + p_0 c_0$$

$$c_2 = g_1 + p_1 g_0 + p_1 p_0 c_0$$

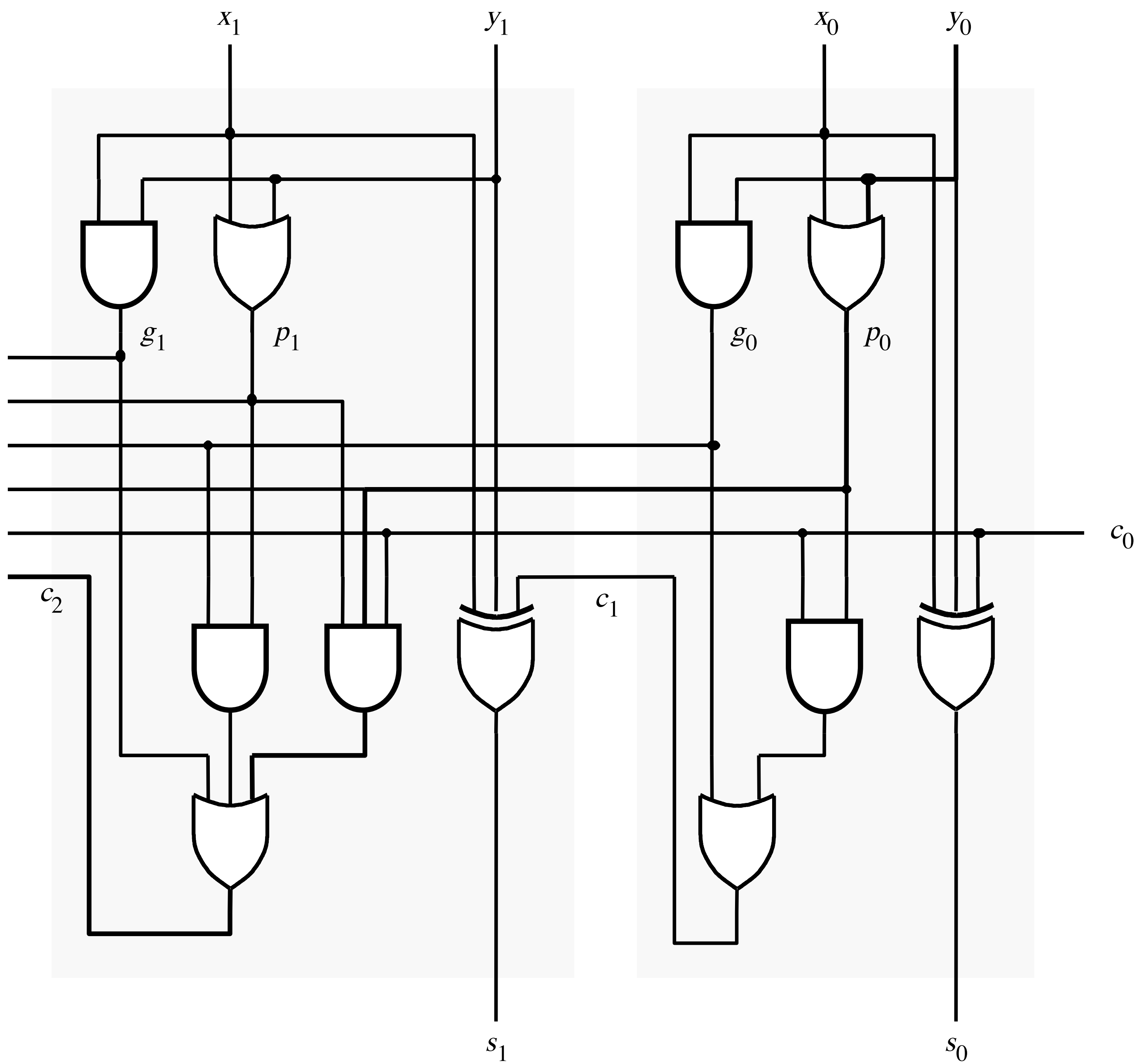
# It takes 3 gate delays to generate $c_2$



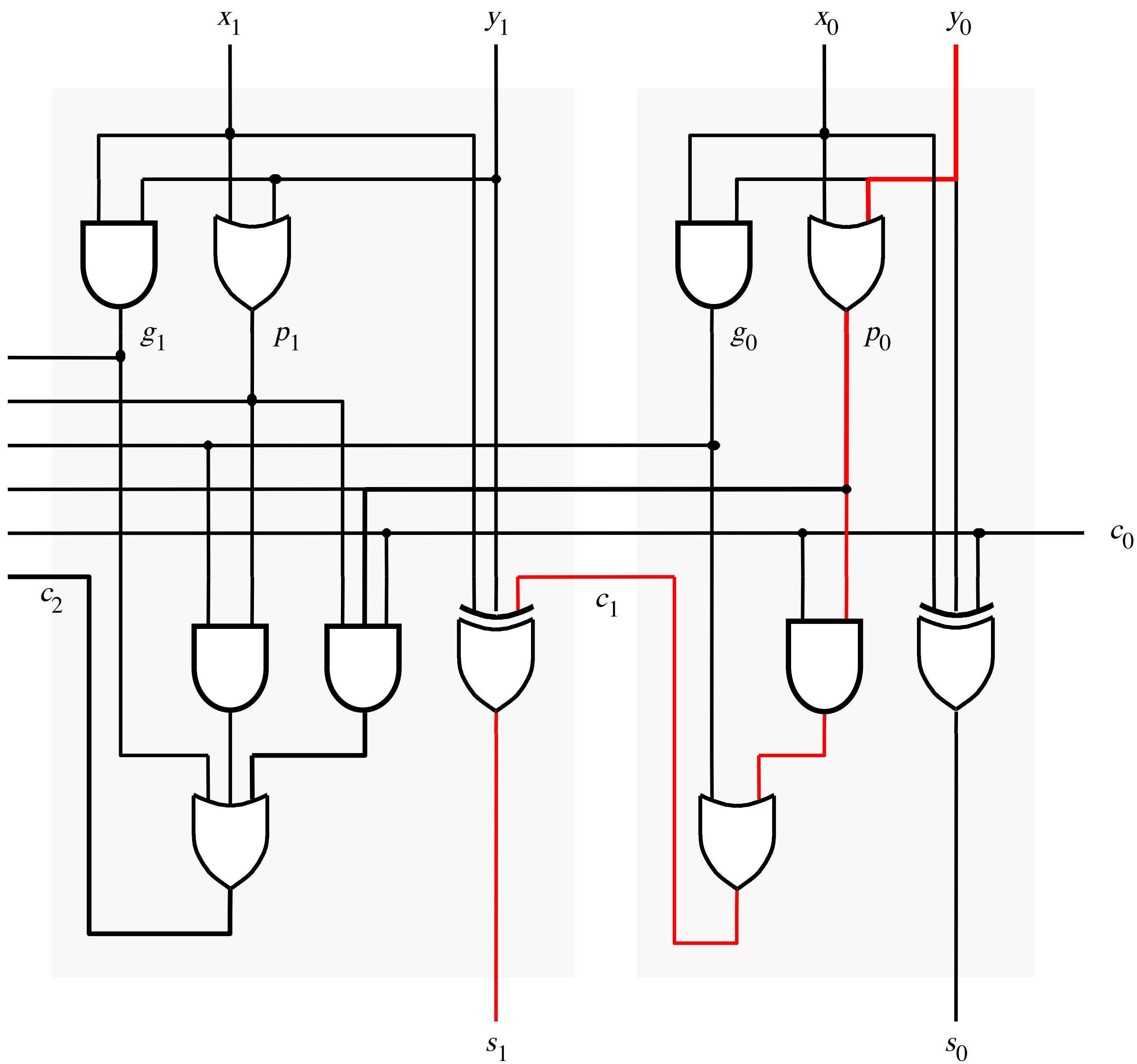

$$c_1 = g_0 + p_0 c_0$$

$$c_2 = g_1 + p_1 g_0 + p_1 p_0 c_0$$

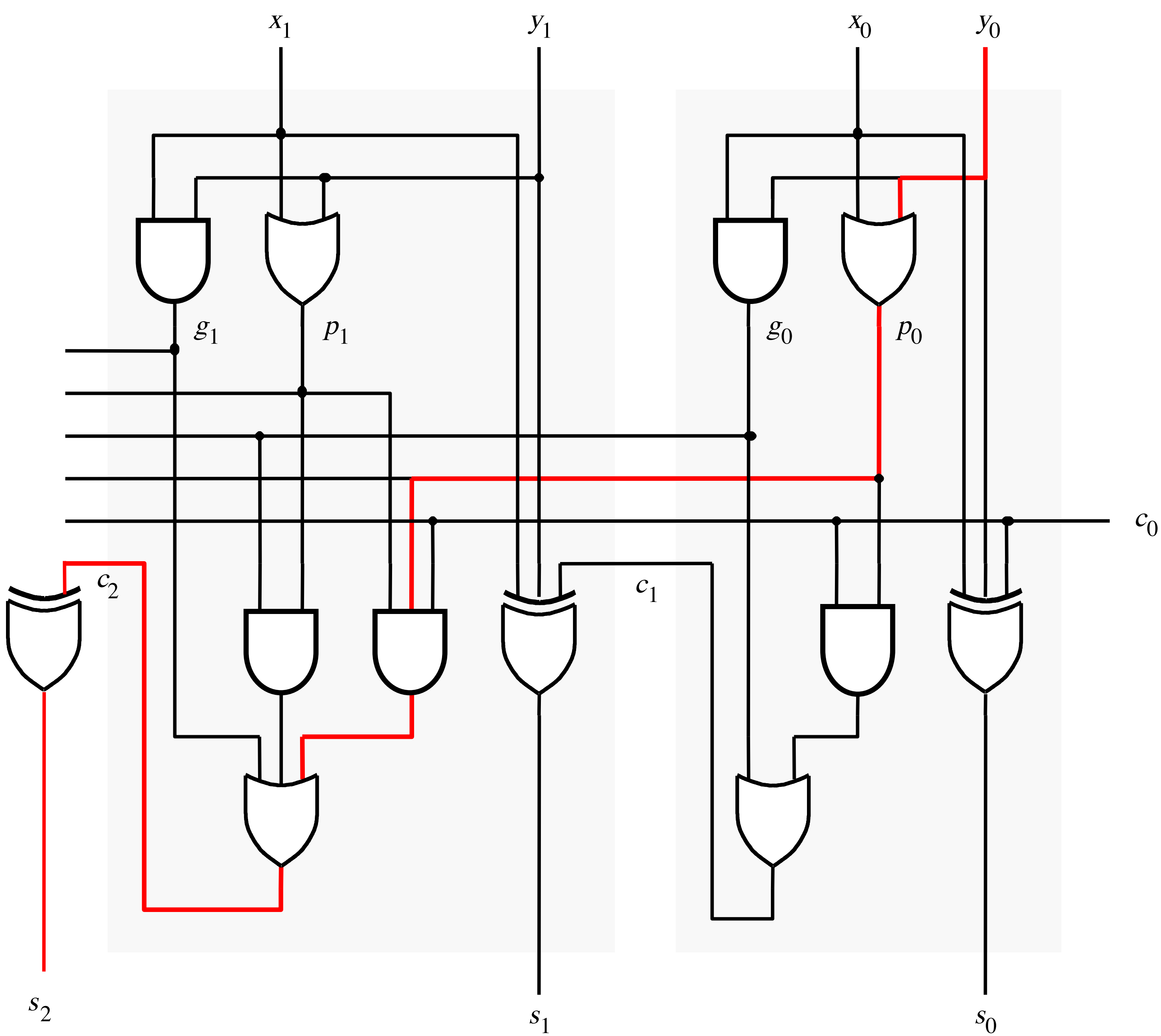
# The first two stages of a carry-lookahead adder



# It takes 4 gate delays to generate $s_1$



# It takes 4 gate delays to generate $s_2$



# N-bit Carry-Lookahead Adder

- It takes 3 gate delays to generate all carry signals
- It takes 1 more gate delay to generate all sum bits
- Thus, the total delay through an n-bit carry-lookahead adder is only 4 gate delays!

# Expanding the Carry Expression

$$c_{i+1} = g_i + p_i c_i$$

$$c_1 = g_0 + p_0 c_0$$

$$c_2 = g_1 + p_1 g_0 + p_1 p_0 c_0$$

$$c_3 = g_2 + p_2 g_1 + p_2 p_1 g_0 + p_2 p_1 p_0 c_0$$

$$\cdots$$

$$\begin{aligned} c_8 = {} & g_7 + p_7 g_6 + p_7 p_6 g_5 + p_7 p_6 p_5 g_4 \\ & + p_7 p_6 p_5 p_4 g_3 + p_7 p_6 p_5 p_4 p_3 g_2 \\ & + p_7 p_6 p_5 p_4 p_3 p_2 g_1 + p_7 p_6 p_5 p_4 p_3 p_2 p_1 g_0 \\ & + p_7 p_6 p_5 p_4 p_3 p_2 p_1 p_0 c_0 \end{aligned}$$

# Expanding the Carry Expression

$$c_{i+1} = g_i + p_i c_i$$

$$c_1 = g_0 + p_0 c_0$$

$$c_2 = g_1 + p_1 g_0 + p_1 p_0 c_0$$

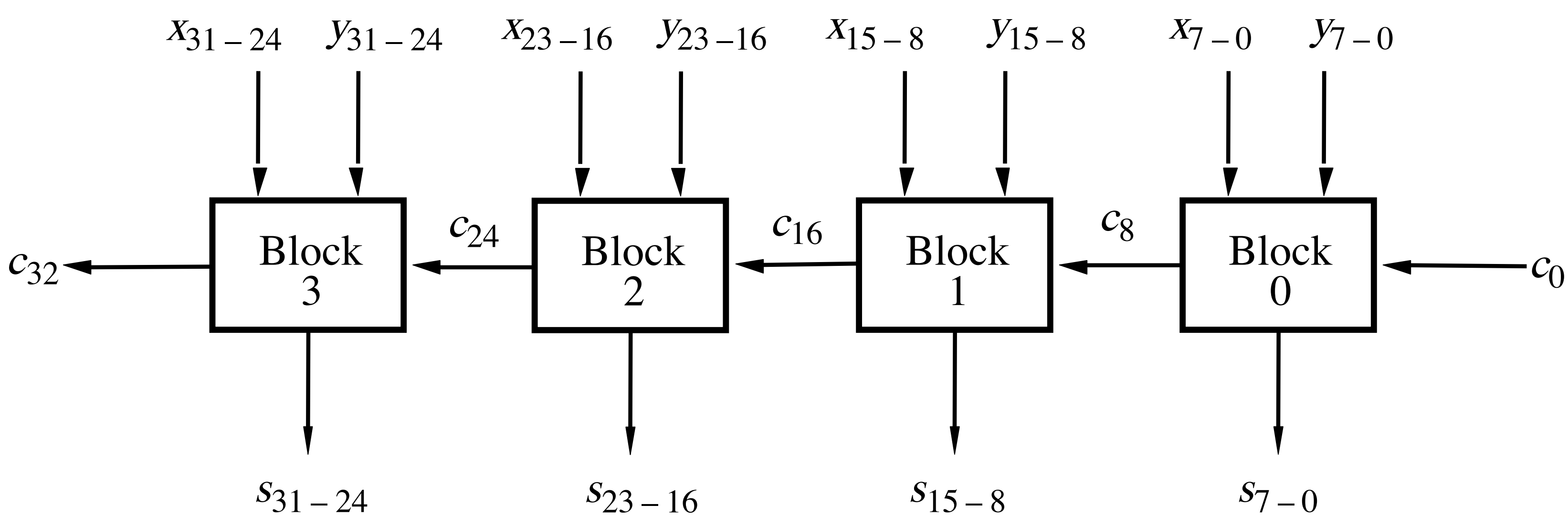
$$c_3 = g_2 + p_2 g_1 + p_2 p_1 g_0 + p_2 p_1 p_0 c_0$$

$$\cdots$$

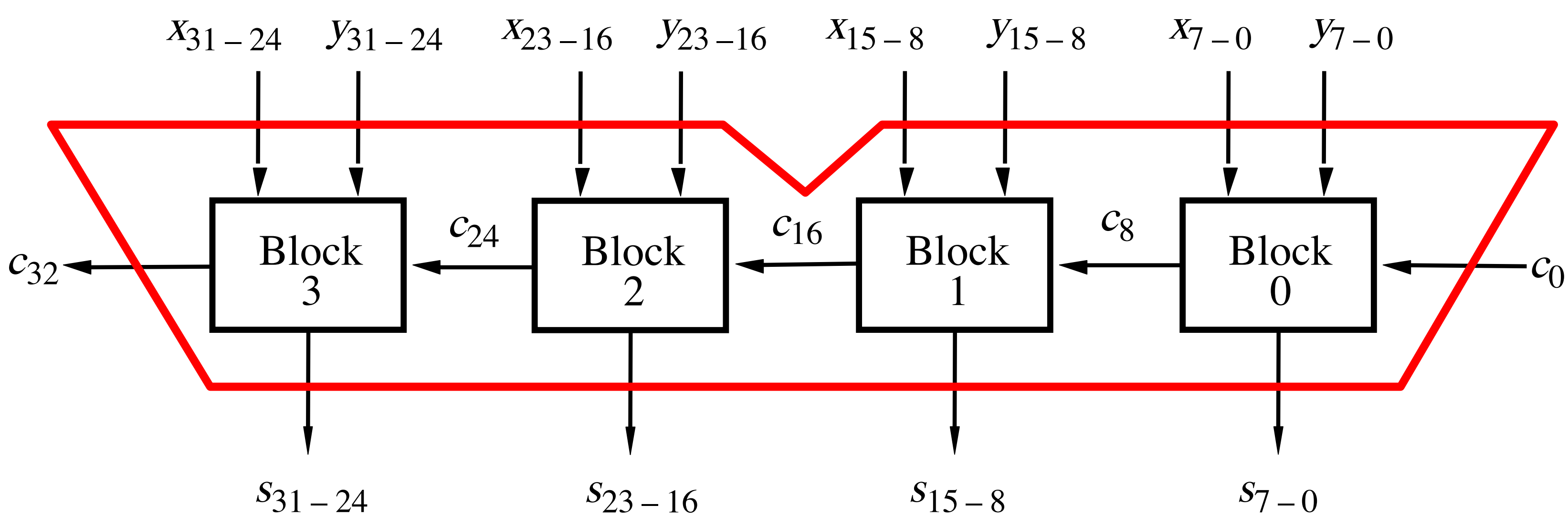
$$\begin{aligned} c_8 = \; & g_7 + p_7 g_6 + p_7 p_6 g_5 + p_7 p_6 p_5 g_4 \\ & + p_7 p_6 p_5 p_4 g_3 + p_7 p_6 p_5 p_4 p_3 g_2 \\ & + p_7 p_6 p_5 p_4 p_3 p_2 g_1 + p_7 p_6 p_5 p_4 p_3 p_2 p_1 g_0 \\ & + p_7 p_6 p_5 p_4 p_3 p_2 p_1 p_0 c_0 \end{aligned}$$

Even this takes
only 3 gate delays

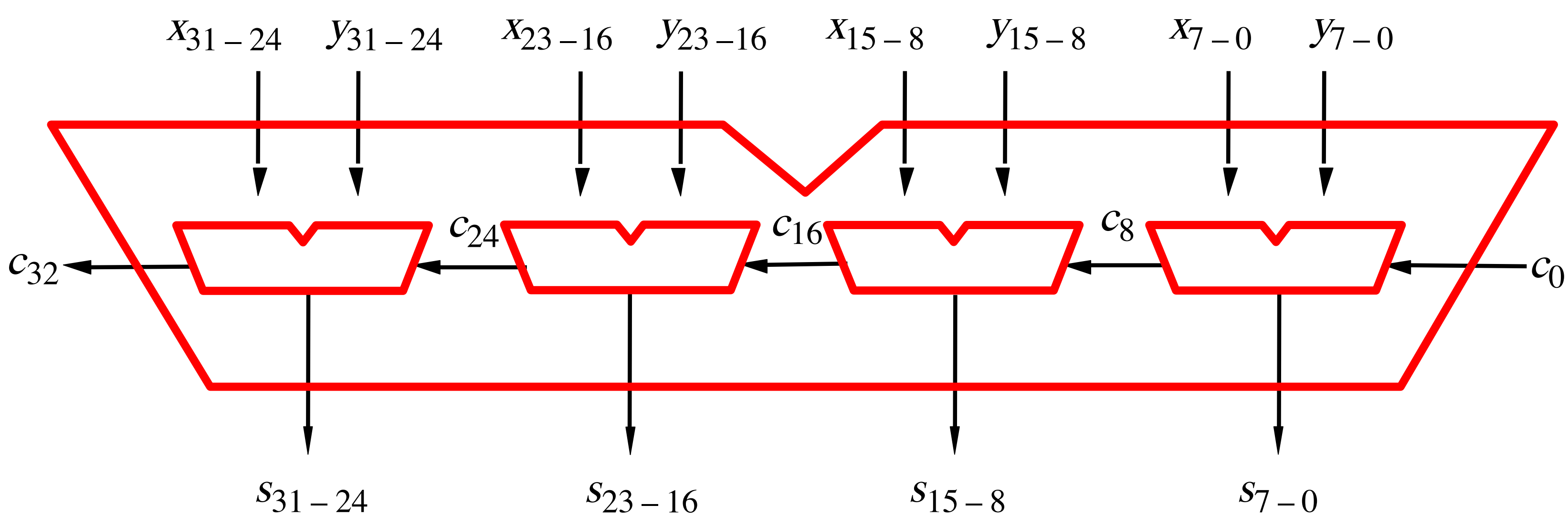
# A hierarchical carry-lookahead adder with ripple-carry between blocks



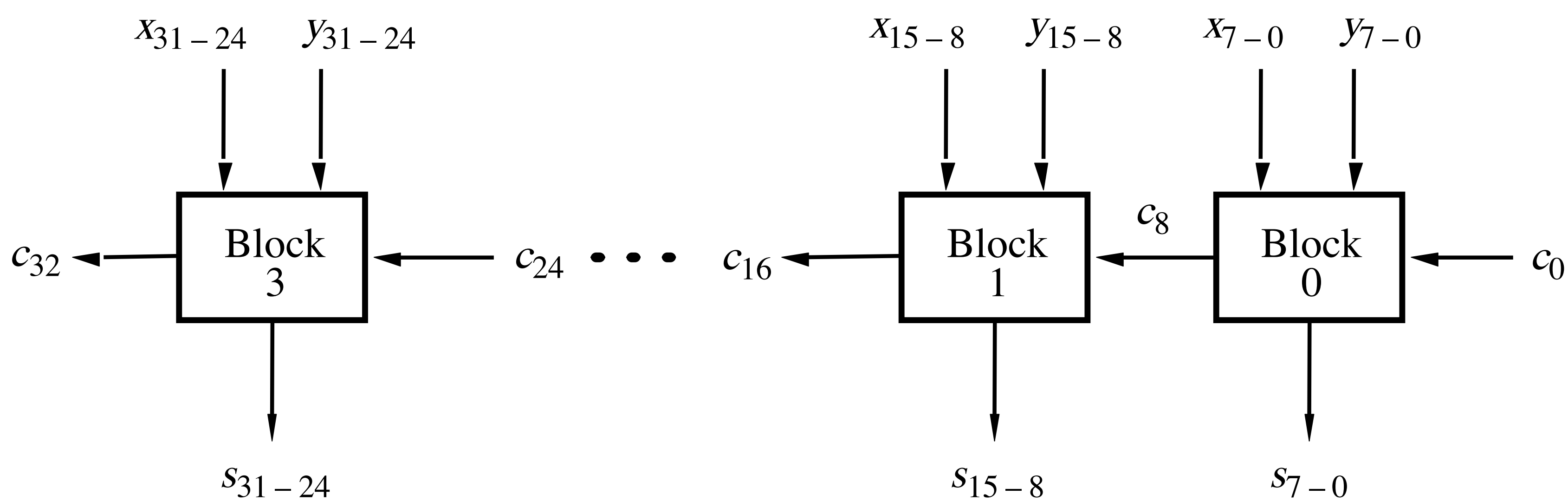
# A hierarchical carry-lookahead adder with ripple-carry between blocks



# A hierarchical carry-lookahead adder with ripple-carry between blocks

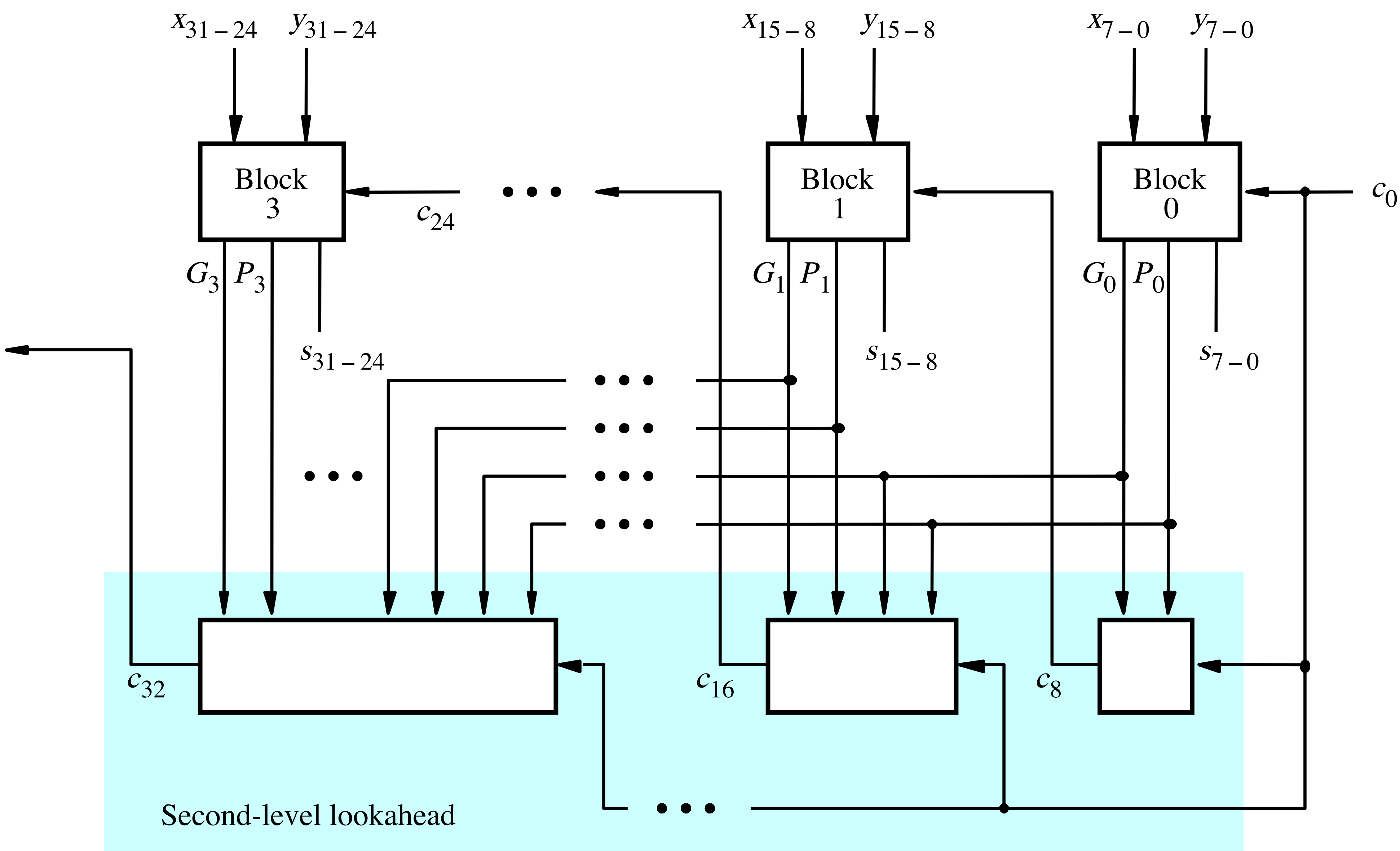


# A hierarchical carry-lookahead adder with ripple-carry between blocks



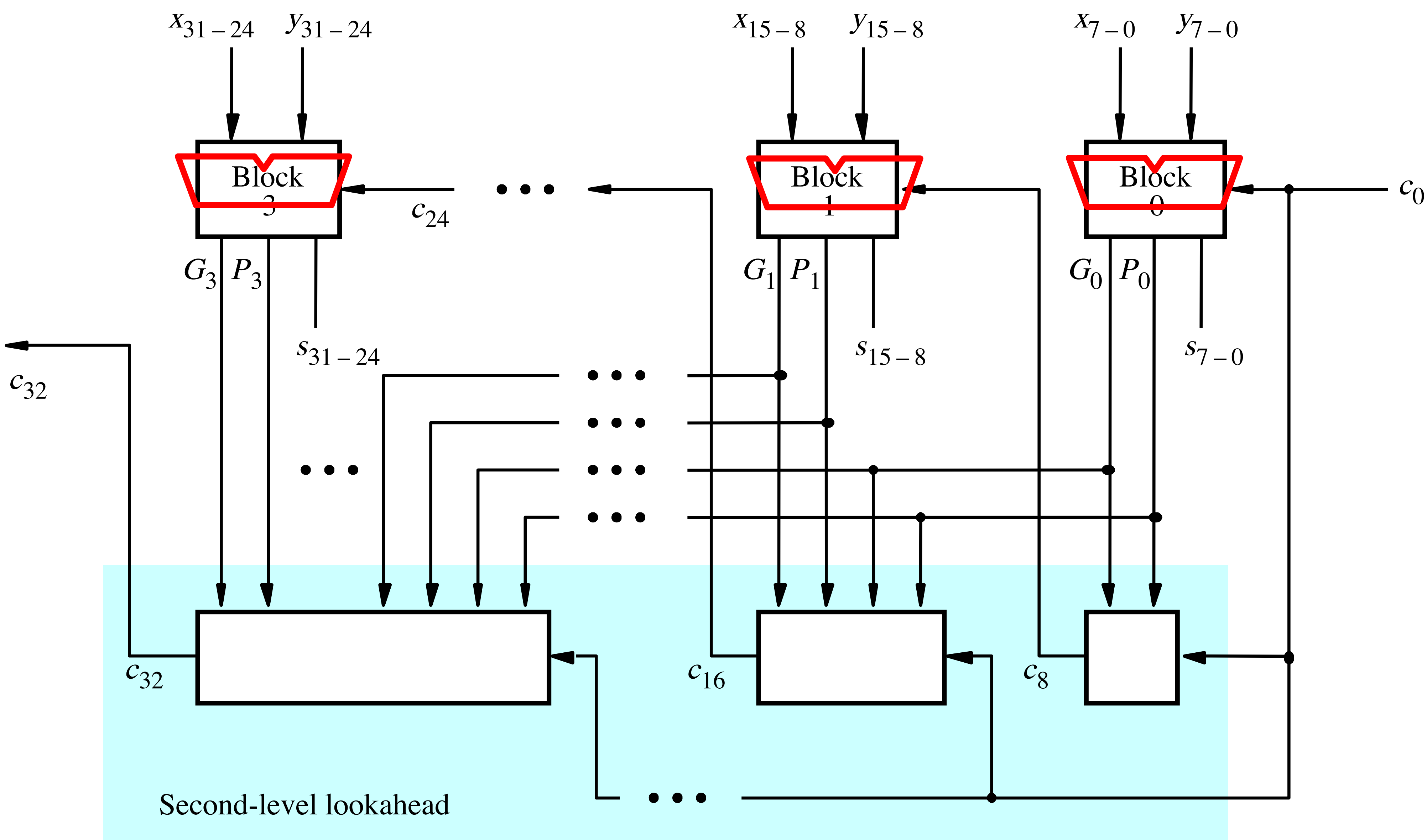

[ Figure 3.16 from the textbook ]

# A hierarchical carry-lookahead adder

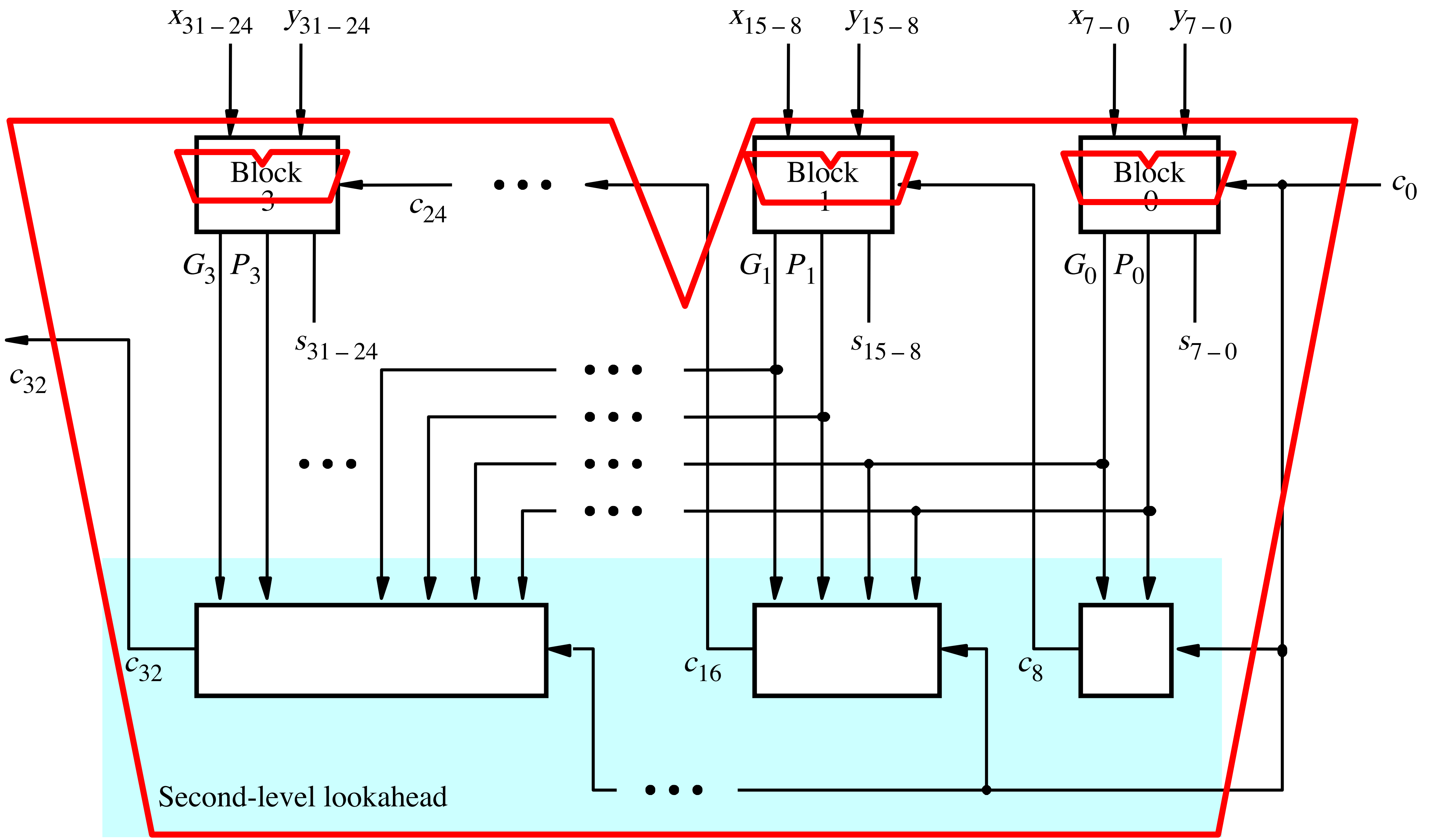



[ Figure 3.17 from the textbook ]

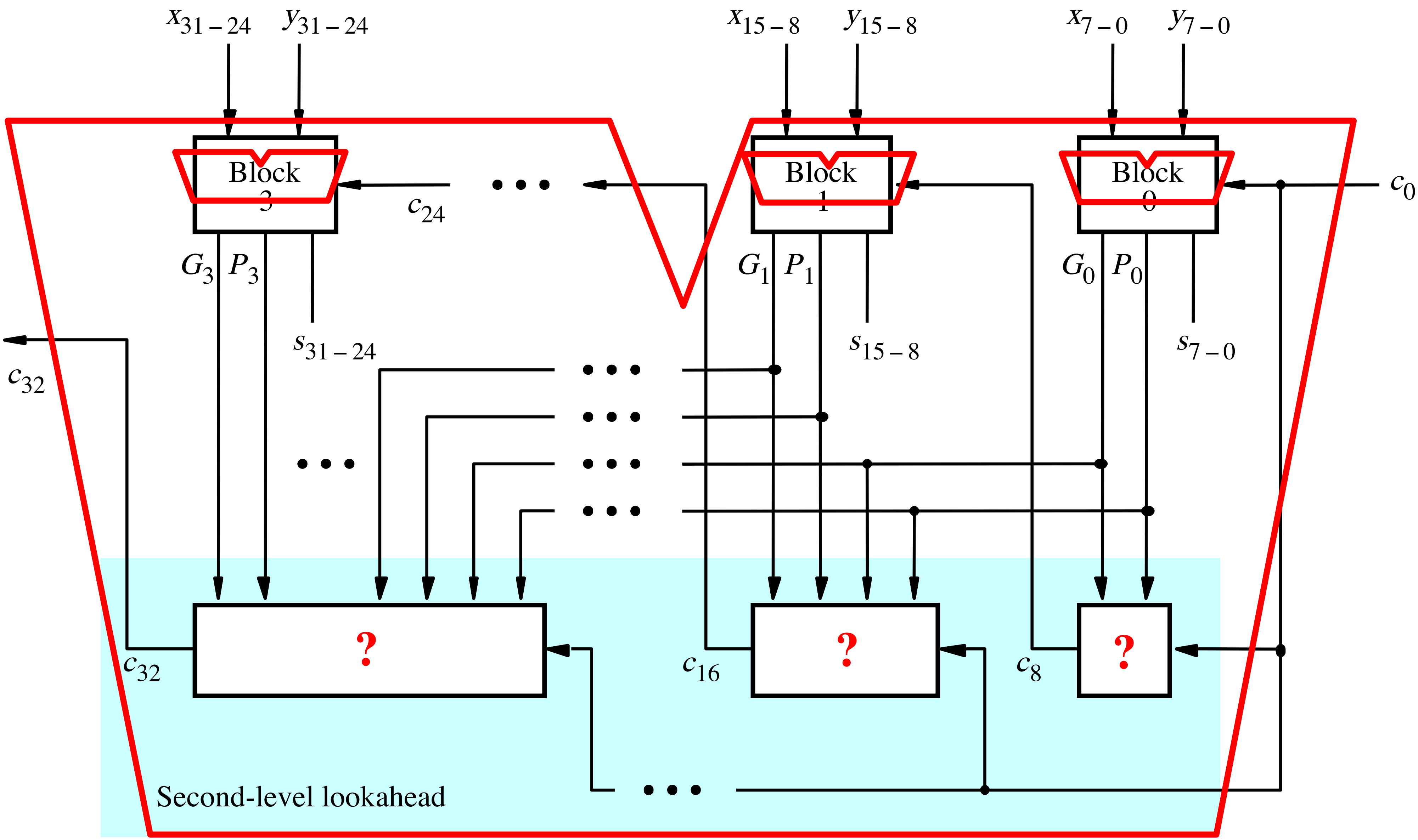
# A hierarchical carry-lookahead adder



# A hierarchical carry-lookahead adder



# A hierarchical carry-lookahead adder



# The Hierarchical Carry Expression

$$
\begin{aligned}
c_8 = \; & g_7 + p_7 g_6 + p_7 p_6 g_5 + p_7 p_6 p_5 g_4 \\
& + p_7 p_6 p_5 p_4 g_3 + p_7 p_6 p_5 p_4 p_3 g_2 \\
& + p_7 p_6 p_5 p_4 p_3 p_2 g_1 + p_7 p_6 p_5 p_4 p_3 p_2 p_1 g_0 \\
& + p_7 p_6 p_5 p_4 p_3 p_2 p_1 p_0 c_0
\end{aligned}
$$

# The Hierarchical Carry Expression

$$c_8 = \boxed{\begin{aligned} & g_7 + p_7g_6 + p_7p_6g_5 + p_7p_6p_5g_4 \\ & + p_7p_6p_5p_4g_3 + p_7p_6p_5p_4p_3g_2 \\ & + p_7p_6p_5p_4p_3p_2g_1 + p_7p_6p_5p_4p_3p_2p_1g_0 \end{aligned}} \\ + \boxed{p_7p_6p_5p_4p_3p_2p_1p_0}\,c_0$$

# The Hierarchical Carry Expression

$$c_8 = \underbrace{g_7 + p_7 g_6 + p_7 p_6 g_5 + p_7 p_6 p_5 g_4 + p_7 p_6 p_5 p_4 g_3 + p_7 p_6 p_5 p_4 p_3 g_2 + p_7 p_6 p_5 p_4 p_3 p_2 g_1 + p_7 p_6 p_5 p_4 p_3 p_2 p_1 g_0}_{G_0} + \underbrace{p_7 p_6 p_5 p_4 p_3 p_2 p_1 p_0}_{P_0} c_0$$

# The Hierarchical Carry Expression

$$
\begin{aligned}
c_8 = \; & \boxed{\begin{aligned} & g_7 + p_7 g_6 + p_7 p_6 g_5 + p_7 p_6 p_5 g_4 \\ & + p_7 p_6 p_5 p_4 g_3 + p_7 p_6 p_5 p_4 p_3 g_2 \\ & + p_7 p_6 p_5 p_4 p_3 p_2 g_1 + p_7 p_6 p_5 p_4 p_3 p_2 p_1 g_0 \end{aligned}} \\
& + \boxed{p_7 p_6 p_5 p_4 p_3 p_2 p_1 p_0} c_0
\end{aligned}
$$

$\mathbf{G_0}$

$\mathbf{P_0}$

$$c_8 = G_0 + P_0 c_0$$

# The Hierarchical Carry Expression

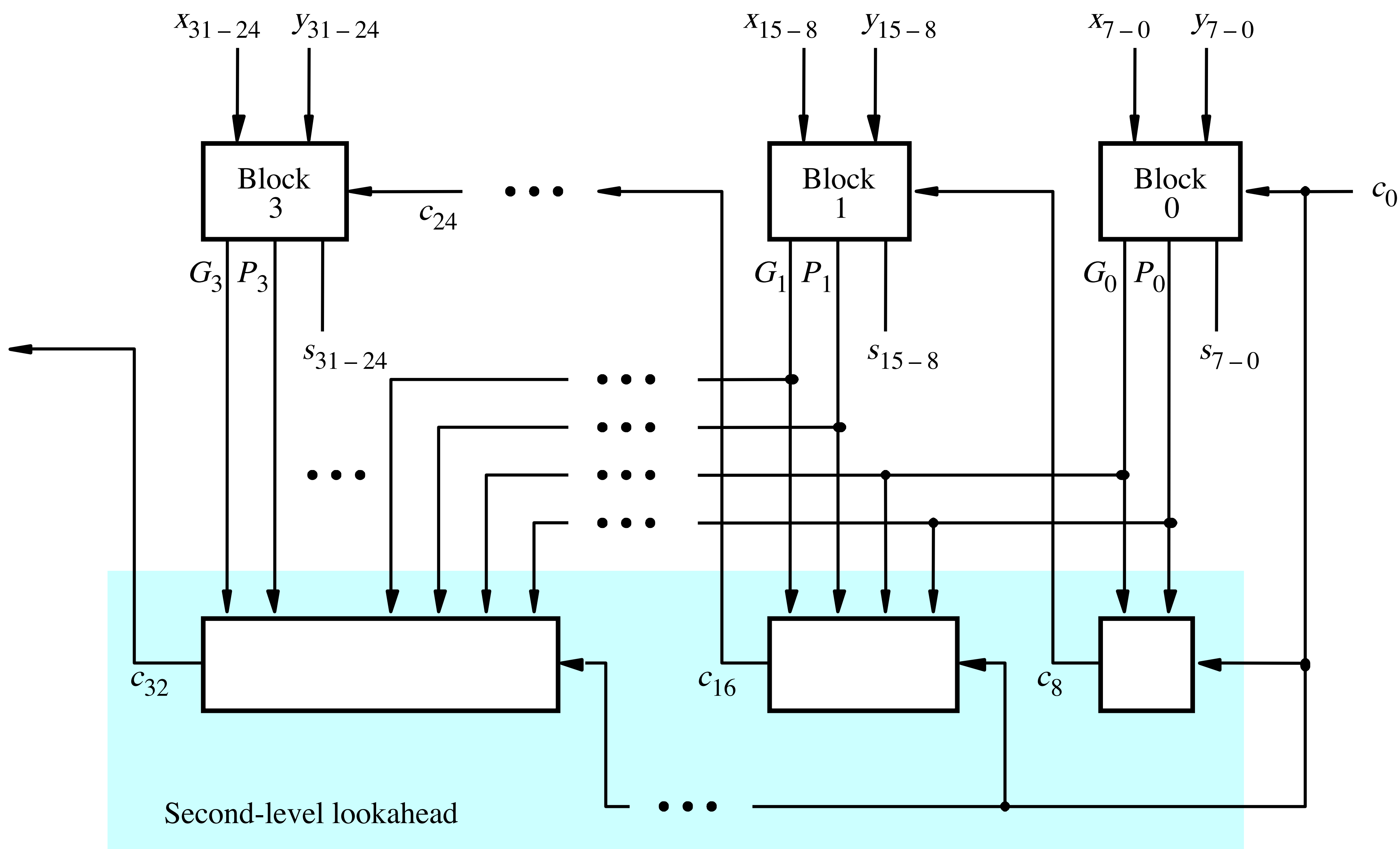
$$c_8 = G_0 + P_0 c_0$$

$$\begin{aligned} c_{16} &= G_1 + P_1 c_8 \\ &= G_1 + P_1 G_0 + P_1 P_0 c_0 \end{aligned}$$

$$c_{24} = G_2 + P_2 G_1 + P_2 P_1 G_0 + P_2 P_1 P_0 c_0$$

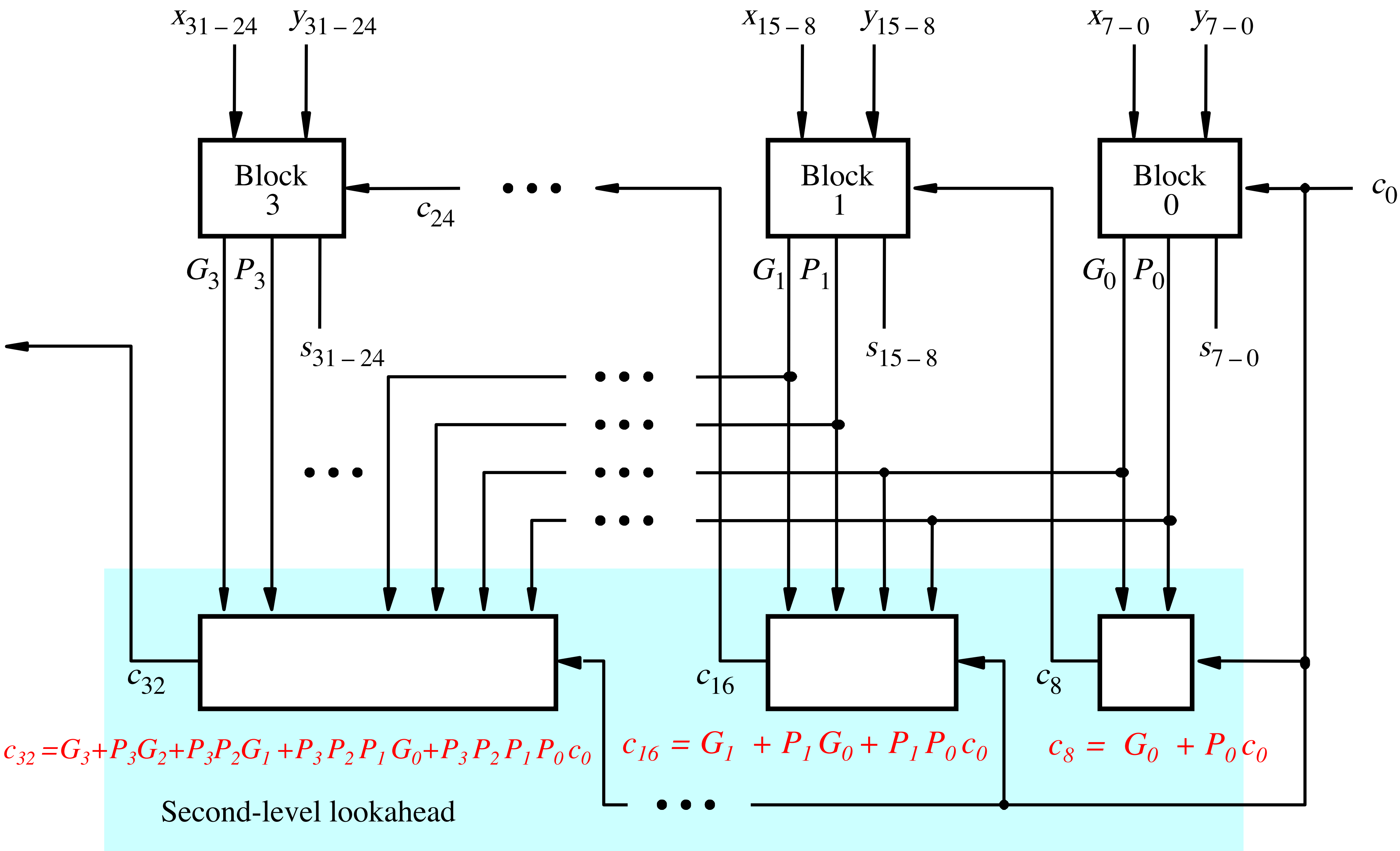
$$c_{32} = G_3 + P_3 G_2 + P_3 P_2 G_1 + P_3 P_2 P_1 G_0 + P_3 P_2 P_1 P_0 c_0$$

# A hierarchical carry-lookahead adder




[ Figure 3.17 from the textbook ]

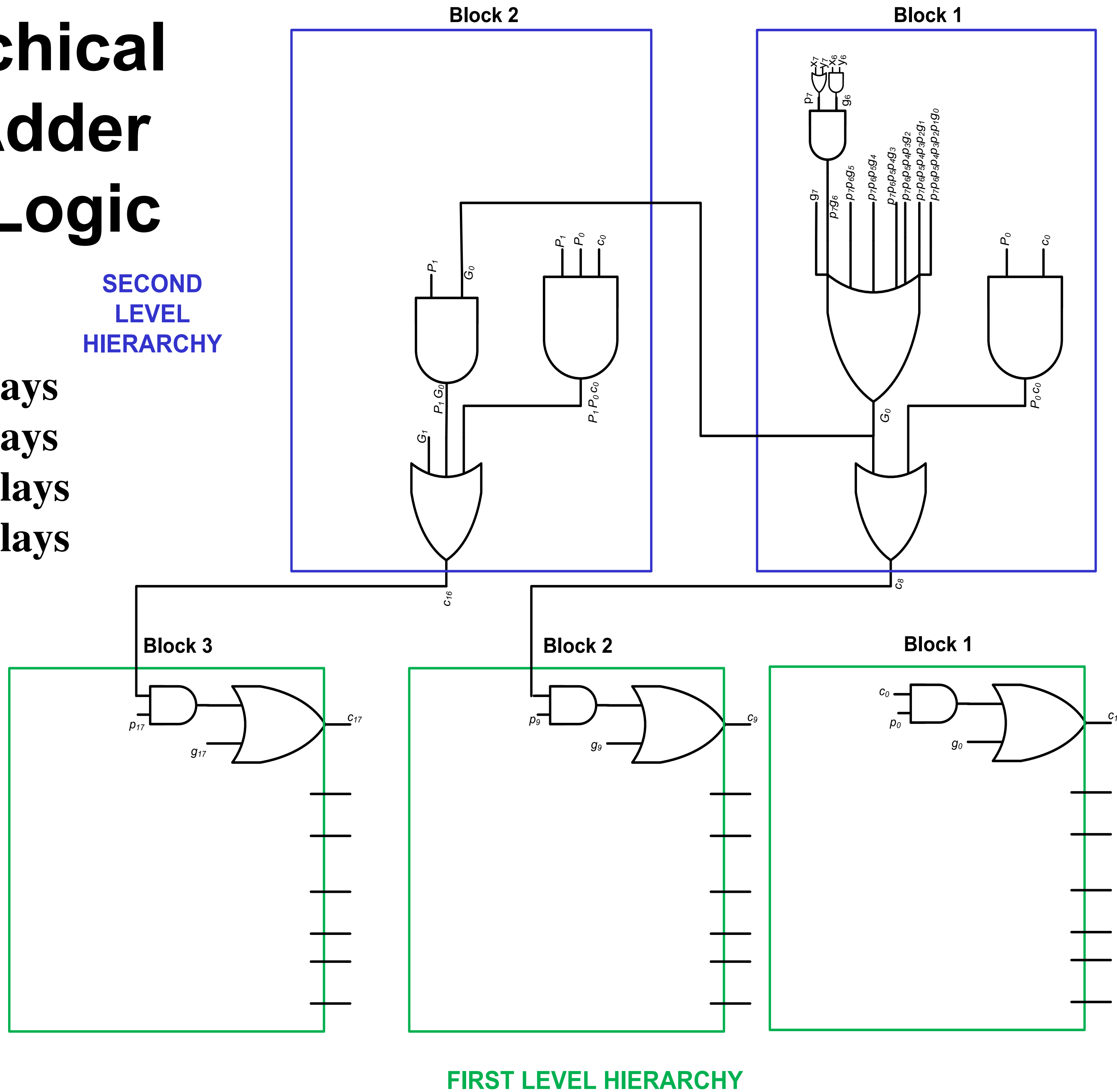
# A hierarchical carry-lookahead adder




[ Figure 3.17 from the textbook ]

# Hierarchical CLA Adder Carry Logic

C8 – 5 gate delays
C16 – 5 gate delays
C24 – 5 Gate delays
C32 – 5 Gate delays

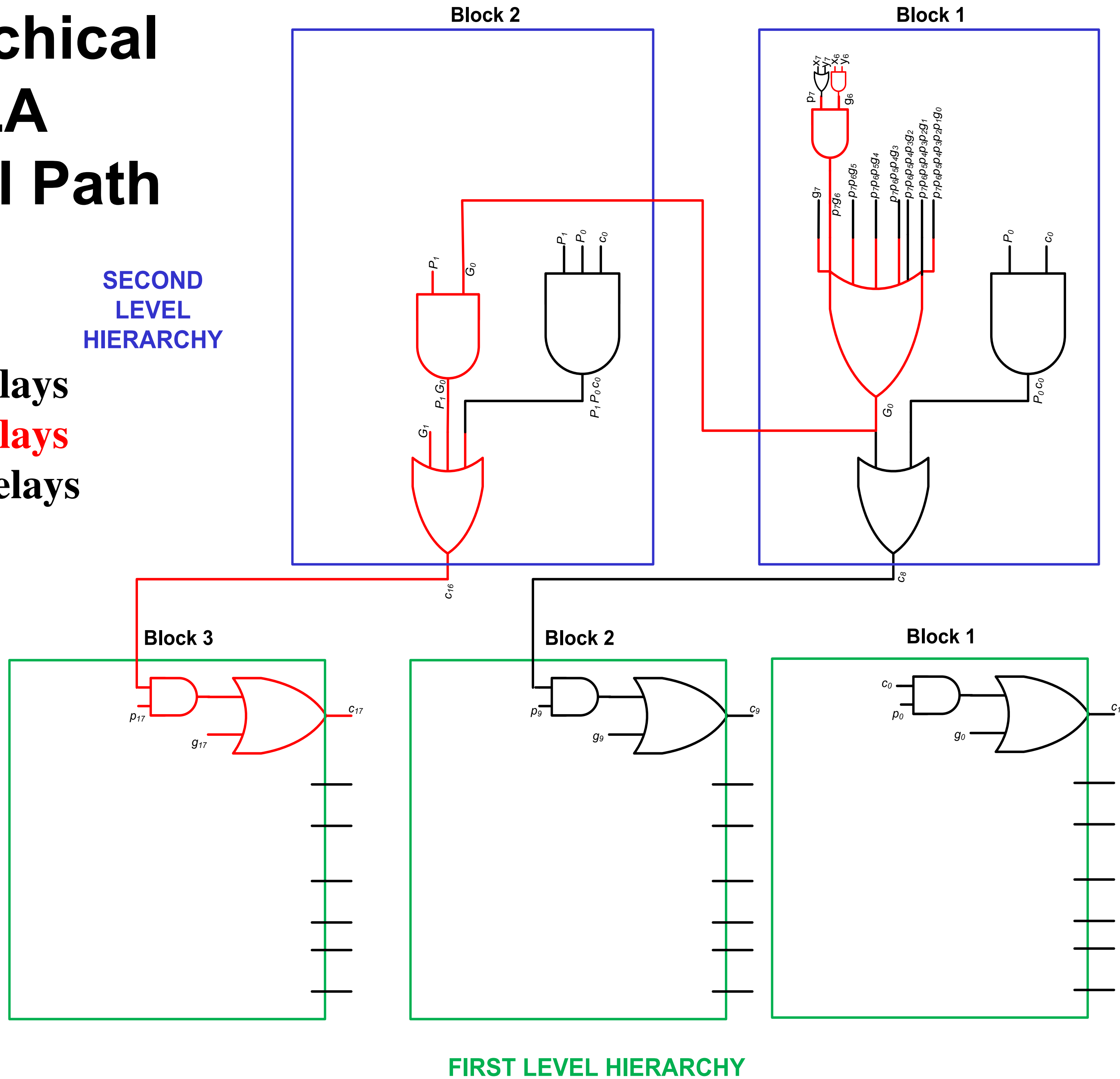


# Hierarchical CLA Critical Path

C9 – 7 gate delays

C17 – 7 gate delays

C25 – 7 Gate delays



# Total Gate Delay Through a Hierarchical Carry-Lookahead Adder

- **Is 8 gates**
  - **3 to generate all Gj and Pj**
  - **+2 to generate c8, c16, c24, and c32**
  - **+2 to generate internal carries in the blocks**
  - **+1 to generate the sum bits (one extra XOR)**

# Decimal Multiplication by 10

**What happens when we multiply a number by 10?**

**4 x 10 = ?**

**542 x 10 = ?**

**1245 x 10 = ?**

# Decimal Multiplication by 10

**What happens when we multiply a number by 10?**

**4 x 10 = 40**

**542 x 10 = 5420**

**1245 x 10 = 12450**

# Decimal Multiplication by 10

**What happens when we multiply a number by 10?**

**4 x 10 = 40**

**542 x 10 = 5420**

**1245 x 10 = 12450**

**You simply add a zero as the rightmost number**

# Decimal Division by 10

**What happens when we divide a number by 10?**

**14 / 10 = ?**

**540 / 10 = ?**

**1240 x 10 = ?**

# Decimal Division by 10

**What happens when we divide a number by 10?**

**14 / 10 = 1        //integer division**

**540 / 10 = 54**

**1240 x 10 = 124**

You simply delete the rightmost number

# Binary Multiplication by 2

**What happens when we multiply a number by 2?**

**011 times 2 = ?**

**101 times 2 = ?**

**110011 times 2 = ?**

# Binary Multiplication by 2

**What happens when we multiply a number by 2?**

**011 times 2 = 0110**

**101 times 2 = 1010**

**110011 times 2 = 1100110**

**You simply add a zero as the rightmost number**

# Binary Multiplication by 4

**What happens when we multiply a number by 4?**

**011 times 4 = ?**

**101 times 4 = ?**

**110011 times 4 = ?**

# Binary Multiplication by 4

**What happens when we multiply a number by 4?**

**011 times 4 = 01100**

**101 times 4 = 10100**

**110011 times 4 = 11001100**

add two zeros in the last two bits and shift everything else to the left

# Binary Multiplication by $2^N$

What happens when we multiply a number by $2^N$?

011 times $2^N$ = 01100…0 // add N zeros

101 times 4 = 10100…0 // add N zeros

110011 times 4 = 11001100…0 // add N zeros

# Binary Division by 2

**What happens when we divide a number by 2?**

**0110 divided by 2 = ?**

**1010 divides by 2 = ?**

**110011 divides by 2 = ?**

# Binary Division by 2

**What happens when we divide a number by 2?**

**0110  divided by 2  = 011**

**1010 divides by 2 = 101**

**110011 divides by  2 = 11001**

You simply delete the rightmost number

# Decimal Multiplication By Hand

$$
\begin{array}{r}
5127 \\
\times\ 4265 \\
\hline
25635 \\
307620 \\
1025400 \\
20508000 \\
\hline
21866655
\end{array}
$$

[http://www.ducksters.com/kidsmath/long_multiplication.php]

# Binary Multiplication By Hand

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Multiplicand M | (14) | | | | | 1 | 1 | 1 | 0 |
| Multiplier Q | (11) | | | | x | 1 | 0 | 1 | 1 |
| | | | | | | 1 | 1 | 1 | 0 |
| | | | | | 1 | 1 | 1 | 0 | |
| | | | | 0 | 0 | 0 | 0 | | |
| | | | 1 | 1 | 1 | 0 | | | |
| Product P | (154) | 1 | 0 | 0 | 1 | 1 | 0 | 1 | 0 |

[Figure 3.34a from the textbook]

# Binary Multiplication By Hand

| | | |
|---|---|---|
| Multiplicand M | (14) | 1 1 1 0 |
| Multiplier Q | (11) | × 1 0 1 1 |
| Partial product 0 | | 1 1 1 0 |
| | | + 1 1 1 0 |
| Partial product 1 | | 1 0 1 0 1 |
| | | + 0 0 0 0 |
| Partial product 2 | | 0 1 0 1 0 |
| | | + 1 1 1 0 |
| Product P | (154) | 1 0 0 1 1 0 1 0 |

[Figure 3.34b from the textbook]

# Binary Multiplication By Hand

$$
\begin{array}{l|cccccccc}
 & & & & & m_3 & m_2 & m_1 & m_0 \\
 & & & & \times & q_3 & q_2 & q_1 & q_0 \\
\hline
\text{Partial product 0} & & & & & m_3q_0 & m_2q_0 & m_1q_0 & m_0q_0 \\
 & & & + & m_3q_1 & m_2q_1 & m_1q_1 & m_0q_1 & \\
\hline
\text{Partial product 1} & & & PP1_5 & PP1_4 & PP1_3 & PP1_2 & PP1_1 & \\
 & & + & m_3q_2 & m_2q_2 & m_1q_2 & m_0q_2 & & \\
\hline
\text{Partial product 2} & & PP2_6 & PP2_5 & PP2_4 & PP2_3 & PP2_2 & & \\
 & + & m_3q_3 & m_2q_3 & m_1q_3 & m_0q_3 & & & \\
\hline
\text{Product P} & p_7 & p_6 & p_5 & p_4 & p_3 & p_2 & p_1 & p_0
\end{array}
$$

[Figure 3.34c from the textbook]

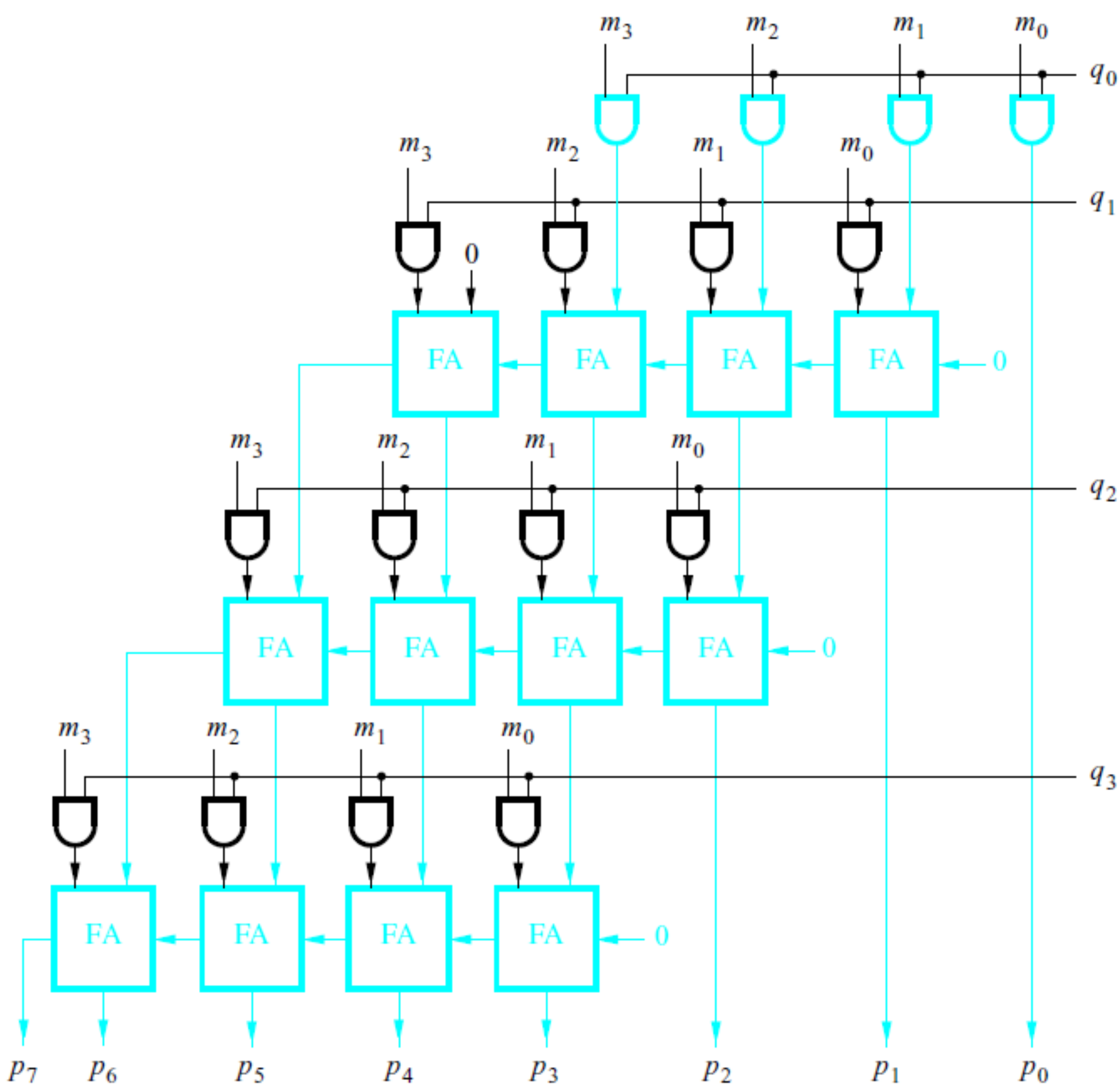



Figure 3.35. A 4x4 multiplier circuit.

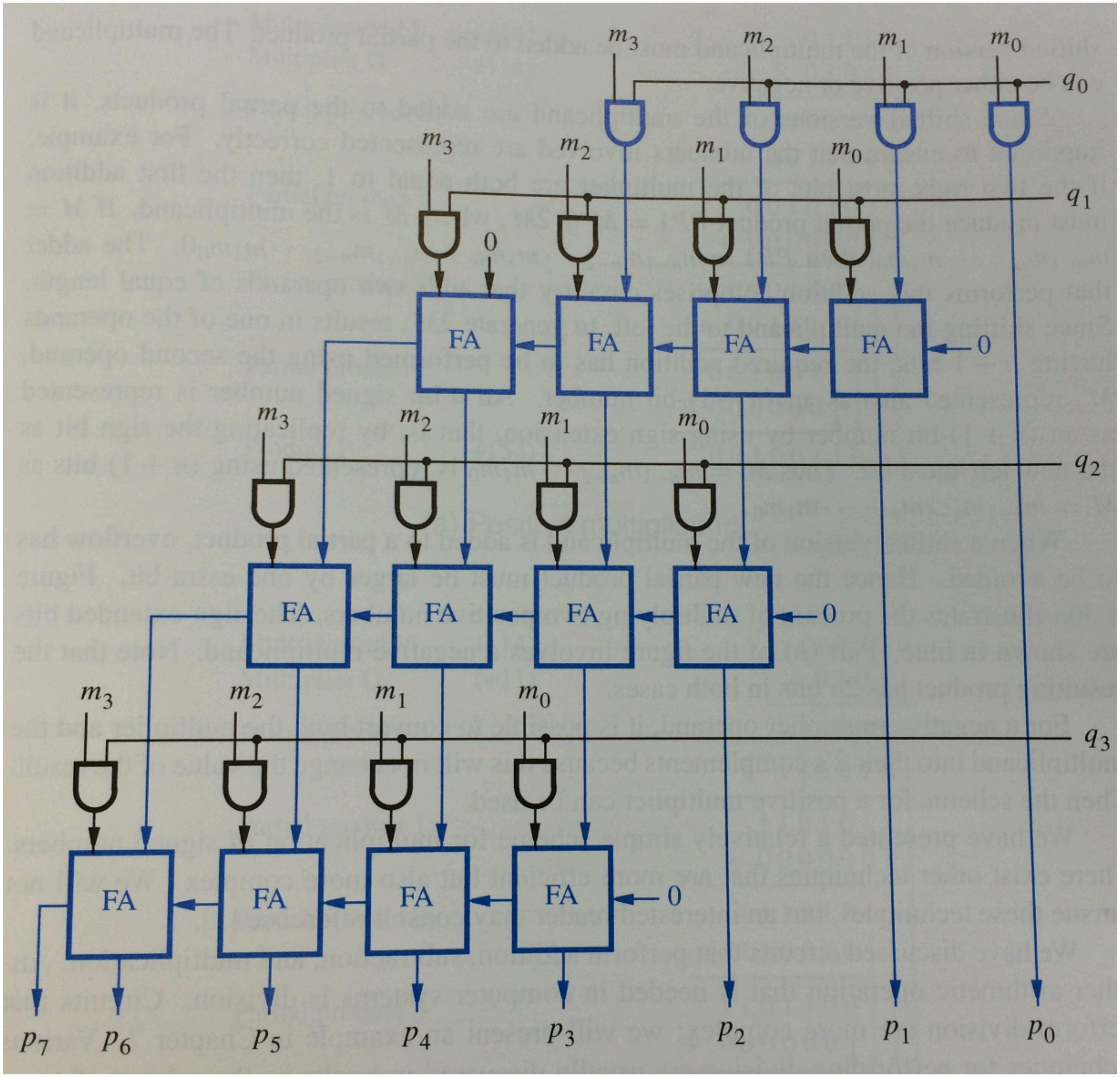



Figure 3.35. A 4x4 multiplier circuit.

# Positive Multiplicand Example

| | | |
|---|---|---|
| Multiplicand M | (+14) | 0 1 1 1 0 |
| Multiplier Q | (+11) | x 0 1 0 1 1 |
| Partial product 0 | | 0 0 0 1 1 1 0 |
| | | + 0 0 1 1 1 0 |
| Partial product 1 | | 0 0 1 0 1 0 1 |
| | | + 0 0 0 0 0 0 |
| Partial product 2 | | 0 0 0 1 0 1 0 |
| | | + 0 0 1 1 1 0 |
| Partial product 3 | | 0 0 1 0 0 1 1 |
| | | + 0 0 0 0 0 0 |
| Product P | (+154) | 0 0 1 0 0 1 1 0 1 0 |

[Figure 3.36a in the textbook]

# Positive Multiplicand Example

| | | |
|---|---|---|
| Multiplicand M | (+14) | 0 1 1 1 0 |
| Multiplier Q | (+11) | x 0 1 0 1 1 |
| Partial product 0 | add an extra bit to avoid overflow | 0 0 0 1 1 1 0 |
| | | + 0 0 1 1 1 0 |
| Partial product 1 | | 0 0 1 0 1 0 1 |
| | | + 0 0 0 0 0 0 |
| Partial product 2 | | 0 0 0 1 0 1 0 |
| | | + 0 0 1 1 1 0 |
| Partial product 3 | | 0 0 1 0 0 1 1 |
| | | + 0 0 0 0 0 0 |
| Product P | (+154) | 0 0 1 0 0 1 1 0 1 0 |

[Figure 3.36a in the textbook]

# Negative Multiplicand Example

| | | |
|---|---|---|
| Multiplicand M | (–14) | 1 0 0 1 0 |
| Multiplier Q | (+11) | × 0 1 0 1 1 |
| Partial product 0 | | 1 1 1 0 0 1 0 |
| | | + 1 1 0 0 1 0 |
| Partial product 1 | | 1 1 0 1 0 1 1 |
| | | + 0 0 0 0 0 0 |
| Partial product 2 | | 1 1 1 0 1 0 1 |
| | | + 1 1 0 0 1 0 |
| Partial product 3 | | 1 1 0 1 1 0 0 |
| | | + 0 0 0 0 0 0 |
| Product P | (–154) | 1 1 0 1 1 0 0 1 1 0 |

[Figure 3.36b in the textbook]

# Negative Multiplicand Example

| | | |
|---|---|---|
| Multiplicand M | (–14) | 1 0 0 1 0 |
| Multiplier Q | (+11) | × 0 1 0 1 1 |
| Partial product 0 | | 1 1 1 0 0 1 0 |
| | | + 1 1 0 0 1 0 |
| Partial product 1 | | 1 1 0 1 0 1 1 |
| | | + 0 0 0 0 0 0 |
| Partial product 2 | | 1 1 1 0 1 0 1 |
| | | + 1 1 0 0 1 0 |
| Partial product 3 | | 1 1 0 1 1 0 0 |
| | | + 0 0 0 0 0 0 |
| Product P | (–154) | 1 1 0 1 1 0 0 1 1 0 |

add an extra bit to avoid overflow but now it is 1

[Figure 3.36b in the textbook]

# What if the Multiplier is Negative?

- Convert both to their 2's complement version
- This will make the multiplier positive
- Then Proceed as normal
- This will not affect the result
- Example: 5*(-4) = (-5)*(4)= -20

# Binary Coded Decimal

# Table of Binary-Coded Decimal Digits

| Decimal digit | BCD code |
|---|---|
| 0 | 0000 |
| 1 | 0001 |
| 2 | 0010 |
| 3 | 0011 |
| 4 | 0100 |
| 5 | 0101 |
| 6 | 0110 |
| 7 | 0111 |
| 8 | 1000 |
| 9 | 1001 |

# Addition of BCD digits

| | | |
|---|---|---|
| X | 0111 | 7 |
| + Y | + 0101 | + 5 |
| Z | 1100 | 12 |

[Figure 3.38a in the textbook]

# Addition of BCD digits

$$\begin{array}{r}X \\ +\ Y \\ \hline Z\end{array} \qquad \begin{array}{r}0111 \\ +\ 0101 \\ \hline 1100\end{array} \qquad \begin{array}{r}7 \\ +\ 5 \\ \hline 12\end{array}$$

**The result is greater than 9, which is not a valid BCD number**

[Figure 3.38a in the textbook]

# Addition of BCD digits

$$
\begin{array}{rrr}
X & 0111 & 7 \\
+\ Y & +\ 0101 & +\ 5 \\
\hline
Z & 1100 & 12 \\
 & +\ 0110 & \\
\cline{2-2}
\text{carry} \rightarrow & 1\underbrace{0010}_{S\,=\,2} &
\end{array}
$$

add 6

[Figure 3.38a in the textbook]

# Addition of BCD digits

$$
\begin{array}{rrr}
X & 1000 & 8 \\
+\ Y & +\ 1001 & +\ 9 \\
\hline
Z & 10001 & 17
\end{array}
$$

[Figure 3.38b in the textbook]

# Addition of BCD digits

$$\begin{array}{r} X \\ +\ Y \\ \hline Z \end{array} \qquad \begin{array}{r} 1\,0\,0\,0 \\ +\ 1\,0\,0\,1 \\ \hline 1\,\underbrace{0\,0\,0\,1} \end{array} \qquad \begin{array}{r} 8 \\ +\ 9 \\ \hline 17 \end{array}$$

**The result is 1, but it should be 7**

[Figure 3.38b in the textbook]

# Addition of BCD digits

$$
\begin{array}{rrr}
X & 1000 & 8 \\
+\ Y & +\ 1001 & +\ 9 \\
\hline
Z & 10001 & 17 \\
 & +\ 0110 & \\
\cline{2-2}
\text{carry} \longrightarrow & 1\underbrace{0111}_{S\,=\,7} &
\end{array}
$$

**add 6**

[Figure 3.38b in the textbook]

# Why add 6?

- Think of BCD addition as a mod 16 operation

- Decimal addition is mod 10 operation

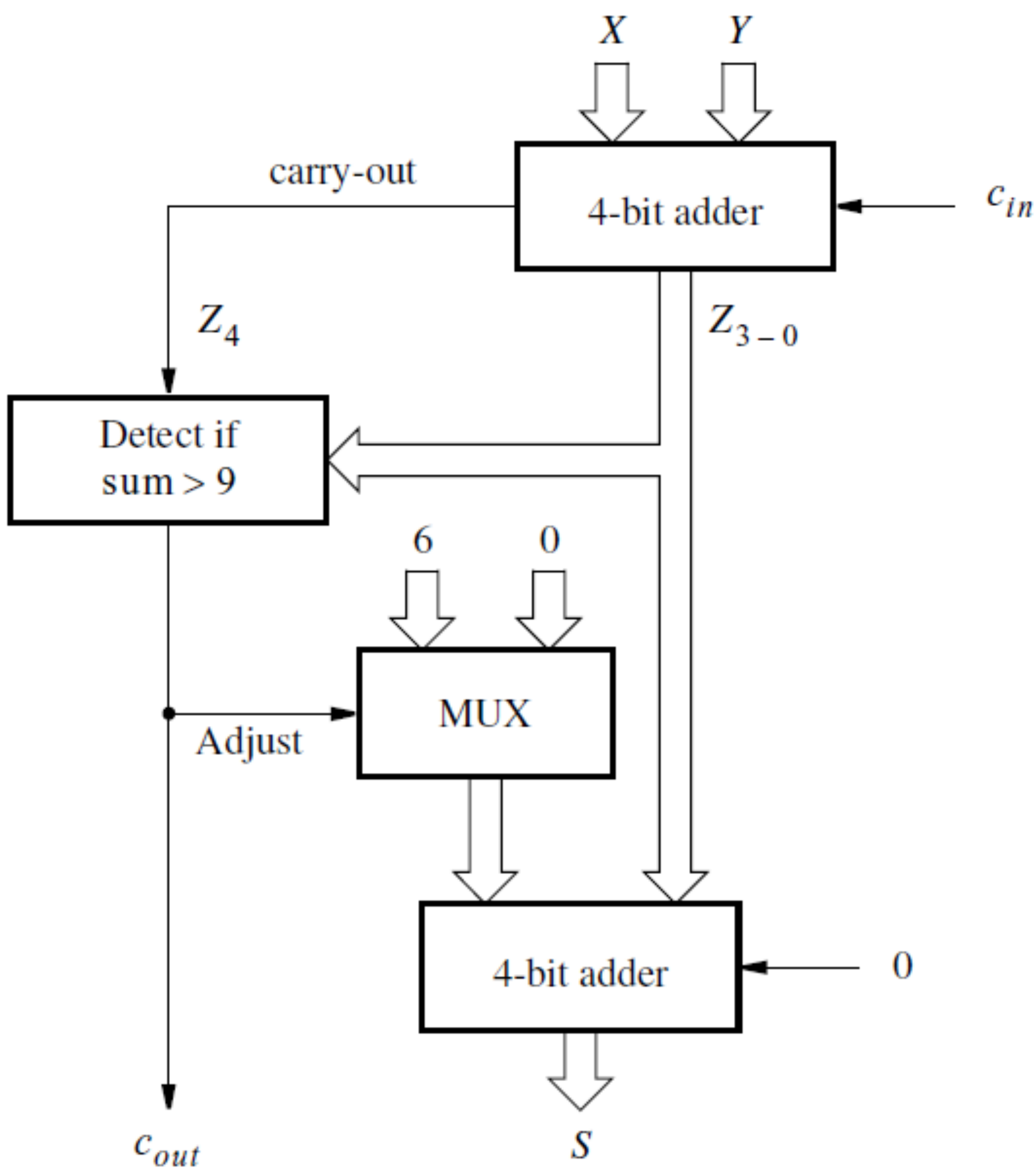
# BCD Arithmetic Rules

$Z = X + Y$

If $Z <= 9$, then $S=Z$ and carry-out = 0

If $Z > 9$, then $S=Z+6$ and carry-out =1

# Block diagram for a one-digit BCD adder




[Figure 3.39 in the textbook]

# How to check if the number is > 9?

| | | |
|---|---|---|
| 7 | - | 0111 |
| 8 | - | 1000 |
| 9 | - | 1001 |
| 10 | - | 1010 |
| 11 | - | 1011 |
| 12 | - | 1100 |
| 13 | - | 1101 |
| 14 | - | 1110 |
| 15 | - | 1111 |

# A four-variable Karnaugh map

| x1 | x2 | x3 | x4 | |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | m0 |
| 0 | 0 | 0 | 1 | m1 |
| 0 | 0 | 1 | 0 | m2 |
| 0 | 0 | 1 | 1 | m3 |
| 0 | 1 | 0 | 0 | m4 |
| 0 | 1 | 0 | 1 | m5 |
| 0 | 1 | 1 | 0 | m6 |
| 0 | 1 | 1 | 1 | m7 |
| 1 | 0 | 0 | 0 | m8 |
| 1 | 0 | 0 | 1 | m9 |
| 1 | 0 | 1 | 0 | m10 |
| 1 | 0 | 1 | 1 | m11 |
| 1 | 1 | 0 | 0 | m12 |
| 1 | 1 | 0 | 1 | m13 |
| 1 | 1 | 1 | 0 | m14 |
| 1 | 1 | 1 | 1 | m15 |

| $x_3x_4$ \ $x_1x_2$ | 00 | 01 | 11 | 10 |
|---|---|---|---|---|
| 00 | $m_0$ | $m_4$ | $m_{12}$ | $m_8$ |
| 01 | $m_1$ | $m_5$ | $m_{13}$ | $m_9$ |
| 11 | $m_3$ | $m_7$ | $m_{15}$ | $m_{11}$ |
| 10 | $m_2$ | $m_6$ | $m_{14}$ | $m_{10}$ |

$x_1$ $x_2$ $x_3$ $x_4$

# How to check if the number is > 9?

| z3 | z2 | z1 | z0 | |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | m0 |
| 0 | 0 | 0 | 1 | m1 |
| 0 | 0 | 1 | 0 | m2 |
| 0 | 0 | 1 | 1 | m3 |
| 0 | 1 | 0 | 0 | m4 |
| 0 | 1 | 0 | 1 | m5 |
| 0 | 1 | 1 | 0 | m6 |
| 0 | 1 | 1 | 1 | m7 |
| 1 | 0 | 0 | 0 | m8 |
| 1 | 0 | 0 | 1 | m9 |
| 1 | 0 | 1 | 0 | m10 |
| 1 | 0 | 1 | 1 | m11 |
| 1 | 1 | 0 | 0 | m12 |
| 1 | 1 | 0 | 1 | m13 |
| 1 | 1 | 1 | 0 | m14 |
| 1 | 1 | 1 | 1 | m15 |

| $z_1z_0 \backslash z_3z_2$ | 00 | 01 | 11 | 10 |
|---|---|---|---|---|
| 00 | 0 | 0 | 1 | 0 |
| 01 | 0 | 0 | 1 | 0 |
| 11 | 0 | 0 | 1 | 1 |
| 10 | 0 | 0 | 1 | 1 |

# How to check if the number is > 9?

| z3 | z2 | z1 | z0 | |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | m0 |
| 0 | 0 | 0 | 1 | m1 |
| 0 | 0 | 1 | 0 | m2 |
| 0 | 0 | 1 | 1 | m3 |
| 0 | 1 | 0 | 0 | m4 |
| 0 | 1 | 0 | 1 | m5 |
| 0 | 1 | 1 | 0 | m6 |
| 0 | 1 | 1 | 1 | m7 |
| 1 | 0 | 0 | 0 | m8 |
| 1 | 0 | 0 | 1 | m9 |
| 1 | 0 | 1 | 0 | m10 |
| 1 | 0 | 1 | 1 | m11 |
| 1 | 1 | 0 | 0 | m12 |
| 1 | 1 | 0 | 1 | m13 |
| 1 | 1 | 1 | 0 | m14 |
| 1 | 1 | 1 | 1 | m15 |

| $z_1z_0$ \ $z_3z_2$ | 00 | 01 | 11 | 10 |
|---|---|---|---|---|
| 00 | 0 | 0 | 1 | 0 |
| 01 | 0 | 0 | 1 | 0 |
| 11 | 0 | 0 | 1 | 1 |
| 10 | 0 | 0 | 1 | 1 |

$$f = z_3z_2 + z_3z_1$$

# How to check if the number is > 9?

| z3 | z2 | z1 | z0 | |
|---|---|---|---|---|
| 0 | 0 | 0 | 0 | m0 |
| 0 | 0 | 0 | 1 | m1 |
| 0 | 0 | 1 | 0 | m2 |
| 0 | 0 | 1 | 1 | m3 |
| 0 | 1 | 0 | 0 | m4 |
| 0 | 1 | 0 | 1 | m5 |
| 0 | 1 | 1 | 0 | m6 |
| 0 | 1 | 1 | 1 | m7 |
| 1 | 0 | 0 | 0 | m8 |
| 1 | 0 | 0 | 1 | m9 |
| 1 | 0 | 1 | 0 | m10 |
| 1 | 0 | 1 | 1 | m11 |
| 1 | 1 | 0 | 0 | m12 |
| 1 | 1 | 0 | 1 | m13 |
| 1 | 1 | 1 | 0 | m14 |
| 1 | 1 | 1 | 1 | m15 |

| $z_1z_0$ \ $z_3z_2$ | 00 | 01 | 11 | 10 |
|---|---|---|---|---|
| 00 | 0 | 0 | 1 | 0 |
| 01 | 0 | 0 | 1 | 0 |
| 11 | 0 | 0 | 1 | 1 |
| 10 | 0 | 0 | 1 | 1 |

$$f = z_3z_2 + z_3z_1$$

In addition, also check if there was a carry

$$f = \text{carry-out} + z_3z_2 + z_3z_1$$

# Verilog code for a one-digit BCD adder

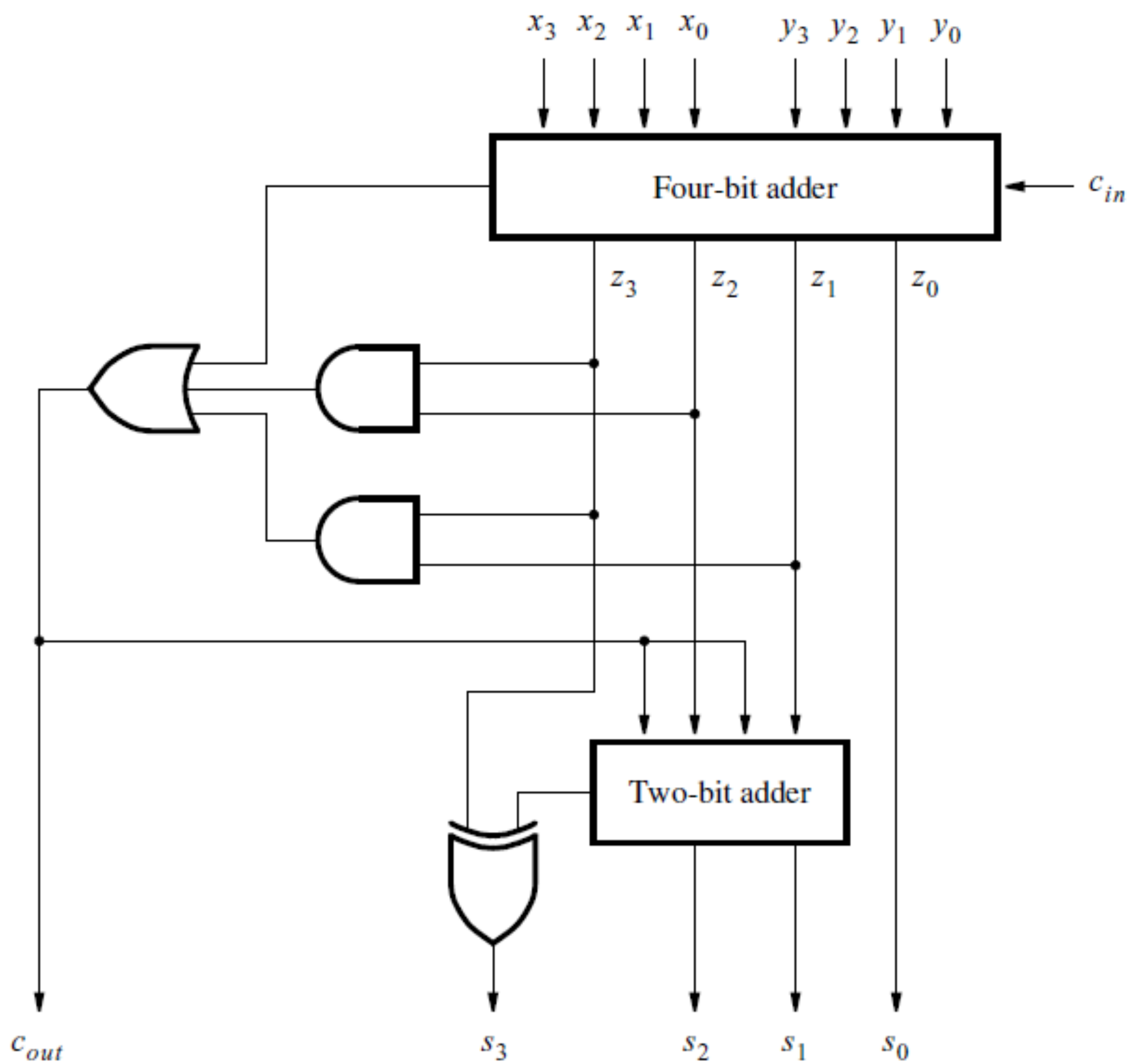
```
module bcdadd(Cin, X, Y, S, Cout);
    input Cin;
    input [3:0] X, Y;
    output reg [3:0] S;
    output reg Cout;
    reg [4:0] Z;

    always @ (X, Y, Cin)
    begin
        Z = X + Y + Cin;
        if (Z < 10)
            {Cout, S} = Z;
        else
            {Cout, S} = Z + 6;
    end

endmodule
```

[Figure 3.40 in the textbook]

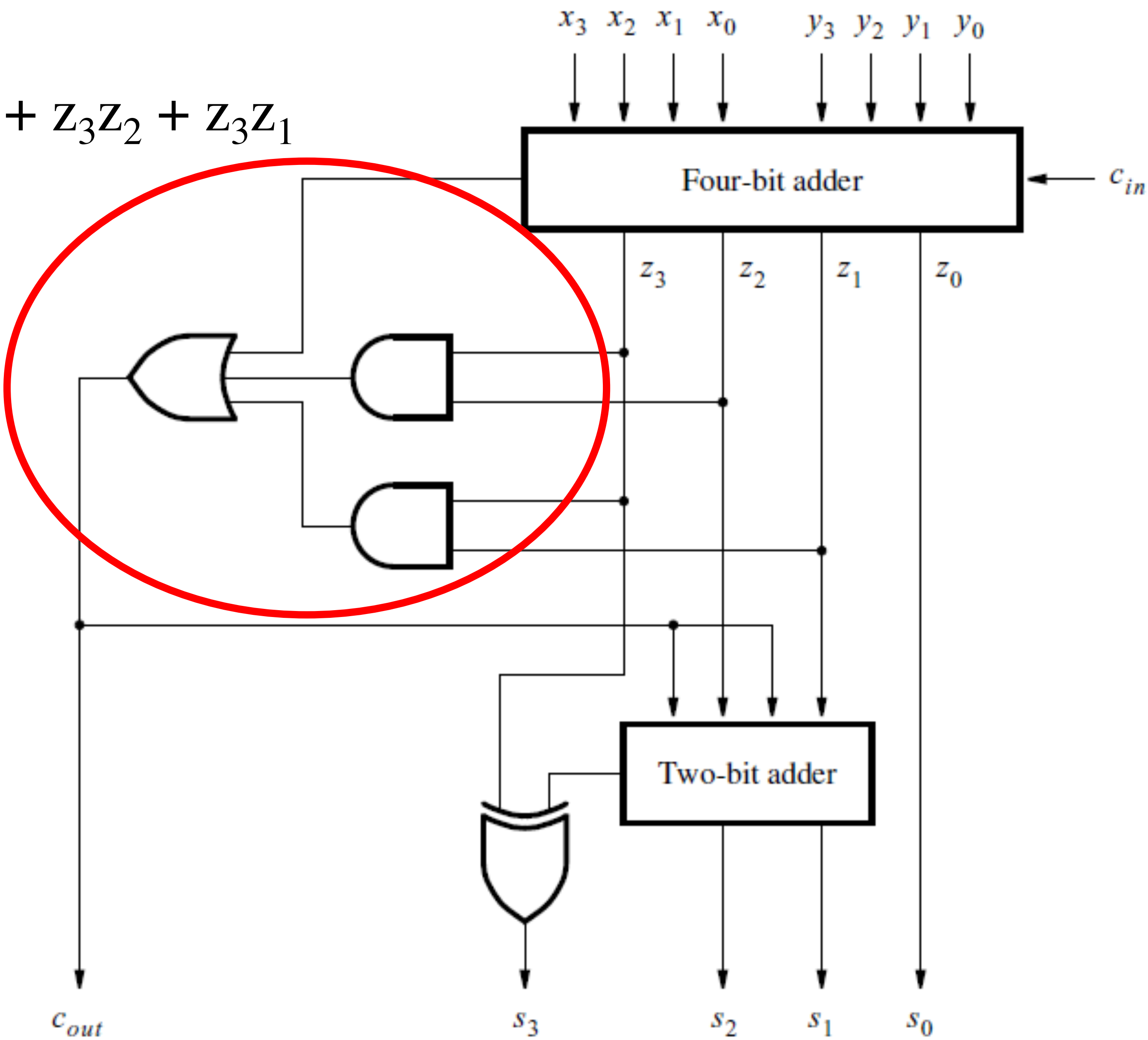
# Circuit for a one-digit BCD adder




[Figure 3.41 in the textbook]

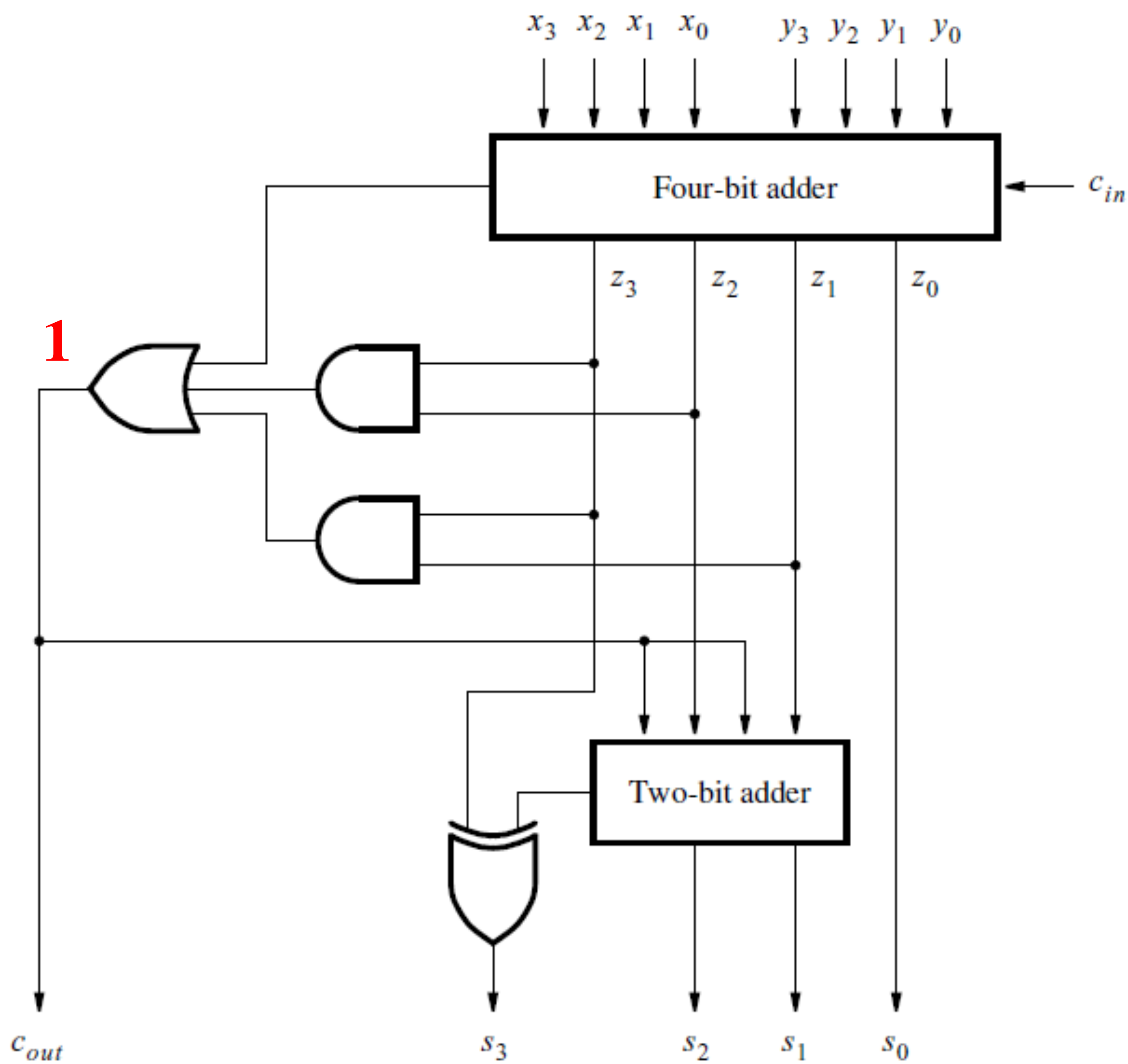
# Circuit for a one-digit BCD adder

carry-out + $z_3z_2$ + $z_3z_1$



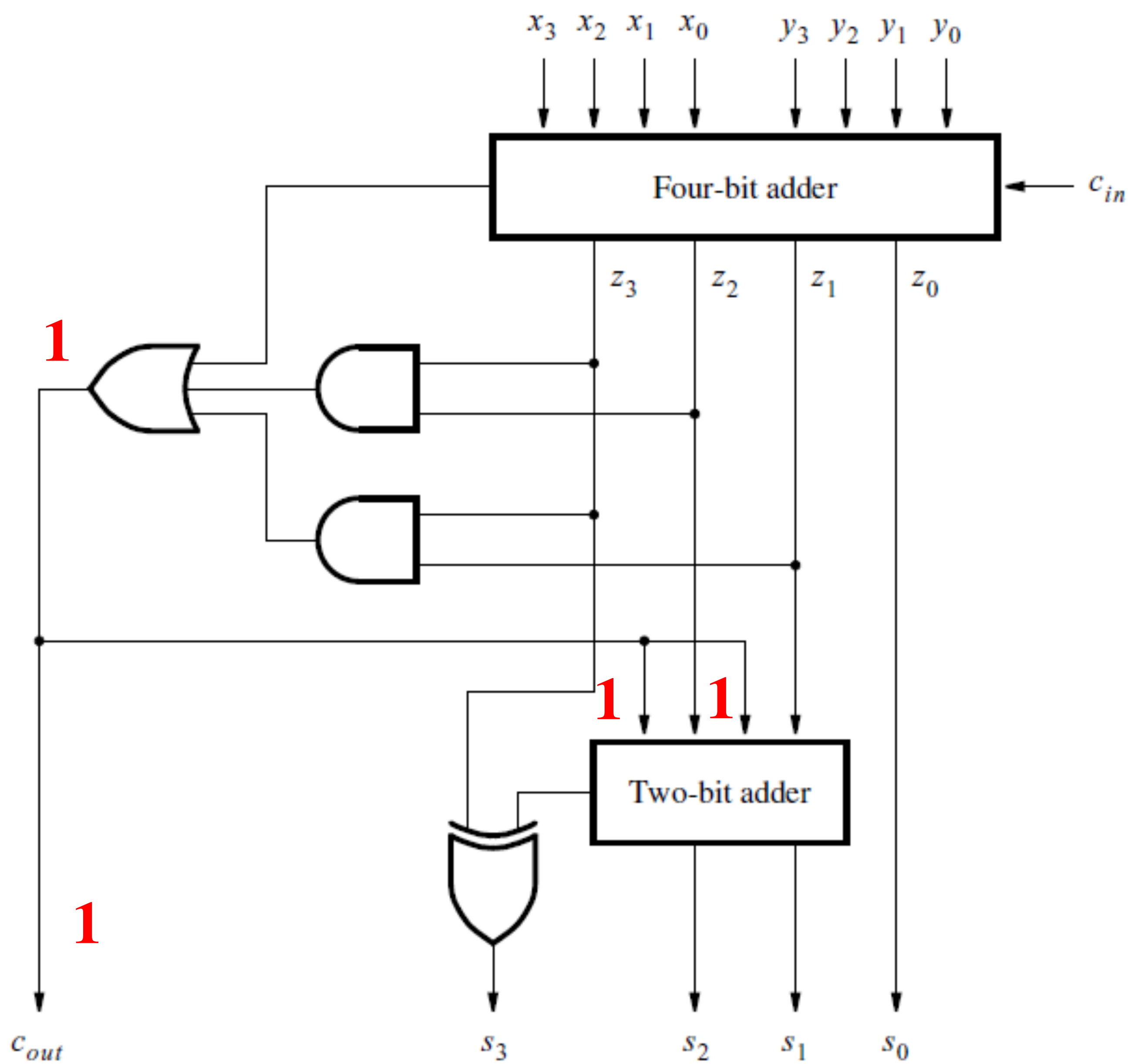

[Figure 3.41 in the textbook]

# Circuit for a one-digit BCD adder



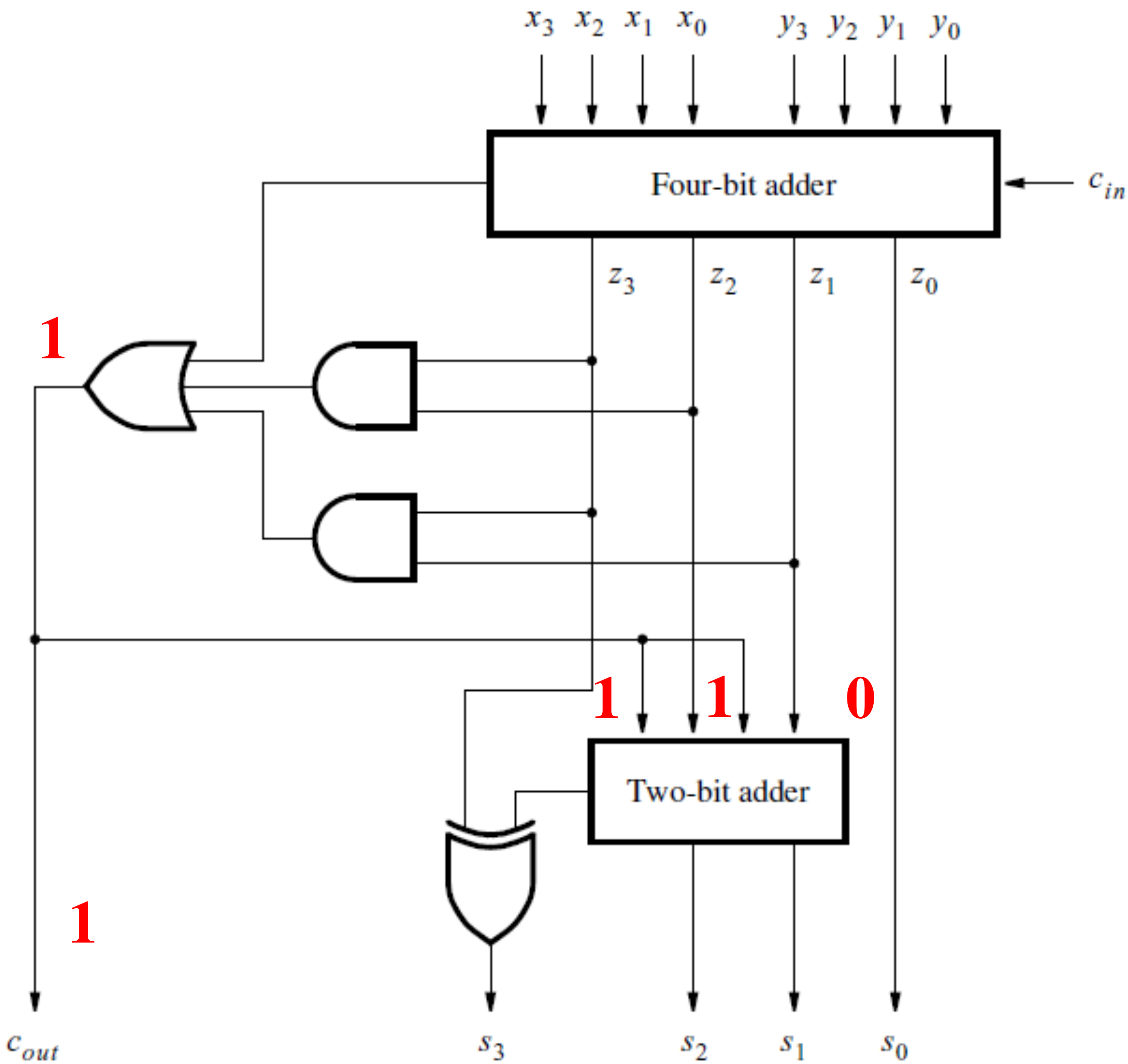

[Figure 3.41 in the textbook]

# Circuit for a one-digit BCD adder



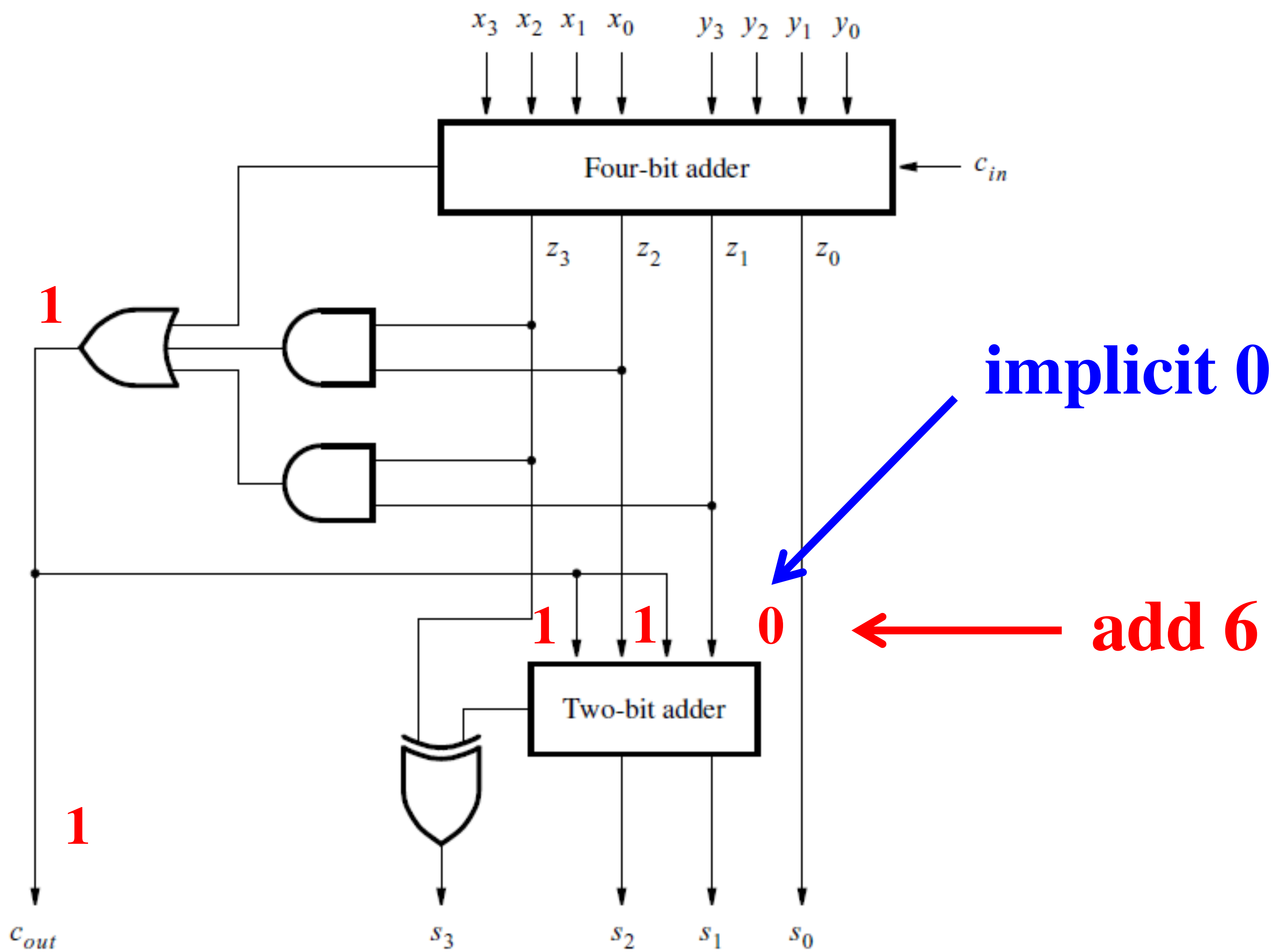

[Figure 3.41 in the textbook]

# Circuit for a one-digit BCD adder




[Figure 3.41 in the textbook]

# Circuit for a one-digit BCD adder




[Figure 3.41 in the textbook]

# Questions?

# THE END