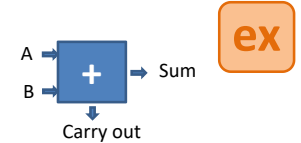




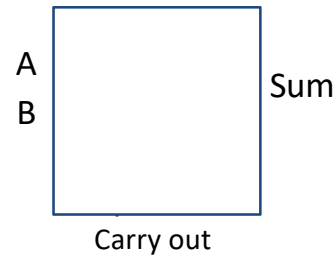
# Logic for Arithmetic

adders  
Arithmetic Logic Unit

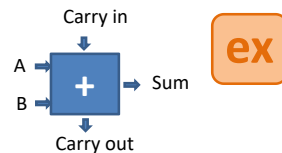
## Addition: 1-bit *half* adder



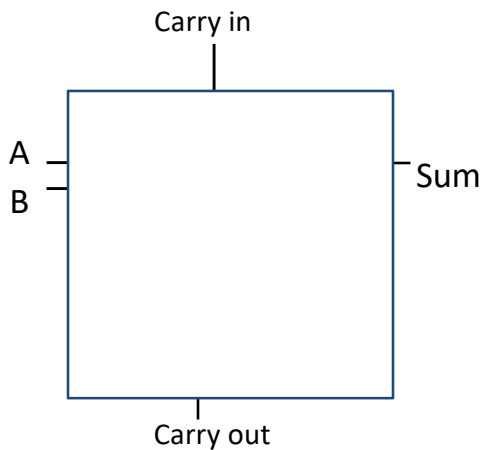
A	B	Carry out	Sum
0	0		
0	1		
1	0		
1	1		



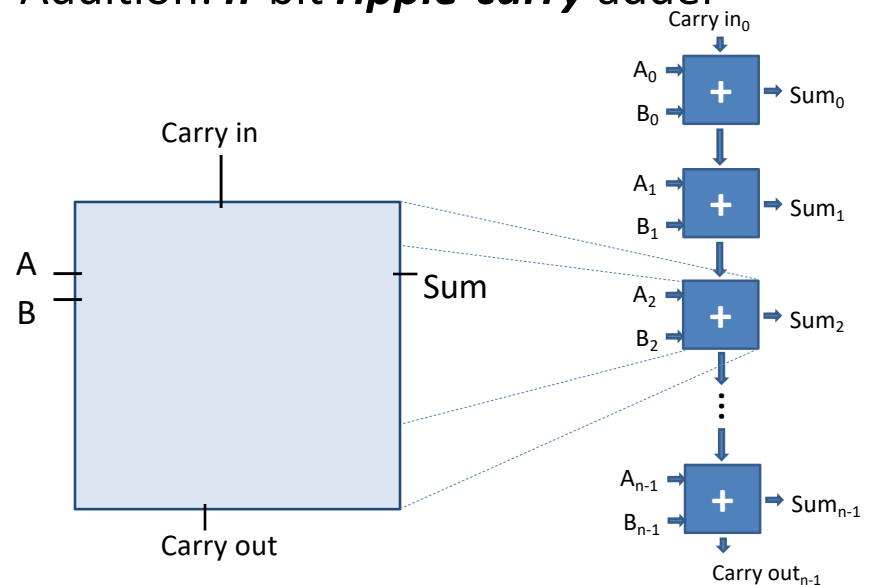
## Addition: 1-bit *full* adder



Carry in	A	B	Carry out	Sum
0	0	0		
0	0	1		
0	1	0		
0	1	1		
1	0	0		
1	0	1		
1	1	0		
1	1	1		



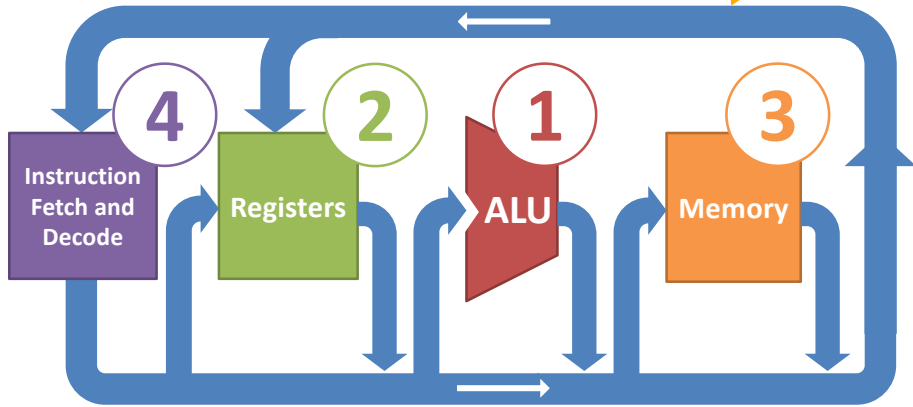
## Addition: *n*-bit *ripple-carry* adder



There are faster, more complicated ways too...

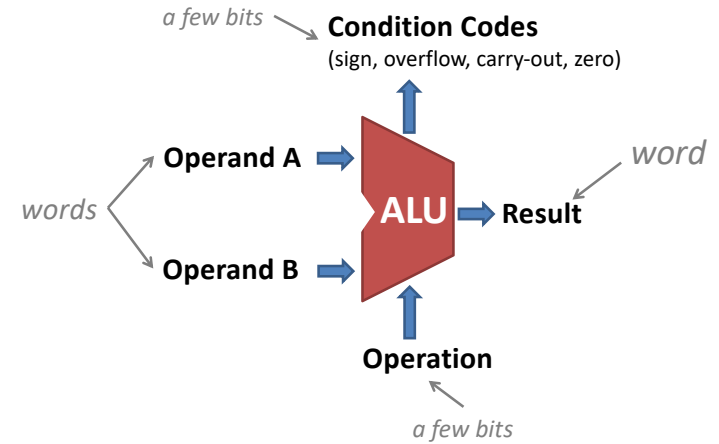
# Processor Components

**Abstraction!**



# Arithmetic Logic Unit (ALU)

1



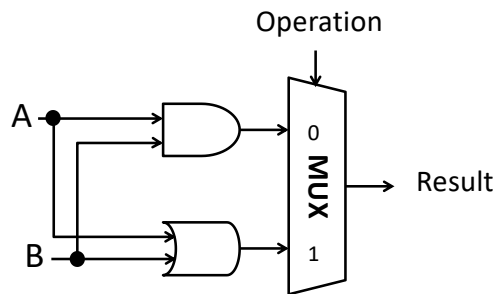
Hardware unit for arithmetic and bitwise operations.

# 1-bit ALU for bitwise operations

ex

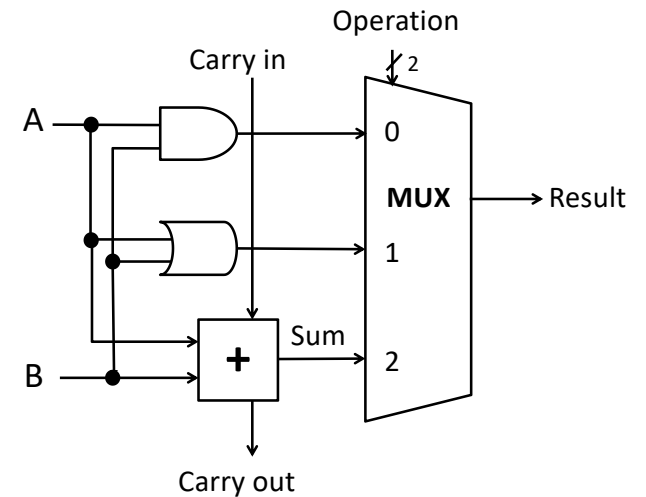
Build an n-bit ALU from n 1-bit ALUs.

Each bit  $i$  in the result is computed from the corresponding bit  $i$  in the two inputs.

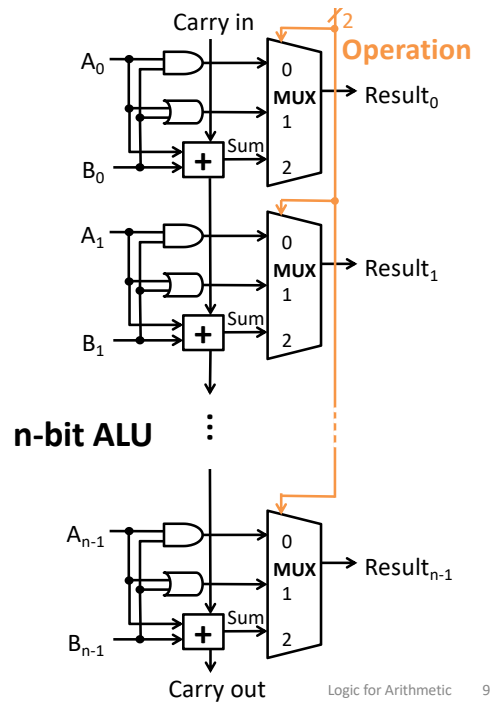
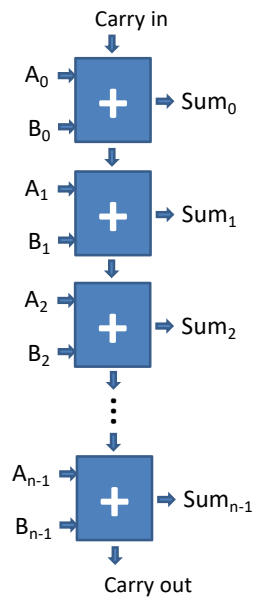


Op	A	B	Result
0	0	0	
0	0	1	
0	1	0	
0	1	1	
1	0	0	
1	0	1	
1	1	0	
1	1	1	

# 1-bit ALU



## n-bit ripple carry adder



## ALU conditions

Extra ALU outputs describing properties of result.

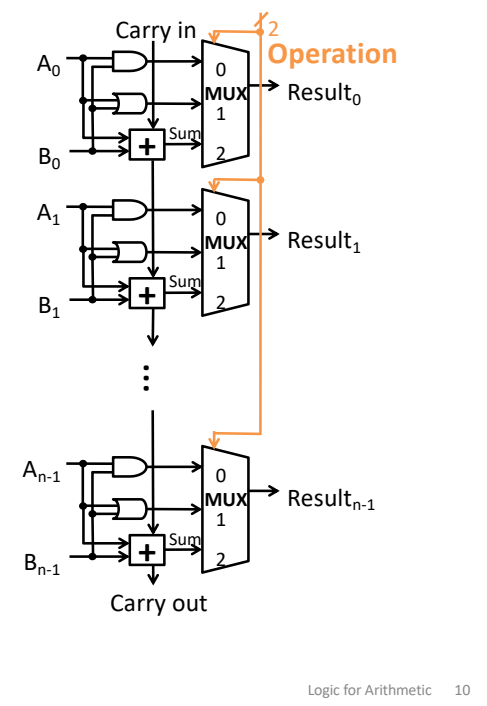
**Zero Flag:** ex  
1 if result is 00...0 else 0

**Sign Flag:** ex  
1 if result is negative else 0

**Carry Flag:**  
1 if carry out else 0

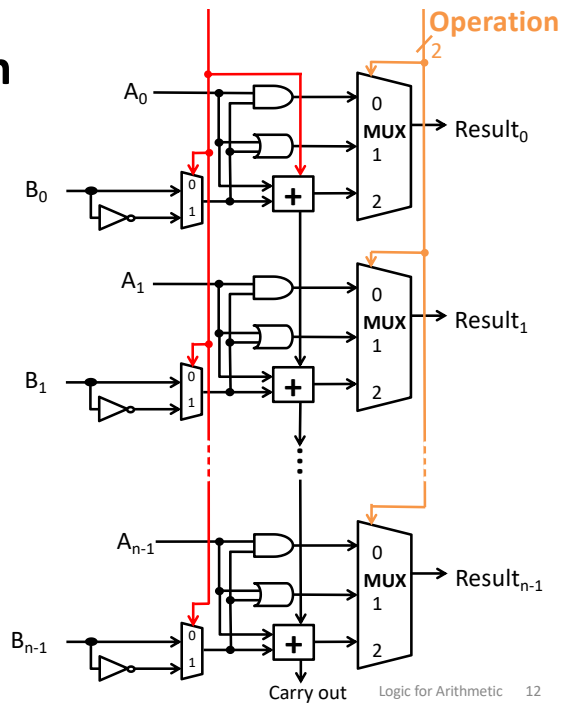
**(Signed) Overflow Flag:**  
1 if signed overflow else 0

Implement these.



## Add subtraction

How can we control ALU inputs or add minimal new logic to compute  $A-B$ ?



ex

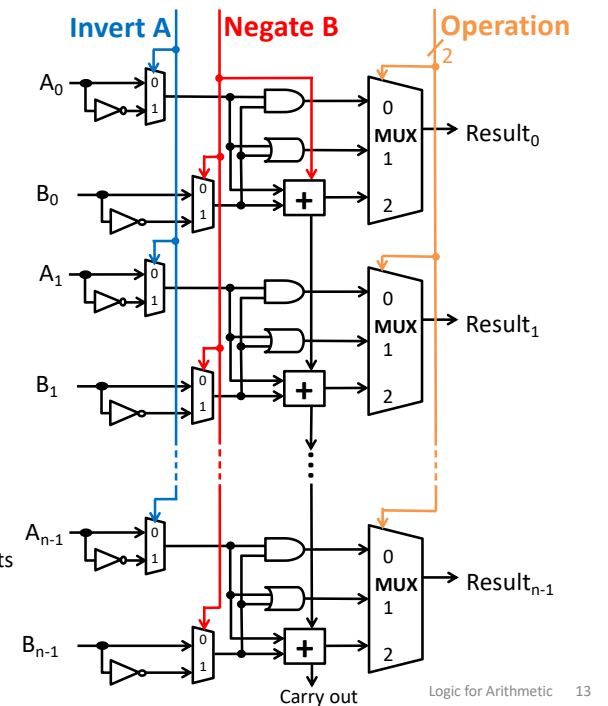
**A NAND B**

**A NOR B**

**A < B**

**A == B**

How can we control ALU inputs or add minimal new logic to compute each?



# Controlling the ALU



ALU control lines	Function
0000	AND
0001	OR
0010	add
0110	subtract
1100	NOR

