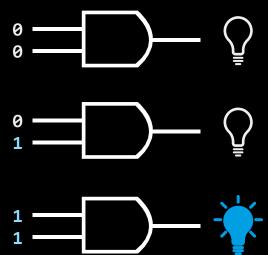
# LOGIC AND ARITHMETIC

logic gates are the parts a computer is made of.

combined in the right way, they enable the basic arithmetic operations a computer can do: add, subtract, divide, and multiply.

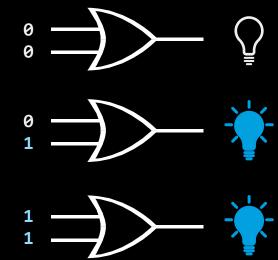


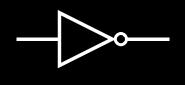
AND	0	1
0	0	0
1	0	1



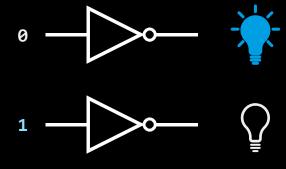


OR	0	1
0	0	1
1	1	1



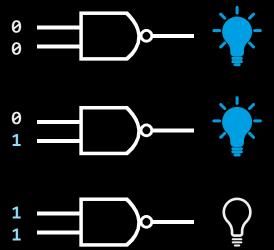


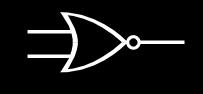
NOT	0	1
	1	0



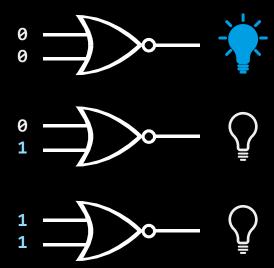


NAND	0	1
0	1	1
1	1	0



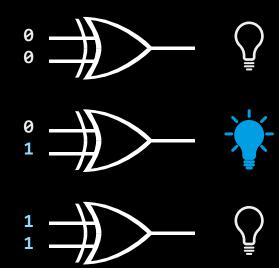


NOR	0	1
0	1	0
1	0	0



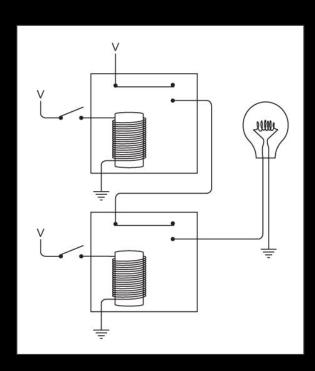


XOR	0	1
0	0	1
1	1	0



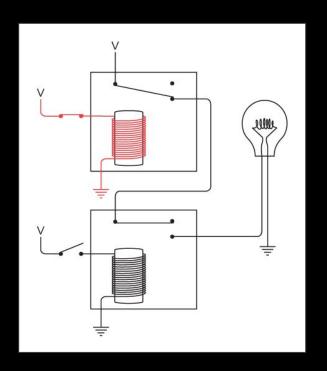
building a logic gate

### both inputs off

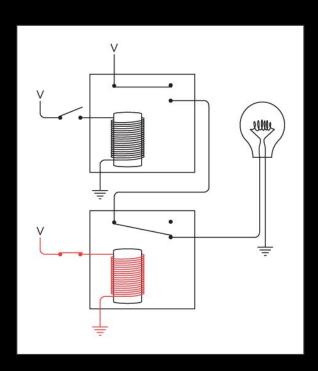


### both inputs off

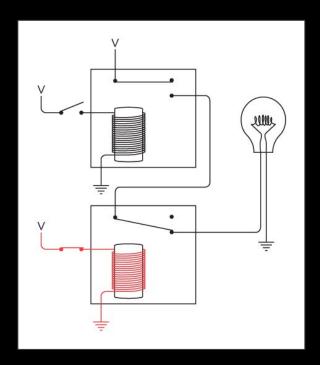
### one input on



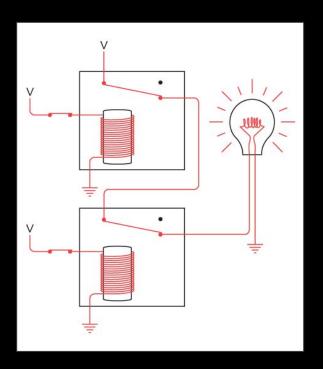
### the other input on



### the other input on



### both inputs on



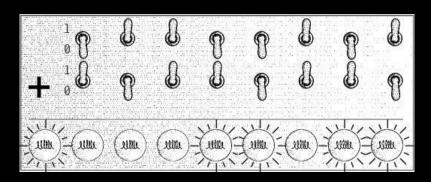
binary addition

when you come right down to it, addition is just about the only thing that computers do.

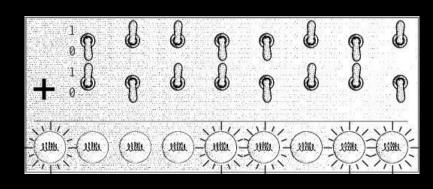
if we can build something that adds, we're well on our way to building something that uses addition to also subtract, multiply, divide, calculate mortgage payments, guide rockets to Mars, play chess, and foul up our phone bills.

(Charles Petzold)

# an 8-bit binary adding machine



# an 8-bit binary adding machine



maximum result:

OR

1 1111 1110

$$+ \frac{1}{9} \frac{1}{9} \frac{1}{9} \frac{9}{9}$$

$$\begin{array}{c} 1 & 1 & 1 & 6 \\ + & 1_{1} & 0_{1} & 1 & 6 \\ \hline 1 & 0 & 0 & 6 \end{array}$$

$$+ \frac{1}{1} \frac{0}{1} \frac{1}{1} \frac{0}{1}$$

# adding two bits

+	0	1
0		
1		

+	0	1
0	0	
1		

+	0	1
0	0	1
1		

+	0	1
0	0	1
1	1	

+	0	1
0	0	1
1	1	10

+	0	1
0	0	1
1	1	10

## OR

+	0	1
0	00	01
1	01	10

+	0	1
0	0	1
1	1	10

OR

+	0	1
0	00	01
1	01	10

the digit on the right, we call the **sum bit** the left digit, we call ...?

+	0	1
0	0	1
1	1	10

OR

+	0	1
0	00	01
1	01	10

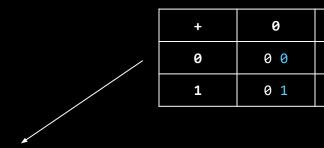
the digit on the right, we call the **sum bit** the left digit, we call the **carry bit** 

+	0	1
0	0 0	0 1
1	0 1	1 0

+	0	1
0	0 0	0 1
1	0 1	1 0

## sum bit

+	0	1
0	0	1
1	1	0



1

0 1

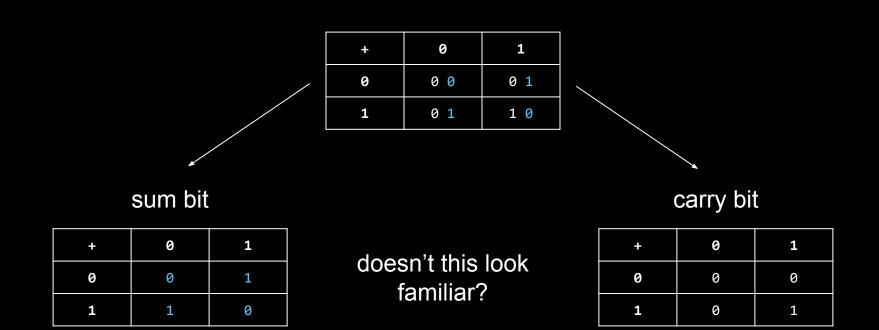
1 0

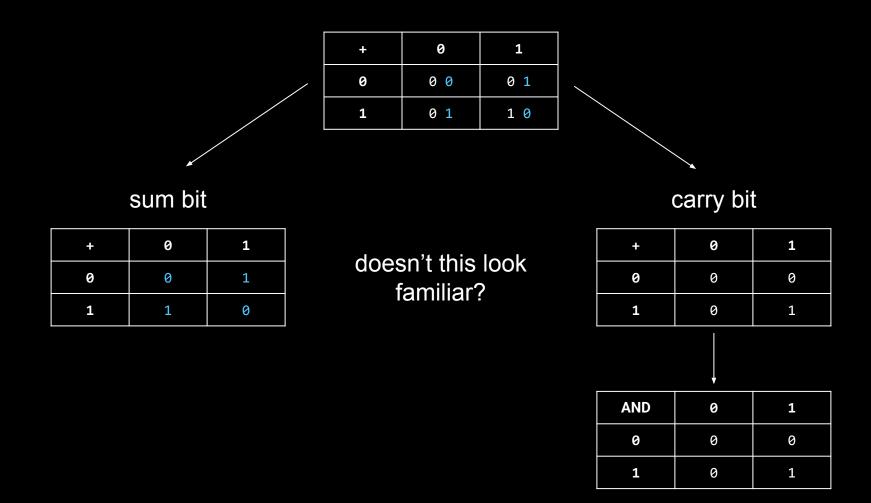
## sum bit

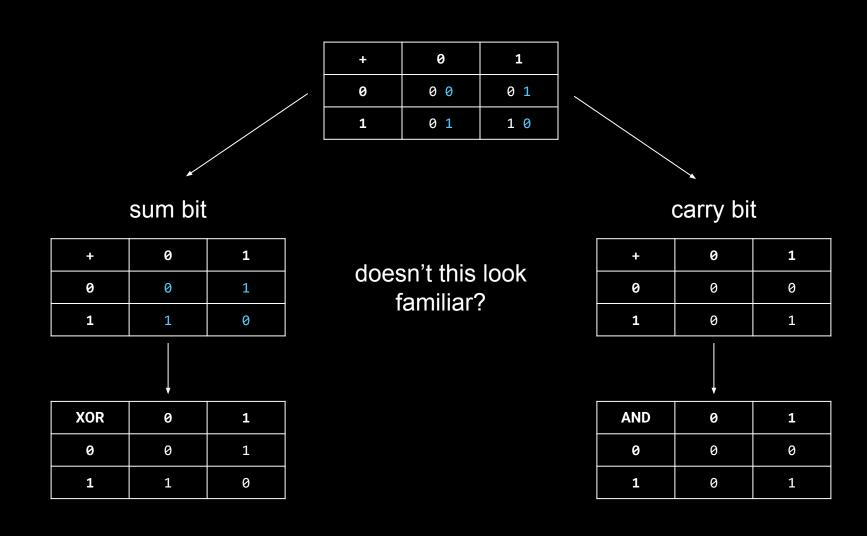
+	0	1
0	0	1
1	1	0

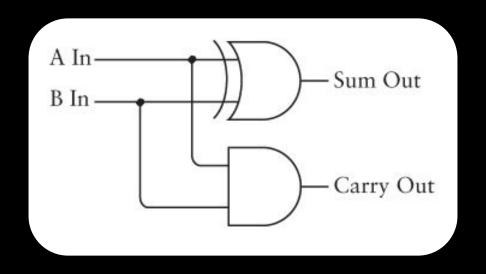
# carry bit

+	0	1
0	0	0
1	0	1

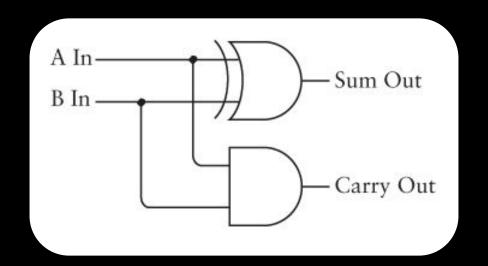




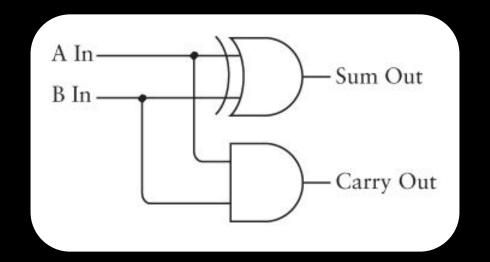




bits A and B are inputs

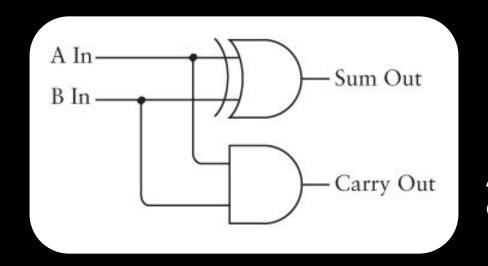


bits A and B are inputs



XOR gate computes sum bit

bits A and B are inputs

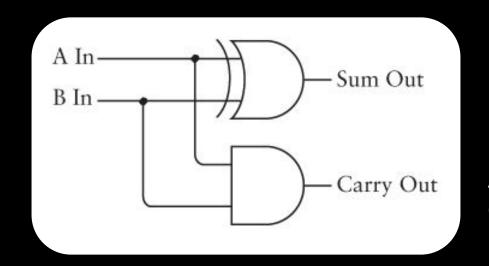


XOR gate computes sum bit

AND gate computes carry bit

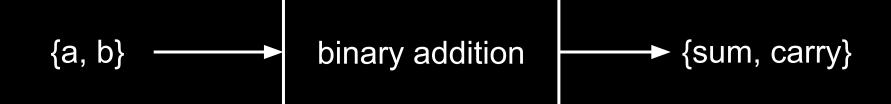
#### half adder

bits A and B are inputs

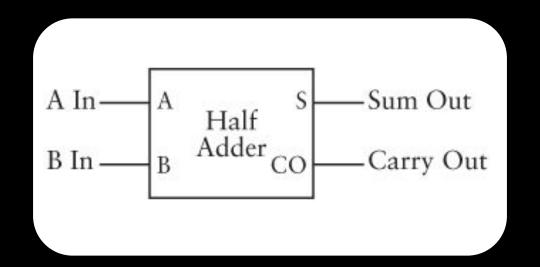


XOR gate computes sum bit

AND gate computes carry bit

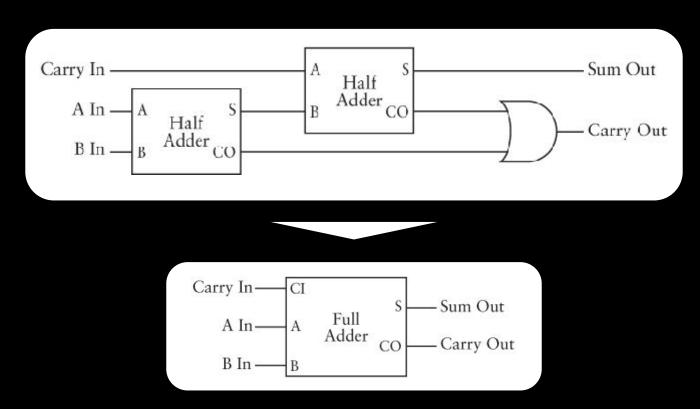


#### half adder

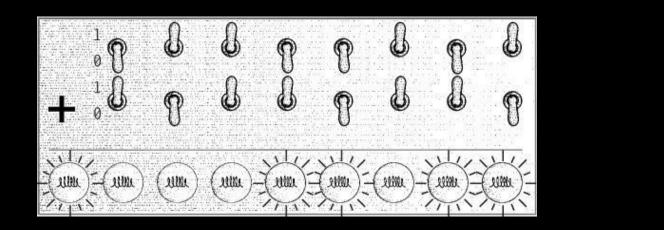


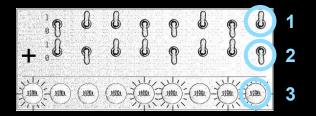
the half adder has no input for a carry bit.

### two half adder wired together make a full adder.

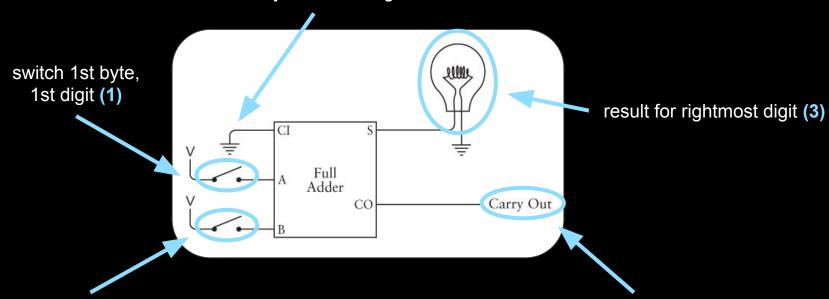


# so how to build this?



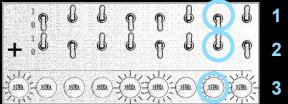


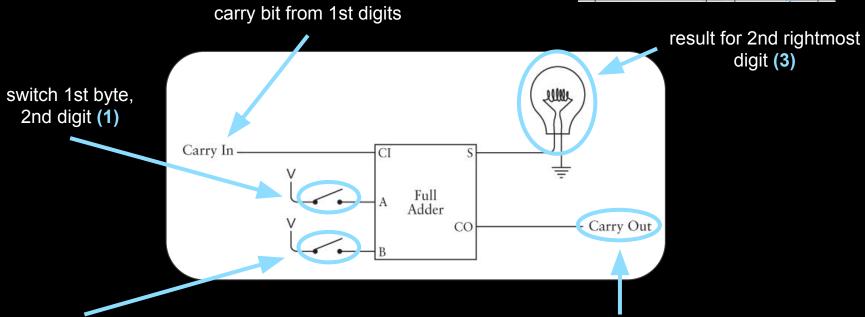
no carry bit for 1st digits



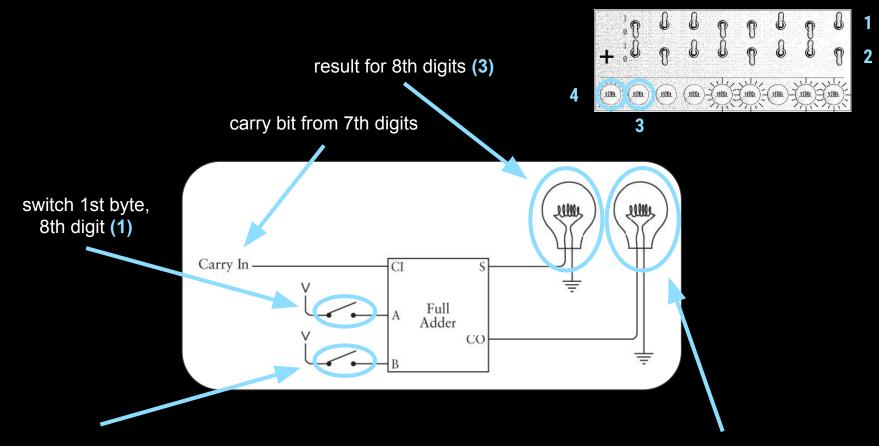
switch 2nd byte, 1st digit (2)

this is carried to the next full adder





this is carried to the next full adder



switch 2nd byte, 8th digit (2)

result for the 9th digit (4)

