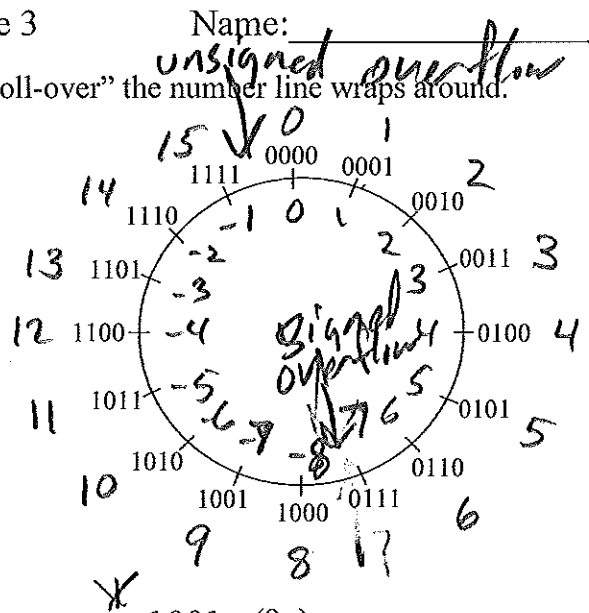


1. Consider 4-bit BINARY numbers, because of "roll-over" the number line wraps around.

- a) List unsigned decimal values on the outside
- b) List signed (two's complement) decimal values on the inside
- c) Mark the point of unsigned overflow
- d) Mark the point of signed overflow



Perform the following additions: |

e) for unsigned numbers:

$$\begin{array}{r} 0100_2 (4_{10}) \\ + 0110_2 (6_{10}) \\ \hline 1010 (10_{10}) \end{array}$$

$$\begin{array}{r} 1001_2 (9_{10}) \\ + 1010_2 (10_{10}) \\ \hline 0011 (3) \end{array}$$

f) for signed numbers:

$$\begin{array}{r} 0100_2 (4_{10}) \\ + 0110_2 (6_{10}) \\ \hline 1010 \text{ wrong neg} \end{array}$$

$$\begin{array}{r} 0100_2 (4_{10}) \\ + 1010_2 (-6_{10}) \\ \hline 1110 \checkmark -2 \end{array}$$

$$\begin{array}{r} 1100_2 (-4_{10}) \\ + 1010_2 (-6_{10}) \\ \hline 0110 \text{ wrong pos.} \end{array}$$

2. For 4-bit unsigned numbers, when do we have overflow and get the wrong result during addition? (Hint: think about the carry bits into and/or out of the most-significant bit)

carry out of MSB (most-sig. bit) is a 1

3. a) For 4-bit signed numbers, complete the following table about signed overflow:

Sign of Operands for addition		Expected Sign of Result	Wrong Sign of Result (indicates overflow)
Operand 1	Operand 2		
+	+	+	-
+	-	These two rows cannot cause signed overflow in addition	
-	+	-	+
-	-	-	-

b) For 4-bit signed numbers, when do we have overflow and get the wrong result during addition? (Hint: think about the carry bits into and/or out of the most-significant bit)

$$\begin{array}{r} 0 \\ + 0 \\ \hline 1 \end{array}$$

~~$$\begin{array}{r} 0 \\ + 1 \\ \hline 1 \end{array}$$~~

$$\begin{array}{r} 1 \\ + 1 \\ \hline 0 \end{array}$$

If carry into and out of MSB differ, then signed overflow.

4. How would you subtract two signed, 2's-complement numbers? Try the following:

~~$$\begin{array}{r} 0110_2 (6_{10}) \\ - 0111_2 (7_{10}) \\ \hline 1111_2 (-1_{10}) \end{array}$$~~

$$A - B = A + (-B)$$

5. Use Booth's algorithm to calculate the 8-bit product of  $0110_2 \times 1101_2$ .

Multiplicand, $M$ <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-bottom: 5px;">0110</div> - Multiplicand, $-M$ <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-bottom: 5px;">1010</div>	"Initial Product" <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-bottom: 5px;">0000</div> + 1010 <hr style="width: 50%; margin-left: 0;"/> 1010 1101 0110 + 0110 <hr style="width: 50%; margin-left: 0;"/> 0011 0001 + 1010 <hr style="width: 50%; margin-left: 0;"/> 1011 1101 1101 + 1010 <hr style="width: 50%; margin-left: 0;"/> <div style="border: 1px solid black; border-radius: 15px; padding: 5px; display: inline-block;">1110</div>	"Multiplier" <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-bottom: 5px;">1101</div> 1101 0110 0110 1011 1011 1101 1101	"Previous bit" <div style="border: 1px solid black; padding: 2px; display: inline-block; margin-bottom: 5px;">0</div> 0 1 1 0 0 1 1
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Annotations:  
 - Arrow from previous bit 0 to multiplier bit 1: start of run, add  $-M$   
 - Arrow from previous bit 1 to multiplier bit 0: end of run, add  $M$   
 - Arrow from previous bit 1 to multiplier bit 1: middle of run  
 - Final result **1110** is circled.

Booth table		
current bit of multiplier	previous bit	Action
0	0	don't add
0	1	end run of 1's add multiplicand
1	0	start of run add neg. multiplicand
1	1	middle of run don't add.