Computer Systems and Organization 1

Warm up!
Can I make an *n*-input AND from 2-input AND gates?

Warm up! What about XOR gates?

More bits, circuits, adders

CS 2130: Computer Systems and Organization 1 September 10, 2025

Announcements

Homework 1 due Monday

Operations

So far, we have discussed:

- Addition: x + y
 - Can get multiplication
- Subtraction: x y
 - Can get division, but more difficult
- Unary minus (negative): -x
 - Flip the bits and add 1

Operations (on Integers)

Bit vector: fixed-length sequence of bits (ex: bits in an integer)

Manipulated by bitwise operations

Bitwise operations: operate over the bits in a bit vector

- Bitwise not: ~x flips all bits (unary)
- Bitwise and: x & y set bit to 1 if x, y have 1 in same bit
- Bitwise or: x | y set bit to 1 if either x or y have 1
- Bitwise xor: x ^ y set bit to 1 if x, y bit differs

Operations (on Integers)

- Logical not: !x
 - !0 = 1 and $!x = 0, \forall x \neq 0$
 - Useful in C, no booleans
 - Some languages name this one differently
- Left shift: x << y move bits to the left</p>
 - Effectively multiply by powers of 2
- Right shift: x >> y move bits to the right
 - Effectively divide by powers of 2
 - Signed (extend sign bit) vs unsigned (extend 0)

Floating Point Numbers

Four cases:

• Normalized: What we have seen today

s eeee
$$ffff = \pm 1.ffff \times 2^{eeee-bias}$$

Denormalized: Exponent bits all 0

s eeee
$$ffff = \pm 0.ffff \times 2^{1-\text{bias}}$$

- Infinity: Exponent bits all 1, fraction bits all 0 (i.e., $\pm \infty$)
- Not a Number (NaN): Exponent bits all 1, fraction bits not all 0

Our story so far

- Transistors
- Information modeled by voltage through wires (1 vs 0)
- Gates: & / ~ ^

- Multi-bit values: representing integers
 - Signed and unsigned
 - Bitwise operators on bit vectors
- Floating point

How to do the work of multi-bit?

Multi-bit Mux

Our first multi-bit example: mux

Adder

Add 2 1-bit numbers: a, b

Adder

Can we use this in parallel to add multi-bit numbers?

Adder

Can we use this in parallel to add multi-bit numbers? What is missing? Consider:

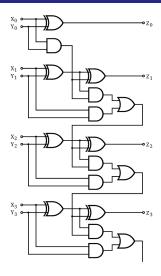
11 +01

3-input Adder

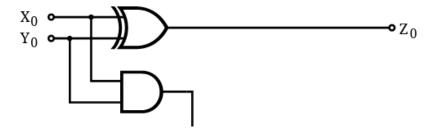
Add 3 1-bit numbers: a, b, c



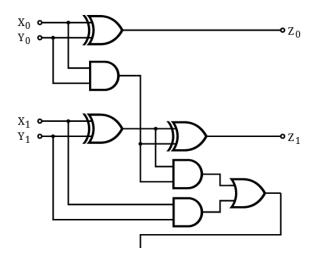
Ripple-Carry Adder



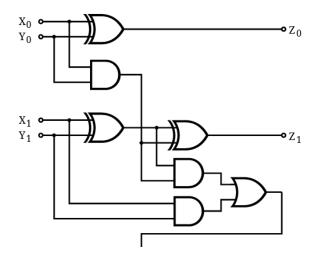
Ripple-Carry Adder: Lowest-order Bit



Ripple-Carry Adder: In General

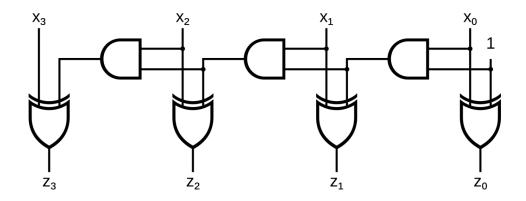


Ripple-Carry Adder: In General

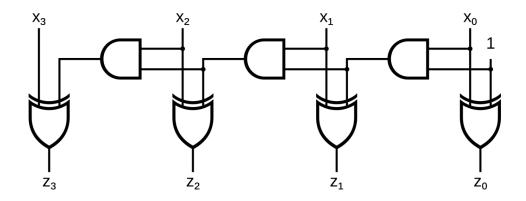




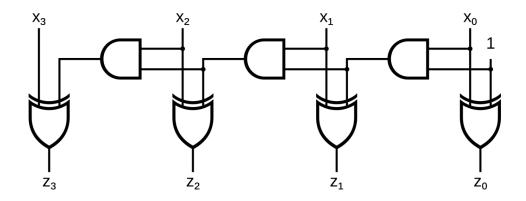
What does this circuit do?



What does this circuit do?



Increment Circuit



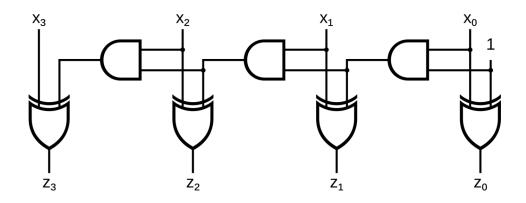
Gate Delay

What happens when I change my input?

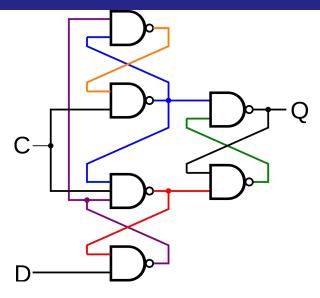


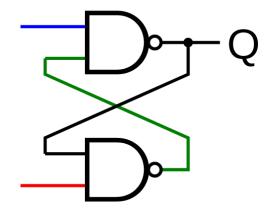
Building a Counter

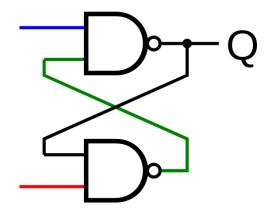
Building a Counter

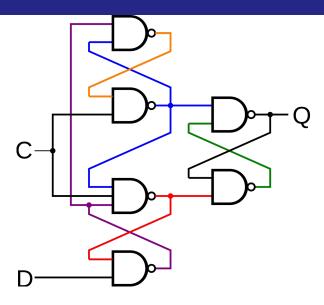


Building a Counter - Waiting









Building a Counter

