

Mux, Binary Arithmetic

CS 2130: Computer Systems and Organization 1

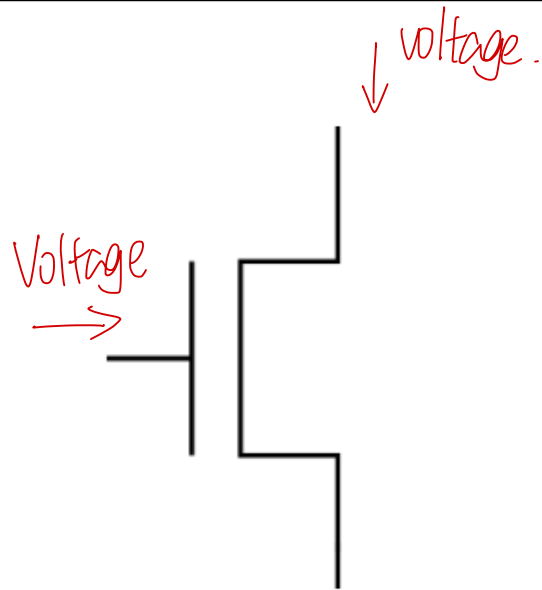
Xinyao Yi Ph.D.
Assistant Professor

Announcement

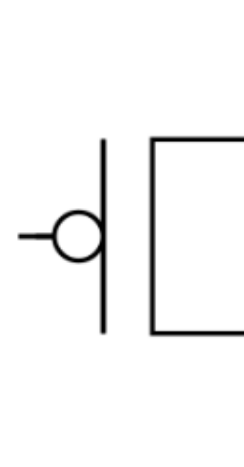
- **Lab grading clarification:** If you do not attend labs, the maximum score you can receive is **50%**, not 90%.
- **Slides updates:**
 - The annotated slides have been published on the course webpage.
 - Please note that in the future, I may occasionally make small updates on the slides after class—for example, adding more detailed explanations if many students found certain concepts difficult. I will let you know about any such changes at the beginning of the next class.

From Last Class...

Transistors



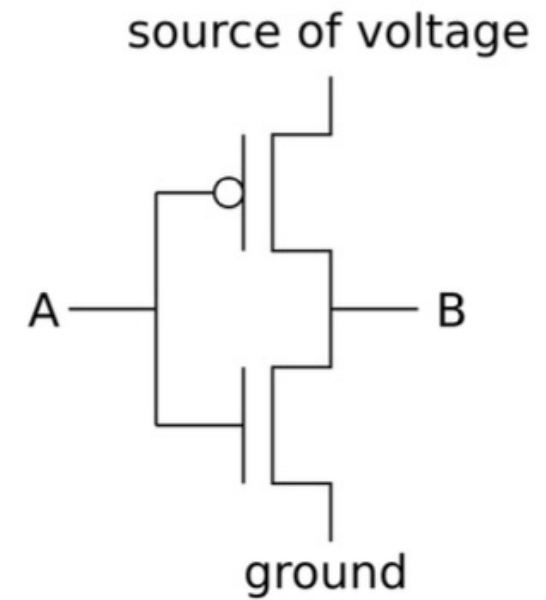
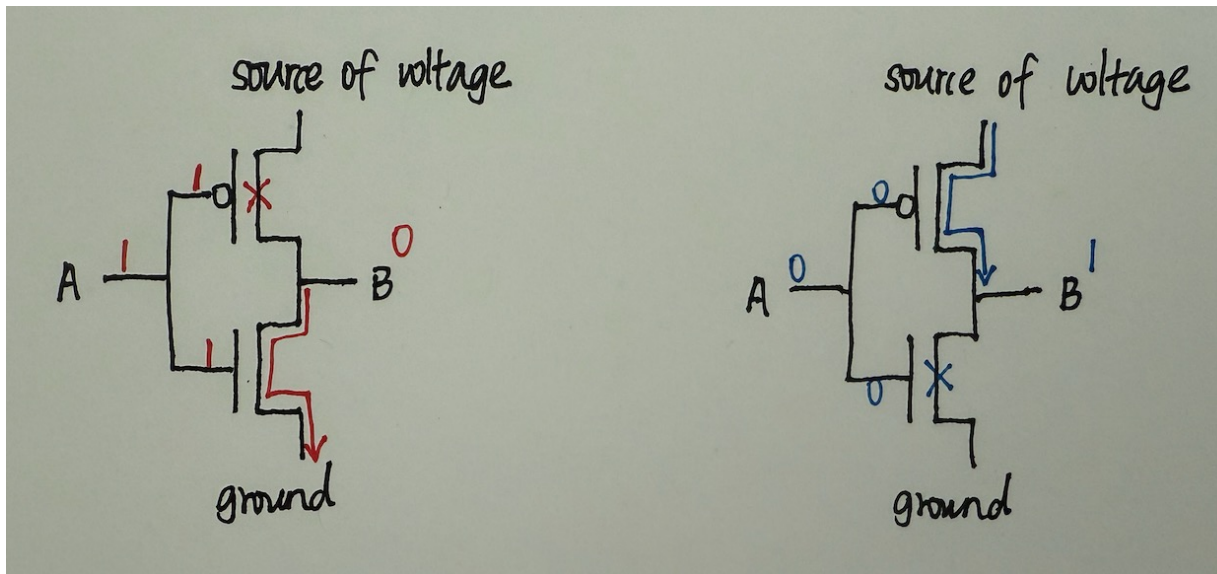
- n-type transistor: Push to close** → wire closed
- If we apply voltage, it switches **on**—current flows.
 - If there's no voltage, it stays **off**.



p-type transistor: Push to open

- If we apply voltage, it actually switches **off**—it blocks the current.
- If there's no voltage, it stays **on**.

Circuit Diagram

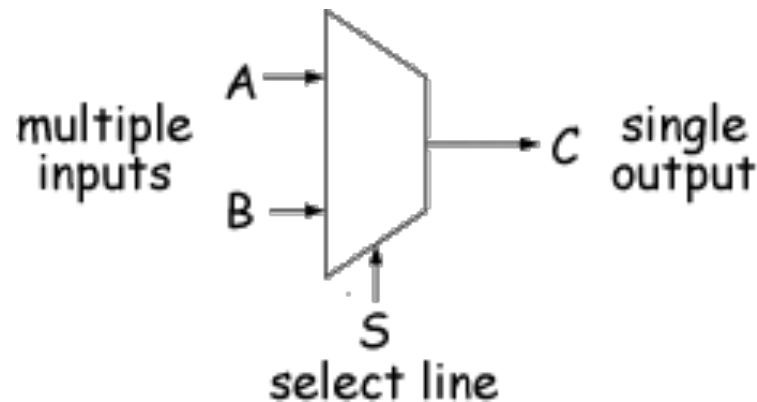


Multiplexer (mux)

$x = a ? b : c$

A multiplexer (mux) is commonly drawn as a trapezoid in circuit diagrams.

```
if (x == a) {
    b
}
else { c }
```



```
if (S) {
    A
}
else {
    B
}
```

Multiplexer (mux)

$S ? A : B$

S	A	B	C
0			B
1			A

if $S \Rightarrow B$
if $S \Rightarrow A$

S	A	B	S
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

Multiplexer (mux)

S	A	B	S
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	0
1	1	0	1
1	1	1	1

True:

① $!S \& !A \& B$

② $!S \& A \& B$

③ $S \& A \& !B$

④ $S \& A \& B$

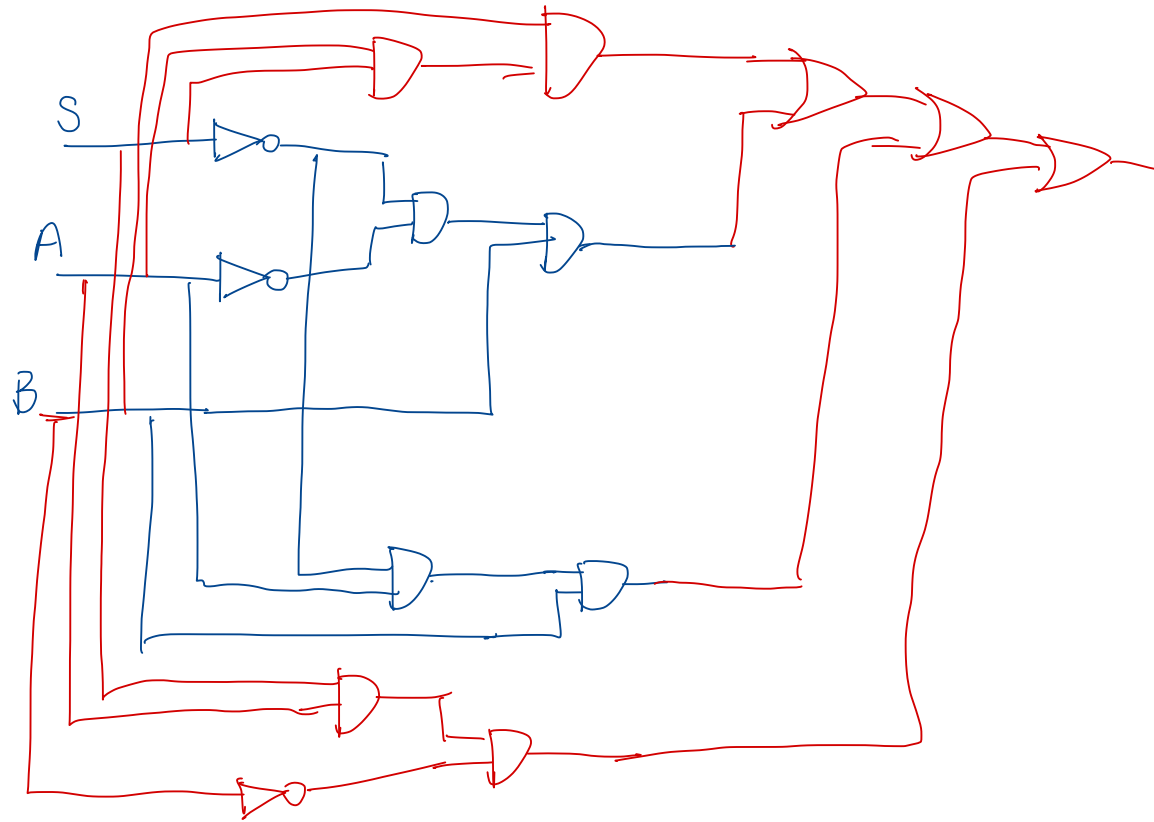
Combine:

$$(!S \& !A \& B) \mid (!S \& A \& B) \mid$$

$$(S \& A \& !B) \mid (S \& A \& B)$$

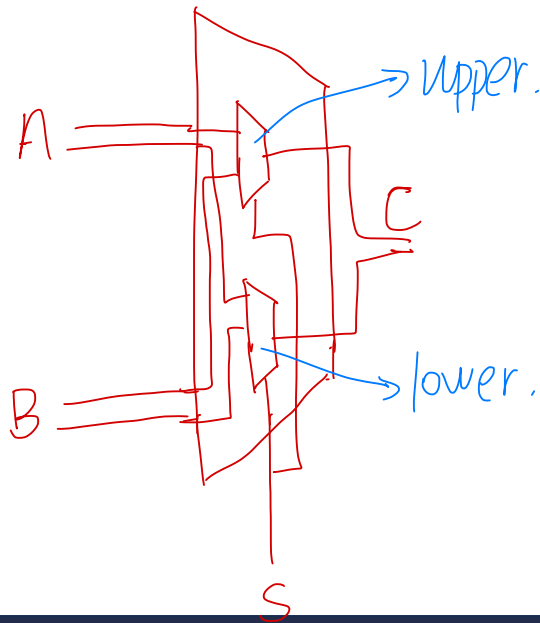
Multiplexer (mux)

$$(!S \& !A \& B) \mid (!S \& A \& B) \mid$$
$$(S \& A \& !B) \mid (S \& A \& B)$$



2-bit Multiplexer (mux)

2-bit values instead of 1-bit values



In parallel.

Multi-bit Values

So far, only talking about 2 things: 0 and 1

Next:

Numbers, strings, objects, ...

Numbers

From our oldest cultures, how do we mark numbers?

- unary representation: make marks, one per "thing" | | | | |
- Awkward for large numbers, ex: CS 2130?
- Hard to tell how many marks there are

- Update: group them!

- Romans used new symbols:



5 50 100 500 1000
V L C D M (at least get this shorter)

Numbers

Arabic numerals

- Positional numbering system

the position means something.

decimals:

2000	100	30	0
↑	↑	↑	↑
2	1	3	0
10^3	10^2	10^1	10^0

→ $2 \times 1000 + 1 \times 100 + 3 \times 10 + 0 \times 1 = 2130$

Numbers

Arabic numerals

- Positional numbering system
- The 10 is significant:
 - 10 symbols, using 10 as base of exponent

Numbers

Arabic numerals

- Positional numbering system
- The 10 is significant:
 - 10 symbols, using 10 as base of exponent
- The 10 is arbitrary
 - We can use other bases! π , 2130, (2, ... \rightarrow binary).

Base-8 Example

Try to turn 134_8 into base-10:

		1	3	4
└	└	└	└	└
8^4	8^3	8^2	8^1	8^0
		64	8	1

$$1 \times 64 + 3 \times 8 + 4 \times 1 = 92_{10}$$

Bases

We will discuss a few in this class

- Base-10 (decimal) - talking to humans
- Base-8 (octal) - shows up occasionally
- Base-2 (binary) - most important! (we've been discussing 2 things!)
- Base-16 (hexadecimal) - nice grouping of bits

Binary

2 digits: 0, 1

Try to turn 1100101_2 into base-10

1	1	0	0	1	0	1
2^6	2^5	2^4	2^3	2^2	2^1	2^0
64	32	16	8	4	2	1

→ Don't need to memorize, but familiar to ...

$$1 \times 64 + 1 \times 32 + \cancel{0 \times 16} + \cancel{0 \times 8} + 1 \times 4 + \cancel{0 \times 2} + 1 \times 1 =$$

$$64 + 32 + 4 + 1 = 101_{10} \quad (\text{Only additions needed}).$$

Binary

Any downsides to binary?

2^{11}	2^{10}	2^9	2^8	2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
2048	1024	512	256	128	64	32	16	8	4	2	1
1	0	0	0	0	1	0	1	0	0	1	0

Turn 2130_{10} into base-2:

hint: find largest power of 2 and subtract

$2130 - 2048 = 82$ $82 - 64 = 18$ $18 - 16 = 2$

Long Numbers

How do we deal with numbers too long to read?

Long Numbers

How do we deal with numbers too long to read?

- Group them by 3 (right to left)

|