

Contents

Preface	xix
Features	xx
Online Supplements	xxi
How to Use the Software Tools in a Course	xxii
Labs	xxii
Bugs	xxiii
Acknowledgments	xxiv
Chapter 1 From Zero to One	3
1.1 The Game Plan	3
1.2 The Art of Managing Complexity	4
1.2.1 <i>Abstraction</i>	4
1.2.2 <i>Discipline</i>	5
1.2.3 <i>The Three-Y's</i>	6
1.3 The Digital Abstraction	7
1.4 Number Systems	9
1.4.1 <i>Decimal Numbers</i>	9
1.4.2 <i>Binary Numbers</i>	9
1.4.3 <i>Hexadecimal Numbers</i>	11
1.4.4 <i>Bytes, Nibbles, and All That Jazz</i>	13
1.4.5 <i>Binary Addition</i>	14
1.4.6 <i>Signed Binary Numbers</i>	15
1.5 Logic Gates	19
1.5.1 <i>NOT Gate</i>	20
1.5.2 <i>Buffer</i>	20
1.5.3 <i>AND Gate</i>	20
1.5.4 <i>OR Gate</i>	21
1.5.5 <i>Other Two-Input Gates</i>	21
1.5.6 <i>Multiple-Input Gates</i>	21
1.6 Beneath the Digital Abstraction	22
1.6.1 <i>Supply Voltage</i>	22
1.6.2 <i>Logic Levels</i>	22
1.6.3 <i>Noise Margins</i>	23
1.6.4 <i>DC Transfer Characteristics</i>	24
1.6.5 <i>The Static Discipline</i>	24

1.7	CMOS Transistors	26
1.7.1	<i>Semiconductors</i>	27
1.7.2	<i>Diodes</i>	27
1.7.3	<i>Capacitors</i>	28
1.7.4	<i>nMOS and pMOS Transistors</i>	28
1.7.5	CMOS NOT Gate	31
1.7.6	<i>Other CMOS Logic Gates</i>	31
1.7.7	<i>Transmission Gates</i>	33
1.7.8	<i>Pseudo-nMOS Logic</i>	33
1.8	Power Consumption	34
1.9	Summary and a Look Ahead	35
	Exercises	37
	Interview Questions	52

Chapter 2 Combinational Logic Design

2.1	Introduction	55
2.2	Boolean Equations	58
2.2.1	<i>Terminology</i>	58
2.2.2	<i>Sum-of-Products Form</i>	58
2.2.3	<i>Product-of-Sums Form</i>	60
2.3	Boolean Algebra	60
2.3.1	<i>Axioms</i>	61
2.3.2	<i>Theorems of One Variable</i>	61
2.3.3	<i>Theorems of Several Variables</i>	62
2.3.4	<i>The Truth Behind It All</i>	64
2.3.5	<i>Simplifying Equations</i>	65
2.4	From Logic to Gates	66
2.5	Multilevel Combinational Logic	69
2.5.1	<i>Hardware Reduction</i>	70
2.5.2	<i>Bubble Pushing</i>	71
2.6	X's and Z's, Oh My	73
2.6.1	<i>Illegal Value: X</i>	73
2.6.2	<i>Floating Value: Z</i>	74
2.7	Karnaugh Maps	75
2.7.1	<i>Circular Thinking</i>	76
2.7.2	<i>Logic Minimization with K-Maps</i>	77
2.7.3	<i>Don't Cares</i>	81
2.7.4	<i>The Big Picture</i>	82
2.8	Combinational Building Blocks	83
2.8.1	<i>Multiplexers</i>	83
2.8.2	<i>Decoders</i>	86
2.9	Timing	88
2.9.1	<i>Propagation and Contamination Delay</i>	88
2.9.2	<i>Glitches</i>	92

2.10	Summary	95
	Exercises.....	97
	Interview Questions	106
Chapter 3 Sequential Logic Design		109
3.1	Introduction	109
3.2	Latches and Flip-Flops	109
3.2.1	<i>SR Latch</i>	111
3.2.2	<i>D Latch</i>	113
3.2.3	<i>D Flip-Flop</i>	114
3.2.4	<i>Register</i>	114
3.2.5	<i>Enabled Flip-Flop</i>	115
3.2.6	<i>Resettable Flip-Flop</i>	116
3.2.7	<i>Transistor-Level Latch and Flip-Flop Designs</i>	116
3.2.8	<i>Putting It All Together</i>	118
3.3	Synchronous Logic Design	119
3.3.1	<i>Some Problematic Circuits</i>	119
3.3.2	<i>Synchronous Sequential Circuits</i>	120
3.3.3	<i>Synchronous and Asynchronous Circuits</i>	122
3.4	Finite State Machines	123
3.4.1	<i>FSM Design Example</i>	123
3.4.2	<i>State Encodings</i>	129
3.4.3	<i>Moore and Mealy Machines</i>	132
3.4.4	<i>Factoring State Machines</i>	134
3.4.5	<i>Deriving an FSM from a Schematic</i>	137
3.4.6	<i>FSM Review</i>	140
3.5	Timing of Sequential Logic	141
3.5.1	<i>The Dynamic Discipline</i>	142
3.5.2	<i>System Timing</i>	142
3.5.3	<i>Clock Skew</i>	148
3.5.4	<i>Metastability</i>	151
3.5.5	<i>Synchronizers</i>	152
3.5.6	<i>Derivation of Resolution Time</i>	154
3.6	Parallelism	157
3.7	Summary	161
	Exercises.....	162
	Interview Questions	171
Chapter 4 Hardware Description Languages		173
4.1	Introduction	173
4.1.1	<i>Modules</i>	173
4.1.2	<i>Language Origins</i>	174
4.1.3	<i>Simulation and Synthesis</i>	175

4.2	Combinational Logic	177
4.2.1	<i>Bitwise Operators</i>	177
4.2.2	<i>Comments and White Space</i>	180
4.2.3	<i>Reduction Operators</i>	180
4.2.4	<i>Conditional Assignment</i>	181
4.2.5	<i>Internal Variables</i>	182
4.2.6	<i>Precedence</i>	184
4.2.7	<i>Numbers</i>	185
4.2.8	<i>Z's and X's</i>	186
4.2.9	<i>Bit Swizzling</i>	188
4.2.10	<i>Delays</i>	188
4.3	Structural Modeling	190
4.4	Sequential Logic	193
4.4.1	<i>Registers</i>	193
4.4.2	<i>Resettable Registers</i>	194
4.4.3	<i>Enabled Registers</i>	196
4.4.4	<i>Multiple Registers</i>	197
4.4.5	<i>Latches</i>	198
4.5	More Combinational Logic	198
4.5.1	<i>Case Statements</i>	201
4.5.2	<i>If Statements</i>	202
4.5.3	<i>Truth Tables with Don't Cares</i>	205
4.5.4	<i>Blocking and Nonblocking Assignments</i>	205
4.6	Finite State Machines	209
4.7	Data Types	213
4.7.1	<i>SystemVerilog</i>	214
4.7.2	<i>VHDL</i>	215
4.8	Parameterized Modules	217
4.9	Testbenches	220
4.10	Summary	224
	Exercises	226
	Interview Questions	237
	Chapter 5 Digital Building Blocks	239
5.1	Introduction	239
5.2	Arithmetic Circuits	239
5.2.1	<i>Addition</i>	239
5.2.2	<i>Subtraction</i>	246
5.2.3	<i>Comparators</i>	246
5.2.4	<i>ALU</i>	248
5.2.5	<i>Shifters and Rotators</i>	251
5.2.6	<i>Multiplication</i>	252

5.2.7	<i>Division</i>	254
5.2.8	<i>Further Reading</i>	255
5.3	Number Systems	255
5.3.1	<i>Fixed-Point Number Systems</i>	255
5.3.2	<i>Floating-Point Number Systems</i>	256
5.4	Sequential Building Blocks	259
5.4.1	<i>Counters</i>	260
5.4.2	<i>Shift Registers</i>	261
5.5	Memory Arrays	264
5.5.1	<i>Overview</i>	264
5.5.2	<i>Dynamic Random Access Memory (DRAM)</i>	266
5.5.3	<i>Static Random Access Memory (SRAM)</i>	267
5.5.4	<i>Area and Delay</i>	267
5.5.5	<i>Register Files</i>	268
5.5.6	<i>Read Only Memory</i>	268
5.5.7	<i>Logic Using Memory Arrays</i>	270
5.5.8	<i>Memory HDL</i>	271
5.6	Logic Arrays	271
5.6.1	<i>Programmable Logic Array</i>	272
5.6.2	<i>Field Programmable Gate Array</i>	274
5.6.3	<i>Array Implementations</i>	279
5.7	Summary	281
	Exercises	282
	Interview Questions	293
	Chapter 6 Architecture	295
6.1	Introduction	295
6.2	Assembly Language	296
6.2.1	<i>Instructions</i>	297
6.2.2	<i>Operands: Registers, Memory, and Constants</i>	298
6.3	Programming	303
6.3.1	<i>Data-processing Instructions</i>	303
6.3.2	<i>Condition Flags</i>	306
6.3.3	<i>Branching</i>	308
6.3.4	<i>Conditional Statements</i>	309
6.3.5	<i>Getting Loopy</i>	312
6.3.6	<i>Memory</i>	313
6.3.7	<i>Function Calls</i>	317
6.4	Machine Language	329
6.4.1	<i>Data-processing Instructions</i>	329
6.4.2	<i>Memory Instructions</i>	333
6.4.3	<i>Branch Instructions</i>	334
6.4.4	<i>Addressing Modes</i>	336

6.4.5	<i>Interpreting Machine Language Code</i>	336
6.4.6	<i>The Power of the Stored Program</i>	337
6.5	Lights, Camera, Action: Compiling, Assembling, and Loading	339
6.5.1	<i>The Memory Map</i>	339
6.5.2	<i>Compilation</i>	340
6.5.3	<i>Assembling</i>	342
6.5.4	<i>Linking</i>	343
6.5.5	<i>Loading</i>	344
6.6	Odds and Ends	345
6.6.1	<i>Loading Literals</i>	345
6.6.2	<i>NOP</i>	346
6.6.3	<i>Exceptions</i>	347
6.7	Evolution of ARM Architecture	350
6.7.1	<i>Thumb Instruction Set</i>	351
6.7.2	<i>DSP Instructions</i>	352
6.7.3	<i>Floating-Point Instructions</i>	357
6.7.4	<i>Power-Saving and Security Instructions</i>	358
6.7.5	<i>SIMD Instructions</i>	358
6.7.6	<i>64-bit Architecture</i>	360
6.8	Another Perspective: x86 Architecture	360
6.8.1	<i>x86 Registers</i>	362
6.8.2	<i>x86 Operands</i>	362
6.8.3	<i>Status Flags</i>	363
6.8.4	<i>x86 Instructions</i>	364
6.8.5	<i>x86 Instruction Encoding</i>	364
6.8.6	<i>Other x86 Peculiarities</i>	367
6.8.7	<i>The Big Picture</i>	368
6.9	Summary	368
	Exercises	370
	Interview Questions	383
	Chapter 7 Microarchitecture	385
7.1	Introduction	385
7.1.1	<i>Architectural State and Instruction Set</i>	385
7.1.2	<i>Design Process</i>	386
7.1.3	<i>Microarchitectures</i>	388
7.2	Performance Analysis	389
7.3	Single-Cycle Processor	390
7.3.1	<i>Single-Cycle Datapath</i>	390
7.3.2	<i>Single-Cycle Control</i>	397
7.3.3	<i>More Instructions</i>	402
7.3.4	<i>Performance Analysis</i>	402

7.4	Multicycle Processor	406
7.4.1	<i>Multicycle Datapath</i>	407
7.4.2	<i>Multicycle Control</i>	413
7.4.3	<i>Performance Analysis</i>	421
7.5	Pipelined Processor	425
7.5.1	<i>Pipelined Datapath</i>	428
7.5.2	<i>Pipelined Control</i>	430
7.5.3	<i>Hazards</i>	431
7.5.4	<i>Performance Analysis</i>	441
7.6	HDL Representation	443
7.6.1	<i>Single-Cycle Processor</i>	444
7.6.2	<i>Generic Building Blocks</i>	449
7.6.3	<i>Testbench</i>	452
7.7	Advanced Microarchitecture	456
7.7.1	<i>Deep Pipelines</i>	457
7.7.2	<i>Micro-Operations</i>	458
7.7.3	<i>Branch Prediction</i>	459
7.7.4	<i>Superscalar Processor</i>	461
7.7.5	<i>Out-of-Order Processor</i>	463
7.7.6	<i>Register Renaming</i>	465
7.7.7	<i>Multithreading</i>	467
7.7.8	<i>Multiprocessors</i>	468
7.8	Real-World Perspective: Evolution of ARM Microarchitecture	470
7.9	Summary	476
	Exercises	478
	Interview Questions	484
	Chapter 8 Memory Systems	487
8.1	Introduction	487
8.2	Memory System Performance Analysis	491
8.3	Caches	492
8.3.1	<i>What Data is Held in the Cache?</i>	493
8.3.2	<i>How is Data Found?</i>	494
8.3.3	<i>What Data is Replaced?</i>	502
8.3.4	<i>Advanced Cache Design</i>	503
8.3.5	<i>The Evolution of ARM Caches</i>	507
8.4	Virtual Memory	508
8.4.1	<i>Address Translation</i>	510
8.4.2	<i>The Page Table</i>	512
8.4.3	<i>The Translation Lookaside Buffer</i>	514
8.4.4	<i>Memory Protection</i>	515
8.4.5	<i>Replacement Policies</i>	516
8.4.6	<i>Multilevel Page Tables</i>	516

8.5	Summary	518
	Epilogue	519
	Exercises	520
	Interview Questions	529
Chapter 9 I/O Systems		531
9.1	Introduction	531
<i>Chapter 9 is available as an online supplement</i>		531.e1
9.1	Introduction	531.e1
9.2	Memory-Mapped I/O	531.e1
9.3	Embedded I/O Systems	531.e3
9.3.1	<i>BCM2835 System-on-Chip</i>	531.e4
9.3.2	<i>Device Drivers</i>	531.e6
9.3.3	<i>General-Purpose Digital I/O</i>	531.e8
9.3.4	<i>Serial I/O</i>	531.e11
9.3.5	<i>Timers</i>	531.e23
9.3.6	<i>Analog I/O</i>	531.e25
9.3.7	<i>Interrupts</i>	531.e32
9.4	Other Microcontroller Peripherals	531.e32
9.4.1	<i>Character LCDs</i>	531.e33
9.4.2	<i>VGA Monitor</i>	531.e36
9.4.3	<i>Bluetooth Wireless Communication</i>	531.e42
9.4.4	<i>Motor Control</i>	531.e43
9.5	Bus Interfaces	531.e54
9.5.1	<i>AHB-Lite</i>	531.e54
9.5.2	<i>Memory and Peripheral Interface Example</i>	531.e55
9.6	PC I/O Systems	531.e57
9.6.1	<i>USB</i>	531.e59
9.6.2	<i>PCI and PCI Express</i>	531.e59
9.6.3	<i>DDR3 Memory</i>	531.e60
9.6.4	<i>Networking</i>	531.e61
9.6.5	<i>SATA</i>	531.e61
9.6.6	<i>Interfacing to a PC</i>	531.e62
9.7	Summary	531.e64
Appendix A Digital System Implementation		533
A.1	Introduction	533
<i>Appendix A is available as an online supplement</i>		533.e1
A.1	Introduction	533.e1

A.2	74xx Logic	533.e1
A.2.1	<i>Logic Gates</i>	533.e2
A.2.2	<i>Other Functions</i>	533.e2
A.3	Programmable Logic	533.e2
A.3.1	<i>PROMs</i>	533.e2
A.3.2	<i>PLAs</i>	533.e6
A.3.3	<i>FPGAs</i>	533.e7
A.4	Application-Specific Integrated Circuits	533.e9
A.5	Data Sheets	533.e9
A.6	Logic Families	533.e15
A.7	Packaging and Assembly	533.e17
A.8	Transmission Lines	533.e20
A.8.1	<i>Matched Termination</i>	533.e22
A.8.2	<i>Open Termination</i>	533.e24
A.8.3	<i>Short Termination</i>	533.e25
A.8.4	<i>Mismatched Termination</i>	533.e25
A.8.5	<i>When to Use Transmission Line Models</i>	533.e28
A.8.6	<i>Proper Transmission Line Terminations</i>	533.e28
A.8.7	<i>Derivation of Z_0</i>	533.e30
A.8.8	<i>Derivation of the Reflection Coefficient</i>	533.e31
A.8.9	<i>Putting It All Together</i>	533.e32
A.9	Economics	533.e33

Appendix B ARM Instructions 535

B.1	Data-Processing Instructions	535
B.1.1	<i>Multiply Instructions</i>	537
B.2	Memory Instructions	538
B.3	Branch Instructions	539
B.4	Miscellaneous Instructions	539
B.5	Condition Flags	540

Appendix C C Programming 541

C.1	Introduction	541
-----	--------------------	-----

Appendix C is available as an online supplement 541.e1

C.1	Introduction	541.e1
C.2	Welcome to C	541.e3
C.2.1	<i>C Program Dissection</i>	541.e3
C.2.2	<i>Running a C Program</i>	541.e4
C.3	Compilation	541.e5
C.3.1	<i>Comments</i>	541.e5
C.3.2	<i>#define</i>	541.e5
C.3.3	<i>#include</i>	541.e6

C.4	Variables	541.e7
C.4.1	<i>Primitive Data Types</i>	541.e8
C.4.2	<i>Global and Local Variables</i>	541.e9
C.4.3	<i>Initializing Variables</i>	541.e11
C.5	Operators	541.e11
C.6	Function Calls	541.e15
C.7	Control-Flow Statements	541.e16
C.7.1	<i>Conditional Statements</i>	541.e17
C.7.2	<i>Loops</i>	541.e19
C.8	More Data Types	541.e21
C.8.1	<i>Pointers</i>	541.e21
C.8.2	<i>Arrays</i>	541.e23
C.8.3	<i>Characters</i>	541.e27
C.8.4	<i>Strings</i>	541.e28
C.8.5	<i>Structures</i>	541.e29
C.8.6	<i>typedef</i>	541.e31
C.8.7	<i>Dynamic Memory Allocation</i>	541.e32
C.8.8	<i>Linked Lists</i>	541.e33
C.9	Standard Libraries	541.e35
C.9.1	<i>stdio</i>	541.e35
C.9.2	<i>stdlib</i>	541.e40
C.9.3	<i>math</i>	541.e42
C.9.4	<i>string</i>	541.e43
C.10	Compiler and Command Line Options	541.e43
C.10.1	<i>Compiling Multiple C Source Files</i>	541.e43
C.10.2	<i>Compiler Options</i>	541.e43
C.10.3	<i>Command Line Arguments</i>	541.e44
C.11	Common Mistakes	541.e45
Index		543