Note: Page numbers in italics indicate figures, tables and text boxes; page numbers preceded by "e" refer to online material.

0, 8, 22. See also LOW, FALSE	Acorn Computer Group, 296, 472	Advanced microarchitecture, 456–470
1, 8, 22. See also HIGH, TRUE	Acorn RISC Machine, 350	branch prediction. See Branch
32-bit datapath, 386	Active low, 74–75	prediction
32-bit instructions, 329	A/D conversion, 531.e31–531.e32	deep pipelines. See Deep pipelines
64-bit architecture, 360	Ad hoc testing, 452	heterogeneous multiprocessors. See
74xx series logic, 533.e1–533.e5	ADCs. See Analog-to-digital converters	Heterogeneous
parts	(ADCs)	multiprocessors
2:1 mux (74157), 533.e4	ADD, 297, 536	homogeneous multiprocessors. See
3:8 decoder (74138), 533.e4	Adders, 239–246	Homogeneous
4:1 mux (74153), 533.e4	carry propagate, 240	multiprocessors
AND (7408), 533.e3	carry-lookahead, 241	micro-operations. See Micro-
AND3 (7411), 533.e3	full, 56, 240	operations
AND4 (7421), 533.e3	half, 240	multiprocessors. See Multiprocessors
counter (74161, 74163), 533.e4	HDL for, 184, 200, 450	multithreading. See Multithreading
FLOP (7474), 533.e1, 533.e3	prefix, 243	out-of-order processor. See Out-of-
NAND (7400), 533.e3	ripple-carry, 240	order processor
NOR (7402), 533.e3	Addition, 14–15, 17–18, 235, 239–246,	register renaming. See Register
NOT (7404), 533.e1	297. See also Adders	renaming
OR (7432), 533.e3	binary, 14–15	single instruction multiple data. See
register (74377), 533.e4	floating point, 259	
tristate buffer (74244), 533.e4	signed binary, 15–17	
XOR (7486), 533.e3	Address. See also Memory	superscalar processor. See
#define, 541.e5-541.e6	physical, 509–513	Superscalar processor
#include, 541.e6-541.e7. See also	translation, 509-512	Advanced Microcontroller Bus
Standard libraries	virtual, 508. See also Virtual	Architecture (AMBA), 531.e54
	memory	Advanced RISC Machines,
	Addressing modes, ARM, 336	472
_	base, 336	AHB. See Advanced High-performance
A	immediate, 336	Bus (AHB)
	PC-relative, 336	AHB-Lite bus, 531.e54–531.e55
	register, 336	Altera FPGA, 274–279
ABI. See Application Binary Interface (ABI)	Advanced High-performance Bus	ALU. See Arithmetic/logical unit (ALU)
Abstraction, 4–5	(AHB), 531.e54	ALU Decoder, 398–400
digital. See Digital abstraction	Advanced Micro Devices	ALUControl, 248-250, 392, 395
Accumulator, 367	(AMD), 296	ALUOp, 398
FLOP (7474), 533.e1, 533.e3 NAND (7400), 533.e3 NOR (7402), 533.e3 NOT (7404), 533.e1 OR (7432), 533.e3 register (74377), 533.e4 tristate buffer (74244), 533.e4 XOR (7486), 533.e3 #define, 541.e5–541.e6 #include, 541.e6–541.e7. See also Standard libraries A ABI. See Application Binary Interface (ABI) Abstraction, 4–5 digital. See Digital abstraction	prefix, 243 ripple-carry, 240 Addition, 14–15, 17–18, 235, 239–246, 297. See also Adders binary, 14–15 floating point, 259 signed binary, 15–17 Address. See also Memory physical, 509–513 translation, 509–512 virtual, 508. See also Virtual memory Addressing modes, ARM, 336 base, 336 immediate, 336 PC-relative, 336 register, 336 Advanced High-performance Bus (AHB), 531.e54 Advanced Micro Devices	out-of-order processor. See Out-of- order processor register renaming. See Register renaming single instruction multiple data. See Single instruction multiple data (SIMD) superscalar processor. See Superscalar processor Advanced Microcontroller Bus Architecture (AMBA), 531.e54 Advanced RISC Machines, 472 AHB. See Advanced High-performance Bus (AHB) AHB-Lite bus, 531.e54–531.e55 Altera FPGA, 274–279 ALU. See Arithmetic/logical unit (ALU) ALU Decoder, 398–400 ALUControl, 248–250, 392, 395

ALUResult, 392-397	power-saving and security	SIMD instructions, 358–360
ALUSrc, 396	instructions, 358	Thumb instruction set, 351–352
AMAT. See Average memory access time	SIMD instructions, 358–360	ARM instructions, 295-369, 535-540
(AMAT)	Thumb instruction set, 351-352	branch instructions, 308-309, 539
AMBA. See Advanced Microcontroller	machine language, 329	condition flags, 306-308, 540
Bus Architecture (AMBA)	addressing modes, 336	data-processing instructions,
AMD. See Advanced Micro Devices (AMD)	branch instructions, 334–335	303–306, 535–537
AMD64, 368	data-processing instructions,	logical instructions, 303-304
Amdahl, Gene, 492	329–333	multiply instructions, 305-306,
Amdahl's Law, 492	interpreting, 336–337	537
American Standard Code for	memory instructions, 333–334	shift instructions, 304–305
Information Interchange	stored program, 337–338	formats
(ASCII), 315–316, 541.e8, 541.	odds and ends, 345	addressing modes, 336
e27–541.e28	exceptions, 347–350	branch instructions, 334
Analog I/O, 531.e25-531.e32	loading literals, 345–346	data-processing instructions,
A/D conversion, 531.e31–531.e32	NOP, 346	329–333
D/A conversion, 531.e25–531.e28	programming, 303	interpreting, 336–337
Pulse-width modulation (PWM),	branching, 308–309	memory instructions, 333–335
531.e28–531.e31	conditional statements, 309–312	stored program, 337–338
Analog-to-digital converters (ADCs),	condition flags, 306-308	instruction set, 295
531.e25, 531.e27, 531.e31–531.	function calls, 317–329	memory instructions, 301–303,
e32	getting loopy, 312–313	313–317, 538
Analytical engine, 7–8	logical and arithmetic	miscellaneous instructions, 345–346,
AND gate, 20–22, 179	instructions, 303–306	539
chips (7408, 7411, 7421), 533.e3	memory, 313–317	ARM Microcontroller Development Kit
truth table, 20, 22	x86 architecture, 360	(MDK-ARM), 297
using CMOS transistors, 32–33	big picture, 368	ARM microprocessor, 385
AND, 303-304	instruction encoding, 364–367	data memory, 385–388
AND-OR (AO) gate, 46	instructions, 364	instruction memory, 385–388
Anode, 27	operands, 362–363	multicycle, 406–425
Antidependence, 464	peculiarities, 367–368	pipelined, 425–433
Application Binary Interface (ABI), 320	registers, 362	program counter, 385–388
Application-specific integrated circuits	status flags, 363–364	register file, 385–388
(ASICs), 533.e9	Arguments, 317–319, 541.e15	single-cycle, 390–406, 443–456
Architectural state, 338, 364	pass by reference, 541.e22	state elements of, 385–388
for ARM, 385–386	pass by value, 541.e22	ARM processors, 470
Architecture, 295	Arithmetic	ARM registers, 299–300
assembly language, 296	ARM instructions, 303–306	program counter, 308, 338, 386–387
instructions, 297–298	circuits, 239–255	register file, 386–387
operands, 298–303	C operators, 541.e11–541.e13	register set, 299–300
compiling, assembling, and loading,	HDL operators, 185	ARM single-cycle HDL, 443–456
339	Arithmetic/logical unit (ALU), 248–251,	building blocks, 449–452
assembling, 342–343	392	controller, 443
compilation, 340–341	implementation of, 249	datapath, 443
linking, 343–344	in processor, 392–430	testbench, 452–456
loading, 344–345	ARM architecture, evolution of, 296,	ARM7, 472, 473
memory map, 339–340	350	ARM9, 474
evolution of ARM architecture, 350	64-bit architecture, 360	ARM9E, 472
64-bit architecture, 360	digital signal processing (DSP)	ARMv3 architecture, 472
digital signal processors (DSPs),	instructions, 352–356	ARMv4 instruction set, 295, 539
352–356	floating-point instructions, 357–358	ARMy7 instruction, 472
floating-point instructions,	power-saving and security	Arrays, 313–317, 541.e23–541.e29
357–358	instructions, 358	accessing, 313–317, 541.e23
337 330	monucions, 550	accessing, 313 317, 371.023

bytes and characters, 315–317, 541. e27–541.e29 comparison or assignment of, 541.e28 declaration, 314–317, 541.e23 indexing, 314–317, 541.e23–541.e27 initialization, 541.e23–541.e24 as input argument, 541.e24–541.e25 multi-dimension, 541.e26–541.e27 ASCII. See American Standard Code for Information Interchange (ASCII) ASICs. See Application-specific integrated circuits (ASICs) ASR, 304 Assembler, 339, 541.e44 Assembling, 342–343 Assembly language, ARM, 295–350, 535–540 instructions, 297–350, 535–540 operands, 297–303 translating high-level code to, 339–345 translating machine language to, 337 Assembly language, x86. See x86 Associativity in Boolean algebra, 62, 63	Behavioral modeling, 173–174 Benchmarks, 389 BEQ, 309 Biased exponent, 257 BIC (bit clear), 303–304 big.LITTLE, 469 Big-endian memory, 303 Big-endian order, 178 Binary addition, 14–15. See also Adders, Addition Binary coded decimal (BCD), 258 Binary encoding, 125–126, 129–131 for divide-by-3 counter, 129–131 for traffic light FSM, 125–126 Binary numbers signed, 15–19 unsigned, 9–11 Binary to decimal conversion, 10, 10–11 Binary to hexadecimal conversion, 12 Bipolar junction transistors, 26 Bipolar motor drive, 531.e50 Bipolar signaling, 531.e18	Bluetooth wireless communication, 531. e42–531.e43 BlueSMiRF silver module, 531. e42–531.e43 classes, 531.e42 BNE, 310 Boole, George, 8 Boolean algebra, 60–66 axioms, 61 equation simplification, 65–66 theorems, 61–64 Boolean equations, 58–60 product-of-sums form, 60 sum-of-products form, 58–60 Boolean logic, 8. See also Boolean algebra, Logic gates Boolean theorems, 61–64 associativity, 63 combining, 62 commutativity, 63 complements, 62 consensus, 62, 64 covering, 62
		0.
in caches, 493, 498–500	Bipolar stepper motor, 531.e51, 531.	De Morgan's, 63–64
Astable circuits, 119	e52–531.e53	distributivity, 63
Asymmetric multiprocessors. See	AIRPAX LB82773-M1, 531.e51,	idempotency, 62
Heterogeneous multiprocessors	531.e51	identity, 62
Asynchronous circuits, 120–123	direct drive current, 531.e52	involution, 62
Asynchronous resettable flip-flops	Bistable element, 109	null element, 62
definition, 116	Bit, 8	Branch if less than (BLT), 334–335
HDL, 194–196	dirty, 506	Branch instructions, 308–309
Asynchronous serial link, 531.e17, 531. e17. See also Universal	least significant, 13, 14 most significant, 13, 14	ARM instructions, 539, 539 Branch misprediction penalty, 438,
Asynchronous Receiver	sign, 16	459
Transmitter (UART)	use, 502	Branch prediction, 459–461
AT Attachment (ATA), 531.e61–531.e62	valid, 496	Branch target address (BTA), 334–335
Average memory access time (AMAT),	Bit cells, 264–269	Branch target buffer, 459
491, 504	DRAM, 266–267	Branching, 308-309, 334-336
	ROM, 268–270	conditional, 309
В	SRAM, 267	unconditional, 309
	Bit swizzling, 188	Breadboards, 533.e18–533.e19
	Bitline, 264	BTA. See Branch target address (BTA)
в, 308–309, 334–336, 396–397	Bitwise operators, 177–179 BL (branch and link), 318	Bubble, 20, 63 pushing, 63–64, 71–73
Babbage, Charles, 7	Block, 493	Bubble, in pipeline, 435–436
Banked registers, 348–349	Block offset, 500–501	Buffers, 20
Base addressing, 336	Block size (<i>b</i>), 493, 500–501	lack of, 117
Baud rate, 531.e17–531.e19	Blocking and nonblocking assignments,	tristate, 74–75
BCD. See Binary coded decimal (BCD)	199–200, 205–209	Bugs, 175
BCM2835, 531.e3, 531.e4–531.e5, 531.	BLT. See Branch if less than (BLT)	in C code, 541.e45–541.e49
e8, 531.e9, 531.e19	BlueSMiRF silver module, 531.e42–531.	Bus, 56
timer, 531.e23	e43, <i>531.e4</i> 2	tristate, 75

Bus interfaces, 531.e54–531.e57	parameters	Character LCDs, 531.e33-531.e36
AHB-Lite, 531.e54–531.e55	block, 493	Characters (char), 315-317, 541.e8,
memory and peripheral	block size, 493, 500-501	541.e27
interface example, 531.	capacity (C), 492–493	arrays. See also Strings
e55–531.e57	degree of associativity (N), 499	C type, 541.e27
Bypassing, 432. See also Forwarding	number of sets (S), 493	Chips, 28
Byte, 13-14, 315-317. See also	performance of	multiprocessors, 468
Characters	hit, 490–492	Chopper constant current drive, 531.e51
least significant, 13-14	hit rate, 491–492	Circuits
most significant, 13-14	miss, 480–492, 505	74xx series. See 74xx series logic
Byte offset, 495	capacity, 505	application-specific integrated
Byte-addressable memory, 301–302	compulsory, 505	(ASICs), 533.e9
big-endian, 302-303	conflict, 498, 505	astable, 119
little-endian, 303	penalty, 500	asynchronous, 120, 122-123
	miss rate, 491–492	combinational. See Combinational
	reducing, 505–506	logic
	miss rate vs. cache parameters,	definition of, 55
C	505–506	delay, 88-92
	replacement policy, 502-503	glitches in, 92–95
	status bits	multiple-output, 68
C programming, 541.e1–541.e49	dirty bit (D), 506	priority, 68
common mistakes. See Common	use bit (U) , 502	sequential. See Sequential logic
mistakes in C	valid bit (V) , 496	synchronous, 122–123
compiler. See Compiler,	write policy, 506–507	synchronous sequential, 120-123
i_Hlt414277118n C	write-back, 506-507	synthesized, 176, 179, 181
conditional statements. See	write-through, 506-507	timing, 88–95, 141–151
Conditional statements	CAD. See Computer-aided design (CAD)	CISC. See Complex Instruction Set
control-flow statements. See Control-	Callee, 317	Computer (CISC) architectures
flow statements	Callee save rule, 324	CLBs. See Configurable logic blocks
data types. See Data types	Callee-saved registers, 323	(CLBs)
executing a program, 541.e4	Caller save rule, 324	Clock cycles per instruction (CPI), 390
function calls. See Function calls	Caller-saved registers, 323	Clock period, 142, 390
loops. See Loops	Canonical form. See Sum-of-products	Clock skew, 148-151
operators. See Operators	(SOP) form, Product-of-sums	Clustered multiprocessors, 470
simple program, 541.e3–541.e4	(POS) form	cmd field, 330, 535, 537
standard libraries. See Standard	Capacitors, 28	CMOS. See Complementary Metal-
libraries	Capacity, of cache, 492-493	Oxide-Semiconductor Logic
variables. See Variables in C	Capacity miss, 505	(CMOS)
Caches, 489-508	Carry propagate adder (CPA). See Carry-	CMP, 402
address fields	lookahead adder (CLA); Prefix	Combinational composition, 56
block offset, 500-501	adders; Ripple-carry adder	Combinational logic, 174
byte offset, 495	Carry-lookahead adder (CLA),	design, 55-106
set bits, 495	241–243, 242	Boolean algebra, 60-66
tag, 495	case statement, in HDL, 201–203.	Boolean equations, 58-60
advanced design, 503-507	See also Switch/case statement	building blocks, 83-88, 239-255
evolution of, in ARM, 507	casez, case?, in HDL, 205	delays, 88–92
multiple level, 504	Cathode, 27	don't cares, 81-82
organizations, 502	Cathode ray tube (CRT), 531.e36.	Karnaugh maps (K-maps), 75-83
direct mapped, 494-498	See also VGA (Video Graphics	multilevel, 66–73
fully associative, 499-500	Array) monitor	precedence, 58
multi-way set associative,	horizontal blanking interval, 531.e36	timing, 88–95
498–499	vertical blanking interval, 531.e36	two-level, 69

X (contention). See Contention	Conditional signal assignments,	CPI. See Clock cycles per instruction
(X)	181–182	(CPI); Cycles per instruction (CPI
X (don't cares). See Don't care	Conditional statements, 309	Critical path, 89–92, 402
(X)	in ARM assembly	Cross-coupled inverters, 109, 110
Z (floating). See Floating (Z)	if, 309-310	bistable operation of, 110
HDLs. See Hardware description	if/else, 310-311	CRT. See Cathode ray tube (CRT)
languages (HDLs)	switch/case, 311-312	Current Program Status Register
Combining theorem, 62	in C, 541.e17-541.e18	(CPSR), 306, 324, 347
Command line arguments, 541.	if, 541.e17-541.e18	Cycle time. See Clock period
e44–541.e45	if/else , 541.e17	Cycles per instruction (CPI), 390, 424
Comments	switch/case, 541.e17-541.e18	Cyclic paths, 120
in ARM assembly, 297-298	in HDL, 194, 201–205	Cyclone IV FPGA, 275-279
in C, 297–298, 541.e5	case, 201–203	
in SystemVerilog, 180	casez, case?, 205	
in VHDL, 180	if, if/else, 202-205	
Common mistakes in C, 541.e45-541.	Configurable logic blocks (CLBs), 275,	D
e49	533.e7. See also Logic elements	
Comparators, 246–248	(LEs)	
Comparison	Conflict miss, 505	D flip-flops. See Flip-flops
in hardware. See Comparators;	Consensus theorem, 62, 64	D latch. See La_Hlt414277505tches
Arithmetic/logical unit (ALU)	Constants	D/A conversion, 531.e25–531.e28
processor performance, 424–425	in ARM assembly, 300–301. See also	DACs. See Digital-to-analog converters
using ALU, 251	Immediates	(DACs)
Compiler, in C, 339–345, 541.e4–541.	in C, 541.e5–541.e6	DAQs. See Data Acquisition Systems
e5, 541.e43–541.e44	Contamination delay, 88-92. See also	(DAQs)
Complementary Metal-Oxide-	Short path	Data Acquisition Systems (DAQs), 531.
Semiconductor gates (CMOS),	Contention (x), 73–74	e62–531.e63
26–34	Context switching, 467	myDAQ, 531.e62–531.e63
Complements theorem, 62	Continuous assignment statements, 179,	Data hazard, 432–436
Complex instruction set computer	193, 200, 206	HDL for, 455
(CISC) architectures, 298, 361,	Control hazard, 432, 437–440	Data memory, 387–388
458	Control signals, 91, 249	Data segment, 340
Complexity management, 4–7	Control unit, 386. See also ALU	Data sheets, 533.e9–533.e14
digital abstraction, 4–5	Decoder, Main Decoder	Data types, 541.e21–541.e35
discipline, 5–6	of multicycle ARM processor,	arrays. See Arrays
hierarchy, 6–7	413–423	characters. See Characters (char)
modularity, 6–7	of pipelined ARM processor,	dynamic memory allocation. See
regularity, 6–7	430	Dynamic memory allocation
Compulsory miss, 505	of single-cycle ARM processor,	(malloc, free)
Computer-aided design (CAD), 71,	397–401	linked list. See Linked list
129	Control-flow statements	pointers. See Pointers
Concurrent signal assignment	conditional statements. See	strings. See Strings
statement, 179, 183–184, 193,	Conditional statements	structures. See Structures (struct)
200–206	loops. See Loops	typedef, 541.e31–541.e32
	CoreMark, 389	Datapath
cond field, 306–307, 330, 535		*
Condition flags, 306–308	Cortex-A9 475	multicycle ARM processor, 406–413
ARM instructions, 540, 540	Cortex-A9, 475	B instruction, 412–413
Condition mnemonics, 307	Counters, 260–261	LDR instruction, 407–410
Conditional assignment, 181–182	divide-by-3, 130	STR instruction, 411–412
Conditional branches, 308–309	Covering theorem, 62	pipelined ARM processor, 428–430
Conditional Logic, 398–400, 413–415	CPA. See Carry propagate	single-cycle ARM processor, 390
Conditional operator, 181–182	adder (CPA)	B instruction, 396–397

Datapath (Continued)	application-specific integrated circuits	Dynamic data segment, 340
LDR instruction, 391–394	(ASICs), 533.e9	Dynamic discipline, 142–151. See also
STR instruction, 394–396	assembly of, 533.e17-533.e20	Timing analysis
Data-processing instructions, 536	breadboards, 533.e18-533.e19	Dynamic memory allocation (malloc,
ARM instructions, 329–333,	data sheets, 533.e9-533.e14	free), 541.e32-541.e33
396–397, 535–537	economics, 533.e33-533.e35	in ARM memory map, 340
encodings, 536	logic families, 533.e15–533.e17	Dynamic power, 34
DC motors, 531.e43, 531.e44–531.e48	packaging, 533.e17-533.e20	Dynamic random access memory
H-bridge, 531.e44, 531.e45	printed circuit boards, 533.e19-533.	(DRAM), 266–267, 487–490,
shaft encoder, 531.e43-531.e44	e20	519, 531.e58, 531.e60, 531.e61
DC transfer characteristics, 24-26.	programmable logic, 533.e2-533.e9	
See also Direct current (DC)	Digital-to-analog converters (DACs),	
transfer characteristics, Noise	531.e25-531.e28	_
margins	DIMM. See Dual inline memory module	E
DDR. See Double-data rate memory	(DIMM)	
(DDR)	Diodes, 27-28	
De Morgan, Augustus, 63	p-n junction, 28	EasyPIO, 531.e6
De Morgan's theorem, 63–64	DIPs. See Dual-inline packages (DIPs)	Economics, 533.e33
DE-9 cable, 531.e19	Direct current (DC) transfer	Edge-triggered flip-flop. See Flip-flops
Decimal numbers, 9	characteristics, 24, 25	EEPROM. See Electrically erasable
Decimal to binary conversion, 11	Direct mapped cache, 494-498, 495	programmable read only memory
Decimal to hexadecimal conversion, 13	Direct voltage drive, 531.e51	(EEPROM)
Decode stage, 425	Dirty bit (D), 506	EFLAGS register, 363
Decoders	Discipline	Electrically erasable programmable read
definition of, 86-87	dynamic, 142–151. See also Timing	only memory (EEPROM), 270
HDL for	analysis	Embedded I/O (input/output) systems,
behavioral, 202-203	static, 142–151. See also Noise	531.e3–531.e32
parameterized, 219	margins	analog I/O, 531.e25-531.e32
logic using, 87–88	Discrete-valued variables, 7	A/D conversion, 531.e31–531.
Seven-segment. See Seven-segment	Distributivity theorem, 63	e32
display decoder	Divide-by-3 counter	D/A conversion, 531.e25–531.
Deep pipelines, 457	design of, 129–131	e28
Delaymicros function, 531.e24	HDL for, 210–211	digital I/O, 531.e8-531.e11
Delays, logic gates. See also Propagation	Divider, 254–255	general-purpose I/O (GPIO), 531.
delay	Division	e8–531.e11
in HDL (simulation only), 188–189	circuits, 254–255	interrupts, 531.e32
DeleteUser function, 541.e33	Do/while loops, in C, 541.e19-541.e20	LCDs. See Liquid Crystal Displays
Dennard, Robert, 266	Don't care (X), 69, 81–83, 205	(LCDs)
Destination register (rd or rt), 393, 409	Dopant atoms, 27	microcontroller peripherals, 531.
Device driver, 531.e3, 531.e6–531.e8	Double, C type, 541.e8–541.e9	e32–531.e53
Device under test (DUT), 220	Double-data rate memory (DDR), 268,	motors. See Motors
Dhrystone, 389	531.e60-531.e61	serial I/O, 531.e11-531.e23. See also
Dice, 28	Double-precision formats, 258	Serial I/O
Dielectric, 28	DRAM. See Dynamic random access	timers, 531.e23-531.e24
Digital abstraction, 4-5, 7-9, 22-26	memory (DRAM)	VGA monitor. See VGA (Video
Digital circuits. See Logic	DSPs. See Digital signal processors	Graphics Array) monitor
Digital signal processors (DSPs),	(DSPs)	Enabled flip-flops, 115–116
352–356, 469	Dual inline memory module (DIMM),	Enabled registers, 196–197. See also
Digital system implementation, 533.	531.e60	Flip-flops
e1–533.e35	Dual-inline packages (DIPs), 28, 533.e1,	EOR (XOR), 303–304
74xx series logic. See 74xx series	533.e17	EPROM. See Erasable programmable
logic	Dynamic branch predictors, 459	read only memory (EPROM)
ĕ	· ·	

Equality comparator, 247	snail/pattern recognizer FSM,	Format conversion (atoi, atol, atof),
Equation minimization	132–134, 212–213	541.e41–541.e42
using Boolean algebra, 65-66	state encodings, 129-131. See also	Forwarding, 432-435. See also Hazards
using Karnaugh maps. See Karnaugh	Binary encoding,	FPGAs. See Field programmable gate
maps (K-maps)	One-cold encoding, One-hot	arrays (FPGAs)
Erasable programmable read only	encoding	FPU. See Floating-point unit (FPU)
memory (EPROM), 270, 533.e6	state transition diagram, 124, 125	FPSCR. See Floating-Point Status and
Ethernet, 531.e61	traffic light FSM, 123-129	Control Register (FPSCR)
Exceptions, 346–350	Fixed-point numbers, 255–256	Frequency shift keying (FSK), 531.e42
banked registers, 348–349	Flags, 250	and GFSK waveforms, 531.e42
exception-related instructions,	Flash memory, 270. See also Solid state	Front porch, 531.e37
349–350	drive (SSD)	FSK. See Frequency shift keying (FSK)
exception vector table, 347-348	Flip-flops, 114-118, 193-197. See also	FSMs. See Finite state machines (FSMs)
execution modes and privilege	Registers	Full adder, 56, 182, 184, 200, 240
levels, 347	back-to-back, 145, 152-157, 197.	using always/process statement, 200
handler, 340, 349	See also Synchronizers	Fully associative cache, 499–500
start-up, 350	comparison with latches, 118	funct field, 330, 333
Execution time, 389	enabled, 115-116	Function calls, 317, 541.e15–541.e16
exit, 541.e41	HDL for, 451. See also Registers	additional arguments and local
Extended instruction pointer (EIP), 362	metastable state of. See Metastability	variables, 328-329
ExtImm, 408	register, 114–115	arguments, 319, 541.e15
	resettable, 116	leaf, 324–326
	scannable, 262-263	multiple registers, loading and
-	shift register, 261-263	storing, 322
F	transistor count, 114, 117	naming conventions, 541.e16
	transistor-level, 116–117	with no inputs or outputs, 318,
	Float, C type, 541.e6-541.e9	541.e15
factorial function call, 326	print formats of, 541.e36-541.e37	nonleaf, 324–326
stack during, 327	Floating (Z), 74–75	preserved registers, 322-324
Factoring state machines, 134–136	in HDLs, 186–188	prototypes, 541.e16
False, 8, 20, 35, 58, 60, 74, 111, 112,	Floating output node, 117	recursive, 326–328
113, 116, 124, 196	Floating point division (FDIV) bug,	return, 318–319, 541.e15
Fast Fourier Transform (FFT), 352	175	stack, use of, 320-322. See also Stack
FDIV. See Floating-point division (FDIV)	Floating-gate transistor, 270. See also	Furber, Steve, 473
FFT. See Fast Fourier Transform (FFT)	Flash memory	Fuse-programmable ROM, 269–270
Field programmable gate arrays	Floating-point division (FDIV), 259	
(FPGAs), 274–279, 531.e14,	Floating-point instructions, ARM,	
531.e38, 531.e63, 533.e7–533.e9	357–358	G
driving VGA cable, 531.e38	Floating-point numbers, 256–258	u
in SPI interface, 531.e13–531.e16	addition, 259	
File manipulation, in C, 541.e38–541.	formats, single- and double-	
e40	precision, 258	Gates
Finite state machines (FSMs), 123–141,	in programming. See Double, C type;	AND, 20, 22, 128
209–213, 413, 417	Float, C type	buffer, 20
complete multicycle control, 424 deriving from circuit, 137–140	rounding, 259	multiple-input, 21–22 NAND, 21, 31
	special cases	NOR, 21-22, 111, 128
divide-by-3 FSM, 129–131, 210–211 factoring, 134–136, 136	infinity, 258 NaN, 258	NOR, 21–22, 111, 128 NOT, 20
in HDL, 209–213	Floating-Point Status and Control	OR, 21
LE configuration for, 277–279	Register (FPSCR), 358	transistor-level. See Transistors
Mealy FSM, 132–134	Floating-point unit (FPU), 259	XNOR, 21
Moore FSM, 132–134	For loops, 312–313, 541.e20	XOR, 21 XOR, 21
1110010 10111, 102-10-1	101 100ps, 312-313, 371.e20	701, 21

General-purpose I/O (GPIO), 531.	parameterized modules, 217–220	Homogeneous multiprocessors,
e8–531.e11	processor building blocks, 449–452	468–469
switches and LEDs example, 531.e8	register file, 450	Hopper, Grace, 340
Generate signal, 241, 243	resettable flip-flop, 451	
Genwaves function, 531.e27	resettable flip-flop with enable, 452	
Glitches, 92–95	sequential logic, 193–198, 209–213	1
Global data segment, 340	simulation and synthesis, 175–177	•
GPIO. See General-purpose I/O (GPIO)	single-cycle ARM processor,	
Graphics accelerators, 469	443–456	UO 6 I (1/0)
Graphics processing units (GPUs), 460	structural modeling, 190–193	I/O. See Input/output (I/O) systems
Gray, Frank, 76	testbench, 220–224, 452–453	IA-32 architecture. See x86
Gray codes, 76	top-level module, 454	IA-64, 368
Ground (GND), 22	Hardware handshaking, 531.e18	ICs. See Integrated circuits (ICs)
symbol for, 31	Hardware reduction, 70–71. See also	Idempotency theorem, 62
	Equation minimization	Identity theorem, 62
	Hazard unit, 432–435	Idioms, 177
H	Hazards. See also Hazard unit	if statements
"	control hazards, 432, 437–440	in ARM assembly, 309–310
	data hazards, 432–436	in C, 541.e17
77.16 11 240 240	pipelined processor, 431–441	in HDL, 202–205
Half adder, 240, 240	read after write (RAW), 431, 464	if/else statements, 310, 541.e27
Hard disk, 490–491. See also Hard	solving	in ARM assembly, 310–311
drive	control hazards, 437–440	in C, 541.e17–541.e18
Hard drive, 490, 508. See also Hard	forwarding, 432–434	in HDL, 202–205
disk, Solid state drive (SSD),	stalls, 435–436	ILP. See Instruction level parallelism (ILP)
Virtual memory	write after read (WAR), 464	IM. See Instruction memory
Hardware description languages	write after write (WAW), 465	imm8 field, 330-331
(HDLs), 443–456. See also	H-bridge control, 531.e45	imm12 field, 333
SystemVerilog, VHSIC Hardware	HDL. See Hardware description	<i>imm</i> 24 field, 334
Description Language (VHDL)	languages (HDLs), SystemVerilog;	Immediate addressing, 336
2:1 multiplexer, 452	VHSIC Hardware Description	Immediate extension, 451
adder, 450	Language (VHDL)	Immediates, 300–301, 330–332,
capacity, 505	Heap, 340	345–346. See also Constants
combinational logic, 174, 198	Heterogeneous multiprocessors,	Implicit leading one, 257
bitwise operators, 177–179	469–470	Information, amount of, 8
blocking and nonblocking	Hexadecimal numbers, 11–13	Initializing
assignments, 205–209	Hexadecimal to binary and decimal	arrays in C, 541.e23–541.e24
case statements, 201–202	conversion, 11, 12	variables in C, 541.e11
conditional assignment, 181–182	Hierarchy, 6	Input/Output (I/O) systems, 531.
delays, 188–189	HIGH, 23. See also 1, ON	e1–531.e64
data memory, 455	High-level programming languages,	device driver, 531.e3, 531.e6–531.e8
data types, 213–217	303, 541.e2	embedded I/O systems. See
history of, 174–175	compiling, assembling, and loading,	Embedded I/O (input/output)
if statements, 202–205	339–345	systems
internal variables, 182–184	translating into assembly, 300	I/O registers, 531.e3
numbers, 185	High-performance microprocessors, 456	memory-mapped I/O, 531.e1–531.e3
operators and precedence,	Hit, 490	personal computer I/O systems. See
184–185	Hit rate, 491	Personal computer (PC) I/O
reduction operators, 180–181	Hold time constraint, 142–148	systems
immediate extension, 451	with clock skew, 149–151	Input/output elements (IOEs), 275
instruction memory, 455–456	Hold time violations, 145, 146,	Institute of Electrical and Electronics
modules, 173–174	147–148, 150–151	Engineers (IEEE), 257–258

Instruction encoding, x86, 364–367,	K	Linked list, 541.e33-541.e34
366		Linker, 340–341
Instruction formats, ARM, 328		Linking, 339
addressing modes, 336	V	Linux, 531.e23–531.e24
branch instructions, 334–335	Karnaugh, Maurice, 75	Liquid crystal displays (LCDs),
data-processing instructions, 329–333	Karnaugh maps (K-maps), 75–84,	531.e33–531.e36
interpreting, 336–337	93–95, 126	Literal, 58, 96
memory instructions, 333–335	logic minimization using, 77–83	loading, 345-346
stored program, 337-338	prime implicants, 65, 77–81, 94–95	Little-endian bus order in HDL, 178
Instruction formats, x86, 364–367	seven-segment display decoder, 79–81	Little-endian memory addressing, 303
Instruction level parallelism (ILP), 465,	with "don't cares", 81–82	Load register instruction (LDR), 301–302
467, 468	Kilobit (Kb/Kbit), 14	Loading literals, 345–346
Instruction memory, 387, 427, 455	Kilobyte (KB), 14	Loads, 344–345
Instruction register (IR), 407, 414	K-maps. See Karnaugh maps (K-maps)	base addressing of, 336
Instruction set, 295		Local variables, 328–329
for ARM, 386		Locality, 488
Instruction set. See also Architecture	L	Logic
Instructions, x86, 360–368		bubble pushing, 71–73
Instructions, ARM, 295-360, 535-540		combinational. See Combinational
branch instructions, 308-309, 539	LAB. See Logic array block (LAB)	logic
condition flags, 306-308, 540	Land grid array, 531.e58	families, 25-26, 533.e15-533.e17,
data-processing instructions, 535	Language. See also Instructions	533.e15, 533.e17
logical, 303-304, 536-537	assembly, 296–303	gates. See Gates
memory instructions, 301–303,	machine, 329–338	hardware reduction, 70-71
313–317, 333–334, 538	mnemonic, 297	multilevel. See Multilevel
miscellaneous instructions, 539	Last-in-first-out (LIFO) queue, 320.	combinational logic
multiply instructions, 305–306, 537	See also Stack	programmable, 533.e2–533.e9
shift instructions, 304–305	Latches, 111–113	sequential. See Sequential logic
Instructions per cycle (IPC), 390	comparison with flip-flops, 109, 118	transistor-level. See Transistors
Integrated circuits (ICs), 533.e17	D, 113, 120	two-level, 69
Intel. See x86	SR, 111–113, 112	Logic array block (LAB), 276
Intel processors, 360	transistor-level, 116–117	Logic arrays, 271–280. See also Field
Intel x86. See x86	Latency, 157–160, 425, 435	programmable gate arrays
Interrupts, 347, 531.e32	Lattice, silicon, 27	(FPGAs), Programmable logic
Invalid logic level, 186	LCDs. See Liquid crystal displays (LCDs)	arrays (PLAs)
Inverters, 20, 119, 178. See also NOT	LDR, 301–303, 313–317, 333–334, 391–394, 538	transistor-level implementation, 279–280
gate cross-coupled, 109, 110	critical paths for, 402	Logic elements (LEs), 275–279
in HDL, 178, 199	Leaf function, 324	of Cyclone IV, 276–277
An Investigation of the Laws of Thought	Leakage current, 34	functions built using, 277–279
(Boole), 8	Least recently used (LRU) replacement,	Logic families, 25–26, 533.e15–533.e17,
Involution theorem, 62	502–503	533.e15, 533.e17
IOEs. See Input/output elements (IOEs)	two-way associative cache with,	compatibility of, 26
IPC. See Instructions per cycle (IPC)	502–503, 503	logic levels of, 25
IR. See Instruction register (IR)	Least significant bit (lsb), 13, 14	specifications, 533.e15, 533.e17
IR Write, 407, 414	Least significant byte (LSB), 13, 14, 301	Logic gates, 19–22, 179, 533.e2
•	LEs. See Logic elements (LEs)	AND. See AND gate
	Level-sensitive latch. See	AND-OR (AO) gate, 46
J	La_Hlt414277542tches: D	with delays in HDL, 189
	LIFO. See Last-in-first-out (LIFO) queue	multiple-input gates, 21-22
	Line options, compiler and command,	NAND. See NAND gate
Java, 303. See also Language	341–343, 541.e43–541.e45	NOR. See NOR gate

Logic gates (Continued)	Magnitude comparator, 247	Memory and peripheral interface, 531.
NOT. See NOT gate	Main Decoder, 398–400, 400	e55–531.e57
OR. See OR gate	Main FSM, 413–423, 423	Memory arrays, 264–271. See also
OR-AND-INVERT (OAI) gate, 46	main function in C, 541.e3	Memory
XNOR. See XNOR gate	Main memory, 489–491	bit cell, 264–270
XOR. See XOR gate	malloc function, 541.e32	HDL for, 272, 273, 455–456
ogic levels, 22–26	Mantissa, 257	logic using, 270–271
ogic simulation, 175–176	Master-slave flip-flop. See Flip-flops	organization, 264–265
Logic synthesis, 176–177, 176	Masuoka, Fujio, 270	Memory hierarchy, 490–491
Logical instructions, 303–304	math.h, C library, 541.e42-541.e43	Memory instructions, 301–303,
Logical shifter, 251		313–317, 333–334, 391–394
	Max-delay constraint. See Setup time constraint	encodings, 333–334, 538
Lookup tables (LUTs), 270, 275–276 Loops, 312–313, 541.e19–541.e20	Maxterms, 58	Memory interface, 487–488
in ARM assembly	MCUs. See Microcontroller units	Memory map, ARM, 339–340, 531.e2
for, 312–313	(MCUs)	Memory performance. See Average
while, 312	Mealy machines, 123, 123, 132–134	Memory Access Time (AMAT)
in C	state transition and output table, 134	Memory protection, 515
do/while, 541.e19-541.e20	state transition diagrams, 133	Memory systems, 487
	timing diagrams for, 135	ARM, 507–508
for, 541.e20 while, 541.e19	Mean time between failure (MTBF),	performance analysis, 491–492
Lovelace, Ada, 338	153–154	x86, 531.e3
LOW, 23. See also 0, FALSE	Medium-scale integration (MSI) chips,	Memory-mapped I/O, 531.e1–531.e3,
Low Voltage CMOS Logic (LVCMOS),	533.e2	531.e7
25	MemWrite, 394, 397	address decoder, 531.e1, 531.e2
Low Voltage TTL Logic (LVTTL), 25	Memory, 313. See also Memory arrays	communicating with I/O devices,
lsb. See Least significant bit (lsb)	access time, 491	531.e2
LSB. See Least significant byte (LSB)	addressing modes, 363	hardware, 531.e2, 531.e2, 531.e3
LSL, 304	area and delay, 267–268	MemtoReg, 396, 397
LSR, 304	big-endian, 302	Metal-oxide-semiconductor field
LUTs. See Lookup tables (LUTs)	byte-addressable, 301–303	effect transistors (MOSFETs),
LVCMOS. See Low Voltage CMOS	bytes and characters, 315–317	26
Logic (LVCMOS)	HDL for, 272, 273, 455–456	switch models of, 30
LVTTL. See Low Voltage TTL Logic	hierarchy, 490	Metastability, 151–157
(LVTTL)	little-endian, 303	metastable state, 110, 151
	logic using, 270–271	resolution time, 151–152, 154–157
	main, 490	synchronizers, 152–154
	operands in, 301-303	Microarchitecture, 296, 385, 388-389.
M	physical, 509	See also Architecture
	ports, 265–266	advanced. See Advanced
	protection, 515. See also Virtual	microarchitecture
MAC. See Multiply-accumulate (MAC)	memory	architectural state. See Architectural
Machine code. See Machine language	types, 266–270	state
Machine language, 329	DDR, 268	description of, 385-389
addressing modes, 336	DRAM, 266–267	design process, 386-388
branch instructions, 334-335	flash, 270	evolution of, 470–476
data-processing instructions,	register file, 268	HDL representation, 443–456
329–333	ROM, 268–270	generic building blocks,
interpreting, 336–337	SRAM, 266	449–452
memory instructions, 333–335	virtual, 490. See also Virtual	single-cycle processor, 444–449
stored program, 337-338, 338	memory	testbench, 452–456
translating to assembly language,	Memory address computation, 419	multicycle processor. See Multicycle
337	data flow during, 419	ARM processor

performance analysis, 389–390. See also Performance analysis pipelined processor. See Pipelined ARM processor real-world perspective, 470–476 single-cycle processor. See Single-cycle ARM processor Microcontroller, 531.e3, 531.e25 Microcontroller peripherals, 531. e32–531.e53 Bluetooth wireless communication, 531.e42–531.e43 character LCD, 531.e33–531.e36 control, 531.e35–531.e36 parallel interface, 531.e33 motor control, 531.e43–531.e53	Moore's law, 30 MOS transistors. See Metal-oxide- semiconductor field effect transistors (MOSFETs) MOSFET. See Metal-oxide- semiconductor field effect transistors (MOSFETs) Most significant bit (msb), 13, 14 Most significant byte (MSB), 13, 14, 301, 302 Motors DC, 531.e43, 531.e44–531.e47 H-bridge, 531.e45–531.e46, 531. e45, 531.e46 servo, 531.e44, 531.e48–531.e49 stepper, 531.e44, 531.e49–531.e53	Multiply and multiply-accumulate instructions, 355–356 Multiply-accumulate (MAC), 352, 356 Multiprocessors, 468–470 chip, 468 heterogeneous, 469–470 homogeneous, 468 Multi-Protocol Synchronous Serial Engine (MPSSE), 531.e63 Multithreaded processor, 467 Multithreading, 467–468 Mux. See Multiplexers myDAQ, 531.e62–531.e63
WGA monitor, 531.e36–531.e42 Microcontroller units (MCUs), 531.e3 Micro-operations (micro-ops), 458–459 designers, 456 high-performance, 456 Microprocessors, 3, 13, 295 architectural state of, 338 Millions of instructions per second, 425 Min-delay constraint. See Hold time constraint Minterms, 58 Miss, 490–492, 505 capacity, 505 compulsory, 505 conflict, 498, 505 Miss penalty, 500 Miss rate, 491–492 and access times, 492 Misses cache, 490 capacity, 505 compulsory, 505 conflict, 505 page fault, 509–510 ModR/M byte, 366 Modularity, 6 Modules, in HDL behavioral and structural, 173–174 parameterized modules, 217–220 Moore, Gordon, 30 Moore machines, 123, 132 state transition and output table, 134 state transition diagrams, 133 timing diagrams for, 135	MOV, 301 MPSSE. See Multi-Protocol Synchronous Serial Engine (MPSSE) msb. See Most significant bit (msb) MSB. See Most significant byte (MSB) MSI chips. See Medium-scale integration (MSI) chips MTBF. See Mean time between failure (MTBF) Multicycle ARM processor, 406 control, 413–421 datapath, 407–413 B instruction, 412–413 data-processing instructions, 412 LDR instruction, 407–410 STR instruction, 411–412 performance, 421–425 Multicycle microarchitectures, 388 Multilevel combinational logic, 69–73. See also Logic Multilevel page tables, 516–518 Multiple-output circuit, 68–69 Multiplexers, 83–86 definition of, 83–84 HDL for behavioral model of, 181–183 parameterized N-bit, 218–219 structural model of, 190–193 logic using, 84–86 symbol and truth table, 83 Multiplicand, 252–253 Multiplication. See Multiplier Multiplier, 252–253 Multipli instructions, 305–306, 537, 537	NAND (7400), 533.e3 NAND gate, 21 CMOS, 31–32 Nested if/else statement, 311, 541.e18 Newton computer, 472 Nibbles, 13–14 nMOS transistors, 28–31, 29–30 Noise margins, 23–26, 23 calculating, 23–24 Nonarchitectural state, 386, 388 Nonblocking and blocking assignments, 199–200, 205–209 Nonleaf function calls, 324–326 Nonpreserved registers, 322–323, 326 NOP, 346, 431 NOR gate, 21–22, 63, 533.e3 chip (7402), 533.e3 CMOS, 32 pseudo-nMOS logic, 33 truth table, 22 Not a number (NaN), 258 NOT gate, 20 chip (7404), 533.e3 CMOS, 31 Noyce, Robert, 26 Null element theorem, 62 Number conversion binary to decimal, 10–11 binary to hexadecimal, 12 decimal to binary, 11, 13 decimal to binary, 11, 13 decimal to hexadecimal, 13 hexadecimal to binary and decimal, 11, 12 taking the two's complement, 16

Number systems, 9–19 binary, 9–11, 10–11 comparison of, 18–19, 19 estimating powers of two, 14 fixed-point, 255, 255–256 floating-point, 256–259 addition, 259, 260 special cases, 258 hexadecimal, 11–13, 12 negative and positive, 15 sign/magnitude, 15–16 signed, 15–18 two's complement, 16–18 unsigned, 9–11	ORR (OR), 303–304 OTP. See One-time programmable (OTP) Out-of-order execution, 466 Out-of-order processor, 463–465 Output dependence, 465 Overflow with addition, 15 detection, 250–251 Oxide, 28	Personal computer (PC) I/O systems, 531.e57–531.e64 data acquisition systems, 531. e62–531.e63 DDR3 memory, 531.e60–531.e61 networking, 531.e61 PCI, 531.e59–531.e60 SATA, 531.e61–531.e62 USB, 531.e59, 531.e63–531.e64 Phase locked loop (PLL), 531.e39 Physical memory, 509 Physical page number (PPN), 511 Physical pages, 509 Pipelined ARM processor, 425–428 abstract view of, 427
0	Packages, chips, 533.e17–533.e18 Page fault, 509 Page number, 511 Page offset, 511 Page table, 510–513	control unit, 430 datapath, 428–429 description, 425–428 hazards, 431–441 performance analysis, 441–443
Odds and ends, 345 exceptions, 346–350 loading literals, 345–346 NOP, 346 OFF, 26, 30	Pages, 509 Paging, 516 Parallel I/O, 531.e11 Parallelism, 157–160 Parity gate. See XOR gate	throughput, 426 Pipelined microarchitecture. See Pipelined ARM processor Pipelining, 158–160 PLAs. See Programmable logic arrays
Offset, 302, 392, 408 Offset indexing, ARM, 314 ON, 26, 30 One-bit dynamic branch predictor, 460 One-cold encoding, 130	Partial products, 252 Pass by reference, 541.e22 Pass by value, 541.e22 Pass gate. See Transmission gates PC. See Program counter (PC)	(PLAs) Plastic leaded chip carriers (PLCCs), 533.e17 Platters, 508 PLCCs. See Plastic leaded chip carriers
One-hot encoding, 129–131 One-time programmable (OTP), 533.e2 op field, 330 Opcode. See op field	PC Logic, 400 PCB. See Printed circuit boards (PCBs) PCI. See Peripheral Component Interconnect (PCI)	(PLCCs) PLDs. See Programmable logic devices (PLDs) PLL. See Phase locked loop (PLL)
Operands ARM, 298 constants/immediates, 300–301 memory, 301–303 registers, 299 register set, 300 x86, 362–363, 363	PCI express (PCIe), 531.e60 PC-relative addressing, 335, 336 PCSrc, 394, 395–396, 440 PCWrite, 410 Perfect induction, proving theorems using, 64–65 Performance analysis, 389–390	pMOS transistors, 28–31, 29 Pointers, 541.e21–541.e23, 541.e25, 541.e28, 541.e30, 541.e32 POS. See Product-of-sums (POS) form Positive edge-triggered flip-flop, 114 Post-indexed addressing, ARM, 314 Power consumption, 34–35
Operation code. See op field Operators in C, 541.e11–541.e14 in HDL, 177–185 bitwise, 177–181 precedence, 185 reduction, 180–181 table of, 185 ternary, 181–182	multicycle ARM processor, 422–424 pipelined ARM processor, 425–428 processor comparison, 424 single-cycle ARM processor, 402 Performance Analysis, 389–390. See also Average Memory Access Time (AMAT) Peripheral Component Interconnect (PCI), 531.e59–531.e60	Power-saving and security instructions, 358 PPN. See Physical page number (PPN) Prefix adders, 243–245, 244 Prefix tree, 245 Pre-indexed addressing, ARM, 314 Preserved registers, 322–324, 323 Prime implicants, 65, 77 Printed circuit boards (PCBs), 533.
OR gate, 21 OR-AND-INVERT (OAI) gate, 46	Peripherals devices. <i>See</i> Input/output (I/O) systems	e19-533.e20 printf, 541.e35-541.e37

Priority	Q	Resettable flip-flops, 116
circuit, 68–69	•	Resettable registers, 194–196
encoder, 102-103, 105		Resolution time, 151-152. See also
Procedure calls. See Function calls	Quiascent supply current 24	Metastability
Processor performance comparison, 442	Quiescent supply current, 34	derivation of, 154–157
multicycle ARM processor, 424		Return value, 317
pipelined ARM processor, 442		RF. See Register file (RF)
single-cycle processor, 405	R	Ring oscillator, 119, 119
Processor-memory gap, 489		Ripple-carry adder, 240, 240–241, 243
Product-of-sums (POS) form, 60		RISC architecture. See Reduced
Program counter (PC), 308, 338, 387,	Race conditions, 119-120, 120	instruction set computer (RISC)
394	rand, 541.e40-541.e41	architecture
Programmable logic arrays (PLAs), 67,	Random access memory (RAM),	Rising edge, 88
272–274, 533.e6–533.e7	266–268, 271, 272	<i>Rm</i> field, 330
transistor-level implementation, 280	Raspberry Pi, 531.e3-531.e4, 531.e5,	<i>Rn</i> field, 330
Programmable logic devices (PLDs),	531.e6, 531.e32, 531.e48–531.	ROM. See Read only memory (ROM)
533.e6	e49	ROR, 304
Programmable read only memories	RAW hazard. See Read after write	rot field, 330-331
(PROMs), 269, 271, 533.e2–533.	(RAW) hazard	Rotations per minute (RPM), 531.e44
e6	<i>Rd</i> field, 330	Rotators, 251–252
Programming	Read after write (RAW) hazard, 431,	Rounding modes, 259
in ARM, 303	464. See also Hazards	RPM. See Rotations per minute (RPM)
arrays. See Arrays	Read only memory (ROM), 266,	RS-232, 531.e18
branching. See Branching	268–270	
in C. See C programming	transistor-level implementation,	S
conditional statements, 309-312	279–280	3
condition flags, 306-308	Read/write head, 508	
constants. See Constants; Immediates	ReadData bus, 393, 394	
function calls. See Function calls	Receiver gate, 22	Sampling, 141
getting loopy, 312–313	Recursive function calls, 326–328	Sampling rate, 531.e25
logical and arithmetic instructions,	Reduced instruction set computer (RISC)	SATA. See Serial ATA (SATA)
303–306	architecture, 298, 458	Saturated arithmetic, 353
loops. See Loops	Reduction operators, 180–181	Scalar processor, 461–463, 460
memory, 313–317	Register file (RF)	Scan chains, 262–263
shift instructions, 304–305	ARM register descriptions, 299	scanf, 541.e38
PROMs. See Programmable read only	HDL for, 449	Scannable flip-flop, 262–263
memories (PROMs)	in pipelined ARM processor (write on	Schematics, rules of drawing, 31, 67
Propagate signal, 241	falling edge), 428	SCK. See Serial Clock (SCK) SDI. See Serial Data In (SDI)
Propagation delay, 88–92. <i>See also</i> Critical path	schematic, 268 use in ARM processor, 387	SDO. See Serial Data Out (SDO)
Pseudoinstructions, 346	Register renaming, 465–467	SDRAM. See Synchronous dynamic
Pseudo-nMOS logic, 33–34, 33	Register set, 300. See also Register file	random access memory (SDRAM)
NOR gate, 33	(RF)	Segment descriptor, 367
ROMs and PLAs, 279–280	Registers. See ARM registers; Flip-flops;	Segmentation, 367
Pulse-Width Modulation (PWM), 531.	x86 registers	Selected signal assignment statements,
e28–531.e31	loading and storing, 322	182
analog output with, 531.e30-531.	preserved and nonpreserved,	Semiconductors, 27
e31	322–324	industry, sales, 3
duty cycle, 531.e28	RegSrc, 402	Sequencing overhead, 143–144, 149,
signal, 531.e28	Regularity, 6	160, 442
PWM. See Pulse-Width Modulation	Reg Write, 393, 433	Sequential building blocks. See
(PWM)	Replacement policies, 516	Sequential logic

Sequential logic, 109-161, 259-263	Silicon lattice, 27	stack frame, 322, 328
counters, 260	SIMD. See Single instruction multiple	stack pointer (SP), 320
finite state machines. See Finite state	data (SIMD)	storing additional arguments on,
machines (FSMs)	SIMD instructions, 358–360	328–329
flip-flops, 114-118. See also	simple function, 318	storing local variables on, 328-329
Registers	Simple programmable logic devices	Stalls, 435-436. See also Hazards
latches, 111-113	(SPLDs), 274	Standard libraries, 541.e35-541.e43
D, 113	Simulation waveforms, 176	math, 541.e42–541.e43
SR, 111–113	with delays, 189	stdio, 541.e35–541.e40
registers. See Registers	Single instruction multiple data (SIMD),	file manipulation, 541.e38–541.
shift registers, 261–263	460, 472	e40
timing of. See Timing analysis	Single-cycle ARM processor, 390, 444	printf, 541.e35-541.e37
Serial ATA (SATA), 531.e62	Conditional Logic, 447–448	scanf, 541.e38
Serial Clock (SCK), 531.e12	control, 397–401	stdlib, 541.e40–541.e42
Serial communication, with PC, 531.e20	controller, 445	exit, 541.e41
Serial Data In (SDI), 531.e12	datapath, 390, 448–449	format conversion (atoi, atol,
Serial Data Out (SDO), 531.e12	B instruction, 396–397	atof), 541.e41-541.e42
Serial I/O, 531.e11–531.e23	data-processing instructions,	rand, srand, 541.e40-541.e41
SPI. See Serial peripheral interface	395–396 LDR instruction, 391–394	string, 541.e43
(SPI)	· · · · · · · · · · · · · · · · · · ·	State encodings, FSM, 129–131, 134.
UART. See Universal Asynchronous Receiver Transmitter (UART)	STR instruction, 394–396 Decoder, 446	See also Binary encoding, One-cold encoding, One-hot encoding
Serial Peripheral Interface (SPI), 531.	instructions, 402	State machine circuit. See Finite state
e11, 531.e12–531.e17	performance, 402–405	machines (FSMs)
connection between PI and FPGA,	Single-cycle microarchitecture, 388	State variables, 109
531.e14	Single-precision formats, 258. See also	Static branch prediction, 459
ports	Floating-point numbers	Static discipline, 24–26
Serial Clock (SCK), 531.e12	Skew. See Clock skew	Static power, 34
Serial Data In (SDI), 531.e12	Slash notation, 56	Static random access memory (SRAM),
Serial Data Out (SDO), 531.e12	Slave latch, 114. See also Flip-flops	266, 267, 519
register fields in, 531.e13	Small-scale integration (SSI) chips, 533.	Status flags, 363. See also Condition
slave circuitry and timing, 531.e15	e2	flags
waveforms, 531.e12	Solid state drive (SSD), 490. See also	stdio.h, C library, 541.e35-541.e40.
Servo motor, 531.e44, 531.e48-531.e49	Flash memory, Hard drive	See also Standard libraries
Set bits, 495	SOP. See Sum-of-products (SOP) form	stdlib.h, C library, 541.e40-541.e42.
Setup time constraint, 142, 145–147	Spatial locality, 488, 500-502	See also Standard libraries
with clock skew, 148-150	Spatial parallelism, 157–158	Stepper motors, 531.e44, 531.e49–531.
Seven-segment display decoder, 79–82	SPEC, 389	e53
with don't cares, 82–83	SPECINT2000, 424	bipolar stepper motor, 531.e49, 531.
HDL for, 201–202	SPI. See Serial Peripheral Interface (SPI)	e50–531.e52
Shaft encoder, 531.e43, 531.e47–531.	Squashing, 465	half-step drive, 531.e50, 531.e51
e48, 531.e48	SR latches, 111–113, 112	two-phase-on drive, 531.e50,
Shift instructions, 304–305, 305	SRAM. See Static random access	531.e51
Shift registers, 261–263	memory (SRAM)	wave drive, 531.e52–531.e53
Shifters, 251–252	srand, 541.e40–541.e41	Stored program, 337–338 STR, 394–396
Short path, 89–92	Src2 field, 330, 333	string.h, C library, 541.e43
Sign bit, 16	SSI chips. See Small-scale integration (SSI) chips	Strings, 316–317, 541.e45 Strings, 316–317, 541.e28–541.e29.
Sign extension, 18 Sign/magnitude numbers, 15–16, 256	Stack, 320–329. See also Function calls	See also Characters (char)
Signed binary numbers, 15–19	during recursive function call,	Structural modeling, 173–174,
Signed multiplier, 217	326–328	190–193
Silicon dioxide (SiO ₂), 28	preserved registers, 322–324	Structures (struct), 541.e29–541.e31
(2/)	r, 022 02.	(11. 11.), 0 11.025 0 11.001

SUB, 297	Moore FSM, 210, 212	Ternary operators, 181, 541.e13
Substrate, 28–29	full adder, 184	Testbench, 452–456
Subtraction, 17, 246, 297	using always/process, 200	Testbenches, HDLs, 220–224
Subtractor, 246–247	using nonblocking assignments,	self-checking, 221–222
Sum-of-products (SOP) form, 58–60	208	simple, 220–221
Superscalar processor, 461–463	history of, 175	with testvectors, 222–224
Supervisor call (SVC) instruction, 349	if statements, 202–205	Text Segment, 340, 344
Supply voltage, 22. See also V_{DD}	internal signals, 182-184	Thin small outline package (TSOP), 533.
SVC. See Supervisor call (SVC) instruction	inverters, 178, 199	e17
Swap space, 516	latches, 198	Thread level parallelism (TLP), 467
switch/case statements	logic gates, 177–179	Threshold voltage, 29
in ARM assembly, 311–312	multiplexers, 181-183, 190-193,	Throughput, 157-160, 388, 425, 468
in C, 541.e17–541.e18	218–219	Thumb instruction set, 351–352
in HDL. See case statement, in HDL	multiplier, 217	Timers, 531.e23–531.e24
Symbol table, 342, 343	numbers, 185–186	Timing
Symmetric multiprocessing (SMP), 468.	operators, 185	of combinational logic, 88-95
See also Homogeneous	parameterized modules, 217-220	delay. See Contamination delay;
multiprocessors	N:2 ^N decoder, 219	Propagation delay
Synchronizers, 152–154, 152–153	N-bit multiplexers, 218-219	glitches. See Glitches
Synchronous circuits, 122–123	N-input AND gate, 220	of sequential logic, 141–157
Synchronous dynamic random access	priority circuit, 204	analysis. See Timing analysis
memory (SDRAM), 268	using don't cares, 205	clock skew. See Clock skew
DDR, 268	reduction operators, 180–181	dynamic discipline, 141–142
Synchronous logic, design, 119–123	registers, 193–197	metastability. See Metastability
Synchronous resettable flip-flops, 116	enabled, 196	resolution time. See Resolution
Synchronous sequential circuits,	resettable, 194–196	time
120–123, 122. <i>See also</i> Finite	sequential logic using, 193–198,	system timing. See Timing
state machines (FSMs)	209–213	analysis
timing specification. See Timing	seven-segment display decoder, 201	Timing analysis, 141–151
analysis	simulation and synthesis, 175–177	calculating cycle time. See Setup time
SystemVerilog, 173–225. See also	structural models, 190–193	constraint
Hardware description languages	synchronizer, 197	with clock skew. See Clock skew
(HDLs)	testbench, 220–224	hold time constraint. See Hold time
accessing parts of busses, 188, 192	self-checking, 222	constraint
bad synchronizer with blocking assignments, 209	simple, 221	max-delay constraint. See Setup time
bit swizzling, 188	with test vector file, 223–224	constraint
blocking and nonblocking	tristate buffer, 187 truth tables with undefined and	min-delay constraint. See Hold time constraint
assignment, 199–200,		
205–208	floating inputs, 187, 188 z's and x's, 186–188, 205	multicycle processor, 424 pipelined processor, 441
case statements, 201–202, 205	2 \$ and x \$, 100–100, 203	setup time constraint. See Setup time
combinational logic using, 177–193,		constraint
198–208, 217–220		single-cycle processor, 405
comments, 180	T	TLB. See Translation lookaside buffer
conditional assignment, 181–182		(TLB)
data types, 213–217		TLP. See Thread level parallelism (TLP)
decoders, 202–203, 219	Tag, 495	Transistors, 26–34
delays (in simulation), 189	Taking the two's complement, 16–17	bipolar, 26
divide-by-3 FSM, 210–211	Temporal locality, 488, 493–494, 497,	CMOS, 26–33
finite state machines (FSMs),	502	gates made from, 31–34
209–213	Temporal parallelism, 158-159	latches and flip-flops, 116–117
Mealy FSM, 213	Temporary registers, 299	MOSFETs, 26
		•

Transistors (Continued) nMOS, 28–34, 29–33 pMOS, 28–34, 29–33 pseudo-nMOS, 33–34 ROMs and PLAs, 279–280 transmission gate, 33 Transistor-Transistor Logic (TTL), 25–26, 533.e15–533.e16 Translating and starting a program, 339	TTL. See Transistor-Transistor Logic (TTL) Two's complement numbers, 16–18 Two-bit dynamic branch predictor, 460 Two-cycle latency of LDR, 435 Two-level logic, 69 typedef, 541.e31–541.e32	Very High Speed Integrated Circuits (VHSIC), 175. See also VHSIC Hardware Description Language (VHDL) VGA (Video Graphics Array) monitor, 531.e36–531.e42 connector pinout, 531.e37 driver for, 531.e39–531.e42 VHDL. See VHSIC Hardware Description Language (VHDL)
Translation lookaside buffer (TLB), 514–515	U	VHSIC. See Very High Speed Integrated Circuits (VHSIC)
Transmission Control Protocol and		VHSIC Hardware Description Language
Internet Protocol (TCP/IP), 531.	UART. See Universal Asynchronous	(VHDL), 173–175
e61	Receiver Transmitter (UART)	accessing parts of busses, 188, 192
Transmission gates, 33	Unconditional branches, 308, 309 Undefined instruction exception, 347	bad synchronizer with blocking assignments, 209
Transmission lines, $533.e20-533.e33$ characteristic impedance (Z_0), 533 .	Unicode, 315	bit swizzling, 188
e30–533.e31	Unit under test (UUT), 220	blocking and nonblocking assignment,
derivation of, 533.e30-533.e31	Unity gain points, 24	199–200, 205–208
matched termination, 533.e22–533.	Universal Asynchronous Receiver	case statements, 201–202, 205
e24 mismatched termination, 533.	Transmitter (UART), 531. e17–531.e23	combinational logic using, 177–193, 198–208, 217–220
e25–533.e28	hardware handshaking, 531.e18	comments, 180
open termination, 533.e24-533.e25	Universal Serial Bus (USB), 270, 531.	conditional assignment, 181-182
reflection coefficient (k_r) , 533.	e18, 531.e59	data types, 213–217
e31–533.e32	USB 1.0, 531.e59	decoders, 202–203, 219
derivation of, 533.e31–533.e32 series and parallel terminations, 533.	USB 2.0, 531.e59 USB 3.0, 531.e59	delays (in simulation), 189 divide-by-3 FSM, 210–211
e28–533.e30	Unsigned multiplier, 217, 252–253	finite state machines (FSMs),
short termination, 533.e25	Unsigned numbers, 18	209–213
when to use, 533.e28	Upton, Eben, 531.e4	Mealy FSM, 213
Transparent latch. See Latches: D	USB. See Universal Serial Bus (USB)	Moore FSM, 210, 212
Traps, 347 Tristate buffer, 74–75, 187	USB links, 531.e63–531.e64 FTDI, 531.e63	full adder, 184 using always/process, 200
HDL for, 186–187	UM232H module, 531.e64	using arways/process, 200 using nonblocking assignments,
multiplexer built using, 84-85,	Use bit (<i>U</i>), 502	208
91–93		history of, 175
True, 8, 20–22, 58–59, 70, 74,		if statements, 202
111–112, 116, 129, 176, 180, 205	V	internal signals, 182–184 inverters, 178, 199
Truth tables, 20		latches, 198
ALU decoder, 399, 404		logic gates, 177–179
with don't cares, 69, 81-83, 205	Valid bit (<i>V</i>), 496	multiplexer, 181-183, 190-193,
multiplexer, 83	Variables in C, 541.e7–541.e11	218–219
seven-segment display decoder, 79	global and local, 541.e9–541.e10 initializing, 541.e11	multiplier, 217
SR latch, 111, 112 with undefined and floating inputs,	primitive data types, 541.e8–541.e9	numbers, 185–186 operators, 185
187–188	V_{CC} , 23. See also Supply voltage, V_{DD}	parameterized modules, 217–220
TSOP. See Thin small outline package	V _{DD} , 22, 23. See also Supply voltage	N:2 ^N decoder, 219
(TSOP)	Vector processor, 460	N-bit multiplexers, 218, 219
	Verilog. See SystemVerilog	N-input AND gate, 220, 220

priority circuit, 204 reduction operators, 180–181 using don't cares, 205 reduction operators, 180–181 registers, 193–197 enabled, 196 resettable, 194–196 sequential logic using, 193–198, 209–213	replacement policies, 516 translation lookaside buffer (TLB), 514–515 write policy, 506–507 Virtual page number (VPN), 512 Virtual pages, 509 Vss, 23	Write after read (WAR) hazard, 464. See also Hazards Write after write (WAW) hazard, 464–465 Write policy, 506–507 write-back, 506–507 write-through, 506–507
seven-segment display decoder, 201	W	X
simulation and synthesis, 175–177 structural models, 190–193		
synchronizer, 197 testbench, 220–224 self-checking, 222 simple, 221 with test vector file, 223–224 tristate buffer, 187 truth tables with undefined and floating inputs, 187, 188 z's and x's, 186–188, 205 Video Graphics Array (VGA). See VGA (Video Graphics Array) monitor Virtual address, 509 space, 515	Wafers, 28 Wait for event (WFE) instruction, 358 Wait for interrupt (WFI) instruction, 358 Wall, Larry, 20 WAR hazard. See Write after read (WAR) hazard WAW hazard. See Write after write (WAW) hazard Weak pull-up, 33 Weird number, 18 WFE. See Wait for event (WFE) instruction WFI. See Wait for interrupt (WFI)	X. See Contention (x); Don't care (X) x86 architecture, 360–368, 362 big picture, 368 branch conditions, 366 instruction encoding, 364–367 instructions, 364–367 memory addressing modes, 363 operands, 362–363 peculiarities, 368 registers, 362 status flags, 363
Virtual memory, 490, 508–518 address translation, 509–512 cache terms comparison, 510 memory protection, 515 multilevel page tables, 516–518 page fault, 509–510 page number, 511 page offset, 511 pages, 509 page table, 512–513	instruction while loops, 312, 541.e19 White space, 180 Whitmore, Georgiana, 7 Wi-Fi, 531.e61 Wilson, Sophie, 472 Wire, 67 Wireless communication, Bluetooth, 531.e42–531.e43 Wordline, 264	Xilinx FPGA, 275 XNOR gate, 21–22 XOR gate, 21 Z. See Floating (Z)