

Index

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
1, 8, 22. *See also* HIGH, TRUE
32-bit datapath, 386
32-bit instructions, 329
64-bit architecture, 360
74xx series logic, 533.e1–533.e5
 parts
 2:1 mux (74157), 533.e4
 3:8 decoder (74138), 533.e4
 4:1 mux (74153), 533.e4
 AND (7408), 533.e3
 AND3 (7411), 533.e3
 AND4 (7421), 533.e3
 counter (74161, 74163), 533.e4
 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
Accumulator, 367

Acorn Computer Group, 296, 472
Acorn RISC Machine, 350
Active low, 74–75
A/D conversion, 531.e31–531.e32
Ad hoc testing, 452
ADCs. *See* Analog-to-digital converters (ADCs)
ADD, 297, 536
Adders, 239–246
 carry propagate, 240
 carry-lookahead, 241
 full, 56, 240
 half, 240
 HDL for, 184, 200, 450
 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
 (AMD), 296

Advanced microarchitecture, 456–470
 branch prediction. *See* Branch
 prediction
 deep pipelines. *See* Deep pipelines
 heterogeneous multiprocessors. *See*
 Heterogeneous
 multiprocessors
 homogeneous multiprocessors. *See*
 Homogeneous
 multiprocessors
 micro-operations. *See* Micro-
 operations
 multiprocessors. *See* Multiprocessors
 multithreading. *See* Multithreading
 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
ALUOp, 398

- ALUResult*, 392–397
- ALUSrc*, 396
- AMAT. *See* Average memory access time (AMAT)
- AMBA. *See* Advanced Microcontroller Bus Architecture (AMBA)
- AMD. *See* Advanced Micro Devices (AMD)
- AMD64, 368
- Amdahl, Gene, 492
- Amdahl's Law, 492
- American Standard Code for Information Interchange (ASCII), 315–316, 541.e8, 541.e27–541.e28
- Analog I/O, 531.e25–531.e32
 - A/D conversion, 531.e31–531.e32
 - D/A conversion, 531.e25–531.e28
 - Pulse-width modulation (PWM), 531.e28–531.e31
- Analog-to-digital converters (ADCs), 531.e25, 531.e27, 531.e31–531.e32
- Analytical engine, 7–8
- AND gate, 20–22, 179
 - chips (7408, 7411, 7421), 533.e3
 - truth table, 20, 22
 - using CMOS transistors, 32–33
- AND, 303–304
- AND-OR (AO) gate, 46
- Anode, 27
- Antidependence, 464
- Application Binary Interface (ABI), 320
- Application-specific integrated circuits (ASICs), 533.e9
- Architectural state, 338, 364
 - for ARM, 385–386
- Architecture, 295
 - assembly language, 296
 - instructions, 297–298
 - operands, 298–303
 - compiling, assembling, and loading, 339
 - assembling, 342–343
 - compilation, 340–341
 - linking, 343–344
 - loading, 344–345
 - memory map, 339–340
 - evolution of ARM architecture, 350
 - 64-bit architecture, 360
 - digital signal processors (DSPs), 352–356
 - floating-point instructions, 357–358
 - power-saving and security instructions, 358
 - SIMD instructions, 358–360
 - Thumb instruction set, 351–352
- machine language, 329
 - addressing modes, 336
 - branch instructions, 334–335
 - data-processing instructions, 329–333
 - interpreting, 336–337
 - memory instructions, 333–334
 - stored program, 337–338
- odds and ends, 345
 - exceptions, 347–350
 - loading literals, 345–346
 - NOP, 346
- programming, 303
 - branching, 308–309
 - conditional statements, 309–312
 - condition flags, 306–308
 - function calls, 317–329
 - getting loopy, 312–313
 - logical and arithmetic instructions, 303–306
 - memory, 313–317
- x86 architecture, 360
 - big picture, 368
 - instruction encoding, 364–367
 - instructions, 364
 - operands, 362–363
 - peculiarities, 367–368
 - registers, 362
 - status flags, 363–364
- Arguments, 317–319, 541.e15
 - pass by reference, 541.e22
 - pass by value, 541.e22
- Arithmetic
 - ARM instructions, 303–306
 - circuits, 239–255
 - C operators, 541.e11–541.e13
 - HDL operators, 185
- Arithmetic/logical unit (ALU), 248–251, 392
 - implementation of, 249
 - in processor, 392–430
- ARM architecture, evolution of, 296, 350
 - 64-bit architecture, 360
 - digital signal processing (DSP) instructions, 352–356
 - floating-point instructions, 357–358
 - power-saving and security instructions, 358
 - SIMD instructions, 358–360
 - Thumb instruction set, 351–352
- ARM instructions, 295–369, 535–540
 - branch instructions, 308–309, 539
 - condition flags, 306–308, 540
 - data-processing instructions, 303–306, 535–537
 - logical instructions, 303–304
 - multiply instructions, 305–306, 537
 - shift instructions, 304–305
- formats
 - addressing modes, 336
 - branch instructions, 334
 - data-processing instructions, 329–333
 - interpreting, 336–337
 - memory instructions, 333–335
 - stored program, 337–338
- instruction set, 295
- memory instructions, 301–303, 313–317, 538
- miscellaneous instructions, 345–346, 539
- ARM Microcontroller Development Kit (MDK-ARM), 297
- ARM microprocessor, 385
 - data memory, 385–388
 - instruction memory, 385–388
 - multicycle, 406–425
 - pipelined, 425–433
 - program counter, 385–388
 - register file, 385–388
 - single-cycle, 390–406, 443–456
 - state elements of, 385–388
- ARM processors, 470
- ARM registers, 299–300
 - program counter, 308, 338, 386–387
 - register file, 386–387
 - register set, 299–300
- ARM single-cycle HDL, 443–456
 - building blocks, 449–452
 - controller, 443
 - datapath, 443
 - testbench, 452–456
- ARM7, 472, 473
- ARM9, 474
- ARM9E, 472
- ARMv3 architecture, 472
- ARMv4 instruction set, 295, 539
- ARMv7 instruction, 472
- Arrays, 313–317, 541.e23–541.e29
 - accessing, 313–317, 541.e23

- 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
 - in caches, 493, 498–500
 - Astable circuits, 119
 - Asymmetric multiprocessors. *See* Heterogeneous multiprocessors
 - Asynchronous circuits, 120–123
 - Asynchronous resettable flip-flops
 - definition, 116
 - HDL, 194–196
 - Asynchronous serial link, 531.e17, 531.e17. *See also* Universal Asynchronous Receiver Transmitter (UART)
 - AT Attachment (ATA), 531.e61–531.e62
 - Average memory access time (AMAT), 491, 504
- B**
- B, 308–309, 334–336, 396–397
 - Babbage, Charles, 7
 - Banked registers, 348–349
 - Base addressing, 336
 - Baud rate, 531.e17–531.e19
 - BCD. *See* Binary coded decimal (BCD)
 - BCM2835, 531.e3, 531.e4–531.e5, 531.e8, 531.e9, 531.e19
 - timer, 531.e23
 - 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
 - Bipolar stepper motor, 531.e51, 531.e52–531.e53
 - AIRPAX LB82773-M1, 531.e51, 531.e51
 - direct drive current, 531.e52
 - Bistable element, 109
 - Bit, 8
 - dirty, 506
 - least significant, 13, 14
 - most significant, 13, 14
 - sign, 16
 - use, 502
 - valid, 496
 - Bit cells, 264–269
 - DRAM, 266–267
 - ROM, 268–270
 - SRAM, 267
 - Bit swizzling, 188
 - Bitline, 264
 - Bitwise operators, 177–179
 - BL (branch and link), 318
 - Block, 493
 - Block offset, 500–501
 - Block size (*b*), 493, 500–501
 - Blocking and nonblocking assignments, 199–200, 205–209
 - BLT. *See* Branch if less than (BLT)
 - BlueSMiRF silver module, 531.e42–531.e43, 531.e42
 - 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
 - De Morgan's, 63–64
 - distributivity, 63
 - idempotency, 62
 - identity, 62
 - involution, 62
 - null element, 62
 - Branch if less than (BLT), 334–335
 - Branch instructions, 308–309
 - ARM instructions, 539, 539
 - Branch misprediction penalty, 438, 459
 - Branch prediction, 459–461
 - Branch target address (BTA), 334–335
 - Branch target buffer, 459
 - Branching, 308–309, 334–336
 - conditional, 309
 - unconditional, 309
 - Breadboards, 533.e18–533.e19
 - BTA. *See* Branch target address (BTA)
 - Bubble, 20, 63
 - pushing, 63–64, 71–73
 - Bubble, in pipeline, 435–436
 - Buffers, 20
 - lack of, 117
 - tristate, 74–75
 - Bugs, 175
 - in C code, 541.e45–541.e49
 - Bus, 56
 - tristate, 75

Bus interfaces, 531.e54–531.e57
 AHB-Lite, 531.e54–531.e55
 memory and peripheral
 interface example, 531.
 e55–531.e57
 Bypassing, 432. *See also* Forwarding
 Byte, 13–14, 315–317. *See also*
 Characters
 least significant, 13–14
 most significant, 13–14
 Byte offset, 495
 Byte-addressable memory, 301–302
 big-endian, 302–303
 little-endian, 303

C

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

- X (contention). *See* Contention (X)
 - X (don't cares). *See* Don't care (X)
 - Z (floating). *See* Floating (Z)
 - HDLs. *See* Hardware description languages (HDLs)
 - Combining theorem, 62
 - Command line arguments, 541.
e44–541.e45
 - Comments
 - in ARM assembly, 297–298
 - in C, 297–298, 541.e5
 - in SystemVerilog, 180
 - in VHDL, 180
 - Common mistakes in C, 541.e45–541.e49
 - Comparators, 246–248
 - Comparison
 - in hardware. *See* Comparators;
 - Arithmetic/logical unit (ALU)
 - processor performance, 424–425
 - using ALU, 251
 - Compiler, in C, 339–345, 541.e4–541.e5, 541.e43–541.e44
 - Complementary Metal-Oxide-Semiconductor gates (CMOS), 26–34
 - Complements theorem, 62
 - Complex instruction set computer (CISC) architectures, 298, 361, 458
 - Complexity management, 4–7
 - digital abstraction, 4–5
 - discipline, 5–6
 - hierarchy, 6–7
 - modularity, 6–7
 - regularity, 6–7
 - Compulsory miss, 505
 - Computer-aided design (CAD), 71, 129
 - Concurrent signal assignment statement, 179, 183–184, 193, 200–206
 - cond* field, 306–307, 330, 535
 - Condition flags, 306–308
 - ARM instructions, 540, 540
 - Condition mnemonics, 307
 - Conditional assignment, 181–182
 - Conditional branches, 308–309
 - Conditional Logic, 398–400, 413–415
 - Conditional operator, 181–182
 - Conditional signal assignments, 181–182
 - Conditional statements, 309
 - in ARM assembly
 - if, 309–310
 - if/else, 310–311
 - switch/case, 311–312
 - in C, 541.e17–541.e18
 - if, 541.e17–541.e18
 - if/else, 541.e17
 - switch/case, 541.e17–541.e18
 - in HDL, 194, 201–205
 - case, 201–203
 - casez, case?, 205
 - if, if/else, 202–205
 - Configurable logic blocks (CLBs), 275, 533.e7. *See also* Logic elements (LEs)
 - Conflict miss, 505
 - Consensus theorem, 62, 64
 - Constants
 - in ARM assembly, 300–301. *See also* Immediates
 - in C, 541.e5–541.e6
 - Contamination delay, 88–92. *See also* Short path
 - Contention (x), 73–74
 - Context switching, 467
 - Continuous assignment statements, 179, 193, 200, 206
 - Control hazard, 432, 437–440
 - Control signals, 91, 249
 - Control unit, 386. *See also* ALU
 - Decoder, Main Decoder
 - of multicycle ARM processor, 413–423
 - of pipelined ARM processor, 430
 - of single-cycle ARM processor, 397–401
 - Control-flow statements
 - conditional statements. *See* Conditional statements
 - loops. *See* Loops
 - CoreMark, 389
 - Cortex-A7 and -A15, 475
 - Cortex-A9, 475
 - Counters, 260–261
 - divide-by-3, 130
 - Covering theorem, 62
 - CPA. *See* Carry propagate adder (CPA)
 - CPI. *See* Clock cycles per instruction (CPI); Cycles per instruction (CPI)
 - Critical path, 89–92, 402
 - Cross-coupled inverters, 109, 110
 - bistable operation of, 110
 - CRT. *See* Cathode ray tube (CRT)
 - Current Program Status Register (CPSR), 306, 324, 347
 - Cycle time. *See* Clock period
 - Cycles per instruction (CPI), 390, 424
 - Cyclic paths, 120
 - Cyclone IV FPGA, 275–279
- D**
- D flip-flops. *See* Flip-flops
 - D latch. *See* La_Hlt414277505tches
 - D/A conversion, 531.e25–531.e28
 - DACs. *See* Digital-to-analog converters (DACs)
 - DAQs. *See* Data Acquisition Systems (DAQs)
 - Data Acquisition Systems (DAQs), 531.e62–531.e63
 - myDAQ, 531.e62–531.e63
 - Data hazard, 432–436
 - HDL for, 455
 - Data memory, 387–388
 - Data segment, 340
 - Data sheets, 533.e9–533.e14
 - Data types, 541.e21–541.e35
 - arrays. *See* Arrays
 - characters. *See* Characters (char)
 - dynamic memory allocation. *See* Dynamic memory allocation (malloc, free)
 - linked list. *See* Linked list
 - pointers. *See* Pointers
 - strings. *See* Strings
 - structures. *See* Structures (struct)
 - typedef, 541.e31–541.e32
 - Datapath
 - multicycle ARM processor, 406–413
 - B instruction, 412–413
 - LDR instruction, 407–410
 - STR instruction, 411–412
 - pipelined ARM processor, 428–430
 - single-cycle ARM processor, 390
 - B instruction, 396–397

Datapath (*Continued*)

- LDR instruction, 391–394
- STR instruction, 394–396

Data-processing instructions, 536

- ARM instructions, 329–333, 396–397, 535–537
- encodings, 536

DC motors, 531.e43, 531.e44–531.e48

- H-bridge, 531.e44, 531.e45
- shaft encoder, 531.e43–531.e44

DC transfer characteristics, 24–26.

- See also* Direct current (DC) transfer characteristics, Noise margins

DDR. *See* Double-data rate memory (DDR)

De Morgan, Augustus, 63

De Morgan's theorem, 63–64

DE-9 cable, 531.e19

Decimal numbers, 9

Decimal to binary conversion, 11

Decimal to hexadecimal conversion, 13

Decode stage, 425

Decoders

- definition of, 86–87
- HDL for
 - behavioral, 202–203
 - parameterized, 219
 - logic using, 87–88
- Seven-segment. *See* Seven-segment display decoder

Deep pipelines, 457

Delaymicros function, 531.e24

Delays, logic gates. *See also* Propagation delay

- in HDL (simulation only), 188–189

DeleteUser function, 541.e33

Dennard, Robert, 266

Destination register (rd or rt), 393, 409

Device driver, 531.e3, 531.e6–531.e8

Device under test (DUT), 220

Dhrystone, 389

Dice, 28

Dielectric, 28

Digital abstraction, 4–5, 7–9, 22–26

Digital circuits. *See* Logic

Digital signal processors (DSPs), 352–356, 469

Digital system implementation, 533.

- e1–533.e35
- 74xx series logic. *See* 74xx series logic

- application-specific integrated circuits (ASICs), 533.e9
- assembly of, 533.e17–533.e20
- breadboards, 533.e18–533.e19
- data sheets, 533.e9–533.e14
- economics, 533.e33–533.e35
- logic families, 533.e15–533.e17
- packaging, 533.e17–533.e20
- printed circuit boards, 533.e19–533.e20
- programmable logic, 533.e2–533.e9

Digital-to-analog converters (DACs), 531.e25–531.e28

DIMM. *See* Dual inline memory module (DIMM)

Diodes, 27–28

- p-n junction, 28

DIPs. *See* Dual-inline packages (DIPs)

Direct current (DC) transfer characteristics, 24, 25

Direct mapped cache, 494–498, 495

Direct voltage drive, 531.e51

Dirty bit (D), 506

Discipline

- dynamic, 142–151. *See also* Timing analysis
- static, 142–151. *See also* Noise margins

Discrete-valued variables, 7

Distributivity theorem, 63

Divide-by-3 counter

- design of, 129–131
- HDL for, 210–211

Divider, 254–255

Division

- circuits, 254–255

Do/while loops, in C, 541.e19–541.e20

Don't care (X), 69, 81–83, 205

Dopant atoms, 27

Double, C type, 541.e8–541.e9

Double-data rate memory (DDR), 268, 531.e60–531.e61

Double-precision formats, 258

DRAM. *See* Dynamic random access memory (DRAM)

DSPs. *See* Digital signal processors (DSPs)

Dual inline memory module (DIMM), 531.e60

Dual-inline packages (DIPs), 28, 533.e1, 533.e17

Dynamic branch predictors, 459

Dynamic data segment, 340

Dynamic discipline, 142–151. *See also* Timing analysis

Dynamic memory allocation (malloc, free), 541.e32–541.e33

- in ARM memory map, 340

Dynamic power, 34

Dynamic random access memory (DRAM), 266–267, 487–490, 519, 531.e58, 531.e60, 531.e61

E

EasyPIO, 531.e6

Economics, 533.e33

Edge-triggered flip-flop. *See* Flip-flops

EEPROM. *See* Electrically erasable programmable read only memory (EEPROM)

EFLAGS register, 363

Electrically erasable programmable read only memory (EEPROM), 270

Embedded I/O (input/output) systems, 531.e3–531.e32

- analog I/O, 531.e25–531.e32
- A/D conversion, 531.e31–531.e32
- D/A conversion, 531.e25–531.e28
- digital I/O, 531.e8–531.e11
- general-purpose I/O (GPIO), 531.e8–531.e11
- interrupts, 531.e32

LCDs. *See* Liquid Crystal Displays (LCDs)

microcontroller peripherals, 531.e32–531.e53

motors. *See* Motors

- serial I/O, 531.e11–531.e23. *See also* Serial I/O
- timers, 531.e23–531.e24
- VGA monitor. *See* VGA (Video Graphics Array) monitor

Enabled flip-flops, 115–116

Enabled registers, 196–197. *See also* Flip-flops

EOR (XOR), 303–304

EPROM. *See* Erasable programmable read only memory (EPROM)

Equality comparator, 247
 Equation minimization
 using Boolean algebra, 65–66
 using Karnaugh maps. *See* Karnaugh maps (K-maps)
 Erasable programmable read only memory (EPROM), 270, 533.e6
 Ethernet, 531.e61
 Exceptions, 346–350
 banked registers, 348–349
 exception-related instructions, 349–350
 exception vector table, 347–348
 execution modes and privilege levels, 347
 handler, 340, 349
 start-up, 350
 Execution time, 389
`exit`, 541.e41
 Extended instruction pointer (EIP), 362
ExtImm, 408

F

factorial function call, 326
 stack during, 327
 Factoring state machines, 134–136
 False, 8, 20, 35, 58, 60, 74, 111, 112, 113, 116, 124, 196
 Fast Fourier Transform (FFT), 352
 FDIV. *See* Floating-point division (FDIV)
 FFT. *See* Fast Fourier Transform (FFT)
 Field programmable gate arrays (FPGAs), 274–279, 531.e14, 531.e38, 531.e63, 533.e7–533.e9
 driving VGA cable, 531.e38
 in SPI interface, 531.e13–531.e16
 File manipulation, in C, 541.e38–541.e40
 Finite state machines (FSMs), 123–141, 209–213, 413, 417
 complete multicycle control, 424
 deriving from circuit, 137–140
 divide-by-3 FSM, 129–131, 210–211
 factoring, 134–136, 136
 in HDL, 209–213
 LE configuration for, 277–279
 Mealy FSM, 132–134
 Moore FSM, 132–134

 snail/pattern recognizer FSM, 132–134, 212–213
 state encodings, 129–131. *See also* Binary encoding, One-cold encoding, One-hot encoding
 state transition diagram, 124, 125
 traffic light FSM, 123–129
 Fixed-point numbers, 255–256
 Flags, 250
 Flash memory, 270. *See also* Solid state drive (SSD)
 Flip-flops, 114–118, 193–197. *See also* Registers
 back-to-back, 145, 152–157, 197. *See also* Synchronizers
 comparison with latches, 118
 enabled, 115–116
 HDL for, 451. *See also* Registers
 metastable state of. *See* Metastability
 register, 114–115
 resettable, 116
 scannable, 262–263
 shift register, 261–263
 transistor count, 114, 117
 transistor-level, 116–117
 Float, C type, 541.e6–541.e9
 print formats of, 541.e36–541.e37
 Floating (Z), 74–75
 in HDLs, 186–188
 Floating output node, 117
 Floating point division (FDIV) bug, 175
 Floating-gate transistor, 270. *See also* Flash memory
 Floating-point division (FDIV), 259
 Floating-point instructions, ARM, 357–358
 Floating-point numbers, 256–258
 addition, 259
 formats, single- and double-precision, 258
 in programming. *See* Double, C type; Float, C type
 rounding, 259
 special cases
 infinity, 258
 NaN, 258
 Floating-Point Status and Control Register (FPSCR), 358
 Floating-point unit (FPU), 259
 For loops, 312–313, 541.e20

Format conversion (`atoi`, `atol`, `atof`), 541.e41–541.e42
 Forwarding, 432–435. *See also* Hazards
 FPGAs. *See* Field programmable gate arrays (FPGAs)
 FPU. *See* Floating-point unit (FPU)
 FPSCR. *See* Floating-Point Status and Control Register (FPSCR)
 Frequency shift keying (FSK), 531.e42
 and GFSK waveforms, 531.e42
 Front porch, 531.e37
 FSK. *See* Frequency shift keying (FSK)
 FSMs. *See* Finite state machines (FSMs)
 Full adder, 56, 182, 184, 200, 240
 using `always/process` statement, 200
 Fully associative cache, 499–500
funct field, 330, 333
 Function calls, 317, 541.e15–541.e16
 additional arguments and local variables, 328–329
 arguments, 319, 541.e15
 leaf, 324–326
 multiple registers, loading and storing, 322
 naming conventions, 541.e16
 with no inputs or outputs, 318, 541.e15
 nonleaf, 324–326
 preserved registers, 322–324
 prototypes, 541.e16
 recursive, 326–328
 return, 318–319, 541.e15
 stack, use of, 320–322. *See also* Stack
 Furber, Steve, 473
 Fuse-programmable ROM, 269–270

G

Gates
 AND, 20, 22, 128
 buffer, 20
 multiple-input, 21–22
 NAND, 21, 31
 NOR, 21–22, 111, 128
 NOT, 20
 OR, 21
 transistor-level. *See* Transistors
 XNOR, 21
 XOR, 21

General-purpose I/O (GPIO), 531.
 e8–531.e11
 switches and LEDs example, 531.e8
 Generate signal, 241, 243
 Genwaves function, 531.e27
 Glitches, 92–95
 Global data segment, 340
 GPIO. *See* General-purpose I/O (GPIO)
 Graphics accelerators, 469
 Graphics processing units (GPUs), 460
 Gray, Frank, 76
 Gray codes, 76
 Ground (GND), 22
 symbol for, 31

H

Half adder, 240, 240
 Hard disk, 490–491. *See also* Hard drive
 Hard drive, 490, 508. *See also* Hard disk, Solid state drive (SSD), Virtual memory
 Hardware description languages (HDLs), 443–456. *See also* SystemVerilog, VHSIC Hardware Description Language (VHDL)
 2:1 multiplexer, 452
 adder, 450
 capacity, 505
 combinational logic, 174, 198
 bitwise operators, 177–179
 blocking and nonblocking assignments, 205–209
 case statements, 201–202
 conditional assignment, 181–182
 delays, 188–189
 data memory, 455
 data types, 213–217
 history of, 174–175
 if statements, 202–205
 internal variables, 182–184
 numbers, 185
 operators and precedence, 184–185
 reduction operators, 180–181
 immediate extension, 451
 instruction memory, 455–456
 modules, 173–174
 parameterized modules, 217–220
 processor building blocks, 449–452
 register file, 450
 resettable flip-flop, 451
 resettable flip-flop with enable, 452
 sequential logic, 193–198, 209–213
 simulation and synthesis, 175–177
 single-cycle ARM processor, 443–456
 structural modeling, 190–193
 testbench, 220–224, 452–453
 top-level module, 454
 Hardware handshaking, 531.e18
 Hardware reduction, 70–71. *See also* Equation minimization
 Hazard unit, 432–435
 Hazards. *See also* Hazard unit
 control hazards, 432, 437–440
 data hazards, 432–436
 pipelined processor, 431–441
 read after write (RAW), 431, 464
 solving
 control hazards, 437–440
 forwarding, 432–434
 stalls, 435–436
 write after read (WAR), 464
 write after write (WAW), 465
 H-bridge control, 531.e45
 HDL. *See* Hardware description languages (HDLs), SystemVerilog; VHSIC Hardware Description Language (VHDL)
 Heap, 340
 Heterogeneous multiprocessors, 469–470
 Hexadecimal numbers, 11–13
 Hexadecimal to binary and decimal conversion, 11, 12
 Hierarchy, 6
 HIGH, 23. *See also* 1, ON
 High-level programming languages, 303, 541.e2
 compiling, assembling, and loading, 339–345
 translating into assembly, 300
 High-performance microprocessors, 456
 Hit, 490
 Hit rate, 491
 Hold time constraint, 142–148
 with clock skew, 149–151
 Hold time violations, 145, 146, 147–148, 150–151

Homogeneous multiprocessors, 468–469
 Hopper, Grace, 340

I/O. *See* Input/output (I/O) systems
 IA-32 architecture. *See* x86
 IA-64, 368
 ICs. *See* Integrated circuits (ICs)
 Idempotency theorem, 62
 Identity theorem, 62
 Idioms, 177
 if statements
 in ARM assembly, 309–310
 in C, 541.e17
 in HDL, 202–205
 if/else statements, 310, 541.e27
 in ARM assembly, 310–311
 in C, 541.e17–541.e18
 in HDL, 202–205
 ILP. *See* Instruction level parallelism (ILP)
 IM. *See* Instruction memory
 imm8 field, 330–331
 imm12 field, 333
 imm24 field, 334
 Immediate addressing, 336
 Immediate extension, 451
 Immediates, 300–301, 330–332, 345–346. *See also* Constants
 Implicit leading one, 257
 Information, amount of, 8
 Initializing
 arrays in C, 541.e23–541.e24
 variables in C, 541.e11
 Input/Output (I/O) systems, 531.
 e1–531.e64
 device driver, 531.e3, 531.e6–531.e8
 embedded I/O systems. *See* Embedded I/O (input/output) systems
 I/O registers, 531.e3
 memory-mapped I/O, 531.e1–531.e3
 personal computer I/O systems. *See* Personal computer (PC) I/O systems
 Input/output elements (IOEs), 275
 Institute of Electrical and Electronics Engineers (IEEE), 257–258

Instruction encoding, x86, 364–367, 366

Instruction formats, ARM, 328

- addressing modes, 336
- branch instructions, 334–335
- data-processing instructions, 329–333
- interpreting, 336–337
- memory instructions, 333–335
- stored program, 337–338

Instruction formats, x86, 364–367

Instruction level parallelism (ILP), 465, 467, 468

Instruction memory, 387, 427, 455

Instruction register (IR), 407, 414

Instruction set, 295

- for ARM, 386

Instruction set. *See also* Architecture

Instructions, x86, 360–368

Instructions, ARM, 295–360, 535–540

- branch instructions, 308–309, 539
- condition flags, 306–308, 540
- data-processing instructions, 535
- logical, 303–304, 536–537
- memory instructions, 301–303, 313–317, 333–334, 538
- miscellaneous instructions, 539
- multiply instructions, 305–306, 537
- shift instructions, 304–305

Instructions per cycle (IPC), 390

Integrated circuits (ICs), 533.e17

Intel. *See* x86

Intel processors, 360

Intel x86. *See* x86

Interrupts, 347, 531.e32

Invalid logic level, 186

Inverters, 20, 119, 178. *See also* NOT gate

- cross-coupled, 109, 110
- in HDL, 178, 199

An Investigation of the Laws of Thought (Boole), 8

Involvement theorem, 62

IOEs. *See* Input/output elements (IOEs)

IPC. *See* Instructions per cycle (IPC)

IR. *See* Instruction register (IR)

IRWrite, 407, 414

J

Java, 303. *See also* Language

K

Karnaugh, Maurice, 75

Karnaugh maps (K-maps), 75–84, 93–95, 126

- logic minimization using, 77–83
- prime implicants, 65, 77–81, 94–95
- seven-segment display decoder, 79–81
- with “don’t cares”, 81–82

Kilobit (Kb/Kbit), 14

Kilobyte (KB), 14

K-maps. *See* Karnaugh maps (K-maps)

L

LAB. *See* Logic array block (LAB)

Land grid array, 531.e58

Language. *See also* Instructions

- assembly, 296–303
- machine, 329–338
- mnemonic, 297

Last-in-first-out (LIFO) queue, 320.

- See also* Stack

Latches, 111–113

- comparison with flip-flops, 109, 118
- D, 113, 120
- SR, 111–113, 112
- transistor-level, 116–117

Latency, 157–160, 425, 435

Lattice, silicon, 27

LCDs. *See* Liquid crystal displays (LCDs)

LDR, 301–303, 313–317, 333–334, 391–394, 538

- critical paths for, 402

Leaf function, 324

Leakage current, 34

Least recently used (LRU) replacement, 502–503

- two-way associative cache with, 502–503, 503

Least significant bit (lsb), 13, 14

Least significant byte (LSB), 13, 14, 301

LEs. *See* Logic elements (LEs)

Level-sensitive latch. *See* La_Hlt414277542tches: D

LIFO. *See* Last-in-first-out (LIFO) queue

Line options, compiler and command, 341–343, 541.e43–541.e45

Linked list, 541.e33–541.e34

Linker, 340–341

Linking, 339

Linux, 531.e23–531.e24

Liquid crystal displays (LCDs), 531.e33–531.e36

Literal, 58, 96

- loading, 345–346

Little-endian bus order in HDL, 178

Little-endian memory addressing, 303

Load register instruction (LDR), 301–302

Loading literals, 345–346

Loads, 344–345

- base addressing of, 336

Local variables, 328–329

Locality, 488

Logic

- bubble pushing, 71–73
- combinational. *See* Combinational logic
- families, 25–26, 533.e15–533.e17, 533.e15, 533.e17
- gates. *See* Gates
- hardware reduction, 70–71
- multilevel. *See* Multilevel
- combinational logic
- programmable, 533.e2–533.e9
- sequential. *See* Sequential logic
- transistor-level. *See* Transistors
- two-level, 69

Logic array block (LAB), 276

Logic arrays, 271–280. *See also* Field

- programmable gate arrays (FPGAs), Programmable logic arrays (PLAs)
- transistor-level implementation, 279–280

Logic elements (LEs), 275–279

- of Cyclone IV, 276–277
- functions built using, 277–279

Logic families, 25–26, 533.e15–533.e17, 533.e15, 533.e17

- compatibility of, 26
- logic levels of, 25
- specifications, 533.e15, 533.e17

Logic gates, 19–22, 179, 533.e2

- AND. *See* AND gate
- AND-OR (AO) gate, 46
- with delays in HDL, 189
- multiple-input gates, 21–22
- NAND. *See* NAND gate
- NOR. *See* NOR gate

Logic gates (*Continued*)
 NOT. *See* NOT gate
 OR. *See* OR gate
 OR-AND-INVERT (OAI) gate, 46
 XNOR. *See* XNOR gate
 XOR. *See* XOR gate
 Logic levels, 22–26
 Logic simulation, 175–176
 Logic synthesis, 176–177, 176
 Logical instructions, 303–304
 Logical shifter, 251
 Lookup tables (LUTs), 270, 275–276
 Loops, 312–313, 541.e19–541.e20
 in ARM assembly
 for, 312–313
 while, 312
 in C
 do/while, 541.e19–541.e20
 for, 541.e20
 while, 541.e19
 Lovelace, Ada, 338
 LOW, 23. *See also* 0, FALSE
 Low Voltage CMOS Logic (LVCMOS), 25
 Low Voltage TTL Logic (LVTTTL), 25
 lsb. *See* Least significant bit (lsb)
 LSB. *See* Least significant byte (LSB)
 LSL, 304
 LSR, 304
 LUTs. *See* Lookup tables (LUTs)
 LVCMOS. *See* Low Voltage CMOS Logic (LVCMOS)
 LVTTTL. *See* Low Voltage TTL Logic (LVTTTL)

M

MAC. *See* Multiply-accumulate (MAC)
 Machine code. *See* Machine language
 Machine language, 329
 addressing modes, 336
 branch instructions, 334–335
 data-processing instructions, 329–333
 interpreting, 336–337
 memory instructions, 333–335
 stored program, 337–338, 338
 translating to assembly language, 337

Magnitude comparator, 247
 Main Decoder, 398–400, 400
 Main FSM, 413–423, 423
 main function in C, 541.e3
 Main memory, 489–491
 malloc function, 541.e32
 Mantissa, 257
 Master-slave flip-flop. *See* Flip-flops
 Masuoka, Fujio, 270
 math.h, C library, 541.e42–541.e43
 Max-delay constraint. *See* Setup time constraint
 Maxterms, 58
 MCUs. *See* Microcontroller units (MCUs)
 Mealy machines, 123, 123, 132–134
 state transition and output table, 134
 state transition diagrams, 133
 timing diagrams for, 135
 Mean time between failure (MTBF), 153–154
 Medium-scale integration (MSI) chips, 533.e2
 MemWrite, 394, 397
 Memory, 313. *See also* Memory arrays
 access time, 491
 addressing modes, 363
 area and delay, 267–268
 big-endian, 302
 byte-addressable, 301–303
 bytes and characters, 315–317
 HDL for, 272, 273, 455–456
 hierarchy, 490
 little-endian, 303
 logic using, 270–271
 main, 490
 operands in, 301–303
 physical, 509
 ports, 265–266
 protection, 515. *See also* Virtual memory
 types, 266–270
 DDR, 268
 DRAM, 266–267
 flash, 270
 register file, 268
 ROM, 268–270
 SRAM, 266
 virtual, 490. *See also* Virtual memory
 Memory address computation, 419
 data flow during, 419

Memory and peripheral interface, 531.e55–531.e57
 Memory arrays, 264–271. *See also* Memory
 bit cell, 264–270
 HDL for, 272, 273, 455–456
 logic using, 270–271
 organization, 264–265
 Memory hierarchy, 490–491
 Memory instructions, 301–303, 313–317, 333–334, 391–394
 encodings, 333–334, 538
 Memory interface, 487–488
 Memory map, ARM, 339–340, 531.e2
 Memory performance. *See* Average Memory Access Time (AMAT)
 Memory protection, 515
 Memory systems, 487
 ARM, 507–508
 performance analysis, 491–492
 x86, 531.e3
 Memory-mapped I/O, 531.e1–531.e3, 531.e7
 address decoder, 531.e1, 531.e2
 communicating with I/O devices, 531.e2
 hardware, 531.e2, 531.e2, 531.e3
 MemtoReg, 396, 397
 Metal-oxide-semiconductor field effect transistors (MOSFETs), 26
 switch models of, 30
 Metastability, 151–157
 metastable state, 110, 151
 resolution time, 151–152, 154–157
 synchronizers, 152–154
 Microarchitecture, 296, 385, 388–389.
 See also Architecture
 advanced. *See* Advanced microarchitecture
 architectural state. *See* Architectural state
 description of, 385–389
 design process, 386–388
 evolution of, 470–476
 HDL representation, 443–456
 generic building blocks, 449–452
 single-cycle processor, 444–449
 testbench, 452–456
 multicycle processor. *See* Multicycle 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
 - VGA 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
 - 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
 - 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
 - HDL for, 253
 - Multiply instructions, 305–306, 537, 537
 - 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
- ## N
- 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 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

O

Odds and ends, 345
 exceptions, 346–350
 loading literals, 345–346
 NOP, 346

OFF, 26, 30

Offset, 302, 392, 408

Offset indexing, ARM, 314

ON, 26, 30

One-bit dynamic branch predictor, 460

One-cold encoding, 130

One-hot encoding, 129–131

One-time programmable (OTP), 533.e2

op field, 330

Opcode. *See op* field

Operands

 ARM, 298
 constants/immediates, 300–301
 memory, 301–303
 registers, 299
 register set, 300
 x86, 362–363, 363

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

OR gate, 21

OR-AND-INVERT (OAI) gate, 46

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

P

Packages, chips, 533.e17–533.e18

Page fault, 509

Page number, 511

Page offset, 511

Page table, 510–513

Pages, 509

Paging, 516

Parallel I/O, 531.e11

Parallelism, 157–160

Parity gate. *See* XOR gate

Partial products, 252

Pass by reference, 541.e22

Pass by value, 541.e22

Pass gate. *See* Transmission gates

PC. *See* Program counter (PC)

PC Logic, 400

PCB. *See* Printed circuit boards (PCBs)

PCI. *See* Peripheral Component Interconnect (PCI)

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
 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

Peripherals devices. *See* Input/output (I/O) systems

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
 control unit, 430
 datapath, 428–429
 description, 425–428
 hazards, 431–441
 performance analysis, 441–443
 throughput, 426

Pipelined microarchitecture. *See* Pipelined ARM processor

Pipelining, 158–160

PLAs. *See* Programmable logic arrays (PLAs)

Plastic leaded chip carriers (PLCCs), 533.e17

Platters, 508

PLCCs. *See* Plastic leaded chip carriers (PLCCs)

PLDs. *See* Programmable logic devices (PLDs)

PLL. *See* Phase locked loop (PLL)

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

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.e19–533.e20

printf, 541.e35–541.e37

Priority
 circuit, 68–69
 encoder, 102–103, 105
 Procedure calls. *See* Function calls
 Processor performance comparison, 442
 multicycle ARM processor, 424
 pipelined ARM processor, 442
 single-cycle processor, 405
 Processor-memory gap, 489
 Product-of-sums (POS) form, 60
 Program counter (PC), 308, 338, 387, 394
 Programmable logic arrays (PLAs), 67, 272–274, 533.e6–533.e7
 transistor-level implementation, 280
 Programmable logic devices (PLDs), 533.e6
 Programmable read only memories (PROMs), 269, 271, 533.e2–533.e6
 Programming
 in ARM, 303
 arrays. *See* Arrays
 branching. *See* Branching
 in C. *See* C programming
 conditional statements, 309–312
 condition flags, 306–308
 constants. *See* Constants; Immediates
 function calls. *See* Function calls
 getting loopy, 312–313
 logical and arithmetic instructions, 303–306
 loops. *See* Loops
 memory, 313–317
 shift instructions, 304–305
 PROMs. *See* Programmable read only memories (PROMs)
 Propagate signal, 241
 Propagation delay, 88–92. *See also* Critical path
 Pseudoinstructions, 346
 Pseudo-nMOS logic, 33–34, 33
 NOR gate, 33
 ROMs and PLAs, 279–280
 Pulse-Width Modulation (PWM), 531.e28–531.e31
 analog output with, 531.e30–531.e31
 duty cycle, 531.e28
 signal, 531.e28
 PWM. *See* Pulse-Width Modulation (PWM)

Q

Quiescent supply current, 34

R

Race conditions, 119–120, 120
 rand, 541.e40–541.e41
 Random access memory (RAM), 266–268, 271, 272
 Raspberry Pi, 531.e3–531.e4, 531.e5, 531.e6, 531.e32, 531.e48–531.e49
 RAW hazard. *See* Read after write (RAW) hazard
 Rd field, 330
 Read after write (RAW) hazard, 431, 464. *See also* Hazards
 Read only memory (ROM), 266, 268–270
 transistor-level implementation, 279–280
 Read/write head, 508
 ReadData bus, 393, 394
 Receiver gate, 22
 Recursive function calls, 326–328
 Reduced instruction set computer (RISC) architecture, 298, 458
 Reduction operators, 180–181
 Register file (RF)
 ARM register descriptions, 299
 HDL for, 449
 in pipelined ARM processor (write on falling edge), 428
 schematic, 268
 use in ARM processor, 387
 Register renaming, 465–467
 Register set, 300. *See also* Register file (RF)
 Registers. *See* ARM registers; Flip-flops; x86 registers
 loading and storing, 322
 preserved and nonpreserved, 322–324
 RegSrc, 402
 Regularity, 6
 RegWrite, 393, 433
 Replacement policies, 516

Resettable flip-flops, 116
 Resettable registers, 194–196
 Resolution time, 151–152. *See also* Metastability
 derivation of, 154–157
 Return value, 317
 RF. *See* Register file (RF)
 Ring oscillator, 119, 119
 Ripple-carry adder, 240, 240–241, 243
 RISC architecture. *See* Reduced instruction set computer (RISC) architecture
 Rising edge, 88
 Rm field, 330
 Rn field, 330
 ROM. *See* Read only memory (ROM)
 ROR, 304
 rot field, 330–331
 Rotations per minute (RPM), 531.e44
 Rotators, 251–252
 Rounding modes, 259
 RPM. *See* Rotations per minute (RPM)
 RS-232, 531.e18

S

Sampling, 141
 Sampling rate, 531.e25
 SATA. *See* Serial ATA (SATA)
 Saturated arithmetic, 353
 Scalar processor, 461–463, 460
 Scan chains, 262–263
 scanf, 541.e38
 Scannable flip-flop, 262–263
 Schematics, rules of drawing, 31, 67
 SCK. *See* Serial Clock (SCK)
 SDI. *See* Serial Data In (SDI)
 SDO. *See* Serial Data Out (SDO)
 SDRAM. *See* Synchronous dynamic random access memory (SDRAM)
 Segment descriptor, 367
 Segmentation, 367
 Selected signal assignment statements, 182
 Semiconductors, 27
 industry, sales, 3
 Sequencing overhead, 143–144, 149, 160, 442
 Sequential building blocks. *See* Sequential logic

- Sequential logic, 109–161, 259–263
 - counters, 260
 - finite state machines. *See* Finite state machines (FSMs)
 - flip-flops, 114–118. *See also* Registers
 - latches, 111–113
 - D, 113
 - SR, 111–113
 - registers. *See* Registers
 - shift registers, 261–263
 - timing of. *See* Timing analysis
- Serial ATA (SATA), 531.e62
- Serial Clock (SCK), 531.e12
- Serial communication, with PC, 531.e20
- Serial Data In (SDI), 531.e12
- Serial Data Out (SDO), 531.e12
- Serial I/O, 531.e11–531.e23
 - SPI. *See* Serial peripheral interface (SPI)
 - UART. *See* Universal Asynchronous Receiver Transmitter (UART)
- Serial Peripheral Interface (SPI), 531.e11, 531.e12–531.e17
 - connection between PI and FPGA, 531.e14
 - ports
 - Serial Clock (SCK), 531.e12
 - Serial Data In (SDI), 531.e12
 - Serial Data Out (SDO), 531.e12
 - register fields in, 531.e13
 - slave circuitry and timing, 531.e15
 - waveforms, 531.e12
- Servo motor, 531.e44, 531.e48–531.e49
- Set bits, 495
- Setup time constraint, 142, 145–147
 - with clock skew, 148–150
- Seven-segment display decoder, 79–82
 - with don't cares, 82–83
 - HDL for, 201–202
- Shaft encoder, 531.e43, 531.e47–531.e48, 531.e48
- Shift instructions, 304–305, 305
- Shift registers, 261–263
- Shifters, 251–252
- Short path, 89–92
- Sign bit, 16
- Sign extension, 18
- Sign/magnitude numbers, 15–16, 256
- Signed binary numbers, 15–19
- Signed multiplier, 217
- Silicon dioxide (SiO₂), 28
- Silicon lattice, 27
- SIMD. *See* Single instruction multiple data (SIMD)
- SIMD instructions, 358–360
- simple function, 318
- Simple programmable logic devices (SPLDs), 274
- Simulation waveforms, 176
 - with delays, 189
- Single instruction multiple data (SIMD), 460, 472
- Single-cycle ARM processor, 390, 444
 - Conditional Logic, 447–448
 - control, 397–401
 - controller, 445
 - datapath, 390, 448–449
 - B instruction, 396–397
 - data-processing instructions, 395–396
 - LDR instruction, 391–394
 - STR instruction, 394–396
 - Decoder, 446
 - instructions, 402
 - performance, 402–405
- Single-cycle microarchitecture, 388
- Single-precision formats, 258. *See also* Floating-point numbers
- Skew. *See* Clock skew
- Slash notation, 56
- Slave latch, 114. *See also* Flip-flops
- Small-scale integration (SSI) chips, 533.e2
- Solid state drive (SSD), 490. *See also* Flash memory, Hard drive
- SOP. *See* Sum-of-products (SOP) form
- Spatial locality, 488, 500–502
- Spatial parallelism, 157–158
- SPEC, 389
- SPECINT2000, 424
- SPI. *See* Serial Peripheral Interface (SPI)
- Squashing, 465
- SR latches, 111–113, 112
- SRAM. *See* Static random access memory (SRAM)
- srand, 541.e40–541.e41
- Src2 field, 330, 333
- SSI chips. *See* Small-scale integration (SSI) chips
- Stack, 320–329. *See also* Function calls
 - during recursive function call, 326–328
 - preserved registers, 322–324
- stack frame, 322, 328
- stack pointer (SP), 320
- storing additional arguments on, 328–329
- storing local variables on, 328–329
- Stalls, 435–436. *See also* Hazards
- Standard libraries, 541.e35–541.e43
 - math, 541.e42–541.e43
 - stdio, 541.e35–541.e40
 - file manipulation, 541.e38–541.e40
 - printf, 541.e35–541.e37
 - scanf, 541.e38
 - stdlib, 541.e40–541.e42
 - exit, 541.e41
 - format conversion (atoi, atol, atof), 541.e41–541.e42
 - rand, srand, 541.e40–541.e41
 - string, 541.e43
- State encodings, FSM, 129–131, 134. *See also* Binary encoding, One-cold encoding, One-hot encoding
- State machine circuit. *See* Finite state machines (FSMs)
- State variables, 109
- Static branch prediction, 459
- Static discipline, 24–26
- Static power, 34
- Static random access memory (SRAM), 266, 267, 519
- Status flags, 363. *See also* Condition flags
- stdio.h, C library, 541.e35–541.e40. *See also* Standard libraries
- stdlib.h, C library, 541.e40–541.e42. *See also* Standard libraries
- Stepper motors, 531.e44, 531.e49–531.e53
 - bipolar stepper motor, 531.e49, 531.e50–531.e52
 - half-step drive, 531.e50, 531.e51
 - two-phase-on drive, 531.e50, 531.e51
 - wave drive, 531.e52–531.e53
- Stored program, 337–338
- STR, 394–396
- string.h, C library, 541.e43
- Strings, 316–317, 541.e28–541.e29. *See also* Characters (char)
- Structural modeling, 173–174, 190–193
- Structures (struct), 541.e29–541.e31

SUB, 297
 Substrate, 28–29
 Subtraction, 17, 246, 297
 Subtractor, 246–247
 Sum-of-products (SOP) form, 58–60
 Superscalar processor, 461–463
 Supervisor call (SVC) instruction, 349
 Supply voltage, 22. *See also* V_{DD}
 SVC. *See* Supervisor call (SVC) instruction
 Swap space, 516
 switch/case statements
 in ARM assembly, 311–312
 in C, 541.e17–541.e18
 in HDL. *See* case statement, in HDL
 Symbol table, 342, 343
 Symmetric multiprocessing (SMP), 468.
 See also Homogeneous
 multiprocessors
 Synchronizers, 152–154, 152–153
 Synchronous circuits, 122–123
 Synchronous dynamic random access
 memory (SDRAM), 268
 DDR, 268
 Synchronous logic, design, 119–123
 Synchronous resettable flip-flops, 116
 Synchronous sequential circuits,
 120–123, 122. *See also* Finite
 state machines (FSMs)
 timing specification. *See* Timing
 analysis
 SystemVerilog, 173–225. *See also*
 Hardware description languages
 (HDLs)
 accessing parts of busses, 188, 192
 bad synchronizer with blocking
 assignments, 209
 bit swizzling, 188
 blocking and nonblocking
 assignment, 199–200,
 205–208
 case statements, 201–202, 205
 combinational logic using, 177–193,
 198–208, 217–220
 comments, 180
 conditional assignment, 181–182
 data types, 213–217
 decoders, 202–203, 219
 delays (in simulation), 189
 divide-by-3 FSM, 210–211
 finite state machines (FSMs),
 209–213
 Mealy FSM, 213

Moore FSM, 210, 212
 full adder, 184
 using always/process, 200
 using nonblocking assignments,
 208
 history of, 175
 if statements, 202–205
 internal signals, 182–184
 inverters, 178, 199
 latches, 198
 logic gates, 177–179
 multiplexers, 181–183, 190–193,
 218–219
 multiplier, 217
 numbers, 185–186
 operators, 185
 parameterized modules, 217–220
 $N:2^N$ decoder, 219
 N -bit multiplexers, 218–219
 N -input AND gate, 220
 priority circuit, 204
 using don't cares, 205
 reduction operators, 180–181
 registers, 193–197
 enabled, 196
 resettable, 194–196
 sequential logic using, 193–198,
 209–213
 seven-segment display decoder, 201
 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

T

Tag, 495
 Taking the two's complement, 16–17
 Temporal locality, 488, 493–494, 497,
 502
 Temporal parallelism, 158–159
 Temporary registers, 299

Ternary operators, 181, 541.e13
 Testbench, 452–456
 Testbenches, HDLs, 220–224
 self-checking, 221–222
 simple, 220–221
 with testvectors, 222–224
 Text Segment, 340, 344
 Thin small outline package (TSOP), 533.
 e17
 Thread level parallelism (TLP), 467
 Threshold voltage, 29
 Throughput, 157–160, 388, 425, 468
 Thumb instruction set, 351–352
 Timers, 531.e23–531.e24
 Timing
 of combinational logic, 88–95
 delay. *See* Contamination delay;
 Propagation delay
 glitches. *See* Glitches
 of sequential logic, 141–157
 analysis. *See* Timing analysis
 clock skew. *See* Clock skew
 dynamic discipline, 141–142
 metastability. *See* Metastability
 resolution time. *See* Resolution
 time
 system timing. *See* Timing
 analysis
 Timing analysis, 141–151
 calculating cycle time. *See* Setup time
 constraint
 with clock skew. *See* Clock skew
 hold time constraint. *See* Hold time
 constraint
 max-delay constraint. *See* Setup time
 constraint
 min-delay constraint. *See* Hold time
 constraint
 multicycle processor, 424
 pipelined processor, 441
 setup time constraint. *See* Setup time
 constraint
 single-cycle processor, 405
 TLB. *See* Translation lookaside buffer
 (TLB)
 TLP. *See* Thread level parallelism (TLP)
 Transistors, 26–34
 bipolar, 26
 CMOS, 26–33
 gates made from, 31–34
 latches and flip-flops, 116–117
 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
 Translation lookaside buffer (TLB),
 514–515
 Transmission Control Protocol and
 Internet Protocol (TCP/IP), 531.
 e61
 Transmission gates, 33
 Transmission lines, 533.e20–533.e33
 characteristic impedance (Z_0), 533.
 e30–533.e31
 derivation of, 533.e30–533.e31
 matched termination, 533.e22–533.
 e24
 mismatched termination, 533.
 e25–533.e28
 open termination, 533.e24–533.e25
 reflection coefficient (k_r), 533.
 e31–533.e32
 derivation of, 533.e31–533.e32
 series and parallel terminations, 533.
 e28–533.e30
 short termination, 533.e25
 when to use, 533.e28
 Transparent latch. *See* Latches: D
 Traps, 347
 Tristate buffer, 74–75, 187
 HDL for, 186–187
 multiplexer built using, 84–85,
 91–93
 True, 8, 20–22, 58–59, 70, 74,
 111–112, 116, 129, 176, 180,
 205
 Truth tables, 20
 ALU decoder, 399, 404
 with don't cares, 69, 81–83, 205
 multiplexer, 83
 seven-segment display decoder, 79
 SR latch, 111, 112
 with undefined and floating inputs,
 187–188
 TSOP. *See* Thin small outline package
 (TSOP)

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

U

UART. *See* Universal Asynchronous
 Receiver Transmitter (UART)
 Unconditional branches, 308, 309
 Undefined instruction exception, 347
 Unicode, 315
 Unit under test (UUT), 220
 Unity gain points, 24
 Universal Asynchronous Receiver
 Transmitter (UART), 531.
 e17–531.e23
 hardware handshaking, 531.e18
 Universal Serial Bus (USB), 270, 531.
 e18, 531.e59
 USB 1.0, 531.e59
 USB 2.0, 531.e59
 USB 3.0, 531.e59
 Unsigned multiplier, 217, 252–253
 Unsigned numbers, 18
 Upton, Eben, 531.e4
 USB. *See* Universal Serial Bus (USB)
 USB links, 531.e63–531.e64
 FTDI, 531.e63
 UM232H module, 531.e64
 Use bit (U), 502

V

Valid bit (V), 496
 Variables in C, 541.e7–541.e11
 global and local, 541.e9–541.e10
 initializing, 541.e11
 primitive data types, 541.e8–541.e9
 V_{CC} , 23. *See also* Supply voltage, V_{DD}
 V_{DD} , 22, 23. *See also* Supply voltage
 Vector processor, 460
 Verilog. *See* SystemVerilog
 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)
 VHSIC. *See* Very High Speed Integrated
 Circuits (VHSIC)
 VHSIC Hardware Description Language
 (VHDL), 173–175
 accessing parts of busses, 188, 192
 bad synchronizer with blocking
 assignments, 209
 bit swizzling, 188
 blocking and nonblocking assignment,
 199–200, 205–208
 case statements, 201–202, 205
 combinational logic using, 177–193,
 198–208, 217–220
 comments, 180
 conditional assignment, 181–182
 data types, 213–217
 decoders, 202–203, 219
 delays (in simulation), 189
 divide-by-3 FSM, 210–211
 finite state machines (FSMs),
 209–213
 Mealy FSM, 213
 Moore FSM, 210, 212
 full adder, 184
 using always/process, 200
 using nonblocking assignments,
 208
 history of, 175
 if statements, 202
 internal signals, 182–184
 inverters, 178, 199
 latches, 198
 logic gates, 177–179
 multiplexer, 181–183, 190–193,
 218–219
 multiplier, 217
 numbers, 185–186
 operators, 185
 parameterized modules, 217–220
 $N:2^N$ decoder, 219
 N -bit multiplexers, 218, 219
 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
- seven-segment display decoder, 201
- 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
- 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

- replacement policies, 516
- translation lookaside buffer (TLB), 514–515
 - write policy, 506–507
- Virtual page number (VPN), 512
- Virtual pages, 509
- V_{SS}, 23

W

- 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) 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

- 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

X

- 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
- Xilinx FPGA, 275
- XNOR gate, 21–22
- XOR gate, 21

Z

- Z. *See* Floating (Z)

