



CpE 213

Digital Systems Design

Lecture 2
Thursday 8/28/2003

Basic information

- Instructor: Sahra Sedigh-Ali
 - Email: sedighali@ieee.org
 - Phone: 341-7505
 - Office: EECH 219
 - Office Hours: TR 1:30-3:00, or by appointment.
 - Email is the best way to reach me.
-

Prerequisites by Topic

- Familiarity with C programming.
 - Knowledge of the functions of NAND, NOR, decoders, multiplexers, and similar combinational logic elements.
 - Knowledge of the functions of D flip-flops, registers, counters, and similar sequential logic elements.
-

Important reminder

- The course syllabus is a legally binding agreement between you and your instructor.
 - Portions have been skipped in class.
 - Please read it in its entirety.
-

Application du jour

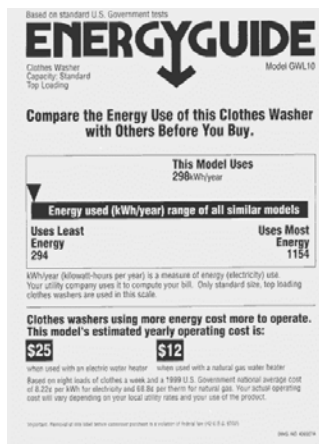
Fisher & Paykel
innovative living

GWL11 Ecosmart Washer



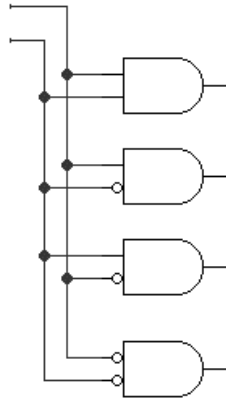
- Brushless DC magnetic motor is directly connected to the agitator by a single stainless steel shaft.
- Agitator is directly in contact with electronics.
- Incorporates no belts, pulleys, or transmission, which are the first things to wear down and break in a conventional washer.
- Parts that aren't there can't fail.

Benefits of electronic controls



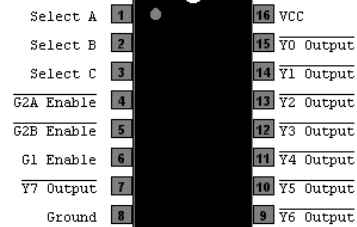
- Intelligent auto-water sensing uses only the amount of water needed for each individual load.
- Accurately controlled water temperatures ensure optimum wash performance.
- Delay start allows you to effortlessly wash during off-peak energy hours.
- Automatically balances the load.

Hardware review

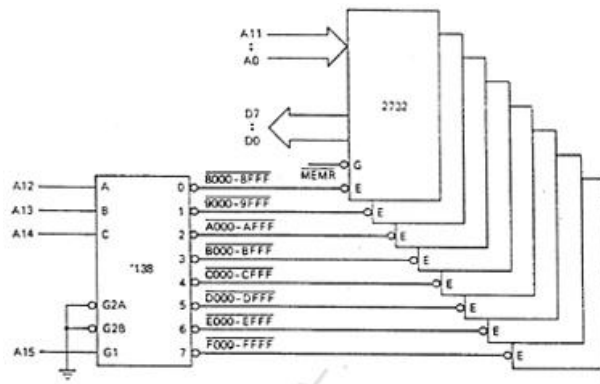


- What is it?
- What is it used for?

Address decoding

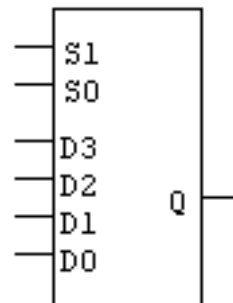
[illegible]

32K memory system

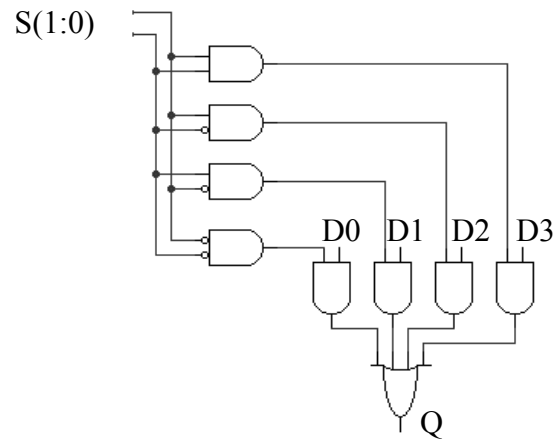


Hardware review

- What is it?
- What is it used for?

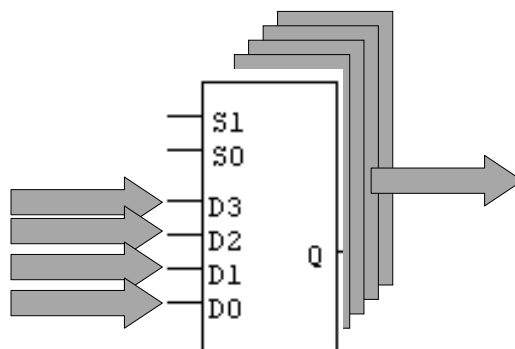


Mux = Decoder + Selector

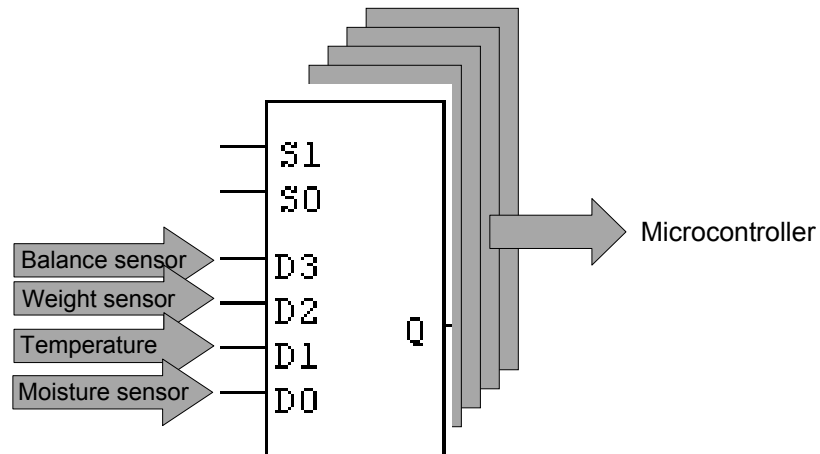


Buses = 3d muxes!

- Stack 8 muxes to get an 8 bit bus

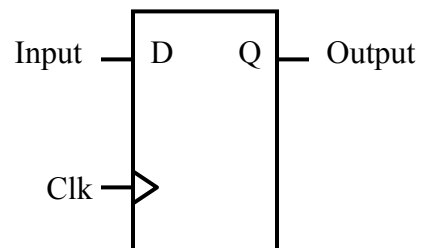


Washing machine example



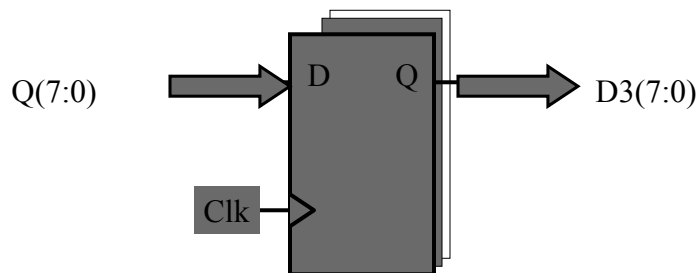
Flip flops

- D flip flops are important (forget JK)
- DFF = Primitive storage device



3d Flip Flops = register

- Stack 8 flip flops to get 8 bit data register
- Strobe Clk to get $D3 \leq Q$;
- Set $S=I$ then strobe Clk to get $D3 \leq D[I]$



Group activity

- Divide into groups of 5
 - Introduce each other and select spokesperson
 - Spokesperson reports after 5 min
 - Include group members' names and date on report and hand it in.
-

Question 1

- Name the two types of semiconductor memory.
 - Which type retains its contents when powered-off?
 - What is the common term that describes this property?
-

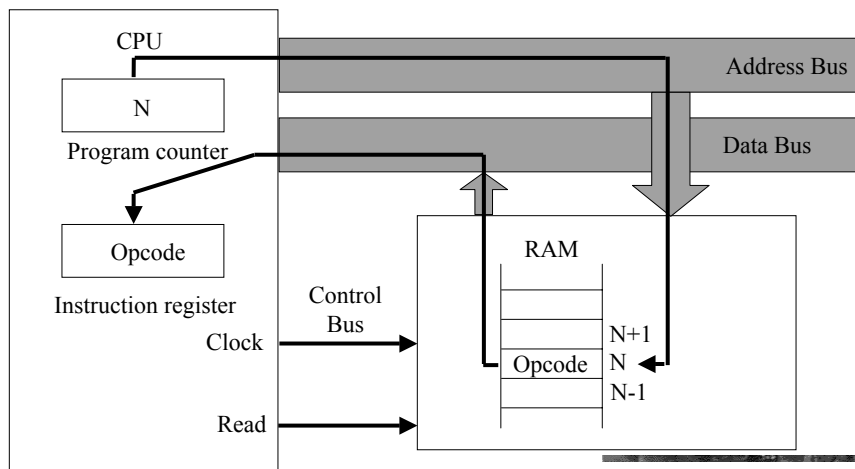
Question 2

- Which register in the CPU always contains an address?
 - Which address is contained in this register?
-

Question 3 (See Fig 1-4 on pg. 5)

- During an Opcode fetch cycle, what is the information on the address and data buses?
- In which direction does the information flow during an Opcode fetch?

Bus activity for an opcode fetch cycle



Remember this program?

```
void main(){
    unsigned int pc;
    char rom[2048] = (0,1,2);
    char ir;
    pc = 0;
    while(1){
        ir= rom[++pc];
        switch (ir)
        {case 0: nop(); break;
         case 1: add(); break;
          /*...*/
        }
    }
}
```

Question 4

- What is the usual meaning of “16-bit” in the phrase “16-bit computer”?
-

Question 5

- Classify the devices below as input or output devices.

Joystick

Monitor

Mouse

Microphone

Loudspeaker

Question 6

- What is firmware?
 - Is a microcontroller-based system more likely to use firmware or is a microprocessor system?
 - Why?
-

Before the next lecture

- Review chapter 1 and lecture notes
 - Download and read WIMP handout at:
http://web.umr.edu/~daryl/classes/ee213/wimp_slides.pdf
 - Find four partners that you will work with for the rest of the semester
-