

# Digital microsystems design

Lab 1

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# Outline

- Measurement unit of information
  - Bit
  - Byte
  - Word
- Multiples of data storage units
- Conversions:
  - Binary to hexadecimal numbers conversions
  - Hexa to binary numbers conversions
- Time diagrams
- Registers, Buffers, Decoders, Multiplexers
- Endianness
- Addresses and memory locations

# Review

- bit
  - A bit is the basic unit of information in computing and data transmission;
    - A bit can have only the value of either one or zero, which may be implemented in a variety of systems by means of a two-state device.
    - An example of such a device in electronics can be a flip-flop, a logic gate or a relay (in relay logic).
    - The two values can also be interpreted as logical values (true/false, yes/no), activation states (on/off), or any other two-valued attribute.

# Review

- nibble
  - a nibble (also called nybble or nyble) is a four-bit aggregation, in other words, half of an octet.
    - There are sixteen ( $2^4=16$ ) possible values of a nibble, therefore it corresponds to a single hexadecimal digit.
- byte
  - A byte is a unit of digital information in computing and data transmission that consists of eight bits.
    - The de facto standard of eight bits is a convenient power of two ( $2^8$ ) permitting the values 0 through 255 for one byte.

# Review

- byte – 8 bits
- word – 16 bits
- double-word – 32 bits
- quad-word – 64 bits

# Review

- Multiples

$$1 \text{ KB} = 2^{10} B = 1024 B$$

$$1 \text{ MB} = 2^{10} \text{ KB} = 2^{20} B$$

$$1 \text{ GB} = 2^{10} \text{ MB} = 2^{30} B$$

$$1 \text{ TB} = 2^{10} \text{ GB} = 2^{40} B$$

$$1 \text{ PB} = 2^{10} \text{ TB} = 2^{50} B$$

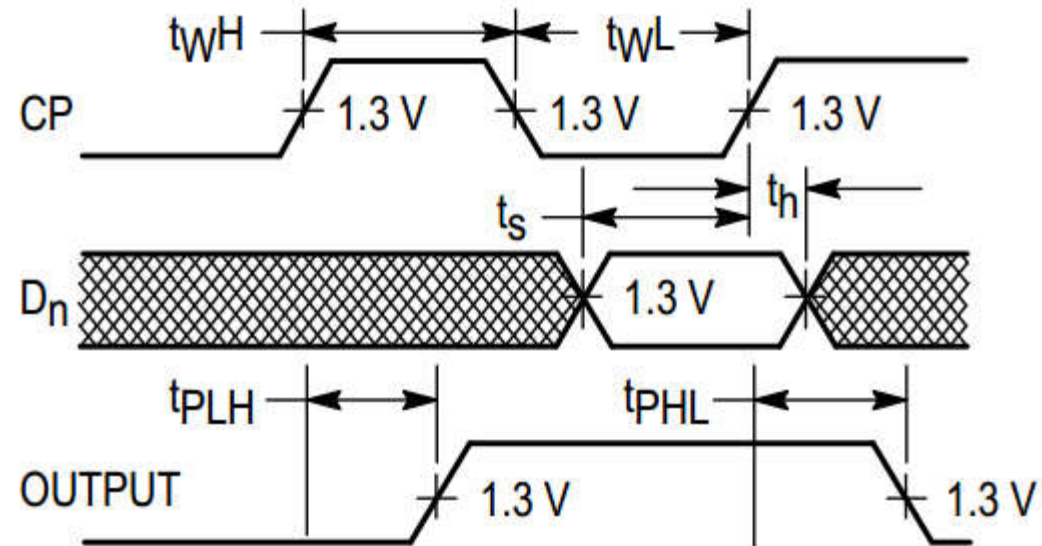
$$1 \text{ EB} = 2^{10} \text{ PB} = 2^{60} B$$

# Review

- Conversions hexadecimal to binary
  - Each hexa digit -> 4 bits
  - ABCDh -> 1010 1011 1100 1101b
  - 423h -> 0100 0010 0011b
- Conversion binary to hexadecimal
  - Group bits in groups of 4 starting from right
  - Each group of bits -> 1 hexa digit
  - 1010 0101b -> A5h
  - 110011b -> 33h

# Review

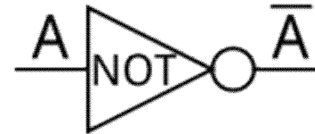
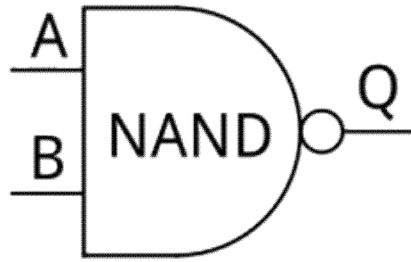
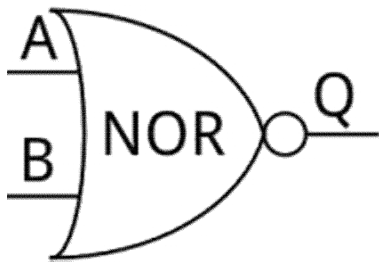
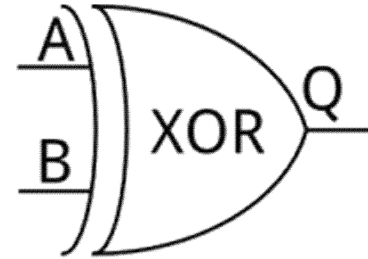
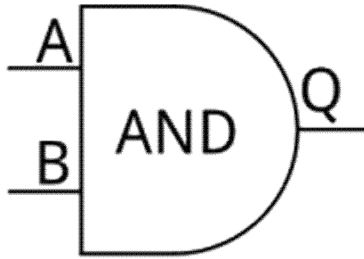
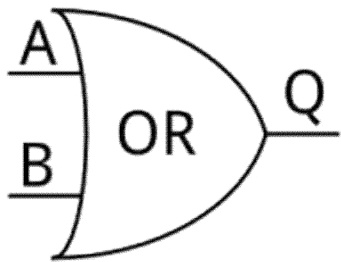
- Time diagrams





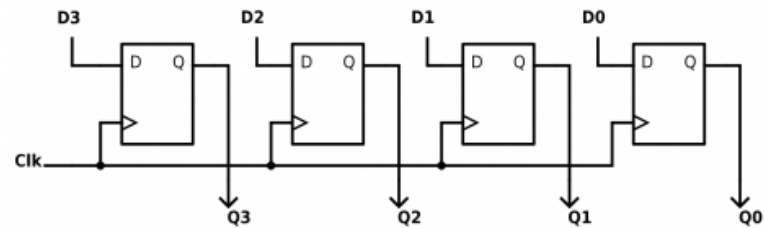
# Review

- Logic gates



# Review

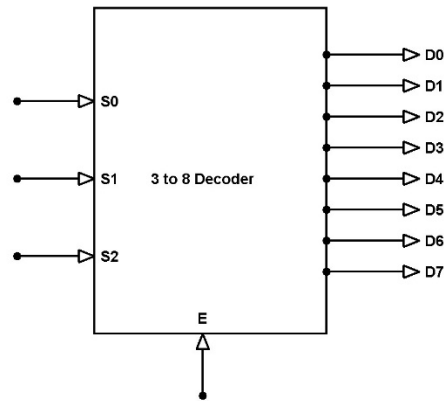
- Register
  - Clock signal Edge-Triggered D-Type Inputs
  - Data changes synchronously



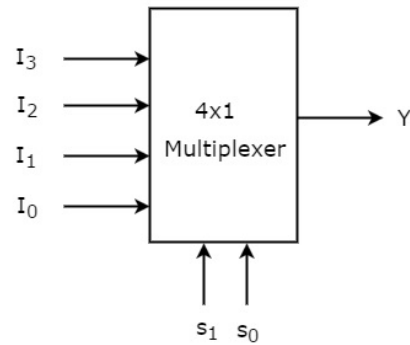
- Latch
  - The flip-flops appear transparent to the data when Latch Enable (LE) is HIGH
  - Data changes asynchronously

# Review

- Decoder

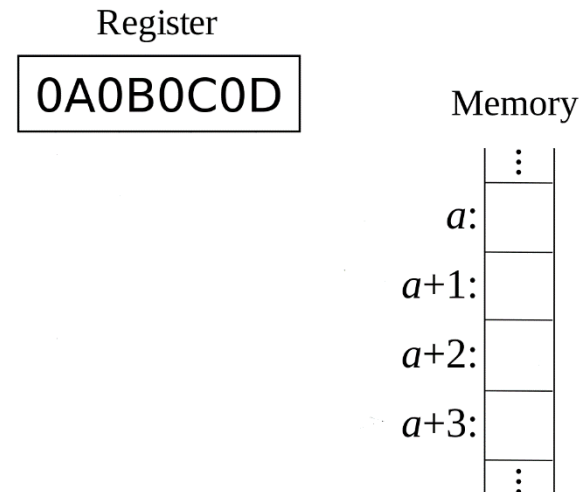


- Multiplexer



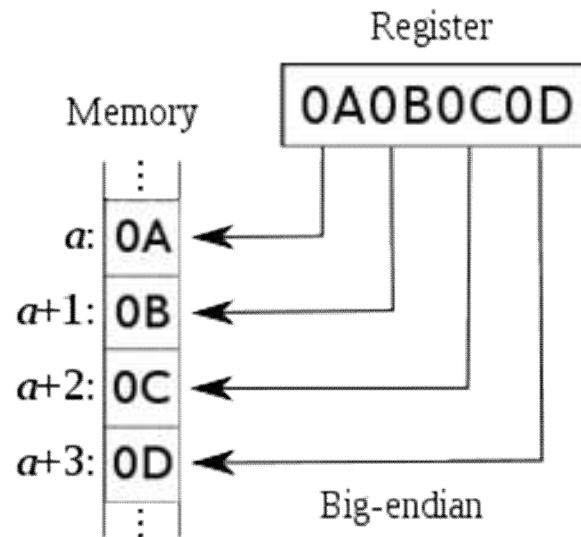
# Review

- Endianness
  - The terms endian and endianness refer to the convention used to interpret the bytes making up a data word when those bytes are stored in computer memory.



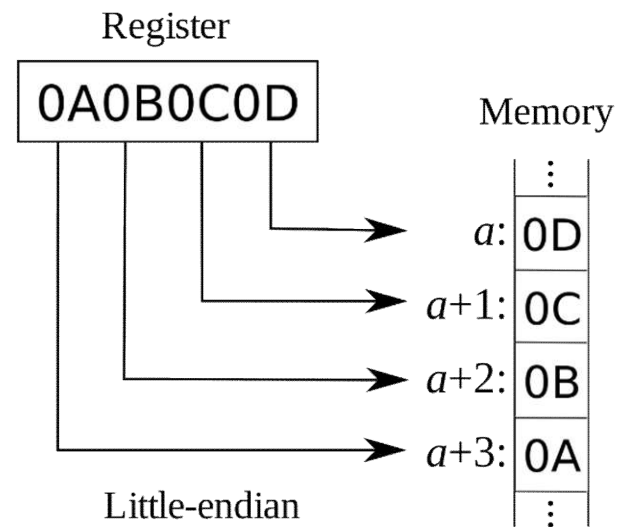
# Review

- Endianness
  - Big-endian
    - Most significant bytes are stored at the lower addresses



# Review

- Endianness
  - Little-endian
    - Least significant bytes are stored at the lower addresses



# Review

- Addresses and memory locations
  - How many address lines are needed to address a specific memory?

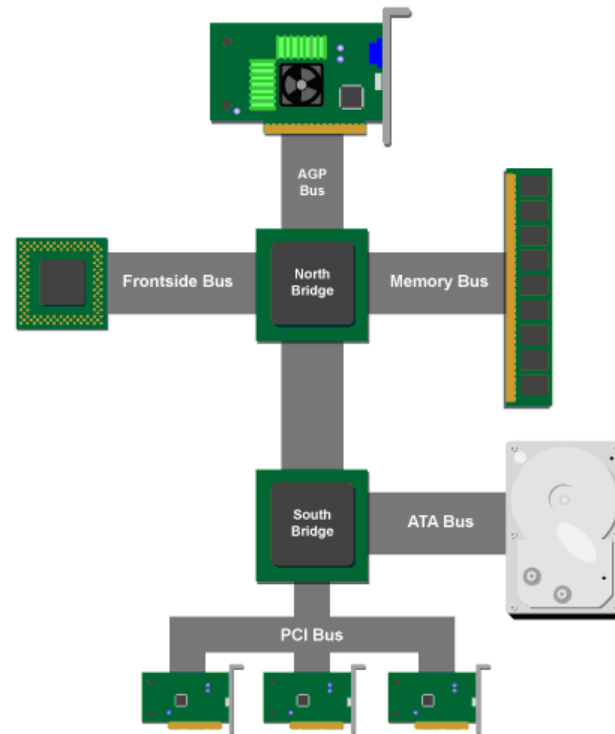
# Review

- 10 address lines - ? Memory size
- 1 GB - ? Address lines



# System architecture

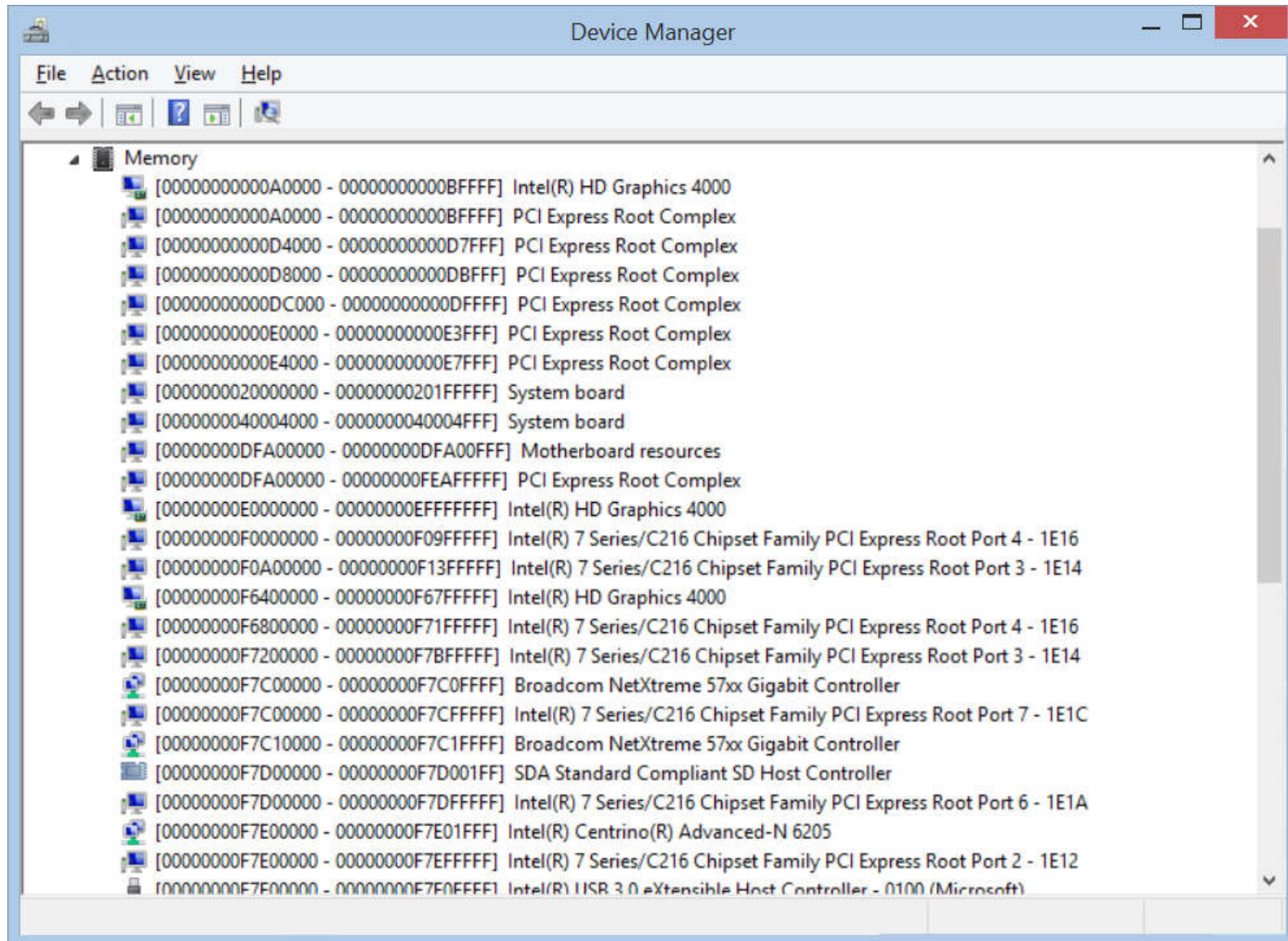
- FSB
- Memory bus
- Chipset
- I/O bus



# Goal

- The discipline aims at providing students with knowledge needed to design a microprocessor based system (both HW and low-level SW) and to understand how different systems' components are interconnected and application software are implemented and executed

# Memory map



# Memory overview

- Direct link between size, address lines (pins), address space (range)
  - 1 GB memory
  - 30 address lines
  - Address range: 0000 0000h – 3FFF FFFFh
- Addresses are assigned to bytes (not to bits or words)

# Examples

- What is the address range of a 128 MB

# Examples

- How big is a memory that has the following address range: 000000h - 1FFFFFFh