

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
- 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
- ABI. *See* Application Binary Interface (ABI)
- Abstraction, 4–5
 - digital. *See* Digital abstraction
- Accumulator, 367
- 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
 mistakes in C
 compiler. *See* Compiler, i_Hlt414277118n C
 conditional statements. *See* Conditional statements
 control-flow statements. *See* Control-flow statements
 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

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

Involution 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
 - 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)