

# Index

Page numbers in *italics* indicate figures, tables and text boxes.

0, 22. *See also* LOW, OFF  
1, 22. *See also* HIGH, ON  
32-bit datapath, 461  
32-bit microprocessor, 454  
4004 microprocessor chip, 458, 459  
74xx series logic, 583–587  
    parts,  
        2:1 mux (74157), 586  
        3:8 decoder (74138), 586  
        4:1 mux (74153), 586  
        AND (7408), 585  
        AND3 (7411), 585  
        AND4 (7421), 585  
        counter (74161, 74163), 586  
        FLOP (7474), 583, 585  
        NAND (7400), 585  
        NOR (7402), 585  
        NOT (7404), 583  
        OR (7432), 585  
        register (74377), 586  
        tristate buffer (74244), 586  
        XOR (7486), 585  
80386 microprocessor chip, 459, 460  
80486 microprocessor chip, 460, 461  
#define, 627–628  
#include, 628–629. *See also* Standard  
    libraries

## A

Abstraction, 4–5  
    digital. *See* Digital abstraction

Accumulator, 353  
Acquisition time. *See* Sampling time  
Active low, 74–75  
A/D conversion, 531–533  
    registers in, 532  
ADCs. *See* Analog/digital converters  
add, 297  
Adders, 239–246  
    carry-lookahead, 241  
    carry propagate, 240  
    full, 56, 240  
    half, 240  
    HDL for, 184, 200  
    prefix, 243  
    ripple-carry, 240  
addi, 304  
addiu, 345  
addu, 345  
Addition, 14–15, 17–18, 235, 239–246,  
    297. *See also* Adders  
    binary, 14–15  
    floating point, 258–259  
    MIPS instructions, 344–345, 622  
    signed binary, 15–17  
Address. *See also* Memory  
    physical, 497–501  
    translation, 497–500  
    virtual, 497. *See also* Virtual  
        memory  
Addressing modes  
    MIPS, 333–335  
        base, 333  
        immediate, 333  
        PC-relative, 333–334

        pseudo-direct, 334–335  
        register-only, 333  
x86, 349  
Advanced Micro Devices (AMD), 296,  
    375, 457, 460  
Advanced microarchitecture, 444–458  
    branch prediction. *See* Branch  
        prediction  
    deep pipelines. *See* Deep pipelines  
    heterogeneous multiprocessors. *See*  
        Heterogeneous multiprocessors  
    homogeneous multiprocessors. *See*  
        Homogeneous 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  
    superscalar processor. *See*  
        Superscalar processor  
Altera FPGA, 274–279  
ALU. *See* Arithmetic/logical unit  
ALU decoder, 382–384  
    HDL for, 432  
ALUControl, 378, 384  
ALUOp, 382–384  
ALUResult, 378  
ALUSrc, 384  
ALUSrcA, 397  
ALUSrcB, 397  
AMAT. *See* Average memory access time  
AMD. *See* Advanced Micro Devices  
Amdahl, Gene, 480

- Amdahl's Law, 480
  - American Standard Code for Information Interchange (ASCII), 322, 323, 630, 649–650
  - Analog I/O, 531–537
    - A/D conversion, 532–533
    - D/A conversion, 533–537
    - Pulse-width modulation (PWM), 536–537
  - Analog-to-digital converters (ADCs), 531–533
  - Analytical engine, 7, 8
  - AND gate, 20–22, 179
    - chips (7408, 7411, 7421), 585
    - truth table, 20, 22
    - using CMOS transistors, 32–33
  - and, 311
  - andi, 311–312
  - AND-OR (AO) gate, 46
  - Anode, 27
  - Application-specific integrated circuits (ASICs), 591
  - Architectural state, 310, 371–372
  - Architecture, 295–356, 619–622
    - MIPS
      - addressing modes, 333–335
      - assembly language, 296–304, 619–622
      - instructions, 619–622
      - machine language, 305–310
      - operands, 298–304
      - x86, 347–356
  - Arguments, 326, 332–333, 637
    - pass by reference, 644
    - pass by value, 644
  - Arithmetic
    - C operators, 633–635
    - circuits, 239–254
    - HDL operators, 185
    - MIPS instructions, 310–314
    - packed, 454
  - Arithmetic/logical unit (ALU), 248–250, 378
    - implementation of, 249
    - in MIPS processor, 382–385.

*See also* ALUControl, ALUOp
  - Arrays, 320–324, 645–651
    - accessing, 320–322, 645
    - as input argument, 646–647
    - bytes and characters, 322–324, 649–651
    - comparison or assignment of, 650
    - declaration, 645
    - indexing, 320–322, 645–649
    - initialization, 645–646
    - multi-dimension, 648–649
  - ASCII. *See* American Standard Code for Information Interchange
  - ASICs. *See* Application-specific integrated circuits
  - Assembler, 338–339, 666
  - Assembler directives, 338
  - Assembler temporary register (\$at), 342
  - Assembly language, MIPS, 295–356, 619–622. *See also* MIPS instructions
    - instructions, 296–304, 619–622
    - logical instructions, 311–312
    - operands, 298–304
    - translating high-level code into, 300
    - translating machine language to, 309
    - translating to machine language, 306–307
  - Assembly language, x86. *See* x86 instructions
  - Associativity
    - in Boolean algebra, 62, 63
    - in caches, 481, 486–488
  - Astable circuits, 119
  - Asymmetric multiprocessors. *See* Heterogeneous multiprocessors
  - Asynchronous circuits, 120–123
  - Asynchronous resettable flip-flops
    - definition, 116
  - HDL, 194–196
  - Asynchronous serial link, 522. *See also* Universal Asynchronous Receiver Transmitter (UART)
  - AT Attachment (ATA), 562
  - Average memory access time (AMAT), 479, 492
- B**
- Babbage, Charles, 7
  - Base address, 301–302, 307, 320–322, 324
  - Base addressing, 333
  - Baud rate register (BRG), 518
  - BCD. *See* Binary coded decimal
  - Behavioral modeling, 173–174
  - Benchmarks, 375
  - beq, 314–315
  - Biased exponent, 257
  - Big-endian memory, 302–303
  - 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, 555
  - Bipolar signaling, 524
  - Bipolar stepper motor, 554, 554–555
    - AIRPAX LB82773-M1, 554, 555
    - direct drive current, 556
  - Bistable element, 109
  - Bit, 8
    - dirty, 494
    - least significant, 13, 14
    - most significant, 13, 14
    - sign, 16
    - use, 490
    - valid, 484
  - Bit cells, 264–269
    - DRAM, 266–267
    - ROM, 268–269
    - SRAM, 267
  - Bitline, 264
  - Bit swizzling, 188
  - Bitwise operators, 177–179
  - Block, 481
  - Block offset, 488–489
  - Block size (*b*), 481, 488–489
  - Blocking and nonblocking assignments, 199–200, 205–209
  - BlueSMiRF silver module, 548, 548
  - Bluetooth wireless communication, 547–548
    - BlueSMiRF silver module, 548
    - classes, 547
    - PIC32 to PC link, 548
  - bne, 314–315
  - Boole, George, 8
  - Boolean algebra, 60–66
    - axioms, 61

equation simplification, 65–66  
theorems, 61–64

Boolean equations, 58–60  
product-of-sums (POS) form, 60  
sum-of-products (SOP) form, 58–60

Boolean logic, 8. *See also* Boolean algebra, Logic gates

Boolean theorems, 61–64  
associativity, 63  
combining, 62  
complements, 62  
consensus, 62, 64  
covering, 62  
De Morgan's, 63–64  
distributivity, 63  
idempotency, 62  
identity, 62  
involution, 62  
null element, 62

Branch, 384

Branch equal (beq)  
machine code for, 334  
processor implementations of, 381–382, 395–396, 401–402

Branch hazards. *See* Control hazards

Branch misprediction penalty, 421–422

Branch prediction, 446–447

Branch target address (BTA), 333–334, 381

Branch target buffer, 446

Branching  
conditional, 314–315  
unconditional (jump), 315–316

Breadboards, 600–601

BTA. *See* Branch target address

Bubble, 20, 63, 419  
pushing, 63–64, 71–73

Buffers, 20  
lack of, 117  
tristate, 74–75

Bugs, 175  
in C code, 667–671

Bus, 56  
tristate, 75

Bypassing, 416. *See also* Forwarding

Byte, 13–14, 322–324. *See also* Character least significant, 13–14  
most significant, 13–14

Byte-addressable memory, 301–303  
big-endian, 302–303  
little-endian, 302–303

Byte offset, 483

## C

C programming, 623–671  
common mistakes. *See* Common mistakes

compilation. *See* Compilation

conditional statements. *See* Conditional statements

control-flow statements. *See* Control-flow statements

data types. *See* Data types

function calls. *See* Function calls

loops. *See* Loops

operators. *See* Operators

running, 626

simple program, 625–626

standard libraries. *See* Standard libraries

variables. *See* Variables

Caches, 480–495  
address fields,  
block offset, 488–489  
byte offset, 483  
set bits, 483  
tag, 483  
advanced design, 491–495  
evolution of, in MIPS, 495  
multiple level, 492  
nonblocking, 566  
organizations, 490  
direct mapped, 482–486  
fully associative, 487–488  
multiway set associative, 486–487

parameters  
block, 481  
block size, 481, 488–489  
capacity (C), 480–481  
degree of associativity (N), 486  
number of sets (S), 481

performance of  
hit, 478–480  
hit rate, 478–480  
miss, 478–480, 493  
capacity, 493  
compulsory, 493  
conflict, 486, 493  
penalty, 488  
miss rate, 478–480  
reducing, 493–494  
miss rate *vs.* cache parameters, 493–494

replacement policy, 490–491

status bits  
dirty bit (D), 494  
use bit (U), 490  
valid bit (V), 484  
write policy, 494–495  
write-back, 494–495  
write-through, 494–495

CAD. *See* Computer-aided design

Callee-saved registers, 329

Canonical form. *See* Sum-of-products, Product-of-sums

Capacitors, 28

Capacity, of cache, 480–481

Capacity miss, 493

Carry propagate adder (CPA). *See* Ripple-carry adder, Carry-lookahead adder, and Prefix 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), 541–542.  
*See also* VGA monitor  
horizontal blanking interval, 542  
vertical blanking interval, 542

Cause register, 343–344, 441

Character LCDs, 538–541

Characters (char), 322–324, 630, 649  
arrays, 322–324. *See also* Strings  
C type, 649

Chips, 28  
multiprocessors, 456

Chopper constant current drive, 556

Circuits  
74xx series. *See* 74xx series logic  
application-specific integrated (ASICs), 591  
astable, 119  
asynchronous, 120, 122–123  
combinational. *See* Combinational logic  
definition of, 55  
delay, 88–92  
multiple-output, 68  
priority, 68  
sequential. *See* Sequential logic

- Circuits (*Continued*)
    - synchronous, 122–123
    - synchronous sequential, 120–123, 122
    - synthesized, 176, 179, 181
    - timing, 88–95
    - with two-stage pipeline, 160
    - without glitch, 95
  - CISC. *See* Complex Instruction Set Computer
  - CLBs. *See* Configurable logic blocks
  - Clock cycles per instruction (CPI), 444, 446
  - Clock period, 142, 376
  - Clock skew, 148–151
  - Clustered multiprocessing, 456
  - CMOS. *See* Complementary Metal-Oxide-Semiconductor Logic
  - Combinational composition, 56
  - Combinational logic, 174
    - design, 55–106
      - Boolean algebra, 60–66
      - Boolean equations, 58–60
      - building blocks, 83–88, 239–254
      - 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's (contention). *See* Contention
      - X's (don't cares). *See* Don't cares (X)
      - Z's (floating). *See* Floating (Z)
    - HDLs and. *See* Hardware description languages
    - truth tables with don't cares, 69, 81–82, 205
  - Combining theorem, 62
  - Command line arguments, 666–667
  - Comments
    - in C, 627
    - in MIPS assembly, 297
    - in SystemVerilog, 180
    - in VHDL, 180
  - Common mistakes in C, 667–671
  - Comparators, 246–248
  - Comparison
    - in hardware. *See* Comparators, ALU
    - in MIPS assembly, 319–320, 345
    - using ALU, 250
  - Compilation, in C, 626–627, 665–666
  - Compiler, 338–339
    - for C, 626–627, 665–666
  - Complementary Metal-Oxide-Semiconductor Logic (CMOS), 26–34
  - Complements theorem, 62
  - Complex instruction set computer (CISC), 298, 347
  - Complexity management, 4–7
    - digital abstraction, 4–5
    - discipline, 5–6
    - hierarchy, 6–7
    - modularity, 6–7
    - regularity, 6–7
  - Compulsory miss, 493
  - Computer Architecture* (Hennessy & Patterson), 444
  - Computer-aided design (CAD), 71, 129
  - Concurrent signal assignment
    - statement, 179, 183–184, 193, 200–206
  - Condition codes. *See* Status flags
  - Conditional assignment, 181–182
  - Conditional branches, 314–315
  - Conditional operator, 181–182
  - Conditional signal assignments, 181–182
  - Conditional statements
    - in C, 639–640
    - if, 639–640
    - if/else, 639
    - switch/case, 639–640
    - in HDL, 194, 201–205
      - case, 201–203
      - casez, case?, 205
      - if, if/else, 202–205
    - in MIPS assembly, 316–317
      - if, 316–317
      - if/else, 317
      - switch/case, 317
  - Configurable logic blocks (CLBs), 274, 589. *See also* Logic elements
  - Conflict miss, 493
  - Consensus theorem, 62, 64
  - Constants
    - in C, 627–628
    - in MIPS assembly, 304, 313. *See also* Immediates
  - Contamination delay, 88–92. *See also* Short path
  - Contention (X), 73–74
  - Context switching, 455
  - Continuous assignment statements, 179, 193, 200, 206
  - Control hazards, 415, 421–424
  - Control signals, 91, 249
  - Control unit. *See also* ALU decoder, Main decoder
    - of multicycle MIPS processor, 396–408
    - of pipelined MIPS processor, 413–414
    - of single-cycle MIPS processor, 382–387
  - Control-flow statements
    - conditional statements. *See* Conditional statements
    - loops. *See* Loops
  - Coprocessor 0 registers, 441. *See also* Cause and EPC
  - Core Duo microprocessor chip, 464
  - Core i7 microprocessor chip, 465
  - Cores, 456
  - Counters, 260
    - divide-by-3, 130
  - Covering theorem, 62
  - CPA. *See* Carry propagate adder (CPA)
  - CPI. *See* Clock cycles per instruction, Cycles per instruction
  - Critical path, 89–92, 388
  - Cross-coupled inverters, 109, 110
    - bistable operation of, 110
  - CRT. *See* Cathode ray tube
  - Cycle time. *See* Clock period
  - Cycles per instruction (CPI), 375
  - Cyclic paths, 120
  - Cyclone IV FPGA, 274–279
- D**
- D flip-flops. *See* flip-flops
  - D latch. *See* Latch
  - D/A conversion, 533–537
  - DACs. *See* Digital-to-analog converters
  - Data Acquisition Systems (DAQs), 562–563
    - myDAQ, 563
  - Data hazards, 415–421
  - Data memory, 373
    - HDL for, 439
  - Data segment, 340
  - Data sheets, 591–596

- Data types, 643–657
    - arrays. *See* Arrays
    - characters. *See* Character (`char`)
    - dynamic memory allocation. *See*
      - Dynamic memory allocation (`malloc` and `free`)
    - linked list. *See* Linked list
    - pointers. *See* Pointers
    - strings. *See* Strings (`str`)
    - structures. *See* Structures (`struct`)
    - typedef, 653–654
  - Datapath
    - multicycle MIPS processor, 390–396
    - pipelined MIPS processor, 412–413
    - single-cycle MIPS processor, 376–382
  - DC. *See* Direct current
  - DC motors, 548–552, 549
    - H-bridge, 549, 550
    - shaft encoder, 549–552
  - DC transfer characteristics, 24–26.
    - See also* Noise margins
  - DDR3. *See* Double-data rate memory
  - DE-9 cable, 524
  - De Morgan's theorem, 63
  - Decimal numbers, 9
  - Decimal to binary conversion, 11
  - Decimal to hexadecimal conversion, 13
  - Decode stage, 409–411
  - 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, 444–445
  - Delay generation using counters, 528–529
  - Delaymicros function, 528
  - Delays, logic gates. *See* Propagation delay
    - in HDL (simulation only), 188–189
  - DeleteUser function, 655
  - De Morgan, Augustus, 63
  - De Morgan's theorem, 63–64
  - Dennard, Robert, 266
  - Destination register (`rd` or `rt`), 378–379, 385, 393
  - Device driver, 507–508, 526
  - Device under test (DUT), 220
  - Dice, 28
  - Dielectric, 28
  - Digital abstraction, 4–5, 7–9, 22–26
  - Digital circuits. *See* Logic
  - Digital signal processor (DSP), 457
  - Digital system implementation, 583–617
    - 74xx series logic. *See* 74xx series logic
    - application-specific integrated circuits (ASICs), 591
    - assembly of, 599–602
    - breadboards, 600–601
    - data sheets, 591–596
    - economics, 615–617
    - logic families, 597–599
    - packaging, 599–602
    - printed circuit boards, 601–602
    - programmable logic, 584–591
  - Digital-to-analog converters (DACs), 531
  - DIMM. *See* Dual inline memory module
  - Diodes, 27–28
    - p-n junction, 28
  - DIPs. *See* Dual-inline packages
  - Direct current (DC) transfer
    - characteristics, 24, 25
  - Direct mapped cache, 482–486, 484
  - Direct voltage drive, 554
  - Dirty bit (*D*), 494
  - Discipline
    - dynamic, 142–151. *See also* Timing analysis
    - static, 142–151. *See also* Noise margins
  - Discrete-valued variables, 7
  - Distributivity theorem, 63
  - div, 314
  - Divide-by-3 counter
    - design of, 129–131
    - HDL for, 210–211
  - Divider, 253–254
  - Division
    - circuits, 253–254
    - MIPS instruction, 314
    - MIPS signed and unsigned instructions, 345
  - divu, 345
  - Don't care (*X*), 69, 81–83, 205
  - Dopant atoms, 27
  - Double, C type, 630–631
  - Double-data rate memory (DDR), 266, 561
  - Double-precision formats, 257–258
  - Do/while loops, in C, 641–642
  - DRAM. *See* Dynamic random access memory
  - Dual inline memory module (DIMM), 561
  - Dual-inline packages (DIPs), 28, 583, 599
  - Dynamic branch predictors, 446
  - Dynamic data segment, 337
  - Dynamic discipline, 142–151. *See also* Timing analysis
  - Dynamic memory allocation (`malloc`, `free`), 654–655
    - in MIPS memory map, 337
  - Dynamic power, 34
  - Dynamic random access memory (DRAM), 266, 267, 475–478, 561
- ## E
- Economics, 615
  - Edge-triggered flip-flop. *See* flip-flop
  - EEPROM. *See* Electrically erasable programmable read only memory
  - EFLAGS register, 350
  - Electrically erasable programmable read only memory (EEPROM), 269
  - Embedded I/O (input/output) systems, 508–558
    - analog I/O, 531–537
      - A/D conversion, 532–533
      - D/A conversion, 533–536
    - digital I/O, 513–515
    - general-purpose I/O (GPIO), 513–515
    - interrupts, 529–531
    - LCDs. *See* Liquid Crystal Displays
    - microcontroller peripherals, 537–558
    - motors. *See* Motors
    - PIC32 microcontroller, 509–513
    - serial I/O, 515–527. *See also* Serial I/O timers, 527–529
    - VGA monitor. *See* VGA monitor, 493
  - Enabled flip-flops, 115–116
  - Enabled registers, 196–197. *See also* flip-flops
  - EPC. *See* Exception program counter
  - EPROM. *See* Erasable programmable read only memory

Equality comparator, 247  
 Equation minimization  
   using Boolean algebra, 65–66  
   using Karnaugh maps. *See* Karnaugh maps  
 Erasable programmable read only memory (EPROM), 269, 588  
 Ethernet, 561  
 Exception program counter (EPC), 343–344  
 Exceptions, 343–344, 440–443  
   Cause. *See* Cause register  
   cause codes, 344  
   EPC. *See* Exception program counter handler, 343  
   processor support for, 440–443  
     circuits, 441–442  
     controller, 442–443  
 Executable file, 340  
 Execution time, 375  
 exit, 663  
 Extended instruction pointer (EIP), 348

## F

Factorial function call, 330–331  
   stack during, 331  
 Factoring state machines, 134–136  
 FDIV. *See* Floating-point division  
 Field programmable gate arrays (FPGAs), 274–279, 457, 520, 543, 564, 589–591  
   driving VGA cable, 543  
   in SPI interface, 519–521  
 File manipulation, in C, 660–662  
 Finite state machines (FSMs), 123–141, 209–213  
   deriving from circuit, 137–140  
   divide-by-3 FSM, 129–131, 210–211  
   factoring, 134–136, 136  
   in HDL, 209–213  
   LE configuration for, 277–278  
   Mealy FSM, 132–134  
   Moore FSM, 132–134  
   multicycle control, 396–408, 405, 408  
   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, 269. *See also* Solid state drives  
 Flip-flops, 114–118, 193–197. *See also* Registers  
   back-to-back, 145, 152–157, 197.  
     *See also* Synchronizer  
   comparison with latches, 118  
   enabled, 115–116  
   HDL for, 436. *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, 628–631  
   print formats of, 658–659  
 Floating output node, 117  
 Floating point division (FDIV) bug, 175  
 Floating (Z), 74–75  
   in HDLs, 186–188  
 Floating-gate transistor, 269. *See also* Flash memory  
 Floating-point coprocessors, 457  
 Floating-point division (FDIV), 259  
 Floating-point instructions, MIPS, 346–347  
 Floating-point numbers, 256–257  
   addition, 258–259  
   formats, single- and double-precision, 256–258  
   in programming. *See* Float and Double  
   rounding, 258  
   special cases  
     infinity, 257  
     NaN, 257  
 Floating-point unit (FPU), 259, 461  
 For loops, 319–320, 322, 642  
 Format conversion (atoi, atol, atof), 663–664  
 Forwarding, 416–418. *See also* Hazards  
 FPGAs. *See* Field programmable gate arrays

FPU. *See* Floating-point unit  
 Frequency shift keying (FSK), 548  
   and GFSK waveforms, 548  
 Front porch, 542  
 FSK. *See* Frequency Shift Keying  
 FSMs. *See* Finite state machines  
 Full adder, 56, 182, 184, 200, 240  
   using always/process statement, 200  
 Fully associative cache, 487–488  
 Funct field, 305, 621–622  
 Function calls, 325–333, 637–638  
   arguments, 325–326, 637  
   leaf, 330  
   naming conventions, 638  
   nonleaf, 330  
   preserved and non-preserved registers, 329–332  
   prototypes, 638  
   recursive, 330–332  
   return, 325–326, 637  
   stack, use of, 327–333. *See also* Stack  
   with no inputs or outputs, 325, 637  
 Fuse-programmable ROM, 269

## G

Gated time accumulation, 529  
 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), 513  
   PIC32 ports (pins) of, 515  
   switches and LEDs example, 513–514  
 Generate signal, 241, 243  
 Genwaves function, 535  
 Glitches, 92–95  
 Global data segment, 336–337  
 Global pointer (\$gp), 337  
 GPIO. *See* General-purpose I/O  
 Graphics accelerators, 464  
 Graphics processing unit (GPU), 457

Gray codes, 76  
 Gray, Frank, 76  
 Ground (GND), 22  
     symbol for, 31

## H

Half adder, 240, 240  
 Hard disk, 478–479. *See also* Hard drive  
 Hard drive, 478–479, 496. *See also*  
     Hard disk, Solid state drive, and  
     Virtual memory  
 Hardware description languages (HDLs).  
     *See also* SystemVerilog, VHDL  
     capacity, 493  
     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 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  
     modules, 173–174  
     parameterized modules, 217–220  
     processor building blocks, 434–437  
     sequential logic, 193–198, 209–213  
     simulation and synthesis, 175–177  
     single-cycle MIPS processor, 429–440  
     structural modeling, 190–193  
     testbench, 220–224, 437–438  
 Hardware handshaking, 523  
 Hardware reduction, 70–71. *See also*  
     Equation minimization  
 Hazard unit, 416–427  
 Hazards. *See also* Hazard unit  
     control hazards, 415, 421–424  
     data hazards, 416–421  
     read after write (RAW), 415, 451  
     solving  
         control hazards, 421–424  
         forwarding, 416–418  
         stalls, 418–421

        write after read (WAR), 451  
         write after write (WAW), 451–452  
 H-bridge control, 550  
 HDL. *See* Hardware description language,  
     SystemVerilog, and VHDL  
 Heap, 337  
 Heterogeneous multiprocessors, 456–458  
 Hexadecimal numbers, 11–13  
 Hexadecimal to binary and decimal  
     conversion, 11, 12  
 Hierarchy, 6  
 HIGH, 22. *See also* 1, ON  
 High-level programming languages,  
     296, 624  
     compiling, assembling, and loading,  
         336–341  
         translating into assembly, 300  
 High-performance microprocessors, 444  
 Hit, 478  
 Hit rate, 478–480  
 Hold time constraint, 142–148  
     with clock skew, 149–151  
 Hold time violations, 145, 146,  
     147–148, 150–151  
 Homogeneous multiprocessors, 456  
 Hopper, Grace, 337

## I

IA-64, 354  
 IA-32 architecture. *See* x86  
 ICs. *See* Integrated circuits  
 Idempotency theorem, 62  
 Identity theorem, 62  
 Idioms, 177  
 If statements  
     in C, 639  
     in HDL, 202–205  
     in MIPS assembly, 316–317  
 If/else statements, 317, 649  
     in C, 639–640  
     in HDL, 202–205  
     in MIPS assembly, 317  
 IM. *See* Instruction memory  
 Immediate addressing, 333  
 Immediates, 304, 313. *See also* Constants  
     32-bit, 313  
     immediate field, 307–308  
     logical operations with, 311

Implicit leading one, 256  
 Information, amount of, 8  
 Initializing  
     arrays in C, 645–646  
     variables in C, 633  
 InitTimer1Interrupt function, 530  
 Input/output elements (IOEs), 274  
 Input/Output (I/O) systems, 506–569  
     device driver, 507–508, 526  
     embedded I/O systems. *See*  
         Embedded I/O systems  
     I/O registers, 507–508  
     memory-mapped I/O, 507–508  
     personal computer I/O systems. *See*  
         Personal computer I/O systems  
 Institute of Electrical and Electronics  
     Engineers (IEEE), 257  
 Instruction encoding, x86, 352–354, 353  
 Instruction formats, MIPS  
     F-type, 346  
     I-type, 307–308  
     J-type, 308  
     R-type, 305–306  
 Instruction formats, x86, 352–354  
 Instruction level parallelism (ILP), 452,  
     455  
 Instruction memory (IM), 373, 411  
     MIPS, 440  
 Instruction register (IR), 391, 398  
 Instruction set, 295, 371–372. *See also*  
     Architecture  
 Instructions, MIPS, 295–347, 619–622  
     arithmetic, 299–300, 304, 314,  
         344–345, 620–622  
     branching, 314–316  
     floating-point, 346–347, 622  
     for accessing memory. *See* Loads,  
         Stores  
     F-type, 346  
     I-type, 307–308  
     J-type, 308  
     logical, 308, 310–313  
     multiplication and division, 314, 345  
     R-type, 305–306, 621–622  
     set less than, 319–320, 345  
     signed and unsigned, 344–345  
 Instructions, x86, 347–355  
 Instructions per cycle (IPC), 375  
 Integer Execution Unit (IEU), 461  
 Integrated circuits (ICs), 599  
 Intel. *See* x86  
 Intel x86. *See* x86



Interrupt service routine (ISR), 529.  
*See also* Exceptions  
 Interrupts, 343, 529–531  
   PIC32, 529–531  
 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  
 I/O. *See* Input/output systems  
 IOEs. *See* Input/output elements  
*IorD*, 393, 397  
 IPC. *See* Instructions per cycle  
 IR. *See* Instruction register  
*IRWrite*, 391, 397  
 ISR. *See* Interrupt service routine  
 I-type instructions, 307–308

## J

*j*, 315–316  
*jal*, 325  
 Java, 322. *See also* Language  
*jr*, 315–316, 325  
 JTA. *See* Jump target address  
 J-type instructions, 308  
 Jump, MIPS instruction, 315–316  
 Jump, processor implementation,  
   386–387, 404–408  
 Jump target address (JTA), 334–335,  
   386

## K

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  
   without glitches, 95  
 Karnaugh, Maurice, 75

Kilobit (Kb/Kbit), 14  
 Kilobyte (KB), 14  
 K-maps. *See* Karnaugh maps

## L

LAB. *See* Logic array block  
 Land grid array, 558  
 Language. *See also* Instructions  
   assembly, 296–304  
   machine, 305–310  
   mnemonic, 297  
   translating assembly to machine, 306  
 Last-in-first-out (LIFO) queue, 327.  
   *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, 409–411, 418  
 Lattice, silicon, 27  
*lb*, load byte. *See* Loads  
*lbu*, load byte unsigned. *See* Loads  
 LCDs. *See* Liquid crystal displays  
 Leaf function, 330  
 Leakage current, 34  
 Least recently used (LRU) replacement,  
   490–491  
   two-way associative cache with,  
     490–491, 491  
 Least significant bit (lsb), 13, 14  
 Least significant byte (LSB), 13, 14,  
   302  
 LEs. *See* Logic elements  
 Level-sensitive latch. *See* D latch  
*lh*, load half. *See* Loads  
*lhu*, load half unsigned. *See* Loads  
 LIFO. *See* Last-in-first-out queue  
 Line options, compiler and command,  
   665–667  
 Linked list, 655–656  
 Linker, 340–341  
 Liquid crystal displays (LCDs),  
   538–541  
 Literal, 58, 96  
 Little-endian memory, 302–303, 302  
 Little-endian bus order in HDL, 178

Loads, 345  
   base addressing of, 333  
   load byte (*lb* or *lbu*), 304, 323–324,  
     345  
   load half (*lh* or *lhu*), 345  
   load word (*lw*), 301–304  
 Local variables, 332–333  
 Locality, 476  
 Logic  
   bubble pushing, 71–73  
   combinational. *See* Combinational  
     logic  
   families, 597–599  
   gates. *See* Gates  
   hardware reduction. *See* Equation  
     simplification and Hardware  
     reduction  
   multilevel. *See* Multilevel  
     combinational logic  
   programmable, 584–591  
   sequential. *See* Sequential logic  
   transistor-level. *See* Transistors  
   two-level, 69  
 Logic array block (LAB), 275  
 Logic arrays, 272–280. *See also*  
   Programmable logic arrays  
   and Field programmable gate  
   arrays  
   transistor-level implementation,  
     279–280  
 Logic elements (LEs), 274–279  
   of Cyclone IV, 276  
   functions built using, 277–278  
 Logic families, 25, 597–599  
   compatibility of, 26  
   logic levels of, 25  
   specifications, 597, 599  
 Logic gates, 19–22, 179, 584  
   AND. *See* AND gate  
   AND-OR (AO) gate, 46  
   multiple-input gates, 21–22  
   NAND. *See* NAND gate  
   NOR. *See* NOR gate  
   OR. *See* OR gate  
   OR-AND-INVERT (OAI) gate, 46  
   with delays in HDL, 189  
   XNOR. *See* XNOR gate  
   XOR. *See* XOR gate  
 Logic levels, 22–23  
 Logic simulation, 175–176  
 Logic synthesis, 176–177, 176  
 Logical instructions, 311–312



Logical shifter, 250  
 Lookup tables (LUTs), 270, 275  
 Loops, 317–319, 641–642  
   in C,  
     do/while, 641–642  
     for, 642  
     while, 641  
   in MIPS assembly,  
     for, 319–320  
     while, 318–319  
 LOW, 22. *See also* 0, OFF  
 Low Voltage CMOS Logic (LVCMOS), 25  
 Low Voltage TTL Logic (LVTTL), 25  
 LRU. *See* Least recently used replacement  
 LSB. *See* Least significant byte  
 lsb. *See* Least significant bit  
 lui, load upper immediate, 313  
 LUTs. *See* Lookup tables  
 LVCMOS. *See* Low Voltage CMOS  
   Logic  
 LVTTL. *See* Low Voltage TTL Logic  
 lw, load word. *See* Loads

## M

Machine code, assembly and, 437  
 Machine language, 305–310  
   formats, 305–308  
     F-type, 346  
     I-type, 307–308, 307  
     J-type, 308, 308  
     R-type, 305–306, 305  
   interpreting, 308–309  
   stored program, 309–310, 310  
   translating assembly language to, 306  
 Magnitude comparator, 247  
 Main decoder, 382–387  
   HDL for, 432  
 main function in C, 625  
 Main memory, 478  
 Malloc function, 654  
 Mantissa, 258–259  
 Mapping, 482  
 Master latch, 114  
 Master-slave flip-flop, 114  
 Masuoka, Fujio, 269  
 math.h, C library, 664–665  
 Max-delay constraint. *See* Setup time  
   constraint  
 Maxterms, 58  
 MCM. *See* Multichip module  
 Mealy machines, 123, 123, 132  
   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, 584  
 Memory. *See also* Memory arrays  
   addressing modes, 349  
   area and delay, 266–267  
   arrays. *See* Memory arrays average  
     memory access time, 479  
   big-endian, 178, 302–303  
   byte-addressable, 301–303  
   HDL for, 270–272  
   hierarchy, 478  
   little-endian, 178, 302–303  
   logic using, 270–272  
   main, 478  
   operands in, 301–304  
   physical, 497  
   ports, 265  
   protection, 503. *See also* Virtual  
     memory  
   types, 265–270  
     DDR, 267  
     DRAM, 266  
     flash, 269–270  
     register file, 267–268  
     ROM, 268–270  
     SRAM, 266  
   virtual, 478. *See also* Virtual  
     memory  
 Memory arrays, 263–272. *See also* Memory  
   bit cell, 264–269  
   HDL for, 270–272  
   logic using, 270–272  
   organization, 263–265  
 Memory hierarchy, 478–479  
 Memory interface, 475–476  
 Memory map  
   MIPS, 336–337, 341, 507  
   PIC32, 509–510  
 Memory Performance. *See* Average  
   Memory Access Time  
 Memory protection, 503  
 Memory systems, 475  
   MIPS, 495  
   performance analysis, 479–480  
   x86, 564–568  
 Memory-mapped I/O  
   address decoder, 507  
   communicating with I/O devices,  
     507–508  
   hardware, 508  
 Mem Write, 379, 397  
 MementoReg, 380, 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  
 mfc0. *See* Move from coprocessor 0  
 Microarchitecture, 351–466. *See also*  
   Architecture  
   advanced. *See* Advanced  
     microarchitecture  
   architectural state. *See* Architectural  
     state  
   description of, 371–374  
   design process, 372–374  
   HDL representation, 429–440  
   multicycle processor. *See* Multicycle  
     MIPS processor  
   performance analysis, 374–376.  
     *See also* Performance  
       analysis  
   pipelined processor. *See* Pipelined  
     MIPS processor  
   single-cycle processor. *See* Single-  
     cycle MIPS processor  
   x86, 458–465  
     evolution of, 458  
 Microchip ICD3, 513  
 Microchip In Circuit Debugger 3  
   (ICD3), 513  
 Microcontroller, 508  
   PIC32 (PIC32MX675F512H),  
     509–513, 510  
     64-pin TQFP package in, 511  
     operational schematic of, 512  
     to PC serial link, 526  
     pinout of, 511  
     virtual memory map of, 510  
 Microcontroller peripherals, 537–558  
   Bluetooth wireless communication,  
     547–548  
   character LCD, 538–541  
   control, 540–541  
   parallel interface, 539

Microcontroller peripherals (*Continued*)  
 motor control, 548–549  
 VGA monitor, 541–547  
 Microcontroller units (MCUs), 508  
 Micro-ops, 461  
 Microprocessors, 3, 13, 295  
 architectural state of, 310  
 designers, 444  
 high-performance, 444  
 Millions of instructions per second, 409  
 Min-delay constraint. *See* Hold time  
 constraint  
 Minterms, 58  
 MIPS. *See also* Architecture and  
 Microarchitecture  
 architecture, 296, 509  
 floating-point instructions, 346,  
 346–347  
 instruction set, 385  
 microarchitectures  
 multicycle. *See* Multicycle MIPS  
 processor  
 pipelined. *See* Pipelined MIPS  
 processor  
 single-cycle. *See* Single-cycle MIPS  
 processor  
 microprocessor, 441, 452, 455  
 data memory, 373  
 instruction memory, 373  
 program counter, 373  
 register file, 373  
 state elements of, 373  
 processor control, 344  
 register set, 300  
*vs.* x86 architecture, 348  
 MIPS instructions, 295–356, 219–222  
 branching. *See* Branching  
 formats  
 F-type, 622  
 I-type, 307, 307–308  
 J-type, 308, 308  
 R-type, 305–307  
 multiplication and division, 314, 345  
 opcodes, 620–621  
 R-type funct fields, 621–622  
 MIPS processors. *See* MIPS multi-cycle  
 processor, MIPS pipelined  
 processor, and MIPS single-cycle  
 processor  
 HDL for. *See* MIPS single-cycle HDL  
 MIPS registers,  
 co-processor 0 registers, 344, 441–443  
 program counter, 310, 372–373

register file, 372–373  
 register set, 298–300  
 MIPS single-cycle HDL, 429–440  
 building blocks, 434–437  
 controller, 429  
 datapath, 429  
 testbench, 437–440  
 Miss, 478–480, 493  
 capacity, 493  
 compulsory, 493  
 conflict, 486, 493  
 Miss penalty, 488  
 Miss rate, 478–480  
 and access times, 480  
 Misses  
 cache, 478  
 capacity, 493  
 compulsory, 493  
 conflict, 493  
 page fault, 497  
 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  
 MOSFET. *See* Metal-oxide-  
 semiconductor field effect  
 transistors  
 Most significant bit (msb), 13, 14  
 Most significant byte (MSB), 13, 14, 302  
 Motors  
 DC, 548–552  
 H-bridge, 550  
 servo, 549, 552–554  
 stepper, 548, 554–558  
 Move from coprocessor 0 (mfc0), 344,  
 441–443. *See also* Exceptions  
 MPSSE. *See* Multi-Protocol Synchronous  
 Serial Engine  
 MSB. *See* Most significant byte  
 msb. *See* Most significant bit  
 MSI chips. *See* Medium-scale integration  
 MTBF. *See* Mean time between failure  
 mul, multiply, 32-bit result, 314  
 mult, multiply, 64-bit result, 314

Multichip module (MCM), 566  
 Multicycle MIPS processor, 389–408  
 control, 396–404  
 datapath, 390–396  
 performance, 405–408  
 Multilevel combinational logic, 69–73.  
*See also* Logic  
 Multilevel page tables, 504–506  
 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  
 Multiplication, 314, 345. *See also*  
 Multiplier  
 MIPS instruction, 314  
 signed and unsigned instructions, 345  
 Multiplier, 252–253  
 schematic, 252  
 HDL for, 253  
 Multiprocessors  
 chip, 456  
 heterogeneous, 456–458  
 homogeneous, 456  
 Multi-Protocol Synchronous Serial  
 Engine (MPSSE), 563, 563  
 Multithreaded processor, 455  
 Multithreading, 455  
 multu, 345  
 Mux. *See* Multiplexers  
 myDAQ, 563

## N

NAND (7400), 585  
 NAND gate, 21, 21, 31  
 CMOS, 31–32, 31–32  
 Nested if/else statement, 640  
 Nibbles, 13–14  
 nMOS transistors, 28–31, 29–30  
 Noise margins, 23–26, 23  
 calculating, 23–24  
 Nonarchitectural state, 372  
 Nonblocking and blocking assignments,  
 199–200, 205–209

Nonleaf function, 330  
 Nonpreserved registers, 329, 330  
 nop, 342  
 nor, 311  
 NOR gate, 21–22, 111, 128, 585  
   chip (7402), 585  
   CMOS, 32  
   pseudo-nMOS logic, 33  
   truth table, 22  
 Not a number (NaN), 257  
 NOT gate, 20  
   chip (7404), 585  
   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  
   decimal, 9  
   estimating powers of two, 14  
   fixed-point, 255, 255–256  
   floating-point, 256–259  
     addition, 258–259, 259  
     special cases, 257  
   hexadecimal, 11–13, 12  
   negative and positive, 15  
   signed, 15  
   unsigned, 9–11

**O**

OFF, 23. *See also* 0, LOW  
 Offset, 391, 392  
 ON, 23. *See also* 1, HIGH  
 One-bit dynamic branch predictor, 446–447  
 One-cold encoding, 130  
 One-hot encoding, 129–131  
 One-time programmable (OTP), 584  
 Opcode, 305, 620–621  
 Operands  
   MIPS, 298–304  
     immediates (constants), 304, 313

    memory, 301–304  
     registers, 298–300  
     x86, 348–350, 349  
 Operation code. *See* Opcode  
 Operators  
   in C, 633–636  
   in HDL, 177–185  
     bitwise, 177–181  
     precedence, 185  
     reduction, 180–181  
     table of, 185  
     ternary, 181–182  
 or, 311  
 OR-AND-INVERT (OAI) gate, 46  
 OR gate, 21  
 ori, 311–312  
 OTP. *See* One-time programmable  
 Out-of-order execution, 453  
 Out-of-order processor, 450–452  
 Overflow  
   handling exception for, 343–345,  
     440–443  
   with addition, 15  
 Oxide, 28

## P

Packages, chips, 599–600  
 Packed arithmetic, 454  
 Page fault, 497  
 Page number, 498  
 Page offset, 498  
 Page table, 498, 500–501  
   number, 504  
   offset, 504  
 Pages, 497  
 Paging, 504  
 Parallel I/O, 515  
 Parallelism, 157–160  
 Parity gate. *See* XOR  
 Partial products, 252  
 Pass by reference, 644  
 Pass by value, 644  
 Pass gate. *See* Transmission gates  
 PC. *See* Program counter or Personal  
   computer  
 PCB. *See* Printed circuit board  
 PCI. *See* Peripheral Component  
   Interconnect  
 PCI express (PCIe), 560  
 PC-relative addressing, 333–334  
 PCSrc, 395, 396–397, 397  
 PCWrite, 393, 397  
 Pentium processors, 460, 462  
   Pentium 4, 375, 463, 463–464  
   Pentium II, 461  
   Pentium III, 375, 461, 462  
   Pentium M, 464  
   Pentium Pro, 461  
 Perfect induction, proving theorems  
   using, 64–65  
 Performance Analysis, 374–376.  
   *See also* Average Memory Access  
   Time  
   multi-cycle MIPS processor, 405–407  
   pipelined MIPS processor, 426–428  
   processor comparison, 428  
   single-cycle MIPS processor,  
     388–389  
 Periodic interrupts, 530–531  
 Peripheral bus clock (PBCLK), 512  
 Peripheral Component Interconnect  
   (PCI), 560  
 Peripherals devices. *See* Input/output  
   systems  
 Personal computer (PC). *See* x86  
 Personal computer (PC) I/O systems,  
   558–564  
   data acquisition systems, 562–563  
   DDR3 memory, 561  
   networking, 561–562  
   PCI, 560  
   SATA, 562  
   USB, 559–560, 563–564  
 Phase locked loop (PLL), 544  
 Physical address extension, 567  
 Physical memory, 497  
 Physical page number (PPN), 499  
 Physical pages, 497  
 PIC32 microcontroller  
   (PIC32MX675F512H),  
   509–513. *See also* Embedded  
   I/O systems  
 Pipelined MIPS processor, 409–428  
   abstract view of, 411  
   control, 413–414  
   datapath, 412–413  
   description, 409–412  
   hazards, 414–426. *See also* Hazards  
   performance, 426–428  
   throughput, 411  
 Pipelining, 158–160. *See also* Pipelined  
   MIPS processor

PLAs. *See* Programmable logic arrays  
 Plastic leaded chip carriers (PLCCs), 599  
 Platters, 496  
 PLCCs. *See* Plastic leaded chip carriers  
 PLDs. *See* Programmable logic devices  
 PLL. *See* Phase locked loop  
 pMOS transistors, 28–31, 29  
 Pointers, 643–645, 647, 650, 652, 654  
 POS. *See* Product-of-sums form  
 Positive edge-triggered flip-flop, 114  
 Power consumption, 34–35  
 Power processor element (PPE), 457  
 PPN. *See* Physical page number  
 Prefix adders, 243–245, 244  
 Prefix tree, 245  
 Preserved registers, 329–330, 330  
 Prime implicants, 65, 77  
 Printed circuit boards (PCBs), 601–602  
 printf, 657–659  
 Priority  
   circuit, 68–69  
   encoder, 102–103, 105  
 Procedure calls. *See* Function calls  
 Processor-memory gap, 477  
 Processor performance comparison  
   multicycle MIPS processor, 407–408  
   pipelined MIPS processor, 428  
   single-cycle processor, 388–389  
 Product-of-sums (POS) form, 60  
 Program counter (PC), 310, 333, 373, 379  
 Programmable logic arrays (PLAs), 67, 272–274, 588–589  
   transistor-level implementation, 280  
 Programmable logic devices (PLDs), 588  
 Programmable read only memories (PROMs), 268, 270, 584–588  
 Programming  
   arrays. *See* Arrays  
   branching. *See* Branching  
   conditional statements, 316–317  
   constants. *See* Constants, Immediates  
   function calls. *See* Functions  
   in C. *See* C programming  
   in MIPS, 310–333  
   instructions, 619–622  
   logical instructions, 311–312  
   loops. *See* Loops  
   multiplication and division, 314  
   shift instructions, 312–313, 312

PROMs. *See* Programmable read only memories  
 Propagate signal, 241  
 Propagation delay, 88–92. *See also* Critical path  
 Pseudo-direct addressing, 334–335  
 Pseudo instructions, 342–343  
 Pseudo-nMOS logic, 33–34, 33  
   NOR gate, 33  
   ROMs and PLAs, 279–280  
 Pulse-Width Modulation (PWM), 536–537  
   analog output with, 537  
   duty cycle, 536  
   signal, 536  
 PWM. *See* Pulse-Width Modulation

## Q

Quiescent supply current, 34

## R

Race conditions, 119–120, 120  
 rand, 662–663  
 Random access memory (RAM), 265–267, 271  
 Read after write (RAW) hazards, 415, 451. *See also* Hazards  
 Read only memory (ROM), 265, 268–269, 268–270  
   transistor-level implementation, 279–280  
 ReadData, 378  
 Read/write head, 496  
 Receiver gate, 22  
 Recursive function calls, 330–332  
 Reduced instruction set computer (RISC), 298  
 Reduction operators, 180–181  
 RegDst, 381, 384, 397  
 Register file (RF)  
   HDL for, 435  
   in pipelined MIPS processor (write on falling edge), 412  
   MIPS register descriptions, 299–300

  schematic, 267–268  
   use in MIPS processor, 373  
 Register renaming, 452–454  
 Register set, 299–300. *See also* Register file  
 Register-only addressing, 333  
 Registers. *See* Flip-flops, MIPS registers, and x86 registers  
 Regularity, 6  
 RegWrite, 378, 384, 397, 413, 414  
 Replacement policies, 504  
 Reserved segment, 337  
 Resettable flip-flops, 116  
 Resettable registers, 194–196  
 Resolution time, 151–152  
   derivation of, 154–157  
   *See also* Metastability  
 RF. *See* Register file  
 Ring oscillator, 119, 119  
 Ripple-carry adder, 240, 240–241, 243  
 Rising edge, 88  
 ROM. *See* Read only memory  
 Rotations per minute (RPM), 549  
 Rotators, 250–252  
 Rounding modes, 258  
 RPM. *See* Rotations per minute  
 RS-232, 523–524  
 R-type instructions, 305–306

## S

Sampling, 141  
 Sampling rate, 531  
 Sampling time, 532  
 SATA. *See* Serial ATA  
 sb, store byte. *See* Stores  
 Scalar processor, 447  
 Scan chains, 261–263  
 scanf, 660  
 Scannable flip-flop, 262–263  
 Schematics, rules of drawing, 31, 67  
 SCK. *See* Serial Clock  
 SDI. *See* Serial Data In  
 SDO. *See* Serial Data Out  
 SDRAM. *See* Synchronous dynamic random access memory  
 Segment descriptor, 353  
 Segmentation, 354  
 Selected signal assignment statements, 182

- Semiconductors, 27
  - industry, sales, 3
- Sequencing overhead, 143–144, 149, 160, 428
- Sequential building blocks. *See* Sequential logic
- Sequential logic, 109–161, 260–263
  - counters, 260
  - finite state machines. *See* Finite state machine
  - flip-flops, 114–118. *Also see* Registers
  - latches, 111–113
    - D, 113
    - SR, 111–113
  - registers. *See* Registers
  - shift registers, 261–263
  - timing of. *See* Timing Analysis
- Serial ATA (SATA), 562
- Serial Clock (SCK), 516
- Serial communication, with PC, 525–527
- Serial Data In (SDI), 516
- Serial Data Out (SDO), 516
- Serial I/O, 515–527
  - SPI. *See* Serial peripheral interface
  - UART. *See* Universal Asynchronous Receiver Transmitter
- Serial Peripheral Interface (SPI), 515–521
  - connection between PIC32 and FPGA, 519
  - ports
    - Serial Clock (SCK), 516
    - Serial Data In (SDI), 516
    - Serial Data Out (SDO), 516
  - register fields in, 517
  - slave circuitry and timing, 520
  - waveforms, 516
- Servo motor, 549, 552–554
- Set bits, 483
- set if less than immediate (`slti`), 345
- set if less than immediate unsigned (`sltiu`), 345
- set if less than (`slt`)
  - circuit, 250
  - in MIPS assembly, 319–320
- set if less than unsigned (`sltu`), 345
- Setup time constraint, 142, 145–147
  - with clock skew, 148–150
- Seven-segment display decoder, 79–82
  - HDL for, 201–202
  - with don't cares, 82–83
- SFRs. *See* Special function registers
- `sh`, store half. *See* Stores
- Shaft encoder, 552, 552
- Shift instructions, 312–313, 312
- Shift registers, 261–263
- Shifters, 250–252
- Short path, 89–92
- Sign bit, 16
- Sign extension, 18, 308
  - HDL for, 436
- Signed and unsigned instructions, 344–345
- Signed binary numbers, 15–19
- Signed multiplier, 217
- Sign/magnitude numbers, 15–16, 255
- Silicon dioxide (SiO<sub>2</sub>), 28
- Silicon lattice, 27
- SIMD. *See* Single instruction multiple data
- Simple programmable logic devices (SPLDs), 274
- Simulation waveforms, 176
  - with delays, 189
- Single-cycle MIPS processor, 376–389
  - control, 382–385
  - datapath, 376–382
  - example operation, 384–385
  - HDL of, 429–440
  - performance, 389
- Single instruction multiple data (SIMD), 447, 454, 463
- Single-precision formats, 257–258. *See also* Floating-point numbers
- Skew. *See* Clock skew
- Slash notation, 56
- Slave latch, 114. *See also* D flip-flop
- `sll`, 312
- `sllv`, 313
- SLT. *See* set if less than
- `slt`, set if less than, 319–320
- `slti`, 345
- `sltiu`, 345
- `sltu`, 345
- Small-scale integration (SSI) chips, 584
- Solid state drive (SSD), 478–479. *See also* Flash memory and Hard drive
- SOP. *See* Sum-of-products form
- Spatial locality, 476, 488–490
- Spatial parallelism, 157–158
- Special function registers (SFRs), 509
- SPECINT2000, 406
- SPI. *See* Serial Peripheral Interface
- Spinstepper function, 557
- SPIxCON, 516
- Squashing, 452
- SR latches, 111–113, 112
- SRAM. *See* Static random access memory
- `srand`, 662–663
- `srl`, 312
- `srlv`, 313
- SSI chips. *See* Small-scale integration
- Stack, 327–333. *See also* Function calls
  - during recursive function call, 331
  - preserved registers, 329–330
  - stack frame, 328, 332
  - stack pointer (`$sp`), 327
  - storing additional arguments on, 332–333
  - storing local variables on, 332–333
- Stalls, 418–421. *See also* Hazards
- Standard libraries, 657–665
  - math, 664–665
  - stdio, 657–662
    - file manipulation, 660–662
    - `printf`, 657–659
    - `scanf`, 660
  - `stdlib`, 662–664
    - `exit`, 663
    - format conversion (`atoi`, `atol`, `atof`), 663–664
    - `rand`, `srand`, 662–663
  - string, 665
- State encodings, FSM, 129–131, 134. *See also* Binary encoding, One-cold encoding, One-hot encoding
- State machine circuit. *See* Finite state machines
- State variables, 109
- Static branch prediction, 446
- Static discipline, 24–26
- Static power, 34
- Static random access memory (SRAM), 266, 267
- Status flags, 350
- `stdio.h`, C library, 657–662. *See also* Standard libraries
- `stdlib.h`, C library, 662–664. *See also* Standard libraries
- Stepper motors, 549, 554–556
  - bipolar stepper motor, 554–555
  - half-step drive, 554
  - two-phase-on drive, 554
  - wave drive, 554
- Stored program, 309–310

## Stores

- store byte (sb or sbu), 302–304, 323–324
- store half (sh or shu), 345
- store word (sw), 302–304
- string.h, C library, 665
- Strings, 324, 650–651. *See also* Characters (char)
- Structural modeling, 173–174, 190–193
- Structures (struct), 651–653
- sub, 297
- Substrate, 28–29
- Subtraction, 17, 246, 297
  - signed and unsigned instructions, 344–345
- Subtractor, 246–247
- subu, 345
- Sum-of-products (SOP) form, 58–60
- Superscalar processor, 447–449
- Supply voltage, 22. *See also*  $V_{DD}$
- sw, store word, 302–304. *See also* Stores
- Swap space, 504
- Switch/case statements
  - in C, 639–640
  - in HDL. *See* Case statement
  - in MIPS assembly, 317
- Symbol table, 339
- Symmetric multiprocessing (SMP). *See* Homogeneous multiprocessors
- Synchronizers, 152–154, 152–153
- Synchronous circuits, 122–123
- Synchronous dynamic random access memory (SDRAM), 267
- DDR, 267
- Synchronous logic, design, 119–123
- Synchronous resettable flip-flops, 116
- Synchronous sequential circuits, 120–123, 122. *See also* Finite state machines
- timing specification. *See* Timing analysis
- Synergistic processor elements (SPEs), 457
- Synergistic Processor Unit (SPU) ISA, 458
- SystemVerilog, 173–225. *See also* Hardware description languages
  - 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, 437–438
  - 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, 483
- Taking the two's complement, 16–17
- Temporal locality, 476, 481–482, 485, 490
- Temporal parallelism, 158–159
- Temporary registers, 299, 329–330
- Ternary operators, 181, 635
- Testbenches, HDLs, 220–224
  - for MIPS processor, 437–438
  - simple, 220–221
  - self-checking, 221–222
  - with testvectors, 222–224
- Text segment, 336, 340
- Thin Quad Flat Pack (TQFP), 510
- Thin small outline package (TSOP), 599
- Thread level parallelism (TLP), 455
- Threshold voltage, 29
- Throughput, 157–160, 374–375, 409–411, 455
- Timers, 527–529
  - delay generation using, 528–529
- Timing
  - of combinational logic, 88–95
    - delay. *See* Propagation delay,
    - Contamination 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
  - hold time constraint. *See* Hold time constraint
  - max-delay constraint. *See* Setup time constraint
  - min-delay constraint. *See* Hold time constraint
  - multi-cycle processor, 407–408
  - pipelined processor, 428
  - setup time constraint. *See* Setup time constraint
  - single-cycle processor, 388–389
  - with clock skew. *See* clock skew

TLB. *See* Translation lookaside buffer  
 Trace cache, 463  
 Transistors, 26–34  
   bipolar, 26  
   CMOS, 26–33  
   gates made from, 31–34  
   latches and flip-flops, 116–117  
   MOSFETs, 26  
   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, 597–598  
 Translating and starting a program, 337–342, 338  
 Translation lookaside buffer (TLB), 502–503  
 Transmission Control Protocol and Internet Protocol (TCP/IP), 561  
 Transmission gates, 33  
 Transmission lines, 602–615  
   characteristic impedance ( $Z_0$ ), 612–613  
   derivation of, 612–613  
   matched termination, 604–606  
   mismatched termination, 607–610  
   open termination, 606–607  
   reflection coefficient ( $k_r$ ), 613–614  
   derivation of, 613–614  
   series and parallel terminations, 610–612  
   short termination, 607  
   when to use, 610  
 Transparent latch. *See* D latch  
 Traps, 343  
 Tristate buffer, 74–75, 187  
   HDL for, 186–187  
   multiplexer built using, 84–85, 91–93  
 Truth tables, 20  
   ALU decoder, 383, 384  
   multiplexer, 83  
   seven-segment display decoder, 79  
   SR latch, 111, 112  
   with don't cares, 69, 81–83, 205  
   with undefined and floating inputs, 187–188  
 TSOP. *See* Thin small outline package  
 TTL. *See* Transistor-Transistor Logic  
 Two-bit dynamic branch predictor, 447  
 Two-cycle latency of  $lw$ , 418

Two-level logic, 69  
 Two's complement numbers, 16–18  
 typedef, 653–654

## U

UART. *See* Universal Asynchronous Receiver Transmitter  
 Unconditional branches, 315–316  
 Undefined instruction exception, 343–344, 440–443  
 Unicode, 322  
 Unit under test (UUT), 220  
 Unity gain points, 24  
 Universal Asynchronous Receiver Transmitter (UART), 521–527  
   hardware handshaking, 523  
   STA register, 524  
 Universal Serial Bus (USB), 270, 523, 559–560  
   USB 1.0, 560  
   USB 2.0, 560  
   USB 3.0, 560  
 Unsigned multiplier, 217  
 Unsigned numbers, 18  
 USB. *See* Universal Serial Bus  
 USB links, 563–564  
   FTDI, 563  
   UM232H module, 564  
 Use bit ( $U$ ), 490

## V

Valid bit ( $V$ ), 484  
 Vanity Fair (Carroll), 76  
 Variables in C, 629–633  
   global and local, 631–632  
   initializing, 633  
   primitive data types, 630–631  
 Variable-shift instruction, 313  
 $V_{CC}$ , 23. *See also* Supply voltage,  $V_{DD}$   
 $V_{DD}$ , 22, 23. *See also* Supply voltage  
 Vector processor, 447  
 Verilog. *See* SystemVerilog  
 Very High Speed Integrated Circuits (VHSIC), 175. *See also* VHDL  
 VGA. *See* VGA monitor

VGA (Video Graphics Array) monitor, 541–547  
   connector pinout, 543  
   driver for, 544–547  
 VHDL. *See* VHSIC Hardware Description Language  
 VHSIC. *See* Very High Speed Integrated Circuits  
 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



VHSIC Hardware Description Language (VHDL) (*Continued*)  
 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, 437–438  
   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 monitor  
 Virtual address, 497  
   space, 503  
 Virtual memory, 478, 496–506  
   address translation, 497–500  
   cache terms comparison, 497  
   memory protection, 503  
   multilevel page tables, 504–506  
   page fault, 497  
   page number, 498  
   page offset, 498  
   page table, 500–501  
   pages, 497  
   replacement policies, 504

translation lookaside buffer (TLB), 502–503  
 write policy, 494–495  
 x86, 567. *See also* x86  
 Virtual page number (VPN), 499  
 Virtual pages, 497  
 V<sub>SS</sub>, 23

## W

Wafers, 28  
 Wait states, 564  
 Wall, Larry, 20  
 WAR. *See* Write after read  
 WAW. *See* Write after write  
 Weak pull-up, 33  
 Weird number, 18  
 While loops, 318–319, 641  
 White space, 180  
 Whitmore, Georgiana, 7  
 Wi-Fi, 561  
 Wire, 67  
 Wireless communication, Bluetooth, 547–548  
 Word-addressable memory, 301, 302  
 Wordline, 264  
 Write after read (WAR) hazard, 451–453. *See also* Hazards  
 Write after write (WAW) hazard, 451  
 Write policy, 494–495  
   write-back, 494–495  
   write-through, 494–495

## X

X. *See* Contention, Don't care  
 x86  
   architecture, 347–355  
     branch conditions, 352  
     instruction encoding, 352–354, 353  
     instructions, 350–352, 351  
     memory addressing modes, 349  
     operands, 348–350  
     registers, 348  
     status flags, 350  
     *vs.* MIPS, 348  
   cache systems, 564–567  
   memory system, evolution of, 565  
   microarchitecture, 458–465  
     evolution of, 458–459  
   programmed I/O, 567–568  
   registers, 348  
   virtual memory, 567  
     protected mode, 567  
     real mode, 567  
 Xilinx FPGA, 274–276  
 XNOR gate, 21–22  
 XOR gate, 21  
 xor, 311  
 xori, 311–312

## Z

Z. *See* Floating  
 Zero extension, 250, 308, 311–312, 345