

Appendix A: List of Worked Examples

EXAMPLE 2.1 CONVERTING DECIMAL TO DECIMAL	12
EXAMPLE 2.2 CONVERTING BINARY TO DECIMAL	13
EXAMPLE 2.3 CONVERTING OCTAL TO DECIMAL	13
EXAMPLE 2.4 CONVERTING HEXADECIMAL TO DECIMAL	14
EXAMPLE 2.5 CONVERTING DECIMAL TO BINARY	16
EXAMPLE 2.6 CONVERTING DECIMAL TO OCTAL	17
EXAMPLE 2.7 CONVERTING DECIMAL TO HEXADECIMAL	18
EXAMPLE 2.8 CONVERTING BINARY TO OCTAL	19
EXAMPLE 2.9 CONVERTING BINARY TO HEXADECIMAL	20
EXAMPLE 2.10 CONVERTING OCTAL TO BINARY	20
EXAMPLE 2.11 CONVERTING HEXADECIMAL TO BINARY	21
EXAMPLE 2.12 CONVERTING OCTAL TO HEXADECIMAL	21
EXAMPLE 2.13 CONVERTING HEXADECIMAL TO OCTAL	22
EXAMPLE 2.14 SINGLE-BIT BINARY ADDITION	23
EXAMPLE 2.15 MULTIPLE-BIT BINARY ADDITION	23
EXAMPLE 2.16 SINGLE-BIT BINARY SUBTRACTION	24
EXAMPLE 2.17 MULTIPLE-BIT BINARY SUBTRACTION	24
EXAMPLE 2.18 FINDING THE RANGE OF AN UNSIGNED NUMBER	26
EXAMPLE 2.19 DECIMAL VALUES THAT A 4-BIT, SIGNED MAGNITUDE CODE CAN REPRESENT	27
EXAMPLE 2.20 FINDING THE RANGE OF A SIGNED MAGNITUDE NUMBER	28
EXAMPLE 2.21 FINDING THE DECIMAL VALUE OF A SIGNED MAGNITUDE NUMBER	28
EXAMPLE 2.22 DECIMAL VALUES THAT A 4-BIT, ONE'S COMPLEMENT CODE CAN REPRESENT	29
EXAMPLE 2.23 FINDING THE RANGE OF A 1'S COMPLEMENT NUMBER	30
EXAMPLE 2.24 FINDING THE DECIMAL VALUE OF A 1'S COMPLEMENT NUMBER	30
EXAMPLE 2.25 DECIMAL VALUES THAT A 4-BIT, TWO'S COMPLEMENT CODE CAN REPRESENT	31
EXAMPLE 2.26 FINDING THE RANGE OF A TWO'S COMPLEMENT NUMBER	32
EXAMPLE 2.27 FINDING THE DECIMAL VALUE OF A TWO'S COMPLEMENT NUMBER	32
EXAMPLE 2.28 FINDING THE TWO'S COMPLEMENT CODE OF A DECIMAL NUMBER	33
EXAMPLE 2.29 TWO'S COMPLEMENT ADDITION	35
EXAMPLE 3.1 CALCULATING I_{CC} AND I_{GND} WHEN SOURCING MULTIPLE LOADS	55
EXAMPLE 3.2 CALCULATING I_{CC} AND I_{GND} WHEN BOTH SOURCING AND SINKING LOADS	56
EXAMPLE 3.3 DETERMINING IF SPECIFICATIONS ARE VIOLATED WHEN DRIVING ANOTHER GATE AS A LOAD	78
EXAMPLE 3.4 DETERMINING THE OUTPUT CURRENT WHEN DRIVING MULTIPLE GATES AS THE LOAD	79
EXAMPLE 3.5 DETERMINING THE OUTPUT CURRENT WHEN DRIVING A PULL-UP RESISTOR AS THE LOAD	80
EXAMPLE 3.6 DETERMINING THE OUTPUT CURRENT WHEN DRIVING A PULL-DOWN RESISTOR AS THE LOAD	81
EXAMPLE 3.7 DETERMINING THE OUTPUT CURRENT WHEN DRIVING AN LED WHERE HIGH = ON	82
EXAMPLE 3.8 DETERMINING THE OUTPUT CURRENT WHEN DRIVING AN LED WHERE HIGH = OFF	83
EXAMPLE 4.1 PROVING DeMORGAN'S THEOREM OF DUALITY USING PROOF BY EXHAUSTION	96
EXAMPLE 4.2 CONVERTING BETWEEN POSITIVE AND NEGATIVE LOGIC USING DUALITY	97
EXAMPLE 4.3 USING THE COMMUTATIVE PROPERTY TO UNTANGLE CROSSED WIRES	101
EXAMPLE 4.4 USING THE ASSOCIATIVE PROPERTY TO ADDRESS FAN-IN LIMITATIONS	102
EXAMPLE 4.5 USING THE DISTRIBUTIVE PROPERTY TO REDUCE THE NUMBER OF LOGIC GATES IN A CIRCUIT	103
EXAMPLE 4.6 PROVING THE ABSORPTION THEOREM USING PROOF BY EXHAUSTION	104
EXAMPLE 4.7 PROVING OF THE UNITING THEOREM	105
EXAMPLE 4.8 CONVERTING A SUM OF PRODUCTS FORM INTO ONE THAT USES ONLY NAND GATES	107
EXAMPLE 4.9 CONVERTING A PRODUCT OF SUMS FORM INTO ONE THAT USES ONLY NOR GATES	108
EXAMPLE 4.10 USING DeMORGAN'S THEOREM IN ALGEBRAIC FORM (1)	109
EXAMPLE 4.11 USING DeMORGAN'S THEOREM IN ALGEBRAIC FORM (2)	109
EXAMPLE 4.12 DETERMINING THE LOGIC EXPRESSION FROM A LOGIC DIAGRAM	112
EXAMPLE 4.13 DETERMINING THE TRUTH TABLE FROM A LOGIC DIAGRAM	113
EXAMPLE 4.14 DETERMINING THE DELAY OF A COMBINATIONAL LOGIC CIRCUIT	114

EXAMPLE 4.15 CREATING A CANONICAL SUM OF PRODUCTS LOGIC CIRCUIT USING MINTERMS	116
EXAMPLE 4.16 CREATING A MINTERM LIST FROM A TRUTH TABLE	117
EXAMPLE 4.17 CREATING EQUIVALENT FUNCTIONAL REPRESENTATIONS FROM A MINTERM LIST	118
EXAMPLE 4.18 CREATING A PRODUCT OF SUMS LOGIC CIRCUIT USING MAXTERMS	120
EXAMPLE 4.19 CREATING A MAXTERM LIST FROM A TRUTH TABLE	121
EXAMPLE 4.20 CREATING EQUIVALENT FUNCTIONAL REPRESENTATIONS FROM A MAXTERM LIST	122
EXAMPLE 4.21 CREATING EQUIVALENT FORMS TO REPRESENT LOGIC FUNCTIONALITY	123
EXAMPLE 4.22 MINIMIZING A LOGIC EXPRESSION ALGEBRAICALLY	125
EXAMPLE 4.23 USING A K-MAP TO FIND A MINIMIZED SUM OF PRODUCTS EXPRESSION (2-INPUT)	130
EXAMPLE 4.24 USING A K-MAP TO FIND A MINIMIZED SUM OF PRODUCTS EXPRESSION (3-INPUT)	131
EXAMPLE 4.25 USING A K-MAP TO FIND A MINIMIZED SUM OF PRODUCTS EXPRESSION (4-INPUT)	132
EXAMPLE 4.26 USING A K-MAP TO FIND A MINIMIZED PRODUCT OF SUMS EXPRESSION (2-INPUT)	133
EXAMPLE 4.27 USING A K-MAP TO FIND A MINIMIZED PRODUCT OF SUMS EXPRESSION (3-INPUT)	134
EXAMPLE 4.28 USING A K-MAP TO FIND A MINIMIZED PRODUCT OF SUMS EXPRESSION (4-INPUT)	135
EXAMPLE 4.29 DERIVING THE MINIMAL SUM FROM A K-MAP	137
EXAMPLE 4.30 USING DON'T CARES TO PRODUCE A MINIMAL SOP LOGIC EXPRESSION	138
EXAMPLE 4.31 ELIMINATING A TIMING HAZARD BY INCLUDING NONESSENTIAL PRODUCT TERMS	143
EXAMPLE 5.1 DECLARING VERILOG MODULE PORTS	169
EXAMPLE 5.2 MODELING COMBINATIONAL LOGIC USING CONTINUOUS ASSIGNMENT WITH LOGICAL OPERATORS	177
EXAMPLE 5.3 MODELING COMBINATIONAL LOGIC USING CONTINUOUS ASSIGNMENT WITH CONDITIONAL OPERATORS (1)	178
EXAMPLE 5.4 MODELING COMBINATIONAL LOGIC USING CONTINUOUS ASSIGNMENT WITH CONDITIONAL OPERATORS (2)	179
EXAMPLE 5.5 MODELING DELAY IN CONTINUOUS ASSIGNMENTS	180
EXAMPLE 5.6 INERTIAL DELAY MODELING WHEN USING CONTINUOUS ASSIGNMENT.	181
EXAMPLE 5.7 VERILOG STRUCTURAL DESIGN USING EXPLICIT PORT MAPPING	183
EXAMPLE 5.8 VERILOG STRUCTURAL DESIGN USING POSITIONAL PORT MAPPING	184
EXAMPLE 5.9 MODELING COMBINATIONAL LOGIC CIRCUITS USING GATE-LEVEL PRIMITIVES	185
EXAMPLE 5.10 MODELING COMBINATIONAL LOGIC CIRCUITS WITH A USER-DEFINED PRIMITIVE	186
EXAMPLE 6.1 2-TO-4 ONE-HOT DECODER: LOGIC SYNTHESIS BY HAND	196
EXAMPLE 6.2 3-TO-8 ONE-HOT DECODER: VERILOG MODELING USING LOGICAL OPERATORS	197
EXAMPLE 6.3 3-TO-8 ONE-HOT DECODER: VERILOG MODELING USING CONDITIONAL OPERATORS	198
EXAMPLE 6.4 7-SEGMENT DISPLAY DECODER: TRUTH TABLE	199
EXAMPLE 6.5 7-SEGMENT DISPLAY DECODER: LOGIC SYNTHESIS BY HAND	200
EXAMPLE 6.6 7-SEGMENT DISPLAY DECODER: VERILOG MODELING USING LOGICAL OPERATORS	201
EXAMPLE 6.7 7-SEGMENT DISPLAY DECODER: VERILOG MODELING USING CONDITIONAL OPERATORS	202
EXAMPLE 6.8 4-TO-2 BINARY ENCODER: LOGIC SYNTHESIS BY HAND	203
EXAMPLE 6.9 4-TO-2 BINARY ENCODER: VERILOG MODELING USING LOGICAL AND CONDITIONAL OPERATORS	204
EXAMPLE 6.10 2-TO-1 MULTIPLEXER: LOGIC SYNTHESIS BY HAND	205
EXAMPLE 6.11 4-TO-1 MULTIPLEXER: VERILOG MODELING USING LOGICAL AND CONDITIONAL OPERATORS	206
EXAMPLE 6.12 1-TO-2 DEMULTIPLEXER: LOGIC SYNTHESIS BY HAND	207
EXAMPLE 6.13 1-TO-4 DEMULTIPLEXER: VERILOG MODELING USING LOGICAL AND CONDITIONAL OPERATORS	208
EXAMPLE 7.1 PUSH-BUTTON WINDOW CONTROLLER: WORD DESCRIPTION	238
EXAMPLE 7.2 PUSH-BUTTON WINDOW CONTROLLER: STATE DIAGRAM	240
EXAMPLE 7.3 PUSH-BUTTON WINDOW CONTROLLER: STATE TRANSITION TABLE	241
EXAMPLE 7.4 SOLVING FOR THE NUMBER OF BITS NEEDED FOR BINARY-STATE ENCODING	243
EXAMPLE 7.5 PUSH-BUTTON WINDOW CONTROLLER: STATE ENCODING	245
EXAMPLE 7.6 PUSH-BUTTON WINDOW CONTROLLER: NEXT STATE LOGIC	246
EXAMPLE 7.7 PUSH-BUTTON WINDOW CONTROLLER: OUTPUT LOGIC	247
EXAMPLE 7.8 PUSH-BUTTON WINDOW CONTROLLER: LOGIC DIAGRAM	248
EXAMPLE 7.9 SERIAL BIT SEQUENCE DETECTOR (PART 1)	249
EXAMPLE 7.10 SERIAL BIT SEQUENCE DETECTOR (PART 2)	250
EXAMPLE 7.11 SERIAL BIT SEQUENCE DETECTOR (PART 3)	251
EXAMPLE 7.12 VENDING MACHINE CONTROLLER (PART 1)	252
EXAMPLE 7.13 VENDING MACHINE CONTROLLER (PART 2)	253
EXAMPLE 7.14 VENDING MACHINE CONTROLLER (PART 3)	254

EXAMPLE 7.15 2-BIT BINARY UP COUNTER (PART 1)	256
EXAMPLE 7.16 2-BIT BINARY UP COUNTER (PART 2)	257
EXAMPLE 7.17 2-BIT BINARY UP/DOWN COUNTER (PART 1)	258
EXAMPLE 7.18 2-BIT BINARY UP/DOWN COUNTER (PART 2)	259
EXAMPLE 7.19 2-BIT GRAY CODE UP COUNTER (PART 1)	260
EXAMPLE 7.20 2-BIT GRAY CODE UP COUNTER (PART 2)	261
EXAMPLE 7.21 2-BIT GRAY CODE UP/DOWN COUNTER (PART 1)	262
EXAMPLE 7.22 2-BIT GRAY CODE UP/DOWN COUNTER (PART 2)	263
EXAMPLE 7.23 3-BIT ONE-HOT UP COUNTER (PART 1)	264
EXAMPLE 7.24 3-BIT ONE-HOT UP COUNTER (PART 2)	265
EXAMPLE 7.25 3-BIT ONE-HOT UP/DOWN COUNTER (PART 1)	266
EXAMPLE 7.26 3-BIT ONE-HOT UP/DOWN COUNTER (PART 2)	267
EXAMPLE 7.27 3-BIT ONE-HOT UP/DOWN COUNTER (PART 3)	268
EXAMPLE 7.28 DETERMINING THE NEXT STATE LOGIC AND OUTPUT LOGIC EXPRESSION OF A FSM	271
EXAMPLE 7.29 DETERMINING THE STATE TRANSITION TABLE OF A FSM	272
EXAMPLE 7.30 DETERMINING THE STATE DIAGRAM OF A FSM	273
EXAMPLE 7.31 DETERMINING THE MAXIMUM CLOCK FREQUENCY OF A FSM	276
EXAMPLE 8.1 USING BLOCKING ASSIGNMENTS TO MODEL COMBINATIONAL LOGIC	293
EXAMPLE 8.2 USING NON-BLOCKING ASSIGNMENTS TO MODEL SEQUENTIAL LOGIC	293
EXAMPLE 8.3 IDENTICAL BEHAVIOR WHEN USING BLOCKING VS. NON-BLOCKING ASSIGNMENTS	294
EXAMPLE 8.4 DIFFERENT BEHAVIOR WHEN USING BLOCKING VS. NON-BLOCKING ASSIGNMENTS (1)	295
EXAMPLE 8.5 DIFFERENT BEHAVIOR WHEN USING BLOCKING VS. NON-BLOCKING ASSIGNMENTS (2)	296
EXAMPLE 8.6 BEHAVIOR OF STATEMENT GROUPS BEGIN/END VS. FORK/JOIN	297
EXAMPLE 8.7 USING IF-ELSE STATEMENTS TO MODEL COMBINATIONAL LOGIC	299
EXAMPLE 8.8 USING CASE STATEMENTS TO MODEL COMBINATIONAL LOGIC	301
EXAMPLE 8.9 TEST BENCH FOR A COMBINATIONAL LOGIC CIRCUIT	310
EXAMPLE 8.10 TEST BENCH FOR A SEQUENTIAL LOGIC CIRCUIT	311
EXAMPLE 8.11 PRINTING TEST BENCH RESULTS TO THE TRANSCRIPT	312
EXAMPLE 8.12 TEST BENCH WITH AUTOMATIC OUTPUT CHECKING	313
EXAMPLE 8.13 USING A LOOP TO GENERATE STIMULUS IN A TEST BENCH	315
EXAMPLE 8.14 PRINTING TEST BENCH RESULTS TO AN EXTERNAL FILE	316
EXAMPLE 8.15 READING TEST BENCH STIMULUS VECTORS FROM AN EXTERNAL FILE	317
EXAMPLE 9.1 BEHAVIORAL MODEL OF A D-LATCH IN VERILOG	323
EXAMPLE 9.2 BEHAVIORAL MODEL OF A D-FLIP-FLOP IN VERILOG	324
EXAMPLE 9.3 BEHAVIORAL MODEL OF A D-FLIP-FLOP WITH ASYNCHRONOUS RESET IN VERILOG	325
EXAMPLE 9.4 BEHAVIORAL MODEL OF A D-FLIP-FLOP WITH ASYNCHRONOUS RESET AND PRESET IN VERILOG	326
EXAMPLE 9.5 BEHAVIORAL MODEL OF A D-FLIP-FLOP WITH SYNCHRONOUS ENABLE IN VERILOG	327
EXAMPLE 9.6 PUSH-BUTTON WINDOW CONTROLLER IN VERILOG: DESIGN DESCRIPTION	328
EXAMPLE 9.7 PUSH-BUTTON WINDOW CONTROLLER IN VERILOG: PORT DEFINITION	328
EXAMPLE 9.8 PUSH-BUTTON WINDOW CONTROLLER IN VERILOG: FULL MODEL	331
EXAMPLE 9.9 PUSH-BUTTON WINDOW CONTROLLER IN VERILOG: SIMULATION WAVEFORM	332
EXAMPLE 9.10 PUSH-BUTTON WINDOW CONTROLLER IN VERILOG: CHANGING STATE CODES	333
EXAMPLE 9.11 SERIAL BIT SEQUENCE DETECTOR IN VERILOG: DESIGN DESCRIPTION AND PORT DEFINITION	334
EXAMPLE 9.12 SERIAL BIT SEQUENCE DETECTOR IN VERILOG: FULL MODEL	335
EXAMPLE 9.13 SERIAL BIT SEQUENCE DETECTOR IN VERILOG: SIMULATION WAVEFORM	336
EXAMPLE 9.14 VENDING MACHINE CONTROLLER IN VERILOG: DESIGN DESCRIPTION AND PORT DEFINITION	336
EXAMPLE 9.15 VENDING MACHINE CONTROLLER IN VERILOG: FULL MODEL	337
EXAMPLE 9.16 VENDING MACHINE CONTROLLER IN VERILOG: SIMULATION WAVEFORM	338
EXAMPLE 9.17 2-BIT UP/DOWN COUNTER IN VERILOG: DESIGN DESCRIPTION AND PORT DEFINITION	338
EXAMPLE 9.18 2-BIT UP/DOWN COUNTER IN VERILOG: FULL MODEL (THREE-BLOCK APPROACH)	339
EXAMPLE 9.19 2-BIT UP/DOWN COUNTER IN VERILOG: SIMULATION WAVEFORM	339
EXAMPLE 9.20 BINARY COUNTER USING A SINGLE-PROCEDURAL BLOCK IN VERILOG	341
EXAMPLE 9.21 BINARY COUNTER WITH RANGE CHECKING IN VERILOG	342
EXAMPLE 9.22 BINARY COUNTER WITH ENABLE IN VERILOG	343
EXAMPLE 9.23 BINARY COUNTER WITH LOAD IN VERILOG	344
EXAMPLE 9.24 RTL MODEL OF AN 8-BIT REGISTER IN VERILOG	345
EXAMPLE 9.25 REGISTERS AS AGENTS ON A DATA BUS: SYSTEM TOPOLOGY	346

EXAMPLE 9.26 REGISTERS AS AGENTS ON A DATA BUS: RTL MODEL IN VERILOG	347
EXAMPLE 9.27 REGISTERS AS AGENTS ON A DATA BUS: SIMULATION WAVEFORM	347
EXAMPLE 9.28 RTL MODEL OF A 4-STAGE, 8-BIT SHIFT REGISTER IN VERILOG	348
EXAMPLE 10.1 CALCULATING THE FINAL DIGIT LINE VOLTAGE IN A DRAM BASED ON CHARGE SHARING	372
EXAMPLE 10.2 BEHAVIORAL MODELS OF A 4×4 ASYNCHRONOUS READ-ONLY MEMORY IN VERILOG	376
EXAMPLE 10.3 BEHAVIORAL MODELS OF A 4×4 SYNCHRONOUS READ-ONLY MEMORY IN VERILOG	377
EXAMPLE 10.4 BEHAVIORAL MODEL OF A 4×4 ASYNCHRONOUS READ/WRITE MEMORY IN VERILOG	378
EXAMPLE 10.5 BEHAVIORAL MODEL OF A 4×4 SYNCHRONOUS READ/WRITE MEMORY IN VERILOG	379
EXAMPLE 12.1 DESIGN OF A HALF ADDER	398
EXAMPLE 12.2 DESIGN OF A FULL ADDER	398
EXAMPLE 12.3 DESIGN OF A FULL ADDER OUT OF HALF ADDERS	400
EXAMPLE 12.4 DESIGN OF A 4-BIT RIPPLE CARRY ADDER (RCA)	401
EXAMPLE 12.5 TIMING ANALYSIS OF A 4-BIT RIPPLE CARRY ADDER	402
EXAMPLE 12.6 DESIGN OF A 4-BIT CARRY LOOK AHEAD ADDER (CLA) – OVERVIEW	403
EXAMPLE 12.7 DESIGN OF A 4-BIT CARRY LOOK AHEAD ADDER (CLA) – ALGEBRAIC FORMATION	404
EXAMPLE 12.8 TIMING ANALYSIS OF A 4-BIT CARRY LOOK AHEAD ADDER	405
EXAMPLE 12.9 STRUCTURAL MODEL OF A FULL ADDER USING TWO HALF ADDERS IN VERILOG	406
EXAMPLE 12.10 STRUCTURAL MODEL OF A 4-BIT RIPPLE CARRY ADDER IN VERILOG	407
EXAMPLE 12.11 TEST BENCH FOR A 4-BIT RIPPLE CARRY ADDER USING NESTED FOR LOOPS IN VERILOG	408
EXAMPLE 12.12 STRUCTURAL MODEL OF A 4-BIT CARRY LOOK AHEAD ADDER IN VERILOG	409
EXAMPLE 12.13 4-BIT CARRY LOOK AHEAD ADDER – SIMULATION WAVEFORM	409
EXAMPLE 12.14 BEHAVIORAL MODEL OF A 4-BIT ADDER IN VERILOG	410
EXAMPLE 12.15 DESIGN OF A 4-BIT SUBTRACTOR USING FULL ADDERS	411
EXAMPLE 12.16 CREATING A PROGRAMMABLE INVERTER USING AN XOR GATE	412
EXAMPLE 12.17 DESIGN OF A 4-BIT PROGRAMMABLE ADDER/SUBTRACTOR	412
EXAMPLE 12.18 PERFORMING LONG MULTIPLICATION ON DECIMAL NUMBERS	414
EXAMPLE 12.19 PERFORMING LONG MULTIPLICATION ON BINARY NUMBERS	414
EXAMPLE 12.20 DESIGN OF A SINGLE-BIT MULTIPLIER	415
EXAMPLE 12.21 DESIGN OF A 4-BIT UNSIGNED MULTIPLIER	415
EXAMPLE 12.22 TIMING ANALYSIS OF A 4-BIT UNSIGNED MULTIPLIER	416
EXAMPLE 12.23 MULTIPLYING AN UNSIGNED BINARY NUMBER BY TWO USING A LOGICAL SHIFT LEFT	416
EXAMPLE 12.24 ILLUSTRATING HOW AN UNSIGNED MULTIPLIER INCORRECTLY HANDLES SIGNED NUMBERS	417
EXAMPLE 12.25 PROCESS TO CORRECTLY HANDLE SIGNED NUMBERS USING AN UNSIGNED MULTIPLIER	418
EXAMPLE 12.26 PERFORMING LONG DIVISION ON DECIMAL NUMBERS	419
EXAMPLE 12.27 PERFORMING LONG MULTIPLICATION ON BINARY NUMBERS	420
EXAMPLE 12.28 DESIGN OF A 4-BIT UNSIGNED DIVIDER USING A SERIES OF ITERATIVE SUBTRACTORS	421
EXAMPLE 12.29 DIVIDING 1111_2 (15_{10}) BY 0111_2 (7_{10}) USING THE ITERATIVE SUBTRACTION ARCHITECTURE	422
EXAMPLE 12.30 DIVIDING AN UNSIGNED BINARY NUMBERS BY TWO USING A LOGICAL SHIFT RIGHT	423
EXAMPLE 13.1 MEMORY MAP FOR A 256×8 MEMORY SYSTEM	432
EXAMPLE 13.2 EXECUTION OF AN INSTRUCTION TO “LOAD REGISTER A USING IMMEDIATE ADDRESSING”	435
EXAMPLE 13.3 EXECUTION OF AN INSTRUCTION TO “LOAD REGISTER A USING DIRECT ADDRESSING”	436
EXAMPLE 13.4 EXECUTION OF AN INSTRUCTION TO “STORE REGISTER A USING DIRECT ADDRESSING”	437
EXAMPLE 13.5 EXECUTION OF AN INSTRUCTION TO “ADD REGISTERS A AND B”	438
EXAMPLE 13.6 EXECUTION OF AN INSTRUCTION TO “BRANCH ALWAYS”	439
EXAMPLE 13.7 EXECUTION OF AN INSTRUCTION TO “BRANCH IF EQUAL TO ZERO”	440
EXAMPLE 13.8 TOP-LEVEL BLOCK DIAGRAM FOR THE 8-BIT COMPUTER SYSTEM	442
EXAMPLE 13.9 INSTRUCTION SET FOR THE 8-BIT COMPUTER SYSTEM	443
EXAMPLE 13.10 MEMORY SYSTEM BLOCK DIAGRAM FOR THE 8-BIT COMPUTER SYSTEM	444
EXAMPLE 13.11 CPU BLOCK DIAGRAM FOR THE 8-BIT COMPUTER SYSTEM	448
EXAMPLE 13.12 STATE DIAGRAM FOR LDA_IMM	455
EXAMPLE 13.13 SIMULATION WAVEFORM FOR LDA_IMM	456
EXAMPLE 13.14 STATE DIAGRAM FOR LDA_DIR	457
EXAMPLE 13.15 SIMULATION WAVEFORM FOR LDA_DIR	458
EXAMPLE 13.16 STATE DIAGRAM FOR STA_DIR	459
EXAMPLE 13.17 SIMULATION WAVEFORM FOR STA_DIR	460
EXAMPLE 13.18 STATE DIAGRAM FOR ADD_AB	461
EXAMPLE 13.19 SIMULATION WAVEFORM FOR ADD_AB	462

EXAMPLE 13.20 STATE DIAGRAM FOR BRA	463
EXAMPLE 13.21 SIMULATION WAVEFORM FOR BRA	464
EXAMPLE 13.22 STATE DIAGRAM FOR BEQ	465
EXAMPLE 13.23 SIMULATION WAVEFORM FOR BEQ WHEN TAKING THE BRANCH ($Z = 1$)	466
EXAMPLE 13.24 SIMULATION WAVEFORM FOR BEQ WHEN THE BRANCH IS NOT TAKEN ($Z = 0$)	467

Appendix B: Concept Check Solutions

❖	CC1.1	B	❖	CC7.3	C
❖	CC1.2	C	❖	CC7.4(a)	A
			❖	CC7.4(b)	C
❖	CC2.1	C	❖	CC7.4(c)	B
❖	CC2.2	D	❖	CC7.4(d)	D
❖	CC2.3	D	❖	CC7.4(e)	A
❖	CC2.4	A	❖	CC7.4(f)	C
			❖	CC7.5	A
❖	CC3.1	A	❖	CC7.6	D
❖	CC3.4(a)	B	❖	CC7.7	B
❖	CC3.4(b)	C			
❖	CC3.4(c)	A	❖	CC8.1	A
❖	CC3.3	A	❖	CC8.2	B
❖	CC3.4	D	❖	CC8.3	B
			❖	CC8.4	B
❖	CC4.1	B	❖	CC9.1	D
❖	CC4.2	B	❖	CC9.2	D
❖	CC4.3	D	❖	CC9.3	C
❖	CC4.4(a)	B	❖	CC9.4	A
❖	CC4.4(b)	A	❖	CC9.5	C
❖	CC4.5	D			
❖	CC5.1	D	❖	CC10.1	D
❖	CC5.2	C	❖	CC10.2	C
❖	CC5.3	A	❖	CC10.3	B
❖	CC5.4(a)	A	❖	CC10.4	A
❖	CC5.4(b)	B			
❖	CC5.5(a)	D	❖	CC11.1	C
❖	CC5.5(b)	A	❖	CC11.2	B
❖	CC5.6	B			
❖	CC5.7	C	❖	CC12.1	B
			❖	CC12.2	D
❖	CC6.1	C	❖	CC12.3	B
❖	CC6.2	D	❖	CC12.4	A
❖	CC6.3	C			
❖	CC6.4	C	❖	CC13.1	B
			❖	CC13.2	D
❖	CC7.1(a)	B	❖	CC13.3	D
❖	CC7.1(b)	D	❖	CC13.4	B
❖	CC7.2	A			

Index

A

Absorption, 104
Abstraction, 157
AC specifications. *See* Switching characteristics
Adders
 in Verilog, 405
Adder/subtractor circuit, 411
Addition, 22, 397
AND gate, 46
Anti-fuse, 361
Associative property, 102
Asynchronous memory, 359
Axioms, 94
 logical negation, 94
 logical precedence, 95
 logical product, 94
 logical sum, 94
 logical values, 94

B

Base, 7
Base conversions, 11
 binary to decimal, 12
 binary to hexadecimal, 19
 binary to octal, 19
 decimal to binary, 15
 decimal to decimal, 11
 decimal to hexadecimal, 18
 decimal to octal, 17
 hexadecimal to binary, 21
 hexadecimal to decimal, 14
 hexadecimal to octal, 22
 octal to binary, 20
 octal to decimal, 13
 octal to hexadecimal, 21
Binary addition. *See* Addition
Binary number system, 9
Binary subtraction. *See* Subtraction
Bipolar junction transistor (BJT), 71
Bistable, 214
Boolean algebra, 93
Boolean algebra theorems, 95
Borrows, 24
Break-before-make switch behavior, 234
Buffer, 45
Byte, 10

C

Canonical product of sums, 118
Canonical sum of products, 115

Capacity, 355
Carry, 22
Carry look ahead adders (CLA), 402
Charge sharing, 371
Classical digital design flow, 161
CMOS. *See* Complementary metal oxide semiconductor (CMOS)
CMOS gates, 64
 inverter, 64
 NAND gate, 65
 NOR gate, 68
CMOS operation, 63
Combinational logic analysis, 111
Combining, 105
Commutative property, 100
Complementary metal oxide semiconductor (CMOS), 4, 62
Complements, 99
Complete sum, 137
Complex programmable logic device (CPLD), 387
Computer system design, 427
 addressing modes, 433
 arithmetic logic unit (ALU), 429
 central processing unit, 429
 condition code register, 429
 control unit, 429
 data memory, 428
 data path, 429
 direct addressing, 434
 example 8-bit system, 441
 control unit, 452
 CPU, 448
 detailed instruction execution, 454
 instruction set, 443
 memory system, 444
 general purpose registers, 429
 hardware, 427
 immediate addressing, 433
 indexed addressing, 434
 inherent addressing, 434
 input output ports, 428
 instruction register, 429
 instructions, 427
 branches, 438
 data manipulations, 437
 loads and stores, 434
 memory address register, 429
 memory-mapped, 431
 memory mapped system, 430
 opcodes, 433
 operands, 433
 program, 427

Computer system design (*cont.*)
 program counter, 429
 program memory, 428
 registers, 429
 software, 427, 433
 Configurable logic block (CLB), 389
 Conjunction (\wedge), 94
 Converting between bases. *See* Base conversions
 Converting between positive and negative logic, 96
 Counters, 256
 designing by hand, 256
 Covering, 104
 Cross-coupled inverter pair, 213

D

Data sheet, 57
 7400 DC operating conditions, 74
 DC specifications, 52
 I_{IH-max} , 53
 I_{IL-max} , 53
 I_{I-max} , 53
 I_{OH-max} , 52
 I_{OL-max} , 52
 I_{O-max} , 52
 I_q (quiescent current), 54
 NM_H , 53
 NM_L , 53
 V_{IH-max} , 53
 V_{IH-min} , 53
 V_{IL-max} , 53
 V_{IL-min} , 53
 V_{OH-max} , 52
 V_{OH-min} , 52
 V_{OL-max} , 52
 V_{OL-min} , 52
 Decimal number system, 9
 Decoders, 195
 De Morgan's Theorem of Duality, 95
 De Morgan's theorems, 106
 Demultiplexer design by hand, 207
 Demultiplexers, 207
 Design abstraction, 157
 Design domains, 159
 behavioral domain, 159
 physical domain, 159
 structural domain, 159
 Design levels, 159
 algorithmic level, 159
 circuit level, 159
 gate-level, 159
 register transfer level, 159
 system level, 159
 Design simplicity, 4
 D-flip-flop, 225
 Digit, 9

Digital design flow, 161
 Digit notation, 9
 Diodes, 81
 7400 DIP pinout, 75
 Discrete components, 62
 Disjunction (\vee), 94
 Distinguished one cells, 137
 Distributive property, 103
 Division, 419
 by powers of 2, 422
 signed, 423
 unsigned, 419
 using iterative subtractions, 420
 D latch, 224
 Don't cares (X), 138
 Double pole, double throw (DPDT) switch, 233
 Double pole, single throw (DPST) switch, 233
 Driving loads, 77
 driving LEDs, 82
 driving resistive loads, 79
 Dual in-line package (DIP), 75
 Duality, 95
 Dynamic hazard, 142
 Dynamic random-access memory (DRAM), 369

E

Electrically erasable programmable read-only memory (EEPROM), 364
 Electrical signaling, 1
 Encoders, 202
 Erasable programmable read-only memory (EPROM), 362
 Essential prime implicant, 137

F

Field-programmable gate array (FPGA), 388
 Finite state machines (FSM), 238
 binary state encoding, 242
 design examples by hand, 249
 design process, 248
 final logic diagram, 247
 gray code state encoding, 243
 introduction, 238
 next state logic, 245
 one-hot state encoding, 244
 output logic, 246
 reset condition, 269
 state diagram, 239
 state memory, 242
 state transition table, 240
 state variables, 245
 synthesis by hand, 241
 FLASH memory, 365
 NAND-FLASH, 365
 NOR-FLASH, 365

Floating-gate transistor, 362
 Forward current (I_F), 81
 Forward voltage (V_F), 81
 Full adders, 398
 Functionally complete sets, 110
 Fuse, 361

G

Gajski and Kuhn's Y-chart, 159
 Gates, 43
 Generic array logic (GAL), 385
 Glitches, 141

H

Half adders, 398
 Hard array logic (HAL), 386
 Hazards, 141
 Hexadecimal number system, 10
 History of HDLs, 154

I

Idempotent, 99
 Identity theorem, 98
 Input/output blocks (IOBs), 393
 Integrated circuit, 62
 Inverter, 46
 Involution, 100

K

Karnaugh map (K-map), 125

L

Large scale integrated circuit (LSI) logic, 195
 Leading zero, 9
 Least significant bit (LSB), 10
 Light emitting diodes (LEDs), 81
 Logic block (LE), 389
 Logic expression, 44
 Logic families, 62
 Logic function, 44
 Logic HIGH, 51
 Logic levels, 51
 Logic LOW, 51
 Logic minimization, 124
 Logic symbol, 43
 Logic synthesis, 115
 Logic value, 51
 Logic waveform, 45
 Look-up table (LUT), 389

M

Mask read-only memory (MROM), 360
 Maxterm list (II), 120

Maxterms, 118
 Mealy machine, 239
 Medium scale integrated circuit (MSI) logic, 195
 Memory map model, 355
 Metal oxide semiconductor field effect transistor (MOSFET), 62
 Metastability, 214
 Minimal sum, 136, 137
 Minimization, 124
 Minimization of logic algebraically, 124
 Minimization of logic using K-maps, 128
 Minterm list (Σ), 117
 Minterms, 115
 Modern digital design flow, 161
 Moore machine, 239
 MOSFET. *See* Metal oxide semiconductor field effect transistor (MOSFET)
 Most significant bit (MSB), 10
 Multiplexer design by hand, 204
 Multiplexer modeling in Verilog, 205
 Multiplexers, 204
 Multiplication, 413

- combinational multiplier, 415
- by powers of 2, 416
- shift and add approach, 413
- signed, 417
- unsigned, 413

N

NAND-debounce circuit, 235
 NAND gate, 47
 Negation (\neg), 94
 Negative logic, 51
 Nibble, 10
 Noise, 3
 Noise margin HIGH (MN_H), 53
 Noise margin LOW (MN_L), 53
 Non-volatile memory, 356
 NOR gate, 47
 NPN, 71
 N-type MOSFET (NMOS), 63
 Null element, 98
 Numerals, 7

O

Octal number system, 10
 Ohm's law, 79
 One-hot binary encoder design by hand, 203
 One-hot binary encoder modeling in Verilog, 203
 One-hot decoder design by hand, 196
 One-hot decoder modeling in Verilog, 196
 One's complement numbers, 29
 OR gate, 47
 Output DC specifications. *See* DC specifications
 Output logic macrocell (OLMC), 385

P

7400 Part numbering scheme, 73
 Place and route, 161
 PNP, 71
 Positional number system, 7
 Positional weight, 11
 Positive logic, 51
 Postulates, 94
 Power consumption, 4
 Power supplies, 54
 I_{CC} , 54
 I_{GND} , 54
 V_{CC} , 54
 Prime implicant, 129
 Product of sums (POS) form, 106
 Programmable array logic (PAL), 384
 Programmable interconnect points (PIPs), 392
 Programmable logic array (PLA), 383
 Programmable read-only memory (PROM), 361
 Proof by exhaustion, 95
 P-type MOSFET (PMOS), 63
 Pull-down network, 64
 Pull-up network, 64

Q

Quiescent current (I_q), 54

R

Radix, 7
 Radix point, 8
 Random-access-memory (RAM), 356
 Range
 one's1 complement numbers, 29
 signed magnitude numbers, 27
 two's complement numbers, 31
 unsigned numbers, 25, 27, 29, 31
 Read cycle, 355
 Read-only memory (ROM), 356, 357
 Read/write (RW) memory, 356
 Ripple carry adders (RCA), 400
 Ripple counter, 231

S

7-segment decoder design by hand, 198
 7-segment decoder modeling in Verilog, 201
 Semiconductor memory, 355
 Sequential access memory, 356
 Sequential logic analysis, 270
 Sequential logic timing, 229
 7400 series logic families, 73
 Shift register, 237
 Signaling, 1
 Signed magnitude numbers, 26
 Signed numbers, 26
 Simple programmable logic device (SPLD), 387

Single pole, double throw (SPDT) switch, 233
 Single pole, single throw (SPST) switch, 233
 Sinking current, 52, 53
 Small scale integrated circuit (SSI) logic, 195
 Sourcing and sinking multiple loads, 56
 Sourcing current, 52
 Sourcing multiple loads, 55
 SR latch, 217, 219
 SR latch with enable, 222
 Static 0 hazard, 142
 Static 1 hazard, 142
 Static random-access memory (SRAM), 366
 Subtraction, 24, 411
 Sum of products (SOP) form, 106
 Switch debouncing, 232
 Switching characteristics, 57
 t_f (fall time), 57
 t_{PHL} (propagation delay HIGH to LOW), 57
 t_{PLH} (propagation delay LOW to HIGH), 57
 t_r (rise time), 57
 t_t (transition time), 57
 Synchronous memory, 359

T

Technology mapping, 161
 Timing hazards, 141
 Toggle flop (T-flop), 230
 Trailing zero, 9
 Transistor-transistor logic (TTL), 71
 Transmitter/receiver circuit, 50
 Truth table formation, 44
 TTL operation, 71
 Two's complement arithmetic, 34
 Two's complement numbers, 31

U

Uniting, 105
 Unsigned numbers, 25

V

Verification, 159
 Verilog, 153
 always blocks, 290
 arrays, 167
 behavioral modeling techniques
 adders, 405
 agents on a bus, 346
 counters, 340
 up counter, 340
 up counters with enables, 342
 up counters with loads, 343
 up counter with range checking, 341
 D-flip-flops, 324
 D-flip-flop with enable, 326
 D-flip-flop with preset, 325
 D-flip-flop with reset, 324

- D-latches, 323
 - finite state machines, 328
 - encoding styles, 332
 - next state logic, 329
 - output logic, 330
 - state memory, 329
 - state variables, 329
 - registers, 345
 - RTL modeling, 344
 - shift registers, 348
 - casex statements, 301
 - casez statements, 301
 - compiler directives, 171
 - include, 171
 - timescale, 171
 - continuous assignment, 176
 - continuous assignment with conditional operators, 177
 - continuous assignment with delay, 179
 - continuous assignment with logical operators, 176
 - counters, 340
 - data types, 165
 - disable, 304
 - drive strength, 165
 - finite state machines, 328
 - forever loops, 302
 - for loops, 303
 - gate level primitives, 184
 - history, 155
 - if-else statements, 298, 300
 - initial blocks, 290
 - net data types, 166
 - number formatting
 - binary, 167
 - decimal, 167
 - hex, 167
 - octal, 167
 - operators, 171
 - assignment, 171
 - bitwise logical, 171
 - bitwise replication, 174
 - Boolean logic, 172
 - concatenation, 173
 - conditional, 173
 - numerical, 174
 - precedence, 175
 - reduction, 172
 - relational, 172
 - parameters, 170
 - procedural assignment, 289
 - procedural blocks, 289
 - repeat loops, 303
 - resolution, 165
 - RTL modeling, 344
 - sensitivity lists, 291
 - signal declaration, 169
 - statement groups, 297
 - structural design and hierarchy, 182
 - explicitly port mapping, 183
 - gate level primitives, 184
 - instantiation, 182
 - positional port mapping, 183
 - user defined primitives, 185
 - system tasks, 304
 - file I/O, 306
 - simulation control, 308
 - text I/O, 304
 - user defined primitives, 185
 - value set, 165
 - variable data types, 166
 - vectors, 166
 - while loops, 302
 - Very large scale integrated circuit (VLSI) logic, 195
 - Volatile memory, 356
- W**
- Weight, 11
 - Word, 10
 - Write cycle, 355
- X**
- X-don't cares, 138
 - XNOR gate, 49
 - XOR gate, 48
 - XOR/XNOR gates in K-maps, 138
- Y**
- Y-chart, 159