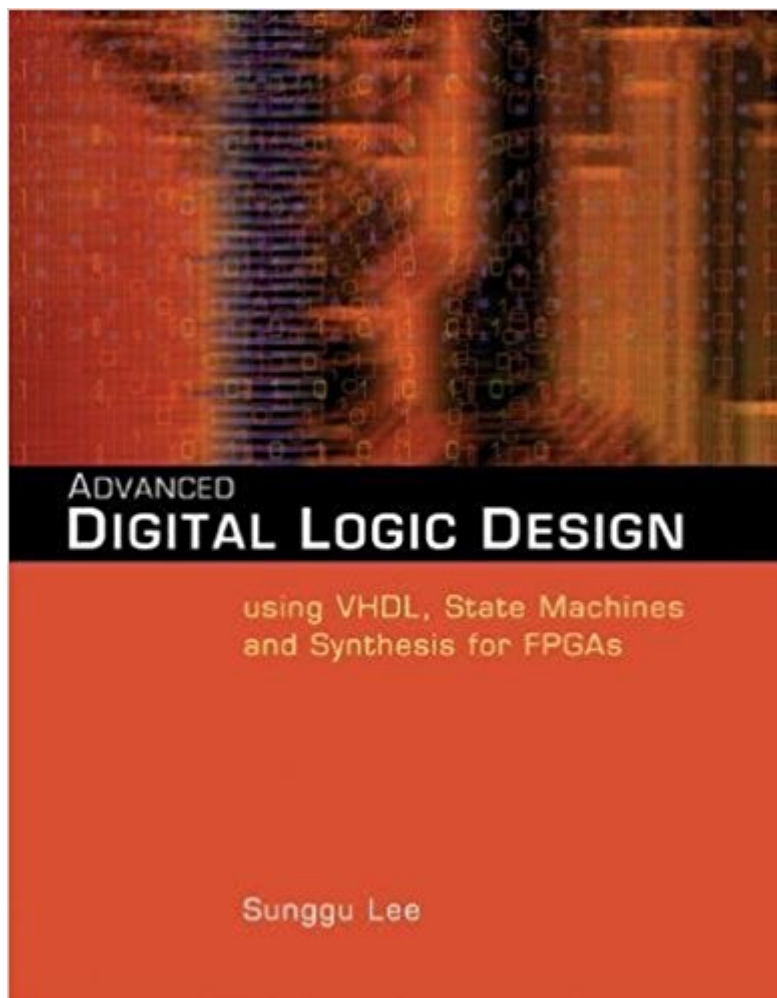




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Advanced Digital Logic Design Using VHDL, State Machines, And Synthesis For FPGA's



Synopsis

This textbook is intended to serve as a practical guide for the design of complex digital logic circuits such as digital control circuits, network interface circuits, pipelined arithmetic units, and RISC microprocessors. It is an advanced digital logic design textbook that emphasizes the use of synthesizable VHDL code and provides numerous fully worked-out practical design examples including a Universal Serial Bus interface, a pipelined multiply-accumulate unit, and a pipelined microprocessor for the ARM THUMB architecture.

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Preface Chapter 1 Condensed Overview of Introductory Digital Logic Design 1.1 Number Formats 1.2 Combinational Logic 1.2.1 Combinational Logic Devices 1.2.2 Combinational Logic Circuit Design 1.3 Sequential Logic 1.3.1 Sequential Logic Devices 1.3.2 Synchronous Sequential Circuit Design 1.3.3 Hazards and Glitches 1.3.4 Metastability Chapter 2 Digital Logic Design Using Hardware Description Languages 2.1 Hardware description Languages 2.2 Design Flow 2.3 Synthesis 2.4 Register Transfer Level Notation 2.5 Logic Simulation 2.6 Properties of Actual Circuits Chapter 3 Introduction to VHDL and Test Benches 3.1 Overview 3.2 VHDL Basics 3.2.1 Entity and Architecture 3.2.2 Signals, Data, Types, Constants and Operators 3.2.3 Libraries and Packages 3.2.4 Structural and Behavioral 3.3 Testing and the Test Bench 3.3.1 Manufacturing Testing 3.3.2 Functional Testing 3.3.3 Test Benches 3.3.4 VHDL Test Bench 3.4 More Advanced VHDL Concepts

3.4.1 Concurrent and Sequential VHDL 3.4.2 Variables and Signals 3.4.3 Delay Modeling 3.4.4 Attributes 3.4.5 Procedures and Functions 3.4.6 Generics and Modeling a Bidirectional Bus 3.5 Construction of Complete VHDL Programs 3.5.1 Combinational Logic Circuits 3.5.2 Sequential Logic Circuits 3.5.3 Behavioral Modeling of More Complex Circuits Chapter 4 High-Level VHDL Coding for Synthesis 4.1 Register Transfer Level Notation 4.2 Combinational Logic Synthesis 4.2.1 Using Concurrent Signal Assignment Statements for Combinational Logic 4.2.2 Using Process Blocks for Combinational Logic 4.2.3 Complex Combinational Logic Example 4.3 Sequential Logic Synthesis 4.4 Synthesis Heuristics 4.5 Synthesis Using a Commercial Tool 4.6 High-Level VHDL Coding Chapter 5 State Machine Design 5.1 Manual State Machine Design 5.1.1 Pseudocode 5.1.2 RTL Program 5.1.3 Datapath 5.1.4 State Diagram 5.1.5 Control Logic 5.1.6 State Machine Design Using ASM Charts 5.2 Automatic Synthesis-Based State Machine Design 5.2.1 Automatic Synthesis-Based Design Procedure 5.2.2 Algorithm to HDL Code Conversion 5.3 Design Example: Vending Machine 5.3.1 Automatic State Machine Design for a Vending Machine 5.3.2 Manual State Machine Design for a Vending Machine 5.3.3 Timing Diagram 5.3.4 Correspondence Between Automatic and Manual Designs 5.4 Design Example: LCD Controller 5.4.1 Target LCD Module 5.4.2 VHDL Solution Chapter 6 FPGA and Other Programmable Logic Devices 6.1 Programmable Logic Devices 6.1.1 Circuit Customization 6.1.2 Programmable Logic Arrays 6.1.3 Programmable Read Only Memories 6.1.4 Programmable AND-Array Logic 6.2 Field Programmable Gate Arrays 6.2.1 Gate Arrays 6.2.2 FPGA Overview 6.2.3 Xilinx FPGA Example 6.2.4 FPGA Configuration 6.2.5 Xilinx Spartan-II FPGA Configuration Example 6.2.6 Boundary Scan Chapter 7 Design of a USB Protocol Analyzer 7.1 Overview of USB Full-Speed Mode 7.1.1 Packet Transfer Protocol 7.1.2 Initialization Sequence 7.1.3 Physical Layer Interface 7.1.4 USB Packets 7.1.5 Cyclic Redundancy Checks 7.1.6 Observation of Actual USB Signals 7.2 Design Overview 7.2.1 State Machine 7.2.2 Subcircuit Partitioning 7.3 VHDL Solution 7.3.1 Digital Phase Locked Loop 7.3.2 NRZI-to-Binary Converter 7.3.3 CRC Checker Subcircuits 7.3.4 Packet ID Recognizer 7.3.5 State Machine Subcircuit 7.3.6 Top-Level Circuit 7.3.7 Test Bench Code for Entire Circuit 7.4 Simulation Results Chapter 8 Design of Fast Arithmetic Units 8.1 Adder Designs 8.1.1 Ripple Carry adder 8.1.2 Carry Lookahead Adder 8.1.3 Carry Save Adder 8.2 Multiplier Designs 8.2.1 Combinational Multiplier 8.2.2 Sequential Multiplier 8.2.3 Fast Multiplication 8.2.4 Multiply-Accumulate Units 8.3 Pipelined Functional Units 8.3.1 Introduction to Pipelining 8.3.2 Pipelined Multiply-Accumulate Units 8.4 HDL Implementations 8.4.1 HDL Implementation Overview 8.4.2 HDL Design for a Pipelined Multiply-Accumulate Unit 8.4.3 Test Bench and Simulation Results Chapter 9 Design of a Pipelined RISC Microprocessor 9.1 Introduction to Microprocessors 9.1.1 Reduced Instruction Set Computers

9.1.2 Basic Computer Operation 9.2 The THUMB Microprocessor Architecture 9.2.1 Thumb Programming Model 9.2.2 Overview of the THUMB Instruction Set 9.3 Instruction Pipeline Design 9.3.1 Pipeline Hazards 9.3.2 Hazard Prevention Techniques 9.3.3 Pipeline Hazard Solutions Adopted 9.4 HDL Implementation of the THUMB Pipeline 9.4.1 VHDL THUMB Implementation 9.4.2 Test Bench Based Verification A THUMB Instruction Set Listing

Sunggu Lee received the B.S.E.E. degree with highest distinction from the University of Kansas, Lawrence, in 1985 and the M.S.E. and Ph.D. degrees from the University of Michigan, Ann Arbor, in 1987 and 1990, respectively. He is currently an Associate Professor in the Department of Electronic and Electrical Engineering at the Pohang University of Science and Technology (POSTECH), Pohang, Korea. Prior to this appointment, he was an Assistant Professor in the Department of Electrical Engineering at the University of Delaware in Newark, Delaware, U.S.A. From June 1997 to June 1998, he spent one year as a Visiting Scientist at the IBM T. J. Watson Research Center. His research interests are in parallel computing using clusters, fault-tolerant computing, and real-time computing.

I purchased this book along with "Circuit Design with VHDL" by Pedroni. The Pedroni book was supposed to help me with syntax issues and general knowledge of vhdl while I wanted this book to learn some more advanced techniques. I found the two books very similar in level of difficulty. Chapter 8 on the Design of Fast Arithmetic Units and the section in Chapter 5 about designing an LCD controler are about the only advanced topics in this book that teach you how to design in VHDL. The section on implementing a RISC Thumb processor is more of an arichitecture lesson than how to implement it in VHDL on a FPGA. This book is more of an intermediate book than an advanced one. This is a good book don't get me wrong its just not as advanced as I would have liked.

not good

This book is a must read for transitions (in reference and learning, not state/ trigger/ algorithmic state machine transitions!). I put it at advanced undergrad in the US, advanced High School in China (assuming you agree that it is almost impossible to take linear algebra in High School in the US any longer). There are probably over 100 pages that I would consider grad level EE at a good school, as I teach robotics circuits including at "good" schools like Carnegie Mellon. I frequently

recommend this to my free online students who are disabled, retired, or otherwise have limited resources for the \$300 Springer texts. I say this especially since I got it for \$5 US "like new" -- in today's tough economic times, that is real value for the investment. The arithmetic processing information is in itself alone worth the price of the book at 10 times that, as there are code/pseudocode examples (including online leads and links) to processes that are both patented and secrets in fields like HP and TI calculator design. My focus, perspective and bias is engineering and robotics, but I think any general programming student or practitioner who works at the circuit level will enjoy this. I apologize if you judge items on content alone, as I always include "ROI" and when a book of this quality can be had nearly new for the price of a Starbucks, so I vote highly recommended. Enjoy!

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