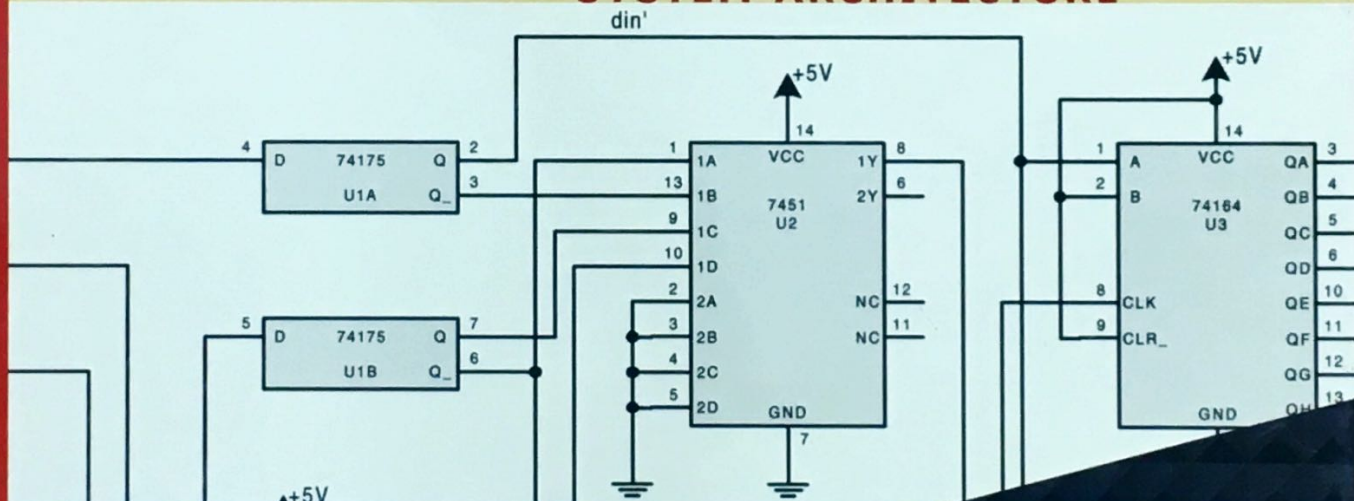


# COMPLETE DIGITAL DESIGN

A COMPREHENSIVE GUIDE  
TO DIGITAL ELECTRONICS  
AND COMPUTER  
SYSTEM ARCHITECTURE



Real world  
implementation of  
Microprocessor-based  
digital systems

Broad presentation of  
supporting analog  
circuit principles

Build complete  
systems with basic  
design elements

MARK BALCH



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# COMPLETE DIGITAL DESIGN

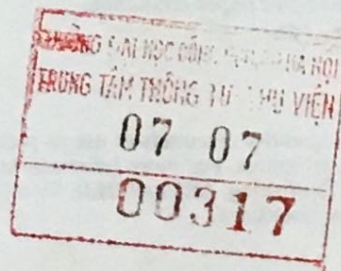
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**A Comprehensive Guide to Digital Electronics  
and Computer System Architecture**

**Mark Balch**

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NOT FOR RE-SALE

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# CONTENTS

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**Preface**    xiii

**Acknowledgments**    xix

## **PART 1   Digital Fundamentals**

### **Chapter 1 Digital Logic .....3**

- 1.1 Boolean Logic / 3
- 1.2 Boolean Manipulation / 7
- 1.3 The Karnaugh map / 8
- 1.4 Binary and Hexadecimal Numbering / 10
- 1.5 Binary Addition / 14
- 1.6 Subtraction and Negative Numbers / 15
- 1.7 Multiplication and Division / 17
- 1.8 Flip-Flops and Latches / 18
- 1.9 Synchronous Logic / 21
- 1.10 Synchronous Timing Analysis / 23
- 1.11 Clock Skew / 25
- 1.12 Clock Jitter / 27
- 1.13 Derived Logical Building Blocks / 28

### **Chapter 2 Integrated Circuits and the 7400 Logic Families.....33**

- 2.1 The Integrated Circuit / 33
- 2.2 IC Packaging / 38
- 2.3 The 7400-Series Discrete Logic Family / 41
- 2.4 Applying the 7400 Family to Logic Design / 43
- 2.5 Synchronous Logic Design with the 7400 Family / 45
- 2.6 Common Variants of the 7400 Family / 50
- 2.7 Interpreting a Digital IC Data Sheet / 51

### **Chapter 3 Basic Computer Architecture .....55**

- 3.1 The Digital Computer / 56
- 3.2 Microprocessor Internals / 58
- 3.3 Subroutines and the Stack / 60
- 3.4 Reset and Interrupts / 62
- 3.5 Implementation of an Eight-Bit Computer / 63
- 3.6 Address Banking / 67
- 3.7 Direct Memory Access / 68
- 3.8 Extending the Microprocessor Bus / 70
- 3.9 Assembly Language and Addressing Modes / 72



<b>Chapter 4 Memory</b> .....	<b>77</b>
4.1 Memory Classifications /	77
4.2 EPROM /	79
4.3 Flash Memory /	81
4.4 EEPROM /	85
4.5 Asynchronous SRAM /	86
4.6 Asynchronous DRAM /	88
4.7 Multiport Memory /	92
4.8 The FIFO /	94
<b>Chapter 5 Serial Communications</b> .....	<b>97</b>
5.1 Serial vs. Parallel Communication /	98
5.2 The UART /	99
5.3 ASCII Data Representation /	102
5.4 RS-232 /	102
5.5 RS-422 /	107
5.6 Modems and Baud Rate /	108
5.7 Network Topologies /	109
5.8 Network Data Formats /	110
5.9 RS-485 /	112
5.10 A Simple RS-485 Network /	114
5.11 Interchip Serial Communications /	117
<b>Chapter 6 Instructive Microprocessors and Microcomputer Elements</b> .....	<b>121</b>
6.1 Evolution /	121
6.2 Motorola 6800 Eight-bit Microprocessor Family /	122
6.3 Intel 8051 Microcontroller Family /	125
6.4 Microchip PIC® Microcontroller Family /	131
6.5 Intel 8086 16-Bit Microprocessor Family /	134
6.6 Motorola 68000 16/32-Bit Microprocessor Family /	139
 <b>PART 2 Advanced Digital Systems</b>	
<b>Chapter 7 Advanced Microprocessor Concepts</b> .....	<b>145</b>
7.1 RISC and CISC /	145
7.2 Cache Structures /	149
7.3 Caches in Practice /	154
7.4 Virtual Memory and the MMU /	158
7.5 Superpipelined and Superscalar Architectures /	161
7.6 Floating-Point Arithmetic /	165
7.7 Digital Signal Processors /	167
7.8 Performance Metrics /	169
<b>Chapter 8 High-Performance Memory Technologies</b> .....	<b>173</b>
8.1 Synchronous DRAM /	173
8.2 Double Data Rate SDRAM /	179
8.3 Synchronous SRAM /	182
8.4 DDR and QDR SRAM /	185
8.5 Content Addressable Memory /	188



**Chapter 9 Networking.....193**

- 9.1 Protocol Layers One and Two / 193
- 9.2 Protocol Layers Three and Four / 194
- 9.3 Physical Media / 197
- 9.4 Channel Coding / 198
- 9.5 8B10B Coding / 203
- 9.6 Error Detection / 207
- 9.7 Checksum / 208
- 9.8 Cyclic Redundancy Check / 209
- 9.9 Ethernet / 215

**Chapter 10 Logic Design and Finite State Machines.....221**

- 10.1 Hardware Description Languages / 221
- 10.2 CPU Support Logic / 227
- 10.3 Clock Domain Crossing / 233
- 10.4 Finite State Machines / 237
- 10.5 FSM Bus Control / 239
- 10.6 FSM Optimization / 243
- 10.7 Pipelining / 245

**Chapter 11 Programmable Logic Devices.....249**

- 11.1 Custom and Programmable Logic / 249
- 11.2 GALs and PALs / 252
- 11.3 CPLDs / 255
- 11.4 FPGAs / 257

**PART 3 Analog Basics for Digital Systems****Chapter 12 Electrical Fundamentals.....267**

- 12.1 Basic Circuits / 267
- 12.2 Loop and Node Analysis / 268
- 12.3 Resistance Combination / 271
- 12.4 Capacitors / 272
- 12.5 Capacitors as AC Elements / 274
- 12.6 Inductors / 276
- 12.7 Nonideal RLC Models / 276
- 12.8 Frequency Domain Analysis / 279
- 12.9 Lowpass and Highpass Filters / 283
- 12.10 Transformers / 288

**Chapter 13 Diodes and Transistors.....293**

- 13.1 Diodes / 293
- 13.2 Power Circuits with Diodes / 296
- 13.3 Diodes in Digital Applications / 298
- 13.4 Bipolar Junction Transistors / 300
- 13.5 Digital Amplification with the BJT / 301
- 13.6 Logic Functions with the BJT / 304
- 13.7 Field-Effect Transistors / 306
- 13.8 Power FETs and JFETs / 309



<b>Chapter 14 Operational Amplifiers .....</b>	<b>311</b>
14.1 The Ideal Op-amp / 311	
14.2 Characteristics of Real Op-amps / 316	
14.3 Bandwidth Limitations / 324	
14.4 Input Resistance / 325	
14.5 Summation Amplifier Circuits / 328	
14.6 Active Filters / 331	
14.7 Comparators and Hysteresis / 333	

<b>Chapter 15 Analog Interfaces for Digital Systems .....</b>	<b>339</b>
15.1 Conversion between Analog and Digital Domains / 339	
15.2 Sampling Rate and Aliasing / 341	
15.3 ADC Circuits / 345	
15.4 DAC Circuits / 348	
15.5 Filters in Data Conversion Systems / 350	

## **PART 4 Digital System Design in Practice**

<b>Chapter 16 Clock Distribution .....</b>	<b>355</b>
16.1 Crystal Oscillators and Ceramic Resonators / 355	
16.2 Low-Skew Clock Buffers / 357	
16.3 Zero-Delay Buffers: The PLL / 360	
16.4 Frequency Synthesis / 364	
16.5 Delay-Locked Loops / 366	
16.6 Source-Synchronous Clocking / 367	

<b>Chapter 17 Voltage Regulation and Power Distribution .....</b>	<b>371</b>
17.1 Voltage Regulation Basics / 372	
17.2 Thermal Analysis / 374	
17.3 Zener Diodes and Shunt Regulators / 376	
17.4 Transistors and Discrete Series Regulators / 379	
17.5 Linear Regulators / 382	
17.6 Switching Regulators / 386	
17.7 Power Distribution / 389	
17.8 Electrical Integrity / 392	

<b>Chapter 18 Signal Integrity .....</b>	<b>397</b>
18.1 Transmission Lines / 398	
18.2 Termination / 403	
18.3 Crosstalk / 408	
18.4 Electromagnetic Interference / 410	
18.5 Grounding and Electromagnetic Compatibility / 413	
18.6 Electrostatic Discharge / 415	

<b>Chapter 19 Designing for Success .....</b>	<b>419</b>
19.1 Practical Technologies / 420	
19.2 Printed Circuit Boards / 422	

- 19.3 Manually Wired Circuits / 425
- 19.4 Microprocessor Reset / 428
- 19.5 Design for Debug / 429
- 19.6 Boundary Scan / 431
- 19.7 Diagnostic Software / 433
- 19.8 Schematic Capture and Spice / 436
- 19.9 Test Equipment / 440

**Appendix A Further Education.....443**

**Index 445**



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# PREFACE

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Digital systems are created to perform data processing and control tasks. What distinguishes one system from another is an architecture tailored to efficiently execute the tasks for which it was designed. A desktop computer and an automobile's engine controller have markedly different attributes dictated by their unique requirements. Despite these differences, they share many fundamental building blocks and concepts. Fundamental to digital system design is the ability to choose from and apply a wide range of technologies and methods to develop a suitable system architecture. Digital electronics is a field of great breadth, with interdependent topics that can prove challenging for individuals who lack previous hands-on experience in the field.

This book's focus is explaining the real-world implementation of complete digital systems. In doing so, the reader is prepared to immediately begin design and implementation work without being left to wonder about the myriad ancillary topics that many texts leave to independent and sometimes painful discovery. A complete perspective is emphasized, because even the most elegant computer architecture will not function without adequate supporting circuits.

A wide variety of individuals are intended to benefit from this book. The target audiences include

- *Practicing electrical engineers seeking to sharpen their skills in modern digital system design.* Engineers who have spent years outside the design arena or in less-than-cutting-edge areas often find that their digital design skills are behind the times. These professionals can acquire directly relevant knowledge from this book's practical discussion of modern digital technologies and design practices.
- *College graduates and undergraduates seeking to begin engineering careers in digital electronics.* College curricula provide a rich foundation of theoretical understanding of electrical principles and computer science but often lack a practical presentation of how the many pieces fit together in real systems. Students may understand conceptually how a computer works while being incapable of actually building one on their own. This book serves as a bridge to take readers from the theoretical world to the everyday design world where solutions must be complete to be successful.
- *Technicians and hobbyists seeking a broad orientation to digital electronics design.* Some people have an interest in understanding and building digital systems without having a formal engineering degree. Their need for practical knowledge in the field is as strong as for degreed engineers, but their goals may involve laboratory support, manufacturing, or building a personal project.

There are four parts to this book, each of which addresses a critical set of topics necessary for successful digital systems design. The parts may be read sequentially or in arbitrary order, depending on the reader's level of knowledge and specific areas of interest.

A complete discussion of digital logic and microprocessor fundamentals is presented in the first part, including introductions to basic memory and communications architectures. More advanced computer architecture and logic design topics are covered in Part 2, including modern microprocessor architectures, logic design methodologies, high-performance memory and networking technologies, and programmable logic devices.



Part 3 steps back from the purely digital world to focus on the critical analog support circuitry that is important to any viable computing system. These topics include basic DC and AC circuit analysis, diodes, transistors, op-amps, and data conversion techniques. The fundamental topics from the first three parts are tied together in Part 4 by discussing practical digital design issues, including clock distribution, power regulation, signal integrity, design for test, and circuit fabrication techniques. These chapters deal with nuts-and-bolts design issues that are rarely covered in formal electronics courses.

More detailed descriptions of each part and chapter are provided below.

## **PART 1 DIGITAL FUNDAMENTALS**

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The first part of this book provides a firm foundation in the concepts of digital logic and computer architecture. Logic is the basis of computers, and computers are intrinsically at the heart of digital systems. We begin with the basics: logic gates, integrated circuits, microprocessors, and computer architecture. This framework is supplemented by exploring closely related concepts such as memory and communications that are fundamental to any complete system. By the time you have completed Part 1, you will be familiar with exactly how a computer works from multiple perspectives: individual logic gates, major architectural building blocks, and the hardware/software interface. You will also have a running start in design by being able to thoughtfully identify and select specific off-the-shelf chips that can be incorporated into a working system. A multilevel perspective is critical to successful systems design, because a system architect must simultaneously consider high-level feature trade-offs and low-level implementation possibilities. Focusing on one and not the other will usually lead to a system that is either impractical (too expensive or complex) or one that is not really useful.

Chapter 1, "Digital Logic," introduces the fundamentals of Boolean logic, binary arithmetic, and flip-flops. Basic terminology and numerical representations that are used throughout digital systems design are presented as well. On completing this chapter, the awareness gained of specific logical building blocks will help provide a familiarity with supporting logic when reading about higher-level concepts in later chapters.

Chapter 2, "Integrated Circuits and the 7400 Logic Families," provides a general orientation to integrated circuits and commonly used logic ICs. This chapter is where the rubber meets the road and the basics of logic design become issues of practical implementation. Small design examples provide an idea of how various logic chips can be connected to create functional subsystems. Attention is paid to readily available components and understanding IC specifications, without which chips cannot be understood and used. The focus is on design with real off-the-shelf components rather than abstract representations on paper.

Chapter 3, "Basic Computer Architecture," cracks open the heart of digital systems by explaining how computers and microprocessors function. Basic concepts, including instruction sets, memory, address decoding, bus interfacing, DMA, and assembly language, are discussed to create a complete picture of what a computer is and the basic components that go into all computers. Questions are not left as exercises for the reader. Rather, each mechanism and process in a basic computer is discussed. This knowledge enables you to move ahead and explore the individual concepts in more depth while maintaining an overall system-level view of how everything fits together.

Chapter 4, "Memory," discusses this cornerstone of digital systems. With the conceptual understanding from Chapter 3 of what memory is and the functions that it serves, the discussion progresses to explain specific types of memory devices, how they work, and how they are applicable to different computing applications. Trade-offs of various memory technologies, including SRAM, DRAM, flash, and EPROM, are explored to convey an understanding of why each technology has its place in various systems.