## Table of contents

- 1 Why Verilog Computer Design?
- What is computer design?
- A brief history of computer/digital technology
- Translating algorithms into hardware
- · Hardware description languages
- Typography
- Assumed background
- 2 Designing ASMs
- What is an ASM chart?
- Pure behavioral example
- Mixed examples
- Pure structural example
- Hierarchical design
- 3 Verilog Hardware Description Language
- Simulation versus synthesis
- Verilog versus VHDL
- Role of test code
- Behavioral features of Verilog
- Structural features of Verilog
- \$time
- Time control
- Assignment with time control
- Tasks and functions
- Structural Verilog, modules and ports
- 4 Three Stages for Verilog Design
- Pure behavioral examples
- · Mixed stage of the two-state division machine
- Pure structural stage of the two state division machine
- Hierarchical refinement of the controller
- 5 Advanced ASM Techniques
- Moore versus Mealy
- Mealy version of the division machine
- Translating Mealy ASMs into behavioral Verilog
- Translating complex (goto) ASMs into behavioral Verilog
- Translating conditional command signals into Verilog
- Single-state Mealy ASMs
- 6 Designing for Speed and Cost
- Propagation delay
- Factors that determine clock frequency
- Example of netlist propagation delay
- Abstracting propagation delay
- Single cycle, multi-cycle and pipeline
- 7 One Hot Designs
- Moore ASM to one hot

- Verilog to one hot
- Mealy commands in a one hot machine
- Moore command signals with Mealy
- 8 General-Purpose Computers
- Introduction and history
- Structure of the machine
- Behavioral fetch/execute
- Mixed fetch/execute
- Memory hierarchy
- 9 Pipelined General-Purpose Processor
- First attempt to pipeline
- Example of independent instructions
- Data dependencies
- Data forwarding
- Control dependencies: implementing JMP
- Skip instructions in a pipeline
- Our old friend: division
- Multi-port memory
- Pipelined PDP-8 architecture
- 10 RISC Processors
- History of CISC versus RISC
- The ARM
- Princeton versus Harvard architecture
- The register file
- Three operands are faster than one
- ARM subset
- Multi-cycle implementation of the ARM subset
- Pipelined implementation
- Superscalar implementation
- Comparison of childish division implementations
- 11 Synthesis
- Overview of synthesis
- Verilog synthesis styles
- Synthesizing enabled register
- Synthesizing a combinational adder
- Synthesizing an implicit style bit serial adder
- Switch debouncing and single pulsing
- Explicit style switch debouncer
- Putting it all together: structural synthesis
- A bit serial PDP-8
- A Machine and Assembly Language
- B PDP-8 Commands
- Memory reference instructions
- Non-memory reference instructions
- Group 1 microinstructions
- Group 2 microinstructions

- C Combinational Logic Building Blocks
- Models of reality
- Bus
- Adder
- Multiplexer
- Other arithmetic units
- Arithmetic logic unit
- Comparator
- Demux
- Decoders
- Encoders
- Programmable devices
- Conclusions
- Further reading
- Exercises
- D Sequential Logic Building Blocks
- D.1 System clock
- Timing Diagrams
- Synchronous Logic
- Bus timing diagrams
- The D-type register
- Enabled D-type register
- Up counter register
- Up/down counter
- Shift register
- Unused inputs
- Highly specialized registers
- Further Reading
- Exercises
- E Tri-State Devices
- Switches
- Single bit tri-state gate in structural Verilog
- Bus drivers
- Uses of tri-state
- Further Reading
- Exercises
- F Tools