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Designing a complex ASIC/SoC is similar to learning a new language to start with and ultimately creating a masterpiece using experience,

imagination, and creativity. Digital design starts with RTL such as Verilog or VHDL, but it is only the beginning. A complete designer needs to have a good understanding of the Verilog language, digital design techniques, system architecture, IO protocols, and hardware-software interaction. Some

of it will come from experience, and some will come with concerted effort. Graduating from college and entering into the world of digital system design becomes an overwhelming task, as not all the information is readily available. In this book, we have made an effort to explain the concepts in a

simple way with real-world examples in Verilog. The book is intended for digital and system design engineers with emphasis on design and system architecture. The book is broadly divided into two sections - chapters 1 through 10, focusing on the digital design aspects and chapters 11

through 20, focusing on the system aspects of chip design. This book can be used by students taking digital design and chip design courses in college and availing it as a guide in their professional careers. Chapter 3 focuses on the synthesizable Verilog constructs, with examples on reusable

design (parameterized design, functions, and generate structure). Chapter 5 describes the basic concepts in digital design - logic gates, truth table, De Morgan's theorem, set-up and hold time, edge detection, and number system. Chapter 6 goes into details of digital design explaining

larger building blocks such as LFSR, scrambler/descramblers, error detection and correction, parity, CRC, Gray encoding/decoding, priority encoders, 8b/10b encoding, data converters, and synchronization techniques. Chapter 7 and 8 bring in advanced concepts in chip design and

architecture - clocking and reset strategy, methods to increase throughput and reduce latency, flow-control mechanisms, pipeline operation, out-of-order execution, FIFO design, state machine design, arbitration, bus interfaces, linked list structure, and LRU usage and

implementation. Chapter 9 and 10 describe how to build and design ASIC/SoC. It talks about chip micro-architecture, portioning, datapath, control logic design, and other aspects of chip design such as clock tree, reset tree, and EEPROM. It also covers good design practices, things to avoid

and adopt, and best practices for high-speed design. The second part of the book is devoted to System architecture, design, and IO protocols. Chapter 11 talks about memory, memory hierarchy, cache, interrupt, types of DMA and DMA operation. There is Verilog RTL for a typical DMA

controller design that explains the scatter-gather DMA concept. Chapter12 describes hard drive, solid-state drive, DDR operation, and other parts of a system such as BIOS, OS, drivers, and their interaction with hardware. Chapter 13 describes embedded systems and internal buses

such as AHB, AXI used in embedded design. It describes the concept of transparent and non-transparent bridging. Chapter 14 and chapter 15 bring in practical aspects of chip development - testing, DFT, scan, ATPG, and detailed flow of the chip development cycle (Synthesis, Static

timing, and ECO). Chapter 16 and chapter 17 are on power saving and power management protocols. Chapter 16 has a detailed description of various power savings techniques (frequency variation, clock gating, and power well isolation). Chapter 17 talks about Power Management protocols

such as system S states, CPU C states, and device D states. Chapter 18 explains the architecture behind serial-bus technology, PCS, and PMA layer. It describes clocking architecture and advanced concepts such as elasticity FIFO, channel bonding (deskewing), link aggregation, and

lane reversal. Chapter 19 and 20 are devoted to serial bus protocols (PCI Express, Serial ATA, USB, Thunderbolt, and Ethernet) and their operation.

This book provides a comprehensive overview of the VLSI design process.

It covers end-to-end system on chip (SoC) design, including design methodology, the design environment, tools, choice of design components, handoff procedures, and design infrastructure needs. The book also offers critical guidance on the latest UPF-based low power design flow

issues for deep submicron SOC designs, which will prepare readers for the challenges of working at the nanotechnology scale. This practical guide will provide engineers who aspire to be VLSI designers with the techniques and tools of the trade, and will also be a valuable professional

reference for those already working in VLSI design and verification with a focus on complex SoC designs. A comprehensive practical guide for VLSI designers; Covers end-to-end VLSI SoC design flow; Includes source code, case studies, and application examples.

This book provides the advanced issues of FPGA design as the underlying theme of the work. In practice, an engineer typically needs to be mentored for several years before these principles are appropriately utilized. The topics that

will be discussed in this book are essential to designing FPGA's beyond moderate complexity. The goal of the book is to present practical design techniques that are otherwise only available through mentorship and real-world experience.

Advanced ASIC Chip Synthesis: Using Synopsys® Design Compiler® and PrimeTime® describes the advanced concepts and techniques used for ASIC chip synthesis, formal verification and static timing analysis,

using the Synopsys suite of tools. In addition, the entire ASIC design flow methodology targeted for VDSM (Very-Deep-Sub-Micron) technologies is covered in detail. The emphasis of this book is on real-time application of Synopsys tools used to combat various problems seen at VDSM

geometries. Readers will be exposed to an effective design methodology for handling complex, sub-micron ASIC designs. Significance is placed on HDL coding styles, synthesis and optimization, dynamic simulation, formal verification, DFT scan insertion, links to layout, and static timing

analysis. At each step, problems related to each phase of the design flow are identified, with solutions and work-arounds described in detail. In addition, crucial issues related to layout, which includes clock tree synthesis and back-end integration (links to layout) are also discussed at

length. Furthermore, the book contains in-depth discussions on the basics of Synopsys technology libraries and HDL coding styles, targeted towards optimal synthesis solutions. Advanced ASIC Chip Synthesis: Using Synopsys® Design Compiler® and PrimeTime® is intended for anyone

who is involved in the ASIC design methodology, starting from RTL synthesis to final tape-out. Target audiences for this book are practicing ASIC design engineers and graduate students undertaking advanced courses in ASIC chip design and DFT techniques. From the Foreword: `This

book, written by Himanshu Bhatnagar, provides a comprehensive overview of the ASIC design flow targeted for VDSM technologies using the Synopsis suite of tools. It emphasizes the practical issues faced by the semiconductor design engineer in terms of synthesis and the integration

of front-end and back-end tools. Traditional design methodologies are challenged and unique solutions are offered to help define the next generation of ASIC design flows. The author provides numerous practical examples derived from real-world situations that will prove valuable to

practicing ASIC design engineers as well as to students of advanced VLSI courses in ASIC design'. Dr Dwight W. Decker, Chairman and CEO, Conexant Systems, Inc., (Formerly, Rockwell Semiconductor Systems), Newport Beach, CA, USA.

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded

Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are

available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems.

Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The

principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI)

Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Digital Design and Computer Architecture: ARM Edition covers the

fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Combining an engaging and humorous writing style with an updated and hands-on approach to digital design, this book takes the reader from the fundamentals of digital logic to the

actual design of an ARM processor. By the end of this book, readers will be able to build their own microprocessor and will have a top-to-bottom understanding of how it works. Beginning with digital logic gates and progressing to the design of combinational and sequential circuits,

this book uses these fundamental building blocks as the basis for designing an ARM processor. SystemVerilog and VHDL are integrated throughout the text in examples illustrating the methods and techniques for CAD-based circuit design. The companion website

includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. This book will be a valuable resource for students taking a course that combines digital logic and

computer architecture or students taking a two-quarter sequence in digital logic and computer organization/architecture. Covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Features side-by-side examples of the

two most prominent Hardware Description Languages (HDLs)—SystemVerilog and VHDL—which illustrate and compare the ways each can be used in the design of digital systems. Includes examples throughout the text that enhance the reader's understanding

and retention of key concepts and techniques. The Companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. The Companion website also

includes appendices covering practical digital design issues and C programming as well as links to CAD tools, lecture slides, laboratory projects, and solutions to exercises.

Understand the fundamentals and develop your own AI solutions in this

updated edition packed with many new examples Key Features AI-based examples to guide you in designing and implementing machine intelligence Build machine intelligence from scratch using artificial intelligence examples Develop machine intelligence from scratch using real

artificial intelligence Book Description AI has the potential to replicate humans in every field. Artificial Intelligence By Example, Second Edition serves as a starting point for you to understand how AI is built, with the help of intriguing and exciting examples. This book will make you an

adaptive thinker and help you apply concepts to real-world scenarios. Using some of the most interesting AI examples, right from computer programs such as a simple chess engine to cognitive chatbots, you will learn how to tackle the machine you are competing with. You will study

some of the most advanced machine learning models, understand how to apply AI to blockchain and Internet of Things (IoT), and develop emotional quotient in chatbots using neural networks such as recurrent neural networks (RNNs) and convolutional neural networks (CNNs). This edition

also has new examples for hybrid neural networks, combining reinforcement learning (RL) and deep learning (DL), chained algorithms, combining unsupervised learning with decision trees, random forests, combining DL and genetic algorithms, conversational user interfaces (CUI)

for chatbots, neuromorphic computing, and quantum computing. By the end of this book, you will understand the fundamentals of AI and have worked through a number of examples that will help you develop your AI solutions. What you will learn Apply k-nearest neighbors (KNN) to language

translations and explore the opportunities in Google Translate Understand chained algorithms combining unsupervised learning with decision trees Solve the XOR problem with feedforward neural networks (FNN) and build its architecture to represent a data flow graph Learn

about meta learning models with hybrid neural networks Create a chatbot and optimize its emotional intelligence deficiencies with tools such as Small Talk and data logging Building conversational user interfaces (CUI) for chatbots Writing genetic algorithms that optimize deep learning

neural networks Build quantum computing circuits Who this book is for Developers and those interested in AI, who want to understand the fundamentals of Artificial Intelligence and implement them practically. Prior experience with Python programming and statistical knowledge is essential

to make the most out of this book.

This book concentrates on common classes of hardware architectures and design problems, and focuses on the process of transitioning design requirements into synthesizable HDL code. Using his extensive, wide-

ranging experience in computer architecture and hardware design, as well as in his training and consulting work, Ben provides numerous examples of real-life designs illustrated with VHDL and Verilog code. This code is shown in a way that makes it easy for the reader to gain a greater

understanding of the languages and how they compare. All code presented in the book is included on the companion CD, along with other information, such as application notes.

Why is it so hard to make lasting changes in our companies, in our

communities, and in our own lives? The primary obstacle is a conflict that's built into our brains, say Chip and Dan Heath, authors of the critically acclaimed bestseller Made to Stick. Psychologists have discovered that our minds are ruled by two different systems - the rational mind and the

emotional mind□that compete for control. The rational mind wants a great beach body; the emotional mind wants that Oreo cookie. The rational mind wants to change something at work; the emotional mind loves the comfort of the existing routine. This tension can doom a change effort - but

if it is overcome, change can come quickly. In Switch, the Heaths show how everyday people - employees and managers, parents and nurses - have united both minds and, as a result, achieved dramatic results: The lowly medical interns who managed to defeat an entrenched, decades-old

medical practice that was endangering patients The home-organizing guru who developed a simple technique for overcoming the dread of housekeeping The manager who transformed a lackadaisical customer-support team into service zealots by removing a standard tool of customer

service In a compelling, story-driven narrative, the Heaths bring together decades of counterintuitive research in psychology, sociology, and other fields to shed new light on how we can effect transformative change. Switch shows that successful changes follow a pattern, a pattern you can use to make

the changes that matter to you, whether your interest is in changing the world or changing your waistline.