Introduction To Logic Design Third Edition Marcovitz

Embedded Systems: A Contemporary Design Tool, Second Edition Embedded systems are one of the foundational elements of today's evolving and growing computer technology. From operating our cars, managing our smart phones, cleaning our homes, or cooking our meals, the special computers we call embedded systems are quietly and unobtrusively making our lives easier, safer, and more connected. While working in increasingly challenging environments, embedded systems give us the ability to put increasing amounts of capability into ever-smaller and more powerful devices. Embedded Systems: A Contemporary Design Tool, Second Edition introduces you to the theoretical hardware and software foundations of these systems and expands into the areas of signal integrity, system security, low power, and hardware-software co-design. The text builds upon earlier material to show you how to apply reliable, robust solutions to a wide range of applications operating in today's often challenging environments. Taking the user's problem and needs as your starting point, you will explore each of the key theoretical and practical issues to consider when designing an application in today's world. Author James Peckol walks you through the formal hardware and software development process covering: Breaking the problem down into major functional blocks; Planning the digital and software architecture of the system; Utilizing the hardware and software co-design process; Designing the physical world interface to external analog and digital signals; Addressing security issues as an integral part of the design process; Managing signal integrity problems and reducing power demands in contemporary systems; Debugging and testing throughout the design and development cycle; Improving performance. Stressing the importance of security, safety, and reliability in the design and development of embedded systems and providing a balanced treatment of both the hardware and the software aspects, Embedded Systems: A Contemporary Design Tool, Second Edition gives you the tools for creating embedded designs that solve contemporary real-world challenges.

New, updated and expanded topics in the fourth edition include: EBCDIC, Grey code, practical applications of flip-flops, linear and shaft encoders, memory elements and FPGAs. The section on fault-finding has been expanded. A new chapter is dedicated to the interface between digital components and analog voltages. *A highly accessible, comprehensive and fully up to date digital systems text *A well known and respected text now revamped for current courses *Part of the Newnes suite of texts for HND/1st year modules

CD-ROM contains: Silos-III Verilog desgn environment and simulator -- Kilinx integrated synthesis environment (ISE) synthesis tool for FPGAs.

This textbook for a one-semester course in Digital Systems Design describes the basic methods used to develop "traditional" Digital Systems, based on the use of logic gates and flip flops, as well as more advanced techniques that enable the design of very large circuits, based on Hardware Description Languages and Synthesis tools. It was originally designed to accompany a MOOC (Massive Open Online Course) created at the Autonomous University of Barcelona (UAB), currently available on the Coursera platform. Readers will learn what a digital system is and how it can be developed, preparing them for steps toward other technical disciplines, such as Computer Architecture, Robotics, Bionics, Avionics and others. In particular, students will learn to design digital systems of medium complexity, describe digital systems using high level hardware description languages, and understand the operation of computers at their most basic level. All concepts introduced are reinforced by plentiful illustrations, examples, exercises, and applications. For example, as an applied example of the design techniques presented, the authors demonstrate the synthesis of a simple processor, leaving the student in a position to enter the world of Computer Architecture and Embedded Systems.

DIGITAL SYSTEMS DESIGN USING VERILOG integrates coverage of logic design principles, Verilog as a hardware design language, and FPGA implementation to help electrical and computer engineering students master the process of designing and testing new hardware configurations. A Verilog equivalent of authors Roth and John's previous successful text using VHDL, this practical book presents Verilog constructs side-by-side with hardware, encouraging students to think in terms of desired hardware while writing synthesizable Verilog. Following a review of the basic concepts of logic design, the authors introduce the basics of Verilog using simple combinational circuit examples, followed by models for simple sequential circuits. Subsequent chapters ask readers to tackle more and more complex designs. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

DIGITAL LOGIC AND MICROPROCESSOR DESIGN WITH INTERFACING, 2E provides a solid foundation for designing digital logic circuits. This unique approach combines the use of logic principles and the building of individual components to create data paths and control units so readers can build dedicated custom microprocessors and general-purpose microprocessors. Readers design simple microprocessors from the ground up, implement them in real hardware, and interface them to actual devices. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This textbook introduces readers to the fundamental hardware used in modern computers. The only pre-requisite is algebra, so it can be taken by college freshman or sophomore students or even used in Advanced Placement courses in high school. This book presents both the classical approach to digital system design (i.e., pen and paper) in addition to the modern hardware description language (HDL) design approach (computer-based). This textbook enables readers to design digital systems using the modern HDL approach while ensuring they have a solid foundation of knowledge of the underlying hardware and theory of their designs. This book is designed to match the way the material is actually taught in the classroom. Topics are presented in a manner which builds foundational knowledge before moving onto advanced topics. The author has designed the content with learning goals and assessment at its core. Each section addresses a specific learning outcome that the learner should be able to "do" after its completion. The concept checks and exercise problems provide a rich set of assessment tools to measure learner performance on each outcome. This book can be

used for either a sequence of two courses consisting of an introduction to logic circuits (Chapters 1-7) followed by logic design (Chapters 8-13) or a single, accelerated course that uses the early chapters as reference material.

A completely updated and expanded comprehensive treatment of VHDL and its applications to the design and simulation of real, industry-standard circuits. This comprehensive treatment of VHDL and its applications to the design and simulation of real, industry-standard circuits has been completely updated and expanded for the third edition. New features include all VHDL-2008 constructs, an extensive review of digital circuits, RTL analysis, and an unequaled collection of VHDL examples and exercises. The book focuses on the use of VHDL rather than solely on the language, with an emphasis on design examples and laboratory exercises. The third edition begins with a detailed review of digital circuits (combinatorial, sequential, state machines, and FPGAs), thus providing a self-contained single reference for the teaching of digital circuit design with VHDL. In its coverage of VHDL-2008, it makes a clear distinction between VHDL for synthesis and VHDL for simulation. The text offers complete VHDL codes in examples as well as simulation results and comments. The significantly expanded examples and exercises include many not previously published, with multiple physical demonstrations meant to inspire and motivate students. The book is suitable for undergraduate and graduate students in VHDL and digital circuit design, and can be used as a professional reference for VHDL practitioners. It can also serve as a text for digital VLSI in-house or academic courses.

This textbook for courses in Digital Systems Design introduces students to the fundamental hardware used in modern computers. Coverage includes both the classical approach to digital system design (i.e., pen and paper) in addition to the modern hardware description language (HDL) design approach (computer-based). Using this textbook enables readers to design digital systems using the modern HDL approach, but they have a broad foundation of knowledge of the underlying hardware and theory of their designs. This book is designed to match the way the material is actually taught in the classroom. Topics are presented in a manner which builds foundational knowledge before moving onto advanced topics. The author has designed the presentation with learning goals and assessment at its core. Each section addresses a specific learning outcome that the student should be able to "do" after its completion. The concept checks and exercise problems provide a rich set of assessment tools to measure student performance on each outcome.

Introduction to Logic Design by Alan Marcovitz is intended for the first course in logic design, taken by computer science, computer engineering, and electrical engineering students. As with the previous editions, this edition has a clear presentation of fundamentals and an exceptional collection of examples, solved problems and exercises. The text integrates laboratory experiences, both hardware and computer simulation, while not making them mandatory for following the main flow of the chapters. Design is emphasized throughout, and switching algebra is developed as a tool for analyzing and implementing digital systems. The presentation includes excellent coverage of minimization of combinational circuits, including multiple output ones, using the Karnaugh map and iterated consensus. There are a number of examples of the design of larger systems, both combinational and sequential, using medium scale integrated circuits and programmable logic devices. The third edition features two chapters on sequential systems. The first chapter covers analysis of sequential systems and the second covers design. Complete coverage of the analysis and design of synchronous sequential systems adds to the comprehensive nature of the text. The derivation of state tables from word problems further emphasizes the practical implementation of the material being presented.

This text is intended for a first course in digital logic design, at the sophomore or junior level, for electrical engineering, computer engineering and computer science programs, as well as for a number of other disciplines such as physics and mathematics. The book can also be used for self-study or for review by practicing engineers and computer scientists not intimately familiar with the subject. After completing this text, the student should be prepared for a second (advanced) course in digital design, switching and automata theory, microprocessors or computer organization.

Today's engineers will confront the challenge of a new computing paradigm, relying on micro- and nanoscale devices. Logic Design of NanoICs builds a foundation for logic in nanodimensions and guides you in the design and analysis of nanoICs using CAD. The authors present data structures developed toward applications rather than a purely theoretical treatment. Requiring only basic logic and circuits background, Logic Design of NanoICs draws connections between traditional approaches to design and modern design in nanodimensions. The book begins with an introduction to the directions and basic methodology of logic design at the nanoscale, then proceeds to nanotechnologies and CAD, graphical representation of switching functions and networks, word-level and linear word-level data structures, 3-D topologies based on hypercubes, multilevel circuit design, and fault-tolerant computation in hypercube-like structures. The authors propose design solutions and techniques, going beyond the underlying technology to provide more applied knowledge. This design-oriented reference is written for engineers interested in developing the next generation of integrated circuitry, illustrating the discussion with approximately 250 figures and tables, 100 equations, 250 practical examples, and 100 problems. Each chapter concludes with a summary, references, and a suggested reading section.

"There are obvious benefits to be gained from the study of logic: heightened ability to express ideas clearly and concisely, increased skill in defining one's terms, enlarged capacity to formulate arguments rigorously and to analyze them critically. But the greatest benefit, in my judgment, is the recognition that reason can be applied in every aspect of human affairs. Democratic institutions require that citizens think for themselves, discuss problems freely with one another, and decide issues on the basis of deliberation and the weighing of evidence. Through the study of logic, we can acquire not only practice in reasoning, but also respect for reason, and thus reinforce and secure the values we prize. To help achieve these goals, a textbook of logic should contain an ample selection of illustrations and exercises of human, scientific, and philosophical interest. These should have been presented by serious writers in honest efforts to solve real problems. Ideally, they should include fallacies as well as paradigms of demonstrations. This new edition contains over three hundred new examples and exercises, many of which were selected specifically to fulfill this requirement. Others

were introduces to provide a more gradual transition from easier to more challenging exercises that the students should master in order to acquire logical skills as well as logical understanding."--Preface.--Publisher description.

This book presents three aspects of digital circuits: digital principles, digital electronics, and digital design. The modern design methods of using electronic design automation (EDA) are also introduced, including the hardware description language (HDL), designs with programmable logic devices and large scale integrated circuit (LSI).The applications of digital devices and integrated circuits are discussed in detail as well.

For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

Most branches of organizing utilize digital electronic systems. This book introduces the design of such systems using basic logic elements as the components. The material is presented in a straightforward manner suitable for students of electronic engineering and computer science. The book is also of use to engineers in related disciplines who require a clear introduction to logic circuits. This third edition has been revised to encompass the most recent advances in technology as well as the latest trends in components and notation. It includes a wide coverage of application specific integrated circuits (ASCIs), many worked examples and a step-by-step logical and practical approach.

Table of contents

With an abundance of insightful examples, problems, and computer experiments, Introduction to Logic Design provides a balanced, easy-to-read treatment of the fundamental theory of logic functions and applications to the design of digital devices and systems. Requiring no prior knowledge of electrical circuits or electronics, it supplies the

Introduction to Logic combines likely the broadest scope of any logic textbook available with clear, concise writing and interesting examples and arguments. Its key features, all retained in the Second Edition, include: • simpler ways to test arguments than those available in competing textbooks, including the star test for syllogisms • a wide scope of materials, making it suitable for introductory logic courses (as the primary text) or intermediate classes (as the primary or supplementary book) • engaging and easy-to-understand examples and arguments, drawn from everyday life as well as from the great philosophers • a suitability for self-study and for preparation for standardized tests, like the LSAT • a reasonable price (a third of the cost of many competitors) • exercises that correspond to the LogiCola program, which may be downloaded for free from the web. This Second Edition also: • arranges chapters in a more useful way for students, starting with the easiest material and then gradually increasing in difficulty • provides an even broader scope with new chapters on the history of logic, deviant logic, and the philosophy of logic • expands the section on informal fallacies • includes a more exhaustive index and a new appendix on suggested further readings • updates the LogiCola instructional program, which is now more visually attractive as well as easier to download, install, update, and use.

The second edition of this text provides an introduction to the analysis and design of digital circuits at a logic, instead of electronics, level. It covers a range of topics, from number system theory to asynchronous logic design. A solution manual is available to instructors only. Requests must be made on official school stationery.

A beautiful reprint of Edouard de Pomiane's classic collection of recipes for simply prepared meals is more useful now than ever before. Illustrated with period pen and ink drawings, French Cooking in Ten Minutes offers an array of recipes for quick soups, extemporaneous sauces, egg and noodle dishes, preparing fish and meats, as well as vegetables, salads, and deserts.

This textbook for courses in Digital Systems Design introduces students to the fundamental hardware used in modern computers. Coverage includes both the classical approach to digital system design (i.e., pen and paper) in addition to the modern hardware description language (HDL) design approach (computer-based). Using this textbook enables readers to design digital systems using the modern HDL approach, but they have a broad foundation of knowledge of the underlying hardware and theory of their designs. This book is designed to match the way the material is actually taught in the classroom. Topics are presented in a manner which builds foundational knowledge before moving onto advanced topics. The author has designed the presentation with learning Goals and assessment at its core. Each section addresses a specific learning outcome that the student should be able to "do" after its completion. The concept checks and exercise problems provide a rich set of assessment tools to measure student performance on each outcome.

Learn FileMaker® Pro 10 provides an excellent reference to FileMaker Inc.'s award-winning database program for both beginners and advanced developers. From converting files created with previous versions of FileMaker Pro and sharing data on the web to creating reports and sorting data, this book offers a hands-on approach to getting the most out of your FileMaker Pro databases.Learn how to use the completely redesigned Status area, now known as the Status toolbar; send e-mail right from FileMaker with the SMTP-based Send Mail option; build reports quickly and easily with the Saved Finds feature; automate your database with scripts and activate those scripts with the new script trigger feature; integrate your Bento data into your FileMaker files; work with the enhanced Web viewer.

Logic functions and equations are (some of) the most important concepts of Computer Science with many applications such as Binary Arithmetics, Coding, Complexity, Logic Design, Programming, Computer Architecture and Artificial Intelligence. They are very often studied in a minimum way prior to or together with their respective applications. Based on our long-time teaching experience, a comprehensive presentation of these concepts is given, especially emphasising a thorough understanding as well as numerical and computer-based solution methods. Any applications and examples from all the respective areas are given that can be dealt with in a unified way. They offer a broad understanding of the recent developments in Computer Science and are directly applicable in professional life. Logic Functions and Equations is highly recommended for a one- or two-semester course in many Computer Science or computer Science-oriented programmes. It allows students an easy high-level access to these methods and enables sophisticated applications in many different areas. It elegantly bridges the gap between Mathematics and the required theoretical foundations of Computer Science.

Keith Devlin. You know him. You've read his columns in MAA Online, you've heard him on the radio, and you've seen his popular mathematics books. In between all those activities and his own research, he's been hard at work revising Sets, Functions and Logic, his standard-setting text that has smoothed the road to pure mathematics for legions of undergraduate students. Now in its third edition, Devlin has fully reworked the book to reflect a new generation. The

narrative is more lively and less textbook-like. Remarks and asides link the topics presented to the real world of students' experience. The chapter on complex numbers and the discussion of formal symbolic logic are gone in favor of more exercises, and a new introductory chapter on the nature of mathematics--one that motivates readers and sets the stage for the challenges that lie ahead. Students crossing the bridge from calculus to higher mathematics need and deserve all the help they can get. Sets, Functions, and Logic, Third Edition is an affordable little book that all of your transition-course students not only can afford, but will actually read...and enjoy...and learn from. About the Author Dr. Keith Devlin is Executive Director of Stanford University's Center for the Study of Language and Information and a Consulting Professor of Mathematics at Stanford. He has written 23 books, one interactive book on CD-ROM, and over 70 published research articles. He is a Fellow of the American Association for the Advancement of Science, a World Economic Forum Fellow, and a former member of the Mathematical Sciences Education Board of the National Academy of Sciences,. Dr. Devlin is also one of the world's leading popularizers of mathematics. Known as "The Math Guy" on NPR's Weekend Edition, he is a frequent contributor to other local and national radio and TV shows in the US and Britain, writes a monthly column for the Web journal MAA Online, and regularly writes on mathematics and computers for the British newspaper The Guardian.

Briefly traces the history of computers and microprocessors, and discusses basic logic gates, programmable logic devices, Boolean algebra, combinational logic, sequential logic, computer memory, and 8086 instruction sets

The third edition of Digital Logic Techniques provides a clear and comprehensive treatment of the representation of data, operations on data, combinational logic design, sequential logic, computer architecture, and practical digital circuits. A wealth of exercises and worked examples in each chapter give students valuable experience in applying the concepts and techniques discussed.Beginning with an objective comparison between analogue and digital representation of data, the author presents the Boolean algebra framework for digital electronics, develops combinational logic design from first principles, and presents cellular logic as an alternative structure more relevant than canonical forms to VLSI implementation. He then addresses sequential logic design and develops a strategy for designing finite state machines, giving students a solid foundation for more advanced studies in automata theory.The second half of the book focuses on the digital system as an entity. Here the author examines the implementation of logic systems in programmable hardware, outlines the specification of a system, explores arithmetic processors, and elucidates fault diagnosis. The final chapter examines the electrical properties of logic components, compares the different logic families, and highlights the problems that can arise in constructing practical hardware systems.

Multiple-Valued Logic Design: An Introduction explains the theory and applications of this increasingly important subject. Written in a clear and understandable style, the author develops the material in a skillful way. Without using a huge mathematical apparatus, he introduces the subject in a general form that includes the well-known binary logic as a special case. The book is further enhanced by more 200 explanatory diagrams and circuits, hardware and software applications with supporting PASCAL programming, and comprehensive exercises with even-numbered answers for every chapter. Requiring introductory knowledge in Boolean algebra, 2-valued logic, or 2-valued switching theory, Multiple-Valued Logic Design: An Introduction is an ideal book for courses not only in logic design, but also in switching theory, nonclassical logic, and computer arithmetic. Computer scientists, mathematicians, and electronic engineers can also use the book as a basis for research into multiple-valued logic design.

Description:The book is an attempt to make Digital Logic Design easy and simple to understand. The book covers various features of Logic Design using lots of examples and relevant diagrams. The complete text is reviewed for its correctness. This book is an outcome of sincere effort and hard work to bring concepts of Digital Logic Design close to the audience of this book.The salient features of the book:--Easy explanation of Digital System and Binary Numbers with lots of solved examples-Detailed covering of Boolean Algebra and Gate-Level Minimization with proper examples and diagrammatic -representation.-Detailed analysis of different Combinational Logic Circuits-Complete Synchronous sequential Logic understanding-Deep understanding of Memory and Programmable Logic-Detailed analysis of different Asynchronous Sequential LogicTable Of Contents:Unit 1 : Digital System and Binary Numbers;Part 1: Digital System and Binary NumbersPart 2 : Boolean Algebra and Gate Level MinimizationUnit 2 : Combinational LogicUnit 3: Sequential CircuitsUnit 4 : Memory, Programmable Logic and DesignUnit 5 : Asynchronous Sequential Logic

Fundamentals of Digital Logic With Verilog Design is intended for an introductory course in digital logic design. The main goals are (1) to teach students the fundamental concepts in classical manual digital design, and (2) illlustrate clearly the way in which digital circuits are designed today, using CAD tools. Use of CAD software is well integrated into the book. Some excellent CAD tools are available free of charge. For example, the Altera Corporation has its Quartus II CAD software, used for implementing designs in programmable logic devices such as FPGAs. The Web Edition of the Quartus II software can be downloaded from Altera's website and used free of charge, without the need to obtain a license. Previous editions of this book a set of tutorials for using Quartus II software was provided in the appendices. These tutorials can now be found on the Author's website. Another set of useful tutorials about Quartus II can be found on Altera's University Program website, which is located at www.altera.com/education/univ

Fundamentals of Digital Logic With VHDL Design teaches the basic design techniques for logic circuits. It emphasizes the synthesis of circuits and explains how circuits are implemented in real chips. Fundamental concepts are illustrated by using small examples, which are easy to understand. Then, a modular approach is used to show how larger circuits are designed. VHDL is used to demonstrate how the basic building blocks and larger systems are defined in a hardware description language, producing designs that can be implemented with modern CAD tools. The book emphasizes the concepts that should be covered in an introductory course on logic design, focusing on: Logic functions, gates, and rules of Boolean algebra Circuit synthesis and optimization techniques Number representation and arithmetic circuits

Combinational-circuit building blocks, such as multiplexers, decoders, encoders, and code converters Sequential-circuit building blocks, such as flip-flops, registers, and counters Design of synchronous sequential circuits Use of the basic building blocks in designing larger systems It also includes chapters that deal with important, but more advanced topics: Design of asynchronous sequential circuits Testing of logic circuits For students who have had no exposure to basic electronics, but are interested in learning a few key concepts, there is a chapter that presents the most basic aspects of electronic implementation of digital circuits. Major changes in the second edition of the book include new examples to clarify the presentation of fundamental concepts over 50 new examples of solved problems provided at the end of chapters NAND and NOR gates now introduced in Chapter 2 more complete discussion of techniques for minimization of logic functions in Chapter 4 (including the tabular method) a new chapter explaining the CAD flow for synthesis of logic circuits Altera's Quartus II CAD software provided on a CD-ROM three appendices that give tutorials on the use of Quartus II software

This text presents the formal concepts underlying Computer Science. It starts with a wide introduction to Logic with an emphasis on reasoning and proof, with chapters on Program Verification and Prolog. The treatment of computability with Automata and Formal Languages stands out in several ways: it emphasizes the algorithmic nature of the proofs and the reliance on simulations;it stresses the centrality of nondeterminism in generative models and the relationship to deterministic recognition models The style is appropriate for both undergraduate and graduate classes.

Fundamentals of Switching Theory and Logic Design discusses the basics of switching theory and logic design from a slightly alternative point of view and also presents links between switching theory and related areas of signal processing and system theory. Switching theory is a branch of applied mathematic providing mathematical foundations for logic design, which can be considered as a part of digital system design concerning realizations of systems whose inputs and outputs are described by logic functions.

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