
Digital Design With An Introduction To The Verilog

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Digital Design

With an Introduction to the Verilog HDL *Pearson Academic*

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.

Digital Design *Pearson Educación*

For sophomore courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. & Digital Design, fourth 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.

Digital Foundations

Intro to Media Design with the Adobe Creative Suite *Peachpit Press*

Fuses design fundamentals and software training into one cohesive book ! The only book to teach Bauhaus design principles alongside basic digital tools of Adobe's Creative Suite, including the recently released Adobe CS4 Addresses the growing trend of compressing design fundamentals and design software into the same course in universities and design trade schools. Lessons are timed to be used in 50-minute class sessions. Digital Foundations uses formal exercises of the Bauhaus to teach the Adobe Creative Suite. All students of digital design and production—whether learning in a classroom or on their own—need to understand the basic principles of design in order to implement them using current software. Far too often design is left out of books that teach software. Consequently, the design software training exercise is often a lost opportunity for visual learning. Digital Foundations reinvigorates software training by integrating Bauhaus design exercises into tutorials fusing design fundamentals and core Adobe Creative Suite methodologies. The result is a cohesive learning experience. Design topics and principles include: Composition; Symmetry and Asymmetry; Gestalt; Appropriation; The Bauhaus Basic Course Approach; Color Theory; The Grid; Scale, Hierarchy and Collage; Tonal Range; Elements of Motion. Digital Foundations is an AIGA Design Press book, published under Peachpit's New Riders imprint in partnership with AIGA, the professional association for design.

Digital Design, EBook, Global Edition *Pearson UK*

Digital Design, Global Edition.

Digital Logic

With an Introduction to Verilog and FPGA-Based Design *John Wiley & Sons*

Digital Logic with an Introduction to Verilog and FPGA-Based Design provides basic knowledge of field programmable gate array (FPGA) design and implementation using Verilog, a hardware description language (HDL) commonly used in the design and verification of digital circuits. Emphasizing fundamental principles, this student-friendly textbook is an ideal resource for introductory digital logic courses. Chapters offer clear explanations of key concepts and step-by-step procedures that illustrate the real-world application of FPGA-based design. Designed for beginning students familiar with DC circuits and the C programming language, the text begins by describing of basic terminologies and essential concepts of digital integrated circuits using transistors. Subsequent chapters cover device level and logic level design in detail, including combinational and sequential circuits used in the design of microcontrollers and microprocessors. Topics include Boolean algebra and functions, analysis and design of sequential circuits using logic gates, FPGA-based implementation using CAD software tools, and combinational logic design using various HDLs with focus on Verilog.

Introduction to Digital Systems Design *Springer*

This book has been designed for a first course on digital design for engineering and computer science students. It offers an extensive introduction on fundamental theories, from Boolean algebra and binary arithmetic to sequential networks and finite state machines, together with the essential tools to design and simulate systems composed of a controller and a datapath. The numerous worked examples and solved exercises allow a better understanding and more effective learning. All of the examples and exercises can be run on the Deeds software, freely available online on a webpage developed and maintained by the authors. Thanks to the learning-by-doing approach and the plentiful examples, no prior knowledge in electronics or programming is required. Moreover, the book can be adapted to different level of education, with different targets and depth, be used for self-study, and even independently from the simulator. The book draws on the authors' extensive experience in teaching and developing learning materials.

Digital Design (Verilog)

An Embedded Systems Approach Using Verilog *Elsevier*

Digital Design: An Embedded Systems Approach Using Verilog provides a foundation in digital design for students in computer engineering, electrical engineering and computer science courses. It takes an up-to-date and modern approach of presenting digital logic design as an activity in a larger systems design context. Rather than focus on aspects of digital design that have little relevance in a realistic design context, this book concentrates on modern and evolving knowledge and design skills. Hardware description language (HDL)-based design and verification is emphasized--Verilog examples are used extensively throughout. By treating digital logic as part of embedded systems design, this book provides an understanding of the hardware needed in the analysis and design of systems comprising both hardware and software components. Includes a Web site with links to vendor tools, labs and tutorials. Presents digital logic design as an activity in a larger systems design context. Features extensive use of Verilog examples to demonstrate HDL (hardware description language) usage at the abstract behavioural level and register transfer level, as well as for low-level verification and verification environments. Includes worked examples throughout to enhance the reader's understanding and retention of the material. Companion Web site includes links to tools for FPGA design from Synplicity, Mentor Graphics, and Xilinx, Verilog source code for all the examples in the book, lecture slides, laboratory projects, and solutions to exercises.

Digital Media Foundations

An Introduction for Artists and Designers *Routledge*

This book is a creative and practical introduction to the field of digital media for future designers, artists, and media professionals. It addresses the evolution of the field, its connections with traditional media, up-to-date developments, and possibilities for future directions. Logically organized and thoughtfully illustrated, it provides a welcoming guide to this emerging discipline. Describing each medium in detail, chapters trace their history, evolution, and potential applications. The book also explains important, relevant technologies—such as digitizing tablets, cloud storage,

and 3-D printers—as well as new and emerging media like augmented and virtual reality. With a focus on concepts and creative possibilities, the text's software-neutral exercises provide hands-on experiences with each of the media. The book also examines legal, ethical, and technical issues in digital media, explores career possibilities, and features profiles of pioneers and digital media professionals. Digital Media Foundations is an ideal resource for students, new professionals, and instructors involved in fields of graphic and visual arts, design, and the history of art and design.

Introduction to Logic Circuits & Logic Design with Verilog *Springer*

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 Digital Systems

Modeling, Synthesis, and Simulation Using VHDL *John Wiley & Sons*

A unique guide to using both modeling and simulation in digital systems design. Digital systems design requires rigorous modeling and simulation analysis that eliminates design risks and potential harm to users. Introduction to Digital Systems: Modeling, Synthesis, and Simulation Using VHDL introduces the application of modeling and synthesis in the effective design of digital systems and explains applicable analytical and computational methods. Through step-by-step explanations and numerous examples, the author equips readers with the tools needed to model, synthesize, and simulate digital principles using Very High Speed Integrated Circuit Hardware Description Language (VHDL) programming. Extensively classroom-tested to ensure a fluid presentation, this book provides a comprehensive overview of the topic by integrating theoretical principles, discrete mathematical models, computer simulations, and basic methods of analysis. Topical coverage includes: Digital systems modeling and simulation Integrated logic Boolean algebra and logic Logic function optimization Number systems Combinational logic VHDL design concepts Sequential and synchronous sequential logic Each chapter begins with learning objectives that outline key concepts that follow, and all discussions conclude with problem sets that allow readers to test their comprehension of the presented material. Throughout the book, VHDL sample codes are used to illustrate circuit design, providing guidance not only on how to learn and master VHDL programming, but also how to model and simulate digital circuits. Introduction to Digital Systems is an excellent book for courses in modeling and simulation, operations research, engineering, and computer

science at the upper-undergraduate and graduate levels. The book also serves as a valuable resource for researchers and practitioners in the fields of operations research, mathematical modeling, simulation, electrical engineering, and computer science.

Digital Design

Principles and Practices and Xilinx 4. 2i Student Package *Prentice Hall*

This book takes an authoritative introduction to basic principles of digital design and practical requirements in both board-level and VLSI systems. Digital Design covers the most widespread logic design practices while building a solid foundation of theoretical and engineering principles. This easy-to-follow book uses a practical writing style. Includes low voltage and LVCMOS/LVTTL. Coverage of Complex Programmable Logic Devices (CPLDs) and Field-Programmable Gate Arrays (FPGAs). Introduction of HDL-based digital design Covers VHDL as well as ABEL. Including simulation and synthesis.

Digital Design and Computer Architecture

ARM Edition *Morgan Kaufmann*

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.

Introduction to Logic Circuits & Logic Design with Verilog *Springer*

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.

The Essence of Digital Design *Pearson P T R*

Wilkinson provides a concise introduction to all the fundamental aspects of digital logic design, covering state diagrams, including those with transitional expressions, and programmable logic devices. He also looks at basic fault-testing.

Digital Design Essentials

100 Ways to Design Better Desktop, Web, and Mobile Interfaces *Design Essentials*

A comprehensive guide to UI design, providing key features and functional requirements, best practices and design guidelines, and components of the user experience of the application, illustrated with "live" case study examples.

Digital System Design with FPGA: Implementation Using Verilog and VHDL *McGraw Hill Professional*

Master FPGA digital system design and implementation with Verilog and VHDL This practical guide explores the development and deployment of FPGA-based digital systems using the two most popular hardware description languages, Verilog and VHDL. Written by a pair of digital circuit design experts, the book offers a solid grounding in FPGA principles, practices, and applications and provides an overview of more complex topics. Important concepts are demonstrated through real-world examples, ready-to-run code, and inexpensive start-to-finish projects for both the Basys and Arty boards. Digital System Design with FPGA: Implementation Using Verilog and VHDL covers:

- Field programmable gate array fundamentals
- Basys and Arty FPGA boards
- The Vivado design suite
- Verilog and VHDL
- Data types and operators
- Combinational circuits and circuit blocks
- Data storage elements and sequential circuits
- Soft-core microcontroller and digital interfacing
- Advanced FPGA applications
- The future of FPGA

Introduction to Digital Design Using Digilent FPGA Boards

Block Diagram / Verilog Examples

Introduction to Graphic Design

A Guide to Thinking, Process & Style *Bloomsbury Publishing*

For a great foundation as a graphic design student, look no further than Aaris Sherin's Introduction to Graphic Design. Sherin will introduce you to the formal structure of graphic design, so you can understand and utilise the main techniques of your chosen profession, and learn how they apply to print and screen-based projects. Whether you need to conceptualise a new poster, develop an exciting advertisement, structure an app or create eye-catching signage, chapters can be read in any order you choose, depending on which area you wish to concentrate. Whatever your approach, you'll be encouraged to use critical thinking, visual exploration and understand the special relationship graphic designers have to creative problem solving. There are also chapters devoted to imagery, color, and typography, using a thematic approach to creative problem-solving. With over 500 images showing examples from international designers, helpful diagrams, highlighted key terms and concepts, Design in Action case studies, exercises and chapter-by-chapter Dos and Don'ts, Introduction to Graphic Design will give newcomers to graphic design the confidence to give visual form to concepts and ideas.

Digital Design and Computer Architecture, RISC-V Edition *Morgan Kaufmann*

The newest addition to the Harris and Harris family of Digital Design and Computer Architecture books, this RISC-V Edition covers the fundamentals of digital logic design and reinforces logic concepts through the design of a RISC-V 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 a processor. By the end of this book, readers will be able to build their own RISC-V 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 a RISC-V 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 SparkFun's RED-V RedBoard 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 a RISC-V microprocessor Gives students a full understanding of the RISC-V instruction set architecture, enabling them to build a RISC-V processor and program the RISC-V processor in hardware simulation, software simulation, and in hardware Includes both SystemVerilog and VHDL designs of fundamental building blocks as well as of single-cycle, multicyle, and pipelined versions of the RISC-V architecture Features a companion website with a bonus chapter on I/O systems with practical examples that show how to use SparkFun's RED-V

RedBoard 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 See the companion EdX MOOCs ENGR85A and ENGR85B with video lectures and interactive problems

Advanced Digital Design with the Verilog HDL

This title builds on the student's background from a first course in logic design and focuses on developing, verifying, and synthesizing designs of digital circuits. The Verilog language is introduced in an integrated, but selective manner, only as needed to support design examples.

Advanced Engineering Mathematics *Jones & Bartlett Learning*

Accompanying CD-ROM contains ... "a chapter on engineering statistics and probability / by N. Bali, M. Goyal, and C. Watkins."--CD-ROM label.

Introduction to Digital Art

Innovative Jacquard Textile Design Using Digital Technologies *Elsevier*

Jacquard fabrics feature intricately woven designs. Through the use of digital technology, new design concepts, principles and methods for producing jacquard fabrics have been established, facilitating the creation of a range of novel effects. Innovative jacquard textile design using digital technologies is a unique guide to the fundamental design principles, techniques and applications resulting from this important development. Beginning with an introduction to jacquard textile design, the book goes on to give an overview of the development of jacquard fabrics and textile design methods. The principles and methods of digital jacquard textile design are considered, followed by a chapter on structural digital design. Subsequent chapters cover the digital design of colourless and colourful jacquard textiles, and the use of novel simulative effects, shot effects and double-face effects in jacquard textiles. A review of the applications of digitally designed jacquard textiles is then presented before the book concludes with a discussion of current issues and future trends in digital jacquard textile design. With its distinguished authors, Innovative jacquard textile design using digital technologies is an authoritative guide for all those looking to employ this exciting technology in their work, including designers and product developers in the textile, interior and apparel industries, and academics interested in this field. Provides a unique guide to the fundamental design principles, techniques and applications of jacquard textile design Covers structural digital design, digital design of colourless and colourful jacquard textiles, simulative effects, shot effects and double-face effects Includes a comprehensive discussion of current issues and future trends in digital jacquard textile design

Designing Embedded Hardware *"O'Reilly Media, Inc."*

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.

Introduction to Interactive Digital Media

Concept and Practice *Routledge*

This book offers a clearly written and engaging introduction to the basics of interactive digital media. As our reliance on and daily usage of websites, mobile apps, kiosks, games, VR/AR and devices that respond to our commands has increased, the need for practitioners who understand these technologies is growing. Author Julia Griffey provides a valuable guide to the fundamentals of this field, offering best practices and common pitfalls throughout. The book also notes opportunities within the field of interactive digital media for professionals with different types of skills, and interviews with experienced practitioners offer practical wisdom for readers. Additional features of this book include: An overview of the history, evolution and impact of interactive media; A spotlight on the development process and contributing team members; Analysis of the components of interactive digital media and their design function (graphics, animation, audio, video, typography, color); An introduction to coding languages for interactive media; and A guide to usability in interactive media. Introduction to Interactive Digital Media will help both students and professionals understand the varied creative, technical, and collaborative skills needed in this exciting and emerging field.

AN INTRODUCTION TO DIGITAL COMPUTER DESIGN *PHI Learning Pvt. Ltd.*

This highly acclaimed, well established, book now in its fifth edition, is intended for an introductory course in digital computer design for B.Sc. students of computer science, B.Tech. students of computer science and engineering, and BCA/MCA students of computer applications. A knowledge of programming in C or Java would be useful to give the student a proper perspective to appreciate the development of the subject. The first part of the book presents the basic tools and develops procedures suitable for the design of digital circuits and small digital systems. It equips students

with a firm understanding of logic principles before they study the intricacies of logic organization and architecture of computers in the second part. Besides discussing data representation, arithmetic operations, Boolean algebra and its application in designing combinatorial and sequential switching circuits, the book introduces the Algorithmic State Machines which are used to develop a hardware description language for the design of digital systems. The organization of a small hypothetical computer is described to illustrate how instruction sets are evolved. Real computers (namely, Pentium and MIPS machines) are described and compared with the hypothetical computer. After discussing the features of a CPU, I/O devices and I/O organization, cache and virtual memory, the book concludes with a new chapter on the use of parallelism to enhance the speed of computers. Besides, the fifth edition has new material in CMOS gates, MSI/ALU and Pentium5 architecture. The chapter on Cache and Virtual Memory has been rewritten.

Designing Distributed Systems

Patterns and Paradigms for Scalable, Reliable Services *"O'Reilly Media, Inc."*

In the race to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much innovation in a digital enterprise will increasingly happen at the edge, whether it involves business users (from marketers to data scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, social networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and serverless architectures Event-driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every audience in your organization.

An Introduction to Digital Computer Design *Prentice Hall*

Digital Circuit Analysis and Design with Simulink Modeling and Introduction to CPLDs and FPGAs *Orchard Publications*

This text includes the following chapters and appendices: Common Number Systems and Conversions Operations in Binary, Octal, and Hexadecimal Systems Sign Magnitude and Floating Point Arithmetic Binary Codes Fundamentals of Boolean Algebra Minterms and Maxterms

Combinational Logic Circuits Sequential Logic Circuits Memory Devices Advanced Arithmetic and Logic Operations Introduction to Field Programmable Devices Introduction to the ABEL Hardware Description Language Introduction to VHDL Introduction to Verilog Introduction to Boundary-Scan Architecture. Each chapter contains numerous practical applications. This is a design-oriented text.

The Death and Life of Great American Cities *Vintage*

Thirty years after its publication, *The Death and Life of Great American Cities* was described by *The New York Times* as "perhaps the most influential single work in the history of town planning....[It] can also be seen in a much larger context. It is first of all a work of literature; the descriptions of street life as a kind of ballet and the biting satiric account of traditional planning theory can still be read for pleasure even by those who long ago absorbed and appropriated the book's arguments." Jane Jacobs, an editor and writer on architecture in New York City in the early sixties, argued that urban diversity and vitality were being destroyed by powerful architects and city planners. Rigorous, sane, and delightfully epigrammatic, Jacobs's small masterpiece is a blueprint for the humanistic management of cities. It is sensible, knowledgeable, readable, indispensable. The author has written a new foreword for this Modern Library edition.

Design, When Everybody Designs

An Introduction to Design for Social Innovation *MIT Press*

The role of design, both expert and nonexpert, in the ongoing wave of social innovation toward sustainability. In a changing world everyone designs: each individual person and each collective subject, from enterprises to institutions, from communities to cities and regions, must define and enhance a life project. Sometimes these projects generate unprecedented solutions; sometimes they converge on common goals and realize larger transformations. As Ezio Manzini describes in this book, we are witnessing a wave of social innovations as these changes unfold—an expansive open co-design process in which new solutions are suggested and new meanings are created. Manzini distinguishes between diffuse design (performed by everybody) and expert design (performed by those who have been trained as designers) and describes how they interact. He maps what design experts can do to trigger and support meaningful social changes, focusing on emerging forms of collaboration. These range from community-supported agriculture in China to digital platforms for medical care in Canada; from interactive storytelling in India to collaborative housing in Milan. These cases illustrate how expert designers can support these collaborations—making their existence more probable, their practice easier, their diffusion and their convergence in larger projects more effective. Manzini draws the first comprehensive picture of design for social innovation: the most dynamic field of action for both expert and nonexpert designers in the coming decades.

Engineering Digital Design *Academic Press*

"Engineering Digital Design" provides the most extensive coverage of any available textbook in digital logic and design. Modern notation combines with a state-of-the-art treatment of the most important subjects in digital design to provide the student with the background needed to enter

industry or graduate study at a competitive level. Software programs, including a logic minimizer and a logic simulator, are provided on a CD-ROM and include detailed instructions for use.

Design Justice

Community-Led Practices to Build the Worlds We Need *MIT Press*

An exploration of how design might be led by marginalized communities, dismantle structural inequality, and advance collective liberation and ecological survival. What is the relationship between design, power, and social justice? "Design justice" is an approach to design that is led by marginalized communities and that aims explicitly to challenge, rather than reproduce, structural inequalities. It has emerged from a growing community of designers in various fields who work closely with social movements and community-based organizations around the world. This book explores the theory and practice of design justice, demonstrates how universalist design principles and practices erase certain groups of people—specifically, those who are intersectionally disadvantaged or multiply burdened under the matrix of domination (white supremacist heteropatriarchy, ableism, capitalism, and settler colonialism)—and invites readers to "build a better world, a world where many worlds fit; linked worlds of collective liberation and ecological sustainability." Along the way, the book documents a multitude of real-world community-led design practices, each grounded in a particular social movement. Design Justice goes beyond recent calls for design for good, user-centered design, and employment diversity in the technology and design professions; it connects design to larger struggles for collective liberation and ecological survival.

Schaum's Outline of Theory and Problems of Basic Circuit Analysis *McGraw-Hill Companies*

Confusing Textbooks? Missed Lectures? Not Enough Time? . . . Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. . . . This Schaum's Outline gives you. . . Practice problems with full explanations that reinforce knowledge. Coverage of the most up-to-date developments in your course field. In-depth review of practices and applications. . . . Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! . . . Schaum's Outlines-Problem Solved.. . .

Introduction to Asynchronous Circuit Design

This book is an introduction to the design of asynchronous circuits. It is an updated and significantly extended version of an eight-chapter tutorial that first appeared as Part I in the book "Principles of asynchronous circuit design -- A systems perspective" edited by Sparsø and Furber (2001); a book that has become a standard reference on the topic. The extensions include improved coverage of data-flow components, a new chapter on two-phase bundled-data circuits, a new chapter on metastability, arbitration, and synchronization, and a new chapter on performance analysis using

timed Petri nets. With these extensions, the text now provides a more complete coverage of the topic, and it is now made available as a stand-alone book. The book is a beginner's text and the amount of formal notation is deliberately kept at a minimum, using instead plain English and graphical illustrations to explain the underlying intuition and reasoning behind the concepts and methods covered. The book targets senior undergraduate and graduate students in Electrical and Computer Engineering and industrial designers with a background in conventional (clocked) digital design who wish to gain an understanding of asynchronous circuit design.

Introduction to Logic Circuits & Logic Design with VHDL *Springer*

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.

An Introduction to Digital Signal Processing *Elsevier*

An Introduction to Digital Signal Processing is written for those who need to understand and use digital signal processing and yet do not wish to wade through a multi-semester course sequence. Using only calculus-level mathematics, this book progresses rapidly through the fundamentals to advanced topics such as iterative least squares design of IIR filters, inverse filters, power spectral estimation, and multidimensional applications--all in one concise volume. This book emphasizes both the fundamental principles and their modern computer implementation. It presents and demonstrates how simple the actual computer code is for advanced modern algorithms used in DSP. Results of these programs, which the reader can readily duplicate and use on a PC, are presented in many actual computer drawn plots. Assumes no previous knowledge of signal processing but leads up to very advanced techniques combines exposition of fundamental principles with practical applications Includes problems with each chapter Presents in detail the appropriate computer algorithms for solving problems

The Digital Humanities Coursebook

An Introduction to Digital Methods for Research and Scholarship *Routledge*

The Digital Humanities Coursebook provides critical frameworks for the application of digital humanities tools and platforms, which have become an integral part of work across a wide range of disciplines. Written by an expert with twenty years of experience in this field, the book is focused on the principles and fundamental concepts for application, rather than on specific tools or platforms. Each chapter contains examples of projects, tools, or platforms that demonstrate these principles in action. The book is structured to complement courses on digital humanities and provides a series of modules, each of which is organized around a set of concerns and topics, thought experiments and questions, as well as specific discussions of the ways in which tools and platforms work. The book covers a wide range of topics and clearly details how to integrate the acquisition of expertise in data, metadata, classification, interface, visualization, network analysis, topic modeling, data mining, mapping, and web presentation with issues in intellectual property, sustainability, privacy, and the ethical use of information. Written in an accessible and engaging manner, The Digital Humanities Coursebook will be a useful guide for anyone teaching or studying a course in the areas of digital humanities, library and information science, English, or computer science. The book will provide a framework for direct engagement with digital humanities and, as such, should be of interest to others working across the humanities as well.

Introduction to Logic Synthesis using Verilog HDL *Morgan & Claypool Publishers*

Introduction to Logic Synthesis Using Verilog HDL explains how to write accurate Verilog descriptions of digital systems that can be synthesized into digital system netlists with desirable characteristics. The book contains numerous Verilog examples that begin with simple combinational networks and progress to synchronous sequential logic systems. Common pitfalls in the development of synthesizable Verilog HDL are also discussed along with methods for avoiding them. The target audience is anyone with a basic understanding of digital logic principles who wishes to learn how to model digital systems in the Verilog HDL in a manner that also allows for automatic synthesis. A wide range of readers, from hobbyists and undergraduate students to seasoned professionals, will find this a compelling and approachable work. The book provides concise coverage of the material and includes many examples, enabling readers to quickly generate high-quality synthesizable Verilog models.

Digital Design with Chisel

This book is an introduction into digital design with the focus on using the hardware construction language Chisel. Chisel brings advances from software engineering, such as object-orientated and functional languages, into digital design. This book addresses hardware designers and software engineers. Hardware designers, with knowledge of Verilog or VHDL, can upgrade their productivity with a modern language for their next ASIC or FPGA design. Software engineers, with knowledge of object-oriented and functional programming, can leverage their knowledge to program hardware, for example, FPGA accelerators executing in the cloud. The approach of this book is to present small to medium-sized typical hardware components to explore digital design with Chisel.