

# Course

## DR - Digital Computer

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### ^ General information

<b>Long name</b>	Digital Computer
<b>Approving CModule</b>	<a href="#">DR BaTIN</a>
<b>Responsible</b>	Prof. Dr. Lothar Thieling Professor Fakultät IME
<b>Level</b>	Bachelor
<b>Semester in the year</b>	winter semester
<b>Duration</b>	Semester
<b>Hours in self-study</b>	60
<b>ECTS</b>	5
<b>Professors</b>	NF Hartung
<b>Requirements</b>	none
<b>Language</b>	German
<b>Separate final exam</b>	Yes

## Final exam

### Details

The students should demonstrate the following competencies in a written exam: 1.) Safe handling of concepts and mechanisms. 2.) Analysis of given digital circuits. 3.) Design of digital systems (simple networks, counters, automata) in VHDL based on given textual specifications. 4.) Implementation of high-level language constructs in assembler or vice versa.

### Minimum standard

At least 50% of the total number of points

### Exam Type

The students should demonstrate the following competencies in a written exam: 1.) Safe handling of concepts and mechanisms. 2.) Analysis of given digital circuits. 3.) Design of digital systems (simple networks, counters, automata) in VHDL based on given textual specifications. 4.) Implementation of high-level language constructs in assembler or vice versa.

## ^ Lecture / Exercises

### Learning goals

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#### Knowledge

boolean algebra  
basic functions  
axioms and laws  
disjunctive normal form, minterms  
conjunctive normal form, maxterms  
systematic simplification

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boolean network  
logic gates, tri-state buffer  
description forms  
boolean equation  
table  
KV diagram  
schematic  
transformations between the forms of description  
analysis  
synthesis (including transfer from text to problem solution)  
don't-care conditions  
typical networks  
decoder  
multiplexer  
demultiplexer  
adder

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number representation in computer systems  
dual-code, hexadecimal-code, change of basis  
two's complement  
fixed point representation  
floating point representation  
ASCII-code

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feedback networks  
flip-flops and latches  
RS  
D  
asynchronous control  
clock state control  
edge triggered

registers

parallel read-write register

shift register

parallel-serial conversion

seria-parallell conversion

practice-oriented specifications

setup time

hold time

minimum puls width

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synchronous counters

the basic idea

construction using D flip-flops

analysis

synthesis

specification using VHDL

refer VHDL

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finite state machines

description of state machines using state transition diagrams (Moore)

design of state machines as a problem-solving

Implementation using VHDL

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state transition diagrams

modeling according to Moore

characteristics (determinism, completeness)

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VHDL

specification of boolean networks

structure of a VHDL program (entity, port, architecture, signals, in, out)

signals (type stdlogic: 1, 0, Tri-State, Don't-Care)

signal assignment (direct implementation of boolean functions)

conditional signal assignment (direct conversion of tables)

vectors of signals

integer data type and conversion from/to signal vectors

design entry VHDL

specification of counters and finite state machines

processes and sequential instructions (process, variable, if, case, event, type)

implementation of regular counter in VHDL

implementation of finite state machines in VHDL

hierarchical VHDL-desin

packages, components, portmaps, generics

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programmable logic devices

structure

the basic idea

technology

CPLD versus FPGA

design tool

scematic design entry

basic library (gates, in, ou, buffer, mux, decoder, flip-flops)

buses

hierarchical schematics

VHDL design entry

detail refer VHL

synthesis

simulation

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structure and mode of operation of a simple computer

structure of a Von Neumann computer (registers, arithmetic logic unit, control unit, memory, buses)

mode of operation (program execution based on register transfers)

concretization of mode of operation (a minimal simulated Von Neumann computer)

programming the minimal computer in assembler (simple loops, different addressing modes)

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design and operation of a dedicated CPU (eg IA32E-architecture)

architectural overview

mode of operation (program execution based on register transfers)

basics for programming in assembly language

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## Skills

specifying system behavior (derived from text documents)

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development of problem solutions that can be implemented with boolean networks

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interpretation and conversion of codes

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development of problem solutions that can be implemented with synchronous counters

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development of problem solutions that can be implemented with finite state machines

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explain the operation of a Von Neumann computer

## Expenditure classroom teaching

Type	Attendance (h/Wk.)
Lecture	2
Exercises (whole course)	1
Exercises (shared course)	1
Tutorial (voluntary)	0

## Separate exam

none

## ^ Practical training

### Learning goals

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#### Skills

development od digital systems

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explain the system behavior of a Von Neumann computer

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implement subsystems of a Von Neumann computer

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implementation of C-code sequences using assembler

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manage complex tasks as a small team

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develop problem solutions

### Expenditure classroom teaching

Type	Attendance (h/Wk.)
Practical training	1
Tutorial (voluntary)	0

### Separate exam

none