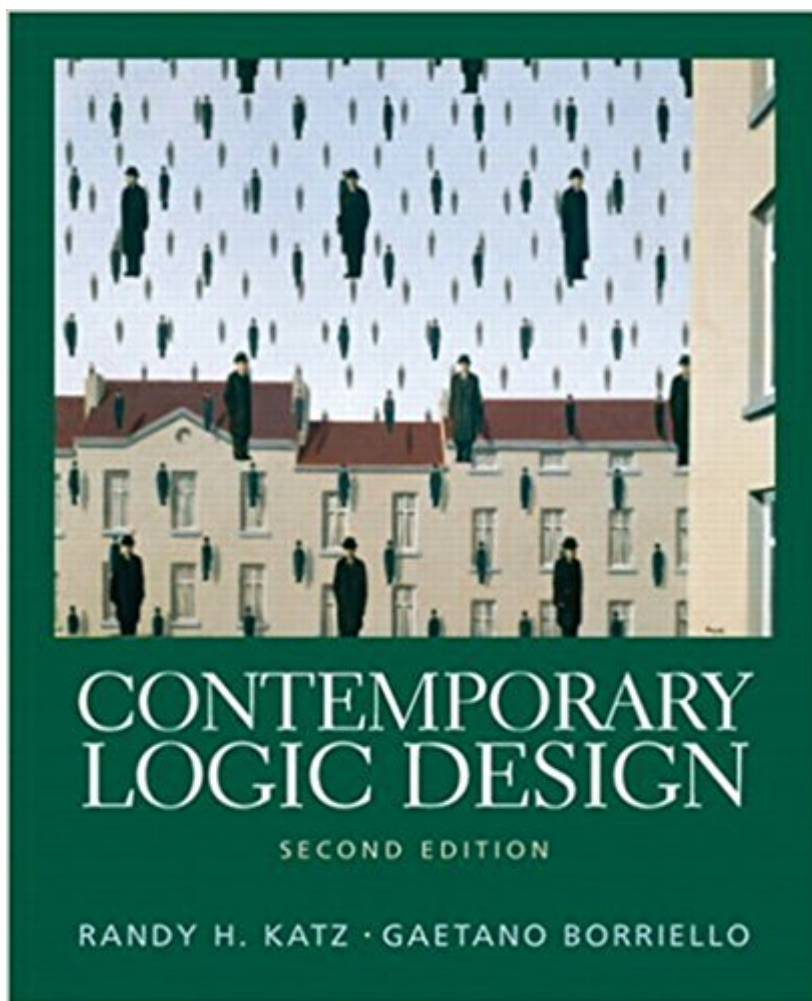


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# Contemporary Logic Design (2nd Edition)



## Synopsis

**BASIC APPROACH** In the past ten years there has been a revolution in the practice of hardware design. Professionals now rely on CAD software, rapid prototyping, and programmable logic devices to streamline the design process. Contemporary Logic Design is the first text to address these changes -- and to offer a truly modern introduction to logic design. Throughout, the author complements his presentation of logic design theory with discussions of current design technologies. Approximately 60% of the book presents new material; the remainder has been re-organized and partially re-written to correspond to the organizational changes.

## Book Information

Paperback: 608 pages

Publisher: Pearson; 2 edition (December 25, 2004)

Language: English

ISBN-10: 0201308576

ISBN-13: 978-0201308570

Product Dimensions: 7.7 x 1.2 x 9.2 inches

Shipping Weight: 2.7 pounds (View shipping rates and policies)

Average Customer Review: 2.8 out of 5 stars 21 customer reviews

Best Sellers Rank: #254,278 in Books (See Top 100 in Books) #11 in [Books > Engineering & Transportation > Engineering > Electrical & Electronics > Circuits > VLSI & ULSI](#) #20 in [Books > Engineering & Transportation > Engineering > Electrical & Electronics > Circuits > Logic](#) #65 in [Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Logic](#)

## Customer Reviews

In the decade since the first edition of this book was published, the technologies of digital design have continued to evolve. The evolution has run along two related tracks: the underlying physical technology and the software tools that facilitate the application of new devices. The trends identified in the first edition have continued and promise to continue to do so. Programmable logic is virtually the norm for digital designers and the art of digital design now requires the software skills to deal with hardware description languages. Hardware designers now spend the majority of their time dealing with software. Specifically, the tools needed to efficiently map digital designs onto the emerging programmable devices that are growing more sophisticated. They capture their design specifications in software with language appropriate for describing the parallelism of hardware; they

use software tools to simulate their designs and then to synthesize it into the implementation technology of choice. Design time is radically reduced, as market pressures require products to be introduced quickly at the right price and performance. Although the complexity of designs is necessitating ever more powerful abstractions, the fundamentals remain unchanged. The contemporary digital designer must have a much broader understanding of the discipline of computation, including both hardware and software. This broader perspective is present in this second edition.

Randy Katz received his undergraduate degree from Cornell University, and his M.S. and Ph.D. degrees from the University of California, Berkeley. He joined the faculty at Berkeley in 1983, where he is now the United Microelectronics Corporation Distinguished Professor in Electrical Engineering and Computer Science. He is a Fellow of the ACM and the IEEE, and a member of the National Academy of Engineering and the American Academy of Arts and Sciences. He has published over 230 refereed technical papers, book chapters, and books. He has won numerous awards, including 12 best paper awards, one "test of time" paper award, three best presentation awards, the Outstanding Alumni Award of the Computer Science Division, the CRA Outstanding Service Award, the Berkeley Distinguished Teaching Award, the Air Force Exceptional Civilian Service Decoration, The IEEE Reynolds Johnson Information Storage Award, the ASEE Frederic E. Terman Award, and the ACM Karl V. Karlstrom Outstanding Educator Award. With colleagues at Berkeley, he developed the terminology of and early prototypes for Redundant Arrays of Inexpensive Disks (RAID). While on leave for government service in 1993-1994, he established [whitehouse.gov](http://whitehouse.gov) and connected the White House to the Internet.

Gaetano Borriello is a Professor of Computer Science & Engineering at the University of Washington in Seattle. He received his undergraduate degree from the Polytechnic University, his M.S. degree from Stanford University, and his Ph.D. degree from the University of California, Berkeley. Prior to Berkeley he was a member of the research staff at Xerox's Palo Alto Research Center, where he was one of the designers of the first single-chip integrated Ethernet controller. He joined the faculty at UW in 1988 and received a Distinguished Teaching Award for his contributions in establishing the Computer Engineering undergraduate degree program. His research interests are in the design of ubiquitous computing technologies, the design of the embedded systems that connect the physical and virtual worlds, in the use of wireless sensors to infer human activities, and in creating applications that automatically adapt to their user's context. He is the founding director of Intel Research Seattle, a research laboratory focusing on new technologies and usage models for ubiquitous computing.

This book is thorough with the simple things, but it brings a surprising combination of sloppy examples, vague descriptions, and poor organization. That being said, anyone with a decent background in simple logic design should find this book helpful. You can learn the stuff, even if it isn't organized in the most useful way. Overall it is a decent book, and I would recommend it to people interested in low to mid range complexity logic design.

I had to purchase this book for a Digital Logic class i am taking. I am not very happy with the book since it does not cover concepts in detail (with examples in the text) instead it has questions at the end of the chapter but they do not offer the solutions in the book or online so it makes it difficult to know if you are understanding and getting the questions correct. It also jumps around in the chapters, no chapter is stand alone for a specific area.

Loved the book- all the way through. This was a required text at UC Berkeley College of Engineering for the 5 unit, upper division class I took there in my final semester of my senior year. Not only was the book helpful to support the lecture notes and problem sets, it was also very helpful while I was designing one of the biggest projects I've ever done. Clear, concise, well done Professor Katz!

I got this book for a Circuits course. The book is hard to get and incredibly convoluted in a large amount of BS. Hey -- here is an idea?!?! Here is a circuit.... here is how it works.... this is called that... When someone is learning new material, call the device the same thing you called it before. If you call it something else, make that transition clear. EE people can not write books for the life of them, even though they are smarter than God. Obviously EE and perhaps ECE guys would disagree with me, but that's because the book confirms what they already knew.

The product was as described. I was very happy with and would buy from this dealer again.

I received the book in reasonably good condition ... The delivery was prompt and i received the book within 2 weeks . I am looking forward to buying more books from the same vendor

This book was supposed to be Like New, but clearly isn't. I have had pages fallen out, the binding is loose, and has a torn cover. Bought this book twice. First time there a lot of pages TORN, and now

this beat up one.

The book starts of strong but soon dives into a deep convoluted mess. After the first 3 chapters it seems like you are simply overhearing a jargon-filled conversation of an Electrical Engineer incoherently talking to himself. I have no doubt Professor Katz is smart man, however, the incredible verbosity, vagueness, and imprecision of the writing lets this book down. I have had migraines more pleasant than this book. If you are learning on your own, buy this book as an aide, not as your main textbook.

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