

# Lesson 8

## *Digital Logic*

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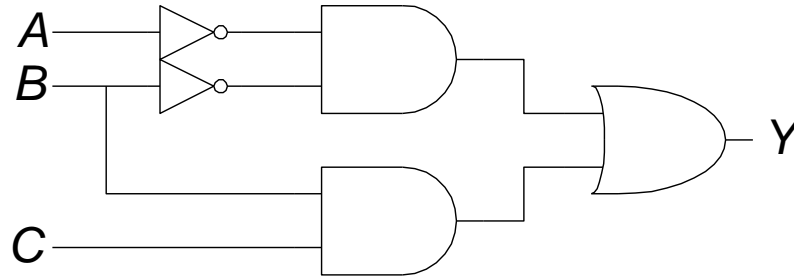
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# Glitches

- When a single input change causes an output to change multiple times

# Glitch Example

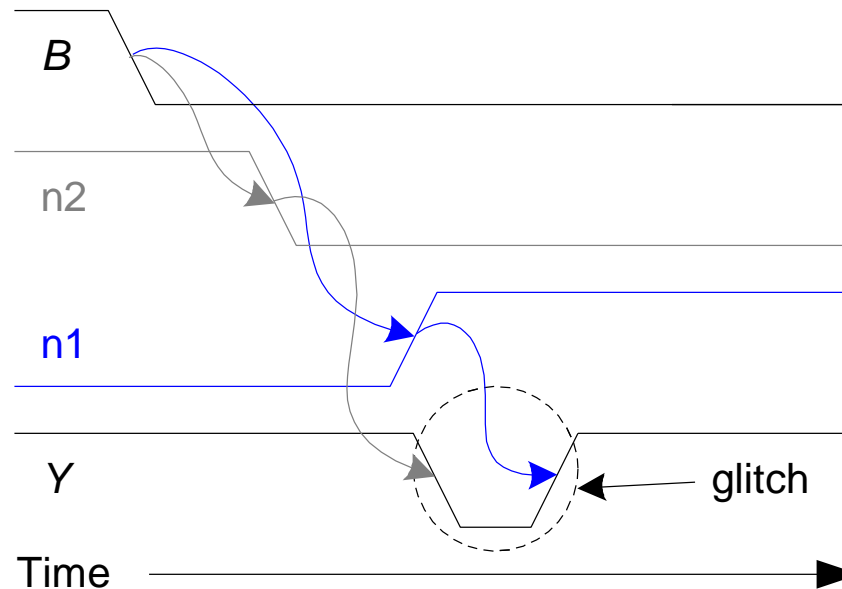
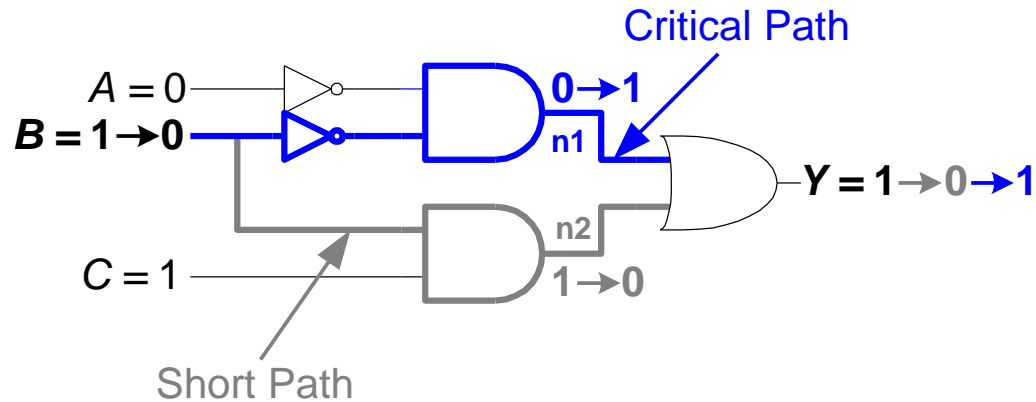
- What happens when  $A = 0$ ,  $C = 1$ ,  $B$  falls?



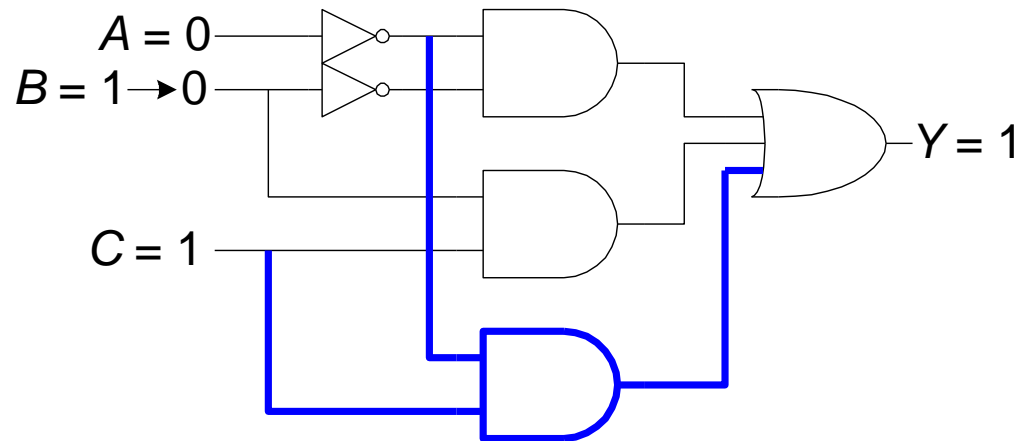
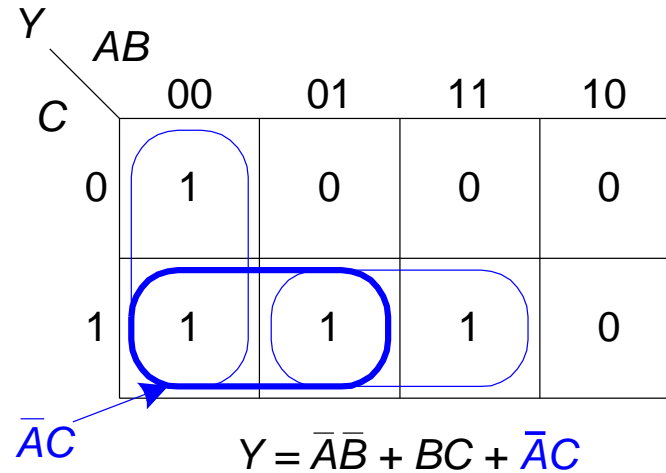
		AB			
		00	01	11	10
C	0	1	0	0	0
	1	1	1	1	0

$$Y = \bar{A}\bar{B} + BC$$

# Glitch Example (cont.)



# Fixing the Glitch



# Why Understand Glitches?

- Glitches don't cause problems because of **synchronous design** conventions (see Chapter 3)
- It's important to **recognize** a glitch: in simulations or on oscilloscope
- Can't get rid of all glitches – simultaneous transitions on multiple inputs can also cause glitches

