

EECS 2070 02 Fall 2021

Improper Coding Styles

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Lecture 08

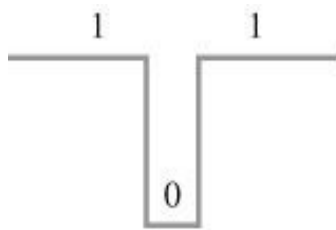
聲明

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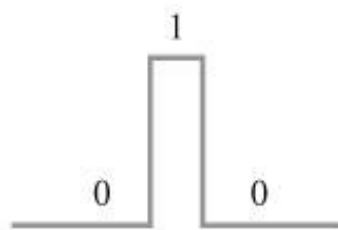
Hazards

Hazards (or Glitches)

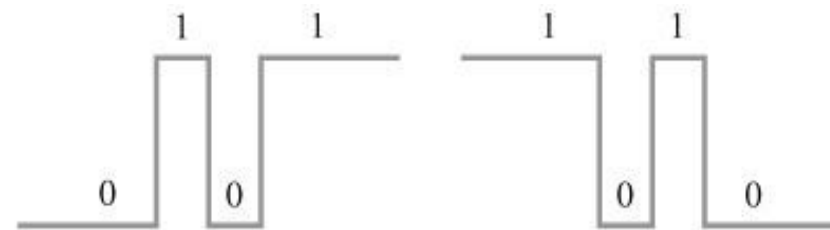
- ⦿ Unwanted switching transients appearing in the **output of a combinational circuit** while its inputs change
- ⦿ Types of hazards (assuming only a single input can change at a time and no other input will change until the circuit has stabilized)



(a) Static 1-hazard

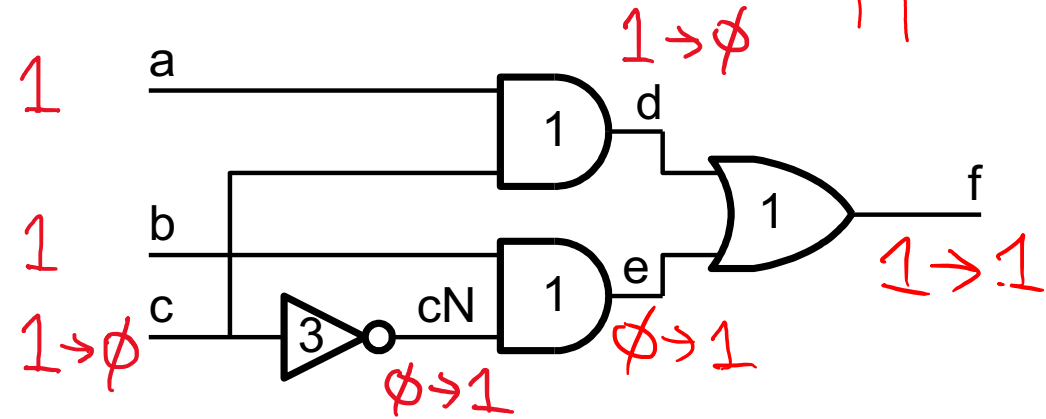
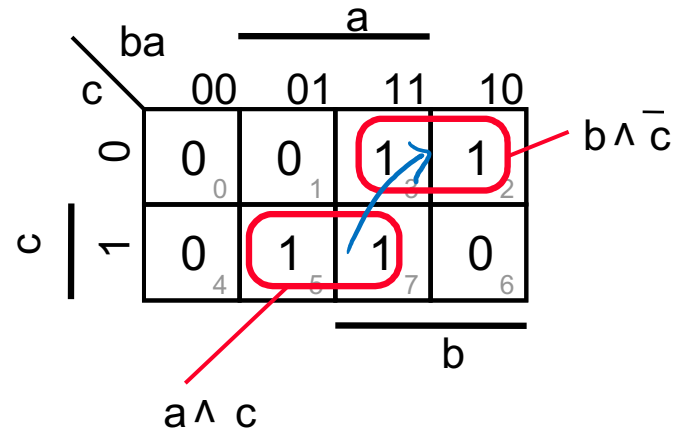


(b) Static 0-hazard

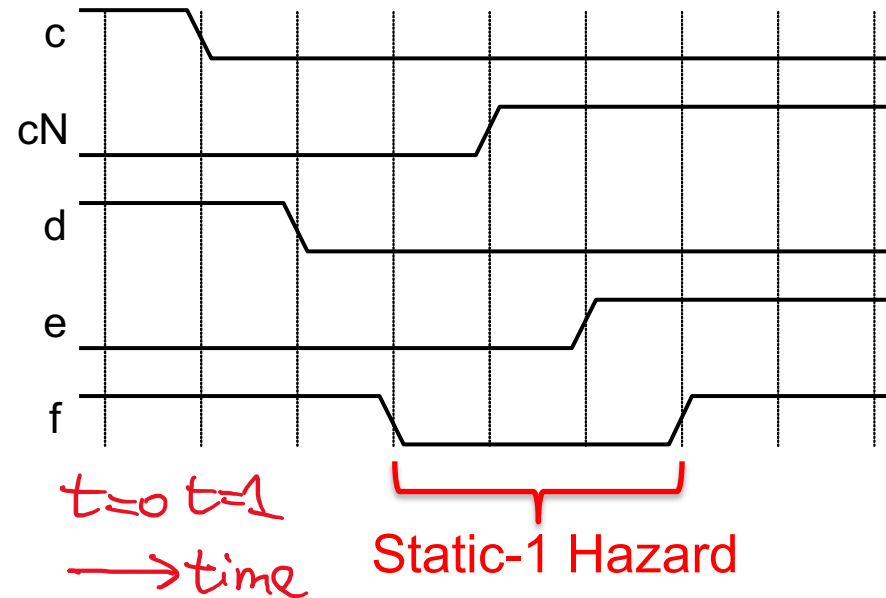


(c) Dynamic hazards

Hazards (cont)

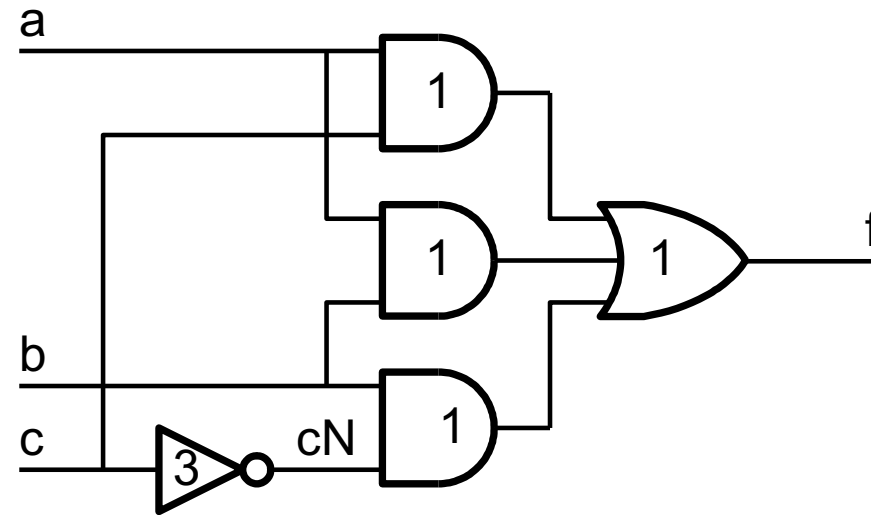
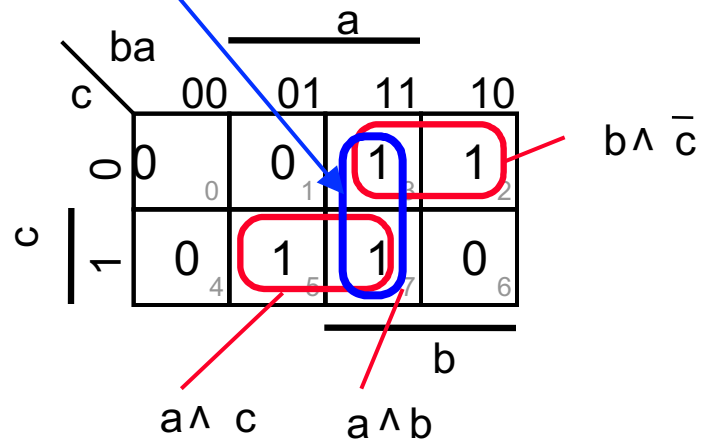


- Function output transits across two implicants
→ Possible hazards



Hazard Eliminating

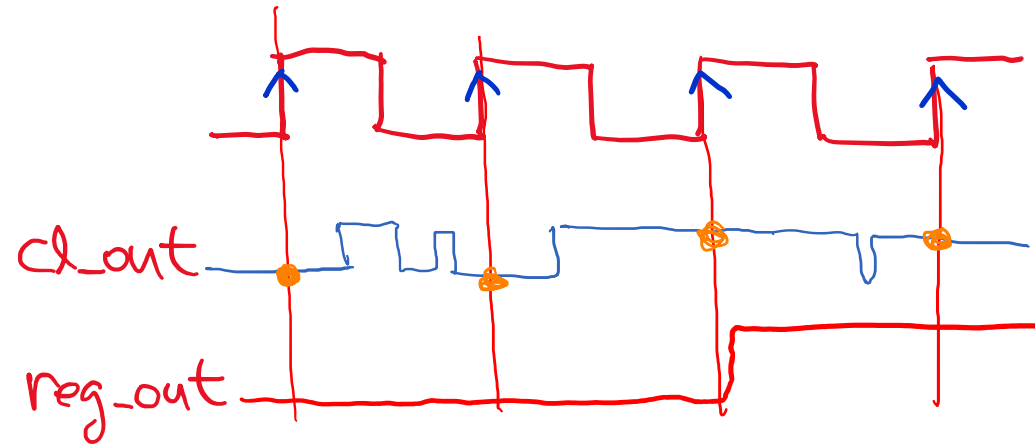
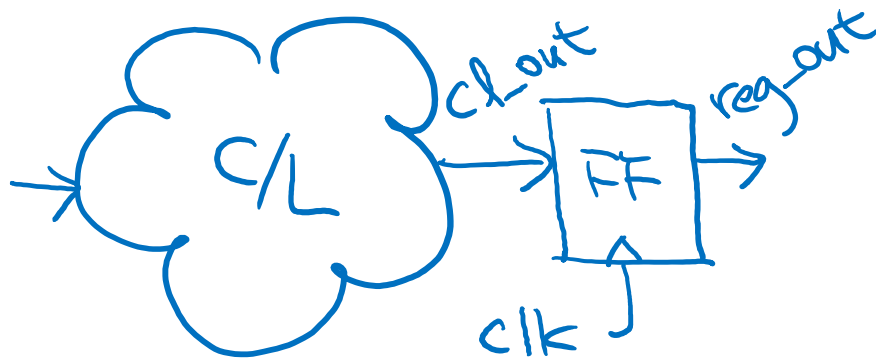
Covering transitions across implicants



Synchronous Design vs. Asynchronous Design

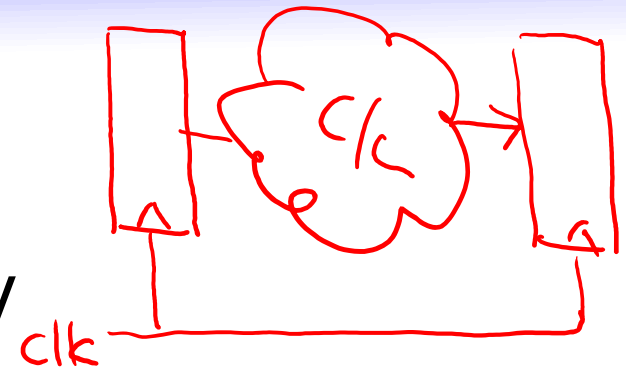
Synchronous Design

● Cycle-based



Asynchronous Sequential Circuit

- Asynchronous sequential circuit is hard to verify



```
always @(posedge en) begin
    ...
```



- We prefer **synchronous**, **single-clock** sequential blocks

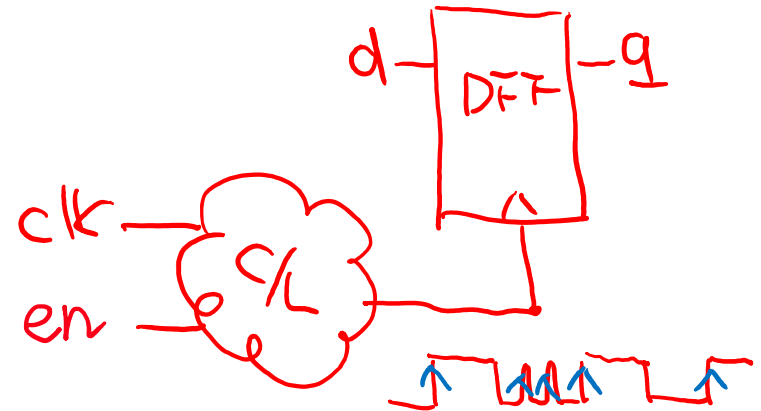
Gated Clock

- Introduces unexpected glitches to the clock signal
- Also makes the circuit asynchronous

```
always @(clk or en) begin  
    ...
```

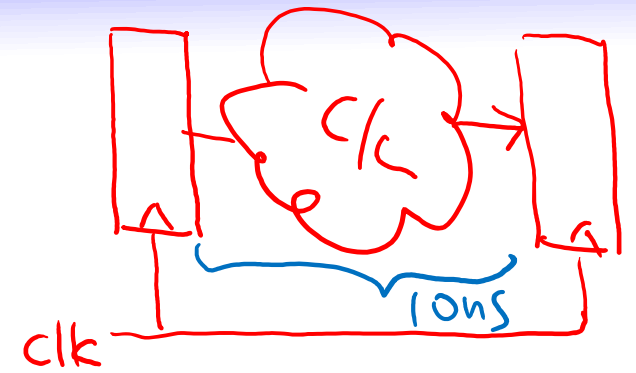
```
always @* begin  
    ...  
    condition = clk & en;
```

```
always @* begin  
    ...  
    if (clk == 1) ...
```

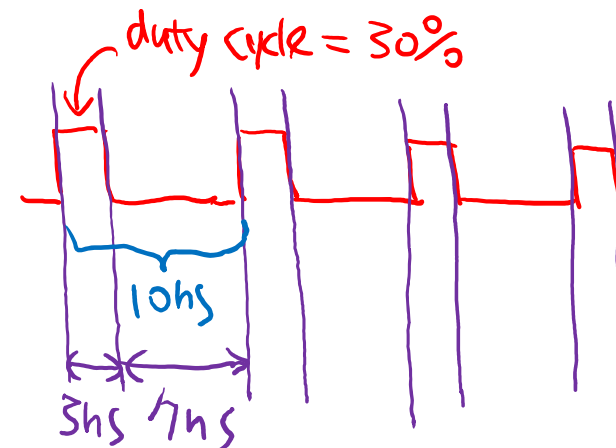
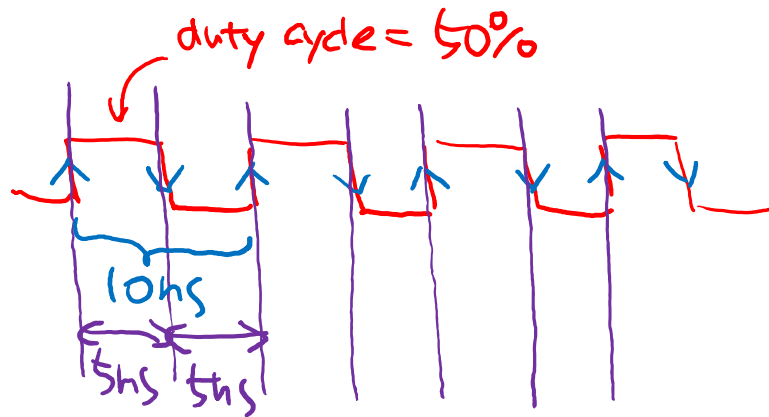


Dual Clock-edge Triggered

- Reduces the effective clock period
- Runs into trouble when the duty cycle of the clock isn't 50% as the ideal case



```
always @(posedge clk or negedge clk) begin  
    ...  
end
```



Mixed Edge and Level Triggered

- ⦿ Mixed edge-triggered and level-sensitive control in an always block

```
always @(addr or posedge clk) begin
```

```
...
```

- ◆ Syntax error for old Verilog simulator
- ◆ Acceptable now, but restricted to

```
always @(posedge clk or reset)
```

```
|||
```

```
always @(posedge clk or posedge reset)
```

X or Z for Outputs of Combinational Circuits

- ⦿ Incorrect connection of IO ports
 - ◆ Width mismatch
 - ◆ Floating input
 - ▣ Undefined reg-type signal: X
 - ▣ Unconnected wire-type signal: Z
- ⦿ Sometimes designers assign outputs as an X for invalid inputs on purpose
 - ◆ Not recommended for synthesizable design
 - ◆ X only exists in simulation, not in realistic world

```
case
    ...
    default: out = 1'bx;
endcase
```