

## Home Work 11. LATCH ELIMINATION

Latches are prone to glitches and we try not to use them in digital circuits.

Latches are basic storage elements. The fundamental difference between flip flops and latches is that the flip flops represents synchronous storage elements controlled by clock and sensitive to clock transition, while latches are asynchronous storage elements and sensitive to levels, not transitions.

We usually try to write modules without latches. However, sometimes we write modules that cannot be implemented without latches and synthesis tool adds latches on its own. Such latches is called inferred latches.

Type	ID	Message
⚠	18236	Number of processors has not been specified which may cause overloading on shared machines. Set
⚠	10270	Verilog HDL Case Statement warning at latches.v(12): incomplete case statement has no default ca
⚠	10240	Verilog HDL Always Construct warning at latches.v(12): inferring latch(es) for variable "flag",
⚠	10240	Verilog HDL Always Construct warning at latches.v(12): inferring latch(es) for variable "result"
⚠	18236	Number of processors has not been specified which may cause overloading on shared machines. Set

### INFERRED LATCHES ARE UNDESIRABLE!!!!

We have seen couple of modules for ALU, BCE, etc. with INFERRED LATCHES. Such modules ARE NOT WELCOME by the processor.

Task for Assignment 10 is to **review** your modules for Immediate Extension Unit, Arithmetic Logic Unit (ALU), Branch Condition Evaluation unit (BCE), Shifter, I Decoder (Lab 10), MEMORY, and **eliminate inferred latches**.

## HINTS

Common causes of inferred latches are the following:

- 1) Case statements without default case. We would have latch for flag and result.

```
always @(*) begin
  case(condition)
    4'd0: begin
      flag = 1'd0;
      result = 4'd0;
    end
    4'd1: begin
      flag = 1'd1;
      result = 4'd10;
    end
  endcase
end
```

- 2) IF-ELSE statements without else part. We would have latch for flag and result.

```
always @(*) begin
  if(condition == 4'd0) begin
    flag = 1'd0;
    result = 4'd0;
  end
  else if(condition == 4'd1) begin
    flag = 1'd1;
    result = 4'd1;
  end
end
```

- 3) Not Changing value of a signal in all cases or else if parts. We would have latch for flag because it is not updated in case 4'd1.

```
always @(*) begin
  case(condition)
    4'd0: begin
      flag = 1'd0;
      result = 4'd0;
    end
    4'd1: begin
      result = 4'd10;
    end
    default: begin
      flag = 1'd1;
      result = 4'd1;
    end
  endcase
end
```

We would have latch for result because it is not updated in the first if part.

```
always @(*) begin
  if(condition == 4'd0) begin
    flag = 1'd0;
  end
  else if(condition == 4'd1) begin
    flag = 1'd1;
    result = 4'd1;
  end
  else begin
    flag = 1'd1;
    result = 4'd1;
  end
end
```

