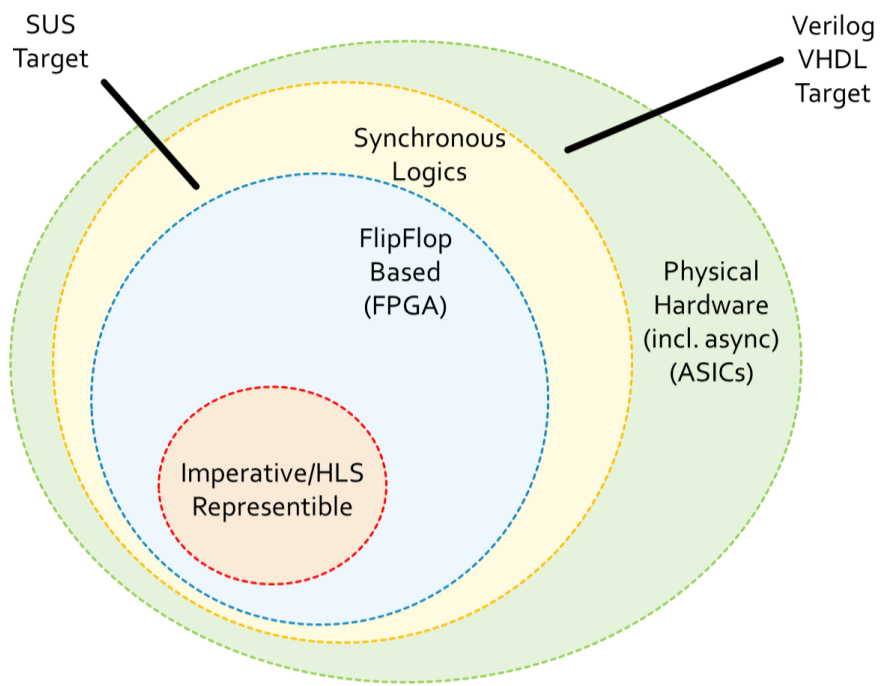


Safety-First Hardware Design

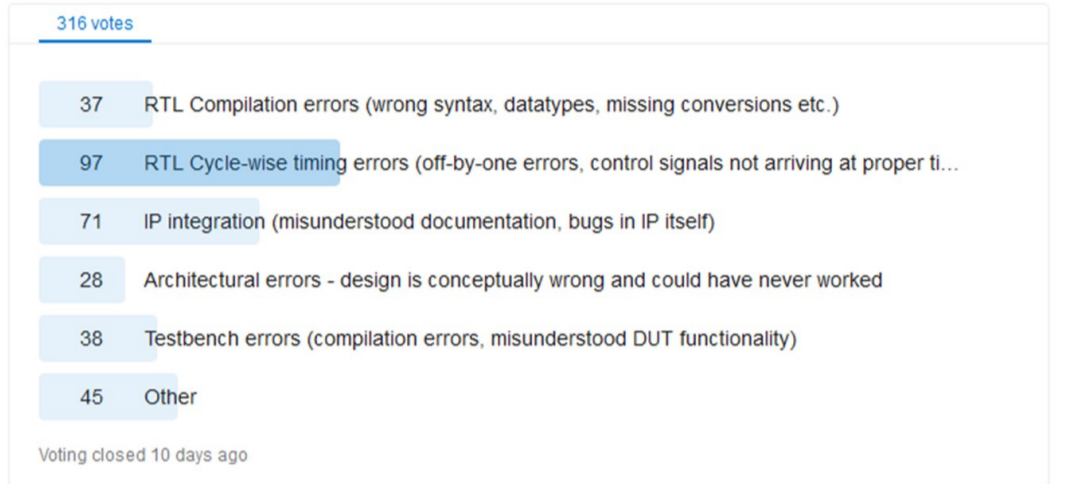
Fearless Hardware Design



Posted by u/lbishek 13 days ago

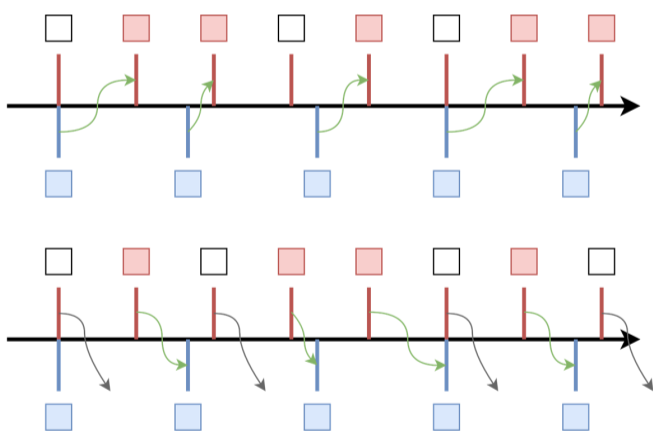
13 What bugs consume most of your time?

I know that there is quite a bit of overlap, but just to get some rough idea..



3 Levels of State

- Transient State (Pipeline registers)
- Intra-Stream State
- Inter-Stream State



Rhythms

- Dependency Injection
- Modules can have generator interface that can be instantiated multiple times
- Module is then actually instantiated with array of all generated instantiations
 - Main Memory Interface
 - Multi-Port BRAMs
 - Externally Injecting ECC Checks

Generators

- Dependency Injection
- Modules can have generator interface that can be instantiated multiple times.
- Module is then actually instantiated with array of all generated instantiations
 - Main Memory Interface
 - Multi-Port BRAMs
 - Externally Injecting ECC Checks

