

# UART BFM – Quick Reference

For general information see UVVM Essential Mechanisms located in `uvvm_vvc_framework/doc`.

**uart\_transmit** (data\_value, msg, clk, tx, [config, [scope, [msg\_id\_panel]]])

**Example:** `uart_transmit(x"AA", "Sending data to Peripheral 1", clk, tx);`

**Suggested usage:** `uart_transmit(C_ASCII_A, "Transmitting ASCII A to DUT");` -- Suggested usage requires local overload (see section 5)

**uart\_receive** (data\_value, msg, clk, rx, terminate\_loop, [config, [scope, [msg\_id\_panel, [proc\_name]]]])

**Example:** `uart_receive(v_data_out, "Receive from Peripheral 1", clk, rx, terminate_signal);`

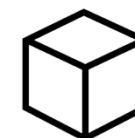
**Suggested usage:** `uart_receive(v_data_out, "Receive from Peripheral 1");` -- Suggested usage requires local overload (see section 5)

**uart\_expect** (data\_exp, max\_receptions, timeout, msg, clk, rx, terminate\_loop, [alert\_level, [config, [msg\_id\_panel, [scope]]]])

**Example:** `uart_expect(x"3B", 1, 0 ns, "Expecting data on UART RX", clk, rx, terminate_signal);`

**Suggested usage:** `uart_expect(C_CR_BYTE, C_TIMEOUT, C_MAX_RECEPTIONS, "Expecting carriage return");` -- Suggested usage requires local overload (see section 5)

**BFM**



`uart_bfm_pkg.vhd`

BFM Configuration record 't\_uart\_bfm\_config'

Record element	Type	C_UART_BFM_CONFIG_DEFAULT
bit_time	time	-1 ns
num_data_bits	natural	8
idle_state	std_logic	'1'
num_stop_bits	t_stop_bits	STOP_BITS_ONE
parity	t_parity	PARITY_ODD
timeout	time	0 ns
timeout_severity	t_alert_level	ERROR
received_data_to_log_before_expected_data	natural	10
id_for_bfm	t_msg_id	ID_BFM
id_for_bfm_wait	t_msg_id	ID_BFM_WAIT
id_for_bfm_poll	t_msg_id	ID_BFM_POLL
id_for_bfm_poll_summary	t_msg_id	ID_BFM_POLL_SUMMARY
error_injection	t_bfm_error_injection	C_ERROR_INJECTION_INACTIVE



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## BFM non-signal parameters

Name	Type	Example(s)	Description
data_value	std_logic_vector	x"D3"	The data value to be transmitted to the DUT
data_exp	std_logic_vector	x"0D"	The data value to expect when receiving the addressed register. A mismatch results in an alert 'alert_level'
max_receptions	natural	1	The maximum number of bytes received before the expected data must be received. Exceeding this limit results in an alert with severity 'alert_level'.
timeout	time	100 ns	The maximum time to pass before the expected data must be received. Exceeding this limit results in an alert with severity 'alert_level'.
alert_level	t_alert_level	ERROR or TB_WARNING	Set the severity for the alert that may be asserted by the method.
msg	string	"Receiving data"	A custom message to be appended in the log/alert.
scope	string	"UART BFM"	A string describing the scope from which the log/alert originates. In a simple single sequencer typically "UART BFM". In a verification component typically "UART_VVC".
msg_id_panel	t_msg_id_panel	shared_msg_id_panel	Optional msg_id_panel, controlling verbosity within a specified scope. Defaults to a common ID panel defined in the adaptations package.
config	t_uart_bfm_config	C_UART_BFM_CONFIG_DEFAULT	Configuration of BFM behaviour and restrictions. See section 2 for details.

## BFM signal parameters

Name	Type	Description
clk	std_logic	The clock signal used to receive and transmit data in/out of the UART BFM.
terminate_loop	std_logic	External control of loop termination to e.g. stop expect procedure prematurely
tx	std_logic	The UART BFM transmission signal. Must be connected to the UART DUT 'rx' port.
rx	std_logic	The UART BFM reception signal. Must be connected to the UART DUT 'tx' port.

Note: All signals are active high.

## BFM Error injection record (inside the BFM configuration record)

Field name	Type	Default value	Description
parity_bit_error	Boolean	False	Will invert the parity bit in a transmission if TRUE, and thus generate a parity error.
stop_bit_error	Boolean	False	Will invert the first stop bit in a transmission if TRUE. Note that the following UART frame may be misinterpreted if there is no Idle period or additional stop bits after the error injection. Hence a stop_bit_error may lead to multiple following UART frame errors.

Error injection in general is explained in 'UVVM Essential Mechanisms' located in `uvvm_vvc_framework/doc`.

Note: The `error_injection_config` in the VVC config will override any error injection specified in the BFM config when using VVCs.

# BFM details

## 1 BFM procedure details and examples

Procedure	Description
<b>uart_transmit()</b>	<p><b>uart_transmit (data_value, msg, clk, tx, [config, [scope, [msg_id_panel]]])</b></p> <p>The <code>uart_transmit()</code> procedure transmits the data in 'data_value' to the DUT, using the UART protocol. For protocol details, see the UART specification.</p> <ul style="list-style-type: none"> <li>- The start bit, stop bit, parity, number of stop bits and number of data bits per transmission is defined in the 'config' parameter.</li> <li>- The default value of scope is C_SCOPE ("UART BFM")</li> <li>- The default value of msg_id_panel is shared_msg_id_panel, defined in UVVM_Util.</li> <li>- The default value of config is C_UART_BFM_CONFIG_DEFAULT, see table on the first page.</li> <li>- A log message is written if ID_BFM ID is enabled for the specified message ID panel.</li> </ul> <p>Errors may be injected – depending on the error_injection_config sub-record within the bfm_config</p> <p>Examples:</p> <pre>uart_transmit(x"AA", "Transmitting data to peripheral 1", clk, tx); uart_transmit(x"AA", "Transmitting data to peripheral 1", clk, tx, C_UART_BFM_CONFIG_DEFAULT, C_SCOPE, shared_msg_id_panel);</pre> <p>Suggested usage (requires local overload, see section 5):</p> <pre>uart_transmit(C_ASCII_A, "Transmitting ASCII A to DUT");</pre>
<b>uart_receive()</b>	<p><b>uart_receive (data_value, msg, clk, rx, terminate_loop, [config, [scope, [msg_id_panel, [proc_name]]]])</b></p> <p>The <code>uart_receive()</code> procedure receives data from the DUT at the given address, using the UART protocol. For protocol details, see the UART specification. When called, the <code>uart_receive</code> procedure will wait for the start bit to be present on the rx line. The initial wait for the start bit will be terminated if one of the following occurs:</p> <ol style="list-style-type: none"> <li>1. The start bit is present on the rx line.</li> <li>2. The terminate_loop flag is set to '1'.</li> <li>3. The number of clock cycles waited for the start bit exceeds 'config.max_wait_cycles' clock cycles.</li> </ol> <p>Once all the bits have been received according to the UART specification, the parity and stop bit are checked. If correct, the read data is placed on the output 'data_value' and the procedure returns.</p> <ul style="list-style-type: none"> <li>- The default value of scope is C_SCOPE ("UART BFM")</li> <li>- The default value of msg_id_panel is shared_msg_id_panel, defined in UVVM_Util.</li> <li>- The default value of config is C_UART_BFM_CONFIG_DEFAULT, see table on the first page.</li> <li>- The default value of proc_name is "uart_receive". This argument is intended to be used internally, when procedure is called by <code>uart_expect()</code>.</li> <li>- A log message is written if ID_BFM ID is enabled for the specified message ID panel. This will only occur if the argument <code>proc_name</code> is left unchanged.</li> </ul> <p>The procedure reports an alert if:</p> <ul style="list-style-type: none"> <li>- timeout occurs, i.e. start bit does not occur within 'config.max_wait_cycles' clock cycles (alert level: 'config.max_wait_cycles_severity')</li> <li>- terminate_loop is set to '1' (alert level: WARNING)</li> <li>- expected stop_bit does not match received stop bit(s) (alert level: ERROR)</li> <li>- Calculated parity 'config.parity' does not match received parity (alert level: ERROR)</li> </ul> <p>Examples:</p> <pre>uart_receive(v_data_out, "Receive from Peripheral 1", clk, rx, terminate_signal); uart_receive(v_data_out, "Receive from Peripheral 1", clk, rx, terminate_signal, C_UART_BFM_CONFIG_DEFAULT, C_SCOPE, shared_msg_id_panel);</pre> <p>Suggested usage (requires local overload, see section 5):</p> <pre>uart_receive(v_data_out, "Receive from Peripheral 1");</pre>

## uart\_expect()

**uart\_expect (data\_exp, max\_receptions, timeout, msg, clk, rx, terminate\_loop, [alert\_level, [config, [msg\_id\_panel, [scope]]]])**

The `uart_expect()` procedure receives data from the DUT on the BFM rx line, using the receive procedure as described in the `uart_receive()` procedure. After receiving data from the UART rx line, the data is compared with the expected data, 'data\_exp'. If the received data does not match the expected data, another `uart_receive()` procedure will be initiated. This process will repeat until one of the following occurs:

1. The received data matches the expected data.
  2. A timeout occurs.
  3. The process has repeated 'max\_receptions' number of times.
  4. The 'terminate\_loop' signal is set to '1'.
- The default value of `alert_level` is ERROR
  - The default value of `scope` is C\_SCOPE ("UART BFM")
  - The default value of `msg_id_panel` is `shared_msg_id_panel`, defined in `UVVM_Util`.
  - The default value of `config` is `C_UART_BFM_CONFIG_DEFAULT`, see table on the first page.
  - A log message with ID `ID_BFM` is issued when the `uart_expect` procedure starts
  - If the data was received successfully, and the received data matches the expected data, a log message is written with ID `ID_BFM` (if this ID has been enabled).
  - If the received data did not match the expected data, an alert with severity 'alert\_level' will be reported.

This procedure reports an alert if:

- 'max\_receptions' and 'timeout' are set to 0, which will result in a possible infinite loop (alert\_level: ERROR)
- the expected data is not received within the time set in 'timeout' (alert\_level: 'alert\_level')
- the expected data is not received within the number of received packets set in 'max\_receptions' (alert\_level: 'alert\_level')
- 'terminate\_loop' is set to '1' (alert\_level: WARNING)

The procedure will also report alerts for the same conditions as the `uart_receive()` procedure.

Example:

```
uart_expect(x"3B",1, 0 ns, "Expect data on UART RX", clk, rx, terminate_signal);
```

Suggested usage (requires local overload, see section 5):

```
uart_expect(C_CR_BYTE, "Expecting carriage return");  
uart_expect(C_CR_BYTE, C_TIMEOUT, C_MAX_RECEPTIONS, "Expecting carriage return");
```

## 2 BFM Configuration record

Type name: `t_uart_bfm_config`

Record element	Type	C_UART_BFM_CONFIG_DEFAULT	Description
<code>bit_time</code>	<code>time</code>	<code>-1 ns</code>	The time it takes to transfer one bit. Will raise an error if not set.
<code>num_data_bits</code>	<code>natural</code>	<code>8</code>	Number of data bits to send per transmission
<code>idle_state</code>	<code>std_logic</code>	<code>'1'</code>	Bit value when line is idle
<code>num_stop_bits</code>	<code>t_stop_bits</code>	<code>STOP_BITS_ONE</code>	Number of stop-bits to use per transmission { <code>STOP_BITS_ONE</code> , <code>STOP_BITS_ONE_AND_HALF</code> , <code>STOP_BITS_TWO</code> }
<code>parity</code>	<code>t_parity</code>	<code>PARITY_ODD</code>	Transmission parity bit { <code>PARITY_NONE</code> , <code>PARITY_ODD</code> , <code>PARITY_EVEN</code> }
<code>timeout</code>	<code>time</code>	<code>0 ns</code>	The maximum time to wait for the UART start bit on the RX line before timeout
<code>timeout_severity</code>	<code>t_alert_level</code>	<code>error</code>	The above timeout will have this severity
<code>received_data_to_log_before_expected_data</code>	<code>natural</code>	<code>10</code>	Maximum number of bytes to save ahead of the expected data in the receive buffer. The bytes in the receive buffer will be logged.
<code>id_for_bfm</code>	<code>t_msg_id</code>	<code>ID_BFM</code>	The message ID used as a general message ID in the UART BFM
<code>id_for_bfm_wait</code>	<code>t_msg_id</code>	<code>ID_BFM_WAIT</code>	The message ID used for logging waits in the UART BFM
<code>id_for_bfm_poll</code>	<code>t_msg_id</code>	<code>ID_BFM_POLL</code>	The message ID used for logging polling in the UART BFM
<code>id_for_bfm_poll_summary</code>	<code>t_msg_id</code>	<code>ID_BFM_POLL_SUMMARY</code>	The message ID used for logging polling summary in the UART BFM
<code>error_injection</code>	<code>t_bfm_error_injection</code>	<code>C_ERROR_INJECTION_INACTIVE</code>	See error injection record on page 2. Error injection in general is explained in 'UVVM Essential Mechanisms' located in <code>uvvm_vvc_framework/doc</code> .

## 3 Additional Documentation

For additional documentation on the UART protocol, please see the UART specification.

## 4 Compilation

The UART BFM may only be compiled with VHDL 2008. It is dependent on the UVVM Utility Library (UVVM-Util), which is only compatible with VHDL 2008. See the separate UVVM-Util documentation for more info. After UVVM-Util has been compiled, the `uart_bfm_pkg.vhd` BFM can be compiled into any desired library. See UVVM Essential Mechanisms located in `uvvm_vvc_framework/doc` for information about compile scripts

### 4.1 Simulator compatibility and setup

See README.md for a list of supported simulators.

For required simulator setup see UVVM-Util Quick reference.

## 5 Local BFM overloads

A good approach for better readability and maintainability is to make simple, local overloads for the BFM procedures in the TB process. This allows calling the BFM procedures with the key parameters only

e.g.

```
uart_transmit(C_ASCII_A, "Transmitting ASCII A");
```

rather than

```
uart_transmit(C_ASCII_A, "Transmitting ASCII A", clk, tx, terminate_loop,  
              C_CLK_PERIOD, C_UART_BFM_CONFIG_DEFAULT, C_SCOPE, shared_msg_id_panel);
```

By defining the local overload as e.g.:

```
procedure uart_transmit(  
    constant data_value : in std_logic_vector;  
    constant msg        : in string) is  
begin  
    uart_transmit(data_value,                -- keep as is  
                  msg,                      -- keep as is  
                  clk,                      -- Signals must be visible in local process scope  
                  tx,                      -- Signals must be visible in local process scope  
                  C_UART_CONFIG_LOCAL,      -- Use locally defined configuration or C_UART_CONFIG_DEFAULT  
                  C_SCOPE,                 -- Just use the default  
                  shared_msg_id_panel);     -- Use global, shared msg_id_panel  
end;
```

Using a local overload like this also allows the following – if wanted:

- Have address value as natural – and convert in the overload
- Set up defaults for constants. May be different for two overloads of the same BFM
- Apply dedicated message ID panel to allow dedicated verbosity control

### IMPORTANT

This is a simplified Bus Functional Model for UART TX and RX.

The given BFM complies with the basic UART protocol and thus allows a normal access towards a UART interface. This BFM is not a UART protocol checker.

For a more advanced BFM please contact Bitvis AS at [support@bitvis.no](mailto:support@bitvis.no)