Experiment 2

Combinational Circuit Simulation

In this lab, we are going to simulate a simple combinational circuit (Fig. 2.1) using QuestaSim and Xcelium as our simulators.

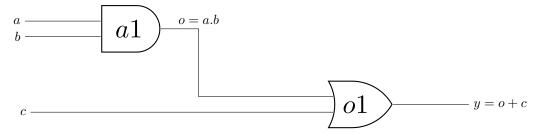


Fig. 2.1: Simple logic circuit implementing y = a.b + c

Codes

Make a folder containing System Verilog RTL (Listing 2) and test bench files (Listing 3). Use code editor to write the codes provided.

- 1. Remember to keep the file name and module name same.
- 2. Simulation depends upon how time is defined as the simulator needs to know how to interpret the delay provided as #number. The 'timescale directive specifies the timescale and precision for the modules.

```
`timescale <time_unit>/<time_percision>
`timescale 1ns/10ps
// time unit = 1 ns, time precision = 10 ps
```

Listing 1: Timescale

Time unit and time precision can be thought of like the scale along axis in graphs where 1 big square = time_unit and 1 small square = time_precision.

It can either be skipped and the simulator will refer to its default or should be added as the first line of both RTL and testbench codes.

Listing 2: System Verilog Code.

```
module lab2_tb;
logic a1;
logic b1;
logic c1;
logic y1;
localparam period = 10;
lab2 UUT(
.a(a1),
.b(b1),
.c(c1),
.y(y1)
);
initial //initial block executes only once
begin
        // Provide different combinations of the inputs to check validity of code
        a1 = 0; b1 = 0; c1 = 0;
        #period;
        a1 = 0; b1 = 0; c1 = 1;
        #period;
        a1 = 0; b1 = 1; c1 = 0;
        #period;
        a1 = 0; b1 = 1; c1 = 1;
        #period;
        a1 = 1; b1 = 0; c1 = 0;
        #period;
        a1 = 1; b1 = 0; c1 = 1;
        #period;
        a1 = 1; b1 = 1; c1 = 0;
        #period;
        a1 = 1; b1 = 1; c1 = 1;
        #period;
        $stop;
end
initial
begin
        /*the following system task will print out the signal values
        every time they change on the Transcript Window */
        $monitor("y=%b, a=%b, b=%b, c=%b", y,a,b,c);
end
endmodule
```

Listing 3: Test bench simulation Code

Overview of QuestaSim

Following steps are used to create a project in QuestaSim.

1. Click on File then select New and then Project. (Fig. 2.2).

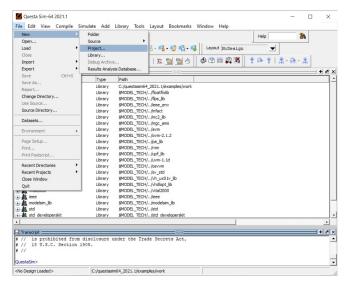


Fig. 2.2: Creating a new project.

2. When prompted, enter the project name and browse the *Project Location* to the folder containing RTL code and the test bench code. Then click on OK (Fig. 2.3).

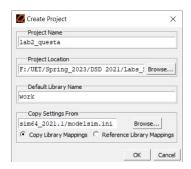


Fig. 2.3: Create Project window.

3. A new window will open (Fig. 2.4) select Add Existing File.

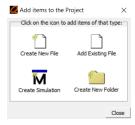


Fig. 2.4: Add items to the Project window.

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4. Next click on *Browse* (Fig. 2.5) and select the System Verilog RTL and test bench code file (Fig. 2.6), click *Open* and then click *OK*.

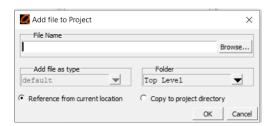


Fig. 2.5: Add File to the Project window.

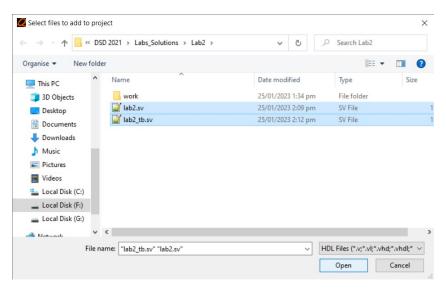


Fig. 2.6: Adding RTL and test bench files to project.

5. The two files will be added to QuestaSim project (Fig. 2.7).

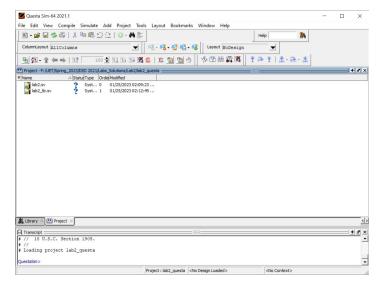


Fig. 2.7: QuestaSim project created.

6. Click on *compile all* (Fig. 2.8). If there are no errors the transcript will show no errors (Fig. 2.9). Otherwise the Transcript window will show the number of errors, and can be viewed by clicking on the line in the transcript which provides information about the number of errors, written in red.

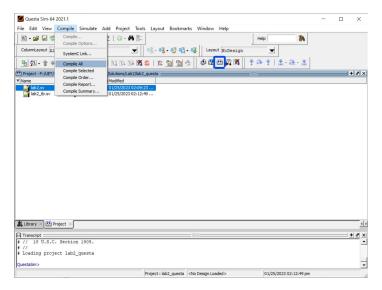


Fig. 2.8: Compiling on QuestaSim.

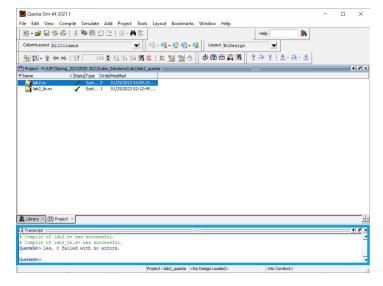


Fig. 2.9: QuestaSim project created.

7. Then go to *Library* tab. Expand the *work* tab and click the test bench file (in our case lab2_tb). And select *Simulate*. (Fig. 2.10).

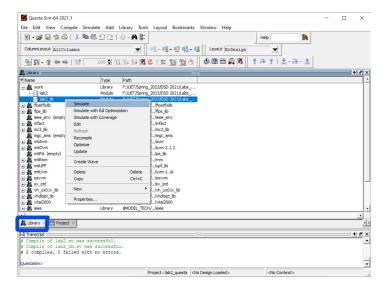


Fig. 2.10: Start Simulation.

- 8. QuestaSim will load the simulation on the window.
- 9. Check if the *Objects* dark blue box is appearing in the window. If this box does not appear click on *View* and select *Objects*. Select any of the objects that were inputs and outputs of the code written and then click on *Add to* then select *Wave* and select *Signals in Region*. (Fig. 2.11).

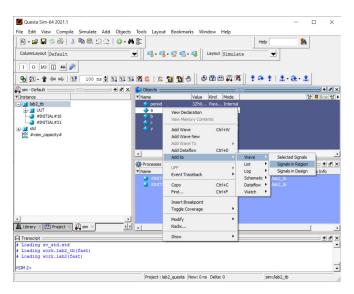


Fig. 2.11: Adding waves to the Signals in Objects box (dark blue box) in the upper right corner.

10. The Wave window will appear. Select the run length (80 ns) as shown below.



Fig. 2.12: Selecting Run Length (80ns).

11. Click on *Run*. The simulation waveform will appear on the screen. Go to the *View* tab, click *Zoom* and select *Zoom Full* (Fig. 2.13) to view the output of y for all the various inputs (Fig. 2.14).

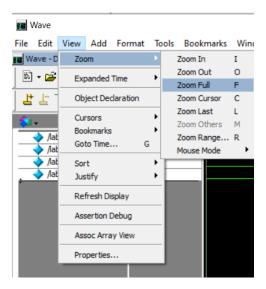


Fig. 2.13: Zoom to view entire waveform.

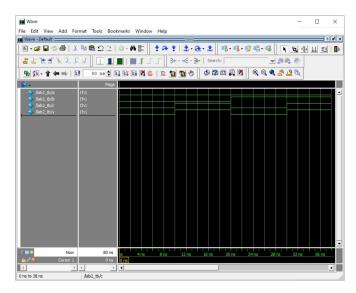


Fig. 2.14: Output wave-forms of the logic circuit.

Overview of Xcelium

1. For running simulation on Xcelium, Open the Linux Terminal and enter the following command:

The result will be displayed on the terminal.

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```
root@computer1:~/Desktop
 File Edit View Search Terminal Help
          Loading native compiled code:
          Design hierarchy summary:
                                          Instances
                                                        Unique
                    Modules:
                    Registers:
                                                               3
                    Scalar wires:
Initial blocks:
Cont. assignments:
                                                               1
                    Pseudo assignments:
         Simulation timescale: 10ps
Writing initial simulation snapshot: worklib.lab1_tb:v
Loading snapshot worklib.lab1_tb:v ........
xcelium> source /mnt/Cadence/Xcelium/tools/xcelium/files/xmsimrc
xcelium> run
y=0,a=0,b=0,c=0
y=1,a=0,b=0,c=1
y=0,a=0,b=1,c=0
y=1,a=0,b=1,c=1
y=0,a=1,b=0,c=0
y=1,a=1,b=0,c=1
y=1,a=1,b=1,c=0
y=1,a=1,b=1,c=1
xmsim: *W,RNQUIE: Simulation is complete.
xcelium> exit
```

Fig. 2.15: Simulation Results displayed on the terminal

2. For viewing the waveforms, enter the following command:

```
xrun filename.sv testbench.sv -access +rwc -gui
```

For this lab,

```
xrun lab2.v lab2_tb.v -access +rwc -gui
```

SimVision GUI will open.

- 3. Click on the module name and select Add to Waveform Window.
- 4. Click run to view the simulation results.



Fig. 2.16: Simulation Waveforms on SimVision

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Tasks

1. Implement the circuit shown in Fig. 2.17 on QuestaSim and verify it's truth table.

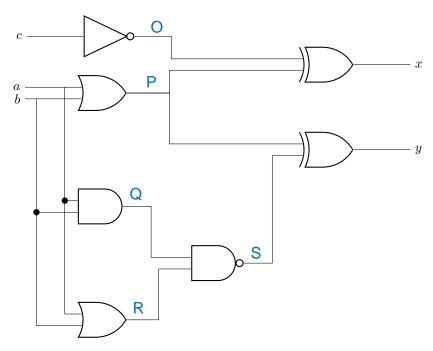


Fig. 2.17: Circuit to be implemented.

2. RTL and testbench codes of a full adder circuit are provided in Listings 4 and 5. Compile and simulate these in Questasim and correct the errors. The Equations for Sum and Carry are:

$$Sum = (A \otimes B) \otimes C$$
$$Carry = A.B + C(A \otimes B)$$

```
module full_adder(
           input logic a,
2
           input logic b,
3
           input logic c;
4
           output logic sum,
5
           output logic carry
6
           );
           assign sum = (a \hat{b}) \hat{c}
           assign carry = (a \& b) | (c(a \hat{b}));
10
11
           endmodule
12
```

Listing 4: System Verilog Code.

```
module full_adder_tb();
1
       logic a1;
2
       logic b1;
3
       logic c1;
4
       logic sum1;
5
       logic carry1;
6
7
       full_adder (
        .a(a1),
9
        .b(b1),
10
        .c(c1),
11
        .sum(sum1),
12
        .carry(carry1)
13
       );
14
15
       initial
16
       begin
17
       // Provide different combinations of the inputs to check validity of code
18
       a = 0; b = 0; c = 0;
19
       #10;
20
       a1 = 0; b1 = 0; c = 1;
21
       #10;
22
       a1 = 0; b1 = 1; c1 = 0;
23
24
       a1 = 0; b = 1; c1 = 1;
25
26
       a1 = 1; b1 = 0; c1 = 0;
27
28
       a1 = 1; b1 = 0; c1 = 1;
       #10;
30
       a = 1; b1 = 1; c1 = 0;
31
32
       a1 = 1; b1 = 1; c1 = 1;
33
       #10;
34
       $stop;
35
36
37
       endmodule
38
```

Listing 5: System Verilog Code.

Deliverables

- 1. A report including:
 - (a) Truthtable of the circuit shown in Fig. 2.17.
 - (b) Errors found in the codes (Listing 4 and 5).
 - (c) Corrected codes.
- 2. System Verilog code of the given circuit in Fig. 2.17 using structural coding (using primitives such as AND, OR, etc., gates).
- 3. Testbench code of the same.
- 4. Perform the simulation of the circuit Task1 and Task2 on QuestaSim. And show the results of that simulation to the Instructor.

The collaboration between students is encouraged, but blind code sharing/copying is not allowed. If you are unable to explain anything in your code, it will be assumed you have copied it. So make sure you know every thing you have written in your code. We are least concerned about how you have learnt something as long as you have learnt it well. Copied assignments will get ZERO marks.

Acknowledgments

The manual has been written by Mr. Ali Imran and Ms. Shehzeen Malik.