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Simulation types in ISE simulator

- Xilinx ISE Simulator features four different simulation types
 - Behavioral simulation
 - Post-Translate simulation
 - Post-Map simulation
 - Post-Route simulation

No delays are considered

At each simulation more and more details about delays in logic components and routes are added

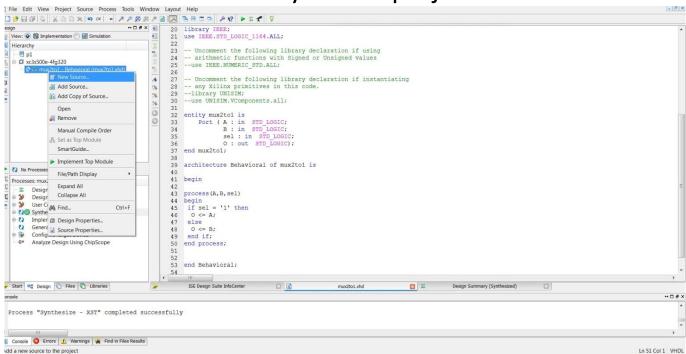
Representative delay values of the implemention

■ We will focus on the *behavioral* simulation that will verify the functional algorithm of the VHDL code



How to create a simulation test-bench

- □ Test-bench files need to be created to simulate the behavior of an entity: its architecture
- A VHDL test-bench is code that is only used for simulation purposes
- How to add a test-bench to your ISE project

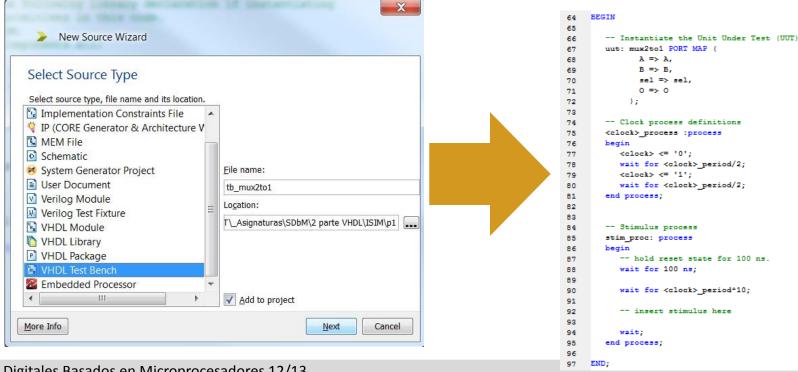




How to create a simulation test-bench

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How to add a test-bench to your ISE project





- Example: simulation of a comparator
- The VHDL code of the comparator is

```
-- 2 words comparator
LIBRARY IEEE;
USE IEEE.STD LOGIC 1164.ALL;
ENTITY comparator IS
  PORT ( A: IN std logic vector(7 DOWNTO 0);
         B: IN std logic vector(7 DOWNTO 0);
         enable: IN std logic;
         AlessB: OUT std_logic;
AequalB: OUT std_logic;
         AgreaterB: OUT std logic);
END comparator;
ARCHITECTURE Behavioral OF comparator IS
BEGIN
PROCESS (A, B, enable)
BEGIN
  IF (enable = '0') THEN
    AlessB<='0'; AegualB<= '0'; AgreaterB <= '0';
  ELSE
    IF ( A < B ) THEN --A less than B
      AlessB <= '1';
```

```
ELSE
      AlessB <= '0';
    END IF:
    IF (A > B) THEN --A greater than B
      AgreaterB <= '1';
    ELSE
      AgreaterB <= '0';
    END IF:
    IF ( A = B ) THEN --A equals B
      AequalB <= '1';
    ELSE
      AegualB <= '0';
    END IF;
  END IF:
END PROCESS:
END Behavioral;
```



- □ The ISE wizard of the VHDL test-bench module generates code ready to "fill in the gaps", including clock, **input** and **output ports** of the **unit under test** (uut)
- Note that for the simulation of combinational components the lines dedicated to the clock must be removed
- Set initial values for the input ports

```
--Inputs
-- Here initial values for signals can be given. By default 0

signal A: std_logic_vector(7 downto 0) := (others => '0');
signal B: std_logic_vector(7 downto 0) := (others => '0');
--signal enable: std_logic := '0';
signal enable: std_logic := '1'; -- I change the initial value of enable
```



- Test-bench wizard generates two processes
 - One for the clock, not applicable for combinational systems
 - One for the rest of inputs

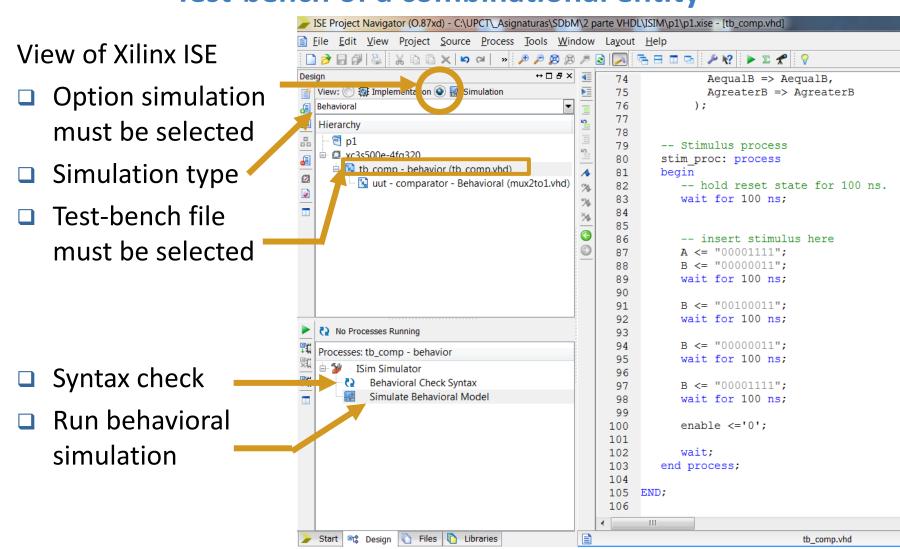
```
-- Stimulus process
  stim proc: process
  begin
     -- hold reset state for 100 ns.
     wait for 100 ns;
     -- insert stimulus here
     wait; -- wait forever
  end process;
```



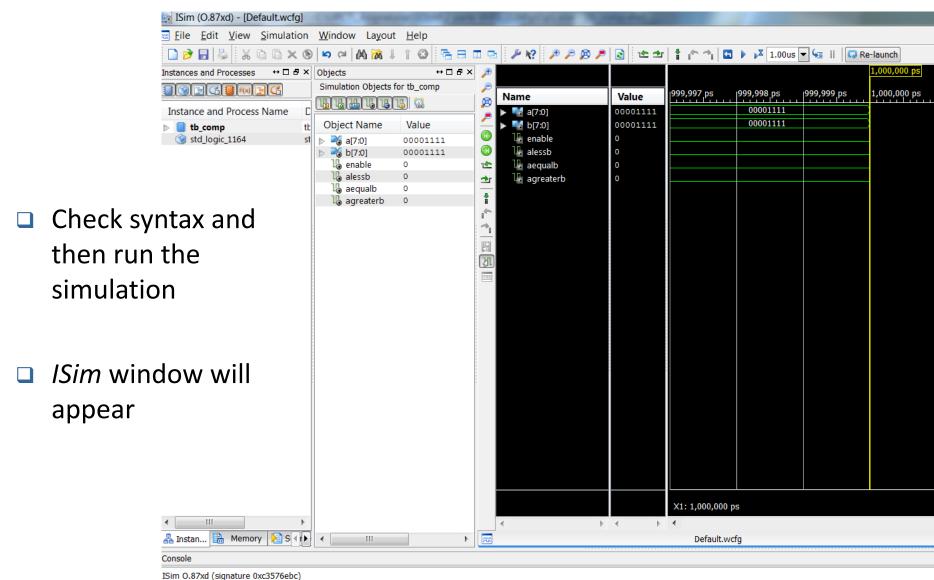
- Test-bench wizard generates two processes
 - One for the clock, not applicable for combinational systems
 - One for the rest of inputs

```
-- insert stimulus here
A <= "00001111"; -- I assign values to A and B
B <= "00000011";
wait for 100 ns; -- time interval between changes in the values
B <= "00100011"; -- A is not changed so no need to repeat
wait for 100 ns;
B <= "00000011";
wait for 100 ns;
B <= "00001111";
wait for 100 ns;
enable <='0';
wait; -- wait forever
```









This is a Full version of ISim.

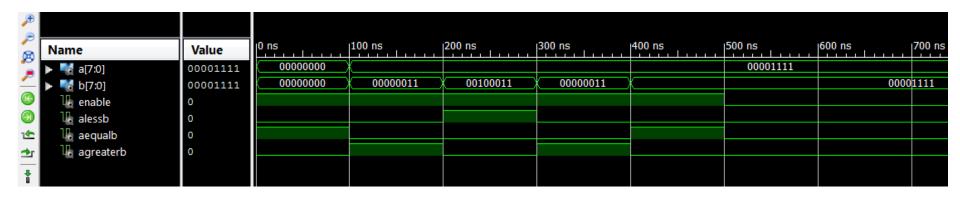


Test-bench of a combinational entity

Click full zoom to see all the simulated time



It can be seen how depending on the value of A and B, outputs change following the time sequence described in the test-bench

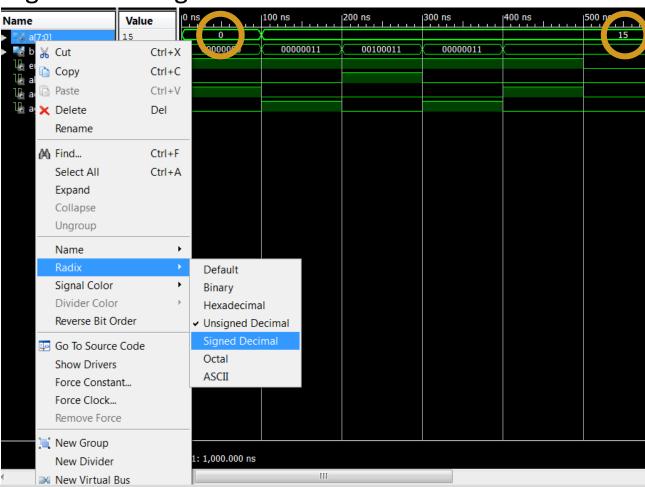


Logical behavior of the entity is verified



Basics of the ISE Simulator

Change radix of signal





Basics of the ISE Simulator

If the duration of the simulated time is too short one can run extra time



Go to previous transition (to see at what time it happened)



Go to next transition



Add marker (time stamp) at this instant of the simulation

