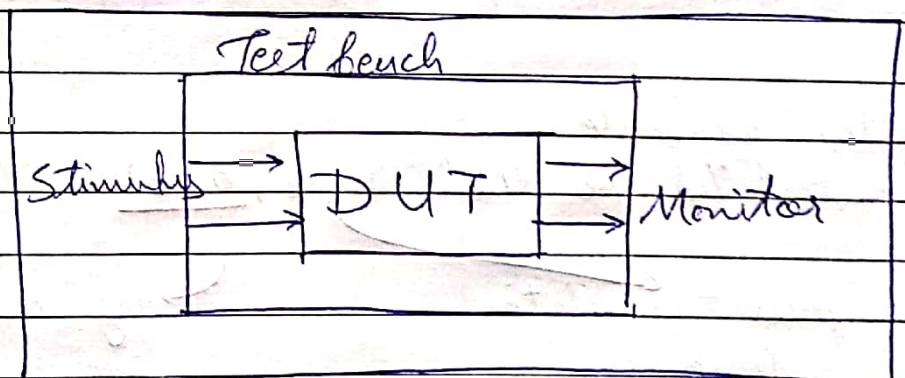


## Lecture - 15

### ★ Recap: Blocking & Non-Blocking Assignments

### ★ Test Bench

- It is a procedural block that executes only once.
- Used for simulation.
- Test bench generates clock, reset & required test vectors for a given DESIGN UNDER TEST (DUT).
- Inputs & outputs of the DUT should be connected to the testbench.
- Test bench uses "initial" block that executes only once.
- Test bench can also use "always" block to generate some test signal like a clock signal.



### ★ How to write a test bench?

#### \* create a dummy template

- declare inputs to the DUT as "reg" & outputs as wire.

- instantiate the DUT

#### \* initialize & monitor

- assign some known values to the DUT inputs
- monitor the DUT outputs for functional verification

#### \* test bench can include various SIMULATOR

DIRECTIVES like \$display, \$monitor, \$dumpfile, \$finish, etc.



## \* Simulator Directives

\* `$display`: used to print immediate values of text or variable to stdout  
• syntax is very similar to "printf" of 'C'.

\* `$monitor`:  
• similar to `$display` but does not print immediately  
• prints the value whenever the value changes i.e. 'event-driven'

\* `$display` example

```
$display ("%b %d %h", a, b, c);
```

reg a;

integer b;

reg [7:0] c;

\* `$monitor` example

```
$monitor ("%d %b %b", $time, a, b)
```

present simulation  
time

reg a, b;

\* `$finish`: terminates the simulation process

• Example: `#100 $finish;` // whenever `$time ≥ 100`, stop the simulation

\* `$dumpfile (filename);`

• specifies the file that will be used to store variables

• file extension is `.vcd` (Value Change Dump)



\* \$dumpoff;

- stops the dumping of variables

\* \$dumpon;

- resumes the previously stopped dumping of variables

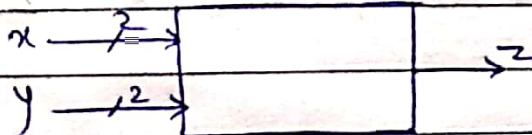
\* \$dumpvars(level, list of variables); → or list of modules

- specifies which variables should be dumped
- if level = 0, then all the variables are dumped.
- if level = 1, only listed variables are dumped.

\* \$dumpall;

- current values of all variables will be dumped

\* Example: 2 bit equality checker



'timescale 1ns/100ps

module comparator(x, y, z);

input [1:0] x, y;

output z;

assign z = (x[0] & y[0] & x[1] & y[1]) |  
(~x[0] & ~y[0] & x[1] & y[1]) |  
(~x[0] & ~y[0] & ~x[1] & ~y[1]) |  
(x[0] & y[0] & ~x[1] & ~y[1]);

endmodule

## \* Corresponding Test Bench

```
'timescale 1ns/100ps;
module testbench;
```

```
  reg [1:0] x, y;
```

```
  wire z;
```

```
  comparator c2 (.x(x), .y(y), .z(z));
```

```
  initial
```

```
  begin
```

```
    $dumpfile("comp.vcd");
```

```
    $dumpvars(0, testbench);
```

```
    x = 2'b01;
```

```
    y = 2'b00;
```

```
    #10 x = 2'b10; y = 2'b10;
```

```
    #10 x = 2'b01; y = 2'b11;
```

```
  end
```

```
  initial
```

```
  begin
```

```
    $monitor("t=%d x=%2b y=%2b z=%2b
              z=%d", $time, x, y, z);
```

```
  end
```

```
endmodule
```

DUT variable names

standard practise

stimulus

→ equal values