

## DAY 93 - 100 DAYS VERIFICATION CHALLENGE

**Topic: UVM Transaction, sequence\_item, sequencer-driver methods**

### DAY 93 CHALLENGE:

1. Describe below methods in UVM Transaction with syntax & an example:
  - i. copy
  - ii. do\_copy
  - iii. compare
  - iv. convert2string
  - v. print
  - vi. sprint
  - vii. record
  - viii. pack
  - ix. unpack
  - x. to\_struct
  - xi. from\_struct
2. Describe below methods in sequence\_item with syntax & an example:
  - i. start\_item()
  - ii. finish\_item()
  - iii. get\_response()
3. Describe below methods in sequencer-driver API with syntax & an example:
  - i. get\_next\_item
  - ii. try\_next\_item
  - iii. item\_done
  - iv. peek
  - v. get
  - vi. put

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Topic : Uum Transaction, Sequence Item, Sequence - driven methods.

Q1) Describe Below methods in Uum Transaction with Syntax & an example :

i> Copy :

- The copy method is used to create a shallow copy of object. This means that a new object is created that has the same attributes as the original object.
- but the new object does not contain any dynamic data structures, such as arrays or linked lists.
- ii> do copy : do copy method is called by the copy() method.
- derived classes should implement this method to perform a deep copy of the transaction data.

iii> Compare :

- The compare method returns 1 if comparison matches for the current object when its compared with the RHS argument object. It does a deep comparison.

iv> Convert2String :

- The Convert2String() method is called by the user to provide object information in the form of a string.
- The Convert2String() is used to convert each property of the transaction object into a string.
- Convert2String() to convert the properties of the super class into the string.

Virtual function string Convert2String();

string S = super.Convert2String();

S = S; sprintf("name : %s", get.name());

return S;

endfunction

v> Print : The print method is used to deep print uum object class properties in well-formatted manner.



- vii) **Spint**: Similar to `ConvertString` Converts the transaction data to a string representation & returns it.
- viii) **Record**: Records the transaction data using the specified recordon.
- ix) **Pack**: `Pack()` method `pack bytes()`, & `pack ints()` methods `pack()` method is used to pack each property of transaction object using a `UmmPacker` object.
- x) **unpack**: The `unpack` method is used to extract values from an array of type `bit/byte/int` & store it into a class format.
- xi) **to struct**: Converts the transaction data to user defined `struct` format.
- xii) **from struct**: populates the transaction data from the user defined structure `my_struct`.

Sol<sup>n</sup> ② **Describe below methods in SequenceItem with syntax & an example:**

i) **Start item()**: This method is used to initialize the sequence item & mark the begging of a task & action  
`mySequenceItem.StartItem();`

ii) **Finish item()**: This task initializes the generation of the sequence item. The `is_rand` parameter when set to 1, indicate whether randomization should be applied during the generation of the item. The `Finish item` task marks the completion of the sequence item generation.

• This method is called to finish the sequence item after all necessary data has been set or the task has been completed.  
`mySequence.FinishItem();`

iii) **get\_response()**: This method is used to retrieve any response associated with the sequence item. such as a response from the target after sending a request.



sol<sup>n</sup> ③ Describe below methods in sequencer-driven API with syntax & an example.

i) **get-next-item**: This method is like asking the driver to give you the next task to do. It gets the next transaction item from the driver's queue and hands it over to you.

ii) **try-next-item**: Similar to get-next-item, but it doesn't wait if there's no task available immediately. It tries to get the next-item and if there isn't one, it moves on without waiting.

iii) **item-done**: When you have finished processing a task that you received from the driver, you tell the driver that you are done with it using this method.

iv) **Peek**:

• This allows you to inspect the next item in the sequencer's request without removing it from the queue.

v) **Get**:

• Similar to get-next-item, this task retrieves the next-item from the sequencer's request queue, & it raises an error if the queue is empty.

vi) **Put**:

• This task inserts the sequence item into sequencer's request to queue.

## **DAY 95 - 100 DAYS VERIFICATION CHALLENGE**

### **Topic: UVM Miscellaneous**

#### **DAY 95 CHALLENGE:**

1. What is TLM FIFO?
2. What is the difference between ``uvm_do` and ``uvm_ran_send`?
3. What is the difference between `uvm_virtual_sequencer` and `uvm_sequencer`?
4. What are the benefits of using UVM?
5. What is the super keyword? What is the need of calling `super.build()` and `super.connect()`?
6. How to declare multiple imports?
7. What is the advantage of ``uvm_pre_body` and ``uvm_post_body`?



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## Topic : UVM miscellaneous

Sol<sup>n</sup> ① what is TLM FIFO ?

- Tlm fifo are used in UVM-Based Testbenches to transfer transaction objects between components, such as between the sequencer and the driver or between the driver and the monitor.
- Tlm FIFO is useful for decoupling the producer and consumer components in the testbench, as they provide a level of abstraction that allows components to operate independently of each other, while ensuring the transactions are exchanged in a synchronized & thread-safe manner.

Sol<sup>n</sup> ② what is the difference between 'uvm\_do' and 'uvm\_do\_send'?

- uvm\_do ⇒
  - its used to directly execute a sequence item without randomization.
  - its useful when you need precise control over what is being generated.
- uvm\_do\_send : it directly sends a randomized sequence item without creating it. so make sure the sequence item is created first.

Sol<sup>n</sup> ③ what are the benefits of using UVM ?

① modularity and Reusability.

ii> Separating Test from Testbench

iii> Sequence methodology

iv> Configuration mechanism.

v> while also facilitating thorough verification through Coverage-driven technique & debugging.



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Sol<sup>n</sup> ④ what is the difference b/w Uvm\_virtual\_sequences and uvm\_sequences?

- A virtual sequence is derived from uvm\_sequence.
- A virtual sequences is derived from uvm\_sequences as a base class.
- Uvm\_sequences is the path where the data is transferred from sequence to driver.
- virtual\_sequences controls other sequences, it is not affected to any other driver and can not process any sequence item too.

Sol<sup>n</sup> ⑤ what is Super Keyword? what is the need of calling Super.build() and Super.connect()?

- Super is a keyword used to call methods or functions defined in the base class or parent class.
- Super.build() is top-down method, its important for instantiating the verif-components.
- Super.connect() is bottom-up method, its important for connecting the tlm ports, tlm sockets & setting explicit-phase timeouts.

Sol<sup>n</sup> ⑥ How to declare multiple imports?

```
Uvm_analysis_imp_port_t#(tx, component_b) ap_imp_b;  
Uvm_analysis_imp_port_b#(tx, component_b) ap_imp_b;
```

Sol<sup>n</sup> ⑦ what is the advantage of 'uvm\_pre\_body' and 'uvm\_post\_body'?

- Uvm\_sequences has two callback methods pre\_body & post\_body, which are executed before & after the sequence body() method execution.
- These callback are called only when Start\_Sequence() of sequences or start() method of the sequence is called.
- User should not call these methods.