# Group 3 System Verilog Testbench

2025 AUG 19th

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Ang

## Components

#### Sequence

Fixed sequence + Randomised sequence

#### Scoreboard

Queue to store expected data at send and compare it to actual data when finish sending

#### Coverage

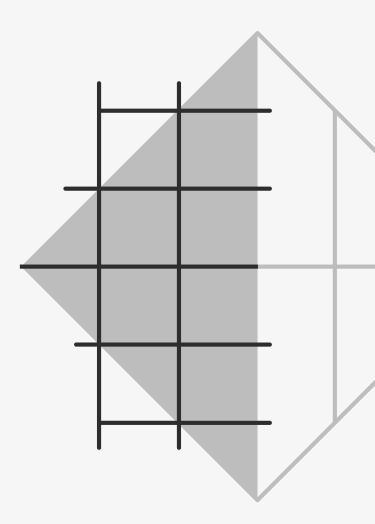
Dynamic coverage points that changes to number of operating bits

#### Assertion

Checks: MSB transfers, done flags, reset, no operation

# Fixed Sequence

```
$display("\n----\n");
$display("Initial reset complete. Starting test sequences.");
reset();
#100;
$display("TEST: TX Data MSB -> LSB (TEST ID 2.2)");
assert (gen.randomize()) else $fatal ("Randomization failed!");
              = 2'b01;
req
din master
              = gen.din_master;
din slave
              = gen.din slave;
wait duration = 8'd\theta;
@(negedge sclk)
for (int i = `SPI_TRF_BIT-1; i >= 0; i--) begin
   @(negedge sclk)
   assert (din master[i] === dout slave[0])
       else Serror("Bit mismatch: Expected MSB = %b, Got = %b", din master[i], dout slave[0]);
end
reset();
#100:
$display("TEST: Reset on transfer (TEST ID 7.1)");
assert (gen.randomize()) else $fatal ("Randomization failed!");
              = 2'b01;
req
din master
              = gen.din master;
din slave
              = gen.din slave;
wait duration = 8'd0;
#1000;
@(posedge sclk);
reset();
```





# Randomised Sequence

Create class for Randomization sequence

Contructing the class instantiate



# Randomised Sequence

- Randomised request
- Randomised din\_master
   din\_slave inputs
- Randomised wait\_duration

```
reset();
   $display("\n----\n");
   repeat (100) begin
           assert (gen.randomize()) else $fatal ("Randomization failed!");
                                         = gen.req;
           req
           @(posedge clk);
           din master
                                  <= gen.din master;
           din slave
                                  <= gen.din slave;
           wait duration <= gen.wait duration;</pre>
           if (req == 2'b01) begin
                  @(posedge clk);
                   scoreboard inst.push tx data(req, din master);
                  @(posedge done_tx);
                   scoreboard inst.check tx data();
           end else if (req == 2'b10) begin
                   @(posedge clk);
                   scoreboard inst.push rx data(req, din slave);
                  @(posedge done rx);
                   scoreboard inst.check rx data();
           end else if (req == 2'b11) begin
                  @(posedge clk);
                   scoreboard inst.push tx data(req, din master);
                   scoreboard inst.push rx data(req, din slave);
                          @(posedge done tx);
                          @(posedge done rx);
                   scoreboard inst.check tx data();
                   scoreboard inst.check rx data();
           end else if (req == 2'b00) begin
                   reset();
                   continue;
scoreboard_inst.summary();
$display("TEST: All sequences completed.");
$finish;
```



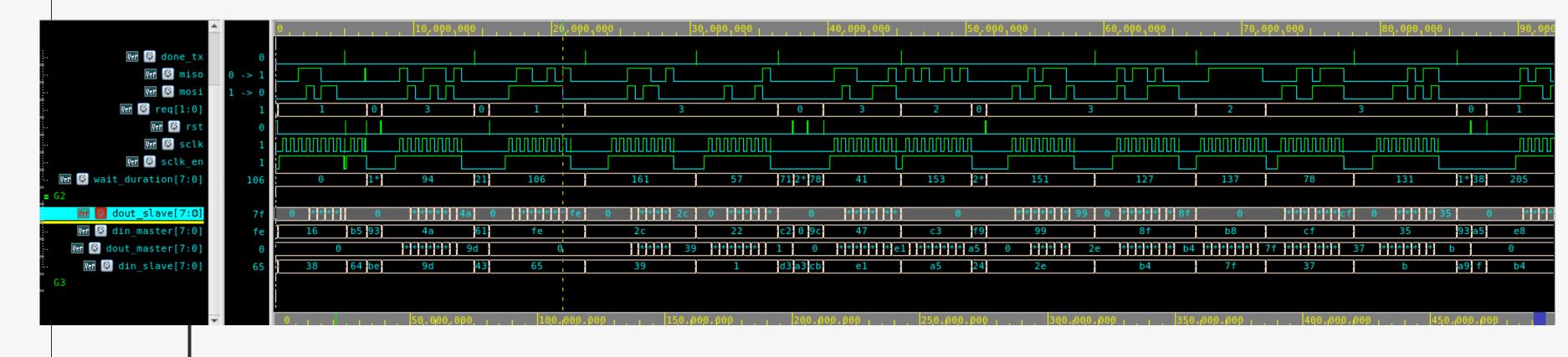
## Randomised Sequence

- Randomised request
- Randomised din\_master
   din\_slave inputs
- Randomised wait\_duration

```
------ FIXED SEQUENCE INPUT --------
Initial reset complete. Starting test sequences.
Initial reset complete. Starting test sequences.
TEST: TX Data MSB -> LSB (Test ID 2.1)
TEST: Reset on transfer
                         RANDOMIZED INPUT -------
[11655000][SEQ][REQ=3] Pushed TX data 0x2524 to queue.
[11655000][SEQ][REQ=3] Pushed RX data 0x4ecb to queue.
[22245000][SCB][PASS] TX data matched! Sent: 0x2524, Received: 0x2524
[22245000][SCB][PASS] RX data matched! Sent: 0x4ecb, Received: 0x4ecb
[23365000][SEQ][REQ=1] Pushed TX data 0x7f6a to queue.
[34195000][SCB][PASS] TX data matched! Sent: 0x7f6a, Received: 0x7f6a
[34215000][SEQ][REQ=3] Pushed TX data 0x1639 to queue.
[34215000][SEQ][REQ=3] Pushed RX data 0x1c8f to queue.
[46145000][SCB][PASS] TX data matched! Sent: 0x1639, Received: 0x1639
[46145000][SCB][PASS] RX data matched! Sent: 0x1c8f, Received: 0x1c8f
[46165000][SEQ][REQ=3] Pushed TX data 0x1141 to queue.
[46165000][SEQ][REQ=3] Pushed RX data 0x00b4 to queue.
[56015000][SCB][PASS] TX data matched! Sent: 0x1141, Received: 0x1141
[56015000][SCB][PASS] RX data matched! Sent: 0x00b4, Received: 0x00b4
[59335000][SEQ][REQ=3] Pushed TX data 0x2396 to queue.
[59335000][SEQ][REQ=3] Pushed RX data 0x70d8 to queue.
[68865000][SCB][PASS] TX data matched! Sent: 0x2396, Received: 0x2396
[68865000][SCB][PASS] RX data matched! Sent: 0x70d8, Received: 0x70d8
[68885000][SEQ][REQ=2] Pushed RX data 0x52e2 to queue.
[77855000][SCB][PASS] RX data matched! Sent: 0x52e2, Received: 0x52e2
[78975000][SEQ][REQ=3] Pushed TX data 0x4c83 to queue.
[78975000][SEQ][REQ=3] Pushed RX data 0x1704 to queue.
[90705000][SCB][PASS] TX data matched! Sent: 0x4c83, Received: 0x4c83
[90705000][SCB][PASS] RX data matched! Sent: 0x1704, Received: 0x1704
[90725000][SEQ][REQ=3] Pushed TX data 0x47f8 to queue.
[90725000][SEQ][REQ=3] Pushed RX data 0x5a10 to queue.
[101975000][SCB][PASS] TX data matched! Sent: 0x47f8, Received: 0x47f8
[101975000][SCB][PASS] RX data matched! Sent: 0x5a10, Received: 0x5a10
[101995000][SEQ][REQ=2] Pushed RX data 0x3fda to queue.
[110965000][SCB][PASS] RX data matched! Sent: 0x3fda, Received: 0x3fda
[110985000][SE0][RE0=3] Pushed TX data 0x678d to queue.
```



# Randomised Sequence Waveform



- Randomised request
- Randomised din\_master din\_slave inputs
- Randomised wait\_duration

#### Scoreboard

```
class spi_scoreboard;
logic [(`SPI_TRF_BIT-1):0] tx_data_q [$];
logic [(`SPI_TRF_BIT-1):0] rx_data_q [$];

int total_checks;
int pass_count;
int fail_count;

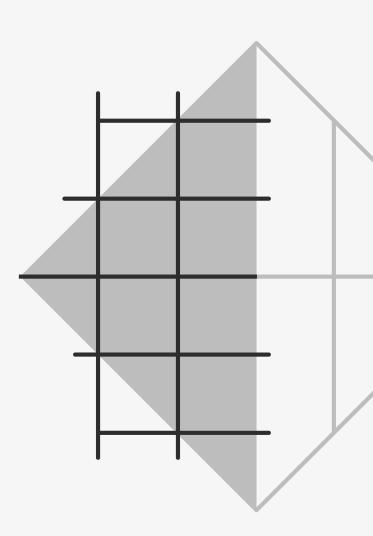
function new();

pass_count = 0;
pass_count = 0;
fail_count = 0;
cg = new();

endfunction
```

#### Scoreboard

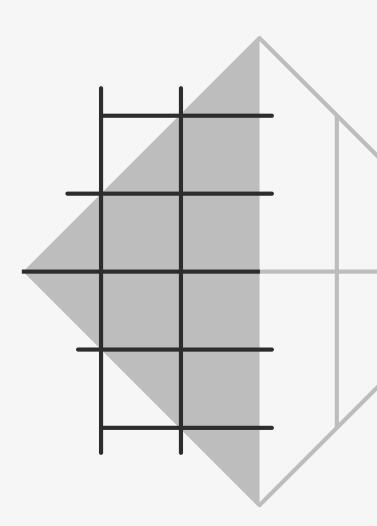
```
function void push tx data(int req, logic [(`SPI TRF BIT-1):0] data);
   tx data q.push back(data);
   $display("[%0t][SEQ][REQ=%0d] Pushed TX data 0x%h to queue.", $time, req, data);
endfunction
function void push rx data(int req, logic [(`SPI TRF BIT-1):0] data);
   rx data q.push back(data);
   $display("[%0t][SEQ][REQ=%0d] Pushed RX data 0x%h to queue.", $time, req, data);
endfunction
function check tx data();
   logic [(`SPI TRF BIT-1):0] expected data, actual data;
   if (tx data q.size() > 0) begin
       expected data = tx data q.pop front();
       actual data = dout slave;
       total checks++;
       if (actual data === expected data) begin
           pass count++;
            $display("[%0t][SCB][PASS] TX data matched! Sent: 0x%h, Received: 0x%h"
                    $time, expected data, actual data);
       end else begin
           fail count++;
           $error("[%0t][SCB][FAIL] TX data mismatch! Sent: 0x%h, Received: 0x%h",
                  $time, expected data, actual data);
       end
   end
endfunction
function check rx data();
   logic [(`SPI TRF BIT-1):0] expected data, actual data;
   if (rx data q.size() > 0) begin
       expected data = rx data q.pop front();
       actual data = dout master;
       total checks++;
       if (actual data === expected data) begin
           pass count++;
            $display("[%0t][SCB][PASS] RX data matched! Sent: 0x%h, Received: 0x%h"
                    $time, expected data, actual data);
       end else begin
            fail count++;
            $error("[%0t][SCB][FAIL] RX data mismatch! Sent: 0x%h, Received: 0x%h",
                  $time, expected data, actual data);
        end
   end
endfunction
```





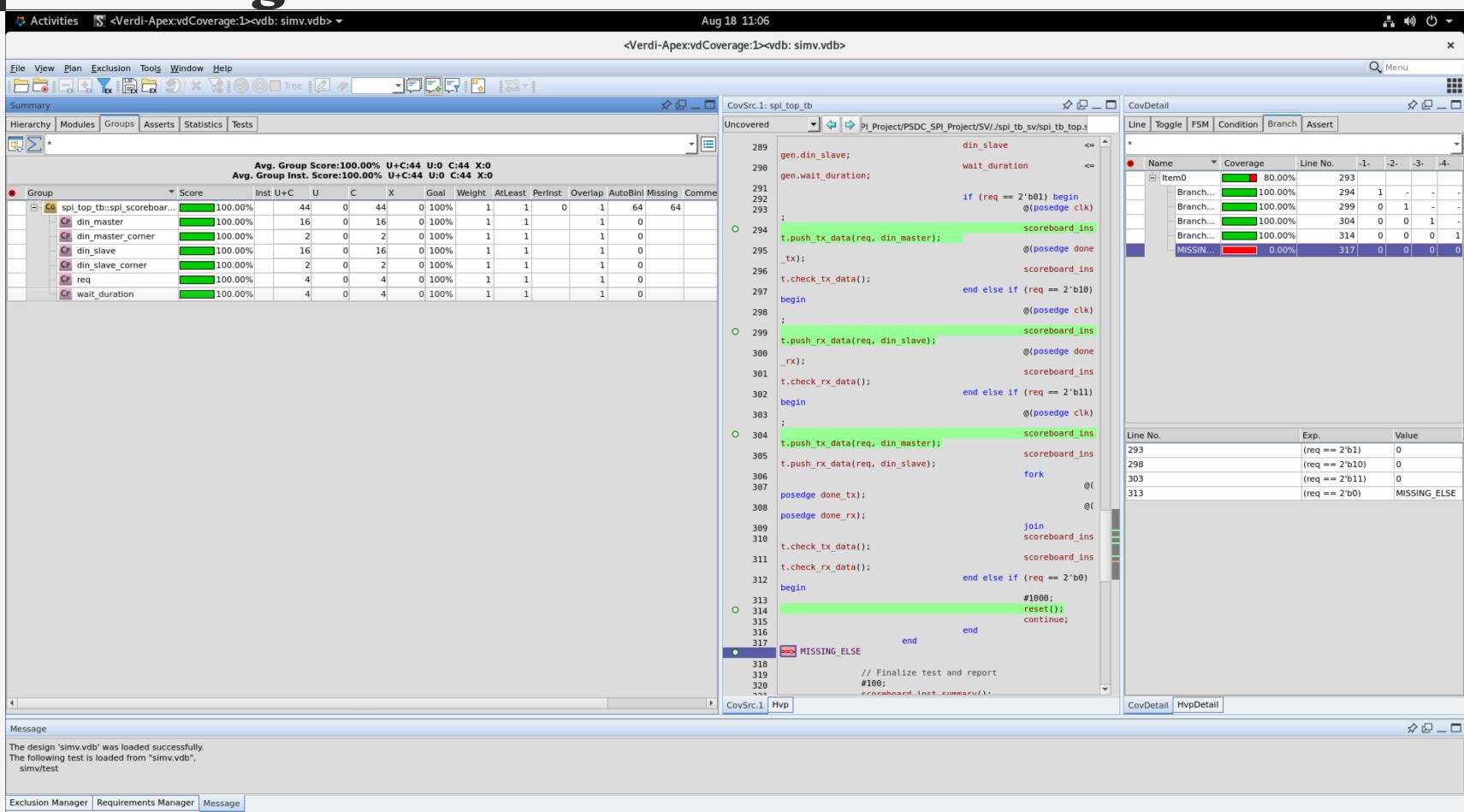
# Coverage

```
covergroup cg @(posedge clk);
    coverpoint req {
        bins no operation = {2'b0};
        bins tx only
                         = {2'b01};
        bins rx only = \{2'b10\};
        bins full duplex = {2'b11};
    coverpoint wait duration {
        bins zero = \{0\};
        bins short = {[1:5]};
        bins med = \{[6:15]\};
        bins long = {[16:255]};
   // Full range of values
    coverpoint din master {
        bins all values[] = {[0 : (1<<`SPI_TRF_BIT)-1]};</pre>
    coverpoint din slave {
        bins all values[] = {[0 : (1<<`SPI TRF BIT)-1]};</pre>
   din master corner : coverpoint din master {
        bins zero = {0};
        bins all ones = { (1<< `SPI TRF BIT) - 1 };</pre>
   // Corner cases for din slave
   din slave corner : coverpoint din slave {
        bins zero = {0};
        bins all ones = { (1<< `SPI TRF BIT) - 1 };</pre>
endgroup
```

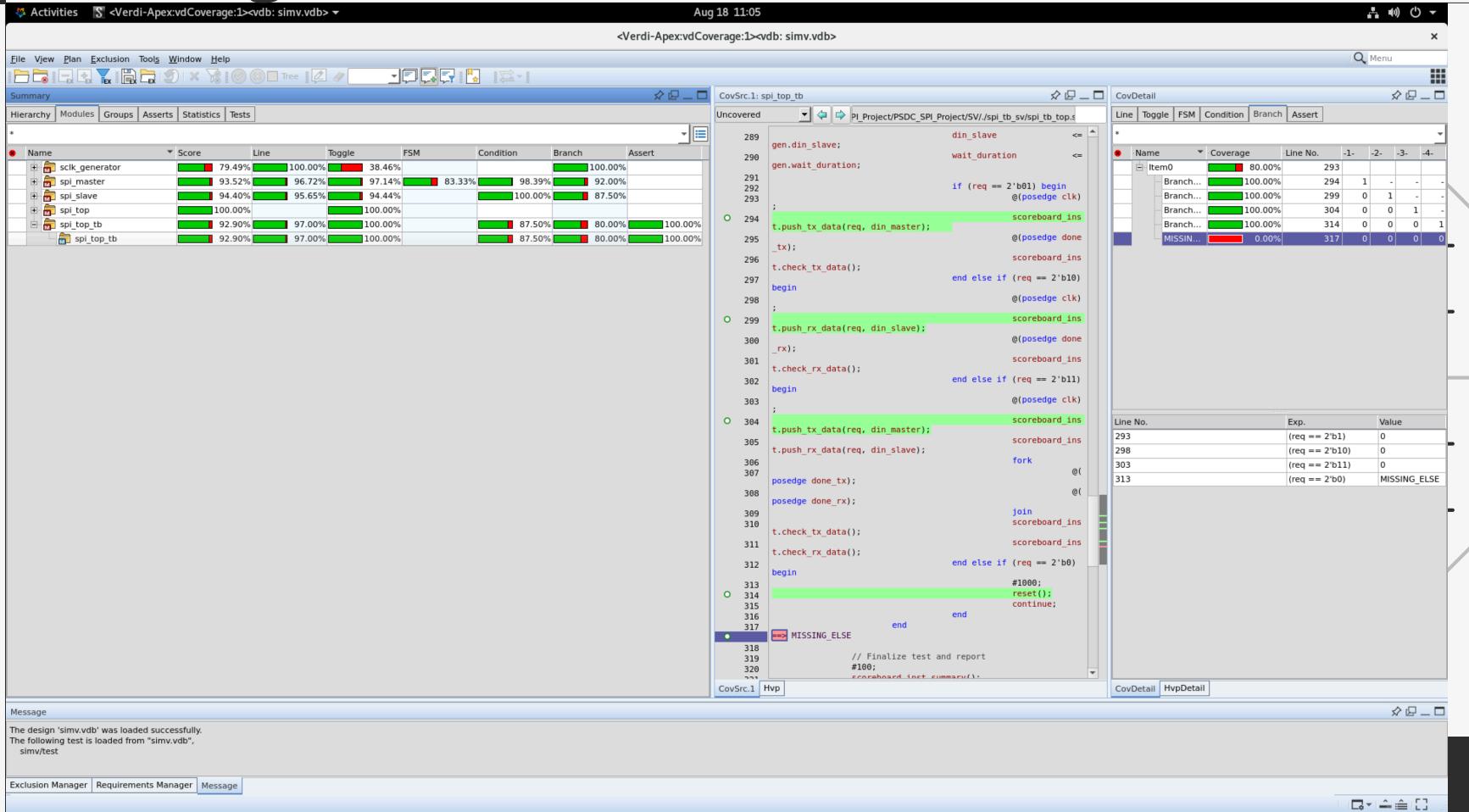












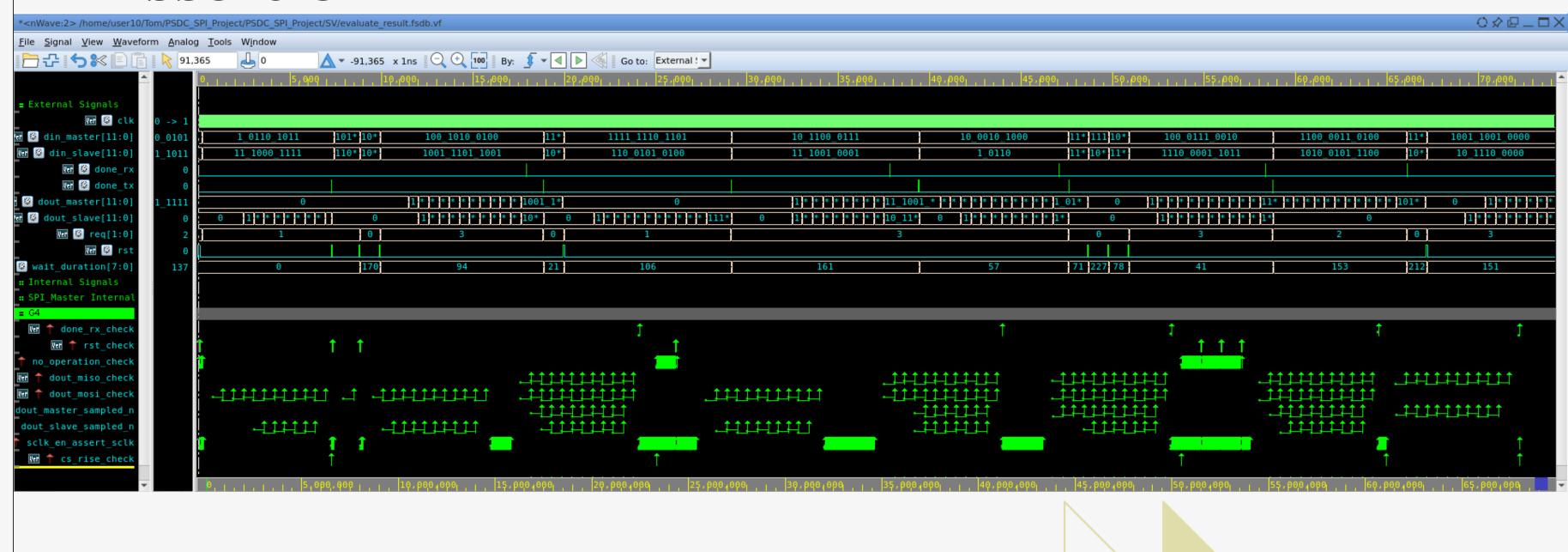
#### Assertion

```
done rx check: assert property (@(posedge clk)
disable iff (rst || ($past(req) == 2'b01 || $past(req) == 2'b00))
    ($rose (dut.spi master inst.sclk negedge) && (din slave === dout master)) |=> done rx
) else $error("%t [FAIL][Done RX] RX did not aserrt when din slave=%h dout master=%h",
          $time, din slave, dout master);
rst check: assert property (@(posedge clk)
    (rst) |->
    (dout master == '0) \&\& (dout slave == '0) \&\& (done tx == 1'b0) \&\& (done rx == 1'b0)
) else $error("%t [FAIL][rst check] rst=%b", $time, rst);
no operation check: assert property (@(posedge clk)
disable iff (rst)
    (req == 2'b00) \mid -> \#2 (\$stable(dout master)) \&& (\$stable(dout slave)) && (done tx == 1'b0) && (done rx == 1'b0)
) else $error("%t [FAIL][no operation check] dout master=0x%h, dout slave=0x%h, done tx=%b, done rx=%b", $time, dout master, dout slave, done tx, done rx);
dout miso check: assert property (@(negedge sclk)
disable iff (rst || (din slave == dout master))
    (req == 2'b10 || req == 2'b11) |=> ($past(miso) == dout master[0])
) else $error("%t [FAIL][dout miso check] dout master LSB != miso in RX/Full-Duplex mode", $time);
dout mosi check: assert property (@(negedge sclk)
disable iff (rst || (din master == dout slave))
    (req == 2'b01 | | req == 2'b11) | => (spast(mosi) == dout slave[0])
) else $error("%t [FAIL][dout mosi check] dout slave LSB != mosi in TX/Full-Duplex mode", $time);
```

#### Assertion

```
dout master sampled n: assert property (@(negedge dut.spi master inst.sclk negedge)
       disable iff (rst || (din slave == dout master))
361
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            ((req == 2 || req ==<mark>3</mark> ) && !cs && dout master !== 0) |=> (dout master !== $past(dout master))
         else $error("dout master did not change at negedge sclk: Previous = %b, Current = %b", $past(dout master), dout master);
        dout slave sampled n: assert property (@(negedge dut.spi master inst.sclk negedge)
       disable iff (rst | | (din master == dout slave))
            ((req == 1 \mid | req == 3) \&\& !cs \&\& dout slave !== 0) |=> (dout slave !== $past(dout slave))
         else $error("dout slave did not change at negedge sclk: Previous = %b, Current = %b", $past(dout slave), dout slave);
       // SCLK enable check on posedge main clock
       sclk en assert sclk: assert property (@(posedge clk)
       disable iff (rst)
            !sclk en |-> ##2 $stable(sclk)
        ) else $error("sclk does not toggle when not en");
       // Test 7.2 CS Assert after TX/RX transfer
       cs rise check: assert property (@(posedge clk)
       disable iff (rst || req == 2'b11)
            (done tx || done rx) |-> cs
         else $error("%t [FAIL][CS Timing] CS did not rise with done tx(%b) or done rx(%b)", $time, done tx, done rx);
```

#### Assertion



#### **Dynamic Operating Bits**

```
13     `ifndef SPI_TRF_BIT
14     `endif
15     localparam int DATA_WIDTH = `SPI_TRF_BIT; // Use macro from Makefile
```

The use of macro from Makefile allows the number of operating bit to be dynamically applied outside of the testbench.

#### Makefile

```
build:
    vcs $(SRC) $(VCS_OPTS) $(FUNC_CVR) $(INCLUDE) $(TIMESCALE) \
    +define+SPI_TRF_BIT=$(BIT) | tee build.log
```

```
ROOT := $(shell pwd)
export ROOT
SEED = 5
Bit?=12
```

#### **Dynamic Operating Bits**

```
logic [1:0] req;
logic [7:0] wait_duration;
logic [(`SPI_TRF_BIT-1):0] din_master;
logic [(`SPI_TRF_BIT-1):0] din_slave;

logic [(`SPI_TRF_BIT-1):0] dout_master;
logic [(`SPI_TRF_BIT-1):0] dout_slave;
logic done_tx;
logic done_rx;
```

```
class spi_scoreboard;
    logic [(`SPI_TRF_BIT-1):0] tx_data_q [$];
    logic [(`SPI_TRF_BIT-1):0] rx_data_q [$];
```

The implementation of macro from Makefile allows the number of operating bit to be dynamically applied outside of the testbench.

#### **Dynamic Operating Bits**

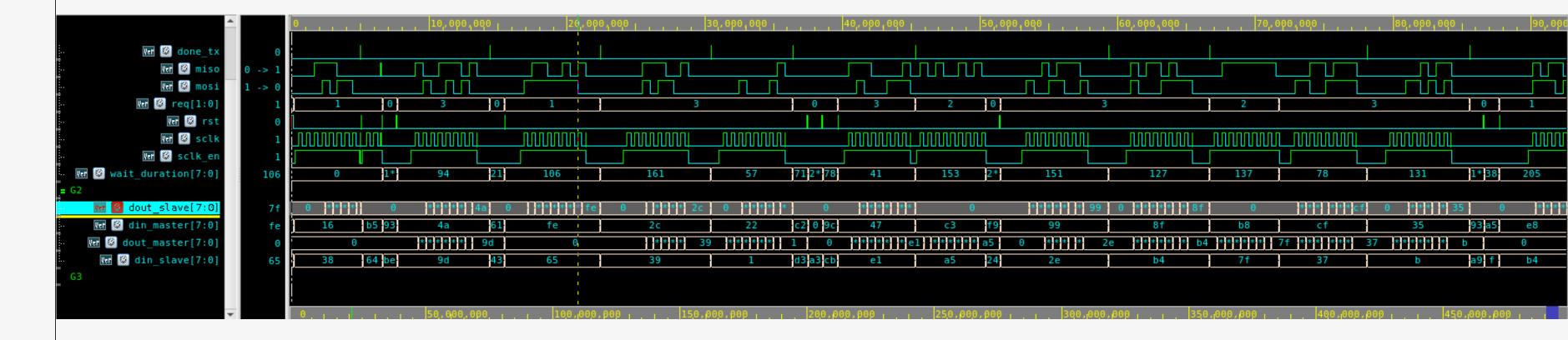
Output from the macro when the BIT was set after launching "make build run BIT=15" and "make build run BIT=8"

```
----- 15 BIT RECEIVED ------
 ------ FIXED SEOUENCE INPUT
Initial reset complete. Starting test sequences.
Initial reset complete. Starting test sequences.
TEST: TX Data MSB -> LSB (Test ID 2.1)
TEST: Reset on transfer
 ----- RANDOMIZED INPUT ------
[11655000][SEQ][REQ=3] Pushed TX data 0x2524 to queue.
[11655000][SEQ][REQ=3] Pushed RX data 0x4ecb to queue.
[22245000][SCB][PASS] TX data matched! Sent: 0x2524, Received: 0x2524
[22245000][SCB][PASS] RX data matched! Sent: 0x4ecb, Received: 0x4ecb
[23365000][SEQ][REQ=1] Pushed TX data 0x7f6a to queue.
[34195000][SCB][PASS] TX data matched! Sent: 0x7f6a, Received: 0x7f6a
[34215000][SEQ][REQ=3] Pushed TX data 0x1639 to queue.
[34215000][SEQ][REQ=3] Pushed RX data 0x1c8f to queue.
[46145000][SCB][PASS] TX data matched! Sent: 0x1639, Received: 0x1639
[46145000][SCB][PASS] RX data matched! Sent: 0x1c8f, Received: 0x1c8f
[46165000][SEQ][REQ=3] Pushed TX data 0x1141 to queue.
[46165000][SEQ][REQ=3] Pushed RX data 0x00b4 to queue.
[56015000][SCB][PASS] TX data matched! Sent: 0x1141, Received: 0x1141
[56015000][SCB][PASS] RX data matched! Sent: 0x00b4, Received: 0x00b4
[59335000][SEQ][REQ=3] Pushed TX data 0x2396 to queue.
[59335000][SEQ][REQ=3] Pushed RX data 0x70d8 to queue.
[68865000][SCB][PASS] TX data matched! Sent: 0x2396, Received: 0x2396
[68865000][SCB][PASS] RX data matched! Sent: 0x70d8, Received: 0x70d8
[68885000][SEQ][REQ=2] Pushed RX data 0x52e2 to queue.
[77855000][SCB][PASS] RX data matched! Sent: 0x52e2, Received: 0x52e2
[78975000][SEQ][REQ=3] Pushed TX data 0x4c83 to queue.
[78975000][SEQ][REQ=3] Pushed RX data 0x1704 to queue.
[90705000][SCB][PASS] TX data matched! Sent: 0x4c83, Received: 0x4c83
[90705000][SCB][PASS] RX data matched! Sent: 0x1704, Received: 0x1704
[90725000][SEQ][REQ=3] Pushed TX data 0x47f8 to queue.
[90725000][SEQ][REQ=3] Pushed RX data 0x5a10 to queue.
[101975000][SCB][PASS] TX data matched! Sent: 0x47f8, Received: 0x47f8
[101975000][SCB][PASS] RX data matched! Sent: 0x5a10, Received: 0x5a10
[101995000][SEQ][REQ=2] Pushed RX data 0x3fda to queue.
[110965000][SCB][PASS] RX data matched! Sent: 0x3fda, Received: 0x3fda
[110985000][SEQ][REQ=3] Pushed TX data 0x678d to queue.
```

```
------ 8 BIT RECEIVED --------------
 ------ FIXED SEQUENCE INPUT
Initial reset complete. Starting test sequences.
Initial reset complete. Starting test sequences.
TEST: TX Data MSB -> LSB (Test ID 2.1)
TEST: Reset on transfer
 ----- RANDOMIZED INPUT
[7735000][SEQ][REQ=3] Pushed TX data 0x4a to queue.
[7735000][SEQ][REQ=3] Pushed RX data 0x9d to queue.
[14405000][SCB][PASS] TX data matched! Sent: 0x4a, Received: 0x4a
[14405000][SCB][PASS] RX data matched! Sent: 0x9d, Received: 0x9d
[15525000][SEQ][REQ=1] Pushed TX data 0xfe to queue.
[22435000][SCB][PASS] TX data matched! Sent: 0xfe, Received: 0xfe
[22455000][SEQ][REQ=3] Pushed TX data 0x2c to queue.
[22455000][SEQ][REQ=3] Pushed RX data 0x39 to queue.
[30465000][SCB][PASS] TX data matched! Sent: 0x2c, Received: 0x2c
[30465000][SCB][PASS] RX data matched! Sent: 0x39, Received: 0x39
[30485000][SEQ][REQ=3] Pushed TX data 0x22 to queue.
[30485000][SEQ][REQ=3] Pushed RX data 0x01 to queue.
[36415000][SCB][PASS] TX data matched! Sent: 0x22, Received: 0x22
[36415000][SCB][PASS] RX data matched! Sent: 0x01, Received: 0x01
[39735000][SEQ][REQ=3] Pushed TX data 0x47 to queue.
[39735000][SEQ][REQ=3] Pushed RX data 0xe1 to queue.
[45345000][SCB][PASS] TX data matched! Sent: 0x47, Received: 0x47
[45345000][SCB][PASS] RX data matched! Sent: 0xel, Received: 0xel
[45365000][SEQ][REQ=2] Pushed RX data 0xa5 to queue.
[50415000][SCB][PASS] RX data matched! Sent: 0xa5, Received: 0xa5
[51535000][SEQ][REQ=3] Pushed TX data 0x99 to queue.
[51535000][SEQ][REQ=3] Pushed RX data 0x2e to queue.
[59345000][SCB][PASS] TX data matched! Sent: 0x99, Received: 0x99
[59345000][SCB][PASS] RX data matched! Sent: 0x2e, Received: 0x2e
[59365000][SEQ][REQ=3] Pushed TX data 0x8f to queue.
[59365000][SEQ][REQ=3] Pushed RX data 0xb4 to queue.
```

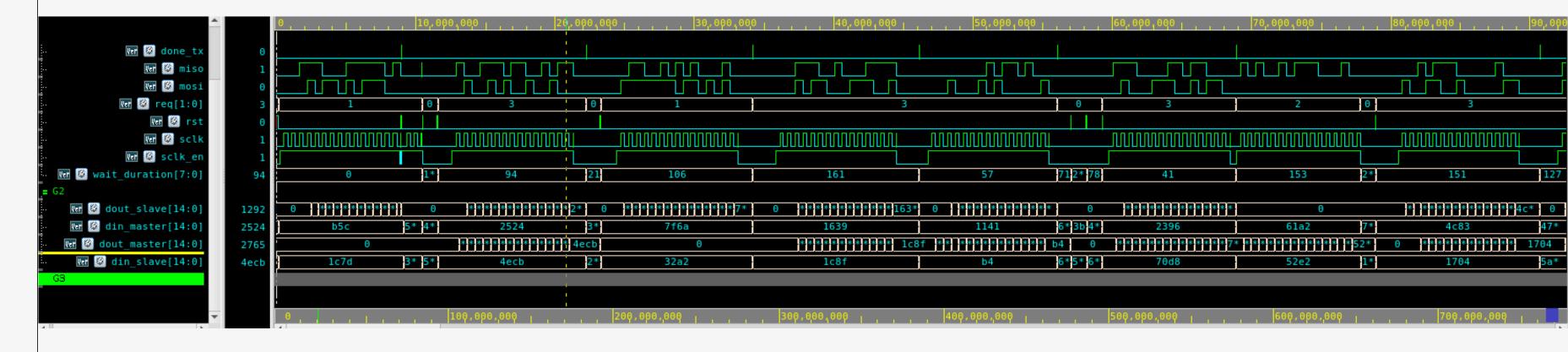
#### **Dynamic Operating Bits**

8-bits waveform



#### **Dynamic Operating Bits**

15-bits waveform



#### Limitations

#### Incompatible Assertion

```
./spi tb sv/spi tb top.sv", 331: spi top tb.done rx check: started at 313085000ps failed at 313095000ps
        Offending 'done rx'
Error: "./spi tb sv/spi tb top.sv", 331: spi top tb.done rx check: at time 313095000 ps
           313095000 [FAIL][Done RX] RX did not aserrt when din slave=0 dout master=0
 ./spi tb sv/spi tb top.sv", 331: spi top tb.done rx check: started at 313645000ps failed at 313655000ps
        Offending 'done rx'
Error: "./spi tb sv/spi tb top.sv", 331: spi top tb.done rx check: at time 313655000 ps
          313655000 [FAIL][Done RX] RX did not aserrt when din slave=0 dout master=0
./spi tb sv/spi tb top.sv", 331: spi top tb.done rx check: started at 314205000ps failed at 314215000ps.
        Offending 'done rx'
Error: "./spi tb sv/spi tb top.sv", 331: spi top tb.done rx check: at time 314215000 ps
          314215000 [FAIL][Done RX] RX did not aserrt when din slave=0 dout master=0
./spi tb sv/spi tb top.sv", 331: spi top tb.done rx check: started at 314765000ps failed at 314775000ps'
        Offending 'done rx'
Error: "./spi tb sv/spi tb top.sv", 331: spi top tb.done rx check: at time 314775000 ps
          314775000 [FAIL][Done RX] RX did not aserrt when din slave=0 dout master=0
[316555000][SCB][PASS] TX data matched! Sent: 0xd, Received: 0xd
[316555000][SCB][PASS] RX data matched! Sent: 0x0, Received: 0x0
[317675000][SEQ][REQ=2] Pushed RX data 0x3 to queue.
[320485000][SCB][PASS] RX data matched! Sent: 0x3, Received: 0x3
[321605000][SEQ][REQ=1] Pushed TX data 0x8 to queue.
[328675000][SCB][PASS] TX data matched! Sent: 0x8, Received: 0x8
[328695000][SEQ][REQ=1] Pushed TX data 0x0 to queue.
[332645000][SCB][PASS] TX data matched! Sent: 0x0, Received: 0x0
```

Lower bit count has higher chance of having the input = output during mid transfer, which will falsely trigger the done flag assertion

#### Limitations

#### **Pending Assertions**

```
duplex cs rise check: assert property (@(posedge clk))
     disable iff (rst || (req == 2'b01 || req == 2'b10))
     tx rx done |-> cs
   else $error("%t [FAIL][CS Timing] CS did not rise after both done tx(%b) and done rx(%b)",
                   $time, done tx, done rx);
 int counter;
 initial begin
     counter = 0;
     forever begin
         @(negedge sclk)
         $display("At negedge sclk: counter=%0d", counter);
         if (counter >= 10) begin
             counter = 0;
         end else if (din master === dout slave) begin
             for (counter = 1; counter <= wait duration; counter++) begin</pre>
                 @(posedge clk);
                 $display("counter=%0d", counter);
             end
         end
     end
 done tx check: assert property (@(posedge clk)
     disable iff (rst || ($past(req) == 2'b10 || $past(req) == 2'b00))
     ($rose(dut.spi master inst.sclk negedge) && (counter == wait duration)) |=> done rx
   else $error("%t [FAIL][Done TX] TX did not assert when din slave=%h dout master=%h",
               $time, din_slave, dout master);
```

Unfinished assertions due to wait\_duration being a variable rather than a fixed parameter

# Thank you for listening

For Presentation All-Purpose

2022 May 15 Full Name

