2

Sending Packets Through Router

Learning Objectives

After completing this lab, you should be able to:

- Extend the SystemVerilog testbench from lab1 to send a packet from an input port through an output port
- Compile and simulate the router with the updated SystemVerilog testbench
- Verify stimulus generation and driver signals with DVE or Verdi3



Lab Duration: 60 minutes

Getting Started

In lab1, you have familiarized with the process of building the simulation environment for verifying a DUT with SystemVerilog.

In this lab, you will continue to build the next component of the testbench: stimulus generator, protocol transactors and device drivers. You will develop a set of routines to drive one packet into input port 3 and visually observe the payload of this packet coming out of output port 7.

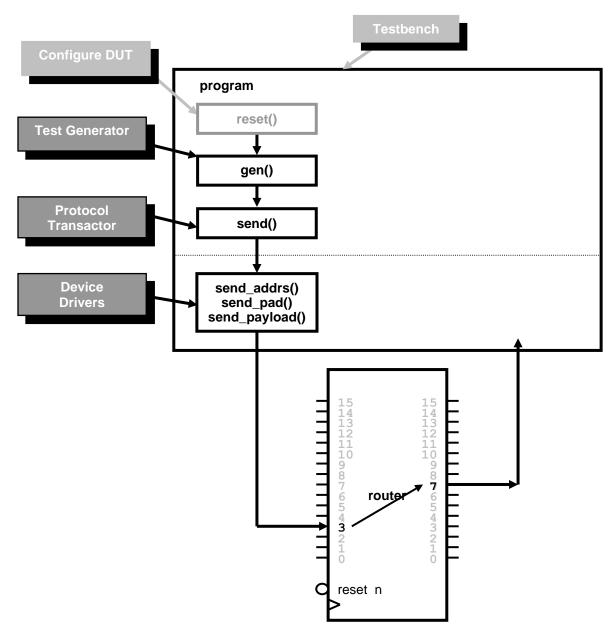


Figure 1. Lab 2 testbench architecture

Lab Overview

The process of updating, compiling, simulating and debugging the testbench:

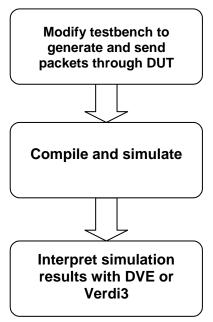


Figure 2. Lab 2 Flow Diagram

You will find Answers for all questions and solutions in the Note:

Sending a Packet through the Router

Task 1. Copy Files from the Previous Directory

To keep everyone in the workshop synchronized in developing the SystemVerilog testbench code, you will adopt a strategy of basing all lab work on standard solutions from previous labs. For lab 2, you will copy the files from the lab1 solutions directory, and develop your lab 2 testbench based on these files.

1. CD into the lab2 directory.

```
> cd ../lab2
```

2. Copy the source files in the **solutions/lab1** directory into the current directory with **make** script.

```
> make copy
```

Note:

If you chose to use your own lab files from lab1, type "make mycopy". However, your files will not have the ToDo markers to guide you.

Task 2. Declaring Program Global Variables

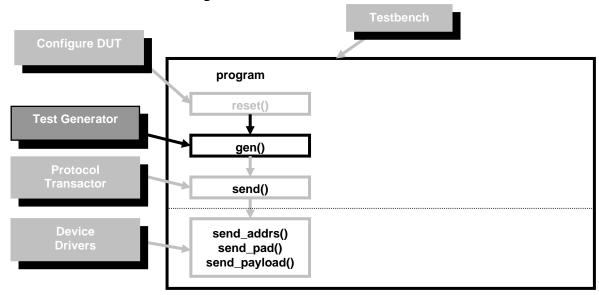
Sending a **packet** through the router requires specifying which **input port** and **output port** to use, and what **data** to send.

To make referencing these variables simple, you will declare them as program global variables.

- 1. Open test.sv with text editor.
- **2.** Declare the **program global variables** for the packet:

Task 3. Generate Packet Data

In Lab 1, you configured the DUT by calling the **reset()** subroutine. You will continue the testbench development by creating a subroutine to generate the test stimulus in a task called "**gen()**".



- 1. In the program intial block, call the generator, gen(), after reset()
- 2. Following the task reset () code block, declare task gen ():

- 3. In the body of the gen () task:
 - a) Set sa to 3 and da to 7.
 - b) Fill the **payload** queue with 2 to 4 random bytes.

When completed, your code should look something like:

```
task gen();
  sa = 3;
  da = 7;
  payload.delete();
  repeat($urandom_range(4,2))
     payload.push_back($urandom);
endtask: gen
```

Task 4. Create Send Packet Routines

With the packet information generated, you are now ready to develop the transactor and device-driver routines to send a packet through the router.

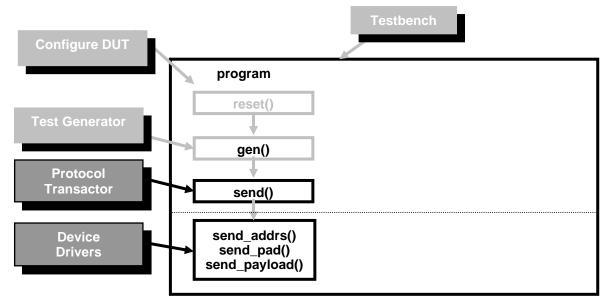
Sending a packet through the router is done using three processes(waveform on next page):

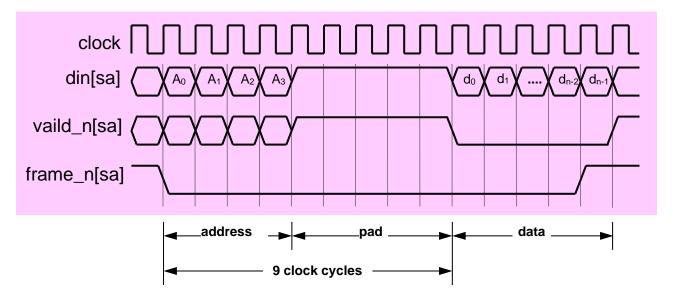
Send the:

- Destination Address
- Padding bits
- Payload

Each process will be developed as an individual device driver routine. A transactor routine will call these device driver routines to execute a complete transaction.

The distinction between device drivers and transactor is that device drivers interact with the hardware signals directly while the transactor calls the device drivers. These layers of abstraction make the testbench routines more manageable, portable and reliable.





The following steps take you through the development of these routines.

- 1. In the initial block, call **send()** task to send a packet immediately after the **gen()** statement.
- 2. Then, advance simulation time by 10 additional clock cycles after the send () call.

This will allow the data coming out of the router to be observed. Otherwise, when you view the waveform in DVE, the output will appear to be cut off. Verdi3 automatically extends the last set of signal waveforms to enhance viewability.

- 3. Add a declaration of **send()** task in the program block.
- **4.** In the body of the **send()** task, code the following operations:
 - Call send addrs()
 - Call send pad()
 - Call send payload()
- 5. Create the send addrs() task.

This is the device driver that drive the four bits of address into the router.

- **6.** In the body of the **send addrs ()** task, code the following operations:
 - Drive the **frame** n signal as per router specification
 - Drive the **din** signal with the destination address (LSB first)

Recall that **din** is a single-bit serial signal. Use a loop construct to drive **din** one bit per clock cycle for four cycles. Each port is represented by an individual bit in **frame_n**, **din**, and **valid_n**. Make sure you specify the correct bit.

Driving the frame_n signal for input port 3 to "1" takes the form of:

rtr_io.cb.frame_n[3] <= 1'b1;

Question 1. What will this driving statement do?

rtr_io.cb.frame_n <= 1;

7. Create the send pad() task.

This is the device driver that drives the five padding bits into the router.

- 8. In the body of the **send_pad()** task, code the following operations:
 - Drive the frame_n, valid_n and din signals as per router specification
- 9. Create the send payload() task.

This is the device driver that sends the payload (data) into the router.

- 10. In the body of the send payload() task, code the following operations:
 - Write a loop to execute for each element of payload.
 - Within this loop, each 8-bit datum of the **payload[\$]** array should be transmited one bit per clock cycle starting with the lsb.
 - Also remember to drive the valid bit, valid_n, as per the router specification.
 - For the last valid bit of the packet, make sure to set the **frame_n** signal to 1'b1 as per router specification.
 - Return the **valid_n** signal back to 1'b1 after the packet completes.

Pay particular attention to how you advance the clock. If in one subroutine you advance the clock upon exiting the subroutine, then in another subroutine you advance the clock upon entering the subroutine, erroneous timing may result.

11. Save and close the file.

Task 5. Compile And Debug The Program

- 1. Compile and simulate the SystemVerilog testbench with make.
- **2.** If you see any runtime errors, you must correct them now.
- **3.** If there are no runtime errors, check the operation using DVE or Verdi3.

When you use DVE from this point onwards, you will want to look at individual port signals. The easiest way to do this is to drag the individual bit you want to see into a new group in the Waveform window.

To open DVE Automated Debug use

> make dve

To open Verdi Automated Debug use

>make verdi

Task 6. Extend The Program To Send 21 Packets

- 1. Modify the program block to send 21 packets through the router using the same values for sa and da of 3 and 7 respectively.
- **2.** Compile, simulate & verify using DVE or Verdi3.

Congratulations, you have completed lab2!

Answers / Solutions

Task 1. Create Send Packet Routines

Question 1. What will this driving statement do?

This will drive all 16 input port's frame_n signal. Port 0's frame_n signal will be driven to "1". Ports 1 - 15's frame_n signal will be driven to "0".

If the intention is to drive all 16 input ports to "1" the correct statement would be:

```
rtr_io.cb.frame_n <= '1;
```

If the intention is to drive an individual port, then the input port number must be specified as a bit selection in the rtr_io.frame_n signal.

e.g. driving input port 5's frame_n signal to "0" takes the following form:

```
rtr_io.cb.frame_n[5] <= 1'b0;
```

test.sv Solution:

```
program automatic test(router io.TB rtr io);
 int run_for_n_packets;  // number of packets to test
                        // source address
 bit[3:0] sa;
 initial begin
   $vcdpluson;
   run for n packets = 21;
   reset();
   repeat(run for n packets) begin
     send();
   end
   repeat(10) @rtr io.cb;
 end
 task reset();
   rtr io.reset n <= 1'b0;
   rtr io.cb.frame n <= '1;
   rtr io.cb.valid n <= '1;
   repeat(2) @rtr io.cb;
   rtr io.cb.reset n <= 1'b1;
   repeat(15) @rtr io.cb;
 endtask: reset
 task gen();
   sa = 3;
   da = 7;
   payload.delete();
   repeat($urandom range(4,2))
     payload.push back($urandom);
 endtask: gen
 task send();
   send addrs();
   send pad();
   send payload();
 endtask: send
                                                       Continued...
```

```
...Continued from previous page
  task send addrs();
      rtr io.cb.frame n[sa] <= 1'b0;</pre>
      for (int i=0; i<4; i++) begin
        rtr io.cb.din[sa] <= da[i];
        @rtr io.cb;
      end
 endtask: send addrs
 task send pad();
   rtr io.cb.frame n[sa] <= 1'b0;</pre>
   rtr io.cb.valid n[sa] <= 1'b1;
   rtr io.cb.din[sa] <= 1'b1;
   repeat(5) @rtr io.cb;
 endtask: send pad
  task send payload();
    foreach(payload[index]) begin
      for (int i=0; i<8; i++) begin
        rtr io.cb.din[sa] <= payload[index][i];</pre>
        rtr io.cb.valid n[sa] <= 1'b0;
        rtr io.cb.frame n[sa] <=</pre>
                              (index == (payload.size()-1)) && (i==7);
        @rtr io.cb;
      end
    end
    rtr io.cb.valid n[sa] <= 1'b1;
 endtask: send payload
endprogram: test
```