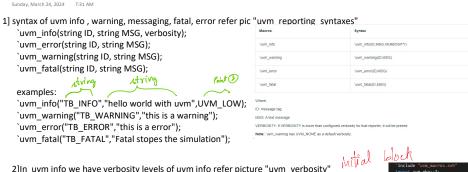
UVM REPORTING

1]UVM NONE

Sunday, March 24, 2024



3]UVM MEDIUM

2]In uvm info we have verbosity levels of uvm info refer picture "uvm_verbosity" the following are verbosities type

2] UVM LOW

```
4]UVM_HIGH
                5]UVM_FULL
                                 6]UVM_DEBUG
typedef enum {
   UVM_NONE = 0,
   UVM_LOW = 100,
   UVM MEDIUM = 200,
   UVM_HIGH = 300,
   UVM_FULL = 400,
   UVM_DEBUG = 500
   } uvm_verbosity;
                                           UVM DEBUG
```

- prints the nevertily Minted I Not printed

3] default verbosity of a component [class]is medium refer p2.sv program

```
`uvm_info("TB_TEST1", "String 1", UVM_NONE);
`uvm_info("TB_TEST1", "String 2", UVM_LOW);
`uvm_info("TB_TEST1", "String 3", UVM_MEDIUM);
'uvm_info("TB_TEST1", "String 4", UVM_HIGH);
'uvm_info("TB_TEST1", "String 5", UVM_FULL);
'uvm_info("TB_TEST1", "String 6", UVM_DEBUG);
```

by default only uvm infos with verbosity level less than UVM_MEDIUM[<200] are printed.

If you want to set there were positive of the whole component then use handle name dot set report verbosity level method with an argument of the desired verbosity

 $Handle_name.set_report_verbosity_level (DESIRED_VERBOSITY);$

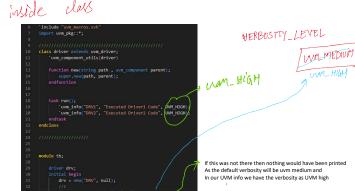
Ex: drv.set_report_verbosity_level(UVM_HIGH);

refer p3.sv and p4.sv

4] changing verbosity of a particular message id in a component [class] $handle_name.set_report_id_verbosity ("MESSAGE_ID", DESIRED_VERBOSITY);$

this sets the verbosity of the particular components message id to the DESIRED_VERBOSITY for the remaining components we can set it separately according to message id or else

the default verbosity [UVM_MEDIUM] will be applied



RBOSITY LEVEL

MARY IN (BEALT) [DALL WEDLAND

La 1959_102 (DRVI_b) OVM_MEDIUM

VERBOSITY_LEVEL [UVM_MBDIUM]

- m66-101[DRV]

- m66-101[DRV]

- wm_medium vvm. Hom

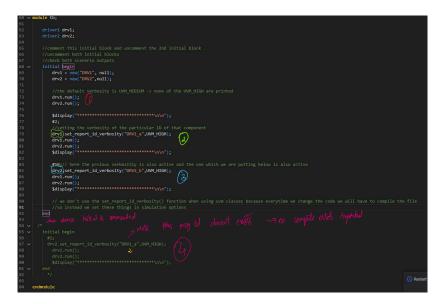
- wsb-102[DRV2]

- uum_ medium

- MAG IDI (DR. R. a) [UVIT_MEDIUM] La MSG_102 (DOUR-16) OVER_MEDIUM

```
- MEGALIDI (BRYI-A) [UNITEDITON]
                                                                                         -MSG_IDI(ORYLA) [UVIL_MEDIUM]
                                                                                        LA 1954_102 (DENELL) [UVM_MEDIUM]
[ 186-102 (DAVI-6) OVM_MEDIUM
```

```
LOPERLINGTONIA DUNI-MECKUY
                                                                                                  VERBOSITY LIEVEL
                                                                                                 LAMESH [ORA_a] [UVIL MEDIUM]
IT 1964-102 (ONTHE) [UVM_MEDIUM]
                                                                                                MEG. 102 (ONULL) WATER MEDIUM WATER
```



5] if there are child classes declared inside the component whose verbosity we are changing set_report_verbosity_level() will not effect their verbosity

6]changing the verbosity of the entire hierarchy of the component

environment class handle env is having 2 child classes mon and drv

env.set_report_verbosity_level_hier(UVM_HIGH);

handle_name.set_report_verbosity_level_hier(DESIRED_VERBOSITY);

This will set the verbosity of the entire component along with its child to DESIRED_VERBOSITY

in this case parent class env along with its child mon and drv will have DESIRED_VERBOSITY

```
VK
                                                                                                                                                                                                                                                                                                                                                                                       UVN-1416
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Crush 1822
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                                                                                                                                                                                                                                                                                                                                                                                                                                                                        WM DEBUTO
                                              e.mon.set_report_verbosity_level(UVM_DEBUG); //only sets the verbosity of child mon ->UVM_DEBUG e.set_report_verbosity_level(UVM_HIGH); //only sets the verbosity of parent e->UVM_HIGH and not effect the child verbosity in the verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the child verbosity of parent e->UVM_HIGH and not effect the ch
```

```
UVII DOVOTO
                                                                                                                                                                                                                                                                                                                        e.mon.set_report_verbosity_level(UVM_DEBUG);
e.set_report_verbosity_level(UVM_HIGH);
//as child drv verbosity is not not it uses default
                                                                                                                                                                                                                                                                                                                                                                                                                                                                               //only sets the verbosity of child mon ->UVM_DEBUG //only sets the verbosity of parent e->UVM_HIGH and not effect the child verbosity verbosity as UVM_MEDIUM
                                                                                                                                                                    WM-HIGH
                                                                                                                                          UVD MEDIUM
                                                                em- verbosity-terrel
                                                                                                                                                                                                           7WM-HUH
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                                                                                                                                            UVA MEDIUM
                                                                                    -9 childa (mon)
                                                                                                                                          UVA MEDIUM
                                                                                                                                                                             UNM_DEBUGO
  e.set_report_verbosity_level_hier(UVM_HIGH);
e.mon.set_report_verbosity_level(UVM_DEBUG);
                                                                                                                                                         // sets the verbosity of parent e->UVM_HIGH and also the child verbosities too that is child drv,mon->UVM_HIGH //only sets the verbosity of child mon ->UVM_DEBUG
                re the hierarchyverbosity is over written by component verbosity for mon mon->UVM_DEBUG
                                                                                                                                                                                                                                                                                                                                                 WM-MIBH
                                                                                                                                                                                                                          (3) em resposity level was a position
                                                                                                                                                                                                                                                                                                                         UVN MEDIUM
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                                                                                                                                                                                                                                       .mon.set_report_verbosity_level(UVM_DEBUG); //only sets the verbosity of child mon ->UVM_DEBUG e.set_report_verbosity_level(UVM_HIGH); //only sets the verbosity of parent e->UVM_DEBUG and not effect the child verbosity //as child drv verbosity is not not it uses default verbosity as UVM_MEDIUM or verbosity as unconstant or verbosity of parent e->UVM_DEBUG and not effect the child verbosity as unconstant or verbosity as unc
            1]uvm_info
                                                                                  2]uvm_warning
                                                                                                                                                                                3]uvm_error
                                                                                                                                                                                                                                                         4]uvm_fatal
8]changing the severity level of a uvm reporting
             handle\_name.set\_report\_severity\_override (CURRENT\_SEVERITY, DESIRED\_SEVERITY)
```

7]there are 4 severities

 $\dot{d.set_report_severity_override(UVM_WARNING, UVM_ERROR);}$

```
HUEE
FEP
                     abulation this will not paint
```

```
output without any severity conversion
              UVM_WARNING p6 sv(14) @ 0: DRV (DRV) Potential Error
UVM_ERROR, P6 sv(15) @ 0: DRV (DRV) Roal Error
UVM_ERROR, P6 sv(17) @ 10: DRV (DRV) Simulation cannot continue DRV
UVM_IPATAL p8 sv(17) @ 10: DRV (DRV) Simulation cannot continue DRV
UVM_IPATAL p8 sv(17) @ 10: DRV (DRV) Simulation cannot continue DRV
            ** Report counts by severity UVM_INFO: 2
```

```
[DRV] 4
[UVM/RELNOTES] 1
      d.set_report_severity_override(UVM_FATAL, UVM_ERROR);
                                                                            // converts all uvm_fatal to uvmm_error
   UVM_INFO p9.sv(13) @ 0: DRV [DRV] Informational Message
   d.set_report_severity_id_override(UVM_FATAL, "DRV", UVM_ERROR);
                                                                           //converts the `uvm_fatal messages with message id "DRV" to uvm_error
                                                            rver.svh(904) @ 20: reporter [UVM/REPORT/SERVER]
                                                                                                                                       UVM_INFO
                                                                                                                                                          UVM_DISPLAY
9]the actions which a severity can do are as follows
                                                                                                                                       UVM_ERROR
         1]UVM_NO_ACTION
                                            2] UVM_DISPLAY
                                                                           3]UVM_LOG
                                                                                                   4]UVM_COUNT
                                                                                                                                       UVM_FATAL
        5]UVM_EXIT
                                      6] UVM_CALL_HOOK 7]UVM_STOP 8] UVM_RM_RECORD
                                                                                                                                                                   Displays messages on console
Increments global error count
Terminates the simulation immediately
Captures messages into specified log file
10] there \ are \ default \ actions \ see \ the \ picture \ attached \ "uvm\_reporting\_severity\_default\_actions"
                                                                                                                                       UVM_DISPLAY
11] changing the actions of particular severity
    handle\_name.set\_report\_severity\_action (UVM\_SEVERITY, UVM\_ACTION1 \mid UVM\_ACTION2 \mid ...);
                                                                                                                                       UVM_LOG
                                                                                                                                      UVM_CALL_HOOK
UVM_NO_ACTION
UVM_STOP
                                                                                                                                                                   Calls callback method
No Action will be taken
Causes $stop to be executed, puts
simulation into interactive mode
    example:-
         d.set\_report\_severity\_action(UVM\_INFO,UVM\_NO\_ACTION);
        d.set\_report\_severity\_action(UVM\_INFO,UVM\_DISPLAY \mid UVM\_EXIT);
12] the action UVM_COUNT when added to a severity will increment the quit count whenever that severity message is executed
    as by default this counts the 'uvm_error messages count
    whenever this count variable reaches a certain value it exits the simulation
    in order to set this certain value to the count variable we use
    handle\_name.set\_report\_max\_quit\_count(DESIRED\_COUNT\_NUMBER\_VALUE);
     example:
        d.set\_report\_max\_quit\_count(3);
                                                                                                          ort_severity_action(UVM_INFO,UVM_DISPLAY | UVM_EXIT);
```

start of run
after 1st uvm_info
UVM_WARNING p10.sv(16) @ 0: DRV [DRV] Potential Error
UVM_ERROR p10.sv(17) @ 0: DRV [DRV] Real Error
UVM_ERROR p10.sv(18) @ 0: DRV [DRV] Second Real Error

start of run
UVM_INFO p10.sv(14) @ 0: DRV [DRV] Informational Message
UVM_INFO /apps/vcsmx/vcs/S-2021.09//etc/uvm-1.2/src/base/uvm_report_server.svh(904) @ 0: reporter
[UVM/REPORT/SERVER]
--- UVM Report Summary ---

** Report counts by severity UVM_INFO: 2 UVM_WARNING: 1 UVM_ERROR: 2 UVM_FATAL: 0

** Report counts by id [DRV] 4 [UVM/RELNOTES] 1

From < https://www.edaplayground.com/x/A_dc>