```
# riscvtest.s
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# Test the RISC-V processor:
# add, sub, and, or, slt, addi, lw, sw, beq, jal
# If successful, it should write the value 25 to address 100
          RISC-V Assembly
                                       Description
                                                                             Address Machine Code
         addi x2, x0, 5
                                        # x2 = 5
                                                                             0
                                                                                          00500113
         addi x2, x0, 5 # x2 - 5 addi x3, x0, 12 # x3 = 12 addi x7, x3, -9 # x7 = (12 - 9) = 3 or x4, x7, x2 # x4 = (3 OR 5) = 7 and x5, x3, x4 # x5 = (12 AND 7) = 4 add x5, x5, x4 # x5 = 4 + 7 = 11 beq x5, x7, end # shouldn't be taken slt x4, x3, x4 # x4 = (12 < 7) = 0 beq x4, x0, around # should be taken # shouldn't execute
                                                                             4
                                                                                          00C00193
                                                                                         FF718393
                                        # x4 = (3 OR 5) = 7
                                                                                         0023E233
                                         \# x5 = (12 \text{ AND } 7) = 4
                                                                           10
                                                                                         0041F2B3
                                         # x5 = 4 + 7 = 11
                                                                            14
                                                                                         004282B3
                                        # shouldn't be taken
                                                                           18
                                                                                          02728863
                                                                            1C
                                                                                          0041A233
                                                                            20
                                                                                          00020463
          addi x5, x0, 0
slt x4, x7, x2
add x7, x4, x5
sub x7, x7, x2
sw x7, 84(x3)
lw x2, 96(x0)
add x9, x2, x5
                                          # shouldn't execute
                                                                            24
                                                                                          00000293
                                         \# x4 = (3 < 5) = 1
around: slt x4, x7, x2
                                                                             28
                                                                                          0023A233
                                                                             2C
                                         \# x7 = (1 + 11) = 12
                                                                                          005203B3
                                         \# x7 = (12 - 5) = 7
                                                                             30
                                                                                          402383B3
                                          # [96] = 7
                                                                             34
                                                                                          0471AA23
                                          # x2 = [96] = 7
                                                                             38
                                                                                          06002103
         add x9, A2,
jal x3, end
addi x2, x0, 1
add x2, x2, x9
... x2. 0x20(x3)
                                         # x9 = (7 + 11) = 18
                                                                             3C
                                                                                          005104B3
                                          # jump to end, x3 = 0x44 	 40
                                                                                          008001EF
                                          # shouldn't execute
                                                                             44
                                                                                          00100113
                                          \# x2 = (7 + 18) = 25
                                                                             48
end:
                                                                                          00910133
                                          # [100] = 25
                                                                             4C
                                                                                          0221A023
done: beg x2, x2, done
                                          # infinite loop
                                                                                          00210063
```

Figure 7.64 riscvtest.s

## 7.6.3 Testbench

The testbench loads a program into the memories. The program in Figure 7.64 exercises all of the instructions by performing a computation that should produce the correct result only if all of the instructions are functioning correctly. Specifically, the program will write the value 25 to address 100 if it runs correctly, but it is unlikely to do so if the hardware is buggy. This is an example of *ad hoc* testing.

The machine code is stored in a text file called riscvtest.txt (Figure 7.65) which is loaded by the testbench during simulation. The file consists of the machine code for the instructions written in hexadecimal, one instruction per line.

The testbench, top-level RISC-V module (that instantiates the RISC-V processor and memories), and external memory HDL code are given in the following examples. The testbench instantiates the top-level module being tested and generates a periodic clock and a reset at the start of the simulation. It checks for memory writes and reports success if the correct value (25) is written to address 100. The memories in this example hold 64 32-bit words each.



Figure 7.65 riscvtest.txt

end;

## **HDL Example 7.12** TESTBENCH

```
SystemVerilog
module testbench():
  logic
              clk;
  logic
              reset:
 logic [31:0] WriteData, DataAdr;
  logic
            MemWrite;
  // instantiate device to be tested
  top dut(clk, reset, WriteData, DataAdr, MemWrite);
  // initialize test
  initial
    begin
      reset <= 1; # 22; reset <= 0;
  // generate clock to sequence tests
  alwavs
   begin
      clk <= 1; # 5; clk <= 0; # 5;
  // check results
  always@(negedge clk)
    begin
      if(MemWrite) begin
        if(DataAdr === 100 & WriteData === 25) begin
          $display("Simulation succeeded");
          $stop;
        end else if (DataAdr !== 96) begin
         $display("Simulation failed");
          $stop;
        end
      end
    end
endmodule
```

```
VHDL
library IEEE:
use IEEE.STD_LOGIC_1164.all;
use IEEE.NUMERIC_STD_UNSIGNED.all;
entity testbench is
end;
architecture test of testbench is
  component top
    port(clk, reset:
                            in STD_LOGIC;
         WriteData, DataAdr: out STD_LOGIC_VECTOR(31 downto 0);
         MemWrite:
                            out STD_LOGIC);
  end component;
  signal WriteData, DataAdr: STD_LOGIC_VECTOR(31 downto 0);
  signal clk, reset, MemWrite: STD_LOGIC;
  -- instantiate device to be tested
  dut: top port map(clk, reset, WriteData, DataAdr, MemWrite);
  -- Generate clock with 10 ns period
  process begin
    clk <= '1';
     wait for 5 ns;
     clk <= '0';
     wait for 5 ns;
  end process;
  -- Generate reset for first two clock cycles
  process begin
   reset <= '1';
    wait for 22 ns;
   reset <= '0':
    wait;
  end process;
  -- check that 25 gets written to address 100 at end of program
  process(clk) begin
    if(clk'event and clk = '0' and MemWrite = '1') then
      if(to\_integer(DataAdr) = 100 and
        to_integer(writedata) = 25) then
        report "NO ERRORS: Simulation succeeded" severity
        failure:
      elsif (DataAdr /= 96) then
        report "Simulation failed" severity failure;
      end if:
   end if;
  end process;
```