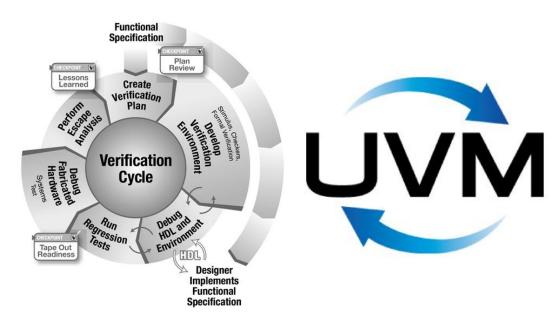
## ECE 593 Fundamentals of Pre-Silicon Validation



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# IMPLEMENTATION AND VERIFICATION OF ASYNCHRONOUS FIFO USING BOTH CLASS-BASED AND UVM METHODOLOGIES

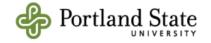
Session 1 - Group 1

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## Agenda

| Introduction of Team Members     |
|----------------------------------|
| Project Introduction             |
| Contribution of Team Members     |
| Design Implementation            |
| Class based Verification         |
| UVM based Verification           |
| Overall Challenges and Learnings |
| Demo                             |
| Conclusion                       |



## **Introduction of Team Members**

KUMAR DURGA MANOHAR KARNA

PSU ID : 912527531 Term : 2<sup>nd</sup> term Graduation term : Fall 2025

Internship/ Offer: N/A

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Graduation term: Fall 2025

Internship/Offer: N/A

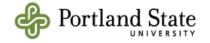
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Graduation term : Spring 2025

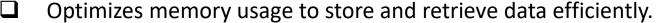
Internship/ Offer: N/A

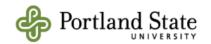


## **Project Introduction**

An Asynchronous FIFO (First-In-First-Out) is a specialized type of FIFO buffer that enables data transfer between systems operating on different clock domains. Unlike synchronous FIFOs, which use a single clock signal for both read and write operations, asynchronous FIFOs employ separate read and write clocks, allowing data to be read and written independently.

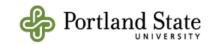
| <ul> <li>Prevents data loss or corruption during asynchronous transfers.</li> <li>Ensures effective coordination between different clock domains.</li> <li>Employs gray code pointers to track read and write positions, minim metastability.</li> </ul> | Facilitates data transfer between subsystems with different clock frequencies.          |  |  |  |  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|--|--|--|--|
| ☐ Employs gray code pointers to track read and write positions, minim                                                                                                                                                                                    | Prevents data loss or corruption during asynchronous transfers.                         |  |  |  |  |
|                                                                                                                                                                                                                                                          | Ensures effective coordination between different clock domains.                         |  |  |  |  |
|                                                                                                                                                                                                                                                          | Employs gray code pointers to track read and write positions, minimizing metastability. |  |  |  |  |



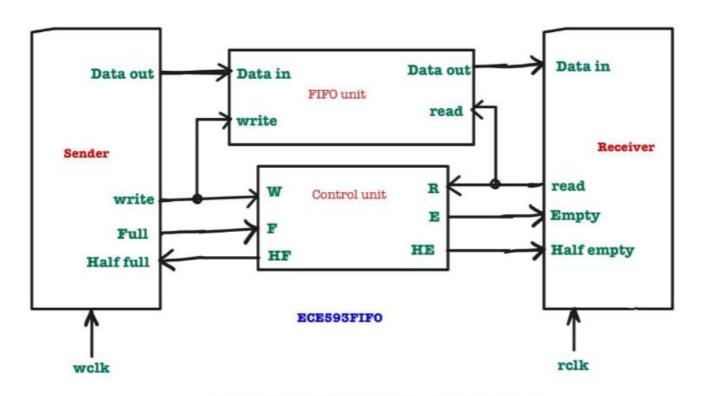


## **Contribution of Team Members**

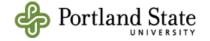
| Nivedita Boyina                                                                                                    | Durga Manohar                                                                                              | Nikhitha Vadnala                                                                                              | Abbas                                                                                       |
|--------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|
| UVM environment  Design  Sequences  -base sequence  -full sequence  -random sequence  Sequence Item  HLDS Document | UVM environment Write agent Write driver Write sequencer Write monitor Coverage Verification Plan Document | UVM environment Read agent Read driver Read sequencer Read monitor Scoreboard Environment Presentation Slides | UVM environment Test cases -(base, full, random) Testbench Interface Package Academic Paper |
| Class environment Design Driver Transaction                                                                        | Class environment Monitor_in Monitor_out Generator                                                         | Class environment<br>Scoreboard<br>Environment<br>run.do                                                      | Class environment Test Testbench Interface                                                  |



## **Design Implementation**



Level Block Diagram of the Design System



## **Design Specification**

- **Asynchronous FIFO**: An Asynchronous FIFO (First-In-First-Out) buffer is used to transfer data between two clock domains with different clock frequencies.
- Gray Code: Gray code is used for the read and write pointers because it ensures
  that only one bit changes at a time, reducing the chance of sampling errors and
  metastability.
- **Memory Array**: The FIFO buffer uses a memory array to store data. Data is written to the memory in the write clock domain and read from the memory array in the read clock domain.
- **Write Pointer**: A binary write pointer keeps track of the location where the next data should be written. The binary write pointer is converted to a Gray code write pointer for synchronization across the clock domains.
- Read Pointer: A binary read pointer keeps track of the location from where the next data should be read. The binary read pointer is converted to a Gray code read pointer for synchronization across the clock domains.



## **Design Specification**

- Pointer Synchronization: The Gray code write pointer is synchronized into the read clock domain using two-stage synchronization to mitigate metastability. The Gray code read pointer is synchronized into the write clock domain similarly.
- Full Condition: The FIFO is full when the next write pointer value (in Gray code)
  equals the read pointer value with the most significant bit inverted.
- **Empty Condition**: The FIFO is empty when the synchronized write pointer equals the read pointer.
- Half Full: The FIFO is Half Full when read point is at depth/2
- Half Empty: The FIFO is Half Empty when write pointer is at depth/2



## **Design Implementation**

## **Design Specifications**

Writing frequency =  $f_A = 120MHz$ 

Reading Frequency =  $f_B = 50MHz$ 

Burst Length = No. of data items to be transferred = 1024

No. of idle cycles between two successive writes is = 4

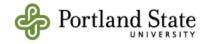
No. of Idle cycles between two successive reads is = 2

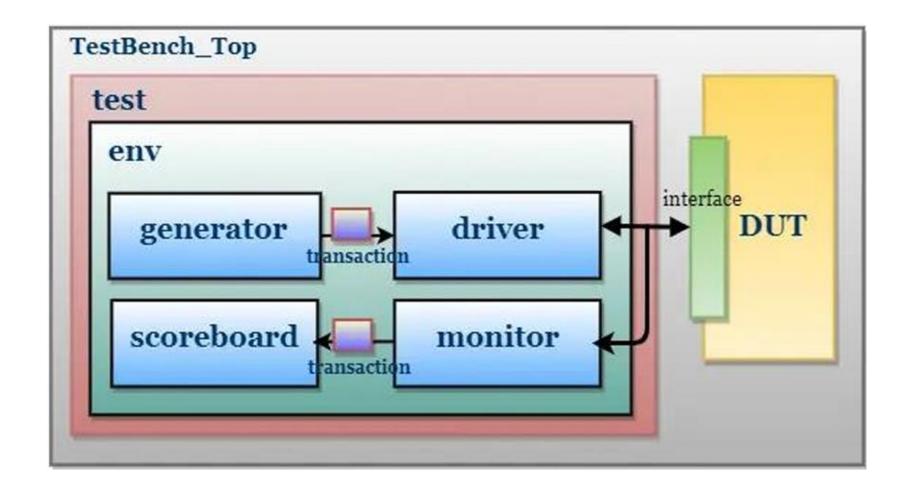
Minimum depth of FIFO = 307

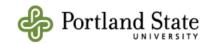
FIFO depth considered here = 512

Time required to write one data item = 42 ns

Time required to read one data item = 60 ns.





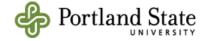


#### Transaction:

```
bit wrst_n, rrst_n, wclk, rclk;
rand bit [7:0] data_write;
rand bit write_enable;
rand bit read_enable;
logic [7:0] data_read;
bit rempty;
bit wfull;
```

#### Generator:

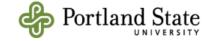
```
class generator;
    rand transaction tx;
   longint tx count;
    event driv2gen;
    mailbox gen2driv;
    function new(mailbox gen2driv, event driv2gen);
        this.gen2driv = gen2driv;
        this.driv2gen = driv2gen;
    endfunction
    task main();
        repeat (tx count)
        begin
            tx = new();
            if(!tx.randomize())
            $fatal ("Randomization for the transaction is failed:");
            gen2driv.put(tx);
        end
            ->driv2gen;
    endtask
endclass
```



#### Driver:

```
//reset when write or read reset
task reset;
    $display("Reset Started");
    wait(driver_if.wrst_n || driver_if.rrst_n);
    driver_if.data_write <= 0;
    driver_if.write_enable <= 0;
    driver_if.read_enable <= 0;
    wait(!driver_if.wrst_n || driver_if.rrst_n);
    $display("Reset Ended:");
endtask</pre>
```

```
virtual task drive();
begin
    transaction tx1;
    driver if.write enable <= 0;
    driver if.read enable <= 0;
    gen2driv.get(tx1);
    @ (posedge driver if.wclk);
    if(tx1.write enable)
    begin
        driver if.write enable <= tx1.write enable;
        driver if.data write <= tx1.data write;;
        tx1.wfull = driver if.wfull;
        tx1.rempty = driver if.rempty;
        $display ("\t write enable = %0h \t data write = %0h", tx1.write enable, tx1.data write);
    end
    else
    begin
        $display ("\t write enable = %0h \t data write = %0h", tx1.write enable, tx1.data write);
    end
    if(tx1.read enable)
        driver if.read enable <= tx1.read enable;
        @ (posedge driver if.rclk);
        driver if.read enable <=tx1.read enable;
        @ (posedge driver if.rclk);
        tx1.data read = driver if.data read;
        tx1.wfull = driver if.wfull;
        tx1.rempty = driver if.rempty;
        $display ("\t read enable = %0h", tx1.read enable);
    end
    else
    begin
        $display ("\t read enable = %0h", tx1.read enable);
endtask
```

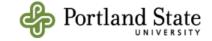


#### Monitor:

```
class monitor;
   virtual intf moniter if;
   mailbox mon2scb;
   function new(virtual intf moniter if, mailbox mon2scb);
        this.moniter if = moniter if;
        this.mon2scb = mon2scb;
   endfunction
   virtual task drive();
   begin
        transaction tx2;
        tx2 = new();
        @ (posedge moniter if.rclk);
        tx2.read enable = moniter if.read enable;
       tx2.write enable = moniter if.write enable;
        tx2.data write = moniter if.data write;
        tx2.wfull = moniter if.wfull;
        tx2.rempty = moniter if.rempty;
        tx2.data read = moniter if.data read;
       mon2scb.put(tx2);
   endtask
   task main();
   begin
        for (int i = 0; i < 1; i++)
            drive();
   end
   endtask
endclass
```

#### Scoreboard:

```
virtual task main():
begin
    transaction tx3:
    mon2scb.get(tx3);
       if(tx3.write enable)
            begin
                fifo mem[wr ptr] = tx3.data write;
               wr ptr = wr ptr + 1;
       if(tx3.read enable)
            begin
                if(tx3.data read == fifo mem[rd ptr])
                        $display("design works correctly at address %0h - tx3.Data = %0h -
                           Saved Data = %0h",rd ptr, tx3.data read,fifo mem[rd ptr]);
                        rd ptr = rd ptr + 1;
                else
                        $display("design has error at address %0h - tx3.Data = %0h - Saved Data = %0h",
                            rd ptr,tx3.data read,fifo mem[rd ptr]);
      if(tx3.wfull)
            $display("FIFO is full");
     if(tx3.rempty)
            $display("FIFO is empty");
     tran num++;
endtask
```



#### Test:

```
program test(intf in);
environment env;

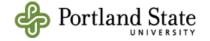
initial
    begin

    $\frac{1}{2}\text{stenvironment started}\text{"};
    env = new(in);
    env.gen.tx_count =10;
    env.tran_num=100;
    env.run();
    $\frac{1}{2}\text{stenvironment started}\text{"};
    $\text{started}\text{"};
    endingle endprogram
```

#### Interface:

```
interface intf(input logic wclk,rclk,wrst_n,rrst_n);

logic [7:0] data_write;
logic write_enable;
logic read_enable;
logic [7:0] data_read;
logic rempty;
logic wfull;
logic half_rempty;
logic half_full;
-endinterface: intf
```



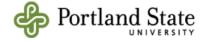
#### Top:

```
'include "async fifo test.sv"
`include "Interface.sv"
module async fifo top;
    bit rclk, wclk, rrst n, wrst n;
    logic [7:0] data write;
    logic [7:0] data read;
    always #21ns wclk = ~wclk;
    always #30ns rclk = ~rclk;
    initial
        begin
            wclk = 0;
            rclk=0:
            wrst n = 0;
            rrst n=0;
            #50;
            rrst n =1;
            wrst n=1;
intf in (wclk,rclk,wrst n,rrst n);
test t1 (in):
asynchronous fifo DUT (.wclk(in.wclk),
            .wrst n(in.wrst n),
            .rclk(in.rclk),
            .rrst n(in.rrst n),
            .write enable (in.write enable),
            .read enable (in.read enable),
            .data read(in.data read),
            .data write(in.data write),
            .wfull(in.wfull),
            .rempty(in.rempty),
            .half full(in.half full),
            .half rempty(in.half rempty));
```

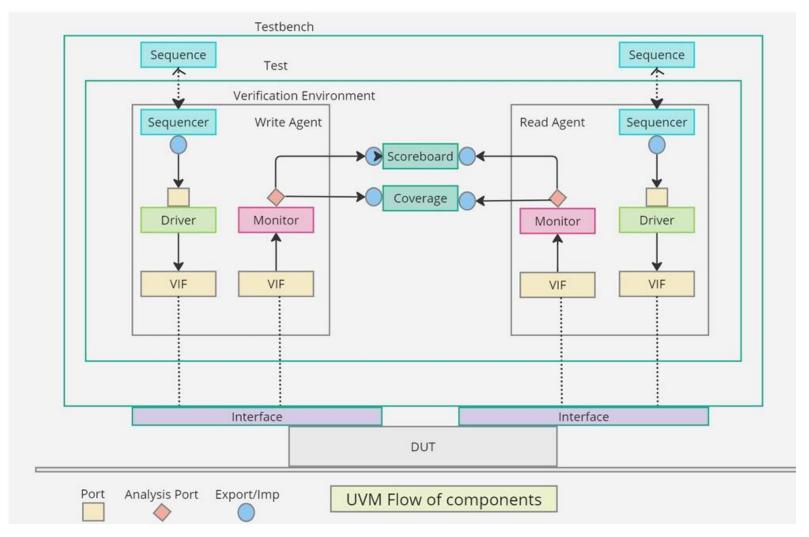
#### Coverage:

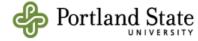
```
covergroup async fifo cover;
  option.per instance = 1;
  DATA WRITE : coverpoint in.data write{
        option.comment = "write data ";
            bins low range = {[1:511]};
            bins mid range = {[512:1023]};
            bins high range = {[1023:2048]};
   WRITE FULL : coverpoint in.wfull +
        option.comment = "FULL FLAG";
       bins full c = (0 \Rightarrow 1);
       bins full c1 = (1 \Rightarrow 0);
   READ EMPTY: coverpoint in.rempty {
        option.comment = "WHEN RESET IS OFF check EMPTY";
        bins empty c = (0 \Rightarrow 1);
       bins empty c1 = (1 \Rightarrow 0);
  DATA READ : coverpoint in.data read{
        option.comment = "read data ";
            bins low range = \{[1:511]\};
            bins mid range = {[512:1023]};
            bins high range = {[1023:2048]};
```

```
W INC : coverpoint in.write enable{
  bins incr s = (0 \Rightarrow 1);
  bins incr sl = (1 \Rightarrow 0);
  R INC : coverpoint in.read enable{
  bins incr sr = (0 \Rightarrow 1);
  bins incr slr = (1 \Rightarrow 0);
  W RESET: coverpoint in.wrst n {
    option.comment = "write reset signal";
    bins reset low to high = (0 =>1);
    bins reset high to low = (1 =>0);
  R RESET: coverpoint in.rrst n {
    option.comment = "read reset signal";
    bins reset low to high = (0 =>1);
    bins reset high to low = (1 \Rightarrow 0);
W CLK: coverpoint in.wclk {
  option.comment = "write clock signal";
  bins clk low to high = (0 \Rightarrow 1);
  bins clk_high_to_low = (1 => 0);
R_CLK: coverpoint in.rclk {
  option.comment = "read clock signal";
  bins clk low to high = (0 \Rightarrow 1);
  bins clk high to low = (1 \Rightarrow 0);
WRITEXADDXDATA : cross W CLK,W INC,DATA WRITE;
READXADDXDATA : cross R CLK, R INC, DATA READ;
                : cross DATA_WRITE,DATA_READ;
READxWRITE
RESETxWRITE : cross W_RESET, DATA_WRITE;
RESETXREAD
                : cross R RESET , DATA READ;
```



endgroup



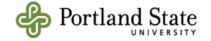


#### Sequence Item:

```
import uvm pkg::*;
`include "uvm macros.svh"
class transaction write extends uvm sequence item;
    `uvm object utils(transaction_write)
    rand bit [8:0] data write;
   rand bit write enable;
   bit wfull, wHalf full;
    function new(string name = "transaction write");
        super.new(name);
    endfunction
endclass
class transaction read extends uvm sequence item;
    `uvm object utils(transaction read)
    rand bit read enable;
   logic [8:0] data read;
   bit rempty, wHalf empty;
    function new(string name = "transaction read");
        super.new(name);
    endfunction
endclass
```

#### Sequencer (write):

```
class write sequence extends uvm sequence#(transaction write);
    'uvm object utils (write sequence)
    int tx count write = 400;
    transaction write txw;
    function new(string name = "write sequence");
        super.new(name);
        `uvm info("WRITE SEQUENCE CLASS", "Inside constructor", UVM LOW)
    task body();
        `uvm info("WRITE SEQUENCE CLASS", "Inside body task", UVM LOW)
        for (int i = 0; i < tx count write; i++) begin</pre>
            txw = transaction write::type id::create("txw");
            start item(txw);
            if (!(txw.randomize() with {txw.write enable == 1;}));
            //`uvm error("TX GENERATION FAILED", "Failed to randomize transaction write")
            finish item(txw);
        end
    endtask
endclass
```

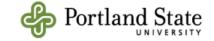


#### Driver (write):

```
task drive write (transaction write txw);
   @(posedge intf vi.wclk);
   this.intf vi.write enable = txw.write enable;
   this.intf vi.data write = txw.data write;
endtask
task run phase (uvm phase phase);
   super.run phase(phase);
    `uvm info("DRIVER CLASS", "Inside Run Phase", UVM LOW)
   this.intf vi.data write <=0;
   this.intf vi.write enable <=0;
   repeat(10) @(posedge intf vi.wclk);
   for (integer i = 0; i < trans count write ; i++)</pre>
   begin
       txw=transaction write::type id::create("txw");
       seq item port.get next item(txw);
       $display("SK DEBUG4 entered before wait statement wr driver");
       wait(intf vi.wfull ==0);
       $display("SK DEBUG5 entered after wait statement wr driver");
       drive write(txw);
       seq item port.item done();
   @(posedge intf vi.wclk);
   this.intf vi.write enable =0;
endtask
```

#### Monitor (write):

```
function void build phase (uvm phase phase);
   super.build phase (phase);
   port write = new("port write", this);
    if (!uvm config db#(virtual intf)::get(this, "", "vif", vif)) begin
        'uvm error("build phase", "No virtual interface specified for this write monitor instance")
endfunction
function void connect phase (uvm phase phase);
   super.connect phase(phase);
endfunction
task run phase (uvm phase phase);
    super.run phase (phase);
       begin : write monitor
           forever @(negedge vif.wclk) begin
                mon_write();
       begin : write_completion
           wait (w count == trans_count_write);
        end
    join
endtask
task mon write;
    transaction write txw;
   if (vif.write_enable == 1)
       txw = transaction write::type id::create("txw");
        txw.write enable = vif.write enable;
        txw.data write = vif.data write;
        $display("\t Monitor write_enable = %0h \t data_write = %0h \t
           w count = %0d", txw.write enable, txw.data write, w count + 1);
       port write.write(txw);
       w count = w count + 1;
endtask
```

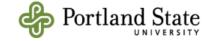


#### Agent (write):

```
class write agent extends uvm agent;
    'uvm component utils (write agent)
    write sequencer ws;
    write driver wd;
    write monitor wm;
    function new (string name = "write agent", uvm component parent);
        super.new(name, parent);
        'uvm info("WRITE AGENT CLASS", "Inside constructor", UVM LOW);
    endfunction
    function void build phase(uvm phase phase);
        super.build phase(phase);
        ws = write sequencer::type id::create("ws", this);
        wd = write driver::type id::create("wd", this);
        wm = write monitor::type id::create("wm", this);
    endfunction
    function void connect phase (uvm phase phase);
        super.connect phase(phase);
        wd.seq item port.connect(ws.seq item export);
    endfunction
    task run phase (uvm phase phase);
        super.run phase(phase);
    endtask
endclass
```

#### Scoreboard:

```
function void build phase (uvm phase phase);
    super.build phase(phase);
    write port = new("write port", this);
    read port = new("read port", this);
endfunction
function void connect phase (uvm phase phase);
    super.connect phase(phase);
endfunction
function void write port a(transaction write txw);
    tw.push back(txw);
   $display ("\t Value of the Scoreboard data write = %0h", txw.data write);
endfunction
function void write port b(transaction read txr);
logic [8:0] popped data write;
empty count = tw.size;
    if (tw.size() > 0) begin
        popped data write = tw.pop front().data write;
        if (popped data write == txr.data read)
            'uvm info("ASYNC FIFO SCOREBOARD",
                $sformatf("TestBench PASSED ScoreBoard Data: %0h --- DUT FIFO
                    Read Data: %0h", popped data write, txr.data read), UVM MEDIUM)
        else
            'uvm error ("ASYNC FIFO SCOREBOARD",
                $sformatf("TestBench Failed ScoreBoard Data: %Oh Does not match DUT FIFO
                    Read Data: %0h", txr.data read, popped data write))
    end
endfunction
```

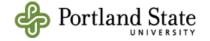


#### **Environment:**

```
class fifo env extends uvm env;
    'uvm component utils(fifo env)
    virtual intf vif:
    write agent wa;
    read agent ra;
    fifo scoreboard scb;
    function new(string name, uvm component parent);
        super.new(name, parent);
    endfunction
    function void build phase (uvm phase phase);
        super.build phase(phase);
        wa = write agent::type id::create("wa", this);
         ra = read agent::type id::create("ra", this);
         scb = fifo scoreboard::type id::create("scb", this);
         if (!uvm config db#(virtual intf)::get(this, "", "vif", vif))
           `uvm fatal("build phase", "No virtual interface specified for this env instance")
    endfunction
    function void connect phase (uvm phase phase);
        super.connect phase(phase);
        wa.wm.port write.connect(scb.write port);
        ra.rm.port read.connect(scb.read port);
    endfunction
    task run phase (uvm phase phase);
        super.run phase(phase);
    endtask
endclass
```

#### Test:

```
function void build phase (uvm phase phase);
    super.build_phase(phase);
    env = fifo_env::type_id::create("env", this);
    if (!uvm config db#(virtual intf)::get(this, "", "vif", vif)) begin
        `uvm fatal("FIFO/DRV/NOVIF", "No virtual interface specified for this test instance")
endfunction
function void connect phase (uvm phase phase);
   super.connect phase(phase);
endfunction
function void end of elaboration();
   super.end_of_elaboration();
    uvm_root::get().print_topology();
endfunction
task run phase (uvm phase phase );
    env.wa.wd.trans count write=400;
    env.ra.rd.trans count read=401;
    env.wa.wm.trans_count_write=400;
    env.ra.rm.trans count read=401;
    phase.raise objection(this, "Starting fifo write seq in main phase");
    fork
            $display("/t Starting sequence w seq run phase");
            w seq = write sequence::type id::create("w seq", this);
            w seq.start(env.wa.ws);
        end
            $display("/t Starting sequence r seq run phase");
            r seq = read sequence::type id::create("r seq", this);
            r seq.start(env.ra.rs);
    join
    #100ns;
    env.scb.compare flags();
    phase.drop objection(this , "Finished fifo seq in main phase");
    #2000;
    $finish;
endtask
```

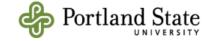


#### Coverage:

```
covergroup FIFO coverage;
  coverpoint intf.data write {
   bins data bin[] = {[0:511]};
  coverpoint intf.data read {
    bins data bin[] = {[0:511]};
  coverpoint intf.wfull {
    bins full bin[] = \{0, 1\};
  coverpoint intf.rempty {
    bins empty bin[] = \{0, 1\};
  cross intf.data write, intf.data read;
  cross intf.data write, intf.wfull;
  cross intf.data read, intf.rempty;
endgroup
  FIFO_coverage fifo_coverage_inst;
  initial begin
    fifo coverage inst = new();
    forever begin @ (posedge wclk or posedge rclk)
      fifo coverage inst.sample();
  end
```

#### Top:

```
module tb top;
   bit rclk, wclk, rrst n, wrst n;
   always #21ns wclk = ~wclk;
   always #30ns rclk = ~rclk;
   intf intf (wclk, rclk, wrst n, rrst n);
   ASYNC FIFO DUT (
        .data write(intf.data write),
        .wfull(intf.wfull),
        .rempty(intf.rempty),
        .write enable(intf.write enable),
        .read enable(intf.read enable),
       .wclk(intf.wclk),
       .rclk(intf.rclk),
       .rrst n(intf.rrst n),
       .wrst n(intf.wrst n),
        .data read(intf.data read),
        .wHalf emptv(intf.wHalf emptv),
        .wHalf full(intf.wHalf full)
   initial begin
        uvm config db#(virtual intf)::set(null, "*", "vif", intf);
        'uvm info("tb top", "uvm config db set for uvm tb top", UVM LOW);
   initial begin
        run test ("fifo base test");
      // run test("fifo full test");
      // run test("fifo random test");
   initial begin
       wclk = 0;
       rclk = 0;
       wrst n = 0;
        rrst n = 0;
       intf.read enable = 0;
       intf.write enable = 0;
       rrst n = 1;
       wrst n = 1;
```



## Overall Challenges and Learnings

#### Challenges Faced :

- Coverage Closure: Achieving 100% code coverage is some what easy but getting
  Functional Coverage to some extent is challenging, we need to create so many bins
  to get to know that the values are covered during verification and analyzing the
  transactions between one value to the another value implemented in the coverage
  is some what difficulty we faced.
- **Clock Domain**: Asynchronous FIFOs inherently involve different clock domains for the write and read operations. So while creating the Design and monitor and driver class we faced some challenges on where and which clock domain that needs to specify the read and write operations.
- Connecting Modules: We have faced some difficulty while doing the UVM verification in connecting the modules and remembering the inbuilt class names and method names. This challenges is overcomes by your lectures and some web resources.

### Learnings:

- Clear understanding in the clock domain of write and read operations.
- Clear understanding on how to improve the coverage i.e., code and functional coverage.
- Can be able to get how the modules are connected in class based verification.



## **Test Scenarios and Coverage**

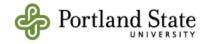
#### Quality of test scenarios

- How many test scenarios covered
  - Data Write -> tested data write is happening for all range of the input values.
  - Write Full -> tested that full condition is happening or not by using transition bins
  - Data Read -> tested data read for all range of the values.
  - Read Empty -> tested that empty condition is happening or not.
  - Write pointer -> tested that increment of the write pointer is happening or not.
  - Read Pointer -> tested that increment in the read pointer is happening or not.
  - Reset -> tested that reset is happening through transition bins
- Code Coverage Metrics
  - 90.40%
- Functional Coverage Metrics
  - 84.16%



## Demo

- Presenting the project in the action
- Executed within UVM verification Environment
- Running in Questa sim for demonstration
- Bug-injected scenario ready to show



## Conclusion

- Successful design and verification of asynchronous FIFO using System Verilog (SV) and Universal Verification Methodology (UVM) ensure correctness and reliability.
- Employed techniques such as code functional coverage, assertions, and careful design implementation contributed to the robustness of the verification process.
- UVM methodologies facilitate reusability, and scalability, enhancing efficiency in verification efforts.
- Directed testing focused on critical scenarios, while random testing uncovered edge cases, ensuring comprehensive coverage.
- Integration of these techniques guarantees that the design meets requirements and operates reliably in diverse scenarios.

