NCTU-EE IC LAB - Spring 2022

Lab09 Exercise

Verification: Pokemon Simulation Game (From Lab08)

Data Preparation

1. Extract test data from TA's directory:

   % tar xvf ~iclabta01/Lab09.tar

2. The extracted LAB directory contains:

   Exercise/

   Practice/

Description

You need to write the verification pattern for the PSG (from Lab08). You need to complete following things:

1. PATTERN.sv (Lab09/Exercise /00_TESTBED/PATTERN.sv)
   Generate pattern data.
   Send pattern data to pokemon.sv and bridge.sv and make sure that it will achieve coverage goals.
   You also need to check the correctness of the output signals of the design.
2. CHECKER.sv (Lab09/Exercise /00_TESTBED/CHECKER.sv)
   Write your cover groups and assertions here.

Specifications

Coverage: (TA's DESIGN + TA's CHECKER + Your PATTERN)

1. Create a covergroup including coverpoint inf.out_info[31:28] and inf.out_info[27:24] (Player Pokemon info when action is not Attack; Defender Pokemon info when action is Attack).The bins of inf.out_info[31:28] needs to be No_stage, Lowest, Middle and Highest, respectively. The bins of inf.out_info[27:24] needs to be No_type, Grass, Fire, Water, Electric, Normal, respectively. Each bin should be hit at least 20 times. (sample the value at negedge clk when inf.out_valid is high)(Note: We will use exactly word like "Lowest" instead of number "4'd1")

2. Create a covergroup including coverpoint inf.D.d_id[0] (means 0~7 bits of input signal D when typing your ID) with auto_bin_max = 256. (means that you need to divide the inf.D.d_id[0] signal into 256 bins averagely). And each bin has to be hit at least 1 time. (sample the value at posedge clk when id_valid is high)

3. Create a covergroup including coverpoint inf.D.d_act[0] (means 0~3 bits of input signal D when typing your action). There are six actions for inf.D.d_act[0]: Buy, Sell, Deposit, Check, Use_item, Attack. Create the transition bins from one action to itself or others. such as: Buy to Buy, Buy to Sell, Buy to Deposit, Buy to Check, Buy to Use_item, Buy to Attack and so on. There are total 36

transition bins. Each transition bin should be hit at least 10 times. (sample the value at posedge clk when act_valid is high).

4. Create a covergroup including coverpoints inf.complete. The bins of inf.complete need to be 0 and 1, and each bin should be hit at least 200 times. (sample the value at negedge clk when inf.out_valid is high)
5. Create a covergroup including coverpoint inf.err_msg. Every case of inf.err_msg except No_Err should occur at least 20 times. (sample the value at negedge clk when inf.out_valid is high)

Notice:

1. When you send the pattern to the pokemon.sv, you need to follow the specs from the Lab08. For example, all input valid signals won't overlap with each other. You can write some assertions in your CHECKER.sv to check. If you violate the specs and your assertions didn't discover but TA discover during demo, you will fail.
2. After passing the last pattern, your PATTERN should finish immediately. (Still remember not to violate any specs.)
3. During demo, TA will also use wrong design to test if your pattern can check the correctness of the output signals of the design. When the answer is wrong, you should stop the program immediately and display "Wrong Answer" on the terminal.

Assertion: (TA's DESIGN + TA's PATTERN+ Your CHECKER)

1. All outputs signals (including pokemon.sv and bridge.sv) should be zero after reset.
2. If action is completed, err_msg should be 4'b0.
3. If action is not completed, out_info should be 64'b0.
4. The gap between each input valid is at least 1 cycle and at most 5 cycles.
5. All input valid signals won't overlap with each other.
6. Out_valid can only be high for exactly one cycle.
7. Next operation will be valid 2-10 cycles after out_valid fall.
8. Latency should be less than 1200 cycles for each operation.

Notice that once the spec is violated, you should stop the program immediately and show the assertion message on the terminal. Your assertion warning messages should be "Assertion X is violated", where X is the number of assertions. You can directly copy the messages provided by TA in student.txt. The definition of cycle and latency is the same as Lab08.

Note

1. **Grading Policy**
   - **Coverage + assertion:** 70%
   - **Simulation time of coverage:** 30%

```
--------------------------------------------------------------------
                         Congratulations!
                  You have passed all patterns!
--------------------------------------------------------------------
Simulation complete via $finish(1) at time 3700 NS + 0
./PATTERN.v:242     $finish;
ncsim> exit
```

   - You need to pass all specs and will get the simulation time score.
     The second demo will be 30% off.
2. **Please upload the following file on newE3 platform before 23:59 on 5/8:**
   - PATTERN_iclabXXX.sv (ex: PATTERN_iclab099.sv)
   - CHECKER_iclabXXX.sv (ex: CHECKER_iclab099.sv)
   - dram_iclabXXX.dat (ex: dram_iclab099.dat)
     Remember using dram.dat when you read your data in pattern. Or you will be failed at demo.
     And if you have modified the Usertype_PKG.sv, please also upload that file too.
   - Usertype_PKG_iclabXXX.sv (ex: Usertype_PKG_iclab099.sv) (optional)
3. Since the purpose of this Lab is to use SystemVerilog to do verification. You should generate pattern in the PATTERN.sv directly instead of using read file method.
4. Don't use any wire/reg/submodule/parameter name called *error*, *congratulation*, *latch* or *fail* otherwise you will fail the lab. Note: * means any char in front of or behind the word. e.g: error_note is forbidden.
5. Please do not display any other information on the CHECKER.sv and PATTERN.sv except for the information written in the student.txt.

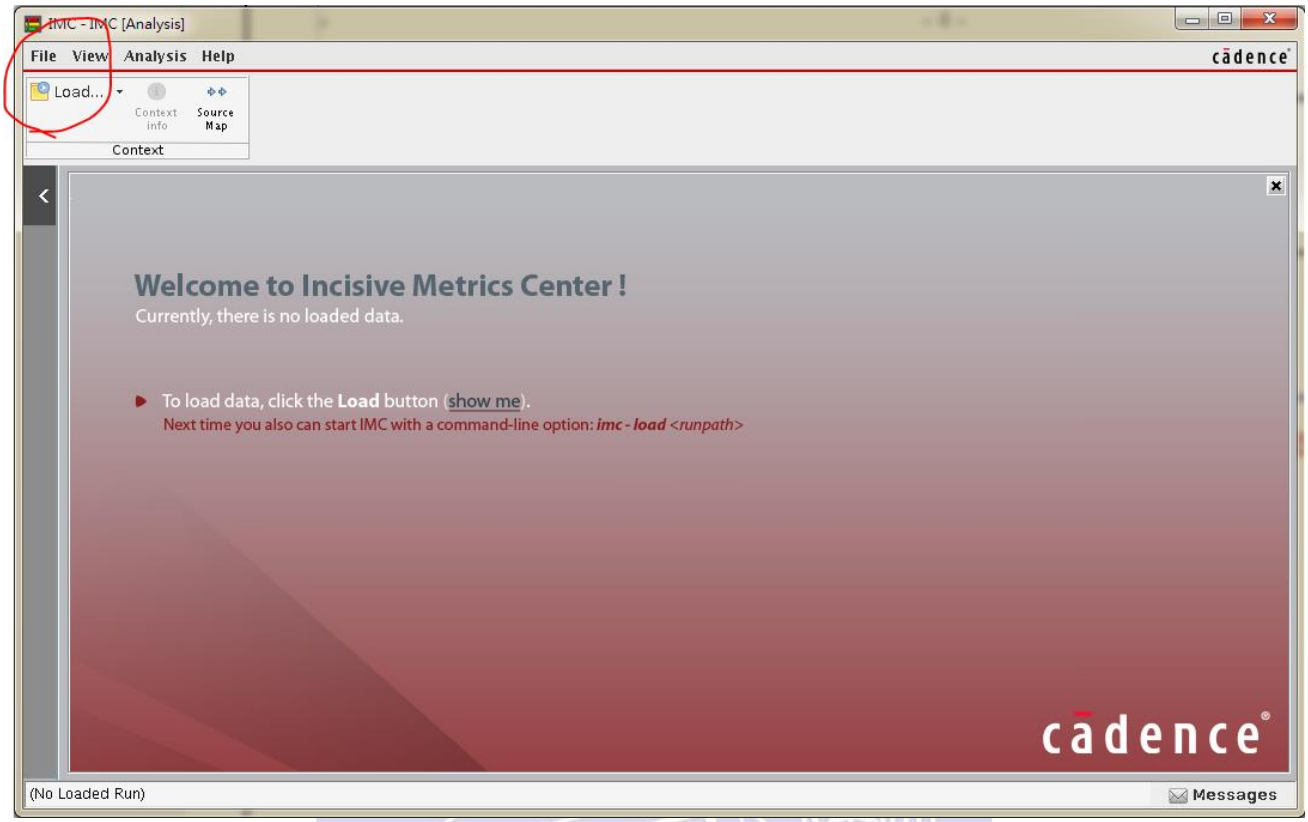
Using Cadence IMC (Incisive Metrics Center)

1. % irun TESTBED.sv -define RTL -debug -coverage U –covoverwrite (./02_run_cov)

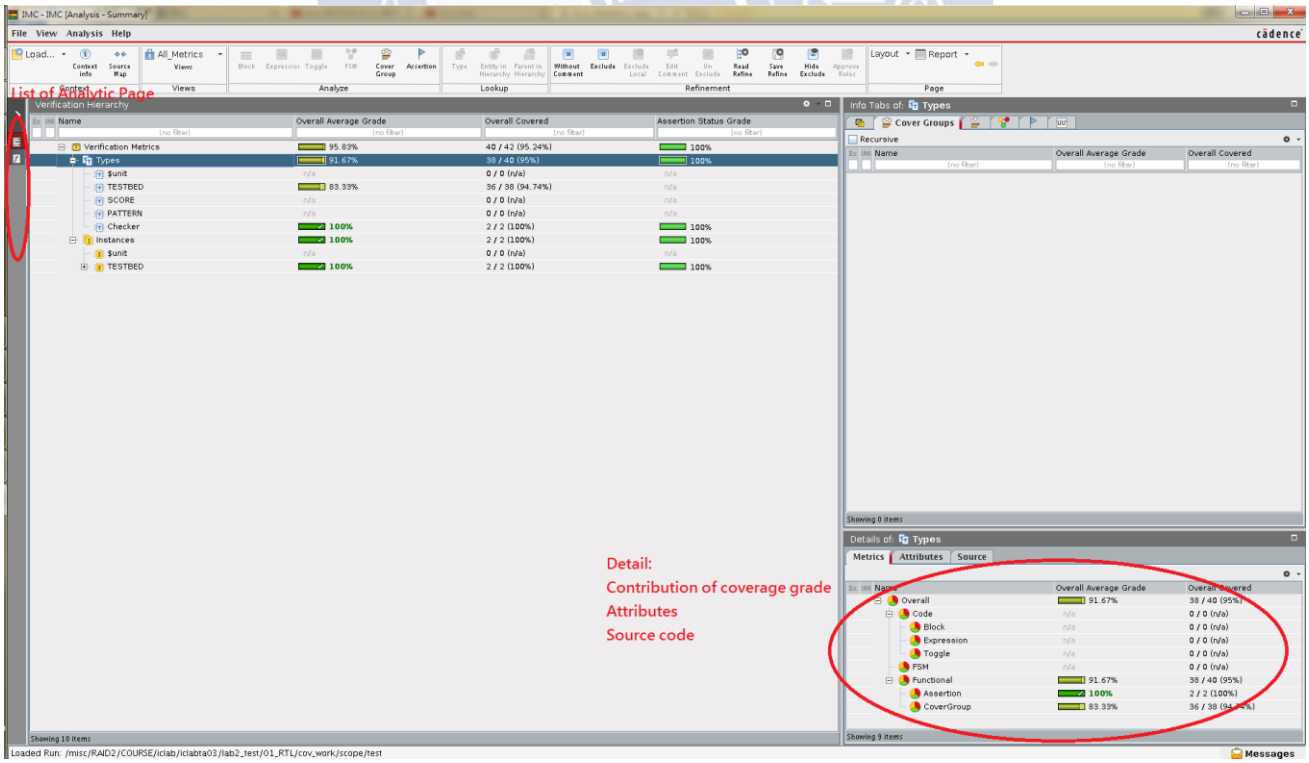
```
3 18:30 cov_work
3 18:27 imc.log
```

2. % imc &

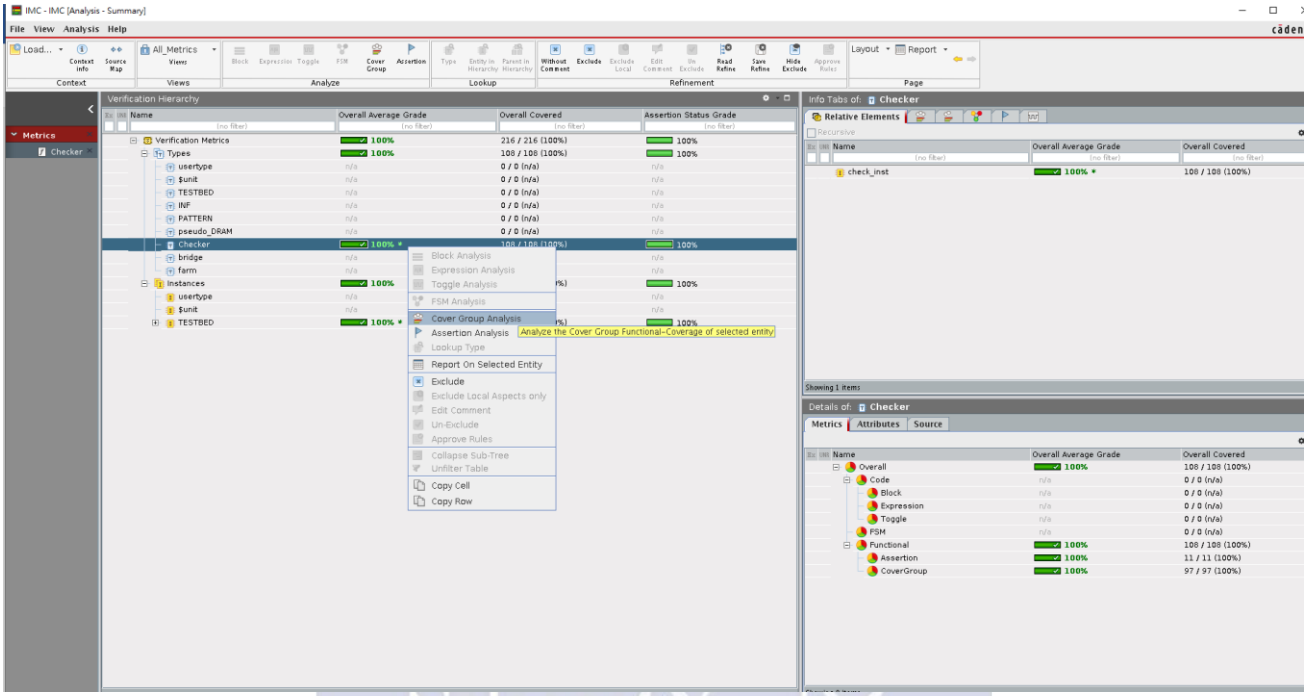
3. Load the coverage database (default path: /01_RTL/cov_work/scope/test)



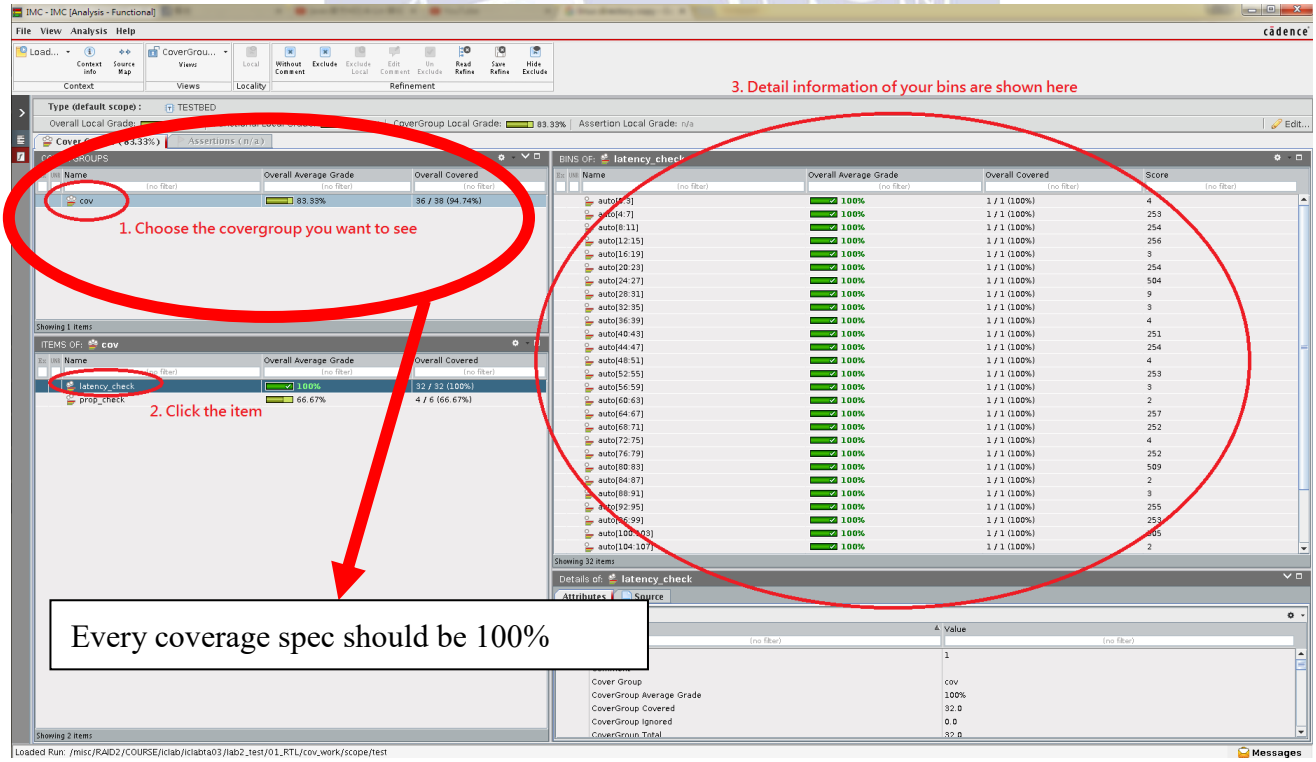
Panel



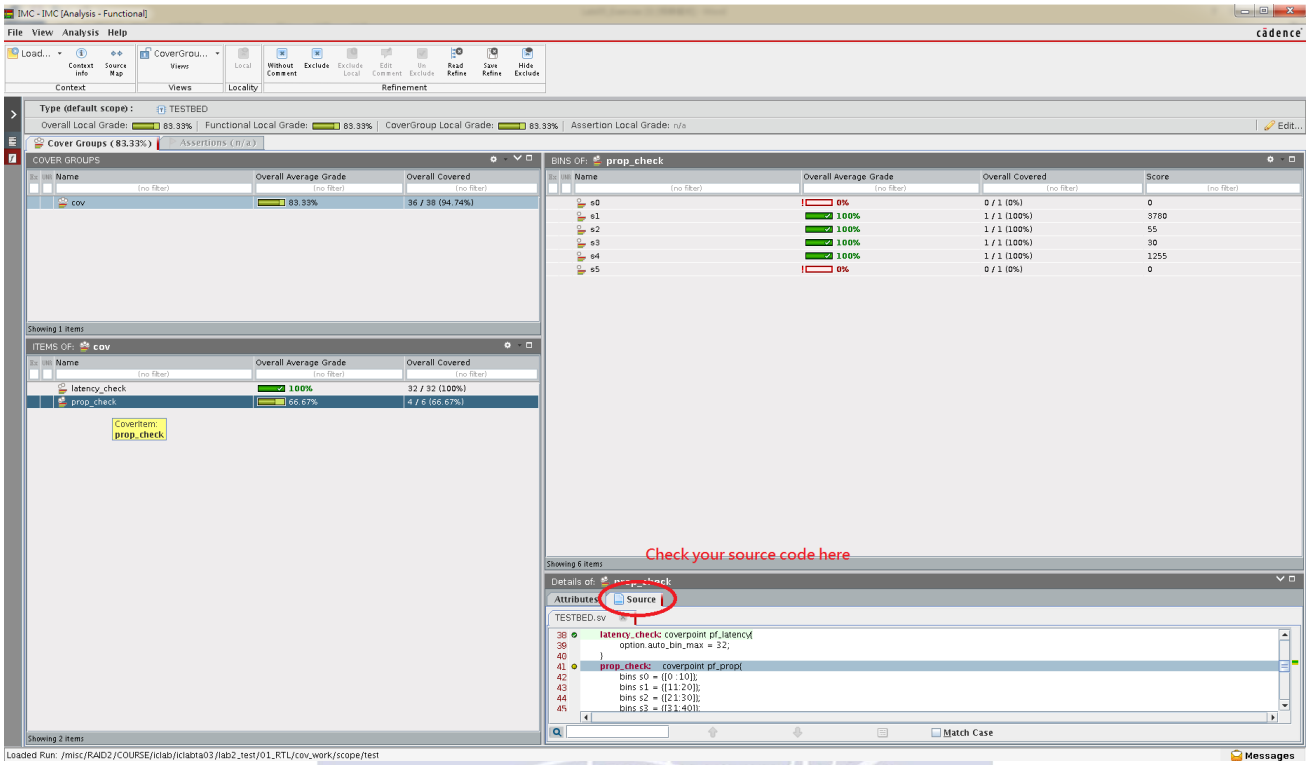
4. Covergroup analysis

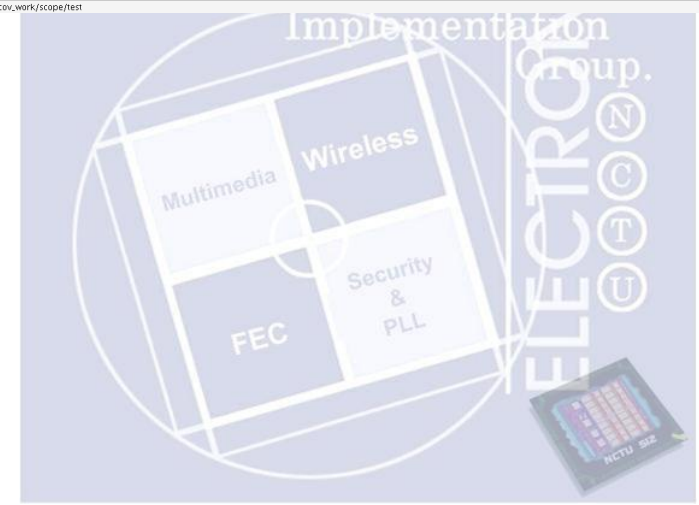


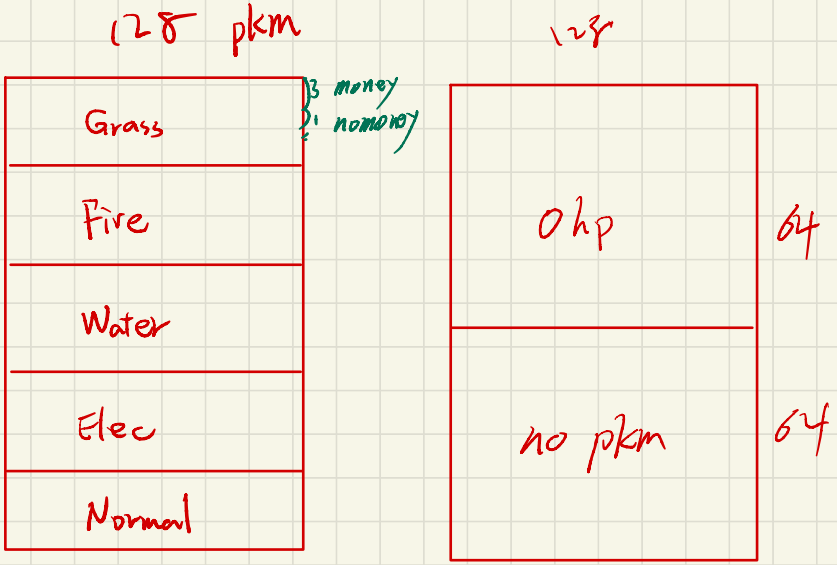
5. Detail of items inside covergroup



6. Check your source code







1 1 2 1 3 1 4 1 5 1 6

2 2 3 2 4 2 5 2 6

3 3 4 3 5 3 6

4 4 5 4 6

5 5 6