

# 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")  
*至少 120 次*
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)  
*每个选手都要*
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  
*所有 action 的组合*

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

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### 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)

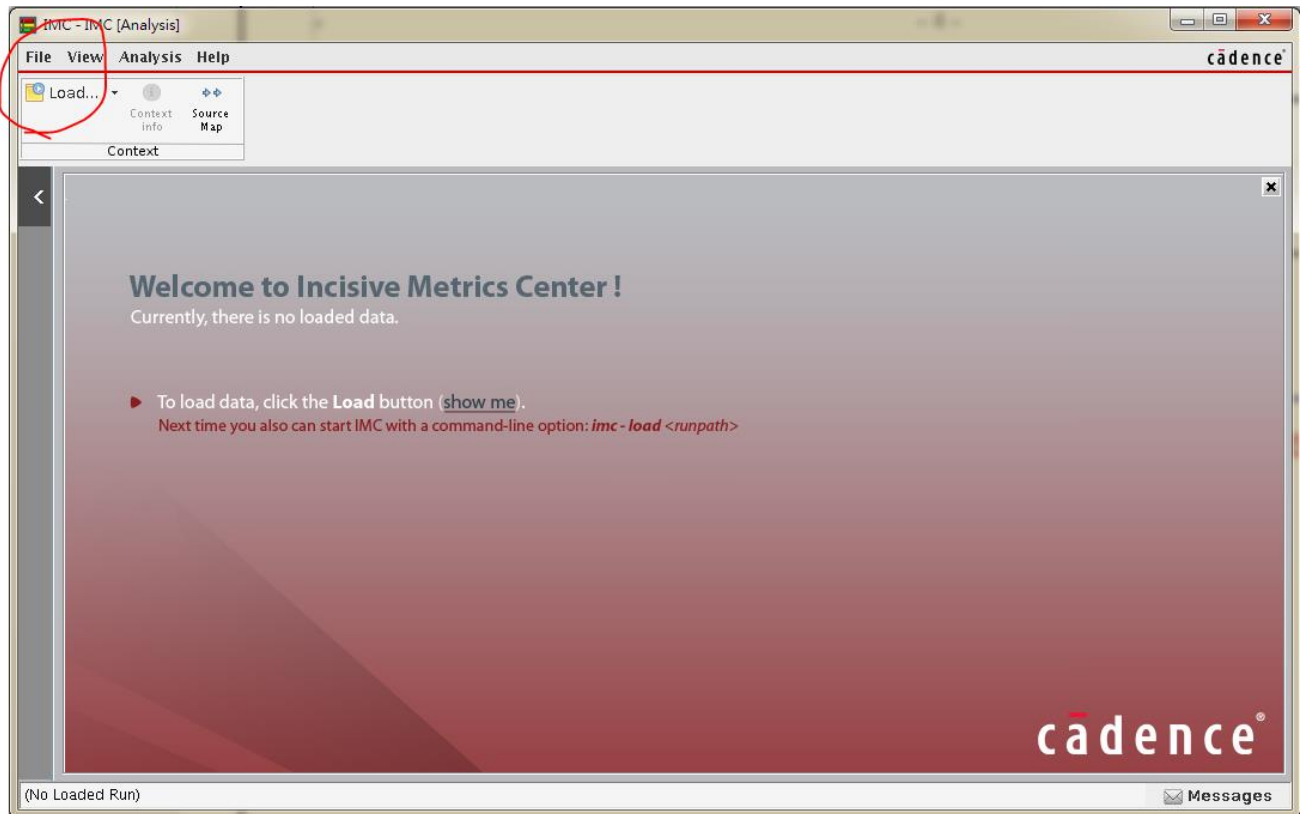
---

1. % irun TESTBED.sv -define RTL -debug -coverage U -covoverwrite ./02\_run\_cov)

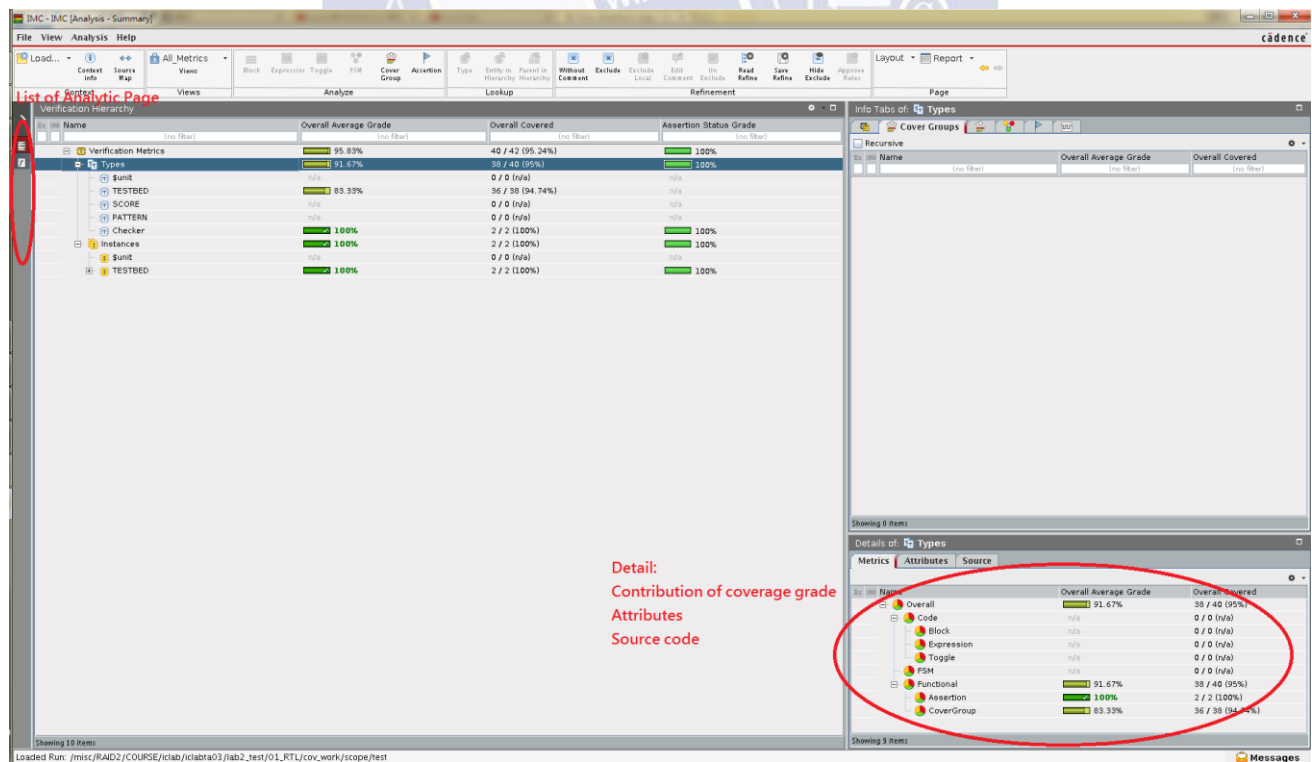
```
4 18:03 TESTBED.SV -> ./02_run_cov/TESTBED.SV
8 18:30 cov_work
8 18:27 imc.log
8 18:30 irun.log
```

2. % imc &

### 3. Load the coverage database (default path: /01\_RTL/cov\_work/scope/test)



### Panel



#### 4. Covergroup analysis

The screenshot shows the Cadence IMC - IMC [Analysis - Summary] window. The main panel displays a verification hierarchy with columns for Name, Overall Average Grade, Overall Covered, and Assertion Status Grade. A context menu is open over the 'Checker' item, showing options like 'Block Analysis', 'Expression Analysis', 'Toggle Analysis', 'FSM Analysis', 'Cover Group Analysis', 'Assertion Analysis', 'Lookup Type', 'Report On Selected Entry', 'Exclude', 'Exclude Local Aspects only', 'Edit Comment', 'Un-Exclude', 'Approve Rules', 'Collapse Sub-Tree', 'Unfilter Table', 'Copy Cell', and 'Copy Row'. The 'Cover Group Analysis' option is highlighted. The right panel shows the 'Checker' analysis results, including a table of metrics and a detailed view of the checker analysis.

#### 5. Detail of items inside covergroup

The screenshot shows the Cadence IMC - IMC [Analysis - Functional] window. The main panel displays a table of coverage information for a specific covergroup. The table has columns for Name, Overall Average Grade, Overall Covered, and Score. A red circle highlights the 'cov' item in the table, with a red arrow pointing to it and the text '1. Choose the covergroup you want to see'. Another red circle highlights the 'latency\_check' item in the table, with a red arrow pointing to it and the text '2. Click the item'. A third red circle highlights the 'latency\_check' item in the 'BINS OF: latency\_check' table, with a red arrow pointing to it and the text '3. Detail information of your bins are shown here'. A text box at the bottom left states 'Every coverage spec should be 100%'. The bottom right panel shows a detailed view of the 'latency\_check' item, including a table of attributes and a summary of the covergroup analysis.

Check your source code here



128 pkm

Grass	3 money 2 money
Fire	
Water	
Elec	
Normal	

128

0hp	64
no pkm	64

1 | 2 | 3 | 4 | 5 | 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