



# Portable Stimulus versus UVM: What's the Difference?

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# Portable Stimulus versus UVM: What's the Difference?



What is PSS?

What does it look like to use PSS with UVM?

PSS versus UVM

PSS Semantics

# What is the Portable Test and Stimulus Standard (PSS)?

The next step beyond constrained random

# What is the Portable Test and Stimulus Standard (PSS)?

Constrained random on steroids



# What is the Portable Test and Stimulus Standard (PSS)?

An Accellera standard



# What is the Portable Test and Stimulus Standard (PSS)?

A new language, not SystemVerilog or C++



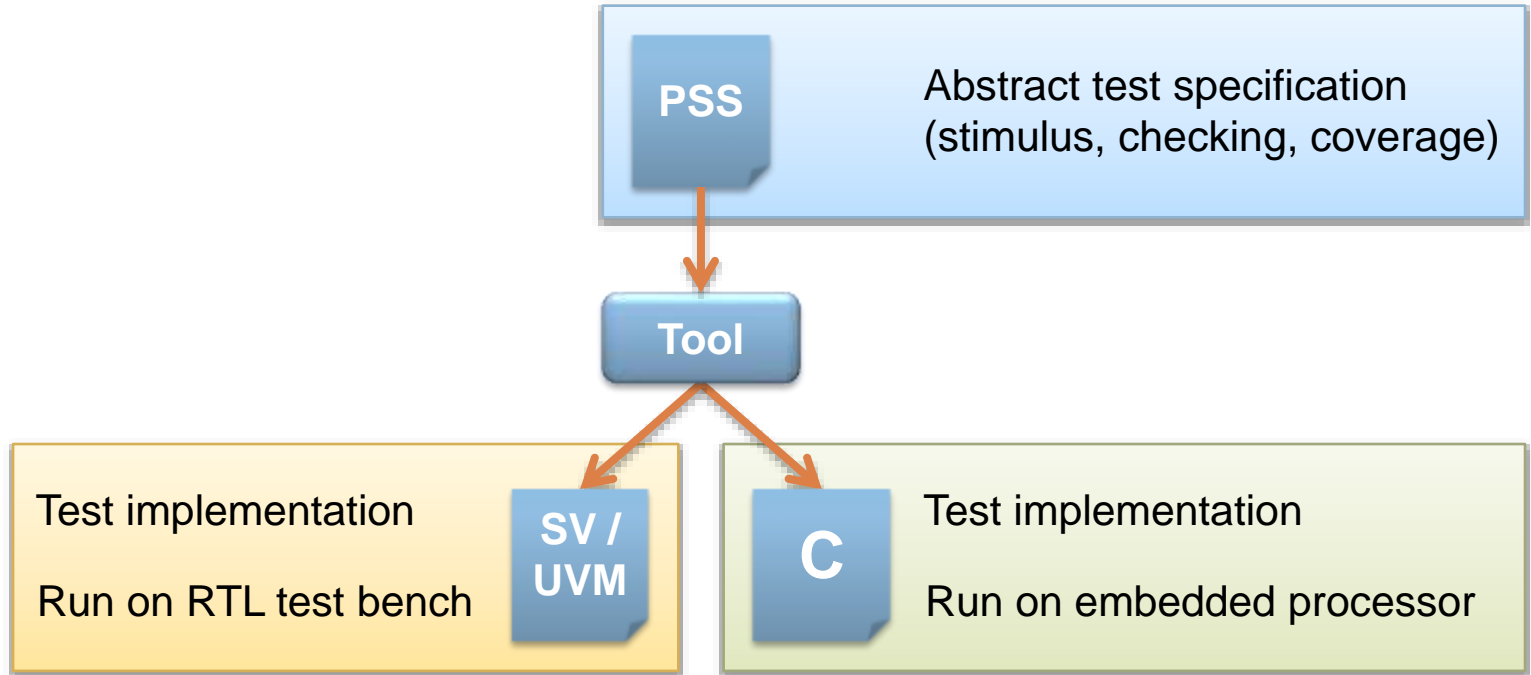
# What is the Portable Test and Stimulus Standard (PSS)?

Written as DSL or C++

```
component uart_c {  
  action configure {  
    rand modes_e mode;  
    constraint {mode != A};  
  }  
}
```

```
class uart_c : public component { ...  
  class configure : public action { ...  
    rand_attr<modes_e> mode{"mode"};  
    constraint c {mode != modes_e::A};  
  };  
  type_decl<configure> configure_decl;  
};
```

# What is the Portable Test and Stimulus Standard (PSS)?





# Stakeholders

Architect, HW Developer, SW Developer, Verification Engineer,  
SW Test, Post-Silicon Validation

PSS

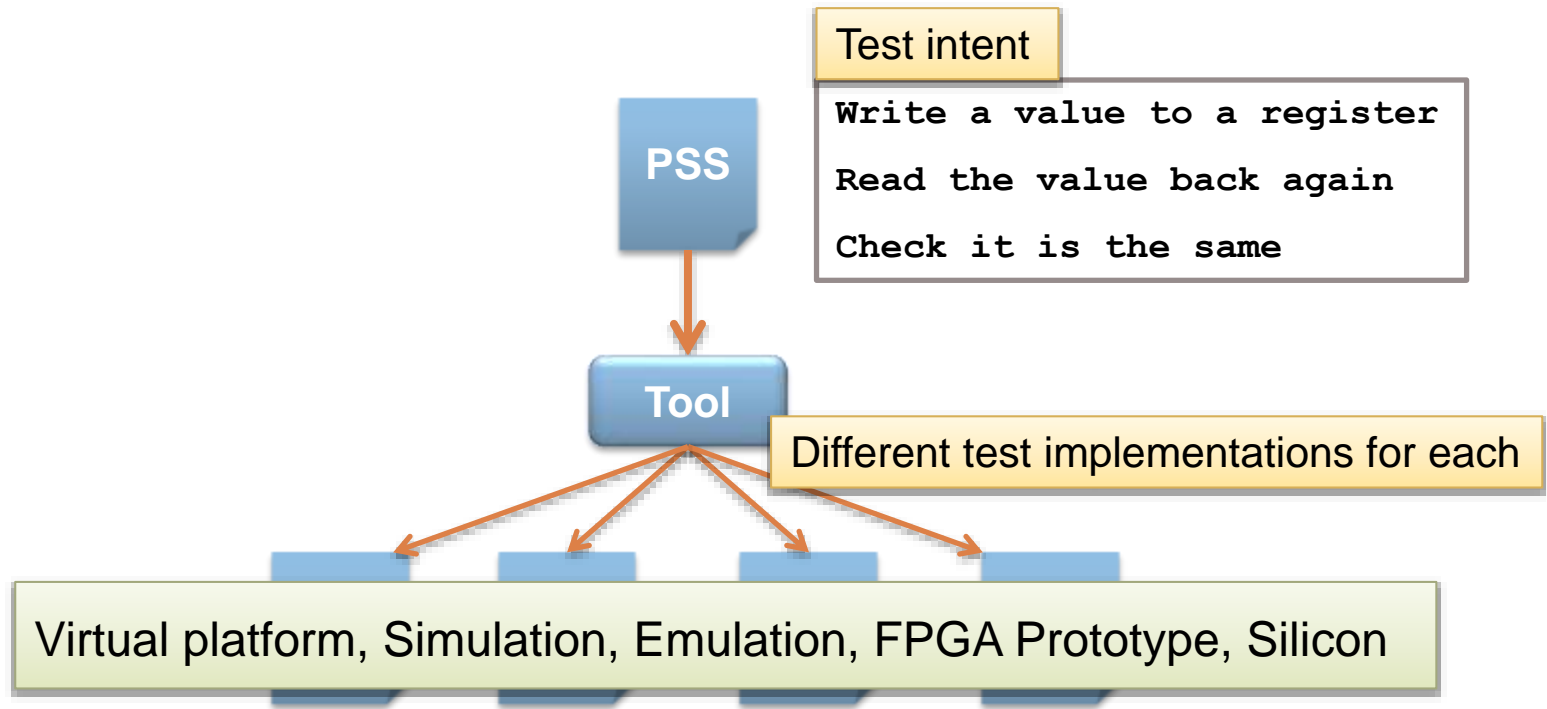
Readable by everyone

Tool

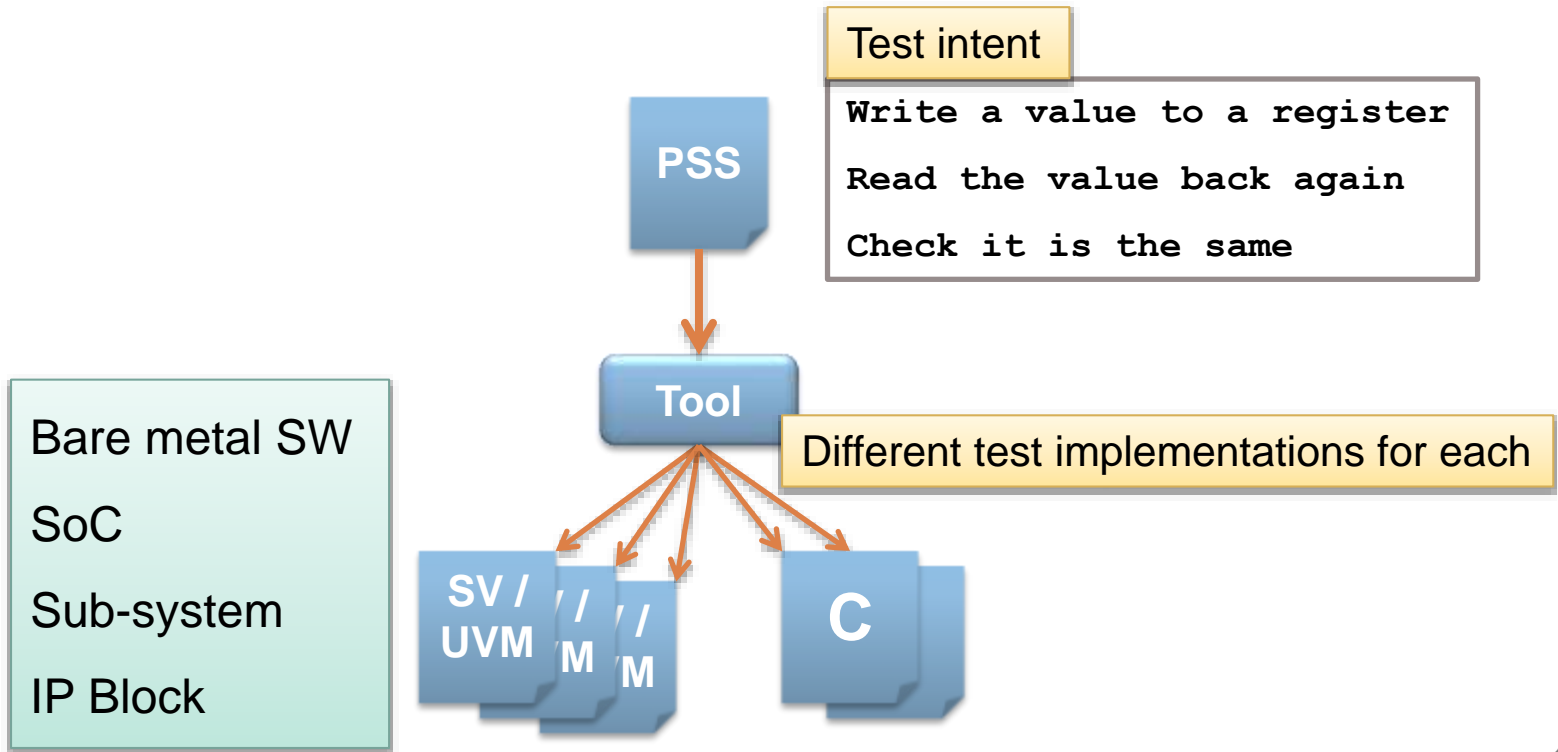
SV /  
UVM

C

# Platforms



# Scope, Vertical Reuse



# PSS First Release

Digital ✓

Power ✓

Analog ✗

AMS ✗

Hardware verification ✓

System validation ✓

Middleware, O/S, applications ✗

Multicore ✓

Cache coherency ✓

Performance ✓

# Portable Stimulus versus UVM: What's the Difference?

What is PSS?

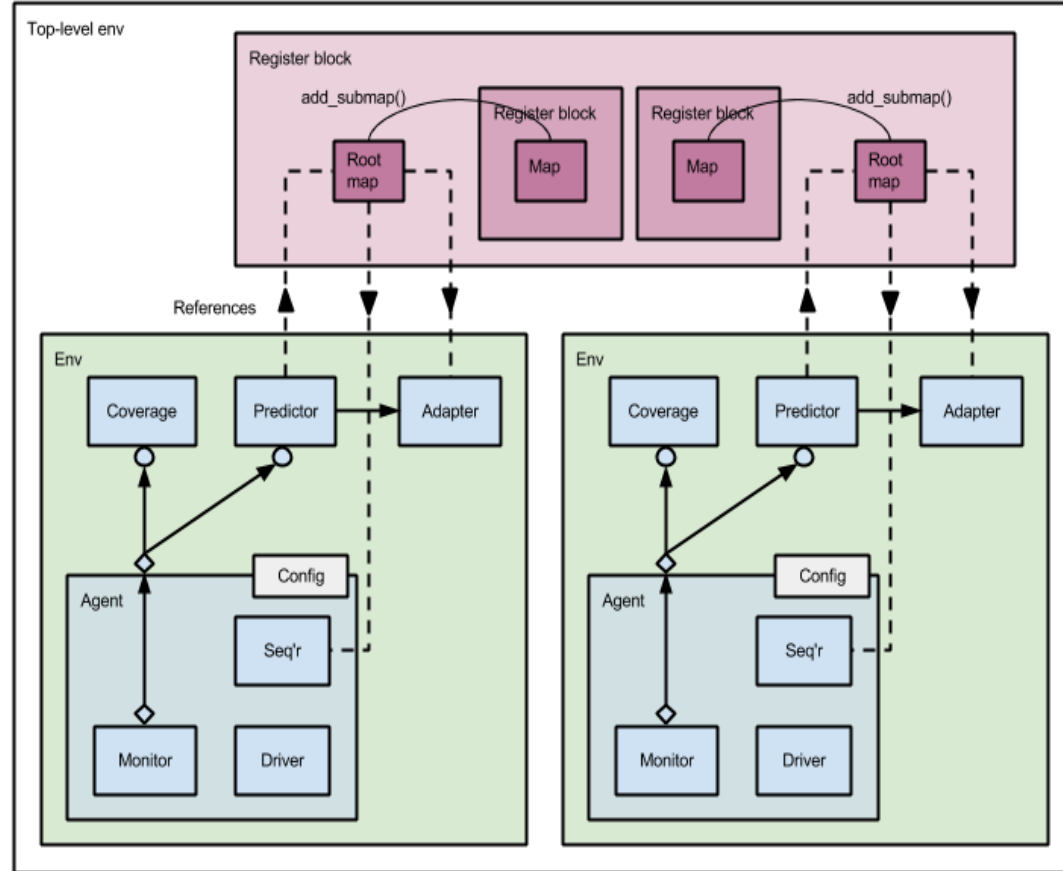


What does it look like to use PSS with UVM?

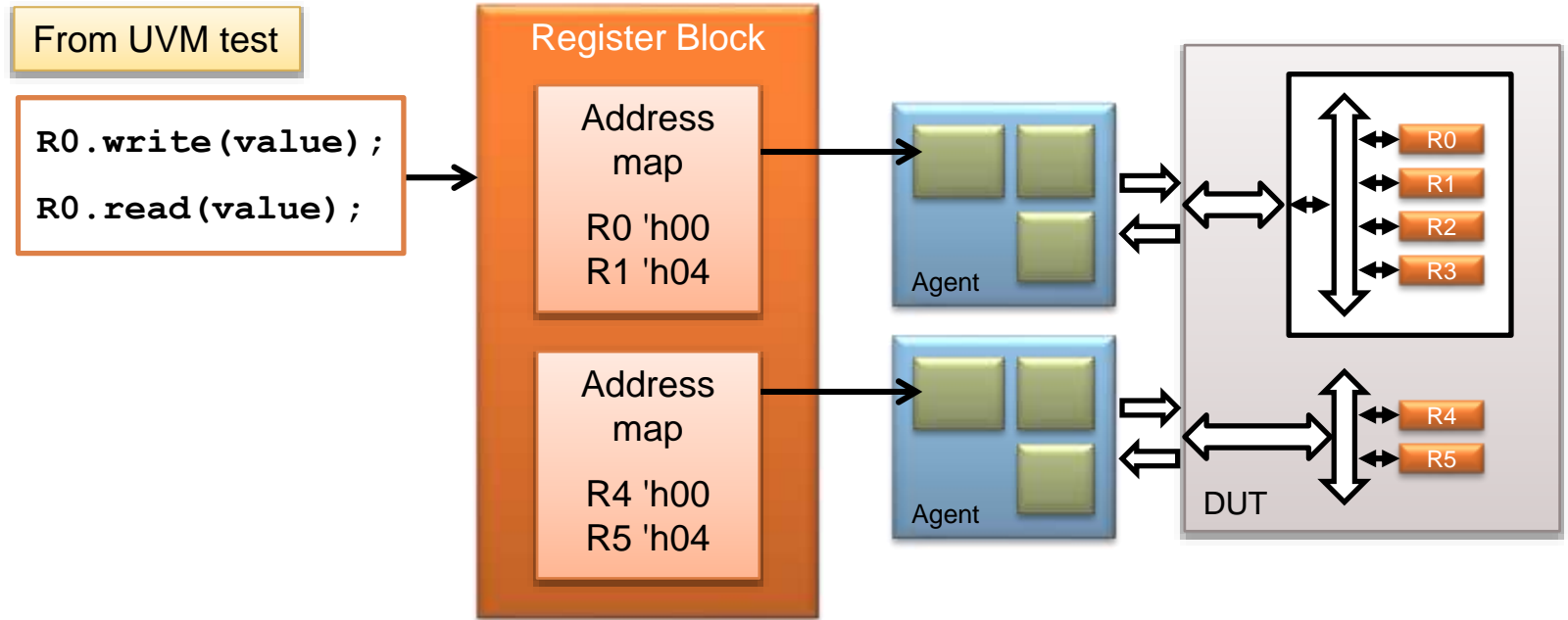
PSS versus UVM

PSS Semantics

# Native UVM – Register Model



# UVM Register Layer



# Native UVM Register Test

```
class bus_env_reg_seq extends bus_env_default_seq;

    `uvm_object_utils(bus_env_reg_seq)

    function new(string name = "");
        super.new(name);
    endfunction

    task body;
        regmodel.R0.write(status, .value('hab), .parent(this));
        assert(status == UVM_IS_OK);

        regmodel.R0.read(status, .value(data), .parent(this));
        assert(data == 8'h00);
    endtask

endclass
```



# Expose Individual Sequences

```
class write_seq extends bus_env_default_seq;
...
task write(status, .value(value), .parent(this));
endtask
endclass

class read_seq extends bus_env_default_seq;
...
```

```
class test_base extends uvm_test;
...
task write(byte value);           // Runs write_seq
...
task read(output byte value); // Runs read_seq
...
endclass
```

Details are tool-specific

# Call UVM Functions from PSS

```
buffer data_buff_s {  
    rand bit [7:0] data;  
}
```

```
action write_data {  
    output data_buff_s dout;  
  
    exec body SV = ""  
        write( {{dout.data}} );  
    ""  
}  
  
action read_data {  
    input data_buff_s din;  
  
    exec body SV = ""  
        read( {{din.data}} );  
    ""  
}
```

# A PSS Test Scenario

```
component my_reg {  
    action write_data {...}  
    action read_data {...}  
  
    action write_then_read {  
        activity {  
            do write_data;  
            do read_data;  
        }  
    }  
}
```

# Generated UVM Code

## PSS

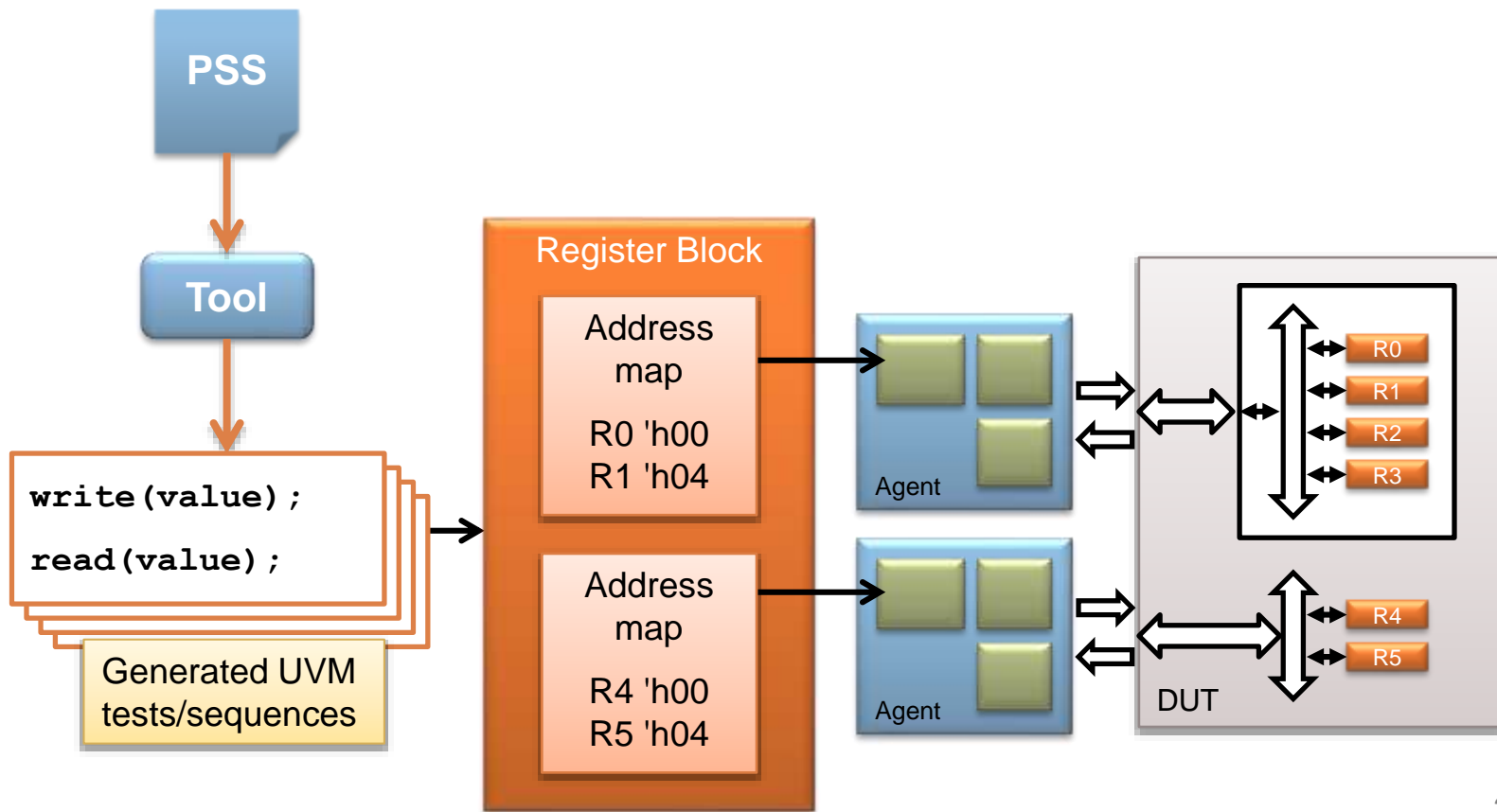
```
component my_reg {  
    action write_data {...}  
    action read_data {...}  
  
    action write_then_read {  
        activity {  
            do write_data;  
            do read_data;  
        }  
    }  
}
```

## UVM

```
class bus_env_reg_seq extends ...  
    `uvm_object_utils(bus_env_reg_seq)  
    ...  
    task body;  
        write('hab);  
        read(data);  
    endtask  
  
endclass
```

Details are tool-specific

# PSS + UVM



# Portable Stimulus versus UVM: What's the Difference?

What is PSS?

What does it look like to use PSS with UVM?



PSS versus UVM

PSS Semantics

# Generated UVM Code

PSS

```
component my_reg {  
    action write_data {...}  
    action read_data {...}  
  
    action write_then_read {  
        activity {  
            do write_data;  
            do read_data;  
        }  
    }  
}
```

Constraints (declarative)

UVM

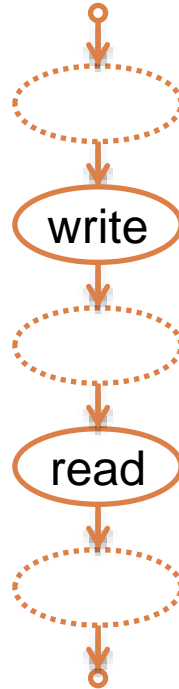
```
class bus_env_reg_seq extends ...  
    `uvm_object_utils(bus_env_reg_seq)  
    ...  
    task body;  
        write('hab);  
        read(data);  
    endtask  
  
endclass
```

Procedural

# PSS versus UVM

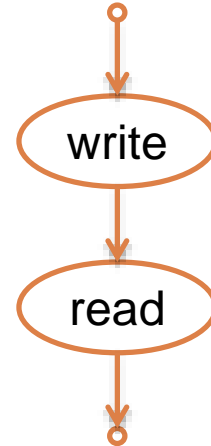
PSS

```
activity {  
    do write_data;  
    do read_data;  
}
```



UVM

```
task body;  
    write(...);  
    read(...);
```





# Procedural versus Constraints

SystemVerilog

Procedural

```
int v;
```

```
initial  
  v = 2;
```

```
initial  
  v = ??
```

Constraints

```
int v;
```

```
constraint c1 { v == 2; }
```

```
constraint c2 { v > 3; v < 8; }
```

# Constraints are Composable

Constraints

```
constraint c2 { v > 3; v < 8; }
```

```
constraint c3 { v > 5; v < 12; }
```

Composition



```
constraint c4 { v > 5; v < 8; }
```

Procedural

```
initial  
  v = 6
```

```
initial  
  v = 7
```



Contradiction!

# PSS versus UVM

In PSS, everything is a constraint (almost)!



# Portable Stimulus versus UVM: What's the Difference?

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PSS versus UVM



PSS Semantics

# More Actions

```
buffer data_buff_s {  
    rand bit [7:0] data;  
}
```

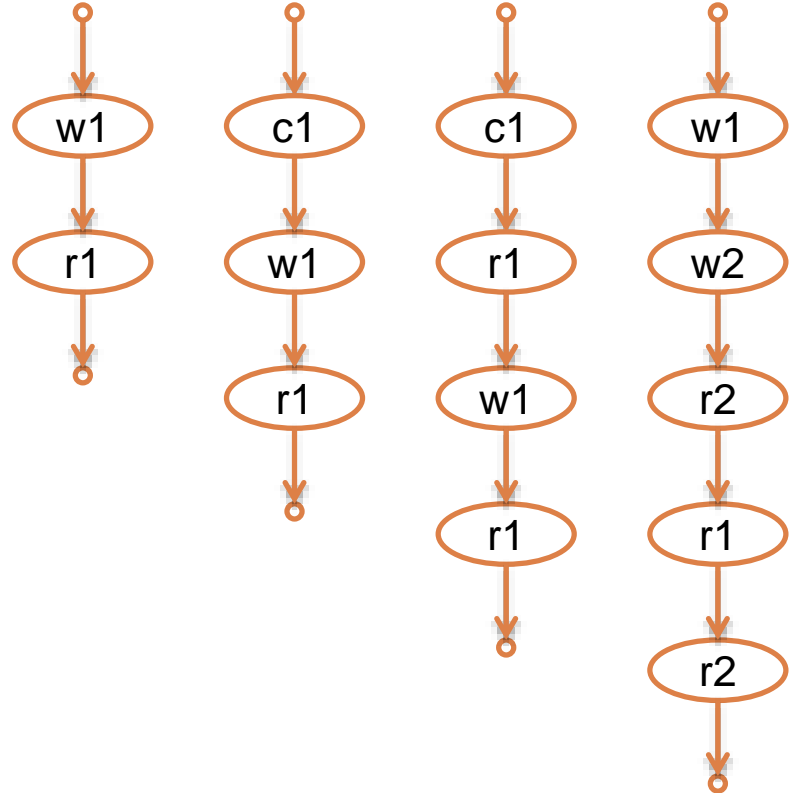
Buffer must be written  
before it can be read

```
action write_data {  
    output data_buff_s dout;  
    ...  
}  
  
action read_data {  
    input data_buff_s din;  
    ...  
}  
  
action clear_data {  
    output data_buff_s dout;  
    ...  
}
```

# Possible Schedules

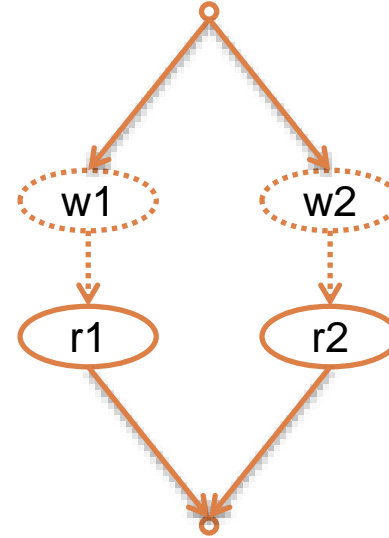
```
write_data w1, w2;  
read_data  r1, r2;  
clear_data c1, c2;
```

```
activity {  
    w1;  
    r1;  
}
```



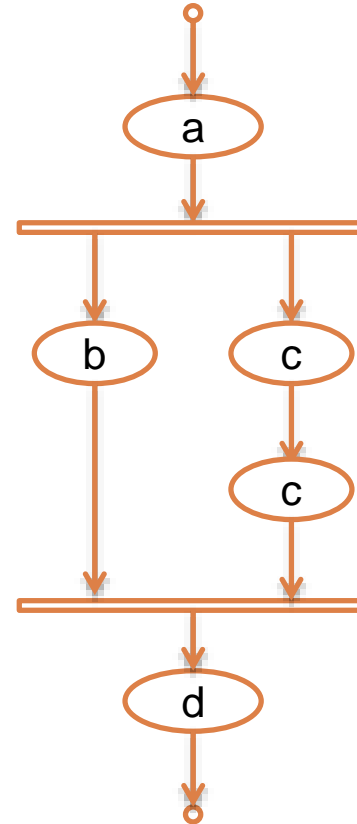
# Further Activities - Select

```
write_data w1, w2;  
read_data  r1, r2;  
  
activity {  
  select {  
    r1;  
    r2;  
  }  
}
```



# Further Activities – Parallel, Repeat

```
activity {  
  a;  
  parallel {  
    b;  
    repeat (2) {  
      c;  
    }  
  }  
  d;  
}
```





# Flow Objects and Resources

buf

Buffer must be written before being read

str

Stream must be written and read in parallel

sta

State get initialized, cannot be written concurrently

rsc

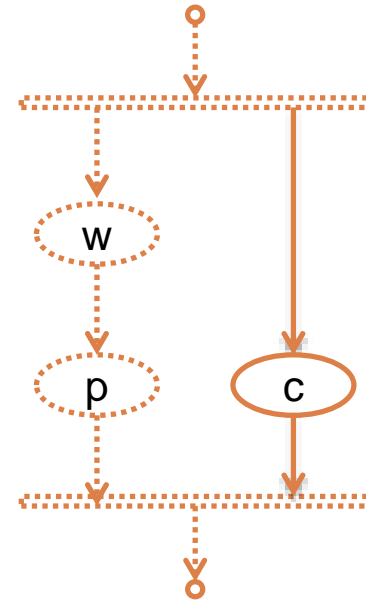
Resource can be locked, shared, and pooled

# Inferred Actions

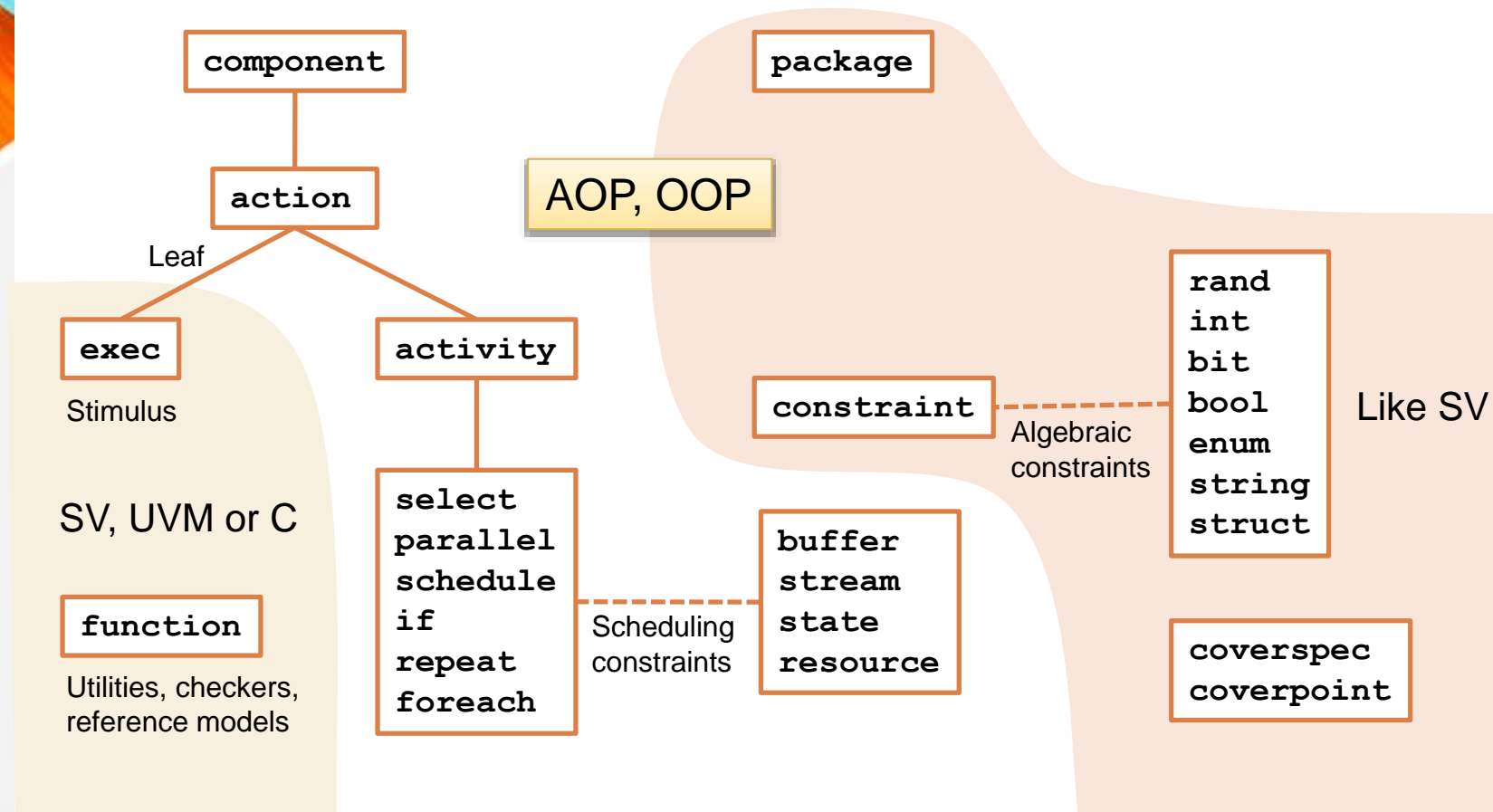
```
buffer data_buff_s {...}  
stream data_stream_s {...}  
  
action produce_data {  
    input  data_buf_s    din;  
    output data_stream_s dout;  
    ...}  
  
action consume_data {  
    input  data_stream_s din;  
    ...}
```

```
write_data    w;  
produce_data p;  
consume_data c;
```

```
activity {  
    c;  
}
```



# PSS as a Language



# Summary

## PSS

For HW, SW, and System test

Architects, HW, SW, post-silicon

A new language

Constraints only

Generates tests in C or UVM

## UVM

For hardware verification

For UVM experts

SystemVerilog Class Library

Large, complex, complete

Standalone

## SoC Design & Verification

» SystemVerilog » UVM  
» SystemC » TLM-2.0 » Arm

## FPGA & Hardware Design

» VHDL » Verilog » Perl » Tcl  
» Xilinx » Intel (Altera)

## Embedded Software

» Emb C/C++ » Emb Linux  
» Yocto » RTOS » Security » Arm

## Python & Deep Learning

