

SLD environment

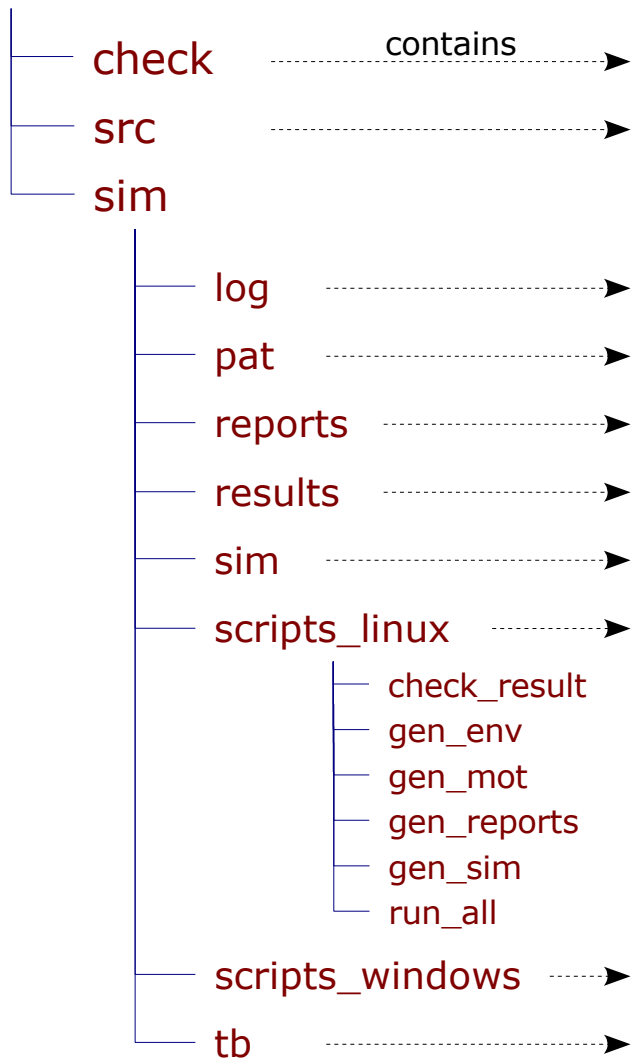
RVC/SLD

Outline

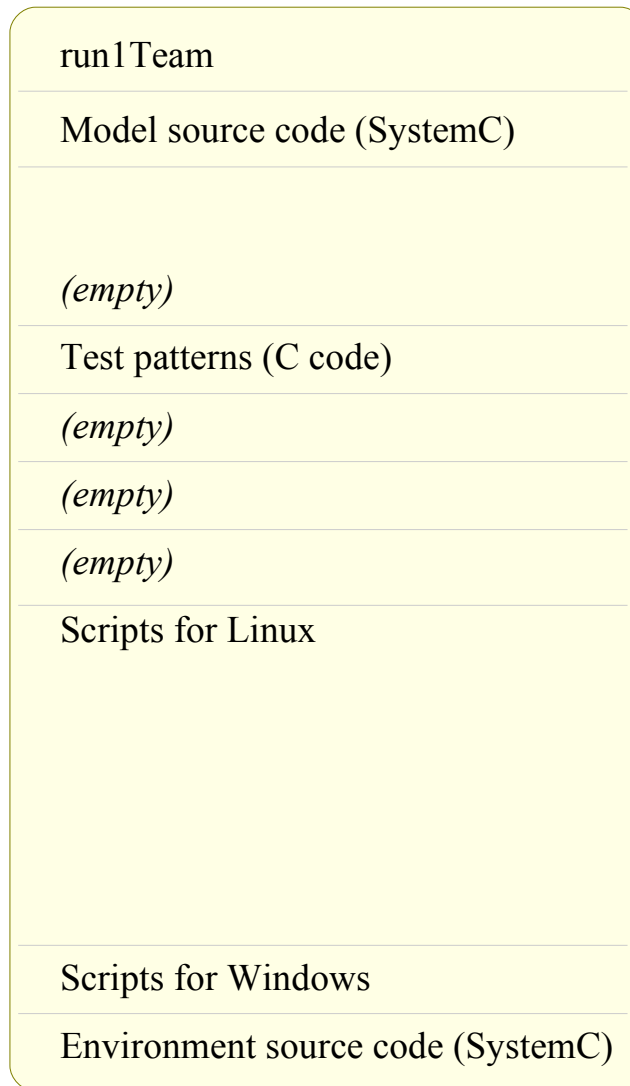
- Data structure
- Environment compilation
 - Model source code
- Verification with Test patterns
- Verification on Windows

Data structure

Output



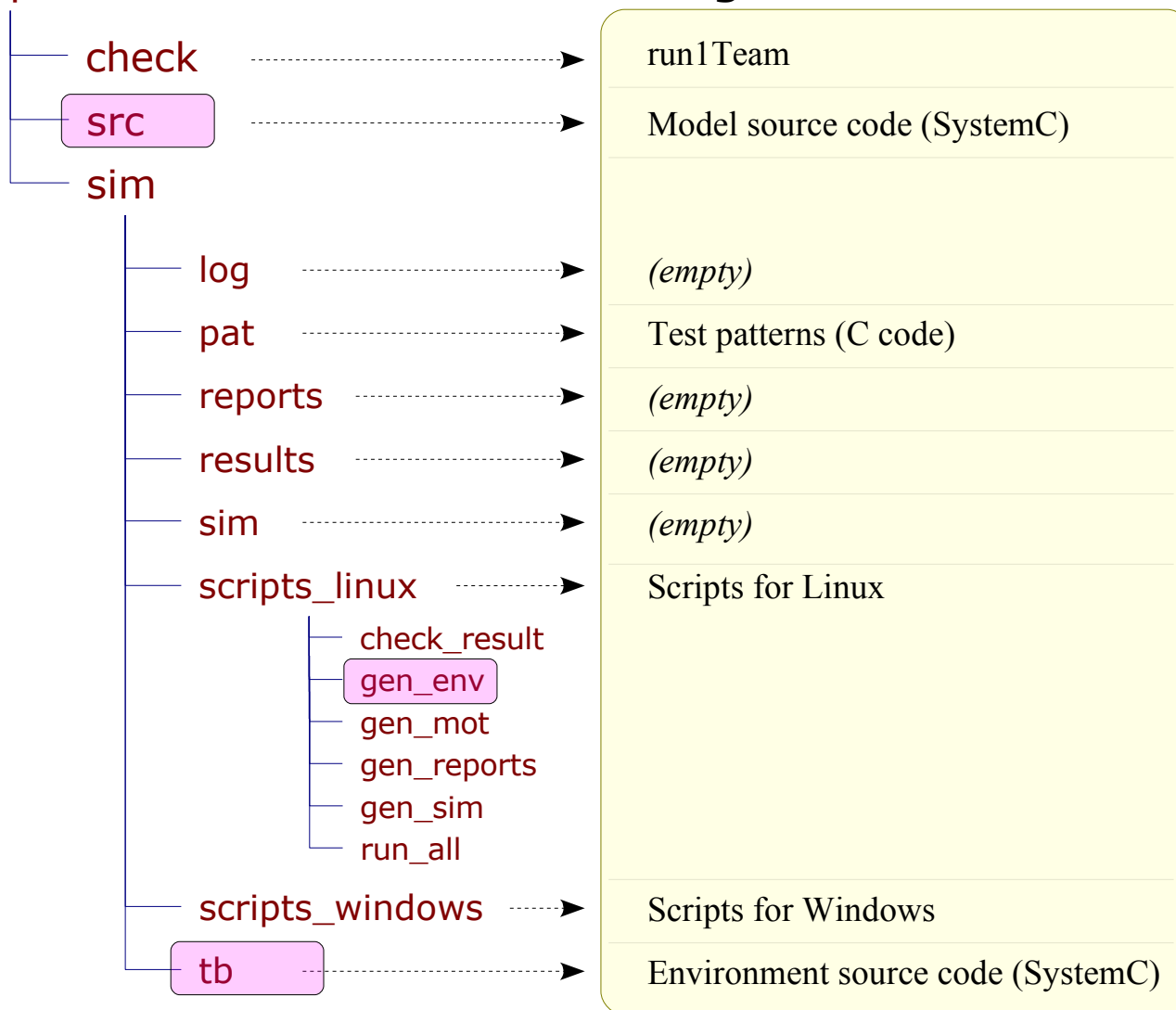
Original



Environment compilation

Output

Original



Steps

Copy model source code to
environment (src → tb)

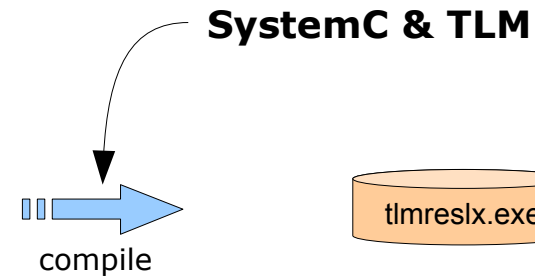
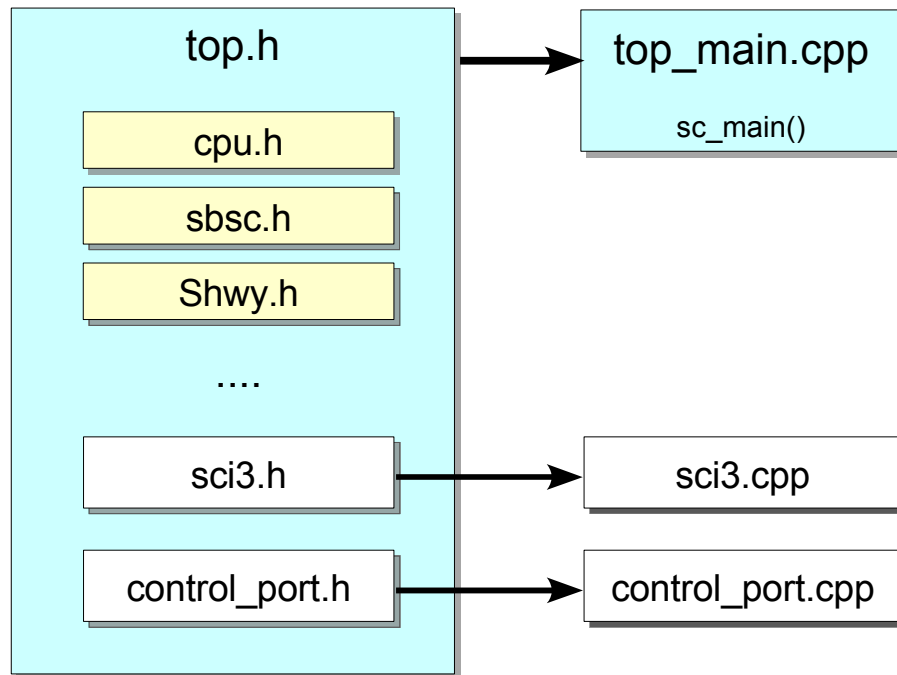
↓

gen_env: generate environment
(→ tb)

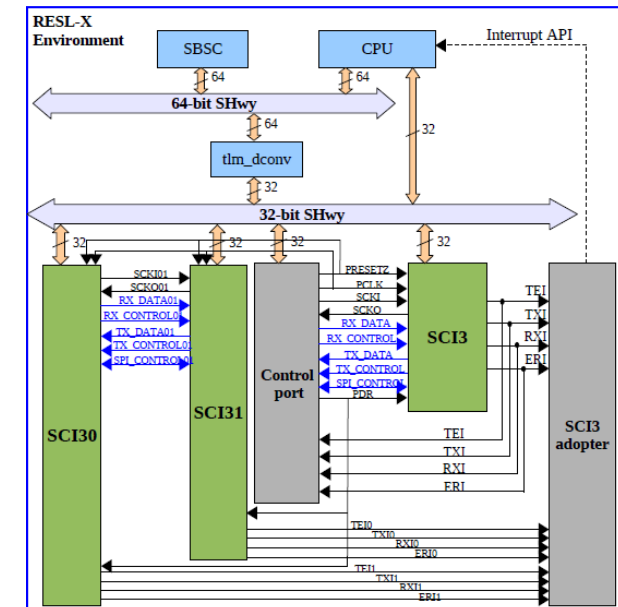
↓

Compile environment
(g++, Makefile)

Environment compilation



M40PF/SCI3 model is used as example



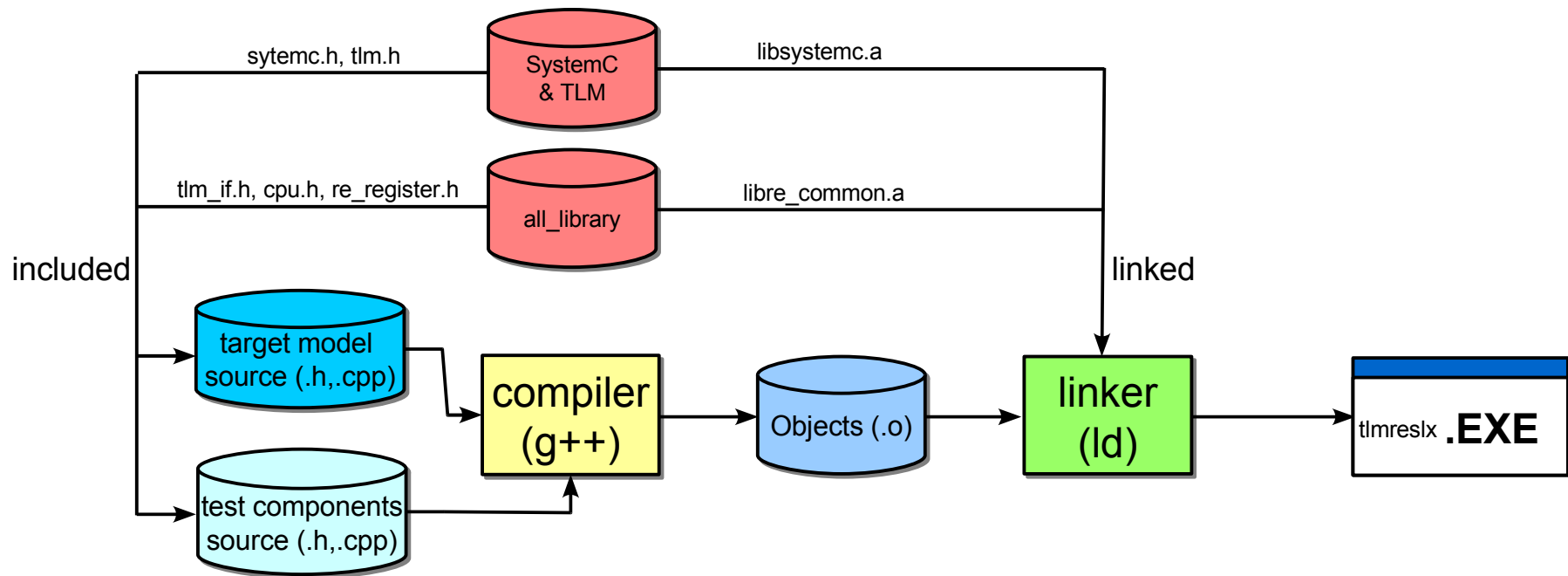
Common models → **all_library**

Generated

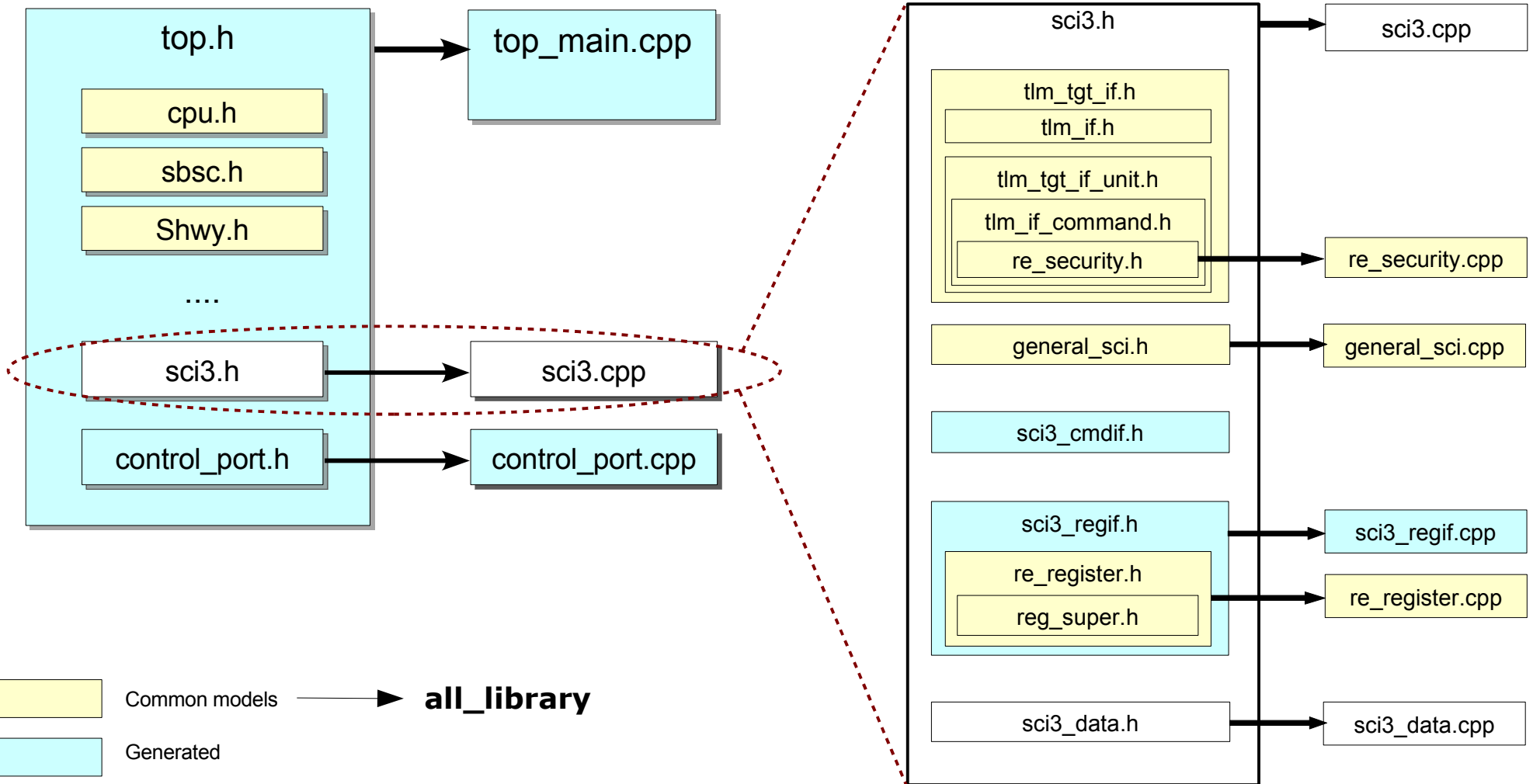
File A includes file B

The prototype were declared in the file
A will be defined in the file B

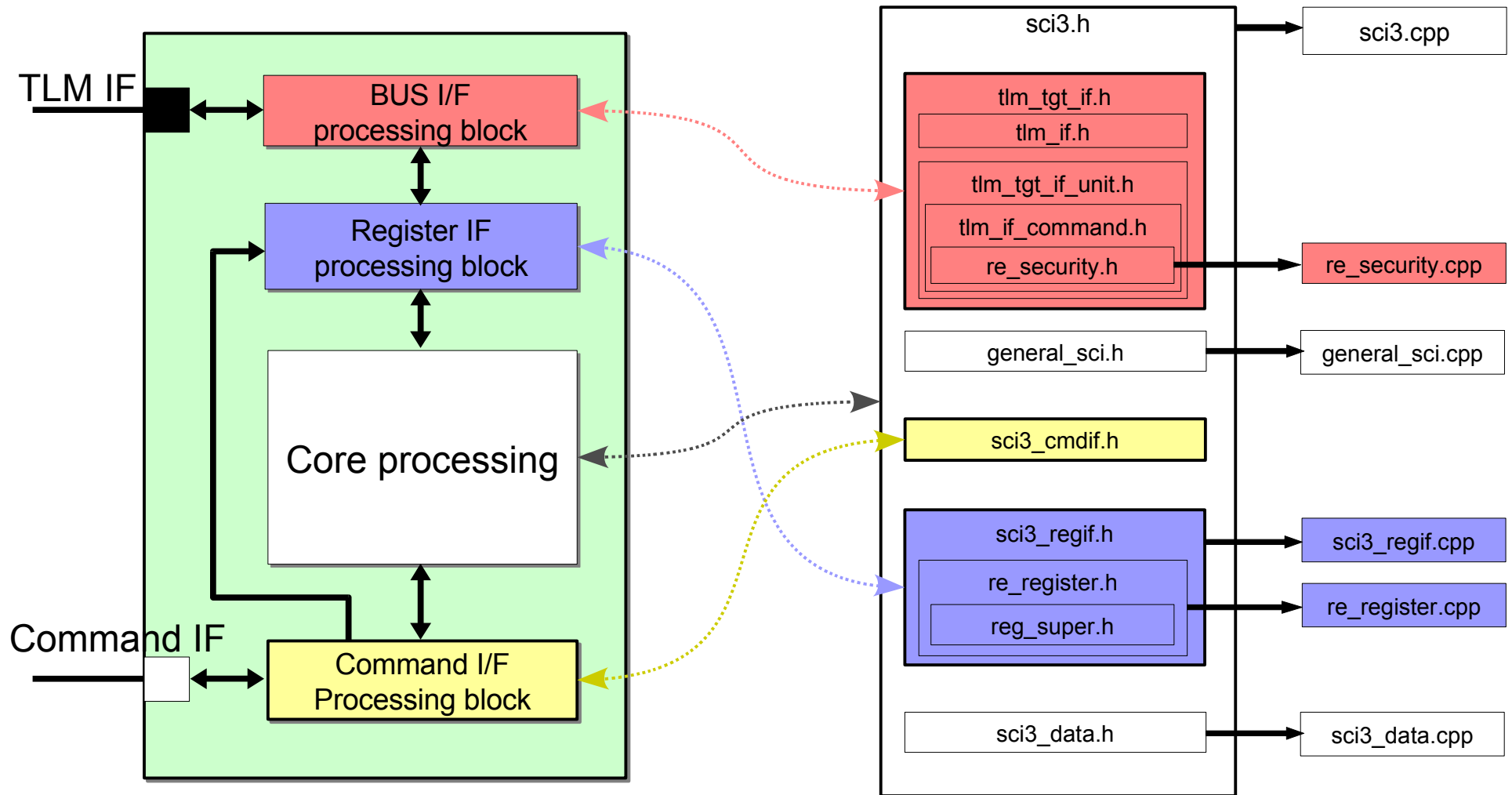
Compilation process



Model source code



Model structure



Verification with Test patterns (Linux)

Output

check

src

sim

log

pat

reports

results

sim

scripts_linux

check_result

gen_env

gen_mot

gen_reports

gen_sim

run_all

scripts_windows

tb

Original

run1Team

Model source code (SystemC)

(empty)

Test patterns (C code)

(empty)

(empty)

(empty)

Scripts for Linux

Scripts for Windows

Environment source code (SystemC)

Steps

gen_mot: compile test patterns
(SHCompiler) (→ pat)

↓

gen_sim: generate scripts to run
test pattern (→ sim)

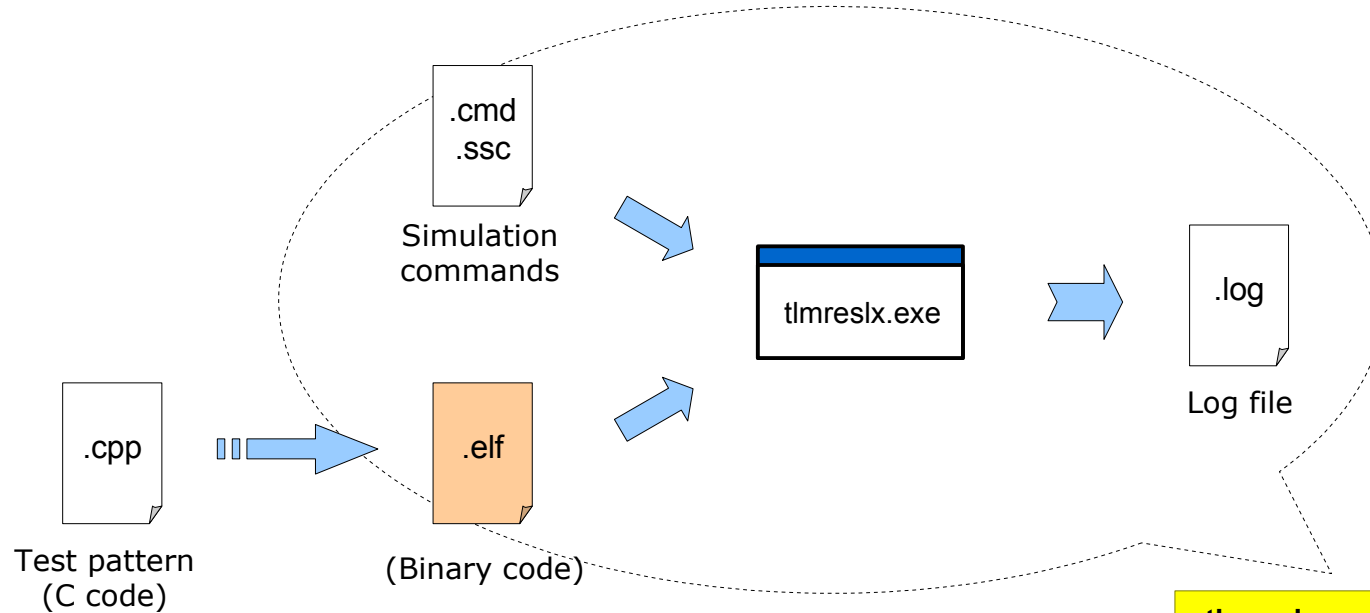
↓

sim: execute test patterns,
dump log files (→ log),
check Pass/Fail (→ results)

↓

gen_reports: create reports
(→ reports)

Details of running a test pattern



```
int main()
{
    cpu_setup();
    delay(5);
    CONTROL_PORT.PCLK0.LONG = 0x1DCD6400; // 500MHz
    CONTROL_PORT.PCLK1.LONG = 0x0;
    CONTROL_PORT.HDLECOMM.BIT.FREQ_PCLK_SET = 0x1;

    // Checking register ECMMESET
    // Checking initial value
    if ((ECM_M.ECMmESET.LONG & 0xFF) != 0x00
        || ECM_M.ECMmESSTR2.BIT.ECMmSSE230 != 0) {
        fail_bp();
    }
    ....
    pass_bp();
}
```

```
MOV XXXXX XXX
ADD XXXXX
EQU XXXX XXXX
JMP 0C700100
EQU XXXXX XX
MOV XXXXXX X
MOV XXXX XXX
EQU XXX XXXX
....
....
....
JMP 0C700000
```

(Assembly code is for
illustration only)

tlmreslx.exe -src <tp_name>.ssc | tee <tp_name>.log

```
[610000 ps] REG [ECMmESET] R Size= 1
Addr= 0xFF6B1000 Data= 0x0

[610000 ps] REG [ECMmESET:ECMmEST] R
Size= 1 Addr= 0xFF6B1000 Data= 0x0

[618004 ps] REG [ECMmESSTR2] R Size= 4
Addr= 0xFF6B0010 Data= 0x40000000
....
....
....
C0: <PC Break at H'0C700000 on CPU#0>
```

(log file)

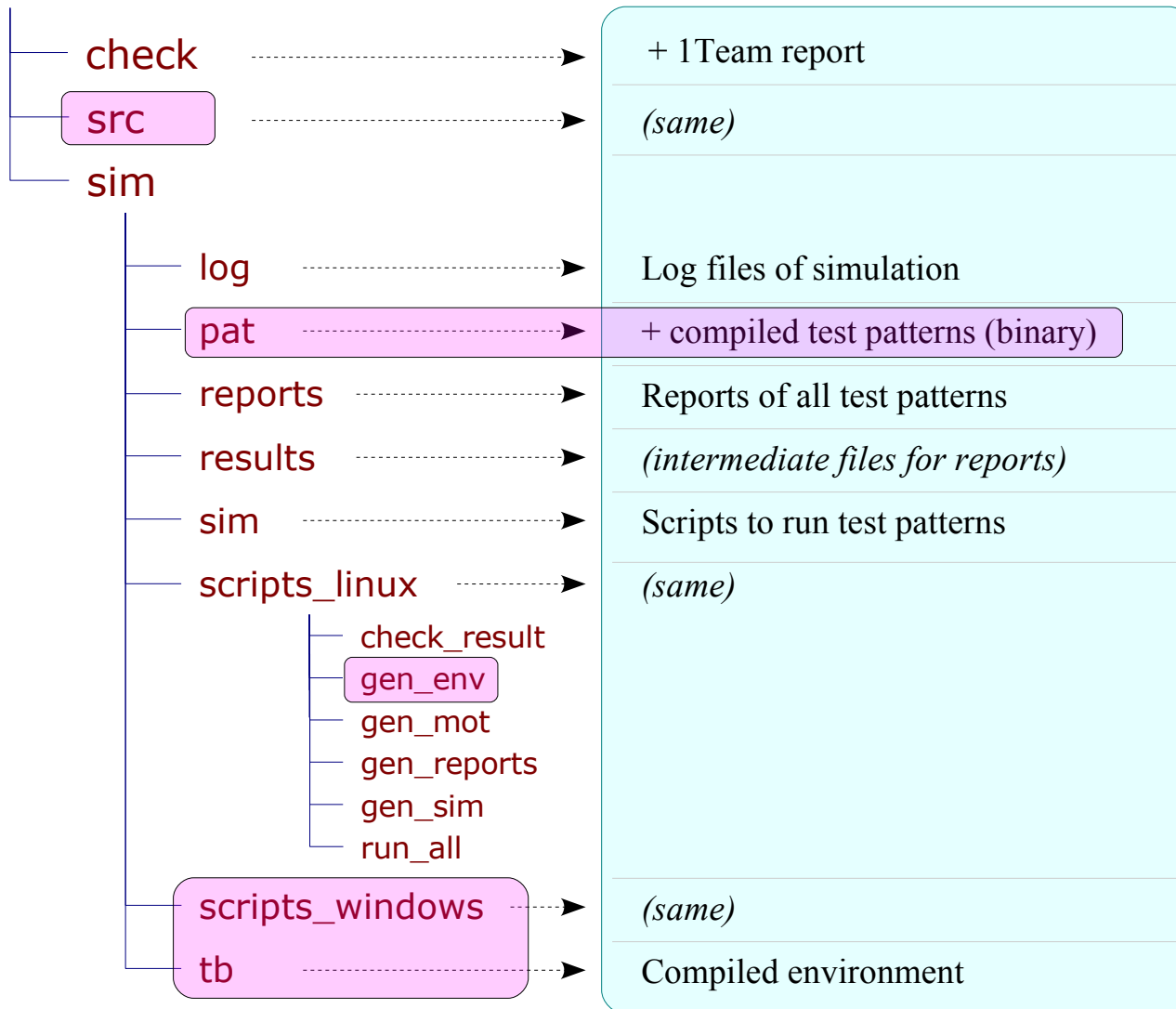
Summary (Linux)

Output	Original	Executed (Linux)
check	run1 Team	+ 1 Team report
src	Model source code (SystemC)	<i>(same)</i>
sim		
log	<i>(empty)</i>	Log files of simulation
pat	Test patterns (C code)	+ compiled test patterns (binary) gen_mot
reports	<i>(empty)</i>	Reports of all test patterns gen_reports
results	<i>(empty)</i>	<i>(Results files)</i> check_result
sim	<i>(empty)</i>	Scripts to run test patterns gen_sim
scripts_linux	Scripts for Linux	<i>(same)</i>
<ul style="list-style-type: none"> check_result gen_env gen_mot gen_reports gen_sim run_all 		
scripts_windows	Scripts for Windows	<i>(same)</i>
tb	Environment source code (SystemC)	Compiled environment gen_env

Verification on Windows

Output

Executed (Linux)



Steps

Copy data to Windows machine
(src, tb, pat, scripts_windows,
scripts_linux/gen_env)

↓

compile.bat: compile environment
(VC++) (→ tb)

↓

run.bat: run all test patterns,
dump log files (→ log)

↓

check_results.bat: check Pass/Fail
(→ results)



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