

Exercices du cours VSE

Assertion-based verification

Verification of a arithmetic logic unit (ALU)

semestre automne 2025 - 2026

We are interested in the verification of an arithmetic logic unit able to manage 8 operations, on two input vectors.

A generic parameter `SIZE` allows to define the operands size.

The input/output are :

Nom	Taille	Description
<code>a_i</code>	<code>SIZE</code>	First operand
<code>b_i</code>	<code>SIZE</code>	Second operand
<code>mode_i</code>	3	Operation mode
<code>c_o</code>	1	Carry out
<code>s_o</code>	<code>SIZE</code>	Result

The expected results are the following :

<code>mode_i</code>	<code>s_o</code>	<code>c_o</code>
"000"	<code>a_i+b_i</code>	carry out
"001"	<code>a_i-b_i</code>	carry out
"010"	<code>a_i or b_i</code>	undefined
"011"	<code>a_i and b_i</code>	undefined
"100"	<code>a_i</code>	undefined
"101"	<code>b_i</code>	undefined
"110"	<code>s_o(0) = '1' when a_i=b_i else '0'</code>	undefined
"111"	0	undefined

The mathematical operations are computed with unsigned numbers.

A second generic parameter `ERRNO` allows to inject errors in the design. Its behavior is the following :

1. When in the [0, 15] interval the result is valid;
2. When in the [16, 24] interval, the result is invalid.

This generic parameter allows to test your assertions by trying various `ERRNO` values

A simple testbench simply runs different scenarios. A file `alu_assertions.sv` is bind to the DUV, and the assertions you write in will be evaluated during simulation. So, add the necessary assertions to verify the correct behavior of the ALU.

After having implemented the assertions, you can transform your testbench to use random-based coverage-driven simulation. Add simple randomization, and some coverage to decide when to finish the simulation.

The script `sim.do` allows to start the simulation. You can run it as

```
do sim.do all <SIZE> <ERRNO>
```

to test various sizes and error numbers.

There is also a file `check.do` that allows to perform formal verification. We haven't seen that yet, but you can try

```
qverify -do ../scripts/check.do
```

from the `comp` folder to see how it goes.