**AXI4-Stream BFM** –Quick Reference

**BFM**

AXI4-Stream Master (see page 2 for AXI4-Stream Slave)

*axistream\_bfm\_pkg.vhd*

|  |
| --- |
| axistream\_transmit[\_bytes] (data\_array, [user\_array, [strb\_array, id\_array, dest\_array]], msg, clk, axistream\_if, [scope, [msg\_id\_panel, [config]]]) |
| Example (tdata’length = 16) : axistream\_transmit ( (x"D0", x"D1", x"D2", x"D3"), (x"00", x"0A"), “Send a 4 byte packet with tuser=A at the 2nd (last) word”, clk, axistream\_if);  Example (tdata’length = 8) : axistream\_transmit ( (x"D0", x"D1", x"D2", x"D3"), (x"00", x"00", x"00", x"0A"), “Send a 4 byte packet with tuser=A at the 4th (last) word”, clk, axistream\_if);  Example: axistream\_transmit(v\_data\_array(0 to v\_numBytes-1), "Send v\_numBytes bytes", clk, axistream\_if\_m, C\_SCOPE, shared\_msg\_id\_panel, axistream\_bfm\_config); Example: axistream\_transmit(v\_data\_array(0 to v\_numBytes-1)(16 downto 0), "Send 2 x v\_numBytes bytes", clk, axistream\_if\_m, C\_SCOPE, shared\_msg\_id\_panel, axistream\_bfm\_config)  Example: axistream\_transmit(v\_data\_array(0 to v\_numBytes-1), v\_user\_array(0 to v\_numWords-1), "Send v\_numBytes bytes", clk, axistream\_if\_m, C\_SCOPE, shared\_msg\_id\_panel, axistream\_bfm\_config);  Example: axistream\_transmit(v\_data\_array(0 to v\_numBytes-1), v\_user\_array(0 to v\_numWords-1), v\_strb\_array(0 to v\_numWords-1), v\_id\_array(0 to v\_numWords-1), v\_id\_array(0 to v\_numWords-1), “Send” ….  Note! Use axistream\_transmit\_bytes ( ) when using t\_byte\_array. |

|  |
| --- |
| init\_axistream\_if\_signals (is\_master, data\_width, user\_width, id\_width, dest\_width) |
| Example: axistream\_if <= init\_axistream\_if\_signals(true, axistream\_if.tdata'length, axistream\_if.tuser'length, axistream\_if.tid'length, axistream\_if.tdest'length); |



**AXI4-Stream BFM** –Quick Reference  
AXI4-Stream Slave (see page 1 for AXI4-Stream Master)

|  |
| --- |
| axistream\_receive[\_bytes] (data\_array, data\_length, user\_array, strb\_array, id\_array, dest\_array, msg, clk, axistream\_if, [scope, [msg\_id\_panel, [config, [proc\_name]]]]) |
| Example: axistream\_receive(v\_rx\_data\_array, v\_rx\_length, v\_rx\_user\_array, v\_rx\_strb\_array, v\_rx\_id\_array, v\_rx\_dest\_array, “Receive packet”, clk, axistream\_if);  Note! Use axistream\_receive\_bytes ( ) when using t\_byte\_array. |

|  |
| --- |
| axistream\_expect[\_bytes] (exp\_data\_array, [exp\_user\_array, [exp\_strb\_array, exp\_id\_array, exp\_dest\_array]], msg, clk, axistream\_if, [alert\_level, [scope,   [msg\_id\_panel, [config]]]]) |
| Example (tdata’length = 16) : axistream\_expect( (x"D0", x"D1", x"D2", x"D3"), (x"00", x"0A"), “Expect a 4 byte packet with tuser=A at the 2nd (last) word”, clk, axistream\_if);  Example (tdata’length = 8) : axistream\_expect( (x"D0", x"D1", x"D2", x"D3"), (x"00", x"00", x"00", x"0A"), “Expect a 4 byte packet with tuser=A at the 4th (last) word”, clk, axistream\_if);  Example: axistream\_expect(v\_data\_array(0 to 1), “Expect a 2 byte packet, ignoring the tuser bits”, clk, axistream\_if);  Example: axistream\_expect(v\_data\_array(0 to v\_numBytes-1), v\_user\_array(0 to v\_numWords-1), “Expect a packet, check data and tuser, but ignore tstrb, tid, tdest”, clk, axistream\_if);  Example: axistream\_expect(v\_data\_array(0 to v\_numBytes-1), v\_user\_array(0 to v\_numWords-1), v\_strb\_array(0 to v\_numWords-1), v\_id\_array(0 to v\_numWords-1),   v\_id\_array(0 to v\_numWords-1), “Expect packet”, clk, axistream\_if);  Note! Use axistream\_expect\_bytes ( ) when using t\_byte\_array. |

|  |
| --- |
| init\_axistream\_if\_signals (is\_master, data\_width, user\_width, id\_width, dest\_width) |
| Example: axistream\_if <= init\_axistream\_if\_signals(false, axistream\_if.tdata'length, axistream\_if.tuser'length, axistream\_if.tid'length, axistream\_if.tdest'length); |



*axistream\_bfm\_pkg.vhd*

**BFM**

Signal record ´**t\_axistream\_if´**

|  |  |
| --- | --- |
| **Record element** | **Type** |
| tdata | std\_logic\_vector |
| tkeep | std\_logic\_vector |
| tuser, tstrb, tid, tdest | std\_logic\_vector |
| tvalid | std\_logic |
| tlast | std\_logic |
| tready | std\_logic |

BFM Configuration record ´**t\_axistream\_bfm\_config´**

|  |  |  |
| --- | --- | --- |
| Record element | Type | C\_AXISTREAM\_BFM\_CONFIG\_DEFAULT |
| max\_wait\_cycles | integer | 100 |
| max\_wait\_cycles\_severity | t\_alert\_level | ERROR |
| clock\_period | time | -1 ns |
| clock\_period\_margin | time | 0 ns |
| clock\_margin\_severity | t\_alert\_level | TB\_ERROR |
| setup\_time | time | -1 ns |
| hold\_time | time | -1 ns |
| bfm\_sync | t\_bfm\_sync | SYNC\_ON\_CLOCK\_ONLY |
| match\_strictness | t\_match\_strictness | MATCH\_EXACT |
| byte\_endianness | t\_byte\_endianness | FIRST\_BYTE\_LEFT |
| valid\_low\_at\_word\_num | integer | 0 |
| valid\_low\_multiple\_random\_prob | real | 0.5 |
| valid\_low\_duration | integer | 0 |
| valid\_low\_max\_random\_duration | integer | 5 |
| check\_packet\_length | boolean | false |
| protocol\_error\_severity | t\_alert\_level | ERROR |
| ready\_low\_at\_word\_num | integer | 0 |
| ready\_low\_multiple\_random\_prob | real | 0.5 |
| ready\_low\_duration | integer | 0 |
| ready\_low\_max\_random\_duration | integer | 5 |
| ready\_default\_value | std\_logic | ‘0’ |
| id\_for\_bfm | t\_msg\_id | ID\_BFM |

BFM signal parameters

|  |  |  |
| --- | --- | --- |
| **Name** | **Type** | **Description** |
| clk | std\_logic | The clock signal used to read and write data in/out of the AXI4-Stream BFM. |
| axistream\_if | t\_axistream\_if | See table “Signal record ‘t\_axistream\_if’” in page 1 and 2.  Note: All supported signals, including tuser, tstrb, tid, tdest are included in the record type, even when not used or connected to DUT. |

For more information on the AXI4-Stream signals, refer to “AMBA® 4 AXI4-Stream Protocol Specification”, document number ARM IHI 0051A (ID030510), available from ARM

BFM non-signal parameters

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Type** | **Example(s)** | **Description** |
| data\_array | t\_byte\_array, t\_slv\_array or  std\_logic\_vector | x”D0” & x“D1”  (x”D0D1”, x”D2D3”) x”D0D1” | An array of bytes, SLVs or a single SLV containing the packet data to be sent.  Note the name change in procedure calls when using t\_byte\_array.  Regardless of the width of axistream\_if.tdata, each data\_array entry is 8-bit wide, unless t\_slv\_array or slv is used. When data\_array entry is a single SLV or an array, an overloading procedure will convert data\_array into an array of bytes.    data\_array(0) is sent/received first, while data\_array(data\_array’high) is sent/received last. Note that for slv and t\_slv\_array, the 8 upper bits in the data word is sent/received first, and the 8 lower bits are is sent/received last.  For clarity, data\_array is required to be ascending, for example defined by the test sequencer as follows :  variable v\_data\_array : t\_byte\_array(0 to C\_MAX\_BYTES-1);  variable v\_slv\_data\_array : t\_slv\_array(0 to C\_MAX\_BYTES-1)(C\_MAX\_WORD\_LENGTH-1 downto 0); |
| exp\_data\_array | t\_byte\_array,  t\_slv\_array or  std\_logic\_vector | x”D0” & x”D1” (x”D0D1”, x”D2D3”) x”D0D1” | An array of bytes, SLVs or a single SLV containing the packet of data that is expected to be received. The data\_array specifications listed above applies for exp\_data\_array as well. |
| user\_array | t\_user\_array | x“01” & x“02” | Sideband data to send or has been received via the TUSER signal.  The number of entries in user\_array equals the number of data words, i.e. transfers[[1]](#footnote-1). For example, if 16 bytes shall be sent, and there are 8 bytes transmitted per transfer, the user\_array has 2 entries.  The number of bits actually used in each user\_array entry corresponds to the width of axistream\_if.tuser.  Note: If axistream\_if.TUSER is wider than 8, increase the value of the constant C\_MAX\_TUSER\_BITS in axistream\_bfm\_pkg. |
| strb\_array | t\_strb\_array | “00” & “10” | Sideband data to send or has been received via the TSTRB signal. The BFM transmits/receives the values without affecting TDATA.  The number of entries in this array equals the number of data words, i.e. transfers1.  The number of bits actually used in each array entry corresponds to the width of axistream\_if.TSTRB.  Note: If axistream\_if.TSTRB is wider than 32, increase the value of the constant C\_MAX\_TSTRB\_BITS in axistream\_bfm\_pkg. |
| id\_array | t\_id\_array | x“01” & x“02” | Sideband data to send or has been received via the TID signal.  The number of entries in this array equals the number of data words, i.e. transfers1.  The number of bits actually used in each array entry corresponds to the width of axistream\_if.TID.  Note: If axistream\_if.TID is wider than 8, increase the value of the constant C\_MAX\_TID\_BITS in axistream\_bfm\_pkg. |
| dest\_array | t\_dest\_array | x“1” & x“2” | Sideband data to send or has been received via the TDEST signal.  The number of entries in this array equals the number of data words, i.e. transfers1.  The number of bits actually used in each array entry corresponds to the width of axistream\_if.TDEST.  Note: If axistream\_if.TDEST is wider than 4, increase the value of the constant C\_MAX\_TDEST\_BITS in axistream\_bfm\_pkg. |
| data\_length | natural | 2 | The number of bytes received, i.e. the number of valid bytes in data\_array. |
| alert\_level | t\_alert\_level | ERROR or TB\_WARNING | Set the severity for the alert that may be asserted by the procedure. |
| msg | string | “Send packet” | A custom message to be appended in the log/alert. |
| scope | string | "AXISTREAM BFM" | A string describing the scope from which the log/alert originates. In a simple single sequencer typically "AXISTREAM BFM". In a verification component typically "AXISTREAM\_VVC ". |
| msg\_id\_panel | t\_msg\_id\_panel | shared\_msg\_id\_panel | Optional msg\_id\_panel, controlling verbosity within a specified scope. Defaults to a common message ID panel defined in the UVVM-Util adaptations package. |
| config | t\_axistream\_bfm\_config | C\_AXISTREAM\_BFM\_  CONFIG\_DEFAULT | Configuration of BFM behaviour and restrictions. See section 2 for details. |

BFM features

This BFM supports the following subset of the AXI4-Stream protocol:

- Continuous aligned stream, as described in chapter 1.2.2 in AMBA 4 AXI4-Stream protocol Specification (ARM IHI 0051A)

The following signals are supported:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Signal | Source | Width | Supported  by BFM | Description |
| ACLK | Clock | 1 | Yes | Sample on the rising edge |
| ARESETn | Reset | - | No | BFM doesn’t control the reset. |
| TVALID | Master | 1 | Yes | A transfer takes place when both TVALID and TREADY are asserted |
| TREADY | Slave | 1 | Yes2 | A transfer takes place when both TVALID and TREADY are asserted |
| TDATA | Master | n\*8 | Yes | Data word. The width must be a multiple of bytes. |
| TUSER | Master | 1:c\_max\_tuser\_bits | Yes[[2]](#footnote-2) | Sideband info transmitted alongside the data stream.  If axistream\_if.tuser is wider than c\_max\_tuser\_bits in axistream\_bfm\_pkg, increase the value of the latter. |
| TSTRB | Master | 1:c\_max\_tstrb\_bits | Yes2 | The protocol uses this signal for marking TDATA as position byte, but the BFM simply sends/receives/checks the values of TSTRB as specified by the sequencer without affecting TDATA:  While transmitting, the test sequencer defines what TSTRB values to send. The BFM transmits TDATA regardless of the TSTRB value.  While receiving, the received TSTRB values are presented to the test sequencer. The BFM presents TDATA regardless of the TSTRB value.  If axistream\_if.tstrb is wider than c\_max\_tstrb\_bits in axistream\_bfm\_pkg, increase the value of the latter. |
| TKEEP | Master | TDATA’length/8 | Partly | When TKEEP is ‘0’, it indicates a null byte that can be removed from the stream.  The same limitations apply for this BFM as in the *Xilinx ug761 AXI Reference Guide*:  Null bytes are only used for signalling the number of valid bytes in the last data word. Leading or intermediate Null bytes are not supported. |
| TLAST | Master | 1 | Yes | When ‘1’, it indicates that the tdata is the last word of the packet. |
| TID | Master | 1:c\_max\_tid\_bits | Yes2 | Indicates different streams of data. Usually used by routing infrastructures.  When BFM is transmitting, the test sequencer defines what TID values to send.  When BFM is receiving, the received TID values are presented to the test sequencer.  If axistream\_if.tid is wider than c\_max\_tid\_bits in axistream\_bfm\_pkg, increase the value of the latter |
| TDEST | Master | 1:c\_max\_tdest\_bits | Yes2 | Provides routing info for the data stream. Usually used by routing infrastructures  When BFM is transmitting, the test sequencer defines what TDEST values to send.  When BFM is receiving, the received TDEST values are presented to the test sequencer.  If axistream\_if.tdest is wider than c\_max\_tdest\_bits in axistream\_bfm\_pkg, increase the value of the latter |

BFM details

# BFM procedure details

|  |  |
| --- | --- |
| **Procedure** | **Description** |
| **axistream\_transmit[\_bytes]()** | **axistream\_transmit[\_bytes] (data\_array, [user\_array, [strb\_array, id\_array, dest\_array]], msg, clk, axistream\_if, [scope, [msg\_id\_panel, [config]]])**  The axistream\_transmit () procedure transmits a packet on the AXI interface. Note that axistream\_transmit\_bytes ( ) has to be used for t\_byte\_array data\_array.  The packet length and data are defined by the “data\_array” argument, and is either a byte array, a t\_slv\_array or a SLV.  If a t\_slv\_array or a SLV is used an overloading procedure will convert data\_array to an array of bytes.  One byte is sent per data\_array entry, but multiple bytes may be sent on each transfer (word).  data\_array(0) is sent first. data\_array(data\_array’high) is sent last. In a t\_slv\_array and a SLV, the upper 8 bits are sent first and the lower 8 bits are sent last.  Byte locations within the data word are defined in chapter 2.3 in “AMBA® 4 AXI4-Stream Protocol Specification”, document number ARM IHI 0051A (ID030510), available from ARM.    The values to be transmitted on the signal TUSER is defined by the optional user\_array parameter. There is one user\_array index per transfer (data word).  If user\_array is omitted in the BFM call, the BFM transmits all zeros on the TUSER signal.  The values to be transmitted on the signals TSTRB, TID, TDEST are defined by the parameters strb\_array, id\_array and dest\_array.  There is one array index per transfer (data word).  All or none of these three arrays may be omitted in the BFM call. If they are omitted, the BFM transmits all zeros on the TSTRB, TID, TDEST signals.  At the last word, the BFM asserts the TLAST bit, and it asserts the TKEEP bits corresponding to the data bytes that are valid within the word.  At all other words, all TKEEP bits are ‘1’, thus the BFM supports only “continuous aligned stream”, as described in chapter 1.2.2 in AMBA 4 AXI4-Stream protocol Specification (ARM IHI 0051A). |
| **axistream\_receive[\_bytes]()** | **axistream\_receive[\_bytes] (data\_array, data\_length, user\_array, strb\_array, id\_array, dest\_array, msg, clk, axistream\_if, [scope, [msg\_id\_panel, [config]]])**  The axistream\_receive() procedure receives a packet on the AXI interface. Note that axistream\_receive\_bytes ( ) has to be used for t\_byte\_array data\_array.  The received packet data is stored in the data\_array output, which is a byte array. data\_array'length can be longer than the actual packet received, so that you can call receive() without knowing the length to be expected. The number of bytes received is indicated in the packet\_length output.  The sampled values of the TUSER signal are stored in user\_array, which has one entry per transfer (data word).  The sampled values of the TSTRB signal are stored in strb\_array, which has one entry per transfer (data word).  The sampled values of the TID signal are stored in id\_array, which has one entry per transfer (data word).  The sampled values of the TDEST signal are stored in dest\_array, which has one entry per transfer (data word).  When TLAST = ‘1’ the TKEEP bits are used to determine the number of valid data bytes within the last word.  At all other words, the BFM checks that all TKEEP bits are ‘1’, since the BFM supports only “continuous aligned stream” described in chapter 1.2.2 in AMBA 4 AXI4-Stream protocol Specification (ARM IHI 0051A) |
| **axistream\_expect[\_bytes]()** | **axistream\_expect[\_bytes] (exp\_data\_array, [exp\_user\_array, [exp\_strb\_array, exp\_id\_array, exp\_dest\_array]], msg, clk, axistream\_if, [alert\_level,   [scope, [msg\_id\_panel, [config]]]])**    Calls the axistream\_receive() procedure, then compares the received data with exp\_data\_array. Note that axistream\_expect\_bytes ( ) has to be used for t\_byte\_array exp\_data\_array.  Note that if exp\_data\_array is a t\_slv\_array or slv, an overload will convert it to t\_byte\_array.  The exp\_user\_array, exp\_strb\_array, exp\_id\_array, exp\_dest\_array are compared to the received user\_array, strb\_array, id\_array and dest\_array respectively.  If some signals are unused, the checks can by skipped by filling the corresponding exp\_\*\_array with don’t cares. For example: v\_dest\_array := (others => (others => '-')); |
| **init\_axistream\_if\_signals()** | **init\_axistream\_if\_signals(is\_master, data\_width, user\_width, id\_width, dest\_width)**  This function initializes the AXI4-Stream interface. All the BFM outputs are set to zeros ('0') |

# BFM Configuration record

Type name: t\_axistream\_bfm\_config

|  |  |  |  |
| --- | --- | --- | --- |
| **Record element** | **Type** | **C\_AXISTREAM\_BFM\_CONFIG\_DEFAULT** | **Description** |
| max\_wait\_cycles | integer | 100 | Used for setting the maximum cycles to wait before an alert is issued when waiting for ready or valid signals from the DUT. |
| max\_wait\_cycles\_severity | t\_alert\_level | ERROR | The above timeout will have this severity |
| clock\_period | time | -1 ns | Period of the clock signal. |
| clock\_period\_margin | time | 0 ns | Input clock period margin to specified clock\_period |
| clock\_margin\_severity | t\_alert\_level | TB\_ERROR | The above margin will have this severity |
| setup\_time | time | -1 ns | Setup time for generated signals. Suggested value is clock\_period/4.  An alert is reported if setup\_time exceed clock\_period/2. |
| hold\_time | time | -1 ns | Hold time for generated signals. Suggested value is clock\_period/4.  An alert is reported if hold\_time exceed clock\_period/2. |
| bfm\_sync | t\_bfm\_sync | SYNC\_ON\_CLOCK\_ONLY | When set to SYNC\_ON\_CLOCK\_ONLY the BFM will enter on the first falling edge, estimate the clock period, synchronise the output signals and exit ¼ clock period after a succeeding rising edge. When set to SYNC\_WITH\_SETUP\_AND\_HOLD the BFM will use the configured setup\_time, hold\_time and clock\_period to synchronise output signals with clock edges. |
| match\_strictness | t\_match\_strictness | MATCH\_EXACT | Matching strictness for std\_logic values in check procedures.  MATCH\_EXACT requires both values to be the same. Note that the expected value  can contain the don’t care operator ‘-‘.  MATCH\_STD allows comparisons between ‘H’ and ‘1’, ‘L’ and ‘0’ and ‘-‘ in both values. |
| byte\_endianness | t\_byte\_endianness | FIRST\_BYTE\_LEFT | Little-endian or big-endian endianness byte ordering. |
| valid\_low\_at\_word\_num | integer | 0 | Word index during which the Master BFM shall deassert valid while sending a packet. Can be set to multiple random indices using C\_MULTIPLE\_RANDOM. |
| valid\_low\_multiple\_random\_prob | real | 0.5 | Probability, between 0.0 and 1.0, of how often valid shall be deasserted when using C\_MULTIPLE\_RANDOM. |
| valid\_low\_duration | integer | 0 | Number of clock cycles to deassert valid. To disable this feature set to 0. Can be set to random using C\_RANDOM. |
| valid\_low\_max\_random\_duration | integer | 5 | Maximum number of clock cycles to deassert valid when using C\_RANDOM. |
| check\_packet\_length | boolean | false | When true, receive() will check that tlast is set at data\_array'high.  Set to false when length of packet to be received is unknown. |
| protocol\_error\_severity | t\_alert\_level | ERROR | severity if protocol errors are detected |
| ready\_low\_at\_word\_num | integer | 0 | Word index during which the Slave BFM shall deassert ready while receiving the packet. Can be set to multiple random indices using C\_MULTIPLE\_RANDOM. |
| ready\_low\_multiple\_random\_prob | real | 0.5 | Probability, between 0.0 and 1.0, of how often ready shall be deasserted when using C\_MULTIPLE\_RANDOM. |
| ready\_low\_duration | integer | 0 | Number of clock cycles to deassert ready. To disable this feature set to 0. Can be set to random using C\_RANDOM. |
| ready\_low\_max\_random\_duration | integer | 5 | Maximum number of clock cycles to deassert ready when using C\_RANDOM. |
| ready\_default\_value | std\_logic | ‘0’ | Determines the ready output value while the Slave BFM is idle |
| id\_for\_bfm | t\_msg\_id | ID\_BFM | The message ID used as a general message ID in the BFM |

# Additional Documentation

For additional documentation on the AXI4-Stream standard, refer to “AMBA® 4 AXI4-Stream Protocol Specification”, document number ARM IHI 0051A (ID030510), available from ARM.

# Compilation

The AXI4-Stream BFM may only be compiled with VHDL 2008. It is dependent on the UVVM Utility Library (UVVM-Util), which is only compatible with VHDL 2008.

See the separate UVVM-Util documentation for more info. After UVVM-Util has been compiled, the axistream\_bfm\_pkg.vhd BFM can be compiled into any desired library.

See UVVM Essential Mechanisms located in uvvm\_vvc\_framework/doc for information about compile scripts.

## Simulator compatibility and setup

See README.md for a list of supported simulators.

For required simulator setup see UVVM-Util Quick reference.

# Local BFM overloads

A good approach for better readability and maintainability is to make simple, local overloads for the BFM procedures in the TB process.

This allows calling the BFM procedures with the key parameters only

e.g.

axistream\_transmit(v\_data\_array(0 to 1), "msg");

rather than

axistream\_transmit(v\_data\_array(0 to 1), "msg", clk, axistream\_if\_m, C\_SCOPE, shared\_msg\_id\_panel, axistream\_bfm\_config);

By defining the local overload as e.g.:

procedure axistream\_transmit\_bytes (

constant data\_array : in t\_byte\_array;

constant msg : in string) is

begin

axistream\_transmit\_bytes(data\_array, -- keep as is  
 msg, -- keep as is

clk, -- Clock signal

axistream\_if, -- Signal must be visible in local process scope

C\_SCOPE, -- Just use the default

shared\_msg\_id\_panel, -- Use global, shared msg\_id\_panel

C\_AXISTREAM\_BFM\_CONFIG\_LOCAL); -- Use locally defined configuration or C\_AXISTREAM\_BFM\_CONFIG\_DEFAULT

end;

Using a local overload like this also allows the following – if wanted:

* Set up defaults for constants. May be different for two overloads of the same BFM
* Apply dedicated message\_id\_panel to allow dedicated verbosity control

IMPORTANT

This is a simplified Bus Functional Model (BFM) for AXI4-Stream. The given BFM complies with the basic AXI4-Stream protocol and thus allows a normal access towards an AXI4-Stream interface. This BFM is not AXI4-Stream protocol checker. For a more advanced BFM please contact Bitvis AS at support@bitvis.no

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**INTELLECTUAL**

**PROPERTY**

1. In AXI4-Stream, a transfer is defined as a TVALID/TREADY handshake. [↑](#footnote-ref-1)
2. Although defined as optional in the AXI4-Stream protocol, the signal must exist in the axistream\_if record, even when not used / connected to DUT. [↑](#footnote-ref-2)