



Youssef Ahmed

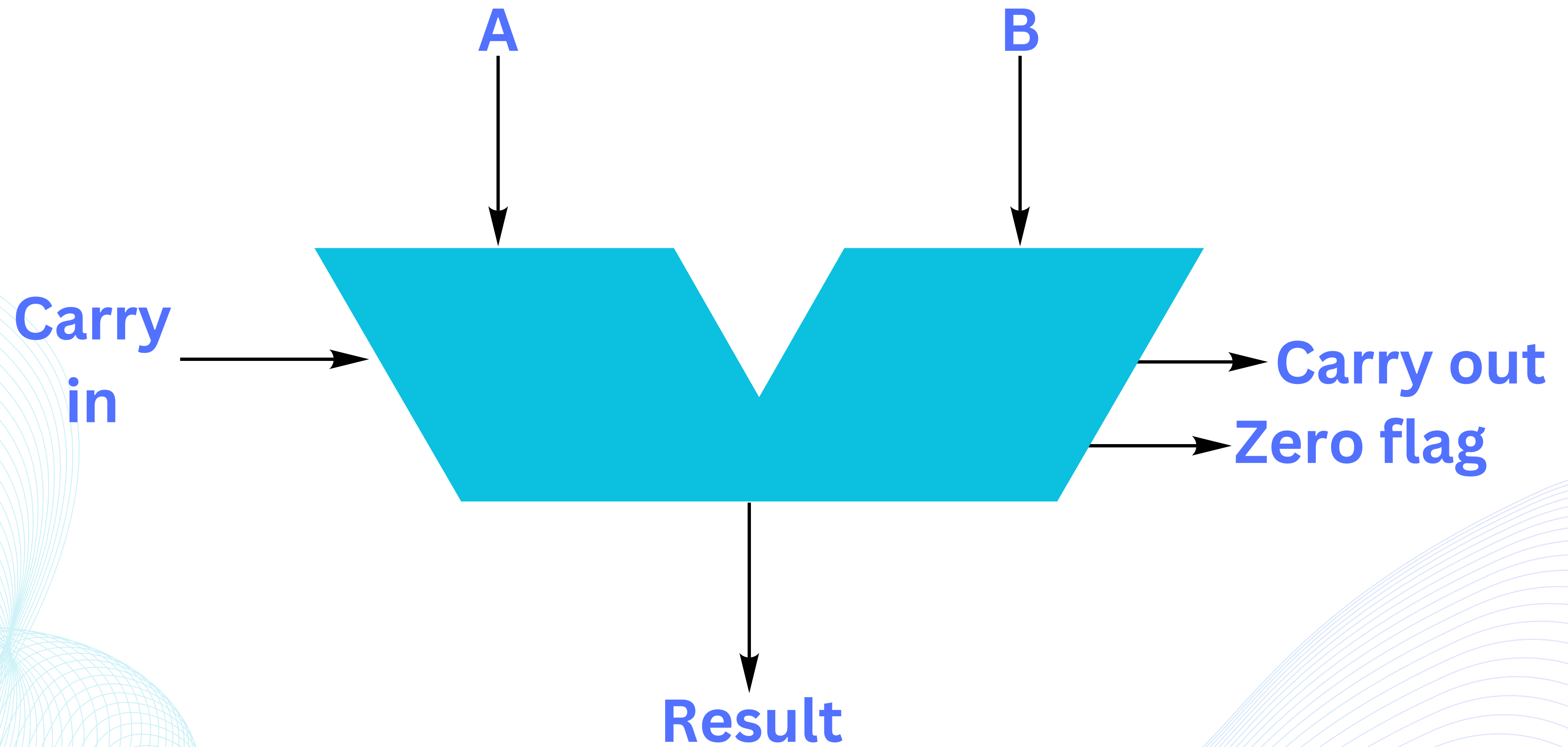
Design and UVM Verification of an ALU

ALU

it stands for Arithmetic and Logic Unit. It is a digital circuit or a functional block within a central processing unit (CPU) that performs arithmetic and logical operations on binary data. The ALU is responsible for carrying out basic arithmetic operations such as addition, subtraction, multiplication, and division, as well as logical operations like AND, OR, XOR, and bit shifting.

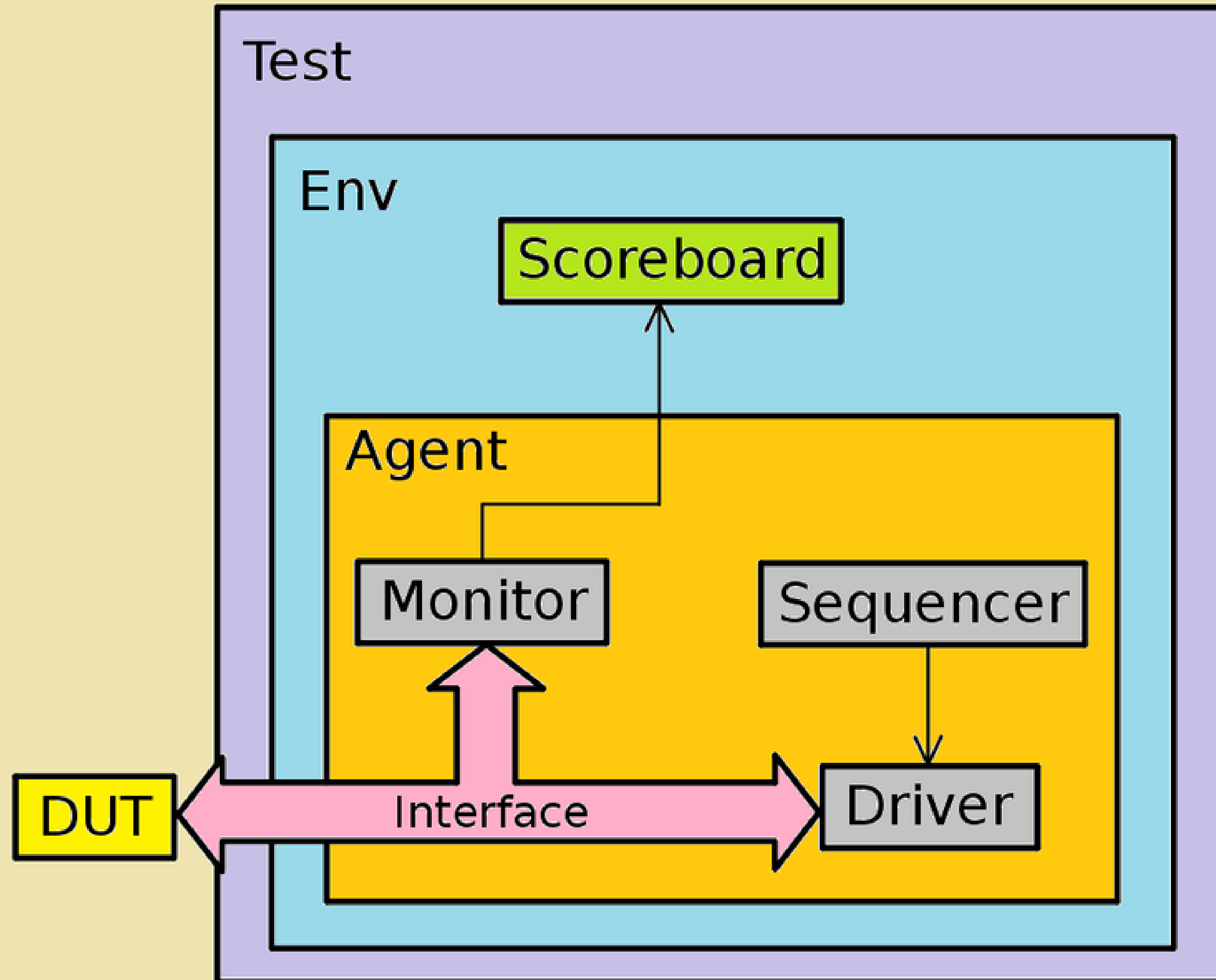
THE DESIGN SCHEMATIC OF THE ALU





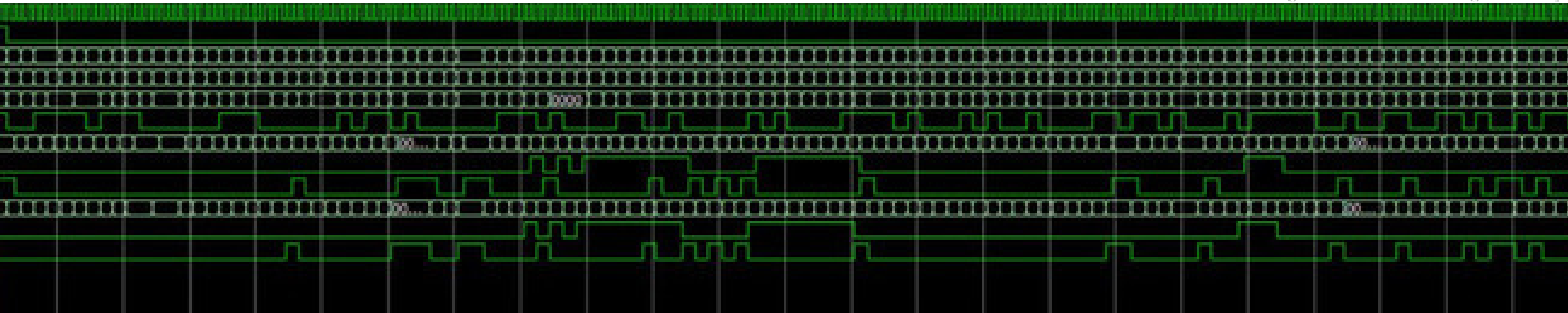
UVM TESTBENCH ARCHITECTURE

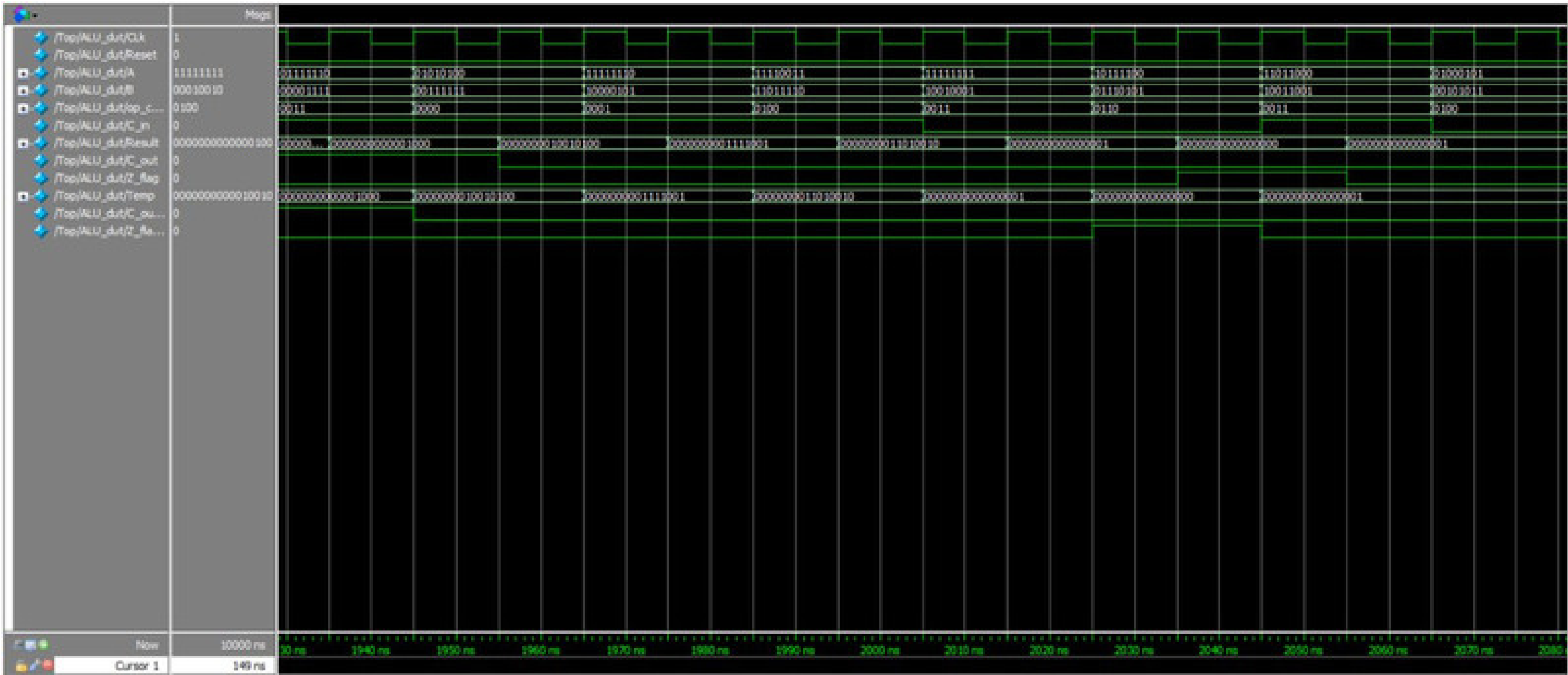
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THE **SIMULATION** RESULTS





THE LOG RESULTS OF THE TEST



```
VSDM 33> vsim -voptargs=+acc work.Top
# vsim -voptargs=+acc work.Top
# ** Warning: (vsim-WLF-5000) WLF file currently in use: vsim.wlf
#       File in use by:  Hostname:  ProcessID: 3
#       Attempting to use alternate WLF file "./wlf33gf9a".
# ** Warning: (vsim-WLF-5001) Could not open WLF file: vsim.wlf
#       Using alternate file: ./wlf33gf9a
# ** Note: (vsim-3813) Design is being optimized due to module recompilation...
# Loading sv_std.std
# Loading mtiUvm.uvm_pkg
# Loading work.ALU_pkg
# Loading work.Top(fast)
# Loading work.ALU_interface(fast)
# Loading work.DUT(fast)
# Loading C:\questasim_10.0b\uvm-1.0pl\win32\uvm_dpi.dll
add wave \
/Top/ALU_dut/CLK \
/Top/ALU_dut/Reset \
/Top/ALU_dut/A \
/Top/ALU_dut/B \
/Top/ALU_dut/op_code \
/Top/ALU_dut/C_in \
/Top/ALU_dut/Result \
/Top/ALU_dut/C_out \
/Top/ALU_dut/Z_flag \
/Top/ALU_dut/Temp \
/Top/ALU_dut/C_out_t \
/Top/ALU_dut/Z_flag_t
VSDM 35> run -all
```

```

# -----
# UVM-1.0pl
# (C) 2007-2011 Mentor Graphics Corporation
# (C) 2007-2011 Cadence Design Systems, Inc.
# (C) 2006-2011 Synopsys, Inc.
# -----
# UVM_INFO ALU_Test.sv(27) @ 0: uvm_test_top [ALU_Test] Inside constructor of ALU_Test class
# UVM_INFO @ 0: reporter [RNTST] Running test ALU_Test...
# UVM_INFO ALU_Test.sv(39) @ 0: uvm_test_top [ALU_Test] Inside build phase of ALU_Test class
# UVM_INFO Environment.sv(25) @ 0: uvm_test_top.ALU_environment [Environment] Inside constructor of Environment Class
# UVM_INFO Environment.sv(39) @ 0: uvm_test_top.ALU_environment [Environment] Inside build phase of Environment Class
# UVM_INFO Agent.sv(27) @ 0: uvm_test_top.ALU_environment.ALU_agent [Agent] Inside constructor of Agent Class
# UVM_INFO Scoreboard.sv(25) @ 0: uvm_test_top.ALU_environment.ALU_scoreboard [Scoreboard] Inside constructor of Scoreboard class
# UVM_INFO Agent.sv(41) @ 0: uvm_test_top.ALU_environment.ALU_agent [Agent] Inside build phase of Agent Class
# UVM_INFO Monitor.sv(23) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_monitor [Monitor] Inside constructor of Monitor Class
# UVM_INFO Driver.sv(20) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_driver [Driver] Inside constructor of Driver class
# UVM_INFO Sequencer.sv(18) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_sequencer [Sequencer] Inside constructor of Sequencer Class
# UVM_INFO Driver.sv(32) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_driver [Driver] Inside build phase of Driver class
# UVM_INFO Monitor.sv(37) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_monitor [Monitor] Inside build phase of Monitor Class
# UVM_INFO Sequencer.sv(32) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_sequencer [Sequencer] Inside build phase of Sequencer Class
# UVM_INFO Scoreboard.sv(39) @ 0: uvm_test_top.ALU_environment.ALU_scoreboard [Scoreboard] Inside build phase of Scoreboard class
# UVM_INFO Driver.sv(51) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_driver [Driver] Inside connect phase of Driver class
# UVM_INFO Monitor.sv(59) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_monitor [Monitor] Inside connect phase of Monitor Class
# UVM_INFO Sequencer.sv(47) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_sequencer [Sequencer] Inside connect phase of Sequencer Class
# UVM_INFO Agent.sv(42) @ 0: uvm_test_top.ALU_environment.ALU_agent [Agent] Inside connect phase of Agent Class
# UVM_INFO Scoreboard.sv(54) @ 0: uvm_test_top.ALU_environment.ALU_scoreboard [Scoreboard] Inside connect phase of Scoreboard class
# UVM_INFO Environment.sv(59) @ 0: uvm_test_top.ALU_environment [Environment] Inside connect phase of Environment Class
# UVM_INFO ALU_Test.sv(56) @ 0: uvm_test_top [ALU_Test] Inside connect phase of ALU_Test class
# UVM_INFO ALU_Test.sv(73) @ 0: uvm_test_top [ALU_Test] Inside run phase of ALU_Test class
# UVM_INFO Environment.sv(75) @ 0: uvm_test_top.ALU_environment [Environment] Inside run phase of Environment Class
# UVM_INFO Scoreboard.sv(85) @ 0: uvm_test_top.ALU_environment.ALU_scoreboard [Scoreboard] Inside run phase of Scoreboard class
# UVM_INFO Agent.sv(78) @ 0: uvm_test_top.ALU_environment.ALU_agent [Agent] Inside run phase of Agent Class
# UVM_INFO Sequencer.sv(60) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_sequencer [Sequencer] Inside run phase of Sequencer Class
# UVM_INFO Monitor.sv(73) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_monitor [Monitor] Inside run phase of Monitor Class
# UVM_INFO Driver.sv(64) @ 0: uvm_test_top.ALU_environment.ALU_agent.ALU_driver [Driver] Inside run phase of Driver class
# 1
# Break in Module Top at C:/questasim_10.0b/examples/Top.sv line 74

```



**FOR MORE DETAILS CHECK
MY GITHUB REPO**



THANK YOU
FOR WATCHING