

Circuit Simulation of digital circuits with VHDL

TEST BENCHES AND SIMULATION TOOLS

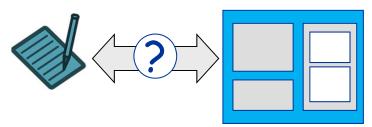
Outline

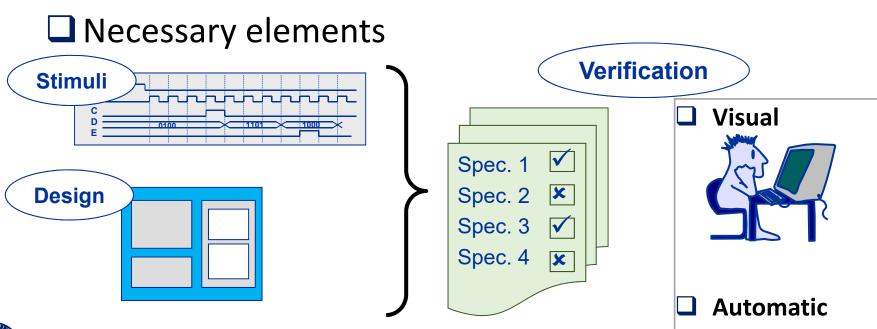
- ☐ Digital circuit simulation
- ☐ Simulating with VHDL
- ☐ Test bench design
 - Generating stimuli
 - Automatic checking
- ☐ Commercial tools: Modelsim



Digital circuit simulation

☐ Functional validation: Verify that the design behaves according to the specifications.

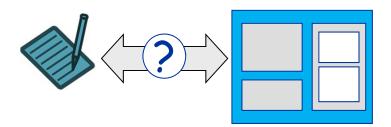




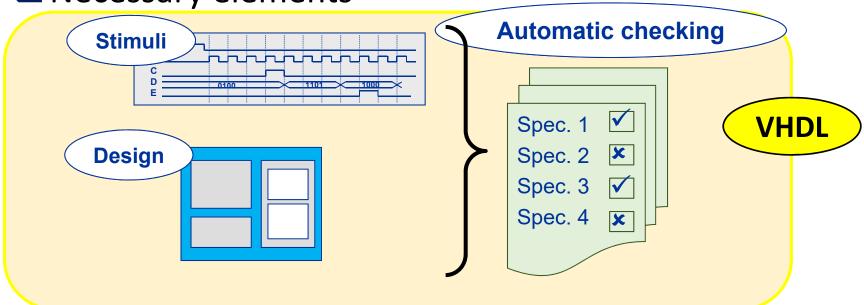


Digital circuit simulation

☐ Functional validation: Verify that the design behaves according to the specifications.



■ Necessary elements

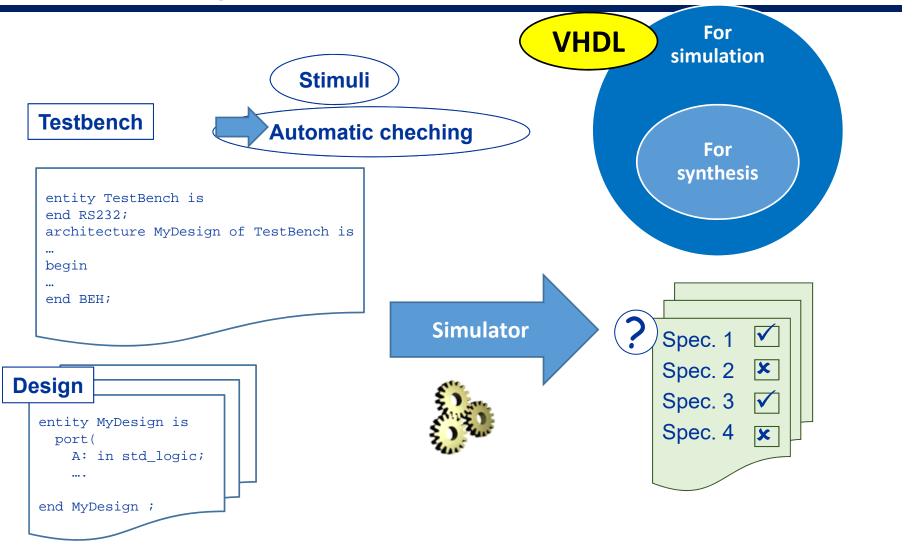




Digital circuit simulation: General issues

- ☐ Generate a set of inputs (stimuli) as much complete as possible
 - Checking all the specifications to meet by the circuit.
 - In case of FSMs (Finite State Machines), the circuit must pass through every possible state and cover any possible transition.
- Asynchronous initialization of the full system at the beginning of the circuit simulation
- Inputs should change at inactive clock edge.







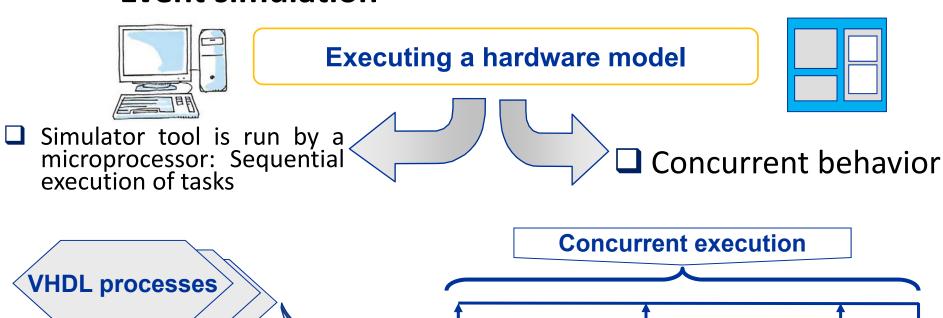
- ☐ Advantages of using VHDL for simulation
 - VHDL was devised for simulating and specifying designs.
 - It supports automatic checking and sending information to the designer during the simulation (interactive checking)
 - It allows designers to model external interfaces at high level: modelling the external environment
 - Using files
 - Using delays and timings

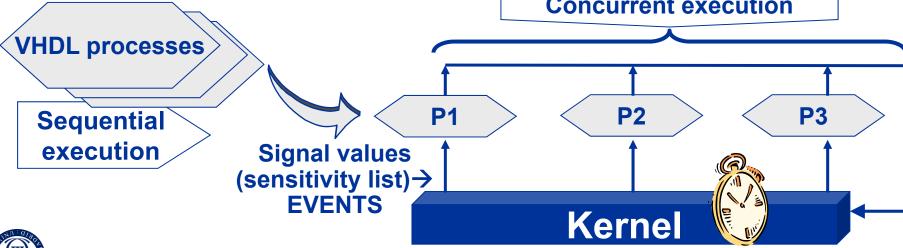


☐ How does the digital simulator work (HDL)?:

Event simulation

Event simulation



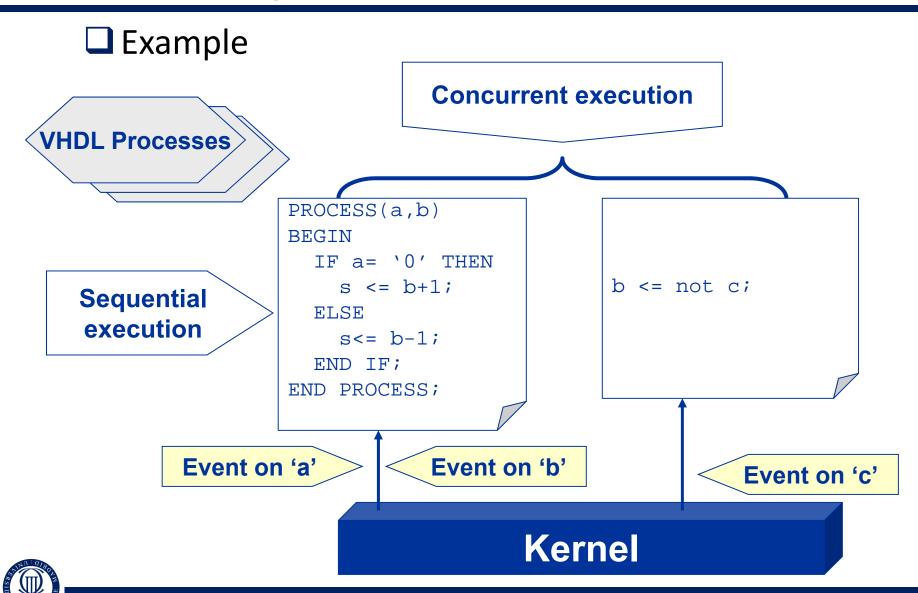


☐ How does the digital simulator work (HDL)?:

Event-driven simulation

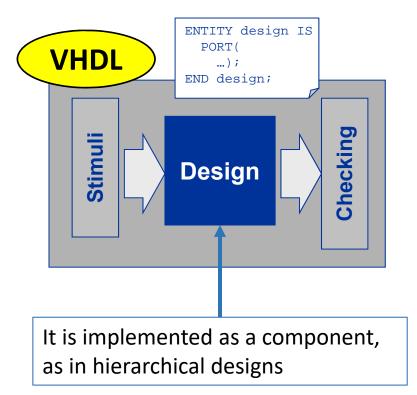
- *When there is a change (event) in any of the signals included in the sensitivity list, the simulator kernel generates a list with pairs (event, instant).
- For a given simulation instant, the kernel is in charge of:
 - 1. Accessing the event list and executing the *process* statements with some pending event for the current instant.
 - 2. Updating the event list with the new events generated during the process execution.
 - 3. If some of the new events have been generated for the current instant, go again to 1. Otherwise, time simulation is incremented until the next instant with active events.

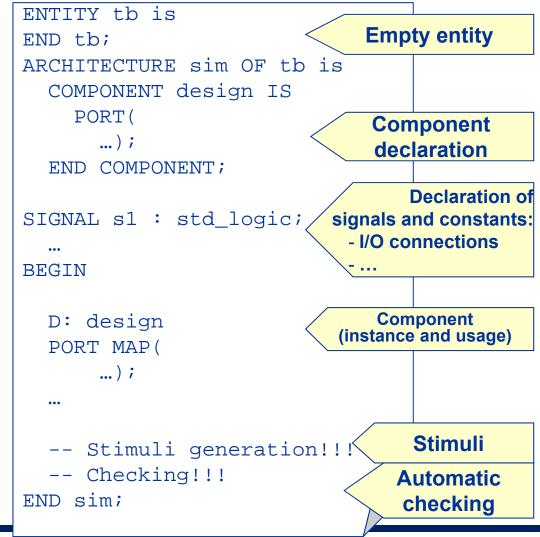




Test bench design

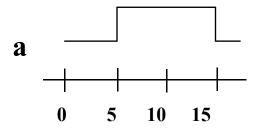
☐ Test bench: structure







Waveform generation using concurrent statements



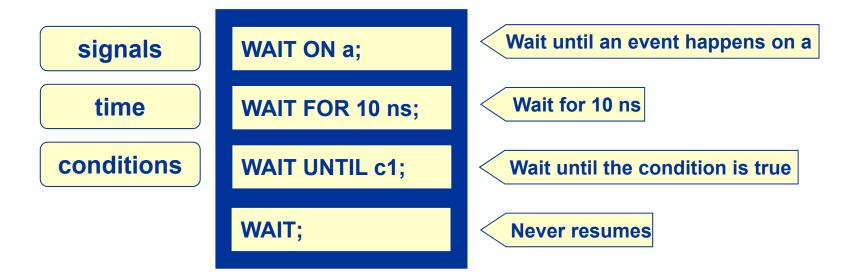
a <= '0', '1' AFTER 5 NS, '0' AFTER 15 NS;

- ☐ Concurrent assignment of a waveform
 - Sequence of clauses <value> AFTER <delay>
 - Delays are absolute (counted from the execution of the statement, typically at the beginning of the simulation)



WAIT statement

- ☐ Used to generate waveforms in sequential style (within a process)
- ☐ A WAIT statement suspends the execution of a process until a condition is met





Two types of processes

PROCESSES WITHOUT SENSITIVITY LIST

- Execution is suspended at the end of the process
- Execution resumes when an event happens in the sensitivity list
- WAIT statements are not allowed
- They can be synthesized

```
PROCESS (a, b)
BEGIN
s <= a AND b;
END PROCESS:
```

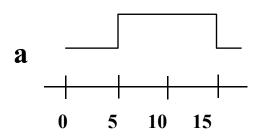
PROCESSES WITH WAIT STATEMENTS

- Execution is cyclic and is only suspended when a WAIT statement is reached (there must be at least one WAIT statement)
- Sensitivity list is not allowed
- They cannot be synthesized

```
PROCESS
BEGIN
s <= a AND b;
WAIT ON a, b;
END PROCESS;
```



Waveform generation using sequential statements



```
PROCESS
BEGIN

a <= '0';

WAIT FOR 5 NS;

a <= '1;

WAIT FOR 10 NS;

a <= '0';

WAIT;

END PROCESS;
```

- Sequential assignment of a waveform
 - Assignment followed by WAIT statement
 - Wait times are always relative to the execution time!
 - ❖ If a WAIT statement is not included at the end, the waveform is periodic



Stimuli generation: Reset

☐ Sequential style

```
-- Stimuli generation
PROCESS
BEGIN
reset <= '1';
WAIT FOR 50 NS;
reset <= '0';
WAIT;
END PROCESS;
```

☐ Concurrent style

```
-- Stimuli generation reset <= '1', '0' after 50 ns;
```



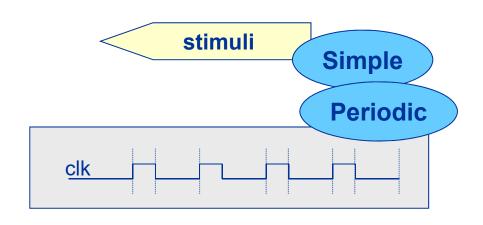
Stimuli generation: clock

☐ Asymmetric

```
-- Stimuli generation
PROCESS
BEGIN
clk <= '1';
WAIT FOR 10 NS;
clk <= '0';
WAIT FOR 40 NS;
END PROCESS;
```



```
-- Stimuli generation
PROCESS
BEGIN
clk <= NOT clk;
WAIT FOR 10 NS;
END PROCESS;
```





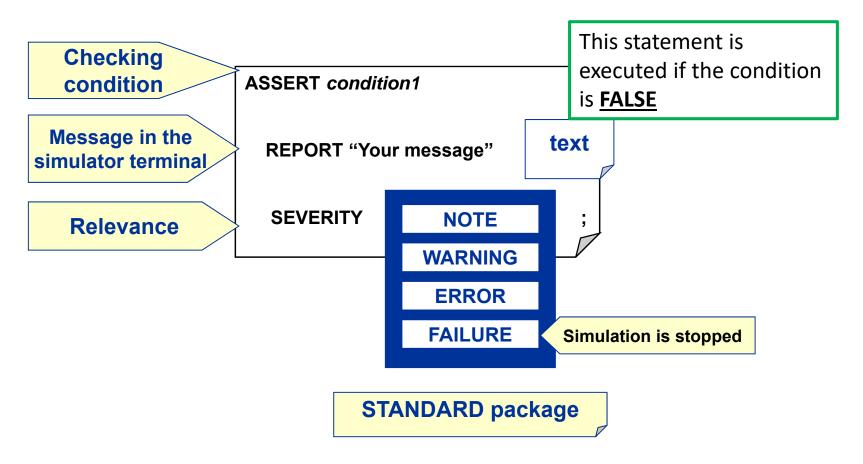
```
-- Initializing the signal is required!
signal clk: std_logic := '0';

-- Concurrent
clk <= NOT clk AFTER 10 NS;
```



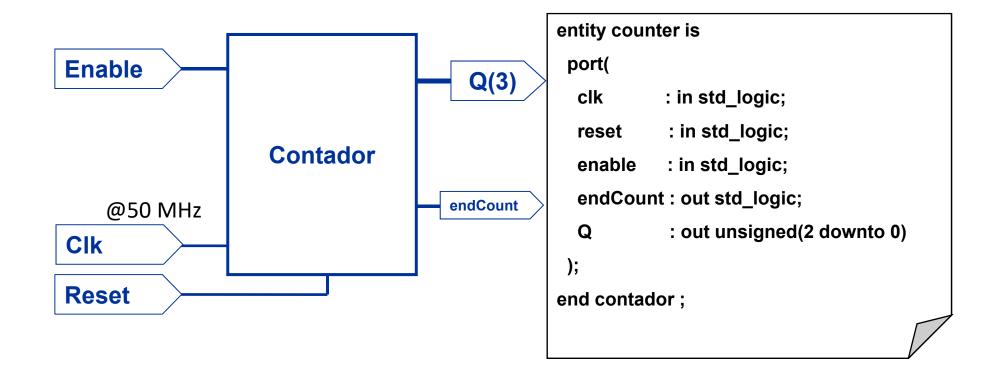
Automatic checking

☐ Testbench: Automatic checking





☐ Testbench: Example counter from 0 to 5



<u>Note</u>: This example shows a simple testbench, where all the specifications are not checked.



☐ Testbench: Example counter from 0 to 5

```
ENTITY th is
END tb:
ARCHITECTURE sim OF tb is
-- Component declaration
 component counter
 port(
  clk
           : in std_logic;
            : in std logic;
  reset
            : in std logic;
  enable
  endCount : out std_logic;
            : out unsigned(2 downto 0)
  Q
end component;
--Signal and constant declarations
signal clk
             : std logic:= '0';
signal reset : std logic;
signal enable: std logic;
signal endCount : std logic;
signal Q
             : unsigned(2 downto 0);
constant T : time := 20 ns;
```

```
begin
-- Component instantation
 MAP CUT: counter
 port map(
            => clk,
  clk
            => reset.
  reset
  enable => enable,
  endCount => endCount.
            => Q
--Stimuli generation and automatic checkings
clk <= not clk after T/2;
process
                             Stop simulation
beain
 reset <= '1'; --At the begining
 enable <= '0':
 wait for T:
 reset <= '0': --Disable reset
 wait for T; --Count has not started yet
 enable <= '1':
 wait until endCount = '1/. --count has finished
 assert Q = to unsigned(5,3)
  report "Error: Last value is not 5"
  severity error:
 assert false
   report "End of simulation"
  severity failure;
end process;
```

Commercial tools

■ Modelsim (Mentor Graphics®) → www.mentor.com/

- □ VCS (Synopsys®) → www.synopsys.com
- ☐ Incisive Enterprise Simulator (Cadence®) → www.cadence.com
- \square ISIM (XilinxTM) \rightarrow www.xilinx.com

