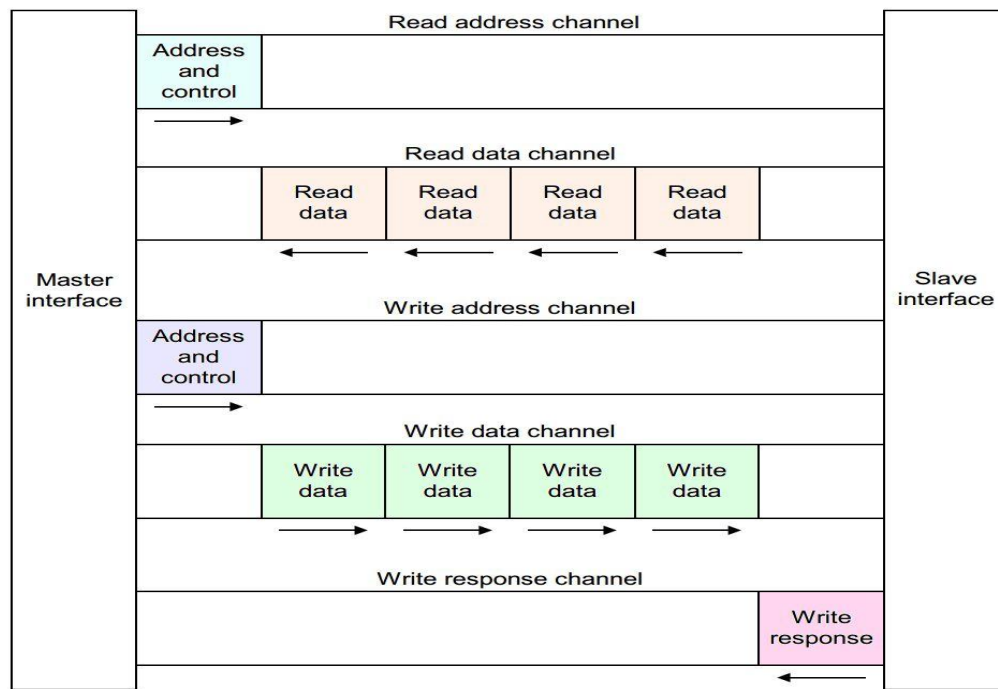

Verification of AXI4 Lite Bus Protocol

By: Gagan Ganapathy Machiyanda Belliappa
Balaji Rao Vavintaparthi

Introduction

- The AXI4-Lite (Advanced eXtensible Interface 4 Lite) bus protocol is a simplified, high-performance memory-mapped interface within the ARM Advanced Microcontroller Bus Architecture (AMBA) specification.
 - For this project, we have opted for a configuration with a sole master and a singular slave.
 - There are five channels, specifically the Read Address Channel, Read Data Channel, Write Address Channel, Write Data Channel, and Write Response Channel.
-

AXI4 Lite Architecture



The key functionality of AXI4-Lite operation is:

- All transactions are of burst length 1
- All data accesses use the full width of the data bus
- All accesses are Non-modifiable, Non-bufferable
- Exclusive accesses are not supported

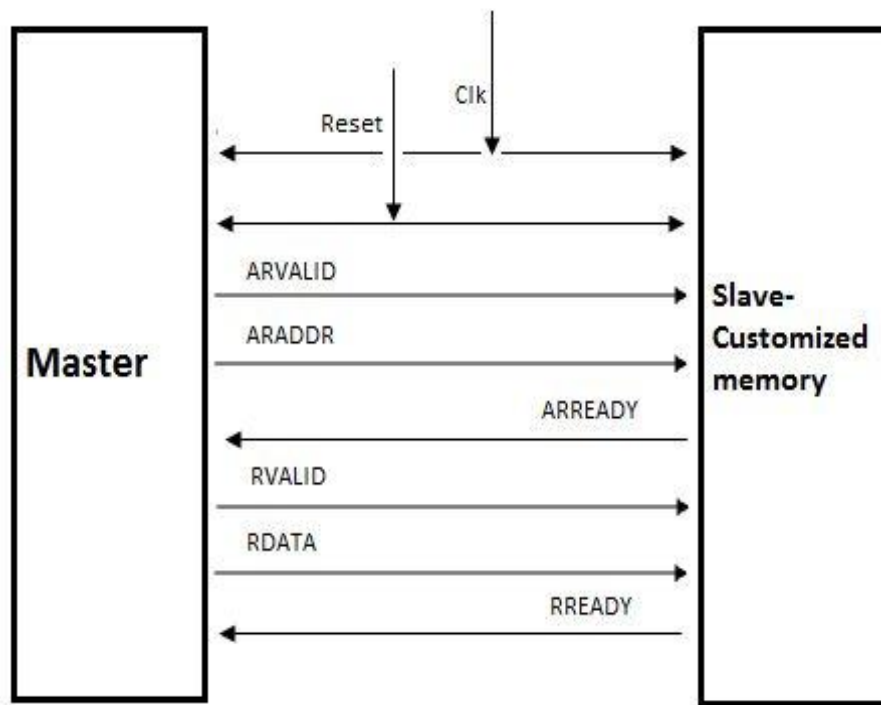
Read & Write Operations

Read Operation:

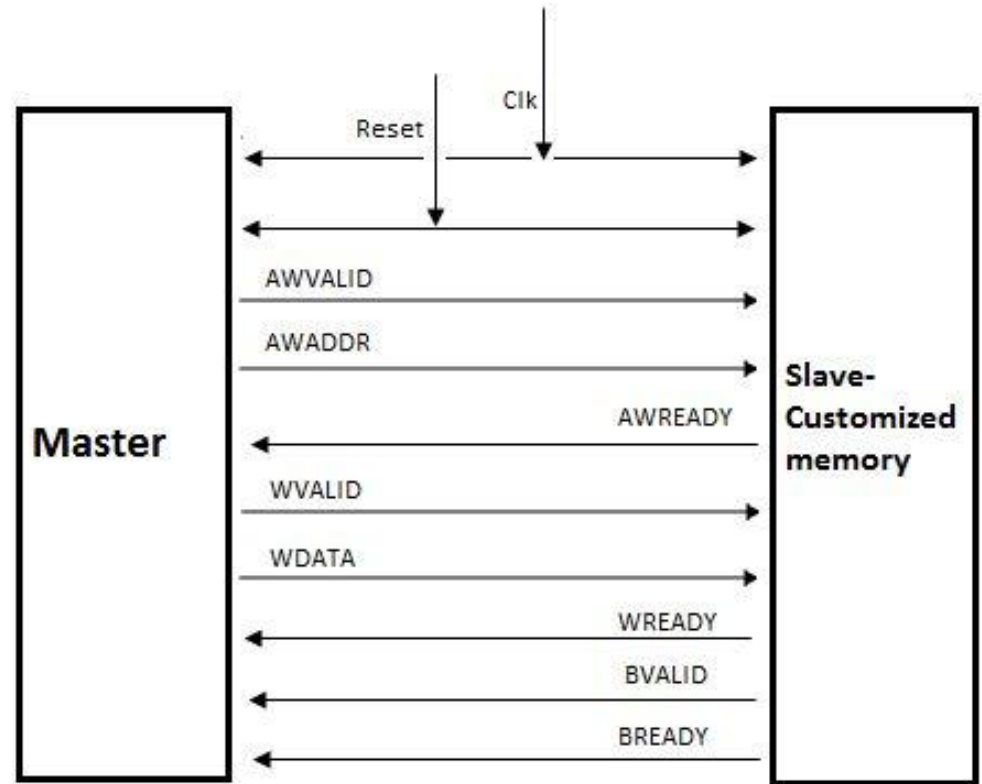
1. Master sends address; ARVALID goes high.
2. Slave acknowledges with ARREADY.
3. Handshake on rising clock edge; deassert ARVALID and ARREADY.
4. Slave puts data on bus; RVALID goes high.
5. Master accepts data with RREADY.
6. Transaction completes on next rising clock edge; deassert RREADY and RVALID.

Write Operation:

1. Master sends address; AWVALID goes high.
2. Slave acknowledges with AWREADY.
3. Handshake on Write Address and Write Data channels; deassert Valid and Ready.
4. Master sends data; WVALID goes high.
5. Slave accepts data with WREADY.
6. Slave asserts BVALID for a valid response on Write Response channel.



AXI4-Lite architecture during read operation



AXI4-Lite architecture during write operation

Verification Plan

Our goal here is to verify basic read/write operations between the master and slave occur as expected in the given design using FPV.

Assumptions:

- Read and write address should not be unknown
- AWADDR and WDATA are 32 - bit values
- Data provided as input should not be an unknown value
- Wr_en and rd_en cannot be high at the same time

Verification Plan

Assertions for AXI lite Read Address & Read Data Channels:

- When ARVALID is true and ARREADY is low, ARADDR will remain stable. (Similar assertion is written to verify the Read Data Channel)
 - When ARVALID is high it must remain high until ARREADY is asserted. (Similar assertion is written to verify the Read Data Channel)
 - ARREADY cannot be indefinitely low while ARVALID is true (Similar assertion is written to verify the Read Data Channel)
 - When reset is asserted ARREADY and ARVALID cannot be unknown
 - For every request ARVALID and ARREADY there must follow one clock period sometime later where RVALID and RREADY is true
-

Verification Plan

Assertions for AXI lite Write Address & Write Data Channels:

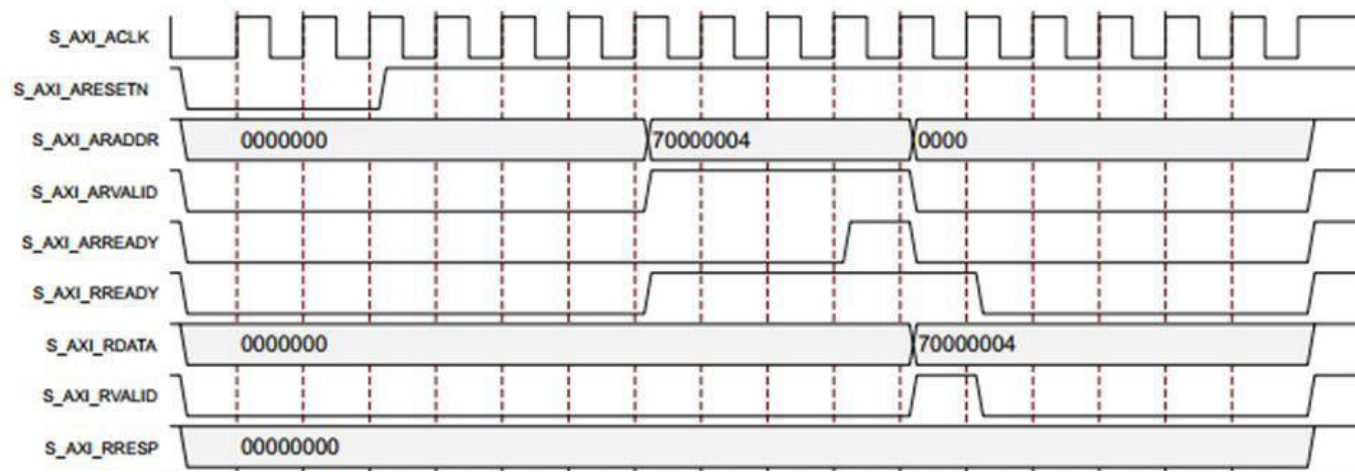
- When AWWVALID is true and AWREADY is low, AWADDR will remain stable. (Similar assertion is written to verify the WriteData Channel)
 - When AWWVALID is high it must remain high until AWREADY is asserted. (Similar assertion is written to verify the Write Data Channel)
 - AWREADY cannot be indefinitely low while AWWVALID is true (Similar assertion is written to verify the Write Data Channel)
 - When reset is asserted AWREADY and AWWVALID cannot be unknown
 - AWWVALID is low for the first cycle after reset is asserted (Similar assertion is written to verify the Write Data Channel)
-

Verification Plan

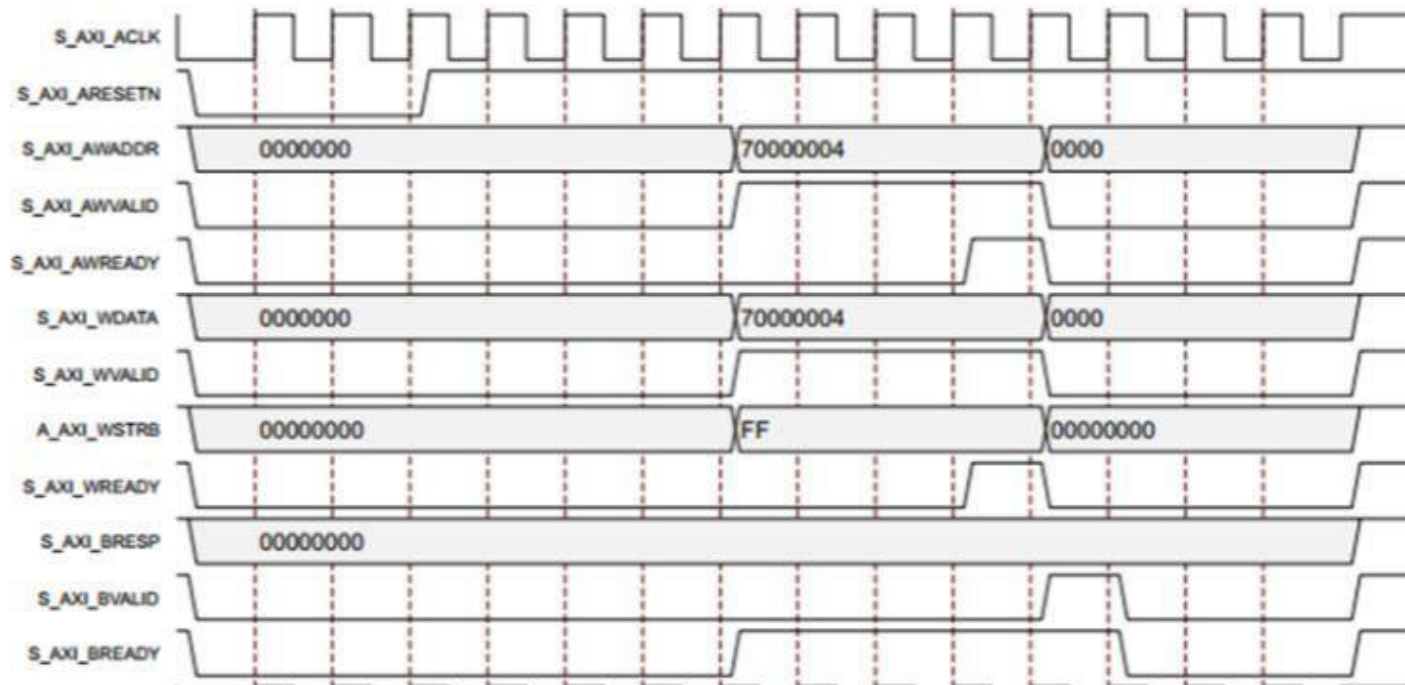
Assertions for AXI lite Write Response Channel:

- When BVALID is asserted, it must remain asserted until BREADY is HIGH
 - When reset is not asserted BVALID and BREADY cannot be unknown
 - BVALID is LOW for the first cycle after Reset is asserted
 - When AWREADY and WREADY are false, BREADY will also be low
 - BREADY cannot be indefinitely low while BVALID is true
-

AXI4 Lite Read Transaction



AXI4 Lite Write Transaction



Bugs Found

The following Assertions have failed during simulation

- ARADDR Remains Stable when ARVALID is asserted and ARREADY is low
 - RDATA Remains Stable when RVALID is asserted and RREADY is low
 - AWADDR Remains Stable when AWVALID is asserted and AWREADY is low
 - WDATA Remains Stable when WVALID is asserted and WREADY is low
-

Thank You
