



Introduction to Simulation of Verilog Designs Using ModelSim Graphical Waveform Editor

For Quartus® Prime 18.0

1 Introduction

This tutorial provides an introduction to simulation of logic circuits using the Graphical Waveform Editor in the ModelSim Simulator. It shows how the simulator can be used to perform functional simulation of a circuit specified in Verilog HDL. It is intended for a student in an introductory course on logic circuits, who has just started learning this material and needs to acquire quickly a rudimentary understanding of simulation.

Contents:

- Design Project
- Creating Waveforms for Simulation
- Simulation
- Making Changes and Resimulating
- Concluding Remarks

2 Background

ModelSim is a powerful simulator that can be used to simulate the behavior and performance of logic circuits. This tutorial gives a rudimentary introduction to functional simulation of circuits, using the graphical waveform editing capability of ModelSim. It discusses only a small subset of ModelSim features.

The simulator allows the user to apply inputs to the designed circuit, usually referred to as *test vectors*, and to observe the outputs generated in response. The user can use the Waveform Editor to represent the input signals as waveforms.

In this tutorial, the reader will learn about:

- Test vectors needed to test the designed circuit
- Using the ModelSim Graphical Waveform Editor to draw test vectors
- Functional simulation, which is used to verify the functional correctness of a synthesized circuit

This tutorial is aimed at the reader who wishes to simulate circuits defined by using the Verilog hardware description language. An equivalent tutorial is available for the user who prefers the VHDL language.

PREREQUISITE

The reader is expected to have access to a computer that has ModelSim-SE software installed.

3 Design Project

To illustrate the simulation process, we will use a very simple logic circuit that implements the majority function of three inputs, x_1 , x_2 and x_3 . The circuit is defined by the expression

$$f(x_1, x_2, x_3) = x_1 x_2 + x_1 x_3 + x_2 x_3$$

In Verilog, this circuit can be specified as follows:

```
module majority3 (x1, x2, x3, f);
    input x1, x2, x3;
    output f;
    assign f = (x1 & x2) | (x1 & x3) | (x2 & x3);
endmodule
```

Enter this code into a file called *majority.v*.

ModelSim performs simulation in the context of *projects* – one project at a time. A project includes the design files that specify the circuit to be simulated. We will first create a directory (folder) to hold the project used in the tutorial. Create a new directory and call it *modelsim_intro*. Copy the file *majority.v* into this directory.

Open the ModelSim simulator. In the displayed window select File > New > Project, as shown in Figure 1.

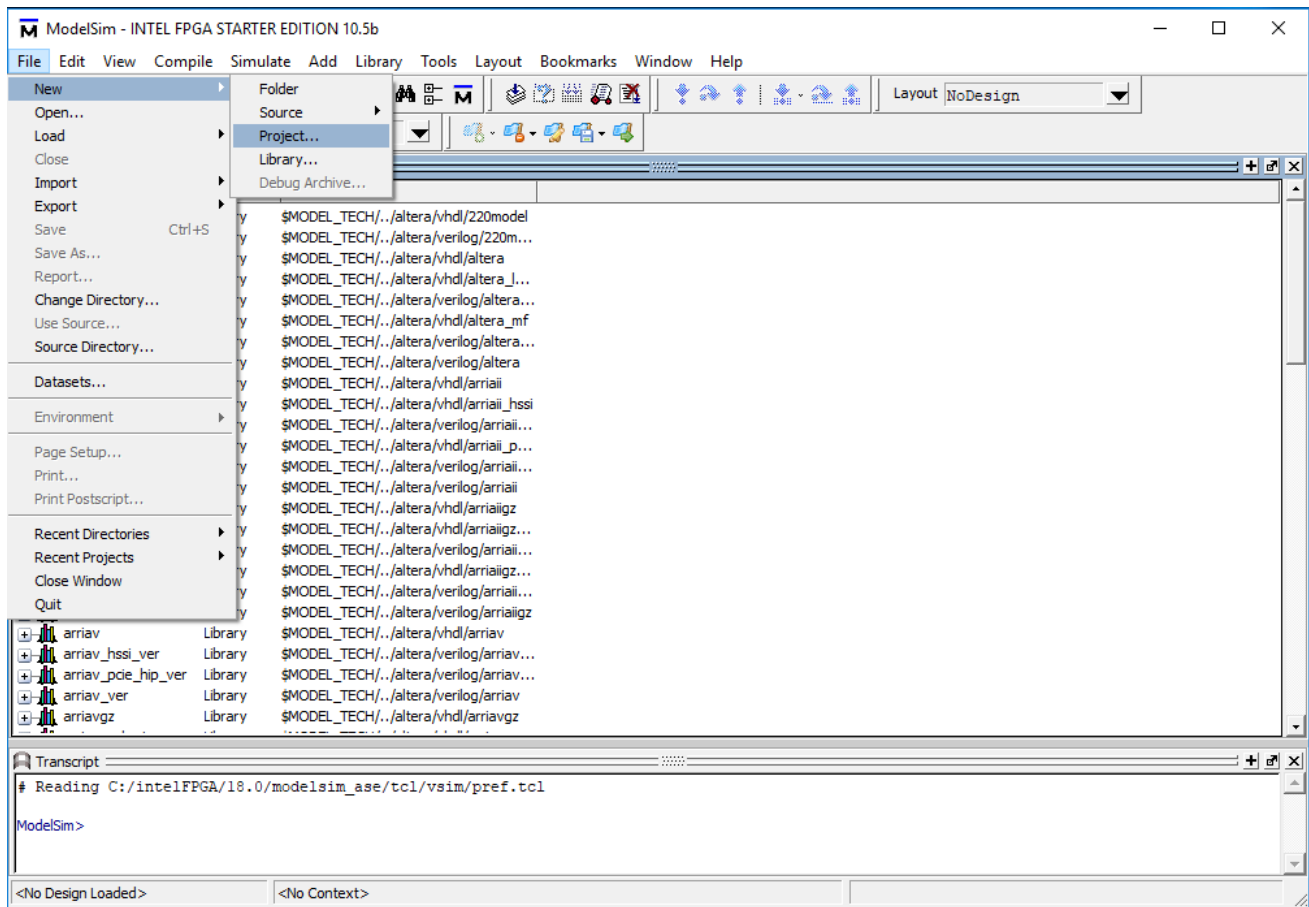


Figure 1. The ModelSim window.

A Create Project pop-up box will appear, as illustrated in Figure 2. Specify the name of the project; we chose the name *majority*. Use the Browse button in the Project Location box to specify the location of the directory that you created for the project. ModelSim uses a working library to contain the information on the design in progress; in the Default Library Name field we used the name *work*. Click OK.

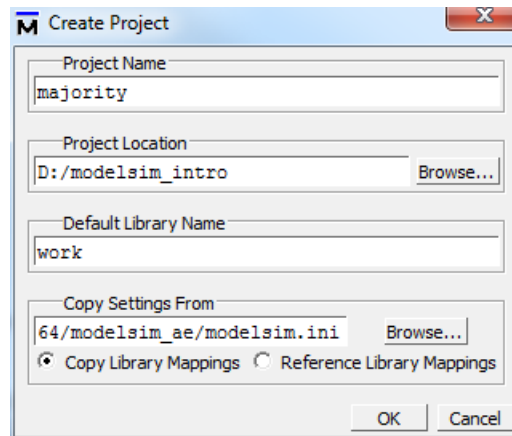


Figure 2. Created Project window.

In the pop-up window in Figure 3, click on Add Existing File and add the file *majority.v* to the project as shown in Figure 4. Click OK, then close the windows.

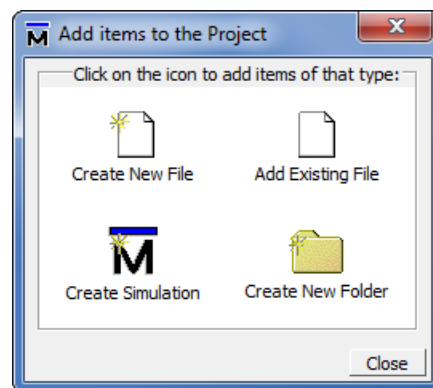


Figure 3. Add Items window.

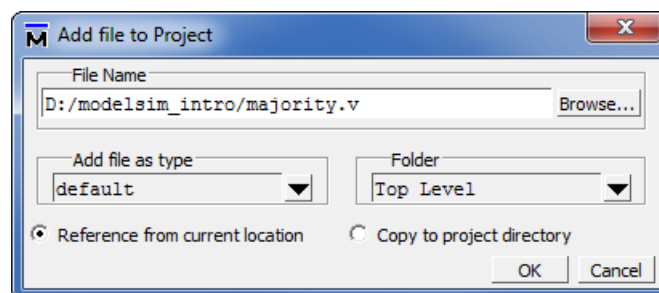


Figure 4. Add Items window.

At this point, the main Modelsim window will include the file as indicated in Figure 5. Observe that there is a question mark in the Status column. Now, select **Compile > Compile All**, which leads to the window in Figure 6 indicating in the Transcript window (at the bottom) that the circuit in the *majority.v* file was successfully compiled. Note that this is also indicated by a check mark in the Status column. The circuit is now ready for simulation.

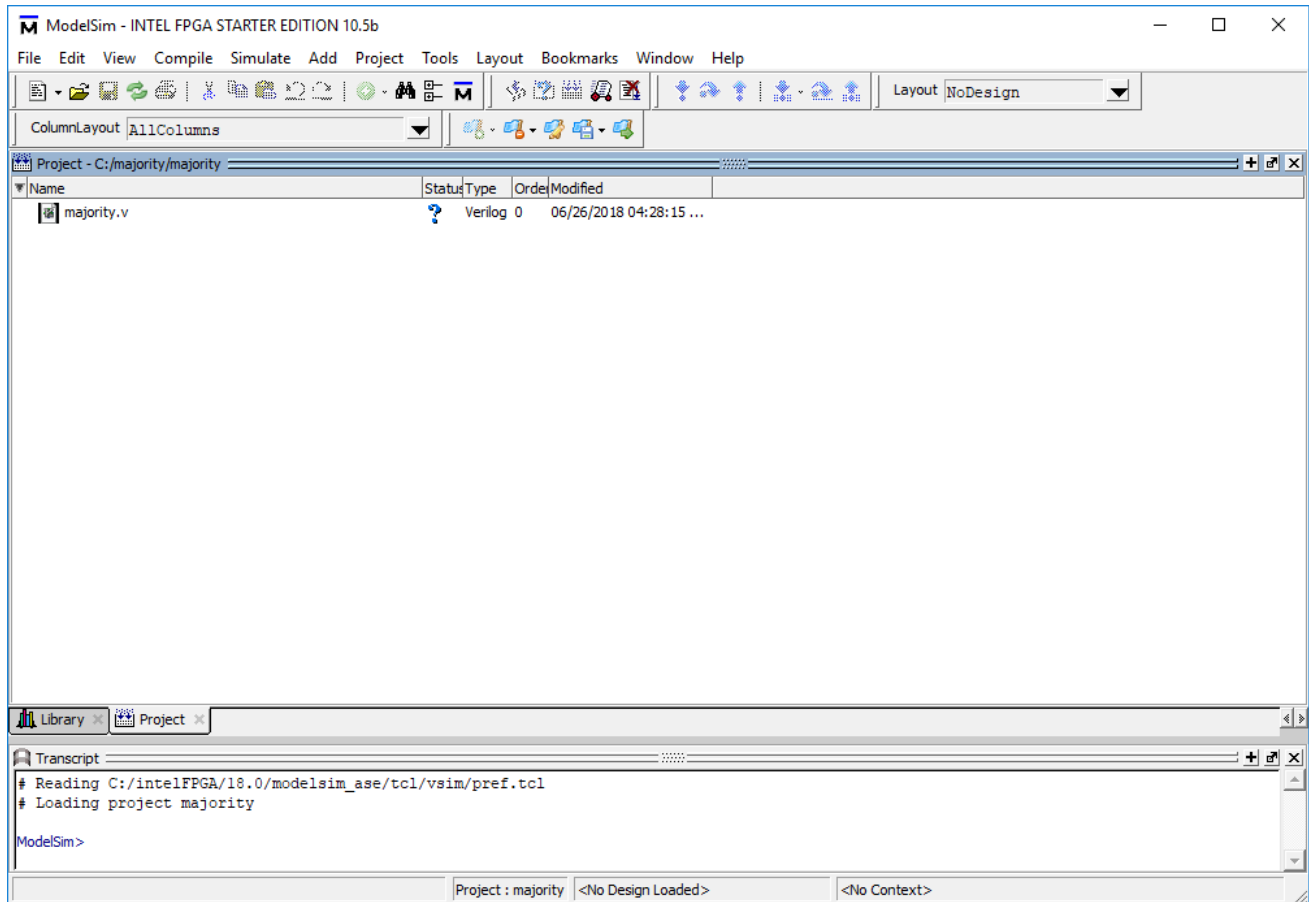


Figure 5. Updated ModelSim window.

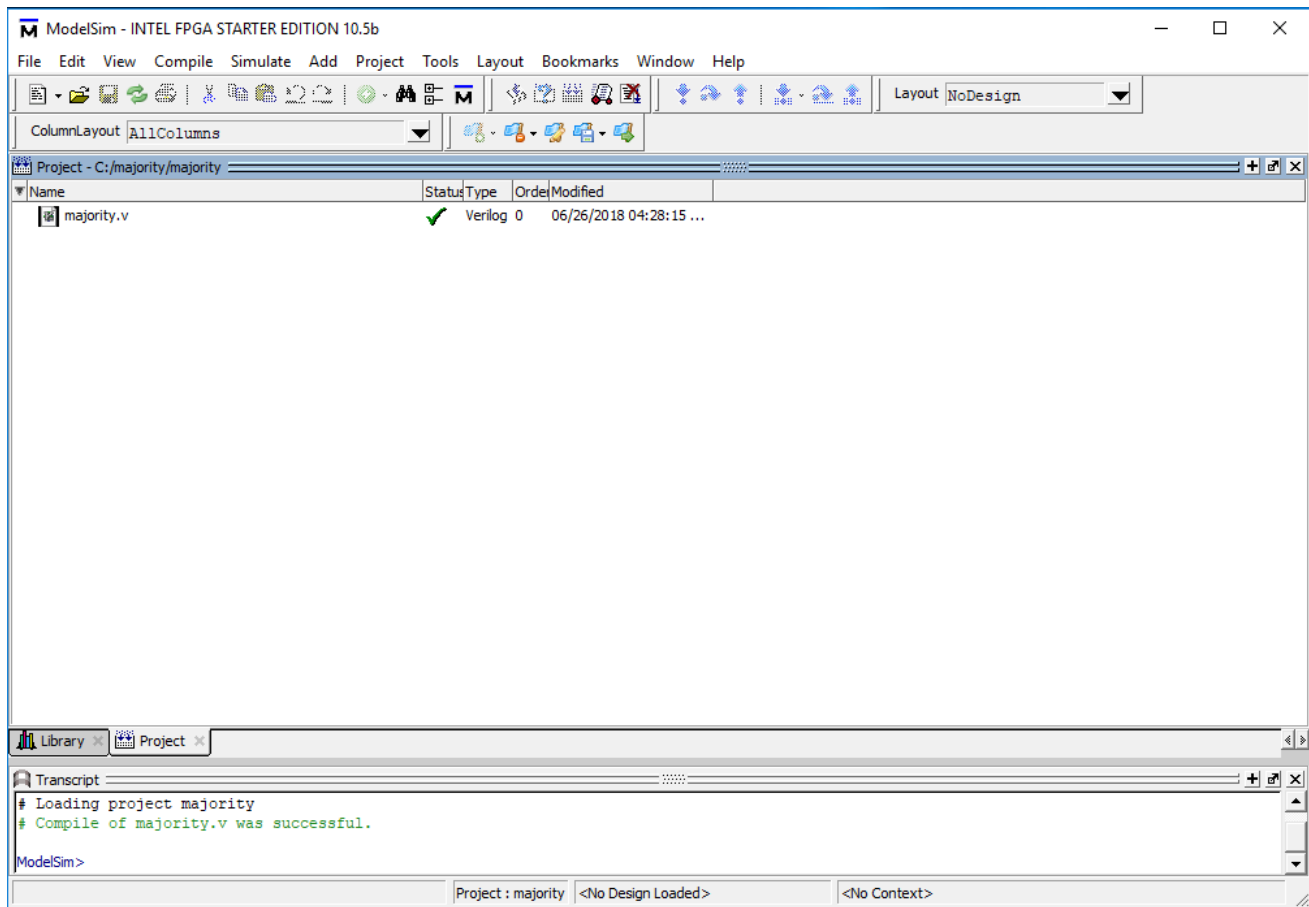


Figure 6. ModelSim window after compilation.

4 Creating Waveforms for Simulation

To perform simulation of the designed circuit, it is necessary to enter the simulation mode by selecting **Simulate > Start Simulation**. This leads to the window in Figure 7.

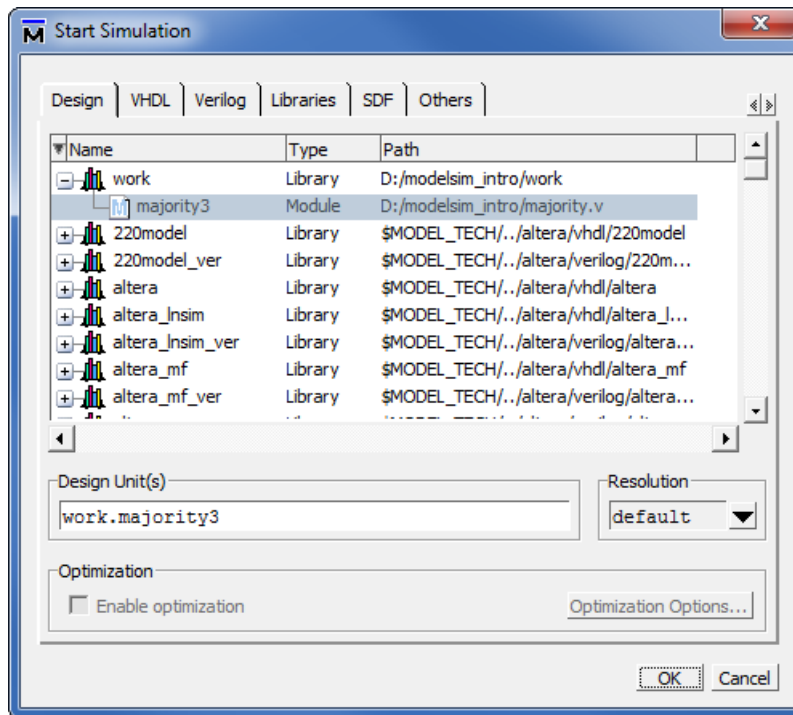


Figure 7. Start Simulation window.

Expand the *work* directory and select the design called *majority*, as shown in the figure. Then click OK. Now, an Objects window appears in the main ModelSim window. It shows the input and output signals of the designed circuit, as depicted in Figure 8.

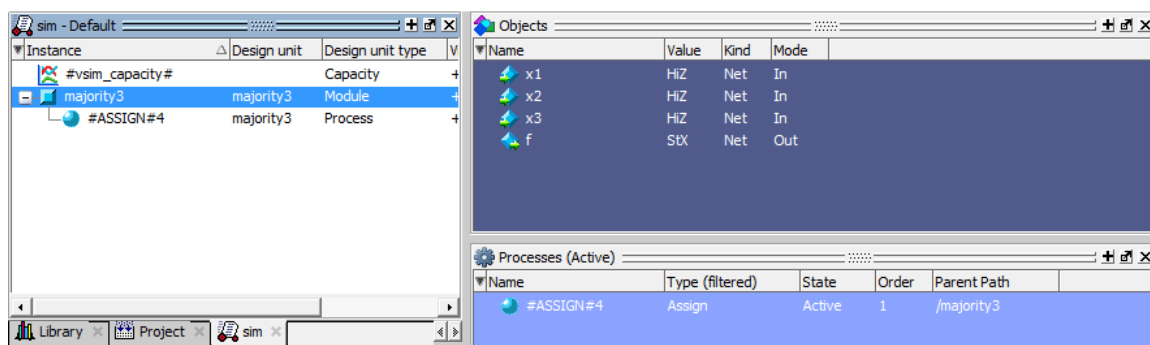



Figure 8. Signals in the Objects window.

To simulate the circuit we must first specify the values of input signals, which can be done by drawing the input waveforms using the Graphical Waveform Editor. If the Wave window is not already present, select **View > Wave** which will open the Wave window depicted in Figure 9. The Wave window may appear as a part of the main

ModelSim window; in this case undock it by clicking on the Dock/Undock icon  in the top right corner of the window and resize it to a suitable size. If the Wave window does not appear after undocking, then select **View > Wave** in the main ModelSim window.

We will run the simulation for 800 ns; so, select **View > Zoom > Zoom Range** and in the pop-up window that will appear specify the range from 0 to 800 ns. This should produce the image in Figure 9. To change the units, right-click on the scale and select **Grid & Timeline Properties...**, then select ns in the time units drop-down menu.

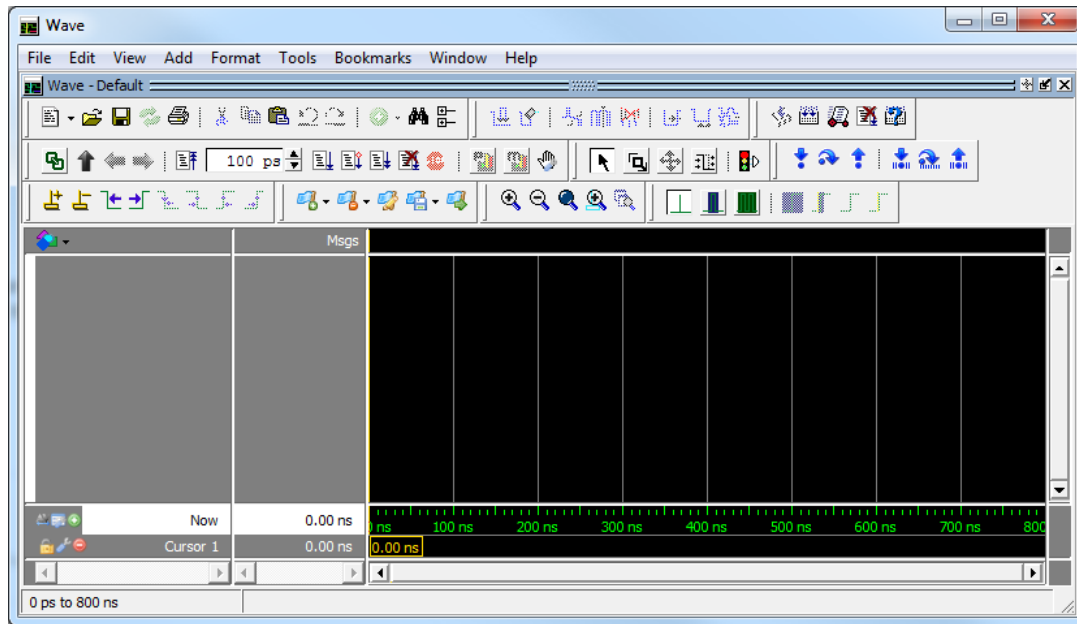


Figure 9. The Wave window.

For our simple circuit, we can do a complete simulation by applying all eight possible valuations of the input signals x_1 , x_2 and x_3 . The output f should then display the logic values defined by the truth table for the majority function. We will first draw the waveform for the x_1 input. In the Objects window, right-click on x_1 . Then, choose **Modify > Apply Wave** in the drop-down box that appears, as shown in Figure 10. This leads to the window in Figure 11, which makes it possible to specify the value of the selected signal in a time period that has to be defined. Choose **Constant** as the desired pattern, zero as the start time, and 400 ns as the end time. Click **Next**. In the window in Figure 12, enter 0 as the desired logic value. Click **Finish**. Now, the specified signal appears in the Wave window, as indicated in Figure 13.

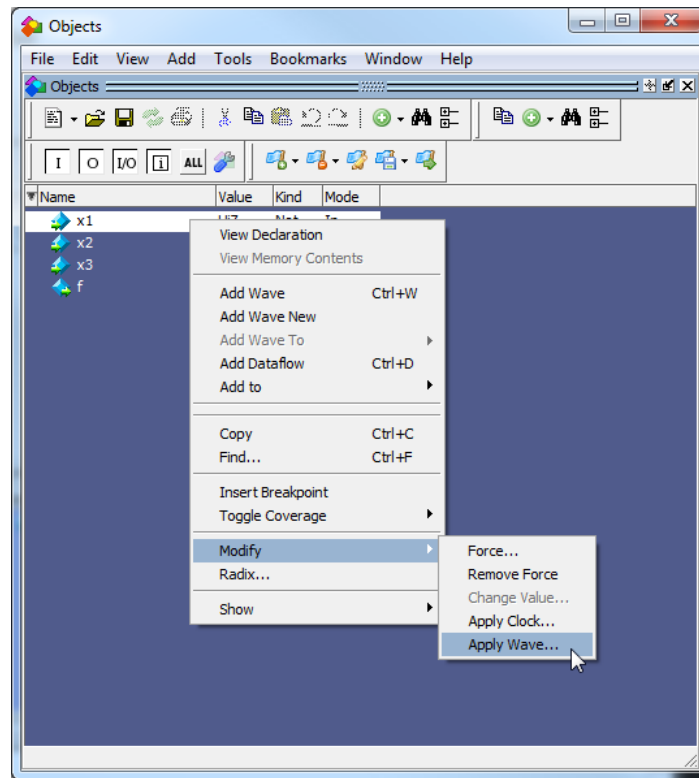


Figure 10. Selecting a signal in the Objects window.

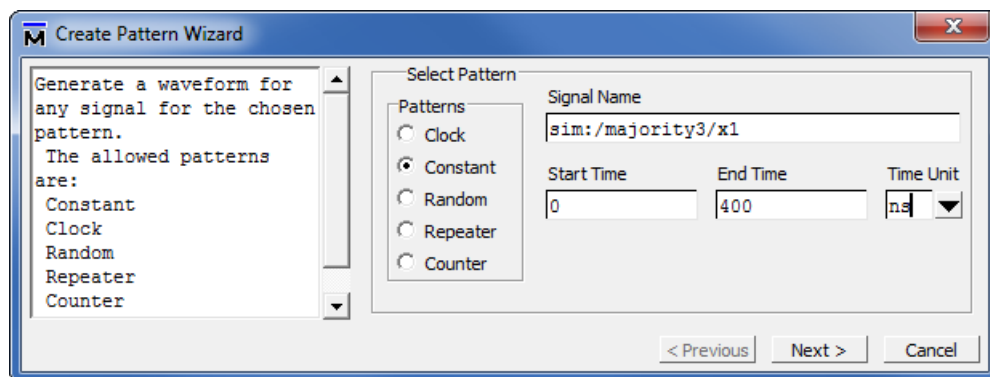


Figure 11. Specifying the type and duration of a signal.

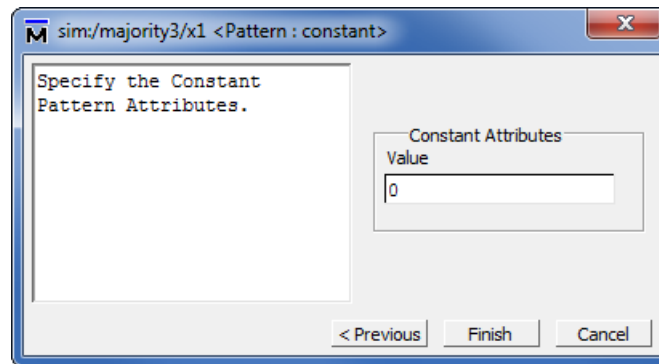


Figure 12. Specifying the value of a signal.

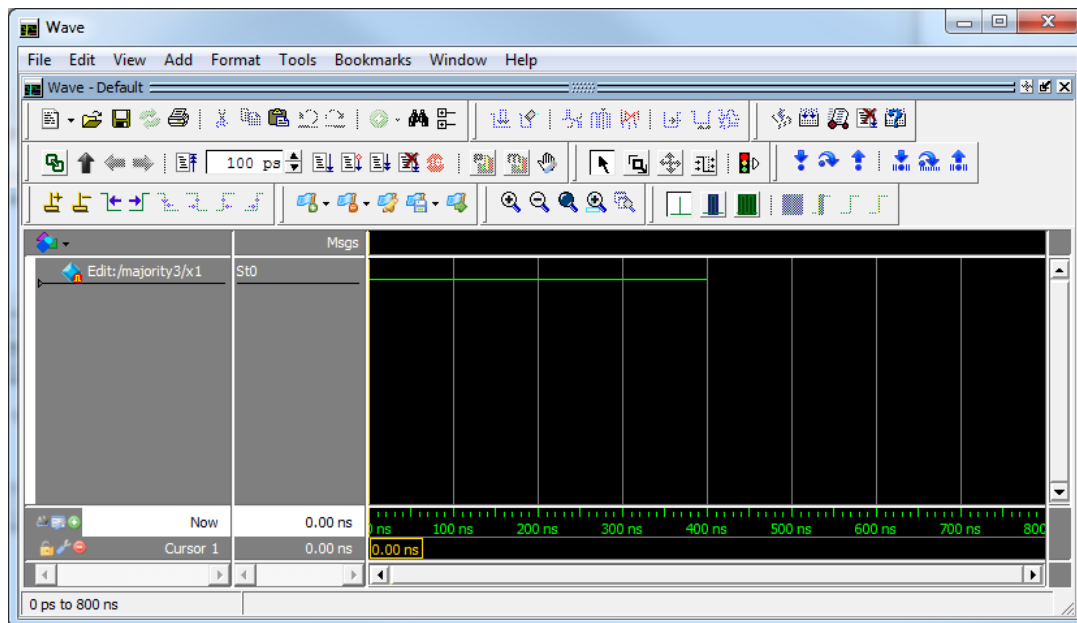


Figure 13. The updated Wave window.

To draw the rest of the x_1 signal, right-click on its name in the Wave window. In the drop-down window that appears, select **Edit > Wave Editor > Create/Modify Waveform**. This leads again to the window in Figure 11. Now, specify 400 ns as the start time and 800 ns as the end time. Click **Next**. In the window in Figure 12, specify 1 as the required logic value. Click **Finish**. This completes the waveform for x_1 , as displayed in Figure 14.

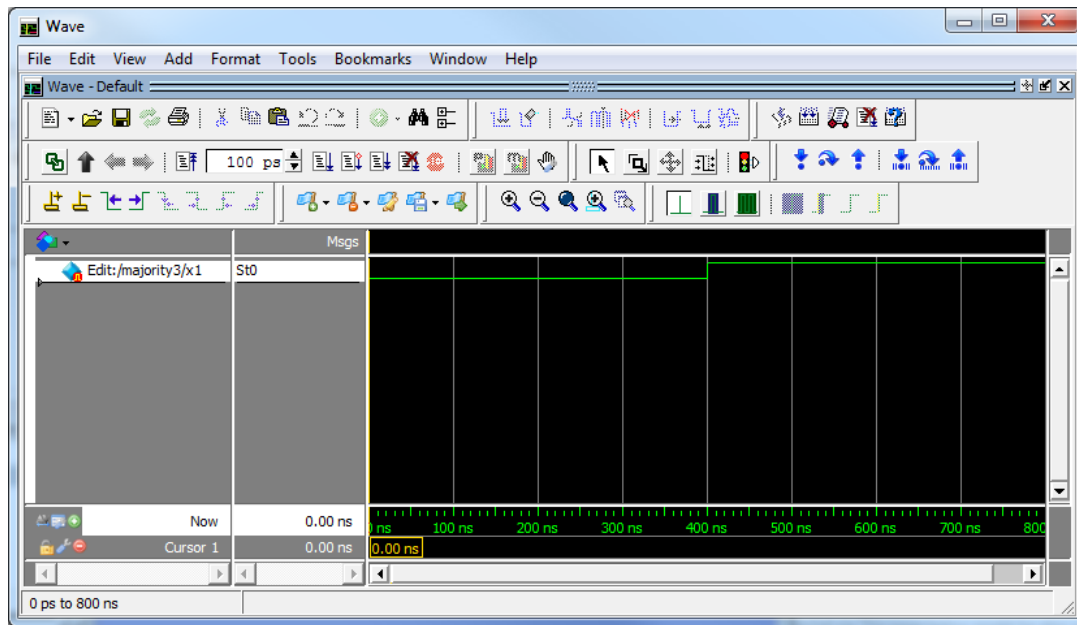




Figure 14. The completed waveform for x_1 input.

ModelSim provides different possibilities for creating and editing waveforms. To illustrate another approach, we will specify the waveform for x_2 by first creating it to have a 0 value throughout the simulation period, and then editing it to produce the required waveform. Repeat the above procedure, by right-clicking on x_2 in the Objects window, to create a waveform for x_2 that has the value 0 in the interval 0 to 800 ns. So far, we used the Wave window in the Select Mode which is indicated by the highlighted icon . Now, click on the Edit Mode icon , and then right-click to reach the drop-down menu shown in Figure 15 and select Wave Edit, if it is not already checked. Note that this causes the toolbar menu to include new icons for use in the editing process.

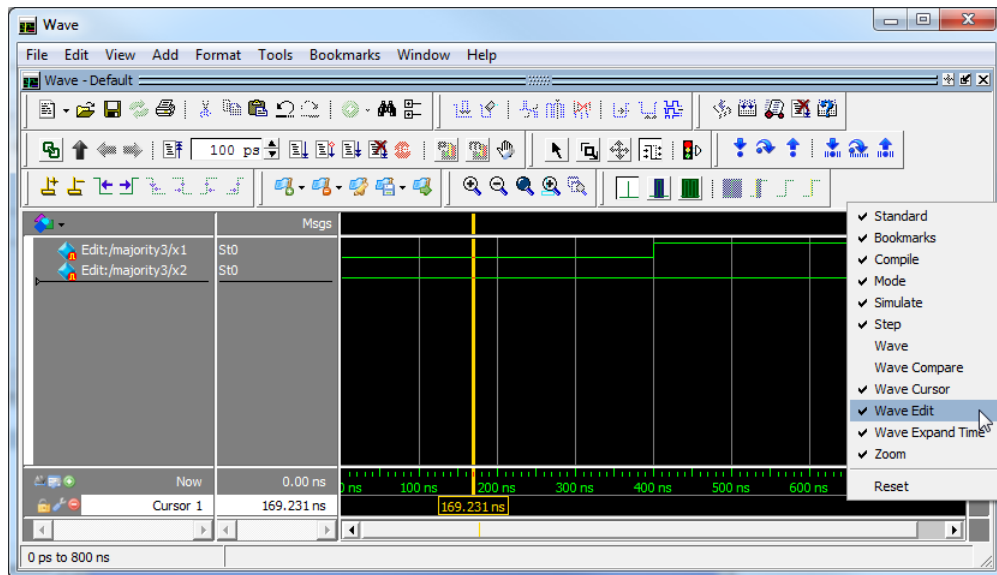


Figure 15. Selecting the Wave Edit mode.

The waveform for x_2 should change from 0 to 1 at 200 ns, then back to 0 at 400 ns, and again to 1 at 600 ns. Select x_2 for editing by clicking on it. Then, click just to the right of the 200-ns point, hold the mouse button down and sweep to the right until you reach the 400-ns point. The chosen interval will be highlighted in white, as shown in Figure 16. Observe that the yellow cursor line appears and moves as you sweep along the time interval. To change the value of the waveform in the selected interval, click on the Invert icon as illustrated in the figure. A pop-up box in Figure 17 will appear, showing the start and end times of the selected interval. If the displayed times are not exactly 200 and 400 ns, then correct them accordingly and click OK. The modified waveform is displayed in Figure 18. Use the same approach to change the value of x_2 to 1 in the interval from 600 to 800 ns, which should yield the result in Figure 19.

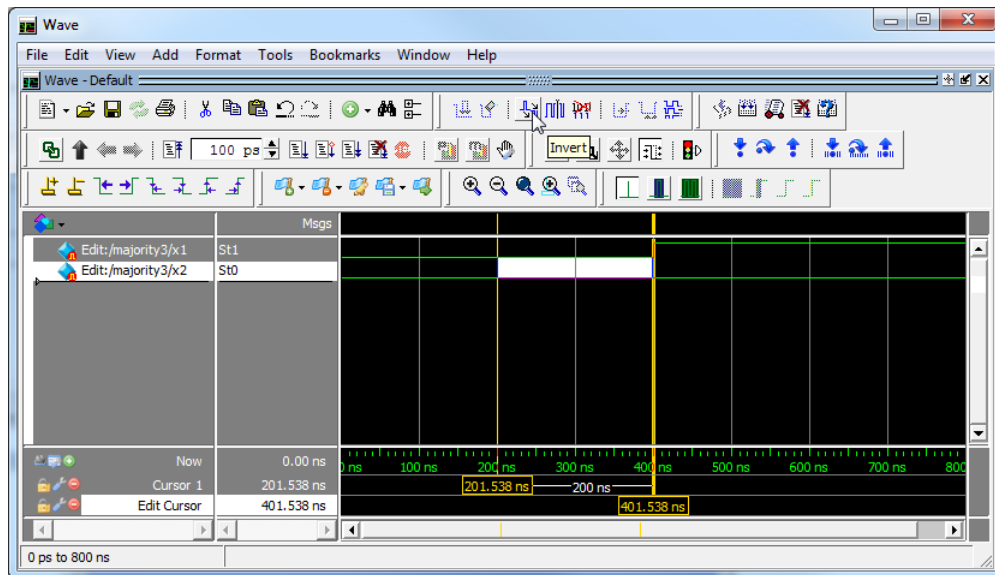


Figure 16. Editing the waveform.

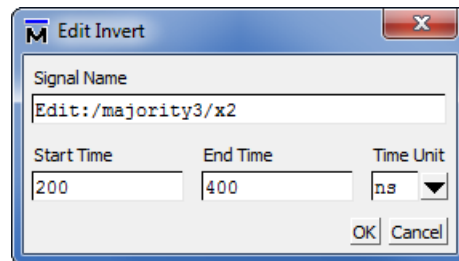


Figure 17. Specifying the exact time interval.

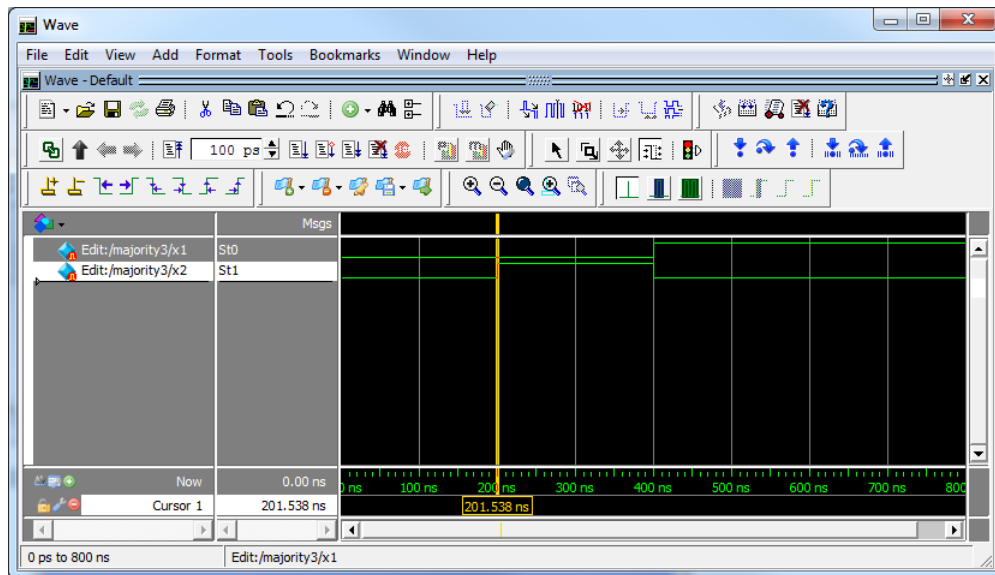


Figure 18. The modified waveform.

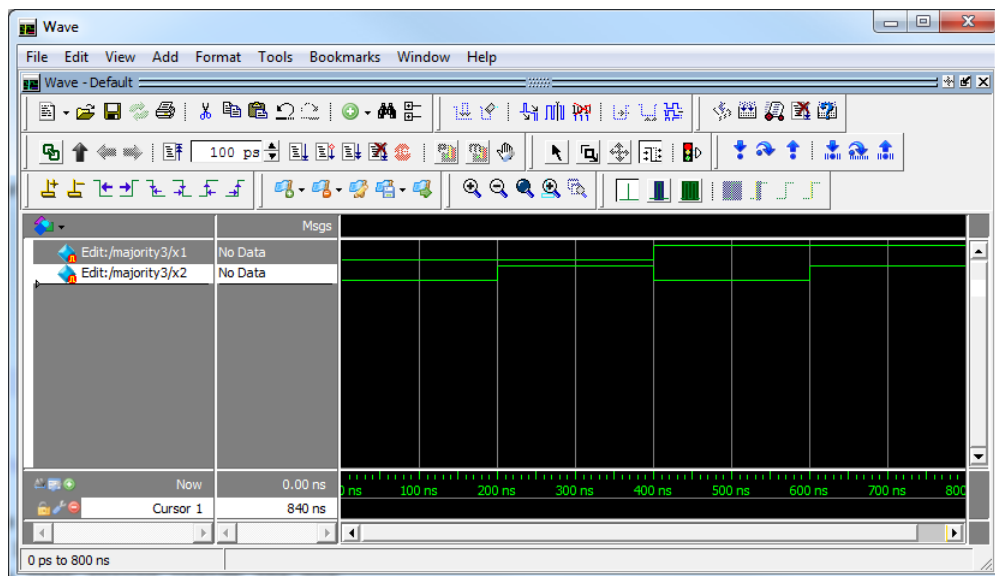


Figure 19. Completed waveforms for x_1 and x_2 .

We will use a third approach to draw the waveform for x_3 . This signal should alternate between 0 and 1 logic values at each 100-ns interval. Such a regular pattern is indicative of a *clock* signal that is used in many logic circuits. To illustrate how a clock signal can be defined, we will specify x_3 in this manner. Right-click on the x_3 input in the Objects window and select **Modify > Apply Wave**. In the Create Pattern Wizard window, select **Clock** as the required pattern, and specify 0 and 800 ns as the start and end times, respectively, as indicated in Figure 20. Click

Next, which leads to the window in Figure 21. Here, specify 0 as the initial value, 200 ns as the clock period, and 50 as the duty cycle. Click Finish. Now, the waveform for x_3 is included in the Wave window.

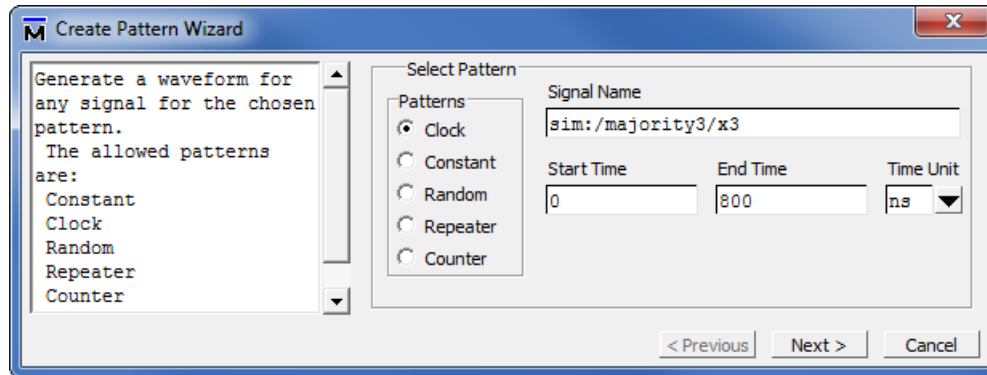


Figure 20. Selecting a signal of clock type.

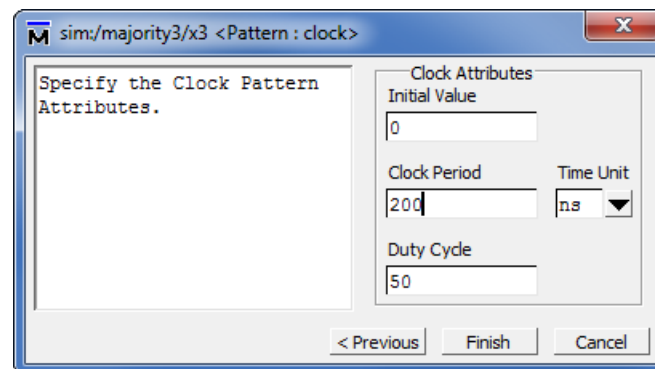


Figure 21. Defining the characteristics of a clock signal.

Lastly, it is necessary to include the output signal f . Right-click on f in the Objects window. In the drop-down menu that appears, select Add to > Wave > Selected Signals as shown in Figure 22. The result is the image in Figure 23.

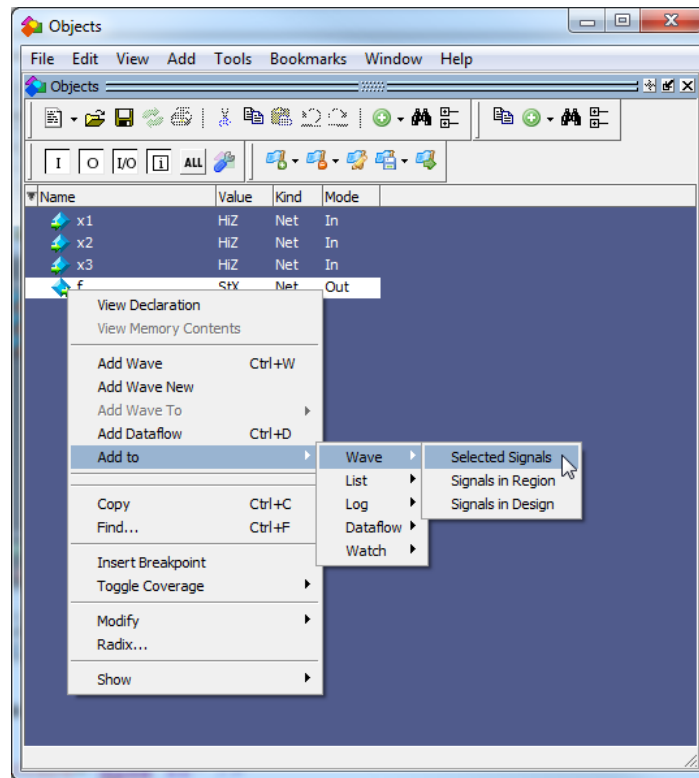


Figure 22. Adding a signal to the Wave window.

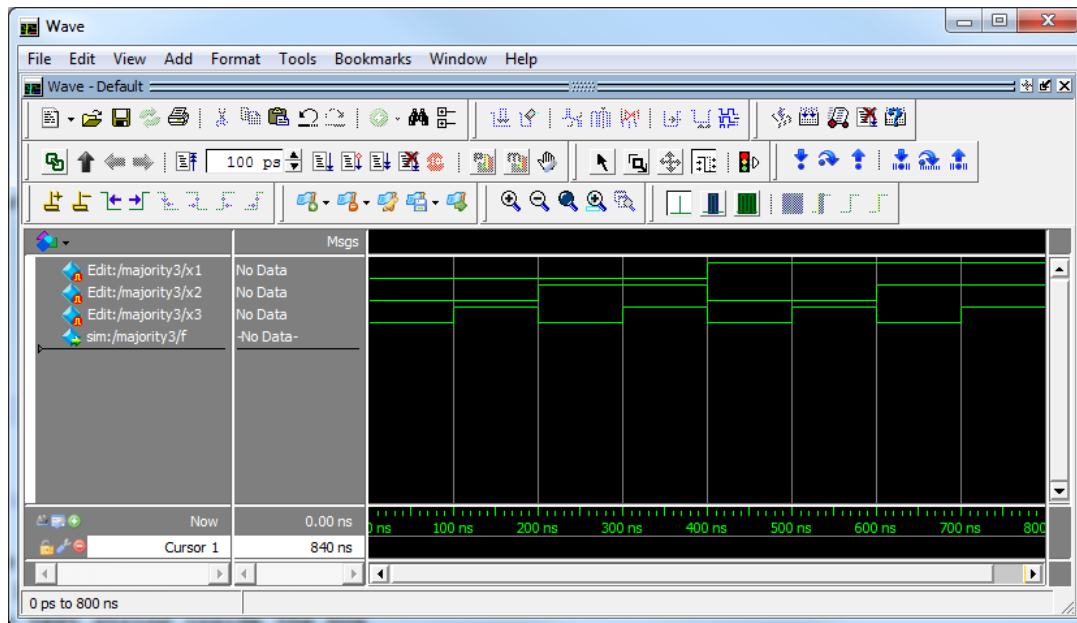


Figure 23. The completed Wave window.

Save the created waveforms by going to File > Save Format in the Wave window. We will save the file with the name *majority.do*, as indicated in Figure 24.

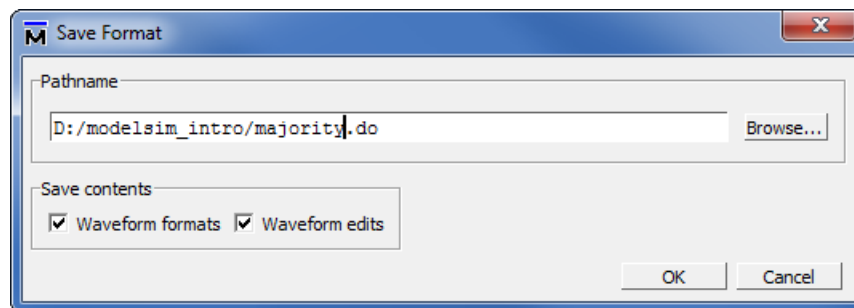


Figure 24. Saving the waveform file.

5 Simulation

To perform the simulation, open the Wave window and specify that the simulation should run for 800 ns, as indicated in Figure 25 (If you don't see this toolbar, right click on the toolbars section in the Wave window and select Simulate). Then, click on the Run-All icon, as shown in Figure 26. The result of the simulation will be displayed as presented in Figure 27. Observe that the output *f* is equal to 1 whenever two or three inputs have the value 1, which verifies the correctness of our design.

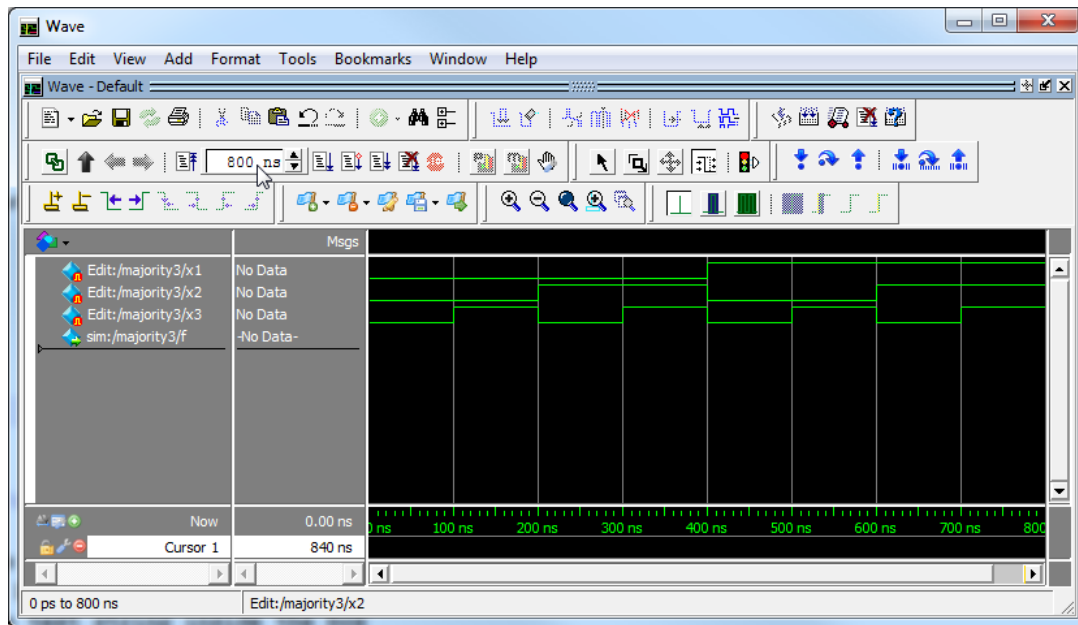


Figure 25. Setting the simulation interval.

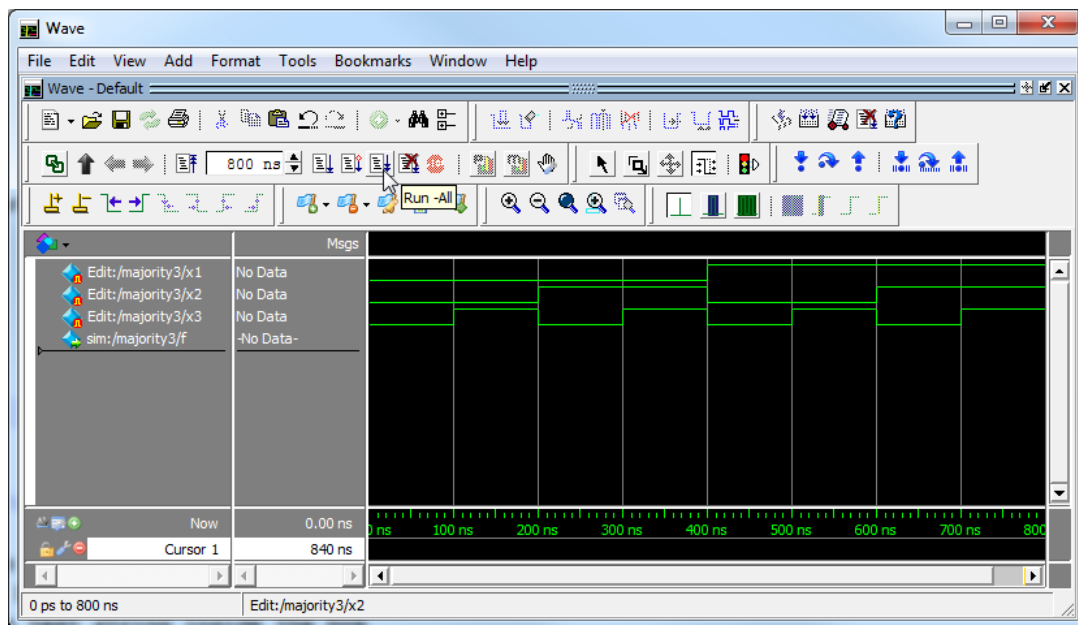


Figure 26. Running the simulation.

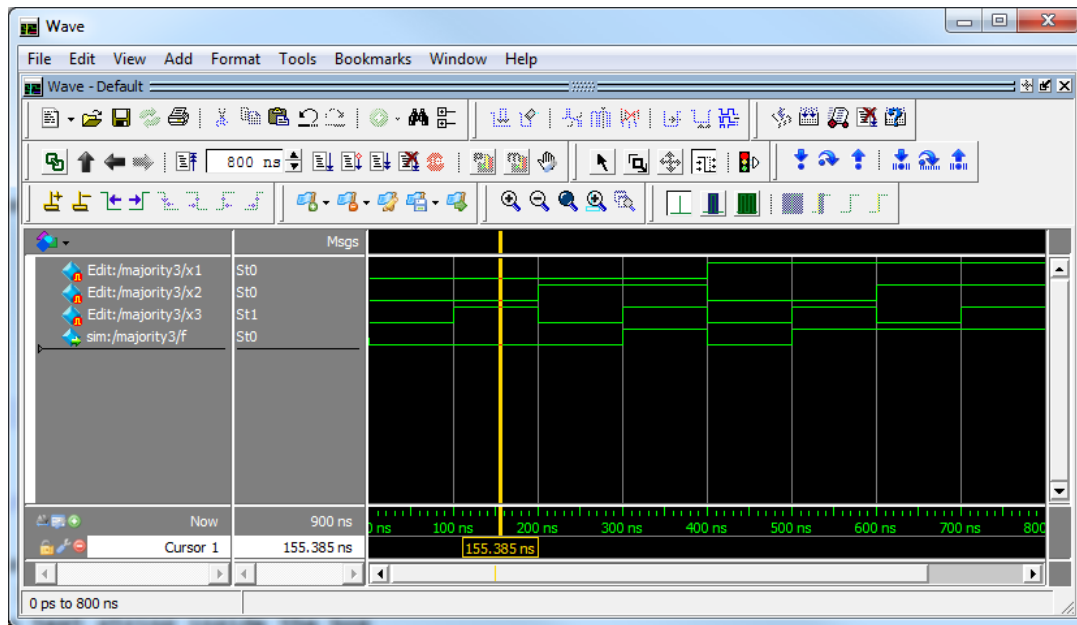


Figure 27. Result of the simulation.

6 Making Changes and Resimulating

Changes in the input waveforms can be made using the approaches explained above. Then, it is necessary to resimulate the circuit using the altered waveforms. For example, change the waveform for x_1 to have the logic value 1 in the interval from 0 to 200 ns, as indicated in Figure 28. Now, click on the **Restart** icon shown in the figure. A pop-up box in Figure 29 will appear. Leave the default entries and click OK. Upon returning to the Wave window, simulate the design again by clicking on the **Run-All** icon. The result is given in Figure 30.

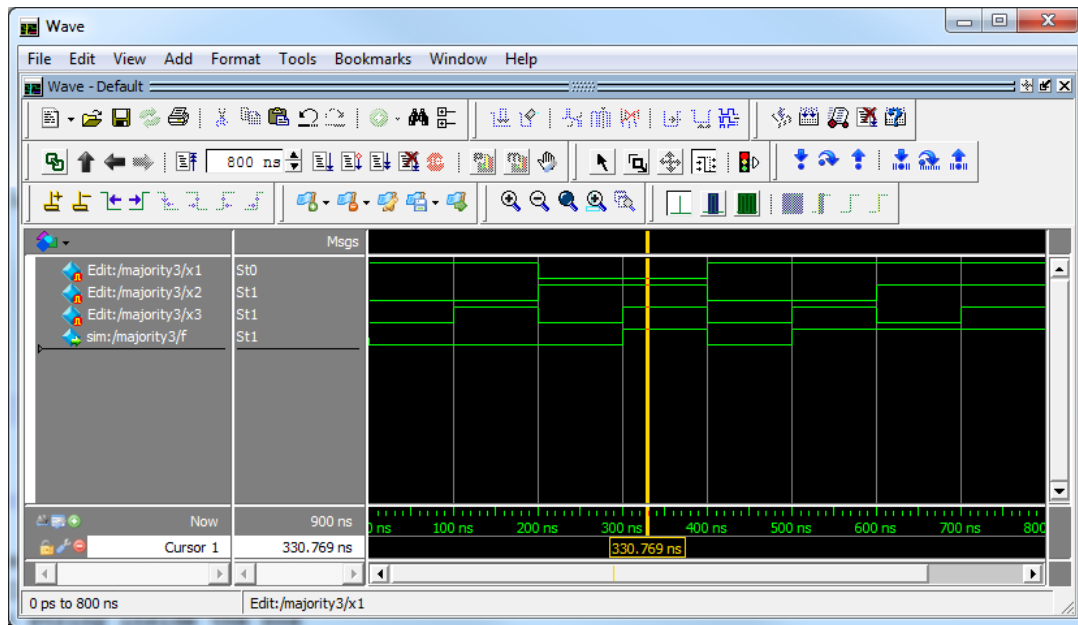


Figure 28. Changed input waveforms.

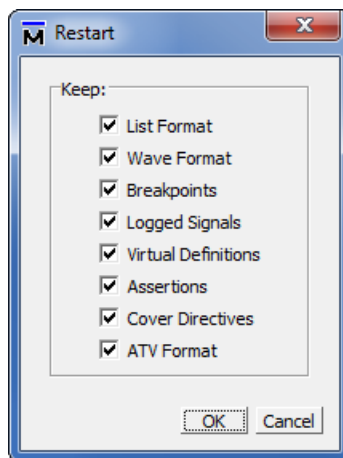


Figure 29. The Restart box.

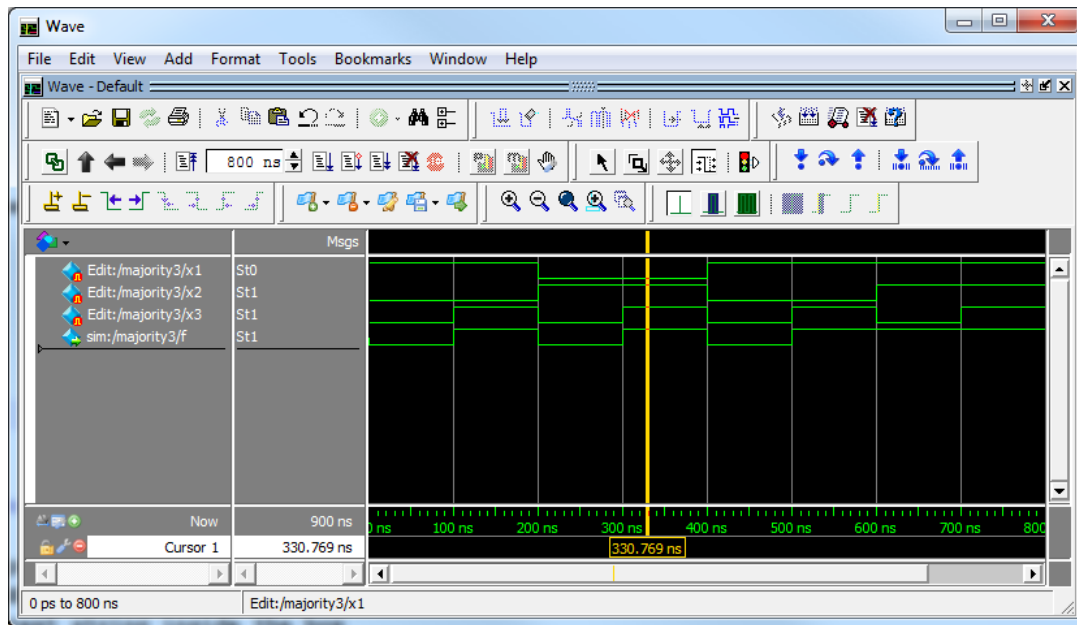


Figure 30. Result of the new simulation.

Simulation is a continuous process. It can be stopped by selecting **Simulate > End Simulation** in the main ModelSim window.

7 Concluding Remarks

The purpose of this tutorial is to provide a quick introduction to ModelSim, explaining only the rudimentary aspects of functional simulation that can be performed using the ModelSim Graphical User Interface. More details about the ModelSim GUI and its use in simulation can be found in the *Generating Stimulus with Waveform Editor* chapter of *ModelSim SE User's Manual*, which is available as part of an installed ModelSim-SE simulator.

A more extensive discussion of simulation using the ModelSim simulator is provided in the tutorials *Using ModelSim to Simulate Logic Circuits in Verilog Designs* and *Using ModelSim to Simulate Logic Circuits in VHDL Designs*, which are available on Intel's FPGA University Program Web site.

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