

LAB # 03

Name: Saqib Khan

UT EID: sak2454

APPROACH TO FINDING BUGS:

The following constraints were added:

- 1) Opcode must be with 0-31 (5 bits)
- 2) For (signed subtraction) sub, CIN must be equal to 1
- 3) For (unsigned subtraction) subu, CIN must be equal to 1

The approach to finding bugs in the ALU is as follows:

- 1) Generate expected results locally in the scoreboard.sv file using the same inputs (A, B, CIN, reset) and generating equivalent output to ALU (COUT, VOUT, OUT).
- 2) The expected results are compared to the actual results.
- 3) Three different error logs are generated based on difference in COUT, VOUT and OUT.
- 4) Different error logs can help in narrowing down the root cause of the problem in netlist.

LIST OF BUGS:

1) VOUT is not equal to 0 when RST == 1 for the following opcodes
00001, 00111, 00011, 00101 {Logic Operations}
01100, 01000, 01101, 01110, 01011, 01111, 01010 {Compare Operations}
10010, 10011, 10101, 10001, 10000, 10111, 10110 {Arithmetic Operations}
11010, 11100, 11101, 11000, 11001, 11111, 11110 {Shift Operations}

A) Logic Operations:

- i) A OR B (00111)
- ii) A XOR B (00011)
- iii) NOT A (00000)

The result of "Not A" is incorrect.

Actual Input Values

RST = 0 A = 10000011001011101001010101110011 B
= 01011001011000001011000000000001 CIN = 0 Opcode = 00000

Actual Outputs

COUT = 0 VOUT = 0 OUT = 01111100110100000110101010001100

Expected Output

COUT = 0 VOUT = 0 OUT = 01111100110100010110101010001100

- iv) A AND B (00101)

Sign bit of the resulting A AND B is incorrect

Actual Input Values

RST = 0 A = 11010100110001101110111010101001 B
= 11011001010110110001001111001000 CIN = 1 Opcode = 00101

Actual Outputs

COUT = 0 VOUT = 0 OUT = 010100000100001000000001010001000

Expected Output

COUT = 0 VOUT = 0 OUT = 110100000100001000000001010001000

- v) Undefined Opcodes:

a) Undefined Opcode should set COUT=VOUT=OUT=0

Actual Input Values

RST = 0 A = 01101001011100010110100011010100 B
= 11001101010110011110010100001111 CIN = 1 Opcode = 00010

Actual Outputs

COUT = 1 VOUT = 1 OUT = 11101101011110011110110111011111

Expected Output

COUT = 0 VOUT = 0 OUT = 00000000000000000000000000000000

B) Compare Operations:

- i) sle (A <= B) (01100)**
- ii) slt (A < B) (01001)**
- iii) sge (A >= B) (01110)**
- iv) sgt (A > B) (01011)**
- v) seq (A == B) (01111)**
- vi) sne (A != B) (01010)**
- vii) Undefined Opcodes**

C) Arithmetic Operations:

- i) Add (signed A + B) (10101)**
- ii) Addu (unsigned A + B) (10001)**
- iii) Sub (signed A – B) (10100)**
- iv) Subu (unsigned A – B) (10000)**

subu: The COUT of a unsigned subtraction must always be 1

Actual Input Values

RST =0 A =10001011111100101100011100011001 B
=00000010011011100011111000011101 CIN =1 Opcode =10000

Actual Outputs

COUT =0 VOUT =0 OUT =10001001100001001000100011111100

Expected Output

COUT =1 VOUT =0 OUT =10001001100001001000100011111100

- v) Inc (signed A + 1) (10111)**
- vi) Dec (signed A – 1) (10110)**
- vii) Undefined Opcodes**

D) Shift Operations:

i) sll (logic left shift) (11010)

ii) srl (logic right shift) (11011)

The logic right shift is done by incorrect number of bits

Actual Input Values

RST =0 A =11101010011111100100000010011110 B

=11010100011110010010011100011000 CIN =0 Opcode =11011

Actual Outputs

COUT =0 VOUT =0 OUT =00000000111010100111111001000000

Expected Output

COUT =0 VOUT =0 OUT =00000000000000000000000011101010

iii) sla (arithmetic left shift) (11100)

iv) sra (arithmetic right shift) (11101)

For arithmetic right shift COUT must always be 0.

Actual Input Values

RST =0 A =11110000110101100010001011110000 B

=00000010110110010111111000010001 CIN =1 Opcode =11101

Actual Outputs

COUT =1 VOUT =1 OUT =1111111111111111111100001101011

Expected Output

COUT =0 VOUT =1 OUT =1111111111111111111100001101011

v) slr (rotate left shift) (11000)

vi) srr (rotate right shift) (11001)

vii) Undefined Opcodes

The coverage was measured for all inputs and outputs:

Input Coverage:

CIN: 0 and 1

A: 0->2147483647

B: 0->2147483647

Opcode: 0->31

Output Coverage:

COUT: 0 and 1

VOUT: 0 and 1

OUT: low = {[0:2000]};

high = {[2001:10000]};

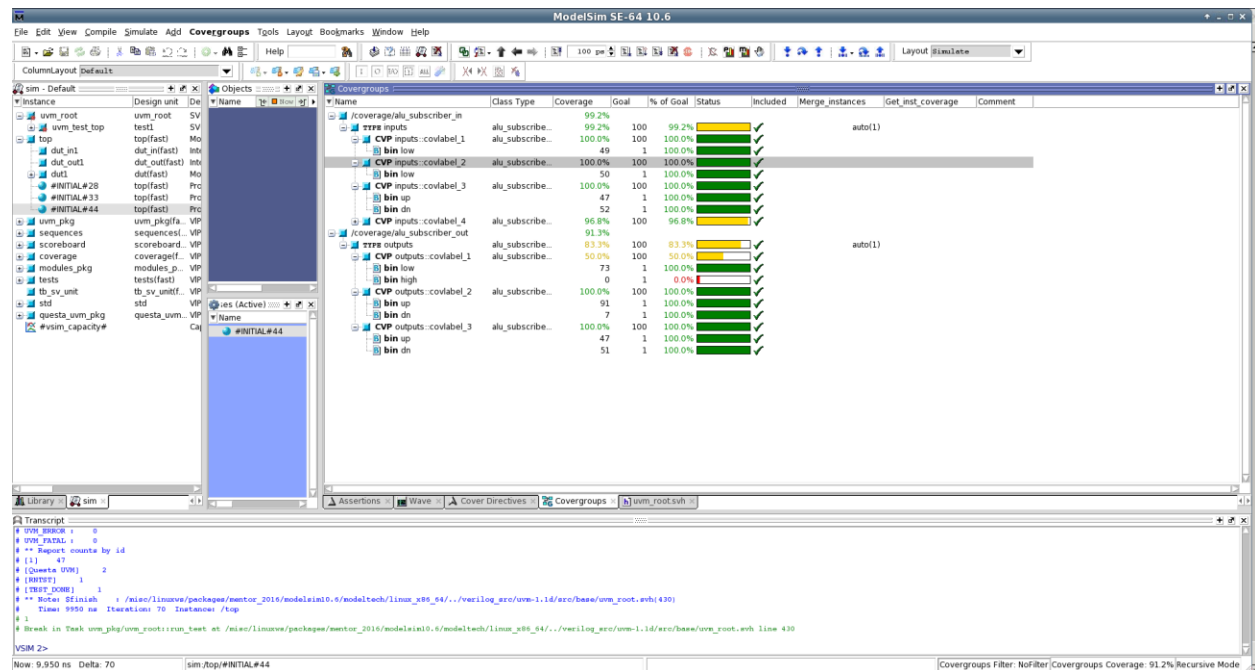


Figure-1: Cover Report for ALU test bench