

2

### SystemVerilog LAB2

After completing this lab, you should be able to: CidVIsi.com

Generate random stimulus.

Implement pack operations using streaming operator.

Understand pack operations to pack the stimulus.

Use functions to pack the stream.

Use queues as argument to functions/tasks.

Implement generic drive method to drive stimulus into DUT.

Verify DUT behavior with waveform. Coding In Delible.

www.youtube.com/LucidVLSI

Verilog, VHDL, SystemVerilog, UVM, FPGA, Student Workshops & Faculty Development Program



#### LAB2:

#### Copy the lab1 code as lab2

<u>Step 1: Pack the "generated stimulus" into 8-bit stream using streaming operator (refer topic3 slides).</u>

 Define queue named inp\_stream with 8-bit wide element in testbench (testbench.v). Add this code in Section 4 in testbench.sv

Ex: bit [7:0] **inp\_stream**[\$];

2) Write a function named "pack" to pack the stimulus.

Add this code in Section 5 in testbench.sv

LS

Ex:

function automatic void pack (ref bit[7:0] q\_inp[\$], input packet pkt);

- 1) Function with queue type as argument with ref direction
- 2) **packet type** as argument with **input** direction.
- 3) Inside pack method Pack all the data of input packet into q\_inp(ref argument) queue with 8-bit wide using streaming operator (refer topic2 slides (slide 14)).



#### Step 2: Write a function to generate random stimulus.

- 1) Define void function with packet type as argument with ref direction.
- 2) Add the below code in **Section 5** in testbench.sv

### function automatic void generate\_stimulus (ref packet pkt);

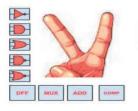
```
pkt.sa= $urandom_range(1,8);
pkt.da= $urandom_range(1,8);
pkt.payload=new[ $urandom_range(10,20)];
foreach(pkt.payload[i])
pkt.payload[i]=i+1;
```

```
pkt.len=pkt.payload.size() + 1+1+4+4;
pkt.crc=pkt.payload.sum();
$display("[TB Generate] Packet (size=%0d) Generated at
time=%0t",pkt.len,$time);
endfunction
```

#### Step 3: Drive stimulus into DUT (Design Under Test).

- 1) Write a task named drive with queue type as argument with input direction. Add this code in Section 5 in testbench.sv

  Ex: task drive (const ref bit[7:0] inp\_stream [\$]);
  - 2) Inside drive method, do the following
    - Wait for buys signal to become 0.
       Ex: wait (busy==0);
    - Assert inp\_valid when driving first byte of the packet (assign value 1 to inp\_valid).
       Ex: @(posedge clk); inp\_valid<=1; //Start of Packet</li>



Student Worksho

#### Learning Unlimited. Coding InDelible.

- Drive complete content of inp\_stream queue into dut (8-bits/clock) by waiting on posedge clk.
   Ex: foreach(inp\_stream[i]) begin
   dut\_inp<=inp\_stream[i];
   @(posedge clk);</li>
- De-assert inp\_valid for the last byte of the packet (assign value 0 to inp\_valid).

Ex: inp\_valid<=0; //End of Packet

#### Step 4: Write initial block to start the verification flow. 994~995~457%

- 1) Implement initial block and call all the methods you have implemented so far.
- 2) Example:

//Add this code in **Section4** in testbench.sv packet stimulus\_pkt; bit [31:0] pkt count;

//Add this code in Section 6 in testbench.sv

rinitial begin nlimited. Coding in Delible.

pkt\_count=5;
apply\_reset ();
repeat(pkt\_count) begin

generate\_stimulus(stimulus\_pkt);
pack(inp\_stream,stimulus\_pkt);

drive(inp\_stream);
repeat(5) @(posedge clk);

velopment Prograf

end

//Wait for dut to process the packet and to drive

on output.
wait(busy==0);

repeat(10) @(posedge clk);

\$finish;

end



#### Step 5: Validate the output of DUT with waveform.

1. Add below shown code to **Section 7** (testbench.sv) dump waveform.

Ex: initial begin
\$dumpfile("dump.vcd");
\$dumpvars(0,testbench.dut\_inst);

end

- 2. Add signals dut\_inp,inp\_valid,outp\_valid and dut\_outp to waves.
  - - 4. If all the packets match, then test is "Passed" or "Failed".

# LUCID VLSI

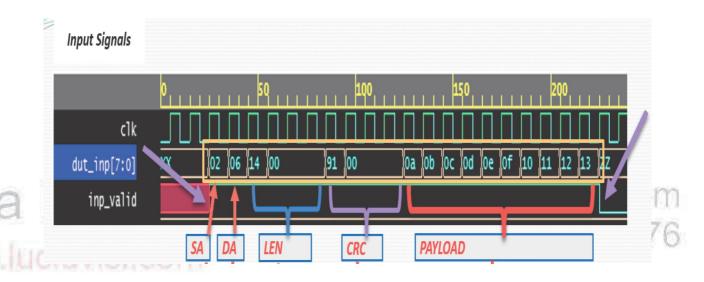
Learning Unlimited. Coding InDelible.

www.youtube.com/LucidVLSI

Verilog, VHDL, SystemVerilog, UVM, FPGA, Student Workshops & Faculty Development Program



#### Reference input waveform:



## Reference output waveform:

