SystemVerilog for Design and Verification

Engineer Explorer Series

Table of Contents

SystemVerilog for Design and Verification

Overview of Labs

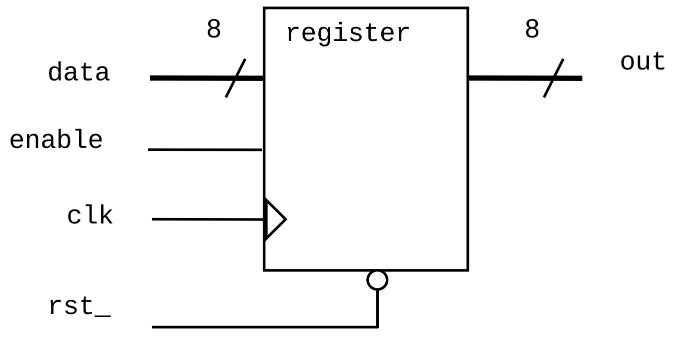
Use SystemVerilog language constructs to complete simple, common design tasks.

Lab 1 Modeling a Simple Register

Objective: To use SystemVerilog procedural constructs to model a simple register.

Create a simple register design using SystemVerilog constructs and test it using the supplied testbench.

Read the specification first and then follow the instructions in the Creating the Register Design section.



Specification

- `data` and `out` are both 8-bit `logic` vectors.
- `rst_` is asynchronous and active low.
- The register is clocked on the rising edge of `clk`.
- If `enable` is high, the input `data` is passed to the output `out`.
- Otherwise, the current value of `out` is retained in the register.

Creating the Register Design

Work in the `lab01-reg` directory:

1. Create a new file called `register.sv`, containing a module named `register`.
2. Write the register model using the following SystemVerilog constructs:
   a. `always_ff` procedural block
   b. `timeunit` and `timeprecision`

c. Verilog2001 ANSI-C port declarations

Testing the Register Design

3. A testbench is provided in the file `register_test.sv`. Simulate the testbench and register design.

   You should see the following results:

```
time=   0.0 ns enable=x rst_=1 data=xx out=xx
time=  15.0 ns enable=x rst_=0 data=xx out=00
time=  25.0 ns enable=0 rst_=1 data=xx out=00
time=  35.0 ns enable=1 rst_=1 data=aa out=aa
time=  45.0 ns enable=0 rst_=1 data=55 out=aa
time=  55.0 ns enable=x rst_=0 data=xx out=00
time=  65.0 ns enable=0 rst_=1 data=xx out=00
time=  75.0 ns enable=1 rst_=1 data=55 out=55
time=  85.0 ns enable=0 rst_=1 data=aa out=55
REGISTER TEST PASSED
```

   Debug your register as required.

4. When the test passes, copy the `register.sv` file into the `../sv_src` directory. You will use it later for the complete VeriRISC design lab.

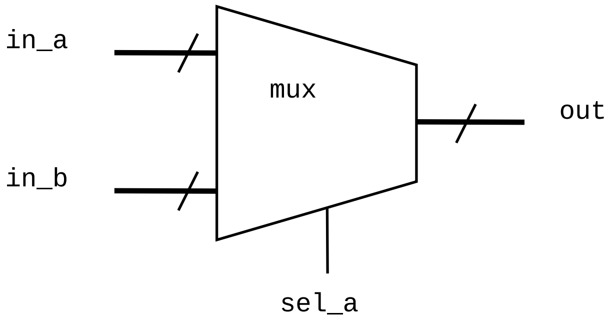
End of Lab

Lab 2 Modeling a Simple Multiplexor

Objective: To use SystemVerilog procedural constructs to model a simple multiplexor.

Create a simple multiplexor design using SystemVerilog constructs and test it using the supplied testbench.

Read the specification first and then follow the instructions in *Creating the MUX Design*.



Specification

- `in_a`, `in_b` and `out` are all `logic` vectors.
- The MUX width is parameterized with a default value of 1.
- If `sel_a` is `1'b1`, input `in_a` is passed to the output.
- If `sel_a` is `1'b0`, input `in_b` is passed to the output.

Creating the MUX Design

Working in the `lab02-mux` directory, perform the following.

1. Create a new file called `scale_mux.sv`, containing a module named `scale_mux`.
2. Write the MUX model using the following SystemVerilog and Verilog constructs:
   - Verilog2001 ANSI-C port declarations
     - Parameterize the MUX width and give it a default value of 1
   - `always_comb` procedural block
   - timeunit and timeprecision

- `unique case` construct
  - Include a `default` match that sets the output to unknown

Testing the MUX Design

3. A testbench is provided in the `scale_mux_test.sv` file. Simulate the testbench and MUX design.

   You should see the following results:

   ```
   0ns in_a=00 in_b=00 sel_a=0 out=00
   1ns in_a=00 in_b=00 sel_a=1 out=00
   2ns in_a=00 in_b=ff sel_a=0 out=ff
   3ns in_a=00 in_b=ff sel_a=1 out=00
   4ns in_a=ff in_b=00 sel_a=0 out=00
   5ns in_a=ff in_b=00 sel_a=1 out=ff
   6ns in_a=ff in_b=ff sel_a=0 out=ff
   7ns in_a=ff in_b=ff sel_a=1 out=ff
   MUX TEST PASSED
   ```

   Debug your MUX as required.

4. When the test passes, copy the `scale_mux.sv` file into the `../sv_src` directory. You will use it later for the complete VeriRISC design lab.

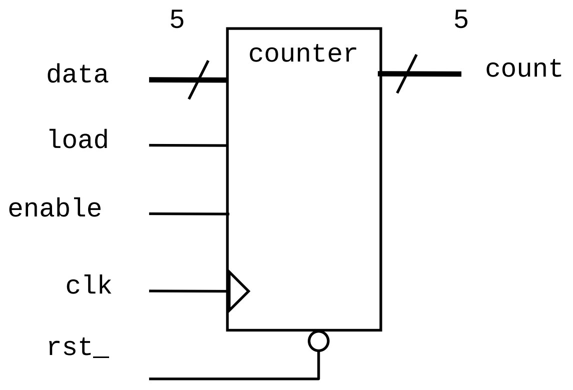
End of Lab

Lab 3 Modeling a Simple Counter

Objective: To use SystemVerilog procedural constructs and operators to model a simple counter.

Create a simple loadable, enabled counter design using SystemVerilog constructs and test it using the supplied testbench.

Read the specification first and then follow the instructions in the Creating the Counter Design section in this lab.



Specification

- `data` and `count` are both 5-bit `logic` vectors.
- `rst_` is asynchronous and active low.
- The counter is clocked on the rising edge of `clk`.
  - If `load` is high, the counter is loaded from the input `data`.
  - Otherwise, if `enable` is high, `count` is incremented.
  - Otherwise, `count` is unchanged.

Creating the Counter Design

Working in the `lab03-count` directory, perform the following.

1. Create a new file called `counter.sv`, containing a module named `counter`.

2. Write the counter model using the following SystemVerilog and Verilog constructs:
   - Verilog2001 ANSI-C port declarations
   - `always_ff` procedural block
   - `timeunit` and `timeprecision`

Testing the Counter Design

3. A testbench is provided in the file `counter_test.sv`. Simulate the testbench and counter design.

   You see the following results:

```
time=   0ns clk=1 rst_=x load=x enable=x data=xx count=xx
time=   5ns clk=0 rst_=0 load=x enable=x data=xx count=00
time=  10ns clk=1 rst_=0 load=x enable=x data=xx count=00
time=  15ns clk=0 rst_=1 load=0 enable=1 data=xx count=00
time=  20ns clk=1 rst_=1 load=0 enable=1 data=xx count=01
time=  25ns clk=0 rst_=1 load=0 enable=1 data=xx count=01
time=  30ns clk=1 rst_=1 load=0 enable=1 data=xx count=02
...
time= 105ns clk=0 rst_=1 load=0 enable=1 data=xx count=1e
time= 110ns clk=1 rst_=1 load=0 enable=1 data=xx count=1f
time= 115ns clk=0 rst_=1 load=0 enable=1 data=xx count=1f
time= 120ns clk=1 rst_=1 load=0 enable=1 data=xx count=00
time= 125ns clk=0 rst_=1 load=0 enable=1 data=xx count=00
time= 130ns clk=1 rst_=1 load=0 enable=1 data=xx count=01
COUNTER TEST PASSED
```

   Debug your counter as required.

4. After the test passes, please copy the `counter.sv` file into the `../sv_src` directory. You use it later for the complete VeriRISC design lab.

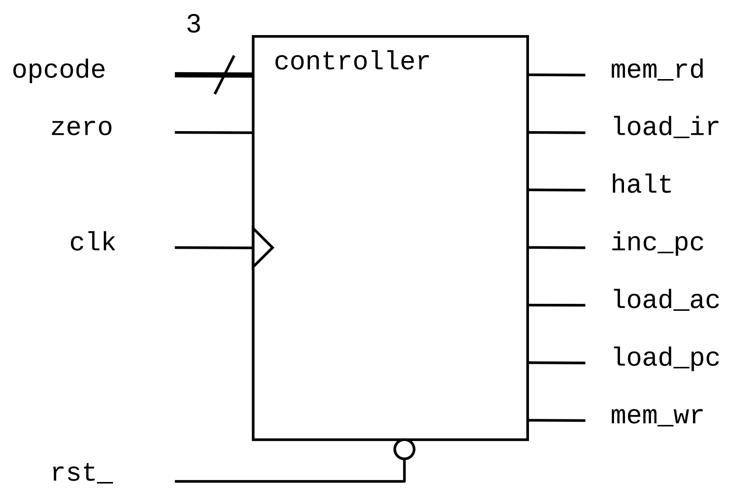
End of Lab

Lab 4 Modeling a Sequence Controller

Objective: To use SystemVerilog user-defined types, procedural statements, and operators to model a state machine.

Create an FSM Sequence Controller design using SystemVerilog constructs and test it using the supplied testbench.

Read the specification first and then follow the instructions in the lab section Creating the Controller Design.



Specification

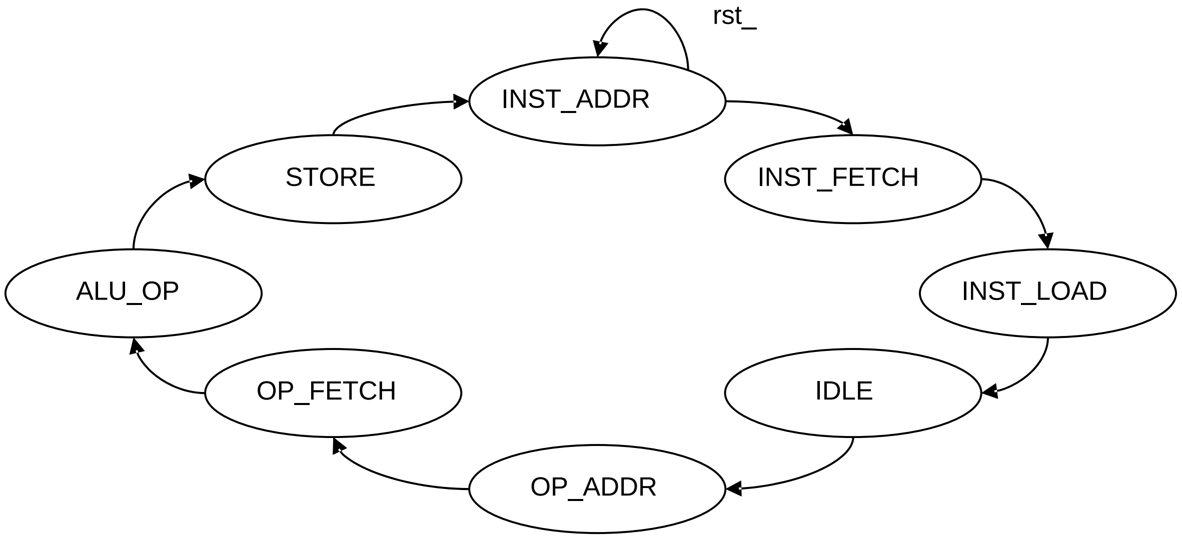
- The controller is clocked on the rising edge of `clk`.
- `rst_` is asynchronous and active low.
- `opcode` is a 3-bit `logic` **input** for the CPU operation code as follows:

Opcode	Encoding	CPU Operation
`HLT`	`000`	Halt
`SKZ`	`001`	Skip if zero==1
`ADD`	`010`	data + accumulator
`AND`	`011`	data & accumulator
`XOR`	`100`	data ^ accumulator
`LDA`	`101`	Load accumulator
`STO`	`110`	Store accumulator
`JMP`	`111`	Jump to address

- `zero` is a `logic` **input** that is 1 when the CPU accumulator is zero and 0 otherwise.
- There are 7 `logic` **outputs** as follows:

Output	**Function**
`mem_rd`	memory read
`load_ir`	load instruction register
`halt`	halt
`inc_pc`	increment program counter
`load_ac`	load accumulator
`load_pc`	load program counter
`mem_wr`	memory write

- The controller has 8 **states**. State transitions are unconditional, i.e., the controller passes through the same 8-state sequence, from `INST_ADDR` to `STORE`, every 8 `clk` cycles. The reset state is `INST_ADDR`.



The output decode for the controller is as follows:

Outputs	States								Notes
	`INST_ADDR`	`INST_FETCH`	`INST_LOAD`	`IDLE`	`OP_ADDR`	`OP_FETCH`	`ALU_OP`	`STORE`	
`mem_rd`	0	1	1	1	0	ALUOP	ALUOP	ALUOP	`ALUOP` = 1 if `opcode` is `ADD`, `AND`, `XOR` or `LDA`
`load_ir`	0	0	1	1	0	0	0	0	
`halt`	0	0	0	0	HLT	0	0	0	
`inc_pc`	0	0	0	0	1	0	SKZ && zero	JMP	
`load_ac`	0	0	0	0	0	0	ALUOP	ALUOP	
`load_pc`	0	0	0	0	0	0	JMP	JMP	
`mem_wr`	0	0	0	0	0	0	0	STO	

The controller is a Mealy state machine, so the outputs are a function of the current state and also of the `opcode` and `zero` inputs.

For example, if the controller is in state `ALU_OP`, then the output `inc_pc` is high if `opcode` is `SKZ` *and* `zero` is high.

Creating the Controller Design

Working in the `lab04-ctrl` directory, perform the following.

1. Create a new file called `typedefs.sv` containing a package named `typedefs`.

2. In the package, declare an enumerated type for the `opcode` controller input named `opcode_t`. Declare `opcode_t` with an explicit `logic` vector base type and make sure each value has the right encoding.

3. In the *same* package, declare an enumerated type, named `state_t`, for the controller state. Use an explicit base type and make sure the encoding is correct. We will need these values in the testbench to help verify the design.

4. Complete the controller definition in the file `control.sv` using SystemVerilog constructs where possible:

   a. Import the package and use your enumerated type declarations for the input `opcode` and state variable(s) of the controller input.

   b. Complete the state generation procedure using enumeration methods.

   c. Generate outputs based on the current phase using the table above. Use `always_comb` and either `unique case` or `unique if` constructs. Be sure to include a default match in the case statement.

Testing the Controller Design

5. Check that your package containing the enumerated type declarations is imported into `control_test.sv`. If you did not name your enumerated types `opcode_t` and `state_t`, then you will need to modify the testbench to use your own type names.

6. Simulate the testbench and controller design. Make sure you compile your package file before compiling any modules which import the package. You do **not** need to compile the `*.pat` files – these are read by the testbench.

   If there is a problem with your design, then you should see something similar to the following output:

   ```
   CONTROLLER TEST FAILED
   {mem_rd,load_ir,halt,inc_pc,load_ac,load_pc,mem_wr}
   is        0000000
   should be 1000000
   state: INST_FETCH   opcode: HLT  zero: 0
   ```

   This tells you that the `mem_rd` output is `0` when it should be `1` in state `INST_FETCH` when the `opcode` input is `HLT` and `zero` input is 0.

   Debug your controller as required until you see the message:

   ```
   CONTROLLER TEST PASSED
   ```

7. After the test passes, please copy the `control.sv` file into the `../sv_src` directory. You will use it later for the complete VeriRISC design lab.

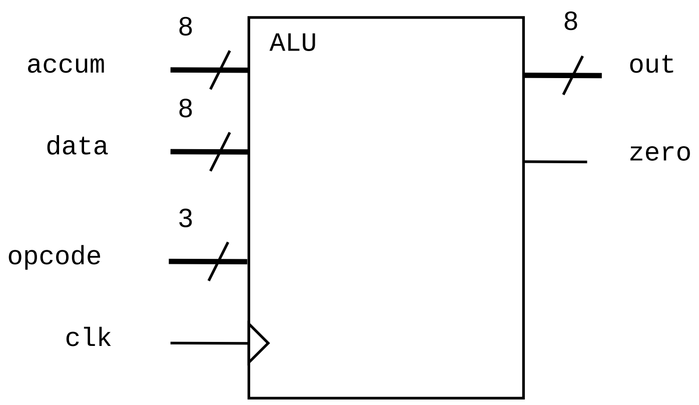
End of Lab

Lab 5 Modeling an Arithmetic Logic Unit (ALU)

Objective: To use SystemVerilog user-defined types, procedural statements, and operators to model an ALU.

Create an ALU design using SystemVerilog constructs and test it using the supplied testbench.

Read the specification first and then follow the instructions in the Creating the ALU Design section of this lab.



Specification

- `accum`, `data` and `out` are all 8-bit `logic` vectors. `opcode` is a 3-bit `logic` vector for the CPU operation code as defined in Lab 5: Modeling a Sequence Controller.
- `zero` is a single bit, asynchronous output with the value of 1 when `accum` equals 0. Otherwise, `zero` is 0.
- `out` is synchronized to the **negative** edge of `clk` and takes the following values depending on `opcode`.

	Encoding	Output
HLT	000	accum
SKZ	001	accum
ADD	010	data + accum
AND	011	data & accum
XOR	100	data ^ accum
LDA	101	data
STO	110	accum
JMP	111	accum

Creating the ALU Design

Working in the `lab05-alu` directory, perform the following.

1. Copy your `typedefs.sv` package, containing the `opcode` type declaration, from the Controller lab.

2. Create a new file called `alu.sv`, containing a module named `alu`.

3. Write the ALU model using the following SystemVerilog and Verilog constructs:
   - `import` for the package
   - Verilog2001 ANSI-C port declarations
   - `timeunit` and `timeprecision`
   - `always_comb` procedural block to generate `zero`
   - `always_ff` procedural block to generate `out`

Testing the ALU Design

4. Check that your package containing the opcode type declarations is imported into `alu_test.sv`.

5. Simulate the testbench and controller design.

   Debug your ALU as required until you see the following message:

   ```
   ALU TEST PASSED
   ```

6. After the test passes, copy the `alu.sv` file into the `../sv_src` directory. You use it later for the complete VeriRISC design lab.

End of Lab

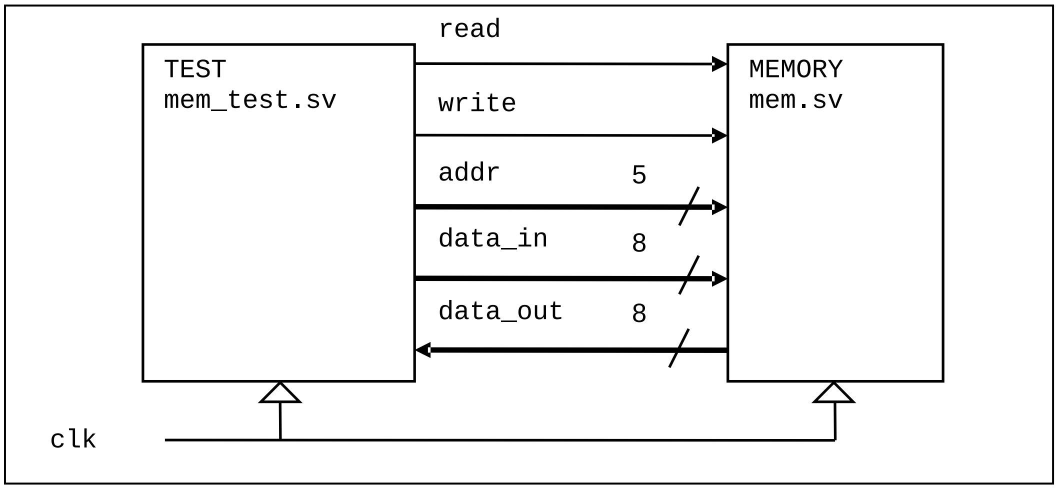
Lab 6 Testing a Memory Module

Objective: To use SystemVerilog subprogram enhancements to test a memory module.

Create stimulus tasks using SystemVerilog subprogram enhancements and verify the supplied memory design.

Read the specification first and then follow the instructions in the lab section, Completing the Memory Testbench.

TOP top.sv

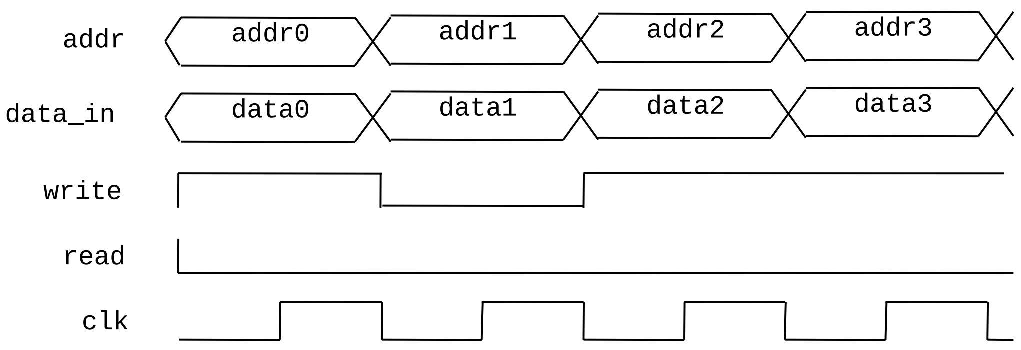


Specification

- `addr` is a 5-bit `logic` vector. `data_in` and `data_out` are both 8-bit `logic` vectors. `read`, `write`, and `clk` are `logic`.

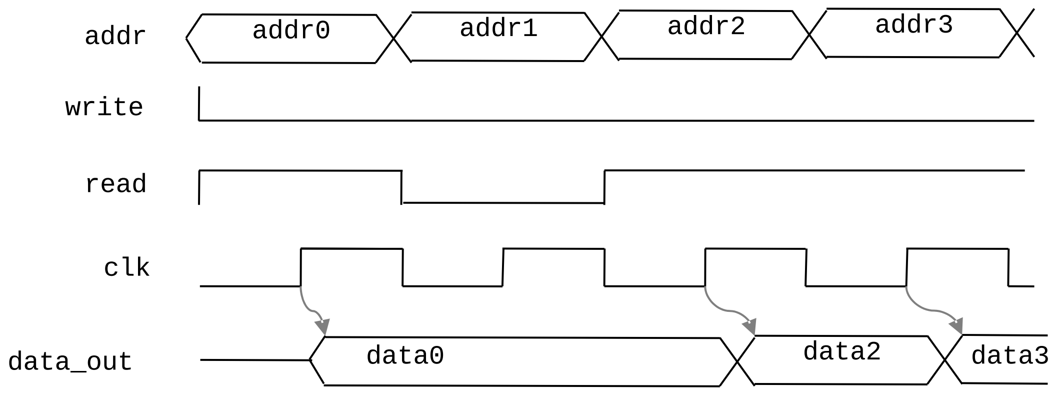
- Memory write: `data_in` is written to `memory[addr]` on the positive edge of `clk` when `write=1`.

Memory Write Cycle



- Memory read: `data_out` is assigned from `memory[addr]` on the positive edge of `clk` when `read=1`.

Memory Read Cycle



- `read` and `write` should never be simultaneously high.

Completing the Memory Testbench

Working in the `lab06-mem` directory, perform the following.

1. For this lab, the memory design is already written (`mem.sv`). You are going to complete the memory testbench in the `mem_test.sv` file.

   You will be using the following SystemVerilog subprogram constructs:

   - `void` function
   - Argument passing by name (`.name(name)`)
   - Default formal arguments with default values

2. Declare a task (`write_mem`) to write to the memory as follows:

   a. Define input arguments for the address and data values.

   b. Assign `addr`, and `data_in` from the arguments, and drive `read` and `write` synchronized to the clock. Hint: drive signals on the inactive clock edge to avoid race conditions.

   c. Define an input argument `debug` with a default value of 0. If debug = 1, display the write address and data values.

3. Declare a task (`read_mem`) to read the memory as follows:

   a. Define an input argument for the address value and an output argument for the read data. Remember to use blocking assignment for assigning read data to output argument, so that assignment is complete upon return to the caller.

   b. Assign `addr` from the argument, and drive `read` and `write`, synchronized to the clock. Hint: drive signals on the inactive clock edge to avoid race conditions.

   c. Assign the output data argument from `data_out` at an appropriate time. There is a short propagation delay between the rising edge of `clk` and `data_out` updating.

   d. Input argument `debug` with a default value of 0. If debug = 1, display the read address and data values.

4. Complete the “Clearing the Memory” test by writing zero to every address location, and then reading back and checking the data read matches the data written.

5. Complete the “Data = Address” test by writing data equal to the address to every address location, and then reading back and checking the data read matches the data written.

6. Write a `void` function (`printstatus`) with an input argument `status` which indicates the number of errors encountered in the tests. If `status` = 0, the test passed.

Testing the Memory

7. Simulate the testbench and memory design.

   Remember to compile also the `top.sv` module, which instantiates and connects both design and testbench.

   Debug your subprograms as required until you are happy the design is verified.

End of Lab

Lab 7 Using a Memory Interface

Objective: To use a SystemVerilog interface with ports, modports and methods.

Modify the Memory testbench and design to connect via a SystemVerilog interface.

Adding the Memory Interface

Working in the `lab07-intf` directory, perform the following.

1. Copy your Memory design (`mem.sv`), testbench (`mem_test.sv`) and top-level module (`top.sv`) from `lab06-mem` into `lab07-intf`.

2. Define the Memory interface in a new file and declarations for the `addr`, `data_in`, `data_out`, `read` and `write` signals.

3. Edit your Memory design and testbench by updating the port list with an interface port and referencing the interface signals via the interface port name.

4. Modify the top-level module to make an instantiation of the interface and connect this to the Memory design and testbench instances.

5. Rerun your memory test to check that the interface is working correctly.

6. Add a clock input port to your interface. Remove the clock ports from your Memory design and testbench modules. Update your interface instance to map the `clk` signal to the clock port. Rerun your memory test to check the interface port is working correctly.

7. Add modports to the interface to define directional information for both the design and testbench. Reference the modports in your design and testbench port list. Rerun your memory test to check that the modports work correctly.

8. Redefine the `write_mem()` and `read_mem()` tasks as interface methods:

   a. Move the task declarations into the interface.

   b. Update the testbench to reference the tasks via the interface.

   c. Update your testbench modport to allow access to the interface methods via an `import` statement.

   d. Rerun your memory test.

End of Lab

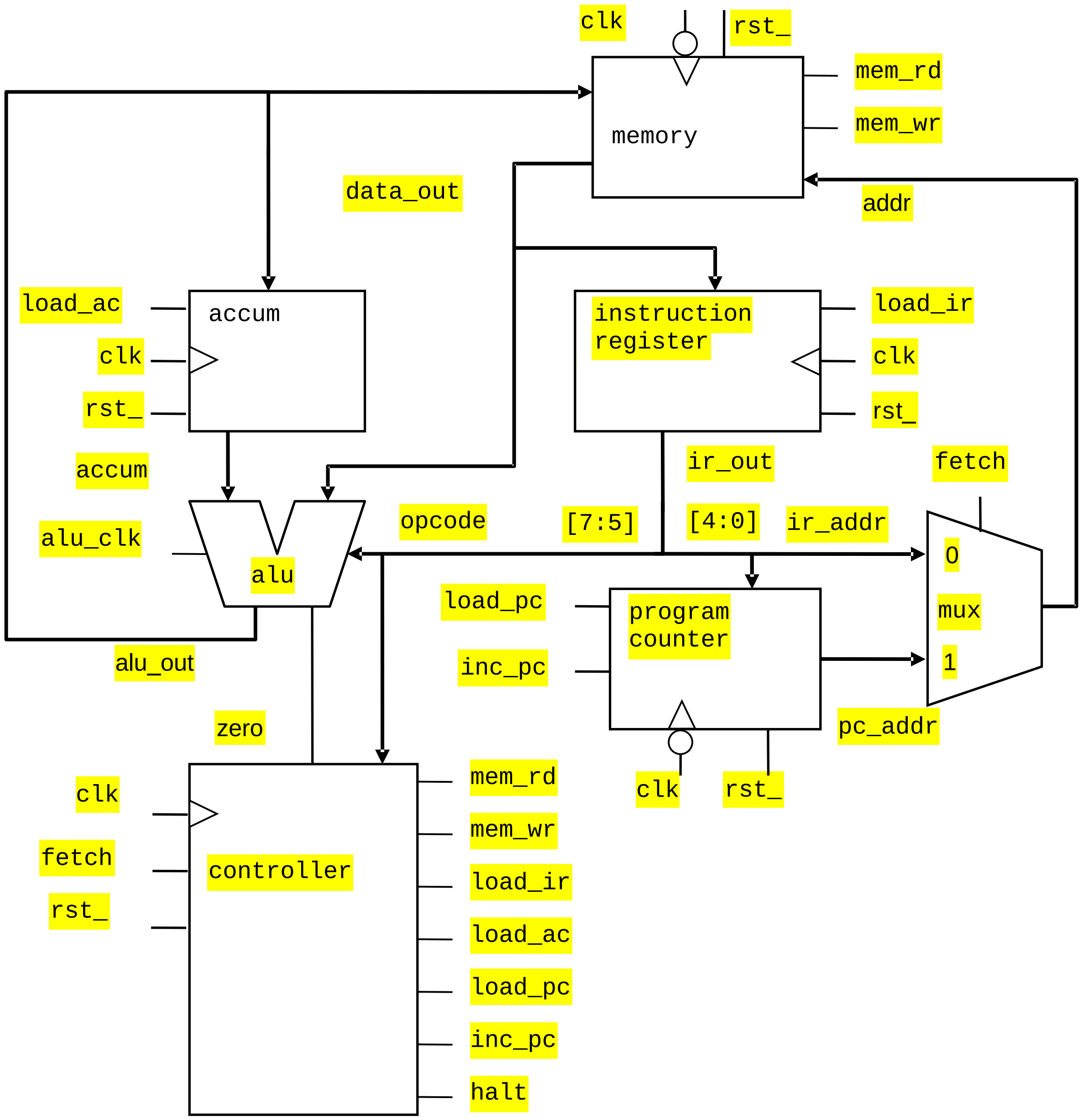
Lab 8 Verifying the VeriRISC CPU

Objective: To assemble and test the VeriRISC CPU model.

Assemble the blocks of the CPU using SystemVerilog connectivity enhancements, and test the design using the supplied testbench and diagnostic programs.

You can do this lab exercise any time after Lab 6.

Read the specification first and then follow the instructions in the lab section, Assembling the CPU Model.



Specification

The CPU architecture is as follows:

- The Program Counter (`counter`) provides the program address.
- The MUX (`scale_mux`) selects between the program address or the address field of the instruction.
- The Memory (`memory`) accepts data and provides instructions and data.
- The Instruction Register (`register`) accepts instructions from the memory.
- The Accumulator Register (`register`) accepts data from the ALU.
- The ALU (`alu`) accepts memory and accumulator data and the opcode field of the instruction and provides new data to the accumulator and memory.

If all components of the CPU are working properly, it will:

- Fetch an instruction from the memory.
- Decode the instruction.
- Fetch a data operand from memory if required by the instruction.
- Execute the instruction, processing mathematical operations, if required.
- Store results back into either the memory or the accumulator.

This process is repeated for every instruction in a program until an `HLT` instruction is found.

Assembling the CPU Model

Working in the `lab08-cpu` directory, perform the following.

1. Review the `cpu.sv` file, containing the `cpu` module declaration, which instantiates and connects all the components of the CPU.

2. Copy all the components from the `sv_src` directory into `lab08-cpu`. If you did not complete all the previous labs, you can find components in the `sv_src/files` directory.

3. Make sure that your package containing the enumerated type declaration for `opcode_t` is also copied into `lab08-cpu,` and make sure the package is imported into the `cpu` module.

Reviewing the CPU Testbench

4. Review the supplied testbench in the file `cpu_test.sv`. The testbench verifies your CPU design using three diagnostic programs as follows:
   - The testbench displays a message requesting the number of the diagnostic program and waits for user input.
   - When the user enters a test number and continues the simulation, the testbench loads the specified test microcode, resets the CPU and outputs debug messages while it waits for the CPU to indicate the end of test by asserting the `halt` signal.
   - When `halt` is received, the testbench verifies that the Program Counter address is correct for the given test. If the address is incorrect, the test fails.
   - The testbench then re-displays the request for test message, and again waits for user input.

CPU Diagnostic Programs

- `CPUtest1.dat` – **Basic Diagnostic Test**: This program tests several of the VeriRISC instructions. If all the instructions execute correctly, the CPU will encounter an `HLT` instruction at Program Counter address (`cpu.pc_addr`) `0x17`. If the CPU halts at some other address, examine the `CPUtest1.dat` program file to determine which instruction failed. This file is well commented so you can see what is supposed to happen.

- `CPUtest2.dat` – **Advanced Diagnostic Test**: This program loads and runs the advanced diagnostic program, which tests additional VeriRISC instructions. If all the instructions execute correctly, the CPU will encounter an `HLT` instruction at Program Counter address (`cpu.pc_addr`) `0x10`. If the CPU halts at some other address, examine the `CPUtest2.dat` file to determine which instruction failed.

- `CPUtest3.dat` – **The Fibonacci Calculator**: This test loads and runs a program that calculates the Fibonacci number sequence from 0 to 144 and stores the results in memory. If all the instructions execute correctly, the CPU will encounter an `HLT` instruction at Program Counter address (`cpu.pc_addr`) `0x0C`. If the CPU halts at some other address, examine the `CPUtest3.dat` file to determine which instruction failed.

Testing the CPU

5. Compile and simulate the CPU design and testbench.

   You might find it easier to list all the files and simulation options in a text file and pass the file into the simulator using the `–f xrun` option:

   ```
   xrun -f filelist.txt -access rwc
   ```

   You will also need the **-access rwc** simulator option to set the test number.

6. Enter the following commands when you get the prompt:

   ```
   ncsim>  deposit test_number 1; run
   ncsim>  deposit test_number 2; run
   ncsim>  deposit test_number 3; run
   ```

7. You see the microcode instructions displayed as the VeriRISC CPU executes them, as in this example.

   ```
   CPUtest1 - BASIC CPU DIAGNOSTIC PROGRAM
     THIS TEST SHOULD HALT WITH THE PC AT 17 hex
      TIME      PC    INSTR    OP   ADR   DATA
     -------    --    -----    --   ---   ----
       115ns    00    JMP      7    00     fe
       . . .
       . . .
      1475ns    17    HLT      0    17     00
      TIME      PC    INSTR    OP   ADR   DATA
     -------    --    -----    --   ---   ----
     CPU TEST 1 PASSED
   ```

   Debug your subprograms as required, until you are happy that the design is verified.

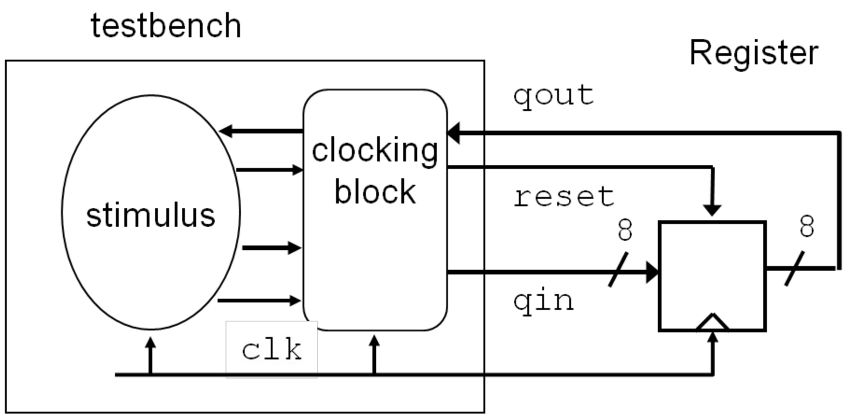
8. Rerun the simulation to verify that it runs successfully.

End of Lab

Lab 9 Using a Simple Clocking Block

Objective: To use a testbench for a simple register to explore clocking block behavior.

Create a SystemVerilog clocking block and explore the block behavior in a testbench.



Specification

- The register is 8-bit rising-edge triggered, with asynchronous, active low reset.

Creating the Clocking Block

Working in the `lab09-cb` directory, perform the following. The register is supplied in the file `flipflop.sv` together with a partial testbench in the `flipflop_test.sv` file.

1. Modify the testbench:

   a. Add a clocking block whose clocking event is the rising edge of `clk` and which uses `qin`, `reset`, and `qout` for the clocking items.

   b. Use default skews of #`1step` for input and `4ns` for output in the clocking block.

   c. Use cycle delays to drive the reset high and then low after 3 clock periods.

   d. Create a loop that drives new data on `qin` in every cycle via the clocking block.

2. Simulate the testbench and register design in GUI mode. View the register and clocking block signals (specifically `qout` and `cb.qout`) in a waveform viewer to see the timing behavior of the clocking block.

End of Lab

Lab 10 Using Scope-Based Randomization

Objective: To use SystemVerilog scope-based randomization with constraints.

Modify your Memory testbench to use constrained scope-based randomization for data and address values.

Modifying the Memory Testbench

Working in the `lab10-memrnd` directory, perform the following.

1. Copy your Memory design, testbench, interface and top-level module from `lab07-intf` into `lab10-memrnd`. If you did not complete Lab 8, copy the files from the `files` subdirectory.

2. Add a new “Random Data” test to your testbench to write and check random data for every address. Simulate the design to confirm the randomization.

3. Add a constraint to limit data to be a printable ASCII character (`8'h20 - 8'h7F`). Modify your read and write memory debug messages to print the character generated (use the `%c` format specifier). Check your constraint in simulation.

4. Add a constraint to limit data to be A-Z or a-z (`8'h41-8'h5a`, `8'h61-8'h7a`). Check your constraint in simulation.

5. Apply weights to the constraints so that 80% of the time, randomization chooses an uppercase letter and 20% of the time it chooses a lowercase letter. Check your constraint in simulation.

End of Lab

Lab 11 Using Classes

Objective: To use SystemVerilog object-oriented design features.

Create a simple counter design using the following SystemVerilog object-oriented design features:

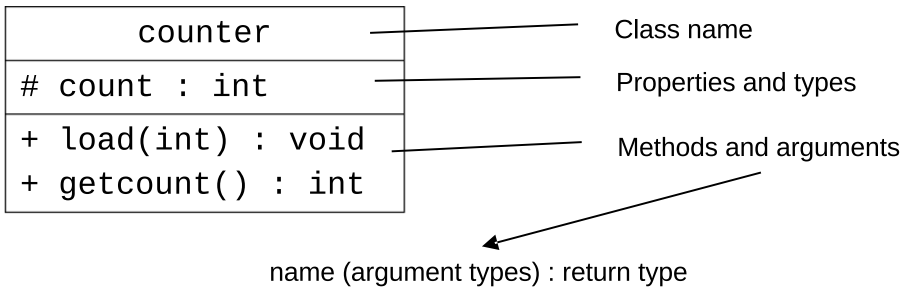
- Class declarations, with explicit constructors and instances
- Inheritance
- Static properties and methods
- Aggregate classes (classes with properties of other class types)

Object-oriented design is complex, and classes are a considerable enhancement to SystemVerilog. If you are having problems with this lab, consult your instructor.

Creating a Simple Class

Working in the `lab11-countclass` directory, perform the following.

1. Edit the file `counter.sv` to declare a class as described in this diagram.

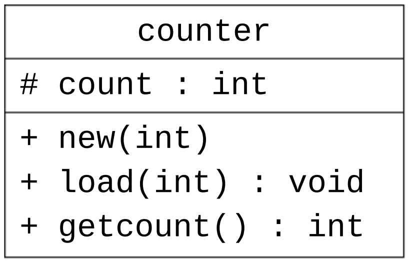


   where `load()` sets property `count` and `getcount ()` returns `count`.

2. Create instances of class `counter` and use the methods. Simulate and debug as needed.

Adding a Class Constructor

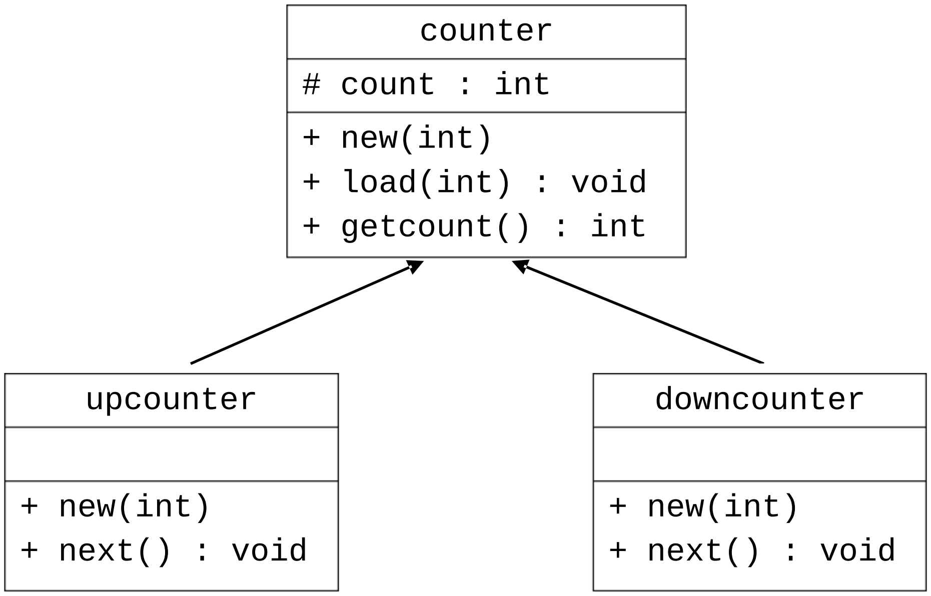
3. Add a class constructor with one `int` argument to set the initial value of `count`. Give the argument a default value of 0.



4. Modify your code to test the constructor. Simulate and debug as needed.

Defining Derived Classes

5. Extend the `counter` class by declaring two subclasses, `upcounter` and `downcounter`, as follows:



- `upcounter` and `downcounter` inherit the `count` property from `counter`.
- `upcounter` and `downcounter` have explicit constructors, with a single argument, which pass the argument to the `counter` constructor.
- The `upcounter` `next` method increments `count` and display the value for debugging.
- The `downcounter` `next` method decrements `count` and displays the value for debugging.

6. Create instantiations of both subclasses and verify their methods. Simulate and debug as needed.

Setting Counter Limits

You need to control the upper and lower count limits of both counter subclasses.

7. Add `max` and `min` properties (type `int`) to `counter` for upper and lower count limits.

8. Add a `check_limit` method to `counter` with two input `int` arguments. The method should assign the greater of the two arguments to `max` and the lesser to `min`.

9. Add a `check_set` method to `counter` with a single input `int` argument `set`:
   - If the `set` argument is not within the `max`-`min` limits, assign `count` from `min` and display a warning message. Otherwise, assign `count` from `set`.

10. Add arguments for the `max` and `min` limits to the constructors so they can be set for each class instance. The upcounter and downcounter constructors should pass the limit arguments to the counter constructor.

11. In the `counter` constructor, call `check_limit` with the two limit arguments to ensure that `max` and `min` are consistent and `check_set` to ensure the initial `count` value is within limits.

12. In the `load` method, call `check_set` to ensure that the load value is within limits.

13. Modify the `upcounter` and `downcounter` `next()`methods to count between the two limits, e.g., `upcounter` counts up to `max` and then rolls over to `min`.

14. Modify your test code to check the new functionality. Simulate and debug as needed.

Indicating Roll-Over and Roll-Under

You need to indicate when an `upcounter` instance rolls over, or `downcounter` instance rolls under.

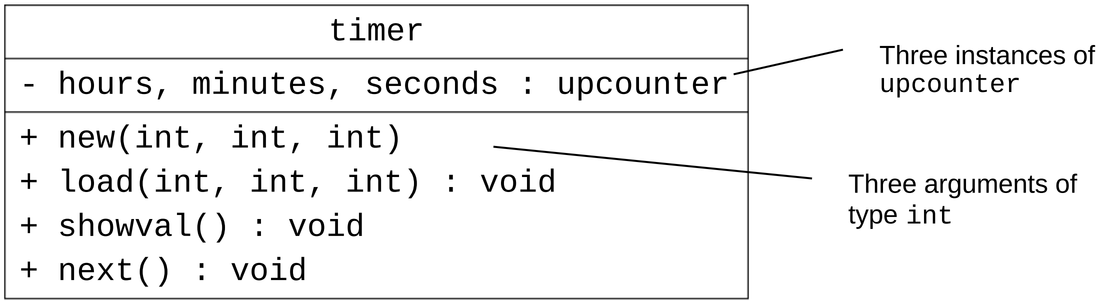
15. Modify `upcounter` as follows:
    a. Add a new property `carry` of type `bit`, initialized to 0 in the constructor.
    b. Modify the `next` method to set `carry` to 1 only when `count` rolls over from `max` to `min`; otherwise, `carry` should be 0.
16. Modify `downcounter` as follows:
    a. Add a new property `borrow` of type `bit`, initialized to 0 in the constructor.
    b. Modify the `next` method to set `borrow` to 1 only when the count rolls under from `min` to `max`, otherwise `borrow` should be 0.
17. Modify your test code to check the `carry` and `borrow` work. Simulate and debug as needed.

Implementing a Static Property and a Static Method

18. Add a static property to both `upcounter` and `downcounter` to count the number of instances of the class that have been created.
19. Increment the property in the class constructors.
20. Add a static method to both classes, which returns the static property.
21. Modify your test code to check the static properties work. Simulate and debug as needed.
22. For a tool to probe class values, the objects must be constructed (probably not yet at time 0).

Defining an Aggregate Class

23. Define a new aggregate class `timer` as follows:



```
timer
- hours, minutes, seconds : upcounter
+ new(int, int, int)
+ load(int, int, int) : void
+ showval() : void
+ next() : void
```

where:

- `hours`, `minutes` and `seconds` are three instances of `upcounter`.
- The `timer` constructor has three arguments for the initial hour, minute and second counts (with default values). The constructor creates each `upcounter` instance with the appropriate initial value and sets `max` and `min` to operate the timer as a clock, e.g., the `hours` instance should have a `max` of 23 and a `min` of 0.
- The `load` method has three arguments to set the hour, minute and second counts.
- The `showval` method displays the current hour, minute and second.
- The `next` method increments the timer and displays the new hour, minute and second. Increment the timer by making calls to the `next` methods of the `upcounter` instance and use the `carry` properties to control which `next` method is called, e.g., the `minutes next` method is called only when the `seconds carry` is 1. Use the `showval` method to display the new values.

Modify your test code to check the timer works. Use `load` to set the timer to values such as `00:00:59` and `next` to check the roll-over. Simulate and debug as needed.

End of Lab

Lab 12 Using Class Polymorphism and Virtual Methods

Objective: To use SystemVerilog Polymorphism, Virtual Classes and Virtual Methods.

Work in the `lab12-countclass` directory with the `counter` class and its subclasses as follows:

1. Modify the `counter` class to declare it as `virtual`.

2. Add a `next` method to the `counter` class to match the `next` methods in `upcounter` and `downcounter`, so that `counter next` is overridden by the `next` methods of the subclasses. Inside the `counter next` method, simply display a message reporting that you are in the counter class.

3. Comment out your existing verification code and add new code as follows:
   a. Declare a `counter` class handle, but do not construct an instance. As the counter class is now `virtual`, trying to create an instance will generate compiler errors.
   b. Create an instance of `upcounter` and assign this to the `counter` handle.
   c. Call `next` from the `counter` handle.

4. Simulate and debug as needed. The `next` call from the `counter` handle should call the `counter next` implementation, even though the handle contains a subclass instance.

5. Modify your verification code as follows:
   a. Declare another `upcounter` handle and use `$cast` to copy the `upcounter` instance from the `counter` handle to this new `upcounter` handle.
   b. Add a `next` call from the new `upcounter` handle.

6. Simulate and debug as needed. The `next` call from the new `upcounter` handle should call the `upcounter next` implementation.

7. Modify your code to declare the `next` method of the `counter` class as `virtual`.

8. Simulate and debug as needed. Since `next` is now virtual, you should see that calling `next` from **both** the `counter` handle (containing an `upcounter` instance) and from an `upcounter` handle are directed to the `upcounter next` implementation.

End of Lab

Lab 13 Using Class-Based Randomization

Objective: To use SystemVerilog class-based randomization with constraints.

Modify your Memory testbench to use constrained class-based randomization.

Adding Class-Based Randomization

Work in the `lab13-memclass` directory.

1. Copy your Memory design, testbench, interface and top-level module from `lab10-memrnd` into `lab13-memclass`.
2. Modify your Memory testbench to declare a class with two random properties for address and data. Declare the properties as `bit` arrays and use a `rand` or `randc` keyword.
3. Add an explicit constructor with arguments to initialize the address and data properties.
4. Modify the Random Data test to use the class `randomize()` method to randomize the address and data properties. Write and read the memory using the properties. Simulate and debug as needed.
5. Add a constraint block to your class to limit data to be a printable ASCII character (`8'h20 - 8'h7F`). Check your constraint in simulation.
6. Add a constraint to limit data to be A-Z or a-z (`8'h41-8'h5a`, `8'h61-8'h7a`). Check your constraint in simulation.
7. Apply weights to the constraints so that 80% of the time randomization chooses an uppercase letter and 20% of the time, it chooses a lowercase letter. Check your constraint in simulation.
8. Force a randomization error by defining conflicting constraints for data.
   a. Run a simulation in batch mode. Find the randomization failure warning message in the log file and check the conflicting constraints and affected variables are listed.
   b. Rerun the simulation in GUI mode (with `-gui -access rwc` options). You should see the Constraints Debugger window appear when randomization fails. Check the conflicting constraints and affected variables are identified.

9. Add a property to the class to conditionally control the randomization constraints. A control property like this is known as a policy or control knob. Declare the property as an `enum` type with appropriate values. Use conditional constraints to select one of the following constraints based on the property value:

   a. A printable ASCII character

   b. An uppercase character A-Z

   c. A lowercase character a-z

   d. Either an uppercase (80% probability) or lowercase (20% probability) character

10. Simulate and debug as needed.

End of Lab

Lab 14 Using Virtual Interfaces

Objective: To use virtual interface class properties and connect these to multiple instances of memories.

Modify your Memory testbench classes to use virtual interfaces to drive stimulus.

Adding a Virtual Interface

Working in the `lab14-memvif` directory, perform the following.

1. Copy your files from `lab13-memclass` to `lab14-memvif`.

2. Modify your Memory testbench to add a virtual interface of the correct type as a class property.

3. Move the `read_mem` and `write_mem` tasks into the class declaration. Modify the tasks to access class properties directly (both should only have a single `debug` argument). You will need to declare an additional, non-random class property to hold the read data value.

4. Modify your `write_mem` and `read_mem` class methods to access the interface signals via the virtual interface.

5. Define a new class method called `configure,` which takes an input virtual interface argument and assigns it to your virtual interface property.

6. Modify your verification code to insert a `configure` call between the class construction and randomization. Use `configure` to set the virtual interface property to the interface port of the testbench module. Simulate and debug as needed.

   Remember the default value of a virtual interface is `null`, so if you do not assign the virtual interface before use, you will “null pointer dereference” errors in simulation.

7. Remove the “Clearing the memory” and “Data = Address” tests. Modify your Random Data test to call the simulation tasks from a class instance. Simulate and debug as needed.

Using a Virtual Interface with Multiple Memories

8. Add another Memory interface port to your testbench. Copy the Random Data Test and add a call to `configure` so the second test drives the new memory interface port.

9. Add new Memory and interface instances to the top module and connect to the testbench.

10. Simulate and debug as needed to check whether your testbench is driving both memory instances.

End of Lab

Lab 15 Simple Covergroup Coverage

Objective: To collect and analyze data-oriented functional coverage.

Modify your Memory testbench to collect coverage on address and data values.

The simulation and coverage options described below are specific to Cadence Incisive and IMC. Ask your trainer or consult documentation if you are using other tools.

Adding a Covergroup and Capturing Coverage

Working in the `lab15-memcov` directory, perform the following.

1. Copy your Memory design, testbench, interface and top-level module from `lab13-memclass` into `lab15-memcov`. For simplicity, you will not be using the virtual interface testbench.

   Check that you have the distribution constraint for data active with an 80% weight for an uppercase letter and 20% weight for a lowercase letter.

2. Declare a covergroup in the Memory testbench module (not the class) using the positive edge of the clock as the sampling event. In the covergroup:

   a. Declare a coverpoint for the address using automatic bins.

   b. Declare coverpoints for `data_in` and `data_out`, both with explicit scalar bins:

      - One scalar bin covering uppercase letters (`8'h41`-`8'h5a`)
      - One scalar bin covering lowercase letters (`8'h61`-`8'h7a`)
      - One scalar `default` bin for all other values

3. Instantiate the covergroup in the testbench.

4. Simulate your design with the following Cadence options to enable coverage collection:

▪ `-covdut mem_test`	Coverage scope (`mem_test` is the testbench module)
▪ `-coverage U`	Coverage type (functional)
▪ `-covoverwrite`	Overwrites existing coverage data

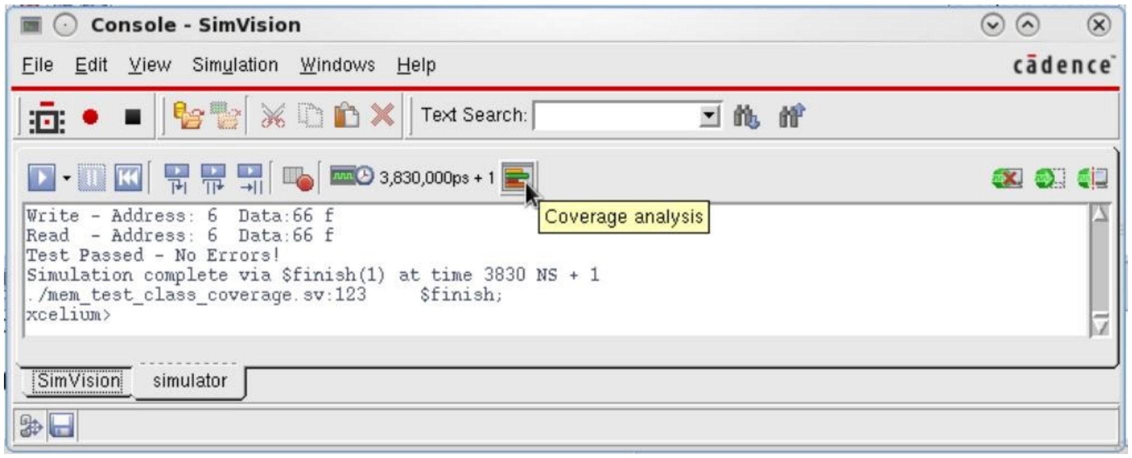
Debug as needed. If coverage is being captured correctly, you should see simulator messages similar to the following:

```
coverage setup:
  workdir   :  ./cov_work
  dutinst   :  top.mtest(mem_test)
```

If running in GUI mode, you will see these messages only when the coverage tool is invoked.

Analyzing Coverage

The following instructions use the Cadence IMC tool to analyze the coverage results. Ask your trainer or consult tool documentation if you do not have access to IMC.



```
Write - Address: 6  Data:66 f
Read  - Address: 6  Data:66 f
Test Passed - No Errors!
Simulation complete via $finish(1) at time 3830 NS + 1
./mem_test_class_coverage.sv:123     $finish;
xcelium>
```

5. Run the simulation in GUI mode. At the end of simulation, select the **Coverage analysis** button from the console window.

   This launches IMC (Incisive Metrics Center) with the coverage data loaded.

6. In the `VERIFICATION HIERARCHY` pane, expand `Types` and select `mem_test`.

7. In the `INFO` pane (top right), your covergroup instance name should appear under the `Cover Groups` tab. **Double**-click the instance name.

8. You can then select the individual coverpoints in the `ITEMS` pane (bottom left) and see the coverage data in the `BINS` pane (on the right).

9. Examine the coverage results. You should see about four times as many uppercase data values as lowercase.

   - Do the coverage results match your expectations?
   - Has every address been accessed?
   - Does the distribution of uppercase and lowercase data values match your constraints?
   - Do you have any other data values sampled? If so, why?

   There are some problems with our existing coverage model:

   - We are sampling coverage on every rising edge of the clock, and each read or write may take several clock cycles; therefore, we have multiple samples for each operation.
   - We are sampling coverage for the "Clearing the Memory" and "Data Equals Address" tests, as well as the "Random Data" test.

10. To refine your coverage model, modify your testbench as follows:

    a. Use the `start` and `stop` covergroup methods to restrict coverage collection to the Random Data test only. Simulate and recheck your coverage.

    b. Remove the sampling event from the covergroup and use the `sample` covergroup method to manually trigger coverage collection. Simulate and recheck your coverage.

    c. The longer you run the test, the better the data distribution should be. Try applying more simulation vectors and see whether this affects the coverage results.

    d. Move the coverage declaration into the class. Simulate and recheck your coverage.

End of Lab

Lab 16 Analyzing Cross Coverage

Objective: To capture and analyze cross coverage.

Modify an ALU testbench to add cross coverage capture. You will be using the ALU design from Lab 05. Key points of the specification are described below, but please refer to Lab 05 for full details.

Read the specification first and then follow the instructions in the Creating the ALU Coverage Model section.

Specification

- The ALU has 2 8-bit inputs, `accum`, and `data`, and an 8-bit output `out`. In addition, there is a 3-bit input `opcode` that defines the ALU operation as in the table below.
- `out` is synchronized to the **negative** edge of the ALU clock and takes the following values depending on `opcode`.

Opcode	Encoding	Output
`HLT`	`000`	`accum`
`SKZ`	`001`	`accum`
`ADD`	`010`	`data + accum`
`AND`	`011`	`data & accum`
`XOR`	`100`	`data ^ accum`
`LDA`	`101`	`data`
`STO`	`110`	`accum`
`JMP`	`111`	`accum`

Creating the ALU Coverage Model

Working in the `lab16-alucov` directory, perform the following.

1. If you have completed Lab 05, copy your ALU design (`alu.sv`), testbench (`alu_test.sv`) and package (`typedefs.sv`) from `lab05-alu` to `lab16-alucov`. Otherwise, copy the files from the `files` subdirectory.

2. Modify the `alu_test.sv` module to create a covergroup. Capture the following coverage using the stimulus supplied:

   a. Cover `opcode`, `accum` and `data` inputs with implicit bins. Simulate with the correct options and check every value of `opcode` is covered.

   b. Replace the implicit bins of `accum` and `data` with 2 explicit bins for high (> 127) and low (<128) values. Simulate and check the distribution of high/low values on each input.

   c. Create cross coverage for `opcode` and high/low bins of `accum` and `data`. Simulate and check the cross-coverage results.

      There will be many cross-coverage bins that are superfluous. For example, the `data` value is irrelevant for opcodes such as `HLT` and `SKZ`, and the `accum` value is not used in an `LDA` operation.

   d. Try to reduce the number of cross coverage bins by excluding the irrelevant combinations as defined by the `opcode` table above. Try to find the most efficient means of controlling the cross coverage bins. Simulate and check the distribution of `data` and `accum` high/low values for each relevant `opcode`.

   e. Modify your stimulus to cover some or all of your coverage holes.

End of Lab

Lab 17 Using Dynamic Arrays and Queues

Objective: To use dynamic arrays, associative arrays and queues.

Modify your Memory testbench to implement scoreboards using dynamic arrays, associative arrays and queues.

Working in the `lab17-memarr` directory, perform the following.

1. Copy your files from `lab15-memcov` to `lab17-memarr`.

2. Make sure your address class property is defined using `rand` and not `randc`.

Adding a Dynamic Array Scoreboard

3. Declare a dynamic array of logic vectors of the appropriate width.

4. Initialize the dynamic array to an appropriate size and display the array size.

5. Write 32 random address/data values using a `for` loop. As you are writing to the memory, store the data in the dynamic array in the index defined by its address.

6. Use a separate f`o`r loop to read back all the addresses that were written (contain non-x data) and check the read data against the corresponding dynamic array location.

   As the addresses are random, not all the memory locations will have been written, but using logic vectors lets you use the initial unknown state to detect an unwritten address.

7. Simulate and debug as required. Force data errors in the memory to ensure that incorrect values are detected.

Adding an Associative Array Scoreboard

Using a contiguous dynamic array is potentially inefficient, as not all address locations will be created by randomization. Use of an associative array may be more efficient because:

- Only the address locations written to are created in the array.
- We can find out how many locations need to be checked using the `num` method.
- Using `first` and `next methods`, we can check only the locations written.

- Locations can be deleted once they have been read.

8. Modify the `testbench` to use an associative array rather than a dynamic array. Make sure you use the efficiency improvements above. For example:
   - Report the number of locations to be checked before the read memory loop.
   - Use a `do...while` loop and `first`/`next` methods to read only the addresses that have been written.
   - Delete the addresses once they have been read and checked.

9. Simulate and debug as required. Force data errors in the memory to ensure that incorrect values are detected.

Adding a Queue Scoreboard

A queue’s capabilities are not a good match for your scoreboard requirements. However, with some simple changes to the stimulus, we can try various options for a queue-based scoreboard.

10. Make sure that the Random Data stimulus writes to every memory address exactly once, for instance, by defining the address randomization as randomcyclic (using `randc`) or by using a `for` loop to generate the address and just randomizing the data.

11. Modify the `testbench` to use a queue rather than an associative array. There are various options you could try for storing the address-data pair in the queue:
    - Declare a queue of 13-bit vectors. Concatenate the address and data prior to a queue push and extract the address and data from the pop result.
    - If your simulator supports queues of structures, declare a structure with an address and data field. Declare a queue of this structure and push the address and data during the write operation and pop the address and data for comparison during read.

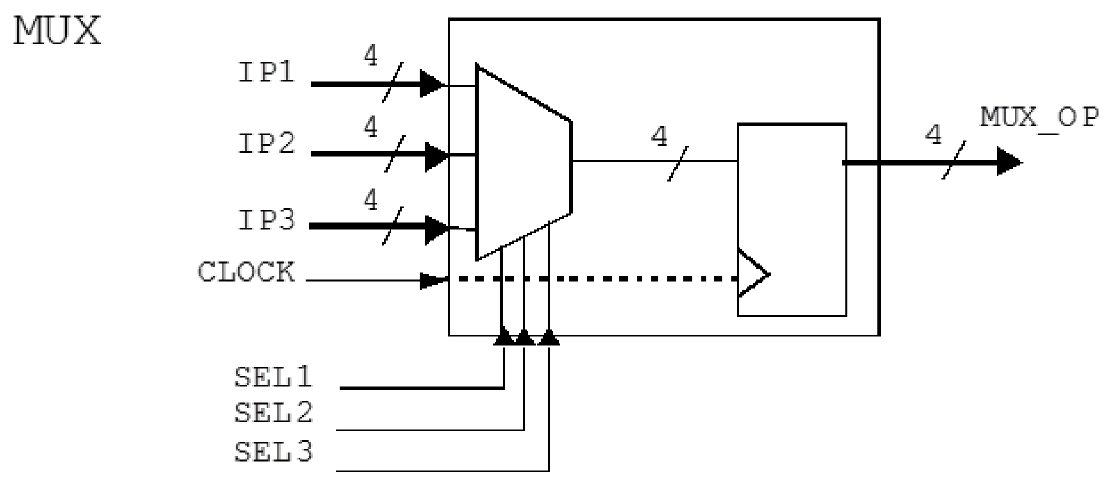
12. Simulate and debug as required. Force data errors in the memory to ensure that incorrect values are detected.

End of Lab

Lab 18 Simulating Simple Implication Assertions

Objective: To create and simulate simple implication SystemVerilog assertions.

Write SystemVerilog assertions for an existing design to match an initial specification, then explore assertion failures and rewrite your assertions to more closely match the specification.



Specification

- `ip1`, `ip2`, `ip3` and `mux_op` are 4-bit vectors.
- Inputs are sampled on the rising edge of `clock`.
- If `sel1` is logic 1, input `ip1` is assigned to `mux_op`.
- Otherwise, if `sel2` is logic 1, input `ip2` is assigned to `mux_op`.
- Otherwise, if `sel3` is logic 1, input `ip3` is assigned to `mux_op`.

Creating the Assertions

Working in the `lab18-svamux` directory, perform the following.

1. A model for the MUX is provided in the `mux.sv` file. In this file, assert three properties, evaluated only on the active edge (rising edge) of the signal `clock`, to do the following:

   a. When `sel1` is 1’b1, check that in the next evaluation cycle `mux_op` equals `ip1` from the past cycle" (i.e. use $past()).

   b. When `sel2` is 1’b1, check that in the next evaluation cycle `mux_op` equals `ip2` from the past cycle" (i.e. use $past()).

   c. When `sel3` is 1’b1, check that in the next evaluation cycle `mux_op` equals `ip3` from the past cycle" (i.e. use $past()).

At this stage, **please write the properties to meet the specification** above (what the lab book asks for), rather than how you might think the properties should be defined.

Simulating Your Assertions

2. Examine the MUX testbench file, `mux_test.sv`. The first part of the testbench floats a logic 1 across each of the MUX select inputs. The second part of the testbench increments the MUX select inputs through all possible combinations.

3. Simulate your design in GUI mode using the following xrun options:

   ```
   xrun mux.sv mux_test.sv -gui -access +rwc -linedebug
   ```

4. Before running simulation, set a simulation breakpoint on the first executable line after this comment in the testbench `mux_test.sv`:

   ```
   //Set a breakpoint on next executable line.
   ```

5. Find and open the Assertion Browser window and check whether your assertions appear. Use the browser to add your assertions to the waveform window.

6. Use the Design Browser to add the assertion testbench signals to the waveform window.

7. Simulate with the first set of test vectors by running up to the breakpoint.

8. Verify that your asserted properties hold for all stimuli applied up to the breakpoint. Assertion failures will be reported by the simulator and can be viewed in the Waveform window.

   There are several ways to view assertions in the waveform window, including displaying assertions as transactions. Ask your trainer or consult tool documentation.

9. Run the simulator from the breakpoint until the end of simulation.

   Note that the simulator may stop every time a property fails or a breakpoint is hit. Keep running until the end of simulation as indicated by a message in the command window.

10. Your second and third property assertions have failed. Why?

    Hint: Look at the properties in the waveform viewer and check when the properties fail.

Modifying the Assertions

The property specification provided above is incomplete. The properties did not consider the priority of the `selx` select inputs, as specified in the Functionality section above (look at the properties in the waveform viewer to see what the inputs are when the assertions failed).

11. Edit your assertions to account for the `selx` priority.

12. Rerun the simulation (remember to continue past the breakpoint).

13. Confirm that your new properties hold throughout the simulation.

Conclusions

One of the aims of this exercise is to teach you an important lesson on assertions. Assertions are ineffective if:

- The test data is incomplete, as in the first set of stimuli.
- The assertions are incorrectly written, as with our initial properties.

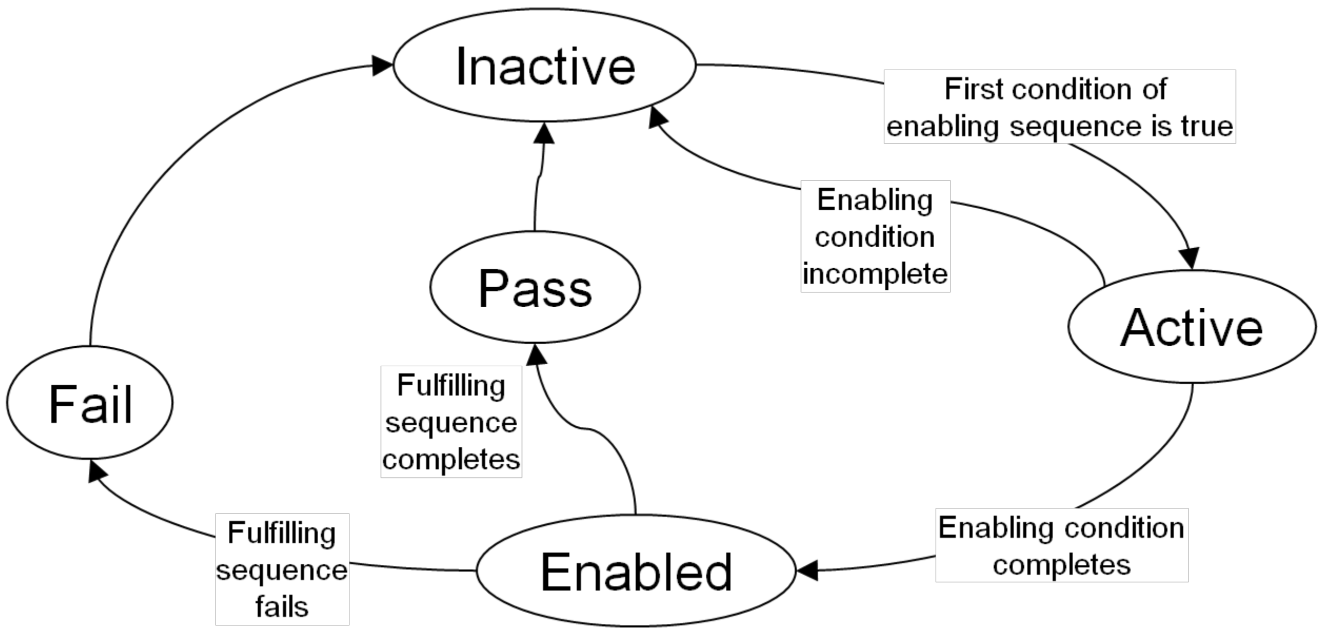
End of Lab

Lab 19 Sequence-Based Properties

Objective: To create and simulate sequence-based assertions.

Create a simple and a complex sequence-based assertion and simulate them with a supplied testbench to explore how your simulator handles and reports the various states in a multicycle assertion evaluation**.**

A multicycle sequence-based assertion can be in one of several states:


Inactive
First condition of enabling sequence is true
Enabling condition incomplete
Pass
Active
Fail
Fulfilling sequence completes
Enabling condition completes
Fulfilling sequence fails
Enabled

State	**Description**
Inactive	Waiting for the enabling sequence to begin
Active	Enabling sequence started and being evaluated
Enabled	Enabling sequence completed; evaluating fulfilling sequence
Pass	Fulfilling condition completed
Fail	Fulfilling condition failed

Creating the Simple Sequence Assertion

Working in the `lab19-svaseq` directory, edit the `seqtest.sv` file.

1. Create and assert a property `SIMPLE_SEQ`, clocked off the negative edge of `CLK`, to the following specification:

   a. The enabling sequence is `A` at logic 1 followed immediately by `B` at logic 1 followed immediately by `C` at logic 1 (in consecutive samples).

   b. The fulfilling sequence follows in the cycle after the enabling sequence completes and is `J` at logic 1 followed by `K` at logic 1 in consecutive samples.

   c. The property is disabled if `X` is at logic 1 for any cycle.

2. Examine the rest of the testbench and make sure you understand its operation.

   Note that for each subtest, the testbench passes a character string to a subprogram `do_test`. The `;` character is the cycle delimiter. Other characters correspond to signals driven high by the subprogram during that clock cycle.

   Leave the commented out section – this is for testing the complex sequence.

3. Simulate your design in GUI mode using the following xrun options:

   ```
   xrun seqtest.sv -gui –access +rwc –linedebug
   ```

4. Set a breakpoint at the line which contains `breakpoint=breakpoint+1` in the task `do_test`. You can use this breakpoint to step through the subtests. The simulator will otherwise stop at only the failing tests.

5. Run the simulation. If you have successfully created the simple sequence assertion, you should see three assertion failures. Two of the failures occur within the same subtest.

6. Rerun the simulation up to the first failing subtest.

   Question 1 – Which subtest failed and why did it fail?

   ....

   Hint: Use the waveform viewer to examine the signal in the sequence and the states of the assertion. Compare this failing test to previous passing tests.

7. Run the simulation up to the second failing subtest.

   Question 2 – Which subtest failed and why did it fail?

   ....

Creating the Complex Sequence Assertion

8. Add a complex sequence assertion `COMPLEX_SEQ`, clocked off the negative edge of `CLK`, to the following specification:

   a. The enabling sequence is `C` at logic 1 followed immediately by between one and three samples, in which `B` is at logic 1 followed immediately by `A` at logic 1.

   b. The fulfilling sequence follows in the cycle after the enabling sequence completes and is `J` at logic 1 for four samples, the last of which is followed immediately in the next sample by `K` at logic 1.

   c. The assertion is disabled if `X` is at logic 1 for any cycle.

9. Comment out the stimulus for the simple sequence assertion and un-comment the stimulus for the complex assertion.

   Compile `seqtest.sv`, fix any compilation errors and load into the simulator. You can set a breakpoint on the signal breakpoint to step through the subtests.

10. Run the stimulation. If you have successfully created the complex sequence assertion, you should see one failure when you simulate the design:

11. Run the simulation up to the failing test.

    Question 3 – Which subtest failed and why did it fail?

    ....

12. Add stimuli to explore and demonstrate answers to the following questions:

    Question 4 – If a `K` occurs in the same cycle as the fourth `J`, e.g.:

    ```
    C;B;B;A;J;J;J;JK;;
    ```

    When and why does the assertion fail?

    ....

    Question 5 – If multiple `A`s occur in the same cycles as the second and third `B`s, as seen in this example:

    ```
     C;B;BA;BA;A;J;J;J;J;K;
    ```

    How many assertions are enabled? How many fail? When and why do they fail?

    ....

    Question 6 – How can you modify the stimulus of Question 5 to ensure all assertions pass?

    ....

Answers to Questions

Question 1 – Which test failed and why did it fail?

The 3rd subtest of the simple assertion fails to complete the fulfilling sequence – J is not immediately followed by K.

Question 2 – Which test failed and why did it fail?

The 5th subtest of the simple assertion fails to complete the fulfilling sequence for two overlapping traces of the sequence. Both traces fail because K does not immediately follow J. These two failures occur in consecutive cycles.

Question 3 – Which test failed and why did it fail?

The 6th subtest of the complex assertion fails to complete the fulfilling sequence – K does not immediately follow the fourth occurrence of J.

Question 4 – If a K occurs in the same cycle as the fourth J, when and why does the assertion fail?

The assertion fails on the cycle following the 4th occurrence of J. K is not checked on the fourth occurrence of J but is checked in the cycle immediately following. As K is not found, the assertion fails.

Question 5 – If multiple As occur in the same cycles as the second and third Bs, that is, from the stimulus:

```
C;B;BA;BA;A;J;J;J;J;K;
```

How many assertions are enabled? How many fail? When and why do they fail?

Three attempts start on cycle 1 and are enabled, at cycles 3, 4 and 5 of the above stimulus. The copy enabled on cycle 4 and cycle 3 fails because the first condition of the fulfilling sequence does not occur. The copy enabled on cycle 5 completes successfully.

Question 6 – How can you modify the stimulus of Question 5 to ensure all assertions pass?

The following stimulus passes all the assertions:

```
C;B;BA;BAJ;AJ;J;J;JK;JK;K;
```

End of Lab

Lab 20 Simple DPI Use

Objective: To import simple C functions into SystemVerilog code.

Import C functions from the standard and math C libraries and execute in SystemVerilog code.

Working in the `lab20-simpledpi` directory, perform the following.

1. The `stdlibs.c` file simply includes the standard and math C libraries.

2. Create a module `dpi` in a `dpi.sv` file and import the following C functions to appropriate SystemVerilog function declarations:
   a. `system` – Executes a command on the operating system. The C definition is:
   ```
   int system (const char* command);
   ```
   Where the input `command` is a string containing the system command. The return `int` type depends on the command executed (can be ignored in the call).
   b. `getenv` – Returns the value of an environmental variable. The C definition is:
   ```
   char* getenv (const char* name);
   ```
   Where the input `name` is a string containing the environmental variable name. The return `string` type contains the variable value.
   c. `sin` – Returns the sine of an angle. The C definition is:
   ```
   double sin (double x);
   ```
   Where the input `x` is the angle in radians. The return `real` type is the sine value.

3. Add code to test your imported C functions, by, for example:
   a. Executing the system command `echo ‘Hello World’`.
   b. Execute `date` to print the current time and day.
   c. Displaying the `PATH` environmental variable.
   d. Displaying the first eight sine values at Π/4 intervals (see `math.sv` for constants).

4. We can use the Cadence simulator to compile and simulate both C and SystemVerilog code as follows:
   ```
   xrun stdlibs.c dpi.sv
   ```
   Check your results and debug as required.

End of Lab

Lab 21 Synchronizing Processes with a Mailbox

Objective: To use a mailbox to synchronize the communication of transactions between processes.

This lab provides a system in which a producer mails transactions to a consumer. At random intervals, the producer generates communication, configuration and synchronization transactions. The lab uses a mailbox instead of a queue because a mailbox can contain different message types. The consumer requires random amounts of time to consume each transaction. It can simultaneously consume one transaction of each type. It records each transaction to the terminal and log file.

Examining the Mailbox Test Case

Working in the `lab21-mailbox` directory, perform the following.

1. Examine the transaction classes defined in the `ex_trans_pkg` package in the `ex_trans_pkg.sv` file:

   - The `my_tr_base_c` class provides a base class that other transaction types extend. The base class has an “`id`” field and a virtual `get_type()` method.
   - The `my_tr_config_c`, `my_tr_synch_c` and `my_tr_comms_c` classes extend the `my_tr_base_c` class. The only important thing that they do is re-implement the `get_type()` method.

2. Examine the `mailbox_if` interface in the `mailbox_if.sv` file:

   This unit declares a mailbox and duplicates the mailbox access methods. Wrapping an interface around a mailbox allows you to access the mailbox through ports and using hierarchical references. This file is incomplete and you will complete it in the lab.

3. Examine the `mailbox_producer_m` module in the `mailbox_producer_m.sv` file:

   This unit randomly produces transactions and calls interface methods to put the transactions into the interface mailbox. It produces transactions at exponentially distributed intervals to mimic a classic Poisson arrival process. The transactions are weighted as follows: 10% `my_tr_config_c`, 20% `my_tr_synch_c` and 70% `my_tr_comms_c`.

4. Examine the `mailbox_consumer_m` module in the `mailbox_consumer_m.sv` file:

   This unit calls interface methods to get transactions from the interface mailbox and separately queues each transaction type for its consumption process. It uses mailbox queues because the SystemVerilog queue has no blocking `put()` and `get()` methods. The service time is a uniform distribution that is the same for all transaction types. Depending upon what system you model, you might want to alternatively consider exponential or normal distributions of service time.

5. Examine the `mailbox_top_m` module in the `mailbox_top_m.sv` file:

   This unit instantiates and connects the producer, interface and consumer and overrides their parameters.

Completing and Simulating the Mailbox Test Case

6. Complete the `mailbox_if.sv` file according to the commented instructions to declare a mailbox and complete the set of mailbox access routines.

7. Simulate your work (debug as needed).

   Upon simulation, you should see randomly distributed transaction "start" and "end" times and that the consumption of the different types of transactions can overlap.

End of Lab

Lab 22 Synchronizing Processes with a Semaphore

Objective: To use a semaphore to synchronize the use by multiple processes of a resource that can support only one process at a time.

This lab models a limited resource with two users that, at random intervals, attempt to use the resource for a random amount of simulation time. To verify proper sharing of the resource, it contains a shared variable that each user, upon entry to the limited resource, sets to a random value, and upon exit from the resource, verifies that the value has not changed.

Completing and Simulating the Semaphore Test Case

Working in the `lab22-semaphore` directory, perform the following.

1. Edit the `semaphore_m.sv` file to complete the semaphore test case according to the commented instructions to:

   a. Insert statements as instructed to instantiate and initialize the semaphore.

   b. Verify that the semaphore is constructed.

   c. Get the semaphore key (blocking and nonblocking).

   d. Put the key back.

2. Simulate the test case and debug your work as needed.

3. Examine the log file.

   You see that at no time is the resource simultaneously used by both users.

End of Lab

Lab 23 Synchronizing Processes with Events

Objective: To use blocking and nonblocking event triggers.

This lab illustrates a situation that is very common when using blocking assignments to registers and also applies when using blocking event triggers.

A process writes a register (or triggers an event) in exactly the same evaluation phase as another process reads the register (or waits for the event). Any simulator can choose to evaluate either process first. The second process might or might not be waiting for the event when it occurs.

Resolving an Undefined Process Execution Order (Race) Condition

Working in the `lab23-event` directory, perform the following.

1. Simulate the existing `event_m_1.sv` source.

   Examine the order in which processes trigger events, wait for events and receive events. It is very likely that one process will wait for an event after it has occurred and thus will not report that it saw the event.

2. Modify the `event_m_1.sv` source to use the nonblocking event trigger and again simulate it.

   Examine the order in which processes trigger events, wait for events and receive events. As the events do not actually occur until the NBA region, both processes are waiting for their events before the events actually occur, so both processes report seeing their event.

3. Modify the `event_m_1.sv` source to again use the blocking event trigger, but this time replace the `@` event guard with an asynchronous `wait(...)` for the `triggered` state of the event. Simulate the test again.

   Examine the order in which processes trigger events, wait for events and receive events. Events can trigger before a process waits for it, but if the processes instead wait for the triggered property, they will both report seeing the event because the triggered property of the event persists until the end of the timeslice.

End of Lab