

ModelSim and Testbench

2016/03/18 YZU CSE

Outline

- **Introduction**
- **Hello ModelSim**
- **Testbench Tutorial**
 - Lab 1: 1-bit Full Adder
 - Lab 2: Counter
- **Exercise**
 - Lab 3: Seg7viewer

Introduction

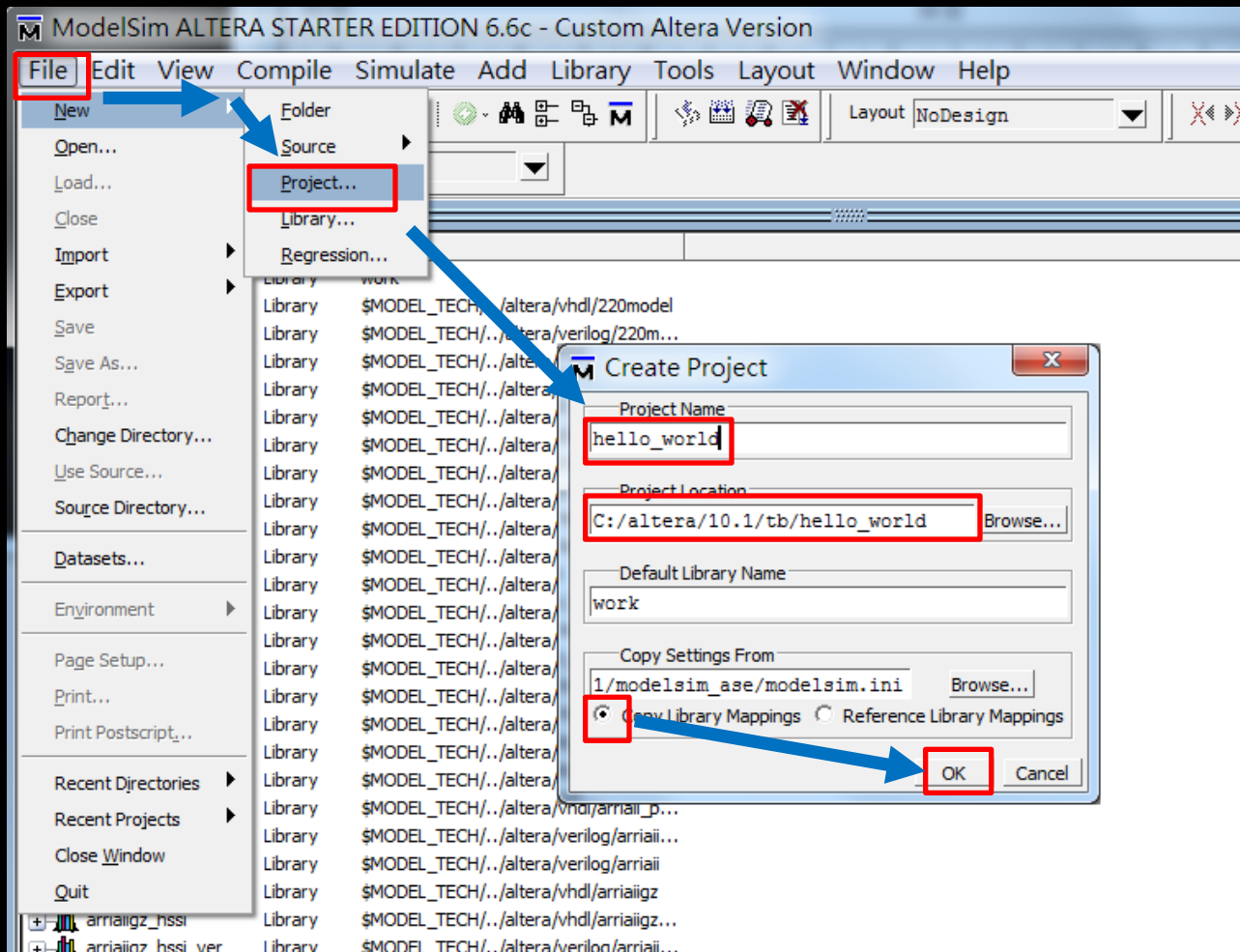
- **A testbench is a virtual environment used to verify the correctness or soundness of a design**
- **Typically , we spend more than 50% of time to verify/test/debug the design**
- **When the system becomes larger, it's more and more complex to verify**
- **Device under test (DUT)**
 - **Keep tests small and fast**
 - **Make tests simple to run**

Outline

- Introduction
- **Hello ModelSim**
- **Testbench Tutorial**
 - Lab 1: 1-bit Full Adder
 - Lab 2: Counter
- **Exercise**
 - Lab 3: Seg7viewer

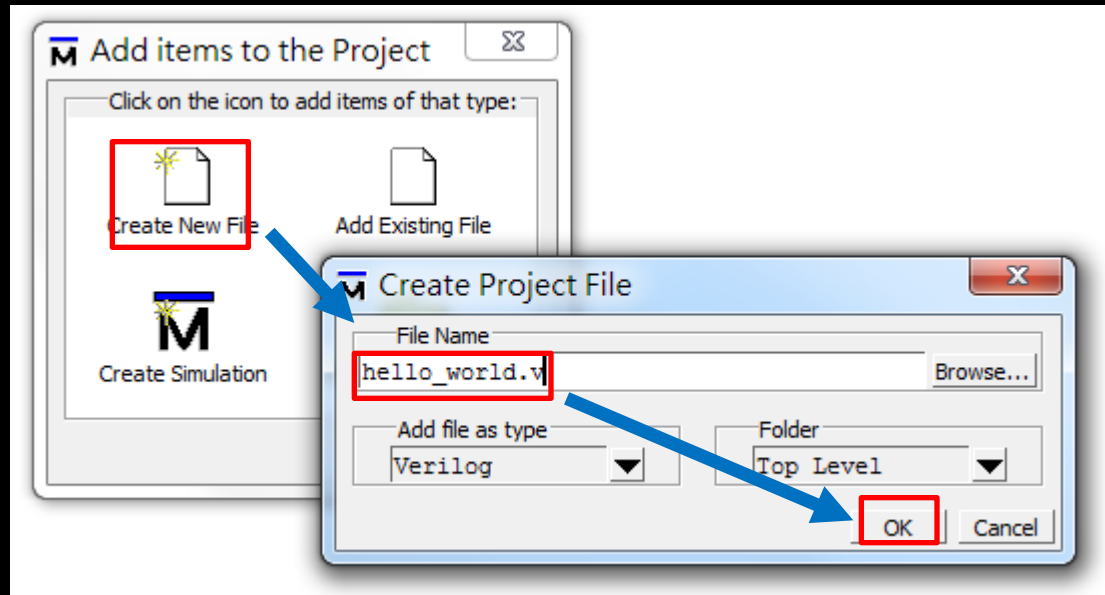
Create Project

- File -> New -> Project



Create New File

- Hello_world.v



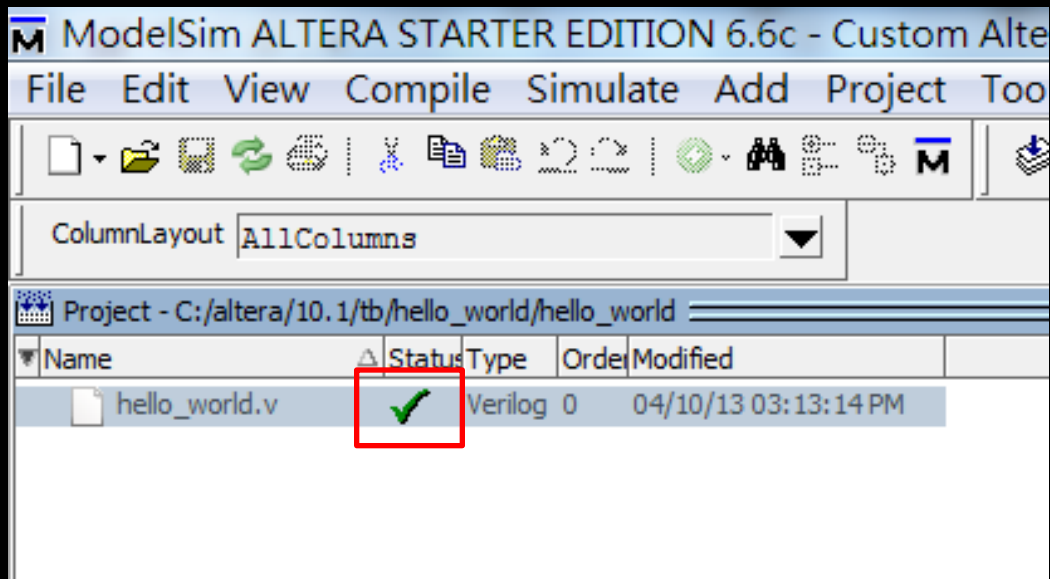
Hello ModelSim

- The first program of ModelSim

```
1  module hello_world();  
2  |  
3  reg clk;  
4  |  
5  initial begin  
6  |    clk = 0;  
7  |    $display ("Hello World");  
8  |    $monitor("time: %g, clk: %b", $time, clk);  
9  |    end  
10 |  
11 always begin  
12 |    #5 clk = !clk;  
13 |    end  
14 |  
15 endmodule
```

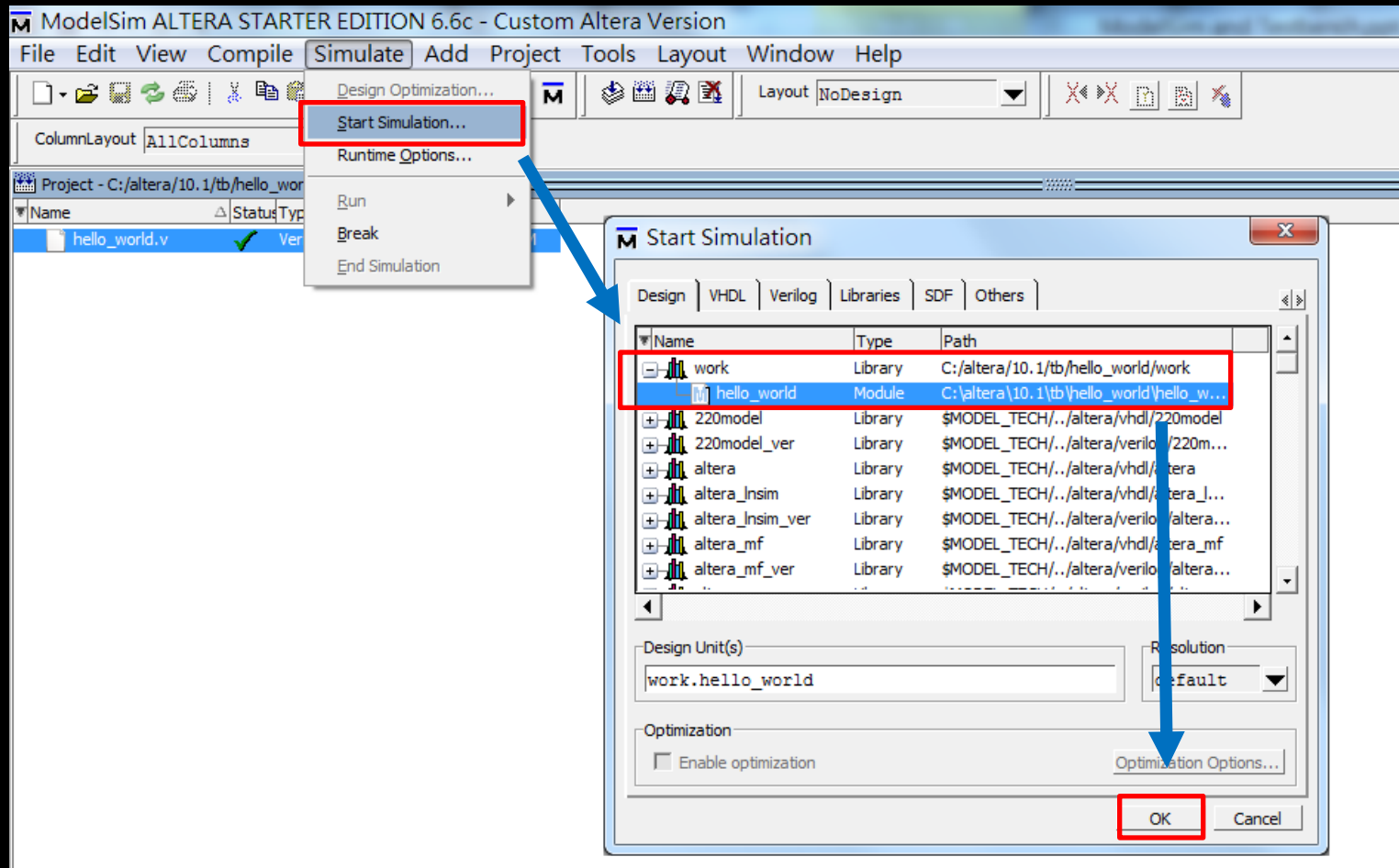
Compile Verilog

- **Compile -> Compile All**



Start Simulation

- Simulate -> Start Simulation



Run Simulation

The screenshot displays the ModelSim ALTERA Starter Edition 6.6c interface. The top menu bar includes File, Edit, View, Compile, Simulate, Add, Structure, Tools, Layout, Window, and Help. The Simulate menu is highlighted with a red box. Below the menu bar, the Layout dropdown is set to Simulate, and the time scale is configured to 100 ps. The Structure Window on the left lists design units: hello_world (Module), #INITIAL#5 (Process), #ALWAYS#11 (Process), and #vsim_capacty# (Foreign). The Signal & Variable window on the right shows a signal 'ck' with a value of 'x', kind of 'Register', and mode of 'Internal'. The Processes (Active) window at the bottom right shows two active processes: #INITIAL#5 (Initial, Active, Order 1) and #ALWAYS#11 (Always, Ready, Order 2). The Transcript window at the bottom left shows the command 'vsim work.hello_world' and the status 'Loading work.hello_world'. The status bar at the bottom indicates 'Project: hello_world', 'Now: 0 ps', 'Delta: 0', and 'sim:/hello_world'.

Structure Window

Signal & Variable window

Processes (Active)

Name	Type (filtered)	State	Order	Parent Path
#INITIAL#5	Initial	Active	1	/hello_world
#ALWAYS#11	Always	Ready	2	/hello_world

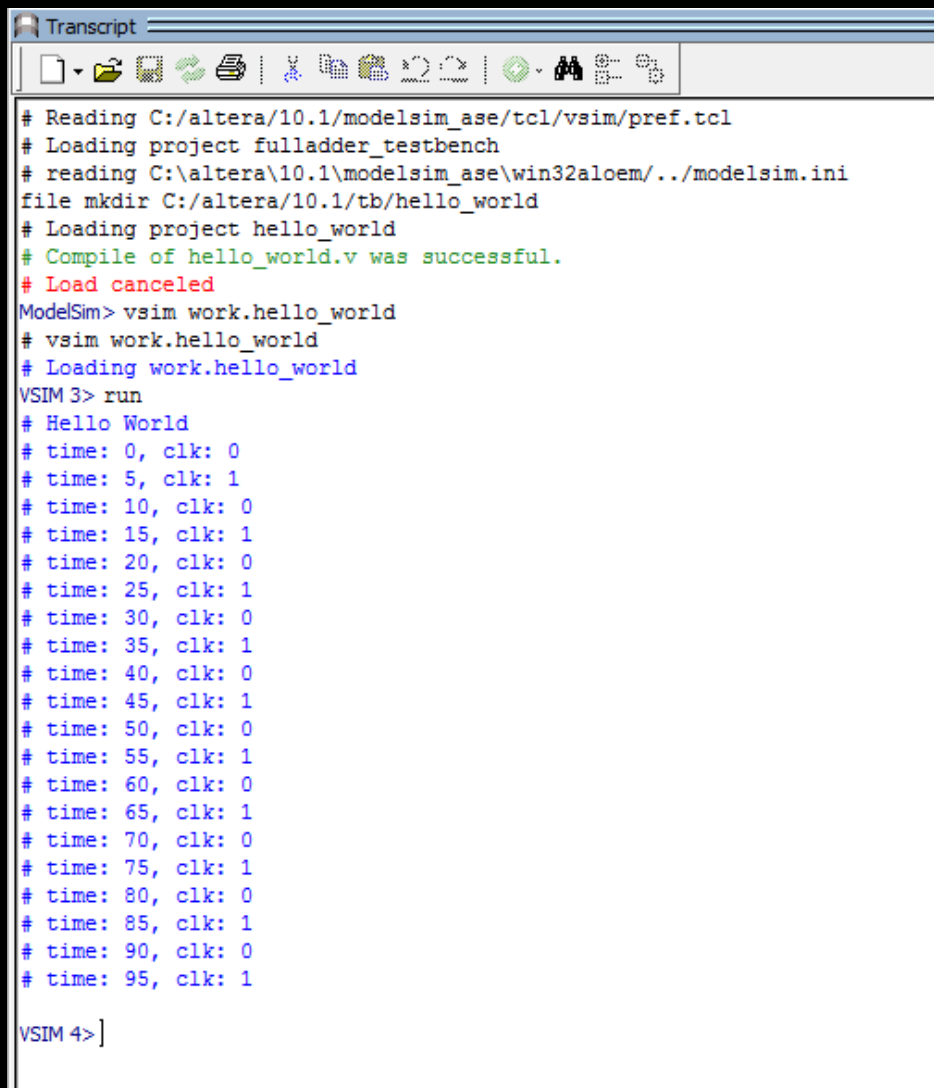
Transcript

```
* vsim work.hello_world
* Loading work.hello_world

V$IM 3>
```

Project: hello_world Now: 0 ps Delta: 0 sim:/hello_world

Simulation Result



The image shows a screenshot of a ModelSim Transcript window. The window has a title bar labeled 'Transcript' and a toolbar with various icons for file operations and simulation control. The main area contains a text log of simulation commands and results. The log starts with reading configuration files, loading a project named 'fulladder_testbench', and then 'hello_world'. It notes that the compile of 'hello_world.v' was successful, but the load was canceled. The user then enters the command 'vsim work.hello_world', followed by 'run' in the VSIM 3 prompt. The simulation output shows a series of time steps from 0 to 95, with a clock signal 'clk' alternating between 0 and 1. The prompt changes to VSIM 4 at the end.

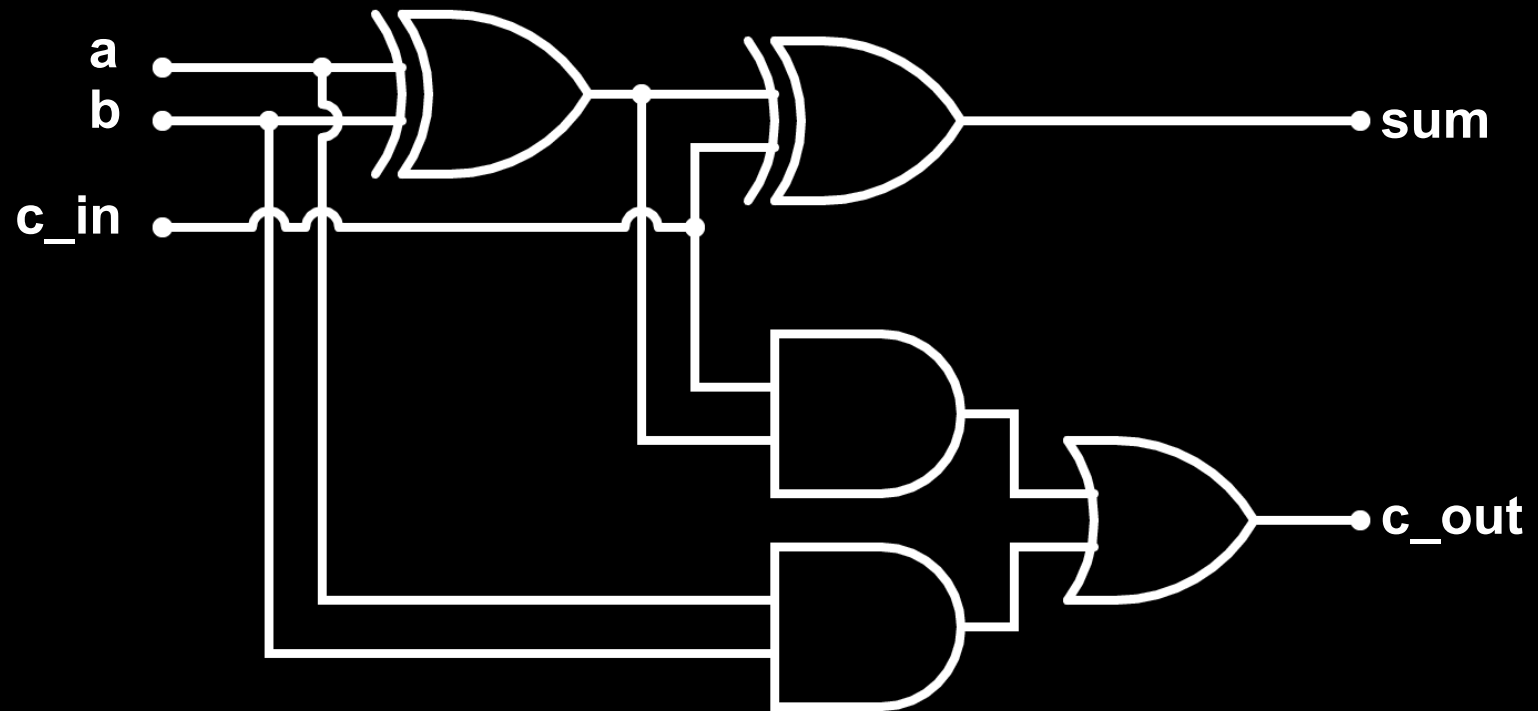
```
# Reading C:/altera/10.1/modelsim_ase/tcl/vsim/pref.tcl
# Loading project fulladder_testbench
# reading C:/altera/10.1/modelsim_ase/win32aloem/./modelsim.ini
file mkdir C:/altera/10.1/tb/hello_world
# Loading project hello_world
# Compile of hello_world.v was successful.
# Load canceled
ModelSim> vsim work.hello_world
# vsim work.hello_world
# Loading work.hello_world
VSIM 3> run
# Hello World
# time: 0, clk: 0
# time: 5, clk: 1
# time: 10, clk: 0
# time: 15, clk: 1
# time: 20, clk: 0
# time: 25, clk: 1
# time: 30, clk: 0
# time: 35, clk: 1
# time: 40, clk: 0
# time: 45, clk: 1
# time: 50, clk: 0
# time: 55, clk: 1
# time: 60, clk: 0
# time: 65, clk: 1
# time: 70, clk: 0
# time: 75, clk: 1
# time: 80, clk: 0
# time: 85, clk: 1
# time: 90, clk: 0
# time: 95, clk: 1

VSIM 4>]
```

Outline

- Introduction
- Hello ModelSim
- **Testbench Tutorial**
 - Lab 1: 1-bit Full Adder
 - Lab 2: Counter
- **Exercise**
 - Lab 3: Seg7viewer

Lab 1: 1-bit Full Adder



Verilog Design

- 1 `module fulladder(a, b, c_in, sum, c_out);`
2
3 `input a, b, c_in;`
4 `output sum, c_out;`
5
6 `assign sum = a ^ b ^ c_in;`
7 `assign c_out = (a & b) | ((a ^ b) & c_in);`
8
9 `endmodule`

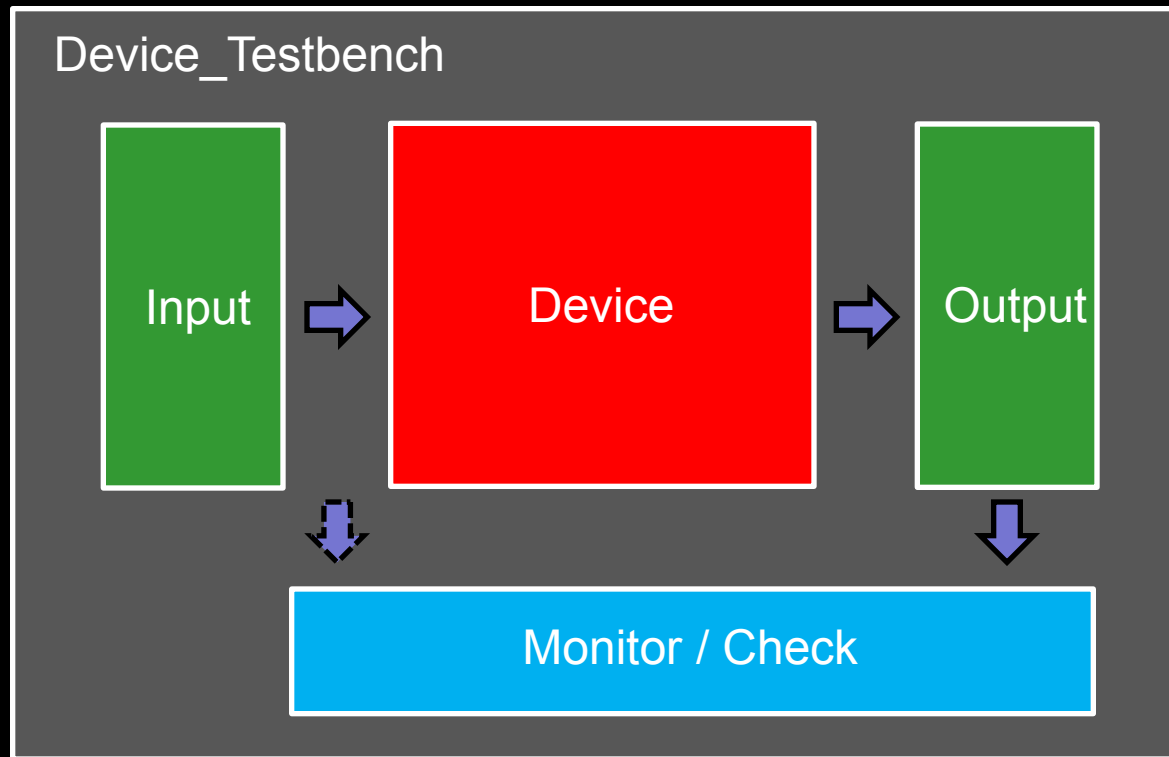
- **How to verify?**

Truth Table

a	b	c_in		sum	c_out
0	0	0		0	0
0	0	1		1	0
0	1	0		1	0
0	1	1		0	1
1	0	0		1	0
1	0	1		0	1
1	1	0		0	1
1	1	1		1	1

Test Plan

- **Device under test (DUT)**



- **What is the first step?**

Write a Testbench

- Create a top module of testbench

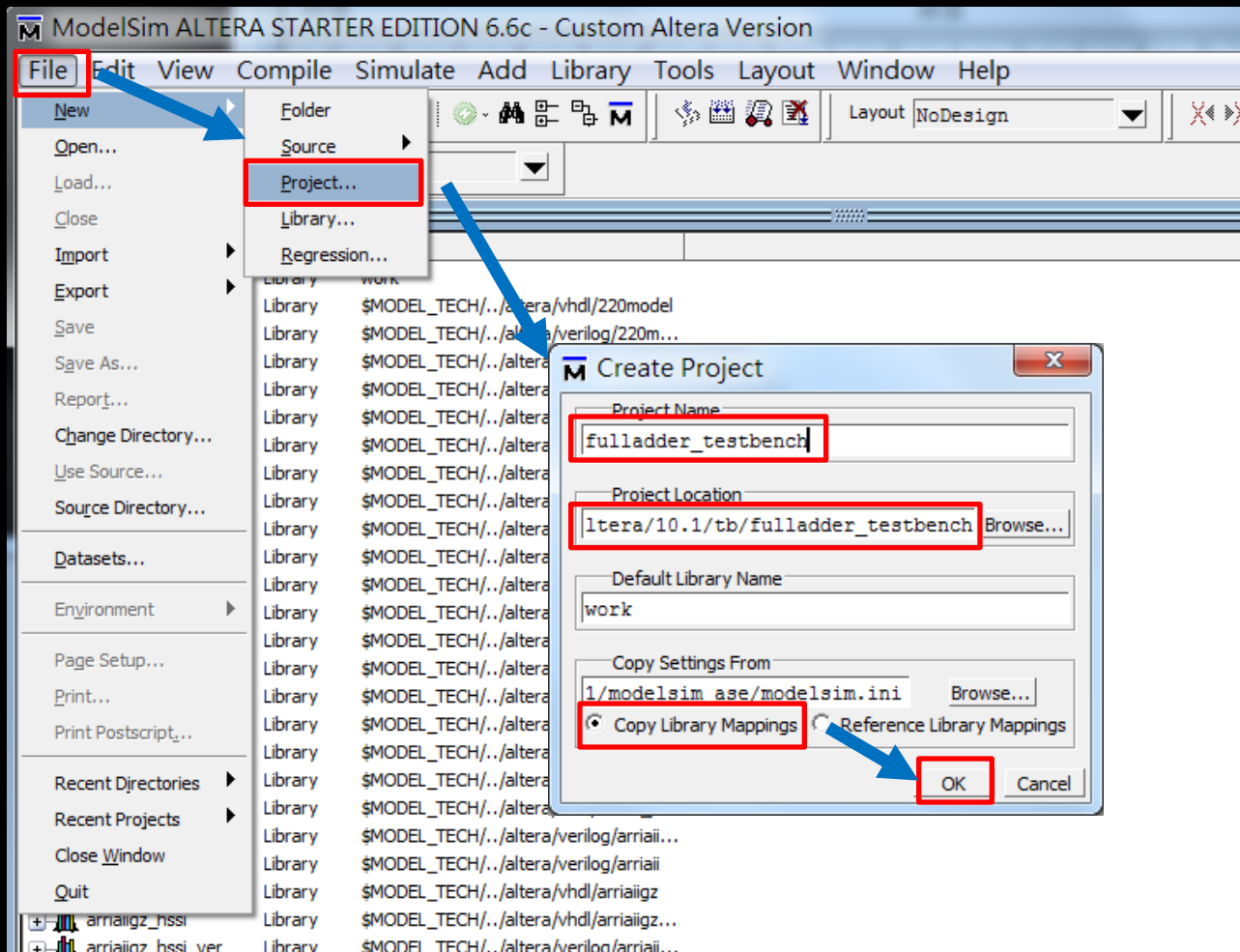
```
1  module fulladder_tb();  
2  
3      reg a, b, c_in;  
4      wire sum, c_out;  
5  
6      fulladder fadder_inst(a, b, c_in, sum, c_out);  
7  
8      endmodule  
9
```

Test Case

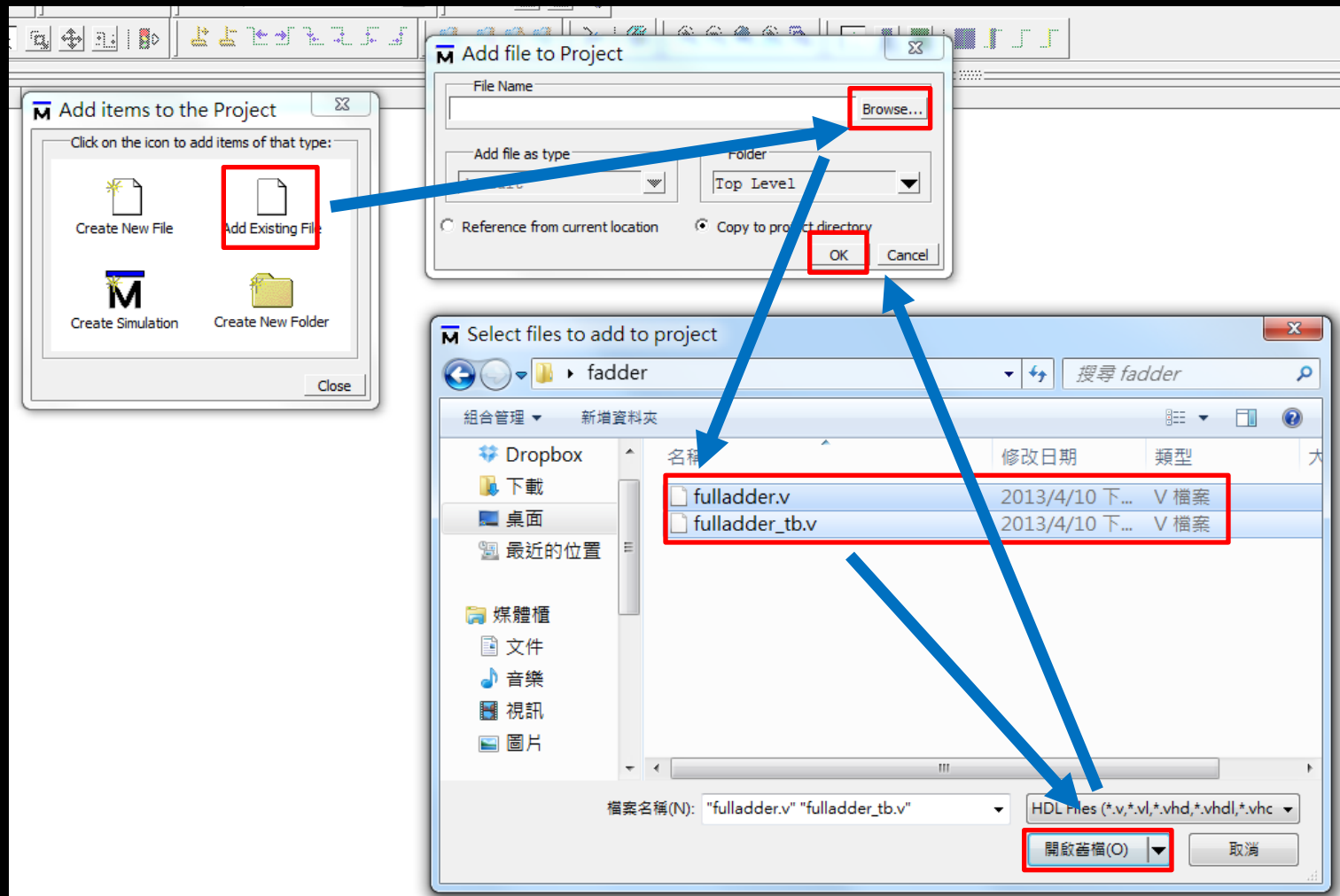
```
1  module fulladder_tb();
2
3      reg a, b, c_in;
4      wire sum, c_out;
5
6      fulladder fadder_inst(a, b, c_in, sum, c_out);
7
8      initial begin
9          a = 0;
10         b = 0;
11         c_in = 0;
12
13         #80 $finish; 八十個單位後結束
14     end
15
16     always begin
17         #10 {a, b, c_in} = {a, b, c_in} + 1;
18     end 延遲十個單位加一
19
20 endmodule
```

Create Project

- File -> New -> Project

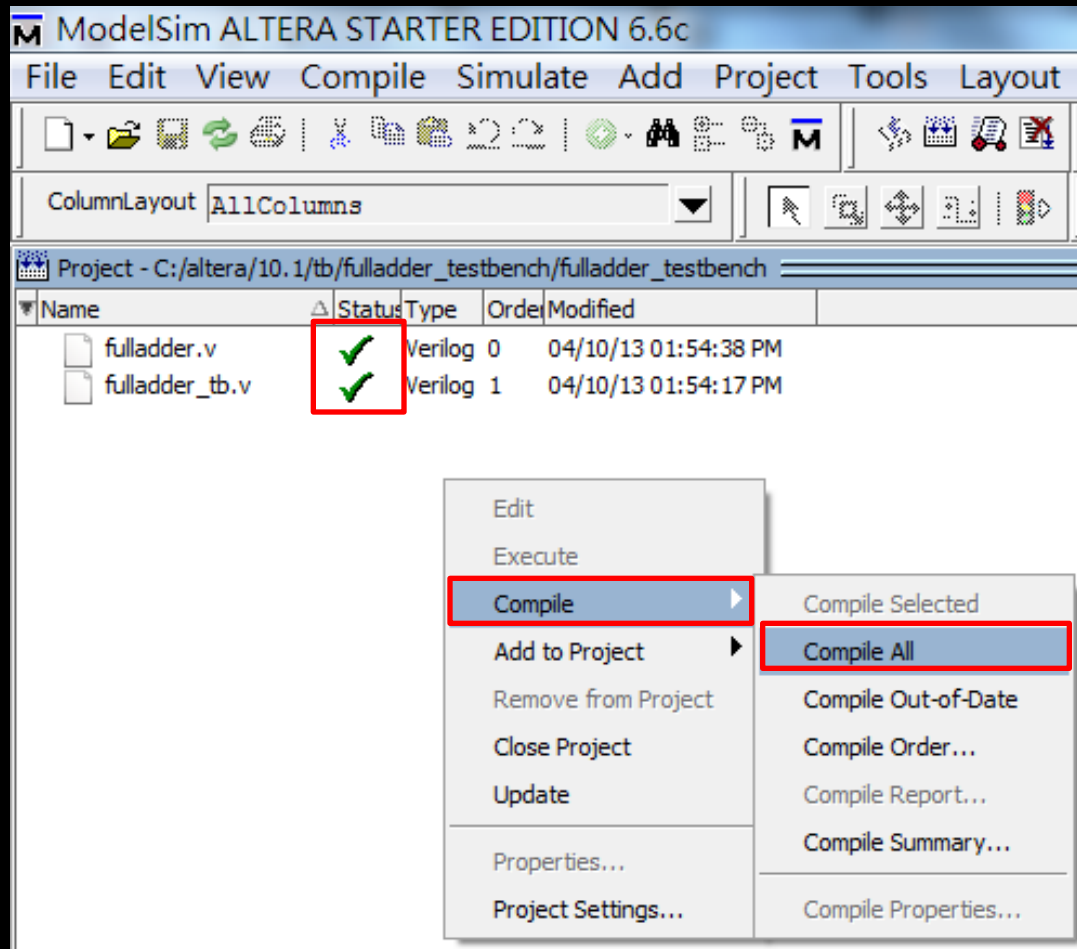


Add Existing File



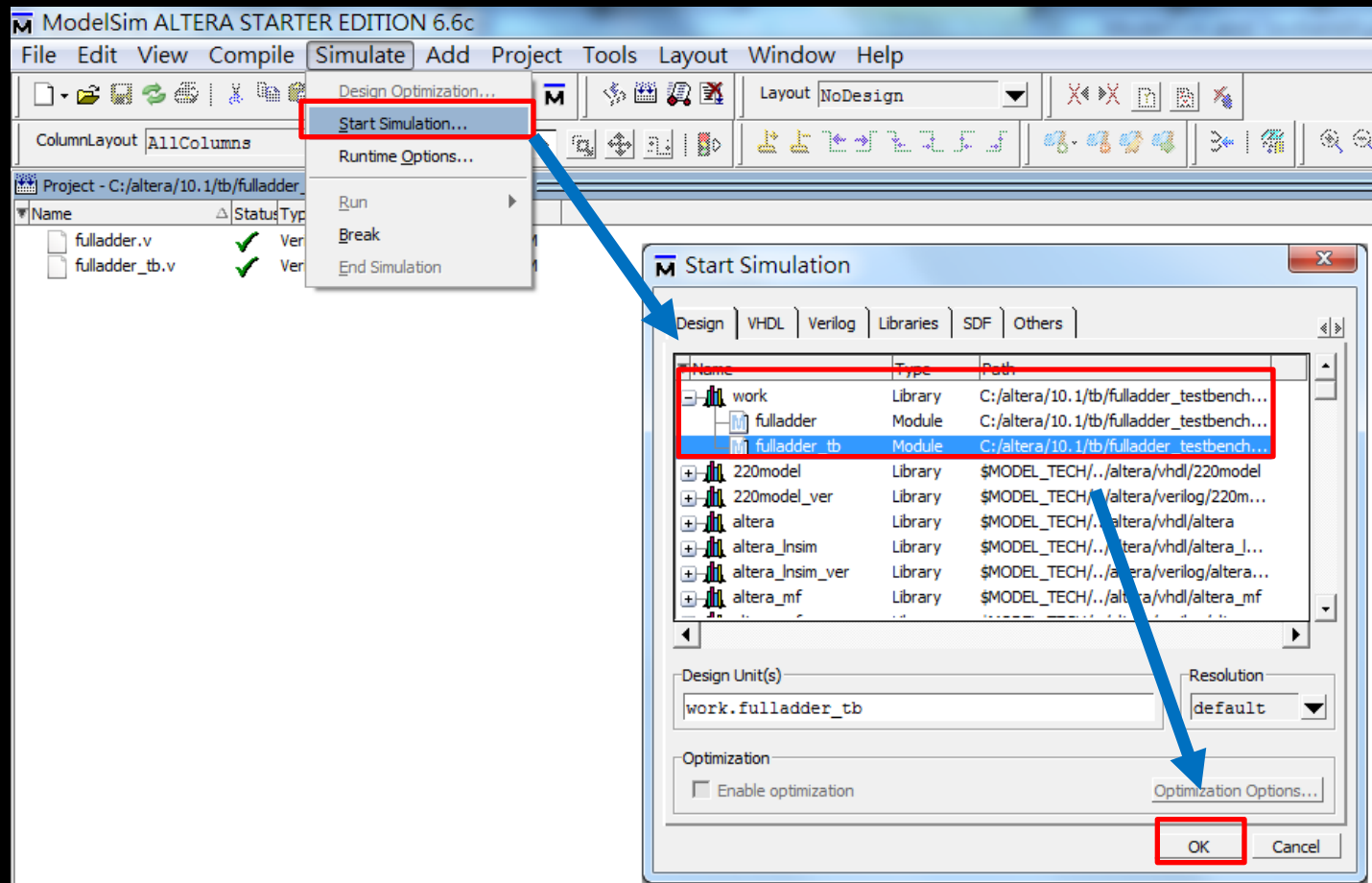
Compile All

- **Compile -> Compile All**

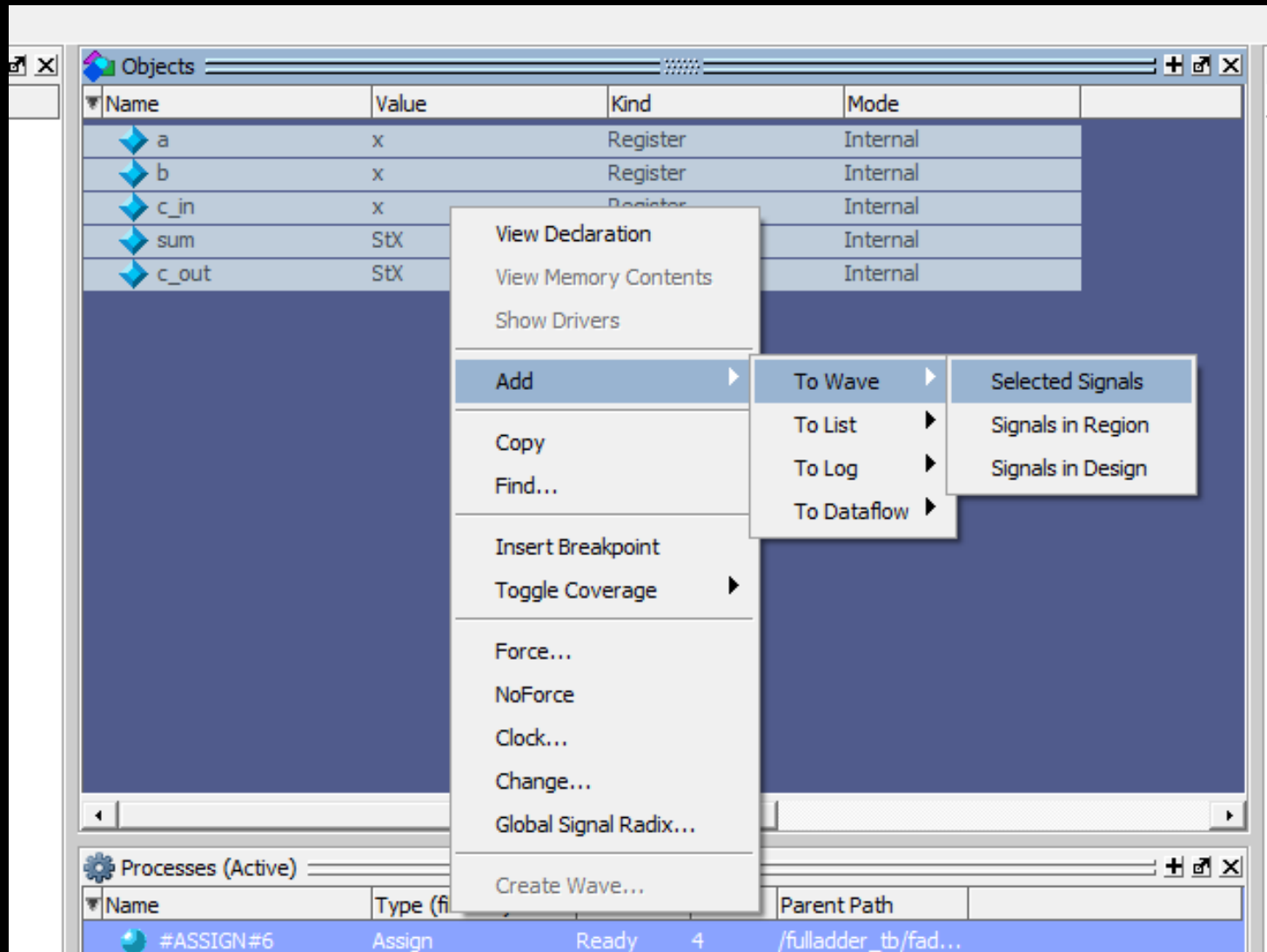


Start Simulation

- Simulate -> Start Simulation



Monitor

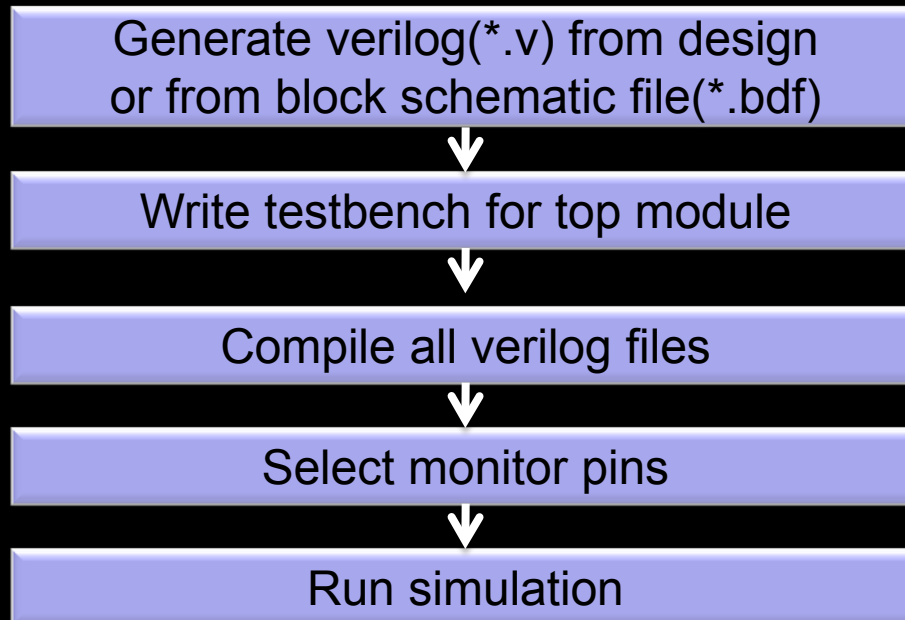


Run Simulation



a	b	c_in	sum	c_out
0	0	0	0	0
0	0	1	1	0
0	1	0	1	0
0	1	1	0	1
1	0	0	1	0
1	0	1	0	1
1	1	0	0	1
1	1	1	1	1

Summary for Test Flow



Outline

- Introduction
- Hello ModelSim
- **Testbench Tutorial**
 - Lab 1: 1-bit Full Adder
 - **Lab 2: Counter**
- **Exercise**
 - Lab 3: Seg7viewer

Lab 2: Counter

- counter.v

```
1  module counter(clk, rst, en, out);
2
3      input clk, rst, en;
4      output reg [9:0] out;
5
6      always@(posedge clk or posedge rst) begin
7          if(rst) begin
8              out = 0;
9          end else begin
10             if(en) begin
11                 out = out + 1;
12             end
13             if(out == 30) out = out + 1; //bug
14         end
15     end
16
17 endmodule
18
```

rst 的話 counter 為 0
en 的話, out++++++
埋個小蟲做測試

Test Plan

- **Test case:**
 1. Functionality of reset
 2. Under irregular clock 打不規律的頻率看會怎樣
 3. Self-checking test 自動化測試

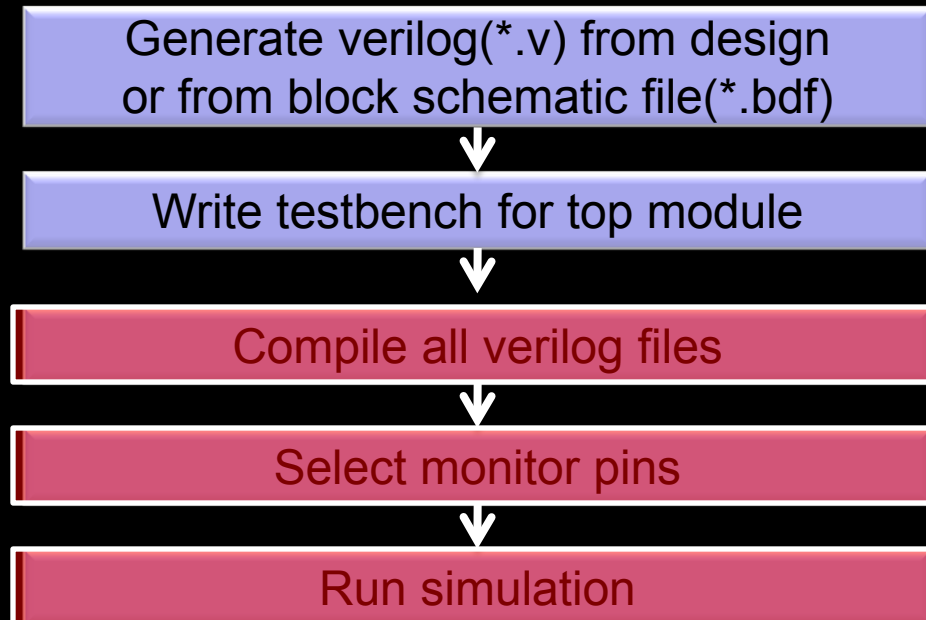
Test Case 1

- Test the functionality of async-reset

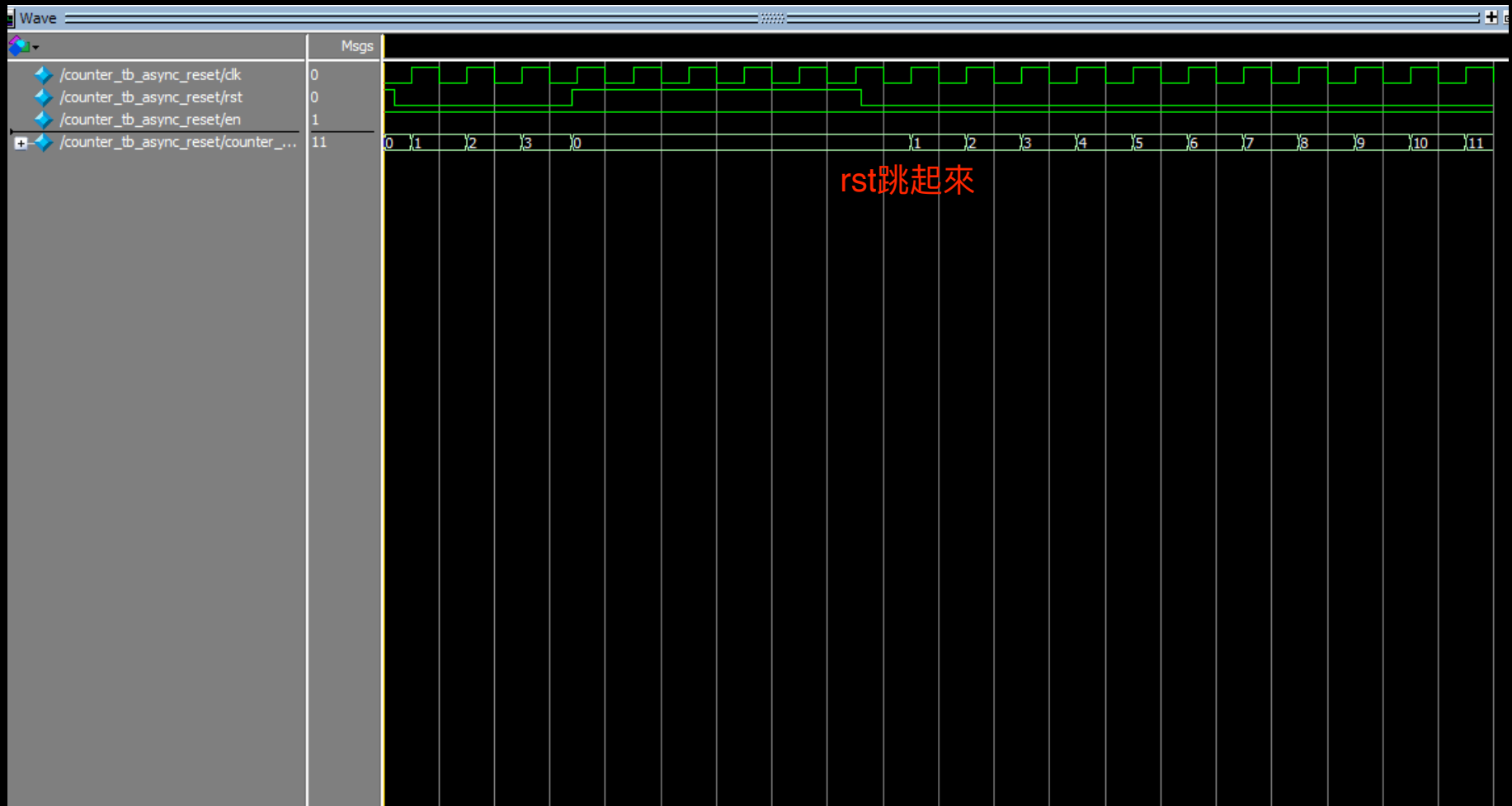
```
1  module counter_tb_async_reset();
2
3      reg clk, rst, en;
4      wire [9:0] counter_out;
5
6      counter counter_inst(clk, rst, en, counter_out);
7
8      initial begin
9          clk = 0;
10         rst = 1;
11         en = 1;
12         #2 rst = 0;
13         #32 rst = 1;    2+32 = 34
14         #52 rst = 0;    34+52 = 86
15     end
16
17     always begin
18         #5 clk = !clk;
19     end
20
21 endmodule
22
```

不同 block 間不會累加

Test Flow



Simulation Result

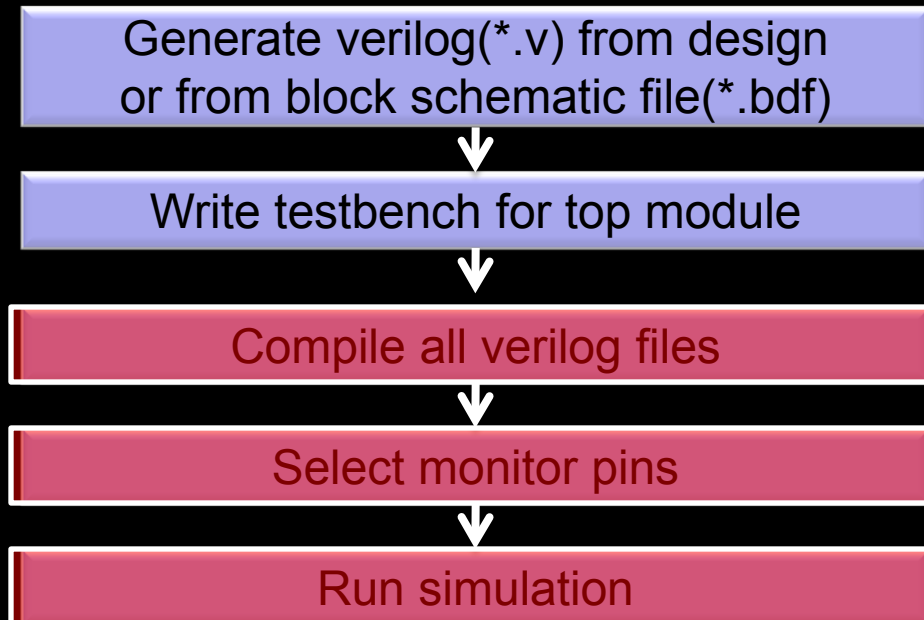


Test Case 2

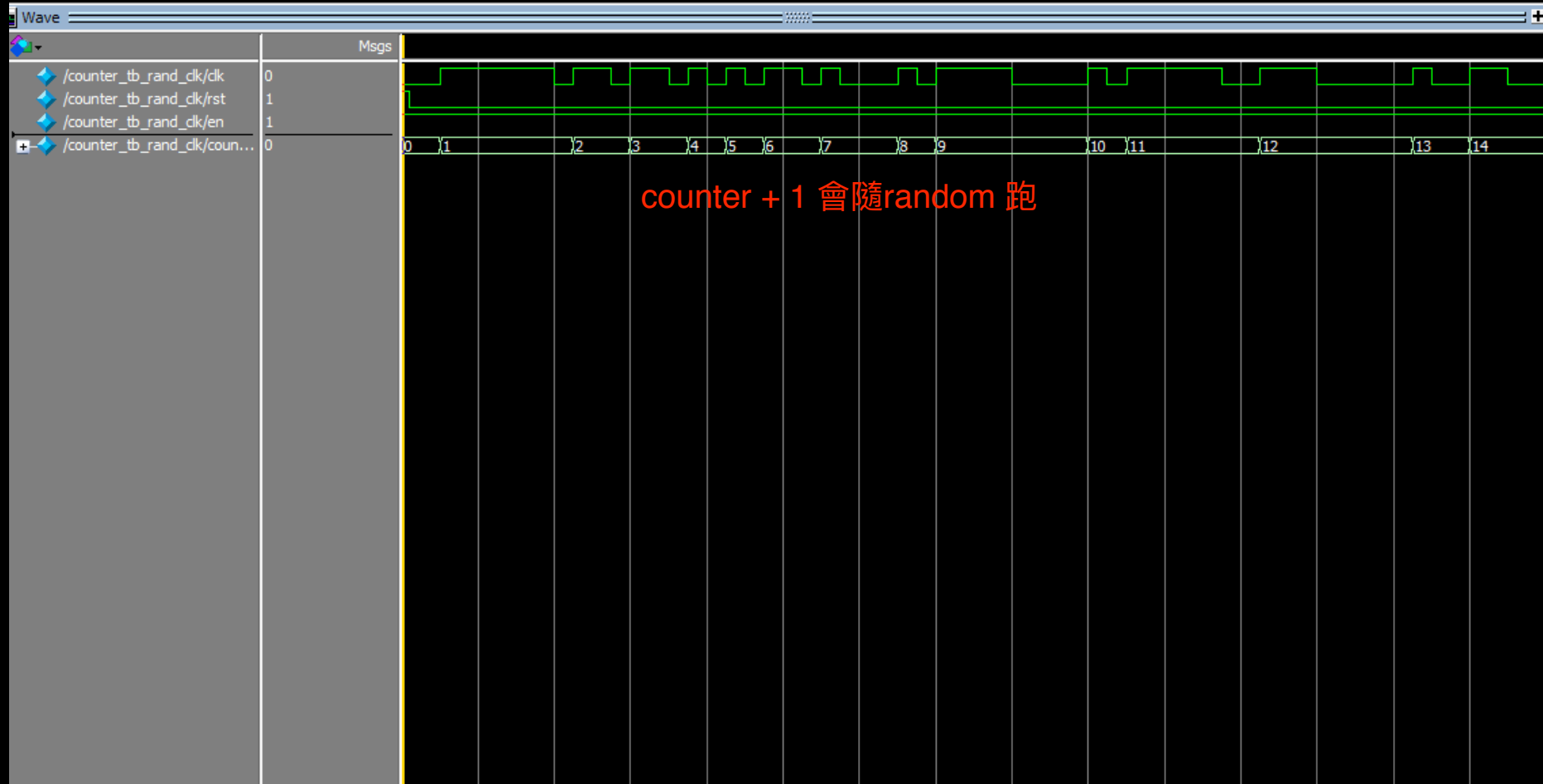
- Add some random factors
- Test the irregular clock

```
1  module counter_tb_rand_clk();
2
3      reg clk, rst, en;
4      wire [9:0] counter_out;
5
6      counter counter_inst(clk, rst, en, counter_out);
7
8      initial begin
9          clk = 0;
10         rst = 1;
11         en = 1;
12         #2 rst = 0;
13     end
14
15     always begin
16         #5 clk = $random;  #和&是系統參數
17     end
18
19 endmodule
```


Test Flow



Simulation Result



Test Case 3

有些時候肉眼看不出來，所以請機器幫我們測試

- Make testbench to be automated
- Check Rules (pseudo code):
 - if reset: count is 0
 - if not enable: count is count_old
 - if not reset and enable: count is (count_old + 1)

Counter_tb_selfcheck.v - 1

```
1  module counter_tb_selfcheck();
2
3      reg clk, rst, en;
4      wire [9:0] counter_out;
5
6      counter counter_inst(clk, rst, en, counter_out);
7
8      reg [9:0] old_value;
9
10  initial begin
11      clk = 0;
12      rst = 1;
13      en = 1;
14
15      #2 rst = 0; //set `rst` = 0 initial
16      #200 rst = 0; //re-set `rst` = 0 after end-of-random
17      #200 en = 1; //re-set `rst` = 0 after end-of-random
18  end
19
```

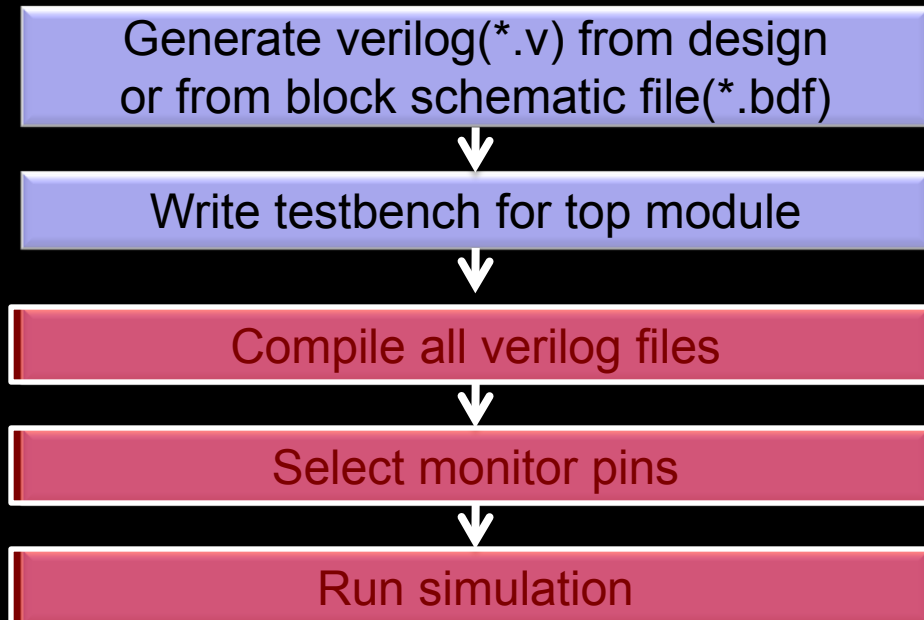
Counter_tb_selfcheck.v - 2

```
20  initial begin: RAND_CASE
21  fork                                平行的概念，下面的東西會同時執行
22  repeat (20) begin
23  |   @(negedge clk);
24  |   rst = $random;
25  |   end
26  repeat (40) begin
27  |   @(negedge clk);
28  |   en = $random;
29  |   end
30  join
31  end
32  |
33  always begin
34  |   #5 clk = !clk;
35  |   end
36  |
```

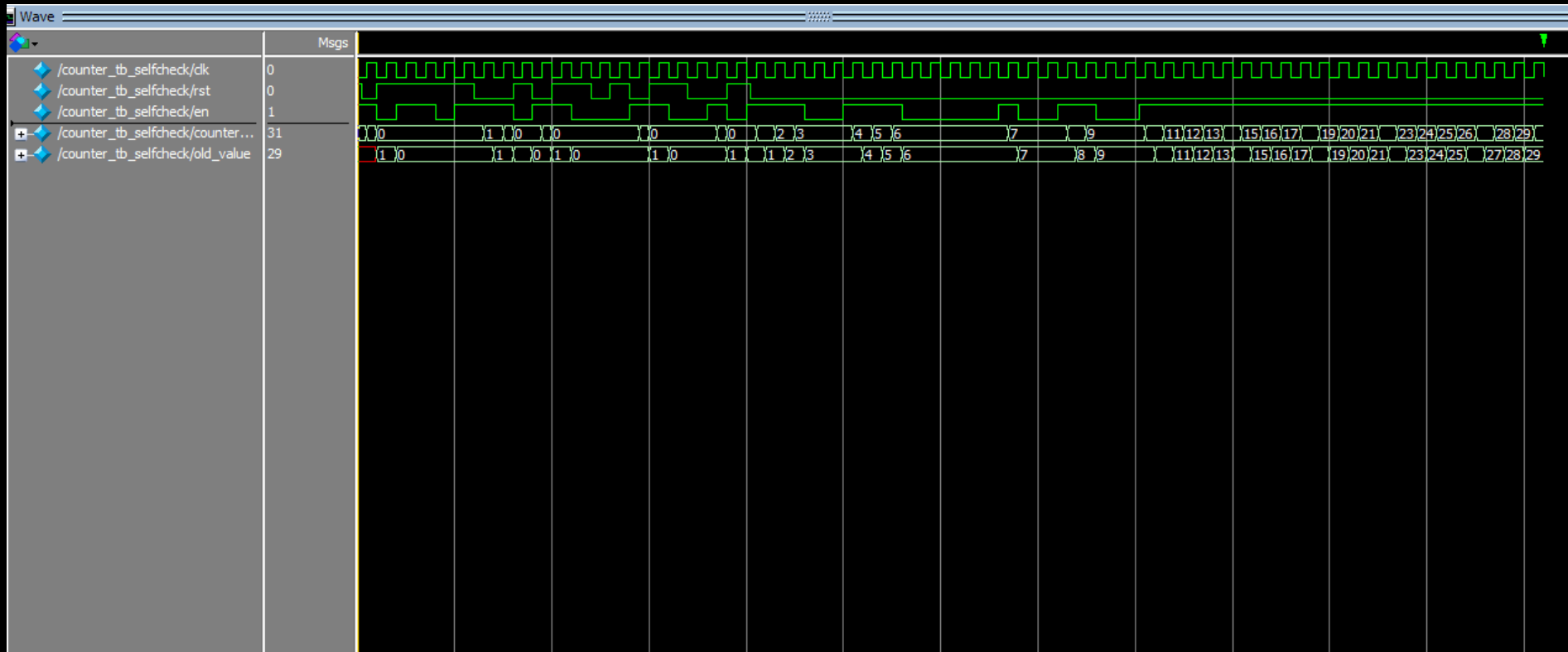
Counter_tb_selfcheck.v - 3

```
37  always@(negedge clk) begin
38  |  if(rst) begin
39  |  |  if(counter_out != 0) begin  確認 counter 有沒有歸零
40  |  |  |  $display("Reset Error at time %g", $time);
41  |  |  |  $finish; //$stop
42  |  |  end
43  |  end else if(!en) begin  確認 en 沒拉起來，值有沒有改變
44  |  |  if(counter_out != old_value) begin
45  |  |  |  $display("Enable Error at time %g", $time);
46  |  |  |  $finish; //$stop
47  |  |  end
48  |  end if(!rst && en) begin  確認rst沒拉起來，en 拉起來 counter 應該+1
49  |  |  if(counter_out != old_value + 1) begin
50  |  |  |  $display("Counting Error at time %g", $time);
51  |  |  |  $finish; //$stop
52  |  |  end
53  |  end
54  |
55  |  old_value = counter_out;
56  |  end
57  |
58  endmodule
```

Simulation Flow



Simulation Result



Outline

- Introduction
- Hello ModelSim
- Testbench Tutorial
 - Lab 1: 1-bit Full Adder
 - Lab 2: Counter
- **Exercise**
 - Lab 3: Seg7viewer

Lab 3: Seg7viewer

```
1 module seg7viewer(data_in, data_out);
2
3     input [7:0]data_in;
4     output [7:0]data_out;
5
6     assign data_out=seg7Decode(data_in);
7
8     function [7:0] seg7Decode;
9     input [7:0] num;
10    begin
11        case(num)
12            0 : seg7Decode = 8'b11000000; // 0
13            1 : seg7Decode = 8'b1111x001; // 1
14            2 : seg7Decode = 8'b10100100; // 2
15            3 : seg7Decode = 8'b1011?000; // 3
16            4 : seg7Decode = 8'b10011001; // 4
17            5 : seg7Decode = 8'b1001z011; // 5
18            6 : seg7Decode = 8'b10000010; // 6
19            7 : seg7Decode = 8'b11xxx000; // 7
20            8 : seg7Decode = 8'b10000000; // 8
21            9 : seg7Decode = 8'b10010000; // 9
22            default :
23                seg7Decode = 8'b11111111;
24        endcase
25    end
26    endfunction
27
28 endmodule
```

Test Plan

- Is the design reliable?
- What is the scenario?
- Are the faults under coverage?
- How to generate test case?
- How to write a self-checking testbench?
- etc

Reference

- **Art of Writing TestBenches**
 - http://www.asic-world.com/verilog/art_testbench_writing.html
- **Unit Testing Guidelines**
 - <http://geosoft.no/development/unittesting.html>