

## Concurrent Assertions

Based on clocking !!

- delays based on clock block
- only cycles

**assert property ( )** true; else false;

- The property can be defined separately
- true seldom used

Properties

- boolean expressions
- real, shortreal, realtime, string, event, etc. not allowed

**disable iff**(expr)

Turns off assertion if true

expr |->

trigger. Assertion waits for expr to be true

expr |=>

trigger. Assertion waits until next clock after true

expr limits

no += ++ – etc

cycle expressions

**##nnn** nnn is a number (waits nnn cycles)

**##name** name is variable, waits amount

**##(expr)** waits constant expr cycles

**##[a:b]** waits a to b cycles (\$ is forever)

and a **and** b

All sequences matched

or a **or** b

At least one sequence matched

intersect a **intersect** b

both sequences end at the same time

throughout expr **throughout** seq

expr true during seq

within seq1 **within** seq2

seq1 occurs within seq2

first\_match **first\_match**(seqs)

the first occurrence of seqs matches

will take the shortest sequence

expr1 **##1** expr2

match expr1, then expr2 a cycle later

( seq , match item)

match item --> assignment (local variable)

(seq)[\* value ] consecutive repetition

repeated value times

a:b also

expr [\* range] true at the end of the range

expr [= range ] expr true a,b (range) times

**sequence name ;**

sequence stuff

**endsequence**

Handy Functions

- \$onehot(expr) one bit high
- \$isunknown(expr) any bit x or z
- \$rose(expr)
  - lsb changed to 1
- \$fell(expr)
  - lsb changed to 0
- \$stable(expr)
  - expr didn't change
- \$past(expr1,[ticks],[expr2])
  - value ticks in the past
  - clocking enable with expr2