

# Addressing SOC/IP Verification Framework Creation with UVM Centric Mechanisms

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Synopsys



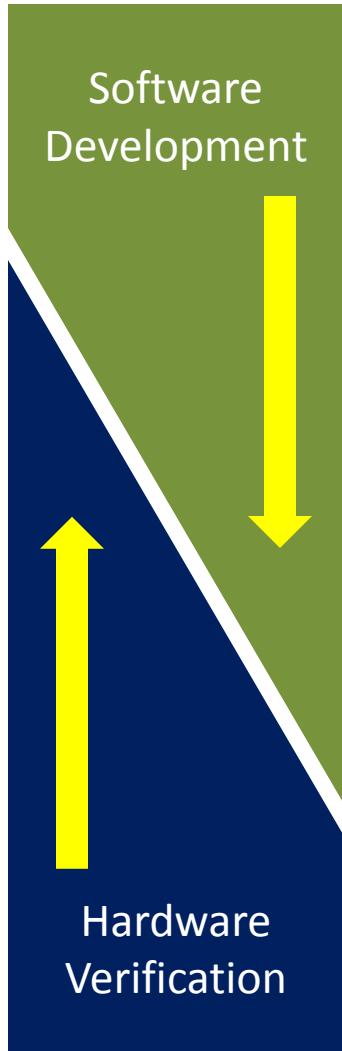
# Agenda

- IP SOC Verification Tests/Tasks
- Quick UVM Introduction and Typical Usage scenarios
- Using UVM for mixed-AMS SOC verification
- Leveraging UVM TLM for System Level Verification
- Unified Register modeling between C and SV
- Enabling an UVM Testbench for simulation acceleration

# Verification & Test Tasks

Verification Tasks	Block Sim	SoC Sim	Gate Sim	Emulation	Silicon
Connectivity	<u>CRV Interface</u> Protocol Compliance	<u>SW Register Sweep</u> Reset Registers	<u>SW Limited Reg Sweep</u> Reset Some Registers	<u>Full Register Sweep</u> Multiple Configs	<u>Full Register Sweep</u> Multiple
Functionality	<u>CRV Block Level</u> Functional Bugs	<u>BFM CRV SW Simple</u> Block to Block	<u>SW Limited Functionality</u> Minimal Boot Code	<u>SW Driver Functionality</u> Bring Up Tests	<u>C/SWSilicon Bringup</u> Bring Up Tests
Performance	<u>CRV Perf</u> <u>SW Perf</u> Back to back frames	<u>SW Bare Metal OS</u> Block to Block	None	<u>Performance Test</u> Verify Peak Performance	<u>Boot OS Applications</u> Performance Stress Tests
Software	<u>BFM C/VPI tests</u> Initialize + Basic Driver	<u>BFM + VPI/C</u> <u>C/Bare OS</u> Initialize + Basic Driver	<u>SW Limited Functionality</u> Initialize + Small Test	<u>Boot OS Applications</u> Real Software	<u>Boot OS Applications</u> Real Software

# HW Based & SW Based Methodology

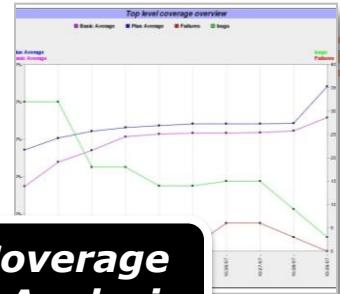


Software Team & Skills move down towards hardware	
<ul style="list-style-type: none"><li>• Software Development</li><li>• Software Drivers</li><li>• Application Software</li></ul>	<ul style="list-style-type: none"><li>• Virtual Platform</li><li>• Hardware Prototype</li><li>• Silicon</li></ul>
<ul style="list-style-type: none"><li>• SoC driver testing</li><li>• Bare Metal OS</li><li>• Minimal Real OS</li></ul>	<ul style="list-style-type: none"><li>• Emulation</li><li>• Test runs on embedded CPU</li></ul>
<ul style="list-style-type: none"><li>• SoC Register sweeps</li><li>• SoC Performance</li><li>• SoC Bare Metal OS</li></ul>	<ul style="list-style-type: none"><li>• RTL Simulation</li><li>• Test runs on embeded RTL CPU</li></ul>
<ul style="list-style-type: none"><li>• RTL Block Verification</li><li>• SoC Connectivity</li><li>• SoC Block Traffic</li></ul>	<ul style="list-style-type: none"><li>• RTL Simulation</li><li>• CPU is Bus BFM</li><li>• UVM Methodology</li></ul>
Hardware Team & Skills move up towards software	

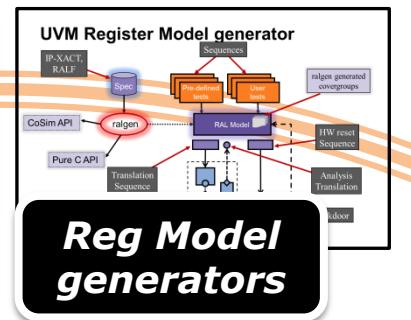
→ Mix depends on team skills ↓

# UVM INTRODUCTION

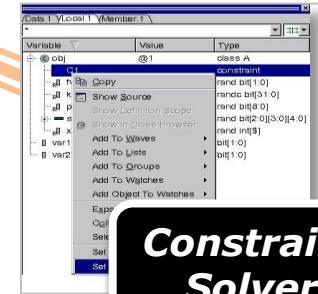
# Complete UVM Ecosystem



Coverage & Analysis



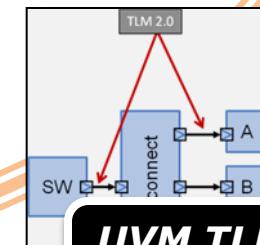
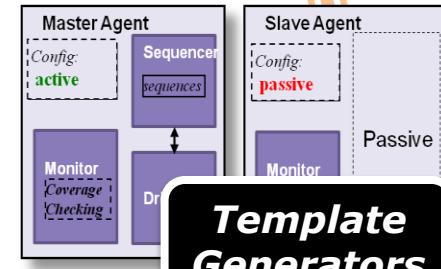
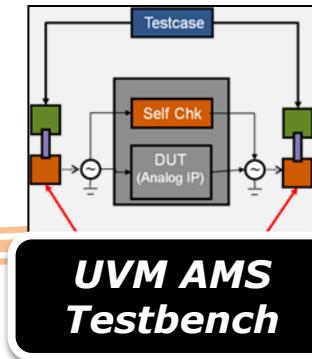
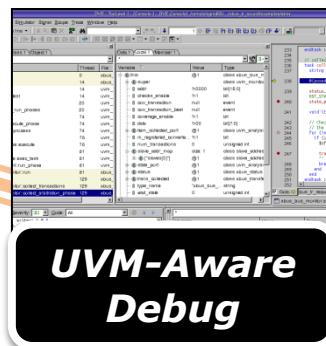
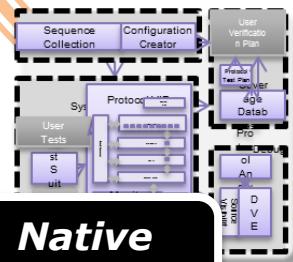
Reg Model generators



Constraint Solver



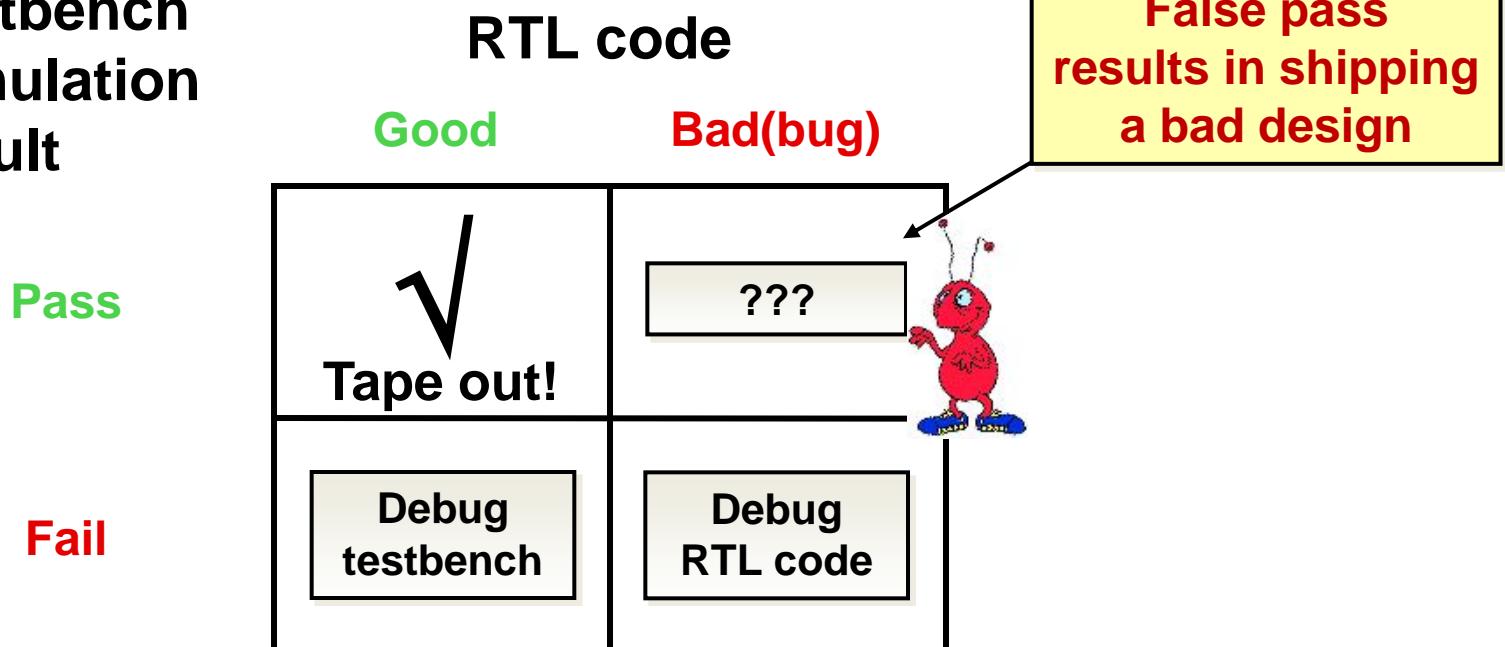
Protocol Debug



# Verification Goal

- Ensure full conformance with specification:
  - Must avoid false passes

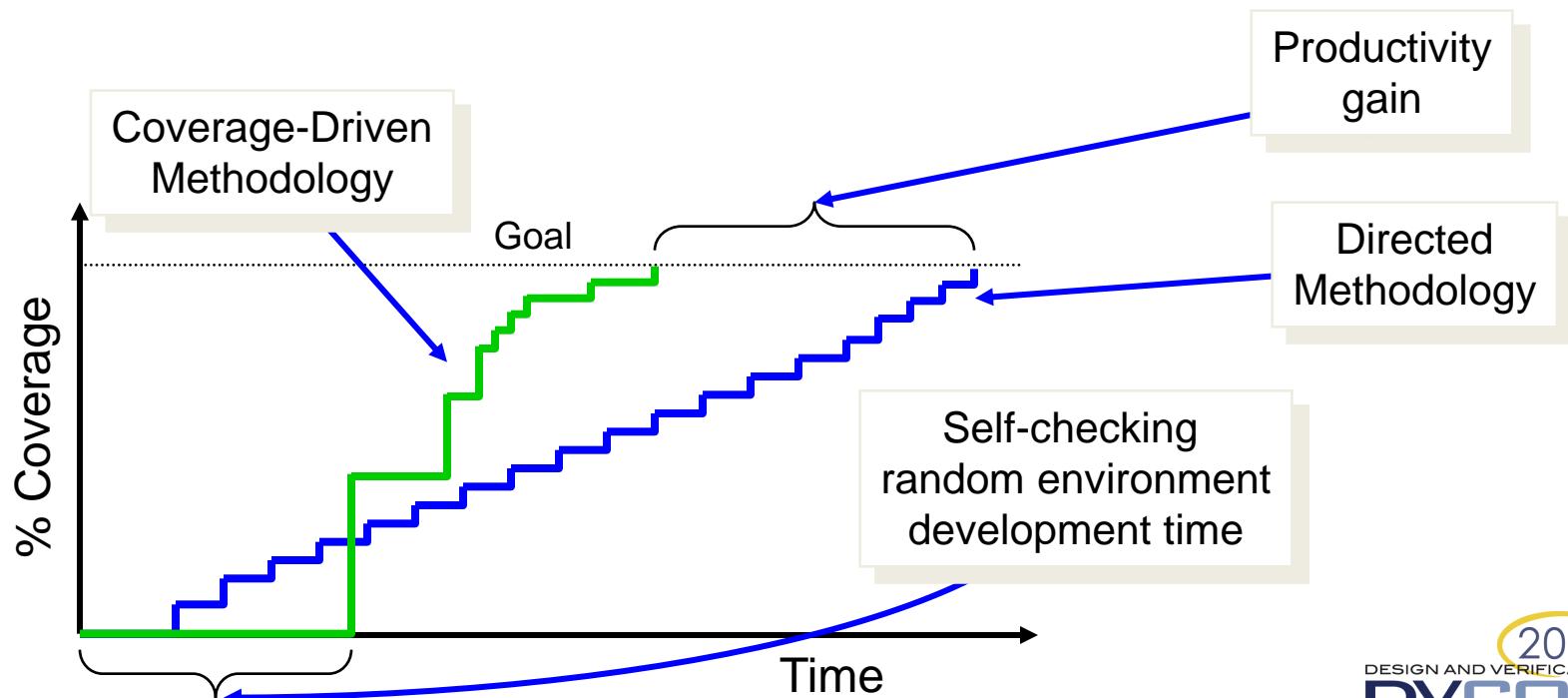
**Testbench  
Simulation  
result**



**How do we achieve this goal?**

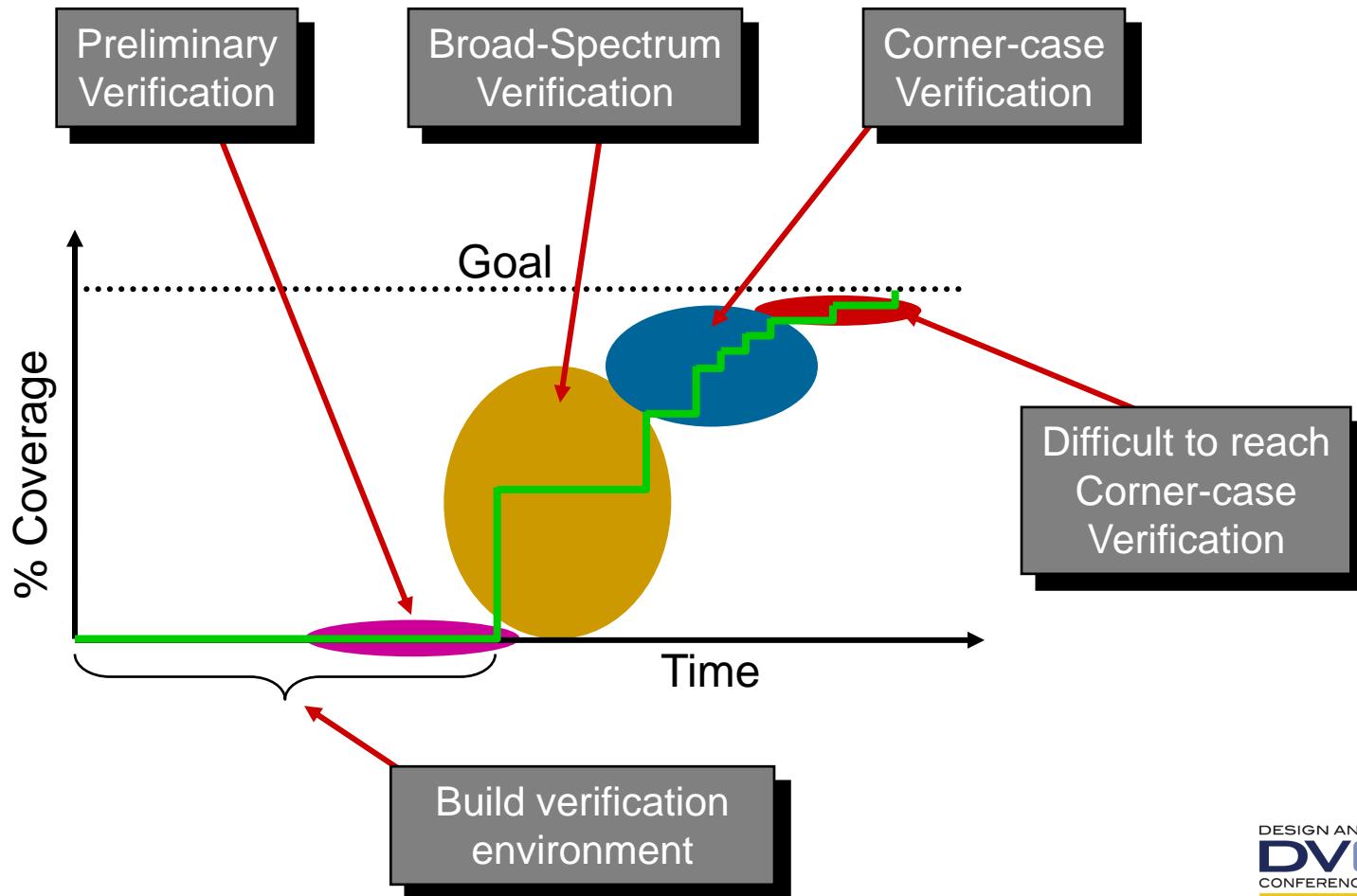
# Coverage-Driven Verification

- Focus on uncovered areas
- Trade-off authoring time for run-time
- Progress measured using functional coverage metrics



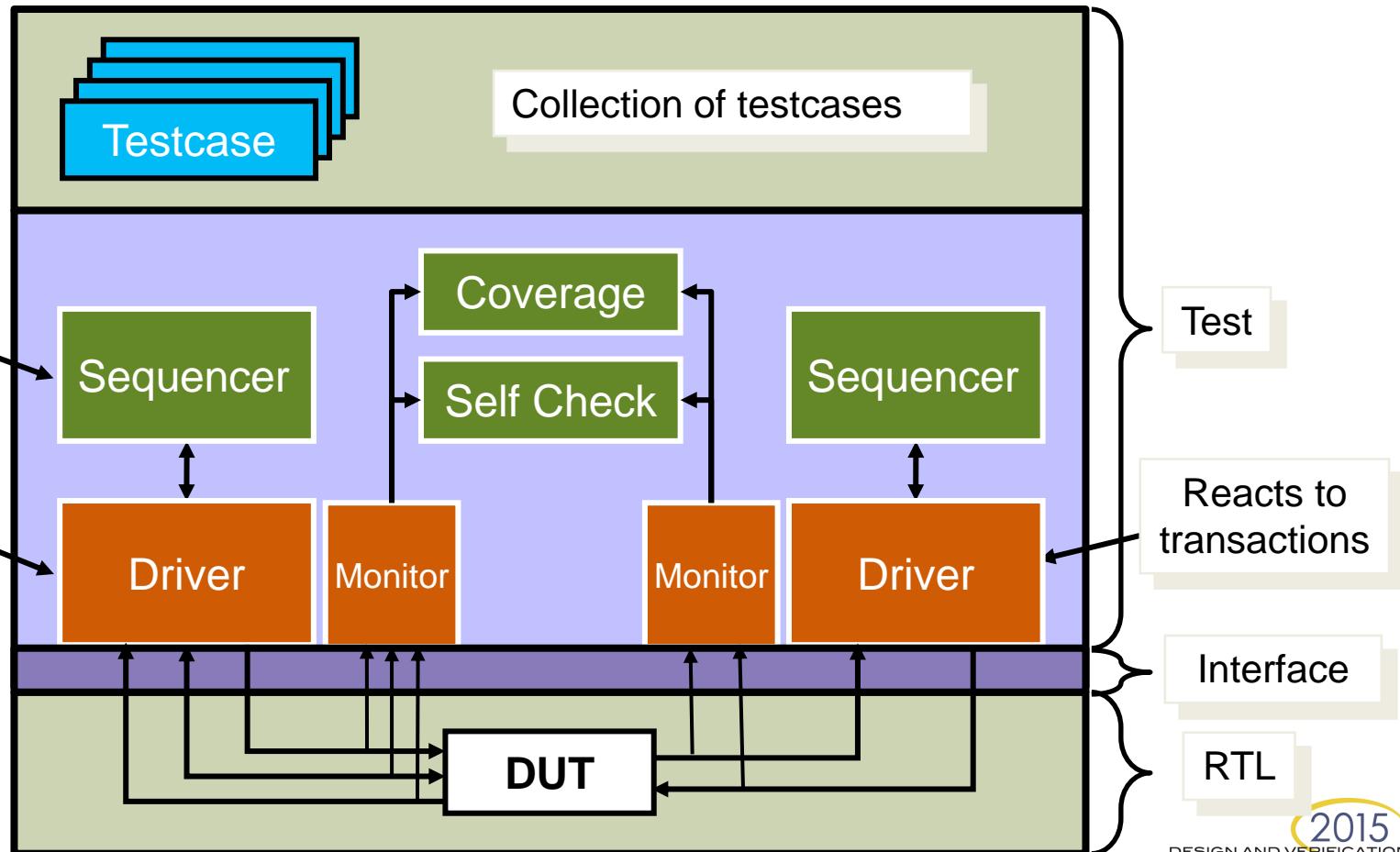
# Phases of Verification

Start with fully random environment. Continue with more and more focused guided tests

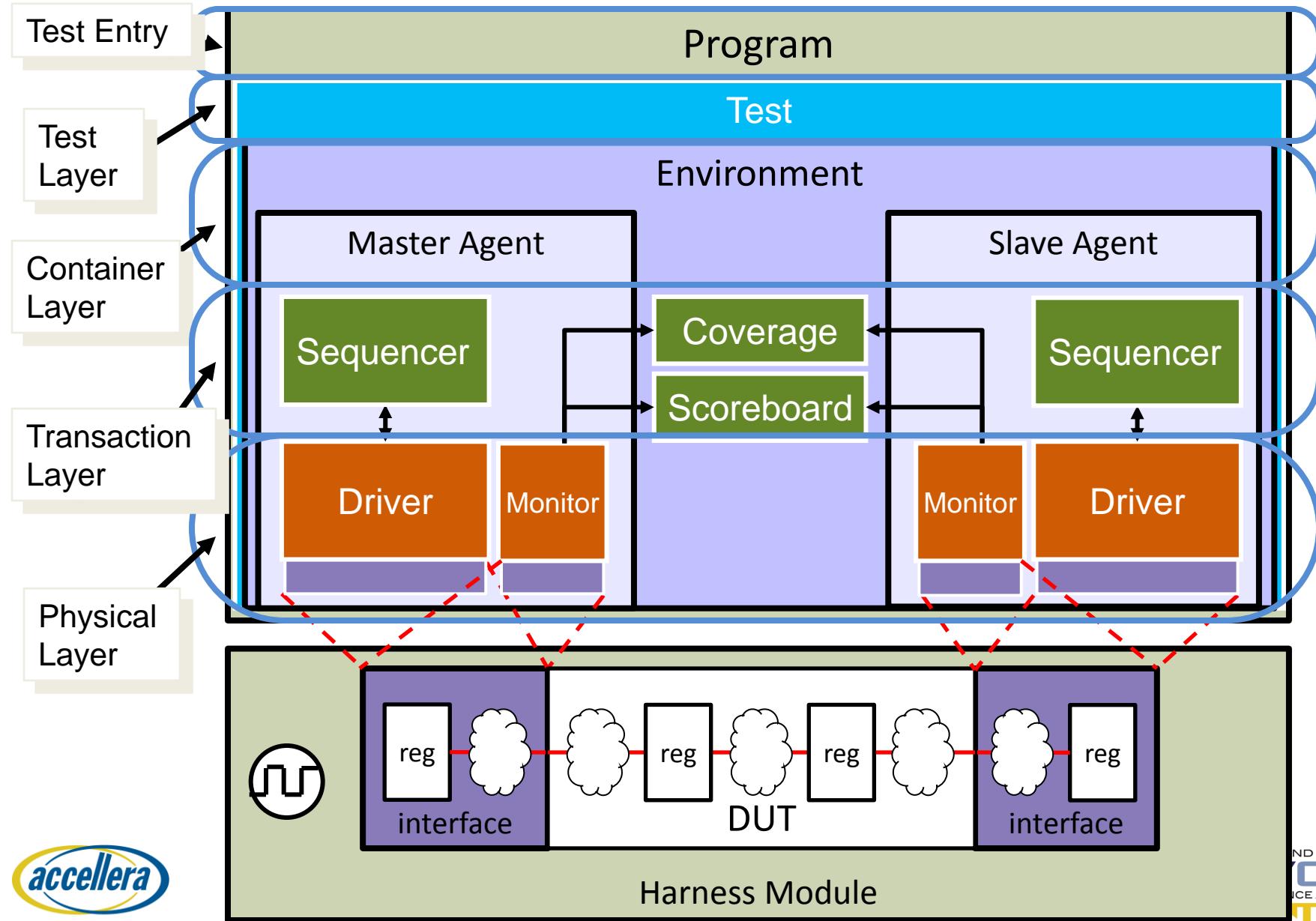


# Typical Testbench Architecture

- SystemVerilog testbench structure



# UVM Testbench Architecture



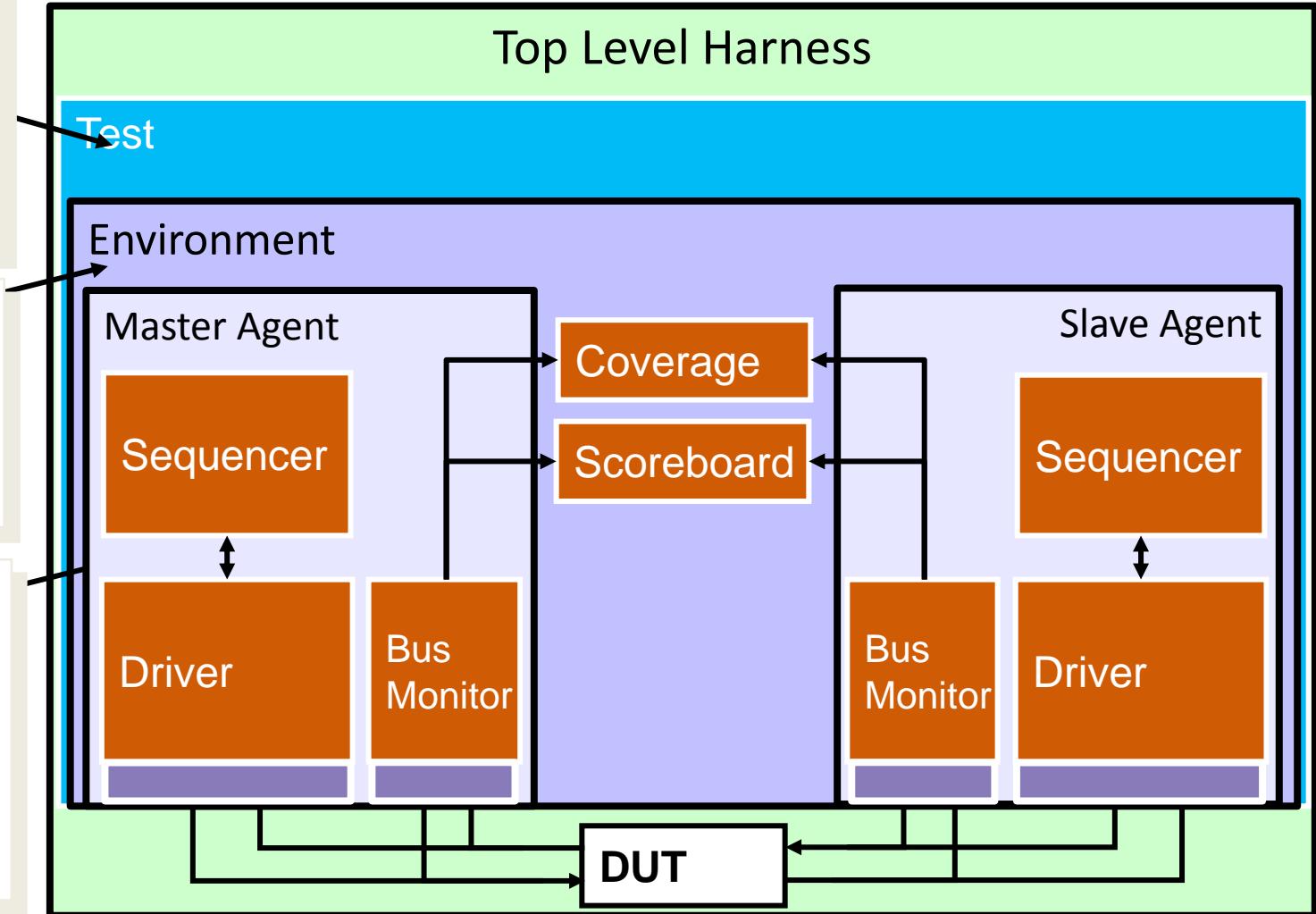
# UVM Encourages Encapsulate for Reuse

- Structure should be architected for reuse

Test instantiates the environment and modifies the environment on a testcase by testcase basis

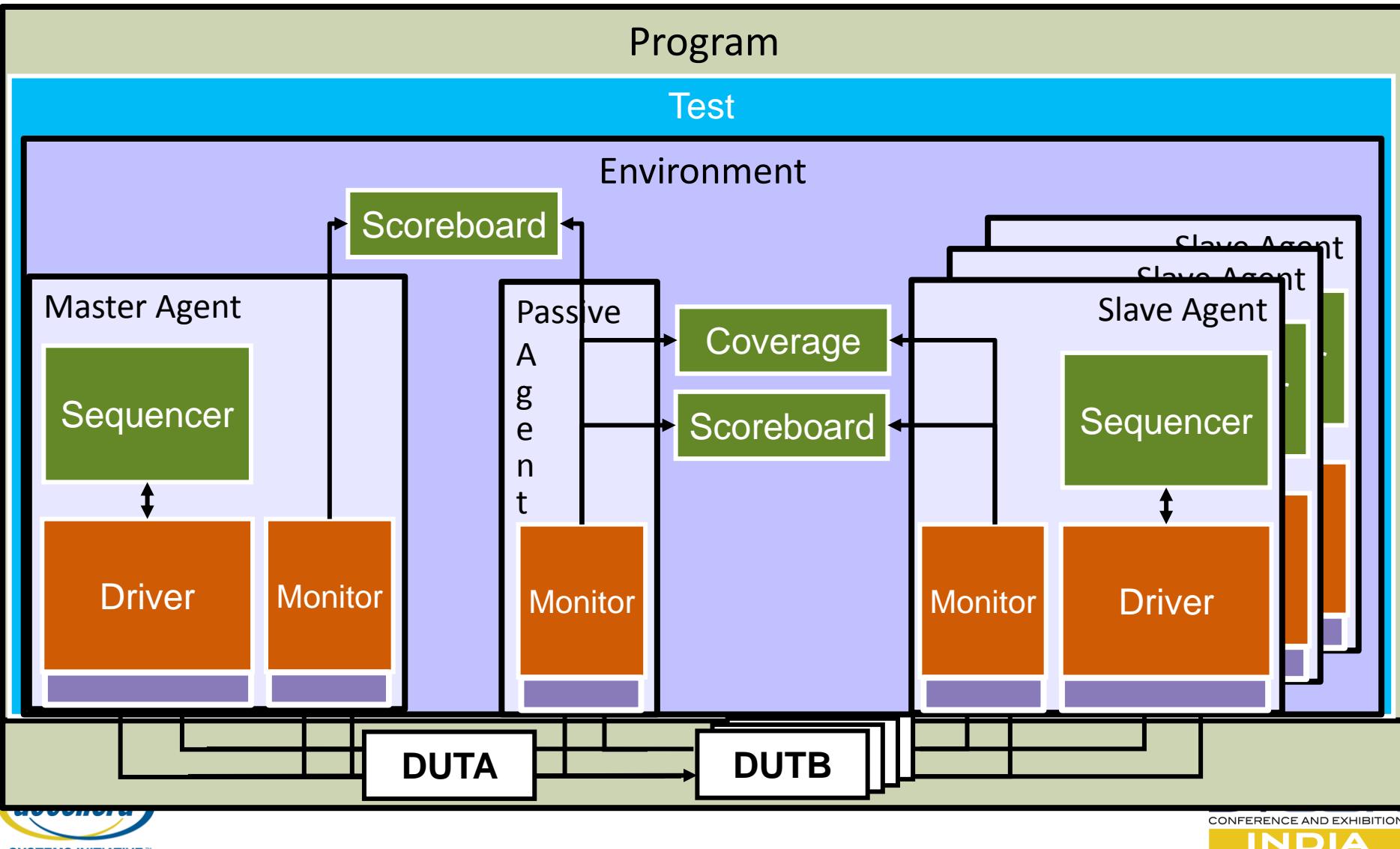
Agents, coverage and scoreboard should be encapsulated in an environment

Sequencer, driver and monitor associated with an interface should be encapsulated as an agent for that interface



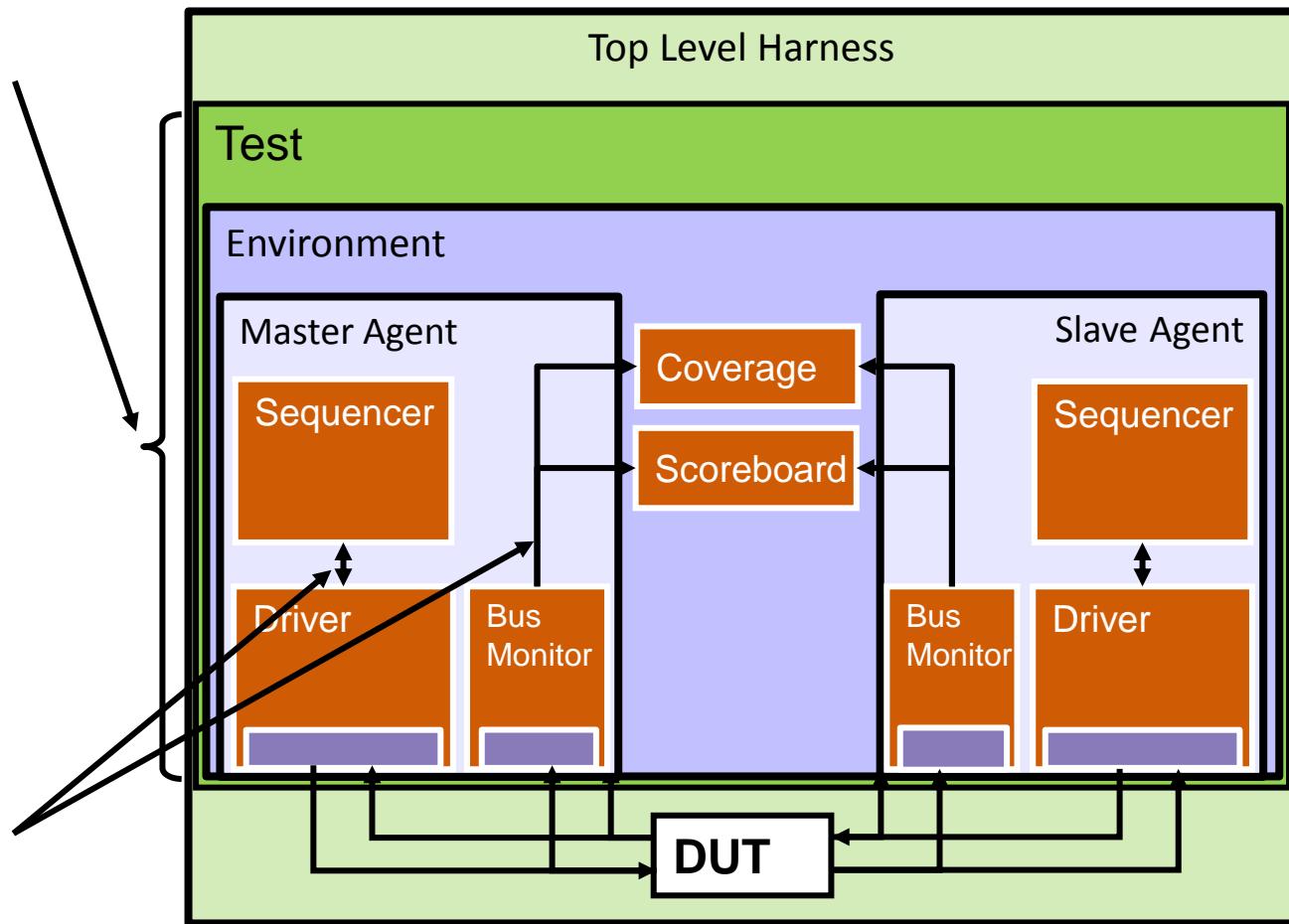
# UVM Structure is Scalable

- Agents are the building blocks across test/projects



# Structural Support in UVM

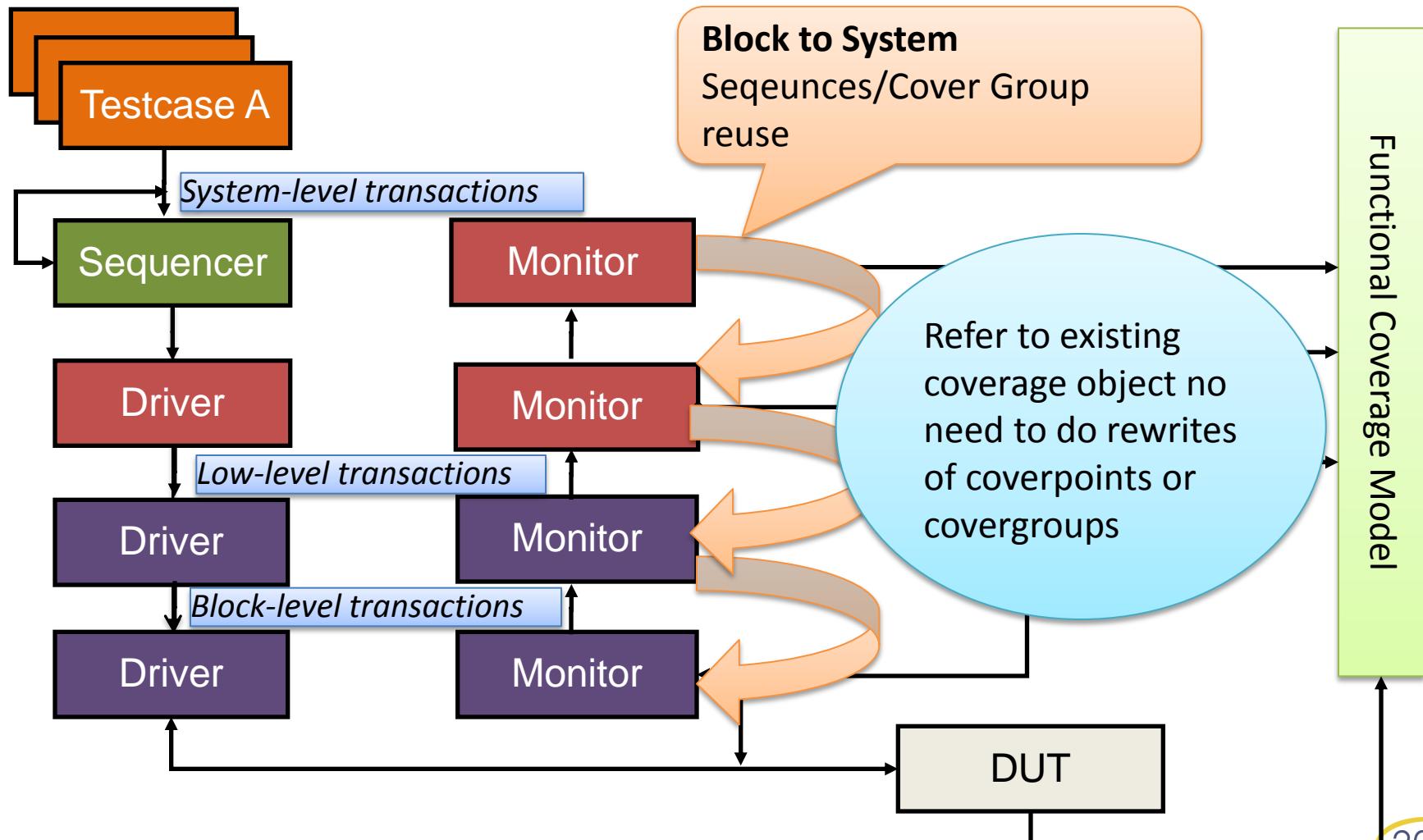
- Structural & Behavioral
  - **uvm\_component**
    - **uvm\_test**
    - **uvm\_env**
    - **uvm\_agent**
    - **uvm\_sequencer**
    - **uvm\_driver**
    - **uvm\_monitor**
    - **uvm\_scoreboard**
- Communication
  - **uvm\_\*\_port**
  - **uvm\_\*\_socket**
- Data
  - **uvm\_sequence\_item**



# Typical UVM Usage scenarios

- UVM based Constrained Random Verification (CRV) for RTL Block/IP Verification using
  - ✓ UVM based VIPs with Constrained Random tests
  - ✓ Usage of standard 3<sup>rd</sup> Party UVM VIPs in IP/Subsystem Verification
- Generating SoC Block Traffic
- IP verification using Re-use of IP level testbench at SOC/System level
  - UVM VIPs as peripherals
  - UVM VIPs as passive monitors
  - Reuse of UVM Register layer from block to SOC level

# UVM Coverage Driven Verification



# UVM Constrained Random Verification

*Quick tracing of sequences through phases and sequencers*

UVM Debug

/Resource \Factory \Phase \Sequence

Sequence : .\* Sequencer: .\* Start: Any Finish: Any

Show only active sequence  Show sequence items

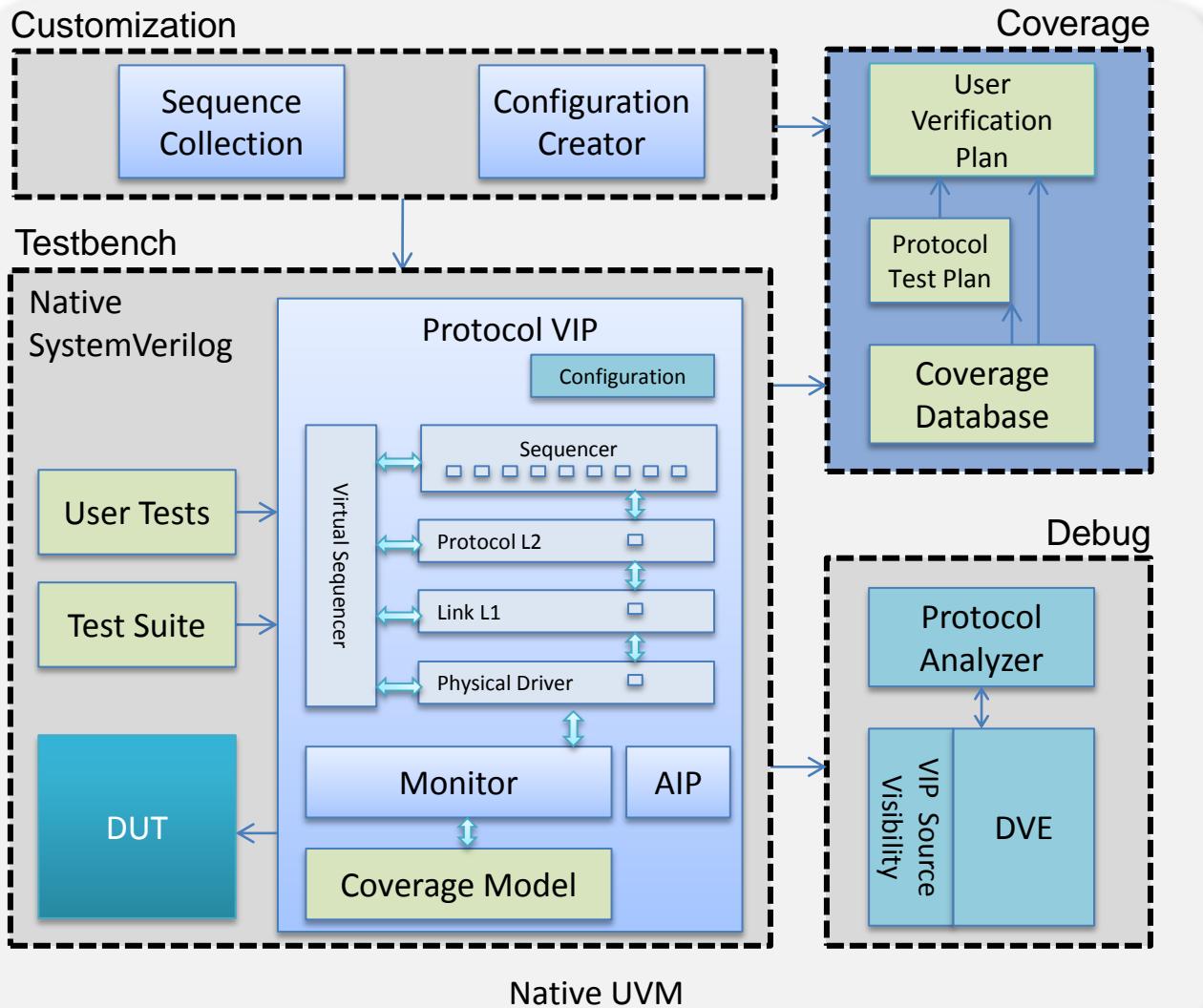
Sequence	Sequence ID	Start	Finish	Phase	Thread	Sequencer	Sequencer ID
loop_read_modify_write_seq	loop_read_modify_write_seq@1	0		run(common)	96	...masters[0].sequencer xbus_master_sequencer@1	
-rmw_seq	read_modify_write_seq@1	0			215	...masters[0].sequencer xbus_master_sequencer@1	
-read_byte_seq0	read_byte_seq@1	0	110		240	...masters[0].sequencer xbus_master_sequencer@1	
-req	xbus_transfer@12	60	110		242	...masters[0].sequencer xbus_master_sequencer@1	
-write_byte_seq0	write_byte_seq@1	110	210		240	...masters[0].sequencer xbus_master_sequencer@1	
-req	xbus_transfer@16	120	210		1955	...masters[0].sequencer xbus_master_sequencer@1	
-read_byte_seq0	read_byte_seq@3	210			240	...masters[0].sequencer xbus_master_sequencer@1	
-req	xbus_transfer@20	220			1975	...masters[0].sequencer xbus_master_sequencer@1	
-loop_read_modify_write_seq	loop_read_modify_write_seq@2	0		run(common)	116	...masters[1].sequencer xbus_master_sequencer@2	
-rmw_seq	read_modify_write_seq@2	0			219	...masters[1].sequencer xbus_master_sequencer@2	
-read_byte_seq0	read_byte_seq@2	0	160		241	...masters[1].sequencer xbus_master_sequencer@2	
-req	xbus_transfer@13	60	160		243	...masters[1].sequencer xbus_master_sequencer@2	
-write_byte_seq0	write_byte_seq@2	160	260		241	...masters[1].sequencer xbus_master_sequencer@2	
-req	xbus_transfer@18	170	260		1965	...masters[1].sequencer xbus_master_sequencer@2	
-read_byte_seq0	read_byte_seq@4	260			241	...masters[1].sequencer xbus_master_sequencer@2	
-req	xbus_transfer@22	270			1985	...masters[1].sequencer xbus_master_sequencer@2	
-slave_memory_seq	slave_memory_seq@1	0		run(common)	138	...s0.slaves[0].sequencer xbus_slave_sequencer@1	
-slave_memory_seq	slave_memory_seq@2	0		run(common)	160	...s0.slaves[1].sequencer xbus_slave_sequencer@2	
-req	xbus_transfer@9				227	...s0.slaves[1].sequencer xbus_slave_sequencer@2	
-slave_memory_seq	slave_memory_seq@3	0		run(common)	182	...s0.slaves[2].sequencer xbus_slave_sequencer@3	
-req	xbus_transfer@10				231	...s0.slaves[2].sequencer xbus_slave_sequencer@3	
-slave_memory_seq	slave_memory_seq@4	0		run(common)	204	...s0.slaves[3].sequencer xbus_slave_sequencer@4	
-req	xbus_transfer@11				235	...s0.slaves[3].sequencer xbus_slave_sequencer@4	

OK Tips >

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# Enables Next-Generation VIP Architecture



## Time to 1<sup>st</sup> Test

- Configuration Creation GUI
- Built-in test plan
- Sequence Collection

## Time to Verify

- Native SystemVerilog
- No wrappers
- Up to 4x faster

## Time to Debug

- Protocol-aware debug
- Source code visibility
- Error Diagnostics

## Time to Coverage

- Built-in coverage
- Verification Plan
- Test Suite
- Sequence Library

# Performance Validation for AXI Protocol Using UVM testbench

## Measure bus bandwidth based on traffic profiles

### Performance Requirements

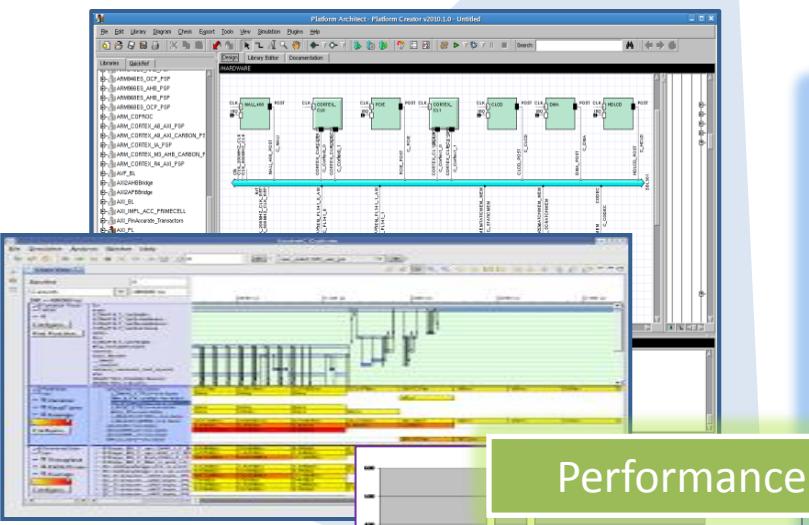


System  
Architects

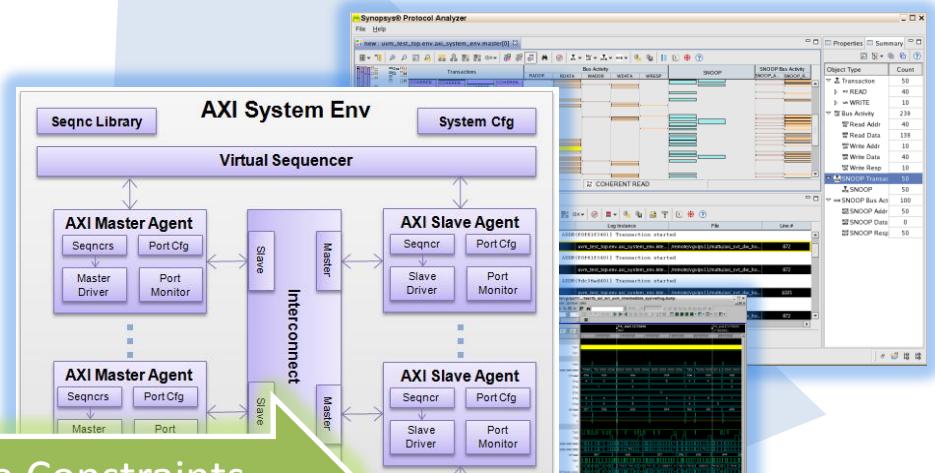
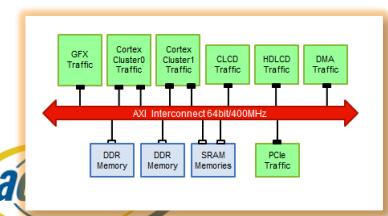
### Final Silicon and Applications



Verification  
Engineers



Performance Constraints



### Performance Constraints

Settings	
Write transaction latency	Min, Max, Avg latency
Read transaction latency	Min, Max, Avg latency
Write transaction throughput	Max, Min Number of Bytes/Time Unit
Read transaction throughput	Max, Min Number of Bytes/Time Unit

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# Performance Analysis

- User sets
  - Performance constraints
  - Recording interval
- Registration using UVM callbacks
- UVM\_ERROR for violation
- Dynamically Configurable
- Prints Performance Summary

\*\*\*\*\*

PERFORMANCE REPORT FOR MASTER 0:

\*\*\*\*\*

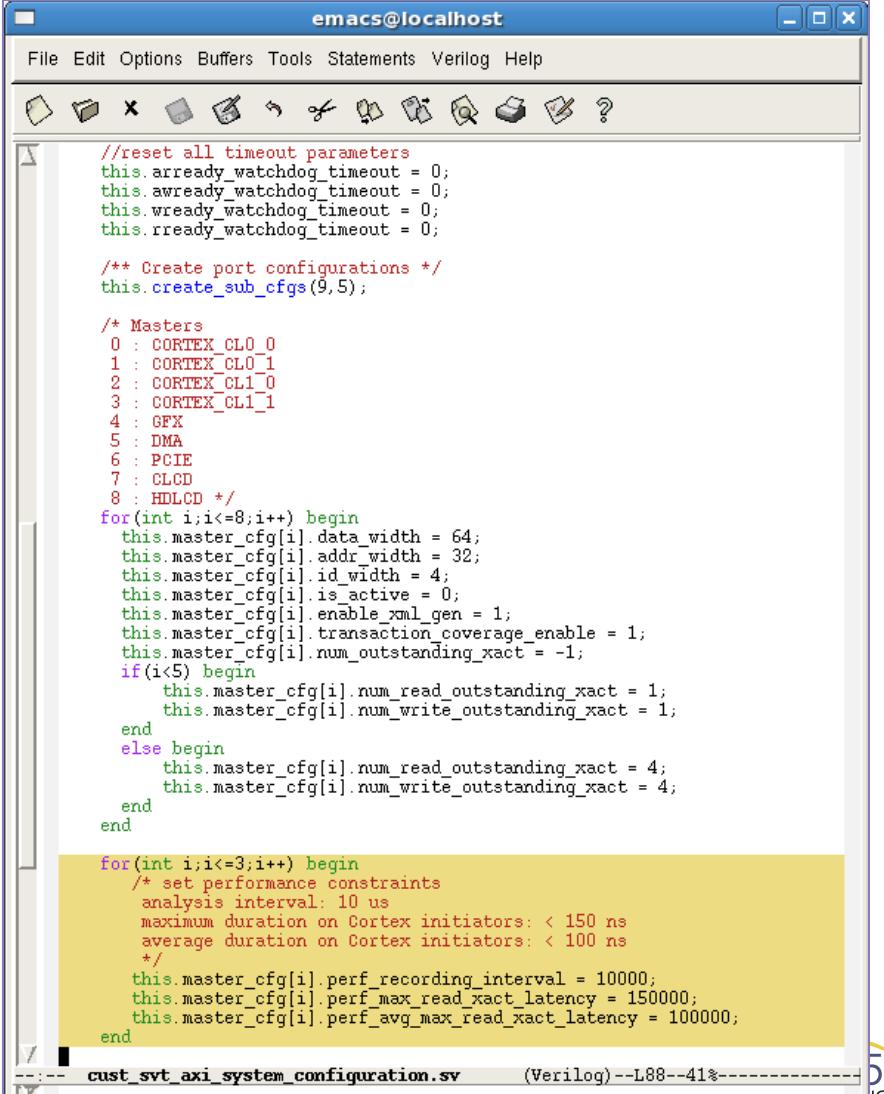
=====

Interval Start Time:0.000000; Interval End Time: 5425.000000

Configured avg\_max read xact latency:15000.000000;

Observed avg\_max read xact latency: 360.000000

=====



The screenshot shows an Emacs window titled "emacs@localhost" displaying a Verilog source file named "cust\_svt\_axi\_system\_configuration.sv". The code is a configuration script for a system with multiple masters (Cortex CL0\_0 to CL1\_1, GFX, DMA, PCIE, CLCD, HDLCD) and their respective parameters like data\_width, addr\_width, id\_width, etc. A yellow box highlights a section of the code where performance constraints are set for the Cortex initiators:

```
//reset all timeout parameters
this.arready_watchdog_timeout = 0;
this.awready_watchdog_timeout = 0;
this.wready_watchdog_timeout = 0;
this.rready_watchdog_timeout = 0;

/** Create port configurations */
this.create_sub_cfgs(9,5);

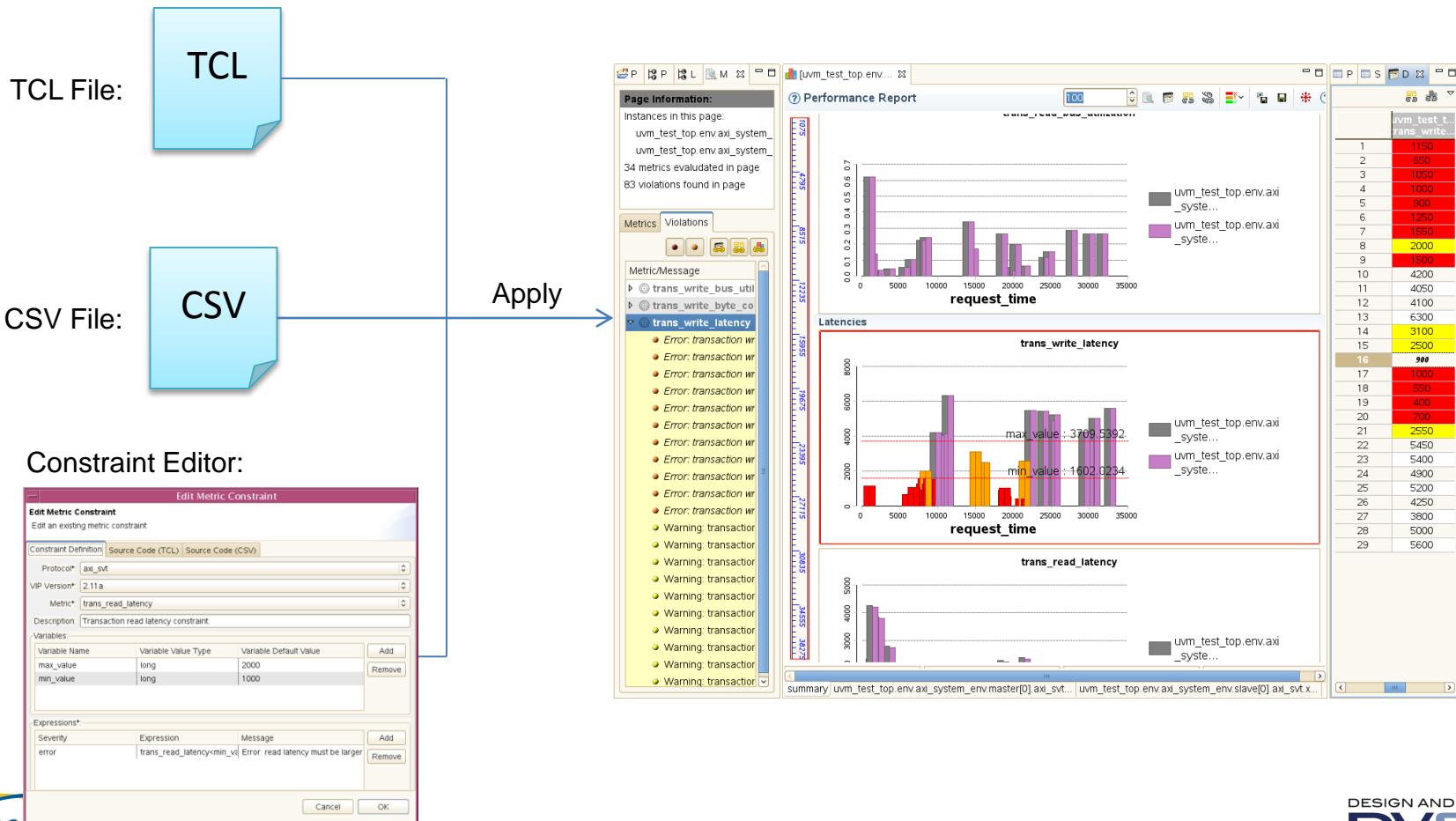
/* Masters
0 : CORTEX_CL0_0
1 : CORTEX_CL0_1
2 : CORTEX_CL1_0
3 : CORTEX_CL1_1
4 : GFX
5 : DMA
6 : PCIE
7 : CLCD
8 : HDLCD */
for(int i;i<=8;i++) begin
    this.master_cfg[i].data_width = 64;
    this.master_cfg[i].addr_width = 32;
    this.master_cfg[i].id_width = 4;
    this.master_cfg[i].is_active = 0;
    this.master_cfg[i].enable_xml_gen = 1;
    this.master_cfg[i].transaction_coverage_enable = 1;
    this.master_cfg[i].num_outstanding_xact = -1;
    if(i<5) begin
        this.master_cfg[i].num_read_outstanding_xact = 1;
        this.master_cfg[i].num_write_outstanding_xact = 1;
    end
    else begin
        this.master_cfg[i].num_read_outstanding_xact = 4;
        this.master_cfg[i].num_write_outstanding_xact = 4;
    end
end

for(int i;i<=3;i++) begin
    /* set performance constraints
     * analysis interval: 10 us
     * maximum duration on Cortex initiators: < 150 ns
     * average duration on Cortex initiators: < 100 ns
     */
    this.master_cfg[i].perf_recording_interval = 10000;
    this.master_cfg[i].perf_max_read_xact_latency = 150000;
    this.master_cfg[i].perf_avg_max_read_xact_latency = 100000;
end
```

cust\_svt\_axi\_system\_configuration.sv (Verilog)--L88--41%

# Metric Compliance Checking

- Visualize Performance Data in Graphs/charts/spreadsheets
- Performance constraints can be fed into spreadsheets/EDA tools for checking performance data

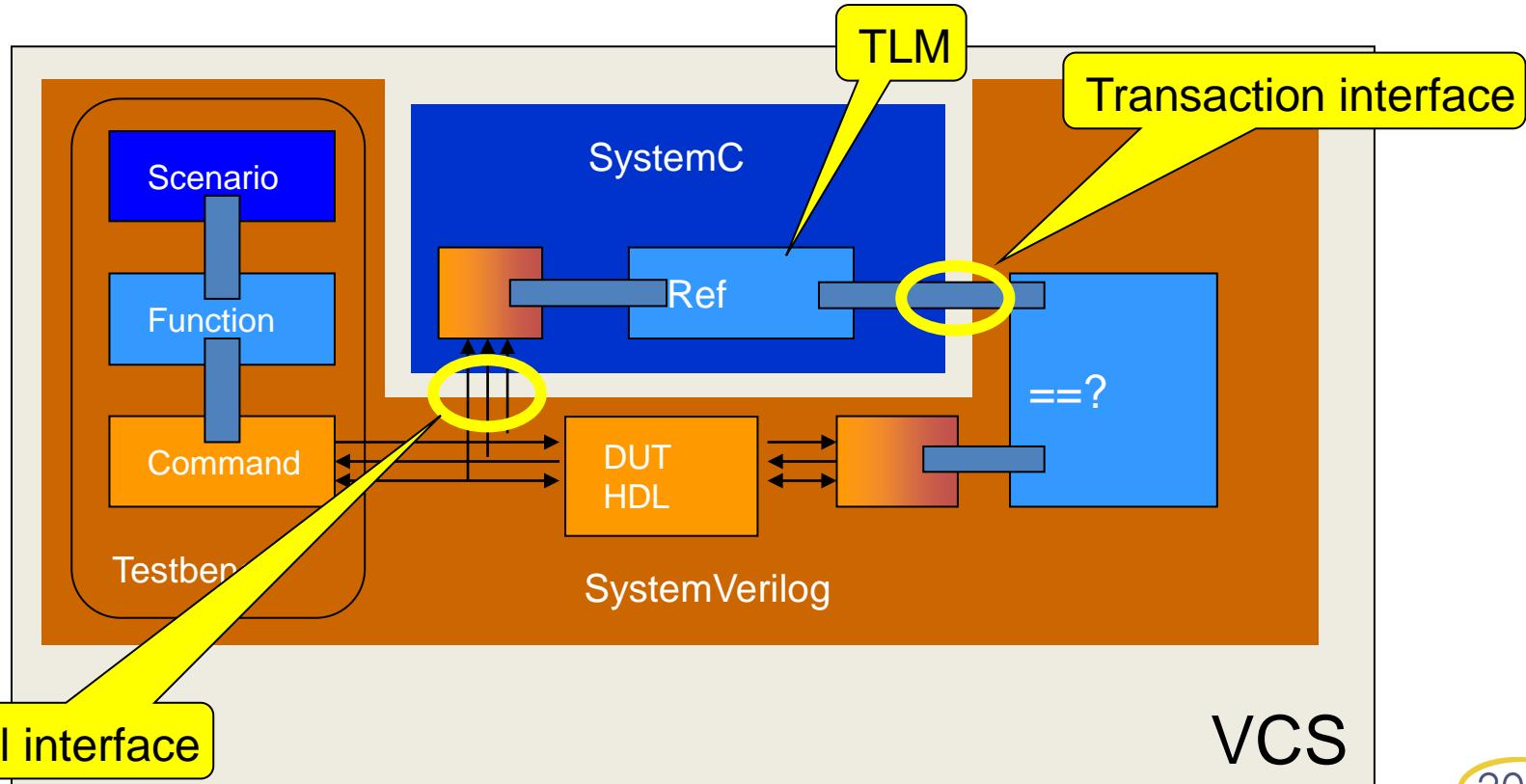


Architecture Exploration, TLM Verification, leveraging System C reference models

# **LEVERAGING UVM TLM FOR SYSTEM LEVEL VERIFICATION**

# Mixed language/abstraction level Challenge

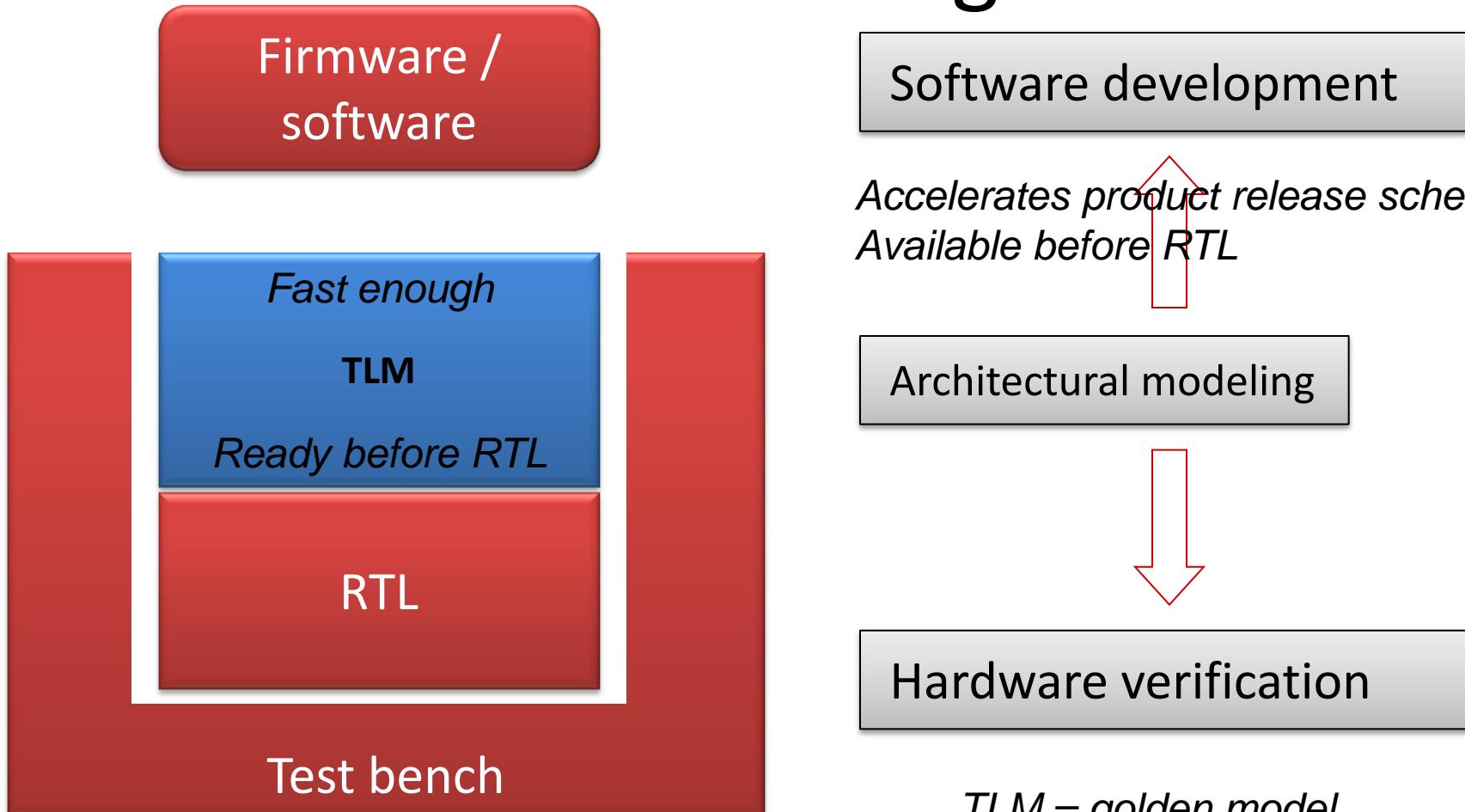
- Single, golden testbench for TL and RTL
- Transaction-level models in SystemC or SystemVerilog
- Verification in a mixed language with different abstraction levels



# What is OSCI TLM?

- TLM 2.0
  - Standard for interoperability between memory mapped Bus model
  - Loosely timed and Approximately timed model
  - Used for Virtual platform, Architectural analysis, Golden model for Hardware verification
  - Provided Sockets(Transport, DMI and Debug interfaces)
  - Generic payload and extension mechanism
- TLM 1.0 is included inside TLM 2.0 standard (put, get, nb\_put, nb\_get, transport).

# Reasons for Using TLM



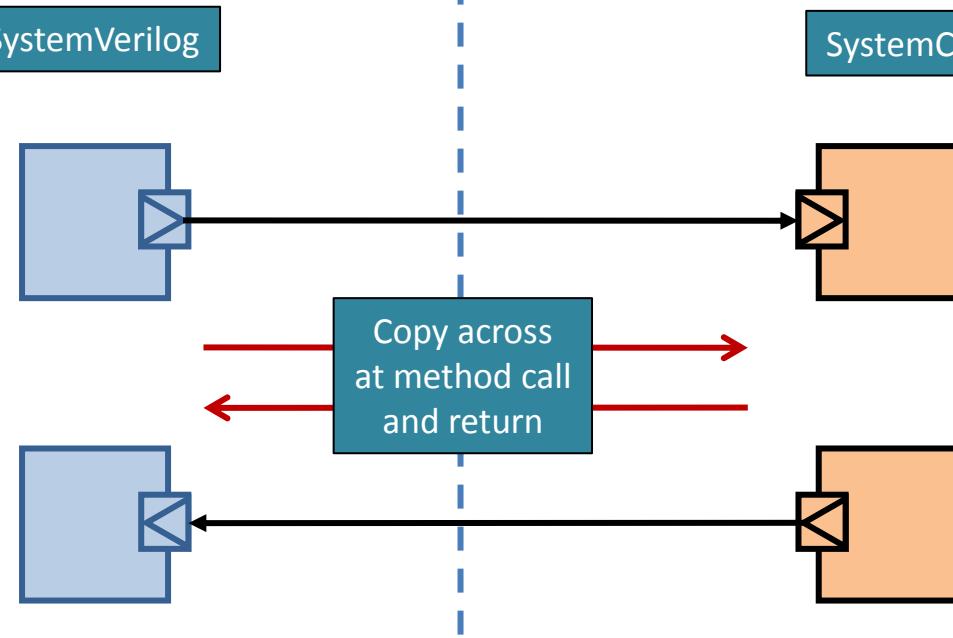
Represents key architectural components of  
hardware platform  
Simulates much faster than RTL

Fast!

25

# TLM-2.0 across SV and SC

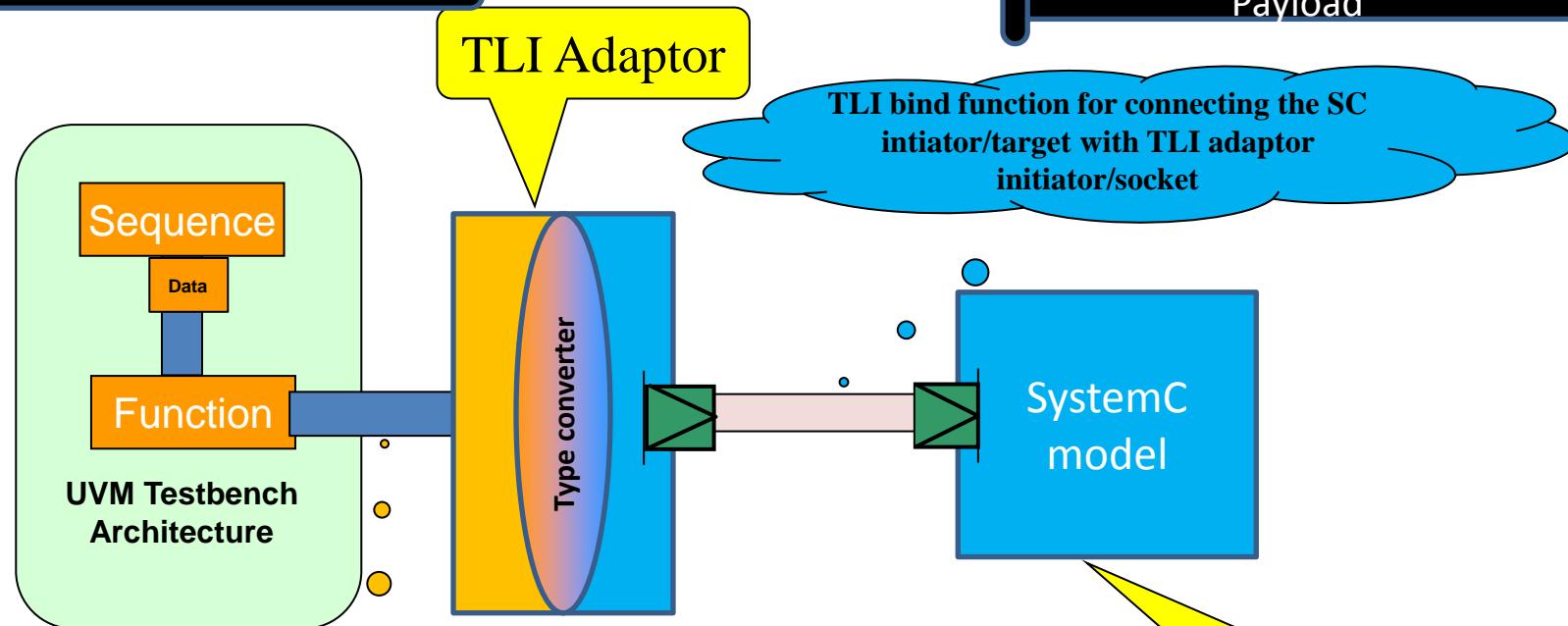
- Tool-specific mechanism
  - Not part of UVM
  - VCS: TLI-4
  - Open Source: UVM-Connect



# Methodology Overview : How does it work

Also Work from SC to UVM direction

Data Pkt is user-defined/TLM2.0 Generic Payload



TLI bind function connects the  
env.master.channel/env.master.socket to  
TLI adaptor Channel /Socket

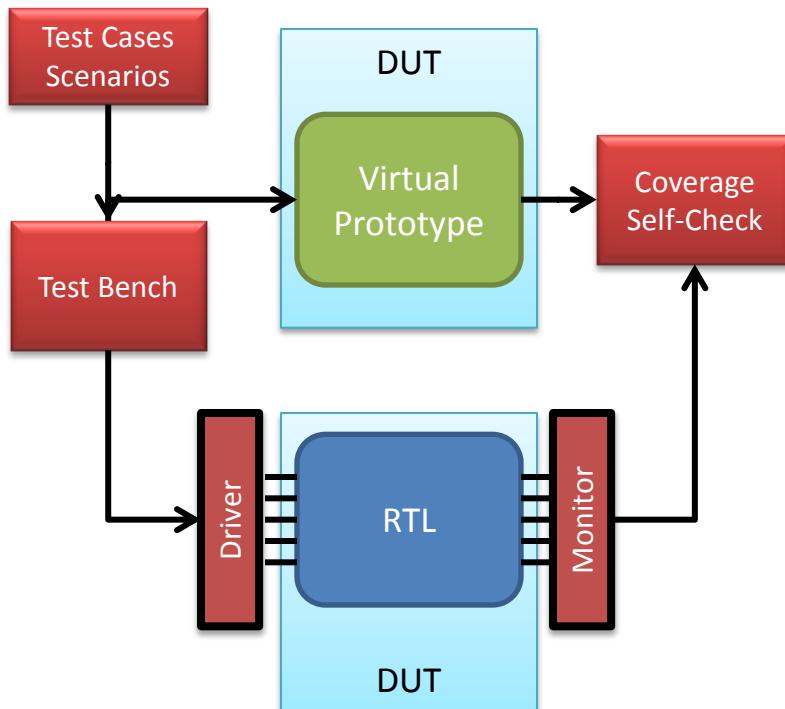


tlm target socket

Ref model with OSCI  
TLM 2.0 Interface

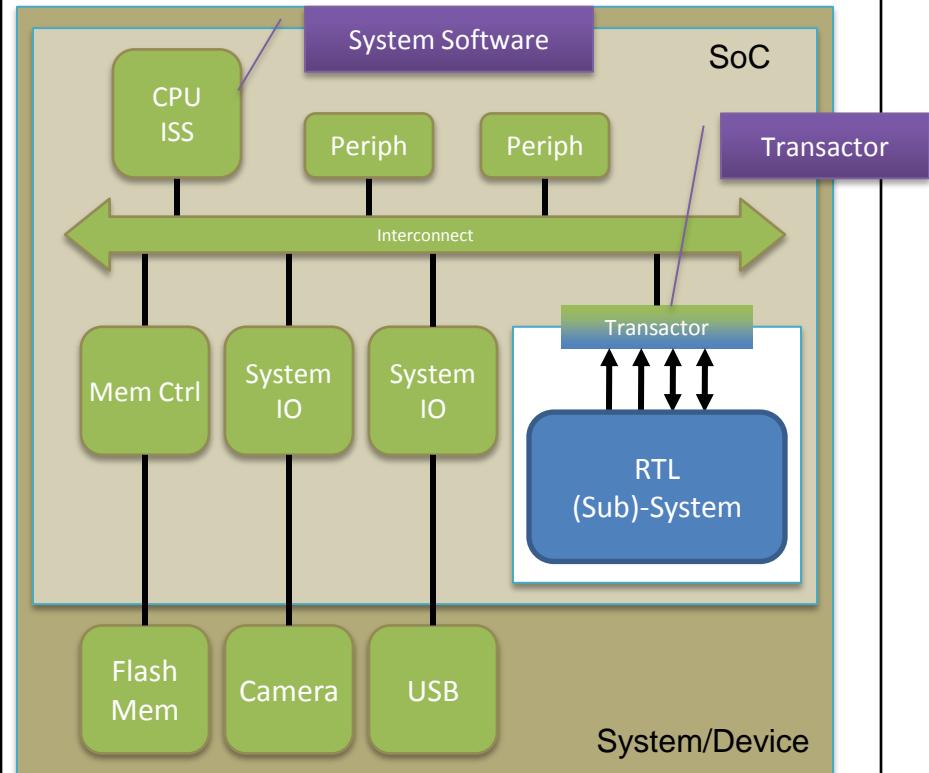
# Leveraging TLM2.0 for HW/SW Integration

## Early Test Bench Development



1. Develop test bench infrastructure
2. Develop early test cases and scenarios

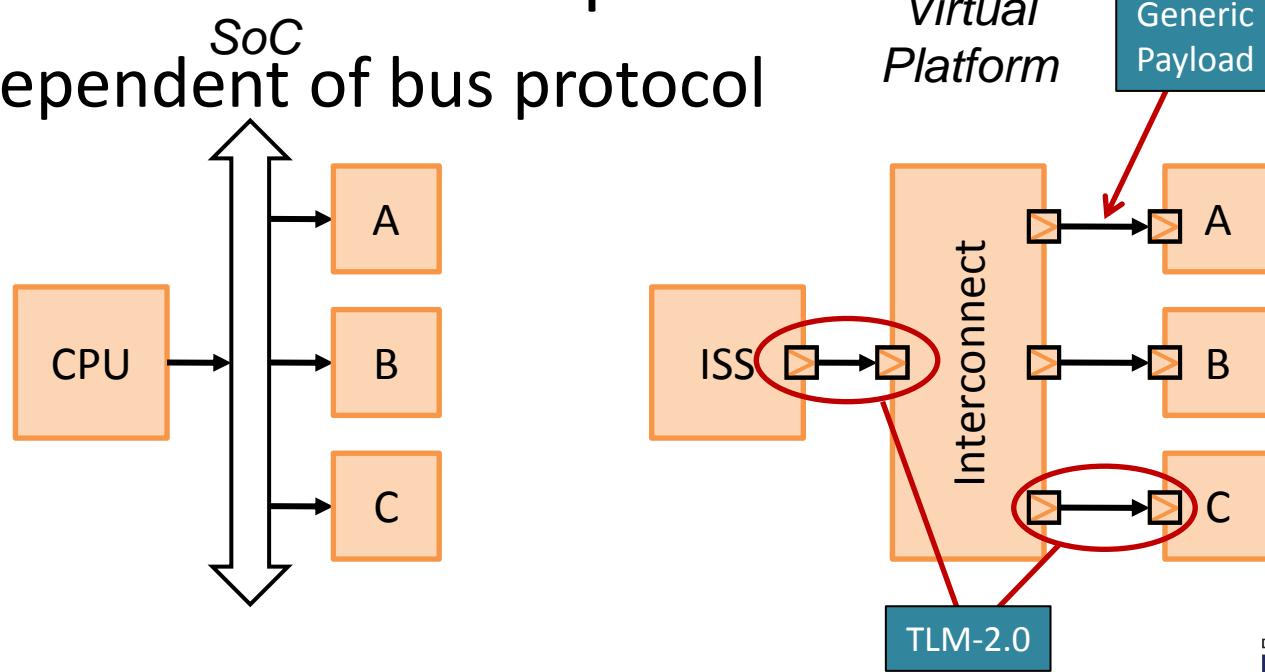
## HW/SW Co-Verification



1. SW Driven Verification
2. SoC HW/SW integration

# Virtual Platforms and TLM-2.0

- Virtual Platform written in SystemC
- Bus-based SoC
- TLM-2.0 models bus operations
  - Independent of bus protocol



# RTL & Fast Models

- Speed and accuracy tradeoff
  - RTL – full cycle accuracy
  - TLM – transaction accuracy
  - Some intermediate points also available (consider ROI)

Model	TLM Virtualizer	TLM Co-Sim	RTL Co-Sim	RTL Backdoor	RTL
Speed	Fast	Fast	Slow	Slow/Med	Slow
Accuracy	TLM	TLM	TLM	TLM	Cycle

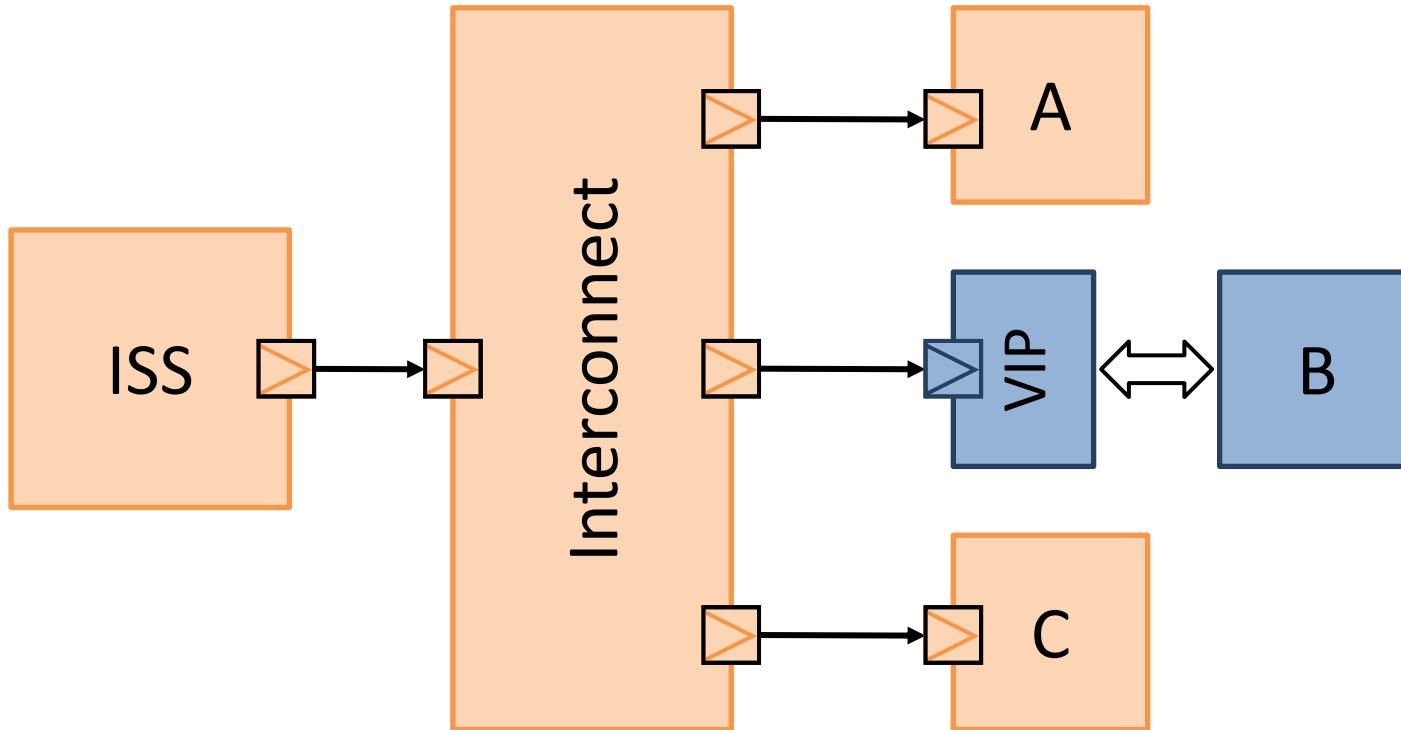
Faster Speed (more TLM)



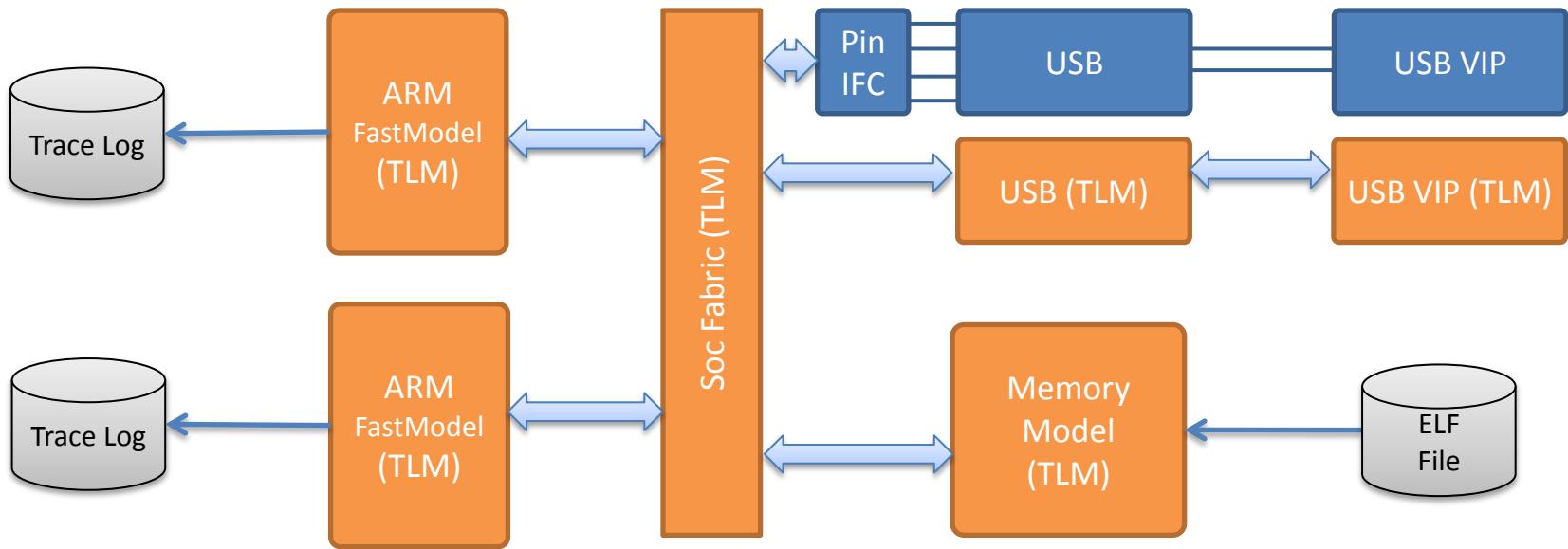
Accuracy (More RTL)

Need to consider ROI for each of these environments

# RTL in Virtual Platforms



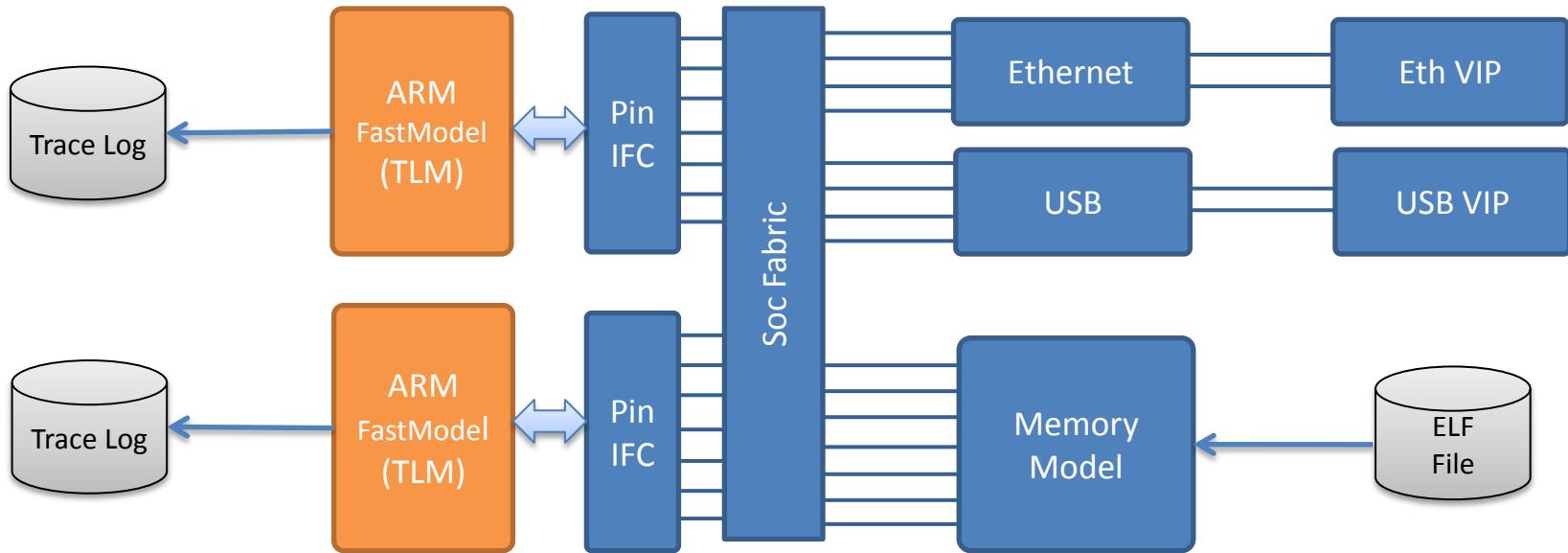
# Co-Simulation: Virtualizer TLM & RTL



## TLM/RTL Co-Simulation

- Transaction level accuracy
- Fast until RTL is touched
- Minimal RTL to maintain speed
- Minimal design changes, only when RTL is inserted

# Co-Simulation: TLM & RTL

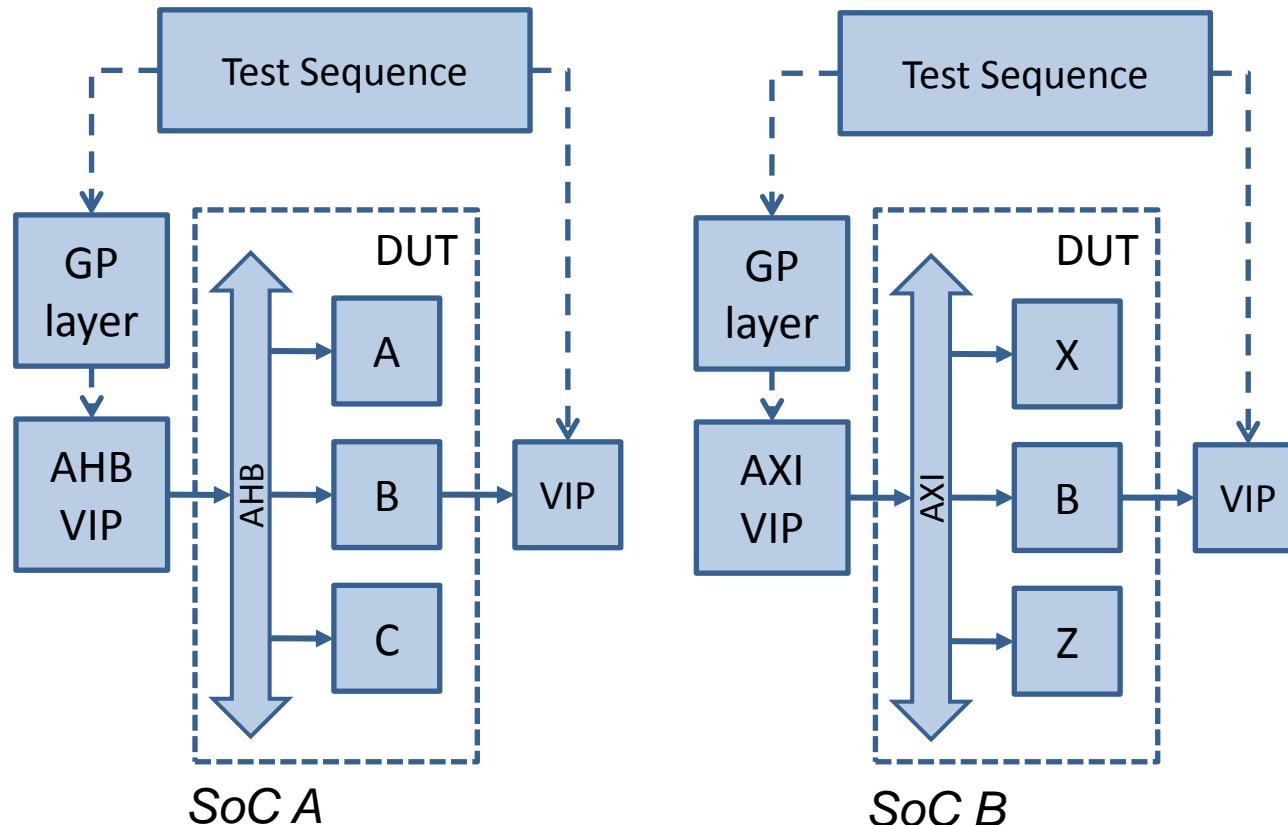


## TLM/RTL Co-Simulation

- Transaction level accuracy
- Mostly RTL
- Simulation performance similar magnitude range as RTL simulation speed,
- Design change required to add Pin Interfaces/Adapters

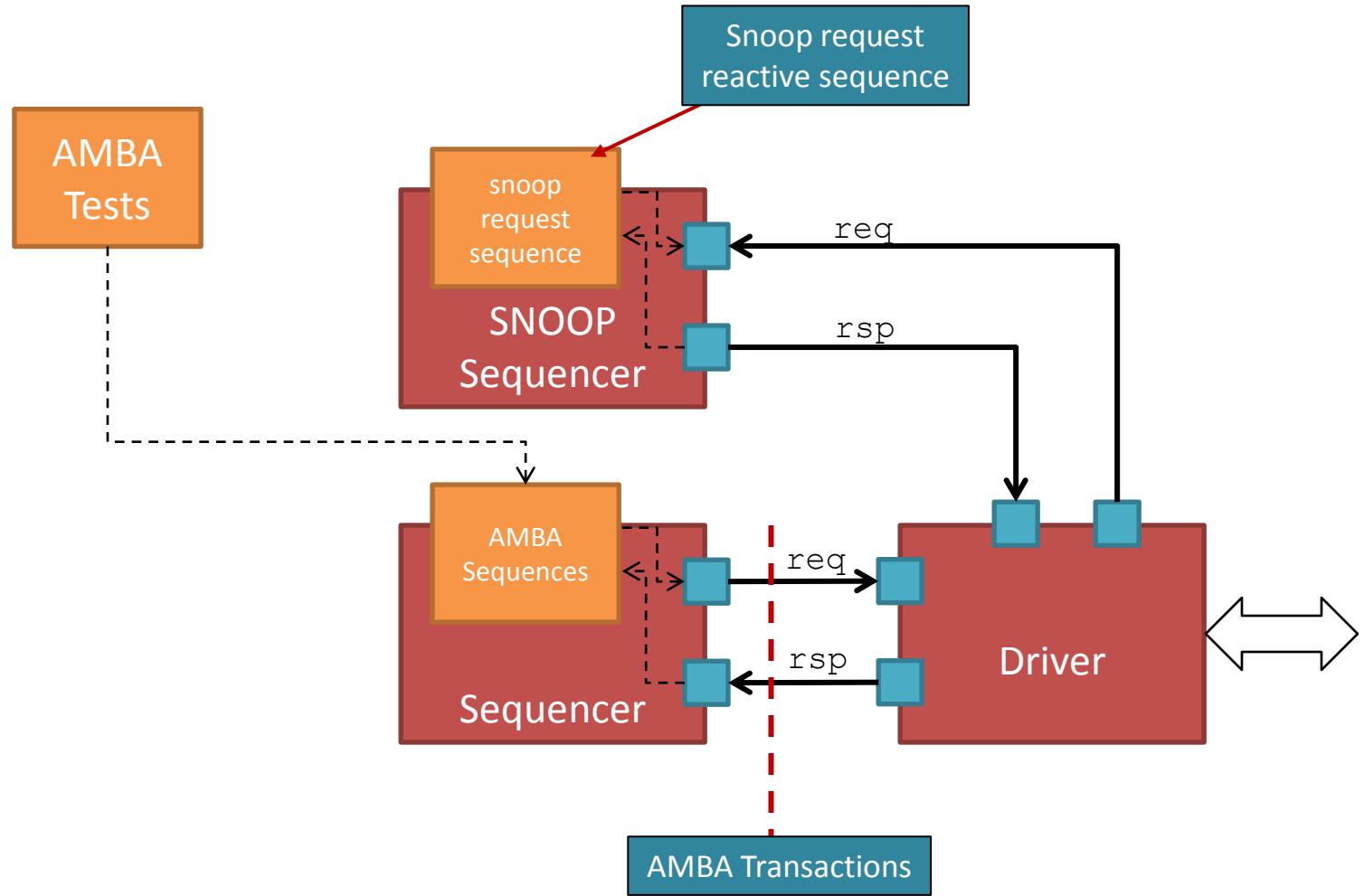
# Protocol-Agnostic Tests

- Test written using Generic Payload
- Can work on any bus

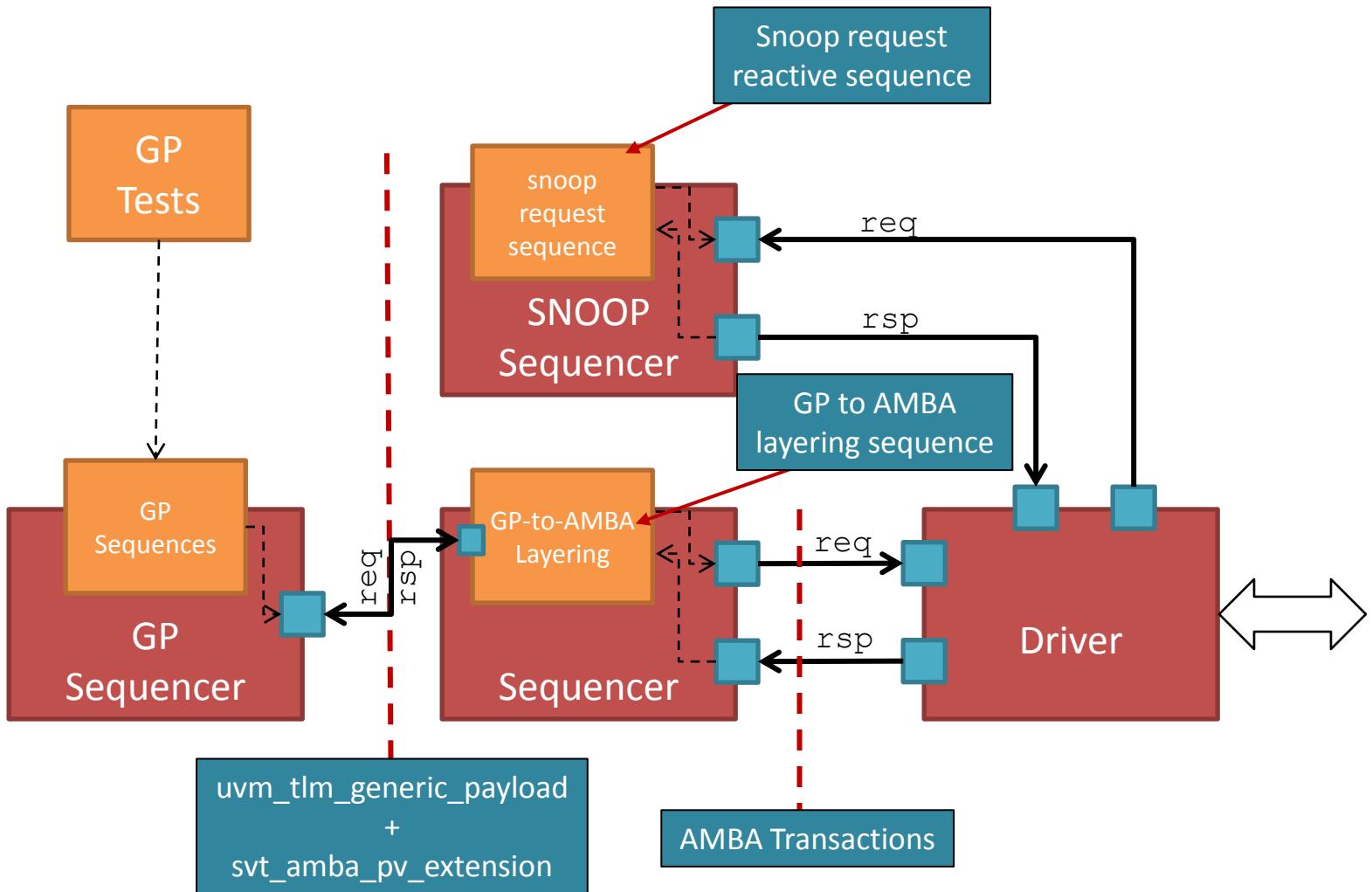


# VIP ARCHITECTURE FOR TLM GP

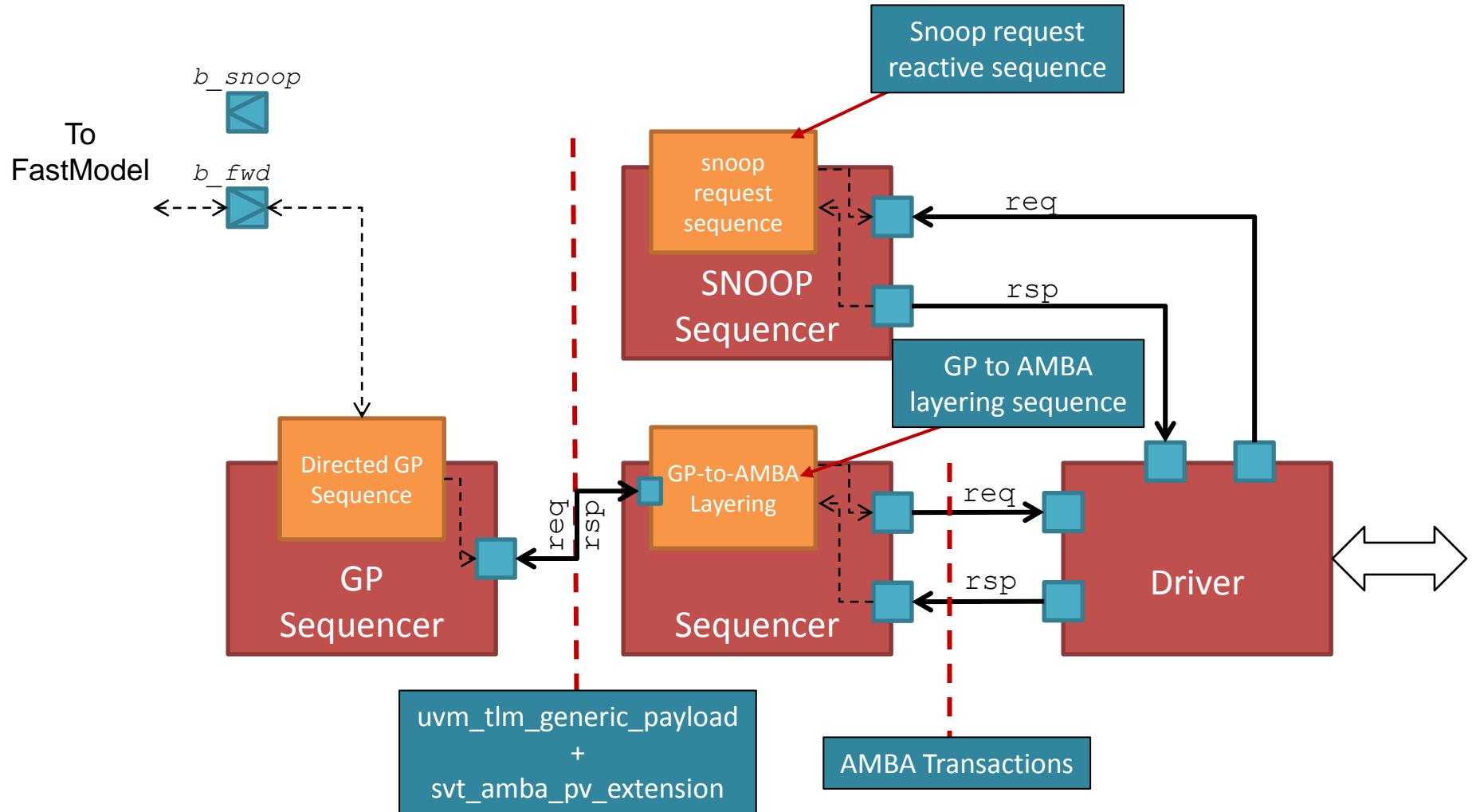
# AMBA Sequences in SV



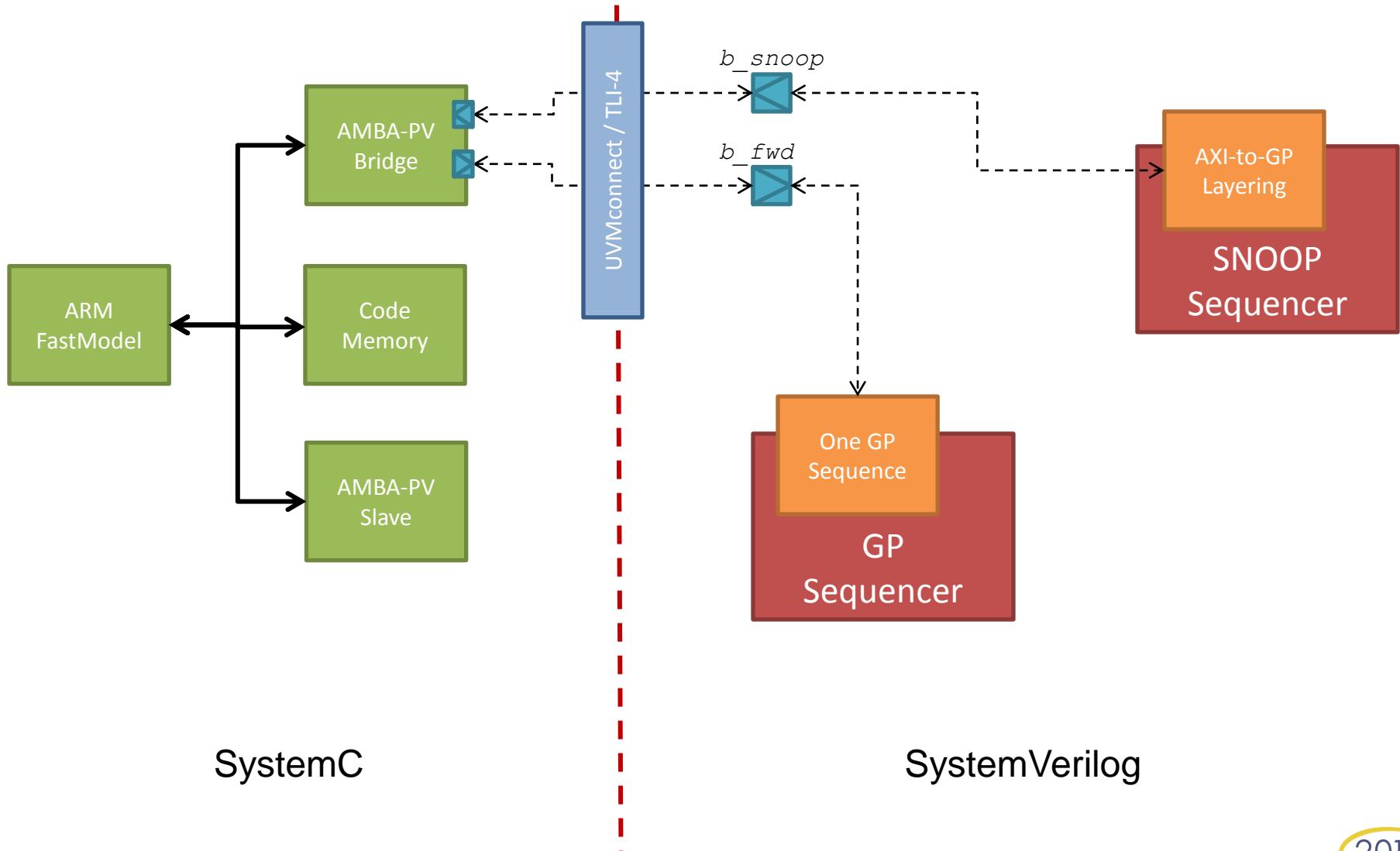
# GP-Based Sequences in SV



# SystemC-Based Tests



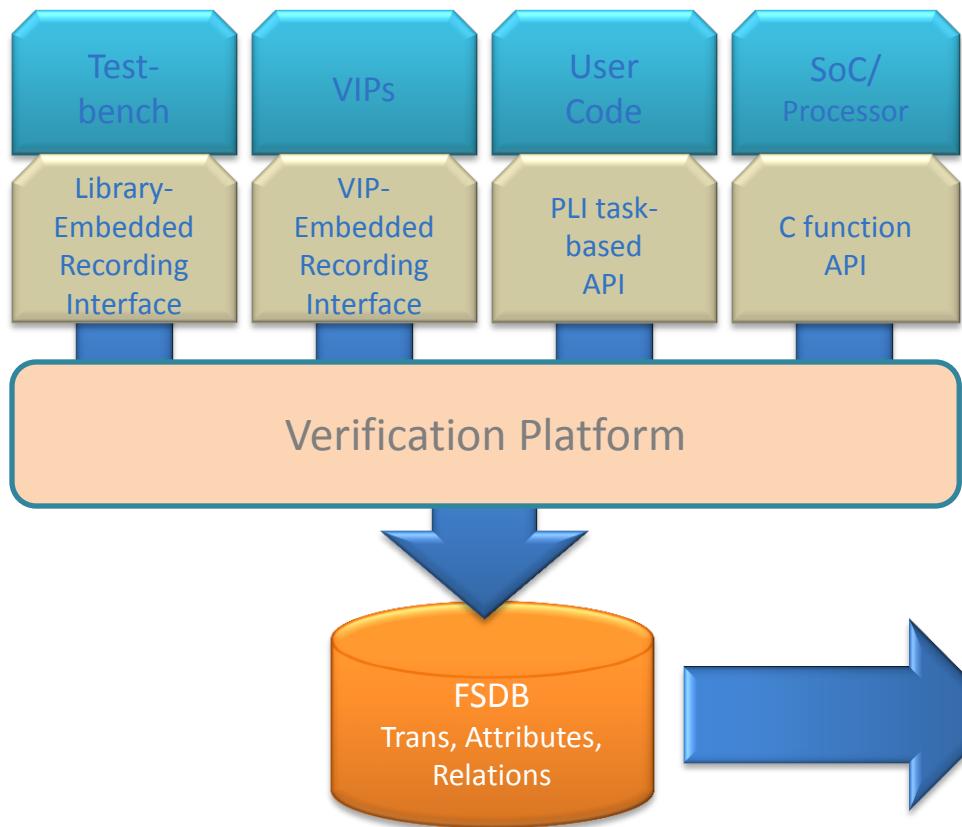
# FastModel Connection



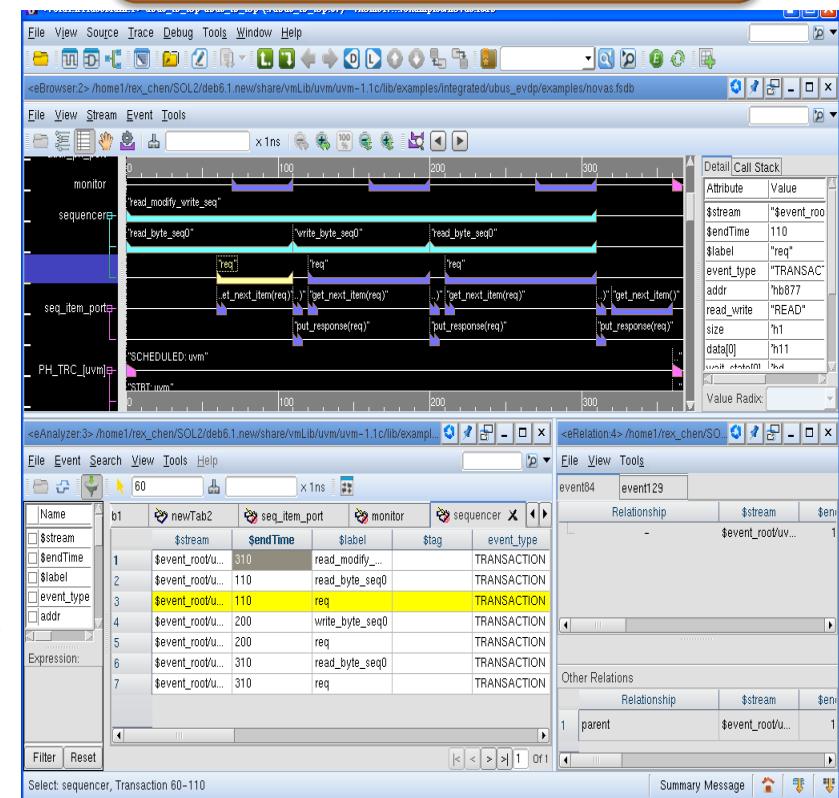
SystemC

SystemVerilog

# UVM Transaction Debug



## New Transaction Based Debug Apps



# Transaction Debug Apps

## Enhancing Post Process Testbench Debug

The screenshot displays the Verdi tool interface, which includes several windows for transaction analysis:

- Verdi:nTraceMain:1**: Shows a timeline of transactions. Annotations point to:
  - Sequencer Transactions**: A blue box pointing to a sequence of transactions labeled "control", "bulk\_out", "bulk\_in", "setup", and "in".
  - TLM Port Transactions**: A blue box pointing to a sequence of transactions labeled "control", "bulk\_out", "bulk\_in", "out", and "in".
  - User Messages**: A blue box pointing to a list of attributes and their values.
  - System Messages**: A blue box pointing to a list of system messages.
- Analyzer**: A table showing transaction details. The columns include \$stream, \$beginTime, \$endTime, \$label, \$tag, device\_address, \_connected\_bus, and endTime. The data is as follows:

	\$stream	\$beginTime	\$endTime	\$label	\$tag	device_address	_connected_bus	endTime
1	host_agent/svt...	84200	5898400	control		180388626432	"SS"	180388626432
2	host_agent/svt...	166200	1444400	bulk_out		-	-	-
3	host_agent/svt...	1382200	3726600	bulk_in		-	-	-
4	host_agent/svt...	3756200	6066400	bulk_out		-	-	-
5	host_agent/svt...	6008200	8352600	bulk_in		-	-	-
6	host_agent/svt...	8334200	9784400	bulk_out		-	-	-

- Relation Navigator**: A window showing relationships between events. It lists "child" relationships for event 21, associated with host\_agent/svt... at 84200 and 3706200.

A large blue circular arrow in the center is labeled **Sync and D&D**, indicating the process of synchronizing and debugging transactions across different domains.

# Transaction Analyzer

*Analysis and data mining tool for abstract data*

<eAnalyzer:3> /remote/us01/home39/zhaoj/EVDP\_test/ubus\_evdp/examples/novas.fsdb

File Event View Search Tools Help

Streams, virtual streams or empty containers (D&D)

VirtualStream1 monitor newTab1 sequencer X

Sorting

	\$stream	\$beginTime	\$endTime	\$label	event_type	Msg	Severity
1	\$event_root/u...	0	3230	loop_read_mo...	TRANSACTION	-	-
2	\$event_root/u...	0	0	loop_read_mo...	MESSAGE	"loop_read_m...	0
3	\$event_root/u...	0	0	loop_read_mo...	MESSAGE	"loop_read_m...	0
4	\$event_root/u...	0	470	rmw_seq	TRANSACTION	-	-
5	\$event_root/u...	0	0	loop_read_mo...	MESSAGE	"loop_read_m...	0
6	\$event_root/u...	0	160	read_byte_seq0	TRANSACTION	-	-
7	\$event_root/u...	60	160	req	TRANSACTION	-	-
8	\$event_root/u...	260	260	write_byte_seq0	TRANSACTION	-	-
9	\$event_root/u...	260	260	req	TRANSACTION	-	-
10	\$event_root/u...	260	470	read_byte_seq0	TRANSACTION	-	-
11	\$event_root/u...	270	470	req	TRANSACTION	-	-
12	\$event_root/u...	470	860	rmw_seq	TRANSACTION	-	-
13	\$event_root/u...	470	470	loop_read_mo...	MESSAGE	"loop_read_m...	0
14	\$event_root/u...	470	570	read_byte_seq0	TRANSACTION	-	-
15	\$event_root/u...	480	570	req	TRANSACTION	-	-
16	\$event_root/u...	570	740	write_byte_seq0	TRANSACTION	-	-

Quick filter

Expression:  
event\_type=="TRANSACTION"

Filter Reset

<eBrowser:2> novas.fsdb <eAnalyzer:3> novas.fsdb

Summary Message

DESIGN AND VERIFICATION  
**DVCON**  
CONFERENCE AND EXHIBITION  
**INDIA**

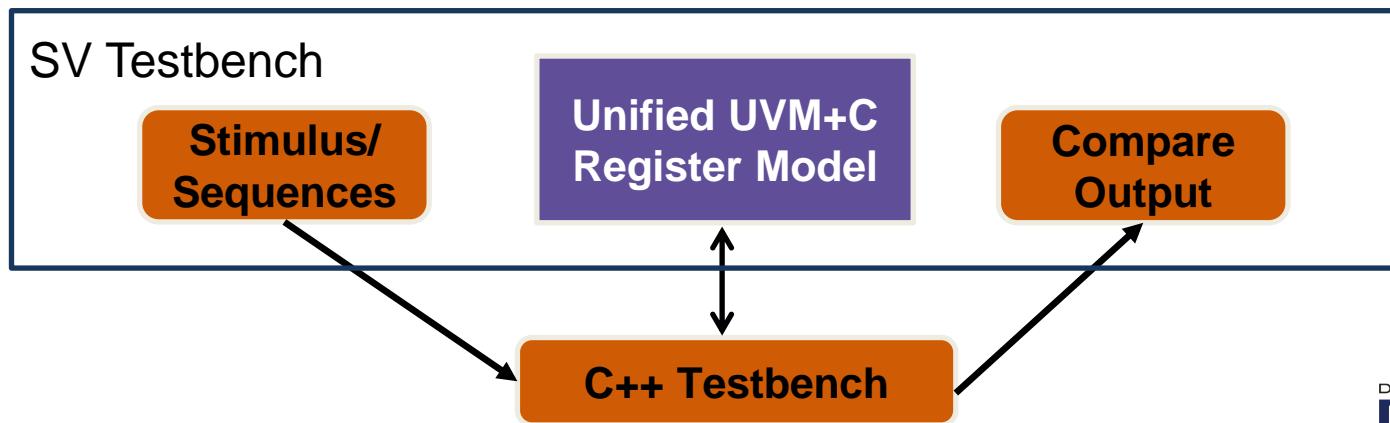
# Unified register Modeling between C and SV



# Unified Register Model for C and SV

## *Challenges and Motivation*

- To enhance register model interaction between C and UVM , a new mechanism is needed such that an identical and consistent register model can be accessed from either side
- This framework can alleviate the need to maintain and verify two separate and disjointed models
- Updates to this common register model from one side need to be immediately visible to the other and vice versa



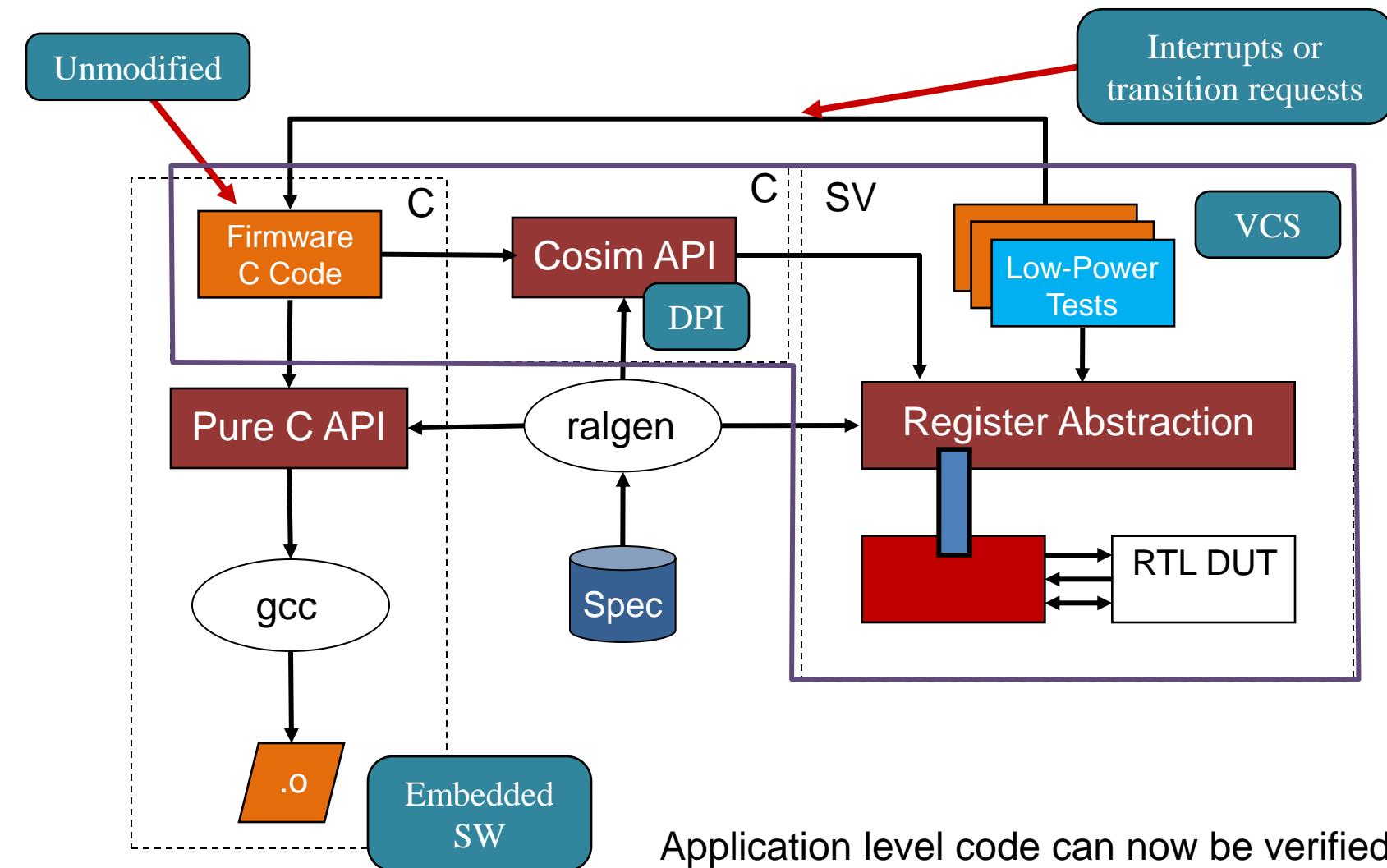
# Implementing a Unified Model

- The standard UVM RAL(Register Abstraction Layer) models the registers and memories of the Design Under Test(DUT) in System Verilog(SV)
- A C-model of the design exists and has a C++ based environment. The APIs provided allow access of the register fields and memories in the SV-RAL model from the application level C code
- The RAL-SV model can be updated from the C side or the SV testbench. Any updates in the RAL-SV model from the SV side are reflected in the C side

# Introduction to RAL-C++ interface

- Allows firmware and application-level code to be developed and debugged in VCS
- Preserve abstraction offered by the RAL
  - Hide physical address, field positions
- Provides C++ API to access RAL components
  - Fields, Registers
- Two versions of the RAL C++ API can be generated
  - Interface to RAL model using DPI
  - Stand-alone C++ code targeted to S/W

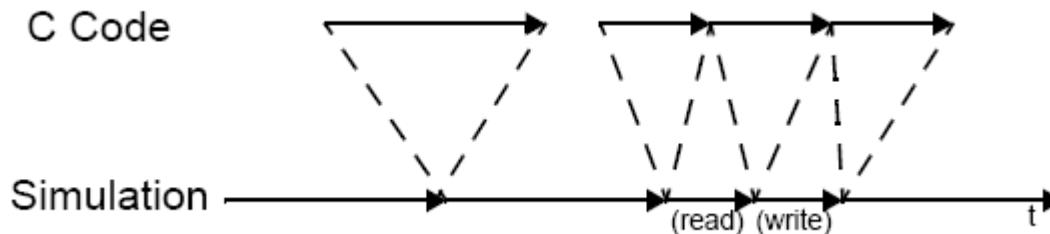
# RAL C API



Application level code can now be verified against a simulation and then used, unmodified, in the final application

# Execution timeline

- Execution non concurrent unlike code
- Rest of Simulation frozen when 'C' code is running
- Entire execution in 'C' is in '0' time in the simulation timeline
- 'Polling' strategy can impact overall performance
- Interrupt driven service strategy more ideal

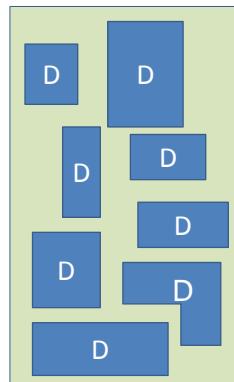


# Using UVM for mixed-AMS SOC verification

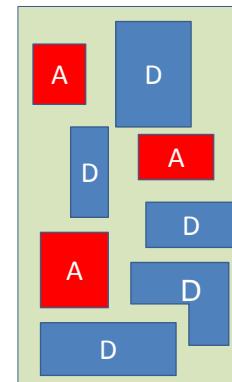
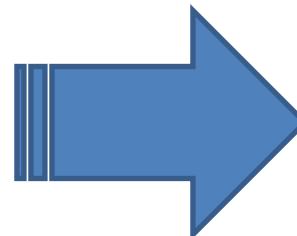


# Need for a UVM-AMS Testbench?

- No clear methodology for mixed-AMS SoC verification
  - Need interaction between all IPs, including AMS
  - Need signal access between analog IPs and others (xmrs/oomrs)
- Holes in mixed-AMS Block-level verification
  - Synchronous verification is not enough, Ref models, Flow automation needed for characterization, regression
- The solution for self-checking verification environment



UVM



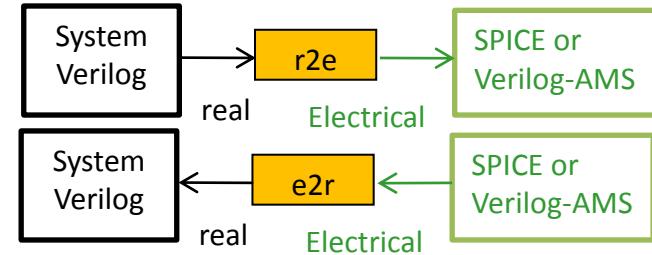
UVM AMS TB

# UVM-AMS Testbench Overview

*Technology for mixed-signal SoC functional verification*

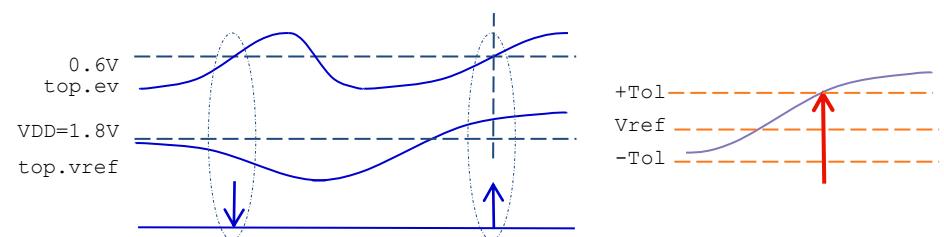
## Basic Usage

- Electrical  $\Leftrightarrow$  Real conversion
- Asynchronous analog events
- AMS toggle coverage



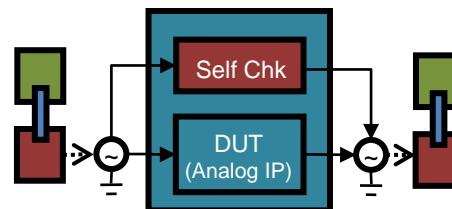
## Intermediate usage

- AMS SystemVerilog assertions
- AMS SystemVerilog testbench
- AMS Checker Library
- SystemVerilog Real Number Modeling

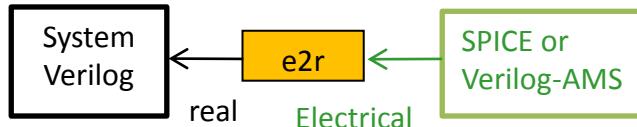


## Advanced usage

- UVM AMS testbench
- AMS Source generators

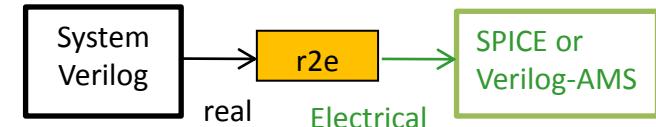


# Real ↔ Analog Conversion



Easy XMR read access to internal analog signal voltage and current

```
$snps_get_volt(anode)  
$snps_get_port_current(anode)  
anode: full hierarchical analog node name
```



Easy XMR write access to internal analog signal voltage.

```
$snps_force_volt(anode,val|real)  
$snps_release_volt(anode)  
anode: full hierarchical analog node name  
val/real: absolute value or real variable
```

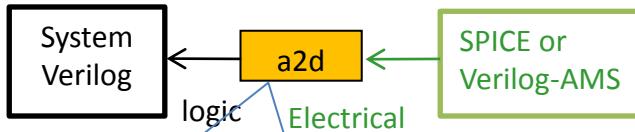
## Example:

```
real r;  
always @ (posedge clk)  
  r <= $snps_get_volt (top.i1.ctl);
```

## Example:

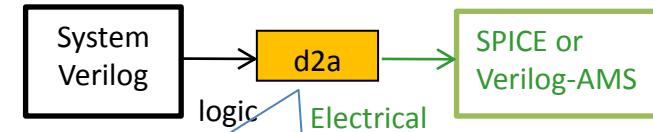
```
real r;  
initial  
  $snps_force_volt (top.i1.ctl,0.0);  
  
always @ (posedge clk) begin  
  r <= r+0.1;  
  $snps_force_volt (top.i1.ctl,r);
```

# Logic↔Analog Conversion



Automatic insertion of a2d connect models between SystemVerilog and SPICE.

User can re-define the threshold



Automatic insertion of d2a connect models between SystemVerilog and SPICE.

User can re-define the threshold

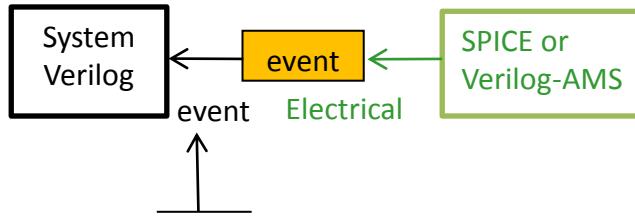
## Example:

```
assign verilog_wire =  
    top.i1.i2.x1.clk;  
  
initial begin  
    verilog_reg =  
        top.i1.i2.x1.strb;  
  
    ...
```

## Example:

```
reg rst_reg;  
assign top.i1.i2.x1.rst = rst_reg;  
initial begin  
    ...  
    rst_reg = 1'b0;  
    #5 rst_reg = 1'b1;  
    ...  
end
```

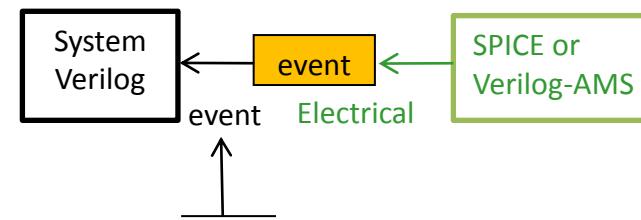
# Asynchronous Analog Events



```
$snps_cross(aexpr[,dir[,time_tol [,expr_tol]]]);  
aexpr: analog expression based on system function
```

## Example:

```
always  
  @($snps_cross($snps_get_volt(  
    top.i1.ctl)-0.6,1))  
begin  
  $display("Signal ctl is raising  
  above 0.6V");
```



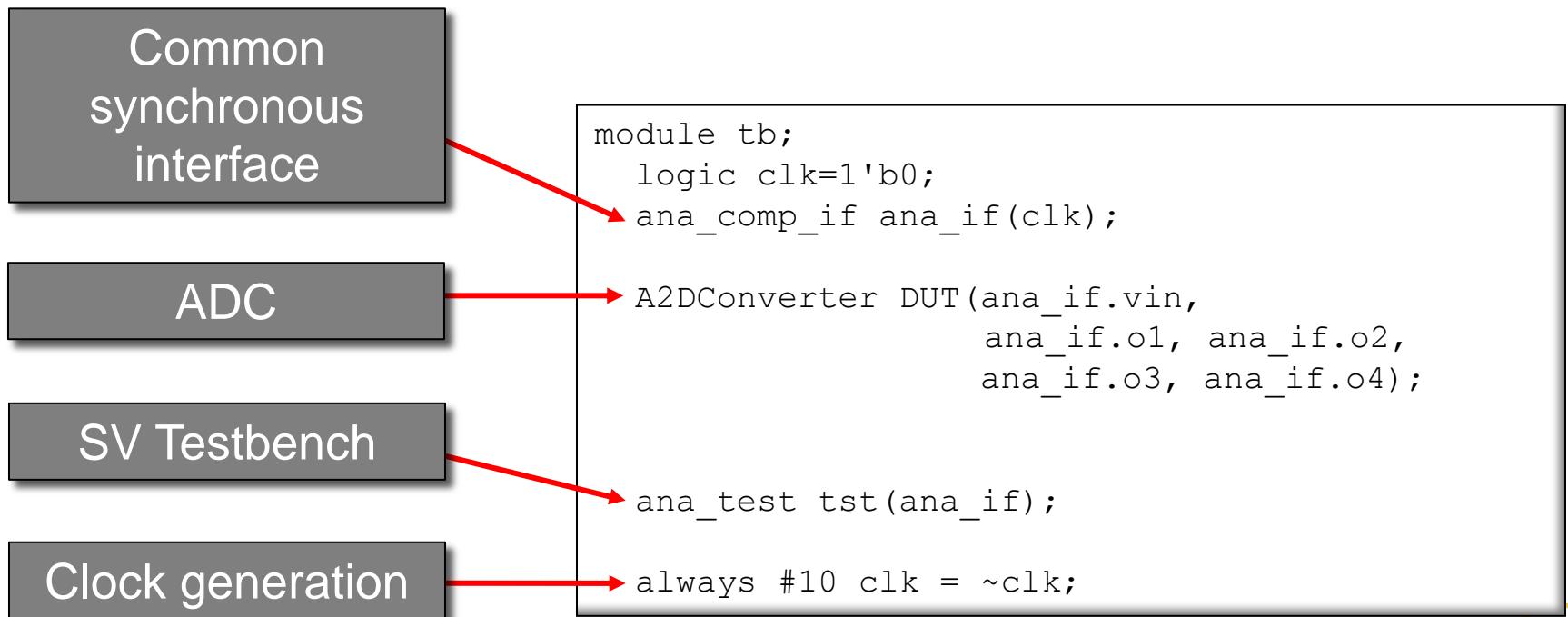
```
$snps_above(aexpr[,time_tol  
[,expr_tol]]);  
aexpr: analog expression based on system function
```

## Example:

```
always  
  @($snps_above($snps_get_volt(  
    top.i1.ctl)-0.6))  
begin  
  $display("Signal ctl is above  
  0.6V");
```

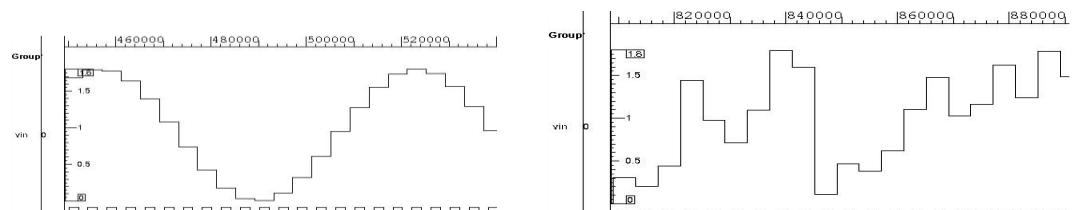
# Instantiation of Analog DUT & Testbench

- DUT and testbench are instantiated and connected using SV interface
- VCS automatically inserts necessary e2r and r2e models



# AMS Testbench Generators

UVM



## Sine Voltage Gen

- Vmax=1.0V,
- Vmin=-1.0V
- F=1.0MHz

Construct sin Wave generator.

Default is auto-run throughout run\_phase()

```
...
class my_env extends uvm_component;
  ...
  sv_ams_sine_voltage_gen#(-1.0, +1.0, 1.0E6) sGen_IN;

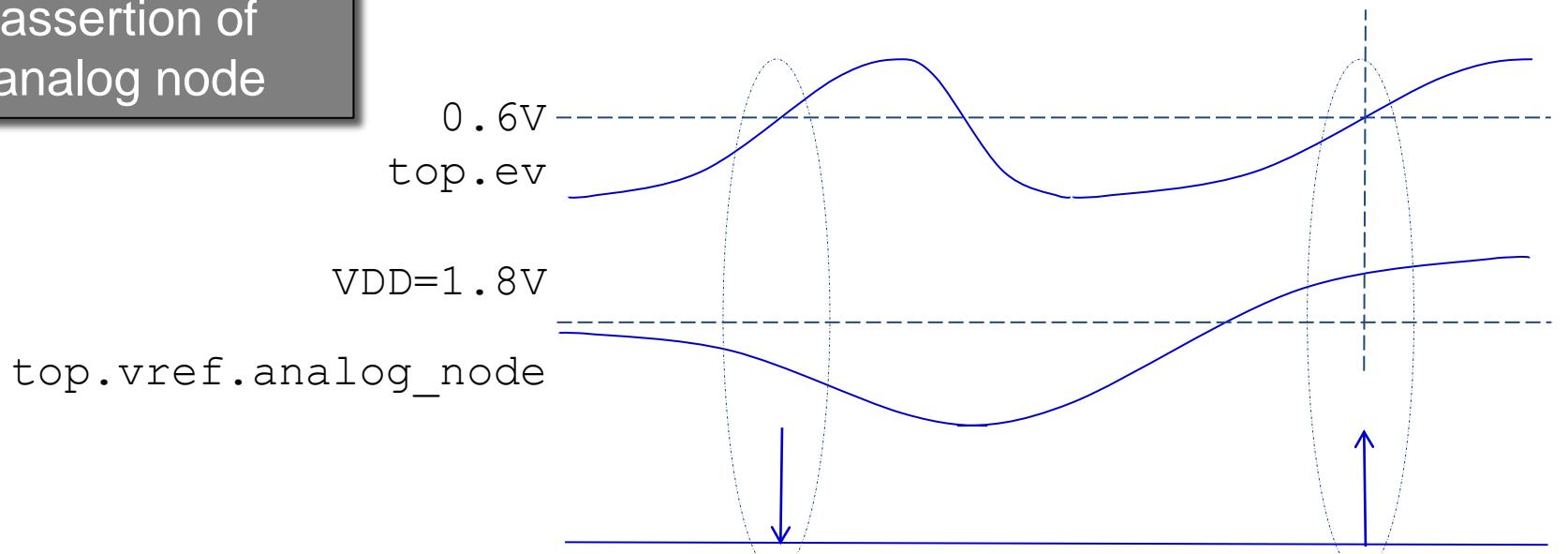
  function void build_phase(uvm_phase phase);
    super.build_phase(phase);
    uvm_resource_db#(virtual ams_src_if)::set("*", "uvm_ams_src_if", aif, this);
    sGen_IN = sv_ams_sine_voltage_gen#
              (-1.0, +1.0, 1.0E6)::type_id::create("sine", this);
  endfunction
```

# Immediate Assertions

## Asynchronous

Asynchronous  
immediate  
assertion of  
analog node

```
always @(snps_cross($snps_get_volt(top.ev)-0.6,1))  
  assert(top.vref.analog_node <= 1.8)  
  else $error("Node is greater than VDD");
```



"Node is greater  
than VDD"

# AMS Testbench Checkers

SV interface containing  
the Clock generator

Clock generator  
instance

Checks:

- Vmax=2.25V,
- Vmin=-2.25V
- F=2.5MHz
- Tolerance: +-1.0%

Start/stop frequency  
checking

Change vmin,  
vmax

Restart frequency  
checking

```
module test;
    ana_vref_if ana_if();
    spice_clk_ref ckref(ana_if.clk_out);

    sv_ams_frequency_checker#(-2.25,+2.25, 2.5E6)
        freq_meas = new("Freq Meas", "0", 0,
                        ana_if.clk_out);

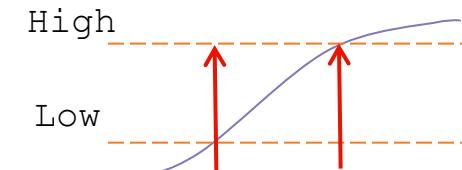
    initial begin
        @(posedge rst); // Wait end of reset
        saw_freq_meas.start_xactor();
        #2000 saw_freq_meas.stop_xactor();
        saw_freq_meas.set_params(-1.8, +1.8, 2.5E6);
        saw_freq_meas.start_xactor();
    endmodule
```

# AMS Testbench Checkers

## Checkers

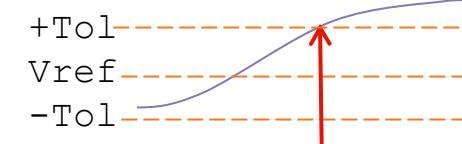
sv\_ams\_threshold\_checker

Checks that analog signal remains within a given high and low threshold.  
Can perform this check synchronously or asynchronously



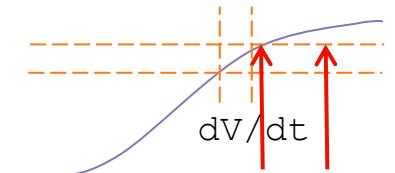
sv\_ams\_stability\_checker

Checks that analog signal remains below or above a given threshold.  
Can perform this check synchronously or asynchronously



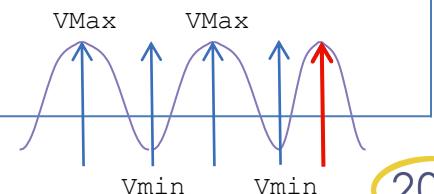
sv\_ams\_slew\_checker

Checks that analog signal rises/falls with a given slew rate(+/- tolerance).  
Can perform this check synchronously or asynchronously

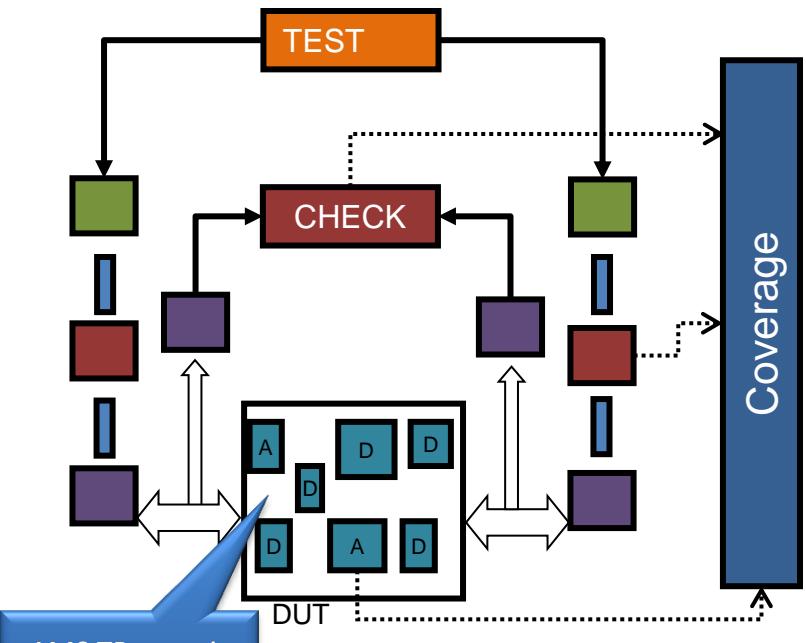


sv\_ams\_frequency\_checker

Checks that analog signal frequency is within a given tolerance

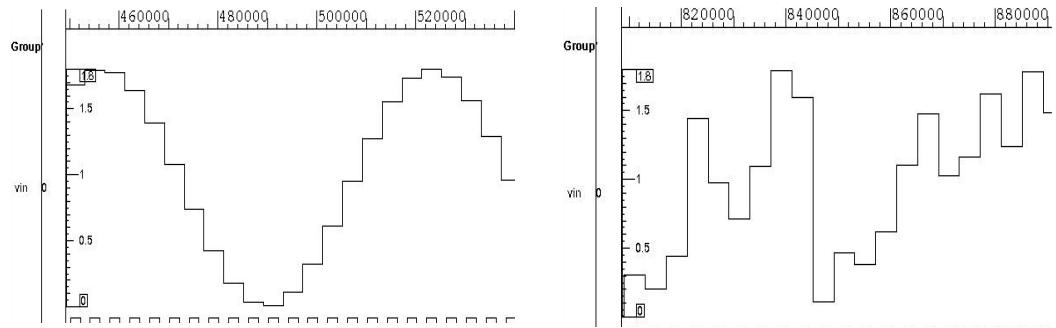


# UVM AMS Verification of A+D SoC



Sine Voltage Gen  
• Vmax=1.0V,  
• Vmin=-1.0V  
• F=1.0MHz

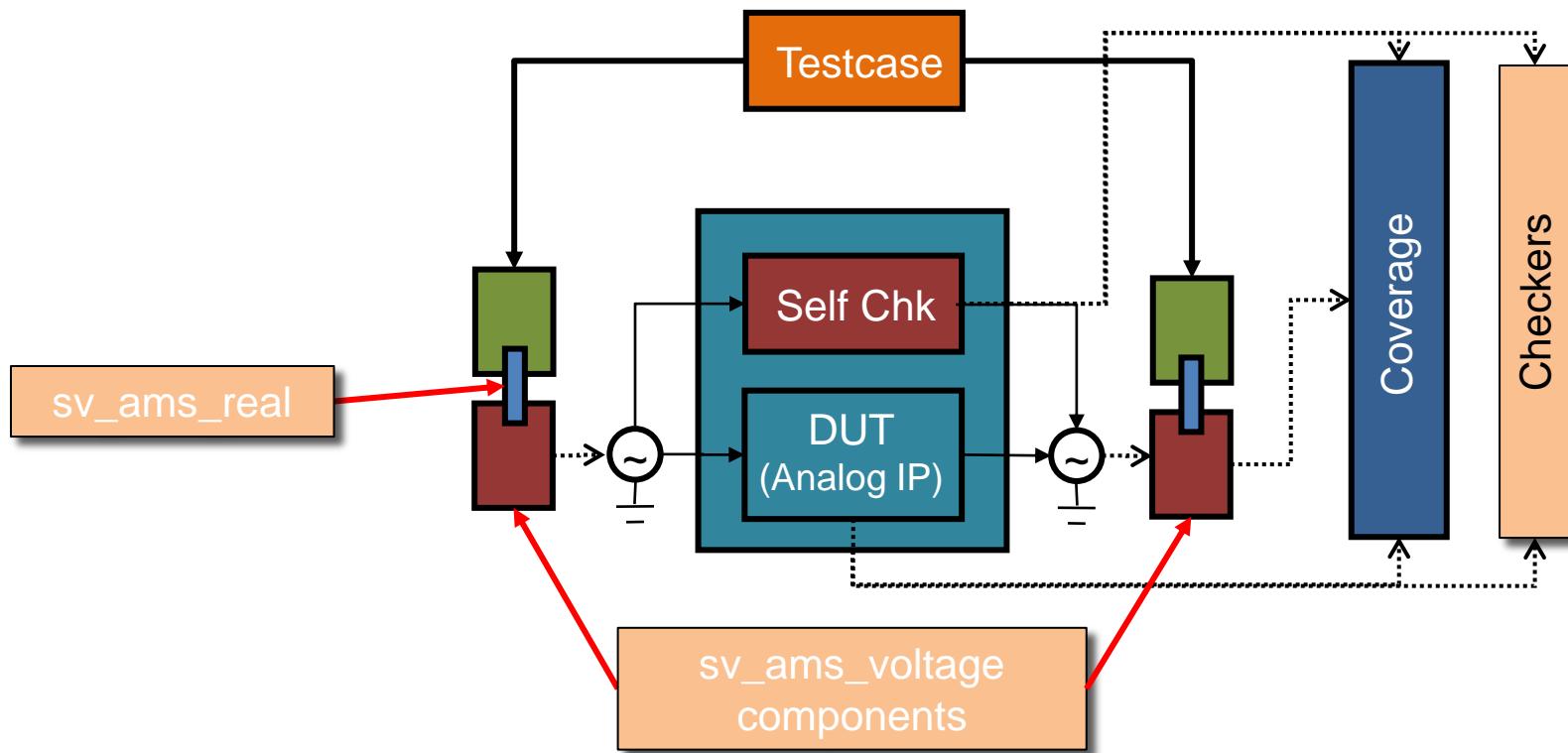
Construct sin Wave generator.  
Default is auto-run throughout run\_phase()



```
...
class my_env extends uvm_component;
...
sv_ams_sine_voltage_gen#(-1.0, +1.0, 1.0E6) sGen_IN;

function void build_phase(uvm_phase phase);
    super.build_phase(phase);
    uvm_resource_db#(virtual ams_src_if)::set("*", "uvm_ams_src_if", aif, this);
    sGen_IN = sv_ams_sine_voltage_gen#
        (-1.0, +1.0, 1.0E6)::type_id::create("sine", this);
endfunction
```

# Other use: Verifying Analog IP before SoC integration

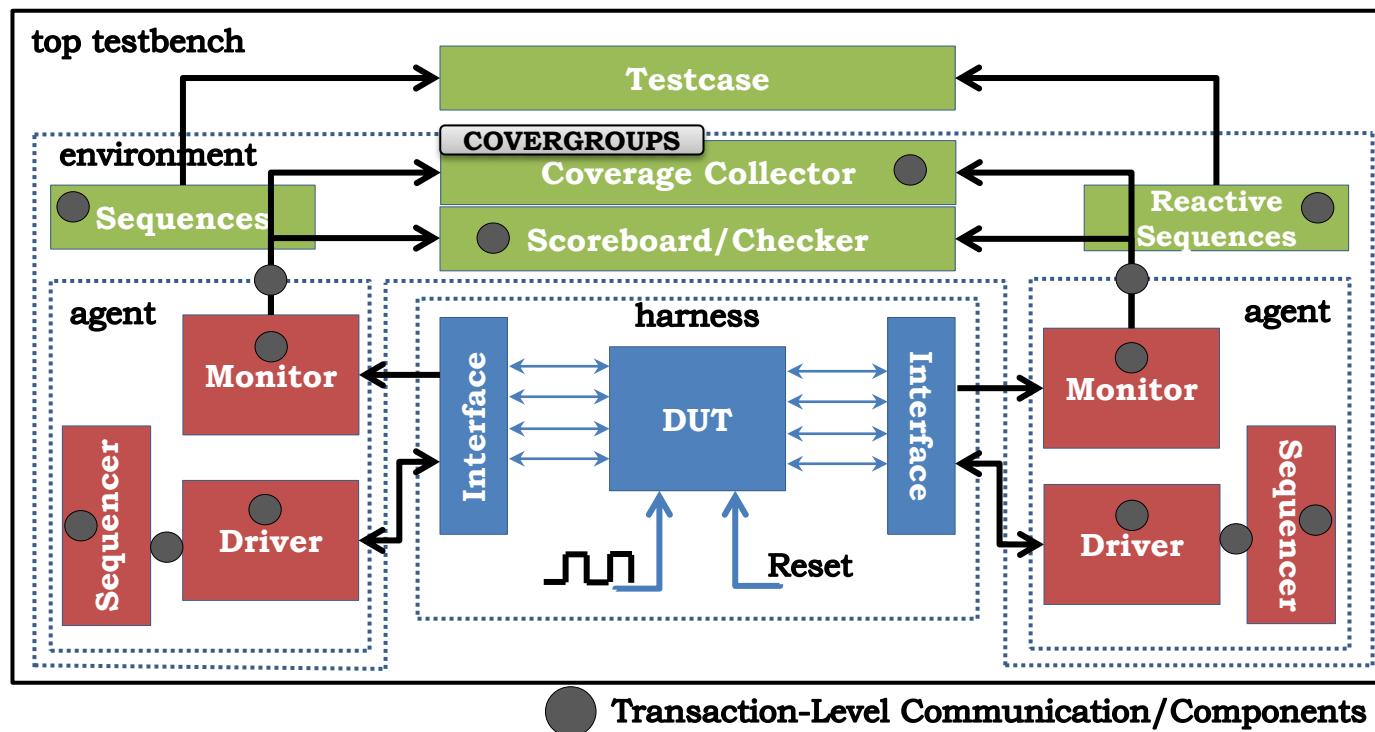


# Enabling an UVM Testbench for simulation acceleration

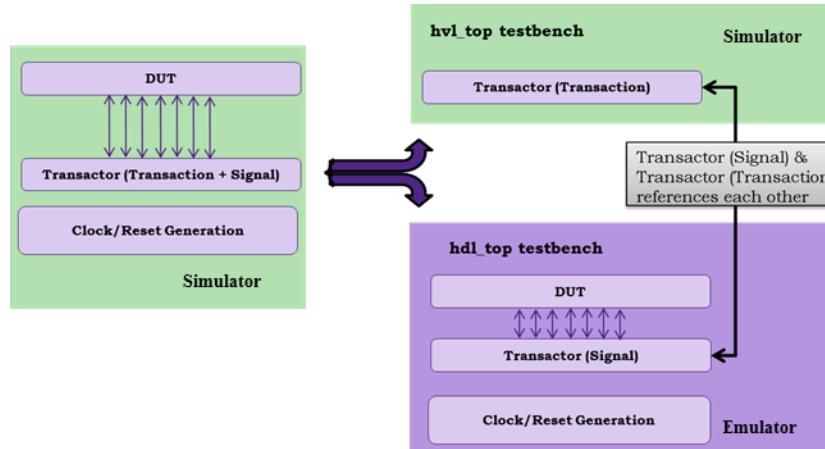


# Typical UVM Testbench Environment

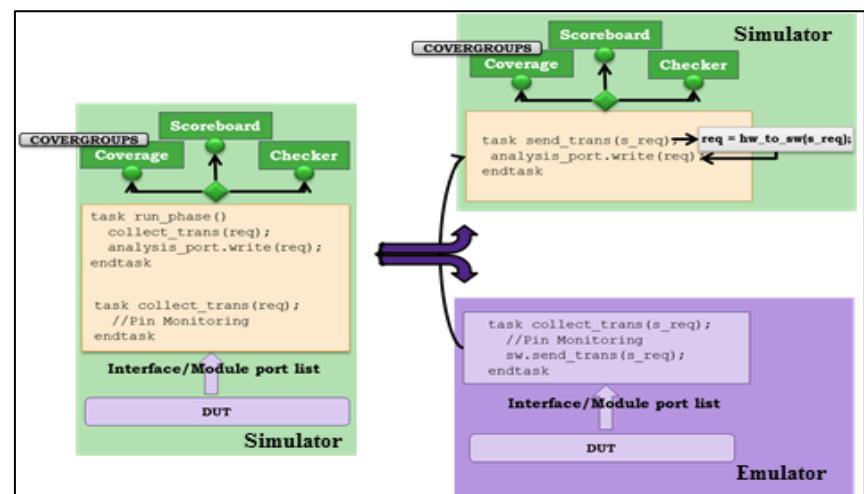
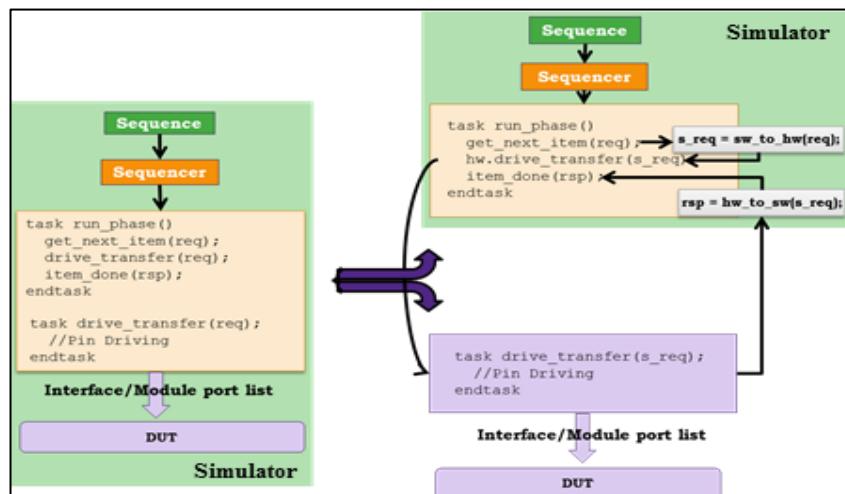
- Stimulus Generation: Constrained Random, Object-Oriented
- Testcase: Simulation Control
- Bus Functional Models (BFM's)
- Responder, Slave (Memory)
- Result Analyzers
- Coverage Driven Verification
- Scoreboards



# Environment Transformations for TBA

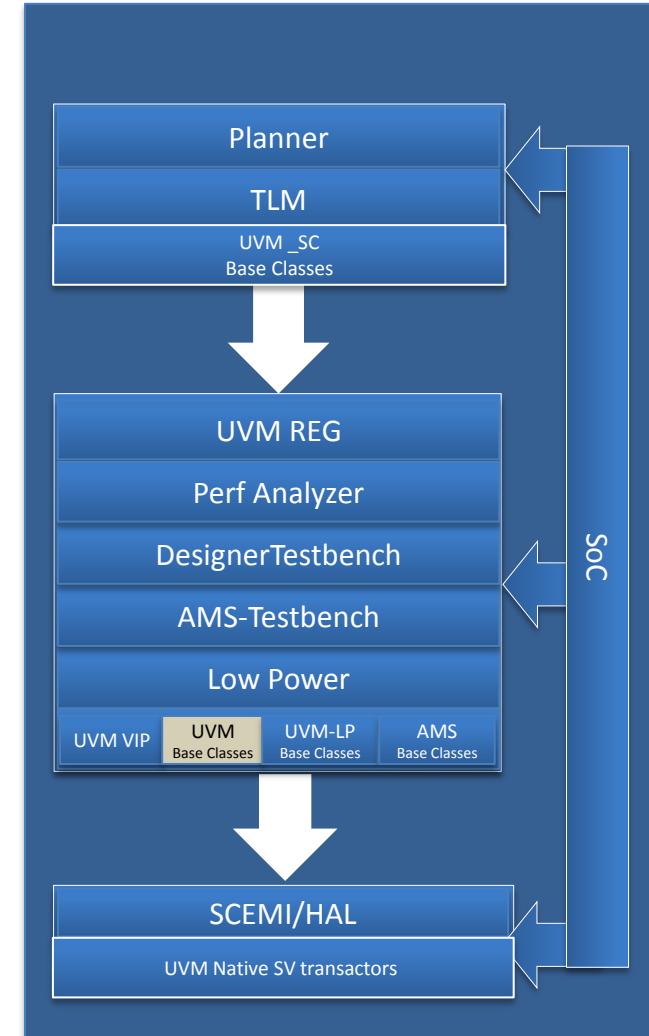
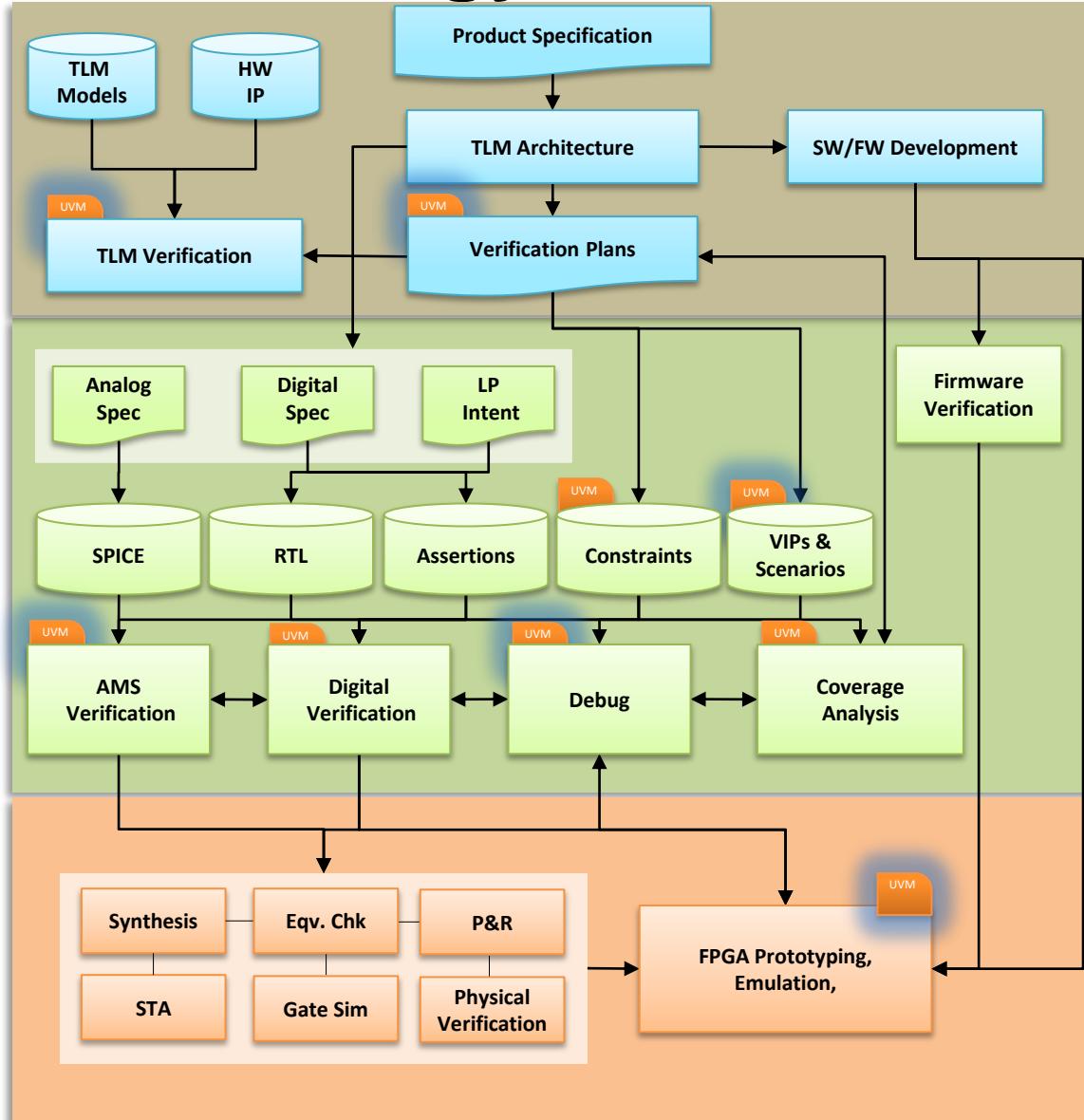


Two-Top Entity Approach

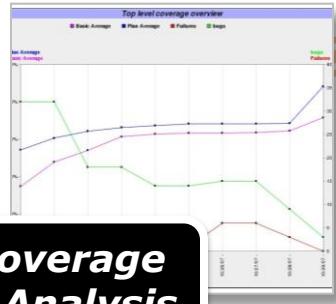


Partitioning the Active & Passive BFM's

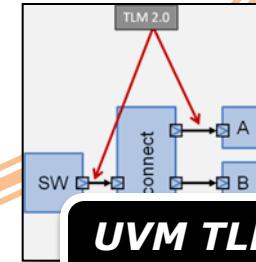
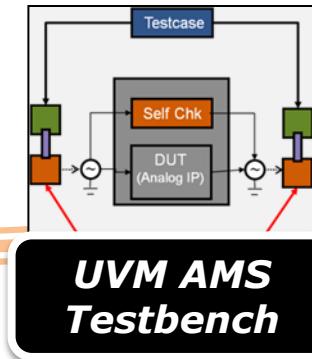
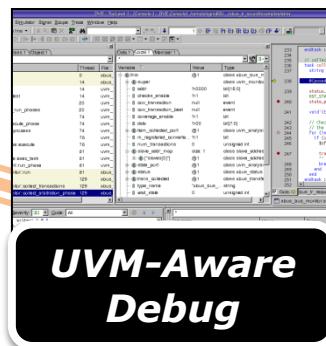
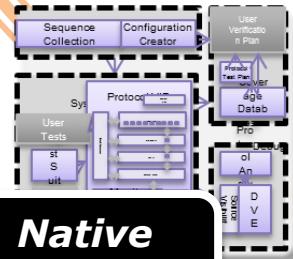
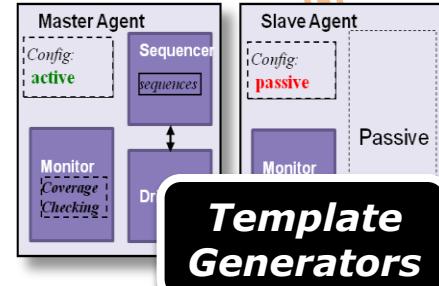
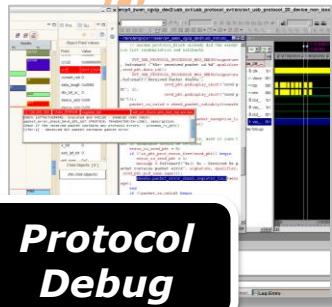
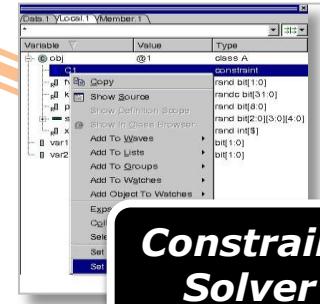
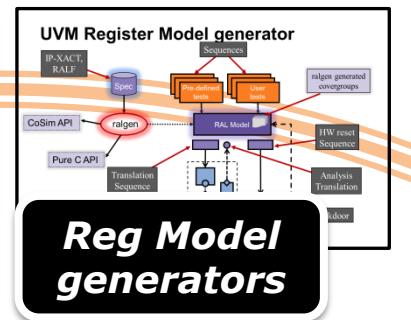
# Methodology Investment - Direction



# Complete UVM Ecosystem



Coverage & Analysis



# Questions