



#### **Hardcore Abstraction**

#### Replacing Hardcoded Register Values in VIPs

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## Agenda

Describing the Problem

Overview of UVM Register Model

Guidelines & Examples of VIP Register Abstraction

Takeaways



# **Describing the Problem**

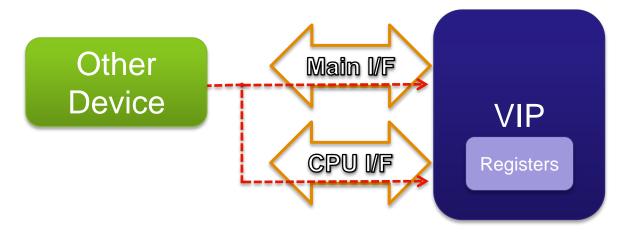
Why are there hardcoded register values in VIPs?



## **Protocols Include Registers**



- Many of today's protocols include register sets
  - Serial Protocols: MIPI M-PHY, SoundWire, High Definition Audio
  - Non-Serial Protocols: DDR4 SDRAM
- Registers control or configure operational parameters
- Creates the need for VIPs implementing these protocols to model the register set and their functionality



## Implementation Using Hardcoding



 (Unfortunately) VIP code to implement register features may contain hardcoded values

```
// if address and data is for 0x0100 register & trigger field
if (virtual_if.addr==16'h0100) && (virtual_if.data[5]==1'b1)
    do_something();
```

- Quick to code, but clearly invites problems:
  - Not robust to any register attribute changes
  - Likely to introduce hard-to-find run time bugs
  - `define help, but still problematic especially if manually updated
  - A lot of time can be lost over the course of a project

### Solution: Using Abstraction



```
uvm_reg

new()
configure()
set_offset()
get_name()
get_address()
set()
get()
```

```
uvm_reg_field
new()
configure()
get_name()
get_lsb_pos()
get_n_bits()
set()
get()
```

```
uvm_mem

new()
configure()
set_offset()
get_name()
get_size()
write()
read()
```

```
uvm_reg_block
new()
configure()
create_map()
get_name()
get_blocks()
get_reg_by_name()
get_reg_by_addr()
```

- Leveraging off the UVM Register Model classes
  - Encapsulate and structure register related definitions
  - Rich set of access, introspection and query methods
  - Proven library with additional EDA tools available (code autogeneration, eg RALGEN)



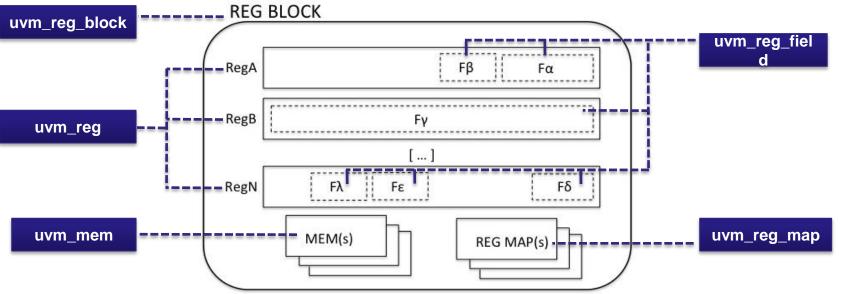
## **Overview of UVM Register Model**

Conventional and Proposed Use Cases



### **UVM Register Classes**





- uvm\_reg\_field: base class for an atomic register fields
- uvm\_reg: base class for an individual register
- uvm\_mem: base class for contiguous storage locations
- uvm\_reg\_map: utility class representing address map
- uvm\_reg\_block: base class representing hierarchy

#### **UVM Register Classes Code**

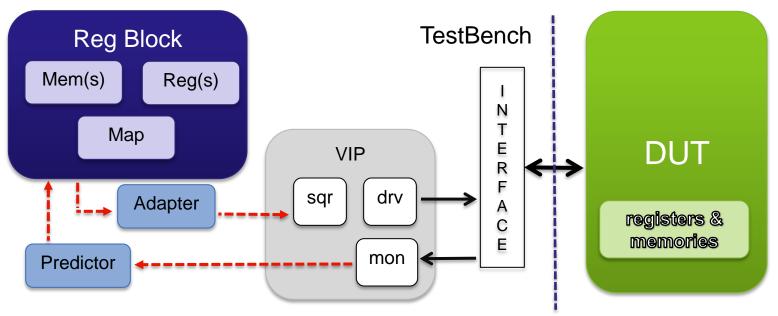


```
class my vip ref regblock extends uvm reg block; 
                                                              uvm_reg_block
T...1
                                                               derived class
  protocol reg1 protocol reg1 reg;
  protocol reg2 protocol reg2 reg;
                                                              uvm reg derived
  protocol reg3 protocol reg3 reg;
                                                              classes - contain
                                                              uvm_reg_field(s)
  virtual function void build();
    protocol_reg1_reg = protocol reg1::type id::create("...");
    protocol reg1 reg.configure(this);
    protocol reg1 reg.build();
    protocol reg2 reg = protocol reg2::type id::create("...");
    [...]
    protocol reg3 reg = protocol reg3::type id::create("...");
    [\ldots]
                                                                 default_map
                                                               (uvm_reg_map)
    default map.add reg(protocol reg1 reg, 'h100, "RW");
                                                               to create address
    default map.add reg(protocol reg2 reg, 'h104, "RW");
                                                                   map
    default map.add reg(protocol reg3 reg, 'h108, "RW");
  endfunction
endclass
```

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#### **Conventional Use Case in TB**

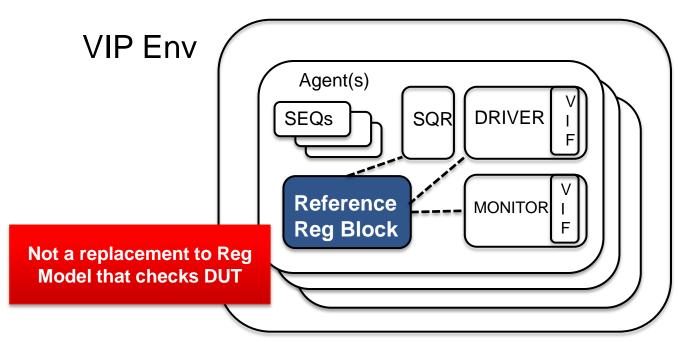




- Register model (register block) included in TB
- uvm\_reg\_predictor & uvm\_reg\_adaptor classes are used to quickly integrate with TB components
- Register model can now automatically execute and check DUT register functionality

#### Proposed New Use Case in VIP





- Code of Reference Register Block similar to TB use case
- Represents protocol register set the VIP must model
- Creates a layer of abstraction between VIP operations and low level register details



#### **VIP Register Abstraction**

Guidelines and Examples



#### **Abstraction of Register Access**



Take the original example with hardcoded values ...

```
// if address and data is for 0x0100 register & trigger field
if (vif.addr==16'h0100) && (vif.data[5]==1'b1)
  do_something();
```

Replace with abstract methods in reference reg block

```
my_vip_ref_regblock ref_regblock;

ref_regblock = my_vip_ref_regblock::type_id::create("...");
if (vif.addr == ref_regblock.protocol_reg1.get_offset())&&
    (vif.data[ref_regblock.protocol_reg1.trigger.get_lsb_pos()]==1))
    do_something()

    Reference register block
    (regs/fields members) used
    here
```

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#### **Advantages of Abstraction**



- A bit more code, but ...
  - Far more robust, will automatically adapt to any changes in addresses or offsets
  - Reference register block and its attributes are defined in a single centralized file
  - Eliminates time costly run-time bugs due to hard-coded values
  - Trivial to fix compilation errors if registers radically change

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#### **Abstraction Using Trans Item**



- No dedicated i/f for registers access in some scenarios (serial i/f protocols)
- VIP's transaction item can be used instead

```
trans = my vip transaction::type id::create("");
                                                             VIP's transaction item
 [ ... ]
                                                             VIP decodes operation
 if ( vip detected write operation()) begin
                                                                into trans item
   trans.register operation = WRITE;
   trans.addr = vip decoded write address();
 end
                                                         Trans item instead of 'vif'
                                                         used to determine register
 [ ... ]
                                                                access
 if (trans.register operation==WRITE) &&
    (trans.addr == ref regblock.protocol reg1.get offset()) &&
    (trans.data[ref regblock.protocol reg1.trigger.get lsb pos()]==1)
    do something()
```

### Register Value Retrieval



A hardcoded example likely to cause trouble

```
if (vif.addr == 16'h0100)
  vif.data[7:5] = my_config_fieldA_value;
```

Same operation using abstracted method

```
Same reference reg block with query functions

if (trans.addr == ref_regblock.protocol_reg2.get_offset()) begin lsbpos = ref_regblock.protocol_reg2.fieldA.get_lsb_pos();

for ( idx=0;
    idx < ref_vip_regblock.protocol_reg2.fieldA.get_n_bits();
    idx++)

trans.data[lsbpos + idx] = my_config_fieldA_value[idx];

Values from query functions replacing hard-coded values
```

# Further Leverage of Register Block



- VIP code can use reference register block to also hold and report values
- Use UVM register class access methods:

```
– uvm_reg::get() & uvm_reg_field::get()
```

– uvm\_reg::set() & uvm\_reg\_field::set()

## **Determining Register in Operation**



- Address used to determine which register is in operation
- Access to specific register may trigger consequential action (clear interrupts, counters, initiate/shut-down)
- Example with hardcoded values

```
case (trans.addr)
   16'h0100 : consequential_action1();
   16'h0101 : consequential_action2();
   16'h0102 : consequential_action3();
endcase
```

- Same vulnerabilities and problems
  - Code will break if addresses change
  - Can produce difficult to find run time bugs in VIP

# **Determining Register in Operation**



Example using abstraction

```
m reg = m ref regblock.default map.get reg by offset(my trans.addr)
if ( m reg != null ) begin
  m reg str = m reg.get name();
                                                           'default map' query method
                                                           returns pointer to register
end
case (m reg str)
                                                            get name string from reg
     "reg1 reg" : consequential action1();
     "reg2 reg" : consequential action2();
                                                          work with string to determine
     "regN reg" : consequential action3();
                                                              register in operation
endcase
                                                           These strings are like hard-
                                                                coded values!!!
```

- Advantages
  - Robust if addresses change
  - But what if the register names change???

# **Determining Register in Operation**



Abstraction allows self-validating code

```
Group into array of 'const
                                                                      string'
const string c reg1 str = "reg1 reg"; <</pre>
const string c regN str = "reg2 reg";
string c register table[] = { c reg1 str , [...], c regN str };
virtual function build phase(uvm phase phase);
  foreach(c register table[r])
     if (null == m ref regblock.get reg by name(c register table[r]) )
        `uvm fatal( ... )
                                                             Go through array contents
endfunction
                                                           confirming they are in reference
                                                                  register block
ſ...1
  case (m reg str)
     c reg1 str : consequential actions1(...);
                                                             Use 'const string' in case
      [...1
                                                                   statement
     c reqN str : consequential actions reqN(...);
  endcase
```

Another advantage over hardcoded values and `defines



#### **Takeaways**



#### **Takeaways**



- Use a UVM register block in a VIP to create a layer of abstraction
- Abstraction allows the following:
  - Synchronize with a central register attributes file (register block)
  - Code to be robust and automatically adapt to register changes
  - Eliminate hard-to-find run time bugs
  - Trivial to fix compilation errors, Create self-validating code
- Reduce time lost due to changes in register attributes over the course of a project



# **Thank You**

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