

VPI_BINARY_FILE_IO



November 26, 2024

Jay Convertino

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1 Usage

1.1 Introduction

This library provides two functions.

- `read_binary_file(FILE_NAME, VECTOR)`
- `write_binary_file(FILE_NAME, VECTOR)`

Each instance is a new instance, and will start reading the file from the start. The vector has to be in size bytes from 1 to any number of bytes. Each function returns the number of bytes read or written. Z or X place in the vector indicates bytes not available for read, or do not write these bytes for write. The read function will return a negative number of bytes when the end of file is reached.

You can use the following to include the library in your project:

```
dep_vpi:
  depend:
    - AFRL:vpi:binary_file_io:1.0.0
```

```
targets:
  default: &default
  description: Default file set.
  filesets: [src, dep, dep_vpi]
```

1.2 Dependencies

The following are the dependencies of the cores.

- fusesoc 2.X
- iverilog (simulation)

1.2.1 fusesoc_info Dependencies

- `dep_tb`
 - AFRL:utility:sim_helper
- `dep_gen`
 - AFRL:utility:generators:1.0.0

2 Architecture

This VPI library provides two functions for the user to use during simulation, `read_binary_file` and `write_binary_file`. These will read and write from binary files. These functions use ringbuffers and multi-threading to separate file I/O from the simulation so file access will not slow down the simulation.

The `read_binary_file` will read any binary file till it runs out of data. When it does, if it can not complete the word (one byte left, for say a 4 byte word output) then the unused bytes for the `aval/bval` pairs are set to Z. Meaning in the simulation they will show up as Z, not 0 or 1. It will also assert the EOF (end of file) signal from the core showing that this is the last of the data.

The `write_binary_file` will write any binary data till it is given that is a 0 or a 1. Any bytes that contain a Z will not be written to the output file. This allows for any file that is read to be written in a one to one manner.

Please see 5 for more information per target.

3 Building

The all VPI binary file IO source files are written in C to target the VPI API from Verilog 2001. They should simulate in any modern simulation tool that has VPI support. The library comes as a fusesoc packaged core and can be included in any other testbench. Be sure to make sure you have met the dependencies listed in the previous section.

3.1 fusesoc

Fusesoc is a system for building FPGA software without relying on the internal project management of the tool. Avoiding vendor lock in to Vivado or Quartus. These cores, when included in a project, can be easily integrated and targets created based upon the end developer needs. The core by itself is not a part of a system and should be integrated into a fusesoc based system. Simulations are setup to use fusesoc and are a part of its targets.

3.2 Source Files

3.2.1 fusesoc_info File List

- `src`
 - '`src/read_binary_file.c`': '`file_type`': '`cSource`'

- 'src/write_binary_file.c': 'file_type': 'cSource'
- 'src/binary_file_io.c': 'file_type': 'cSource'
- 'src/binary_file_io.h': 'file_type': 'cSource', 'is_include_file': True
- 'src/read_binary_file.h': 'file_type': 'cSource', 'is_include_file': True
- 'src/write_binary_file.h': 'file_type': 'cSource', 'is_include_file': True
- 'src/binary_file_io.sft': 'file_type': 'user'
- lib
 - 'lib_ringbuffer/build/libringBuffer.a': 'file_type': 'user', 'copyto': ''
- header
 - 'lib_ringbuffer/ringBuffer.h': 'file_type': 'cSource', 'is_include_file': True
- tb
 - 'tb/tb_vpi.v': 'file_type': 'verilogSource'

3.3 Targets

3.3.1 fusesoc_info Targets

- default

Info: Intergration default target for simulations.
- sim

Info: Test VPI file io.
- sim_rand_data

Info: Test VPI file io with random data.
- sim_8bit_count_data

Info: Test VPI file io with count data.

3.4 Directory Guide

Below highlights important folders from the root of the directory.

1. **docs** Contains all documentation related to this project.
 - **manual** Contains user manual and github page that are generated from the latex sources.
2. **src** Contains source files for vpi binary file io.
3. **tb** Contains test bench files.

4 Simulation

A barebones test bench for iverilog is included in `tb/tb_vpi.v` . This can be run from fusesoc with the following.

```
$ fusesoc run --target=sim AFRL:vpi:binary_file_io:1.0.0
```

5 Code Documentation

- **VPI BINARY FILE SOURCE, DOXYGEN**

The next section documents the library.

VPI_BINARY_FILE_IO

1.0

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Chapter 1

Data Structure Documentation

1.1 `s_process_data` Struct Reference

```
#include <binary_file_io.h>
```

Data Fields

- `PLI_INT32` [error](#)
- `PLI_INT32` [num_ab_val_pairs](#)
- `PLI_INT32` [array_byte_size](#)
- `char *` [p_file_name](#)
- `struct s_ringBuffer *` [p_ringbuffer](#)
- `FILE *` [p_file](#)
- `pthread_t` [thread](#)
- `vpiHandle` [systf_handle](#)
- `vpiHandle` [arg2_handle](#)

1.1.1 Field Documentation

1.1.1.1 `arg2_handle`

```
vpiHandle s_process_data::arg2_handle
```

1.1.1.2 `array_byte_size`

```
PLI_INT32 s_process_data::array_byte_size
```

1.1.1.3 error

```
PLI_INT32 s_process_data::error
```

1.1.1.4 num_ab_val_pairs

```
PLI_INT32 s_process_data::num_ab_val_pairs
```

1.1.1.5 p_file

```
FILE* s_process_data::p_file
```

1.1.1.6 p_file_name

```
char* s_process_data::p_file_name
```

1.1.1.7 p_ringbuffer

```
struct s_ringBuffer* s_process_data::p_ringbuffer
```

1.1.1.8 systf_handle

```
vpiHandle s_process_data::systf_handle
```

1.1.1.9 thread

```
pthread_t s_process_data::thread
```

The documentation for this struct was generated from the following file:

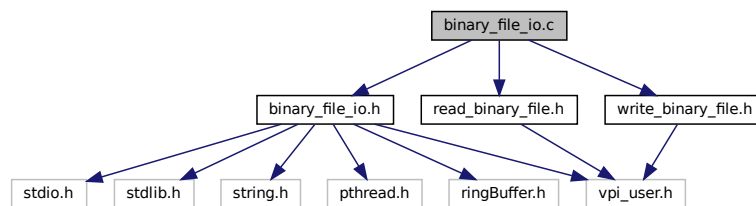
- [binary_file_io.h](#)

Chapter 2

File Documentation

2.1 `binary_file_io.c` File Reference

```
#include "binary_file_io.h"  
#include "read_binary_file.h"  
#include "write_binary_file.h"  
Include dependency graph for binary_file_io.c:
```



Functions

- `PLI_INT32 binary_end_compile_cb` (`p_cb_data data`)
BINARY FILE END COMPILE CALLBACK.
- `PLI_INT32 binary_end_sim_cb` (`p_cb_data data`)
BINARY FILE END SIM CALLBACK.
- `PLI_INT32 binary_sizetf` (`PLI_BYTE8 *user_data`)
Returns the size, in bits, of the function return type.
- `PLI_INT32 binary_compiletf` (`PLI_BYTE8 *user_data`)
Compile time call, check the arguments for validity.
- `void read_binary_reg_systf` (`void`)
Setup read_binary_file function.
- `void write_binary_reg_systf` (`void`)
Setup write_binary_file function.

Variables

- void(* [vlog_startup_routines](#) [])(void)
register the new file functions

2.1.1 Function Documentation

2.1.1.1 `binary_compiletf()`

```
PLI_INT32 binary_compiletf (  
    PLI_BYTE8 * user_data )
```

Compile time call, check the arguments for validity.

2.1.1.2 `binary_end_compile_cb()`

```
PLI_INT32 binary_end_compile_cb (  
    p_cb_data data )
```

BINARY FILE END COMPILE CALLBACK.

2.1.1.3 `binary_end_sim_cb()`

```
PLI_INT32 binary_end_sim_cb (  
    p_cb_data data )
```

BINARY FILE END SIM CALLBACK.

2.1.1.4 `binary_sizetf()`

```
PLI_INT32 binary_sizetf (  
    PLI_BYTE8 * user_data )
```

Returns the size, in bits, of the function return type.

2.1.1.5 read_binary_reg_systf()

```
void read_binary_reg_systf (
    void )
```

Setup read_binary_file function.

2.1.1.6 write_binary_reg_systf()

```
void write_binary_reg_systf (
    void )
```

Setup write_binary_file function.

2.1.2 Variable Documentation

2.1.2.1 vlog_startup_routines

```
void(* vlog_startup_routines[])(void) (
    void )
```

Initial value:

```
= {
    read_binary_reg_systf,
    write_binary_reg_systf,
    0
}
```

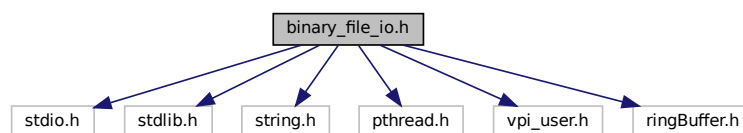
register the new file functions

2.2 binary_file_io.h File Reference

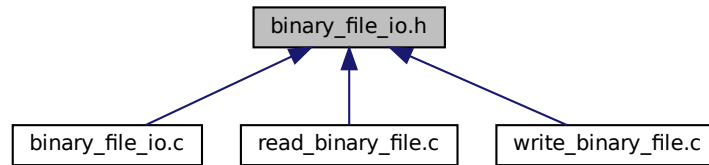
Functions to write raw binary files properly in verilog.

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <pthread.h>
#include <vpi_user.h>
#include "ringBuffer.h"
```

Include dependency graph for binary_file_io.h:



This graph shows which files directly or indirectly include this file:



Data Structures

- struct [s_process_data](#)

Macros

- #define [BUFFSIZE](#) (1 << 23)
- #define [DATACHUNK](#) (1 << 21)
- #define [READ_NAME](#) "\$read_binary_file"
- #define [WRITE_NAME](#) "\$write_binary_file"

Functions

- PLI_INT32 [binary_end_compile_cb](#) (p_cb_data data)
BINARY FILE END COMPILE CALLBACK.
- PLI_INT32 [binary_end_sim_cb](#) (p_cb_data data)
BINARY FILE END SIM CALLBACK.
- PLI_INT32 [binary_size_tf](#) (PLI_BYTE8 *user_data)
Returns the size, in bits, of the function return type.

2.2.1 Detailed Description

Functions to write raw binary files properly in verilog.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2023-20-1

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2.2.2 Macro Definition Documentation

2.2.2.1 BUFSIZE

```
#define BUFSIZE (1 << 23)
```

2.2.2.2 DATAHUNK

```
#define DATAHUNK (1 << 21)
```

2.2.2.3 READ_NAME

```
#define READ_NAME "$read_binary_file"
```

2.2.2.4 WRITE_NAME

```
#define WRITE_NAME "$write_binary_file"
```

2.2.3 Function Documentation

2.2.3.1 `binary_end_compile_cb()`

```
PLI_INT32 binary_end_compile_cb (
    p_cb_data data )
```

BINARY FILE END COMPILE CALLBACK.

2.2.3.2 `binary_end_sim_cb()`

```
PLI_INT32 binary_end_sim_cb (
    p_cb_data data )
```

BINARY FILE END SIM CALLBACK.

2.2.3.3 `binary_sizetf()`

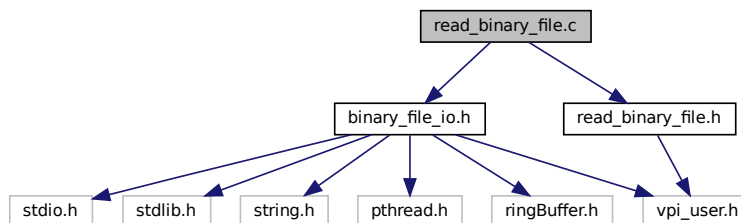
```
PLI_INT32 binary_sizetf (
    PLI_BYTE8 * user_data )
```

Returns the size, in bits, of the function return type.

2.3 `read_binary_file.c` File Reference

Functions to read raw binary files properly in verilog.

```
#include "binary_file_io.h"
#include "read_binary_file.h"
Include dependency graph for read_binary_file.c:
```



Functions

- void * `read_thread` (void *data)
READ BINARY FILE THREAD TO FILL RINGBUFFER.
- PLI_INT32 `read_binary_start_sim_cb` (p_cb_data data)
READ BINARY FILE START SIM CALLBACK.
- PLI_INT32 `read_binary_calltf` (PLI_BYTE8 *user_data)
Called by the simulator, each time it is requested.

2.3.1 Detailed Description

Functions to read raw binary files properly in verilog.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2022-12-19

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2.3.2 Function Documentation

2.3.2.1 read_binary_calltf()

```
PLI_INT32 read_binary_calltf (  
    PLI_BYTE8 * user_data )
```

Called by the simulator, each time it is requested.

`read_binary_calltf` is a callback for the `read_binary_file` function.

2.3.2.2 read_binary_start_sim_cb()

```
PLI_INT32 read_binary_start_sim_cb (  
    p_cb_data data )
```

READ BINARY FILE START SIM CALLBACK.

2.3.2.3 read_thread()

```
void* read_thread (  
    void * data )
```

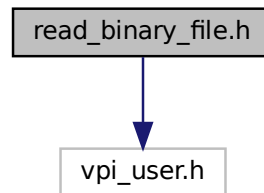
READ BINARY FILE THREAD TO FILL RINGBUFFER.

2.4 read_binary_file.h File Reference

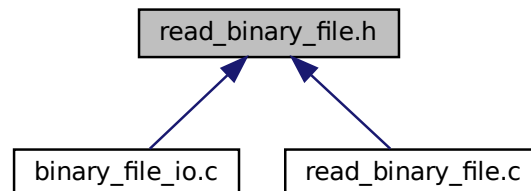
Functions to write raw binary files properly in verilog.

```
#include <vpi_user.h>
```

Include dependency graph for read_binary_file.h:



This graph shows which files directly or indirectly include this file:



Functions

- PLI_INT32 [read_binary_start_sim_cb](#) (p_cb_data data)
READ BINARY FILE START SIM CALLBACK.
- PLI_INT32 [read_binary_calltf](#) (PLI_BYTE8 *user_data)
read_binary_calltf is a callback for the read_binary_file function.

2.4.1 Detailed Description

Functions to write raw binary files properly in verilog.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2023-20-1

\$read_binary_file takes 2 arguments. First the file name, next a register for data in size bytes. The function returns the number of bytes read. If it is a negative number, that indicates EOF.

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2.4.2 Function Documentation

2.4.2.1 read_binary_calltf()

```
PLI_INT32 read_binary_calltf (
    PLI_BYTE8 * user_data )
```

read_binary_calltf is a callback for the read_binary_file function.

read_binary_calltf is a callback for the read_binary_file function.

2.4.2.2 read_binary_start_sim_cb()

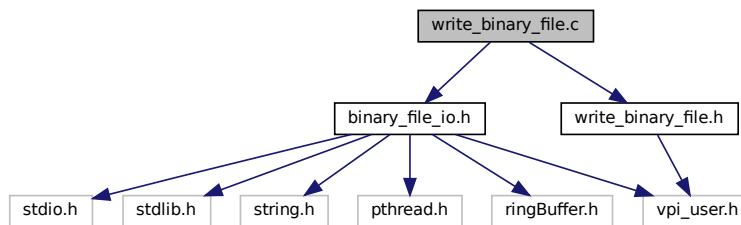
```
PLI_INT32 read_binary_start_sim_cb (
    p_cb_data data )
```

READ BINARY FILE START SIM CALLBACK.

2.5 write_binary_file.c File Reference

Functions to write raw binary files properly in verilog.

```
#include "binary_file_io.h"
#include "write_binary_file.h"
Include dependency graph for write_binary_file.c:
```



Functions

- void * [write_thread](#) (void *data)
WRITE BINARY FILE THREAD TO EMPTY RINGBUFFER.
- PLI_INT32 [write_binary_start_sim_cb](#) (p_cb_data data)
WRITE BINARY FILE START SIM CALLBACK.
- PLI_INT32 [write_binary_calltf](#) (PLI_BYTE8 *user_data)
Called by the simulator, each time it is requested. TODO.

2.5.1 Detailed Description

Functions to write raw binary files properly in verilog.

Author

Jay Convertino(johnathan.convertino.1@us.af.mil)

Date

2023-20-1

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2.5.2 Function Documentation

2.5.2.1 write_binary_calltf()

```
PLI_INT32 write_binary_calltf (
    PLI_BYTE8 * user_data )
```

Called by the simulator, each time it is requested. TODO.

2.5.2.2 write_binary_start_sim_cb()

```
PLI_INT32 write_binary_start_sim_cb (
    p_cb_data data )
```

WRITE BINARY FILE START SIM CALLBACK.

2.5.2.3 write_thread()

```
void* write_thread (
    void * data )
```

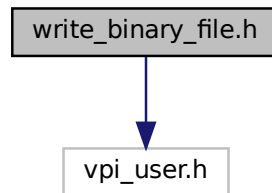
WRITE BINARY FILE THREAD TO EMPTY RINGBUFFER.

2.6 write_binary_file.h File Reference

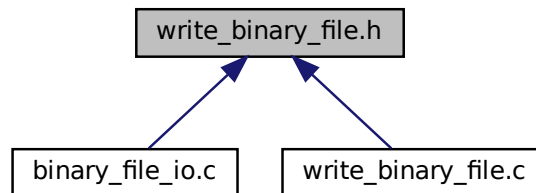
Functions to write raw binary files properly in verilog.

```
#include <vpi_user.h>
```

Include dependency graph for write_binary_file.h:



This graph shows which files directly or indirectly include this file:



Functions

- PLI_INT32 [write_binary_start_sim_cb](#) (p_cb_data data)
WRITE BINARY FILE START SIM CALLBACK.
- PLI_INT32 [write_binary_caltf](#) (PLI_BYTE8 *user_data)
Called by the simulator, each time it is requested. TODO.

2.6.1 Detailed Description

Functions to write raw binary files properly in verilog.

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Date

2023-20-1

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2.6.2 Function Documentation

2.6.2.1 write_binary_calltf()

```
PLI_INT32 write_binary_calltf (
    PLI_BYTE8 * user_data )
```

Called by the simulator, each time it is requested. TODO.

2.6.2.2 write_binary_start_sim_cb()

```
PLI_INT32 write_binary_start_sim_cb (
    p_cb_data data )
```

WRITE BINARY FILE START SIM CALLBACK.

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