## Lab 1

- Write a checker for the simple ALU in Lab0 that checks the following rules:
  - 1. when reset\_n is asserted (driven to 0), all outputs become 0 within 1 clock cycle.
  - 2. when opcode\_valid is asserted, valid opcode and valid data (no X or Z) must be driven on the same cycle.
  - 3. Output "done" must be asserted within 2 cycles after both valid data have been captured.
  - 4. Once "done' is asserted, output "result" must be correct on the same cycle.
  - 5. Once "done' is asserted, output "overflow" must be correct on the same cycle.

Due: Saturday (4/18/2015) by 11:59pm (Midnight)



## Lab 1

## Deliverables:

- Checker code must be in a separate module (alu\_chkr)
- Code your checker rules separately so that individual checker rules can be enabled and disabled from the test environment.
- Instantiate and connect the checker at the top level.
- Compile and simulate and see if the checker flags any error.
- Include a block diagram showing all top level connections.
- Document any false failure and/or checker bug you discover in the process.
- Add separate bugs in the DUT and show the transcript that your checker flags errors for rule#1, 4 & 5. Document where you introduced your bugs in the DUT.
- Add a bug in the test generator and show the transcript that your checker flags errors for rule#2. Document where you introduced your bug in the test generator.
- For each of the above cases, see if you can disable the checker rule and get your simulation to "pass"
- Bonus: Introduce a bug in the DUT and see if you can get your checker to flag an error for rule#3.



## **Guidelines**

- Should be based on Lab0 you just finished.
- Reuse as much as possible from Lab0.
- Use pure Verilog features. Do not use SV assertion. Will use it in Lab2.
- You can use the same DUT that you created.
- Or, you can use the lab0 solution, once I post it.
- Use the new test module. You can edit it for debug purpose but your final simulation must have my test module.
- You can reuse the top level testbench. Just instantiate your new checker there.

