

# Core DPI verification

Example of shared-memory usage:

[use-shared-memory-1.c](#)

[use-shared-memory-2.c](#)

Fast tutorial of shared-memory usage:

[aos201617\\_multiprocess\\_programming\\_updated20161223.pdf](#)

To use emusrup for verification, one needs to execute in SV testbench functions as follows:

1. `tbEmusrupStart` - initializes emusrup for DPI debugging.
2. `tbEmusrupProceed` - emusrup proceeds a single step of the code.
3. `tbEmusrupCheckLogic` - returns values of logical registers in `srup`.
4. `tbEmusrupCheckShadow` - returns values of shadow registers in `srup`.
5. `tbEmusrupStop` - finalizes emusrup execution for DPI debugging.

When `tbEmusrupStart` is called from DPI testbench, the arrays for storing handle and semaphore must be allocated at SV side. It stems from the fact that SV does not provide (`**char`) type allowing to return pointer to allocated memory. Only equivalent data types `string(char *)` are available. Hence, memory for string must be allocated in SV testbench.

Emusrup code is located in `./software/emusrup` directory whereas its compilation for DPI verification is executed by script in `./software/DPI/emusrup_debug` directory. Results of compilation go to `./firmware/sim/lib` directory.

```
/** Function starts execution of emusrup in DPI debug mode.
 * \param dir directory with simulation files
 * \param lfsr switch for lfsr order useage
 * \param num_of_addr_bits size of lfsr shift register
 * \param handle name of shared memory file
 * \param semaphore name of semaphore file
 */
import "DPI-C" function void tbEmusrupStart (
    input string dir,
    input int lfsr,
    input int num_of_addr_bits,
    output string handle,
    output string semaphore
);

/** Function executes a single step of emusrup in DPI debug mode.
 * \param handle name of shared memory file
 * \param semaphore name of semaphore file
 * \param opcode_instr code of executed instruction
 */
import "DPI-C" function void tbEmusrupProceed (
    input string handle,
    input string semaphore,
    output int opcode_instr
);

/** Function returns status of logical registers of emusrup in DPI debug
mode.
 * \param handle name of shared memory file
 * \param semaphore name of semaphore file
 * \param data_logic_addr logical number of checked register
 * \param data_MPA number in half-integer form
 * \param data_prec precision of the number in register (in number of
limbs)
```

```

* \param data_sign sign of the number
* \param data_phys_addr physical number of checked register
*/
import "DPI-C" function void tbEmusrupCheckLogic (
    input string handle,
    input string semaphore,
    input int data_logic_addr,
    output int data[0:(4*MAX_PREC)-1],
    output int data_prec,
    output int data_sign,
    output int data_phys_addr
);

/** Function returns status of shadow registers of emusrup in DPI debug
mode.
* \param handle name of shared memory file
* \param semaphore name of semaphore file
* \param data_shadow_addr logical number of checked register
* \param data MPA number in half-integer form
* \param data_prec precision of the number in register (in number of
limbs)
* \param data_sign sign of the number
* \param data_phys_addr physical number of checked register
*/
import "DPI-C" function void tbEmusrupCheckShadow (
    input string handle,
    input string semaphore,
    input int data_shadow_addr,
    output int data[0:(4*MAX_PREC)-1],
    output int data_prec,
    output int data_sign,
    output int data_phys_addr
);

/** Function stops execution of emusrup in DPI debug mode.
* \param handle name of shared memory file
* \param semaphore name of semaphore file
*/
import "DPI-C" function void tbEmusrupStop (

```

```

    input string handle,
    input string semaphore
);

```

## Data storage in memory example

limb\_size = 8 bits

4 limb data = 0 x 12 34 56 78

data\_size = 3 (no lfsr) or 8 (lfsr)

data\_size equals to the pointer of the last data portion

address	no LFSR	LFSR		data size [limbs]	no LFSR	LFSR
0	78	0		0 - impossible *	0	1
1	56	78		1	1	2
2	34	56		2	2	4
3	12	0		3	3	8
4	0	34		4	4	16
5	0	0		5	5	33
6	0	0		6	6	66
7	0	0		7	7	132
8	0	12		8	8	264
9	0	0		9	9	17
...	0	0		...	...	...

\* - 0 limbs is represented as 1 limb data of value 0.