

# Agenda

**DAY**

**1**

**1** The Device Under Test (DUT)

**2** SystemVerilog Verification Environment

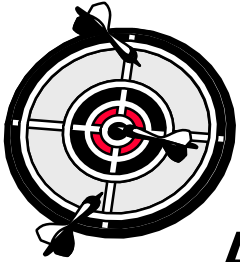


**3** SystemVerilog Language Basics - 1

**4** SystemVerilog Language Basics - 2



# Unit Objectives



**After completing this unit, you should be able to:**

- **Describe the process of reaching verification goals**
- **Describe components of a SystemVerilog testbench environment**
- **Describe program and interface constructs**
- **Compile and simulate a SV testbench**
- **Drive and sample DUT signals**
- **Synchronize to known point in simulation**

# Verification Goals (1/2)

- **Verify RTL design code**
  - Fully conforms with specifications
- **Must avoid false positives (untested functionalities)**

Testbench  
Simulation  
result

RTL code

Good

Bad(bug)

Pass

✓  
Tape out!

???

Fail

Debug  
testbench

Debug  
RTL code

False positive  
results in shipping  
a bad design



How do we achieve this goal?

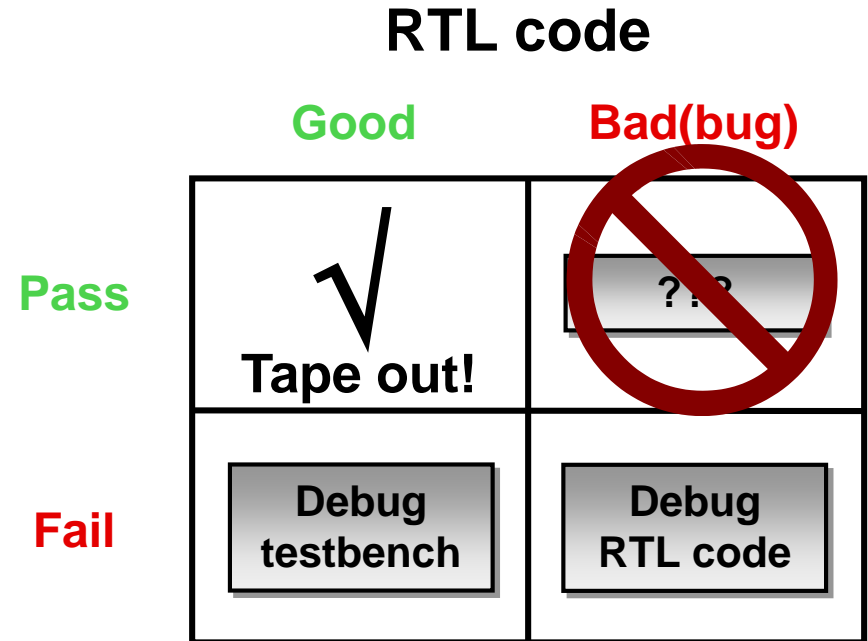
# Verification Goals (2/2)

## ■ Test Environment must:

- Be structured for Debug
- Avoid False Positives

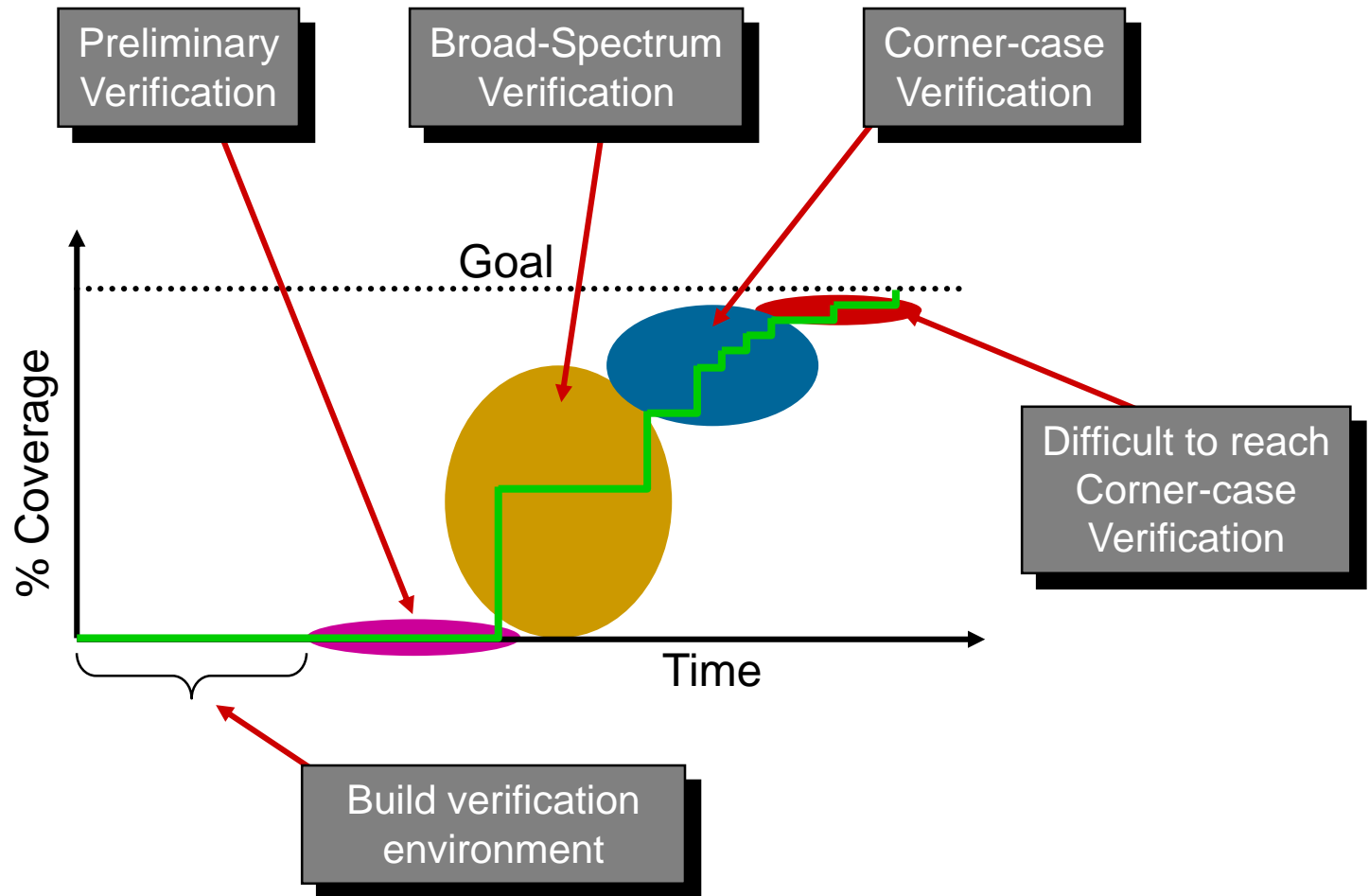
## ■ Tests must:

- Achieve Functional Coverage
  - ◆ Prevent untested regions
- Reach Corner Cases
  - ◆ Anticipated Cases
  - ◆ Error Injection
    - Environment Error
    - DUT Error
  - ◆ Unanticipated Cases
    - Random Tests
- Be robust, reusable, scalable

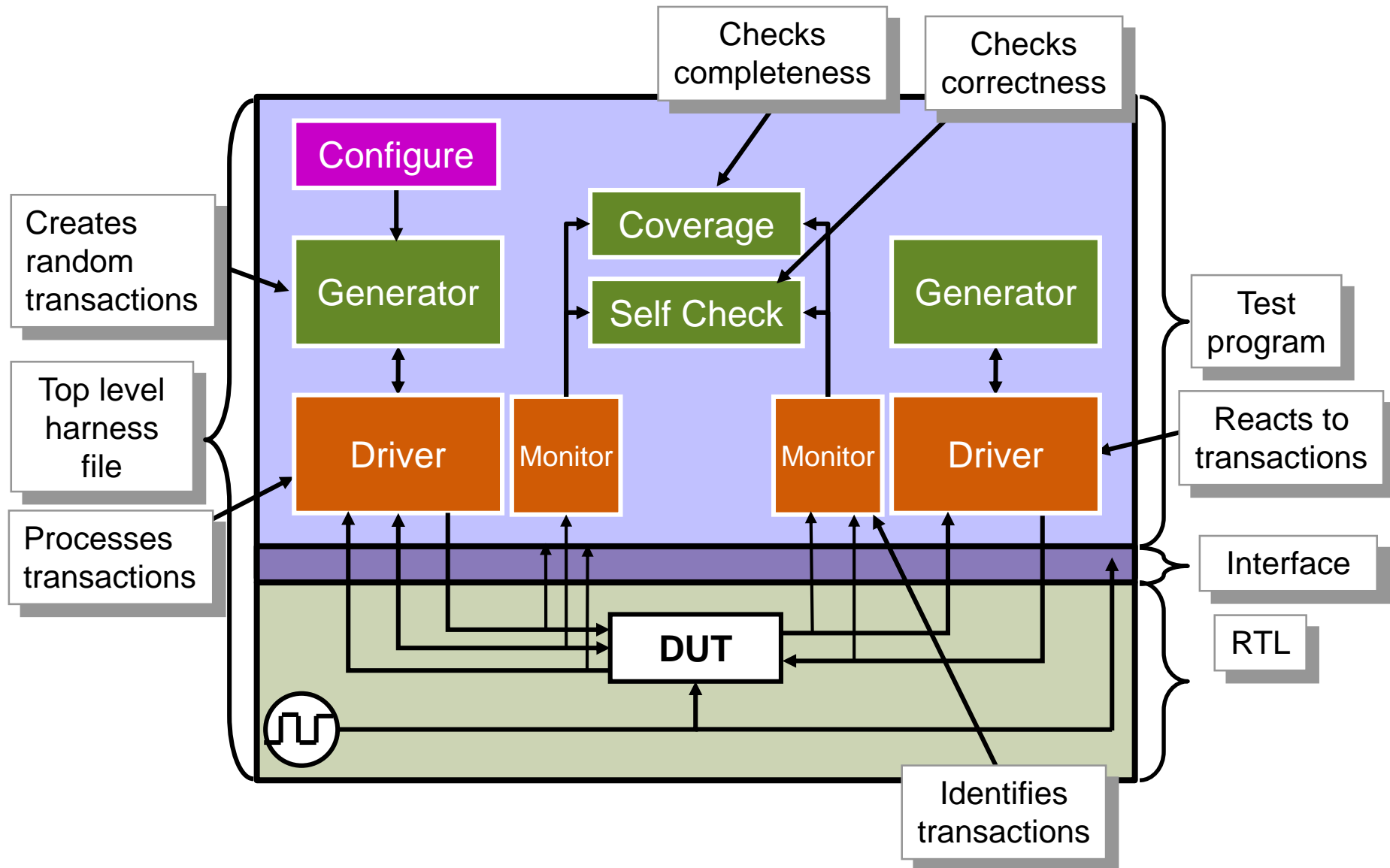


# Process of Reaching Verification Goals

## Phases of verification



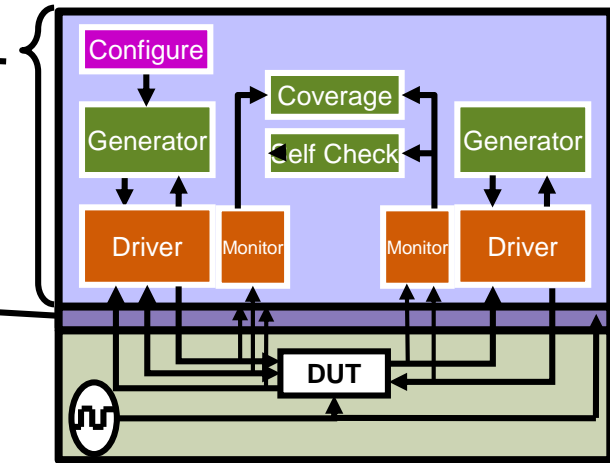
# The SystemVerilog Test Environment



# SystemVerilog – Key Features

## ■ SystemVerilog introduces two new design units

- The **program** block
  - ◆ Is where you develop testbench code
  - ◆ Is entry point for testbench execution
- The **interface**
  - ◆ Is mechanism to connect testbench to DUT
  - ◆ Is a named bundle of wires
  - ◆ Can be passed just like a port in a port list



## ■ SystemVerilog programs use Object Oriented Programming (OOP)

- Uses **class** definitions
  - ◆ discussed later in this workshop

# Program Block – Encapsulate Test Code

## ■ The program block provides

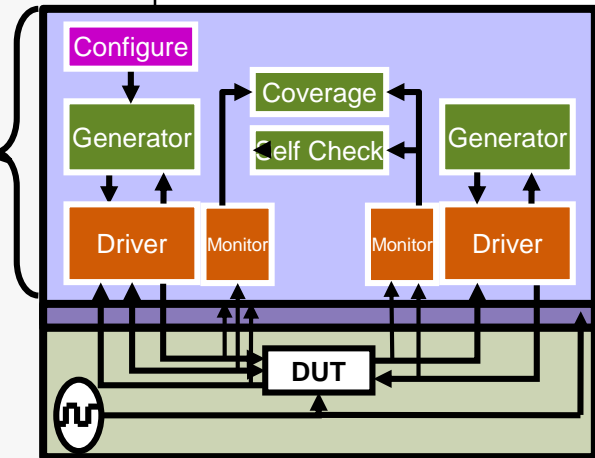
- Entry point to test execution
- Scope for program-wide data and routines
- Race-free interaction between testbench and design

## ■ Develop test code in program block

```
program automatic test(router_io.TB rtr io);  
  //testbench code in initial block:  
  initial begin  
    run();  
  end  
  task run();  
    ...  
  endtask: run  
endprogram: test
```

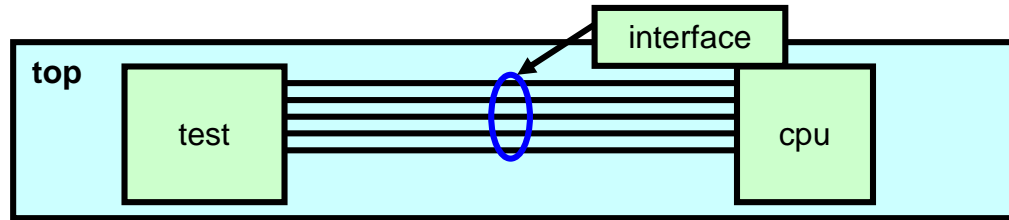
Optionally pass interface in port list

Only initial blocks allowed in programs





# SystemVerilog Key Features – Interface



- An **interface** encapsulates the communication between DUT and Testbench including
  - Connectivity (signals) – named bundle of wires
    - ◆ One or more bundles to connect modules and tests
    - ◆ Can be reused for different tests and devices
  - Directional information (modports)
  - Timing (clocking blocks)
  - Functionality (routines, assertions, initial/always blocks)
- **Solves many problems with traditional connections**
  - Port lists for the connections are compact
  - No missed connections
  - Easy to add new connections

# Comparing SystemVerilog Containers

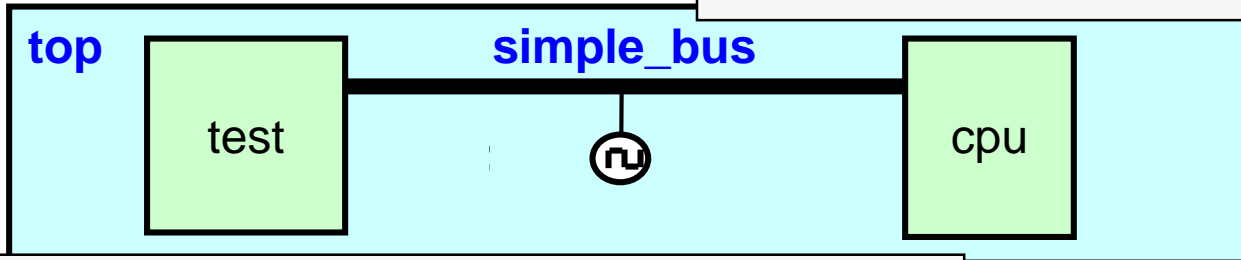
← Hardware (DUT) →		← Testbench →	
		← static →	← dynamic →
module	interface	program	class
module instance			
interface instance	interface instance		
<b>class</b>	<b>class</b>	<b>class</b>	<b>class</b>
object	object	object	object
<b>reg (logic)</b>	<b>reg (logic)</b>	<b>reg (logic)</b>	<b>reg (logic)</b>
variable	variable	variable	variable
<b>wire</b>	<b>wire</b>	<b>wire</b>	
<b>assign</b>	<b>assign</b>	<b>assign</b>	
<b>initial</b>	<b>initial</b>	<b>initial</b>	
<b>always</b>	<b>always</b>		
<b>task</b>	<b>task</b>	<b>task</b>	<b>task</b>
<b>function</b>	<b>function</b>	<b>function</b>	<b>function</b>

# Interface – An Example

- The RTL code is connected with bundled signals

```
program automatic test(simple_bus sb);  
...  
endprogram
```

```
module cpu(simple_bus sb);  
...  
endmodule
```



```
interface simple_bus(input bit clk);  
    logic req, gnt;  
    logic [7:0] addr;  
    wire [7:0] data;  
    logic [1:0] mode;  
    logic start, rdy;  
endinterface
```

```
module top;  
    logic clk = 0;  
    always #10 clk = !clk;  
    simple_bus sb(clk);  
    test t1(sb);  
    cpu c1(sb);  
endmodule
```

# Synchronous Timing: Clocking Blocks

## ■ Just for testbench

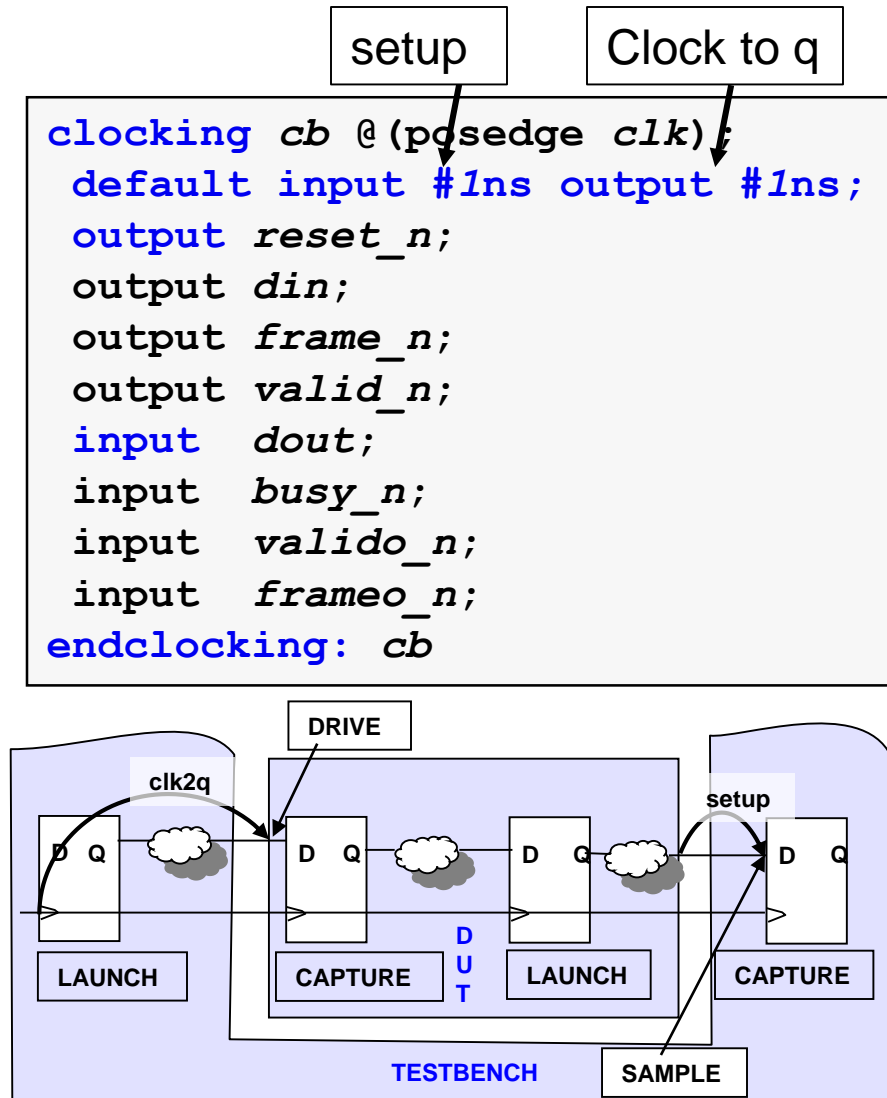
- ◆ Emulates the launch and capture flops at IO of DUT.

## ■ Creates explicit synchronous timing domains

- ◆ All signals driven or sampled at clocking event - by default all interface signals are asynchronous
- ◆ Interaction between testbench and DUT ideally happens only at clock edges (cycle-based)

## ■ Specifies signal direction

- ◆ Outputs cannot be sampled
- ◆ Input signals cannot be driven
- ◆ Typically 3 clocking blocks per interface
  - active driver
  - reactive driver
  - monitor



# Signal Direction Using Modport

## ■ Enforce signal access & direction with `modport`

```
interface router_io(input bit clock);  
    logic reset_n;  
    ...  
    clocking cb @(posedge clock);  
    default input #1ns output #1ns;  
    output reset_n;  
    output valid_n;  
    ...  
endclocking  
    modport DUT(input reset_n, input din, output dout,...);  
    modport TB(clocking cb, output reset_n);  
endinterface: router_io
```

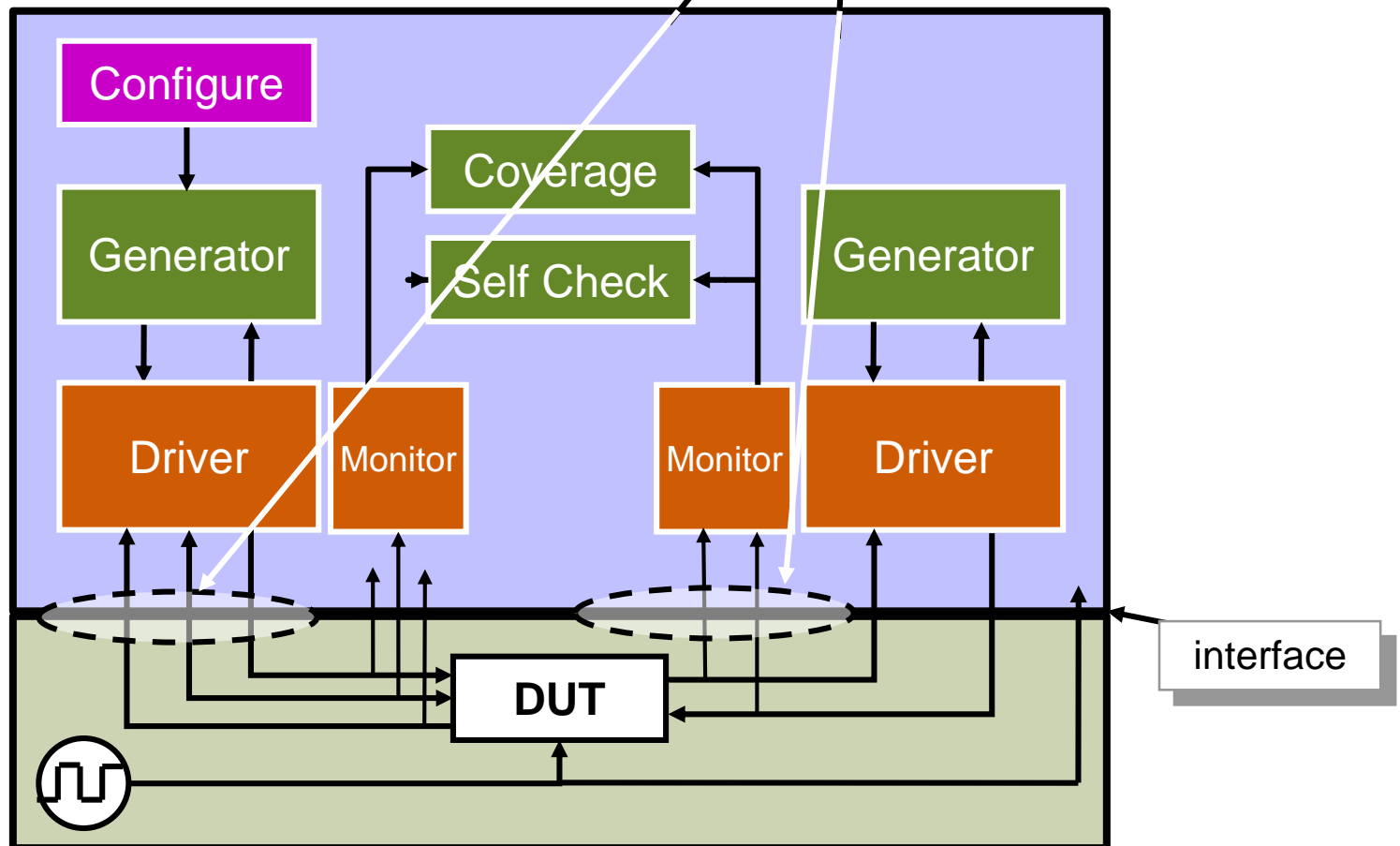
```
program automatic test(router_io.TB rtr_io);  
    initial begin  
        rtr_io.reset_n = 1'b0;  
        rtr_io.cb.reset_n <= 1'b1;  
        rtr_io.cb.valid_n <= ~('b0);  
    end  
endprogram: test
```

```
module router(  
    router_io.DUT dut_io,  
    input logic clk);  
    ...  
endmodule: router
```



# Driving & Sampling DUT Signals

- DUT signals are driven in the device driver
- DUT signals are sampled in the device monitor

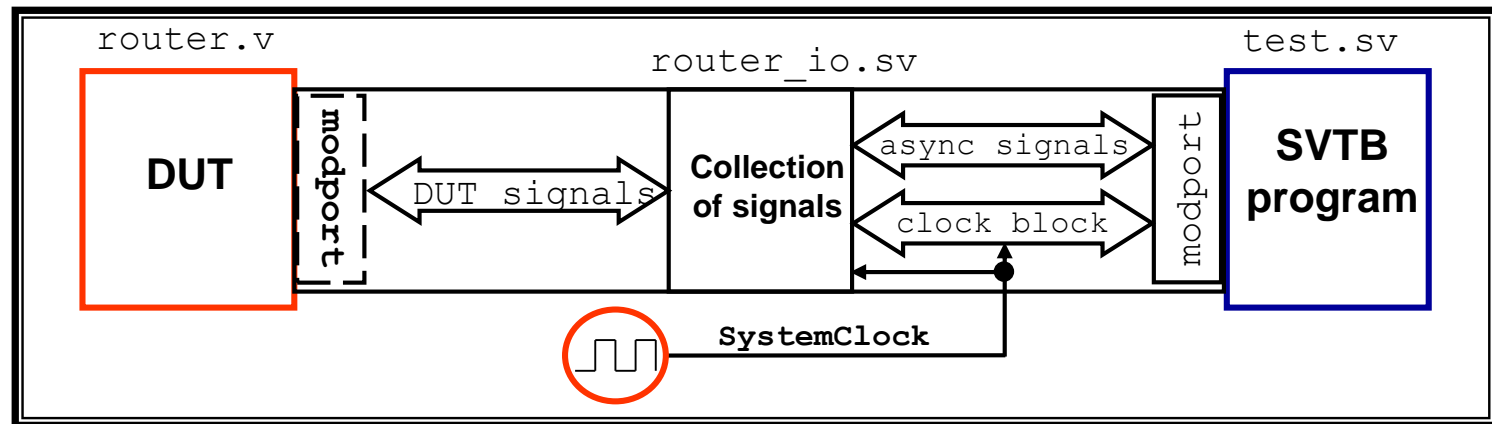


# SystemVerilog Testbench Timing

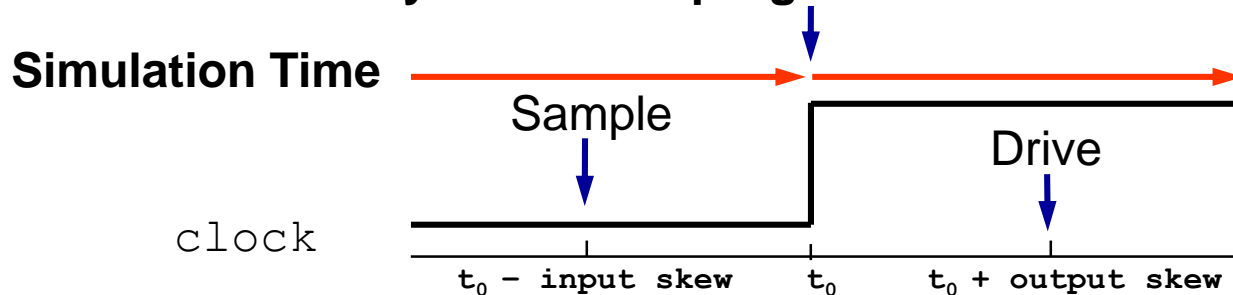
## ■ Clocking block emulates synchronous drives and samples

- Driving and sampling events occur at clocking event

router\_test\_top.sv

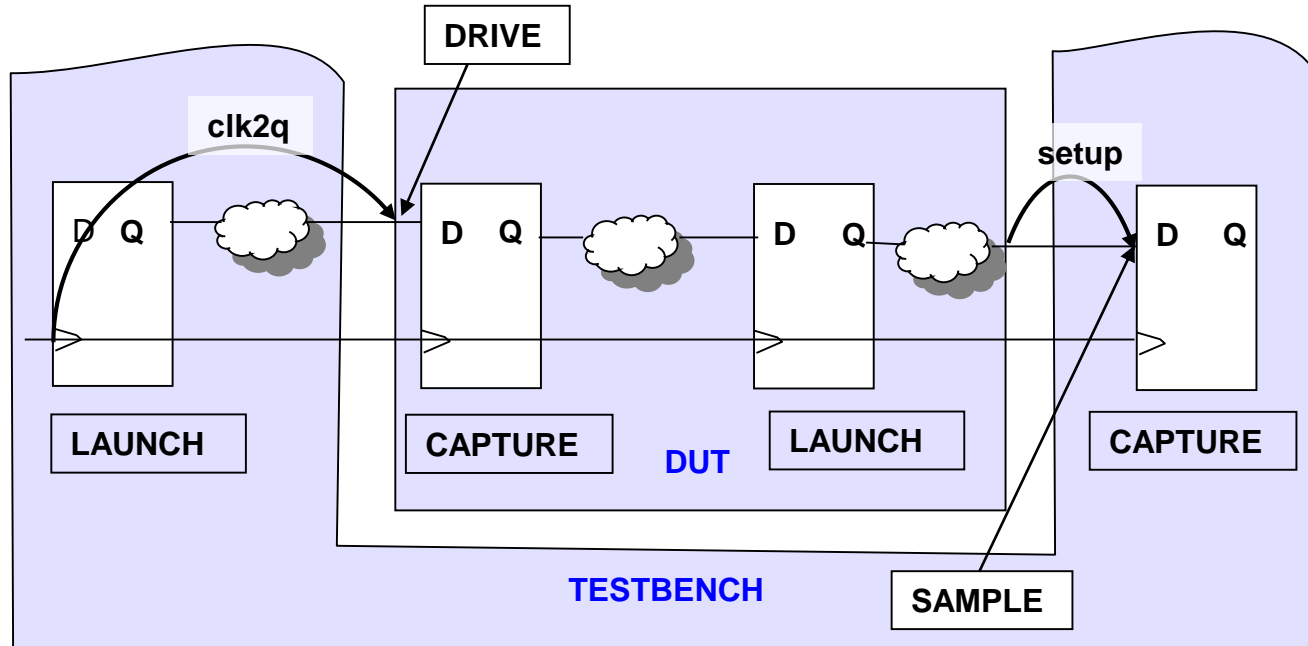


## SystemVerilog Testbench (SVTB) Synchronous program code execution





# Input and Output Skews

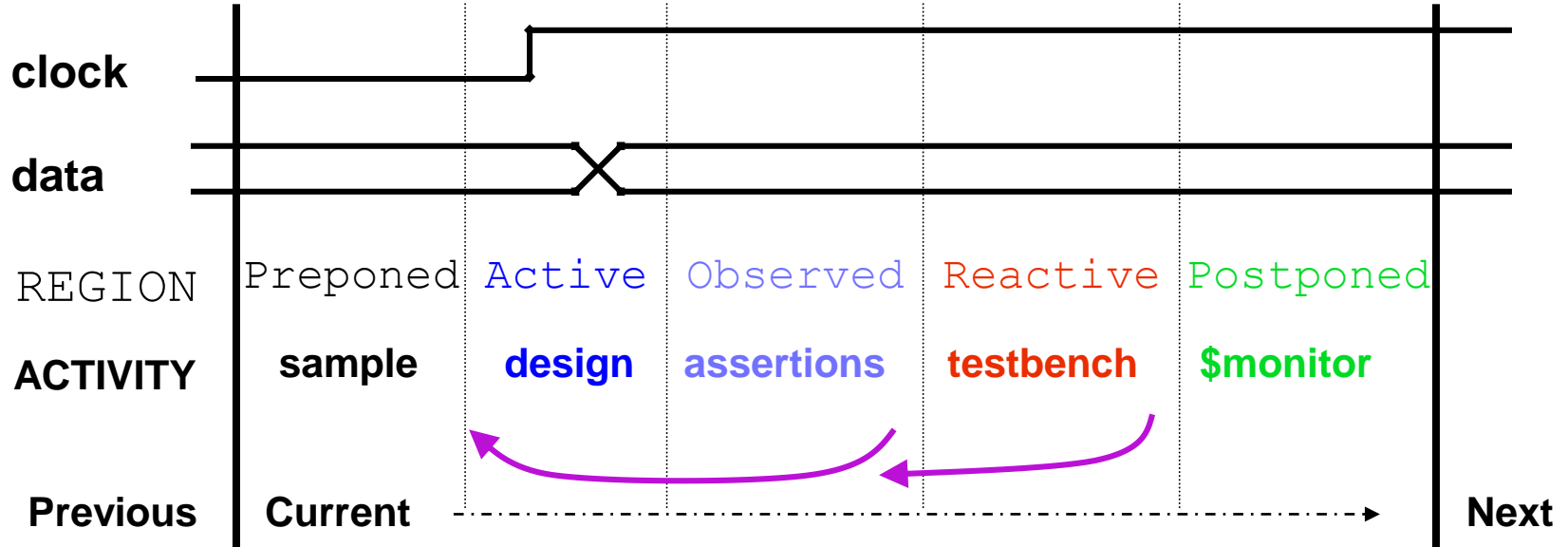


- **Output Skew is the clk2q delay of the launch flop for the DUT input**
  - Defaults to #0
- **Input skew is the setup time of the capture flop for the DUT output**
  - Defaults to #1step – preponed region of simulation step

# SystemVerilog Scheduling

## ■ Each time slot is divided into 5 major regions

- **Preponed** Sample signals before any changes (#1step)
- **Active** Design simulation (`module`), including NBA
- **Observed** Assertions evaluated after design executes
- **Reactive** Testbench activity (`program`)
- **Postponed** Read only phase



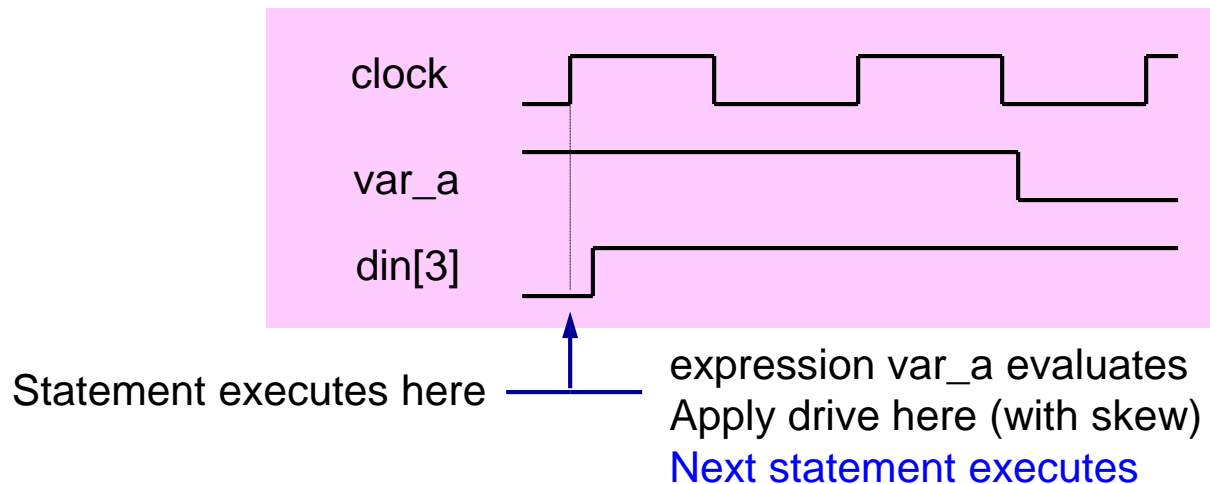
Assertion and testbench events can trigger more design evaluations in this time slot

# Synchronous Drive Statements

```
interface.cb.signal <= <value / expression>;
```

- Drive must be non-blocking
- Driving of input signal is not allowed

```
rtr_io.cb.din[3] <= var_a;
```



```
rtr_io.cb.din[3]      = 1'b1;           //error  
rtr_io.cb.dout[3]    <= 1'b1;           //error  
rtr_io.din[3]        <= 1'b1;           //error
```

# Sampling Synchronous Signals

```
variable = interface.cb.signal;
```

- Variable is assigned the sampled value
  - value that the clocking block sampled at the most recent clocking event
- Avoid non-blocking assignment
- Sampling of output signal is not allowed

```
data[i] = rtr_io.cb.dout[7];  
all_data = rtr_io.cb.dout;  
frm_out = rtr_io.frameo_n[7]; //error  
$display("din = %b\n", rtr_io.cb.din); //error  
if(rtr_io.cb.din[3] == 1'b0) begin ... end //error
```

# Signal Synchronization – Level Sensitive

- Scheduling region of a clocking variable (signal) is not defined by the LRM 



- Causes inconsistent behavior between programs and modules
- Causes inconsistent behavior between simulators from different vendors
- Solution: Always synchronize to clock first

- E.g. To synchronize to the low level of a clocking variable *rtr\_io.cb.frameo\_n[7]*

- ALWAYS USE

```
if (rtr_io.cb.frameo_n[7] !== 1'b0)
@ (rtr_io.cb iff(rtr_io.cb.frameo_n[7] === 1'b0)) ;
```

- NEVER USE

```
wait (rtr_io.cb.frameo_n[7] === 1'b0) ;
```

# Signal Synchronization – Edge Sensitive

- E.g. To synchronize to the negative edge of a clocking block signal *rtr\_io.cb.frameo\_n[7]*

- ALWAYS USE

```
wait (rtr_io.cb.frameo_n[7] !== 1'b0);  
@(rtr_io.cb iff(rtr_io.cb.frameo_n[7] === 1'b0));
```

- NEVER USE

```
@(negedge rtr_io.cb.frameo_n[7]);
```



- ◆ The scheduling of this statement is not clearly defined by the SystemVerilog LRM
- ◆ This may cause inconsistent and unexpected behavior

# Using Interface in Program

Pass modport as port list

Asynchronous signals are driven without reference to clocking block

```
interface router_io(input bit clock);  
    logic reset_n;  
    logic [15:0] din;  
    logic [15:0] frame_n;  
    logic [15:0] valid_n;
```

```
program automatic test(router_io.TB rtr_io);
```

```
//testbench code in initial block
```

```
initial begin
```

```
    reset();
```

```
end
```

```
task reset();
```

```
    rtr_io.reset_n = 1'b0;
```

```
    rtr_io.cb.frame_n <= 16'hffff;
```

```
    rtr_io.cb.valid_n <= ~('b0);
```

```
// reset_n can be both synchronous and asynchronous
```

```
    repeat(2) @(rtr_io.cb);
```

```
    rtr_io.cb.reset_n <= 1'b1;
```

```
    repeat(15) @(rtr_io.cb);
```

```
endtask: reset
```

```
endprogram:
```

Synchronous signals are referenced via clocking block

```
...
```

```
clocking cb @(posedge clock);
```

```
default input #1ns output #1ns;
```

```
    output reset_n;
```

```
    output din;
```

```
    output frame_n;
```

```
    output valid_n;
```

```
...
```

```
endclocking: cb
```

```
modport TB (
```

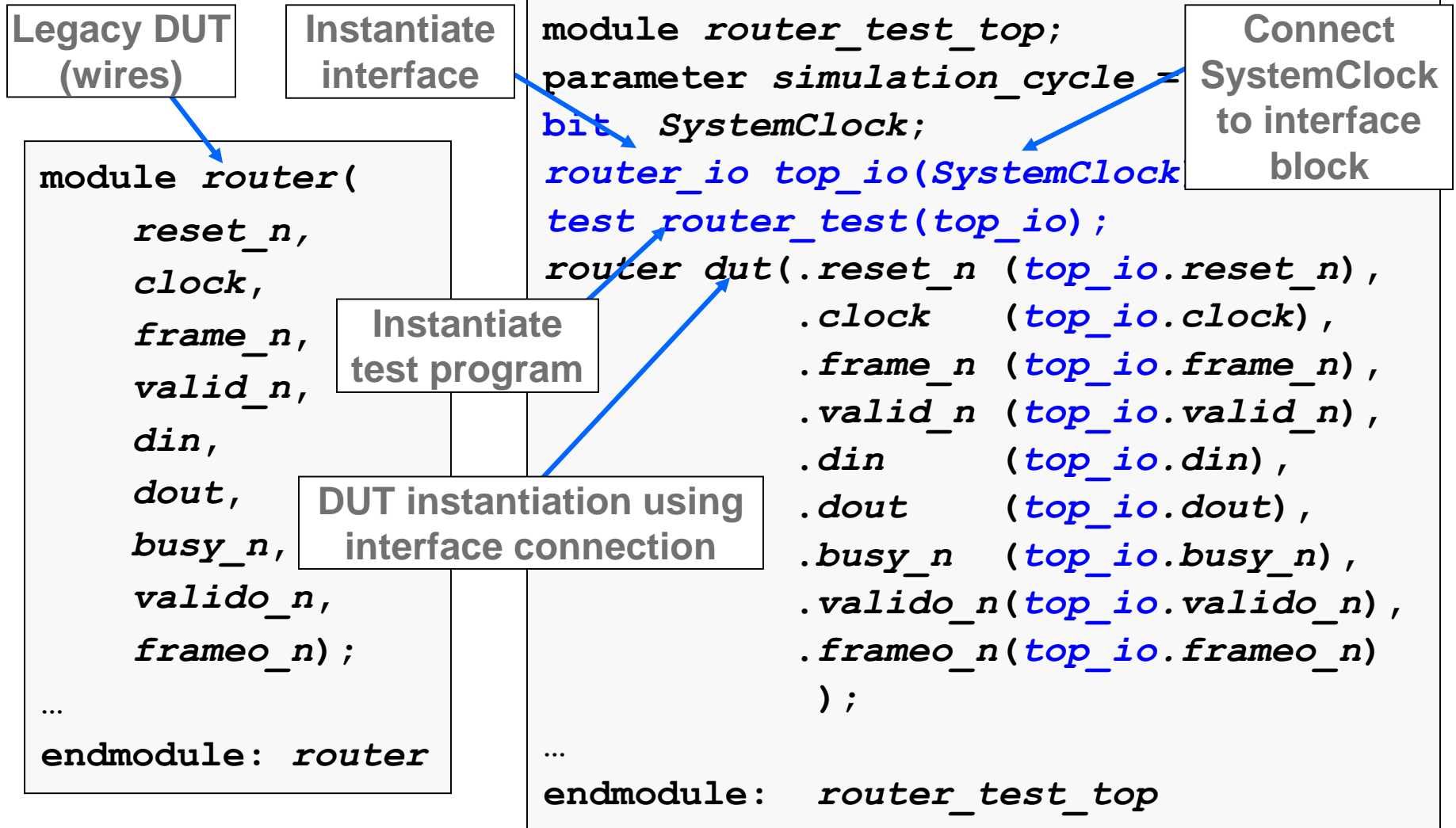
```
    clocking cb, output reset_n);
```

```
endinterface: router_io
```

Advance clock cycles via clocking block

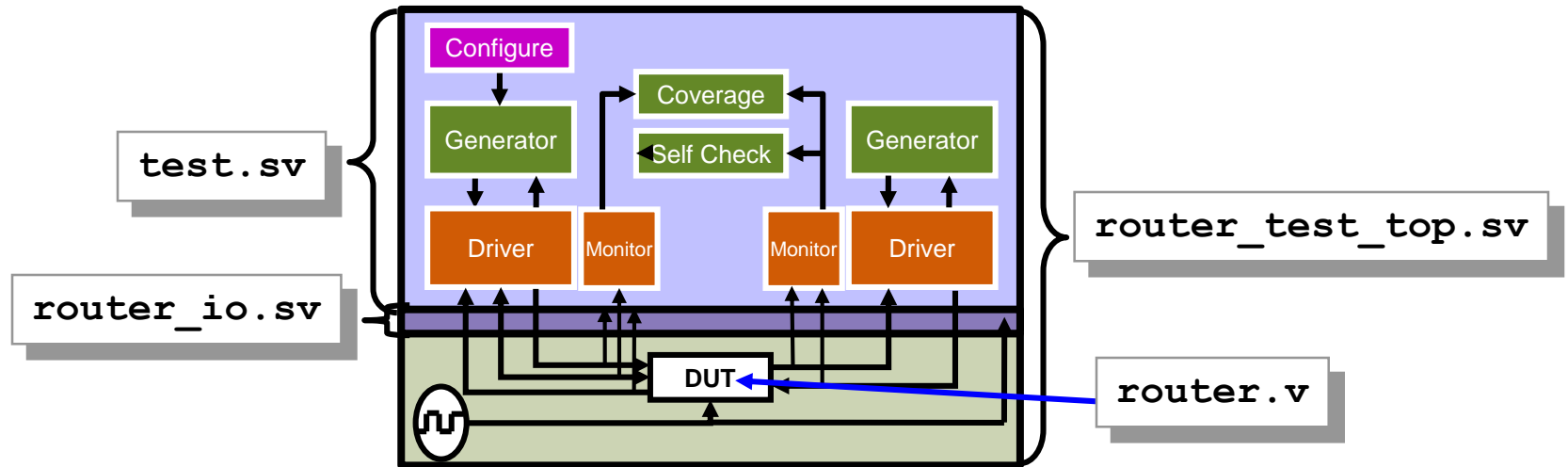
# Complete Top Level Harness

## Instantiate test program and interface in harness file





# Compile RTL & Simulate with VCS



- Compile HDL code: (generate `simv` simulation binary)

```
> vcs -sverilog [-debug] router_test_top.sv \  
    test.sv router_io.sv router.v
```

- Simulate DUT with SystemVerilog testbench

```
> ./simv
```

# SystemVerilog Run-Time Options

- Pass values from simulation command line with **+arg**
- Retrieve **+arg** value with **\$value\$plusargs()**

```
initial begin: proc_user_args
  int user_seed;
  if ($value$plusargs("ntb_random_seed=%d", user_seed) )
    $display("User seed is %d", user_seed);
  else
    $display("Using default seed");
end: proc_user_args
```

```
> ./simv +ntb_random_seed=100
```

User seed is 100

- Create your own **+arg** user options for simulation control and debug

# Getting Help with VCS

## ■ Get vcs compiler switch summary:

> `vcs -help`

## ■ Read vcs manuals:

> `vcs -doc`

- HTML hyperlinked docs →
- PDF documents available at:  
\$VCS\_HOME/doc/UserGuide/pdf/

## ■ Examples

- \$VCS\_HOME/doc/examples

## ■ Email Support:

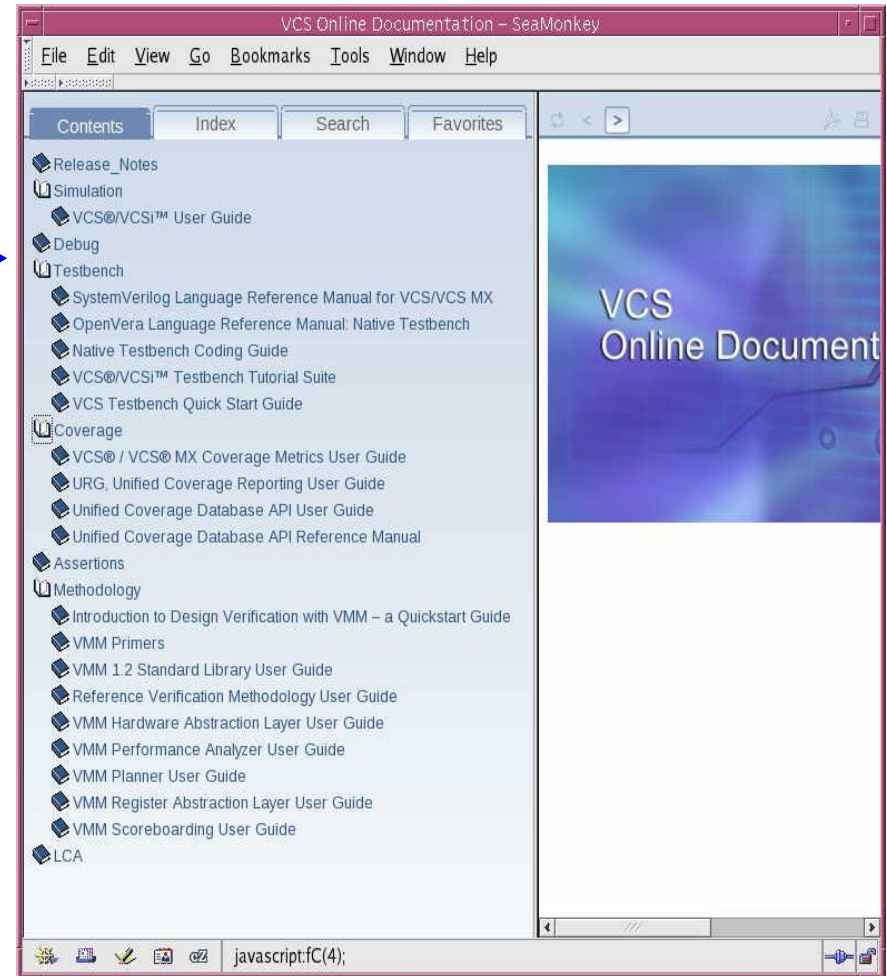
- [vcs\\_support@synopsys.com](mailto:vcs_support@synopsys.com)

## ■ On-line knowledge/forums

- <http://solvnet.synopsys.com>
- <http://verificationguild.com>

## ■ SystemVerilog LRM

- <http://ieeexplore.ieee.org/Xplore/guesthome.jsp>

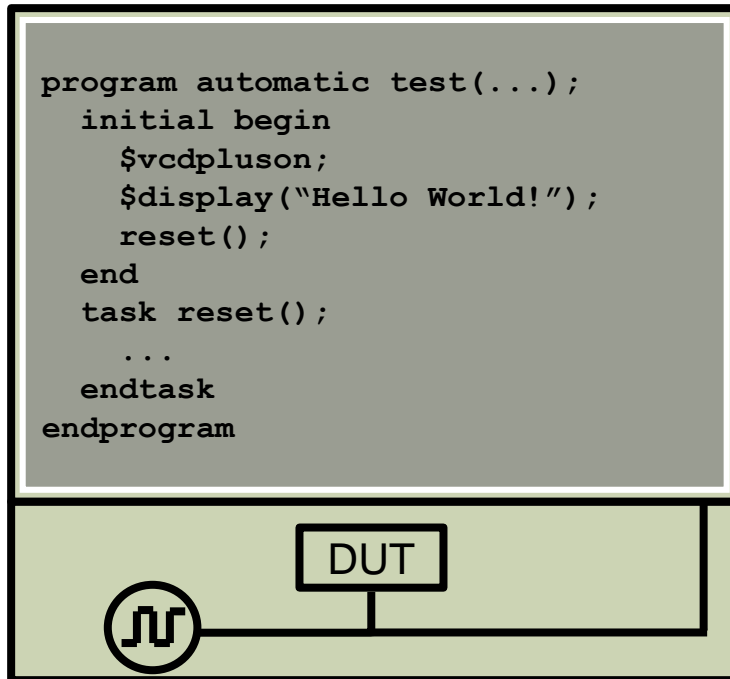


# Lab 1 Introduction



30 min

## Build Simulation Environment



Generate Template Files



Write Test Code



Compile & Simulate

# Unit Objectives Review

**Having completed this unit, you should be able to:**

- **Describe the process of reaching verification goals**
- **Describe components of a SystemVerilog testbench environment**
- **Describe program and interface constructs**
- **Compile and simulate a SV testbench**
- **Drive and sample DUT signals**
- **Synchronize to known point in simulation**

# **Appendix**

**Cycle Delay, Default Clocking, Synchronous Drive**

**Useful VCS compile and run time switches**

**External binding of components**

**Debugging with DVE & Testbench Debugger**

# **Cycle Delay, Default Clocking, Synchronous Drive**

# Cycle Delay and Default Clocking

## ■ Cycle Delay

- `##` operator to indicate number of cycles to delay

## ■ One clocking block can be specified as the default within a given module, interface or program

```
default clocking rtr_io.cb;
```

- Not Recommended



- ◆ Potential for errors when testbench has multiple clocks
- ◆ Delay not obvious when debugging

- Used by the cycle delay operator when used

- ◆ Standalone

```
##4; //wait 4 cycles using default clocking  
##(k + 2); //wait k+2 cycles of default clocking
```

- ◆ In a synchronous drive (next slide)



# Cycle Delay and Synchronous Drive

```
##num1 interface.cb.signal <= <value / expression>;
```

## ■ ##num1 specifies default clocking cycle delays

- A default clocking must be defined in the enclosing module, interface or program
- Does not use the *interface.cb* clock
- execution of statement is blocked (delayed)

```
interface.cb.signal <= ##num2 <value / expression>;
```

## ■ ##num2 specifies cycle delays of the *interface.cb* clocking block for the synchronous drive

- execution of statement is not blocked

# Cycle Delay Example

## Example:

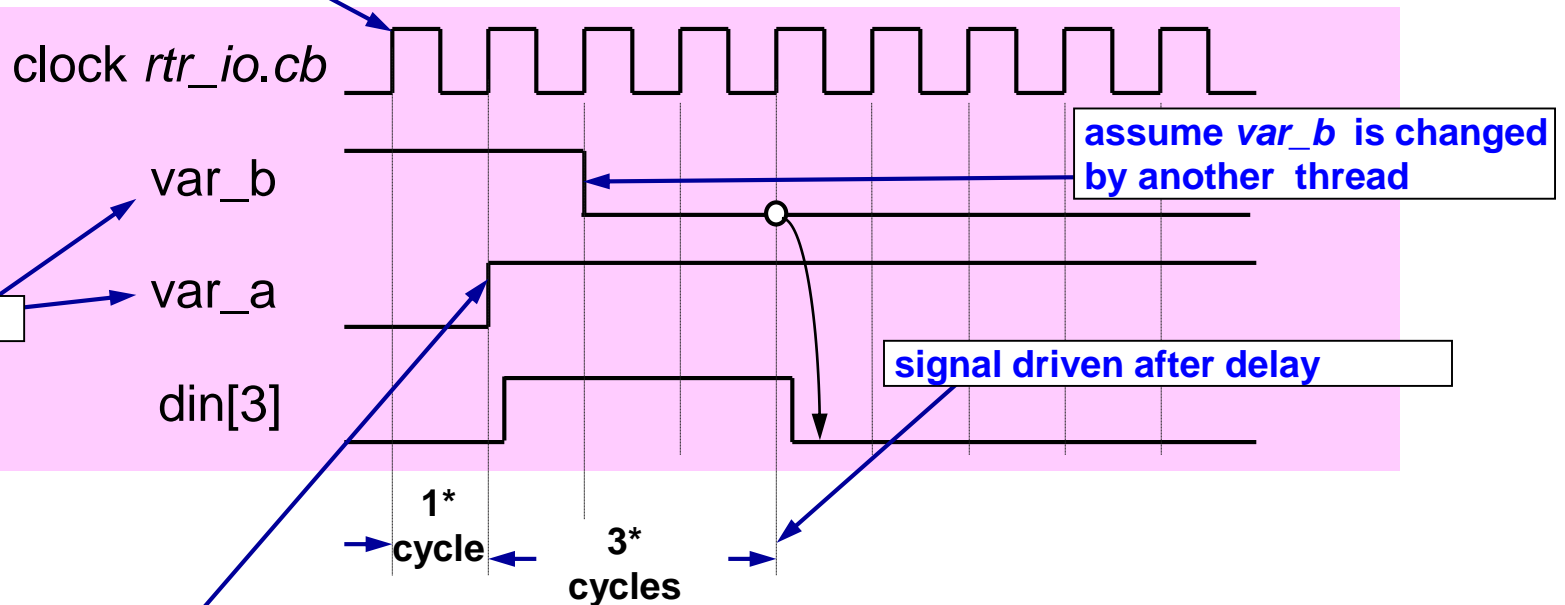
```
default clocking rtr_io.cb;  
initial begin
```

```
...  
##1; rtr_io.cb.din[3] <= 1'b1;  
      var_a = var_b;  
##3 rtr_io.cb.din[3] <= var_b;  
...  
end
```



These cycle delays  
use default clocking

Current clock edge

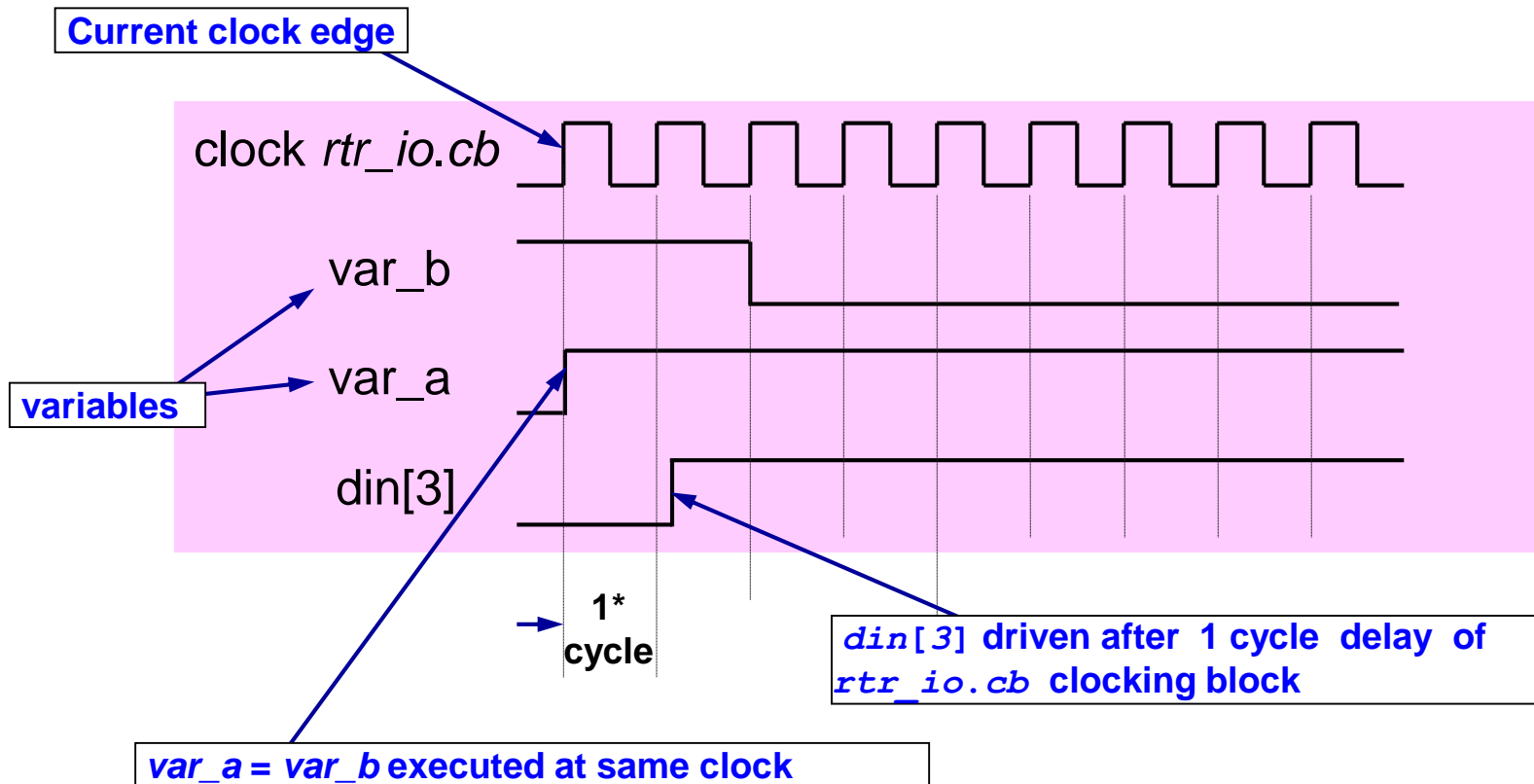


var\_a = var\_b executed after one clock cycle

\* default clocking

# Synchronous Drive Example

**Example:** `rtr_io.cb.din[3] <= ##1 1'b1;`  
`var_a = var_b;`



## **Useful VCS compile and run time switches**

# Compiling and Running with VCS

## ■ Compile:

```
vcs -sverilog -debug top.sv test.sv dut.sv
```

- **-sverilog** Enable SystemVerilog constructs
- **-debug** Enable debug except line stepping
- **-debug\_all** Enable debug including line stepping
- **-lca** Enable LCA features (see release note)

## ■ Run:

```
simv +user_tb_runtime_options
```

- **-l logfile** Create log file
- **-gui** Run GUI
- **-ucli** Run with new command line debugger
- **-i cmd.key** Execute UCLI commands

See the VCS User Guide for all options

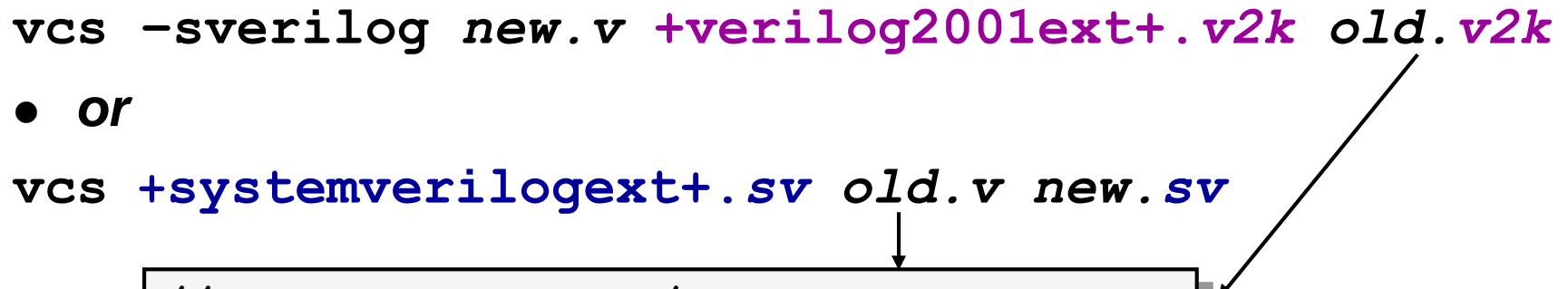
# Compiling with VCS - Legacy Code (1/2)

- SystemVerilog has dozens of new reserved keywords such as `bit`, `packed`, `logic` that might conflict with existing Verilog code
- Keep your Verilog-2001 code separate from SystemVerilog code and compile with:

```
vcs -sverilog new.v +verilog2001ext+.v2k old.v2k
```

- *or*

```
vcs +systemverilogext+.sv old.v new.sv
```



```
// Old Verilog-1995/2001 legacy code
integer bit, count;
initial begin
    count = 0;
    for (bit = 0; bit < 8; bit = bit + 1)
        if (adrs[bit] == 1'bx)
            count = count + 1;
end
```

# Compiling with VCS – Legacy Code (2/2)

## ■ New keywords in new LRM revisions cause identifiers in legacy code to be invalid

- VCS 2014.12 provides command line control with new switch
  - ◆ **-sv=<version>**, where version is 2005, 2009, 2012 etc.
  - ◆ Use in Two-step flow e.g.
    - % **vcs -sv=2009** <all files>
  - ◆ Use in Three-step flow e.g.
    - % **vlogan -sv=2005** <some files>
    - % **vlogan -sv=2009** <other files>
    - % **vcs -q <top\_module>**
- **-sv** option enables SystemVerilog mode
  - ◆ same as **-sverilog** option
  - ◆ Specifying both **-sv** and **-sverilog** together will be an error
  - ◆ Controls only keyword set, no modification of behavior

# **External binding of components**



# External Binding of Components

- Components can be instantiated using `bind`

```
module router_test_top;  
  parameter simulation_cycle = 100;  
  reg  SystemClock;  
  router_io top_io(SystemClock);  
  test t(top_io);  
  router dut( //device under test  
    .reset_n  (top_io.reset_n),  
    ...  
    .frameo_n (top_io.frameo_n)  
  );  
  ...  
endmodule
```

instance replaced  
by bind

XMR to top module  
interface instance

```
bind router_test_top test t(router_test_top.top_io);
```

# **Debugging with DVE & Testbench Debugger**

# DVE Testbench Debug: Getting Started

```
> simv -gui=dve
```

Stepping Controls

Active threads

Blocked threads

Local variables

Watch variables

Source code tracing

List View Window

The screenshot displays the DVE interface for a testbench simulation. The main window shows the source code of the testbench, with a callout pointing to the 'Stepping Controls' (run, step, break, etc.) in the top toolbar. On the left, the 'Hier.1/Stack.1' window shows a list of threads, with callouts for 'Active threads' (green star icon) and 'Blocked threads' (red star icon). The 'Data.1/Local.1' window shows local variables and their values, with a callout for 'Local variables'. The 'Watch variables' window at the bottom left shows a list of variables to be monitored. The 'List View Window' at the bottom right shows a hierarchical view of the simulation data. The bottom status bar shows the current simulation time and the state of the simulation (stopped).

Variable	Value
sa	0101
da	0011
run_for_n_packets	2000
payload_size	four(4)
pkt2send	Packet
sa	0101
da	0011
payload	"Packet[0]" array[0] of 01000000
[0]	11110111
[1]	10100110
[2]	00011011
[3]	00011011
pkt2cmp	Packet
payload	array[0] of

Expression	Value
pkt2send.sa	0101
pkt2send.da	0011

Group	sa[3:0]	da[3:0]	payload_si
0	4'h0	4'h0	na
1650	4'h5	4'h3	four

# Verdi Testbench Debug: Getting Started

The screenshot shows the Verdi Testbench Debug interface with the following components and callouts:

- Stepping Controls:** A set of buttons for controlling the simulation, including Run, Step In, Step Out, and others.
- Active Threads:** A list of threads currently active in the simulation, including 't', 'unnamed\$\$\_10', 'unnamed\$\$\_5', 'unnamed\$\$\_6', and 'send'.
- Local variables:** A list of local variables for the selected thread, including 'da[3:0]', 'payload[\$][7:0]', 'pkt2cmp', 'pkt2cmp...\$][7:0]', 'pkt2send', 'run\_for...packets', and 'sa[3:0]'. The 'sa[3:0]' variable is highlighted.
- Breakpoint:** A callout pointing to a breakpoint set on line 85 of the source code.
- Source code tracing:** A callout pointing to the source code window showing the implementation of the 'send' task.
- Watch variables:** A callout pointing to the 'Watch' window, which displays the values of variables being watched.
- Object Members:** A callout pointing to the 'Object Members' window, which displays the members of the selected object.
- Object:** A callout pointing to the 'Object' window, which displays the hierarchy of objects in the simulation.

The source code window shows the following code:

```
83 task send();
84
85   send_addr();
86   send_pad();
87   send_payload();
88
89 endtask: send
90
91 task send_addr();
92
93   rtr_io.cb.frame_n[sa] <= 1'b0; //start
94   for(int i=0; i<4; i++) begin
95     rtr_io.cb.din[sa] <= da[i]; //i'th bit o
96     @(rtr_io.cb);
97   end
98
```

The 'Watch' window displays the following data:

Name	Value	Type
sa[3:0]	'b1110	bit
da[3:0]	'b1000	bit

The 'Object Members' window displays the following data:

Name	Type
Create Thread	int
Create Time	time
Size	byte
Methods	
Variables	
da	Bit[3:0]
name	String
payload	MDA Logic
sa	Bit[3:0]

The 'Object' window displays the following hierarchy:

- router\_test\_top
  - t
    - pkt2cmp
    - pkt2send

The console window shows the following text:

```
> simv -gui=verdi
```