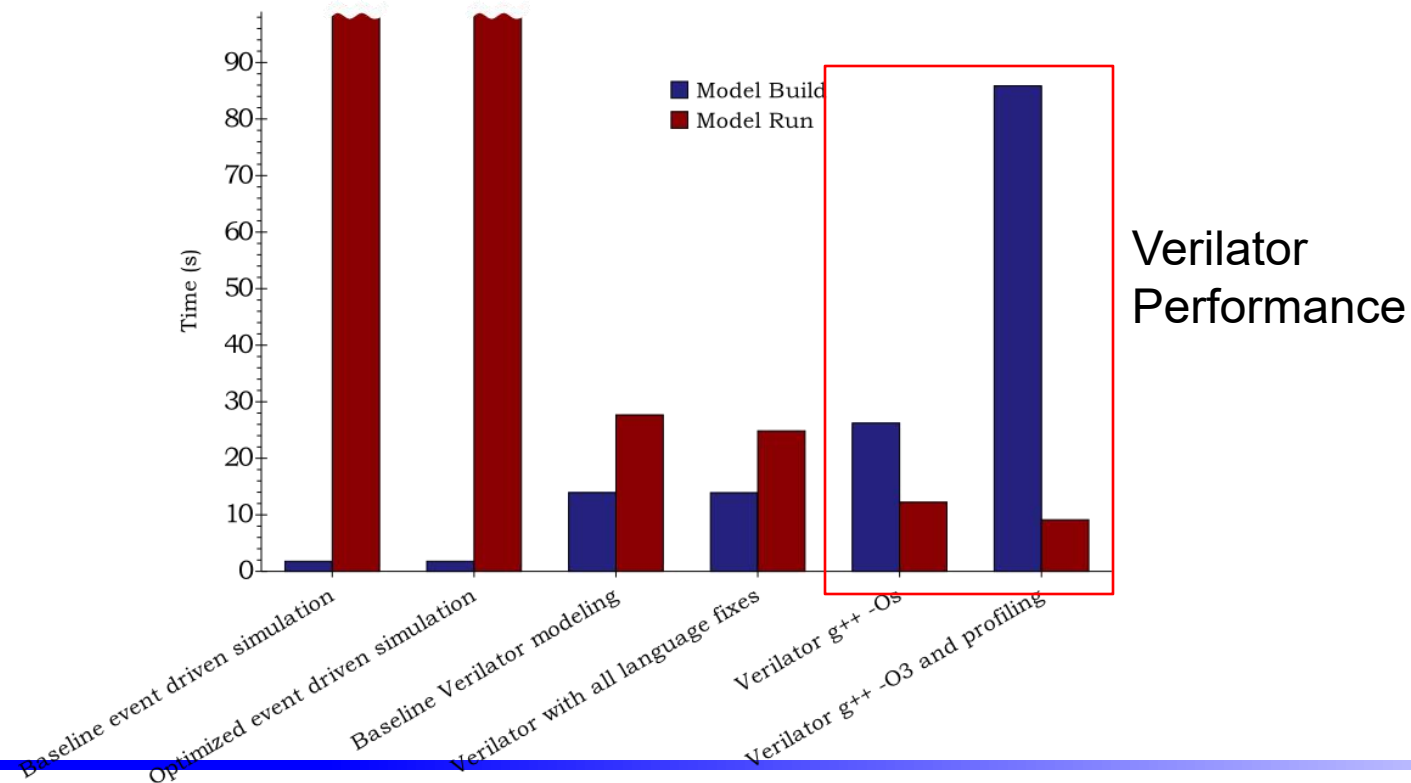

编辑母版文本样式

FULL CYCLE SIMULATION USING VERILATOR

Introduction to Verilator

- Verilator is the state-of-the-art RTL simulator
 - support a lot of SystemVerilog feature
 - compile Verilog / SystemVerilog to C++



This LAB

- This lab is divided into 4 parts
 - use verilator to lint code
 - write a simple C++ testbench
 - use verilator to run coverage test
 - build large design and tune compilation options
-

Install dependency

- `apt install npm lcov cloc`
- `npm install light-server`

Part. 1. Lint

- In 01-simple, the 'alu.sv' has some typos

`verilator --lint-only alu.sv`

- check the output and fix the typos
-

Part. 2. A Simple C++ Testbench

- The testbench is a simple alu
 - the detailed implementation is in alu.sv
 - the functional equivalent module is in alu_tb.sv

```
function int32_t alu_gold(op_t funct, int32_t in_a, int32_t in_b);
    case(funct)
        op_zero: alu_gold = `OP_WIDTH'b0;
        op_add:  alu_gold = in_a + in_b;
        op_sub:  alu_gold = in_a - in_b;
        op_shl:  alu_gold = in_a << in_b[4:0];
        op_shr:  alu_gold = in_a >> in_b[4:0];
        op_and:  alu_gold = in_a & in_b;
        op_or:   alu_gold = in_a | in_b;
        op_xor:  alu_gold = in_a ^ in_b;
    endcase
endfunction
```

Part. 2. A Simple C++ Testbench

- Add verilator compile command to Makefile

```
trace.vcd: alu.sv alu_tb.sv tb.cpp
    verilator --sv --cc --exe --trace --build $^
    ./obj_dir/Valu
```

- `--sv`: this is a sv module
 - `--cc`: compile to cpp
 - `--exe`: build executable, not library
 - `--build`: build after emit
 - `--trace`: enable signal trace
 - `$^`: means the `alu.sv alu_tb.sv tb.cpp`
 - the order matters!
-

Part. 2. Simple C++ Testbench

- First tell verilator the command args
- Instantiate the target module
- Open trace file
- Run test
- Close trace file

```
int main(int argc, char ** argv) {  
    Verilated::commandArgs(argc, argv);  
  
    auto dut = new Valu;  
  
    Verilated::traceEverOn(true);  
    auto tfp = new VerilatedVcdC;  
    dut->trace(tfp, 99);  
    tfp->open("trace.vcd");  
  
    // CODE HERE  
  
    tfp->close();  
    return 0;  
}
```

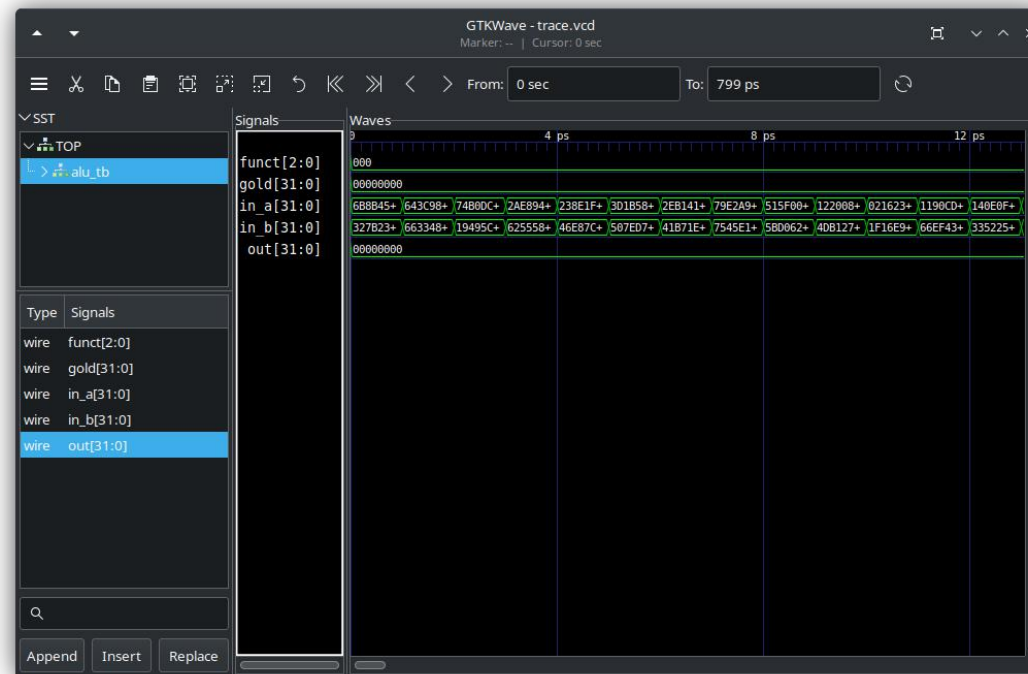

Part. 2. A Simple C++ Testbench

- make, to ensure no compilation error
- Then, we enumerate all `funct`, and generate test input
- unlike SystemC, verilator has no timing information
 - the time cycle is user managed `tfp->dump(time++)`

```
uint64_t time = 0;
for(int i = 0; i < 8; i++) {
    for(int j = 0; j < 100; j++) {
        dut->funct = i;
        dut->in_a = rand();
        dut->in_b = rand();
        dut->eval();
        tfp->dump(time++);
        assert(dut->out == dut->gold);
    }
}
```

Part. 2. A Simple C++ Testbench

- make to compile and run
- make show to show the waveform



Part. 3. Coverage Test

- In 02-coverage, the design is the same as 01
- Modify the Makefile

```
cov.dat cov.info &: alu.sv alu_tb.sv tb.cpp  
verilator -cc --build --exe --coverage $^  
./obj_dir/Valu  
verilator_coverage cov.dat -write-info cov.info
```

- `--coverage`: turn on coverage test
 - `./obj_dir/Valu`: run target program to gen coverage data
 - `verilator_coverage`: convert coverage data
-

Part. 3. Coverage Test

- Add Code to export coverage data:
 - run `make` to do coverage test

```
int main(int argc, char ** argv) {  
    Verilated::commandArgs(argc, argv);  
  
    auto dut = new Valu;  
  
    for(int i = 0; i < 8; i++) {  
        for(int j = 0; j < 100; j++) {  
            dut->funct = i;  
            dut->in_a = rand();  
            dut->in_b = rand();  
            dut->eval();  
        }  
    }  
  
    Verilated::threadContextp()->coverage()->write("cov.dat");  
    return 0;  
}
```

Part. 3. Coverage Test

- show coverage stat: make stat

```
stat: cov.info  
|    lcov --summary cov.info
```

- There is only 97.1% coverage

```
lcov --summary cov.info  
Reading tracefile cov.info  
Summary coverage rate:  
  lines.....: 97.1% (67 of 69 lines)  
  functions...: no data found  
  branches...: no data found
```

Part. 3. Coverage Test

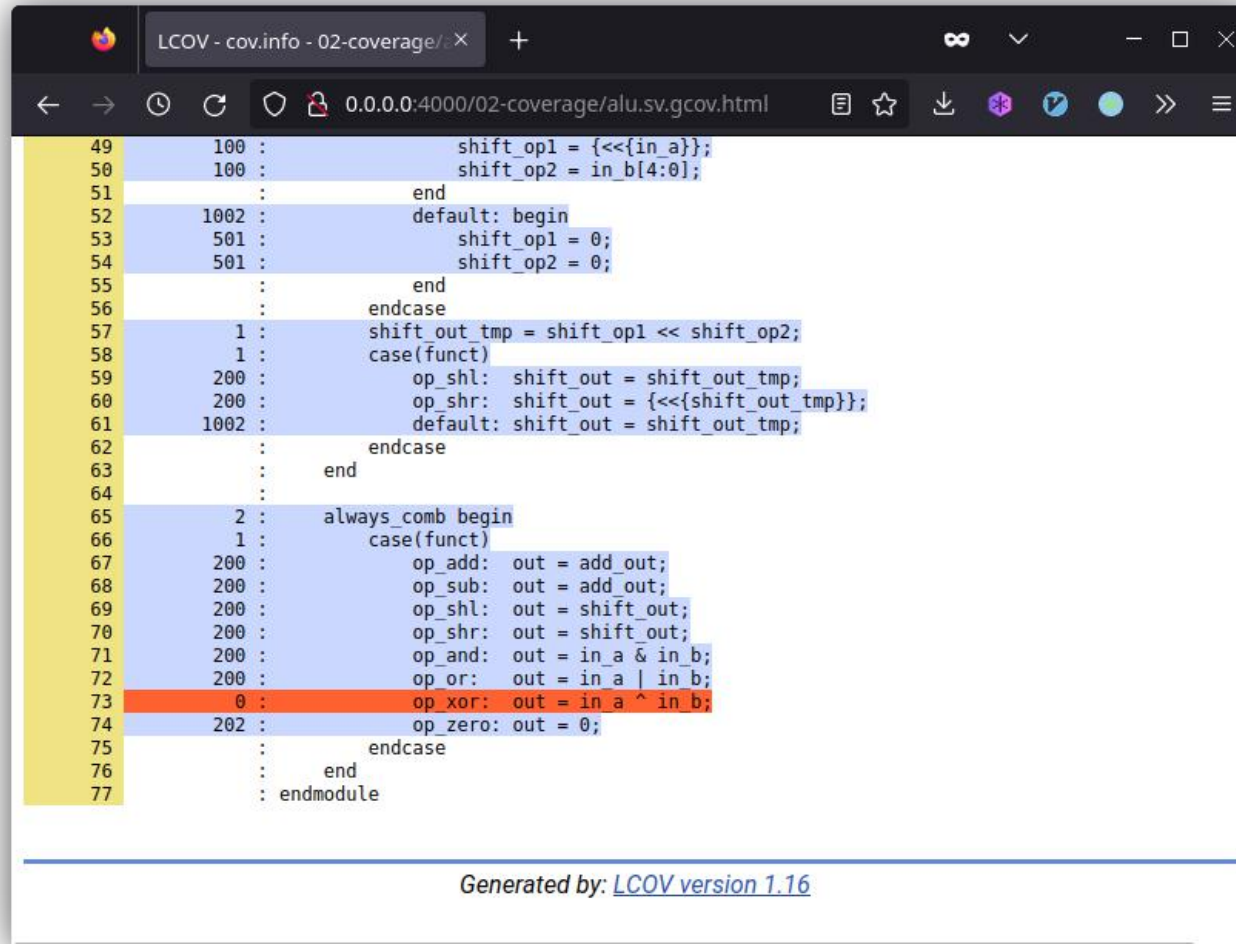
- Open coverage report to find uncovered code

```
show: cov.info  
genhtml cov.info -o obj_dir  
npx light-server -s obj_dir
```

– `ssh -L 4000:127.0.0.1:4000 root@115.27.161.184 -p xxxx`

- Open your browser, open `http://localhost:4000`
 - modify the code to cover the
-

Part. 3. Coverage Test



```
49      100 :      shift_op1 = {<<{in_a}};
50      100 :      shift_op2 = in_b[4:0];
51      :      end
52      1002 :      default: begin
53      501 :          shift_op1 = 0;
54      501 :          shift_op2 = 0;
55      :      end
56      :      endcase
57      1 :      shift_out_tmp = shift_op1 << shift_op2;
58      1 :      case(funcnt)
59      200 :          op_shl: shift_out = shift_out_tmp;
60      200 :          op_shr: shift_out = {<<{shift_out_tmp}};
61      1002 :          default: shift_out = shift_out_tmp;
62      :      endcase
63      :      end
64      :
65      2 :      always_comb begin
66      1 :          case(funcnt)
67      200 :              op_add: out = add_out;
68      200 :              op_sub: out = add_out;
69      200 :              op_shl: out = shift_out;
70      200 :              op_shr: out = shift_out;
71      200 :              op_and: out = in_a & in_b;
72      200 :              op_or:  out = in_a | in_b;
73      0 :              op_xor: out = in_a ^ in_b;
74      202 :              op_zero: out = 0;
75      :          endcase
76      :      end
77      : endmodule
```

Generated by: [LCOV version 1.16](#)

Part. 4. Large Design

- In 03-large, follow the README.md

