SystemVerilog Coding Standard

# Rule 1-1: Declaration spaces

Declarations shall be made only in modules, interfaces and packages.

# Rule 1-2: Variable identifier name convention

The variable identifier name shall have a prefix, which specifies its data type and array size. The prefix is comprised of an identifier <type> specific to the data type followed by the array size <size>. In case of a multi-dimensional array, the identifier shall have an additional prefix ‘a’.

<type><size><identifier>

|  |  |  |
| --- | --- | --- |
| Data type | <type> | <size> |
| logic | ul | 1 for a logic variable and equal to the number of bits for a logic array. If the size of the array is parameterized, then ‘v’. |
| logic signed | sl | 1 for a logic variable and equal to the number of bits for a logic array. If the size of the array is parameterized, then ‘v’. |
| bit | sb | 1 for a bit variable and equal to the number of bits for a bit array. If the size of the array is parameterized, then ‘v’. |
| bit unsigned | ub | 1 for a bit variable and equal to the number of bits for a bit array. If the size of the array is parameterized, then ‘v’. |
| interface | i | N/A |
| enum | e | N/A |
| time | tm | N/A |

Examples:

logic ul1Enable;

logic [7:0] ul8UnsignedData;

logic [BITS-1:0] ulvUnsignedData;

logic signed [15:0] sl16SignedData;

logic signed [1:0][7:0] sl16SignedData;

logic signed [BITS-1:0] slvSignedData;

logic [23:0] aul24RamBuffer[0:76799];

logic [BITS-1:0] aulvRamBuffer[0:76799];

bit sb1Enable;

bit [7:0] sb8UnsignedData;

bit [BITS-1:0] sbvUnsignedData;

bit unsigned [15:0] ub16SignedData;

bit unsigned [1:0][7:0] ub16SignedData;

bit unsigned [BITS-1:0] ubvSignedData;

bit [23:0] asb24RamBuffer[0:76799];

bit [BITS-1:0] asbvRamBuffer[0:76799];

tIImageTransfer iImageTransfer;

teMacroBlockType eMacroBlockType;

time tmDuration;

# Rule 1-3: Port identifier name convention

The port identifier name shall follow the variable name convention [Rule 1-2] with a prefix, which specifies the port direction or that it is an interface port. The prefix is comprised of the character ‘p’ followed by the direction identifier <dir> to specify the direction of the port or that it is an interface:

p<dir><identifier>

|  |  |
| --- | --- |
| Direction/Interface | p<dir> |
| input | pi |
| output | po |
| inout | px |
| interface | pI |

Examples:

input logic piul1Clk;

output logic [7:0] poul8Status;

inout logic [15:0] pxul16DIO;

# Rule 1-4: Active-low signal identifiers

Active-low signal variables shall have the postfix ‘\_n’.

<identifier>\_n

Examples:

logic ul1FpgaReset\_n;

# Rule 1-5: Constant signal identifiers

Constant signal variables shall have the prefix ‘c’.

c<identifier>

Examples:

const logic [7:0] cul8ResetDelayCC = 256;

# Rule 2-1: Module declaration

Every module be shall defined in a separate file containing only the module.

# Rule 2-2: Module filename

The filename of the module shall be the module identifier with a type prefix ‘M\_’.

M\_<identifier>.sv

Example:

M\_CameraFpga.sv

# Rule 2-3: Module identifier type prefix

The module identifier shall follow the variable name conventions [Rule 1-2], [Rule 1-3], [Rule 1-4] and have a type prefix ‘tM’ and the endmodule keyword shall be followed by a comment containing the module identifier:

tM<identifier>

Example:

module tMCameraFpga (

input logic piul1FpgaClock,

input logic piul1FpgaResetN,

tITRDB\_D5M.driver pIImageSensor,

tIADV7123.driver pIDisplay

);

endmodule//tMCameraFpga

# Rule 3-1: Package declaration

Every package be shall defined in a separate file containing only the package.

# Rule 3-2: Package filename

The filename of the package shall be the package identifier with a type prefix ‘P\_’.

P\_<identifier>.sv

Example:

P\_ImageProcessing.sv

# Rule 3-3: Package identifier type prefix

The package identifier shall follow the variable name conventions [Rule 1-2], [Rule 1-3], [Rule 1-4] and have a type prefix ‘tP’ and the endpackage keyword shall be followed by a comment containing the package identifier:

tP<identifier>

Example:

package tPImageProcessing;

endpackage//tPImageProcessing

# Rule 4-1: Interface declaration

Every interface be shall defined in a separate file containing only the interface.

# Rule 4-2: Interface filename

The filename of the interface shall be the interface identifier with a type prefix ‘I\_’.

I\_<identifier>.sv

Example:

I\_DataBus.sv

# Rule 4-3: Interface identifier type prefix

The interface identifier shall follow the variable name conventions [Rule 1-2], [Rule 1-3], [Rule 1-4] and have a type prefix ‘tI’ and the endinterface keyword shall be followed by a comment containing the interface identifier:

tI<identifier>

Example:

interface tIDataBus;

endinterface//tIDataBus