

EECS 31L: Introduction to Digital Design Lab Lecture 8

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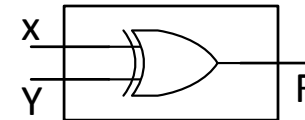
The Henry Samueli School of Engineering
Electrical Engineering and Computer Science
University of California, Irvine

Lecture 4: Overview

- Testbench description
- Randomization
- Task, function,
- Module, initial
- Forever, repeat, fork/join
- Wait, #n
- File
- System Calls
- Readmemb, readmemh
- Force/release
- DPI

Lecture 4: Testbench

- How to verify the correctness of your design?



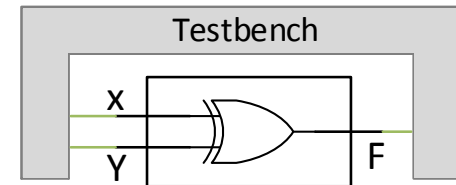
```
LIBRARY ieee;
USE ieee.std_logic_1164.ALL;

ENTITY xor2 IS
    PORT (x: IN std_logic;
          y: IN std_logic;
          F: OUT std_logic);
END xor2;

ARCHITECTURE xor2_beh OF xor2 IS
BEGIN
    F <= x XOR y;
END xor2_beh;
```

Lecture 4: Testbench

- How to verify the correctness of your design?
 - Simulation



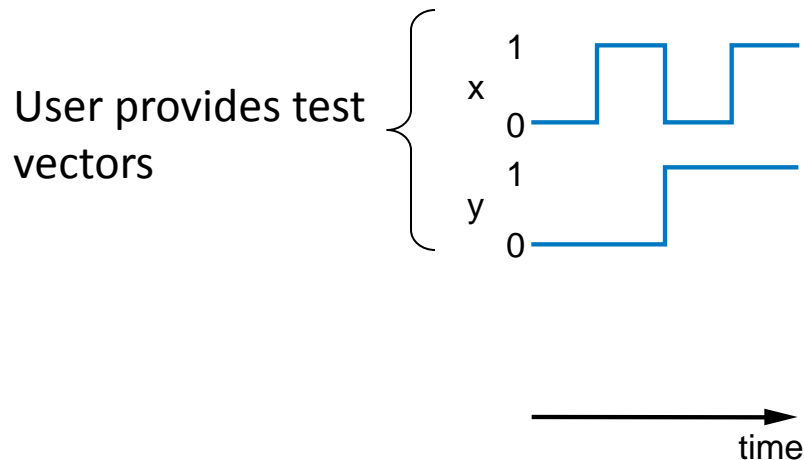
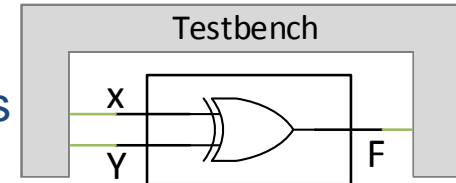
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Lecture 4: Testbench

- How to verify the correctness of your design?
 - Simulation
 - User provides input values,
 - Test vectors – sequence of input values



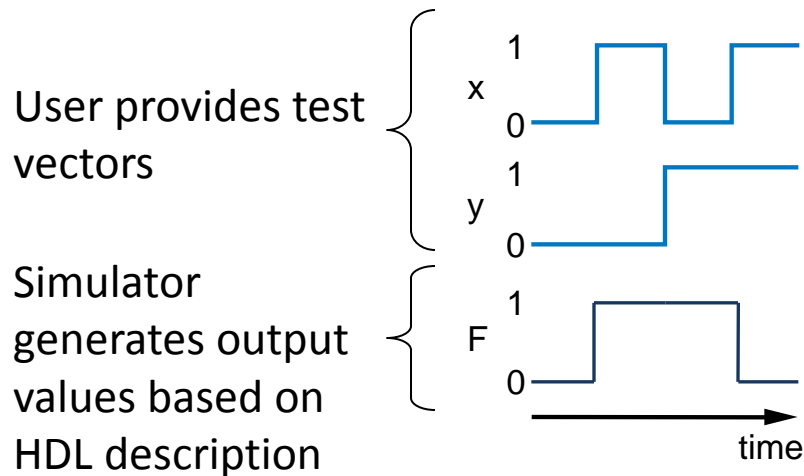
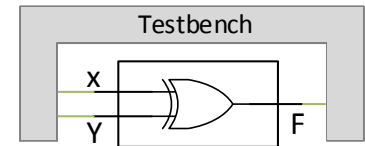
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Lecture 4: Testbench

- How to verify the correctness of your design?
 - Simulation
 - User provides input values, simulator generates output values
 - Test vectors – sequence of input values
 - Waveform – graphical depiction of sequence



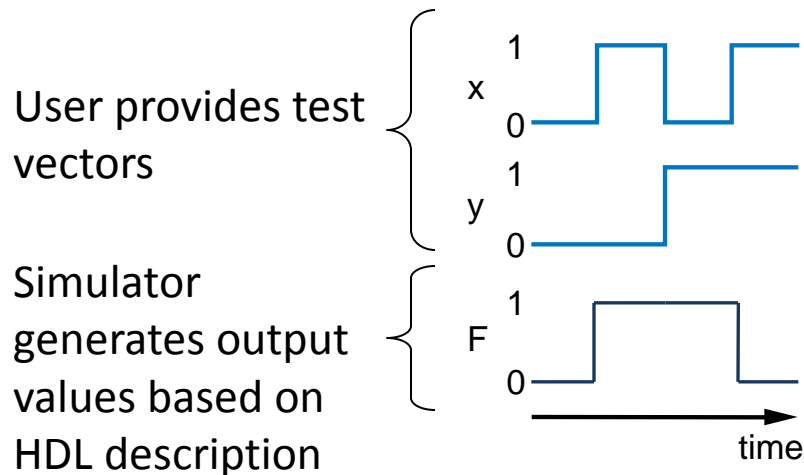
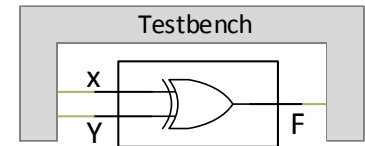
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BEGIN
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END xor2_beh;
```

Lecture 4: Testbench

- How to verify the correctness of your design?
 - Simulation
 - User provides input values, simulator generates output values
 - Test vectors – sequence of input values
 - Waveform – graphical depiction of sequence
 - Testbench does not have any input/output port



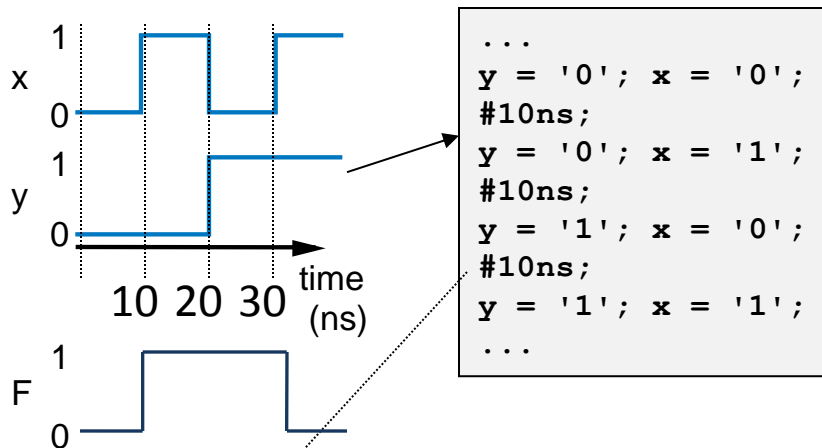
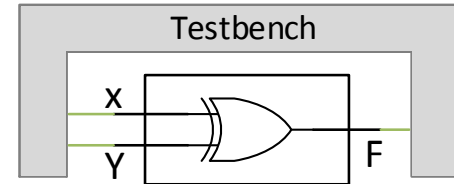
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USE ieee.std_logic_1164.ALL;

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          y: IN std_logic;
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END xor2;

ARCHITECTURE xor2_beh OF xor2 IS
BEGIN
    F <= x XOR y;
END xor2_beh;
```

Lecture 4: Testbench

- Instead of drawing test vectors, user can describe them with HDL

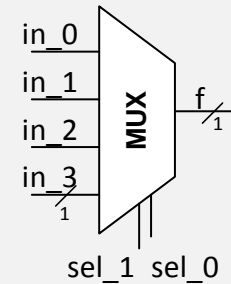


```
...  
y = '0'; x = '0';  
#10ns;  
y = '0'; x = '1';  
#10ns;  
y = '1'; x = '0';  
#10ns;  
y = '1'; x = '1';  
...
```

"#10ns;" –
Tells simulator to keep present
values for 10 ns, before
executing the next statement

```
LIBRARY ieee;  
USE ieee.std_logic_1164.ALL;  
  
ENTITY xor2 IS  
    PORT (x: IN std_logic;  
          y: IN std_logic;  
          F: OUT std_logic);  
END xor2;  
  
ARCHITECTURE xor2_beh OF xor2 IS  
BEGIN  
    F <= x XOR y;  
END xor2_beh;
```


Lecture 4: Testbench for 4x1 Multiplexer



Lecture 4: Testbench for 4x1 Multiplexer

```
module tb_top;
```

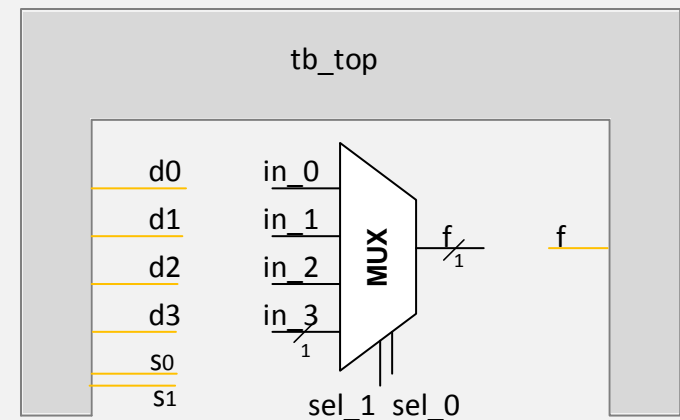
```
endmodule;
```



Lecture 4: Testbench for 4x1 Multiplexer

```
module tb_top;  
  
  logic d0,d1,d2,d3 ,s0, s1;  
  wire  f;  
  

```



```
endmodule;
```

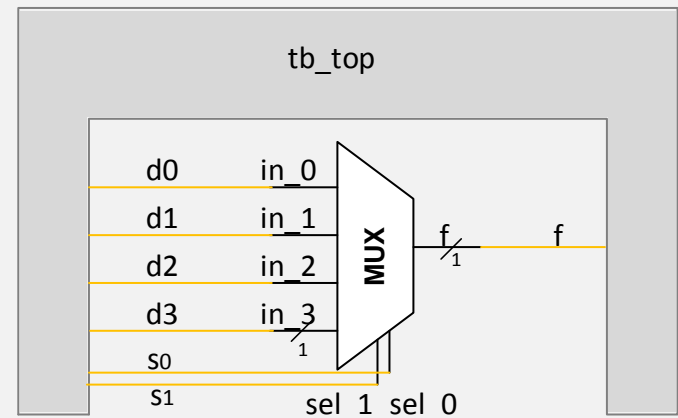
Lecture 4: Testbench for 4x1 Multiplexer Cont.

```
module tb_top;

logic d0,d1,d2,d3 ,s0, s1;
wire f;

mux4to1 mux4to1_inst(
    .in_0(d0),
    .in_1(d1),
    .in_2(d2),
    .in_3(d3),
    .sel_0(s0),
    .sel_1(s1),
    .f(f)
);

endmodule;
```



Lecture 4: Testbench for 4x1 Multiplexer Cont.

```
module tb_top;

logic d0,d1,d2,d3 ,s0, s1;
wire f;

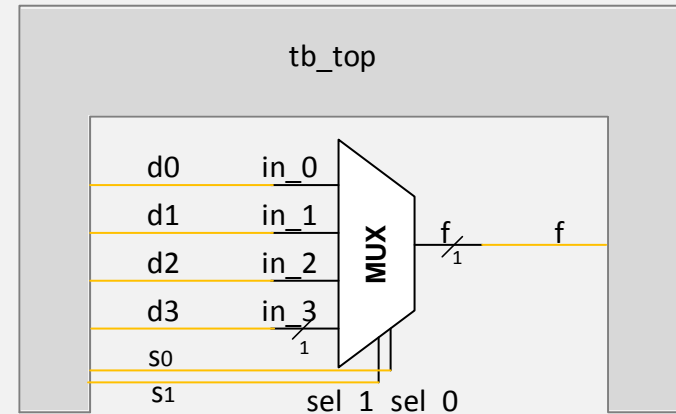
mux4to1 mux4to1_inst(.in_0(d0), .in_1(d1), .in_2(d2), .in_3(d3),
                    .sel_0(s0), .sel_1(s1), .f(f)
                    );

    initial begin
        #10ns;
        d0 = 0; d1 = 1; d2 = 1; d3 = 0;
        s0 = 0; s1 = 0;

        #10ns;
        d0 = 0; d1 = 1; d2 = 1; d3 = 0;
        s0 = 1'b1; s1 = 1'b0;

        #10ns;

    end //initial
endmodule;
```



Lecture 4: Testbench for 4x1 Multiplexer Cont.

```

module tb_top;

logic d0,d1,d2,d3 ,s0, s1;
wire f;

mux4to1 mux4to1_inst(.in_0(d0), .in_1(d1), .in_2(d2), .in_3(d3),
                    .sel_0(s0), .sel_1(s1), .f(f)
                    );

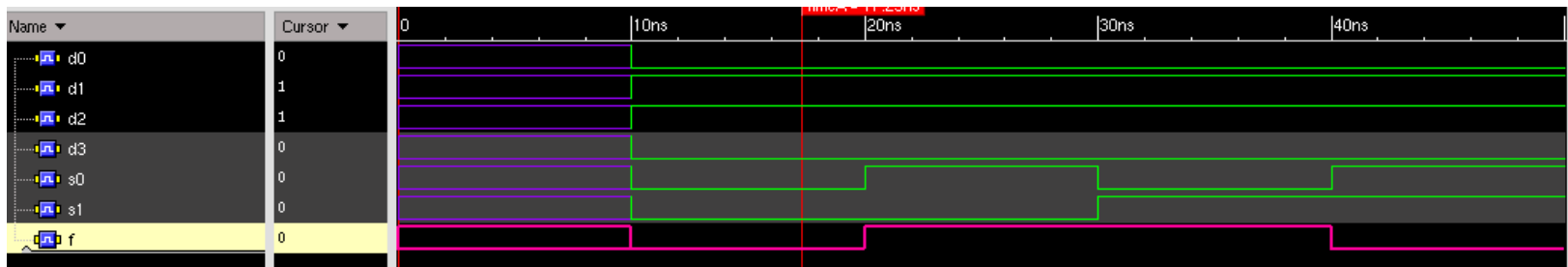
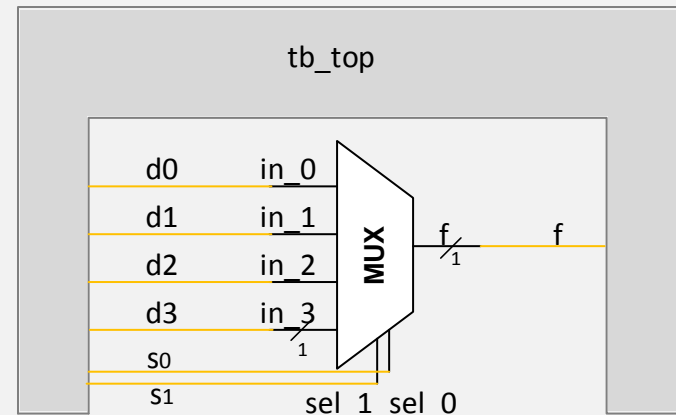
    initial begin
        #10ns;
        d0 = 0; d1 = 1; d2 = 1; d3 = 0;
        s0 = 0; s1 = 0;

        #10ns;
        d0 = 0; d1 = 1; d2 = 1; d3 = 0;
        s0 = 1'b1; s1 = 1'b0;

        #10ns;

    end //initial
endmodule;

```



Lecture 4: Testbench

- Is the fed data bit patterns enough !!!?
- Debugging using only waveform !!!?

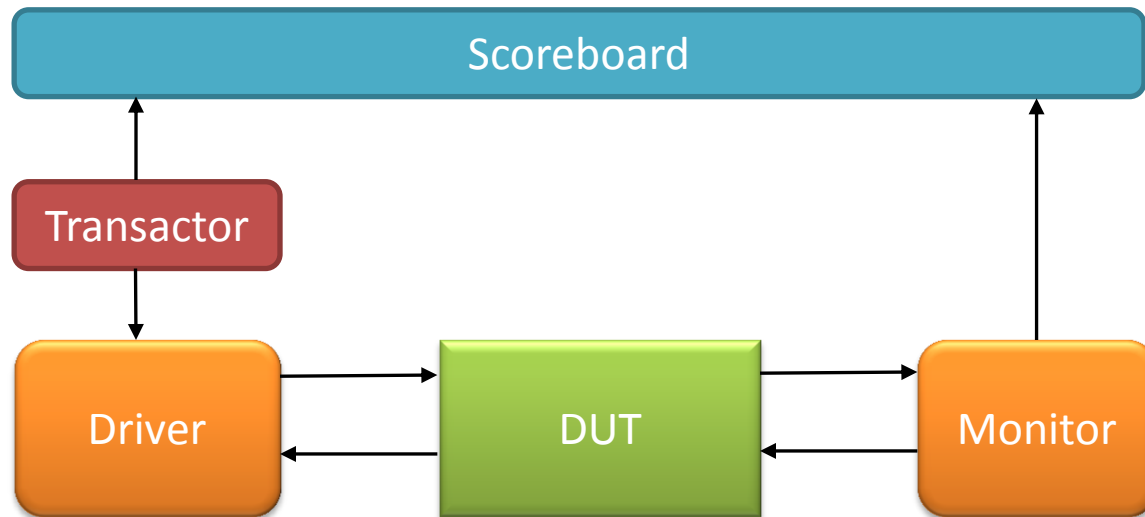
Lecture 4: Testbench

- Is the fed data bit patterns enough !!!?
- Debugging using only waveform !!!?

Absolutely NO

Lecture 4: Testbench

- A sample testbench architecture



Lecture 4: SystemVerilog for Verification

- Data types

The SystemVerilog value set consists of the following four basic values:

0—represents a logic zero or a false condition

1—represents a logic one or a true condition

x—represents an unknown logic value

z—represents a high-impedance state

- ✓ Types that can have unknown and high-impedance values are called *4-state types*. These are **logic**, **reg**, **integer**, and **time**. The other types do not have unknown values and are called *2-state types*, for example, **bit** and **int**.

Lecture 4: SystemVerilog for Verification

- Data types
 - 2 state value integer data types are
 - shortint : 16-bit signed integer.
 - int : 32-bit signed integer.
 - longint : 64-bit signed integer.
 - byte : 8-bit signed integer.
 - bit : user-defined vector size, unsigned.
 - 4-state value integers data types are
 - logic : User defined vector types, unsigned.
 - reg : User defined vector types, unsigned.
 - wire : User defined vector types, unsigned.
 - integer : 32-bit signed integer.
 - time : 64-bit unsigned integer.
 - string
 - enum
 - event

Lecture 4: SystemVerilog for Verification

- Aggregate data types
 - Structures
 - Packed/Unpacked arrays
 - Dynamic arrays
 - Queues
 - Classes

Lecture 4: SystemVerilog for Verification

- struct
 - Structure and union declarations types are same as that found in C language.

```
/* Example 8.0.0 */  
  
typedef struct {  
    byte          a;  
    logic          b;  
    shortint unsigned c;  
} myStruct;  
  
myStruct inst;  
  
inst.a = 10;  
inst.b = 1'b1;  
inst.c = 1000;
```

Lecture 4: SystemVerilog for Verification

- Associative arrays
 - Number of elements changes dynamically.
 - Size of the collection is unknown or the data space is sparse
 - Associative arrays do not have any storage allocated until it is used
 - The index expression is not restricted to integral expressions, but can be of any type.
 - An associative array implements a lookup table of the elements of its declared type.

Lecture 4: SystemVerilog for Verification

```
/* Example 8.0.1 */
integer as_mem [integer];
integer i;

as_mem[100] = 101;
as_mem[1]   = 100;
as_mem[50]  = 99;
as_mem[256] = 77;

$display ("size of array is %d", as_mem.num());          // Print the size of array
$display ("index 2 exists  %d", as_mem.exists(2));       // Check if index 2 exists
$display ("index 100 exists %d", as_mem.exists(100));    // Check if index 100 exists
// Value stored in first index
if (as_mem.first(i)) begin
    $display ("value at first index %d value %d", i, as_mem[i]);
end
// Value stored in last index
if (as_mem.last(i)) begin
    $display ("value at last index  %d value %d", i, as_mem[i]);
End

as_mem.delete(100);          // Delete the first index
$display ("Deleted index 100");
// Value stored in first index
if (as_mem.first(i)) begin
    $display ("value at first index %d value %d", i, as_mem[i]);
end
```

Lecture 4: SystemVerilog for Verification

- Queues
 - A queue is a variable-size, ordered collection of homogeneous elements.
 - Each element in a queue is identified by an ordinal number that represents its position within the queue, with 0 representing the first, and \$ representing the last.

Lecture 4: SystemVerilog for Verification

```
/* Example 8.0.2 */

// Queue is declared with $ in array size
integer queue[$] = { 0, 1, 2, 3, 4 };
integer i;

// Insert new element at begin of queue
queue = {5, queue};
queue.push_front(6);
queue.push_back(7);
queue.insert(4,8);
i = queue.pop_front();
i = queue.pop_back();
queue.delete(4);

task print_queue;
    integer i;
    $write("Queue contains ");
    for (i = 0; i < queue.size(); i++) begin
        $write (" %g", queue[i]);
    end
    $write("\n");
endtask
```

Lecture 4: SystemVerilog for Verification

- Class
 - SystemVerilog introduces an object-oriented class data abstraction. Classes allow objects to be dynamically created, deleted, assigned, and accessed via object handles.
 - Features:
 - Objects
 - Object members
 - Constructors
 - Static class members
 - Assignments
 - Inheritance and subclasses
 - this and super
 - Data hiding and encapsulation
 - Constant class properties
 - Abstract classes and virtual methods
 - Class scope resolution operator ::
 - Parameterized classes

Lecture 4: SystemVerilog for Verification

```
/* Example 8.0.3 */

class packet;

    integer size;
    integer payload [];
    integer i;

    function new (integer size); // Constructor
    begin
        this.size = size;
        payload = new[size];
        for (i=0; i < this.size; i ++) begin
            payload[i] = $random;
        end
    end
endfunction

    task print ();
    begin
        $write("Payload : ");
        for (i=0; i < size; i ++) begin
            $write("%x ",payload[i]);
        end
        $write("\n");
    end
endtask

    function integer get_size();
    begin
        get_size = this.size;
    end
endfunction

endclass
```

Lecture 4: SystemVerilog for Verification

```
/* Example 8.0.3 */  
  
packet pkt;  
  
initial begin  
    pkt = new(5);  
    pkt.print();  
    $display ("Size of packet %0d", pkt.get_size());  
end
```

Lecture 4: SystemVerilog for Verification

Processes

- Structured procedures (initial procedures, always procedures, final procedures)
- Block statements (begin-end sequential blocks, fork-join parallel blocks)
- Timing control (delays, events, waits, intra-assignment)
- Process threads and process control

Lecture 4: SystemVerilog for Verification

Structured procedures

- **initial** procedure
- **always** procedure
 - always
 - always_comb
 - always_latch
 - always_ff
- **final** procedure
- **task**
- **function**

Lecture 4: SystemVerilog for Verification

- **initial**
 - is enabled **only once** at the **beginning** of a simulation
- **always**
 - is enabled at the beginning of a simulation
 - execute **repeatedly** until the simulation is terminated
- **final**
 - is enabled at the **end** of simulation time and execute **only once**

Lecture 4: SystemVerilog for Verification

```
/* Example 8.1 */  
  
initial begin  
    a = 0; // initialize a  
    for (int index = 0; index < size; index++)  
        memory[index] = 0; // initialize memory word  
end
```

```
/* Example 8.2 */  
  
initial begin  
    inputs = 'b000000; // initialize at time zero  
    #10 inputs = 'b011001; // first pattern  
    #10 inputs = 'b011011; // second pattern  
    #10 inputs = 'b011000; // third pattern  
    #10 inputs = 'b001000; // last pattern  
end
```


Lecture 4: SystemVerilog for Verification

```
/* Example 8.3 */
```

```
always #half_period areg = ~areg;
```

```
/* Example 8.4 */
```

```
always @(*) begin
```

```
    a = b & c;
```

```
    A1:assert (a != e) else if (!disable_error) $error("failed");
```

```
end
```

Lecture 4: SystemVerilog for Verification

- Timing Control

- #
- @
- wait

```
/* Example 8.5 */  
  
initial begin  
    #10;  
    #10us;  
    @(a or b or c);  
    @(posedge clk);  
    wait (!enable) a = b;  
    #10 c = d;  
end
```

Lecture 4: SystemVerilog for Verification

Assignment statements

- Continuous assignments
- Procedural blocking and nonblocking assignments
- Procedural continuous assignments (assign, deassign, force, release)
- Net aliasing

```
/* Example 8.6 */  
  
assign z = y; // non-blocking  
  
initial begin  
    a = c;      // blocking  
    c = a;  
    d <= e;     // non-blocking  
end
```

Lecture 4: SystemVerilog for Verification

Assignment statements

```
/* Example 8.7 */  
  
module nonblock1;  
    logic a, b, c, d, e, f;  
  
    // blocking assignments  
    initial begin  
        a = #10 1; // a will be assigned 1 at time 10  
        b = #2 0;  // b will be assigned 0 at time 12  
        c = #4 1;  // c will be assigned 1 at time 16  
    end  
  
    // nonblocking assignments  
    initial begin  
        d <= #10 1; // d will be assigned 1 at time 10  
        e <= #2 0;  // e will be assigned 0 at time 2  
        f <= #4 1;  // f will be assigned 1 at time 4  
    end  
endmodule
```

*scheduled
changes at
time 2*

e = 0

*scheduled
changes at
time 4*

f = 1

*scheduled
changes at
time 10*

d = 1

Lecture 4: SystemVerilog for Verification

Input/output system tasks and system functions

Display tasks

- \$display
- \$write
- \$displayb
- \$writeb
- \$displayh
- \$writeh
- \$displayo
- \$writeo
- \$strobe
- \$monitor
- \$strobeb
- \$monitorb
- \$strobeh
- \$monitorh
- \$strobo
- \$monitro
- \$monitoroff
- \$monitoron

File I/O tasks and functions

- \$fclose \$fopen
- \$fdisplay \$fwrite
- \$fdisplayb \$fwriteb
- \$fdisplayh \$fwriteh
- \$fdisplayo \$fwriteo
- \$fstrobe \$fmonitor
- \$fstrobeb \$fmonitorb
- \$fstrobeh \$fmonitorh
- \$swriteh \$fgetc
- \$swriteo \$fputc
- \$fscanf \$fgets
- \$fread \$sscanf
- \$fseek \$rewind
- \$fflush \$ftell
- \$feof \$ferror

Lecture 4: SystemVerilog for Verification

Most useful system tasks

- ✓ \$display
- ✓ \$write
- ✓ \$monitor
- ✓ \$readmemh
- ✓ \$fopen
- ✓ \$fwrite
- ✓ \$feof
- ✓ \$fscanf
- ✓ \$fclose
- ✓ \$system
- ✓ \$time
- ✓ \$finish

Lecture 4: SystemVerilog for Verification

Most useful system tasks

```
/* Example 8.8 */

module tb_top;
    reg [8:0] a ; // a = 492 ;
    reg [7:0] b ; // b = 205 ;

    initial begin
        $display("The decimal value of a is: %d", a) ;
        $display("The octal value of a is: %o", a) ;
        $display("The binary value of a is: %b", a) ;
        $display("The hexadecimal value of a is: %h", a);
        $write("The decimal value of b is: %d\n", b) ;
        $write("The hexadecimal value of b is: %h\n", b);
        $write("The binary value of b is: %b ", b) ;
        $write("The octal value of b is: %o\n", b);
        $display("\t @TIME:%t", $time);
    end
endmodule
```

%d or %D	Decimal format
%b or %B	Binary format
%h or %H	Hexadecimal format
%o or %O	Octal format
%c or %C	ASCII character format
%m or %M	Hierarchical name
%s or %S	As a string
%t or %T	Current time format

Lecture 4: SystemVerilog for Verification

Most useful system tasks

```
/* Example 8.9 */  
  
module tb_top;  
  
    initial begin  
        $system("date");  
        $system("uname -n");  
        $system("whoami");  
        $system("pwd");  
        $finish;  
    end  
endmodule
```


Lecture 4: SystemVerilog for Verification

Working with files

```
/* Example 8.10 */

task automatic read_file(input string inputfile);
    integer fileid ;
    string filename;
    integer status;
    bit [6:0] a, b;

    filename = {inputfile, ".txt"};
    fileid = $fopen(filename, "r");
    if (fileid == 0) begin
        $display("ERROR : CAN NOT OPEN THE FILE %s", filename);
    end else begin
        while (!$feof(fileid)) begin
            status = $fscanf(fileid, "%h %d", a, b);
            $display("%03d %02d", a, b);
        end
        $fclose(fileid);
    end
endtask
```

Lecture 4: SystemVerilog for Verification

Task

```
/* Example 8.11 */  
  
module task_example ();  
  
    initial begin  
        #1 doInit(4,5);  
        #1 doInit(9,6);  
        #1 $finish;  
    end  
  
    task automatic doInit (input bit [3:0] count, delay);  
        if (count > 5) begin  
            $display ("%g Returning from task", $time);  
            return;  
        end  
        #(delay) $display ("%t Value passed is %d", $time, count);  
    endtask  
  
endmodule
```

Lecture 4: SystemVerilog for Verification

Direct Programming Interface (DPI)

DPI consists of two separate layers:

- SystemVerilog layer
- Foreign language layer (like C)

Lecture 4: SystemVerilog for Verification

Direct Programming Interface (DPI)

```
/* Example 8.12 - C layer*/

#include <stdio.h>
#include <stdlib.h>
#include "svdpi.h"
#include "vpi_user.h"

int test(
    int sel,
    svOpenArrayHandle data_in,
    svOpenArrayHandle data_out,
    int * output
){

    int *data_in_p = (int *)svGetArrayPtr(data_in);
    printf("C:: The value of element %d was %d\n", sel, data_in_p[sel]);
    data_in_p[sel]++;

    *(int *)svGetArrElemPtr1(data_out, sel) = data_in_p[sel];
    *output = data_in_p[sel]*2; return 0;

}
```

Lecture 4: SystemVerilog for Verification

Direct Programming Interface (DPI)

```
/* Example 8.12 */

import "DPI-C" context test = function int test(
    input int sel,
    input int data[],
    output int outdata[],
    output int double
);

module dpi_example ();

...
```

Lecture 4: SystemVerilog for Verification

Direct Programming Interface (DPI)

```
/* Example 8.12 */
...
module dpi_example ();
    parameter size = 5;
    int    dpi_in  [size-1:0];
    int    dpi_out [size-1:0];
    int    selector;
    int    doubleVal;

    initial begin

        for(int index=0; index<size; index++) begin
            dpi_in = index;
        end
        selector  = 1;
        doubleVal = 0;

        test(1, dpi_in, dpi_out, doubleVal);

        $display("SV:: OUT[%d] = %d is %d, 2X = %d\n", selector, dpi_out[selector], doubleVal);
        $finish;
    end
endmodule
```

Lecture 4: SystemVerilog for Verification

Randomization

- \$urandom
- \$random
- rand
- randc
- constraint

```
/* Example 8.13 */  
  
module system_random();  
  
    initial begin  
        $display ("Value is %0d", $urandom(10));  
        $display ("Value is %0d", $random(10));  
    end  
  
endmodule
```