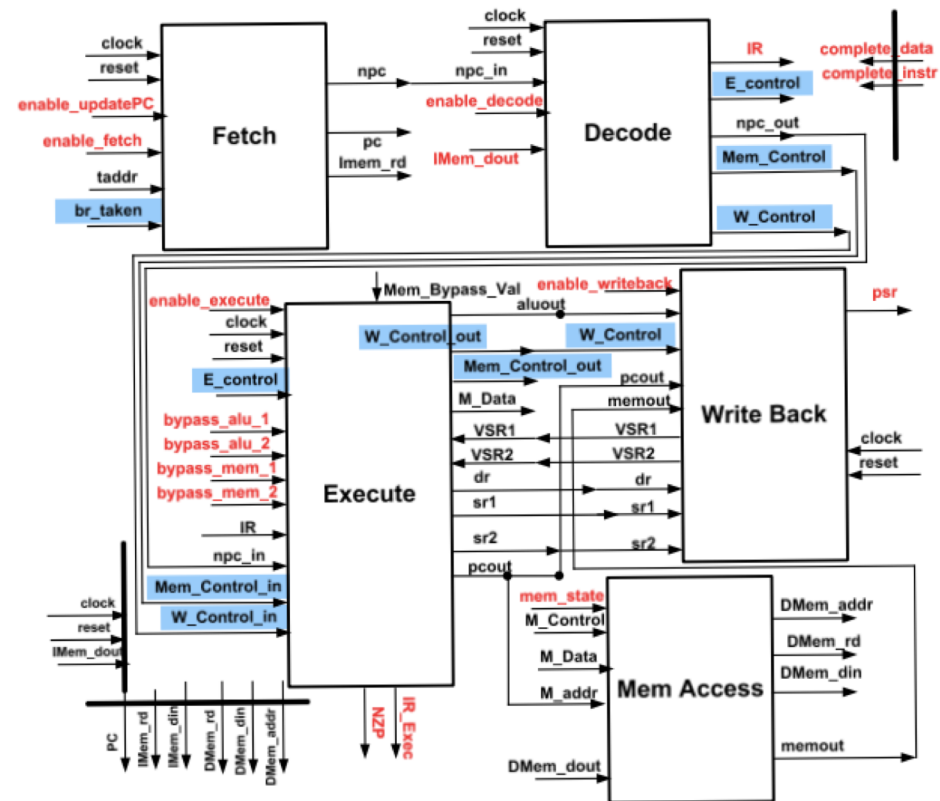


ECE 748

Advanced Verification with UVM

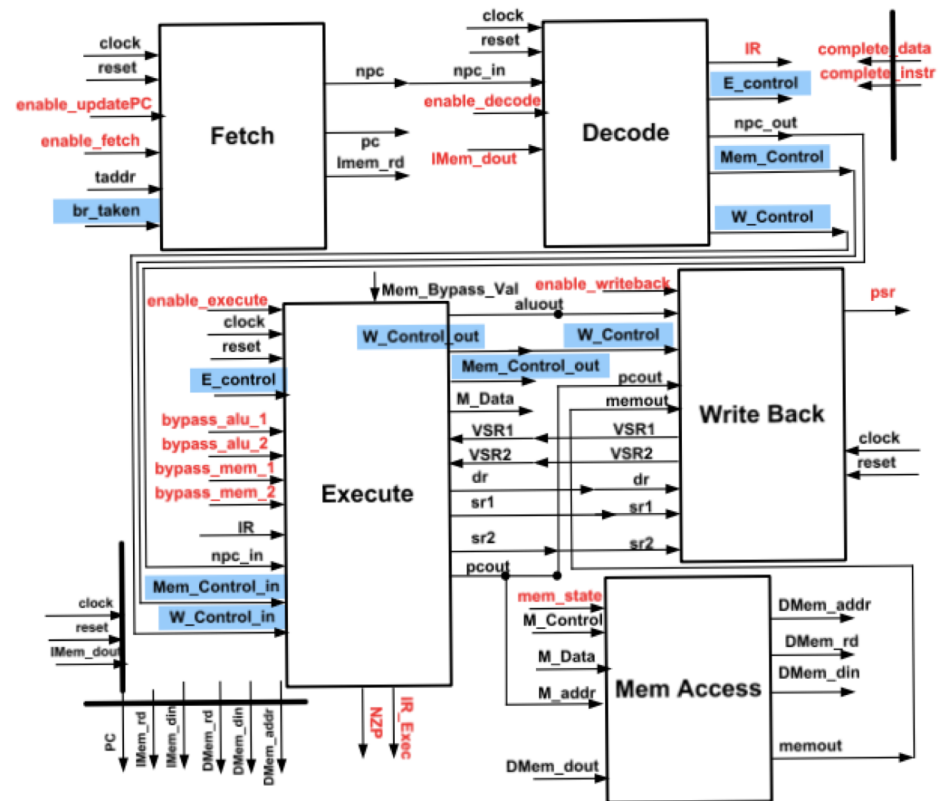
Class Projects – LC3

- Project 1
 - Create UVM interface package for decoder input
 - Create a UVM interface package for decoder output
- Project 2
 - Create a UVM environment and test bench for the decoder block
- Project 3
 - Create a UVM environment and test bench for LC3 that includes the decoder environment

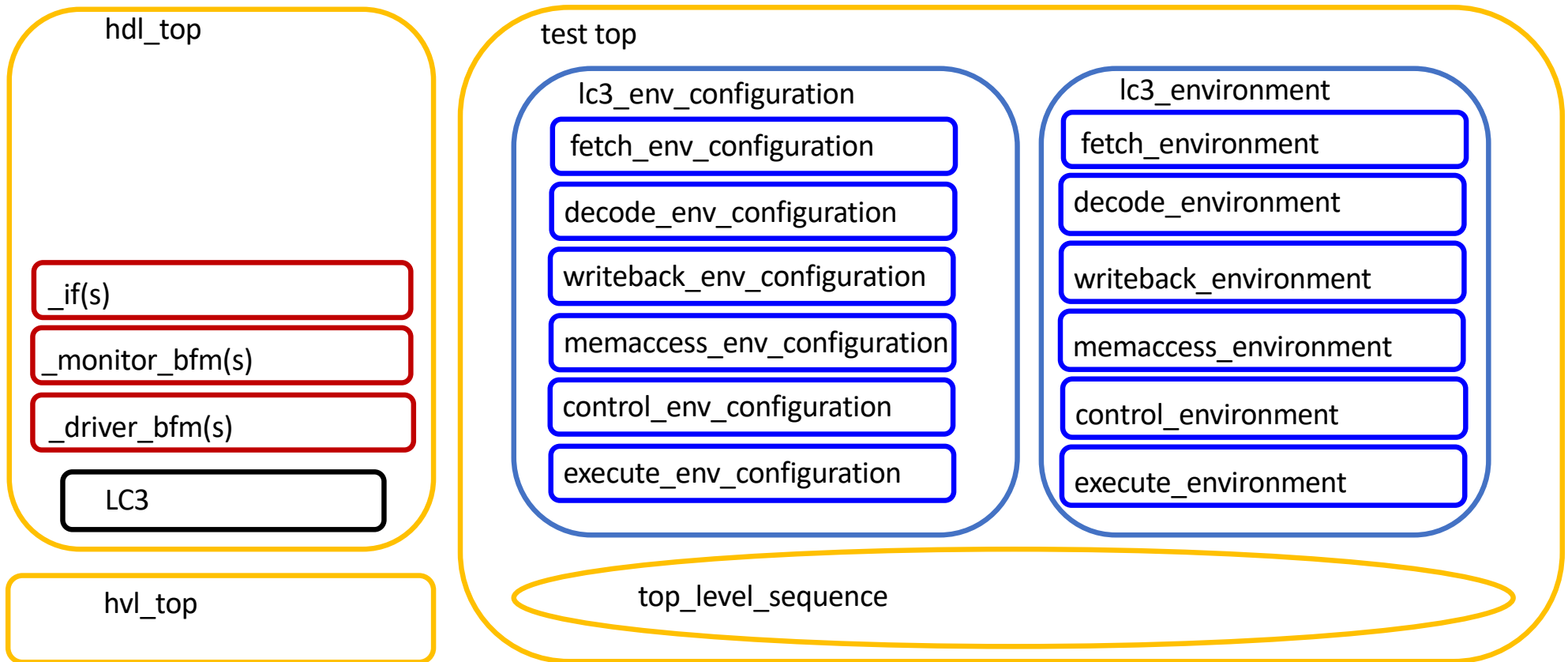


Project 3 – LC3 Environment

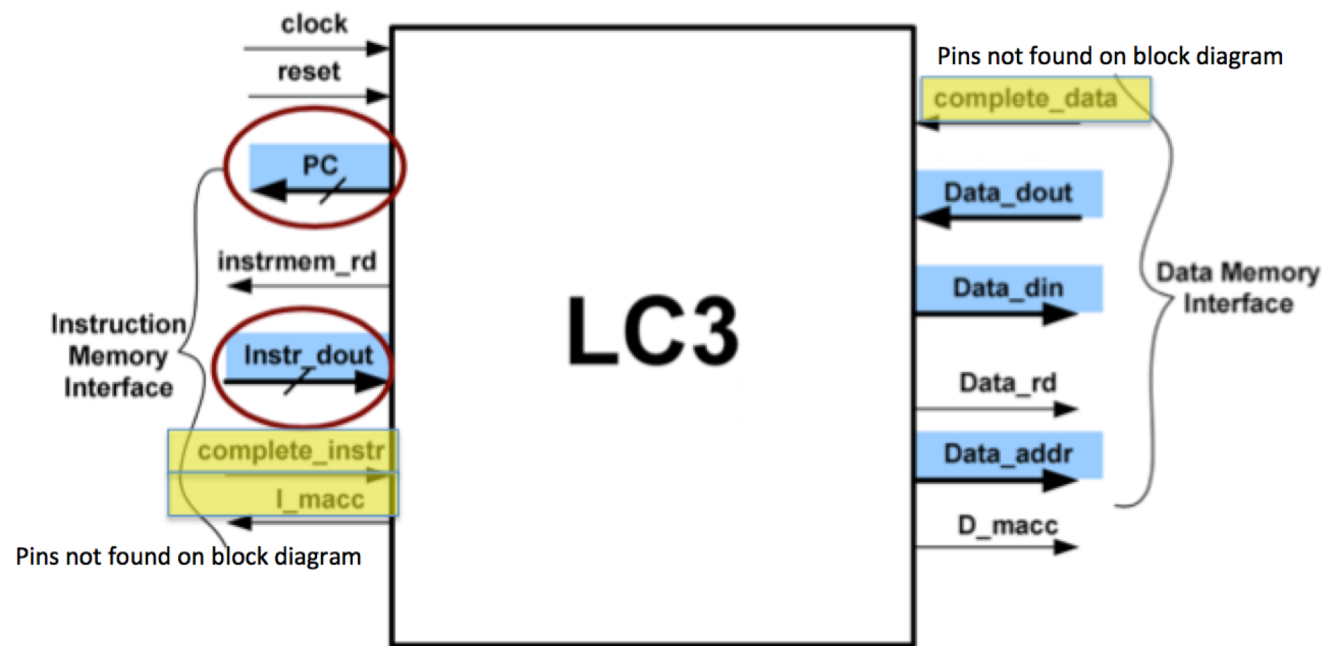
- Project 3
 - Create UVM environment packages and test bench for LC3 using UVMF generators
 - Include sub-environments within LC3 environment for the following modules
 - Fetch
 - Decode
 - Write Back
 - Mem Access
 - Control
 - Execute
 - Run tests in simulation
 - Find bugs in LC3 design



LC3 Test Bench



LC3 Top Level Diagram



Instruction Register = IR <= IMem_dout

Figure 1: Top Level Block Diagram of LC3

Project 3 – Directory Structure

- Environment package location/name
 - `verification_ip/environment_packages/envPackageName`
 - `verification_ip/interface_packages/interfacepackageName`
- Test package location/name
 - `project_benches/lc3/tb/tests/lc3_test_pkg`
- Top level sequence package location/name
 - `Project_benches/lc3/tb/sequences/lc3_sequence_pkg`
- LC3 RTL location
 - `Project_benches/lc3/rtl`
- Provided files
 - Common files provided on Moodle

Project 3 – Interface Instructions

- Use `decode_in_pkg` and `decode_out_pkg` from project 2B
- Use UVMF interface generator to create interface packages
 - Responder agents:
 - Instruction memory package: `imem_pkg`
 - Data memory package: `dmem_pkg`
 - Passive, monitoring only agents:
 - Fetch interface packages: `fetch_in_pkg`, `fetch_out_pkg`
 - Writeback interface packages: `writeback_in_pkg`, `writeback_out_pkg`
 - Memaccess interface packages: `memaccess_in_pkg`, `memaccess_out_pkg`
 - Control interface packages: `control_in_pkg`, `control_out_pkg`
 - Execute interface packages: `execute_in_pkg`, `execute_out_pkg`

Project 3 – Environment Instructions

- Use `decode_env_pkg` from project 2B
- Use UVMF environment generator to create environment packages
 - Fetch environment: `fetch_env_pkg`
 - Writeback environment: `writeback_env_pkg`
 - Memaccess environment: `memaccess_env_pkg`
 - Control environment: `control_env_pkg`
 - Execute environment: `execute_env_pkg`
 - LC3 environment: `lc3_env_pkg`
 - Includes all LC3 stage sub-environments
 - Includes instruction memory agent and data memory agent
- All environments include predictor and scoreboard
- Instruction coverage location options:
 - `decode_in` agent coverage component
 - Instruction memory agent coverage component

Project 3 – Bench Instructions

- Use UVMF bench generator to create LC3 test bench
 - Instantiates lc3 environment
 - Add LC3 rtl to LC3 bench
 - Use all makefiles as generated
- Add tests to find bugs in LC3
 - Generated top level sequence instantiates and starts responder sequence on instruction and data memory agents
 - Tests further constrain instruction generation
 - Extend instruction memory transaction class to add constraints
 - Use factory type override to use instruction memory transaction class extensions

Project 3 – Bench Instructions

- Run tests in simulation
 - Collect instruction coverage in simulation
 - Create test plan showing instruction coverage groups, coverpoints, etc.
 - Merge test coverage with test plan
 - Generate coverage report

Project 3 – LC3 Requirements

- Point allocation based on table provided in Moodle
- Deposit all source in Moodle on due date
 - File name: group##_p3.zip
 - Be sure to remove compiled libraries from sim directory
- Provide simulation results documentation
 - Transcripts from simulation runs
 - List of test name and seed number combinations used to achieve full coverage in the sim/testlist file
 - Regression script: regress.sh, which runs all tests in regression suite including test seeds
 - The regression script will be used by TA to reproduce your coverage results
 - UCDB file containing merged coverage results
 - Coverage report, text or pdf, of coverage result

