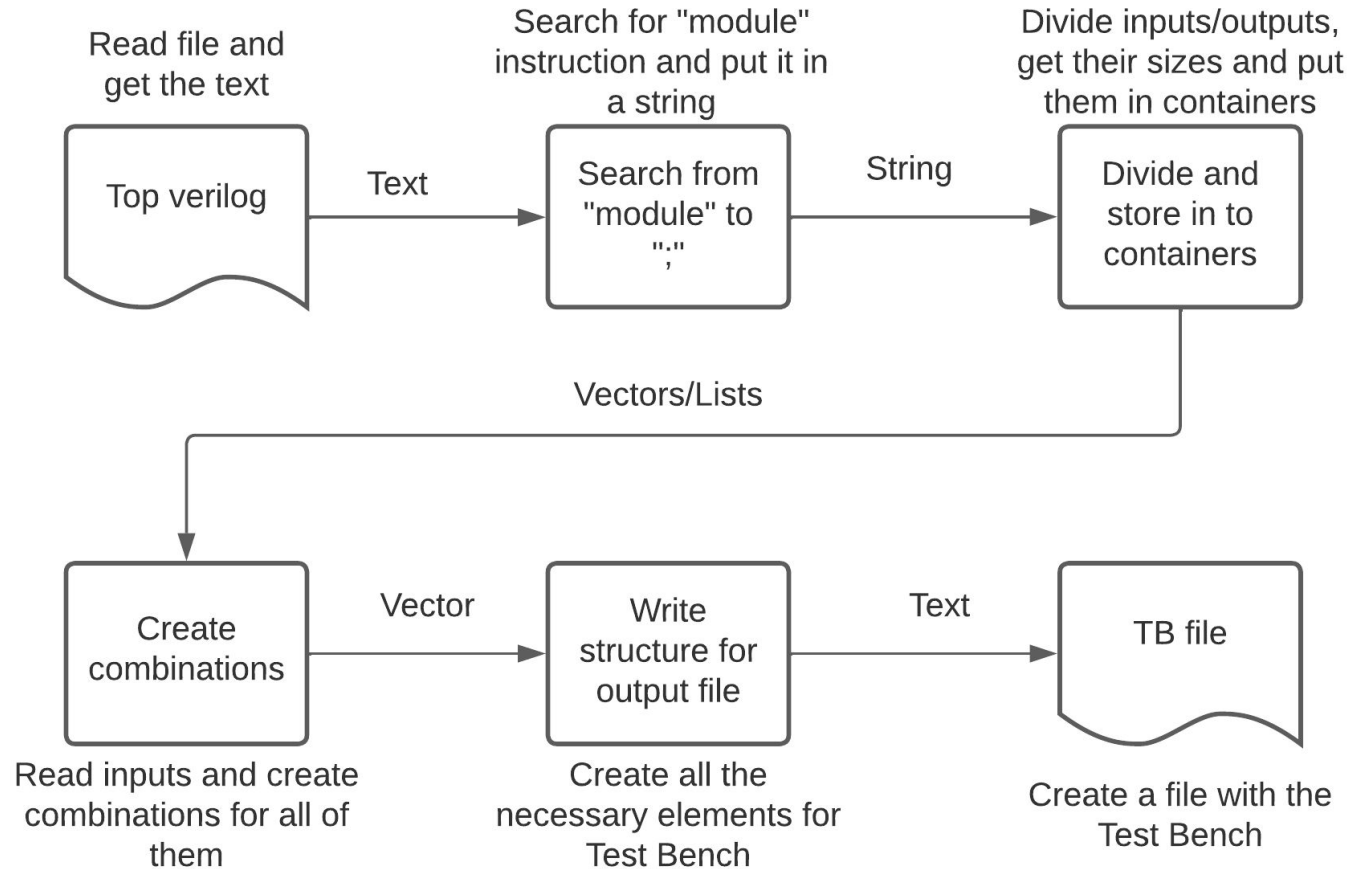


Test Bench Project

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Abstract



1a

Functions used;
match():
search():
sub():
replace():
rstrip():
find():
append():
join():
Libraries;
re,array,match.



2b

Functions used;
open():
getline():
find():
erase():
substr():
find():
pushback():
at():
Libraries;iostream,
fstream,string,vect
or,math.h.



3c

Functions used;
regex.search():
getline():
regex_macth():
erase():
substr():
find():
pushback():
at():
Libraries;iostream,
fstream,string,vect
or,math.h,regex.

Structure



Read file and delete the unnecessary text

```
while (!archivo.eof()) {  
    getline(archivo, texto);  
    if (texto.find("//")!=string::npos){           //Comments inside the design are removed  
        int t1 = texto.length();                  //  
        int ecom = texto.find("//");              //  
        texto.erase(ecom,t1-ecom);  
    }  
    if (texto.find('~')!=string::npos){           //The libraries inside the design are removed  
        int t1 = texto.length();                  //  
        int ecom = texto.find('~');               //  
        texto.erase(ecom,t1-ecom);  
    }  
    if (texto.find('#')!=string::npos){           //Parameters inside the design are removed  
        int t1 = texto.length();                  //  
        int ecom = texto.find('#');               //  
        texto.erase(ecom,t1-ecom);  
    }  
}
```



Extract module statement

```
string text = Prueba;  
string temp=Prueba.substr(Prueba.find("module"),Prueba.find('('));  
temp.erase(0,Prueba.find("module")+6);  
module_name.append(temp);  
int a = Prueba.find("(");  
int b = a + 1;  
int c = Prueba.find(")", a);  
  
for (int i = a; i <= c; i++) {  
    Apend.push_back(Prueba[i]);  
}
```

Containers

```
string module=lectura();

vector<string> inputs;  //inputs vector
vector<string> outputs; //outputs vector

vector<int> bitsint;    //vector with the number of bits per input
vector<int> bitsout;    //vector with the number of bits per output

vector<string> bitrgint; //vector with range of input buses
vector<string> bitrgout; //vector with range of output buses
string inouts="";
```



Identify if it is input or output

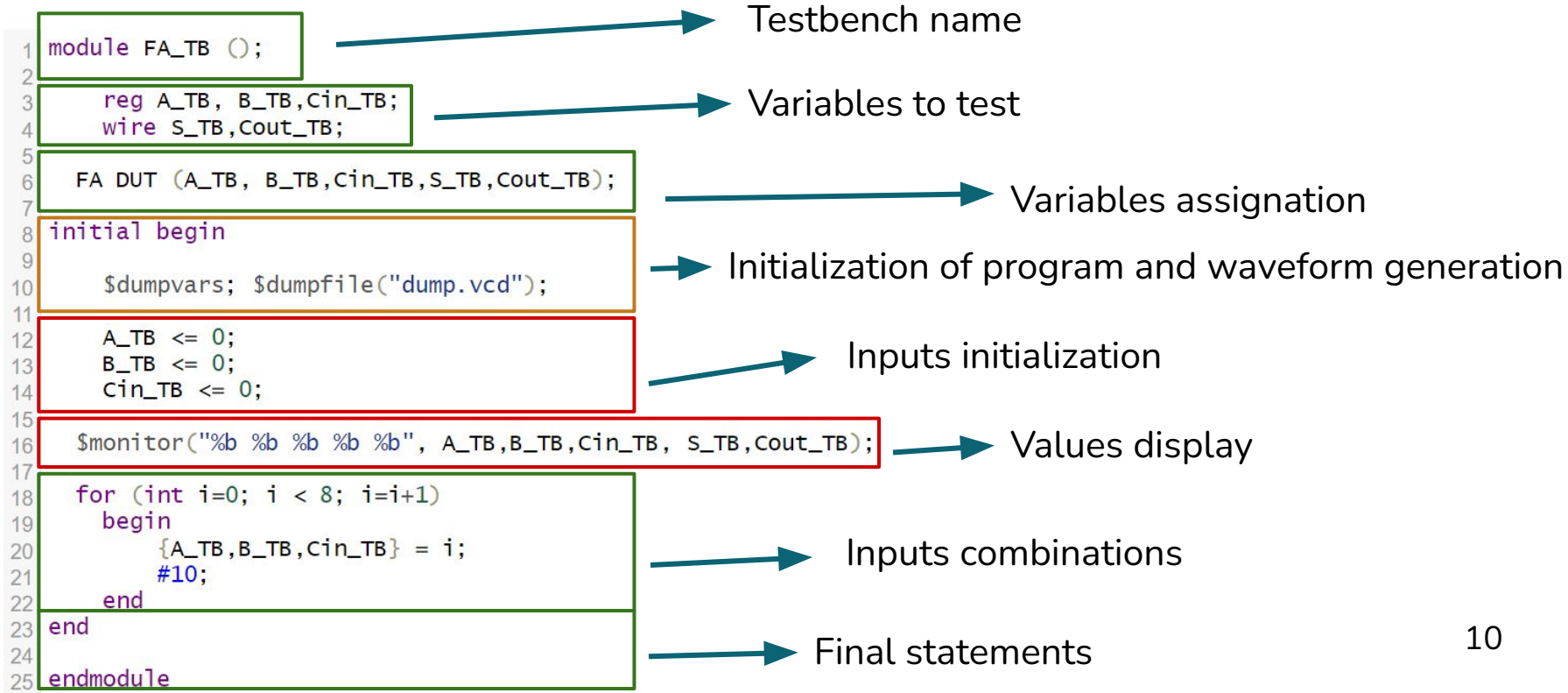
```
if(instruction.find("input")!=-1){  
    instruction.replace(0,instruction.find("input")+5,"reg ");//word "input" is replaced by "reg"  
    inputs.push_back(instruction);//adds to array of inputs  
    string temp=instruction;  
    temp.replace(0,(temp.find(']')+1),"");  
    if (temp.substr(0,3)=="reg")temp.replace(0,3,"");  
    inouts+=temp;  
    inouts+=",";  
    linout=true; //flag was input  
}
```




Variables without identifier

```
if(linout){ //if the last variable was input
    string temp=inputs.back();
    if(temp.find(']')!=string::npos){
        temp=temp.substr(0,temp.find(']')+1);
    }
    else{
        temp=temp.substr(0,2);
    }
    if(temp.find(']')!=-1) temp=temp.substr(0,temp.find(']')+1);
    else temp="reg ";
    inout+=instruction;
    inout+=",";
    temp+=" "+instruction; //concatenate variable name and its values
    inputs.push_back(temp);
}
```

Testbench structure



inputs

Input reg [1:0] A
Input [2:0] B
Input reg C
Input D

outputs

Output W
Output X
Output Y
Output Z

bitsint

2
3
1
1

module_name

inouts

A, B, C, D, W, X, Y, Z

```
int combinaciones=0;
string input_comb;
vector<string> arr= inputs;
for (int i=0; i<arr.size(); i++) {
    arr[i].erase(0,arr[i].find("reg")+3);
    if(arr[i].find('!')== -1)arr[i].erase(0,arr[i].find('!')+1);
    input_comb.append(arr[i]);
    input_comb.append(",");
}
input_comb.erase(input_comb.length()-1,input_comb.length());
```

arr=inputs

input_comb

A, B, C, D



Beginning of text file generation for testbench

```
ofstream myfile;
myfile.open ("testBench.txt");
myfile << "`timescale 1ns/100ps\n";

myfile <<"module automatic_TB ();\n";
myfile << "/*          variables          */\n";

for(int i=0;i<inputs.size();i++){
    myfile << inputs[i]<<";\n";
}
    for(int i=0;i<outputs.size();i++){
        myfile << outputs[i] <<";\n";
    }
myfile << "\n";
myfile << module_name <<"\n"; //module name
myfile << "DUT("<< inouts <<");\n"; /// module variables
myfile << "initial begin\n";
myfile << "$dumpvars; $dumpfile(\"dump.vcd\");\n";
myfile << "\n$monitor(\"";
for (int i=0;i<inputs.size();i++) myfile << "%b ";
for (int i=0;i<outputs.size();i++) myfile << "%b ";
myfile << "\", ";
myfile << inouts;
myfile << ");\n";
```



Inputs combinations logic

```
for (int i=0; i<bitsint.size(); i++) {  
    combinaciones+=bitsint[i];  
}  
combinaciones=pow (2, combinaciones);
```

[2, 1, 2]

combinaciones= 2+1+2 = 5

combinaciones = $2^5 = 32$

```
myfile << "\nfor(int i=0;i<"<<combinaciones<<";i++)begin";  
myfile << "\n        {"<<input_comb<<"}=i;";  
myfile << "\n        #1;";  
myfile << "\nend";
```



Final testbench elements

```
myfile << "$finish();\n";  
myfile << "end\n";  
myfile << "endmodule\n";  
myfile << "/* -----module end----- */\n";  
myfile << "\n";  
  
myfile.close();
```



Results:

compile C++ programs

compile a c++ script will create an executable file.

Automatic Generator



testbench_gen.cpp

testbench_gen.exe

testbench_gen.py

testbench_gen_regex.cpp

Automatic Generator
with regular expressions



testbench_gen_regex.exe



Results:

preparing the design file

to create a new Testbench file, its necessary to add a Design.txt file with the top level code in the program folder.

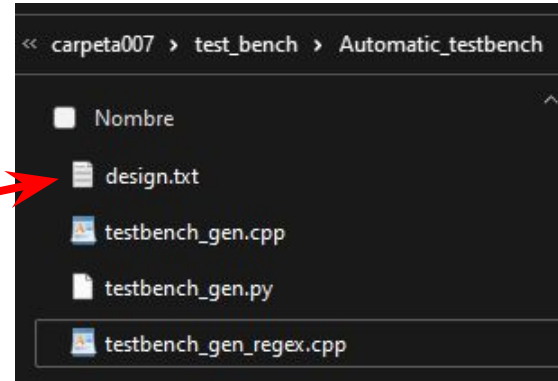
```
*design.txt: Bloc de notas
Archivo  Editar  Ver

module decoder(input A,B,C,D,
output s0,s1,s2,s3,s4,s5,s6,s7,s8,s9,s10,s11,s12,s13);

  m_A u1(A,B,C,D,s0);
  m_B u2(A,B,C,D,s1);
  m_C u3(A,B,C,D,s2);
  m_D u4(A,B,C,D,s3);
  m_E u5(A,B,C,D,s4);
  m_F u6(A,B,C,D,s5);
  m_G_1 u7(A,B,C,D,s6);
  m_G_2 u8(A,B,C,D,s7);
  m_H u9(A,B,C,D,s8);
  m_I u10(A,B,C,D,s9);
  m_J u11(A,B,C,D,s10);
  m_K u12(A,B,C,D,s11);
  m_L u13(A,B,C,D,s12);
  m_M u14(A,B,C,D,s13);

endmodule
```

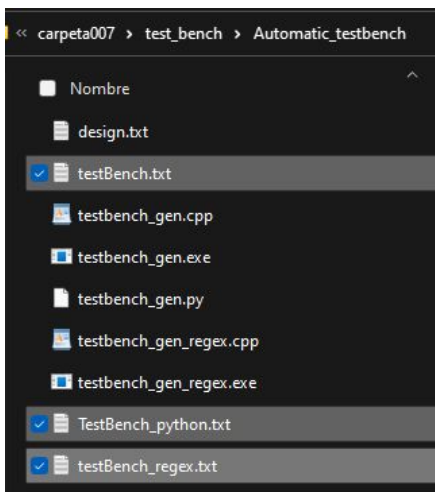
a) TopLevel example



b) Programs folder



the execution of the .exe files will return an automatic generated TestBench file of the given design.txt located on the programs folder.



```
%timescale 1ns/100ps
module automatic_TB () ;
/*      variables          */
reg A;
reg B;
reg C;
reg D;
wire s0;
wire s1;
wire s2;
wire s3;
wire s4;
wire s5;
wire s6;
wire s7;
wire s8;
wire s9;
wire s10;
wire s11;
wire s12;
wire s13;

    decoder
DUT( A,B,C,D,   s0,s1,s2,s3,s4,s5,s6,s7,s8,s9,s10,s11,s12,s13);
    initial begin
$dumpvars; $dumpfile("dump.vcd");

$monitor("%b %b %b %b %b %b %b %b %b %b %b %b %b %b %b %b ", A,B,C,D, s0,s1,s2,s3,s4,s5,s6,s7,s8,s9,s10,s11,s12,s13);

for(int i=0;i<16;i++)begin
{ A, B, C, D}=i;
#1;
end

$finish();
end
endmodule
/*-----module end-----*/
```



Results:

eda result

The screenshot displays a Verilog IDE with three main components:

- testbench.v**: A testbench module for a 3-to-8 decoder. It includes a timescale of 1ns/100ps, a module named `automatic_TB`, and a `decoder` block. The `decoder` block has inputs `A, B, C, D` and outputs `s0, s1, s2, s3, s4, s5, s6, s7, s8, s9, s10, s11, s12, s13`. A `$monitor` statement is used to print the output values.
- design.v**: A module named `decoder` that implements a 3-to-8 decoder. It has inputs `A, B, C, D` and outputs `s0, s1, s2, s3, s4, s5, s6, s7, s8, s9, s10, s11, s12, s13`. The module is implemented using a series of `u1` through `u14` components.
- Component Hierarchy**: A tree view showing the hierarchy of components. The root is `design.v`, which contains `Not_gate.v`, `And_gate.v`, `Or_gate.v`, `And_gate_2.v`, `Or_gate_2.v`, `m_A.v`, `m_B.v`, `m_C.v`, `m_D.v`, `m_E.v`, `m_F.v`, `m_G_1.v`, `m_G_2.v`, `m_H.v`, `m_I.v`, `m_J.v`, `m_K.v`, `m_L.v`, `m_M.v`, and `m_N.v`.
- Log**: A log window showing the output of the `$monitor` statement. The log contains 16 lines of output, each starting with `# KERNEL:` followed by a 16-bit binary string representing the output values `s0` through `s15`.

```
# KERNEL: 0 0 0 0 : 1 0 0 1 1 1 0 0 0 0 0 0 0 0
# KERNEL: 0 0 0 1 : 0 0 0 0 1 1 1 0 0 0 0 0 1 0
# KERNEL: 0 0 1 0 : 0 0 0 0 0 0 0 1 0 0 0 0 1 0
# KERNEL: 0 0 1 1 : 0 0 0 0 0 0 0 0 0 1 0 0 1 0
# KERNEL: 0 1 0 0 : 0 0 0 1 0 0 0 1 0 0 0 0 0 1
# KERNEL: 0 1 0 1 : 0 0 0 1 1 1 1 0 0 0 0 0 0 0
# KERNEL: 0 1 1 0 : 0 0 0 0 0 0 0 0 0 1 0 0 1 0
# KERNEL: 0 1 1 1 : 0 0 0 1 1 0 1 0 0 0 0 0 1 0
# KERNEL: 1 0 0 0 : 0 0 0 0 1 0 1 0 0 0 0 0 1 0
# KERNEL: 1 0 0 1 : 0 0 0 0 0 1 1 1 0 0 0 0 1 0
# KERNEL: 1 0 1 0 : 0 0 0 0 1 0 1 0 0 0 0 0 1 0
```

Differences between codes

python script with
regular expressions



```
man = open('design.txt') #Se abre el archivo
patterns=['module ','input ','output ']
lines = []
Final=''

for linea in man:
    linea = linea.rstrip()
    for pattern in patterns:
        if re.search(pattern,linea):
            linea = linea.strip()
            #linea = linea.rstrip(",")
            linea = linea.replace("reg","")
            linea = linea.replace("wire","")
            linea = linea.replace(";","")
            linea = linea.replace(")","")
            if re.search('A',linea):
                linea = linea.rstrip(linea[1])
                lines.append(linea)
                break
    print(Lines)
```

c++ script with
regular expressions



```
//int par=module.find('(');
string t;
smatch m;
//std::regex_match (s , m, std::regex("\\b(su
string temp=Prueba;
regex e ("module\\s+(\\w+)\\s*+\\s*+\\s*+\\s*+");
while (regex_search (temp,m,e)) {
    cout<<m[2];
    t.append(m[2]);
    cout << endl;
    temp = m.suffix().str();
}
```

c++ script



```
string text = Prueba;
string temp=Prueba.substr(Prueba.find("module"),Prueba.find('('));
temp.erase(0,Prueba.find("module")+6);
module_name.append(temp);
int a = Prueba.find("(");
//cout << a << endl;
//int b = a + 1;
int c = Prueba.find(")", a);
//cout << c << endl;

for (int i = a; i <= c; i++) {
    Apend.push_back(Prueba[i]);
}
```

RESULT

python Lines="module(input A,output B)"
c++(regex)t="(input A,output B)"
c++Prueba="(input A,output B)"



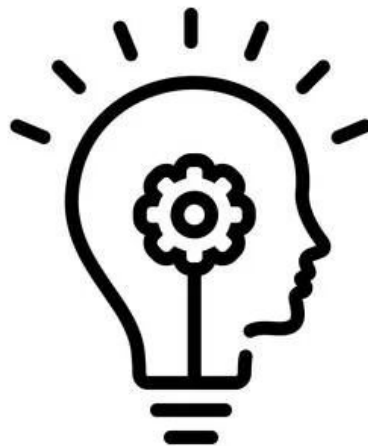
Recommendations

It is possible to find issues in the generated file, they could happen if the format of the Design file were full of module instantiations or the module variables were wrongly declared. Depending on which program we chose, the format will have more or less flexibility, for example, the python script could fail if the declarations of the variables begin with a tabulation or a blank space, otherwise, the simple C++ script is going to successfully make the TestBench no matter how many blank spaces are. The C++ script with regular expressions will return the most polished format.



Conclusions

Each programming language has its rules, pros and cons, but it is essential to find that each and every one of them can have the same structure.





References

1. <https://regex101.com/>
2. <https://en.cppreference.com/w/cpp/regex>
3. <https://sg.com.mx/content/view/545>
4. <https://pythex.org/>
5. <https://www.regextester.com/102475>
6. <https://docs.python.org/3/howto/regex.html>
7. <https://docs.python.org/3/library/re.html>