

FA23  
Interfaces

@nebu



# What is an interface?

- “At its lowest level, an interface is a named bundle of nets or variables.” – IEEE 1800-2012 25.2.
- Here’s an example of what one looks like:

```
interface axi_stream;  
    logic clk;  
    logic rst;  
    logic valid;  
    logic ready;  
    // ... and so on  
endinterface
```



## Why is it useful?

- Consider the port list of this DUT that uses the AXI Stream protocol for I/O:

```
module dut (  
    input logic      clk,  
    input logic      rst,  
    // Input stream  
    input logic      valid_i,  
    input logic [7:0] data_i,  
    output logic      ready_i,  
    // Output stream  
    output logic      valid_o,  
    output logic      data_o,  
    input logic      ready_o  
);
```

- This still doesn't implement a majority of the AXI Stream protocol...



## Now, consider hooking that DUT up

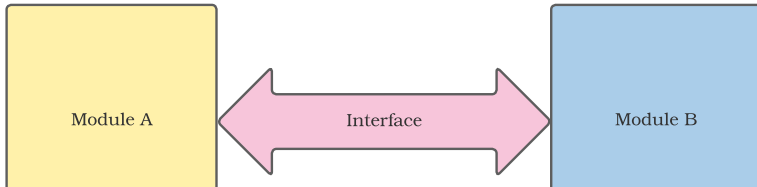
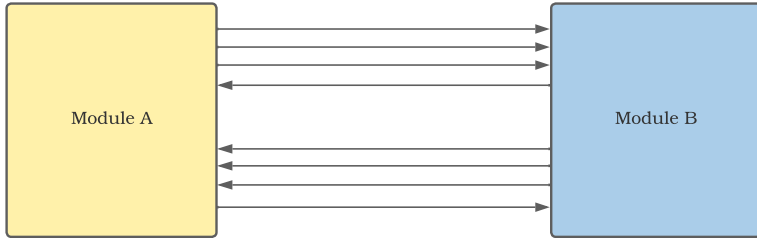
- There's a master of the DUT, and a slave of the DUT.
- These components have their own AXI Streams.
- Naming these signals is getting ambiguous – lots of potential for error.

```
dut dut_i (  
    //...  
    .valid_i,  
    .data_i,  
    //...  
);
```

```
master master_i (  
    //...  
    .valid_o (valid_i),  
    .data_o  (data_i),  
    .ready_o (ready_i)  
);  
slave slave_i (  
    //...  
    .valid_i (valid_o),  
    .data_i  (data_o),  
    //...  
);
```



# Visually



## With an interface...

- Encapsulates the signals associated with a logical “stream” into a bundle.
- Turning a set of names that are often used together into a single name makes life much easier, and RTL less error-prone.
- Verification benefits: interfaces can include tasks, functions, assertions.



## Specifying directions: modport

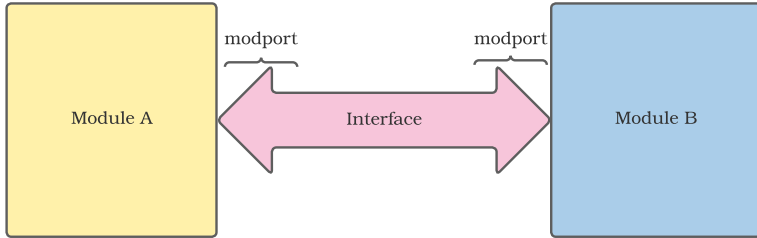
- Think back to the syntax at the beginning:

```
interface axi_stream;  
    logic clk;  
    logic rst;  
    logic valid;  
    logic ready;  
    // ... and so on  
endinterface
```

- This doesn't specify port directions!
- Port directions are different (typically opposite) depending on whether the module you're writing is the master or the slave.



# Visually





## For AXI Stream (Handshaking)

- Without defining and using modport's, all interface signals are inout (bad).

```
interface axi_handshake;  
    logic valid;  
    logic ready;  
  
    modport master (  
        output valid,  
        input ready  
    );  
  
    modport slave (  
        input valid,  
        output ready  
    );  
endinterface
```



## Usage

```
module module_a (  
    input logic      clk,  
    input logic      rst,  
    axi_stream.master data_out,  
);  
  
module module_b (  
    input logic      clk,  
    input logic      rst,  
    axi_stream.slave data_in,  
);
```

To instantiate:

```
axi_stream itf;  
module_a module_a_i (.clk, .rst, .data_out(itf));  
module_b module_b_i (.clk, .rst, .data_in(itf));
```



# Parametrizable Interfaces



# Interface Ports



# Verification using interfaces

