

Portable Stimulus Driven SystemVerilog/UVM verification environment for the verification of a high- capacity Ethernet communication endpoint

Andrei Vintila, AMIQ Consulting

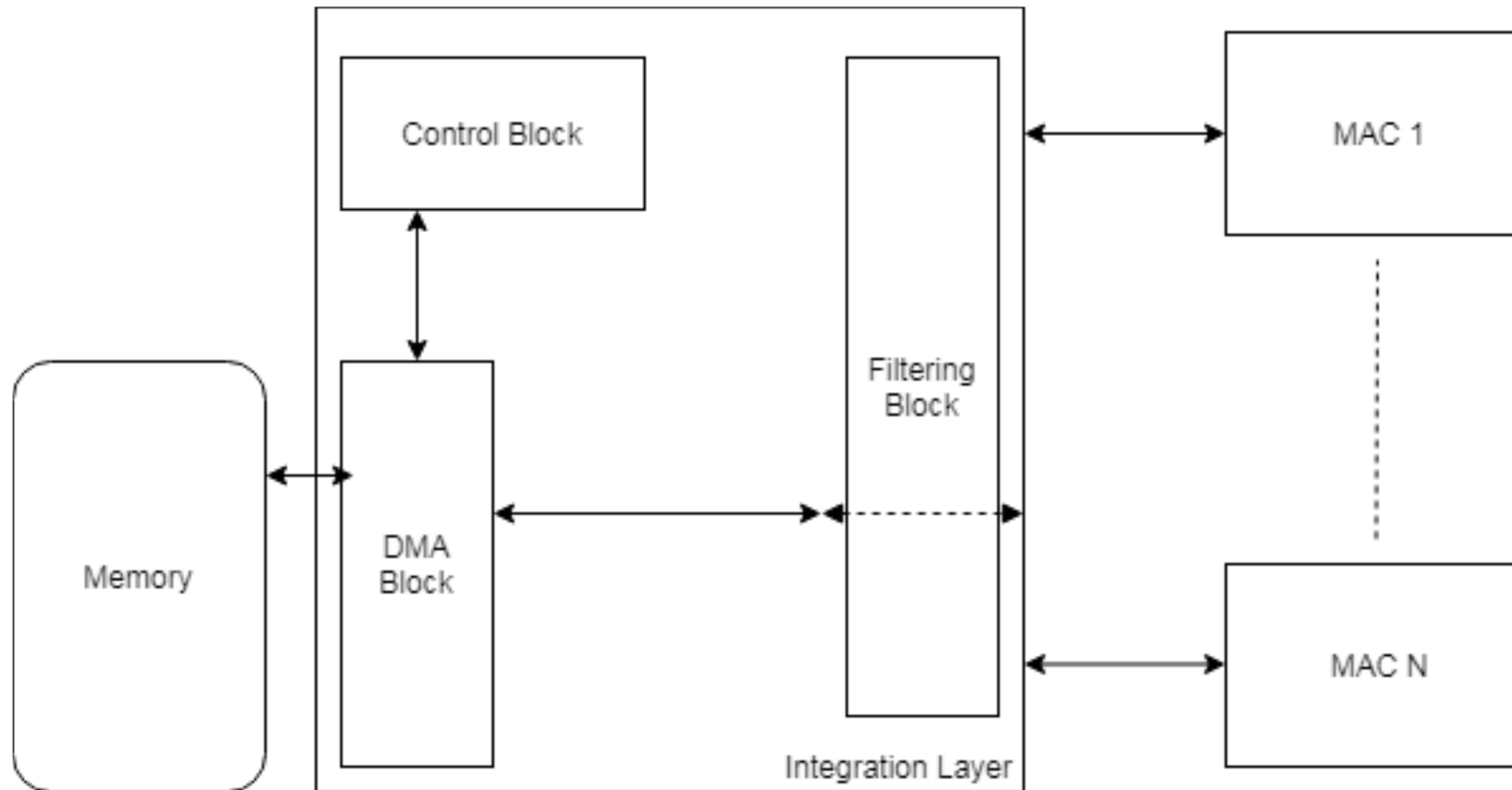
Ionut Tolea, AMIQ Consulting



Introduction

- Block
- Requirements
- Traditional Approach
- PSS Approach

Example System



Recap of system features

- Bidirectional traffic:
 - TX
 - RX Correct
 - RX Corrupted
- Control block: Configured/Not configured
 - Enables the TX traffic capability of the system
- Filtering block: Configured/Not configured
 - Enables the system capability of discarding corrupted traffic

Requirements

- Verify all data paths
 - Different types of packet characteristics
 - Different types of configuration for the blocks
 - Different blocks configured / Different interfaces driven
- Ensure the re-usability of the TB

Traditional approach

- Re-use VIPs between TBs
- Re-use TBs between projects
- Re-use infrastructure from block level TBs
- Create individual testcases for each interesting scenario

Issues

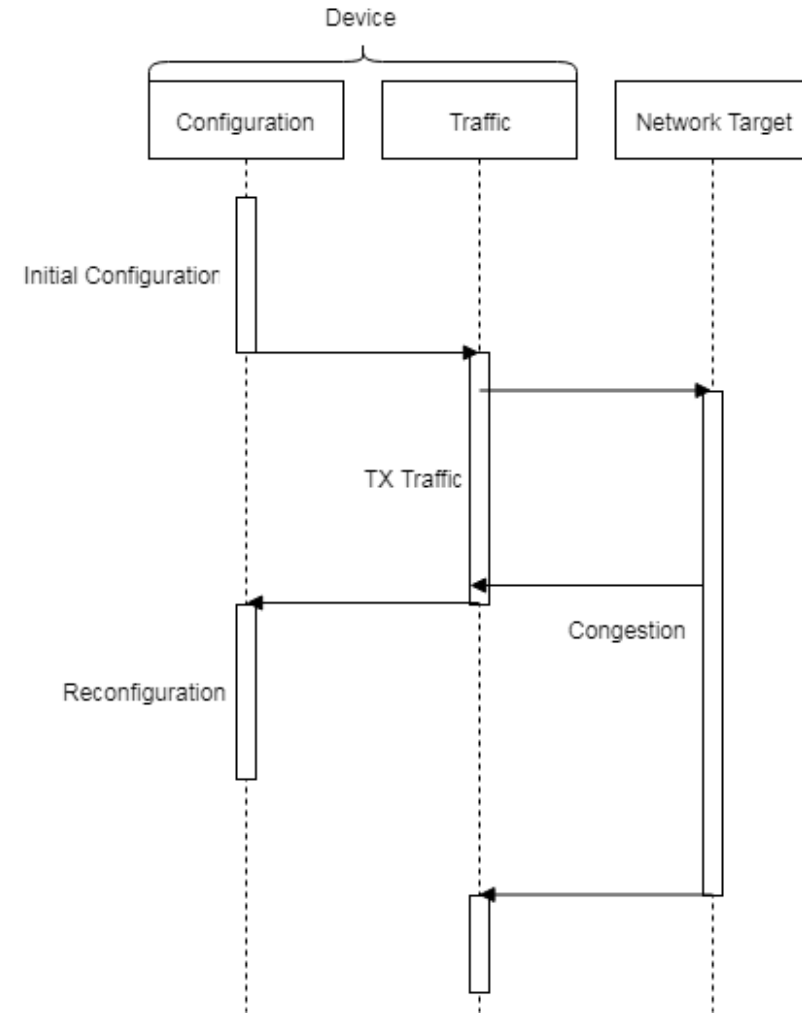
- Creating dependencies between TBs
 - Different layers of integration
 - Missing a good management of what can be re-used
 - Compatibility between block level TBs
 - Block level specific implementation
- A huge number of testcases implemented
 - Small deviations in traffic/configuration -> New scenario
 - Directed testcases -> Non-reusable logical layer sequences

Idea behind PSS approach

- Break the functionality of the system in modular actions
- Offer a software view when simulating RTL
 - A system feature translates in multiple software actions
 - Each software action has a correspondent in hardware stimuli
 - Hardware stimuli take a different form on each layer of integration
- The PSS model puts constraints on the implementation quality
 - Increase re-usability
 - Lower debug time

PSS as an abstraction layer

- Better control for directed scenario definition
- Better planning for verification strategy
- Ease testcase portability across multiple layers of integrations and platforms



Guidelines

- Encapsulate run-time configuration in actions
- SystemVerilog/UVM sequence layering should be used to bridge gaps between transaction level sequences and system level actions
- Synchronization and timing should translate into actions on PSS layer and event triggers on SV layer
- Coverage and logical constraints -> PSS Layer
- Protocol constraints -> SV Layer

Implementation

```
enum line_rate_e {l_10G, l_25G, l_100G};
enum cfg_interface_e {SERIAL, PARALLEL, HIGHSPEED};
typedef bit[47:0] uint48_t;

// Display controller definition
component master_c {

    action mac_config {
        rand line_rate_e line_rate;
        rand cfg_interface_e cfg_interface;
        rand bool enable_rx;
        rand bool enable_tx;
        rand bool enable_tx_fc;
        rand bool enable_rx_fc;
        rand bool strip_header;
        rand bool check_crc;
        rand bool pause_watermark_high;
        rand bool pause_watermark_low;
    };
    .....
};
```

```
component master_cpu_c {

    action config_0 {
        rand int in [2..5] arg;

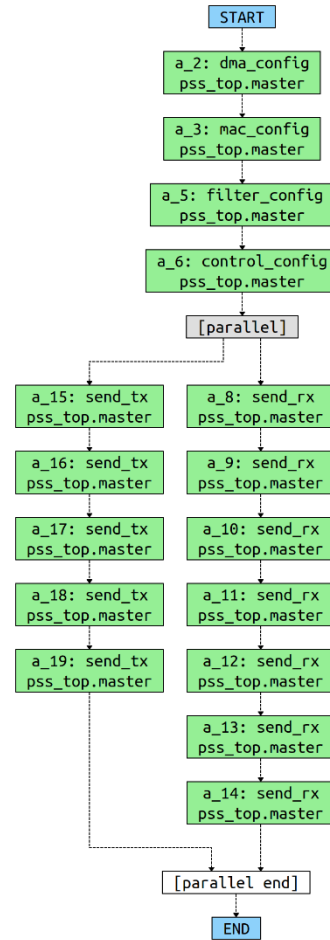
        exec body SV = """\
            config_0 seq = config_0::type_id::create
("seq_0");\
            seq.local_arg = {{arg}};""";
    };

    .....

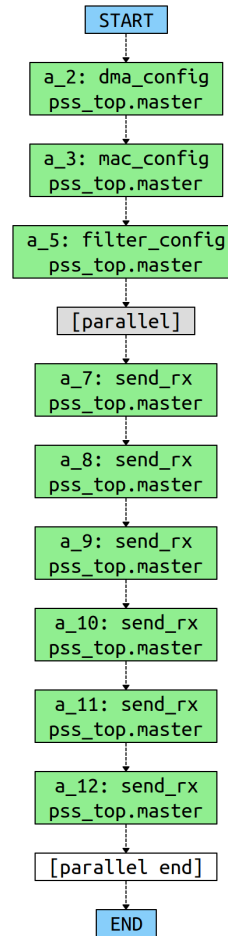
    action setup {
        activity {
            sequence {
                do config_0;
                do config_1;
                parallel {
                    do config_2;
                    do config_3;
                };
            };
        };
    };

    .....
};
```

Generated Scenarios 1

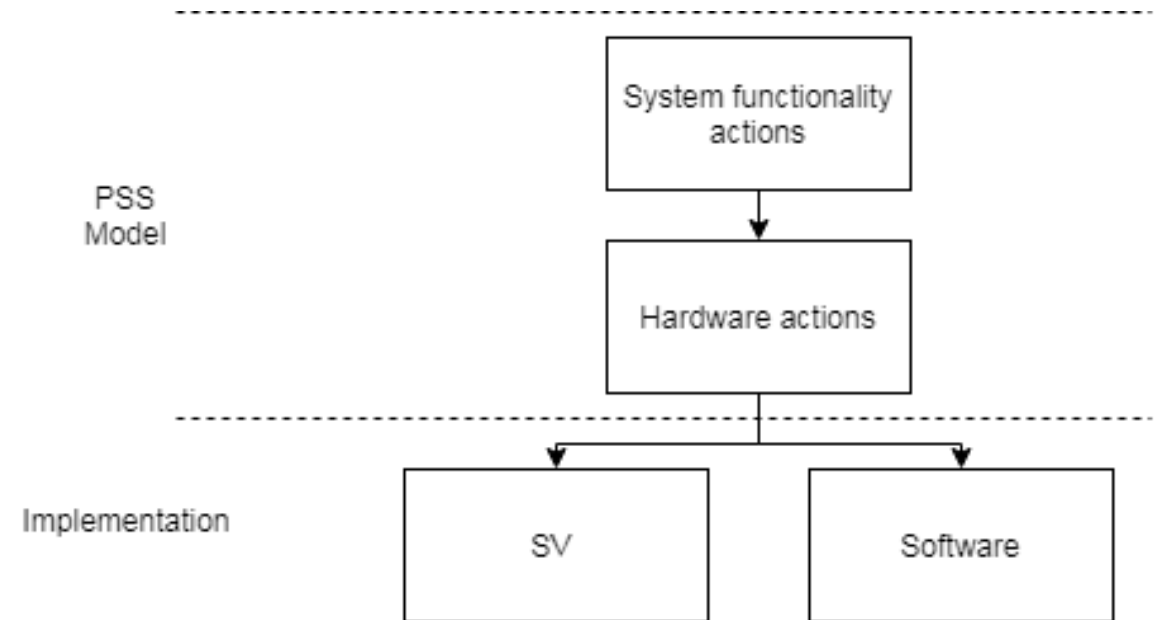


Generated Scenarios 2



Project Application

- Replace directed testcases with PSS based test generation
- Ease debug with scenario flow view
- A tighter infrastructure for verification which favors re-use



Conclusions

- PSS standard has all the necessary features to accommodate a higher abstraction layer over a SV/UVM environment.
- Due to extensive support for PSS tools, this approach bridges the communication gap between verification engineers and system architects
- A general recipe can be defined for VE development flow

Questions

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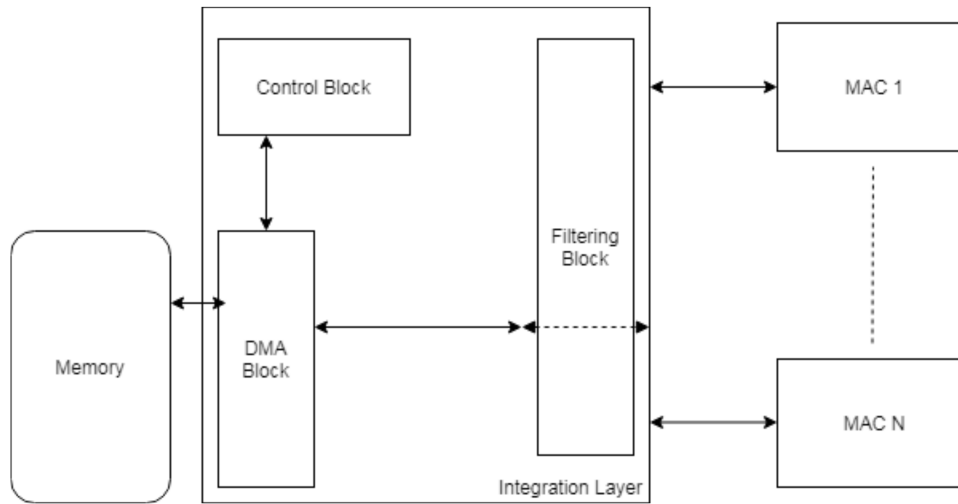
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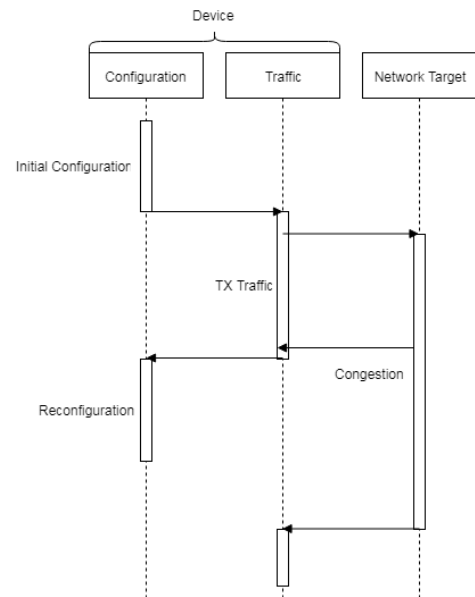
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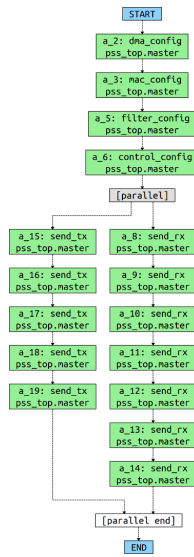
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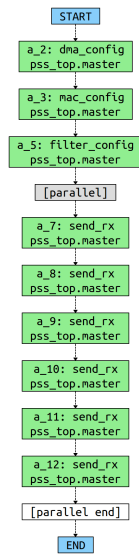
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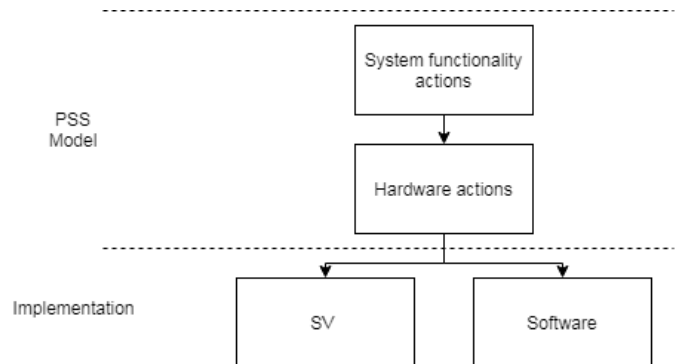


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