

# Reconfigurable Architecture (4)

[osana@eee.u-ryukyu.ac.jp](mailto:osana@eee.u-ryukyu.ac.jp)

# 2 weeks ago:

- \* Continuous assignment (assign) for combinational logic
  - \* **wire** type signals
- \* **Blocking** assignment operator (=)
- \* **Conditional** assignment by “?” operator
  - \* Pay attention for multiplexors

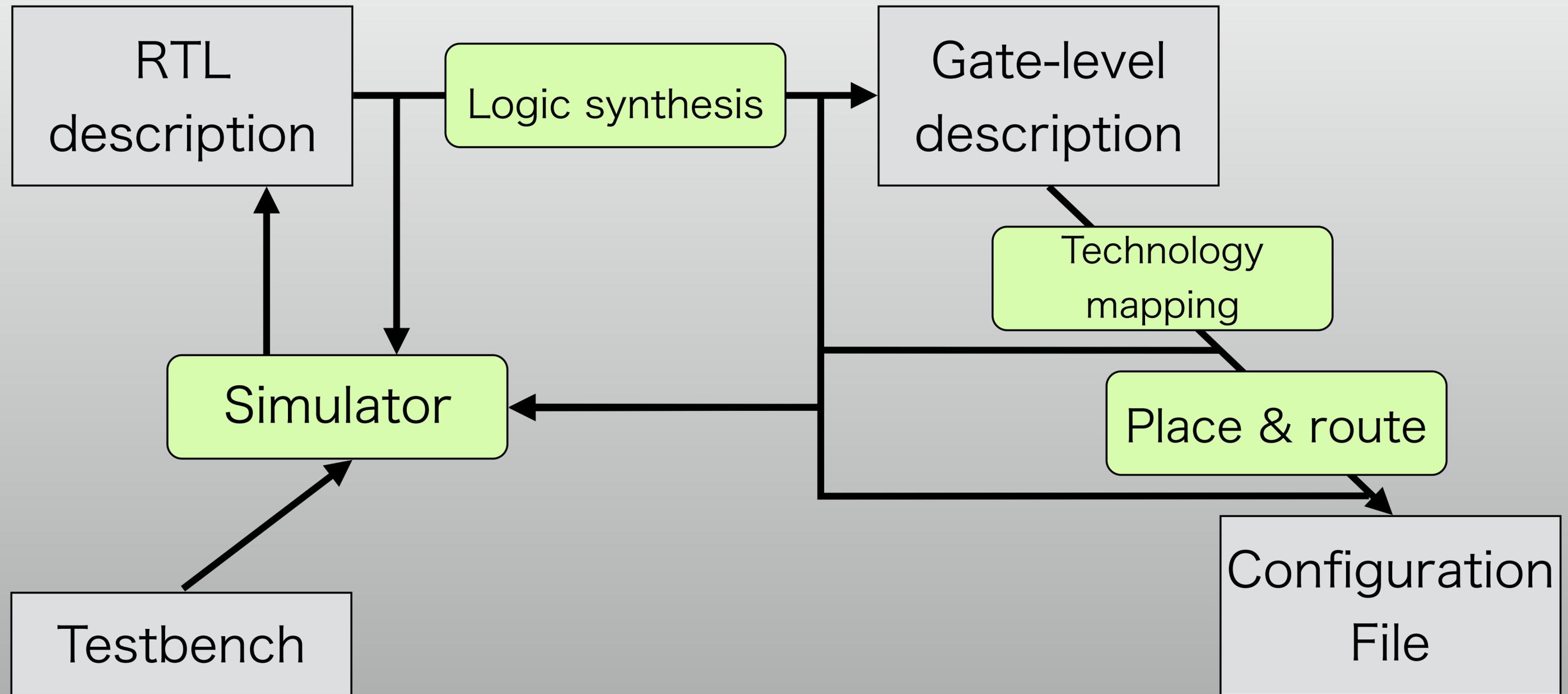
# Last week:

- \* Procedural assignment (always) for sequential logic
- \* **Clock** signal in “always @ (···) “ (usually posedge)
- \* **reg** type signal (“output reg” is also OK)
- \* **Non-blocking** assignment operator (<=)
- \* **Control structures** such as “if” and “case” are available

# This week:

- \* Behavior verification with HDL simulator
- \* Things under test: last week's contents
- \* See how to writing a testbench
  - \* Simulation flow with Vivado simulator is also shown

# Basic design flow



# Simulate always

- \* In all steps of design flow
  - \* RTL simulation, Post-synthesis simulation, Post-place & route...
  - \* RTL simulation is most important, and usually sufficient for FPGAs: because retry is possible if real-chip doesn't work

# Testbench is required

- \* Circuit never work alone itself
  - \* Some kind of external input is necessary
- \* Visual confirmation on waveform is not always perfect / possible
  - \* printf()-like debug is also powerful in HDL
    - \* Especially for event detection: then check waveform

# Verilog simulators

- \* Xilinx Vivado simulator in this class
- \* Cadence: NCsim (NC-Verilog)
- \* Synopsys: VCS
- \* Mentor Graphics: ModelSim
- \* Stephen Williams: Icarus Verilog (open source)

# Waveform viewers

- \* Integrated with simulator engine
  - \* Vivado Simulator, ModelSim
- \* Or provided separately
  - \* VCS (DVE), NCsim (simvision), Icarus Verilog (gtkwave)

# Waveform files

- \* VCD (Value Change Dump): standard ASCII format
- \* VCD is accessible by all simulators and viewers, but large
- \* Commercial simulators have their proprietary, compact formats
  - \* VPD (VCD Plus): Synopsys, SHM (Simulation History Manager): Cadence,
  - WLF (Waveform Log File?): Mentor Graphics

# Testbench vs RTL (1)

- \* Testbench has “flow of time”
- \* **initial** statement, **\$finish**, and **`timescale**
- \* RTL has only events, but no beginning, history or end

# Testbench vs RTL (2)

- \* Testbench has no port
- \* Because testbench has everything outside RTL
- \* Testbench is not for synthesis: all syntax in Verilog is available
- \* System tasks and many other syntax for simulation control

# Writing flow of time (1)

- \* ``timescale` : specify unit time and time resolution
- \* “``timescale 1ns/1ps`” is commonly used
  - \* “`#1`” for 1ns delay
  - \* Delays  $< 1ps$  are rounded off
- \* `#`: delays evaluation or assignment (along ``timescale`)

# Writing flow of time (2)

- \* initial: procedural assignments evaluated at  $t=0$ 
  - \* Time course events with # operator
- \* always #: procedural assignments periodically evaluated
  - \* always # (10) to be evaluated every 10 unit time
  - \* Convenient for generating clock signals

# Example testbench: Step 1

- \* Clock period of 10ns:  
100MHz
- \* 11ns to reset
- \* 31ns to release reset
- \* No “unit under test” yet

```
`timescale 1ns/1ps

module testbench ();
    reg CLK, RST;

    initial CLK <= 1;
    always # (5) CLK <= ~CLK;

    initial begin
        RST <= 0;
        #11
        RST <= 1;
        #20
        RST <= 0;
    end
endmodule
```

# Example testbench: Step 2

- \* With **parameter**
- \* Better abstraction for clock period
- \* **Real** type to prevent loss of digits  
(ex: Step=4 and 1.1\*Step)

```
`timescale 1ns/1ps

module testbench ();
    reg CLK, RST;
    parameter real STEP = 10;

    initial CLK <= 1;
    always # (STEP/2) CLK <= ~CLK;

    initial begin
        RST <= 0;
        #(1.1*STEP)
        RST <= 1;
        #(2*STEP)
        RST <= 0;
    end
endmodule
```

# RTL constructs in TB

- \* Ex: Clock counter
  - \* Good with waveform viewer
  - \* Also convenient with `$display` (shown later) and other system tasks

```
initial CLK <= 1;  
always # (STEP/2) CLK <= ~CLK;
```

```
reg [31:0] CLK;  
always @ (posedge CLK)  
    CNT <= RST ? 0 : CNT+1;
```

```
initial begin  
    RST <= 0;  
    #(1.1*STEP)  
    RST <= 1;  
    #(2*STEP)  
    RST <= 0;  
end
```

# System tasks

- \* Command-like constructs for simulators
  - \* Handling waveform files
  - \* Displaying messages or reading/writing files in simulation
  - \* Mathematical functions in real (FP) type: \$sin, \$cos...
  - \* Mostly ignored by synthesis tools (or causes an error)

# \$display, \$write: stdio (1)

- \* `$display` (“format”, signal1, signal2...);
  - \* `printf()`-like function with newline at the end (`$write` w/o NL)
  - \* `%b`: binary, `%d`: decimal, `%h`: hexadecimal, `%f`: real
  - \* `\t` and `\n` for tab and newline
    - \* Called within initial / always block

# \$monitor: stdio (2)

- \* Similar to \$display, called on its change
- \* \$monitoron / \$monitoroff to suspend and resume

# `$f{display, write, monitor}`

- \* File access, almost same with standard C library
  - \* `mcd = $fopen("filename");`
  - \* `$fdisplay( mcd, "format", signal, signal...);`
  - \* `$fclose (mcd);`

# Obtaining simulation time

- \* `$realtime`
  - \* Returns “real” time, in second
  - \* `$display(“Time = %f ”, $realtime);`
- \* `$time`
  - \* 64bit integer, unit is ``timescale`

# Terminating simulation

- \* `$finish`: terminates simulation
- \* Some simulators displays CPU time with `$finish(1)` or `$finish(2)`  
(while others don't support this)
- \* In Vivado simulator, this is not mandatory because length of simulation can be specified in GUI
- \* Important with command-line based simulators

# Data conversion

- \* `$bitstoreal`, `$realtobits`: real  $\leftrightarrow$  64bit signal in IEEE-754 standard
- \* Convenient in debugging scientific computing applications
- \* `$itor`, `$rtoi`: real  $\leftrightarrow$  integer
- \* `$random`, `$sin`, `$cos`,  $\dots$ : many other (mathematical) functions

# Saving waveform

- \* `$dumpfile("foo.vcd");` save waveform in "foo.vcd"
- \* `$dumpvars(0);` Record all signals in VCD file above
- \* Vendor specific system tasks for vendor specific files
- \* In Vivado simulator, no `$dumpfile` is required to see waveform

# System tasks: summary

- \* `$display`, `$monitor`, `$write`, `$fdisplay`, `$fmonitor`, ...
- \* `$realtime`, `$time`
- \* `$finish`
- \* `$bitstoreal`, `$realtobits`, `$itor`, `$rtoi`, `$sin`, `$cos`, ...
- \* `$dumpfile`, `$dumpvars`

# Module under test (UUT)

- \* Becomes a submodule of testbench
  - \* Input signals generated in testbench, usually as reg variable
  - \* Other system model (i.e, DRAMs) may also included as submodules, and connected to UUT the by wires
  - \* Output signal may be connected wires, or left unconnected

# Simple example

```
`timescale 1ns/1ps

module sw_led_tb ();
    reg [3:0] SW;
    reg      PUSH;
    wire [3:0] LED;

    sw_led uut (.SW(SW), .LED(LED),
               .PUSH(PUSH));

    initial begin
        SW <= 4'b0001; PUSH <= 0;
        #(10) SW <= { SW[2:0], SW[3] };
        #(10) SW <= { SW[2:0], SW[3] };
    end
endmodule
```

```
module sw_led
(
    input wire [3:0] SW,
    input wire      PUSH,
    output wire [3:0] LED
);

    wire SW1_ = ~SW[1];
    assign LED[0] = PUSH & SW[0];
    assign LED[1] = SW1_;
    assign LED[2] = SW1_ & SW[2];
    assign LED[3] = |SW;

endmodule
```

# Observing signals

- \* Waveform viewer: walking down module hierarchy
  - \* Can see any signal in the design,
  - \* But usually not easy

# Test logic in HDL

- \* Writing test assistance logic in testbench
  - \* Adding signals such as “OK” with simple combinational logic
  - \* Using \$display in some specific conditions
- \* Testbench can access signals inside UUT

# Accessing signals inside

- \* For simulation only:
  - \* i.e) uut.SW1\_
  - \* Can go even deeper by:  
inst1.inst2.inst3.signal
- \* Not good for synthesis
  - \* Not possible in VHDL

```
module sw_led
(
  input  [3:0] SW,
  input          PUSH,
  output [3:0] LED
);

wire  SW1_ = ~SW[1];
assign LED[0] = PUSH & SW[0];
assign LED[1] = SW1_;
assign LED[2] = SW1_ & SW[2];
assign LED[3] = |SW;

endmodule
```

# Try it

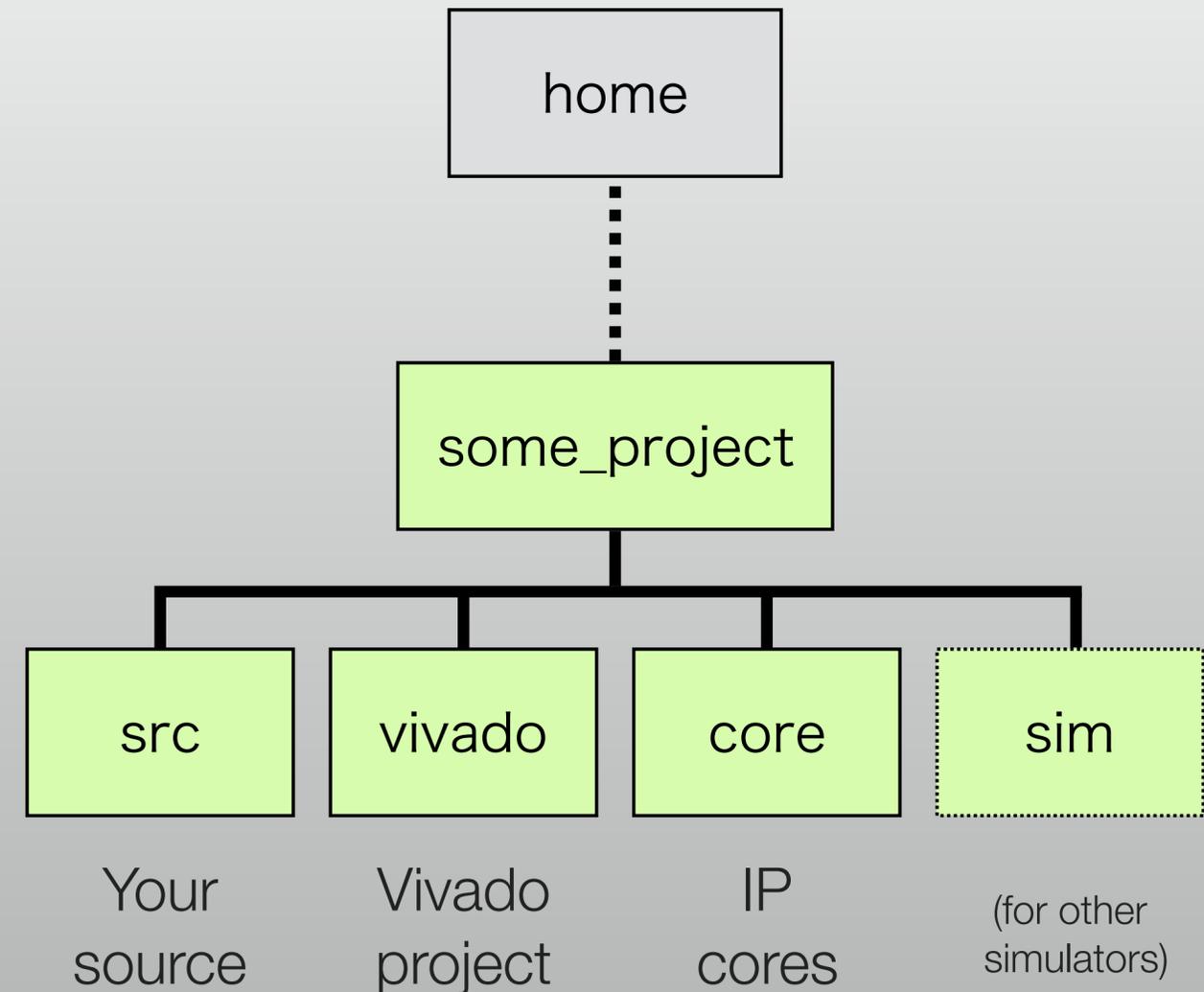
- \* Simulate (and implement next week) in Vivado
- \* Write a testbench and RTL
- \* A “project” must be generated first, with target device
- \* For simulator, the target device is not essential

# Where to place source files

- \* Inside project folder, in Vivado's default
  - \* CAD generates a lot of files, separating your own source code is important
    - \* Project is sometime broken, or becomes a problem in reuse

# Typical directory organization

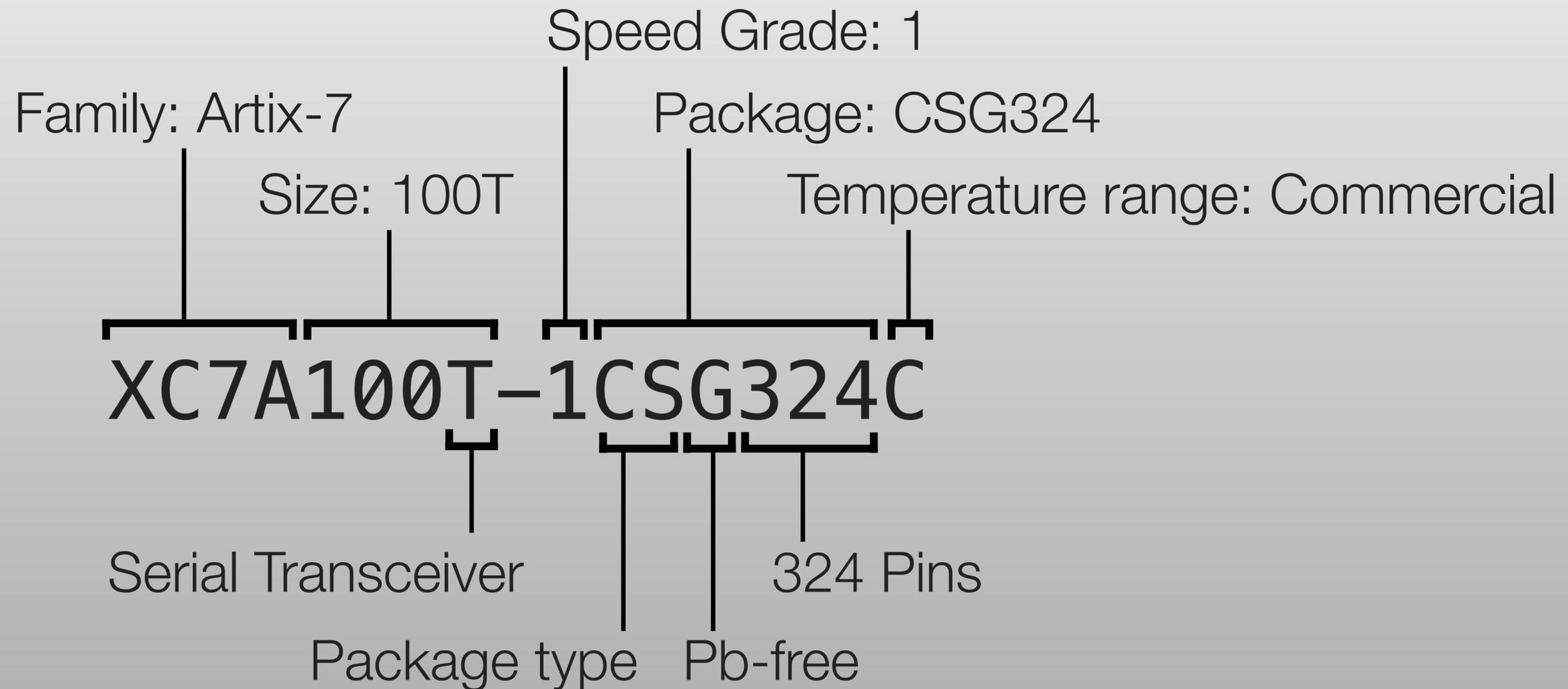
- \* Separate source and project
- \* Source code is managed manually
- \* Project only refers the source files



# FPGA ordering # (or model #)

- \* Device family
  - \* Xilinx: Virtex, Kintex, Artix, Zynq, Spartan, ...
  - \* Altera: Stratix, Arria, Cyclone, MAX, ...
- \* Device size and additional features
- \* Package and speed grade

# Example of Ordering #

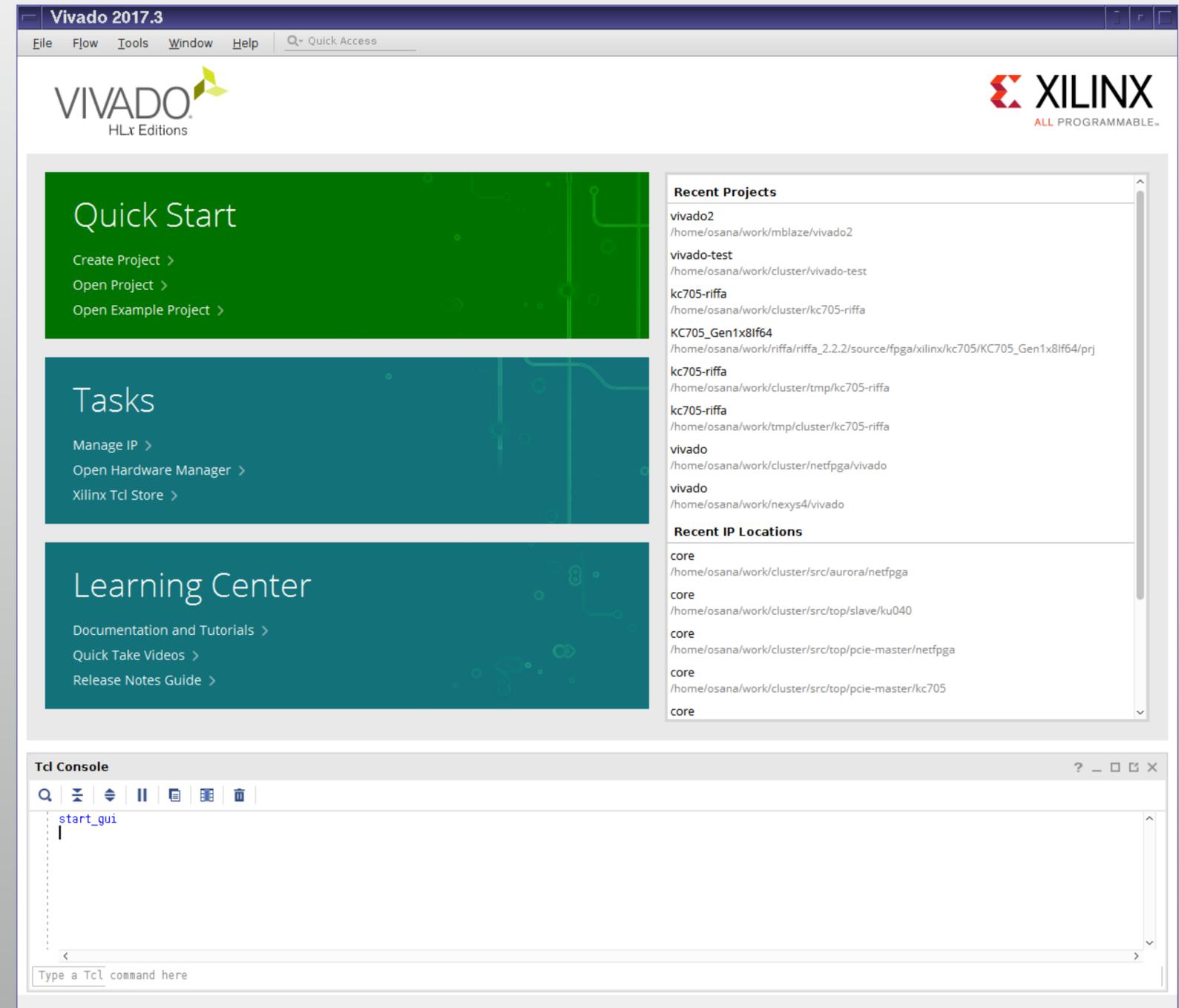


# Hands-on

- \* Create a Vivado project
- \* Write a simple RTL and testbench
- \* Then run simulation
- \* For simpleness, source files in project directory

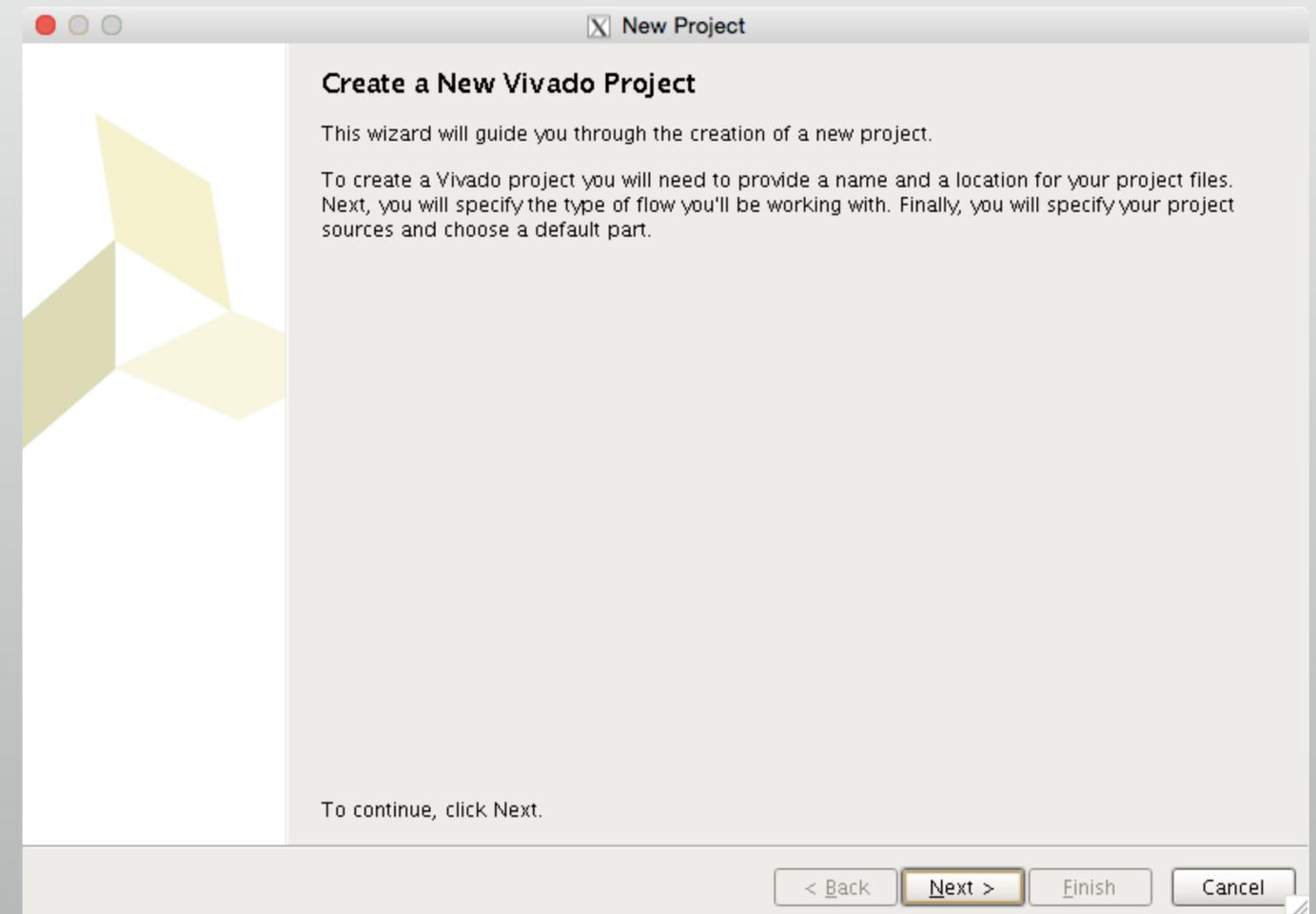
# Launch Vivado

\* and “Create Project”



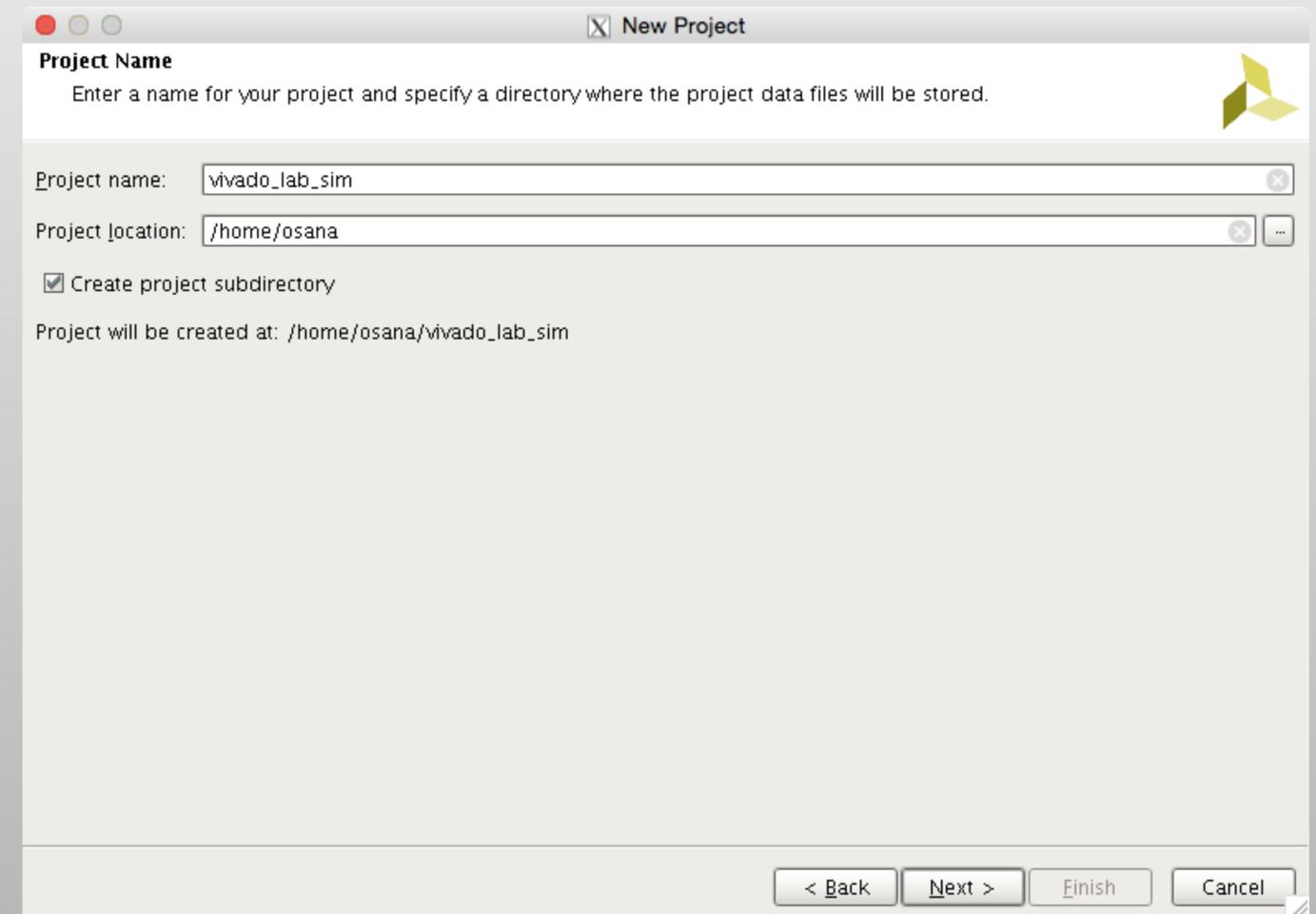
# Create project (1 / 5)

\* Just click next



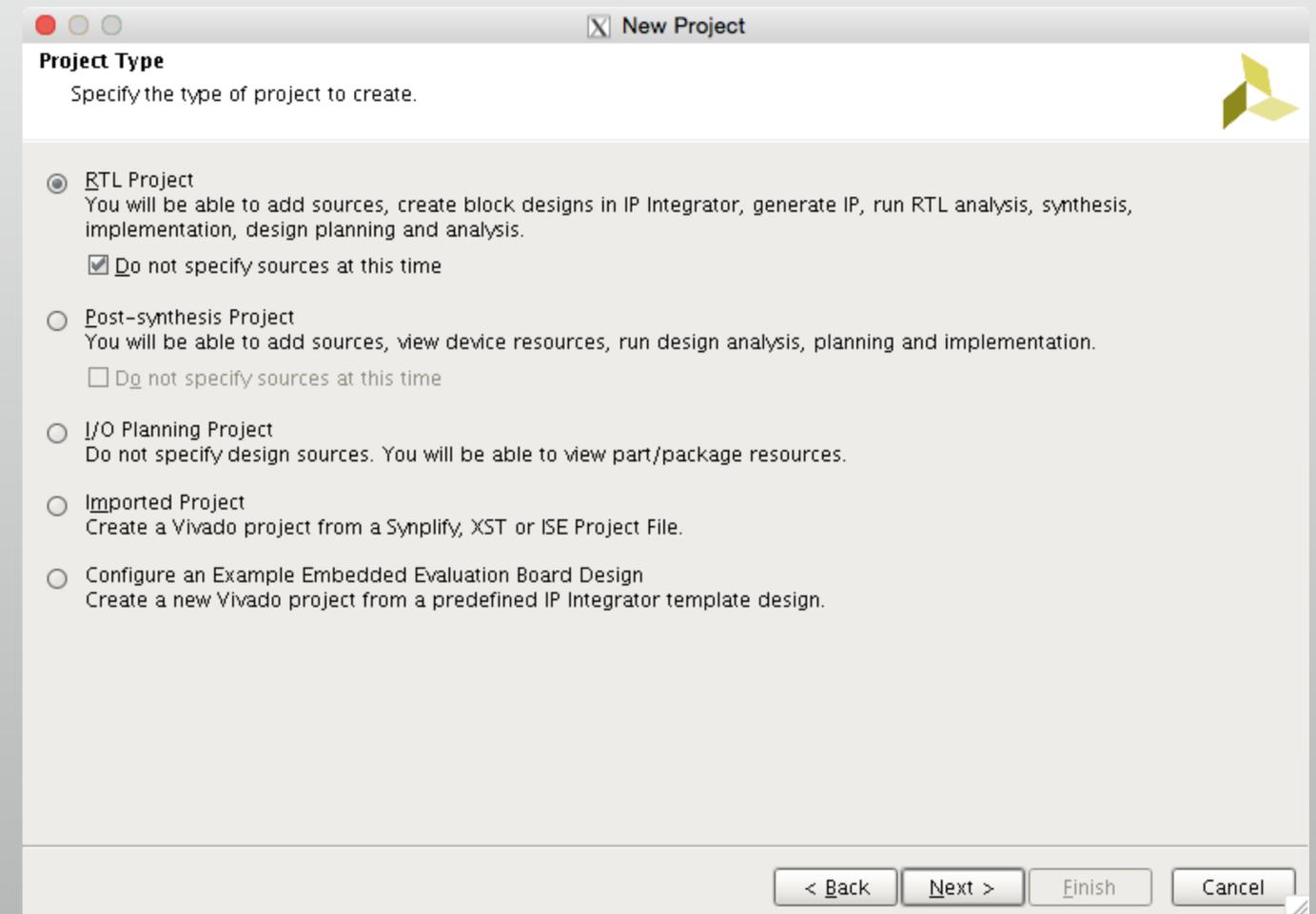
# Create project (2/5)

- \* Name and location
  - \* Name “vivado\_lab\_sim”
  - \* Folder with the project name is created



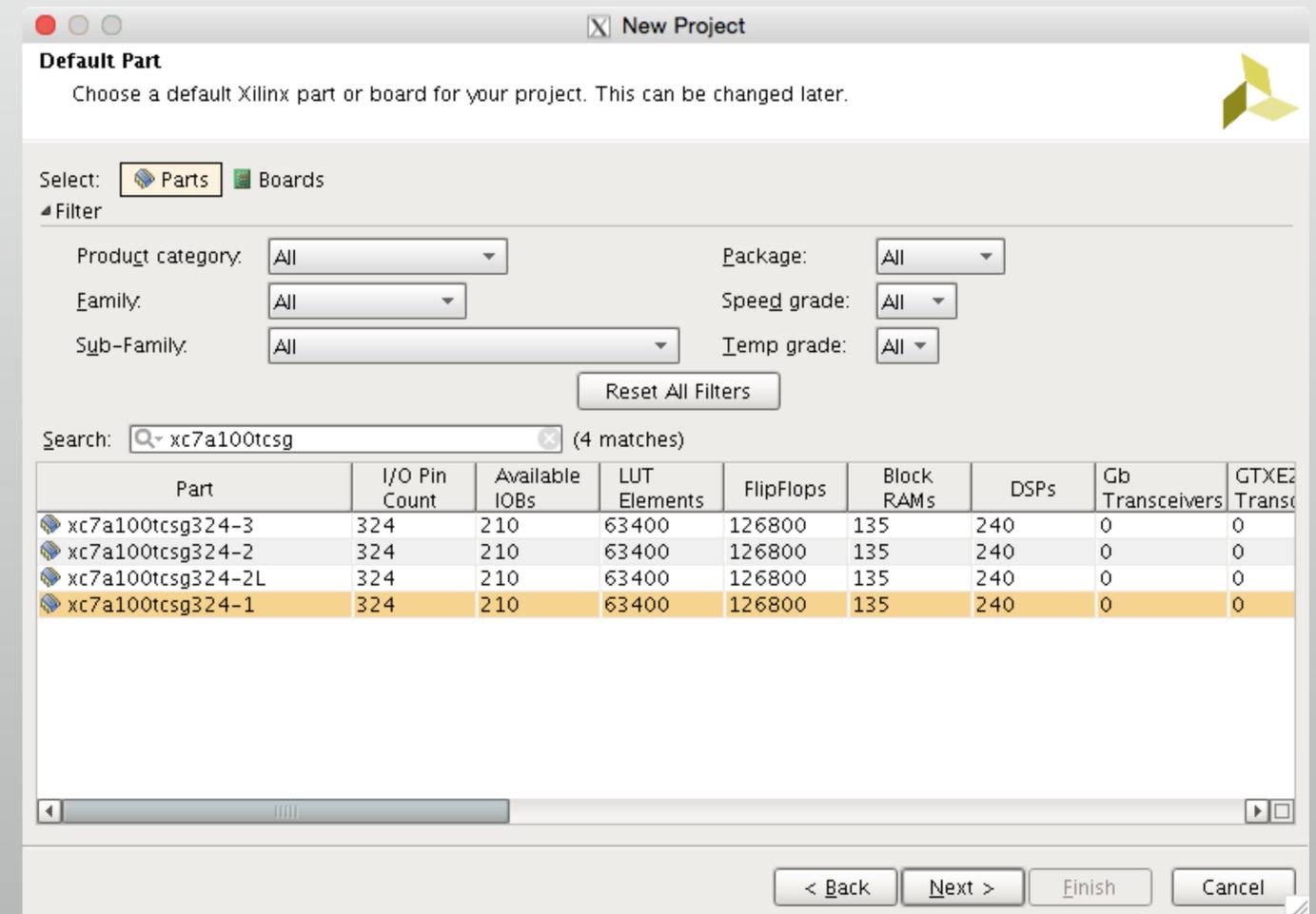
# Create project (3/5)

- \* "RTL Project" is the basic
- \* Still have no source code:  
"Do not specify sources..."



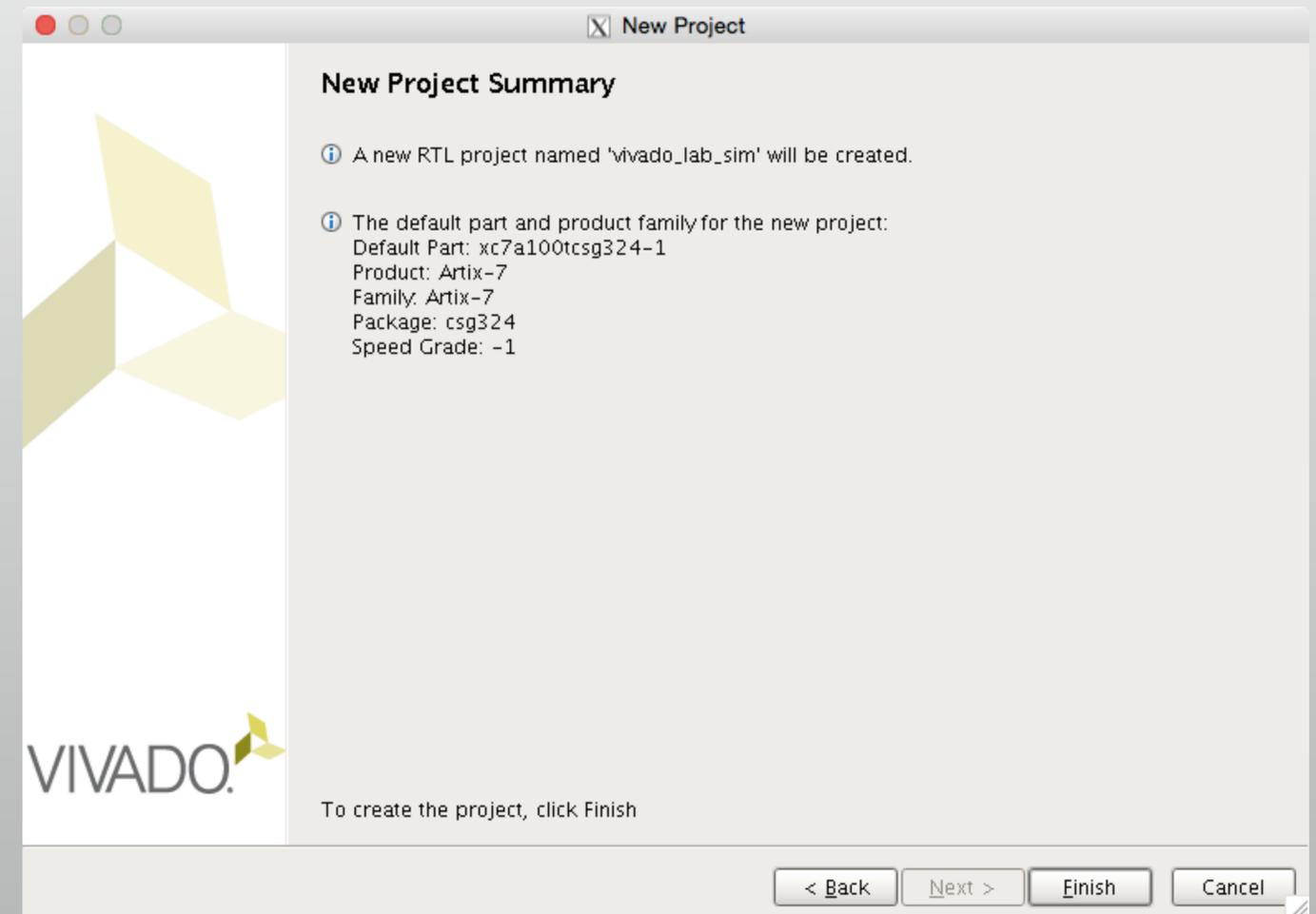
# Create project (4/5)

- \* Choose device
  - \* XC7A100TCSG324-1
  - \* Enter in “Search” field, or search by category / family (Artix-7)

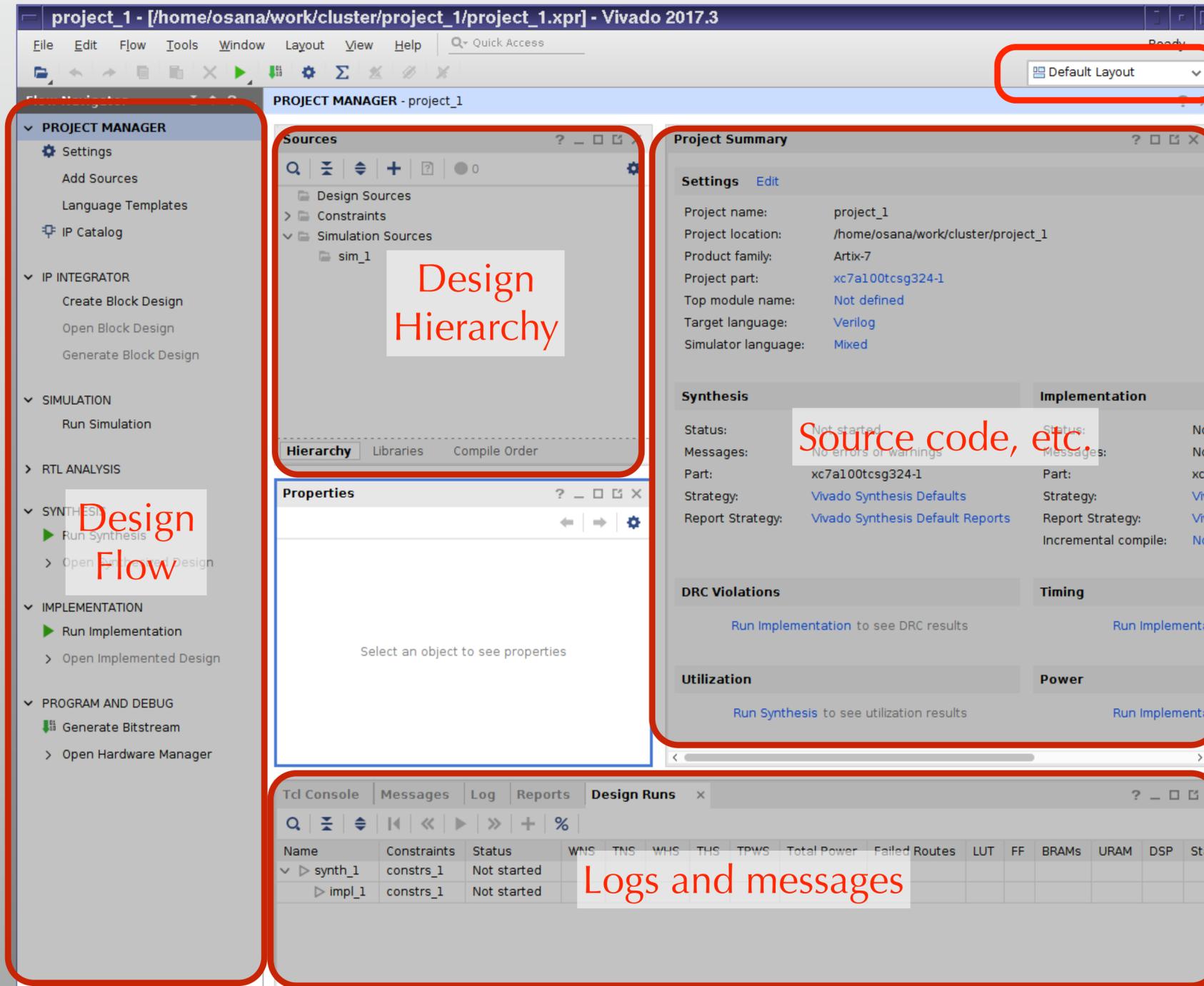


# Create project (5/5)

- \* Check the settings



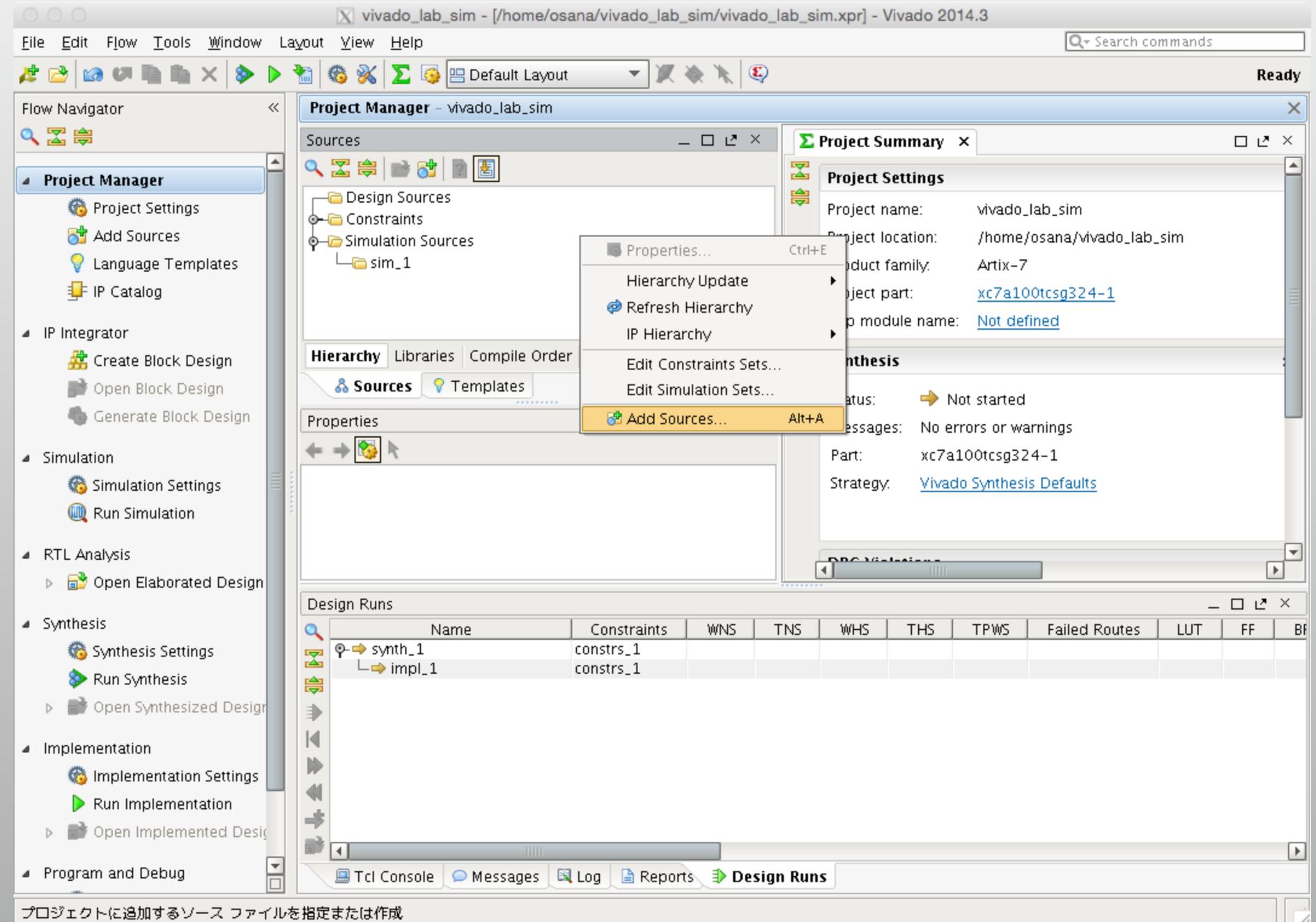
# Vivado screen



“Default Layout” makes reset the screen

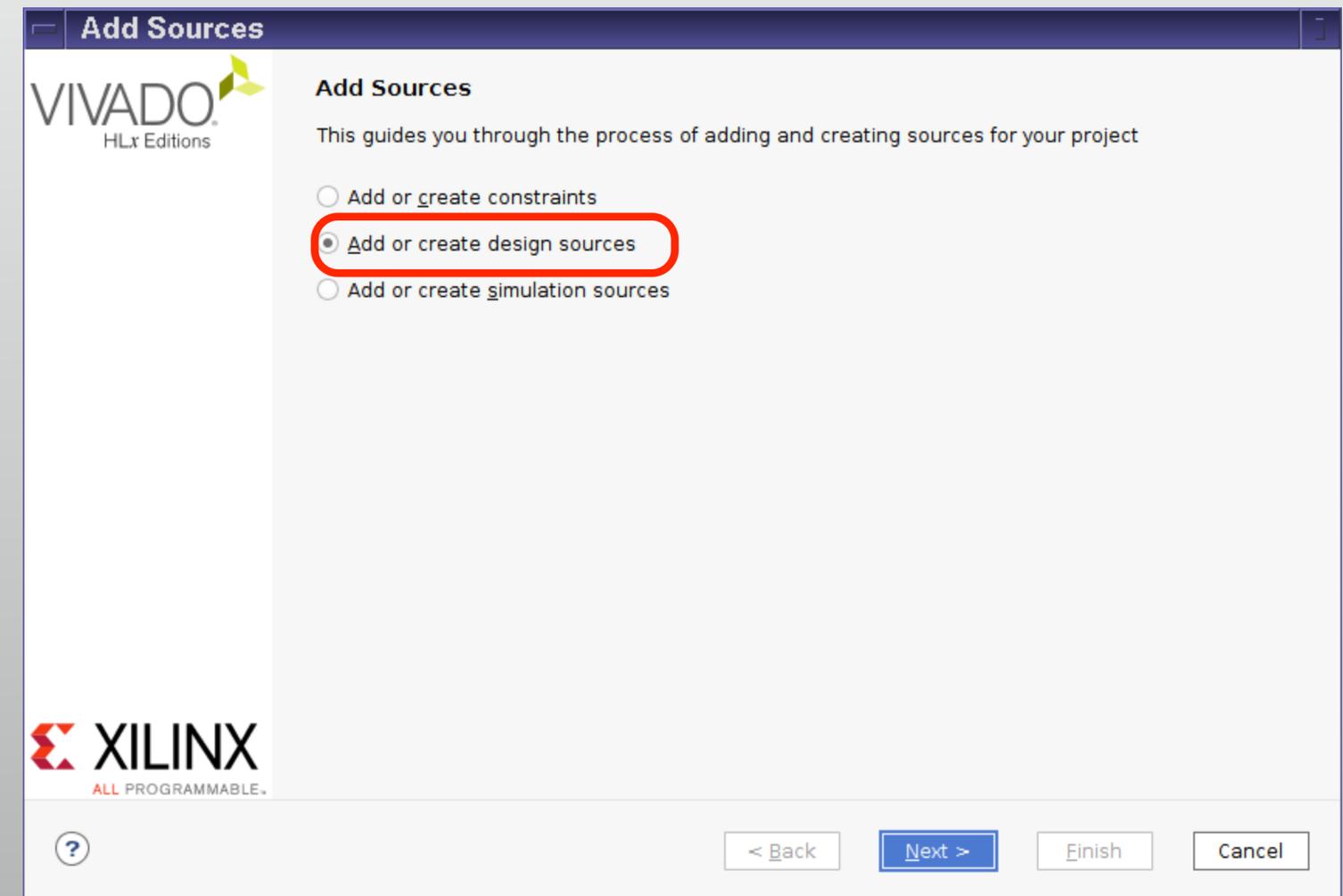
# Add source code (1/4)

- \* “Add Sources” to add one



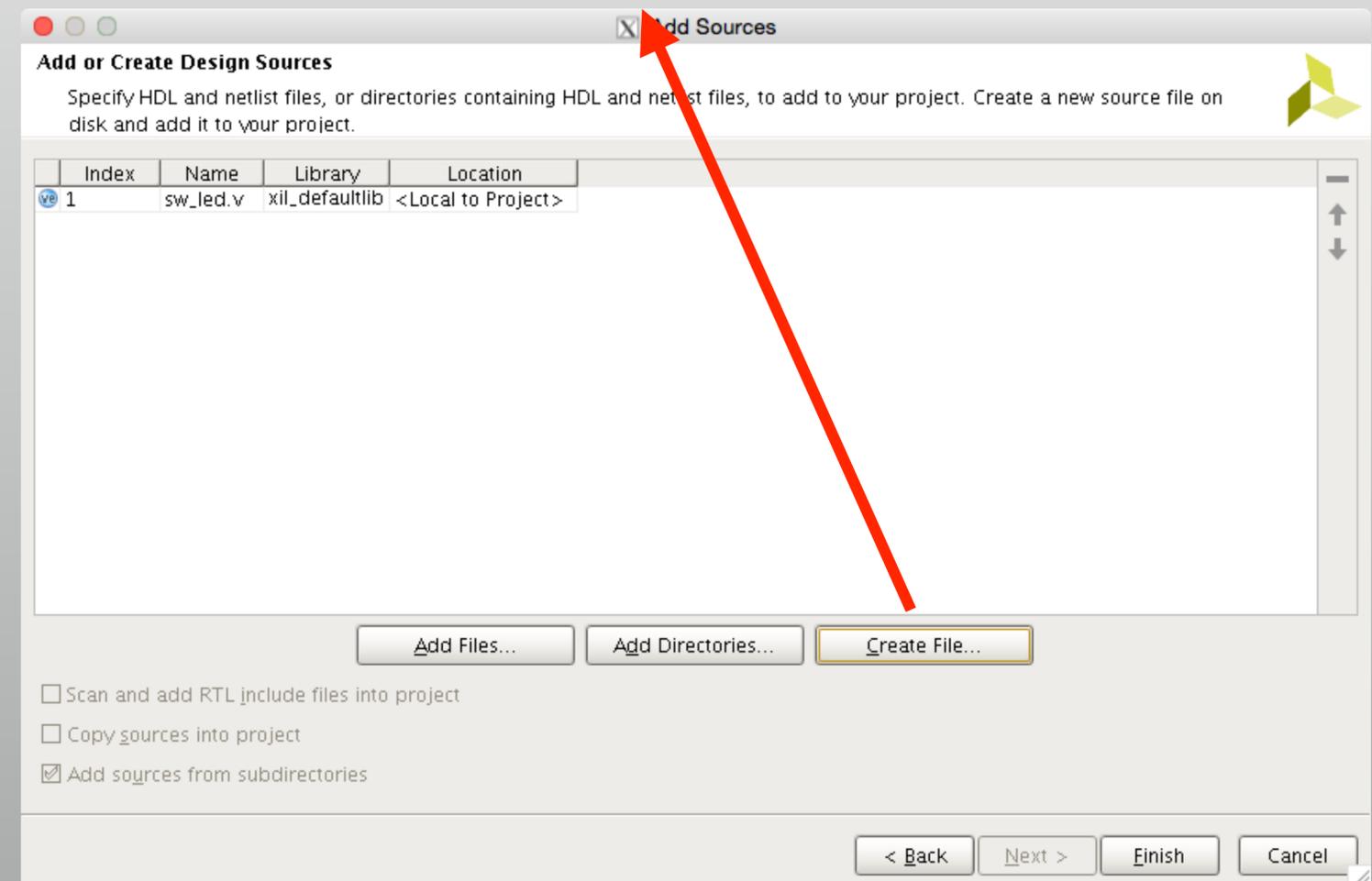
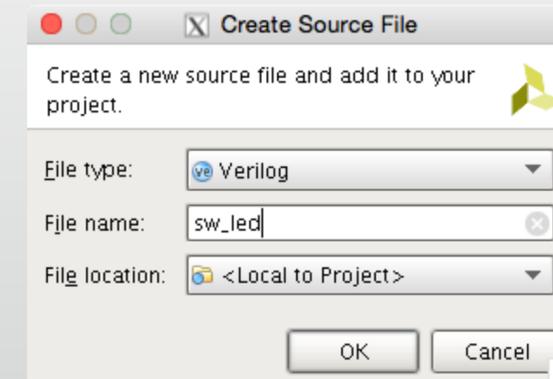
# Add source code (2/4)

- \* RTL corresponds to “Design Source”



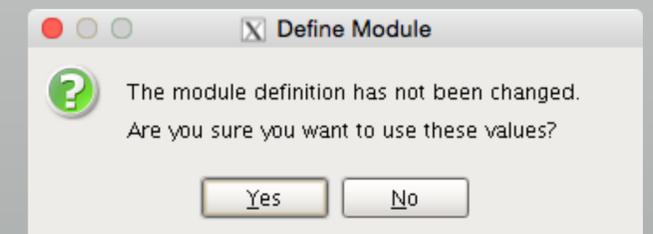
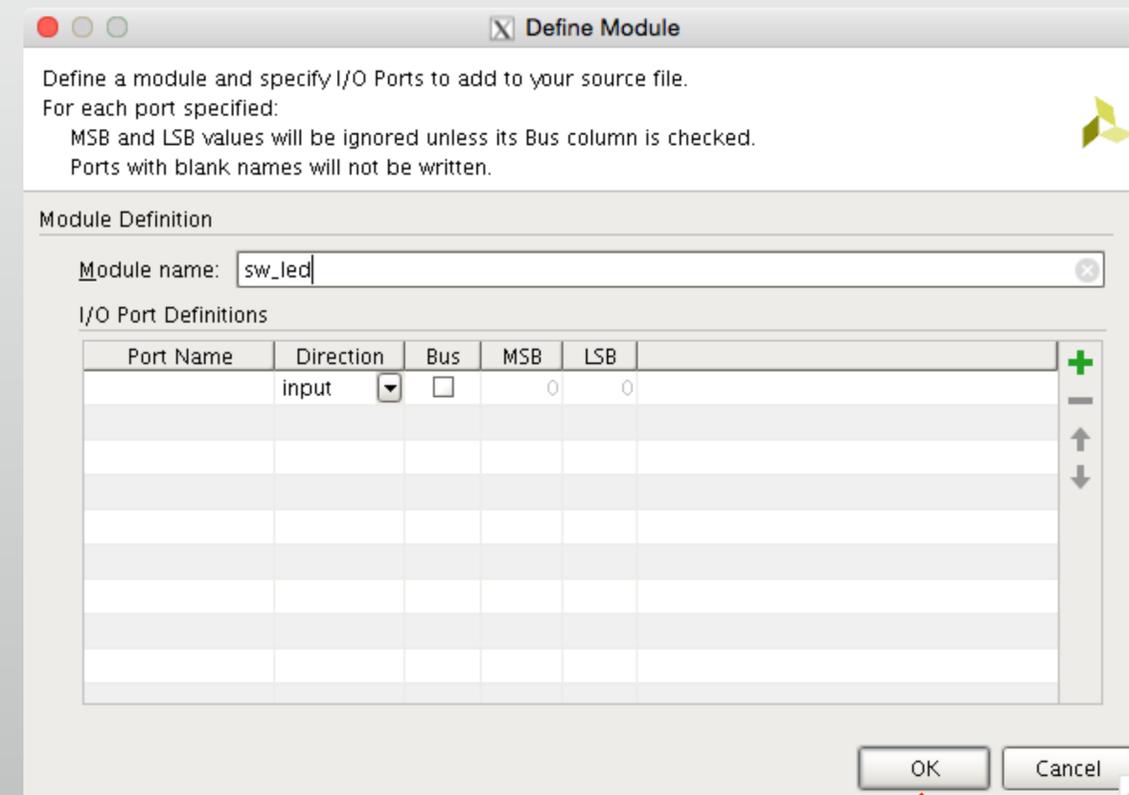
# Add source code (3/4)

- \* “Create File” because there’s no file yet
- \* Name “sw\_led”
- \* If there’s already source file, do “Add Files”



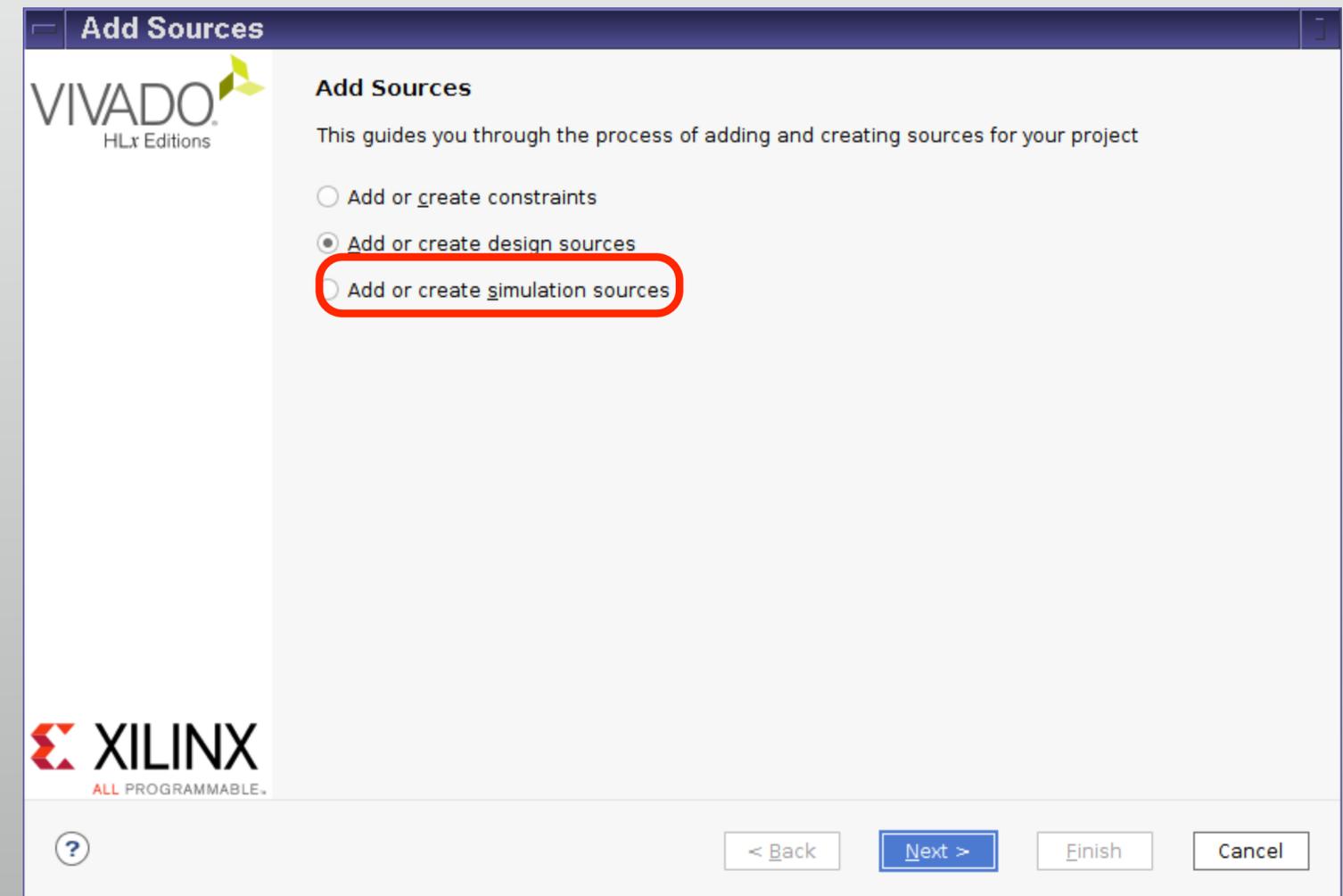
# Add source code (4/4)

- \* Vivado will ask the module's port organization
- \* Just ignore it



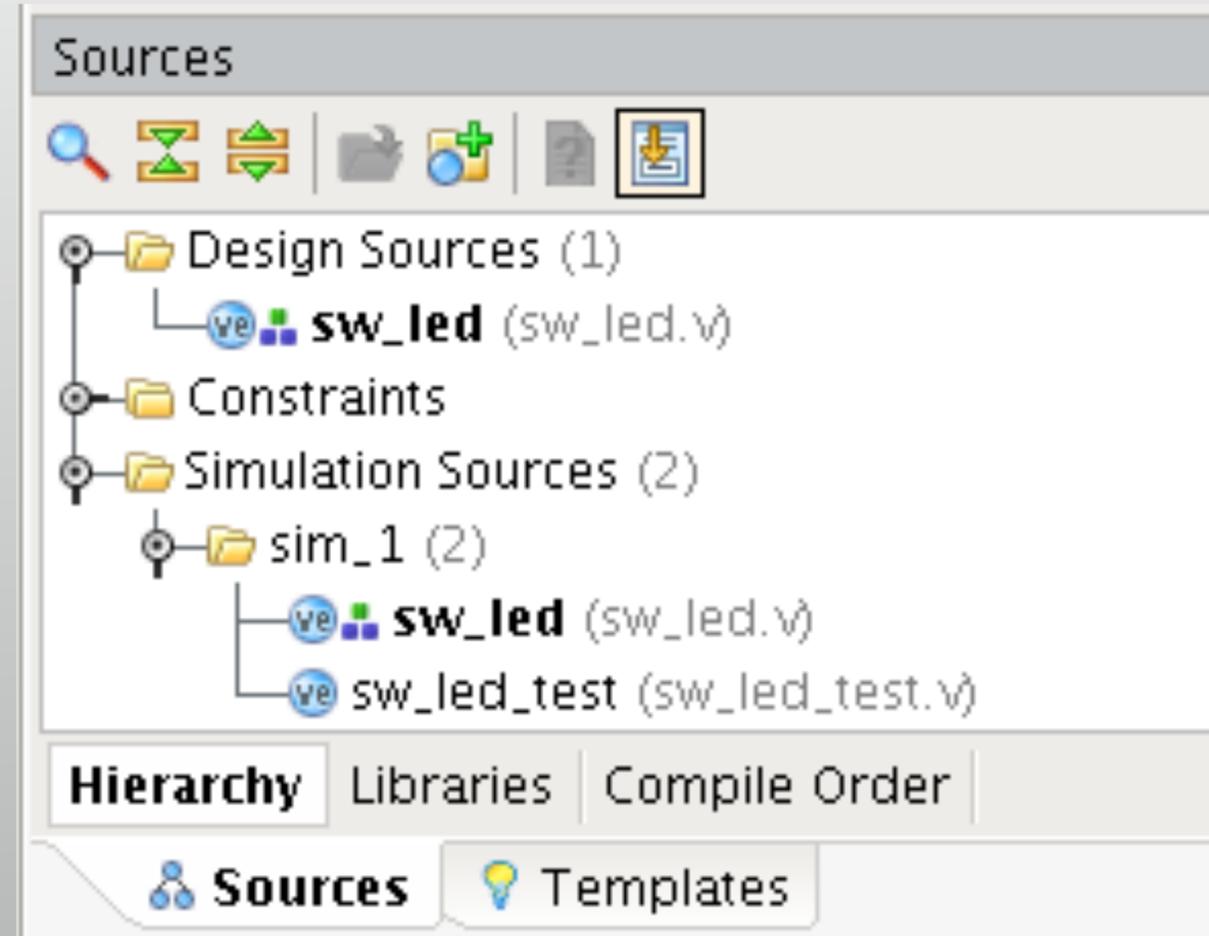
# Add testbench

- \* “Simulation Source” is that
- \* Name “sw\_led\_test”
- \* Rest is same to RTL



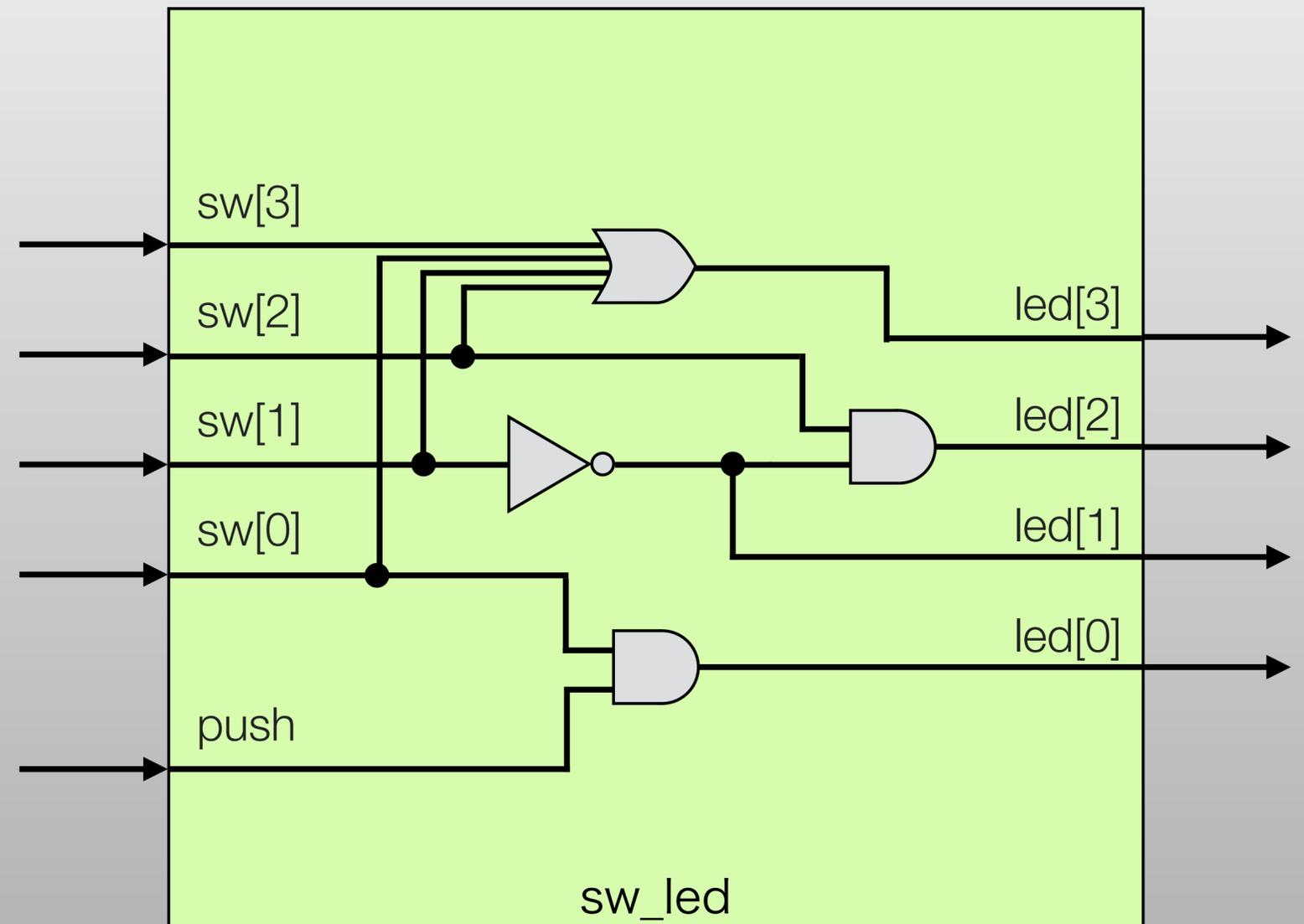
# Design hierarchy

- \* Design Sources = RTL
- \* Simulation Sources =  
Testbench + RTL
- \* Multiple testbenches are  
possible (create other simulation set  
than sim\_1)



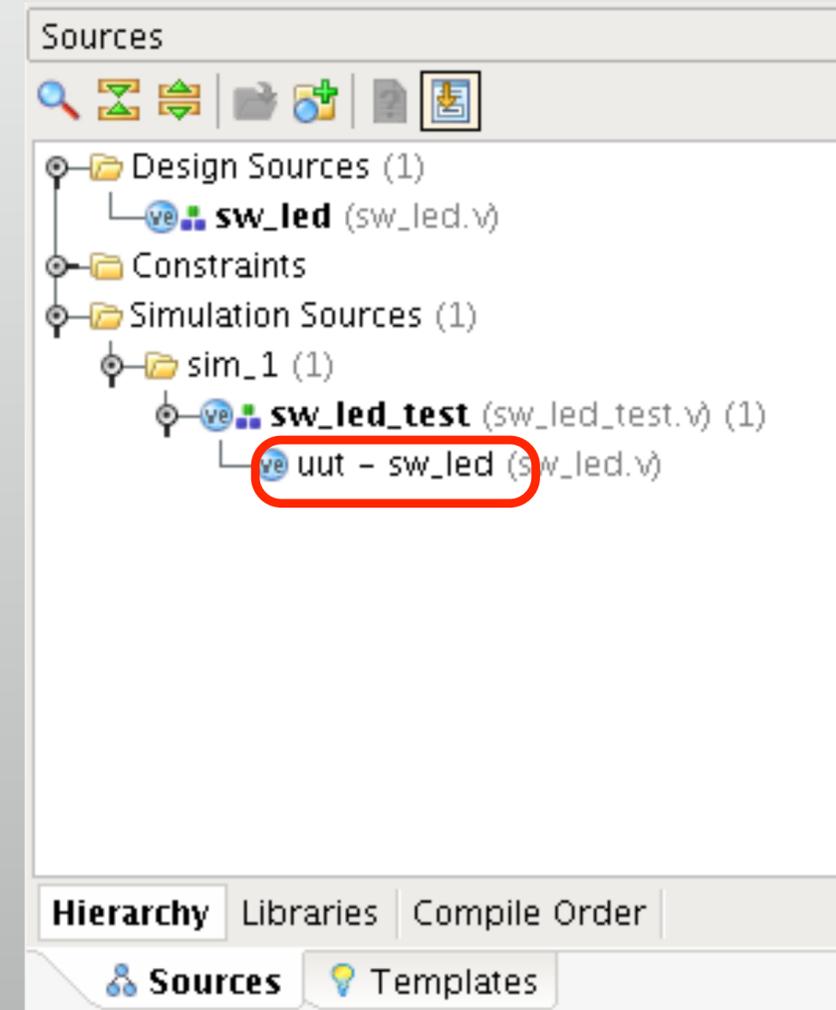
# Example

- \* Source code in the last slide today



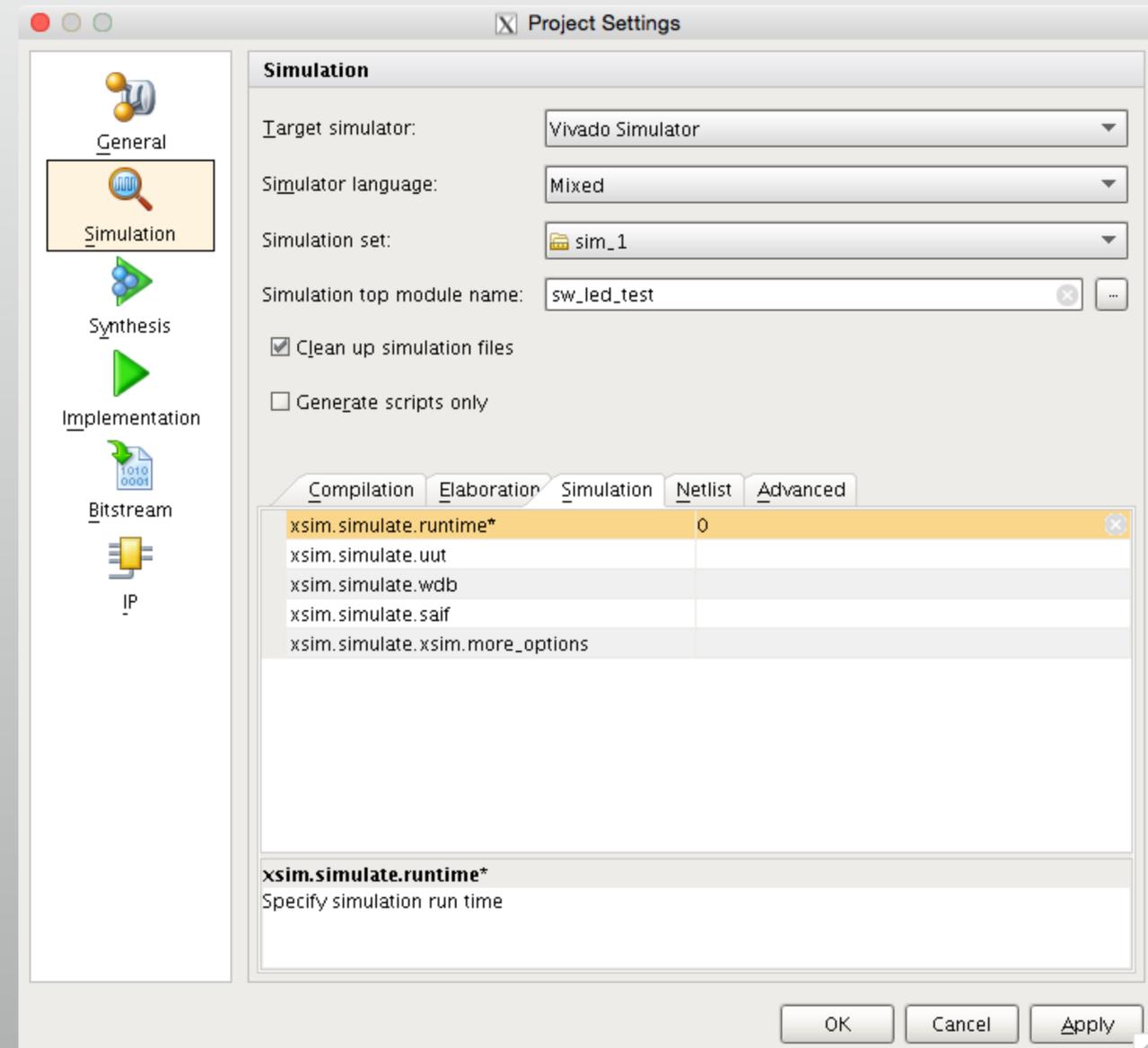
# Design hierarchy review

- \* RTL module under testbench
- \* “Instance name - module name” is shown



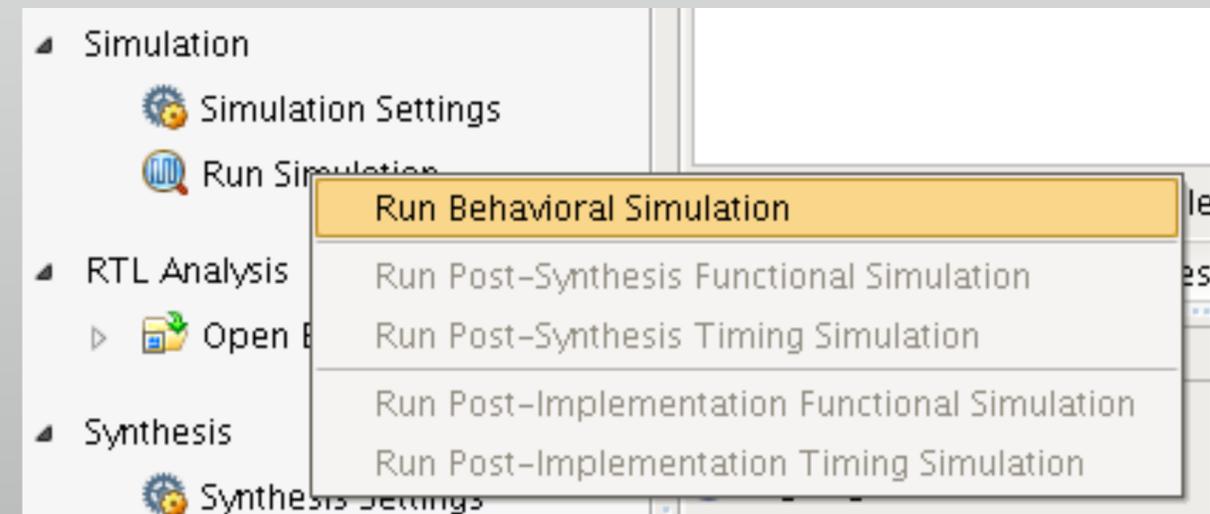
# Simulation settings

- \* “Settings” in Flow navigator
- \* Simulation settings → Simulation → runtime to 0
- \* Default is 1000ns



# Run compilation

- \* Run Simulation →  
Run Behavioral Simulation
- \* Compiler will be launched
- \* Post-synthesis and other simulation is also possible



# Simulation

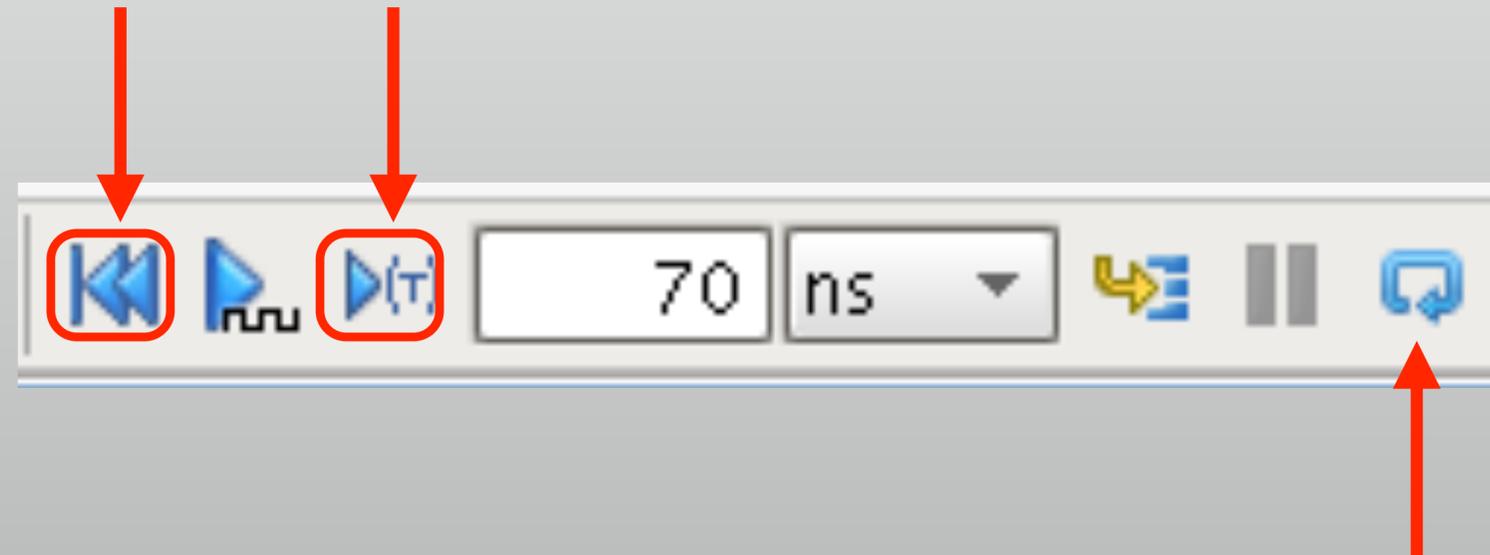
The screenshot displays the Vivado 2014.3 simulation environment. The top toolbar features a red circle around the 'Run' button and a text box containing '70 ns', with a red annotation '(2) run simulation to the specified time'. The main workspace is divided into several panels:

- Project Manager:** Shows the project structure with 'sw\_led\_test' as the main module.
- Behavioral Simulation - Functional - sim\_1 - sw\_led\_test:** The central simulation window, containing:
  - Scopes:** A table listing design units and block types. A red annotation 'Module hierarchy' points to this area.
  - Objects:** A table listing signals in the chosen instance. A red annotation 'Signals in chosen instance' points to this area.
  - Simulation Object Properties:** Shows details for the selected signal 'LED[3:0]', including its name, value (1010), and data type (Array). A red annotation '(1) Drag signals to show here →' points to this panel.
- Waveform:** A timing diagram showing signals 'SW[3:0]', 'LED[3:0]', and 'PUSH' over time. A red annotation 'Vectors can be expanded' points to the signal names in the waveform.
- Tcl Console:** Displays simulation logs and commands. A red annotation '\$display and other messages here' points to the console output.

The bottom status bar indicates 'Sim Time: 70 ns'.

# To run again...

To add signal(s) to waveform, reset and run again



Recompile when source code is modified

# Today's source code

```
`timescale 1ns/1ps

module sw_led_tb ();
  reg [3:0] SW;
  reg      PUSH;
  wire [3:0] LED;

  sw_led uut (.SW(SW), .LED(LED),
             .PUSH(PUSH));

  initial begin
    $monitor("%t SW: %b, PUSH: %b", $time, SW, PUSH);

    SW <= 4'b0000; PUSH <= 0;
    #10 SW <= 4'b0001;
    #10 PUSH <= 1;
    #10 SW <= { SW[2:0], SW[3] }; PUSH <= 0;
    #10 SW <= { SW[2:0], SW[3] };
    #10 SW <= { SW[2:0], SW[3] };
  end
endmodule
```

```
module sw_led
(
  input wire [3:0] SW,
  input wire      PUSH,
  output wire [3:0] LED
);

  wire SW1_ = ~SW[1];
  assign LED[0] = PUSH & SW[0];
  assign LED[1] = SW1_;
  assign LED[2] = SW1_ & SW[2];
  assign LED[3] = |SW;

endmodule
```

Just copy and paste to TB + RTL file, then it'll work