

EGC 455  
SOC Design & Verification

## Testbench Examples for System Verilog



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### Testing a Verilog Model

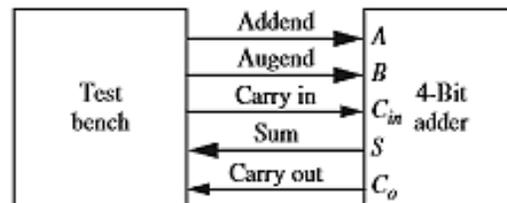
- A model has to be tested and validated before it can be successfully used.
- A test bench is a piece of Verilog code that can provide input combinations to test a Verilog model for the system under test.
- Test benches are frequently used during simulation to provide sequences of inputs to the circuit or Verilog model under test.



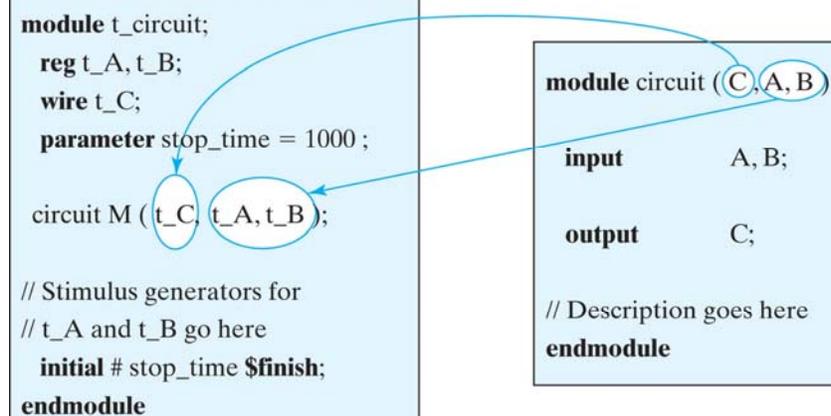
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## Testing a Verilog Model

- Test bench for testing a 4-bit binary adder:



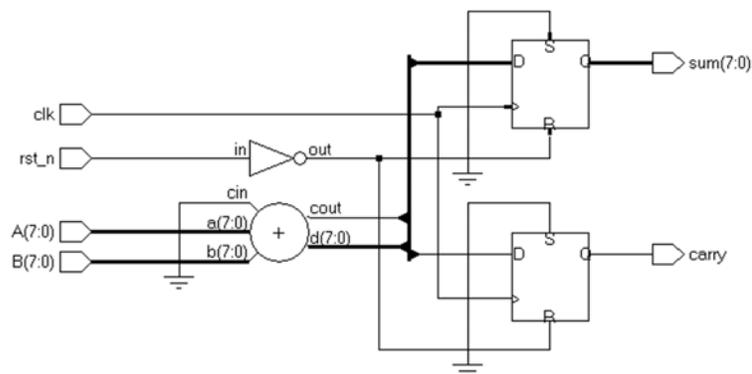
## Interaction between stimulus and design modules



```
module top;
byte a, b, vhdl_out, sv_out;
bit sel;
mux_sv SV_MUX (.*, .dat_out(sv_out));
mux_vhdl VHDL_MUX(.*, .dat_out(vhdl_out));
initial
begin
$monitor("a: %h b: %h sel: %b vhdl_out: %h sv_out:
%h", a, b, sel, vhdl_out, sv_out);
a = 8'h55;
b = 8'hAA;
sel = 0;
#1;
sel = 1;
#1;
sel = 0;
#1;
sel = 1;
end
Endmodule
```



## A simple adder



```
// Design file
module adder
  ( input [7:0] A,
    input [7:0] B,
    input clk,
    input rst_n,
    output reg [7:0] sum,
    output reg carry);

  always @(posedge clk or negedge rst_n)
    if (!rst_n)
      {carry,sum} <= 0;
    else
      {carry,sum} <= A + B;

endmodule
```



```
//TestBench file
Module adder_tester (
output reg[7:0] A,
output reg[7:0] B,
output reg      clk,
output reg      rst_n,
input wire      carry,
input wire [7:0] sum);

adder ADDER (.*);

initial begin
  clk = 0;
  rst_n = 0;
  A = 0;
  B = 0;
  @(posedge clk);
  @(posedge clk);
  rst_n = 1;
end

always #10 clk = ~clk;
```



```
//Continue TestBench
initial begin
  @(posedge rst_n);
  for (A = 0; A <= 25; A++) begin
    for (B = 0; B <= 10; B++) begin
      @(posedge clk);
      @(negedge clk);
      assert({carry,sum} == A + B)
      else begin
        $display("%0d + %0d = %0d not %0d",A, B, A+B,{carry,sum})
        $stop;
      end
    end
  end
  $stop;
end
endmodule // adder_tester
```



```
module multadd_sv
  (input [7:0] a, b, c, d,
   input clk, rst_n,
   output logic [16:0] mulsum
  );
  logic[16:0] ab, cd, ab_cd;

  always @(a or b or c or d)
  begin
    ab = a * b;
    cd = c * d;
    ab_cd = ab + cd;
  end

  always @(posedge clk)
  if (!rst_n)
    mulsum <= 0;
  else
    mulsum <= ab_cd;
  endmodule
```



```
//TestBench file
module top;
logic[7:0] a, b, c, d;
logic [16:0] vhdl_out, sv_out, predicted;
bit clk, rst_n;

multadd_vhdl VHDL_MUX(.*, .mulsum(vhdl_out));
multadd_sv SV_MUX (.*, .mulsum(sv_out));

initial begin
    $monitor("%t: a: %h b: %h c: %h d: %h predicted: %h
vhdl_out: %h sv_out: %h", $time,a, b, c, d, predicted,
vhdl_out, sv_out);
    clk = 0;
    rst_n = 0;
    @(posedge clk);
    @(negedge clk);
    rst_n = 1;
end

always #10ns clk = ~clk;
```



```
initial begin
    @(negedge clk);
    @(negedge clk);
    repeat (10) begin
        @(negedge clk);
        a = $random;
        b = $random;
        c = $random;
        d = $random;
        predicted = a*b + c*d;
        @(posedge clk);
        @(posedge clk);
        #1ns;
        assert((vhdl_out == predicted) && (sv_out == predicted));
    end
    $stop;
end

endmodule
```



```
module top;
  reg [7:0] reg8;
  reg [63:0] reg64_ext, reg64_zero;
  integer my_random, i, seed;

  initial
  begin
    seed = 5;
    for (i = 1; i <= 4; i=i+1) begin
      my_random = $random (seed);
      reg8 = my_random;
      reg64_ext = my_random;
      reg64_zero = {my_random};
      $display;
      $display ("my_random(decimal): %d", my_random);
      $display ("my_random(hex) : %h", my_random);
      $display ("reg8: %h", reg8);
      $display ("reg64_ext: %h", reg64_ext);
      $display ("reg64_zero: %h", reg64_zero);
    end
  end
endmodule
```



## “do.run” Script

```
//You can store the file in your project
directory and use load->macro from QuestaSim
to compile and simulate
// if files in “work” exists, delete them.
if [file exists "work"] {vdel -all}
//create a work library
vlib work
//Compile Verilog “file”
vlog file.sv
//Run the simulation on QuestaSim
vsim -voptargs="+acc" top
//Run all cases
run -all
```

