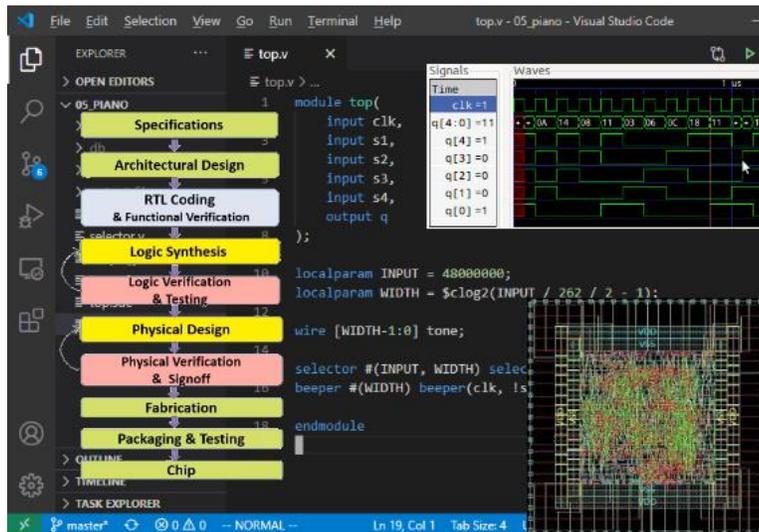




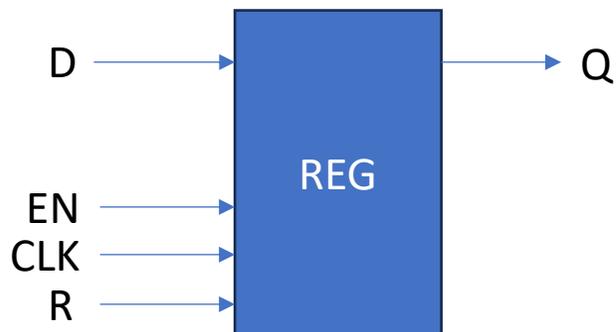
Лингвистические средства проектирования

Лекция 5

Параметризованное описание модулей.
Алгоритмы моделирования.
VPI и библиотека SystemC.

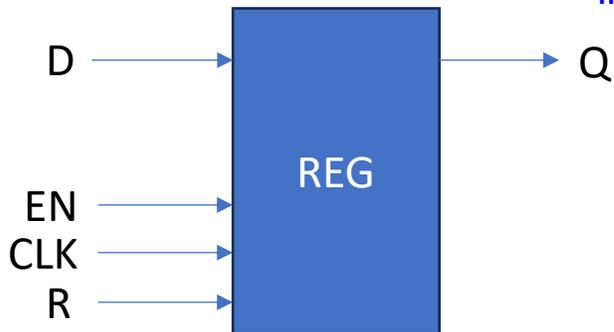


Параметризованное описание модулей (1)



```
module REG(D, EN, clk, R, Q);  
    input      D, EN, clk, R;  
    output reg Q;  
  
    always@(posedge clk, posedge R)  
        if(EN == 1'b1)  
            if(R == 1'b1)  
                Q <= 0;  
            else  
                Q <= D;  
endmodule
```

Параметризованное описание модулей (2)

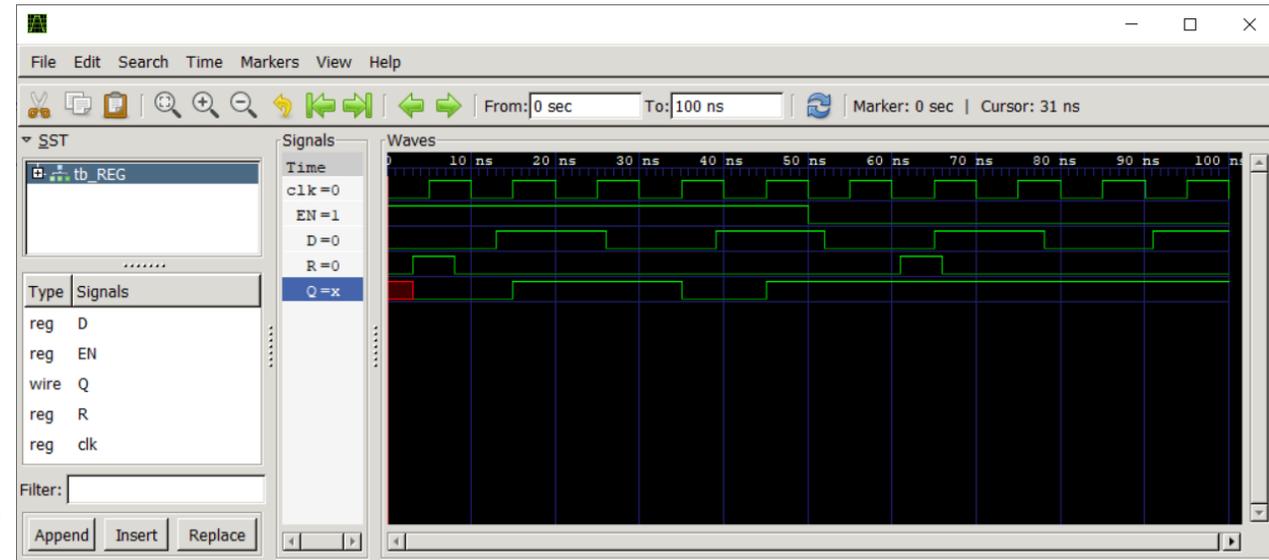


```
module tb_REG;
    reg D;
    reg EN, clk, R;
    wire Q;

    REG dut(.*);

    initial begin
        {D, clk, R} = 0;
        EN = 1;
        $dumpfile("REG.vcd");
        $dumpvars(0, tb_REG);
        #100
        $finish;
    end

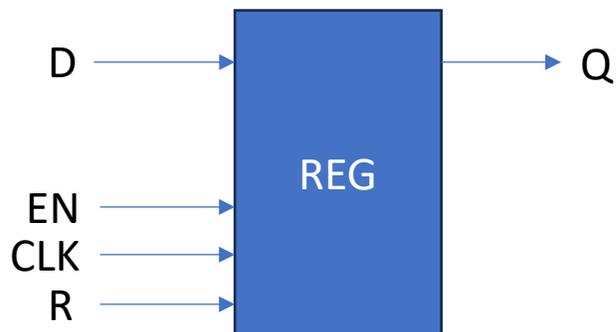
    always #5 clk = ~clk;
    always #13 D = ~D;
    ...
endmodule
```



```
initial begin
    #3      R = 1'b1;
    #5      R = 1'b0;
    #53     R = 1'b1;
    #5      R = 1'b0;
end

initial begin
    #50     EN = 1'b0;
end
```

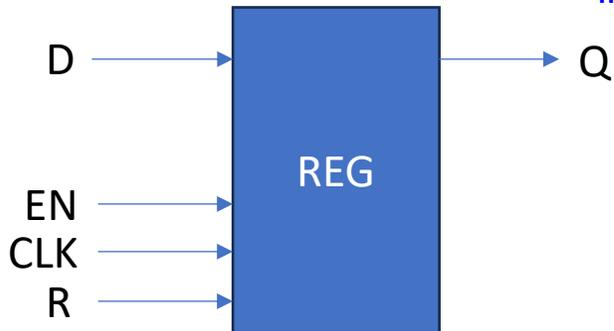
Параметризованное описание модулей (3)



```
module REG(D, EN, clk, R, Q);
    input      [1:0] D;
    input      EN, clk, R;
    output reg [1:0] Q;

    always@(posedge clk, posedge R)
        if(EN == 1'b1)
            if(R == 1'b1)
                Q <= 0;
            else
                Q <= D;
endmodule
```

Параметризованное описание модулей (4)

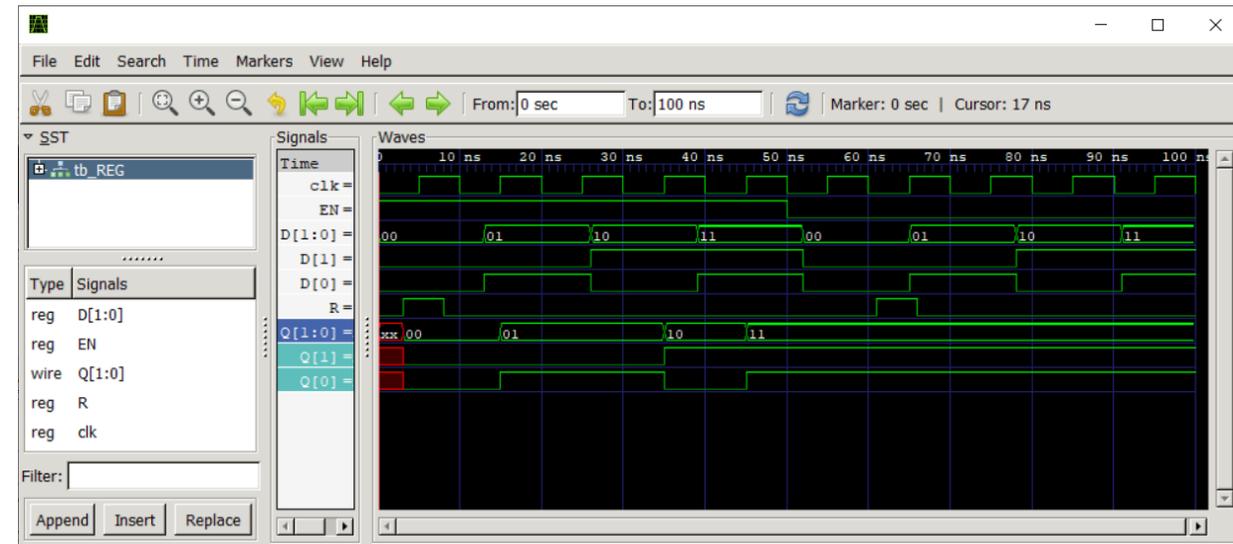


```
module tb_REG;
    reg [1:0] D;
    reg EN, clk, R;
    wire [1:0] Q;

    REG dut(.*);

    initial begin
        {D, clk, R} = 0;
        EN = 1;
        $dumpfile("REG.vcd");
        $dumpvars(0, tb_REG);
        #100
        $finish;
    end

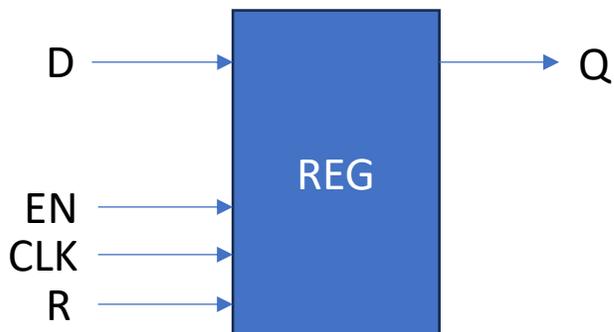
    always #5 clk = ~clk;
    always #13 D = D + 1;
    ...
endmodule
```



```
initial begin
    #3      R = 1'b1;
    #5      R = 1'b0;
    #53     R = 1'b1;
    #5      R = 1'b0;
end

initial begin
    #50     EN = 1'b0;
end
```

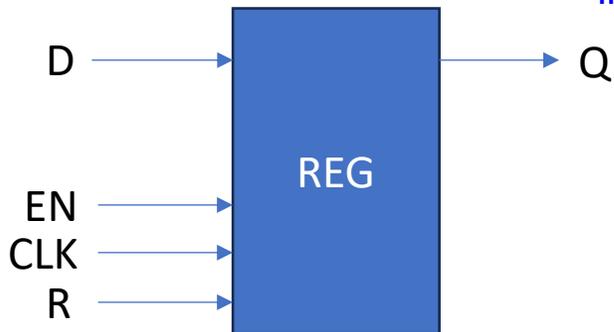
Параметризованное описание модулей (5)



```
module REG #(parameter WIDTH = 2) (D, EN, clk, R, Q);
    input      [WIDTH-1:0] D;
    input      EN, clk, R;
    output reg [WIDTH-1:0] Q;

    always@(posedge clk, posedge R)
        if(EN == 1'b1)
            if(R == 1'b1)
                Q <= 0;
            else
                Q <= D;
endmodule
```

Параметризованное описание модулей (6)

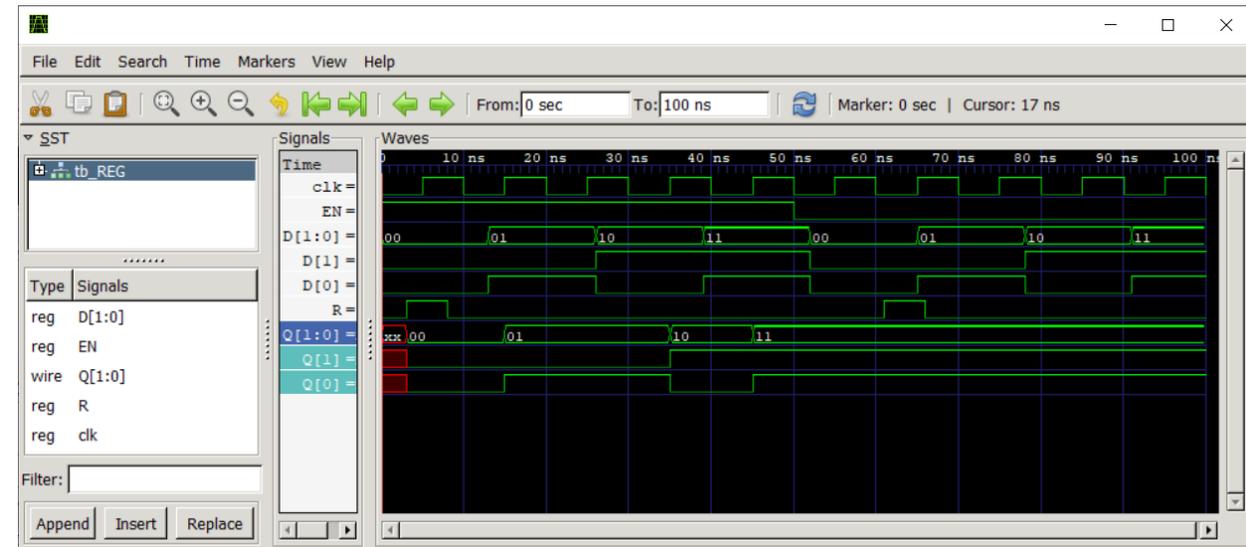


```
module tb_REG;
    reg [1:0] D;
    reg EN, clk, R;
    wire [1:0] Q;

    REG dut(.);

    initial begin
        {D, clk, R} = 0;
        EN = 1;
        $dumpfile("REG.vcd");
        $dumpvars(0, tb_REG);
        #100
        $finish;
    end

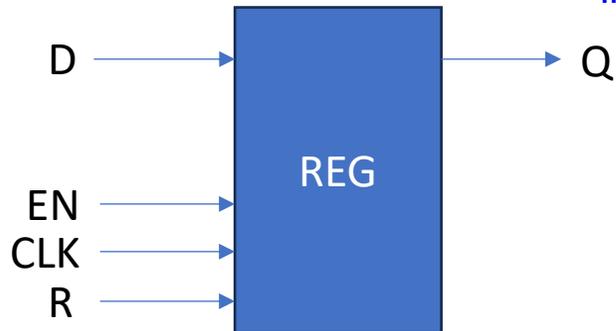
    always #5 clk = ~clk;
    always #13 D = D + 1;
    ...
endmodule
```



```
initial begin
    #3 R = 1'b1;
    #5 R = 1'b0;
    #53 R = 1'b1;
    #5 R = 1'b0;
end

initial begin
    #50 EN = 1'b0;
end
```

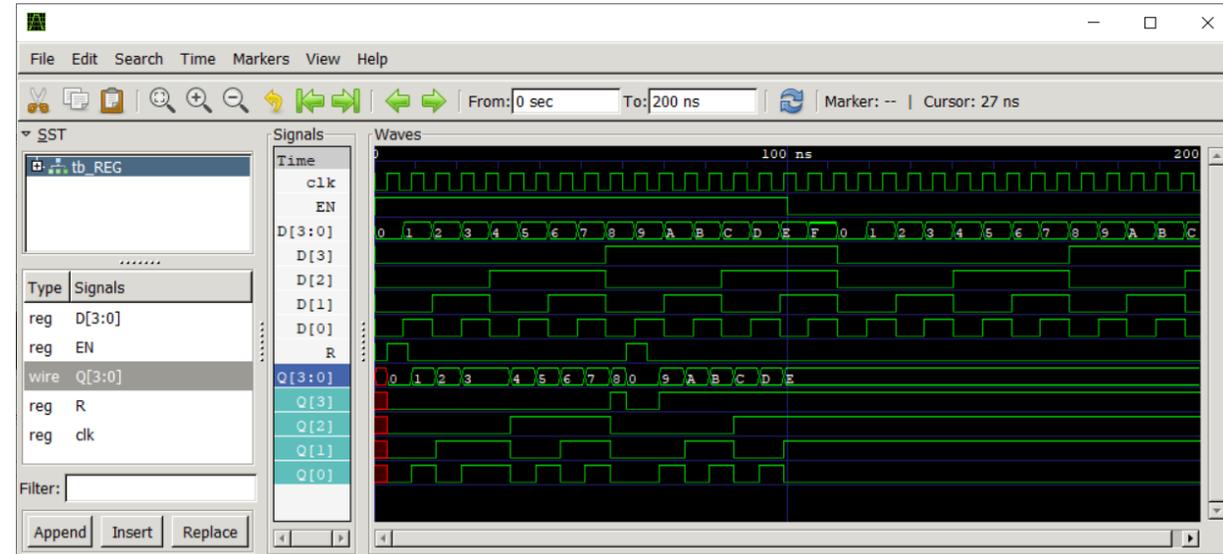
Параметризованное описание модулей (7)



```
module tb_REG;  
  reg [3:0] D;  
  reg EN, clk, R;  
  wire [3:0] Q;  
  
  REG #(4) dut(.*);
```

```
  initial begin  
    {D, clk, R} = 0;  
    EN = 1;  
    $dumpfile("REG.vcd");  
    $dumpvars(0, tb_REG);  
    #200  
    $finish;  
  end
```

```
  always #3 clk = ~clk;  
  always #7 D = D + 1;  
  ...  
endmodule
```

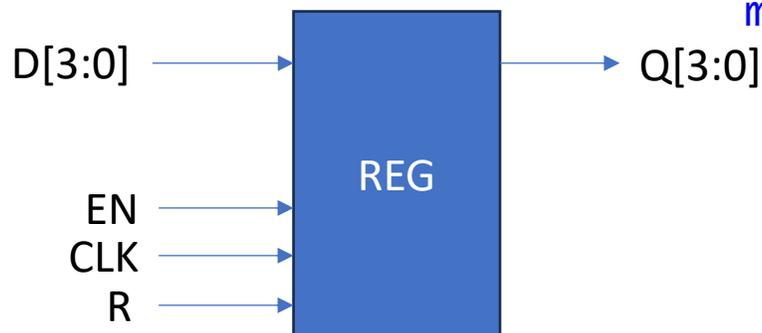


```
  initial begin  
    #3      R = 1'b1;  
    #5      R = 1'b0;  
    #53     R = 1'b1;  
    #5      R = 1'b0;
```

```
  end
```

```
  initial begin  
    #100    EN = 1'b0;  
  end
```

Параметризованное описание модулей (8)



```
module tb_REG;
  reg [3:0] D;
  reg EN, clk, R;
  wire [3:0] Q;

  REG #(4) dut(.*);

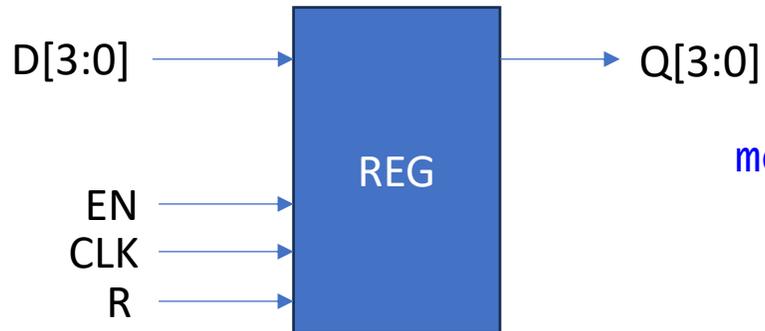
  ...
```

```
module tb_REG;
  reg [3:0] D;
  reg EN, clk, R;
  wire [3:0] Q;

  REG #(.WIDTH(4)) dut(.*);

  ...
```

Параметризованное описание модулей (9)



```
module REG #(parameter WIDTH = 2) (D, EN, clk, R, Q);  
    input      [WIDTH-1:0] D;  
    input      EN, clk, R;  
    output reg [WIDTH-1:0] Q;
```

...

```
endmodule
```

```
module REG (D, EN, clk, R, Q);  
    parameter WIDTH = 2;  
  
    input      [WIDTH-1:0] D;  
    input      EN, clk, R;  
    output reg [WIDTH-1:0] Q;
```

...

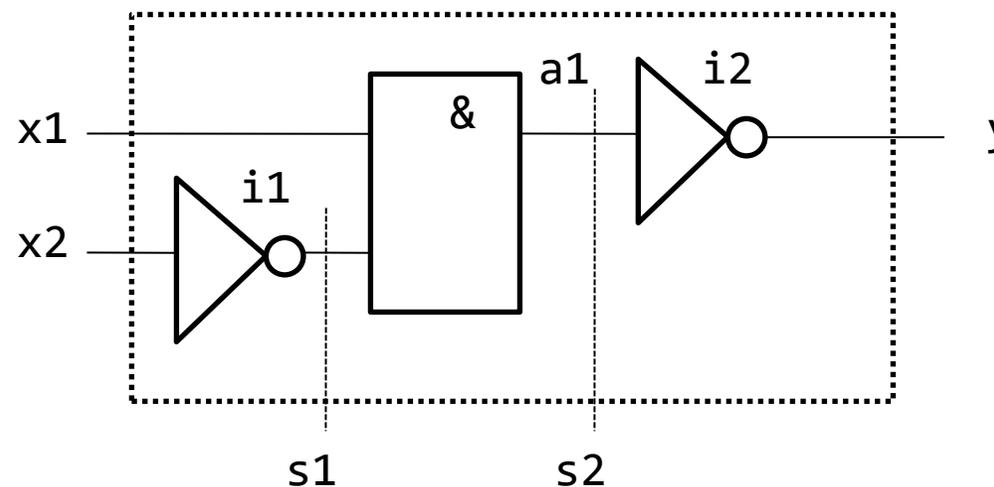
```
endmodule
```

Описание вентилей на основе определяемых пользователем примитивов (UDP) (1)

```
primitive device(y, x1, x2);  
  output y;  
  input x1, x2;
```

```
table  
  0 ? : 1;  
  ? 1 : 1;  
  1 0 : 0;  
endtable
```

```
endprimitive
```



x1	x2	y
0	0	1
0	1	1
1	0	0
1	1	1

Описание вентилей на основе определяемых пользователем примитивов (UDP) (2)

Символ	Значение	Пояснение
0	0	Логический «0»
1	1	Логическая «1»
x	x	Неизвестное значение
?	0, 1, X	Любое перечисленное значение
ab	a-b	Переключение из a в b для 0, 1, x
f	(1-0)	Срез сигнала
r	(0-1)	Фронт сигнала
p	(0-1), (0-x), (x-1), (1-z), (z-1)	Фронт, включая x и z
n	(1-0), (1-x), (x-0), (0-z), (z-0)	Срез, включая x и z
*	(??)	Любое переключение сигнала
-	(0-0), (1-1), (x-x), (z-z)	Сигнал не меняется

Описание комбинационных вентилей через UDP

Синтаксис описания таблицы:

```
<input1> <input2> <input3> ... <inputN> : <output>;
```

```
primitive device(y, x1, x2);  
  output y;  
  input  x1, x2;
```

```
  table  
    0  ?    : 1;  
    ?  1    : 1;  
    1  0    : 0;  
  endtable
```

```
endprimitive
```

```
primitive mux(out, a, x1, x2);  
  output out;  
  input  a, x1, x2;
```

```
  table  
  // a x1 x2  out  
    0  0  ?  : 0;  
    0  1  ?  : 1;  
    1  ?  0  : 0;  
    1  ?  1  : 1;
```

```
  endtable
```

```
endprimitive
```

Описание последовательностных элементов через UDP

Синтаксис описания таблицы:

```
<input1> <input2> <input3> ... <inputN> : <current_state> : <next_state>;
```

```
primitive dff(q, clk, d);  
  output q;  
  input  clk, d;
```

```
table  
// clk  d  q_now q_next  
  (10)  0   : ?   : 0; // q=d  
  (10)  1   : ?   : 1; // q=d  
  (x0)  0   : ?   : 0; // q=d  
  (x0)  1   : ?   : 1; // q=d  
endtable
```

```
endprimitive
```

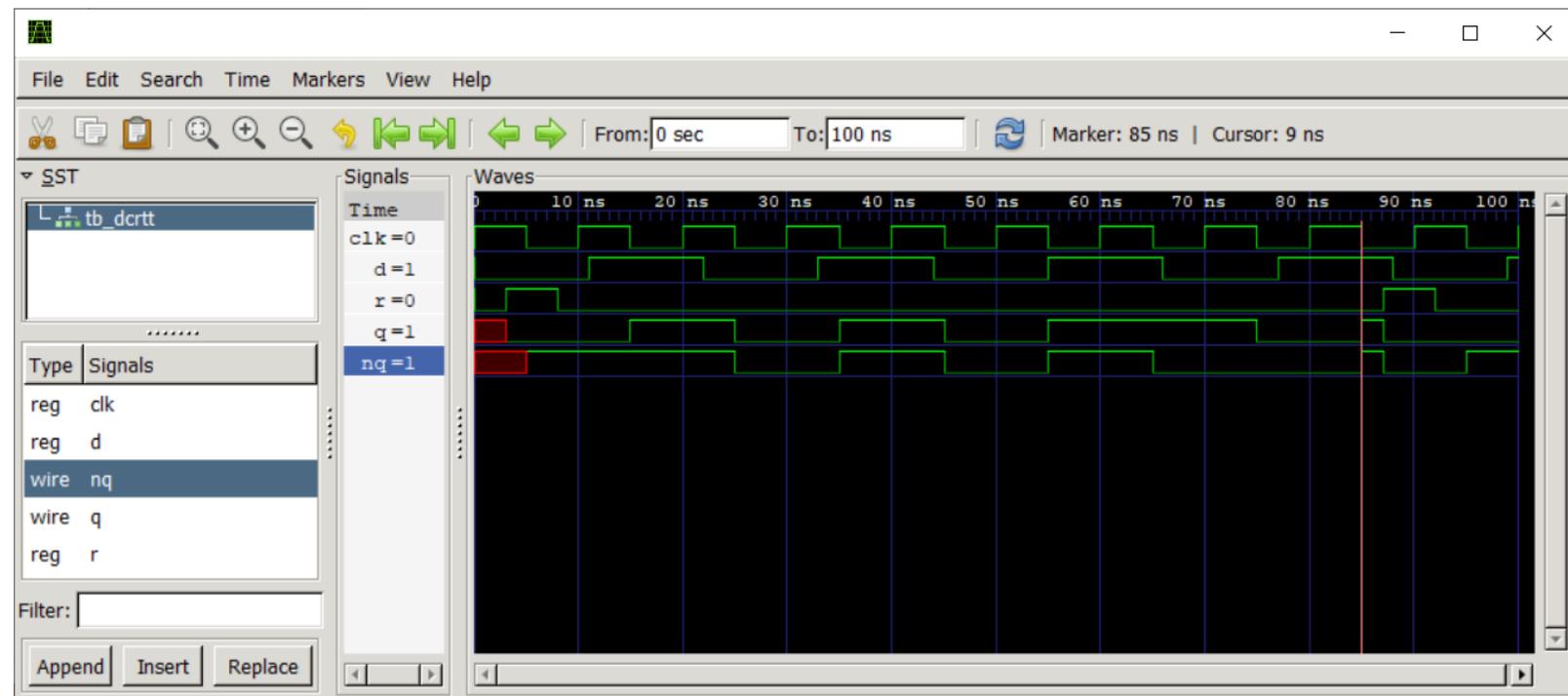
```
primitive dff(q, clk, d, r);  
  output q;  
  input  clk, d, r;
```

```
table  
// clk  d  r  q_now q_next  
  ?     ?  1   : ?   : 0; // reset  
  ?     ? (01) : ?   : 0; // reset  
  (10)  0  0   : ?   : 0; // q=d  
  (10)  1  0   : ?   : 1; // q=d  
  (x0)  0  0   : ?   : 0; // q=d  
  (x0)  1  0   : ?   : 1; // q=d  
endtable
```

```
endprimitive
```

Особенности алгоритма моделирования

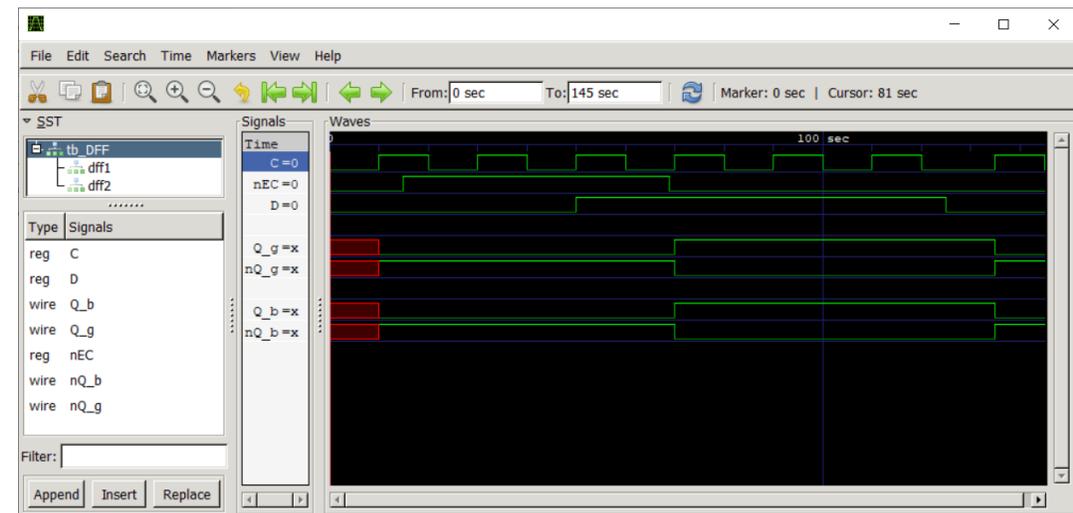
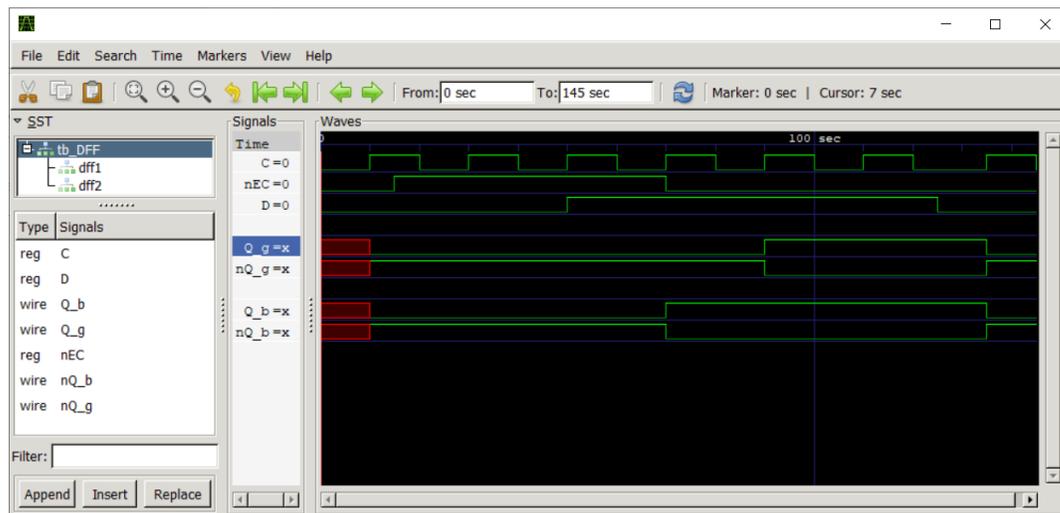
```
module dcrtt(clk, d, r, q, nq);  
    input      clk, d, r;  
    output reg q, nq;  
  
    always@(negedge clk, posedge r) begin  
        if(r == 1'b1)  
            q <= 1'b0;  
        else  
            q <= d;  
        nq <= ~q;  
    end  
  
endmodule
```



Особенности алгоритма моделирования

```
module DFF_gate(D, C, nEC, Q, nQ);  
    input  D, C, nEC;  
    output Q, nQ;  
  
    or     or0(net1, D, Cdff);  
    not    not1(net0, D);  
    or     or1(Cdff, C, nEC);  
    or     or2(net2, Cdff, net0);  
    nand   nand1(net3, net1, net4);  
    nand   nand2(net4, net2, net3);  
    nor    nor1(Q, nQ, net5);  
    nor    nor2(nQ, Q, net6);  
    and    and1(net5, Cdff, net3);  
    and    and2(net6, Cdff, net4);  
endmodule
```

```
module DFF_beh(D, C, nEC, Q, nQ);  
    input  D, C, nEC;  
    output reg Q, nQ;  
  
    always@(posedge C)  
        if(nEC == 1'b0) begin  
            Q <= D;  
            nQ <= ~D;  
        end  
endmodule
```



Поддержка VPI (Verilog Programmer Interface) симулятором Icarus Verilog (1)

```
# include <vpi_user.h>
```

* https://iverilog.fandom.com/wiki/Using_VPI

```
static int hello_calltf(char *user_data) {  
    vpi_printf("Hello, World!\n");  
    return 0;  
}
```

```
void hello_register() {  
    s_vpi_systf_data data;  
  
    data.type      = vpiSysTask;  
    data.tfname    = "$hello";  
    data.calltf    = hello_calltf;  
    data.compiletf = 0;  
    data.sizetf    = 0;  
    data.user_data = 0;  
  
    vpi_register_systf(&data);  
}
```

```
void (*vlog_startup_routines[])() = {  
    hello_register,  
    0  
};
```

Поддержка VPI (Verilog Programmer Interface) симулятором Icarus Verilog (2)

```
module main;
```

```
    initial begin
```

```
        $hello;
```

```
        $finish;
```

```
    end
```

```
endmodule
```

```
% iverilog-vpi hello.c
```

```
% iverilog -ohello.vvp hello.v
```

```
% vvp -M. -mhello hello.vvp
```

* https://iverilog.fandom.com/wiki/Using_VPI

```
⊗ student@localhost:~/vpi> iverilog-vpi hello.c
```

```
Compiling hello.c...
```

```
hello.c: In function 'my_hello_calltf':
```

```
hello.c:33:40: warning: unused parameter 'xx' [-Wunused-parameter]
```

```
    static PLI_INT32 my_hello_calltf(char *xx)
```

```
                ^~
```

```
hello.c: At top level:
```

```
hello.c:39:13: warning: function declaration isn't a prototype [-Wstrict-prototypes]
```

```
    static void my_hello_register()
```

```
                ^~
```

```
hello.c:56:1: warning: function declaration isn't a prototype [-Wstrict-prototypes]
```

```
    void (*vlog_startup_routines[])() = {
```

```
    ^~
```

```
Making hello.vpi from hello.o...
```

```
/usr/lib64/gcc/x86_64-suse-linux/7/../../../../x86_64-suse-linux/bin/ld: cannot find -lveriusert: No such file or directory
```

```
/usr/lib64/gcc/x86_64-suse-linux/7/../../../../x86_64-suse-linux/bin/ld: cannot find -lvpi: No such file or directory
```

```
collect2: error: ld returned 1 exit status
```

```
⊙ student@localhost:~/vpi> █
```

Поддержка VPI (Verilog Programmer Interface) симулятором Icarus Verilog (2)

```
module main;
```

```
    initial begin
```

```
        $hello;
```

```
        $finish;
```

```
    end
```

```
endmodule
```

* https://iverilog.fandom.com/wiki/Using_VPI

```
% gcc -I/usr/include/iverilog -c -fpic hello.c
```

```
% gcc -shared -o hello.vpi hello.o
```

```
% iverilog -o hello.vvp hello.v
```

```
% vvp -M -mhello hello.vvp
```

```
● student@localhost:~/vpi> gcc -I/usr/include/iverilog -c -fpic hello.c
```

```
● student@localhost:~/vpi> gcc -shared -o hello.vpi hello.o
```

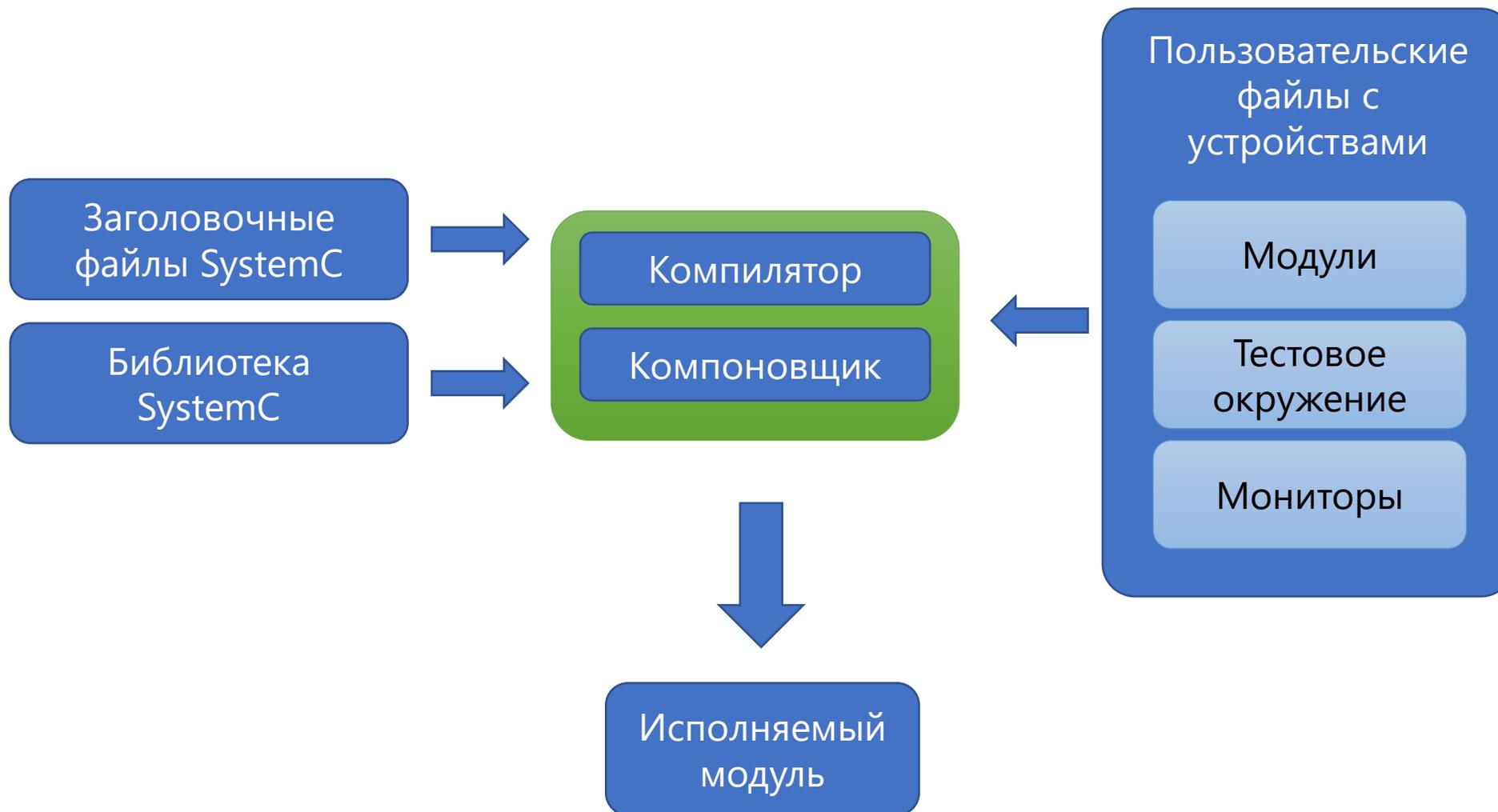
```
● student@localhost:~/vpi> iverilog -o hello.vvp hello.v
```

```
● student@localhost:~/vpi> vvp -M. -mhello hello.vvp
```

```
Hello, World!
```

```
○ student@localhost:~/vpi> █
```

Библиотека SystemC



<https://systemc.org>

SystemC: написание кода модулей (1)

```
SC_MODULE(inverter) {
    sc_in  <bool> x;
    sc_out <bool> y;

    void doOperate() {
        if(true == x)
            y = false;
        else
            y = true;
    }

    SC_CTOR(inverter) {
        SC_METHOD(doOperate);
        sensitive << x;
    }
};
```

```
int sc_main(int, char *[]) {
    sc_signal <bool> y;
    sc_signal <bool> x;

    inv i1("i1");
    i1.x(x);
    i1.y(y);

    x = false;
    sc_start(10, SC_NS);
    x = true;
    sc_start(10, SC_NS);
    x = false;
    sc_start(40, SC_NS);
    x = true;
    sc_start(20, SC_NS);

    return 0;
}
```