

MUNICH, GERMANY DECEMBER 6 - 7, 2022

# Boost your productivity in FPGA & ASIC design and verification

Bart Brosens

Application Engineering Lead



Sigasi;













#### Topics

- Upfront Verification
- Project Exploration
- VS Code extension
- CI/CD



#### Topics

#### Upfront Verification

- Direct feedback
- Language aware code checks
- Intelligent content assist
- Project Exploration
- VS Code extension
- CI/CD



Direct feedback

User-focused - relevant

No need to switch context





Language aware code checks

- Code validation: Checking whether code is syntactically correct
- Code linting: Checking for problems in syntactically correct code
  - programming errors
  - $\circ$  bugs
  - stylistic errors (coding and naming style, indentation, header comments...)
  - suspicious or problematic constructs





Intelligent content assist

- Quick Fixes to resolve common language issues
- Help with a consistent formatting of your code
- Use templates for common declarations and statements
- Use the content of the project to suggest appropriate identifiers as autocompletion candidates





Demo



File Edit Navigate Search Project Run Window Hel	D	workspaceSigasi - VHDL tutorial/first_welcome.vhd - Sigasi	Studio				- + X
	* : 🖪						Q. I IPP 🛐
	Distant 1 dut corracy Differt undcome und 12				0.0	DE Outline 17	
Project Explorer 12 Libraries Project Explorer 12 Libraries Project Explorer 12 Libraries Project System/verilog tutorial (work) (workspaceSigasi main)          • @: settings (work)         • @: includes (work)         • @: includes (work)         @: step_1_dut_core.sv (work)         @: step_1_dut_core.sv (work)         @: step_2_dut_top.sv (work)         @: step_3_pixelbuffer.sv (work)         @: step_6_dut_top.blockdiagram         @: step_6_adut_top.blockdiagram         @: troble.sv (work)         @: project         @: Common Libraries         !> @: Step_3_state_machine.svhd (work)         @: step_2.vhd (work)         @: step_3_state_machine.svhd (work)         @: project         3: first_welcomevhd (work)         @: step_1_state_machines.vhd [work]         @: step_2.vhd (work)         @: step_1_state_machines.vhd [work]         @: step_1_state_machines.vhd [work]         @: step_2_thid_work]         @: step_2_thid_work]         @: step_2_thid_work]         @: step_3_state_machines.vhd [work]         @: step_5_libraries.vhd [work]<	<pre>B) Rep_1_ouc_coresv by prints_wecome.vnd is 33 44 41 42 the main process of this architecture 43@-name : process(clk) is begin 44 45 45 46 TODO "Syntax error" 47 In the line below, Sigasi Studio 48 you have to use '=' instead of '= 49 Remove the extra '=' and note how 50 51 52 56 56 56 56 56 56 56 56 56 56 56 56 56</pre>	<pre></pre>				Counter 23     Outline 23     Outline 24     Outline 25     Outline 25	t(RTL)
	Problems 🛱 🖉 Tasks						
	41 errors, 18 warnings, 1 other						
	Description	Resource	Path	Location	Туре		
				11.11.1			
		Writab	le Insert	5	1:5:2133		Sigasi Studio XPRT 🔡

#### Topics

- Upfront Verification
- Project Exploration
  - HDL objects -> hyperlinks
  - $\circ$   $\,$  Hovers show information  $\,$
  - $\circ$   $\,$  Multiple views for more insight
  - VS Code extension
  - CI/CD





### **Project Exploration**

#### HDL objects -> hyperlinks

- Select Identifier then
  - Right-Click "Open Declaration"
  - **F3**
- Hyperlinks
  - Hold Ctrl and Click on Identifier

*step	_3_state_machines.vhd 🛛 📝 step_4_find_references.vhd	E
40	VHDL Tutorial/step 3 state machines.vhd	~
410	COUNTER : process(clk) is	
42	variable state : state t;	
43	begin	
440	if $rst = '1'$ then	
45	state := idle:	
46	count <= 0:	
47	valid <= '0':	
48	result <= (others => ' $\theta$ ');	
49⊖	elsif rising edge(clk) then	
50		
51	TODO "Missing choices"	
52	The line below has an error because not all choices of the	
53	enumeration type "state t" are covered.	
54	Click on the lightbulb icon to the left of the line to add	
55	the missing choices.	
56		
570	case state is	
580	when idle =>	
59⊖	if start = '1' then	
60	$count \leq 0$ :	
61	state := preparing;	
62	end if;	
63	valid <= '0';	
64	result <= (others => ' $\theta$ ');	
650	when preparing =>	
66	<pre>state := running;</pre>	
670	when running =>	
580	if count = iterations then	
59	<pre>state := ready;</pre>	
70	<pre>result &lt;= resize(reresultsult * data in, result'Length);</pre>	
71	end if;	
72	<pre>count &lt;= count + 1;</pre>	
73		
74	TODO "Declare new enumeration literal"	
75	The line below has an error because there is no state	
76	called `almost_ready` in the enumeration datatype	
77	`state_t`.	
78	Click on the lightbulb icon to the left of the line and	
79	select **Declare as new enumeration literal**	
80		
810	when almost ready =>	



### **Project Exploration**

Hovers show information

A tooltip shows information about a data object. No need to navigate away from the code.

- Object definition
- Object type

SYSTEMS INITIATIVE

• Useful hyperlinks







Multiple views for more

insight

- Views highlight particular *aspects* of the project
- Some examples in the next slides







Views help navigation

• View  $\Rightarrow$  editor

Double-click in view  $\Rightarrow$  editor opens corresponding code

• Editor  $\Rightarrow$  view

Enable or disable link between view and editor

If enabled: view highlights element being edited



#### Outline View (single file)

- Libraries
- Entities
- Modules
- Architectures
- Ports & signals
- Assignments
- Instantiations
- Processes







#### Hierarchy View (entire design)

- Similar to outline view
- Spans multiple files

#### Navigation:

- Hierarchy => editor
- Editor => hierarchy







Dependencies between files in a project

Configurable scope & details

Navigate from the dependencies view to the editor







- Overview of all libraries in a project
- List of design units in libraries
- Navigate between libraries view and editor







List of errors and warnings in open projects in the workspace

- Navigate to editor
- Apply Quick Fix

🕄 Problems 🛛 🧔 Tasks			
4 errors, 9 warnings, 1 other			
Description	Resource	Path	Location
😼 Duplicate formal port 'pixel_m0' used in the instanti	step_2_dut_top	/SystemVerilogTutorial	line: 136 /SystemVerilogTutorial/step_2_dut_top.sv
mismatched input '==' expecting '='	step_2_dut_top	/SystemVerilogTutorial	line: 74 /SystemVerilogTutorial/step_2_dut_top.sv
missing ';' at 'on_edge_x'	step_2_dut_top	/SystemVerilogTutorial	line: 74 /SystemVerilogTutorial/step_2_dut_top.sv
no viable alternative at input ';'	step_2_dut_top	/SystemVerilogTutorial	line: 74 /SystemVerilogTutorial/step_2_dut_top.sv
<ul> <li>Warnings (9 items)</li> </ul>			
🔈 'logic' should be used instead of 'reg'	step_4_pixel_te	/SystemVerilogTutorial	line: 16 /SystemVerilogTutorial/step_4_pixel_testbench.sv
Iogic' should be used instead of 'reg'	step_4_pixel_te	/SystemVerilogTutorial	line: 32 /SystemVerilogTutorial/step_4_pixel_testbench.sv





List of tasks in open projects in the workspace

- Configurable tags: TODO, FIXME, ...
- Navigate to editor

50 entity newEntity is 69 port( 7 clk : in std\_logic; 8 rst : in std logic; 9 d: in std\_logic; 10 q: out std logic 211 -- TODO add a q-not port and update instances 12 ); 13 end entity newEntity; 14 15@ architecture RTL of newEntity is 16 signal dd: std logic; 17 begin q <= dd and not d; -- FIXME protect against metastability 218 શ Problems 🧔 Tasks 🖾

2 iter	ms				
^	1	Description	Resource	Path	Location
:	:	FIXME protect against metastability	newEntity.vhd	/myNewProject	line 18
		TODO add a q-not port and update instances	newEntity.vhd	/myNewProject	line 11



24.	at 1. 8	40	clk = ~clk:
blockimage - work'	4 +4 0	41	end
		42	
v 🔍 blockimage		43	<pre>// Initialize the source image</pre>
		440	initial begin
• largeblockimage		2 45	<pre>// TODO "Class Hierarchy vie</pre>
Smallblockimage		46	<pre>// Select `blockimage`</pre>
		47	<pre>// The Class Hierarchy</pre>
		48	11
		49	<pre>// The top half of the</pre>
		50	<pre>// class fits into its</pre>
		51	<pre>// window shows methods</pre>
		52	11
		53	<pre>// Single click on any</pre>
		54	<pre>// its fields and method</pre>
		55	<pre>// and note that only c</pre>
		56	// **Show Inherited Men
blockimage		57	<pre>// to also see inherite</pre>
e blockinage		58	//
heigth		59	<pre>// Double-click on class</pre>
width		60	<pre>// to its definition in</pre>
● <sup>c</sup> new()		61	<pre>blockimage img;</pre>
• aetHeigth() : integer		62	<pre>img = new(width, height);</pre>
etDivel() : integer		63	<pre>image_stream = new(img);</pre>
a getrixely integer		64	end
■ getWidth() : integer		65	

SystemVerilog class hierarchy

Overview of

- (derived) classes
- Members

Navigate to editor







Preprocessor View shows file in the editor, after preprocessing

- Include files are included
- Preprocessor macros expanded

Focus of editor and preprocessor view are linked









#### Block diagram

- Navigation
- Documentation









- Navigation
- Documentation







#### **Project Exploration**

Demo



		workspaceSigasi - VHDL tutorial/step_2.vhd - Sigasi S	tudio	- + X
ile Edit Navigate Search Project Run Window He	dp.			
	🖬 i 🛃			Q.   🗃 🖬
Project Explorer 🗱 🛋 Libraries 🛛 🔄 🖗 🖓 👔 🖓	🕅 first_welcome.v 🔊 step_2_dut_top. 🕥 step_3_pixe	elbuf 📝 *step_3_state_m 📝 step_4_find_ref	🔊 step_5_librarie 🔐 *step_2.vhd 😂 **2 📟	🗅 🔮 Outline 🕮 🧄 🙀 🖓 🗖
Project Explore its in Eduaries       Image (incrk) [workspaceSigasi main]         Image (incrk)       Image (incrk)         Image (incrk)       Image (incrk)	<pre>a) instruction a) sep_control, a) and a) a)</pre>	ursor on the word 'dut' and press eclaration of the entity 'dut'.		<ul> <li>Step 2.vhd</li> <li>Step 2.vhd</li> <li>Worktestbench(STR): architecture</li> <li>Occurrent</li> <li>data_out: signal unsigned(7 downto 0)</li> <li>data_in: signal unsigned(7 downto 0)</li> <li>data_in: signal unsigned(7 downto 0)</li> <li>data_in: signal std_logic</li> <li>stat: signal std_logic</li> <li>dk: signal std_logic</li> <li>statements</li> <li>dut_inst_ent:work.dut</li> <li>assert</li> <li>Hierarchy 13</li> <li>Constants</li> <li>iterations: 251</li> <li>Gut_instatement</li> <li>COUNTER: Process statement</li> <li>Assertion statement</li> </ul>
Step_6_external_compiler.vhd [work] Step_7_your_own_project.vhd [work]	<pre>assert valid = '0' or data_out /= "000 70 71 end architecture STR; 72</pre>	Find Net     Shift+Ctrl+H       Find References     Shift+Ctrl+G       3 Set as Top Level		
	👔 Problems 🛱 🧟 Tasks	O Bun As		7 8 - 0
	9 errors, 10 warnings, 1 other	🌣 Debug As		
	Description	Source	Path Location Type	
	<ul> <li>no viable alternative at input ':='</li> <li>no viable alternative at input ':'</li> <li>no viable alternative at input ')'</li> <li>no viable alternative at input ')'</li> <li>no viable alternative at input '@'</li> <li>no viable alternative at input 'end'</li> <li>no viable alternative at input 'input'</li> </ul>	Find References Run VUnit test Tgam Compare With Replace With Preferences	/System/Verilog tut line: 7 /Syster (System)Verilog Proble /System/Verilog tut line: 1 /Syster (System)Verilog Proble /System/Verilog tut line: 3 /Syster (System)Verilog Proble /System/Verilog tut line: 5 /Syster (System)Verilog Proble /System/Verilog tut line: 7 /Syster (System)Verilog Proble /System/Verilog tut line: 7 /Syster (System)Verilog Proble	m m m m m
	Marnings (10 items)	Writ	able Insert 56:18:1987	Sinasi Studio VDDT
		VYI I.	100 00 10 10 10 10 10 10 10 10 10 10 10	Sigasi Studio XPRT

#### Topics

- Upfront Verification
- Project Exploration
- VS Code extension
  - $\circ~$  Learning from software world
  - Language Server Protocol (LSP)
  - Available on marketplace
  - CI/CD





#### VS Code extension

Learning from Software IDEs:

- The Software industry is much larger by number of engineers than the Hardware industry
- Wider market drives larger tool investments
- Adopting Proven Software Practices to Hardware needs is a common trend (i.e., version control, linting, coverage, unit testing)
- Software IDEs are currently a decade ahead
- Catching IDE trends from Software is a natural evolution path for the Hardware domain









#### Language Server Protocol (LSP)



#### LSP: a Unified IDE-to-Server Protocol



#### https://langserver.org/

SYSTEMS INITIATIVE

#### LSP Highlights:

- LSP is a high-level message protocol defining typical operations/requests about documents, positions, ranges
- IDE-agnostic & Language-agnostic
- Covers IDE operations: hover, auto-complete, jump to definition, error checking, formatting, refactoring, folding, ...
- Language servers provide rich editing capabilities (not necessarily all of them)
- At low-level based on JSON-RPC communication, standardized message exchange structures and sequences



#### VisualStudio Code: LSP-based tool example

#### VisualStudio Code

- Cross-platform browser-like app
- Free & Open Source
- Highly customizable with extra plugins
- Supports numerous languages (via LSP)
- Most editing capabilities of desktop IDE, but lightweight in nature
- Targets small projects / components, most popular for web-frontend parts

#### **Other references**

- Eclipse Theia
- Atom
- IntelliJ

- <u>Sublime</u>
- <u>Vim + LSP</u>
- Emacs + LSP







#### Sigasi Language Server





#### Sigasi LSP: VS Code extension





#### VS Code extension

Demo





#### Topics

- Upfront Verification
- Project Exploration
- VS Code extension
- CI/CD
  - Same rules as in Sigasi Studio (Eclipse and VS Code)
  - Align your team
  - Gatekeeper for the CI/CD flow



## CI/CD

Learning from Software IDEs methodologies:

- The Software industry is much larger by number of engineers than the Hardware industry
- Wider market drives larger tool investments
- Adopting Proven Software Practices to Hardware needs is a common trend (i.e., version control, linting, coverage, unit testing)
- Software IDEs methodologies are currently a decade ahead
- Catching IDE trends from Software is a natural evolution path for the Hardware domain







### CI/CD

Demo



~/veresta/sigasi-veresta

File Edit View Search Terminal Help

Image: Second state in the second state is a second state in the second state is a second state in the second state is a second state

- - 0

13:34:23 0

#### Try it yourself

Explore on your own code what you've seen. Get your free trial of Sigasi Studio XPRT on:

sigasi.com/try



pxhere.com







# Questions?

You can contact me on

bart.brosens@sigasi.com or support@sigasi.com

