

IDEs SHOULD BE AVAILABLE TO HARDWARE ENGINEERS TOO!

Author: Syed Daniyal Khurram, Horace Chan

Speaker: Syed Daniyal Khurram



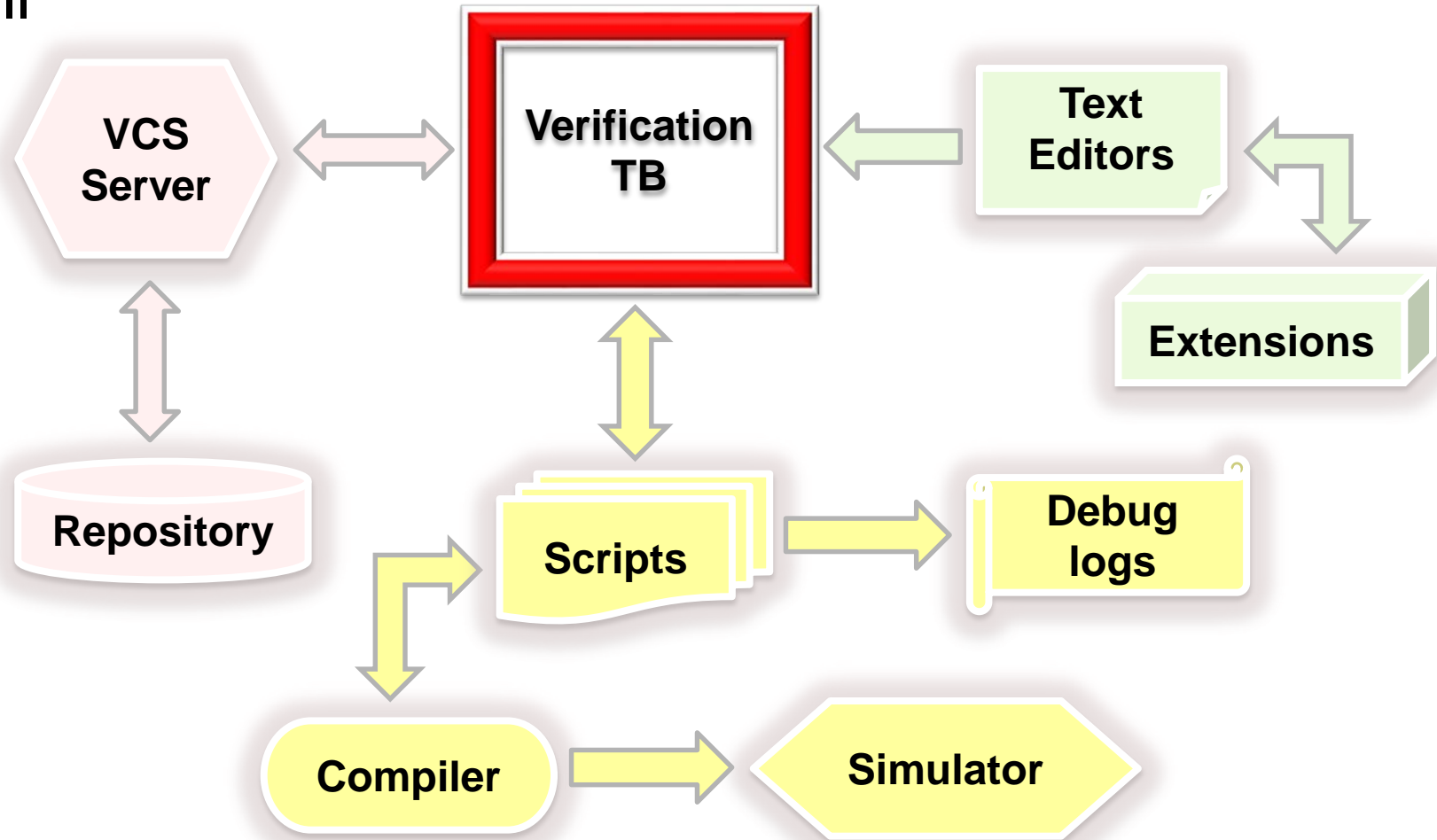
Contribution

- Illustrates productivity benefits of using IDEs in keeping with the demand of a SystemVerilog UVM TB
 - Internal feature evaluation of four popular IDEs: DVT, Sigasi, SlickEdit, SVEditor
- Analyzes application usability and addresses inhibitions towards IDE adoption
 - Helps eliminate/reduce application assessment costs

UVM (1.2) “UBus” example verification environment
will be used for feature demonstration purposes

Motivation

- “One tool to rule them all”
- Automation of code development and simplification of debug for modern design sizes



Outline

IDE Feature Overview

- Code Navigation
- Code Development and Refactoring
- Macros
- Advanced Features

Usability and Concerns

IDE Feature Overview

Code Navigation

Symbol Lookup

File Browsing

Class Browsing

Design Browsing

Reduce time spent on
understanding source code
and locating design
information!

Mental State of Coding



■ Code Comprehension

■ Code Development/Modification

Symbol Lookup :: Search by Definition

IDE : DVT

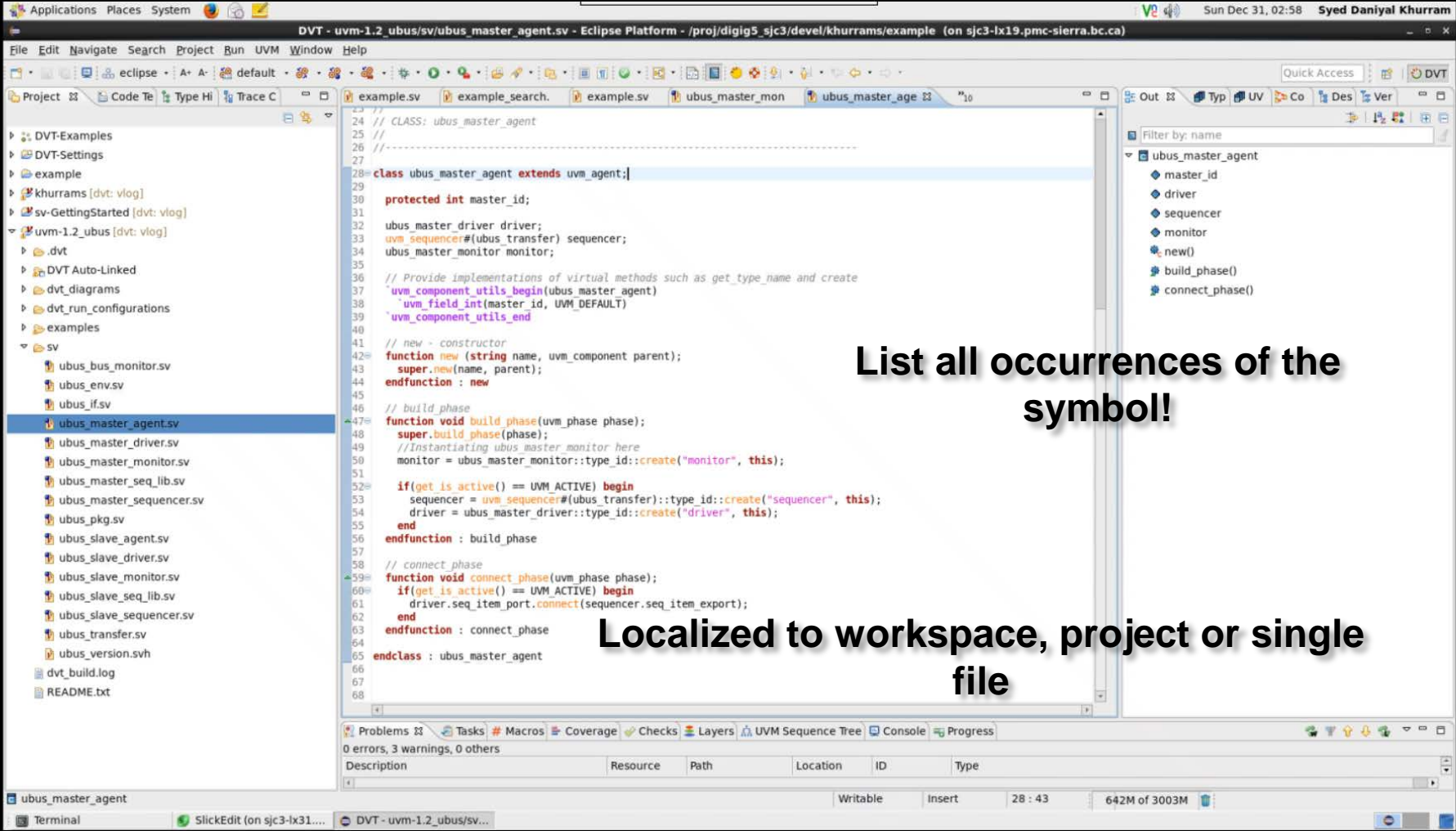
The screenshot shows the DVT IDE interface. On the left, the Project Explorer lists files under 'DVT-Examples' and 'DVT-Settings'. The central editor displays the code for 'ubus_master_agent.sv', which defines a class 'ubus_master_agent' extending 'uvm_agent'. The code includes a constructor 'new' and a 'build_phase' function. On the right, the Search Results pane shows a list of files containing the symbol 'ubus_master_agent'. The bottom status bar indicates 'No search results available. Start a search from the search dialog...'.

Jump from a symbol to its declaration!

Localized to workspace and not just current file

Symbol Lookup :: Search by Reference

IDE : DVT



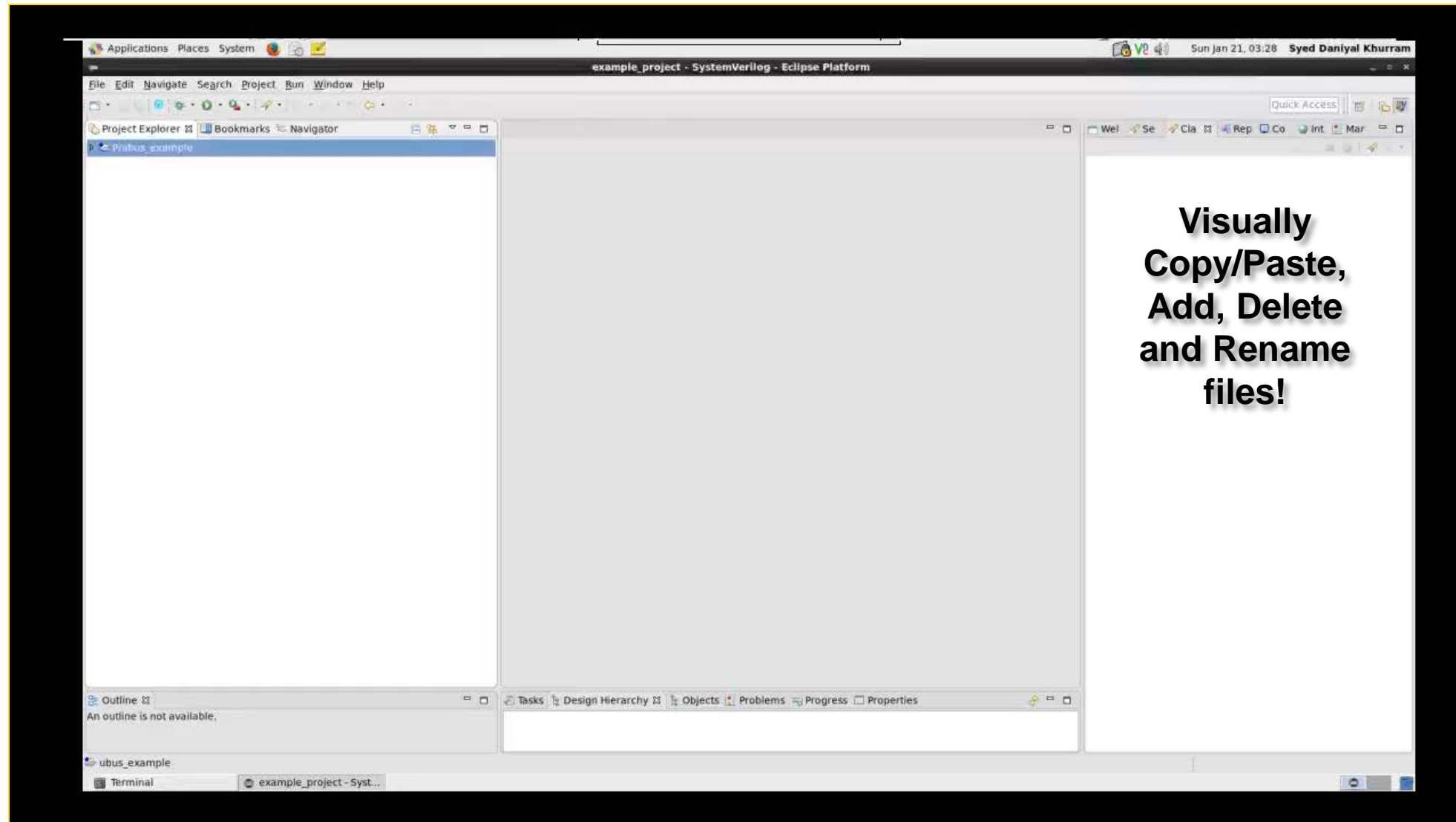
The screenshot shows the DVT IDE interface. The left sidebar displays a project tree with the file 'ubus_master_agent.sv' selected. The main editor window shows the code for 'ubus_master_agent.sv'. The right sidebar shows a search results panel with the filter 'Filter by: name' and a list of occurrences for 'ubus_master_agent'.

List all occurrences of the symbol!

Localized to workspace, project or single file

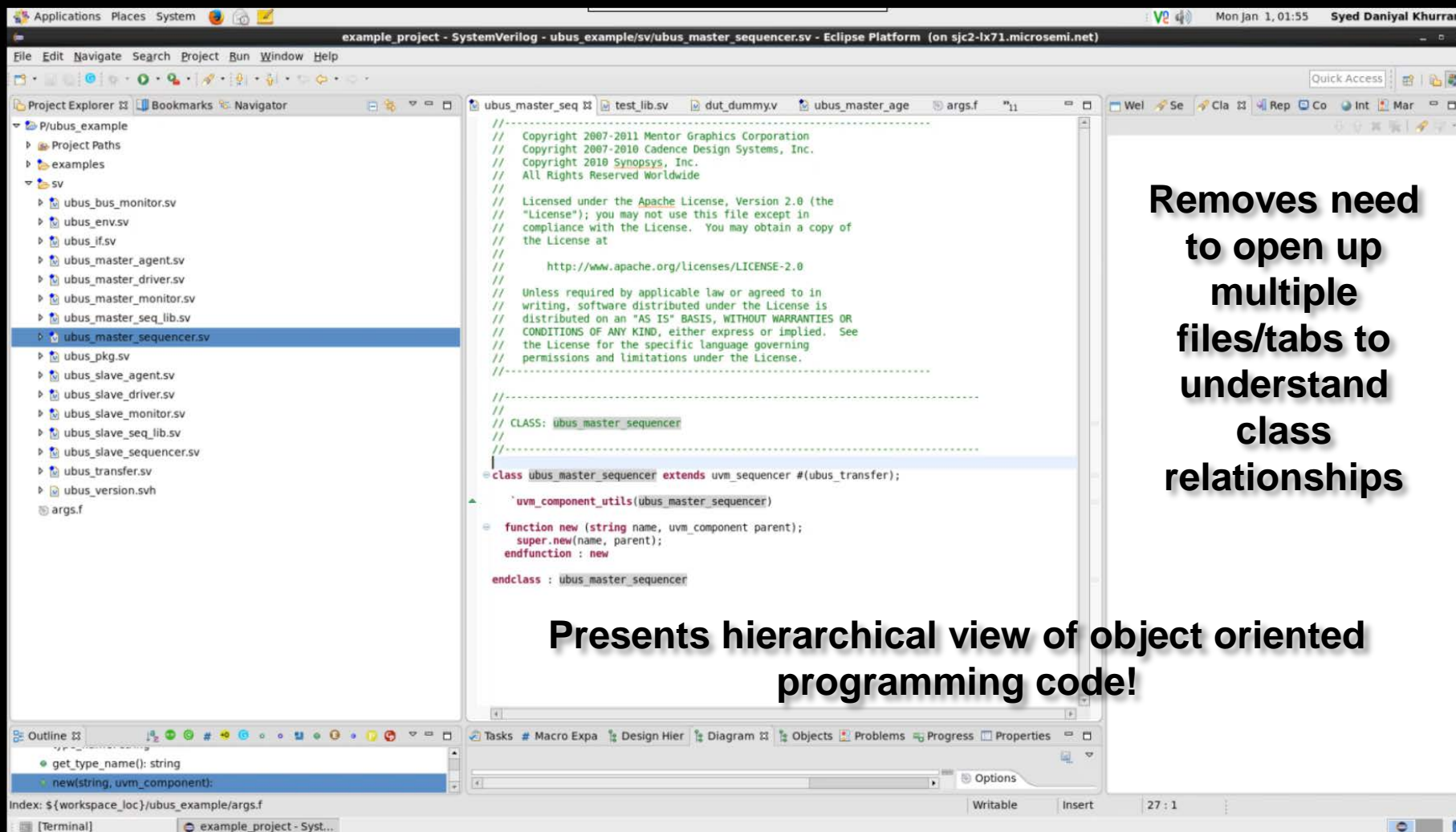
File Browsing

IDE : SVEditor



Class Browsing

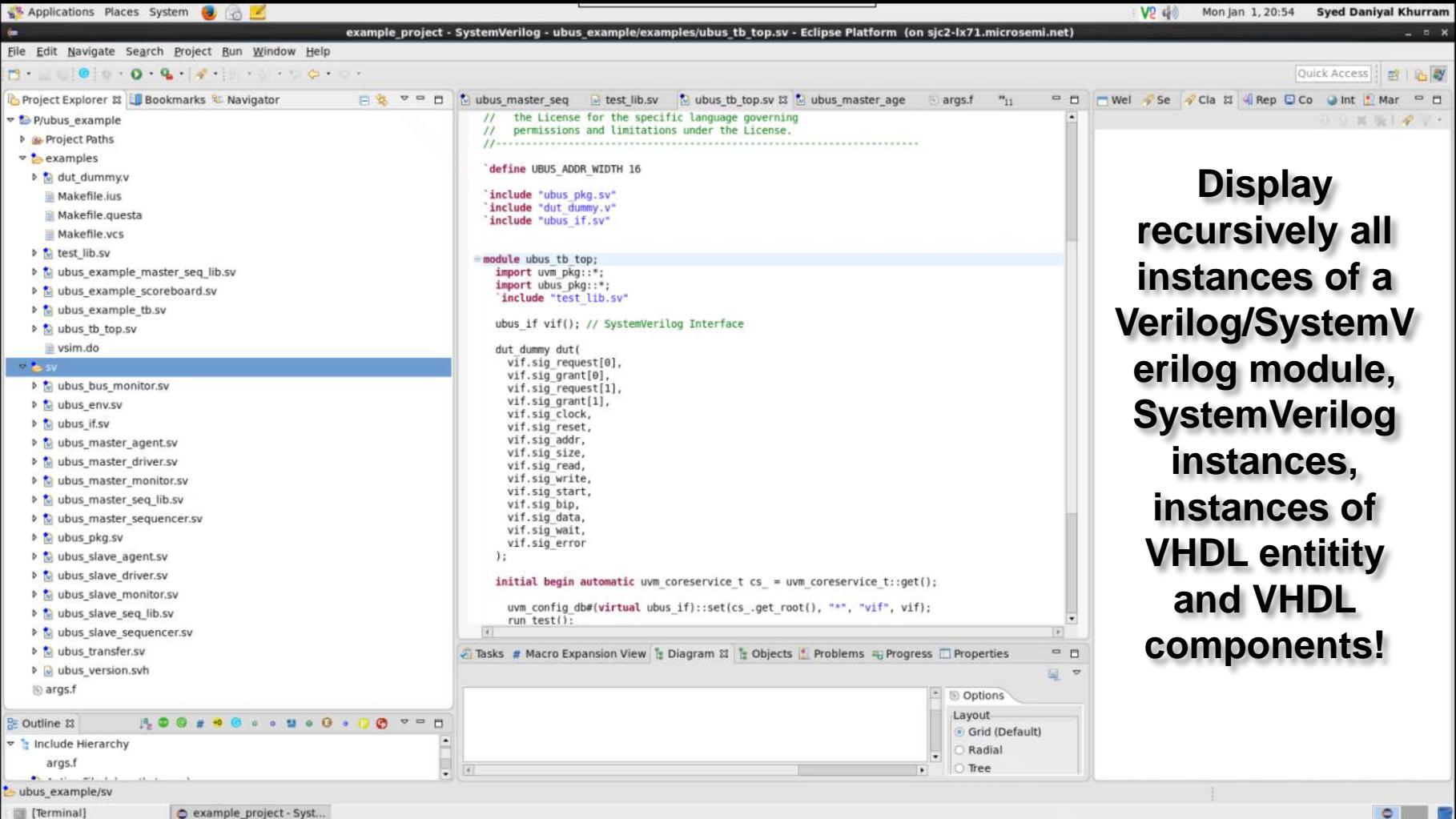
IDE : SVEditor



Presents hierarchical view of object oriented programming code!

Design Browsing

IDE : SVEditor



The screenshot displays the SVEditor IDE interface. The top menu bar includes File, Edit, Navigate, Search, Project, Run, Window, and Help. The title bar shows the project name 'example_project - SystemVerilog - ubus_example/examples/ubus_tb_top.sv - Eclipse Platform (on sjc2-lx71.microsemi.net)' and the user 'Syed Daniyal Khurram'. The left sidebar contains a 'Project Explorer' showing a tree structure of files and folders, including 'P/ubus_example', 'Project Paths', 'examples', 'dut_dummy.v', 'Makefile.ius', 'Makefile.questa', 'Makefile.vcs', 'test_lib.sv', 'ubus_example_master_seq_lib.sv', 'ubus_example_scoreboard.sv', 'ubus_example_tb.sv', 'ubus_tb_top.sv', 'vsim.do', and 'SV'. The main editor window displays the Verilog code for 'ubus_tb_top.sv', which includes a license header, a definition for 'UBUS_ADDR_WIDTH', and a module definition for 'ubus_tb_top'. The code defines a 'SystemVerilog Interface' and a 'dut dummy' module. The bottom status bar shows 'Tasks', 'Macro Expansion View', 'Diagram', 'Objects', 'Problems', 'Progress', and 'Properties'. The 'Options' panel on the right shows 'Layout' settings: 'Grid (Default)', 'Radial', and 'Tree'.

```
// the License for the specific language governing
// permissions and limitations under the License.

`define UBUS_ADDR_WIDTH 16

`include "ubus_pkg.sv"
`include "dut_dummy.v"
`include "ubus_if.sv"

module ubus_tb_top;
  import uvm_pkg::*;
  import ubus_pkg::*;
  `include "test_lib.sv"

  ubus_if vif(); // SystemVerilog Interface

  dut_dummy dut(
    vif.sig_request[0],
    vif.sig_grant[0],
    vif.sig_request[1],
    vif.sig_grant[1],
    vif.sig_clock,
    vif.sig_reset,
    vif.sig_addr,
    vif.sig_size,
    vif.sig_read,
    vif.sig_write,
    vif.sig_start,
    vif.sig_bip,
    vif.sig_data,
    vif.sig_wait,
    vif.sig_error
  );

  initial begin automatic uvm_coreservice_t cs_ = uvm_coreservice_t::get();
    uvm_config_db#(virtual ubus_if)::set(cs_.get_root(), "**", "vif", vif);
    run_test();
  end
endmodule
```

Display recursively all instances of a Verilog/SystemVerilog module, instances of VHDL entity and VHDL components!

Code Navigation :: Takeaways

- Symbol Lookup
 - *Push-button alternative to external/built-in search plugins such as ‘Grep’*
- File Browsing
 - *File management through an easy to use interface*
- Class Browsing
 - *Visualization of the hierarchy makes it easier to understand class-based TB organization and relationships*
- Design Browsing
 - *Design engineers benefit when analyzing external IP or during design audits.*

Next to none prior knowledge of the workspace/project hierarchy required!

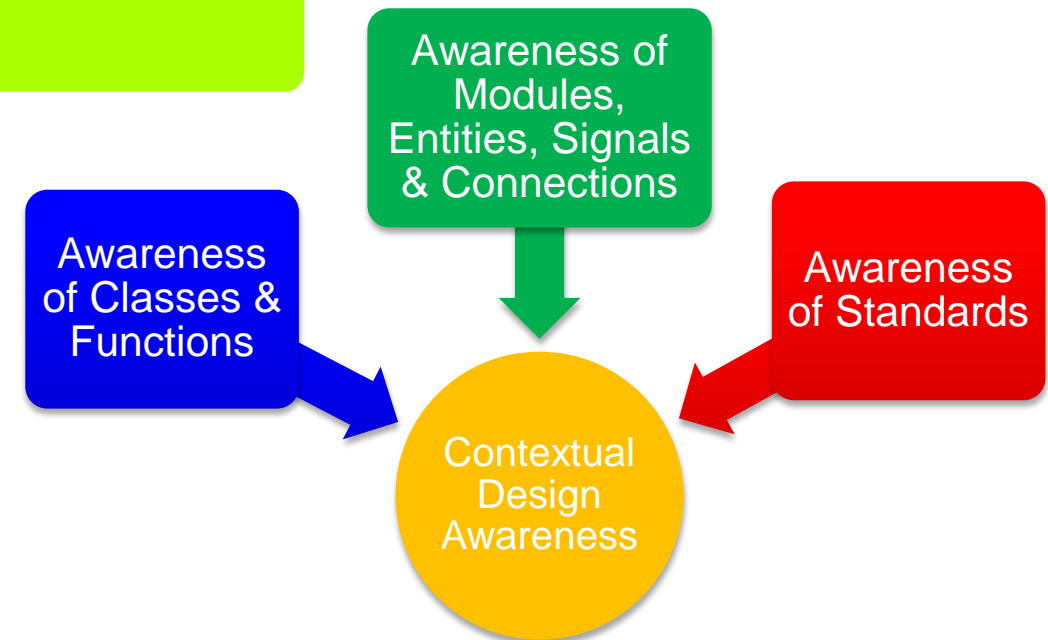
Code Development & Refactoring

Auto-Editing

Intelligent Refactoring

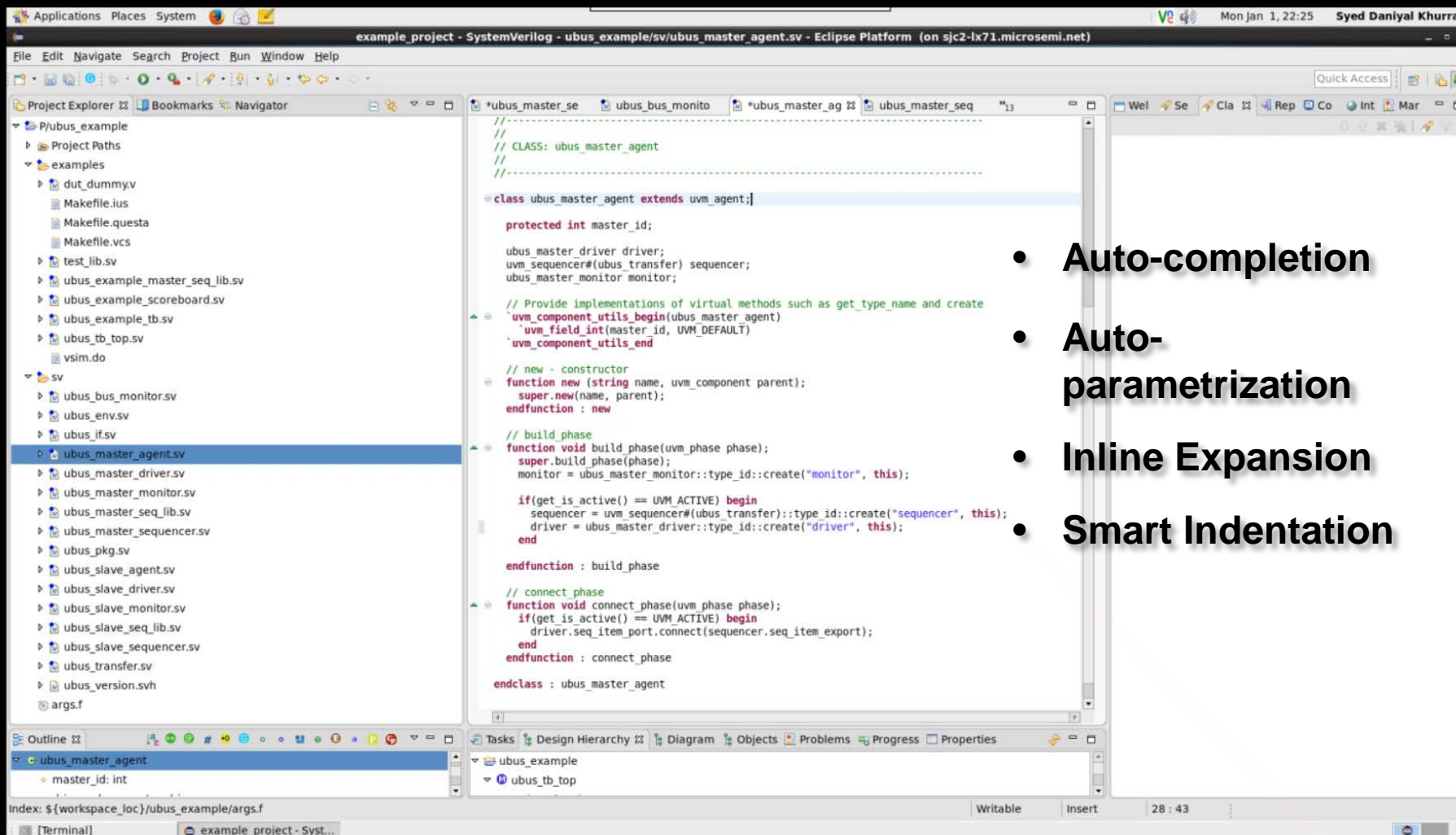
Code Collapse

Automate common programming tasks through intelligent code formatting and code prediction!



Auto-Editing

IDE : SVEditor



- Auto-completion
- Auto-parametrization
- Inline Expansion
- Smart Indentation

Intelligent Refactoring

IDE : Sigasi (Studio Creator)

Changes only relevant occurrences of renamed element based on the results!

Resolves symbol and its references first

```
1 //////////////////////////////////////////////////
2 //
3 //  Dummy DUT
4 //
5 //////////////////////////////////////////////////
6
7 `default_nettype none
8
9 module dummy_dut(
10     input wire logic rst,
11     input wire logic clk,
12     input wire logic [63:0] data_in,
13     output logic [63:0] data_out,
14     output logic valid
15 );
16
17 @always @(posedge clk)
18     begin
19         if (rst)
20             data_out <= 64'b0;
21         else begin
22             data_out <= data_in;
23             // Set valid = 1 when rst = 0 and data comes in at rising clock edge
24             valid = 1'b1;
25         end
26     end
27 endmodule
28
29
```

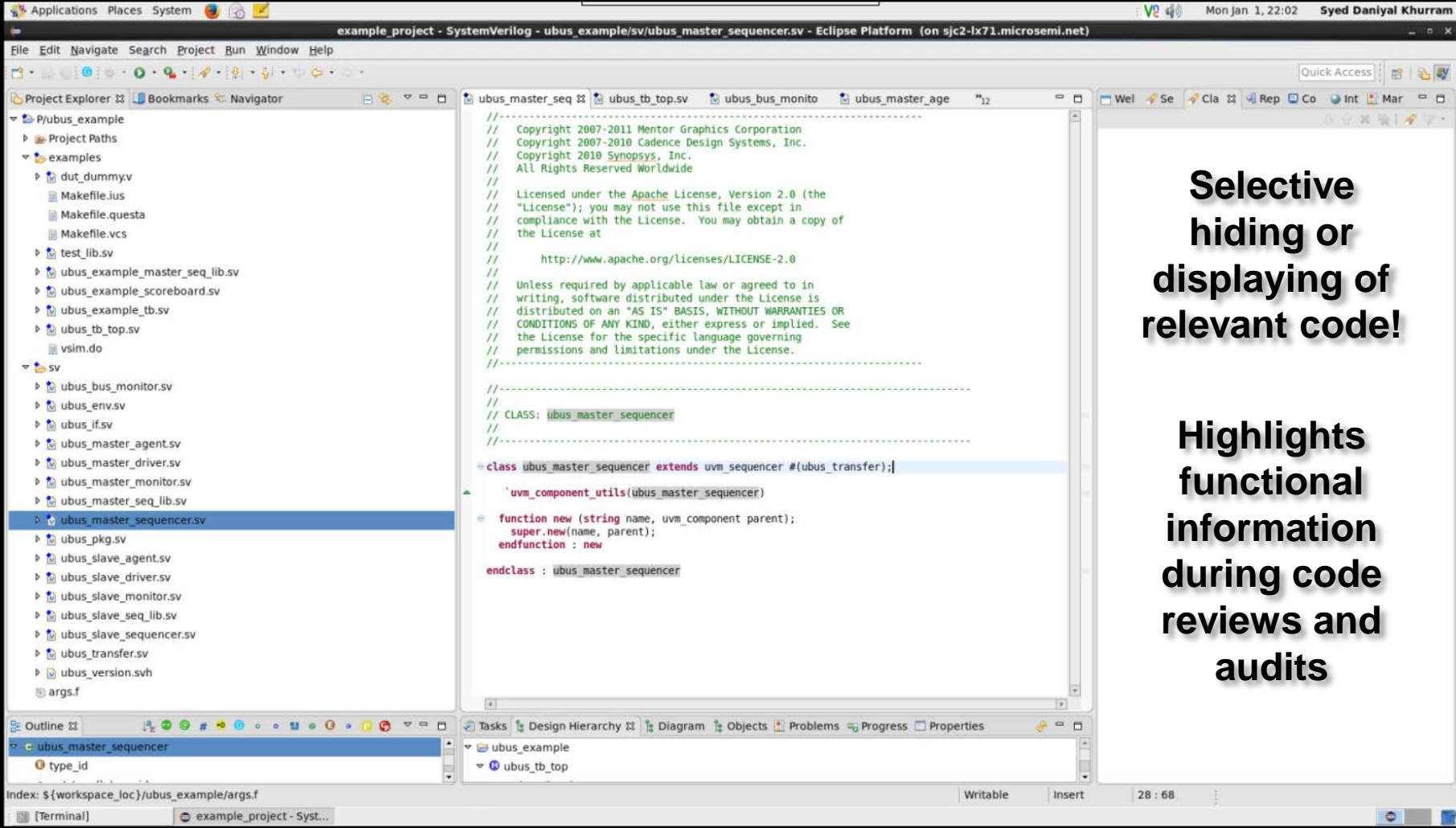
work.testbench(STR)

Resource	Path	Location	Type
step_4_find_ref	/VHDL Tutorial	line 5	Sigasi Task Marker
Writable	Insert	5 : 81	

Sigasi Studio Creator

Code Collapse

IDE : SVEditor



Selective hiding or displaying of relevant code!

Highlights functional information during code reviews and audits

```
//-----  
// Copyright 2007-2011 Mentor Graphics Corporation  
// Copyright 2007-2010 Cadence Design Systems, Inc.  
// Copyright 2010 Synopsys, Inc.  
// All Rights Reserved Worldwide  
//  
// Licensed under the Apache License, Version 2.0 (the  
// "License"); you may not use this file except in  
// compliance with the License. You may obtain a copy of  
// the License at  
//  
// http://www.apache.org/licenses/LICENSE-2.0  
//  
// Unless required by applicable law or agreed to in  
// writing, software distributed under the License is  
// distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR  
// CONDITIONS OF ANY KIND, either express or implied. See  
// the License for the specific language governing  
// permissions and limitations under the License.  
//-----  
//  
// CLASS: ubus_master_sequencer  
//-----  
  
class ubus_master_sequencer extends uvm_sequencer #(ubus_transfer);  
  
    uvm_component_utils(ubus_master_sequencer)  
  
    function new (string name, uvm_component parent);  
        super.new(name, parent);  
        endfunction : new  
  
endclass : ubus_master_sequencer
```


Code Development & Refactoring :: Takeaways

- Auto-Editing
 - *Solution to typical questions that arise during code development:*
 - *What is the name of the method that you wish to use?*
 - *What is a methods order of arguments?*
 - *What are the possible values of an enumerated type?*
- Intelligent Refactoring
 - *Code transformations that maintain the behavior of the design*
 - *Especially handy when dealing with port related changes in design modules!*
- Code Collapse
 - *Useful for masking irrelevant information*

Enter the Macro

Macro Recording/Keyboard Macros

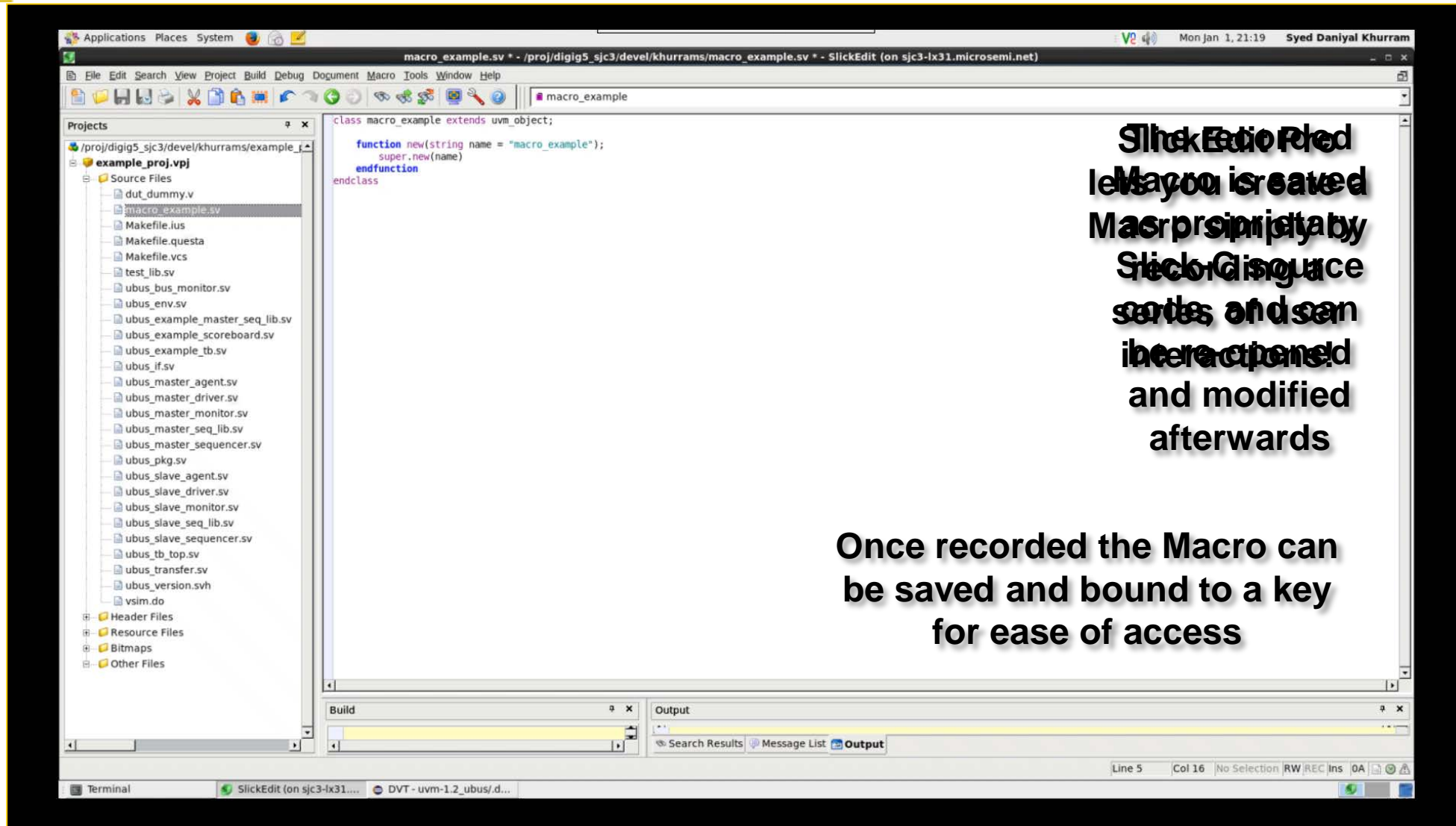
Macro Expansion

Automate repetitive actions
performed frequently while writing
code

Open pre-existing Macros in an
interactive window and trace line by
line for debug and analysis

Macro recording/Keyboard Macros

IDE : SlickEdit
Pro



Macro Expansion

IDE : SVEditor

example_project - SystemVerilog - ubus_example/sv/ubus_master_sequencer.sv - Eclipse Platform (on sjc2-ix71.microsemi.net)

File Edit Navigate Search Project Run Window Help

Project Explorer Bookmarks Navigator

ubus_master_seq ubus_tb_top.sv ubus_bus_monito ubus_master_age

```
//-----  
// Copyright 2007-2011 Mentor Graphics Corporation  
// Copyright 2007-2010 Cadence Design Systems, Inc.  
// Copyright 2010 Synopsys, Inc.  
// All Rights Reserved Worldwide  
//  
// Licensed under the Apache License, Version 2.0 (the  
// "License"); you may not use this file except in  
// compliance with the License. You may obtain a copy of  
// the License at  
//  
// http://www.apache.org/licenses/LICENSE-2.0  
//  
// Unless required by applicable law or agreed to in  
// writing, software distributed under the License is  
// distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR  
// CONDITIONS OF ANY KIND, either express or implied. See  
// the License for the specific language governing  
// permissions and limitations under the License.  
//-----  
  
//  
// CLASS: ubus_master_sequencer  
//-----  
  
class ubus_master_sequencer extends uvm_sequencer #(ubus_transfer);  
    uvm_component_utils(ubus_master_sequencer)  
  
    function new(string name, uvm_component parent);  
        super.new(name, parent);  
    endfunction : new  
  
endclass : ubus_master_sequencer
```

Outline

- get_type_name(): string
- new(string, uvm_component):

Index: \${workspace_loc}/ubus_example/args.f

Tasks Design Hierarchy Diagram Objects Problems Progress Properties

ubus_example

- ubus_tb_top

Writable Insert 30 : 21

[Terminal] example_project - Syst...

**UVM Macros
can be
unwrapped line
by line and
analyzed**

Macros:: Takeaways

- Macro Recording/Keyboard Macros

- *Save time spent on typing re-use code*
- *Extend existing command functionality or add new commands e.g Macros to display duplicate lines of text, file attributes etc*

Emacs still reigns supreme in this category!
As macro programming in Emacs Lisp can be remarkably powerful in the hands of an experienced user

- *Macro Expansion*

- *Expand and analyze :*
 - *Proprietary simulator pre-processing code*
 - *Macros included as part of a verification methodology standard such as UVM*
 - *Macros created in a tool specific programming language such as Slick-C*

Advanced Macro debug features such as breakpoint insertion can be utilized in IDEs that support compiler/simulator integration capabilities

Advanced Features

Integration with UVM

Integration with Simulation Tools

Revision Control Integration

- Each IDE integrates with UVM
 - Integration with popular compilers and simulators through the use of add-ons/licenses/tools & build configuration
- Revision Control from within the IDE
 - Eclipse based IDEs require plugins e.g Subclipse
 - SlickEdit Pro has inbuilt VCS support

IDE Integration with Tools and Standards

- *Additional UVM debug features available in DVT:*

- *UVM Factory queries*
- *UVM Templates*
- *UVM Browser & Sequence Tree*

While UVM debug features are supported in most advanced simulators available in the market, they can only be used post-compilation!

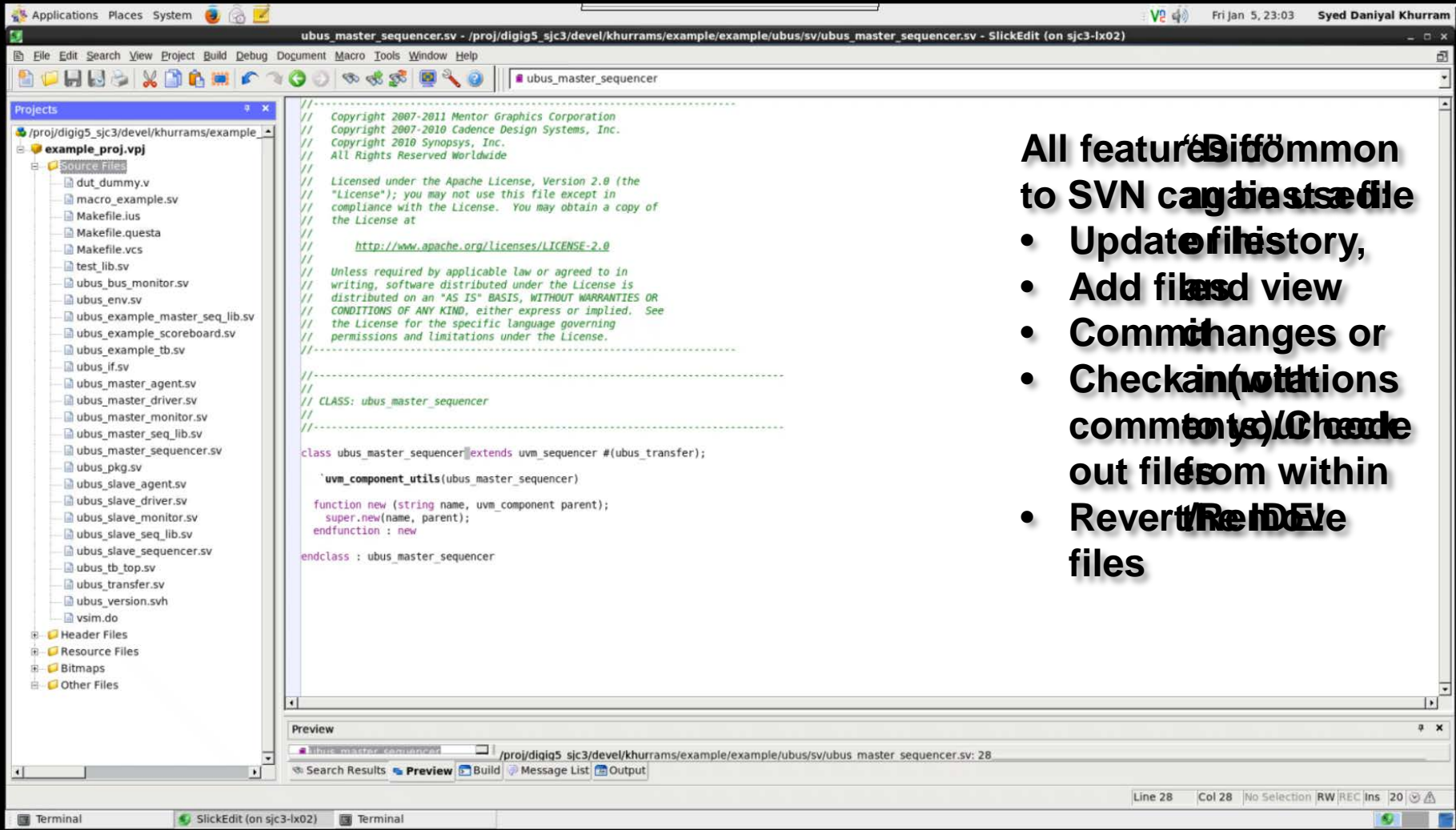
- *Integration with simulation tools:*

- *External tools and build configuration in Eclipse based IDEs. However this requires strenuous effort and may not work for all tools*
- *DVT : Add-on tool (DVTDebugger)*
- *Sigasi : Sigasi Studio Creator and higher*

Refer to the product website or the full paper for a list of supported simulators!

Revision Control Integration

IDE : SlickEdit Pro



The screenshot shows the SlickEdit Pro IDE interface. On the left is a 'Projects' pane showing a tree structure of files and folders for a project named 'example'. The main window displays a Verilog code file 'ubus_master_sequencer.v'. The code includes a copyright notice, a license statement (Apache License, Version 2.0), and a class definition for 'ubus_master_sequencer' that extends 'uvm_sequencer'. The bottom status bar indicates the current line and column (Line 28, Col 28) and provides buttons for Search, Preview, Build, Message List, and Output.

All features common to SVN and git as well

- Update file history,
- Add files and view
- Commit changes or
- Checkin (notations comments) / Check out files from within
- Revert / Revert files

Advanced Features:: Takeaways

- Integration with UVM
 - *Significant in modern ASIC verification*
- Integration with simulation tools
 - *On the fly debug!*
 - *Invoke compiler/simulator from within tool GUI and trace warnings/errors to problematic source code*
- Revision Control Integration
 - *Removes time spent switching between command line and text editor*
 - *Visual 'diff' is powerful and interactive*

Usability and Concerns

Usability and Concerns

- *Learning Curve*
 - *User-friendly and easy to pick-up by junior engineers*
 - *Prior experience in using established IDEs(Eclipse, Visual Studio) reduces training time*
- *Reduction of Tools*
 - *Vast array of features in a centralized environment*
 - *External plugins are supported*
- *Support*
 - *Customer specific support available for all commercial IDEs*
- *Setup Flow*
 - *Possibly the biggest adherence towards IDE adoption*
 - *Quite simple actually with clear instructions*



Conclusion

- **There are tools!**
 - Established tools exist in the marketplace
 - Choose what best fits your needs
- **Worth your time!**
 - Invest to save time
- **Less is more!**
 - Centralize your environment
 - Reduce resource consumption

A comprehensive summary of features available per tool is tabulated in the full paper as a reference!

Questions?