

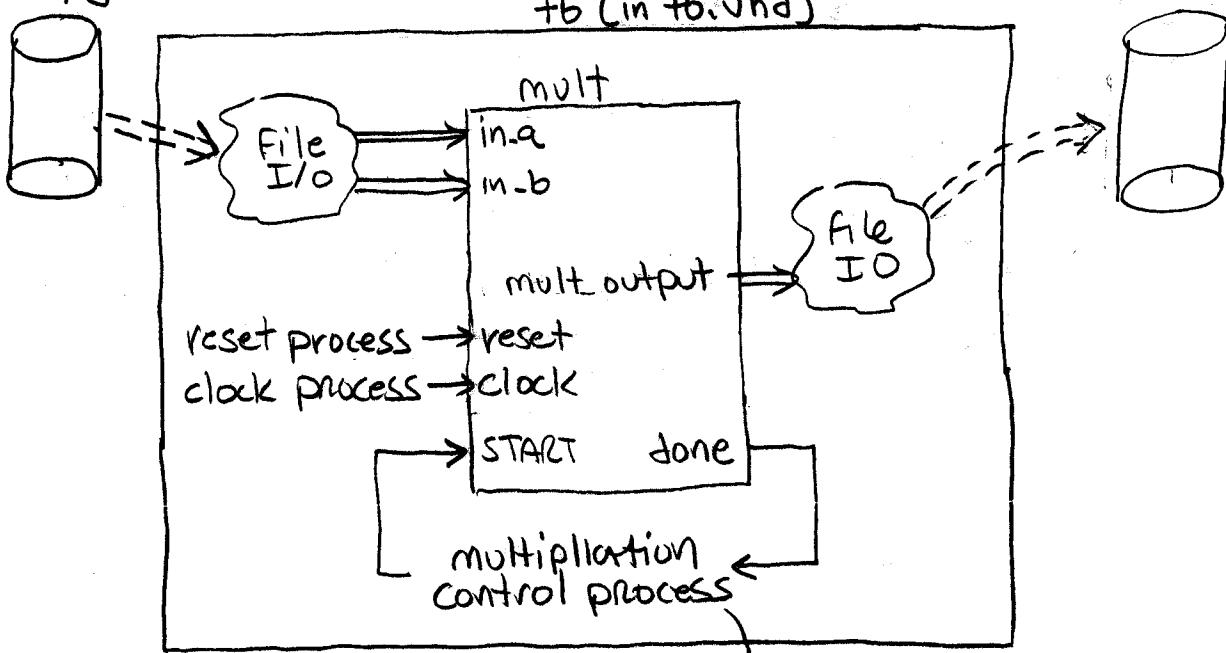
The Testbench For the Multiplier

- Applies external stimulus to multiplier (data, reset, clock)
- Captures output data to multiplier (output data)
- Does file I/O to read, apply & capture data

vectors/golden vectors

tb (in tb.vhd)

vectors/result-vectors



```

mult_ctl_process:
PROCESS (reset_n, clk, done) IS
BEGIN
    IF (reset_n = '0') THEN -- if reset is asserted
        step <= '0';
        start <= '0' AFTER 5 ns;
    ELSIF (clk'EVENT AND clk='1') THEN
        IF (step = '0') AND (start = '0') AND (done = '0') THEN -- just kicking off
            start <= '1' AFTER 5 ns; --rising edge of start pulse
        ELSIF (step = '0') AND (start = '1') AND (done = '0') THEN -- kicked off, end start pulse
            start <= '0' AFTER 1 ns; --create falling edge of start pulse
            step <= '1'; --keep track of the step
        ELSIF (step = '1') AND (done = '1') AND (start = '0') THEN --beginning of done pulse
            step <= '0';
        END IF;
    END IF;
END PROCESS;

```

from tb.vhd
(one possible way to do it)

~ Clock: $\text{clk} \leq \text{clk NOT AFTER } (\text{clock_period}/2)$;

Reset: $\text{reset_n} \leq '1' \text{ AFTER } 15\text{NS}$;

* note that the entity for the testbench has no pins.

```

ENTITY tb IS
END tb;

```

* the same testbench + golden vectors are used to check RTL, GATE, POSTLAYOUT versions.

```

#!/bin/csh
  • /clean --- { rm -R work
    vectors/*
    reports/*
    transcript
    vsim.wlf
echo "Build Golden Vectors"
perl ./bin/gen.pl
# make "work" if necessary
if (! -e work) then
  vlib work
endif
echo "compile source code"
# compile behavioral multiplier
• ./bin/beh-comp { vcom -93 beh-src/mult.vhd
# compile testbench
• ./bin/tb-comp { run 10000
echo "run simulation"
vsim mult_tb -t 0 bin/beh_tb.do -quiet
{ quit -f
#check results
  step off results from golden vector file
  compare those results with multipliers results
  write differences to reports/gold2beh_diff
  if (-z reports/gold2beh_diff) then
    echo "regressed beh to golden"
  else
    echo "failure beh to golden"
}

```