

Extending UVM components Functionality by using the **Visitor** design pattern

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A surreal scene featuring four men standing amidst oversized playing cards. The cards are arranged in a way that creates a sense of depth and perspective. The men are dressed in dark clothing, with one wearing a fedora. The cards show various suits and symbols, including hearts, clubs, and spades. The overall composition is visually striking and mysterious.

Can you put a rabbit in a box...
...without opening it?

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Add a new operation to each class in an existing class hierarchy

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The alternative to these approaches has been well established in the software development world

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The Visitor design pattern

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The Visitor design pattern

Benefits

- Decreases code complexity
- Facilitates maintenance
- Improves code stability
- Simple to use

Drawbacks

- Requires advanced planning

Goal

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The Visitor design pattern

Benefits

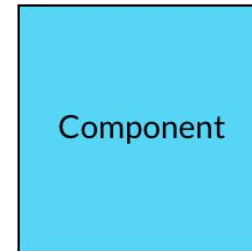
- Decreases code complexity
- Facilitates maintenance
- Improves code stability
- Simple to use

Drawbacks

- ~~Requires advanced planning~~

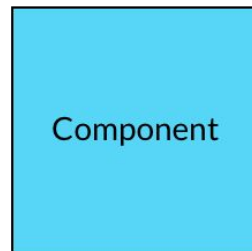
Visitor design pattern infrastructure

Block diagram



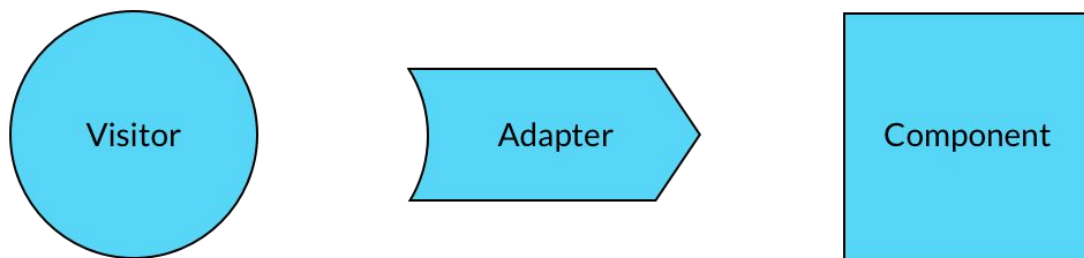
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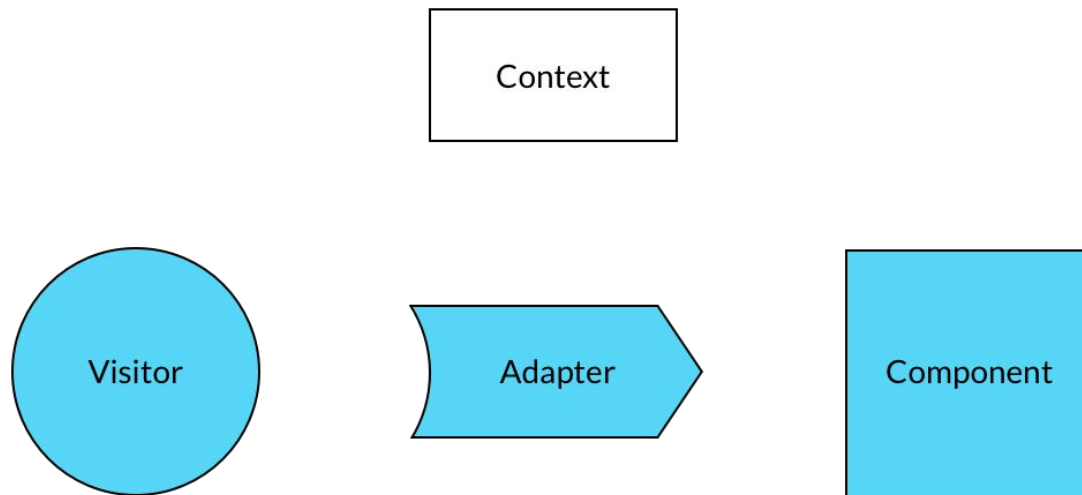
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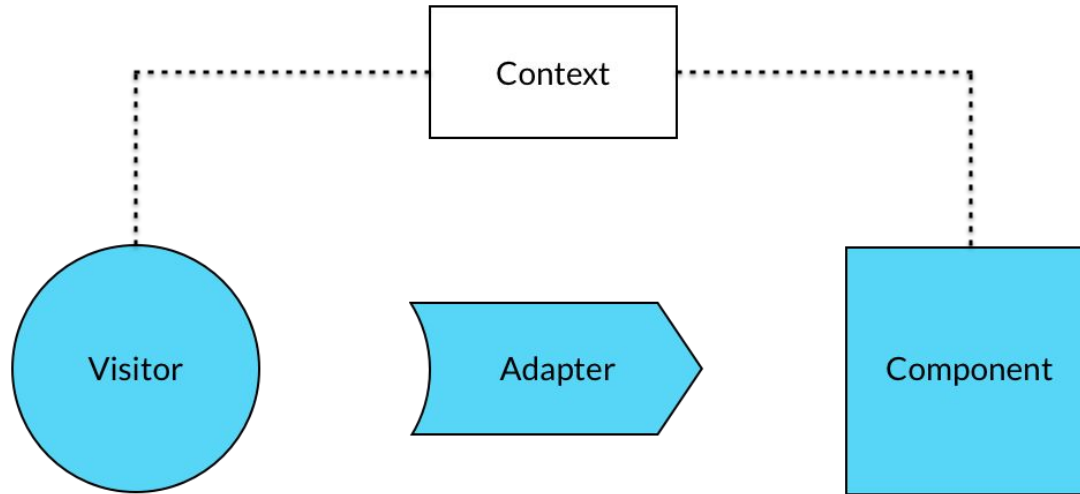
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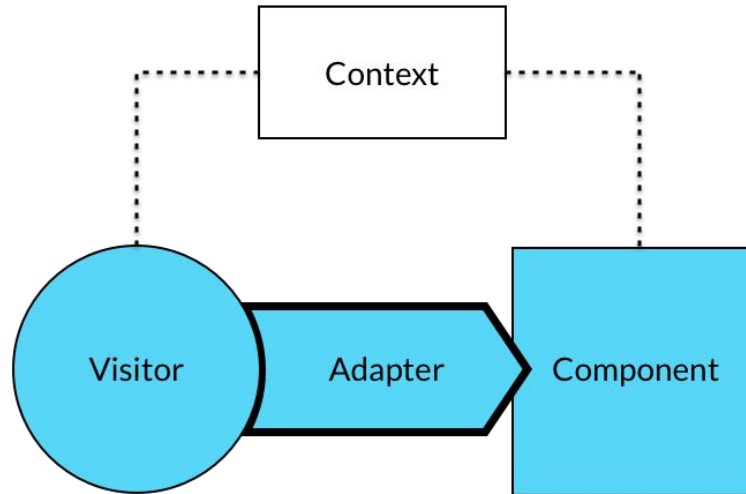
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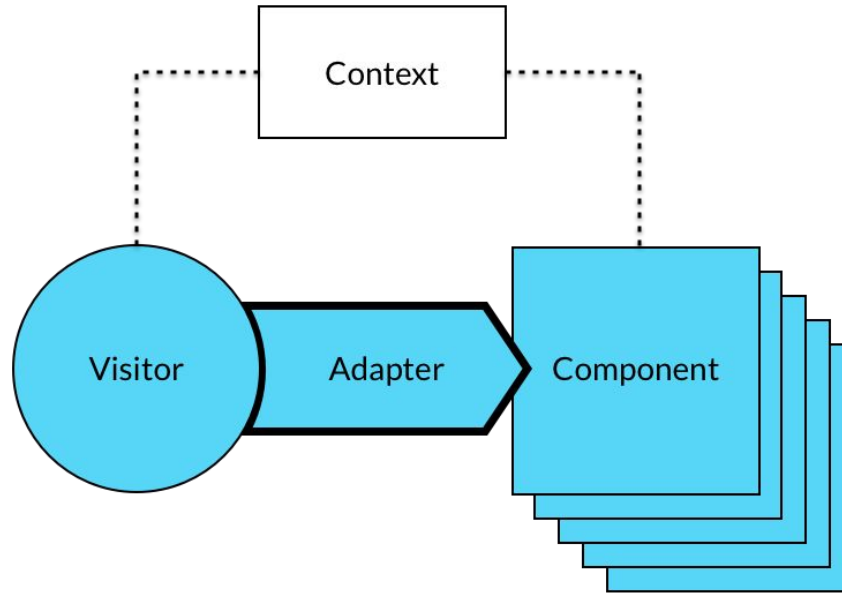
Visitor design pattern infrastructure

Block diagram



Visitor design pattern infrastructure

Block diagram



Visitor design pattern infrastructure

uvm_visitor

- An abstract class defines a general **visit operation** on a node.
- A **concrete visitor** gives an implementation to a visit operation according to the action the visitor needs to accomplish.
- Pre-processing and post-processing **hooks**.

Visitor design pattern infrastructure

uvm_visitor

```
class name_display_visitor extends uvm_visitor;

  virtual function void visit(uvm_component node);
  ||||| `uvm_info("NAME DISPLAY VISITOR",node.get_full_name(),UVM_LOW)
  endfunction

  function new (string name = "");
  | super.new(name);
  endfunction
endclass
```

Visitor design pattern infrastructure

uvm_adapter

- An abstract class defines a general **accept operation** that in turn applies the corresponding visitor on every element of the structure that the adapter wraps.
- The following adapter wraps a single component:

Visitor design pattern infrastructure

uvm_adapter

```
class basic_adapter extends uvm_visitor_adapter;

  virtual function void accept(uvm_component s, uvm_visitor v, uvm_structure_proxy#(uvm_component) p,
                               bit invoke_begin_end=1);
    if(invoke_begin_end)
      v.begin_v();

    v.visit(s);

    if(invoke_begin_end)
      v.end_v();
  endfunction

  function new (string name = "");
    super.new(name);
  endfunction
endclass
```

Visitor design pattern infrastructure

Context

- Invokes the **accept method** of an object of an adapter class.
- Provides the component to be visited as an argument.
- Provides the visitor object as an argument.

Visitor design pattern infrastructure

Context

```
task visitor_env::run_phase(uvm_phase phase);  
    name_display_visitor name_display_v;  
    basic_adapter         adapter;  
  
    name_display_v = new("name_display_v");  
    adapter         = new("adapter");  
  
    adapter.accept(this, name_display_v, null);  
endtask
```

```
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env
```

UVM library predefined adapters

- Traverses elements in a complex composite structure in a specific way.
- Applies a visitor operation upon each of the elements in a defined order:
 - uvm_top_down_visitor_adapter
 - uvm_bottom_up_visitor_adapter
 - uvm_by_level_visitor_adapter

UVM library predefined adapters

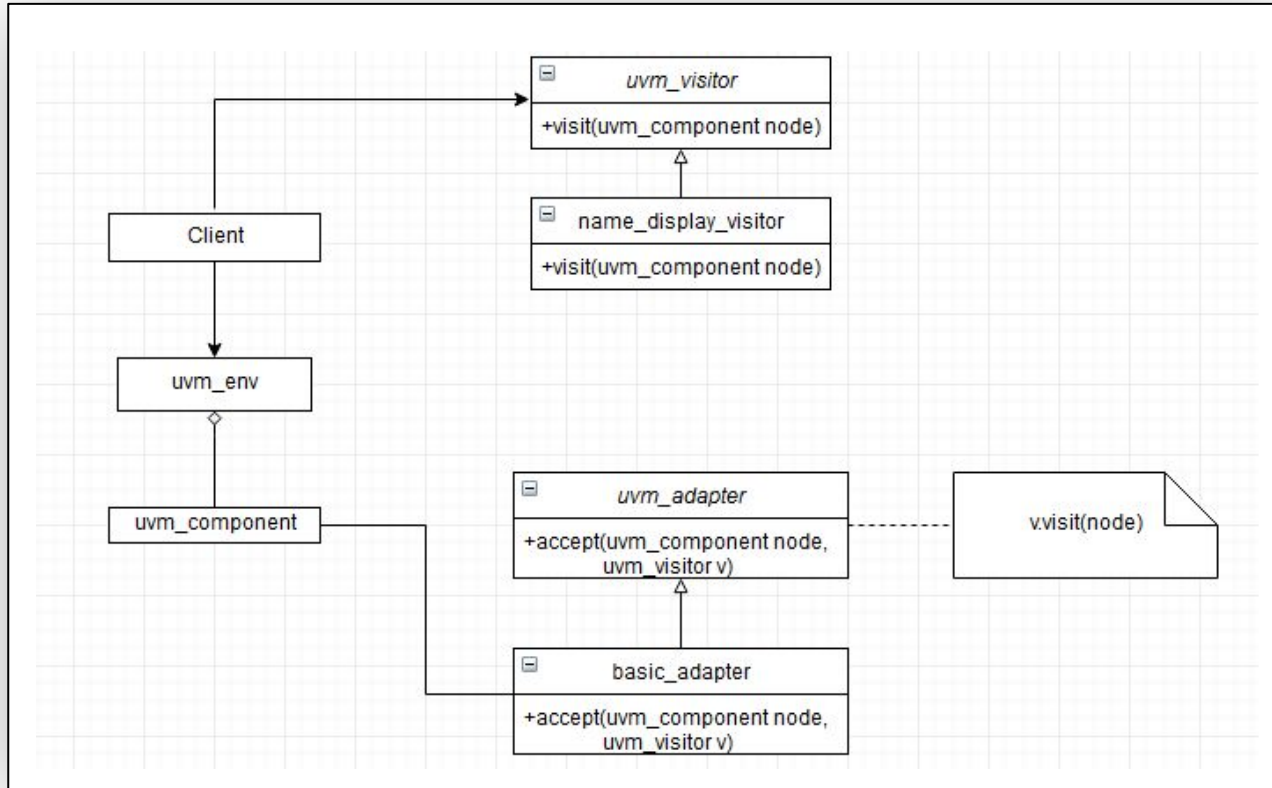
- An abstract `uvm_structure_proxy` class provides all children sub-elements of a certain element in a structure, facilitating **traversal**.
- The specialization class **`uvm_components_proxy`** provides all subcomponents for a given UVM component.

Visitor Traversal

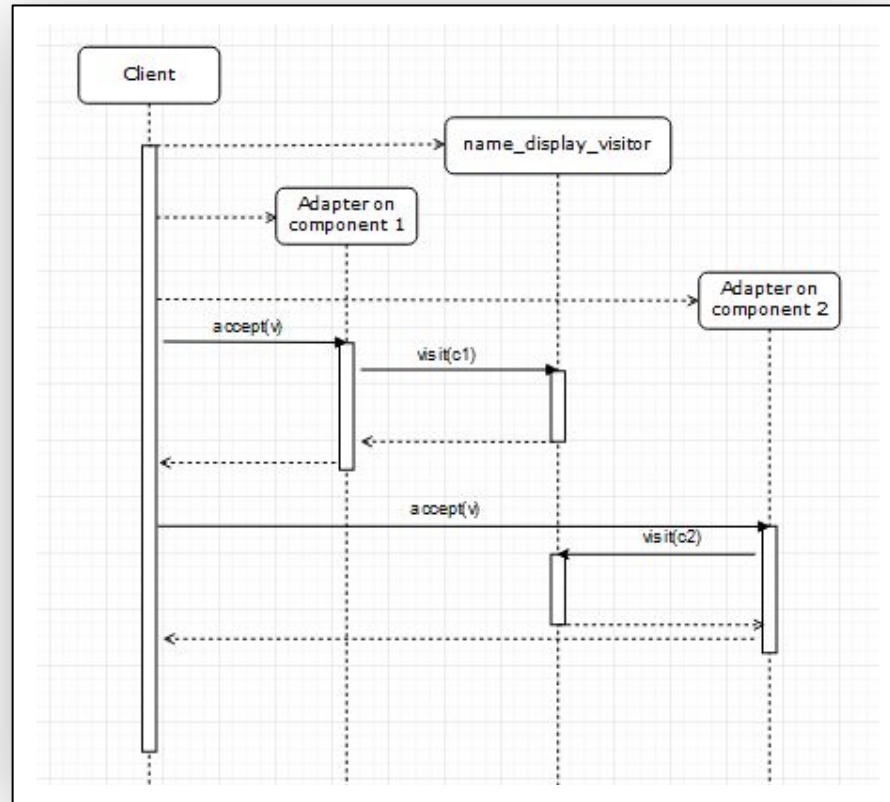
```
task visitor_env::run_phase(uvm_phase phase);
|
|   name_display_visitor      name_display_v;
|   uvm_top_down_visitor_adapter adapter;
|   uvm_component_proxy      proxy;
|
|   name_display_v = new("name_display_v");
|   adapter        = new("adapter");
|   proxy          = new("proxy");
|
|   adapter.accept(this, name_display_v, proxy);
endtask
```

```
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env.master_agent
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env.master_agent.drv
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env.master_agent.drv.rsp_port
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env.master_agent.drv.seq_item_port
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env.master_agent.mon
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env.master_agent.mon.analysis_port
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env.master_agent.mon.peek_imp
UVM_INFO ../src/visitor_env.sv(7) @ 0: reporter [NAME DISPLAY VISITOR] uvm_test_top.env.master_agent.seqr
```

UML class diagram



UML sequence diagram



Verification use-case examples

- Component configuration check visitor.
- Reset and clock generation check visitor.
- Add messages and improve the reporting system.

Verification use-case examples

- Component configuration check visitor.
 - **Check that every component in the environment is properly configured.**
- Reset and clock generation check visitor.
- Add messages and improve the reporting system.

Verification use-case examples

Component configuration check visitor

```
class component_check_visitor extends uvm_visitor;

virtual function void visit(uvm_component node);
|
|   if (node.get_object_type() == visitor_master_driver::type_id::get()) begin
|       visit_driver(node);
|   end
endfunction

virtual function void visit_driver(uvm_component node);
|   visitor_master_driver drv;
|   $cast(drv, node);
|
|   if (drv.visitor_if == null)
|       `uvm_error("COMPONENT CHECK VISITOR", $sformatf("%s: Interface not set", drv.get_full_name()))
|   else
|       `uvm_info("COMPONENT CHECK VISITOR", $sformatf("%s: Interface set", drv.get_full_name()), UVM_LOW)
|   if (drv.cfg == null)
|       `uvm_error("COMPONENT CHECK VISITOR", $sformatf("%s: CFG not set", drv.get_full_name()))
|   else
|       `uvm_info("COMPONENT CHECK VISITOR", $sformatf("%s: CFG set", drv.get_full_name()), UVM_LOW)
|   endfunction
function new (string name = "");
|   super.new(name);
endfunction
endclass
```

Verification use-case examples

- Component configuration check visitor.
- Reset and clock generation check visitor.
- Add messages and improve the reporting system.

Verification use-case examples

- Component configuration check visitor.
- Reset and clock generation check visitor.
 - **Check the components in the environment are provided with a proper clock and reset.**
- Add messages and improve the reporting system.

Verification use-case examples

Reset check visitor

```
class reset_check_visitor extends uvm_visitor;

  virtual function void visit(uvm_component node);
  |   |   |   if (node.get_object_type() == visitor_master_driver::type_id::get()) begin
  |   |   |   |   visit_driver(node);
  |   |   |   end
  |   |   endfunction

  |   |   virtual function void visit_driver(uvm_component node);
  |   |   |   visitor_master_driver drv;
  |   |   |   $cast(drv, node);
  |   |   |
  |   |   |   if (drv.visitor_if.reset_n === 1'b1)
  |   |   |   |   `uvm_info("RESET CHECK VISITOR", $sformatf("%s: reset deasserted", drv.get_full_name()), UVM_LOW)
  |   |   |   |   else
  |   |   |   |   `uvm_info("RESET CHECK VISITOR", $sformatf("%s: reset asserted", drv.get_full_name()), UVM_LOW)
  |   |   |   endfunction
  |   |   endfunction

  |   |   function new (string name = "");
  |   |   |   super.new(name);
  |   |   endfunction
endclass
```

Verification use-case examples

- Component configuration check visitor.
- Reset and clock generation check visitor.
- Add messages and improve the **reporting system**.

The Reporting System

What prevents us from having a good messaging system?

- People are too lazy to add messages.
- Hard to anticipate places where to add messages.
- Having too many messages reduces code readability.
- Working in big teams (other people's code, vendor code).



Verification use-case examples

- Component configuration check visitor.
- Reset and clock generation check visitor.
- Add messages and improve the **reporting system**.

Verification use-case examples

- Component configuration check visitor.
- Reset and clock generation check visitor
- Add messages and improve the **reporting system**.
 - **Attach a visitor to certain environment events.**
 - **Perform proper reporting on trigger event.**
For example, attach a visitor to a queue in the scoreboard.

Verification use-case examples

Queue display visitor

```

class queue_display_visitor extends uvm_visitor;

virtual function void visit(uvm_component node);
    if (node.get_object_type() == visitor_sb::type_id::get()) begin
        fork
            visit_sb_tcm(node);
        join_none
    end
endfunction

virtual task visit_sb_tcm(uvm_component node);
    visitor_sb sb;
    $cast(sb, node);

    `uvm_info("QUEUE DISPLAY VISITOR", $sformatf("Start monitoring scoreboard queue"), UVM_LOW)

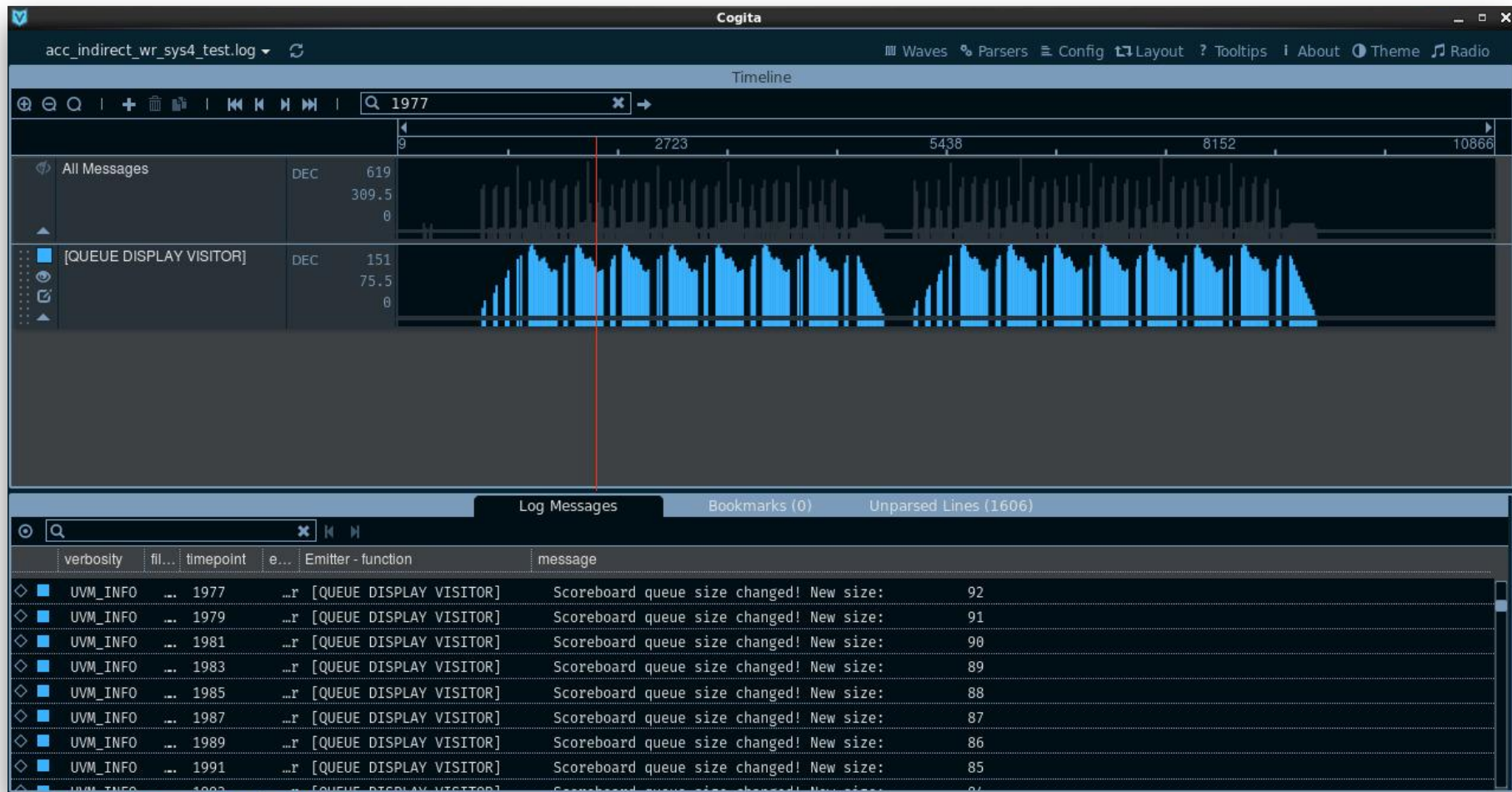
    forever begin
        @(sb.data_q.size());
        `uvm_info("QUEUE DISPLAY VISITOR", $sformatf("Queue size changed. New size: %d", sb.data_q.size()), UVM_LOW)
        `uvm_info("QUEUE DISPLAY VISITOR", $sformatf("Queue content: %p", sb.data_q), UVM_LOW)
    end
endtask

function new (string name = "");
    super.new(name);
endfunction
endclass

```

Output log - grep

```
UVM_INFO ../../src/acc_env.sv(33) @ 7975 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 133
UVM_INFO ../../src/acc_env.sv(33) @ 7977 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 132
UVM_INFO ../../src/acc_env.sv(33) @ 7979 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 131
UVM_INFO ../../src/acc_env.sv(33) @ 7981 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 130
UVM_INFO ../../src/acc_env.sv(33) @ 7983 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 129
UVM_INFO ../../src/acc_env.sv(33) @ 7985 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 128
UVM_INFO ../../src/acc_env.sv(33) @ 7987 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 127
UVM_INFO ../../src/acc_env.sv(33) @ 7989 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 126
UVM_INFO ../../src/acc_env.sv(33) @ 7991 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 125
UVM_INFO ../../src/acc_env.sv(33) @ 7993 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 124
UVM_INFO ../../src/acc_env.sv(33) @ 7995 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 123
UVM_INFO ../../src/acc_env.sv(33) @ 7997 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 122
UVM_INFO ../../src/acc_env.sv(33) @ 7999 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 121
UVM_INFO ../../src/acc_env.sv(33) @ 8001 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 120
UVM_INFO ../../src/acc_env.sv(33) @ 8003 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 119
UVM_INFO ../../src/acc_env.sv(33) @ 8005 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 118
UVM_INFO ../../src/acc_env.sv(33) @ 8007 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 117
UVM_INFO ../../src/acc_env.sv(33) @ 8009 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 116
UVM_INFO ../../src/acc_env.sv(33) @ 8011 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 115
UVM_INFO ../../src/acc_env.sv(33) @ 8013 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 114
UVM_INFO ../../src/acc_env.sv(33) @ 8015 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 113
UVM_INFO ../../src/acc_env.sv(33) @ 8017 ns: reporter [QUEUE DISPLAY VISITOR] Scoreboard queue size changed! New size: 112
```





Summary

- Visitors are an ideal way to externally and retroactively add functionality to UVM testbenches
- Reporting system using a dedicated tool such as Cogita, making the concept even better.
- Particularly beneficial in large and complex SoCs, with large teams and many 3rd party IPs and VIPs







Questions?