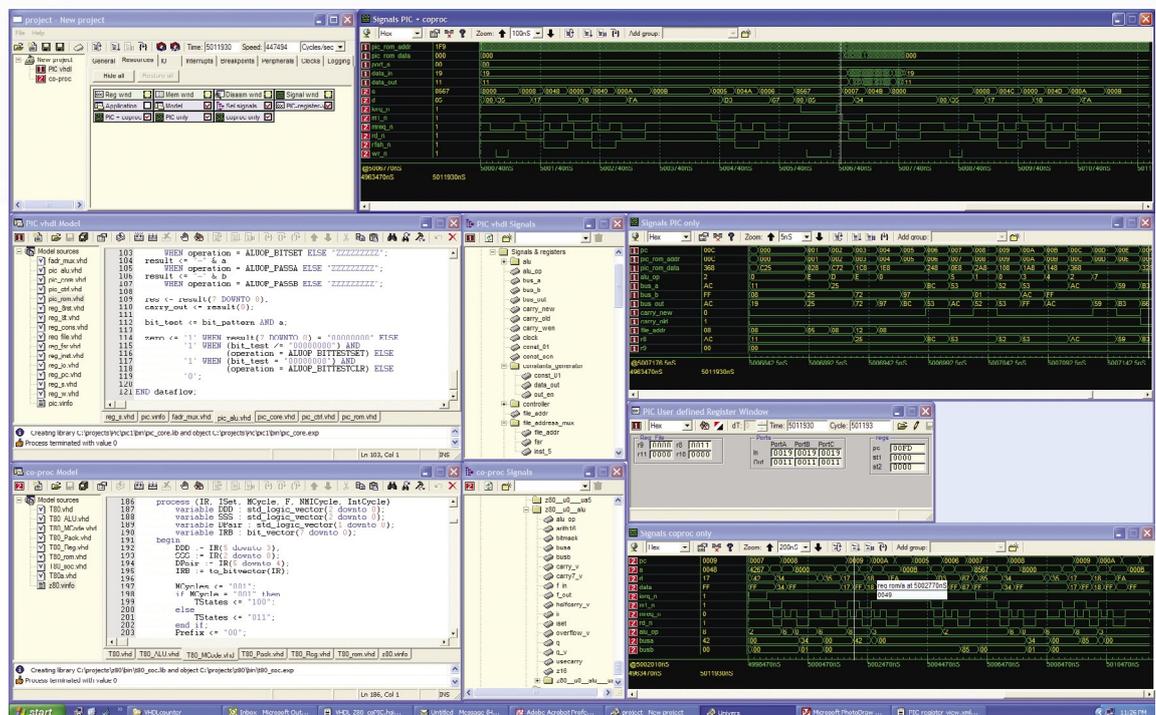


Astonishing high RTL simulation speed!

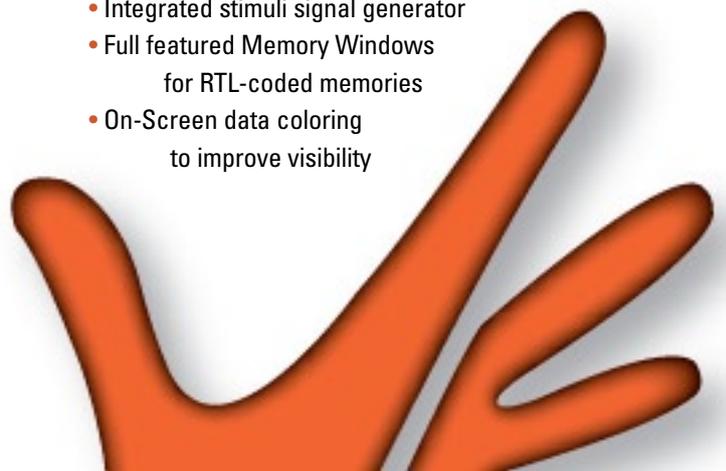
GENERAL DESCRIPTION

Univers® RTSIM is a stand-alone simulation environment dedicated to the Register Transfer Level of hardware description languages. It's one of the fastest hardware verification tools, available on a computer and includes an editor, waveform viewer and other advanced debugging tools. A simulation speed increase of a factor 10x to 100x is possible. Univers RTSIM is the Integrated System RTL Simulation tool of AdvEDA's UNIfied VERification Solutions.



Univers RTSIM is a stand-alone simulator, which offers the Hardware Engineer one central cockpit from which he can perform all his code editing and code verification. Univers RTSIM is one of the fastest available cycle-based RTL simulators. Here is a short summary of the main features:

- Ultra fast Native Compiled Verilog/VHDL simulation
- Cycle-based technology and 2-state logic models
- Complete IDE with editor
- Open debug-API for integration
- Extensive and unique debug features
- Graphical static and dynamic profiling
- Integrated stimuli signal generator
- Full featured Memory Windows for RTL-coded memories
- On-Screen data coloring to improve visibility



Meet the family

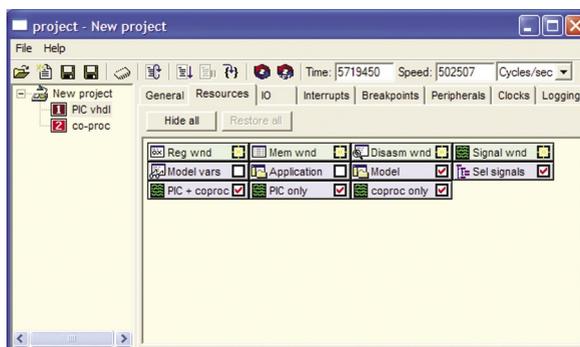


Univers RTSIM is part of AdvEDA's Univers family. Univers ISSIM is a standalone software development and debug environment, with the same graphical user interface and Univers COVER is the combination of Univers ISSIM and Univers RTSIM and delivers a complete system-level cycle-accurate simulation of both hardware and software at an unsurpassed speed.

Central to all debug sessions with Univers RTSIM are the Project Window and the RTL Model Window, which represents the application in RTL source code. Memories can be either modeled in RTL or within the Univers concept. Both types can be viewed in the dedicated Memory Windows. All signals can be viewed in a Waveform Window. A customizable register view can be built for ease of debugging. All usual run-control functions are provided through menus and icon-buttons within the context of different windows. All settings of the project are saved in a XML-formatted project file.

PROJECT WINDOW

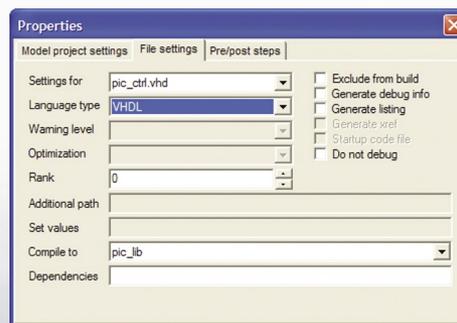
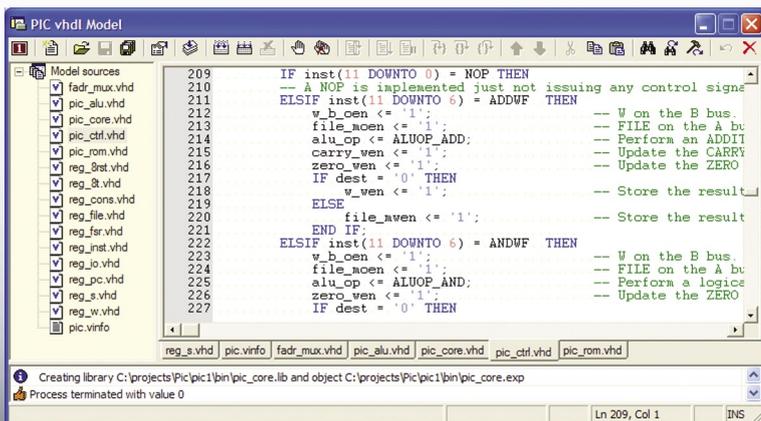
The Project Window instantiates the project and controls the overall debug process. At the top level every RTL module has its own list of features and relevant debugging windows. All these windows can be managed from the Project Window. The Project Window also contains a logging field as well as a command prompt. Furthermore, external clocks, IO, DMA, breakpoint settings as well as inter-processing communication can be setup via this window.



RTL MODEL WINDOW

Every RTL module has a Model Window, which contains the RTL source codes of such a module. Within the Model Window, the RTL code can be viewed, edited and (re-) compiled. The RTL code is context-sensitively colored for ease of reading.

For easy debugging, the values of signals pop-up when the mouse is moved over the associated source code text. Breakpoints in your RTL code can be placed as well.



RTL simulation at unsurpassed speed

THE SPEED

Univers RTSIM is using several novel approaches to reach the maximum possible speed for an RTL simulator. It is not targeted to gate-level simulation and solely optimized for speed at the Register Transfer Level. It is using a cycle-based approach to reach the ultimate speed, while still handling any number of asynchronous clocks. Furthermore, after checking your initial reset conditions, the 9-state (VHDL) and 4-state (verilog) models are not really useful anymore for most parts of the design and are slowing down the simulator. Univers RTSIM does use a 2-state logic model, where applicable. It can still handle tri-state signals and detect reads from undefined memory locations or from external signals. It supports the full synthesizable RTL Verilog/VHDL syntax.

Univers RTSIM has been benchmarked against traditional event-driven simulators, where it reached two orders of magnitude speed increase.



MEMORY WINDOW

RD24121 memory (24 bit, data, LE)

0	1	2	3	4	5	6	7	
026E8	02E655	D19338	2AF260	28EA23	61EA5C	0BB157	444CE0	ABC986
026F0	A91765	775570	C01630	002910	E2B0A1	514EF0	8207BC	BE186A
026F8	961802	B628E5	16DAA0	955CF2	791030	E103E3	300A8B	269793
02700	5934E6	A7103D	AD6F38	EEF7DA	5A90CC	DE17FB	0F667C	D0B0D3
02708	572BDA	61EDD1	AB9C5B	FFFFF7	55F117	FFFF8C	6FDFFF	FFFF89
02710	FC0000	A20A59	Adr X(0x2751)	80BF	486A5A	CA2500	7A9A99	7984C9
02718	1E940D	C5D259	hex: 026DA8	22F8	41838E	12FA0E	928339	29BC9E
02720	E2699E	CE3779	decimal: 159144	0301	000000	000000	000004	002544
02728	002724	0025C9	ascii: 018974	0000	00000C	000001	000003	000000
02730	000008	000489	000000	01A2	1B9204	000000	000000	748D7D
02738	000000	000000	bank= 0	0000	000001	000000	000001	000002
02740	000000	000000	page= 0	0000	000000	000902	000002	000480
02748	08BA0C	031E7E	000000	07FC	072444	02F31C	06559C	0320C4
						0853C	0389D8	FFDF18
						E7044	0325F8	FE857C
						F69A4	043E8C	FFFAD0
						A49A4	029088	01DFDC

Memory map of RD24121 X

Memory	Bank	Page	Wth	Size	Base	I	R	W	P	S	Instance
X	0	0	24	64k	0x0	X	X	-	-	-	#0 1x
X	1	0	24	64k	0x10000	-	X	X	-	-	#1 2x
Y	3	0	24	64k	0x30000	-	X	X	-	-	#0 1x
X	2	0	24	64k	0x20000	-	X	X	-	-	#0 1x
X	3	0	24	64k	0x30000	-	X	X	-	-	#0 1x
X	4	0	24	64k	0x40000	-	X	X	-	-	#0 1x
X	5	0	24	64k	0x50000	-	X	X	-	-	#0 1x
Y	6	0	24	64k	0x60000	-	X	X	-	-	#0 1x

Every memory space may be made visible in multiple windows. A memory space may consist of multiple different memory instances and such an instance may again be shared with other memory spaces. Memory spaces may be accessed from multiple RTL modules or external peripherals. When such a memory space is defined within the Univers concept, all types of breakpoints may be set at every individual location or at a range of locations. Furthermore, it enables detailed profiling of memory usage.

REGISTER WINDOW

Software engineers are used to work with register views of their processors. Within Univers RTSIM, users can define their own 'register view', in which they may place any register or signal from the RTL code. Besides just viewing the content of registers, it is possible to overwrite these or set various types of breakpoints for each register. The view of this window may be fully customized by the user.

PIC User defined Register Window

Time: 7905200 Cycle: 790521

Reg File	Ports	Prog Regs
r9 0000	PortA 0011	pc 00FB
r10 0000	In 0019 0019 0019	st1 0000
r11 0000	Out 0011 0011 0011	st2 0000

PIC User defined Register Window

Time: 7905200 Cycle: 790521

Reg File	Ports	Prog Regs
r9 r9	PortA portA	pc
r10 r10	PortB portB	st1
r11 r11	PortC portC	st2

PIC New User defined Register Window

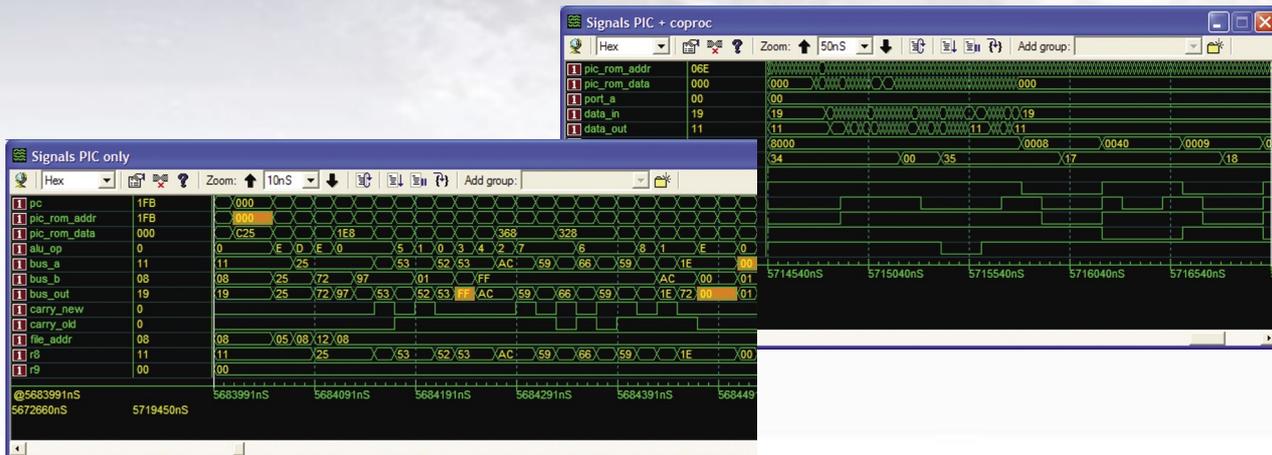
Time: 0 Cycle: 0

Reg File	Ports	Prog Regs
r9 00 r8 00	PortA PortB PortC	pc 0000
r10 00 r10 00	In 0000 0000 0000	st1 0000
r11 00 r10 00	Out 0000 0000 0000	st2 0000

WAVEFORM WINDOW

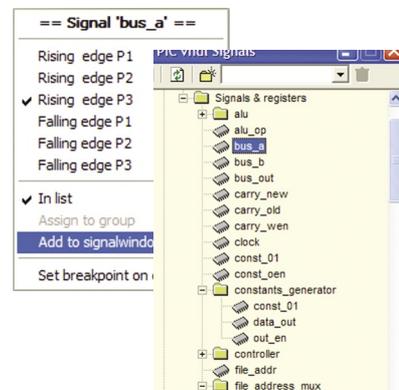
Within the Waveform Window every signal of the RTL code may be viewed. Also any value from a testbench written in 'C' may be traced in the same Waveform Window. It is possible to have multiple independent Waveform Windows. The window

provides multiple additional features like zooming or setting breakpoints on signals. Busses can be color-coded when they are within a certain range of values, thus enabling the quick identification of certain conditions.



SIGNAL WINDOW

All signals of the RTL code are displayed in the Signals Window and can be dragged and dropped from the window into the one of the Waveform Windows. Signals may also be displayed in another window, which gives an overview of the size and the current value of signals.



CONCLUSION

Univers RTSIM uses novel methodologies to reach maximum RTL simulation speed, without sacrificing debugging capabilities. This allows users to simulate more in less in time, resulting in higher first-time right success rates and a shorter time to market.