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# Table of Contents

## Preface
- About This User Guide ................................................................. 1
- AMBA AXI Protocol Specification .................................................. 1

## Protocol Restrictions
- BFM Dependencies Between Handshake Signals ............................ 1
- AXI3 BFM Write Data Interleaving .................................................. 2
- BFM Read Data Interleaving ............................................................ 2

## Supported Simulators
- Simulator GCC Requirements .......................................................... 3

## AXI3 and AXI4 Syntax References
- AXI3 BFM Write Data Interleaving .................................................. 2
- BFM Read Data Interleaving ............................................................ 2

## Chapter 1

### Mentor VIP Altera Edition
- Advantages of Using BFMs and Monitors ......................................... 5
- Implementation of BFMs ................................................................. 5
- What Is a Transaction? .................................................................. 6
- An AXI Transaction. .................................................................... 6
  - AXI Write Transaction Master and Slave Roles ................................ 7
  - AXI Read Transaction Master and Slave Roles ................................ 10

## Chapter 2

### SystemVerilog API Overview
- Configuration .............................................................................. 13
- Creating Transactions ................................................................. 14
  - Transaction Record ................................................................. 14
    - create*_transaction(). ............................................................ 15
  - Executing Transactions ........................................................... 21
    - execute*_transaction(), execute*_burst(), execute*_phase() .... 21
  - Waiting Events ....................................................................... 23
    - wait_on() ......................................................................... 23
    - get*_transaction(), get*_burst(), get*_phase(), get*_cycle() .... 23
  - Access Transaction Record ....................................................... 24
    - set*() ........................................................................... 24
    - get*() ........................................................................... 24
  - Operational Transaction Fields .................................................. 25
  - Automatic Generation of Byte Lane Strobes ............................... 25
  - Operation Mode ....................................................................... 26
  - Channel Handshake Delay ......................................................... 27
  - AXI3 BFM Delay Mode .............................................................. 30
  - Data Beat Done ....................................................................... 31
  - Transaction Done ................................................................... 31
<table>
<thead>
<tr>
<th>Chapter 3</th>
<th>SystemVerilog AXI3 and AXI4 Master BFMs</th>
<th>33</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master BFM Protocol Support</td>
<td>33</td>
<td></td>
</tr>
<tr>
<td>Master Timing and Events</td>
<td>33</td>
<td></td>
</tr>
<tr>
<td>Master BFM Configuration</td>
<td>34</td>
<td></td>
</tr>
<tr>
<td>Master Assertions</td>
<td>37</td>
<td></td>
</tr>
<tr>
<td>AXI3 Assertion Configuration</td>
<td>37</td>
<td></td>
</tr>
<tr>
<td>AXI4 Assertion Configuration</td>
<td>39</td>
<td></td>
</tr>
<tr>
<td>SystemVerilog Master API</td>
<td>39</td>
<td></td>
</tr>
<tr>
<td>set_config()</td>
<td>40</td>
<td></td>
</tr>
<tr>
<td>get_config()</td>
<td>42</td>
<td></td>
</tr>
<tr>
<td>create_write_transaction()</td>
<td>44</td>
<td></td>
</tr>
<tr>
<td>create_read_transaction()</td>
<td>47</td>
<td></td>
</tr>
<tr>
<td>execute_transaction()</td>
<td>49</td>
<td></td>
</tr>
<tr>
<td>execute_write_addr_phase()</td>
<td>51</td>
<td></td>
</tr>
<tr>
<td>execute_read_addr_phase()</td>
<td>52</td>
<td></td>
</tr>
<tr>
<td>execute_write_data_burst()</td>
<td>53</td>
<td></td>
</tr>
<tr>
<td>execute_write_data_phase()</td>
<td>54</td>
<td></td>
</tr>
<tr>
<td>get_read_data_burst()</td>
<td>56</td>
<td></td>
</tr>
<tr>
<td>get_read_data_phase()</td>
<td>57</td>
<td></td>
</tr>
<tr>
<td>get_write_response_phase()</td>
<td>59</td>
<td></td>
</tr>
<tr>
<td>get_read_addr_ready()</td>
<td>60</td>
<td></td>
</tr>
<tr>
<td>get_read_data_cycle()</td>
<td>61</td>
<td></td>
</tr>
<tr>
<td>get_write_addr_ready()</td>
<td>62</td>
<td></td>
</tr>
<tr>
<td>get_write_data_ready()</td>
<td>63</td>
<td></td>
</tr>
<tr>
<td>get_write_response_cycle()</td>
<td>64</td>
<td></td>
</tr>
<tr>
<td>execute_read_data_ready()</td>
<td>65</td>
<td></td>
</tr>
<tr>
<td>execute_write_resp_ready()</td>
<td>66</td>
<td></td>
</tr>
<tr>
<td>wait_on()</td>
<td>67</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Chapter 4</th>
<th>SystemVerilog AXI3 and AXI4 Slave BFMs</th>
<th>69</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slave BFM Protocol Support</td>
<td>69</td>
<td></td>
</tr>
<tr>
<td>Slave Timing and Events</td>
<td>69</td>
<td></td>
</tr>
<tr>
<td>Slave BFM Configuration</td>
<td>70</td>
<td></td>
</tr>
<tr>
<td>Slave Assertions</td>
<td>73</td>
<td></td>
</tr>
<tr>
<td>AXI3 Assertion Configuration</td>
<td>73</td>
<td></td>
</tr>
<tr>
<td>AXI4 Assertion Configuration</td>
<td>74</td>
<td></td>
</tr>
<tr>
<td>SystemVerilog Slave API</td>
<td>75</td>
<td></td>
</tr>
<tr>
<td>set_config()</td>
<td>76</td>
<td></td>
</tr>
<tr>
<td>get_config()</td>
<td>78</td>
<td></td>
</tr>
<tr>
<td>create_slave_transaction()</td>
<td>80</td>
<td></td>
</tr>
<tr>
<td>execute_read_data_burst()</td>
<td>83</td>
<td></td>
</tr>
<tr>
<td>execute_read_data_phase()</td>
<td>84</td>
<td></td>
</tr>
<tr>
<td>execute_write_response_phase()</td>
<td>86</td>
<td></td>
</tr>
<tr>
<td>get_write_addr_phase()</td>
<td>87</td>
<td></td>
</tr>
<tr>
<td>get_read_addr_phase()</td>
<td>88</td>
<td></td>
</tr>
<tr>
<td>get_write_data_phase()</td>
<td>89</td>
<td></td>
</tr>
</tbody>
</table>
Table of Contents

get_write_data_burst() ................................................................. 90
get_read_addr_cycle() ............................................................... 91
execute_read_addr_ready() ......................................................... 92
get_read_data_ready() ............................................................... 93
get_write_addr_cycle() ............................................................. 94
execute_write_addr_ready() ....................................................... 95
get_write_data_cycle() ............................................................... 96
execute_write_data_ready() ....................................................... 97
get_write_resp_ready() ............................................................. 98
wait_on() .............................................................................. 99
Helper Functions ..................................................................... 100
get_write_addr_data() ............................................................... 100
get_read_addr() ..................................................................... 101
set_read_data() ..................................................................... 102

Chapter 5
SystemVerilog AXI3 and AXI4 Monitor BFMs. ................................. 103
Inline Monitor Connection ........................................................... 103
Monitor BFM Protocol Support .................................................... 104
Monitor Timing and Events ......................................................... 104
Monitor BFM Configuration ....................................................... 104
Monitor Assertions ................................................................... 108
AXI3 Assertion Configuration .................................................... 108
AXI4 Assertion Configuration .................................................... 109
SystemVerilog Monitor API ......................................................... 109
set_config() ........................................................................ 110
get_config() ........................................................................ 112
create_monitor_transaction() .................................................... 114
get_rw_transaction() ................................................................ 117
get_write_addr_phase() ............................................................. 118
get_read_addr_phase() ............................................................. 119
get_read_data_phase() ............................................................. 120
get_read_data_burst() ............................................................. 122
get_write_data_phase() ........................................................... 123
get_write_data_burst() ............................................................ 125
get_write_response_phase ......................................................... 126
get_read_addr_ready() ............................................................. 127
get_read_data_ready() ............................................................. 128
get_write_addr_ready() ............................................................ 129
get_write_data_ready() ........................................................... 130
get_write_resp_ready() .......................................................... 131
wait_on() ............................................................................. 132
Helper Functions ................................................................... 133
get_write_addr_data() ............................................................. 133
get_read_addr() .................................................................. 134
set_read_data() .................................................................. 135
### Table of Contents

#### Chapter 6
SystemVerilog Tutorials ........................................ 137

- Verifying a Slave DUT ........................................ 137
- AXI3 BFM Master Test Program .................................. 138
- AXI4 BFM Master Test Program .................................. 143

- Verifying a Master DUT ........................................ 155
- AXI3 BFM Slave Test Program .................................. 155
- AXI4 BFM Slave Test Program .................................. 168

#### Chapter 7
VHDL API Overview .................................................. 185

- Configuration ................................................. 187
- Creating Transactions ......................................... 188
  - Transaction Record .......................................... 188
  - create*_transaction() ........................................ 194
- Executing Transactions ......................................... 194
  - execute_transaction(), execute*_burst(), execute*_phase() .................. 195
- Waiting Events .................................................. 195
  - wait_on() ................................................... 195
  - get*_transaction(), get*_burst(), get*_phase(), get*_cycle() .......... 196
- Access Transaction Record ..................................... 196
  - set*() .................................................................. 196
  - get*() .................................................................. 197
- Operational Transaction Fields ................................ 197
  - Automatic Correction of Byte Lane Strobes ..................... 197
  - Operation Mode .............................................. 198
  - Channel Handshake Delay ..................................... 199
  - Data Beat Done .............................................. 202
  - Transaction Done ........................................... 202

#### Chapter 8
VHDL AXI3 and AXI4 Master BFMs ................................. 203

- Overloaded Procedure Common Arguments ..................... 203
- Master BFM Protocol Support .................................... 204
- Master Timing and Events ....................................... 204
- Master BFM Configuration ...................................... 204
- Master Assertions ................................................ 207
  - AXI3 Assertion Configuration ................................ 207
  - AXI4 Assertion Configuration ................................ 208
- VHDL Master API .................................................. 209
  - set_config() ................................................... 209
  - get_config() ................................................... 212
  - create_write_transaction() .................................... 214
  - create_read_transaction() ..................................... 218
  - set_addr() ..................................................... 221
  - get_addr() ..................................................... 223
  - set_size() ..................................................... 225
  - get_size() ..................................................... 227
<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>set_burst()</td>
<td>229</td>
</tr>
<tr>
<td>get_burst()</td>
<td>231</td>
</tr>
<tr>
<td>set_lock()</td>
<td>233</td>
</tr>
<tr>
<td>get_lock()</td>
<td>235</td>
</tr>
<tr>
<td>set_cache()</td>
<td>237</td>
</tr>
<tr>
<td>get_cache()</td>
<td>239</td>
</tr>
<tr>
<td>set_prot()</td>
<td>241</td>
</tr>
<tr>
<td>get_prot()</td>
<td>243</td>
</tr>
<tr>
<td>set_id()</td>
<td>245</td>
</tr>
<tr>
<td>get_id()</td>
<td>247</td>
</tr>
<tr>
<td>set_burst_length()</td>
<td>249</td>
</tr>
<tr>
<td>get_burst_length()</td>
<td>251</td>
</tr>
<tr>
<td>set_data_words()</td>
<td>253</td>
</tr>
<tr>
<td>get_data_words()</td>
<td>255</td>
</tr>
<tr>
<td>set_write_strobes()</td>
<td>257</td>
</tr>
<tr>
<td>get_write_strobes()</td>
<td>259</td>
</tr>
<tr>
<td>set_resp()</td>
<td>261</td>
</tr>
<tr>
<td>get_resp()</td>
<td>262</td>
</tr>
<tr>
<td>set_addr_user()</td>
<td>264</td>
</tr>
<tr>
<td>get_addr_user()</td>
<td>266</td>
</tr>
<tr>
<td>set_read_or_write()</td>
<td>268</td>
</tr>
<tr>
<td>get_read_or_write()</td>
<td>269</td>
</tr>
<tr>
<td>set_gen_write_strobes()</td>
<td>271</td>
</tr>
<tr>
<td>get_gen_write_strobes()</td>
<td>273</td>
</tr>
<tr>
<td>set_operation_mode()</td>
<td>275</td>
</tr>
<tr>
<td>get_operation_mode()</td>
<td>277</td>
</tr>
<tr>
<td>set_delay_mode()</td>
<td>279</td>
</tr>
<tr>
<td>get_delay_mode()</td>
<td>280</td>
</tr>
<tr>
<td>set_write_data_mode()</td>
<td>282</td>
</tr>
<tr>
<td>get_write_data_mode()</td>
<td>284</td>
</tr>
<tr>
<td>set_address_valid_delay()</td>
<td>286</td>
</tr>
<tr>
<td>get_address_valid_delay()</td>
<td>288</td>
</tr>
<tr>
<td>set_address_ready_delay()</td>
<td>290</td>
</tr>
<tr>
<td>get_address_ready_delay()</td>
<td>291</td>
</tr>
<tr>
<td>set_data_valid_delay()</td>
<td>293</td>
</tr>
<tr>
<td>get_data_valid_delay()</td>
<td>295</td>
</tr>
<tr>
<td>get_data_ready_delay()</td>
<td>297</td>
</tr>
<tr>
<td>set_write_response_valid_delay()</td>
<td>299</td>
</tr>
<tr>
<td>get_write_response_valid_delay()</td>
<td>300</td>
</tr>
<tr>
<td>set_write_response_ready_delay()</td>
<td>302</td>
</tr>
<tr>
<td>get_write_response_ready_delay()</td>
<td>303</td>
</tr>
<tr>
<td>set_data_beat_done()</td>
<td>305</td>
</tr>
<tr>
<td>get_data_beat_done()</td>
<td>307</td>
</tr>
<tr>
<td>set_transaction_done()</td>
<td>309</td>
</tr>
<tr>
<td>get_transaction_done()</td>
<td>311</td>
</tr>
<tr>
<td>execute_transaction()</td>
<td>313</td>
</tr>
<tr>
<td>execute_write_addr_phase()</td>
<td>315</td>
</tr>
<tr>
<td>execute_read_addr_phase()</td>
<td>317</td>
</tr>
<tr>
<td>execute_write_data_burst()</td>
<td>319</td>
</tr>
</tbody>
</table>
execute_write_data_phase() ......................................................... 321
get_read_data_burst() ................................................................. 323
get_read_data_phase() ............................................................... 325
get_write_response_phase() ....................................................... 327
get_read_addr_ready() ............................................................... 329
get_read_data_cycle() ............................................................... 330
execute_read_data_ready() ......................................................... 331
get_write_addr_ready() ............................................................. 332
get_write_data_ready() ............................................................. 333
get_write_response_cycle() ....................................................... 334
execute_write_resp_ready() ....................................................... 335
push_transaction_id() ............................................................... 336
pop_transaction_id() ............................................................... 338
print() ............................................................................. 340
destruct_transaction() .............................................................. 342
wait_on() ........................................................................... 344

Chapter 9
VHDL AXI3 and AXI4 Slave BFMs ............................................... 345
  Slave BFM Protocol Support .................................................. 345
  Slave Timing and Events ....................................................... 345
  Slave BFM Configuration ...................................................... 345
  Slave Assertions ................................................................. 349
    AXI3 Assertion Configuration ........................................... 350
    AXI4 Assertion Configuration ........................................... 350
  VHDL Slave API ................................................................. 351
    set_config() .................................................................. 352
    get_config() .................................................................. 354
    create_slave_transaction() ................................................. 356
    set_addr() .................................................................... 360
    get_addr() .................................................................... 361
    set_size() .................................................................... 363
    get_size() .................................................................... 364
    set_burst() .................................................................... 366
    get_burst() .................................................................... 367
    set_lock() ..................................................................... 369
    get_lock() ..................................................................... 370
    set_cache() .................................................................... 372
    get_cache() .................................................................... 374
    set_prot() ..................................................................... 376
    get_prot() ..................................................................... 377
    set_id() ..................................................................... 379
    get_id() ..................................................................... 380
    set_burst_length() ............................................................. 382
    get_burst_length() ............................................................. 383
    set_data_words() ............................................................... 385
    get_data_words() ............................................................... 387
    set_write_strobes() ............................................................ 389
Table of Contents

<table>
<thead>
<tr>
<th>Function</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>get_write_strobes()</td>
<td>390</td>
</tr>
<tr>
<td>set_resp()</td>
<td>392</td>
</tr>
<tr>
<td>getResp()</td>
<td>394</td>
</tr>
<tr>
<td>setAddr_user()</td>
<td>396</td>
</tr>
<tr>
<td>get_addr_user()</td>
<td>397</td>
</tr>
<tr>
<td>set_read_or_write()</td>
<td>399</td>
</tr>
<tr>
<td>get_read_or_write()</td>
<td>400</td>
</tr>
<tr>
<td>set_gen_write_strobes()</td>
<td>402</td>
</tr>
<tr>
<td>get_gen_write_strobes()</td>
<td>403</td>
</tr>
<tr>
<td>setOperation_mode()</td>
<td>405</td>
</tr>
<tr>
<td>getOperation_mode()</td>
<td>407</td>
</tr>
<tr>
<td>set_delay_mode()</td>
<td>409</td>
</tr>
<tr>
<td>get_delay_mode()</td>
<td>411</td>
</tr>
<tr>
<td>set_write_data_mode()</td>
<td>413</td>
</tr>
<tr>
<td>get_write_data_mode()</td>
<td>414</td>
</tr>
<tr>
<td>set_address_valid_delay()</td>
<td>416</td>
</tr>
<tr>
<td>get_address_valid_delay()</td>
<td>417</td>
</tr>
<tr>
<td>set_address_ready_delay()</td>
<td>419</td>
</tr>
<tr>
<td>get_address_ready_delay()</td>
<td>420</td>
</tr>
<tr>
<td>set_data_valid_delay()</td>
<td>422</td>
</tr>
<tr>
<td>get_data_valid_delay()</td>
<td>424</td>
</tr>
<tr>
<td>set_data_ready_delay()</td>
<td>426</td>
</tr>
<tr>
<td>get_data_ready_delay()</td>
<td>427</td>
</tr>
<tr>
<td>set_write_response_valid_delay()</td>
<td>429</td>
</tr>
<tr>
<td>get_write_response_valid_delay()</td>
<td>431</td>
</tr>
<tr>
<td>set_write_response_ready_delay()</td>
<td>433</td>
</tr>
<tr>
<td>get_write_response_ready_delay()</td>
<td>434</td>
</tr>
<tr>
<td>set_data_beat_done()</td>
<td>436</td>
</tr>
<tr>
<td>get_data_beat_done()</td>
<td>438</td>
</tr>
<tr>
<td>set_transaction_done()</td>
<td>440</td>
</tr>
<tr>
<td>get_transaction_done()</td>
<td>442</td>
</tr>
<tr>
<td>execute_read_data_burst()</td>
<td>444</td>
</tr>
<tr>
<td>execute_read_data_phase()</td>
<td>446</td>
</tr>
<tr>
<td>execute_write_response_phase()</td>
<td>448</td>
</tr>
<tr>
<td>get_write_addr_phase()</td>
<td>450</td>
</tr>
<tr>
<td>get_read_addr_phase()</td>
<td>452</td>
</tr>
<tr>
<td>get_write_data_phase()</td>
<td>454</td>
</tr>
<tr>
<td>get_write_data_burst()</td>
<td>456</td>
</tr>
<tr>
<td>get_read_addr_cycle()</td>
<td>458</td>
</tr>
<tr>
<td>execute_read_addr_ready()</td>
<td>459</td>
</tr>
<tr>
<td>get_read_data_ready()</td>
<td>460</td>
</tr>
<tr>
<td>get_write_addr_cycle()</td>
<td>461</td>
</tr>
<tr>
<td>execute_write_addr_ready()</td>
<td>462</td>
</tr>
<tr>
<td>get_write_data_cycle()</td>
<td>463</td>
</tr>
<tr>
<td>execute_write_data_ready()</td>
<td>464</td>
</tr>
<tr>
<td>get_write_resp_ready()</td>
<td>465</td>
</tr>
<tr>
<td>push_transaction_id()</td>
<td>466</td>
</tr>
<tr>
<td>pop_transaction_id()</td>
<td>468</td>
</tr>
<tr>
<td>print()</td>
<td>470</td>
</tr>
</tbody>
</table>
Chapter 10
VHDL AXI3 and AXI4 Monitor BFMs .................................................. 485

Inline Monitor Connection ................................................................. 485
Monitor BFM Protocol Support .......................................................... 486
Monitor Timing and Events .............................................................. 486
Monitor BFM Configuration ............................................................. 486
Monitor Assertions ............................................................................. 489
AXI3 Assertion Configuration .......................................................... 490
AXI4 Assertion Configuration .......................................................... 491
VHDL Monitor API ............................................................................. 491
set_config() .......................................................... 492
get_config() .......................................................... 494
create_monitor_transaction() .......................................................... 496
set_addr() .......................................................... 500
get_addr() .......................................................... 501
set_size() .......................................................... 503
get_size() .......................................................... 504
set_burst() .......................................................... 506
get_burst() .......................................................... 507
set_lock() .......................................................... 509
get_lock() .......................................................... 510
set_cache() .......................................................... 512
get_cache() .......................................................... 514
set_prot() .......................................................... 516
get_prot() .......................................................... 517
set_id() .......................................................... 519
get_id() .......................................................... 520
set_burst_length() .............................................................. 522
get_burst_length() .............................................................. 523
set_data_words() .............................................................. 525
get_data_words() .............................................................. 526
set_write_strobes() .............................................................. 528
get_write_strobes() .............................................................. 529
set_resp() .......................................................... 531
get_resp() .......................................................... 532
set_addr_user() .......................................................... 534
get_addr_user() .......................................................... 535
set_read_or_write() .............................................................. 537
get_read_or_write() .............................................................. 538
set_gen_write_strobes() ............................................................ 540
get_gen_write_strobes() ............................................................ 541

destruct_transaction() ............................................................. 472
wait_on() .......................................................... 474

Helper Functions ............................................................................. 476
get_write_addr_data() .............................................................. 476
get_read_addr() .............................................................. 479
set_read_data() .............................................................. 482

get_read_addr_data() .............................................................. 476
get_read_addr() .............................................................. 479
set_read_data() .............................................................. 482

set_read_or_write() .............................................................. 538
get_read_or_write() .............................................................. 538
set_gen_write_strobes() ............................................................ 540
get_gen_write_strobes() ............................................................ 541
Table of Contents

- set_operation_mode() ................................................................. 543
- get_operation_mode() ............................................................... 545
- set_delay_mode() ................................................................. 547
- get_delay_mode() ................................................................. 548
- set_write_data_mode() ........................................................... 549
- get_write_data_mode() ........................................................... 550
- set_address_valid_delay() ......................................................... 552
- get_address_valid_delay() ....................................................... 553
- set_address_ready_delay() ....................................................... 555
- get_address_ready_delay() ....................................................... 556
- set_data_valid_delay() ........................................................... 558
- get_data_valid_delay() ........................................................... 559
- set_data_ready_delay() ........................................................... 561
- get_data_ready_delay() ........................................................... 562
- set_write_response_valid_delay() ............................................. 564
- get_write_response_valid_delay() ............................................. 565
- set_write_response_ready_delay() ............................................ 566
- get_write_response_ready_delay() ............................................ 567
- set_data_bead_done() .............................................................. 570
- get_data_bead_done() .............................................................. 571
- set_transaction_done() ............................................................ 573
- get_transaction_done() ............................................................ 574
- get_read_data_burst() ............................................................ 576
- get_read_data_phase() ............................................................ 578
- get_write_response_phase() ...................................................... 580
- get_write_addr_phase() ........................................................... 582
- get_read_addr_phase() ............................................................ 584
- get_write_data_phase() ........................................................... 586
- get_write_data_burst() ............................................................ 588
- get_rw_transaction() .............................................................. 590
- get_read_addr_ready() ............................................................ 592
- get_read_data_ready() ............................................................ 593
- get_write_addr_ready() ........................................................... 594
- get_write_data_ready() ........................................................... 595
- get_write_resp_ready() .......................................................... 596
- push_transaction_id() .............................................................. 597
- pop_transaction_id() ............................................................... 599
- print() .................................................................................. 601
- destruct_transaction() ............................................................. 603
- wait_on() .............................................................................. 605

Chapter 11
VHDL Tutorials ................................................................. 607
Verifying a Slave DUT ............................................................. 607
Table of Contents

- AXI3 BFM Master Test Program .................................................. 608
- AXI4 BFM Master Test Program .................................................. 613
- Verifying a Master DUT .............................................................. 622
- AXI3 BFM Slave Test Program ................................................... 622
- AXI3 Basic Slave API Definition ................................................. 623
- AXI3 Advanced Slave API Definition ............................................ 630
- AXI4 BFM Slave Test Program ................................................... 637

Chapter 12
Getting Started with Qsys and the BFMs ........................................ 653
- Setting Up Simulation from a UNIX Platform ............................... 653
- Setting Up Simulation from the Windows GUI .............................. 654
- Running the Qsys Tool .............................................................. 656
- Running Simulation ................................................................... 659
- Invoking Simulation From a GUI .................................................. 660
- Invoking Simulation From a UNIX Command Line ....................... 661
- Example Script Processing .......................................................... 662
- Using a Shortcut or Editing the modelsim.ini File ......................... 663

Appendix A
Assertions ..................................................................................... 665
- AXI3 Assertions ........................................................................ 665
- AXI4 Assertions ........................................................................ 678

Appendix B
SystemVerilog AXI3 and AXI4 Test Programs ................................. 695
- SystemVerilog AXI3 Master BFM Test Program ............................ 695
- SystemVerilog AXI3 Slave BFM Test Program .............................. 703
- SystemVerilog AXI4 Master BFM Test Program ............................ 709
- SystemVerilog AXI4 Slave BFM Test Program .............................. 720

Appendix C
VHDL AXI3 and AXI4 Test Programs ............................................. 731
- VHDL AXI3 Master BFM Test Program ........................................ 731
- VHDL AXI4 Master BFM Test Program ........................................ 743
- VHDL AXI4 Slave BFM Test Program ........................................... 748

Third-party Software for Mentor Verification IP Altera Edition

End-User License Agreement
List of Examples

Example 2-1. AXI3 Transaction Definition .................................................. 15
Example 2-2. AXI4 Transaction Definition .................................................. 16
Example 2-3. Slave Test Program Using get_write_addr_phase() ................... 23
Example 6-1. Configuration and Initialization ............................................ 138
Example 6-2. Write Transaction Creation and Execution ............................. 139
Example 6-3. Read Transaction Creation and Execution .............................. 140
Example 6-4. Write Burst Transaction Creation and Execution ..................... 141
Example 6-5. Read Burst Transaction Creation and Execution ...................... 142
Example 6-6. Outstanding Write Burst Transaction Creation and Execution ...... 143
Example 6-7. master_ready_delay_mode ..................................................... 146
Example 6-8. m_wr_resp_phase_ready_delay ............................................ 146
Example 6-9. m_rd_data_phase_ready_delay ............................................ 146
Example 6-10. Configuration and Initialization ......................................... 147
Example 6-11. Write Transaction Creation and Execution .......................... 148
Example 6-12. Read Transaction Creation and Execution ............................ 148
Example 6-13. Write Burst Transaction Creation and Execution .................. 150
Example 6-14. Read Burst Transaction Creation and Execution ................... 151
Example 6-15. Outstanding Write Burst Transaction Creation and Execution ... 152
Example 6-16. handle_write_resp_ready() .............................................. 154
Example 6-17. internal memory ............................................................... 157
Example 6-18. do_byte_read() .................................................................. 157
Example 6-19. do_byte_write() ............................................................... 157
Example 6-20. set_read_address_ready_delay() ........................................ 158
Example 6-21. set_write_address_ready_delay() ....................................... 158
Example 6-22. set_write_data_ready_delay() .......................................... 159
Example 6-23. set_read_data_valid_delay() ............................................. 159
Example 6-24. set_wr_resp_valid_delay() ............................................... 159
Example 6-25. slave_mode ..................................................................... 160
Example 6-26. Initialization and Transaction Processing ......................... 163
Example 6-27. process_read ................................................................. 164
Example 6-28. set_read_data_ready() ....................................................... 164
Example 6-29. handle_read ................................................................. 165
Example 6-30. process_write .............................................................. 166
Example 6-31. handle_write ............................................................... 167
Example 6-32. internal memory ............................................................. 169
Example 6-33. do_byte_read() ............................................................... 169
Example 6-34. do_byte_write() ............................................................. 169
Example 6-35. m_rd_addr_phase_ready_delay ......................................... 170
Example 6-36. m_wr_addr_phase_ready_delay ......................................... 170
Example 6-37. m_wr_data_phase_ready_delay ......................................... 170
Example 6-38. set_read_data_valid_delay() .................................................. 171
Example 6-39. set_wr_resp_valid_delay() .................................................. 171
Example 6-40. slave_ready_delay_mode ...................................................... 173
Example 6-41. slave_mode ................................................................. 173
Example 6-42. Initialization and Transaction Processing ................................ 176
Example 6-43. process_read() ................................................................. 177
Example 6-44. handle_read ................................................................. 179
Example 6-45. process_write ............................................................... 180
Example 6-46. handle_write() ............................................................... 181
Example 6-47. ................................................................. 183
Example 7-1. AXI3 Transaction Definition .................................................. 189
Example 7-2. AXI4 Transaction Definition .................................................. 190
Example 7-3. Slave BFM Test Program Using get_write_addr_phase() ................. 196
Example 11-1. Architecture Definition and Initialization .................................. 608
Example 11-2. Write Transaction Creation and Execution ................................ 609
Example 11-3. Read Transaction Creation and Execution ................................ 610
Example 11-4. Write Burst Transaction Creation and Execution ......................... 611
Example 11-5. Read Burst Transaction Creation and Execution ......................... 612
Example 11-6. Outstanding Write Burst Transaction Creation and Execution ............ 613
Example 11-7. m_wr_resp_phase_ready_delay ............................................ 614
Example 11-8. m_rd_data_phase_ready_delay ............................................ 615
Example 11-9. Configuration and Initialization ............................................ 615
Example 11-10. Write Transaction Creation and Execution .............................. 616
Example 11-11. Read Transaction Creation and Execution .............................. 616
Example 11-12. Write Burst Transaction Creation and Execution ....................... 618
Example 11-13. Read Burst Transaction Creation and Execution ....................... 619
Example 11-14. Outstanding Write Burst Transaction Creation and Execution .......... 620
Example 11-15. Process handle_write_resp_ready ....................................... 621
Example 11-16. internal memory ............................................................. 623
Example 11-17. do_byte_read() .............................................................. 623
Example 11-18. do_byte_write() ............................................................. 624
Example 11-19. set_read_address_ready_delay() ........................................ 624
Example 11-20. set_write_address_ready_delay() ....................................... 625
Example 11-21. set_write_data_ready_delay() .......................................... 626
Example 11-22. set_read_data_valid_delay() ............................................ 627
Example 11-23. set_wr_valid_delay() .................................................... 628
Example 11-24. slave_mode ................................................................. 628
Example 11-25. process write ............................................................... 632
Example 11-26. handle_write .............................................................. 633
Example 11-27. handle_response ........................................................... 634
Example 11-28. process_read ............................................................... 635
Example 11-29. handle read ................................................................. 636
Example 11-30. Internal Memory ............................................................ 638
Example 11-31. m_wr_addr_phase_ready_delay ........................................ 639
Example 11-32. m_rd_addr_phase_ready_delay ......................................... 640
List of Examples

Example 11-33. m_wr_data_phase_ready_delay ............................................. 640
Example 11-34. set_wr_resp_valid_delay() ..................................................... 640
Example 11-35. set_read_data_valid_delay() ................................................... 641
Example 11-36. process_read ................................................................. 645
Example 11-37. handle_read ................................................................. 646
Example 11-38. process_write ............................................................... 648
Example 11-39. handle_write ............................................................... 649
Example 11-40. handle_response ........................................................... 651
Example 11-41. handle_write_addr_ready .................................................... 652
List of Figures

Figure 1-1. Execute Write Transaction ......................................................... 7
Figure 1-2. Master Write Transaction Phases ............................................... 9
Figure 1-3. Slave Write Transaction Phases ............................................... 10
Figure 1-4. Master Read Transaction Phases ............................................. 11
Figure 1-5. Slave Read Transaction Phases ................................................ 11
Figure 2-1. SystemVerilog BFM Internal Structure ....................................... 13
Figure 2-2. Valid Data on Byte Lanes During a Write Transaction ................. 26
Figure 2-3. Operational Transaction Field delay_mode = AXI_VALID2READY
............................................................................................................. 30
Figure 2-4. Operational Transaction Field delay_mode = AXI_TRANS2READY
............................................................................................................. 31
Figure 5-1. Inline Monitor Connection Diagram ......................................... 103
Figure 6-1. Slave DUT Top-level Testbench Environment .............................. 137
Figure 6-2. master_ready_delay_mode = AXI4_VALID2READY ...................... 144
Figure 6-3. master_ready_delay_mode = AXI4_TRANS2READY ..................... 145
Figure 6-4. Master DUT Top-level Testbench Environment ............................ 155
Figure 6-5. Slave Test Program Advanced API Tasks .................................. 162
Figure 6-6. slave_ready_delay_mode = AXI4_VALID2READY .................... 172
Figure 6-7. slave_ready_delay_mode = AXI4_TRANS2READY ..................... 172
Figure 6-8. Slave Test Program Advanced API Tasks .................................. 175
Figure 7-1. VHDL BFM Internal Structure .................................................. 186
Figure 7-2. Valid Data on Byte Lanes During a Write Transaction ................. 198
Figure 10-1. Inline Monitor Connection Diagram ........................................ 485
Figure 11-1. Slave DUT Top-level Testbench Environment ............................ 607
Figure 11-2. Master DUT Top-level Testbench Environment .......................... 622
Figure 11-3. Slave Test Program Advanced API Tasks .................................. 631
Figure 11-4. Slave Test Program Advanced API Processes ............................ 644
Figure 12-1. Copy the Contents of qsys-examples from the Installation Folder .... 654
Figure 12-2. Paste qsys-examples From Installation to Work Folder .............. 655
Figure 12-3. Select Qsys from the Quartus II Software Top-Level Menu .......... 656
Figure 12-4. Open the ex1_back_to_back_sv.qsys Example ...................... 656
Figure 12-5. Quartus II Software Displays Connectivity of the Example ........... 657
Figure 12-6. Generation Tab Window ........................................................ 657
Figure 12-7. Set Path, Simulation and Synthesis Options ............................. 658
Figure 12-8. Click Generate ....................................................................... 659
Figure 12-9. Select the Work Directory ...................................................... 660
List of Tables

Table 1. Simulator GCC Requirements ................................................. 3
Table 2-1. Transaction Fields .......................................................... 17
Table 2-2. Handshake Signal Delay Transaction Fields ....................... 28
Table 2-3. Master and Slave*_valid_delay Configuration Fields ........... 29
Table 2-4. Master &Slave *_ready_delay Transaction Fields ................ 29
Table 3-1. Master BFM Signal Width Parameters ............................... 34
Table 3-2. Master BFM Configuration ............................................... 36
Table 4-1. Slave BFM Signal Width Parameters .................................. 70
Table 4-2. Slave BFM Configuration ................................................. 71
Table 5-1. AXI Monitor BFM Signal Width Parameters ....................... 105
Table 5-2. AXI Monitor BFM Configuration ....................................... 106
Table 7-1. Transaction Fields .......................................................... 191
Table 7-2. Handshake Signal Delay Transaction Fields ....................... 199
Table 7-3. Master and Slave*_valid_delay Configuration Fields .......... 201
Table 7-4. Master and Slave *_ready_delay Fields ............................. 201
Table 8-1. Master BFM Signal Width Parameters ............................... 204
Table 8-2. Master BFM Configuration ............................................... 205
Table 9-1. Slave BFM Signal Width Parameters .................................. 347
Table 9-2. Slave BFM Configuration ............................................... 347
Table 10-1. Signal Parameters ....................................................... 486
Table 10-2. Monitor BFM Configuration ........................................... 488
Table 12-1. Simulator and Script Names .......................................... 660
Table A-1. AXI3 Assertions ............................................................ 665
Table A-2. AXI4 Assertions ............................................................ 679
Preface

About This User Guide


Note

This release supports only the AMBA AXI3, AXI4, AXI4-Lite, and AXI4-Stream™ protocols. The AMBA ACE protocol is not supported in this release.

AMBA AXI Protocol Specification

The Mentor VIP AE conforms to the AMBA® AXI and ACE Protocol Specification, AXI3™, AXI4™, and AXI-Lite™, ACE and ACE-Lite™ (ARM IHI 0022D). For restrictions to this protocol, refer to the section Protocol Restrictions.

This user guide refers to the AMBA® AXI and ACE Protocol Specification, AXI3™, AXI4™, and AXI-Lite™, ACE and ACE-Lite™ as the AXI protocol specification.

Protocol Restrictions

The Mentor VIP AE supports all but the following features of this AXI Specification, which gives you a simplified API to create desired protocol stimulus.

BFM Dependencies Between Handshake Signals

Starting a write data phase before its write address phase in a transaction is not supported. However, starting a write data phase simultaneously with its write address phase is supported.

The above statement disallowing a write data phase to start before its write address phase in a transaction modifies the AXI3 protocol specification write transaction handshake dependencies diagram, Figure A3-6 in section A3.3.1, by effectively adding double-headed arrows between AWVALID to WVALID and AWREADY to WVALID, with the provision that they can be simultaneous.
The above statement disallowing a write data phase to start before its write address phase in a transaction modifies the AXI4 protocol specification slave write response handshake dependencies diagram, Figure A3-7 in section A3.3.1, by effectively adding double-headed arrows between AWVALID to WVALID and AWREADY to WVALID, with the provision that they can be simultaneous.

**AXI3 BFM Write Data Interleaving**

The ability of a BFM to interleave write data is not supported. Therefore, a write data burst that has started will complete before another write data burst with the same or different transaction ID can start. An AXI3 BFM modifies the AXI protocol specification by removing section A5.3.3 concerning the interleaving of write data with different AWID signal values.

**BFM Read Data Interleaving**

The ability of a BFM to interleave read data is not supported. Therefore, a read data burst that has started will complete before another read data burst with the same or different transaction ID can start. A BFM modifies the AXI protocol specification by changing the following statement in section A5.3.1 concerning the interleaving of read data with different ARID signal values.

- Read data of transactions with different ARID values cannot be interleaved.

**Supported Simulators**

Mentor VIP AE supports the following simulators:

- Mentor Graphics Questa Sim and ModelSim SE 10.2b/10.1d on Linux
- Mentor Graphics Questa Sim and ModelSim SE 10.1d on Windows
- Mentor Graphics ModelSim DE/PE/AE 10.1d on Linux and Windows
- Synopsys® VCS® and VCS-MX 2013.06 on Linux
- Cadence® Incisive® Enterprise Simulator (IES) 12.20.014 on Linux
Simulator GCC Requirements

Mentor Verification IP requires that the simulator’s installation directory includes the GCC libraries shown in Table 1. If the installation of the GCC libraries was an optional part of the simulator’s installation and the Mentor VIP does not find these libraries, you will see an error similar to the following error:

```
ModelSim / Questa Sim
# ** Error: (vsim-8388) Could not find the MVC shared library : GCC not found in installation directory (/home/user/altera2/13.1/modelsim_ase) for platform "linux". Please install GCC version "gcc-4.5.0-linux"
```

Table 1. Simulator GCC Requirements

<table>
<thead>
<tr>
<th>Simulator</th>
<th>Version</th>
<th>GCC version(s)</th>
<th>Search Path</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mentor Questa SIM / ModelSim</td>
<td>10.1d / 10.2b</td>
<td>4.5.0 (Linux 32-bit)</td>
<td>&lt;install dir&gt;/gcc-4.5.0-linux</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4.5.0 (Linux 64-bit)</td>
<td>&lt;install dir&gt;/gcc-4.5.0-linux_x86_64</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4.2.1 (Windows 32-bit)</td>
<td>&lt;install dir&gt;/gcc-4.2.1-mingw32vc9</td>
</tr>
<tr>
<td>Synopsys VCS/VCS-MX</td>
<td>2013.06</td>
<td>4.5.2 (Linux 32-bit)</td>
<td>$VCS_HOME/gnu/linux/4.5.2_32-shared</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4.5.2 (Linux 64-bit)</td>
<td>$VCS_HOME/gnu/linux/4.5.2_64-shared</td>
</tr>
<tr>
<td>Notes:</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Although a 32-bit executable simulation is supported, VCS requires a 64-bit Linux OS. A 32-bit Linux OS is no longer supported.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>If the environment variable VG_GNU_PACKAGE is set, this variable is used instead of the VCS_HOME environment variable.</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

| Cadence Incisive Enterprise Simulator | 12.20.014 | 4.4 (Linux 32/64-bit) | <install dir>/tools/cdsgcc/gcc/4.4 |
| Notes:                                |          |                      |                                       |
| Although a 32-bit executable simulation is supported, IES requires a 64-bit Linux OS. A 32-bit Linux OS is no longer supported. |
| Use the cds_tools.sh executable to find the Incisive installation. Ensure $PATH includes the Installation path and <install dir>/tools/cdsgcc/gcc/4.4/install/bin. Also, ensure the LD_LIBRARY_PATH includes <install dir>/tools/cdsgcc/gcc/4.4/install/lib. |
AXI3 and AXI4 Syntax References

Throughout this user guide, the syntax *axi* or *axi4* is used when an AXI3 or AXI4 protocol argument is referenced: *axi* is used for AXI3 protocol arguments; *axi4* is used for AXI4 protocol arguments. Uppercase *AXI3* and *AXI4* is used for enumerated arguments.

When a task is applicable to both AXI3 and AXI4 protocols, either a single (*) or double asterisk (**) is used in the syntax description. A single asterisk is used for nonenumerated arguments; a double asterisk is used for enumerated arguments.
Chapter 1
Mentor VIP Altera Edition

The Mentor® Verification IP (VIP) Altera® Edition (AE) provides bus functional models (BFMs) to simulate the behavior and to facilitate IP verification. The Mentor VIP AE includes the following interfaces:

- AXI3™ BFM with master, slave, and inline monitor interfaces
- AXI4™ BFM with master, slave, and inline monitor interfaces

Advantages of Using BFMs and Monitors

Using the Mentor VIP AE has the following advantages:

- Accelerates the verification process by providing key verification testbench components.
- Provides BFM components that implement the AMBA AXI Protocol Specification, which serves as a reference for the protocol.
- Provides a full suite of configurable assertion checking in each BFM.

Implementation of BFMs

The Mentor VIP AE BFMs, master, slave, and inline monitor components are implemented in SystemVerilog. Also included are wrapper components so that the BFMs can be used in VHDL verification environments with simulators that support mixed-language simulation.

The Mentor VIP AE provides a set of APIs for each BFM that you can use to construct, instantiate, control, and query signals in all BFM components. Your test programs must use only these public access methods and events to communicate with each BFM. To ensure support in current and future releases, your test programs must use the standard set of APIs to interface with the BFMs. Nonstandard APIs and user-generated interfaces can not be supported in future releases.

The test program drives the stimulus to the DUTs and determines whether the behavior of the DUTs is correct by analyzing the responses. The BFMs translate the test program stimuli (transactions), creating the signaling for the AMBA AXI Protocol Specification. The BFMs also check for protocol compliance by firing an assertion when a protocol error is observed.
What Is a Transaction?

A transaction for Mentor VIP AE represents an instance of information that is transferred between a master and a slave peripheral, and that adheres to the protocol used to transfer the information. For example, a write transaction transfers an address phase, a data burst, followed by a response phase. A subsequent instance of transferred information requires a new and unique transaction.

Each transaction has a dynamic Transaction Record that exists for the life of the transaction. The life of a transaction record starts when it is created and ends when the transaction completes. The transaction record is automatically discarded when the transaction ends. When created, a transaction contains transaction fields that you set to define two transaction aspects: the protocol fields that are transferred over the protocol signals and operation fields that determine how the information is transferred and when the transfer is complete. For example, a write transaction record holds the protection information in the prot protocol field; the value of this field is transferred over the AWPROT protocol signals during an address phase. A write transaction also has a transaction_done operation field that indicates when the transaction is complete; this field is not transferred over the protocol signals. These two types of transaction fields, protocol and operation, establish a dynamic record during the life of the transaction.

In addition to transaction fields, you specify arguments to tasks, functions, and procedures that permit you to create, set, and get the dynamic transaction record during the lifetime of a transaction. Each BFM has an API that controls how you access the BFM transaction record. How you access the record also depends on the source code language, whether it is VHDL or SystemVerilog. Methods for accessing transactions based on the language you use are explained in detail in the relevant chapters of this user guide.

An AXI Transaction

Note

The following description of an AXI transaction is applicable to AXI3 and AXI4 protocols.

A complete read/write transaction transfers information between a master and a slave peripheral. Transaction fields, described in the previous section, What Is a Transaction? determine what is transferred and how information is transferred. During the lifetime of a transaction, the roles of the master and slave ensure that a transaction completes successfully and that transferred information adheres to the protocol specification. Information flows in both directions during a transaction with the master initiating the transaction and the slave reporting back to the master that the transaction has completed.

An AXI protocol uses five channels (three write channels and two read channels) to transfer protocol information. Each of these channels has a pair of handshake signals, *VALID and *READY, that indicates valid information on a channel and the acceptance of the information from the channel.
**AXI Write Transaction Master and Slave Roles**

*Note*  
The following description of a write transaction references SystemVerilog BFM API tasks. There are equivalent VHDL BFM API procedures that perform the same functionality.

For a write transaction, the master calls the `create_write_transaction()` task to define the information to be transferred and then calls the `execute_transaction()` task to initiate the transfer of information as Figure illustrates.

**Figure 1-1. Execute Write Transaction**
The *execute_transaction()* task results in the master calling the *execute_write_addr_phase()* task followed by the *execute_write_data_burst()* task. The *execute_write_data_burst()* calls the *execute_write_data_phase()* task for each phase (beat) of the burst defined by a *burst_length* transaction field as illustrated in Figure 1-2.
The master then calls the `get_write_response_phase()` task to receive the response from the slave and to complete its role in the write transaction.

The slave also creates a transaction by calling the `create_slave_transaction()` task to accept the transfer of information from the master. The address phase and data burst are received by the slave calling the `get_write_addr_phase()` task, followed by the `get_write_data_burst()` task. The `get_write_data_burst()` calls the `get_write_data_phase()` task for each phase (beat) of the burst defined by a `burst_length` transaction field, as illustrated in Figure 1-3.
The slave then executes a write response phase by calling the `execute_write_response_phase()` task and completes its role in the write transaction.

**AXI Read Transaction Master and Slave Roles**

---

**Note**

The following description of a read transaction references the SystemVerilog BFM API tasks. There are equivalent VHDL BFM API procedures that perform the same functionality.

---

A read transaction is similar to a write transaction. The master initiates the read by calling the `create_read_transaction()` and `execute_transaction()` tasks. The `execute_transaction()` calls the `execute_read_addr_phase()` task followed by the `get_read_data_burst()` task. The `get_read_data_burst()` calls the `get_read_data_phase()` task for each phase (beat) of the burst defined by a `burst_length` transaction field, as illustrated in Figure 1-4.
The slave creates a read transaction by calling the `create_slave_transaction()` task to accept the transfer of read information from the master. The slave accepts the address phase by calling the `get_read_addr_phase()` task, and then executes the data burst by calling the `execute_read_data_burst()` task. The `execute_read_data_burst()` task calls the `execute_read_data_phase()` task for each phase (beat) of the burst defined by the `burst_length` transaction field, as illustrated in Figure 1-5.
Chapter 2
SystemVerilog API Overview

This section provides the functional description of the SystemVerilog Application Programming Interface (API) for all the BFM (master, slave, and monitor) components. For each BFM, you can configure the protocol transaction fields that are executed on the protocol signals, as well as control the operational transaction fields that permit delays to be introduced between the handshake signals for each of the five address, data, and response channels.

In addition, each BFM API has tasks that wait for certain events to occur on the system clock and reset signals, and tasks to get and set information about a particular transaction.

Figure 2-1. SystemVerilog BFM Internal Structure

| Notes: | 1. Refer to `create*_transaction()` 2. Refer to `execute_transaction(), execute*_burst(), execute*_phase()` 3. Refer to `get*()` |
Configuration

Configuration sets timeout delays, error reporting, and other attributes of the BFM. Each BFM has a set_config() function that sets the configuration of the BFM. Refer to the individual BFM APIs for details.

Each BFM also has a get_config() function that returns the configuration of the BFM. Refer to the individual BFM APIs for details.

set_config()

The following test program code sets the burst timeout factor for a transaction in the master BFM.

```vhdl
// Setting the burst timeout factor to 1000
master_bfm.set_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, 1000);
```

**Note**
The above test program code segment is for AXI3 BFMs. Substitute the `AXI_CONFIG_BURST_TIMEOUT_FACTOR` enumeration with `AXI4_CONFIG_BURST_TIMEOUT_FACTOR` for AXI4 BFMs.

get_config()

The following test program code gets the protocol signal hold time in the master BFM.

```vhdl
// Getting hold time value
hold_time = master_bfm.get_config(AXI_CONFIG_HOLD_TIME);
```

**Note**
The above test program code segment is for AXI3 BFMs. Substitute the `AXI_CONFIG_HOLD_TIME` enumeration with `AXI4_CONFIG_HOLD_TIME` for AXI4 BFMs.

Creating Transactions

To transfer information between a master BFM and slave DUT over the protocol signals, a transaction must be created in the master test program. Similarly, to transfer information between a master DUT and a slave BFM, a transaction must be created in the slave test program. To monitor the transfer of information using a monitor BFM, a transaction must be created in the monitor test program.

When you create a transaction, a Transaction Record is created and exists for the life of the transaction. This transaction record can be accessed by the BFM test programs during the life of the transaction as it transfers information between the master and slave.
**Transaction Record**

The transaction record contains two types of transaction fields, *protocol* and *operational*, that either transfer information over the protocol signals or define how and when a transfer occurs.

Protocol fields contain transaction information that is transferred over protocol signals. For example, the *prot* field is transferred over the *AWPROT* protocol signals during a write transaction.

Operational fields define how and when the transaction is transferred. Their content is not transferred over protocol signals. For example, the *operation_mode* field controls the blocking/nonblocking operation of a transaction, but this information is not transferred over the protocol signals.

**AXI3 Transaction Definition**

The transaction record exists as a SystemVerilog class definition in each BFM. Example 2-1 shows the definition of the *axi_transaction* class members that form the transaction record.

```
// Global Transaction Class
class axi_transaction;

// Protocol
  bit [((`MAX_AXI_ADDRESS_WIDTH) - 1):0] addr;
  axi_size_e size;
  axi_burst_e burst;
  axi_lock_e lock;
  axi_cache_e cache;
  axi_prot_e prot;
  bit [((`MAX_AXI_ID_WIDTH) - 1):0] id;
  bit [3:0] burst_length;
  bit [(((`MAX_AXI_RDATA_WIDTH > `MAX_AXI_WDATA_WIDTH) ? `MAX_AXI_RDATA_WIDTH : `MAX_AXI_WDATA_WIDTH)) - 1]:0] data_words [];
  bit [(((`MAX_AXI_WDATA_WIDTH / 8)) - 1):0] write_strobes [];
  axi_response_e resp[];
  bit [7:0] addr_user;
  axi_rw_e read_or_write;
  int address_valid_delay;
  int data_valid_delay[];
  int write_response_valid_delay;
  int address_ready_delay;
  int data_ready_delay[];
  int write_response_ready_delay;

// Housekeeping
  bit gen_write_strobes = 1'b1;
  axi_operation_mode_e operation_mode = AXI_TRANSACTION_BLOCKING;
  axi_delay_mode_e delay_mode = AXI_VALID2READY;
  axi_write_data_mode_e write_data_mode = AXI_DATA_AFTER_ADDRESS;
  bit databeat_done[];
  bit transaction_done;

endclass
```
Note
The `axi_transaction` class code above is shown for information only. Access to each transaction record during its life is performed by various `set*()` and `get*()` tasks described later in this chapter.

AXI4 Transaction Definition

The transaction record exists as a SystemVerilog class definition in each BFM. Example 2-2 shows the definition of the `axi4_transaction` class members that form the transaction record.

Example 2-2. AXI4 Transaction Definition

```verilog
// Global Transaction Class
class axi4_transaction;
  // Protocol
  axi4_rw_e read_or_write;
  bit [((`MAX_AXI4_ADDRESS_WIDTH) - 1):0] addr;
  axi4_prot_e prot;
  bit [3:0] region;
  axi4_size_e size;
  axi4_burst_e burst;
  axi4_lock_e lock;
  axi4_cache_e cache;
  bit [3:0] qos;
  bit [((`MAX_AXI4_ID_WIDTH) - 1):0] id;
  bit [7:0] burst_length;
  bit [((`MAX_AXI4_USER_WIDTH) - 1):0] addr_user;
  bit [((((`MAX_AXI4_RDATA_WIDTH > `MAX_AXI4_WDATA_WIDTH) ?
  `MAX_AXI4_RDATA_WIDTH : `MAX_AXI4_WDATA_WIDTH)) - 1):0] data_words[];
  axi4_response_e resp[];
  int address_valid_delay;
  int data_valid_delay[];
  int write_response_valid_delay;
  int address_ready_delay;
  int data_ready_delay[];
  int write_response_ready_delay;

  // Housekeeping
  bit gen_write_strobes = 1'b1;
  axi4_operation_mode_e operation_mode = AXI4 TRANSACTION_BLOCKING;
  axi4_write_data_mode_e write_data_mode = AXI4 DATA AFTER ADDRESS;
  bit data_beat_done[];
  bit transaction_done;

...
The contents of the transaction record is defined in Table 2-1 below.

### Table 2-1. Transaction Fields

<table>
<thead>
<tr>
<th>Transaction Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Protocol Transaction Fields</strong></td>
<td></td>
</tr>
<tr>
<td>addr</td>
<td>A bit vector (the length is equal to the ARADDR/AWADDR signal bus width) containing the starting address of the first transfer (beat) of a transaction. The <code>addr</code> value is transferred over the ARADDR or AWADDR signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>prot</td>
<td>An enumeration containing the protection type of a transaction. The types of protection are:</td>
</tr>
<tr>
<td></td>
<td><strong>_NORM_SEC_DATA</strong> (default)</td>
</tr>
<tr>
<td></td>
<td><strong>_PRIV_SEC_DATA</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_NORM_NONSEC_DATA</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_PRIV_NONSEC_DATA</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_NORM_SEC_INST</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_PRIV_SEC_INST</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_NORM_NONSEC_INST</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_PRIV_NONSEC_INST</strong></td>
</tr>
<tr>
<td>region</td>
<td>(AXI4) A 4-bit vector containing the region identifier of a transaction. The <code>region</code> value is transferred over the ARREGION or AWRREGION signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>size</td>
<td>An enumeration to hold the size of a transaction. The types of size are:</td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_1</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_2</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_4</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_8</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_16</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_32</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_64</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_128</strong></td>
</tr>
<tr>
<td>burst</td>
<td>An enumeration to hold the burst of a transaction. The types of burst are:</td>
</tr>
<tr>
<td></td>
<td><strong>_FIXED</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_INCR</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_WRAP</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BURST_RSVD</strong></td>
</tr>
<tr>
<td></td>
<td>The <code>burst</code> value is transferred over the ARBURST or AWBURST signals for a read or write transaction, respectively.</td>
</tr>
</tbody>
</table>
lock

An enumeration to hold the lock of a transaction. The types of lock are:

- **NORMAL**
- **EXCLUSIVE**

(AXI3) AXI_LOCKED

(AXI3) AXI_LOCKED_RSVD

The lock value is transferred over the ARLOCK or AWLOCK signals for a read or write transaction, respectively.

cache

(AXI3) An enumeration to hold the cache of a transaction. The types of cache are:

- AXI_NONCACHE_NONBUF; (default)
- AXI_BUF_ONLY;
- AXI_CACHE_NOALLOC;
- AXI_CACHE_BUF_NOALLOC;
- AXI_CACHE_RSVD0;
- AXI_CACHE_RSVD1;
- AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;
- AXI_CACHE_WBACK_ALLOC_R_ONLY;
- AXI_CACHE_RSVD2;
- AXI_CACHE_RSVD3;
- AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;
- AXI_CACHE_WBACK_ALLOC_W_ONLY;
- AXI_CACHE_RSVD4;
- AXI_CACHE_RSVD5;
- AXI_CACHE_WTHROUGH_ALLOC_RW;
- AXI_CACHE_WBACK_ALLOC_RW;

The cache value is transferred over the ARCACHE or AWCACHE signals for a read or write transaction, respectively.

(AXI4) An enumeration to hold the cache of a transaction. The types of cache are:

- AXI4_NONMODIFIABLE_NONBUF
- AXI4_BUF_ONLY
- AXI4_CACHE_NOALLOC
- AXI4_CACHE_2
- AXI4_CACHE_3
- AXI4_CACHE_RSVD4
- AXI4_CACHE_RSVD5
- AXI4_CACHE_6
- AXI4_CACHE_7
- AXI4_CACHE_RSVD8
- AXI4_CACHE_RSVD9
- AXI4_CACHE_10
- AXI4_CACHE_11
- AXI4_CACHE_RSVD12
- AXI4_CACHE_RSVD13
- AXI4_CACHE_14
- AXI4_CACHE_15

The cache value is transferred over the ARCACHE or AWCACHE signals for a read or write transaction, respectively.

Table 2-1. Transaction Fields (cont.)

<table>
<thead>
<tr>
<th>Transaction Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>lock</td>
<td>An enumeration to hold the lock of a transaction. The types of lock are: <strong>NORMAL</strong>, <strong>EXCLUSIVE</strong>. (AXI3) AXI_LOCKED, (AXI3) AXI_LOCKED_RSVD. The lock value is transferred over the ARLOCK or AWLOCK signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>cache</td>
<td>(AXI3) An enumeration to hold the cache of a transaction. The types of cache are: AXI_NONCACHE_NONBUF, (default) AXI_BUF_ONLY, AXI_CACHE_NOALLOC, AXI_CACHE_BUF_NOALLOC, AXI_CACHE_RSVD0, AXI_CACHE_RSVD1, AXI_CACHE_WTHROUGH_ALLOC_R_ONLY, AXI_CACHE_WBACK_ALLOC_R_ONLY, AXI_CACHE_RSVD2, AXI_CACHE_RSVD3, AXI_CACHE_WTHROUGH_ALLOC_W_ONLY, AXI_CACHE_WBACK_ALLOC_W_ONLY, AXI_CACHE_RSVD4, AXI_CACHE_RSVD5, AXI_CACHE_WTHROUGH_ALLOC_RW, AXI_CACHE_WBACK_ALLOC_RW. The cache value is transferred over the ARCACHE or AWCACHE signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>cache</td>
<td>(AXI4) An enumeration to hold the cache of a transaction. The types of cache are: AXI4_NONMODIFIABLE_NONBUF, AXI4_BUF_ONLY, AXI4_CACHE_NOALLOC, AXI4_CACHE_2, AXI4_CACHE_3, AXI4_CACHE_RSVD4, AXI4_CACHE_RSVD5, AXI4_CACHE_6, AXI4_CACHE_7, AXI4_CACHE_RSVD8, AXI4_CACHE_RSVD9, AXI4_CACHE_10, AXI4_CACHE_11, AXI4_CACHE_RSVD12, AXI4_CACHE_RSVD13, AXI4_CACHE_14, AXI4_CACHE_15. The cache value is transferred over the ARCACHE or AWCACHE signals for a read or write transaction, respectively.</td>
</tr>
</tbody>
</table>
**Table 2-1. Transaction Fields (cont.)**

<table>
<thead>
<tr>
<th>Transaction Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>qos</td>
<td>(AXI4) A 4-bit vector to hold the Quality of Service (qos) identifier of a transaction. The qos value is transferred over the ARQOS or AWQOS signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>id</td>
<td>A bit vector (of length equal to the ARID/AWID signal bus width) that holds the identification tag of a transaction. The id value is transferred over the AWID/BID signals for a write transaction and over the ARID/RID signals for a read transaction.</td>
</tr>
<tr>
<td>burst_length</td>
<td>A 4-bit (8-bit for AXI4) vector to hold the burst length of a transaction. The burst_length value is transferred over the ARLEN or AWLEN signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>addr_user</td>
<td>A bit vector (of length equal to the ARUSER/AWUSER signal bus width) to hold the address channel user data of a transaction. The addr_data value is transferred over the ARUSER or AWUSER signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>data_words</td>
<td>An unsized array of bit vectors (of length equal to the greater of the RDATA/WDATA signal bus widths) to hold the data words of the payload. A data_words array element is transferred over the RDATA or WDATA signals per beat of the read or write data channel, respectively.</td>
</tr>
<tr>
<td>write_strobes</td>
<td>An unsized array of bit vectors (of length equal to the WDATA signal bus width divided by 8) to hold the write strobes. A write_strobes array element is transferred over the WSTRB signals per beat of the write data channel.</td>
</tr>
</tbody>
</table>
| resp              | An unsized enumeration array to hold the responses of a transaction. The types of response are:  
  **_OKAY;**  
  **_EXOKAY;**  
  **_SLVERR;**  
  **_DECERR;**  
  A resp array element is transferred over the RRESP signals per beat of the read data channel, and over the BRESP signals for a write transaction, respectively. |

**Operational Transaction Fields**

| read_or_write | An enumeration to hold the read or write control flag. The types of read_or_write are:  
  **_TRANS_READ**  
  **_TRANS_WRITE** |
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>address_valid_delay</td>
<td>An integer to hold the delay value of the address channel AVALID and ARVALID signals (measured in ACLK cycles) for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>data_valid_delay</td>
<td>An unsized array of integers to hold the delay values of the data channel WVALID and RVALID signals (measured in ACLK cycles) for a read or write transaction, respectively.</td>
</tr>
</tbody>
</table>
Creating Transactions

The master BFM API allows you to create a master transaction by providing only the address and burst length arguments for a read or write transaction. All other protocol transaction fields automatically default to legal protocol values to create a complete master transaction record. Refer to the `create_read_transaction()` and `create_write_transaction()` functions for default protocol read and write transaction field values.

The slave BFM API allows you to create a slave transaction without providing any arguments. All protocol transaction fields automatically default to legal protocol values to create a complete slave transaction record. Refer to the `create_slave_transaction()` function for default protocol transaction field values.

### Table 2-1. Transaction Fields (cont.)

<table>
<thead>
<tr>
<th>Transaction Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>write_response_valid_delay</td>
<td>An integer to hold the delay value of the write response channel <code>BVALID</code> signal (measured in <code>ACLK</code> cycles) for a write transaction.</td>
</tr>
<tr>
<td>address_ready_delay</td>
<td>An integer to hold the delay value of the address channel <code>AWREADY</code> and <code>ARREADY</code> signals (measured in <code>ACLK</code> cycles) for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>data_ready_delay</td>
<td>An unsized array of integers to hold the delay values of the data channel <code>WREADY</code> and <code>RREADY</code> signals (measured in <code>ACLK</code> cycles) for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>write_response_ready_delay</td>
<td>An integer to hold the delay value of the write response channel <code>BREADY</code> signal (measured in <code>ACLK</code> cycles) for a write transaction.</td>
</tr>
<tr>
<td>gen_write_strobes</td>
<td>Automatically correct write strobes flag. Refer to Automatic Generation of Byte Lane Strobes for details.</td>
</tr>
<tr>
<td>operation_mode</td>
<td>An enumeration to hold the operation mode of the transaction. The two types of <code>operation_mode</code> are: <strong>TRANSACTION_NON_BLOCKING</strong> and <strong>TRANSACTION_BLOCKING</strong></td>
</tr>
<tr>
<td>delay_mode</td>
<td>(AXI3) An enumeration to hold the delay mode control flag. The types of <code>delay_mode</code> are: AXI_VALID2READY, AXI_TRANS2READY. Refer to AXI3 BFM Delay Mode for details.</td>
</tr>
<tr>
<td>write_data_mode</td>
<td>An enumeration to hold the write data mode control flag. The types of <code>write_data_mode</code> are: <strong>DATA_AFTER_ADDRESS</strong>, <strong>DATA_WITH_ADDRESS</strong></td>
</tr>
<tr>
<td>data_beat_done</td>
<td>An unsized bit array to hold the done flag for each beat in a read or write data burst when it has completed.</td>
</tr>
<tr>
<td>transaction_done</td>
<td>A bit to hold the done flag for a transaction when it has completed.</td>
</tr>
</tbody>
</table>
The monitor BFM API allows you to create a monitor transaction without providing any arguments. All protocol transaction fields automatically default to legal protocol values to create a complete slave transaction record. Refer to the `create_monitor_transaction()` function for default protocol transaction field values.

---

**Note**

If you change the default value of a protocol transaction field, this value is valid for all future transactions until a new value is set.

---

### create*_transaction()

There are two master BFM API functions available to create transactions, `create_read_transaction()` and `create_write_transaction()`, a `create_slave_transaction()` for the slave BFM API, and a `create_monitor_transaction()` for the monitor BFM API.

For example, the following master BFM test program creates a simple write transaction with a start address of 1, and a single data phase with a data value of 2, the master BFM test program would contain the following code:

```c
// Define a variable trans of type axi_transaction
axi_transaction write_trans;

// Create master write transaction
write_trans = bfm.create_write_transaction(1);
write_trans.data_words[0] = 2;
```

For example, to create a simple slave transaction the slave BFM test program would contain the following code:

```c
// Define a variable slave_trans of type axi_transaction
axi_transaction slave_trans;

// Create slave transaction
slave_trans = bfm.create_slave_transaction();
```

---

**Note**

The above test program code segments are for AXI3 BFMs. Substitute the `axi_transaction` type definition with `axi4_transaction` for AXI4 BFMs.

---

### Executing Transactions

Executing a transaction in a master/slave BFM test program initiates the transaction onto the protocol signals. Each master/slave BFM API has execution tasks that push transactions into the BFM internal transaction queues. **Figure 2-1** on page 13 illustrates the internal BFM structure.
execute_transaction(), execute*_burst(), execute*_phase()

If the DUT is a slave, then the execute_transaction() task is called in the master BFM test program. If the DUT is a master, then the execute*_burst() and execute*_phase() tasks are called in the slave BFM test program.

For example, to execute a master write transaction the master BFM test program contains the following code:
Waiting Events

Each BFM API has tasks that block the test program code execution until an event has occurred.

The \texttt{wait\_on()} task blocks the test program until an \texttt{ACLK} or \texttt{ARESETn} signal event has occurred before proceeding.

The \texttt{get\_*\_transaction()}, \texttt{get\_*\_burst()}, \texttt{get\_*\_phase()}, \texttt{get\_*\_cycle()} tasks block the test program code execution until a complete transaction, burst, phase or cycle has occurred, respectively.

\textbf{wait\_on()}

For example, a BFM test program can wait for the positive edge of the \texttt{ARESETn} signal using the following code:

\begin{verbatim}
// Block test program execution until the positive edge of the clock
bfm.wait_on(AXI_RESET_POSEDGE);
\end{verbatim}

\textbf{Note}

The above test program code segments are for AXI3 BFMs. Substitute the \texttt{AXI\_RESET\_POSEDGE} enumeration with \texttt{AXI4\_RESET\_POSEDGE} for AXI4 BFMs.

\textbf{get\_*\_transaction()}, \texttt{get\_*\_burst()}, \texttt{get\_*\_phase()}, \texttt{get\_*\_cycle()}

For example, a slave BFM test program can use a received write address phase to form the response of the write transaction. The test program gets the write address phase for the transaction by calling the \texttt{get\_write\_addr\_phase()} task. This task blocks until it has received the address phase, allowing the test program to call the \texttt{execute\_write\_response\_phase()} task for the transaction at a later stage, as shown in the slave BFM test program in Example 2-3.

\begin{verbatim}
// By default the execution of a transaction will block
bfm.execute_transaction(write_trans);

For example, to execute a slave write response phase, the slave BFM test program contains the following code:

// By default the execution of a transaction will block
bfm.execute_write_response_phase(slave_trans);

Example 2-3. Slave Test Program Using \texttt{get\_write\_addr\_phase()}

slave_trans = bfm.create_slave_transaction();
bfm.get_write_addr_phase(slave_trans);
...
bfm.execute_write_response_phase(slave_trans);
\end{verbatim}
Access Transaction Record

Each BFM API has tasks that can access a complete or partially complete Transaction Record. The set*() and get*() tasks are used in a test program to set and get information from the transaction record.

**Note**

The set*() and get*() tasks are not explicitly described in each BFM API chapter. The simple rule for the task name is set_or get_followed by the name of the transaction field accessed. Refer to “Transaction Fields” on page 17 for transaction field name details.

**set**(*)

For example, to set the WSTRB write strobes signal for the first phase (beat) in the Transaction Record of a write transaction, the master test program would use the set_write_strobes() task, as shown in the code below.

```verilog
write_trans.set_write_strobes('b0010, 0);
```

**get**(*)

For example, a slave BFM test program uses a received write address phase to get the AWPROT signal value from the Transaction Record, as shown in the slave BFM test program code below.

```verilog
// Define a variable prot_value of type axi_transaction
axi_prot_e prot_value;
slave_trans = bfm.create_slave_transaction();

// Wait for a write address phase
bfm.get_write_addr_phase(slave_trans);

... ...

// Get the AWPROT signal value of the slave transaction
prot_value = bfm.get_prot(slave_trans);
```
Operational Transaction Fields

Operational transaction fields control the way a transaction is executed onto the protocol signals. They also indicate when a data phase (beat) or transaction is complete.

Automatic Generation of Byte Lane Strobes

The master BFM permits unaligned and narrow write transfers by using byte lane strobe (WSTRB) signals to indicate which byte lanes contain valid data per data phase (beat).

When you create a write transaction in your master BFM test program, the write_strobes variable is available to store the write strobe values for each write data phase (beat) in the transaction. To assist you in creating the correct byte lane strobes, automatic correction of any previously set write_strobes is performed by default during execution of the write transaction, or write data phase (beat). You can disable this default behavior by setting the operational transaction field gen_write_strobes = 0, which allows any previously set write_strobes to pass through uncorrected onto the protocol WSTRB signals. In this mode, with the automatic correction disabled, you are responsible for setting the correct write_strobes for the whole transaction.

The automatic correction algorithm performs a bit-wise AND operation on any previously set write_strobes. To do the corrections, the correction algorithm uses the equations described in the AMBA AXI Protocol Specification, section A3.4.1 that define valid write data byte lanes for legal protocol. Therefore, if you require automatic generation of all write_strobes, before the write transaction executes, you must set all write_strobes to 1, indicating that all bytes lanes initially contain valid write data prior to the execution of the write transaction. Automatic correction then sets the relevant write_strobes to 0 to produce legal protocol WSTRB signals.

For example, Figure 2-2 below shows byte lanes that can contain valid data for a write transaction with a starting address = 0x01, size = 0b001 (2 bytes), type = INCR, and the length = 0b0010 (3 beats) for a 32-bit write data bus.
In the above example, if you set all \texttt{write_strobes[]} array elements to 1 before executing the write transaction, automatic correction produces the following results while the transaction executes.

**Prior to Execution** | **During Execution**
---|---
1st data phase | \texttt{write_strobes[0]=0b1111} -> \texttt{write_strobes[0]=0b0010}
2nd data phase | \texttt{write_strobes[1]=0b1111} -> \texttt{write_strobes[1]=0b1100}
3rd data phase | \texttt{write_strobes[2]=0b1111} -> \texttt{write_strobes[2]=0b0011}

If you randomly set all \texttt{write_strobes[]} array elements to 0 or 1, before executing the write transaction, automatic correction corrects only those \texttt{write_strobes[]} array elements that were previously set to 1, as shown below.

**Prior to Execution** | **During Execution**
---|---
1st data phase | \texttt{write_strobes[0]=0b1010} -> \texttt{write_strobes[0]=0b0010}
2nd data phase | \texttt{write_strobes[1]=0b1010} -> \texttt{write_strobes[1]=0b1000}
3rd data phase | \texttt{write_strobes[2]=0b1010} -> \texttt{write_strobes[2]=0b0010}

**Note**

To automatically generate all \texttt{WSTRB} signals for a write transaction, set all \texttt{write_strobes[]} array elements to 1 before executing the write transaction or write data burst.

**Operation Mode**

By default, each read or write transaction performs a blocking operation which prevents a following transaction from starting until the current active transaction completes.

You can configure this behavior to be nonblocking by setting the \texttt{operation_mode} transaction field to the enumerate type value \texttt{AXI_TRANSACTION_NON_BLOCKING} instead of the default \texttt{AXI_TRANSACTION_BLOCKING}.  

---

26 Mentor VIP AE AXI3/4 User Guide, V10.2b
September 2013
For example, in a master BFM test program you create a transaction by calling the `create_read_transaction()` or `create_write_transaction()` tasks which creates a transaction record. Before executing the transaction record, the `operation_mode` can be changed as follows:

```systemverilog
// Create a write transaction to create a transaction record
trans = bfm.create_write_transaction(1);

// Change operation_mode to be nonblocking in the transaction record
trans.operation_mode(AXI_TRANSACTION_NON_BLOCKING);
```

**Note**
The above test program code segments are for AXI3 BFMs. Substitute the `AXI_TRANSACTION_NON_BLOCKING` enumeration with `AXI4_TRANSACTION_NON_BLOCKING` for AXI4 BFMs.

### Channel Handshake Delay

Each of the five protocol channels have `*VALID` and `*READY` handshake signals that control the rate at which information is transferred between a master and slave. The API to control these handshake signals differs between the AXI3 BFMs and AXI4 BFMs. Refer to the AXI3 BFM Handshake Delay and AXI3 BFM Delay Mode for details of the AXI3 BFM API, and AXI4 BFM Handshake Delay for details of the AXI4 BFM API.

### AXI3 BFM Handshake Delay

The delay between the `*VALID` and `*READY` handshake signals for each of the five protocol channels can be configured. The delay can be defined per phase (beat) basis for a particular transaction, measured from the positive edge of `ACLK` when `*VALID` is asserted. The delay can also be set from the completion of a previous transaction phase (`*VALID` and `*READY` both asserted).

### AXI3 BFM Handshake Signal Delay Transaction Fields

The transaction record contains transaction fields to configure the desired handshake delay pattern for a particular transaction phase on any of the five protocol channels. The master BFM configures the `*VALID` and `*READY` signal delays that it asserts, and the slave BFM configures the `*VALID` and `*READY` signal delays that it asserts. Table 2-2 specifies which operational delay transaction fields are configured by the master and slave BFMs.
### Table 2-2. Handshake Signal Delay Transaction Fields

<table>
<thead>
<tr>
<th>Signal</th>
<th>Operational Transaction Field</th>
<th>Configuration BFM</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWVALID</td>
<td>address_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>AWREADY</td>
<td>address_ready_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>WVALID</td>
<td>data_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>WREADY</td>
<td>data_ready_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>BVALID</td>
<td>write_response_valid_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>BREADY</td>
<td>write_response_ready_delay</td>
<td>Master</td>
</tr>
<tr>
<td>ARVALID</td>
<td>address_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>ARREADY</td>
<td>address_ready_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>RVALID</td>
<td>data_valid_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>RREADY</td>
<td>data_ready_delay</td>
<td>Master</td>
</tr>
</tbody>
</table>

**Note**

The data channel handshake signal transaction fields (*data_valid_delay[]* and *data_ready_delay[]*) are defined as arrays so that the *VALID* to *READY* delay can be configured on a per data phase (beat) basis in a transaction.

## AXI4 BFM Handshake Delay

The delay between the *VALID* and *READY* handshake signals for each of the five protocol channels is controlled in a BFM test program using `execute_*_ready()`, `get_*_ready()`, and `get_*_cycle()` tasks. The `execute_*_ready()` tasks place a value onto the *READY* signals and the `get_*_ready()` tasks retrieve a value from the *READY* signals. The `get_*_cycle()` tasks wait for a *VALID* signal to be asserted and are used to insert a delay between the *VALID* and *READY* signals in the BFM test program.

For example, the master BFM test program code below inserts a specified delay between the read channel RVALID and RREADY handshake signals using the `execute_read_data_ready()` and `get_read_data_cycle()` tasks.

```vhdl
// Set the RREADY signal to '0' so that it is nonblocking
fork
  bfm.execute_read_data_ready(1'b0);
join_none

// Wait until the RVALID signal is asserted and then wait_on the specified // number of ACLK cycles
bfm.get_read_data_cycle;
repeat(5) bfm.wait_on(AXI4_CLOCK_POSEDGE);

// Set the RREADY signal to '1' so that it blocks for an ACLK cycle
bfm.execute_read_data_ready(1'b1);
```
AXI4 BFM *VALID Signal Delay Transaction Fields

The transaction record contains a *valid_delay transaction field for each of the five protocol channels to configure the delay value prior to the assertion of the *VALID signal for the channel. The master BFM holds the delay configuration for the *VALID signals that it asserts, and the slave BFM holds the delay configuration for the *VALID signals that it asserts. Table 2-3 below specifies which *valid_delay fields are configured by the master and slave BFM.

Table 2-3. Master and Slave*valid_delay Configuration Fields

<table>
<thead>
<tr>
<th>Signal</th>
<th>Operational Transaction Field</th>
<th>Configuration BFM</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWVALID</td>
<td>address_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>WVALID</td>
<td>data_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>BVALID</td>
<td>write_response_valid_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>ARVALID</td>
<td>address_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>RVALID</td>
<td>data_valid_delay</td>
<td>Slave</td>
</tr>
</tbody>
</table>

Note: In the transaction record, the data channel handshake signal transaction field (data_valid_delay[]) is defined as an array, which allows you to configure the *VALID delay on a per data phase (beat) basis in a transaction.

AXI4 BFM *READY Handshake Signal Delay Transaction Fields

The transaction record contains a *ready_delay transaction field for each of the five protocol channels to store the delay value that occurred between the assertion of the *VALID and *READY handshake signals for the channel. Table 2-4 specifies the *ready_delay field corresponding to the *READY signal delay.

Table 2-4. Master &Slave*ready_delay Transaction Fields

<table>
<thead>
<tr>
<th>Signal</th>
<th>Operational Transaction Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWREADY</td>
<td>address_ready_delay</td>
</tr>
<tr>
<td>WREADY</td>
<td>data_ready_delay</td>
</tr>
<tr>
<td>BREADY</td>
<td>write_response_ready_delay</td>
</tr>
<tr>
<td>ARREADY</td>
<td>address_ready_delay</td>
</tr>
<tr>
<td>RREADY</td>
<td>data_ready_delay</td>
</tr>
</tbody>
</table>

Note: In the transaction record, the data channel handshake signal transaction field (data_ready_delay[]) is defined as an array so that the *READY delay can be recorded on a per data phase (beat) basis in a transaction.
AXI3 BFM Delay Mode

The delay mode can be configured on a per transaction basis using the `delay_mode` operational transaction field. This transaction field can be configured to the enumerated type values of `AXI_VALID2READY` (default) or `AXI_TRANS2READY`.

The default configuration (\(\text{delay\_mode} = \text{AXI\_VALID2READY}\)) corresponds to the delay measured from the positive edge of `ACLK` when \(^*\text{VALID}\) is asserted in a transaction. Figure 2-3 demonstrates how to achieve a \(^*\text{VALID}\) asserted before \(^*\text{READY}\) handshake.

\textbf{Figure 2-3. Operational Transaction Field delay\_mode = AXI\_VALID2READY}

![Diagram showing operational transaction field delay_mode = AXI_VALID2READY](image)

The other configuration (\(\text{delay\_mode} = \text{AXI\_TRANS2READY}\)) corresponds to the delay measured from the completion of a previous transaction phase (\(^*\text{VALID}\) and \(^*\text{READY}\) both asserted). Figure 2-4 demonstrates how to achieve a \(^*\text{READY}\) before \(^*\text{VALID}\) handshake.
Figure 2-4. Operational Transaction Field delay_mode = AXI_TRANS2READY

Data Beat Done

There is a data_beat_done transaction field for each transaction, defined as an array, to indicate when each data phase (beat) has completed. Each element of the data_beat_done array is set to 1 when each data phase (beat) has completed in a data burst.

You call the get_read_data_phase() task in the master BFM test program to investigate how many beats of a read data burst have completed by analyzing how many elements of the data_beat_done array have been set to 1. Similarly, the get_write_data_phase() task can be called in the slave BFM test program to analyze a write data burst.

Transaction Done

The transaction_done field in each transaction indicates when the transaction is complete.

In a master BFM test program, you call the get_read_data_burst() task to investigate whether a read transaction is complete, and the get_write_response_phase() to investigate whether a write transaction is complete.
Chapter 3
SystemVerilog AXI3 and AXI4 Master BFMs

This section provides information about the SystemVerilog AXI3 and AXI4 master BFMs. Each BFM has an API that contains tasks and functions to configure the BFM and to access the dynamic Transaction Record during the lifetime of the transaction.

Note
Due to AXI3 protocol specification changes, for some BFM tasks, you reference the AXI3 BFM by specifying AXI instead of AXI3.

Master BFM Protocol Support

The AXI3 master BFM supports the AMBA AXI3 protocol with restrictions described in “Protocol Restrictions” on page 1. In addition to the standard protocol, it supports user sideband signals \texttt{AWUSER} and \texttt{ARUSER}.

The AXI4 master BFM supports the AMBA AXI4 protocol with restrictions described in “Protocol Restrictions” on page 1.

Master Timing and Events

For detailed timing diagrams of the protocol bus activity, refer to the relevant AMBA AXI protocol specification chapter, which you can use to reference details of the following master BFM API timing and events.

The AMBA AXI protocol specification does not define any timescale or clock period with signal events sampled and driven at rising \texttt{ACLK} edges. Therefore, the master BFM does not contain any timescale, timeunit, or timeprecision declarations with the signal setup and hold times specified in units of simulator time-steps.

The simulator time-step resolves to the smallest of all the time-precision declarations in the testbench and design IP as a result of these directives, declarations, options, or initialization files:

- `timescale directives in design elements.
- timeprecision declarations in design elements.
- compiler command-line options.
- simulation command-line options.
local or site-wide simulator initialization files.

If there is no timescale directive, the default time unit and time precision are tool specific. The recommended practice is to use timeunit and timeprecision declarations. Refer to the SystemVerilog LRM section 3.14 for details.

Master BFM Configuration

A master BFM supports the full range of signals defined for the AMBA AXI protocol specification. It has parameters that configure the widths of the address, ID and data signals, and transaction fields to specify timeout factors, slave exclusive support, setup and hold times, etc.

The address, ID and data signal widths can be changed from their default settings by assigning them new values, usually in the top-level module of the testbench. These new values are then passed to the master BFM using a parameter port list of the master BFM module. For example, the code extract below shows the AXI3 master BFM with the address, ID and data signal widths defined in module top() and passed to the master BFM mgc_axi_master parameter port list:

```verbatim
module top ();
    parameter AXI_ADDRESS_WIDTH = 24;
    parameter AXI_RDATA_WIDTH = 16;
    parameter AXI_WDATA_WIDTH = 16;
    parameter AXI_ID_WIDTH = 4;

    mgc_axi_master #(AXI_ADDRESS_WIDTH, AXI_RDATA_WIDTH, AXI_WDATA_WIDTH, AXI_ID_WIDTH) bfm_master(...);
```

Note

In the above code extract, the mgc_axi_master is the AXI3 master BFM interface.

The following table lists parameter names for the address, ID and data signals, and their default values.

<table>
<thead>
<tr>
<th>Signal Width Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>**_ADDRESS_WIDTH</td>
<td>Address signal width in bits. This applies to the ARADDR and AWADDR signals. Refer to the AMBA AXI Protocol specification for more details. Default: 32.</td>
</tr>
<tr>
<td>**_RDATA_WIDTH</td>
<td>Read data signal width in bits. This applies to the RDATA signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
<tr>
<td>**_WDATA_WIDTH</td>
<td>Write data signal width in bits. This applies to the WDATA signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
</tbody>
</table>
### Table 3-1. Master BFM Signal Width Parameters

<table>
<thead>
<tr>
<th>Signal Width Parameter</th>
<th>Description</th>
<th>Default</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_ID_WIDTH</strong></td>
<td>ID signal width in bits. This applies to the RID and WID signals. Refer to the AMBA AXI Protocol specification for more details.</td>
<td>4</td>
</tr>
<tr>
<td><strong>AXI4_USER_WIDTH</strong></td>
<td>(AXI4) User data signal width in bits. This applies to the ARUSER, AWUSER, RUSER, WUSER and BUSER signals. Refer to the AMBA AXI Protocol specification for more details.</td>
<td>8</td>
</tr>
<tr>
<td><strong>AXI4_REGION_MAP_SIZE</strong></td>
<td>(AXI4) Region signal width in bits. This applies to the ARREGION and AWREGION signals. Refer to the AMBA AXI Protocol specification for more details.</td>
<td>16</td>
</tr>
</tbody>
</table>
A master BFM has configuration fields that you can set with the `set_config()` function to configure timeout factors, slave exclusive support, and setup and hold times, etc. You can also get the value of a configuration field using the `get_config()` function. The full list of configuration fields is described in Table 3-2 below.

### Table 3-2. Master BFM Configuration

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_SETUP_TIME</strong></td>
<td>The setup-time prior to the active edge of ACLK, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_HOLD_TIME</strong></td>
<td>The hold-time after the active edge of ACLK, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_TRANSACTION_TIME_FACTOR</strong></td>
<td>The maximum timeout duration for a read/write transaction in clock cycles. Default: 100000.</td>
</tr>
<tr>
<td><strong>_CONFIG_BURST_TIMEOUT_FACTOR</strong></td>
<td>The maximum delay between the individual phases of a read/write transaction in clock cycles. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY</strong></td>
<td>The maximum timeout duration from the assertion of AWVALID to the assertion of AWREADY in clock periods. Default: 1000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY</strong></td>
<td>The maximum timeout duration from the assertion of ARVALID to the assertion of ARREADY in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY</strong></td>
<td>The maximum timeout duration from the assertion of RVALID to the assertion of RREADY in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY</strong></td>
<td>The maximum timeout duration from the assertion of BVALID to the assertion of BREADY in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY</strong></td>
<td>The maximum timeout duration from the assertion of WVALID to the assertion of WREADY in clock periods. Default: 10000.</td>
</tr>
</tbody>
</table>
### Master Assertions

Each master BFM performs protocol error checking using the built-in assertions.

**Note**

The built-in BFM assertions are independent of programming language and simulator.

#### AXI3 Assertion Configuration

By default, all built-in assertions are enabled in the master BFM. To globally disable them in the master BFM, use the `set_config()` command as the following example illustrates:

---

**Table 3-2. Master BFM Configuration (cont.)**

<table>
<thead>
<tr>
<th>Slave Attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_SUPPORT_EXCLUSIVE_ACCESS</strong></td>
<td>Enables support for an exclusive slave. If enabled, the BFM will expect an <code>EXOKAY</code> response to a successful exclusive transaction. If disabled, the BFM will expect an <code>OKAY</code> response to an exclusive transaction. Refer to the AMBA AXI protocol specification for more details.</td>
</tr>
<tr>
<td>AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET</td>
<td>(AXI3) The slave BFM drives the <code>BVALID</code> and <code>RVALID</code> signals low during reset. Refer to the AMBA AXI Protocol specification for more details.</td>
</tr>
<tr>
<td><strong>_CONFIG_SLAVE_START_ADDR</strong></td>
<td>Configures the start address map for the slave.</td>
</tr>
<tr>
<td><strong>_CONFIG_SLAVE_END_ADDR</strong></td>
<td>Configures the end address map for the slave.</td>
</tr>
<tr>
<td><strong>_CONFIG_READ_DATA_REORDERING_DEPTH</strong></td>
<td>The slave read reordering depth. Refer to the AMBA AXI Protocol specification for more details. Default: 1.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Error Detection</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_ENABLE_ALL_ASSERTIONS</strong></td>
<td>Enables/disables all assertion checks in the BFM.</td>
</tr>
<tr>
<td><strong>_CONFIG_ENABLE_ASSERTION</strong></td>
<td>Enables/disables individual assertion checks in the BFM.</td>
</tr>
</tbody>
</table>

| 0 = disabled | 1 = enabled (default) |
| 0 = false (default) | 1 = true |

---

1. Refer to [Master Timing and Events](#) for details of simulator time-steps.
set_config(AXI_CONFIG_ENABLE_ALL_ASSERTIONS, 0)

Alternatively, individual built-in assertions can be disabled by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the `AWLOCK` signal changing between the `AWVALID` and `AWREADY` handshake signals, use the following sequence of commands:

```systemverilog
// Define a local bit vector to hold the value of the assertion bit vector
bit [255:0] config_assert_bitvector;

// Get the current value of the assertion bit vector
config_assert_bitvector = bfm.get_config(AXI_CONFIG_ENABLE_ASSERTION);

// Assign the AXI_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector[AXI_LOCK_CHANGED_BEFORE_AWREADY] = 0;

// Set the new value of the assertion bit vector
bfm.set_config(AXI_CONFIG_ENABLE_ASSERTION, config_assert_bitvector);
```

**Note**

Do not confuse the `AXI_CONFIG_ENABLE_ASSERTION` bit vector with the `AXI_CONFIG_ENABLE_ALL_ASSERTIONS` global enable/disable.

To re-enable the `AXI_LOCK_CHANGED_BEFORE_AWREADY` assertion, follow the above code sequence and assign the assertion in the `AXI_CONFIG_ENABLE_ASSERTION` bit vector to 1.

For a complete listing of AXI3 assertions, refer to “AXI3 Assertions” on page 665.
### AXI4 Assertion Configuration

By default, all built-in assertions are enabled in the master AXI4 BFM. To globally disable them in the master BFM, use the `set_config()` command as the following example illustrates:

```systemverilog
declare int: set_config(AXI4_CONFIG_ENABLE_ALL_ASSERTIONS, 0);
```

Alternatively, individual built-in assertions can be disabled by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the `AWLOCK` signal changing between the `AWVALID` and `AWREADY` handshake signals, use the following sequence of commands:

```systemverilog
// Define a local bit vector to hold the value of the assertion bit vector
bit [255:0] config_assert_bitvector;

// Get the current value of the assertion bit vector
config_assert_bitvector = bfm.get_config(AXI4_CONFIG_ENABLE_ASSERTION);

// Assign the AXI4_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector[AXI4_LOCK_CHANGED_BEFORE_AWREADY] = 0;

// Set the new value of the assertion bit vector
bfm.set_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector);

**Note**

Do not confuse the `AXI4_CONFIG_ENABLE_ASSERTION` bit vector with the `AXI4_CONFIG_ENABLE_ALL_ASSERTIONS` global enable/disable.

To re-enable the `AXI4_LOCK_CHANGED_BEFORE_AWREADY` assertion, follow the above code sequence and assign the assertion in the `AXI4_CONFIG_ENABLE_ASSERTION` bit vector to 1.

**Note**

For a complete listing of AXI4 assertions, refer to “AXI4 Assertions” on page 678.

---

### SystemVerilog Master API

This section describes the SystemVerilog master API.
set_config()

This function sets the configuration of the master BFM.

Prototype

```plaintext
// * = axi | axi4
function void set_config
(input *config_e config_name,
 input *max_bits_t config_val);
```

Arguments

(config_name)

(AXI3) Configuration name:

- AXI_CONFIG_SETUP_TIME
- AXI_CONFIG_HOLD_TIME
- AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
- AXI_CONFIG_BURST_TIMEOUT_FACTOR
- AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
- AXI_CONFIG_MASTER_WRITE_DELAY
- AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
- AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
- AXI_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI_CONFIG_ENABLE_ASSERTION
- AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI_CONFIG_SLAVE_START_ADDR
- AXI_CONFIG_SLAVE_END_ADDR
- AXI_CONFIG_MASTER_ERROR_POSITION
- AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS

(AXI4) Configuration name:

- AXI4_CONFIG_SETUP_TIME
- AXI4_CONFIG_HOLD_TIME
- AXI4_CONFIG_BURST_TIMEOUT_FACTOR
- AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI4_CONFIG_ENABLE_RLAST
- AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
- AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI4_CONFIG_ENABLE_ASSERTION
- AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI4_CONFIG_ENABLE_QOS
- AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI4_CONFIG_SLAVE_START_ADDR
- AXI4_CONFIG_SLAVE_END_ADDR
See “Master BFM Configuration” on page 34 for descriptions and valid values.

**Returns** None

**AXI3 Example**

```verilog
set_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1);
set_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, 1000);
```

**AXI4 Example**

```verilog
set_config(AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE, 1);
set_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, 1000);
```
get_config()

This function gets the configuration of the master BFM.

Prototype

```vhdl
function void get_config
    (input *__config_e config_name,
   );
```

Arguments

`config_name`

**(AXI3) Configuration name:**
- AXI_CONFIG_SETUP_TIME
- AXI_CONFIG_HOLD_TIME
- AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
- AXI_CONFIG_BURST_TIMEOUT_FACTOR
- AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
- AXI_CONFIG_MASTER_WRITE_DELAY
- AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
- AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
- AXI_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI_CONFIG_ENABLE_ASSERTION
- AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI_CONFIG_SLAVE_START_ADDR
- AXI_CONFIG_SLAVE_END_ADDR
- AXI_CONFIG_MASTER_ERROR_POSITION
- AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS

**(AXI4) Configuration name:**
- AXI4_CONFIG_SETUP_TIME
- AXI4_CONFIG_HOLD_TIME
- AXI4_CONFIG_BURST_TIMEOUT_FACTOR
- AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI4_CONFIG_ENABLE_RLAST
- AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
- AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI4_CONFIG_ENABLE_ASSERTION
- AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI4_CONFIG_ENABLE_QOS
- AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI4_CONFIG_SLAVE_START_ADDR
- AXI4_CONFIG_SLAVE_END_ADDR
Returns
c

config_val

See “Master BFM Configuration” on page 34 for descriptions and valid values.

AXI3 Example

get_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS);
get_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR);

AXI4 Example

get_config(AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE);
get_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR);
**create_write_transaction()**

This nonblocking function creates a write transaction with a start address `addr` and optional `burst_length` arguments. All other transaction fields default to legal protocol values, unless previously assigned a value. It returns with the `_transaction` record.

**Prototype**

```systemverilog
// * = axi | axi4
// ** = AXI | AXI4
function automatic *_transaction create_write_transaction
    input bit [((** ADDRESS_WIDTH) - 1):0]  addr,
    bit [3:0] burst_length = 0 // optional
);
```

**Arguments**

- **addr**  
  Start address
- **burst_length**  
  (Optional) Burst length. Default: 0.

**Protocol Transaction Fields**

**size**  
Burst size. Default: width of bus:
- **_BYTES_1**
- **_BYTES_2**
- **_BYTES_4**
- **_BYTES_8**
- **_BYTES_16**
- **_BYTES_32**
- **_BYTES_64**
- **_BYTES_128**

**burst**  
Burst type:
- **_FIXED**
- **_INCR** (default)
- **_WRAP**
- **_BURST_RSVD**

**lock**  
Burst lock:
- **_NORMAL** (default)
- **_EXCLUSIVE**
- (AXI3) **AXI_LOCKED**
- (AXI3) **AXI_LOCK_RSVD**

**cache**  
(AXI3) Burst cache:
- **AXI_NONCACHE_NONBUF** (default)
- **AXI_BUF_ONLY**
- **AXI_CACHE_NOALLOC**
- **AXI_CACHE_BUF_NOALLOC**
- **AXI_CACHE_RSVD0**
- **AXI_CACHE_RSVD1**
- **AXI_CACHE_WTHROUGH_ALLOC_R_ONLY**
- **AXI_CACHE_WBACK_ALLOC_R_ONLY**
- **AXI_CACHE_RSVD2**
- **AXI_CACHE_RSVD3**
- **AXI_CACHE_WTHROUGH_ALLOC_W_ONLY**
- **AXI_CACHE_WBACK_ALLOC_W_ONLY**
- **AXI_CACHE_RSVD4**
- **AXI_CACHE_RSVD5**
- **AXI_CACHE_WTHROUGH_ALLOC_RW**
- **AXI_CACHE_WBACK_ALLOC_RW**
SystemVerilog AXI3 and AXI4 Master BFMs

create_write_transaction()

cache (AXI4) Burst cache:
- AXI4_NONMODIFIABLE_NONBUF; (default)
- AXI4_BUF_ONLY;
- AXI4_CACHE_NOALLOC;
- AXI4_CACHE_2;
- AXI4_CACHE_3;
- AXI4_CACHE_RSVD4;
- AXI4_CACHE_RSVD5;
- AXI4_CACHE_6;
- AXI4_CACHE_7;
- AXI4_CACHE_RSVD8;
- AXI4_CACHE_RSVD9;
- AXI4_CACHE_10;
- AXI4_CACHE_11;
- AXI4_CACHE_RSVD12;
- AXI4_CACHE_RSVD12;
- AXI4_CACHE_14;
- AXI4_CACHE_15;

prot Protection:
- **_NORM_SEC_DATA; (default)
- **_PRIV_SEC_DATA;
- **_NORM_NONSEC_DATA;
- **_PRIV_NONSEC_DATA;
- **_NORM_SEC_INST;
- **_PRIV_SEC_INST;
- **_NORM_NONSEC_INST;
- **_PRIV_NONSEC_INST;

id Burst ID

data_words Data words array.

write_strobes Write strobes array:
  Each strobe 0 or 1.

resp Burst response:
- **_OKAY;
- **_EXOKAY;
- **_SLVERR;
- **_DECERR;

region (AXI4) Region identifier.

qos (AXI4) Quality-of-Service identifier.

addr_user Address channel user data.

data_user (AXI4) Data channel user data.

resp_user (AXI4) Response channel user data.

** Operational Transaction Fields **

gen_write_strobes Generate write strobes flag:
  0 = user supplied write strobes.
  1 = auto-generated write strobes (default).

operation_mode Operation mode:
- **_TRANSACTION_NON_BLOCKING;
- **_TRANSACTION_BLOCKING; (default)

delay_mode (AXI3) Delay mode:
  AXI_VALID2READY; (default)
  AXI_TRANS2READY;

write_data_mode Write data mode:
- **_DATA_AFTER_ADDRESS; (default)
- **_DATA_WITH_ADDRESS;
SystemVerilog AXI3 and AXI4 Master BFMs

create_write_transaction()

Operational Transaction Fields

- **address_valid_delay**: Address channel *AWVALID* delay measured in *ACLK* cycles for this transaction (default = 0).
- **data_valid_delay**: Write data channel *WVALID* delay array measured in *ACLK* cycles for this transaction (default = 0 for all elements).
- **write_response_ready_delay**: Write response channel *BREADY* delay measured in *ACLK* cycles for this transaction (default = 0).
- **databeat_done**: Write data channel beat *done* flag array for this transaction.
- **transaction_done**: Write transaction *done* flag for this transaction.

Returns

The *_transaction* record.

**AXI3 Example**

```plaintext
// Create a write transaction with a data burst length of 3 (4 beats) to start address 16.
trans = bfm.create_write_transaction(16, 3);
trans.set_size = (AXI_BYTES_4);
trans.set_data_words = ('hACE0ACE1, 0);
trans.set_data_words = ('hACE2ACE3, 1);
trans.set_data_words = ('hACE4ACE5, 2);
trans.set_data_words = ('hACE6ACE7, 3);
```

**AXI4 Example**

```plaintext
// Create a write transaction with a data burst length of 3 to start address 16.
trans = bfm.create_write_transaction(16, 3);
trans.set_size = (AXI4_BYTES_4);
trans.set_data_words = ('hACE0ACE1, 0);
trans.set_data_words = ('hACE2ACE3, 1);
trans.set_data_words = ('hACE4ACE5, 2);
trans.set_data_words = ('hACE6ACE7, 3);
```
### create_read_transaction()

This nonblocking function creates a read transaction with a start address `addr` and optional `burst_length` arguments. All other transaction fields default to legal AXI protocol values, unless previously assigned a value. It returns the `_transaction` record.

#### Prototype
```verilog
// * = axi | axi4
// ** = AXI | AXI4
function automatic *_transaction create_read_transaction
   (input bit [((** ADDRESS_WIDTH) - 1):0] addr,
   bit [3:0] burst_length = 0 //optional);
```

#### Arguments
- **addr**: Start address
- **burst_length**: (Optional) Burst length. Default: 0.

#### Protocol Transaction Fields
- **size**: Burst size. Default: width of bus:
  - **BYTES_1**
  - **BYTES_2**
  - **BYTES_4**
  - **BYTES_8**
  - **BYTES_16**
  - **BYTES_32**
  - **BYTES_64**
  - **BYTES_128**
- **burst**: Burst type:
  - **FIXED**
  - **INCR**; (default)
  - **WRAP**
  - **BURST_RSVD**
- **lock**: Burst lock:
  - **NORMAL**; (default)
  - **EXCLUSIVE**
  - (AXI3) AXI_LOCKED;
  - (AXI3) AXI_LOCK_RSVD;
- **cache**: (AXI4) Burst cache:
  - AXI4_NONMODIFIABLE_NONBUF; (default)
  - AXI4_BUF_ONLY;
  - AXI4_CACHE_NOALLOC;
  - AXI4_CACHE_2;
  - AXI4_CACHE_3;
  - AXI4_CACHE_RSVD4;
  - AXI4_CACHE_RSVD5;
  - AXI4_CACHE_6;
  - AXI4_CACHE_7;
  - AXI4_CACHE_RSVD8;
  - AXI4_CACHE_RSVD9;
  - AXI4_CACHE_10;
  - AXI4_CACHE_11;
  - AXI4_CACHE_RSVD12;
  - AXI4_CACHE_RSVD12;
  - AXI4_CACHE_14;
  - AXI4_CACHE_15;
create_read_transaction()

prot Protection:
  **_NORM_SEC_DATA; (default)
  **_PRIV_SEC_DATA;
  **_NORM_NONSEC_DATA;
  **_PRIV_NONSEC_DATA;
  **_NORM_SEC_INST;
  **_PRIV_SEC_INST;
  **_NORM_NONSEC_INST;
  **_PRIV_NONSEC_INST;

Burst ID
data_words Data words array.
resp Burst response:
  **_OKAY;
  **_EXOKAY;
  **_SLVERR;
  **_DECERR;

Operation
Transaction
Fields

operation_mode Operation mode:
  **_TRANSACTION_NON_BLOCKING;
  **_TRANSACTION_BLOCKING; (default)
delay_mode (AXI3) Delay mode:
  AXI_VALID2READY; (default)
  AXI_TRANS2READY;
address_valid_delay Address channel ARVALID delay measured in ACLK cycles for this transaction (default = 0).
data_ready_delay Read data channel RREADY delay array measured in ACLK cycles for this transaction (default = 0 for all elements).
data_beat_done Write data channel beat done flag array for this transaction.
transaction_done Read transaction done flag for this transaction.

Returns

*_transaction The transaction record:

AXI3 Example

// Create a read data burst length of 3 (4 beats) to start address 16.
trans = bfm.create_read_transaction(16, 3);
trans.set_size = (AXI_BYTES_4);

AXI4 Example

// Read data burst length of 3 to start address 16.
trans = bfm.create_read_transaction(16, 3);
trans.set_size = (AXI4_BYTES_4);
execute_transaction()

This task executes a master transaction previously created by the `create_write_transaction()`, or `create_read_transaction()`, functions. The transaction can be blocking (default) or non-blocking, defined by the transaction record `operation_mode` field.

The results of `execute_transaction()` for write transactions varies based on how write transaction fields are set. If the `gen_write_strobes` transaction field is set, `execute_transaction()` automatically corrects any previously set `write_strobes`. However, if the `gen_write_strobes` field is not set, then any previously assigned `write_strobes` will be passed through onto the `WSTRB` protocol signals, which can result in a protocol violation if not correctly set. Refer to “Automatic Correction of Byte Lane Strobes” on page 197 for more details.

If a write transaction `write_data_mode` field is set to `*_DATA_WITH_ADDRESS`, `execute_transaction()` calls the `execute_write_addr_phase()` and `execute_write_data_burst()` tasks simultaneously, otherwise `execute_write_data_burst()` will be called after `execute_write_addr_phase()` so that the write data burst occurs after the write address phase (default). It will then call the `get_write_response_phase()` task to complete the write transaction.

For a read transaction, `execute_transaction()` calls the `execute_read_addr_phase()` task followed by the `get_read_data_burst()` task to complete the read transaction.

**Prototype**

```vhdl
// * = axi | axi4
task automatic execute_transaction
(  *_transaction trans
);
```

**Arguments**

- `trans` The `*_transaction` record.

**Returns**

- None

**AXI3 Example**

```vhdl
// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a read transaction with start address of 0 and assign
// it to the local read_trans variable.
read_trans = bfm.create_read_transaction(0);
...

// Execute the read_trans transaction.
bfm.execute_transaction(read_trans);
```
AXI4 Example

    // Declare a local variable to hold the transaction record.
    axi4_transaction read_trans;

    // Create a read transaction with start address of 0 and assign
    // it to the local read_trans variable.
    read_trans = bfm.create_read_transaction(0);

    ....

    // Execute the read_trans transaction.
    bfm.execute_transaction(read_trans);
execute_write_addr_phase()

This task executes a master write address phase previously created by the `create_write_transaction()` function. This phase can be blocking (default) or nonblocking, defined by the transaction `operation_mode` field.

It sets the `AWVALID` protocol signal at the appropriate time defined by the transaction `address_valid_delay` field.

Prototype

```verbatim
// * = axi | axi4
task automatic execute_write_addr_phase
    (    *_transaction trans
);
```

Arguments

- `trans` The `*_transaction` record.

Returns

None

AXI3 Example

```verbatim
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a write transaction with start address of 0 and assign
// it to the local write_trans variable.
write_trans = bfm.create_write_transaction(0);

....

// Execute the write_trans transaction.
bfm.execute_transaction(write_trans);
```

AXI4 Example

```verbatim
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a write transaction with start address of 0 and assign
// it to the local write_trans variable.
write_trans = bfm.create_write_transaction(0);

....

// Execute the write_trans transaction.
bfm.execute_transaction(write_trans);
```
execute_read_addr_phase()

This task executes a master read address phase previously created by the `create_read_transaction()` function. This phase can be blocking (default) or nonblocking, defined by the transaction `operation_mode` field.

It sets the `ARVALID` protocol signal at the appropriate time, defined by the transaction `address_valid_delay` field.

Prototype

```markdown
// * = axi | axi4
task automatic execute_read_addr_phase
    (*_transaction trans)
;
```

Arguments

- `trans` The `_transaction` record.

Returns

None

**AXI3 Example**

```verilog
// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a read transaction with start address of 0 and assign
// it to the local read_trans variable.
read_trans = bfm.create_read_transaction(0);

....

// Execute the read_trans transaction.
bfm.execute_transaction(read_trans);
```

**AXI4 Example**

```verilog
// Declare a local variable to hold the transaction record.
axi4_transaction read_trans;

// Create a read transaction with start address of 0 and assign
// it to the local read_trans variable.
read_trans = bfm.create_read_transaction(0);

....

// Execute the read_trans transaction.
bfm.execute_transaction(read_trans);
```
execute_write_data_burst()

This task executes a write data burst previously created by the `create_write_transaction()` task. This burst can be blocking (default) or nonblocking, defined by the transaction `operation_mode` field.

If the transaction `gen_write_strobes` field is set, this task automatically corrects any previously set `write_strobes` field array elements. If the `gen_write_strobes` field is not set then any previously assigned `write_strobes` field array elements will be passed through onto the `WSTRB` protocol signals, which can result in a protocol violation if the `WSTRB` signals are not correctly set. Refer to “Automatic Correction of Byte Lane Strobes” on page 197 for more details.

It calls the `execute_write_data_phase()` task for each beat of the data burst, with the length of the burst defined by the transaction `burst_length` field.

Prototype

```vhdl
// * = axi | axi4
task automatic execute_write_data_burst
  (  *_transaction trans
  );

Arguments

trans The *_transaction record.

Returns

None
```

AXI3 Example

```vhdl
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a write transaction with start address of 0 and assign
// it to the local write_trans variable.
write_trans = bfm.create_write_transaction(0);

....

// Execute the write_trans transaction.
bfm.execute_write_data_burst(write_trans);
```

AXI4 Example

```vhdl
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a write transaction with start address of 0 and assign
// it to the local write_trans variable.
write_trans = bfm.create_write_transaction(0);

....

// Execute the write_trans transaction.
bfm.execute_write_data_burst(write_trans);
```
**execute_write_data_phase()**

This task executes a write data phase (beat) previously created by the `create_write_transaction()` task. This phase can be blocking (default) or nonblocking, defined by the transaction record `operation_mode` field.

The `execute_write_data_phase()` sets the `WVALID` protocol signal at the appropriate time defined by the transaction record `data_valid_delay` field and sets the `data_beat_done` array `index` element field to 1 when the phase completes.

**Prototype**

```plaintext
// * = axi | axi4
task automatic execute_write_data_phase
(
    *_transaction trans,
    int index = 0, // Optional
    output bit last
);
```

**Arguments**

- `trans` The `*_transaction` record.
- `index` Data phase (beat) number.
- `last` Flag to indicate that this phase is the last beat of data.

**Returns**

None

**AXI3 Example**

```plaintext
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a write transaction with start address of 0 and assign
// it to the local write_trans variable.
write_trans = bfm.create_write_transaction(0);

....

// Execute the write data phase for the first beat of the
// write_trans transaction.
bfm.execute_write_data_phase(write_trans, 0, last);

// Execute the write data phase for the second beat of the
// write_trans transaction.
bfm.execute_write_data_phase(write_trans, 1, last);
```
**AXI4 Example**

```verbatim
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a write transaction with start address of 0 and assign
// it to the local write_trans variable.
write_trans = bfm.create_write_transaction(0);

....

// Execute the write data phase for the first beat of the
// write_trans transaction.
bfm.execute_write_data_phase(write_trans, 0, last);

// Execute the write data phase for the second beat of the
// write_trans transaction.
bfm.execute_write_data_phase(write_trans, 1, last);
```
get_read_data_burst()

This blocking task gets a read data burst previously created by the `create_read_transaction()` function.

It calls the `get_read_data_phase()` task for each beat of the data burst, with the length of the burst defined by the transaction record `burst_length` field.

Prototype

```verilog
// * = axi | axi4
task automatic get_read_data_burst
   (*_transaction trans);
```

Arguments

trans The `*_transaction` record.

Returns

None

AXI3 Example

```verilog
// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a read transaction with start address of 0 and assign
// it to the local read_trans variable.
read_trans = bfm.create_read_transaction(0);

....

// Get the read data burst for the read_trans transaction.
bfm.get_read_data_burst(read_trans);
```

AXI4 Example

```verilog
// Declare a local variable to hold the transaction record.
axi4_transaction read_trans;

// Create a read transaction with start address of 0 and assign
// it to the local read_trans variable.
read_trans = bfm.create_read_transaction(0);

....

// Execute the read_trans transaction.
bfm.execute_transaction(read_trans);
```
get_read_data_phase()

This blocking task gets a read data phase previously created by the `create_read_transaction()` task.

**Note**

The `get_read_data_phase()` sets the `data_beat_done` array `index` element field to 1 when the phase completes. If this is the last phase (beat) of the burst, then it sets the `transaction_done` field to 1 to indicate the whole read transaction is complete. For AXI3, the `get_read_data_phase()` also sets the `RREADY` protocol signal at the appropriate time, defined by the transaction record `data_ready_delay` field.

**Prototype**

```vhdl
// * = axi | axi4
task automatic get_read_data_phase
  (_transaction trans
  int index = 0 // Optional
);
```

**Arguments**

- `trans` The `_transaction` record.
- `index` (Optional) Data phase (beat) number.

**Returns**

None

**AXI3 Example**

```vhdl
// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a read transaction with start address of 0 and assign
// it to the local read_trans variable.
read_trans = bfm.create_read_transaction(0);
....

// Get the read data phase for the first beat of the
// read_trans transaction.
bfm.get_read_data_phase(read_trans, 0);

// Get the read data phase for the second beat of the
// read_trans transaction.
bfm.get_read_data_phase(read_trans, 1);
```
**AXI4 Example**

```verilog
// Declare a local variable to hold the transaction record.
axi4_transaction read_trans;

// Create a read transaction with start address of 0 and assign
// it to the local read_trans variable.
read_trans = bfm.create_read_transaction(0);

....

// Get the read data phase for the first beat of the
// read_trans transaction.
bfm.get_read_data_phase(read_trans, 0);

// Get the read data phase for the second beat of the
// read_trans transaction.
bfm.get_read_data_phase(read_trans, 1);
```
get_write_response_phase()

This blocking task gets a write response phase previously created by the
create_write_transaction() task.

---

**Note**

The get_write_response_phase() sets the transaction_done field to 1 when the
transaction completes to indicate the whole transaction is complete. For AXI3, the
get_write_response_phase() also sets the BREADY protocol signal at the appropriate
time, defined by the transaction record write_response_ready_delay field.

---

**Prototype**

```vhdl
// * = axi | axi4
task automatic get_write_response_phase
(
    *_transaction trans
);
```

**Arguments**

- `trans` The *_transaction record.

**Returns**

None

**AXI3 Example**

```vhdl
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a write transaction with start address of 0 and assign
// it to the local write_trans variable.
write_trans = bfm.create_write_transaction(0);

....

// Get the write response phase of the write_trans transaction.
bfm.get_write_response_phase(write_trans);
```

**AXI4 Example**

```vhdl
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a write transaction with start address of 0 and assign
// it to the local write_trans variable.
write_trans = bfm.create_write_transaction(0);

....

// Get the write response phase of the write_trans transaction.
bfm.get_write_response_phase(write_trans);
```
get_read_addr_ready()

This blocking AXI4 task returns the value of the read address channel ARREADY signal using the ready argument. It will block for one ACLK period.

Prototype

```verilog
task automatic get_read_addr_ready(
    output bit ready
);
```

Arguments

- ready: The value of the ARREADY signal.

Returns

- ready

**AXI3 BFM**

The `get_read_addr_ready()` task is not available in the AXI3 BFM.

**AXI4 Example**

```verilog
// Get the ARREADY signal value
bfm.get_read_addr_ready(ready);
```
get_read_data_cycle()

This blocking AXI4 task waits until the read data channel RVALID signal is asserted.

**Prototype**

```vhdl
task automatic get_read_data_cycle();
```

**Arguments**
None

**Returns**
None

### AXI3 BFM

**Note**

The `get_read_data_cycle()` task is not available in the AXI3 BFM.

### AXI4 Example

```vhdl
// Waits until the read data channel RVALID signal is asserted.
bfm.get_read_data_cycle();
```
SystemVerilog AXI3 and AXI4 Master BFMs

get_write_addr_ready()

This blocking AXI4 task returns the value of the write address channel AWREADY signal using the ready argument. It will block for one ACLK period.

Prototype  task automatic get_write_addr_ready
           (    output bit ready
           );

Arguments  ready  The value of the AWREADY signal.

Returns  None

AXI3 BFM

Note

The get_write_addr_ready() task is not available in the AXI3 BFM.

AXI4 Example

// Get the value of the AWREADY signal
bfm.get_write_addr_ready();
get_write_data_ready()

This blocking AXI4 task returns the value of the write data channel \textit{WREADY} signal using the \textit{ready} argument. It will block for one \textit{ACLK} period.

Prototype:  

\begin{verbatim}
    task automatic get_write_data_ready
          (    
              output bit ready
          );
\end{verbatim}

Arguments:  
\begin{itemize}
    \item ready \hspace{1cm} The value of the \textit{WREADY} signal.
\end{itemize}

Returns:  
\begin{itemize}
    \item None
\end{itemize}

AXI3 BFM

\textbf{Note}  

The \textit{get_write_data_ready()} task is not available in the AXI3 BFM.

AXI4 Example

\begin{verbatim}
    // Get the value of the WREADY signal
    bfm.get_write_data_ready();
\end{verbatim}
**get_write_response_cycle()**

This blocking AXI4 task waits until the write response channel `BVALID` signal is asserted.

**Prototype**

```plaintext
task automatic get_write_response_cycle();
```

**Arguments**

None

**Returns**

None

---

**AXI3 BFM**

---

**Note**

The `get_write_response_cycle()` task is not available in the AXI3 BFM.

---

**AXI4 Example**

```plaintext
// Wait until the write response channel BVALID signal is asserted.
bfm.get_write_response_cycle();
```
execute_read_data_ready()

This AXI4 task executes a read data ready by placing the ready argument value onto the RREADY signal. It will block for one ACLK period.

Prototype

```verilog
task automatic execute_read_data_ready
  (    bit ready
  );
```

Arguments

- `ready`: The value to be placed onto the RREADY signal

Returns

None

AXI3 BFM

Note

The `execute_read_data_ready()` task is not available in the AXI3 BFM. Use the `get_read_data_phase()` task along with the transaction record `data_ready_delay` field.

AXI4 Example

```verilog
// Assert and deassert the RREADY signal
forever begin
  bfm.execute_read_data_ready(1'b0);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
  bfm.execute_read_data_ready(1'b1);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
end
```
execute_write_resp_ready()

This AXI4 task executes a write response ready by placing the `ready` argument value onto the `BREADY` signal. It will block for one `ACLK` period.

**Prototype**

```plaintext
task automatic execute_write_resp_ready
  (  
    bit ready
  );
```

**Arguments**

- `ready`: The value to be placed onto the `BREADY` signal

**Returns**

- None

**AXI3 BFM**

Note: The `execute_write_resp_ready()` task is not available in the AXI3 BFM. Use the `get_write_response_phase()` task along with the transaction record `write_response_ready_delay` field.

**AXI4 Example**

```plaintext
// Assert and deassert the BREADY signal
forever begin
  bfm.execute_write_resp_ready(1'b0);
  bfm.wait_on(AXI4_CLOCK_PULSE);
  bfm.wait_on(AXI4_CLOCK_PULSE);
  bfm.execute_write_resp_ready(1'b1);
  bfm.wait_on(AXI4_CLOCK_PULSE);
end
```
wait_on()

This blocking task waits for an event(s) on the ACLK or ARESETN signals to occur before proceeding. An optional count argument waits for the number of events equal to count.

Prototype

```systemverilog
// * = axi | axi4
// ** = AXI | AXI4
task automatic wait_on
    * wait_e phase,
    input int count = 1 //Optional
);
```

Arguments

- **phase** Wait for:
  - **_CLOCK_POSEDGE**
  - **_CLOCK_NEGEDGE**
  - **_CLOCK_ANYEDGE**
  - **_CLOCK_0_TO_1**
  - **_CLOCK_1_TO_0**
  - **_RESET_POSEDGE**
  - **_RESET_NEGEDGE**
  - **_RESET_ANYEDGE**
  - **_RESET_0_TO_1**
  - **_RESET_1_TO_0**

- **count** (Optional) Wait for a number of events to occur set by count. (default = 1)

Returns

None

AXI3 Example

```systemverilog
bfm.wait_on(AXI_RESET_POSEDGE);
bfm.wait_on(AXI_CLOCK_POSEDGE,10);
```

AXI4 Example

```systemverilog
bfm.wait_on(AXI4_RESET_POSEDGE);
bfm.wait_on(AXI4_CLOCK_POSEDGE,10);
```
SystemVerilog AXI3 and AXI4 Master BFMs

wait_on()
Chapter 4
SystemVerilog AXI3 and AXI4 Slave BFMs

This section provides information about the SystemVerilog AXI3 and AXI4 slave BFMs. Each BFM has an API that contains tasks and functions to configure the BFM and to access the dynamic Transaction Record during the lifetime of the transaction.

Note
Due to AXI3 protocol specification changes, for some BFM tasks, you reference the AXI3 BFM by specifying AXI instead of AXI3.

Slave BFM Protocol Support

This section defines protocol support for various AXI BFMs.

The AXI3 slave BFM supports the AMBA AXI3 protocol with restrictions described in “Protocol Restrictions” on page 1. In addition to the standard protocol, it supports user sideband signals AWUSER and ARUSER. The AXI4 slave BFM supports the AMBA AXI4-Lite protocol with restrictions described in “Protocol Restrictions” on page 1.

Slave Timing and Events

For detailed timing diagrams of the protocol bus activity refer to the relevant AMBA AXI Protocol Specification chapter, which you can use to reference details of the following slave BFM API timing and events.

The specification does not define any timescale or clock period with signal events sampled and driven at rising ACLK edges. Therefore, the slave BFM does not contain any timescale, timeunit, or timeprecision declarations with the signal setup and hold times specified in units of simulator time-steps.

The simulator time-step resolves to the smallest of all the time-precision declarations in the testbench and design IP based on using the directives, declarations, options, and initialization files below:

- `timescale directives in design elements.
- timeprecision declarations in design elements.
- compiler command-line options.
- simulation command-line options
Slave BFM Configuration

The slave BFM supports the full range of signals defined for the AMBA AXI protocol specification. It has parameters you can use to configure the widths of the address, ID and data signals, and transaction fields to configure timeout factors, slave exclusive support, and setup and hold times, etc.

You can change the address, ID and data signal widths from their default settings by assigning them with new values, usually performed in the top-level module of the testbench. These new values are then passed into the slave BFM using a parameter port list of the slave BFM module. For example, the code extract below shows the AXI3 slave BFM with the address, ID and data signal widths defined in `module top()` and passed in to the slave BFM `mgc_axi_slave` parameter port list:

```plaintext
module top ();
    parameter AXI_ADDRESS_WIDTH = 24;
    parameter AXI_RDATA_WIDTH = 16;
    parameter AXI_WDATA_WIDTH = 16;
    parameter AXI_ID_WIDTH = 4;

    mgc_axi_slave #(AXI_ADDRESS_WIDTH, AXI_RDATA_WIDTH, AXI_WDATA_WIDTH, AXI_ID_WIDTH) bfm_slave(....);
```

**Note**

In the above code extract, `mgc_axi_slave` is an AXI3 slave BFM interface.

Table 4-1 lists the parameter names for the address, ID and data signals, and their default values.

<table>
<thead>
<tr>
<th>Signal Width Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ADDRESS_WIDTH</strong></td>
<td>Address signal width in bits. This applies to the ARADDR and AWADDR signals. Refer to the AMBA AXI Protocol specification for more details. Default: 32</td>
</tr>
<tr>
<td><strong>RDATA_WIDTH</strong></td>
<td>Read data signal width in bits. This applies to the RDATA signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
<tr>
<td><strong>WDATA_WIDTH</strong></td>
<td>Write data signal width in bits. This applies to the WDATA signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
</tbody>
</table>
A slave BFM has configuration fields that you can set with the `set_config()` function to configure timeout factors, slave exclusive support, setup and hold times, etc. You can also get the value of a configuration field via the `get_config()` function.

The full list of configuration fields is described in Table 4-2 below.

### Table 4-2. Slave BFM Configuration

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_ID_WIDTH</strong></td>
<td>ID signal width in bits. This applies to the RID and WID signals. Refer to the AMBA AXI Protocol specification for more details. Default: 4.</td>
</tr>
<tr>
<td>AXI4_USER_WIDTH</td>
<td>(AXI4) User data signal width in bits. This applies to the ARUSER, AWUSER, RUSER, WUSER and BUSER signals. Refer to the AMBA AXI Protocol specification for more details. Default: 8.</td>
</tr>
<tr>
<td>AXI4_REGION_MAP_SIZE</td>
<td>(AXI4) Region signal width in bits. This applies to the ARREGION and AWREGION signals. Refer to the AMBA AXI Protocol specification for more details. Default: 16.</td>
</tr>
</tbody>
</table>

**_ID_WIDTH**

ID signal width in bits. This applies to the RID and WID signals. Refer to the AMBA AXI Protocol specification for more details. Default: 4.

**AXI4_USER_WIDTH**

(AXI4) User data signal width in bits. This applies to the ARUSER, AWUSER, RUSER, WUSER and BUSER signals. Refer to the AMBA AXI Protocol specification for more details. Default: 8.

**AXI4_REGION_MAP_SIZE**

(AXI4) Region signal width in bits. This applies to the ARREGION and AWREGION signals. Refer to the AMBA AXI Protocol specification for more details. Default: 16.
Slave BFM Configuration

Table 4-2. Slave BFM Configuration (cont.)

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>RVALID</code> to the assertion of <code>RREADY</code> in clock periods (default 10000).</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>BVALID</code> to the assertion of <code>BREADY</code> in clock periods (default 10000).</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>WVALID</code> to the assertion of <code>WREADY</code> in clock periods (default 10000).</td>
</tr>
<tr>
<td>AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME (AXI3)</td>
<td>(AXI3) The minimum delay from the start of a write control (address) phase to the start of a write data phase in clock cycles. Default: 1.</td>
</tr>
</tbody>
</table>
| AXI_CONFIG_MASTER_WRITE_DELAY (AXI3) | (AXI3) The master BFM applies the AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME value set. 
0 = true (default) 
1 = false |
| AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET (AXI3) | (AXI3) The master BFM drives the ARVALID, AWVALID and WVALID signals low during reset: 
0 = false (default) 
1 = true |

Slave Attributes

| AXI4_CONFIG_ENABLE_QOS | (AXI4) The master participates in the Quality-of-Service scheme. If a master does not participate, the AWQOS/ARQOS value used in write/read transactions must be b000. |
| **_CONFIG_SUPPORT_EXCLUSIVE_ACCESS** | Configures the support for an exclusive slave. If enabled the BFM will expect an EXOKAY response to a successful exclusive transaction. If disabled the BFM will expect an OKAY response to an exclusive transaction. Refer to the AMBA AXI protocol specification for more details. 
0 = disabled 
1 = enabled (default) |
| AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET | (AXI3) The slave BFM drives the BVALID and RVALID signals low during reset. Refer to the AMBA AXI Protocol specification for more details. 
0 = false (default) 
1 = true |
| **_CONFIG_SLAVE_START_ADDR** | Configures the start address map for the slave. |
Slave Assertions

Each slave BFM performs protocol error checking using the built-in assertions.

Note

The built-in BFM assertions are independent of programming language and simulator.

AXI3 Assertion Configuration

By default, all built-in assertions are enabled in the slave BFM. To globally disable them in the slave BFM, use the `set_config()` command as the following example illustrates:

```
set_config(AXI_CONFIG_ENABLE_ALL_ASSERTIONS, 0)
```

Alternatively, individual built-in assertions can be disabled by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion
checking for the \textit{AWLOCK} signal changing between the \textit{AWVALID} and \textit{AWREADY} handshake signals, use the following sequence of commands:

```systemverilog
// Define a local bit vector to hold the value of the assertion bit vector
bit [255:0] config_assert_bitvector;

// Get the current value of the assertion bit vector
config_assert_bitvector = bfm.get_config(AXI_CONFIG_ENABLE_ASSERTION);

// Assign the AXI_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector[AXI_LOCK_CHANGED_BEFORE_AWREADY] = 0;

// Set the new value of the assertion bit vector
bfm.set_config(AXI_CONFIG_ENABLE_ASSERTION, config_assert_bitvector);
```

\textbf{Note}

Do not confuse the \textit{AXI_CONFIG_ENABLE_ASSERTION} bit vector with the \textit{AXI_CONFIG_ENABLE_ALL_ASSERTIONS} global enable/disable.

To re-enable the \textit{AXI_LOCK_CHANGED_BEFORE_AWREADY} assertion, follow the above code sequence and assign the assertion in the \textit{AXI_CONFIG_ENABLE_ASSERTION} bit vector to 1.

For a complete listing of AXI3 assertions, refer to “AXI3 Assertions” on page 665.

\section*{AXI4 Assertion Configuration}

By default, all built-in assertions are enabled in the slave AXI4 BFM. To globally disable them in the slave BFM, use the \texttt{set_config()} command as the following example illustrates:

```systemverilog
set_config(AXI4_CONFIG_ENABLE_ALL_ASSERTIONS, 0);
```

Alternatively, individual built-in assertions can be disabled by using a sequence of \texttt{get_config()} and \texttt{set_config()} commands on the respective assertion. For example, to disable assertion checking for the \textit{AWLOCK} signal changing between the \textit{AWVALID} and \textit{AWREADY} handshake signals, use the following sequence of commands:

```systemverilog
// Define a local bit vector to hold the value of the assertion bit vector
bit [255:0] config_assert_bitvector;

// Get the current value of the assertion bit vector
config_assert_bitvector = bfm.get_config(AXI4_CONFIG_ENABLE_ASSERTION);

// Assign the AXI4_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector[AXI4_LOCK_CHANGED_BEFORE_AWREADY] = 0;

// Set the new value of the assertion bit vector
bfm.set_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector);
```
**Note**

Do not confuse the `AXI4_CONFIG_ENABLE_ASSERTION` bit vector with the `AXI4_CONFIG_ENABLE_ALL_ASSERTIONS` global enable/disable.

To re-enable the `AXI4_LOCK_CHANGED_BEFORE_AWREADY` assertion, follow the above code sequence and assign the assertion in the `AXI4_CONFIG_ENABLE_ASSERTION` bit vector to 1.

For a complete listing of AXI4 assertions, refer to “AXI4 Assertions” on page 678.

**SystemVerilog Slave API**

This section describes the SystemVerilog Slave API.
set_config()

This function sets the configuration of the slave BFM.

Prototype

```cpp
// * = axi | axi4
function void set_config
(
    input *_config_e config_name,
    input *_max_bits_t config_val
);
```

Arguments

- **config_name** (AXI3) Configuration name:
  - AXI_CONFIG_SETUP_TIME
  - AXI_CONFIG_HOLD_TIME
  - AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
  - AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
  - AXI_CONFIG_BURST_TIMEOUT_FACTOR
  - AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
  - AXI_CONFIG_MASTER_WRITE_DELAY
  - AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
  - AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
  - AXI_CONFIG_ENABLE_ALL_ASSERTIONS
  - AXI_CONFIG_ENABLE_ASSERTION
  - AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
  - AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
  - AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
  - AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
  - AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
  - AXI_CONFIG_READ_DATA_REORDERING_DEPTH
  - AXI_CONFIG_SLAVE_START_ADDR
  - AXI_CONFIG_SLAVE_END_ADDR
  - AXI_CONFIG_MASTER_ERROR_POSITION
  - AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS
  - AXI_CONFIG_MAX_OUTSTANDING_WR
  - AXI_CONFIG_MAX_OUTSTANDING_RD
(AXI4) Configuration name:
  AXI4_CONFIG_SETUP_TIME
  AXI4_CONFIG_HOLD_TIME
  AXI4_CONFIG_BURST_TIMEOUT_FACTOR
  AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
  AXI4_CONFIG_ENABLE_RLAST
  AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
  AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
  AXI4_CONFIG_ENABLE_ASSERTION
  AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
  AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
  AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
  AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
  AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
  AXI4_CONFIG_ENABLE_QOS
  AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
  AXI4_CONFIG_SLAVE_START_ADDR
  AXI4_CONFIG_SLAVE_END_ADDR
  AXI4_CONFIG_MAX_OUTSTANDING_WR
  AXI4_CONFIG_MAX_OUTSTANDING_RD

config_val

See “Slave BFM Configuration” on page 70 for descriptions and valid values.

Returns None

**AXI3 Example**

```verilog
set_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1);
set_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, 1000);
```

**AXI4 Example**

```verilog
set_config(AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE, 1);
set_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, 1000);
```
get_config()

This function gets the configuration of the slave BFM.

Prototype

```verilog
// * = axi | axi4
function void get_config
(
    input * _config_e config_name,
);
```

Arguments

- **config_name** (AXI3) Configuration name:
  - AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
  - AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
  - AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
  - AXI_CONFIG_READ_DATA_REORDERING_DEPTH
  - AXI_CONFIG_SLAVE_START_ADDR
  - AXI_CONFIG_SLAVE_END_ADDR
  - AXI_CONFIG_MASTER_ERROR_POSITION
  - AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS
  - AXI_CONFIG_MAX_OUTSTANDING_WR
  - AXI_CONFIG_MAX_OUTSTANDING_RD
(AXI4) Configuration name:
AXI4_CONFIG_SET_UP_TIME
AXI4_CONFIG_HOLD_TIME
AXI4_CONFIG_BURST_TIMEOUT_FACTOR
AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
AXI4_CONFIG_ENABLE_RLAST
AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
AXI4_CONFIG_ENABLE_ASSERTION
AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
AXI4_CONFIG_ENABLE_QOS
AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
AXI4_CONFIG_SLAVE_START_ADDR
AXI4_CONFIG_SLAVE_END_ADDR
AXI4_CONFIG_MAX_OUTSTANDING_WR
AXI4_CONFIG_MAX_OUTSTANDING_RD

Returns config_val
See “Slave BFM Configuration” on page 70 for descriptions and valid values.

AXI3 Example

get_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS);
get_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR);

AXI4 Example

get_config(AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE);
get_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR);
create_slave_transaction()

This nonblocking function creates a slave transaction. All transaction fields default to legal protocol values, unless previously assigned a value. It returns with the *transaction record.

Prototype

```plaintext
// * = axi | axi4
// ** = AXI | AXI4
function automatic *transaction create_write_transaction();
```

Protocol

Transaction Fields

- burst_length: Burst length. Default: 0.
- size: Burst size. Default: width of bus:
  - **BYTES_1;
  - **BYTES_2;
  - **BYTES_4;
  - **BYTES_8;
  - **BYTES_16;
  - **BYTES_32;
  - **BYTES_64;
  - **BYTES_128;
- burst: Burst type:
  - **FIXED;
  - **INCR; (default)
  - **WRAP;
  - **BURST_RSVD;
- lock: Burst lock:
  - **NORMAL; (default)
  - **EXCLUSIVE;
  - (AXI3) AXI_LOCKED;
  - (AXI3) AXI_LOCK_RSVD;
- cache: (AXI3) Burst cache:
  - AXI_NONCACHE_NONBUF; (default)
  - AXI_BUF_ONLY;
  - AXI_CACHE_NOALLOC;
  - AXI_CACHE_BUF_NOALLOC;
  - AXI_CACHE_RSVD0;
  - AXI_CACHE_RSVD1;
  - AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;
  - AXI_CACHE_WBACK_ALLOC_R_ONLY;
  - AXI_CACHE_RSVD2;
  - AXI_CACHE_RSVD3;
  - AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;
  - AXI_CACHE_WBACK_ALLOC_W_ONLY;
  - AXI_CACHE_RSVD4;
  - AXI_CACHE_RSVD5;
  - AXI_CACHE_WTHROUGH_ALLOC_RW;
  - AXI_CACHE_WBACK_ALLOC_RW;
### Protocol Transaction Fields

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>cache</td>
<td>(AXI4) Burst cache:</td>
</tr>
<tr>
<td></td>
<td>AXI4_NONMODIFIABLE_NONBUF; (default)</td>
</tr>
<tr>
<td></td>
<td>AXI4_BUF_ONLY;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_NOALLOC;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_2;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_3;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_RSVD4;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_RSVD5;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_6;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_7;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_RSVD8;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_RSVD9;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_10;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_11;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_RSVD12;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_RSVD12;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_14;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_15;</td>
</tr>
<tr>
<td>prot</td>
<td>Protection:</td>
</tr>
<tr>
<td></td>
<td>**_NORM_SEC_DATA; (default)</td>
</tr>
<tr>
<td></td>
<td>**_PRIV_SEC_DATA;</td>
</tr>
<tr>
<td></td>
<td>**_NORM_NONSEC_DATA;</td>
</tr>
<tr>
<td></td>
<td>**_PRIV_NONSEC_DATA;</td>
</tr>
<tr>
<td></td>
<td>**_NORM_SEC_INST;</td>
</tr>
<tr>
<td></td>
<td>**_PRIV_SEC_INST;</td>
</tr>
<tr>
<td></td>
<td>**_NORM_NONSEC_INST;</td>
</tr>
<tr>
<td></td>
<td>**_PRIV_NONSEC_INST;</td>
</tr>
<tr>
<td>id</td>
<td>Burst ID.</td>
</tr>
<tr>
<td>data_words</td>
<td>Data words array.</td>
</tr>
<tr>
<td>write_strobes</td>
<td>Write strobes array:</td>
</tr>
<tr>
<td></td>
<td>Each strobe 0 or 1.</td>
</tr>
<tr>
<td>resp</td>
<td>Burst response:</td>
</tr>
<tr>
<td></td>
<td>**_OKAY;</td>
</tr>
<tr>
<td></td>
<td>**_EXOKAY;</td>
</tr>
<tr>
<td></td>
<td>**_SLVERR;</td>
</tr>
<tr>
<td></td>
<td>**_DECERR;</td>
</tr>
<tr>
<td>region</td>
<td>(AXI4) Region identifier.</td>
</tr>
<tr>
<td>qos</td>
<td>(AXI4) Quality-of-Service identifier.</td>
</tr>
<tr>
<td>addr_user</td>
<td>Address channel user data.</td>
</tr>
<tr>
<td>data_user</td>
<td>(AXI4) Data channel user data.</td>
</tr>
<tr>
<td>resp_user</td>
<td>(AXI4) Response channel user data.</td>
</tr>
<tr>
<td>read_or_write</td>
<td>Read or write transaction flag:</td>
</tr>
<tr>
<td></td>
<td>**_TRANS_READ;</td>
</tr>
<tr>
<td></td>
<td>**_TRANS_WRITE</td>
</tr>
</tbody>
</table>

### Operational Transaction Fields

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gen_write_strobes</td>
<td>Correction of write strobes for invalid byte lanes:</td>
</tr>
<tr>
<td></td>
<td>0 = write_strobes passed through to protocol signals.</td>
</tr>
<tr>
<td></td>
<td>1 = write_strobes auto-corrected for invalid byte lanes (default).</td>
</tr>
<tr>
<td>operation_mode</td>
<td>Operation mode:</td>
</tr>
<tr>
<td></td>
<td>**_TRANSACTION_NON_BLOCKING;</td>
</tr>
<tr>
<td></td>
<td>**_TRANSACTION_BLOCKING; (default)</td>
</tr>
<tr>
<td>delay_mode</td>
<td>(AXI3) Delay mode:</td>
</tr>
<tr>
<td></td>
<td>AXI1_VALID2READY; (default)</td>
</tr>
<tr>
<td></td>
<td>AXI1_TRANS2READY;</td>
</tr>
</tbody>
</table>
create_slave_transaction()

Operational Transaction Fields

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>write_data_mode</td>
<td>Write data mode: **_DATA_AFTER_ADDRESS; (default) **_DATA_WITH_ADDRESS;</td>
</tr>
<tr>
<td>address_valid_delay</td>
<td>Address channel ARVALID/AWVALID delay measured in ACLK cycles for this transaction (default = 0).</td>
</tr>
<tr>
<td>data_valid_delay</td>
<td>Write data channel WVALID delay array measured in ACLK cycles for this transaction (default = 0 for all elements).</td>
</tr>
<tr>
<td>write_response_ready_delay</td>
<td>Write response channel BREADY delay measured in ACLK cycles for this transaction (default = 0).</td>
</tr>
<tr>
<td>data_beat_done</td>
<td>Write data channel beat done flag array for this transaction.</td>
</tr>
<tr>
<td>transaction_done</td>
<td>Write transaction done flag for this transaction.</td>
</tr>
</tbody>
</table>

Returns

The *_transaction record.

Example

```cpp
// Create a slave transaction.
trans = bfm.create_slave_transaction();
```
**execute_read_data_burst()**

This task executes a slave read data burst previously created by the `create_slave_transaction()` function. The transaction can be blocking (default), or non-blocking, defined by the transaction record `operation_mode` field.

It calls the `execute_read_data_phase()` task for each beat of the data burst, with the length of the burst defined by the transaction `burst_length` field.

**Prototype**

```plaintext
// * = axi | axi4
task automatic execute_read_data_burst
  (*_transaction trans
   );
```

**Arguments**

- `trans` The `_transaction` record.

**Returns**

None

**AXI3 Example**

```plaintext
// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a slave transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_slave_transaction();

....

// Execute the read_trans read data burst.
bfm.execute_read_data_burst(read_trans);
```

**AXI4 Example**

```plaintext
// Declare a local variable to hold the transaction record.
axi4_transaction read_trans;

// Create a slave transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_slave_transaction();

....

// Execute the read_trans read data burst.
bfm.execute_read_data_burst(read_trans);
```
execute_read_data_phase()

This task executes a read data phase (beat) previously created by the create_slave_transaction() task. This phase can be blocking (default), or non-blocking, defined by the transaction record operation_mode field.

The execute_read_data_phase() sets the RVALID protocol signal at the appropriate time defined by the transaction record data_valid_delay field and sets the data_beat_done array index element field to 1 on completion of the phase. If this is the last phase (beat) of the burst then this task sets the transaction_done field to 1 to indicate the whole read transaction has completed.

Prototype

```systemverilog
// * = axi | axi4
task automatic execute_read_data_phase
(
    *_transaction trans,
    int index = 0 // Optional
);
```

Arguments

- **trans**: The *_transaction record.
- **index**: Data phase (beat) number.

Returns

None

AXI3 Example

```systemverilog
// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a slave transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_slave_transaction();

....

// Execute the read data phase for the first beat of the
// read_trans transaction.
bfm.execute_read_data_phase(read_trans, 0);

// Execute the read data phase for the second beat of the
// read_trans transaction.
bfm.execute_read_data_phase(read_trans, 1);
```
// Declare a local variable to hold the transaction record.
axi4_transaction read_trans;

// Create a slave transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_slave_transaction();

....

// Execute the read data phase for the first beat of the
// read_trans transaction.
bfm.execute_read_data_phase(read_trans, 0);

// Execute the read data phase for the second beat of the
// read_trans transaction.
bfm.execute_read_data_phase(read_trans, 1);
execute_write_response_phase()

This task executes a write phase previously created by the create_slave_transaction() task. This phase can be blocking (default) or non-blocking, defined by the transaction record operation_mode field.

It sets the BVALID protocol signal at the appropriate time defined by the transaction record write_response_valid_delay field and sets the transaction_done field to 1 on completion of the phase to indicate the whole transaction has completed.

Prototype

// * = axi | axi4
task automatic execute_write_response_phase
  (*_transaction trans
);

Arguments

trans The *_transaction record.

Returns

None

AXI3 Example

// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a slave transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_slave_transaction();

....

// Execute the write response phase for the write_trans transaction.
bfm.execute_write_response_phase(write_trans);

AXI4 Example

// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a slave transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_slave_transaction();

....

// Execute the write response phase for the write_trans transaction.
bfm.execute_write_response_phase(write_trans);
**get_write_addr_phase()**

This blocking task gets a write address phase previously created by the `create_slave_transaction()` function.

---

**Note**

For AXI3, the `get_write_addr_phase()` also sets the `AWREADY` protocol signal at the appropriate time, defined by the transaction record `address_ready_delay` field.

---

### Prototype

```vhdl
// * = axi | axi4
task automatic get_write_addr_phase
  (  *_transaction trans
);
```

### Arguments

- `trans` The `*_transaction` record.

### Returns

None

---

### AXI3 Example

```vhdl
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a slave transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_slave_transaction();

....

// Get the write address phase of the write_trans transaction.
bfm.get_write_addr_phase(write_trans);
```

### AXI4 Example

```vhdl
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a slave transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_slave_transaction();

....

// Get the write address phase of the write_trans transaction.
bfm.get_write_addr_phase(write_trans);
```
get_read_addr_phase()

This blocking task gets a read address phase previously created by the create_slave_transaction() function.

Note

For AXI3, the get_read_addr_phase() also sets the ARREADY protocol signal at the appropriate time, defined by the transaction record address_ready_delay field.

Prototype

// * = axi | axi4

task automatic get_read_addr_phase

(*_transaction trans)
;

Arguments

trans The *_transaction record.

Returns

None

AXI3 Example

// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a slave transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_slave_transaction();

....

// Get the read address phase of the read_trans transaction.
bfm.get_read_addr_phase(read_trans);

AXI4 Example

// Declare a local variable to hold the transaction record.
axi4_transaction read_trans;

// Create a slave transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_slave_transaction();

....

// Get the read address phase of the read_trans transaction.
bfm.get_read_addr_phase(read_trans);
get_write_data_phase()

This blocking task gets a write data phase previously created by the `create_slave_transaction()` function. The `get_write_data_phase()` sets the `data_beat_done` array `index` element field to 1 when the phase completes. If this is the last phase (beat) of the burst, then it returns the `transaction` `last` argument set to 1 to indicate the whole burst is complete.

**Note**

For AXI3, the `get_write_data_phase()` also sets the `WREADY` protocol signal at the appropriate time, defined by the transaction record `data_ready_delay` field.

**Prototype**

```systemverilog`
// * = axi | axi4

task automatic get_write_data_phase
(
    _transaction trans
    int index = 0, // Optional
    output bit last,
)
```

**Arguments**

- `trans` The `_transaction` record.
- `index` (Optional) Data phase (beat) number.

**Returns**

- `last` Flag to indicate that this data phase is the last in the burst.
get_write_data_burst()

This blocking task gets a write data burst previously created by the create_slave_transaction() function.

It calls the get_write_data_phase() task for each beat of the data burst, with the length of the burst defined by the transaction record burst_length field.

Prototype

```vhdl
task automatic get_write_data_burst
    (_transaction trans);
```

Arguments

trans The _transaction record.

Returns

None

AXI3 Example

```vhdl
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a slave transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_slave_transaction();

....

// Get the write data burst of write_trans transaction.
bfm.get_write_data_burst(write_trans);
```

AXI4 Example

```vhdl
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a slave transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_slave_transaction();

....

// Get the write data burst of the write_trans transaction.
bfm.get_write_data_burst(write_trans);
```
**get_read_addr_cycle()**

This blocking AXI4 task waits until the read address channel `ARVALID` signal is asserted.

**Prototype**  
`task automatic get_read_addr_cycle();`

**Arguments**  
None

**Returns**  
None

**AXI3 BFM**

---

**Note**  
The `get_read_addr_cycle()` task is not available in the AXI3 BFM.

---

**AXI4 Example**

```// Waits until the read address channel ARVALID signal is asserted.
bfm.get_read_addr_cycle();```
execute_read_addr_ready()

This AXI4 task executes a read address ready by placing the `ready` argument value onto the ARREADY signal. It will block for one ACLK period.

**Prototype**

```verilog
task automatic execute_read_addr_ready
  (  
    bit ready 
  );
```

**Arguments**

- `ready` The value to be placed onto the ARREADY signal.

**Returns**

- None

---

**AXI3 BFM**

- **Note**

  The `execute_read_addr_ready()` task is not available in the AXI3 BFM. Use the `get_read_addr_phase()` task along with the transaction record `address_ready_delay` field.

---

**AXI4 Example**

```verilog
// Assert and deassert the ARREADY signal
forever begin
  bfm.execute_read_addr_ready(1'b0);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
  bfm.execute_read_addr_ready(1'b1);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
end
```
get_read_data_ready()

This blocking AXI4 task returns the read data ready value of the \textit{RREADY} signal using the \textit{ready} argument. It will block for one \textit{ACLK} period.

**Prototype**

```verilog
task automatic get_read_data_ready
    (output bit ready);
```

**Arguments**

- \textit{ready} The value of the \textit{RREADY} signal.

**Returns**

- \textit{ready}

**AXI3 BFM**

\[\text{Note}\]

The `get_read_data_ready()` task is not available in the AXI3 BFM.

**AXI4 Example**

```verilog
// Get the value of the RREADY signal
bfm.get_read_data_ready();
```
SystemVerilog AXI3 and AXI4 Slave BFMs

get_write_addr_cycle()

This blocking AXI4 task waits until the write address channel `AWVALID` signal is asserted.

**Prototype**  
`task automatic get_write_addr_cycle();`

**Arguments**  
None

**Returns**  
None

**AXI3 BFM**

[Note]  
The `get_write_addr_cycle()` task is not available in the AXI3 BFM.

**AXI4 Example**

```plaintext
// Wait for a single write address cycle
bfm.get_write_addr_cycle();
```
execute_write_addr_ready()

This AXI4 task executes a write address ready by placing the ready argument value onto the AWREADY signal. It will block for one ACLK period.

Prototype

\[
\text{task automatic execute_write_addr_ready} \\
\quad ( \\
\quad \quad \text{bit ready} \\
\quad ) \\
\]

Arguments

ready The value to be placed onto the AWREADY signal

Returns

None

AXI3 BFM

Note

The execute_write_addr_ready() task is not available in the AXI3 BFM. Use the get_write_addr_phase() task along with the transaction record address_ready_delay field.

AXI4 Example

// Assert and deassert the AWREADY signal 
forever begin 
    bfm.execute_write_addr_ready(1'b0); 
    bfm.wait_on(AXI4_CLOCK_POSEDGE); 
    bfm.wait_on(AXI4_CLOCK_POSEDGE); 
    bfm.execute_write_addr_ready(1'b1); 
    bfm.wait_on(AXI4_CLOCK_POSEDGE); 
end
get_write_data_cycle()

This blocking AXI4 task waits for a single write data cycle for which the \texttt{WVALID} signal is asserted. It will block for one \texttt{ACLK} period.

Prototype: \texttt{task automatic get_write_data_cycle();}

Arguments: None

Returns: None

AXI3 BFM

\begin{footnotesize}
\begin{itemize}
\item \textbf{Note}
\end{itemize}
\end{footnotesize}

The \texttt{get_write_data_cycle()} task is not available in the AXI3 BFM.

AXI4 Example

\begin{verbatim}
// Wait for a single write data cycle
bfm.get_write_data_cycle();
\end{verbatim}
execute_write_data_ready()

This AXI4 task executes a write data ready by placing the `ready` argument value onto the `WREADY` signal. It will block for one `ACLK` period.

**Prototype**

```
task automatic execute_write_data_ready
  (  bit ready
);
```

**Arguments**

- `ready` The value to be placed onto the `WREADY` signal

**Returns**

- None

### AXI3 BFM

**Note**

The `execute_write_data_ready()` task is not available in the AXI3 BFM. Use the `get_write_data_phase()` task along with the transaction record `data_ready_delay` field.

### AXI4 Example

```
// Assert and deassert the WREADY signal
forever begin
  bfm.execute_write_data_ready(1'b0);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
  bfm.execute_write_data_ready(1'b1);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
end
```
SystemVerilog AXI3 and AXI4 Slave BFMs

get_write_resp_ready()

This blocking AXI4 task returns the write response ready value of the BREADY signal using the ready argument. It will block for one ACLK period.

Prototype

```verilog
task automatic get_write_resp_ready
    (output bit ready);
```

Arguments

ready The value of the BREADY signal.

Returns

readyt

AXI3 BFM

Note

The get_write_resp_ready() task is not available in the AXI3 BFM.

AXI4 Example

```verilog
    // Get the value of the BREADY signal
    bfm.get_write_resp_ready();
```
wait_on()

This blocking task waits for an event on the ACLK or ARESETn signals to occur before proceeding. An optional count argument waits for the number of events equal to count.

Prototype

```systemverilog
// * = axi | axi4
// ** = AXI | AXI4
task automatic wait_on

    *_wait_e phase,
    input int count = 1 //Optional

);
```

Arguments

- phase: Wait for:
  - **_CLOCK_POSEDGE
  - **_CLOCK_NEGEDGE
  - **_CLOCK_ANYEDGE
  - **_CLOCK_0_TO_1
  - **_CLOCK_1_TO_0
  - **_RESET_POSEDGE
  - **_RESET_NEGEDGE
  - **_RESET_ANYEDGE
  - **_RESET_0_TO_1
  - **_RESET_1_TO_0

- count: (Optional) Wait for a number of events to occur set by count. (default = 1)

Returns

None

AXI3 Example

```systemverilog
bfm.wait_on(AXI_RESET_POSEDGE);
bfm.wait_on(AXI_CLOCK_POSEDGE,10);
```

AXI4 Example

```systemverilog
bfm.wait_on(AXI4_RESET_POSEDGE);
bfm.wait_on(AXI4_CLOCK_POSEDGE,10);
```
SystemVerilog AXI3 and AXI4 Slave BFMs
Helper Functions

AMBA AXI protocols typically provide a start address only in a transaction, with the following addresses for each byte of a data burst calculated using the size, length, and type transaction fields of the transaction. Helper functions are available to provide you with a simple interface to set and get address/data values.

**get_write_addr_data()**

This nonblocking function returns the actual address `addr` and `data` of a particular byte in a write data burst. It also returns the maximum number of bytes (`dynamic_size`) in the write data phase (beat). It is used in a slave test program as a helper function to store a byte of data at a particular address in the slave memory. If the corresponding `index` does not exist, then this function returns `false`, otherwise it returns `true`.

**Prototype**

```plaintext
// * = axi | axi4
// ** = AXI | AXI4
function bit get_write_addr_data
(
    input *_transaction trans,
    input int index = 0,
    output bit [((**_ADDRESS_WIDTH) - 1): 0] addr[],
    output bit [7:0] data[]
);
```

**Arguments**
- `trans` The `_transaction` record.
- `index` Data words array element number.

**Returns**
- `addr` Write address.
- `data` Write data byte.
- `bit` Flag to indicate existence of `data` at `index` array element number;
  - 0 = array element nonexistent.
  - 1 = array element exists.

**Example**

```plaintext
bfm.get_write_addr_data(write_trans, 0, addr, data);
```
get_read_addr()

This nonblocking function returns the address $addr$ of a particular byte in a read transaction. It is used in a slave test program as a helper function to return the address of a data byte in the slave memory. If the corresponding $index$ does not exist, then this function returns $false$, otherwise it returns $true$.

**Prototype**

```verilog
function bit get_read_addr

  // * = axi | axi4
  // ** = AXI | AXI4

  input * _transaction trans,
  input int index = 0,
  output bit [((**_ADDRESS_WIDTH) - 1) : 0] addr[]

);
```

**Arguments**

- trans: The * _transaction record.
- index: Array element number.
- addr: Read address array

**Returns**

- bit: Flag to indicate existence of data at $index$ array element number;
  - 0 = nonexistent.
  - 1 = exists.

**Example**

```verilog
bfm.get_read_addr(read_trans, 0, addr);
```
set_read_data()

This nonblocking function sets a read data in the *_transaction record data_words field. It is used in a slave test program as a helper function to read from the slave memory given the address addr, data beat index, and the read data arguments.

Prototype

```systemverilog
// * = axi  |  axi4
// ** = AXI |  AXI4
function bit set_read_data
  input *_transaction trans,
  input int index = 0,
  input bit [((**ADDRESS_WIDTH) - 1) : 0] addr[],
  input bit [7:0] data[]
);
```

Arguments

- trans: The *_transaction record.
- index: (Optional) Data byte array element number.
- addr: Read address.
- data: Read data byte.

Returns

None

Example

```systemverilog
bfm.set_read_data(read_trans, 0, addr, data);
```
Chapter 5
SystemVerilog AXI3 and AXI4 Monitor BFMs

This section provides information about the SystemVerilog AXI3 and AXI4 monitor BFMs. Each BFM has an API that contains tasks and functions to configure the BFM and to access the dynamic Transaction Record during the lifetime of a transaction.

**Note**
Due to AXI3 protocol specification changes, for some BFM tasks, you reference the AXI3 interface by specifying AXI instead of AXI3.

**Inline Monitor Connection**

The connection of a monitor BFM to a test environment differs from that of a master and slave BFM. It is wrapped in an inline monitor interface and connected inline between a master and slave, as shown in Figure 5-1. It has separate master and slave ports and monitors protocol traffic between a master and slave. The monitor itself then has access to all the facilities provided by the monitor BFM.

**Figure 5-1. Inline Monitor Connection Diagram**

![Inline Monitor Connection Diagram](image-url)
Monitor BFM Protocol Support

The AXI3 monitor BFM supports the AMBA AXI3 protocol with restrictions described in “Protocol Restrictions” on page 1. In addition to the standard protocol, it supports user sideband signals \texttt{AWUSER} and \texttt{ARUSER}.

The AXI4 monitor BFM supports the AMBA AXI4 protocol with restrictions described in “Protocol Restrictions” on page 1.

Monitor Timing and Events

For detailed timing diagrams of the protocol bus activity refer to the relevant AMBA AXI Protocol Specification chapter, which you can use to reference details of the following monitor BFM API timing and events.

The specification does not define any timescale or clock period with signal events sampled and driven at rising \texttt{ACLK} edges. Therefore, the monitor BFM does not contain any timescale, timeunit, or timeprecision declarations with the signal setup and hold times specified in units of simulator time-steps.

The simulator time-step resolves to the smallest of all the time-precision declarations in the testbench and design IP as a result of:

- timescale directives in design elements.
- timeprecision declarations in design elements.
- compiler command-line options.
- simulation command-line options.
- local or site-wide simulator initialization files.

If there is no timescale directive, the default time unit and time precision are tool specific. The recommended practice is to use timeunit and timeprecision declarations. Refer to the SystemVerilog LRM section 3.14 for details.

Monitor BFM Configuration

The monitor BFM supports the full range of signals defined for the AMBA AXI protocol specification. It has parameters you can use to configure the widths of the address, ID and data signals, and transaction fields to configure timeout factors, slave exclusive support, setup and hold times, etc.

You can change the address, ID and data signals widths from their default settings by assigning them with new values, usually performed in the top-level module of the testbench. These new values are then passed into the monitor BFM via a parameter port list of the monitor BFM.
module. For example, the code extract below shows the AXI3 monitor BFM with the address, ID and data signal widths defined in `module top()` and passed in to the monitor BFM `mgc_axi_monitor` parameter port list:

```verilog
module top ();
    parameter AXI_ADDRESS_WIDTH = 24;
    parameter AXI_RDATA_WIDTH = 16;
    parameter AXI_WDATA_WIDTH = 16;
    parameter AXI_ID_WIDTH = 4;

    mgc_axi_monitor #(AXI_ADDRESS_WIDTH, AXI_RDATA_WIDTH, AXI_WDATA_WIDTH, AXI_ID_WIDTH) bfm_monitor(...);
```

**Note**

In the above code extract the `mgc_axi_monitor` is the AXI3 monitor BFM interface.

The following table lists the parameter names for the address, ID and data signals, and their default values.

<table>
<thead>
<tr>
<th>Signal Width Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>**_ADDRESS_WIDTH</td>
<td>Address signal width in bits. This applies to the ARADDR and AWADDR signals. Refer to the AMBA AXI Protocol specification for more details. Default: 32.</td>
</tr>
<tr>
<td>**_RDATA_WIDTH</td>
<td>Read data signal width in bits. This applies to the RDATA signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
<tr>
<td>**_WDATA_WIDTH</td>
<td>Write data signal width in bits. This applies to the WDATA signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
<tr>
<td>**_ID_WIDTH</td>
<td>IID signal width in bits. This applies to the RID and WID signals. Refer to the AMBA AXI Protocol specification for more details. Default: 4.</td>
</tr>
<tr>
<td>AXI4_USER_WIDTH</td>
<td>(AXI4) User data signal width in bits. This applies to the ARUSER, AWUSER, RUSER, WUSER and BUSER signals. Refer to the AMBA AXI Protocol specification for more details. Default: 8.</td>
</tr>
<tr>
<td>AXI4_REGION_MAP_SIZE</td>
<td>(AXI4) Region signal width in bits. This applies to the ARREGION and AWREGION signals. Refer to the AMBA AXI Protocol specification for more details. Default: 16.</td>
</tr>
</tbody>
</table>

A monitor BFM has configuration fields that you can set via the `set_config()` function to configure timeout factors, slave exclusive support, setup and hold times, etc. You can also get
the value of a configuration field via the `get_config()` function. The full list of configuration fields is described in the table below.

### Table 5-2. AXI Monitor BFM Configuration

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_SETUP_TIME</strong></td>
<td>The setup-time prior to the active edge of <code>ACLK</code>, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_HOLD_TIME</strong></td>
<td>The hold-time after the active edge of <code>ACLK</code>, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_TRANSACTION_TIME_FACTOR</strong></td>
<td>The maximum timeout duration for a read/write transaction in clock cycles. Default: 100000.</td>
</tr>
<tr>
<td><strong>_CONFIG_BURST_TIMEOUT_FACTOR</strong></td>
<td>The maximum delay between the individual phases of a read/write transaction in clock cycles. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>AWVALID</code> to the assertion of <code>AWREADY</code> in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>ARVALID</code> to the assertion of <code>ARREADY</code> in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>RVALID</code> to the assertion of <code>RREADY</code> in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>BVALID</code> to the assertion of <code>BREADY</code> in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>WVALID</code> to the assertion of <code>WREADY</code> in clock periods. Default: 10000.</td>
</tr>
<tr>
<td>AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET (AXI3)</td>
<td>(AXI3) The master BFM drives the <code>ARVALID</code>, <code>AWVALID</code> and <code>WVALID</code> signals low during reset:</td>
</tr>
<tr>
<td></td>
<td>0 = false (default)</td>
</tr>
<tr>
<td></td>
<td>1 = true</td>
</tr>
<tr>
<td>AXI4_CONFIG_ENABLE_QOS (AXI4)</td>
<td>(AXI4) The master participates in the Quality-of-Service (qos) scheme. If a master does not participate, the <code>AWQOS/ARQOS</code> value used in write/read transactions must be b0000.</td>
</tr>
</tbody>
</table>
### Table 5-2. AXI Monitor BFM Configuration (cont.)

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Description</th>
</tr>
</thead>
</table>
| **_CONFIG_SUPPORT_EXCLUSIVE_ACCESS** | Configures the support for an exclusive slave. If enabled, the BFM will expect an EXOKAY response to a successful exclusive transaction. If disabled, the BFM will expect an OKAY response to an exclusive transaction. Refer to the AMBA AXI protocol specification for more details.  
  0 = disabled  
  1 = enabled (default) |
| AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET | (AXI3) The slave BFM drives the BVALID and RVALID signals low during reset. Refer to the AMBA AXI Protocol specification for more details.  
  0 = false (default)  
  1 = true |
| **_CONFIG_SLAVE_START_ADDR** | Configures the start address map for the slave. |
| **_CONFIG_SLAVE_END_ADDR** | Configures the end address map for the slave. |
| **_CONFIG_READ_DATA_REORDERING_DEPTH** | The slave read reordering depth. Refer to the AMBA AXI Protocol specification for more details. Default: 1. |
| **_CONFIG_ENABLE_ALL_ASSERTIONS** | Global enable/disable of all assertion checks in the BFM.  
  0 = disabled  
  1 = enabled (default) |
| **_CONFIG_ENABLE_ASSERTION** | Individual enable/disable of assertion check in the BFM.  
  0 = disabled  
  1 = enabled (default) |

---

1. Refer to Monitor Timing and Events for details of simulator time-steps.
Monitor Assertions

Each monitor BFM performs protocol error checking via built-in assertions.

**Note**

The built-in BFM assertions are independent of programming language and simulator.

AXI3 Assertion Configuration

By default, all built-in assertions are enabled in the monitor BFM. To globally disable them in the monitor BFM, use the `set_config()` command as the following example illustrates:

```
set_config(AXI_CONFIG_ENABLE_ALL_ASSERTIONS, 0)
```

Alternatively, individual built-in assertions can be disabled by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the `AWLOCK` signal changing between the `AWVALID` and `AWREADY` handshake signals, use the following sequence of commands:

```vhdl
// Define a local bit vector to hold the value of the assertion bit vector
bit [255:0] config_assert_bitvector;

// Get the current value of the assertion bit vector
config_assert_bitvector = bfm.get_config(AXI_CONFIG_ENABLE_ASSERTION);

// Assign the AXI_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector[AXI_LOCK_CHANGED_BEFORE_AWREADY] = 0;

// Set the new value of the assertion bit vector
bfm.set_config(AXI_CONFIG_ENABLE_ASSERTION, config_assert_bitvector);
```

**Note**

Do not confuse the `AXI_CONFIG_ENABLE_ASSERTION` bit vector with the `AXI_CONFIG_ENABLE_ALL_ASSERTIONS` global enable/disable.

To re-enable the `AXI_LOCK_CHANGED_BEFORE_AWREADY` assertion, follow the above code sequence and assign the assertion in the `AXI_CONFIG_ENABLE_ASSERTION` bit vector to 1.

For a complete listing of AXI3 assertions, refer to “AXI3 Assertions” on page 665.
AXI4 Assertion Configuration

By default, all built-in assertions are enabled in the monitor AXI4 BFM. To globally disable them in the monitor BFM, use the `set_config()` command as the following example illustrates:

```systemverilog
set_config(AXI4_CONFIG_ENABLE_ALL_ASSERTIONS, 0)
```

Alternatively, individual built-in assertions can be disabled by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the `AWLOCK` signal changing between the `AWVALID` and `AWREADY` handshake signals, use the following sequence of commands:

```systemverilog
// Define a local bit vector to hold the value of the assertion bit vector
bit[255:0] config_assert_bitvector;

// Get the current value of the assertion bit vector
config_assert_bitvector = bfm.get_config(AXI4_CONFIG_ENABLE_ASSERTION);

// Assign the AXI4_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector[AXI4_LOCK_CHANGED_BEFORE_AWREADY] = 0;

// Set the new value of the assertion bit vector
bfm.set_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector);
```

**Note**

Do not confuse the `AXI4_CONFIG_ENABLE_ASSERTION` bit vector with the `AXI4_CONFIG_ENABLE_ALL_ASSERTIONS` global enable/disable.

To re-enable the `AXI4_LOCK_CHANGED_BEFORE_AWREADY` assertion, follow the above code sequence and assign the assertion in the `AXI4_CONFIG_ENABLE_ASSERTION` bit vector to 1.

For a complete listing of AXI4 assertions, refer to “AXI4 Assertions” on page 678.

SystemVerilog Monitor API

This section describes the SystemVerilog Monitor API.
set_config()

This function sets the configuration of the monitor BFM

Prototype

```verilog
// * = axi | axi4
function void set_config
    (input *config_e config_name,
     input *max_bits_t config_val);
```

Arguments

- `config_name`: (AXI3) Configuration name:
  - AXI_CONFIG_SETUP_TIME
  - AXI_CONFIG_HOLD_TIME
  - AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
  - AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
  - AXI_CONFIG_BURST_TIMEOUT_FACTOR
  - AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
  - AXI_CONFIG_MASTER_WRITE_DELAY
  - AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
  - AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
  - AXI_CONFIG_ENABLE_ALL_ASSERTIONS
  - AXI_CONFIG_ENABLE_ASSERTION
  - AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
  - AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
  - AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
  - AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
  - AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
  - AXI_CONFIG_READ_DATA_REORDERING_DEPTH
  - AXI_CONFIG_SLAVE_START_ADDR
  - AXI_CONFIG_SLAVE_END_ADDR
  - AXI_CONFIG_MASTER_ERROR_POSITION
  - AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS

(AXI4) Configuration name:
- AXI4_CONFIG_SETUP_TIME
- AXI4_CONFIG_HOLD_TIME
- AXI4_CONFIG_BURST_TIMEOUT_FACTOR
- AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI4_CONFIG_ENABLE_RLAST
- AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
- AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI4_CONFIG_ENABLE_ASSERTION
- AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI4_CONFIG_ENABLE_QOS
- AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI4_CONFIG_SLAVE_START_ADDR
- AXI4_CONFIG_SLAVE_END_ADDR

- `config_val`: See “Monitor BFM Configuration” on page 104 for descriptions and valid values.
Returns  

None

**AXI3 Example**

```plaintext
set_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1);
set_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, 1000);
```

**AXI4 Example**

```plaintext
set_config(AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE, 1);
set_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, 1000);
```
get_config()

This function gets the configuration of the monitor BFM.

Prototype

```markdown
// * = axi | axi4
function void get_config
    ( input *config_e config_name,
    );
```

**Arguments**

- **config_name**
  
  **(AXI3) Configuration name:**
  
  - AXI_CONFIG_SETUP_TIME
  - AXI_CONFIG_HOLD_TIME
  - AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
  - AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
  - AXI_CONFIG_BURST_TIMEOUT_FACTOR
  - AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
  - AXI_CONFIG_MASTER_WRITE_DELAY
  - AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
  - AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
  - AXI_CONFIG_ENABLE_ALL_ASSERTIONS
  - AXI_CONFIG_ENABLE_ASSERTION
  - AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
  - AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
  - AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
  - AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
  - AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
  - AXI_CONFIG_READ_DATA_REORDERING_DEPTH
  - AXI_CONFIG_SLAVE_START_ADDR
  - AXI_CONFIG_SLAVE_END_ADDR
  - AXI_CONFIG_MASTER_ERROR_POSITION
  - AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS

- **(AXI4) Configuration name:**
  
  - AXI4_CONFIG_SETUP_TIME
  - AXI4_CONFIG_HOLD_TIME
  - AXI4_CONFIG_BURST_TIMEOUT_FACTOR
  - AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
  - AXI4_CONFIG_ENABLE_RLAST
  - AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
  - AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
  - AXI4_CONFIG_ENABLE_ASSERTION
  - AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
  - AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
  - AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
  - AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
  - AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
  - AXI4_CONFIG_ENABLE_QOS
  - AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
  - AXI4_CONFIG_SLAVE_START_ADDR
  - AXI4_CONFIG_SLAVE_END_ADDR
SystemVerilog AXI3 and AXI4 Monitor BFMs

get_config()

Returns

config_val

See “Monitor BFM Configuration” on page 104 for descriptions and valid values.

AXI3 Example

get_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS);
get_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR);

AXI4 Example

get_config(AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE);
get_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR);
create_monitor_transaction()

This non-blocking function creates a monitor transaction. All transaction fields default to legal protocol values, unless previously assigned a value. It returns with the *_transaction record.

**Prototype**

```markdown
// * = axi | axi4  
// ** = AXI | AXI4  
function automatic *_transaction create_monitor_transaction();
```

**Protocol**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>addr</td>
<td>Start address</td>
</tr>
<tr>
<td>burst_length</td>
<td>(Optional) Burst length. Default: 0.</td>
</tr>
<tr>
<td>size</td>
<td>Burst size. Default: width of bus:</td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_1;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_2;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_4;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_8;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_16;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_32;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_64;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BYTES_128;</strong></td>
</tr>
<tr>
<td>burst</td>
<td>Burst type:</td>
</tr>
<tr>
<td></td>
<td><strong>_FIXED;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_INCR;</strong> (default)</td>
</tr>
<tr>
<td></td>
<td><strong>_WRAP;</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_BURST_RSVD;</strong></td>
</tr>
<tr>
<td>lock</td>
<td>Burst lock:</td>
</tr>
<tr>
<td></td>
<td><strong>_NORMAL;</strong> (default)</td>
</tr>
<tr>
<td></td>
<td><strong>_EXCLUSIVE;</strong></td>
</tr>
<tr>
<td></td>
<td>(AXI3) AXI_LOCKED;</td>
</tr>
<tr>
<td></td>
<td>(AXI3) AXI_LOCK_RSVD;</td>
</tr>
<tr>
<td>cache</td>
<td>(AXI3) Burst cache:</td>
</tr>
<tr>
<td></td>
<td>AXI_NONCACHE_NONBUF; (default)</td>
</tr>
<tr>
<td></td>
<td>AXI_BUF_ONLY;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_NOALLOC;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_BUF_NOALLOC;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_RSD0;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_RSD1;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_WBACK_ALLOC_R_ONLY;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_RSD2;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_RSD3;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_WBACK_ALLOC_W_ONLY;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_RSD4;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_RSD5;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_WTHROUGH_ALLOC_RW;</td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_WBACK_ALLOC_RW;</td>
</tr>
</tbody>
</table>
### Protocol Transaction Fields

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>cache</td>
<td>(AXI4) Burst cache:</td>
</tr>
<tr>
<td></td>
<td>AXI4_NONMODIFIABLE_NONBUF; (default)</td>
</tr>
<tr>
<td></td>
<td>AXI4_BUF_ONLY;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_NOALLOC;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_2;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_3;</td>
</tr>
<tr>
<td></td>
<td>AXI4_CACHE_RSVDS4;</td>
</tr>
<tr>
<td>prot</td>
<td>Protection:</td>
</tr>
<tr>
<td></td>
<td>**_NORM_SEC_DATA; (default)</td>
</tr>
<tr>
<td></td>
<td>**_PRIV_SEC_DATA;</td>
</tr>
<tr>
<td>id</td>
<td>Burst ID</td>
</tr>
<tr>
<td>data_words</td>
<td>Data words array.</td>
</tr>
<tr>
<td>write_strobes</td>
<td>Write strobes array:</td>
</tr>
<tr>
<td></td>
<td>Each strobe 0 or 1.</td>
</tr>
<tr>
<td>resp</td>
<td>Burst response:</td>
</tr>
<tr>
<td></td>
<td>**_OKAY; **_EXOKAY; **_SLVERR; **_DECERR;</td>
</tr>
<tr>
<td>region</td>
<td>(AXI4) Region identifier.</td>
</tr>
<tr>
<td>qos</td>
<td>(AXI4) Quality-of-Service identifier.</td>
</tr>
<tr>
<td>addr_user</td>
<td>Address channel user data.</td>
</tr>
<tr>
<td>data_user</td>
<td>(AXI4) Data channel user data.</td>
</tr>
<tr>
<td>resp_user</td>
<td>(AXI4) Response channel user data.</td>
</tr>
</tbody>
</table>

### Operational Transaction Fields

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>gen_write_strobes</td>
<td>Generate write strobes flag:</td>
</tr>
<tr>
<td></td>
<td>0 = user supplied write strobes.</td>
</tr>
<tr>
<td></td>
<td>1 = auto-generated write strobes (default).</td>
</tr>
<tr>
<td>operation_mode</td>
<td>Operation mode:</td>
</tr>
<tr>
<td></td>
<td>**_TRANSACTION_NON_BLOCKING;</td>
</tr>
<tr>
<td></td>
<td>**_TRANSACTION_BLOCKING; (default)</td>
</tr>
<tr>
<td>delay_mode</td>
<td>(AXI3) Delay mode:</td>
</tr>
<tr>
<td></td>
<td>AXI_VALID2READY; (default)</td>
</tr>
<tr>
<td>write_data_mode</td>
<td>Write data mode:</td>
</tr>
<tr>
<td></td>
<td>**_DATA_AFTER_ADDRESS; (default)</td>
</tr>
<tr>
<td></td>
<td>**_DATA_WITH_ADDRESS;</td>
</tr>
</tbody>
</table>
SystemVerilog AXI3 and AXI4 Monitor BFMs

create_monitor_transaction()

Operational Transaction Fields

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>address_valid_delay</td>
<td>Address channel AWVALID delay measured in ACLK cycles for this transaction (default = 0).</td>
</tr>
<tr>
<td>data_valid_delay</td>
<td>Write data channel WVALID delay array measured in ACLK cycles for this transaction (default = 0 for all elements).</td>
</tr>
<tr>
<td>write_response_ready_delay</td>
<td>Write response channel BREADY delay measured in ACLK cycles for this transaction (default = 0).</td>
</tr>
<tr>
<td>data_beat_done</td>
<td>Write data channel beat done flag array for this transaction.</td>
</tr>
<tr>
<td>transaction_done</td>
<td>Write transaction done flag for this transaction.</td>
</tr>
</tbody>
</table>

Returns

The *_transaction record

Example

```plaintext
// Create a monitor transaction
trans = bfm.create_monitor_transaction();
```
get rw_transaction()

This blocking task gets a complete read or write transaction previously created by the create_monitor_transaction() function.

It updates the *_transaction record for the complete transaction.

Prototype

// * = axi | axi4
task automatic get_rw_transaction
(    *_transaction trans
)

Arguments

trans The *_transaction record.

Returns

None

AXI3 Example

// Declare a local variable to hold the transaction record.
axi_transaction monitor_trans;

// Create a monitor transaction and assign it to the local monitor variable.
monitor_trans = bfm.create_monitor_transaction();

....

// Get the complete monitor_trans transaction.
bfm.get_rw_transaction(monitor_trans);

AXI4 Example

// Declare a local variable to hold the transaction record.
axi4_transaction monitor_trans;

// Create a monitor transaction and assign it to the local monitor variable.
monitor_trans = bfm.create_monitor_transaction();

....

// Get the complete monitor_trans transaction.
bfm.get_rw_transaction(monitor_trans);
get_write_addr_phase()

This blocking task gets a write address phase previously created by the get_write_addr_phase() function.

Prototype

```plaintext
// * = axi | axi4
task automatic get_write_addr_phase
  (*_transaction trans
);
Arguments
  trans The *_transaction record.
Returns
  None
```

AXI3 Example

```plaintext
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a monitor transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_monitor_transaction();

....

// Get the write address phase of the write_trans transaction.
bfm.get_write_addr_phase(write_trans);
```

AXI4 Example

```plaintext
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a monitor transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_monitor_transaction();

....

// Get the write address phase of the write_trans transaction.
bfm.get_write_addr_phase(write_trans);
```
get_read_addr_phase()

This blocking task gets a read address phase previously created by the create_monitor_transaction() function.

Prototype

```systemverilog
// * = axi | axi4
task automatic get_read_addr_phase
   (*_transaction trans);
```

Arguments

- `trans` The `_transaction` record.

Returns

None

AXI3 Example

```systemverilog
// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a monitor transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_monitor_transaction();

....

// Get the read address phase of the read_trans transaction.
bfm.get_read_addr_phase(read_trans);
```

AXI4 Example

```systemverilog
// Declare a local variable to hold the transaction record.
axi4_transaction read_trans;

// Create a monitor transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_monitor_transaction();

....

// Get the read address phase of the read_trans transaction.
bfm.get_read_addr_phase(read_trans);
```
get_read_data_phase()

This blocking task gets a read data phase previously created by the create_monitor_transaction() function. The get_read_data_phase() sets the data_beat_done array index element field to 1 when the phase completes. If this is the last phase (beat) of the burst, then it sets the transaction_done field to 1 to indicate the whole read transaction is complete.

Prototype

```
// * = axi | axi4
task automatic get_read_data_phase
  (  
    *_transaction trans
    ,
    int index = 0 // Optional
  );
```

Arguments

- trans: The *_transaction record.
- index: (Optional) Data phase (beat) number.

Returns

None

AXI3 Example

```
// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a monitor transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_monitor_transaction();

....

// Get the read data phase for the first beat of the
// read_trans transaction.
bfm.get_read_data_phase(read_trans, 0);

// Get the read data phase for the second beat of the
// read_trans transaction.
bfm.get_read_data_phase(read_trans, 1);
```
AXI4 Example

    // Declare a local variable to hold the transaction record.
    axi4_transaction read_trans;

    // Create a monitor transaction and assign it to the local
    // read_trans variable.
    read_trans = bfm.create_monitor_transaction();

    ....

    // Execute the read data phase for the first beat of the
    // read_trans transaction.
    bfm.get_read_data_phase(read_trans, 0);

    // Get the read data phase for the second beat of the
    // read_trans transaction.
    bfm.get_read_data_phase(read_trans, 1);
get_read_data_burst()

This blocking task gets a read data burst previously created by the create_monitor_transaction() function.

It calls the get_read_addr_ready() task for each beat of the data burst, with the length of the burst defined by the transaction record burst_length field.

Prototype

```// * = axi | axi4
task automatic get_read_data_burst
  (*_transaction trans)
};```

Arguments

- trans The *_transaction record.

Returns

None

AXI3 Example

```// Declare a local variable to hold the transaction record.
axi_transaction read_trans;

// Create a monitor transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_monitor_transaction();

....

// Get the read data burst of read_trans transaction.
bfm.get_read_data_burst(read_trans);
```

AXI4 Example

```// Declare a local variable to hold the transaction record.
axi4_transaction read_trans;

// Create a monitor transaction and assign it to the local
// read_trans variable.
read_trans = bfm.create_monitor_transaction();

....

// Get the read data burst of the read_trans transaction.
bfm.get_read_data_burst(read_trans);
```
**get_write_data_phase()**

This blocking task gets a write data phase previously created by the `create_monitor_transaction()` function. The `get_write_data_phase()` sets the `data_beat_done` array index element field to 1 when the phase completes. If this is the last phase (beat) of the burst, then it returns the transaction `last` argument set to 1 to indicate the whole burst is complete.

### Prototype

```systemverilog
// * = axi | axi4
task automatic get_write_data_phase
  (    
    *_transaction trans
    , int index = 0, // Optional
    output bit last
  );
```

### Arguments

- **trans** The `_transaction` record.
- **index** (Optional) Data phase (beat) number.

### Returns

- **last** Flag to indicate that this data phase is the last in the burst.

### AXI3 Example

```systemverilog
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a monitor transaction and assign it to the local // write_trans variable.
write_trans = bfm.create_monitor_transaction();

....

// Get the write data phase for the first beat of the // write_trans transaction.
bfm.get_write_data_phase(write_trans, 0, last);

// Get the write data phase for the second beat of the // write_trans transaction.
bfm.get_write_data_phase(write_trans, 1, last);
```
AXI4 Example

    // Declare a local variable to hold the transaction record.
    axi4_transaction write_trans;

    // Create a monitor transaction and assign it to the local
    // write_trans variable.
    write_trans = bfm.create_monitor_transaction();
    ....

    // Execute the write data phase for the first beat of the
    // write_trans transaction.
    bfm.get_write_data_phase(write_trans, 0, last);

    // Get the write data phase for the second beat of the
    // write_trans transaction.
    bfm.get_write_data_phase(write_trans, 1, last);
**get_write_data_burst()**

This blocking task gets a write data burst previously created by the `create_monitor_transaction()` function.

It calls the `get_read_data_phase()` task for each beat of the data burst, with the length of the burst defined by the transaction record `burst_length` field.

### Prototype

```verilog
// * = axi | axi4
task automatic get_write_data_burst
  (*_transaction trans);
```

### Arguments

- **trans**
  - The *_transaction record.

### Returns

None

### AXI3 Example

```verilog
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a monitor transaction and assign it to the local // write_trans variable.
write_trans = bfm.create_monitor_transaction();

....

// Get the write data burst of write_trans transaction.
bfm.get_write_data_burst(write_trans);
```

### AXI4 Example

```verilog
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a monitor transaction and assign it to the local // write_trans variable.
write_trans = bfm.create_monitor_transaction();

....

// Get the write data burst of the write_trans transaction.
bfm.get_write_data_burst(write_trans);
```
get_write_response_phase

This blocking task gets a write response phase previously created by the `create_monitor_transaction()` task.

It sets the `transaction_done` field to 1 when the transaction completes to indicate the whole transaction is complete.

**Prototype**

```verilog
// * = axi | axi4
task automatic get_write_response_phase
    (_transaction trans)
;
```

**Arguments**

- `trans` The `_transaction` record.

**Returns**

None

**AXI3 Example**

```verilog
// Declare a local variable to hold the transaction record.
axi_transaction write_trans;

// Create a monitor transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_monitor_transaction();

....

// Get the write response phase of the write_trans transaction.
bmf.get_write_response_phase(write_trans);
```

**AXI4 Example**

```verilog
// Declare a local variable to hold the transaction record.
axi4_transaction write_trans;

// Create a monitor transaction and assign it to the local
// write_trans variable.
write_trans = bfm.create_monitor_transaction();

....

// Get the write response phase of the write_trans transaction.
bmf.get_write_response_phase(write_trans);
```
get_read_addr_ready()

This blocking AXI4 task returns the read address ready value of the ARREADY signal using the ready argument. It will block for one ACLK period.

Prototype

```
task automatic get_read_addr_ready
    (output bit ready);
```

Arguments

- `ready` The value of the ARREADY signal.

Returns

None

AXI3 BFM

Note

The `get_read_addr_ready()` task is not available in the AXI3 BFM.

AXI4 Example

```
// Get the ARREADY signal value
bfm.get_read_addr_ready();
```
SystemVerilog AXI3 and AXI4 Monitor BFMs

get_read_data_ready()

This blocking AXI4 task returns the read data ready value of the \textit{RREADY} signal using the \texttt{ready} argument. It will block for one \texttt{ACLK} period.

**Prototype**

```protobuf
task automatic get_read_data_ready
(output bit ready);
```

**Arguments**

\texttt{ready} \hspace{1cm} The value of the \textit{RREADY} signal.

**Returns**

None

**AXI3 BFM**

- \textbf{Note}
  - The \texttt{get_read_data_ready()} task is not available in the AXI3 BFM.

**AXI4 Example**

```verilog
// Get the value of the RREADY signal
bfm.get_read_data_ready();
```
get_write_addr_ready()

This blocking AXI4 task returns the write address ready value of the AWREADY signal using the ready argument. It will block for one ACLK period.

Prototype

```plaintext
task automatic get_write_addr_ready
(
    output bit ready
);
```

Arguments

- ready: The value of the AWREADY signal.

Returns

None

AXI3 BFM

Note

The get_write_addr_ready() task is not available in the AXI3 BFM.

AXI4 Example

```plaintext
// Get the value of the AWREADY signal
bfm.get_write_addr_ready();
```
get_write_data_ready()

This blocking AXI4 task returns the write data ready value of the \textit{WREADY} signal using the \textit{ready} argument. It will block for one \textit{ACLK} period.

\textbf{Prototype}

\begin{verbatim}
    task automatic get_write_data_ready
       (      output bit ready
    )
\end{verbatim}

\textbf{Arguments}

\textbf{ready} The value of the \textit{WREADY} signal.

\textbf{Returns}

None

\textbf{AXI3 BFM}

\textbf{Note}

The \textit{get_write_data_ready()} task is not available in the AXI3 BFM.

\textbf{AXI4 Example}

\begin{verbatim}
// Get the value of the \textit{WREADY} signal
bfm.get_write_data_ready();
\end{verbatim}
get_write_resp_ready()

This blocking AXI4 task returns the write response ready value of the \textit{BREADY} signal using the \textit{ready} argument. It will block for one \textit{ACLK} period.

Prototype

\begin{verbatim}
task automatic get_write_resp_ready
  (  
    output bit ready
  );
\end{verbatim}

Arguments

\begin{itemize}
  \item \textit{ready} \quad The value of the \textit{BREADY} signal.
\end{itemize}

Returns

None

AXI3 BFM

\textbf{Note}

The \textit{get_write_resp_ready()} task is not available in the AXI3 BFM.

AXI4 Example

\begin{verbatim}
// Get the value of the BREADY signal
bfm.get_write_resp_ready();
\end{verbatim}
wait_on()

This blocking task waits for an event(s) on the ACLK or ARESETn signals to occur before proceeding. An optional count argument waits for the number of events equal to count.

Prototype

```verilog
// * = axi | axi4
// ** = AXI | AXI4
task automatic wait_on
(
    *_wait_e phase,
    input int count = 1 //Optional
);
```

Arguments

<table>
<thead>
<tr>
<th>phase</th>
<th>Wait for:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CLOCK_POSEDGE</strong></td>
<td><strong>_CLOCK_NEGEDGE</strong></td>
</tr>
<tr>
<td><strong>_CLOCK_ANYEDGE</strong></td>
<td><strong>_CLOCK_0_TO_1</strong></td>
</tr>
<tr>
<td><strong>_CLOCK_1_TO_0</strong></td>
<td><strong>_RESET_POSEDGE</strong></td>
</tr>
<tr>
<td><strong>_RESET_NEGEDGE</strong></td>
<td><strong>_RESET_ANYEDGE</strong></td>
</tr>
<tr>
<td><strong>_RESET_0_TO_1</strong></td>
<td><strong>_RESET_1_TO_0</strong></td>
</tr>
</tbody>
</table>

count (Optional) Wait for a number of events to occur set by count. (default = 1)

Returns

None

AXI3 Example

```verilog
bfm.wait_on(AXI_RESET_POSEDGE);
bfm.wait_on(AXI_CLOCK_POSEDGE,10);
```

AXI4 Example

```verilog
bfm.wait_on(AXI4_RESET_POSEDGE);
bfm.wait_on(AXI4_CLOCK_POSEDGE,10);
```
Helper Functions

AMBA AXI protocols typically provide a start address only in a transaction, with the following addresses for each byte of a data burst calculated using the size, length, and type transaction fields. Helper functions provide you with a simple interface to set and get address/data values.

get_write_addr_data()

This nonblocking function returns the actual address `addr` and `data` of a particular byte in a write data burst. It is used in a monitor test program as a helper function to store a byte of data at a particular address in the monitor memory. If the corresponding `index` does not exist, then this function returns `false`, otherwise it returns `true`.

Prototype

```
// * = axi / axi4
// ** = AXI / AXI4
function bit get_write_addr_data
{
    input * _transaction trans,
    input int index = 0,
    output bit [((**_ADDRESS_WIDTH) - 1) : 0] addr[],
    output bit [7:0] data[]
};
```

Arguments

- `trans` The `_transaction` record.
- `index` Array element number.
- `addr` Write address array
- `data` Write data array

Returns

`bit` Flag to indicate existence of `index` array element;
- `0` = array element non-existent.
- `1` = array element exists.

Example

```
bfm.get_write_addr_data(write_trans, 0, addr, data);
```
get_read_addr()

This nonblocking function returns the actual address $addr$ of a particular index in a read transaction. It is used in a monitor test program as a helper function to return the address of a byte of data in the monitor memory. If the corresponding $index$ does not exist, then this function returns $false$, otherwise it returns $true$.

Prototype

```verilog
function bit get_read_addr
  input *_transaction trans,
  input int index = 0,
  output bit [((**_ADDRESS_WIDTH) - 1) : 0] addr[]
);
```

Arguments

- trans: The *_transaction record.
- index: Array element number.
- addr: Read address array

Returns

- bit: Flag to indicate existence of $index$ array element; $0 = array element non-existent$. $1 = array element exists$.

Example

```verilog
bfm.get_read_addr(read_trans, 0, addr);
```
**set_read_data()**

This nonblocking function sets the read data in the *transaction record* `data_words` field. It is used in a monitor test program as a helper function to read from the monitor memory given the address `addr`, data beat `index`, and the read `data` arguments.

**Prototype**

```verilog
// *= axi / aXi4
// **= AXI / AXI4
function bit set_read_addr_data
    input *transaction trans,
    input int index = 0,
    input bit [((**_ADDRESS_WIDTH) - 1) : 0] addr[],
    input bit [7:0] data[];

Arguments
- `trans` The *transaction record.
- `index` (Optional) Array element number.
- `addr` Read address array
- `data` Read data array

Returns
- None

**Example**

```verilog
bfm.set_read_data(read_trans, 0, addr, data);
```
This chapter discusses how to use the Mentor Verification IP Altera Edition master and slave BFM.s to verify slave and master DUT components.

In the Verifying a Slave DUT tutorial the slave is an on-chip RAM model that is verified using a master BFM and test program.

In the Verifying a Master DUT tutorial the master issues simple write and read transactions that are verified using a slave BFM and test program.

Following this top-level discussion of how you verify a master and a slave component using the Mentor Verification IP Altera Edition is a brief example of how to run Qsys, the powerful system integration tool in Quartus® II software. This procedure shows you how to use Qsys to create a top-level DUT environment. For more details on this example, refer to “Getting Started with Qsys and the BFM.s” on page 653.

Verifying a Slave DUT

A slave DUT component is connected to a master BFM at the signal-level. A master test program, written at the transaction-level, generates stimulus via the master BFM to verify the slave DUT. Figure 6-1 illustrates a typical top-level testbench environment.

Figure 6-1. Slave DUT Top-level Testbench Environment

In this example the master test program also compares the written data with that read back from the slave DUT, reporting the result of the comparison.
A top-level file instantiates and connects all the components required to test and monitor the DUT, and controls the system clock (\(ACLK\)) and reset (\(ARESETn\)) signals.

**AXI3 BFM Master Test Program**

Using the AXI3 master BFM API, this Master Test Program creates a wide range of stimulus scenarios that test the slave DUT. This tutorial restricts the stimulus to a write transaction followed by a read transaction to the same address to compare the read data with the previously written data. For a complete code example of this Master Test Program, refer to SystemVerilog AXI3 Master BFM Test Program in Appendix B.

**Configuration and Initialization**

The code excerpt in Example 6-1 shows the Master Test Program defining nine transaction variables, \(trans\), and \(trans1\) to \(trans8\), of type \(axi\_transaction\), which hold the transaction record for each transaction. A \(timeout\) transaction field is configured in the AXI3 Master BFM before waiting for the system reset to be completed. An additional system clock cycle is waited on after reset to satisfy the AXI3 protocol requirement specified in Section 11.1.2 of the AMBA AXI Protocol Specification, before executing transactions.

**Example 6-1. Configuration and Initialization**

```verilog
initial
begin
  axi_transaction trans trans1, trans2, trans3, trans4;
  axi_transaction trans5, trans6, trans7, trans8;

  /******************
 ** Configuration **
 ******************/
 begin
    bfm.set_config(AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR, 1000);
  end

  /******************
 ** Initialization **
 ******************/
 bfm.wait_on(AXI_RESET_0_TO_1);
 bfm.wait_on(AXI_CLOCK_POSEDGE);
```

**Write Transaction Creation and Execution**

To generate AXI3 protocol traffic, the Master Test Program must create the transaction \(trans\) before executing it. The code excerpt in Example 6-6 calls the \(create\_write\_transaction()\) function, providing only the start address argument of the transaction. The optional burst-length argument automatically defaults to a value of zero—indicating a burst length of a single beat (refer to “Master BFM Configuration” on page 34 for more details).
This example has an AXI3 data bus width of 32-bits; therefore a single beat of data conveys 4-bytes across the data bus. The `set_data_words()` function sets the `data_words[0]` transaction field with the value of 1 on byte lane 1, resulting in a value of 32'h0000_0100. However, the AXI3 protocol permits narrow transfers with the use of the write strobes signal `WSTRB` to indicate which byte lane contains valid write data, and therefore indicates to the slave DUT which data byte lane will be written into memory. Similarly, you can call the `set_write_strobes()` function to set the `write_strobes[0]` transaction field with the value of 4'b0010, indicating that only valid data is being transferred on byte lane 1. The write transaction, `trans`, then executes on the protocol signals by calling the `execute_transaction()` function.

All other write transaction fields default to legal protocol values (refer to “Master BFM Configuration” on page 34 for more details).

**Example 6-2. Write Transaction Creation and Execution**

```verbatim
/************************
** Traffic generation: **
************************/
// 4 x Writes
// Write data value 1 on byte lanes 1 to address 1.
trans = bfm.create_write_transaction(1);
trans.set_data_words(32'h0000_0100, 0);
trans.set_write_strobes(4'b0010, 0);
$display ( "@ %t, master_test_program: Writing data (1) to address (1)", $time);

// By default it will run in Blocking mode
bfm.execute_transaction(trans);
```

In the complete Master Test Program three subsequent write transactions are created and executed in a similar manner to that shown in Example 6-2. See SystemVerilog AXI3 Master BFM Test Program for details.

### Read Transaction Creation and Execution

The code excerpt in Example 6-3 reads the data that has been previously written into the slave memory. The Master Test Program first creates a read transaction `trans` by calling the `create_read_transaction()` function, providing only the start address argument. The optional burst-length argument automatically defaults to a value of zero—indicating a burst length of a single beat.

The `set_id()` function is then called to set the transaction `id` field to 1, and the `set_size()` procedure sets the transaction `size` field to be a single byte (AXI_BYTES_1). The read transaction, `trans`, is then executed onto the protocol signals with a call to the `execute_transaction()` function.
The read data is obtained by calling the `get_data_words()` function to get the `data_words[0]` transaction field value. The result of the read data is compared with the expected data—and a message displays the transcript.

**Example 6-3. Read Transaction Creation and Execution**

```verbatim
// Read data from address 1.
trans = bfm.create_read_transaction(1);
trans.set_size(AXI_BYTES_1);
trans.set_id(1);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 32'h0000_0100)
  $display ("@ %t, master_test_program: Read correct data (1) at address (1)", $time);
else
  $display ("@ %t master_test_program: Error: Expected data (1) at address 1, but got %d", $time, trans.get_data_words(0));
```

In the complete Master Test Program, three subsequent read transactions are created and executed in a similar manner to that shown in Example 6-3. See the SystemVerilog AXI3 Master BFM Test Program listing for details.

**Write Burst Transaction Creation and Execution**

The code excerpt in Example 6-4 calls the `create_write_transaction()` function to create a write burst transaction, `trans`, by providing the start address and burst length arguments. The actual length of the burst on the protocol signals is 7+1=8.

**Note**

The burst length argument passed to the `create_write_transaction()` function is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `AWLEN` protocol signals.

The `set_data_words()` function is then called eight times to set the `data_words` field of the write transaction for each beat of the data burst. For this write transaction, all data byte lanes contain valid data on each beat of the data burst, therefore a ‘for loop’ calls the `set_write_strobes()` function to set the `write_strobes` fields of the transaction to 4'b1111 for each beat of the burst.
The call to `set_write_data_mode(AXI_DATA_WITH_ADDRESS)` function configures the write burst transaction to allow the write address phase and write data burst to start simultaneously when executed. The write transaction is then executed onto the protocol signals.

**Example 6-4. Write Burst Transaction Creation and Execution**

```systemverilog
// Write data burst length of 7 to start address 16.
trans = bfm.create_write_transaction(16, 7);
trans.set_data_words('hACE0ACE1, 0);
trans.set_data_words('hACE2ACE3, 1);
trans.set_data_words('hACE4ACE5, 2);
trans.set_data_words('hACE6ACE7, 3);
trans.set_data_words('hACE8ACE9, 4);
trans.set_data_words('hACEAACEB, 5);
trans.set_data_words('hACECACEF, 6);
trans.set_data_words('hACEDACEF, 7);
for(int i=0; i<8; i++)
  trans.set_write_strobes(4'b1111, i);
trans.set_write_data_mode(AXI_DATA_WITH_ADDRESS);
$display ( "@ %t, master_test_program: Writing data burst of length 7 to
  start address 16", $time);
bfm.execute_transaction(trans);
```

In the complete Master Test Program, a subsequent write data burst transaction has lane 0 of the first data beat of the burst configured to be invalid, by setting the least significant bit of the `write_strobes[0]` field to zero.

```systemverilog
trans.set_write_strobes(4'b1110, 0);
```

See SystemVerilog AXI3 Master BFM Test Program listing for details.

**Read Burst Transaction Creation and Execution**

The code excerpt in *Example 6-5* reads the first two data beats from the data burst that has been previously written into the slave memory. The call to the `create_read_transaction()` function creates the read burst transaction `trans` by providing the start address and burst length arguments. The actual length of the burst on the protocol signals is 1+1=2.

**Note**

The burst length argument passed to the `create_read_transaction()` function is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `ARLEN` protocol signals.
The read transaction, `trans,` is then executed onto the protocol signals by calling the `execute_transaction()` function. The read data is obtained by calling the `get_data_words(n)` function to get the `data_words[n]` transaction field value. The result of the read data is compared with the expected data—and a message displays the transcript.

**Example 6-5. Read Burst Transaction Creation and Execution**

```systemverilog
// Read data burst of length 1 from address 16.
trans = bfm.create_read_transaction(16, 1);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 'hACE0ACE1)
    $display ( "@ %t, master_test_program: Read correct data (hACE0ACE1) at
            address (16) ", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data (hACE0ACE1)
            at address (16), but got %h", $time, trans.get_data_words(0));

if (trans.get_data_words(1) == 'hACE2ACE3)
    $display ( "@ %t, master_test_program: Read correct data (hACE2ACE3) at
            address (20) ", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data (hACE2ACE3)
            at address (20), but got %h", $time, trans.get_data_words(1));
```

In the complete Master Test Program, a subsequent read transaction is created and executed in a similar manner to that shown in Example 6-3. See the SystemVerilog AXI3 Master BFM Test Program listing for details.

**Outstanding Write Burst Transaction Creation and Execution**

The code excerpt in Example 6-6 uses the AXI3 Master BFM `create_write_transaction()` function to create a write burst transaction `trans1` by providing the start address and burst length arguments. The actual length of the burst on the protocol wires is 3+1=4.

**Note**

The burst length argument passed to the `create_write_transaction()` function is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `AWLEN` protocol signals.

The `set_data_words()` function is then called four times to set the `data_words` field of the write transaction for each beat of the data burst. For this write transaction all data byte lanes contain valid data on each beat of the data burst, therefore a for loop uses the `set_write_strobes()` function to set the `write_strobes` fields of the transaction to 4'b1111.
The write transaction `trans1` is then executed onto the protocol signals by calling the `execute_write_addr_phase()` and `execute_write_data_burst()` functions in parallel within a `fork..join_any` statement. By calling the `execute_write_addr_phase()` and `execute_write_data_burst()` functions in parallel, subsequent address phase transactions can be executed before the current write data burst has completed. This allows outstanding write transaction stimulus to be created.

**Example 6-6. Outstanding Write Burst Transaction Creation and Execution**

```verbatim
/****************************
** Traffic generation: **
****************************/

// 4 x Writes
// Write data value to address 1.
trans1 = bfm.create_write_transaction(1,3); //Burst length=3+1
trans1.set_data_words('hACE0ACE1, 0);
trans1.set_data_words('hACE2ACE3, 1);
trans1.set_data_words('hACE4ACE5, 2);
trans1.set_data_words('hACE6ACE7, 3);
for(int i=0; i<4; i++)
    trans1.set_write_strobes(4'b1111, i);
$display ( "@ %t, master_test_program: Writing data (1) to address (1)", $time);

// By default it will run in Blocking mode
fork
    bfm.execute_write_addr_phase(trans1);
    bfm.execute_write_data_burst(trans1);
join_any
```

Subsequent write transaction are created and assigned to unique variables, `trans2`, `trans3`, `trans4`, etc., allowing multiple write transactions to exist at the same time. The write transactions are then executed in a similar manner to that shown in Example 6-6, resulting in outstanding write transactions. See the SystemVerilog AXI3 Master BFM Test Program code listing for details.

**AXI4 BFM Master Test Program**

A master test program using the master BFM API is capable of creating a wide range of stimulus scenarios to verify a slave DUT. However, this tutorial restricts the master BFM stimulus to write transactions followed by read transactions to the same address, and then compares the read data with the previously written data. For a complete code listing of this master test program, refer to “SystemVerilog AXI4 Master BFM Test Program” on page 709.

The master test program contains:

- A Configuration and Initialization that creates and executes read and write transactions.
The following sections described the main tasks and variables:

**master_ready_delay_mode**

The `master_ready_delay_mode` variable holds the configuration that defines the starting point of any delay applied to the `RREADY` and `BREADY` signals. It can be configured to the enumerated type values of `AXI4_VALID2READY` (default) or `AXI4_TRANS2READY`.

The default configuration (`master_ready_delay_mode = AXI4_VALID2READY`) corresponds to the delay measured from the positive edge of `ACLK` when `*VALID` is asserted. Figure 6-2 shows how to achieve a `*VALID` before `*READY` handshake, respectively.

![Figure 6-2. master_ready_delay_mode = AXI4_VALID2READY](image)

The nondefault configuration (`master_ready_delay_mode = AXI4_TRANS2READY`) corresponds to the delay measured from the completion of a previous transaction phase (`*VALID` and `*READY` both asserted). Figure 6-3 shows how to achieve a `*READY` before `*VALID` handshake.
Figure 6-3. master_ready_delay_mode = AXI4_TRANS2READY

ACLK

*VALID

*READY

*ready_delay = 2

*valid_delay = 4
Example 6-7 shows the configuration of the \textit{master\_ready\_delay\_mode} to its default value.

\textbf{Example 6-7. master\_ready\_delay\_mode}

```SystemVerilog
// Enum type for master ready delay mode
// AXI4_VALID2READY - Ready delay for a phase will be applied from
// start of phase (Means from when VALID is asserted).
// AXI4_TRANS2READY - Ready delay will be applied from the end of
// previous phase. This might result in ready before valid.
typedef enum bit
{
    AXI4_VALID2READY = 1'b0,
    AXI4_TRANS2READY = 1'b1
} axi4_master_ready_delay_mode_e;

// Master ready delay mode selection: default it is VALID2READY
axi4_master_ready_delay_mode_e master_ready_delay_mode = AXI4_VALID2READY;
```

\textbf{m\_wr\_resp\_phase\_ready\_delay}

The \textit{m\_wr\_resp\_phase\_ready\_delay} variable holds the \textit{BREADY} signal delay. The delay value extends the length of the write response phase by a number of \textit{ACLK} cycles. The starting point of the delay is determined by the \textit{master\_ready\_delay\_mode} variable configuration.

Example 6-8 shows the \textit{AWREADY} signal delayed by 2 \textit{ACLK} cycles. You can edit this variable to change the \textit{AWREADY} signal delay.

\textbf{Example 6-8. m\_wr\_resp\_phase\_ready\_delay}

```SystemVerilog
// Variable: m\_wr\_resp\_phase\_ready\_delay
int m\_wr\_resp\_phase\_ready\_delay = 2;
```

\textbf{m\_rd\_data\_phase\_ready\_delay}

The \textit{m\_rd\_data\_phase\_ready\_delay} variable holds the \textit{RREADY} signal delay. The delay value extends the length of each read data phase (beat) by a number of \textit{ACLK} cycles. The starting point of the delay is determined by the \textit{master\_ready\_delay\_mode} variable configuration.

Example 6-9 shows the \textit{RREADY} signal delayed by 2 \textit{ACLK} cycles. You can edit this variable to change the \textit{RREADY} signal delay.

\textbf{Example 6-9. m\_rd\_data\_phase\_ready\_delay}

```SystemVerilog
// Variable: m\_rd\_data\_phase\_ready\_delay
int m\_rd\_data\_phase\_ready\_delay = 2;
```
Configuration and Initialization

In an initial block the master test program defines nine transaction variables trans, and trans1 to trans8, of type axi4_transaction which hold the record of each transaction during its lifetime, as shown in Example 6-10. The initial wait for the ARESETn signal to be deactivated, followed by a positive ACLK edge, satisfies the protocol requirement detailed in section A3.1.2 of the Protocol Specification.

Example 6-10. Configuration and Initialization

```systemverilog
initial begin
  axi4_transaction trans, trans1, trans2, trans3, trans4;
  axi4_transaction trans5, trans6, trans7, trans8;

  /*************************************************************************
   ** Initialization **
   /*************************************************************************
  bfm.wait_on(AXI4_RESET_0_TO_1);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);
```

Write Transaction Creation and Execution

To generate AXI4 protocol traffic the Master Test Program must create the transaction trans before executing it. The code excerpt in Example 6-11 calls the create_write_transaction() function, providing only the start address argument of the transaction. The burst-length argument automatically defaults to a value of zero—indicating a burst length of a single beat.

This example has an AXI4 data bus width of 32-bits; therefore a single beat of data conveys 4-bytes across the data bus. The call to the set_data_words() function sets the data_words[0] transaction field with the value of 1 on byte lane 1, resulting in a value of 32'h0000_0100. However, the AXI4 protocol permits narrow transfers with the use of the write strobes signal WSTRB to indicate which byte lane contains valid write data, and therefore indicates to the slave DUT which data byte lane will be written into memory. Similarly, you can call the set_write_strobes() function to set the write_strobes[0] transaction field with the value of 4'b0010, indicating that only valid data is being transferred on byte lane 1. The write transaction trans then executes on the protocol signals by calling the execute_transaction() function.

All other write transaction fields default to legal protocol values (see create_write_transaction() for details).
**Example 6-11. Write Transaction Creation and Execution**

```
/*************************
** Traffic generation: **
****************************/
// 4 x Writes
// Write data value 1 on byte lanes 1 to address 1.
trans = bfm.create_write_transaction(1);
trans.set_data_words(32'h0000_0100, 0);
trans.set_write_strobes(4'b0010, 0);
$display ( "@ %t, master_test_program: Writing data (1) to address (1), $time);

// By default it will run in Blocking mode
bfm.execute_transaction(trans);
```

In the complete Master Test Program, three subsequent write transactions are created and executed in a similar manner to that shown in Example 6-11. See SystemVerilog AXI4 Master BFM Test Program for details.

**Read Transaction Creation and Execution**

The code excerpt in Example 6-12 reads the data that has been previously written into the slave memory. The Master Test Program first creates a read transaction `trans` by calling the `create_read_transaction()` function, providing only the start address argument. The burst-length argument automatically defaults to a value of zero—indicating a burst length of a single beat (refer to “create_read_transaction()” on page 47 for more details).

The `set_id()` function is then called to set the transaction `id` field to be 1 before executing the read transaction `trans` onto the protocol signals with a call to the `execute_transaction()` function.

The read data is obtained by calling the `get_data_words(0)` function to get the `data_words[0]` transaction field value. The result of the read data is compared with the expected data—and a message displays the transcript.

```
Example 6-12. Read Transaction Creation and Execution

// Read data from address 1.
trans = bfm.create_read_transaction(1);
trans.set_size(AXI4_BYTES_1);
trans.set_id(1);
bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 32'h0000_0100)
   $display ( "@ %t, master_test_program: Read correct data (1) at address (1), $time);
else
   $display ( "@ %t master_test_program: Error: Expected data (1) at address 1, but got %d", $time, trans.get_data_words(0));
```
In the complete Master Test Program, three subsequent read transactions are created and executed in a similar manner to that shown in Example 6-12. See SystemVerilog AXI4 Master BFM Test Program listing for details.

**Write Burst Transaction Creation and Execution**

The code excerpt in Example 6-13 calls the `create_write_transaction()` function to create a write burst transaction `trans` by providing the start address and burst length arguments. The actual length of the burst on the protocol signals is 7+1=8.

---

**Note**

The burst length argument passed to the `create_write_transaction()` function is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `AWLEN` protocol signals.

---

The `set_data_words()` function is then called eight times to set the `data_words` field of the write transaction for each beat of the data burst. For this write transaction all data byte lanes contain valid data on each beat of the data burst, therefore a ‘for loop’ calls the `set_write_strobes()` function to set the `write_strobes` fields of the transaction to 4’b1111 for each beat of the burst.
The call to `set_write_data_mode(AXI4_DATA_WITH_ADDRESS)` function configures the write burst transaction to allow the write address phase and write data burst to start simultaneously when executed. The write transaction is then executed onto the protocol signals.

**Example 6-13. Write Burst Transaction Creation and Execution**

```verbatim
// Write data burst length of 7 to start address 16.
trans = bfm.create_write_transaction(16, 7);
trans.set_size(AXI4_BYTES_4);
trans.set_data_words('hACE0ACE1, 0);
trans.set_data_words('hACE2ACE3, 1);
trans.set_data_words('hACE4ACE5, 2);
trans.set_data_words('hACE6ACE7, 3);
trans.set_data_words('hACE8ACE9, 4);
trans.set_data_words('hACEAACEB, 5);
trans.set_data_words('hACECACED, 6);
trans.set_data_words('hACEEACEF, 7);
for(int i=0; i<8; i++)
  trans.set_write_strobes(4'b1111, i);
trans.set_write_data_mode(AXI4_DATA_WITH_ADDRESS);
$display ( "@ %t, master_test_program: Writing data burst of length 7 to
  start address 16", $time);
bfm.execute_transaction(trans);
```

In the complete Master Test Program, a subsequent write data burst transaction has lane 0 of the first data beat of the burst configured to be invalid, by setting the least significant bit of the `write_strobes[0]` field to zero.

```verbatim
trans.set_write_strobes(4'b1110, 0);
```

See SystemVerilog AXI4 Master BFM Test Program listing for details.

**Read Burst Transaction Creation and Execution**

The code excerpt in Example 6-14 reads the first two data beats from the data burst that has been previously written into the slave memory. The call to `create_read_transaction()` function creates the read burst transaction `trans` by providing the start address and burst length arguments. The actual length of the burst on the protocol signals is 1+1=2.

**Note**

The burst length argument passed to the `create_read_transaction()` function is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `ARLEN` protocol signals.
The read transaction `trans` is then executed onto the protocol signals by calling the `execute_transaction()` function. The read data is obtained by calling the `get_data_words(n)` function to get the `data_words[n]` transaction field value. The result of the read data is compared with the expected data—and a message displays the transcript.

**Example 6-14. Read Burst Transaction Creation and Execution**

```systemverilog
// Read data burst of length 1 from address 16.
trans = bfm.create_read_transaction(16, 1);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 'hACE0ACE1)
   $display ( "@ %t, master_test_program: Read correct data (hACE0ACE1) at address (16)", $time);
else
   $display ( "@ %t, master_test_program: Error: Expected data (hACE0ACE1) at address (16), but got %h", $time, trans.get_data_words(0));

if (trans.get_data_words(1) == 'hACE2ACE3)
   $display ( "@ %t, master_test_program: Read correct data (hACE2ACE3) at address (20)", $time);
else
   $display ( "@ %t, master_test_program: Error: Expected data (hACE2ACE3) at address (20), but got %h", $time, trans.get_data_words(1));
```

In the complete Master Test Program, a subsequent read transaction is created and executed in a similar manner to that shown in Example 6-14. See SystemVerilog AXI4 Master BFM Test Program listing for details.

**Outstanding Write BurstTransaction Creation and Execution**

The code excerpt in Example 6-6 calls the AXI4Master BFM `create_write_transaction()` function to create a write burst transaction `trans1` by providing the start address and burst length arguments. The actual length of the burst on the protocol wires is 3+1=4.

The `set_data_words()` function is then called four times to set the `data_words` field of the write transaction for each beat of the data burst. For this write transaction, all data byte lanes contain valid data on each beat of the data burst. Calling the `set_write_strobes()` function sets the `write_strobes` fields of the transaction to 4’b1111.
The write transaction, \textit{trans1}, is then executed onto the protocol signals by calling the \texttt{execute_write_addr_phase()} and \texttt{execute_write_data_burst()} functions in parallel within a \texttt{fork..join_any} statement. By calling the \texttt{execute_write_addr_phase()} and \texttt{execute_write_data_burst()} functions in parallel, subsequent address phase transactions can be transmitted before the write data burst has completed.

\textbf{Example 6-15. Outstanding Write Burst Transaction Creation and Execution}

```systemverilog
/************************
** Traffic generation: **
************************/
// 4 x Writes
// Write data value to address 0.
trans1 = bfm.create_write_transaction(0,3); //Burst length=3+1
trans1.set_data_words('hACE0ACE1, 0);  
trans1.set_data_words('hACE2ACE3, 1);  
trans1.set_data_words('hACE4ACE5, 2);  
trans1.set_data_words('hACE6ACE7, 3);  
for(int i=0; i<4; i++)
    trans1.set_write_strobes(4'b1111, i);  
$display ( "@ %t, master_test_program: Writing data (1) to address (1)", $time);

fork
    bfm.execute_write_addr_phase(trans1);
    bfm.execute_write_data_burst(trans1);
join_any
```

Subsequent write transactions are created and assigned to unique variables, \textit{trans2}, \textit{trans3}, \textit{trans4}, etc., allowing multiple write transactions to exist at the same time. The write transactions are then executed in a similar manner to that shown in Example 6-6, resulting in outstanding write transactions. See the SystemVerilog AXI4 Master BFM Test Program code listing for details.

\textbf{handle_write_resp_ready()}

The \texttt{handle_write_resp_ready()} task handles the \texttt{BREADY} signal for the write response channel. In a \texttt{forever} loop it delays the assertion of the \texttt{BREADY} signal based on the settings of the \texttt{master_ready_delay_mode} and \texttt{m_wr_resp_phase_ready_delay} as shown in Example 6-16.

If the \texttt{master_delay_ready_mode = AXI4_VALID2READY} then the \texttt{BREADY} signal is immediately deasserted using the nonblocking call to the \texttt{execute_write_resp_ready()} task and waits for a write channel response phase to occur with a call to the blocking \texttt{get_write_response_cycle()} task. A received write response phase indicates that the \texttt{BVALID} signal has been asserted, triggering the starting point for the delay of the \texttt{BREADY} signal by the number of \texttt{ACLK} cycles defined by \texttt{m_wr_resp_phase_ready_delay}. After the delay another call to the \texttt{execute_write_resp_ready()} task to assert the \texttt{BREADY} signal completes the \texttt{BREADY} handling. The \texttt{seen_valid_ready} flag is set to indicate the end of a response phase when both \texttt{BVALID} and \texttt{BREADY} are asserted, and the completion of the write transaction.
If the master_delay_ready_mode = AXI4_TRANS2READY, then a check of the seen_valid_ready flag is performed to indicate that a previous write transaction has completed. If a write transaction is still active (indicated by either BVALID or BREADY not asserted) then the code waits until the previous write transaction has completed. The BREADY signal is deasserted using the nonblocking call to the execute_write_resp_ready() task and waits for the number of ACLK cycles defined by m_wr_resp_phase_ready_delay. A nonblocking call to the execute_write_resp_ready() task to assert the BREADY signal completes the BREADY handling. The seen_valid_ready flag is cleared to indicate that only BREADY has been asserted.
Example 6-16. handle_write_resp_ready()

// Task : handle_write_resp_ready
// This method assert/de-assert the write response channel ready signal.
// Assertion and de-assertion is done based on following variable's value:
// m_wr_resp_phase_ready_delay
// master_ready_delay_mode
task automatic handle_write_resp_ready;
  bit seen_valid_ready;
  int tmp_ready_delay;
  axi4_master_ready_delay_mode_e tmp_mode;

  forever
    begin
      wait(m_wr_resp_phase_ready_delay > 0);
      tmp_ready_delay = m_wr_resp_phase_ready_delay;
      tmp_mode = master_ready_delay_mode;

      if (tmp_mode == AXI4_VALID2READY)
        begin
          fork
            bfm.execute_write_resp_ready(1'b0);
            join_none
          end
          bfm.get_write_response_cycle;
          repeat(tmp_ready_delay - 1) bfm.wait_on(AXI4_CLOCK_POSEDGE);

          bfm.execute_write_resp_ready(1'b1);
          seen_valid_ready = 1'b1;
        end
      else  // AXI4_TRANS2READY
        begin
          if (seen_valid_ready == 1'b0)
            begin
              do
                bfm.wait_on(AXI4_CLOCK_POSEDGE);
                while (!(bfm.BVALID === 1'b1) && (bfm.BREADY === 1'b1));
              end

              fork
                bfm.execute_write_resp_ready(1'b0);
                join_none
              end

              repeat(tmp_ready_delay) bfm.wait_on(AXI4_CLOCK_POSEDGE);

              fork
                bfm.execute_write_resp_ready(1'b1);
                join_none
              end
          seen_valid_ready = 1'b0;
        end
    end
endtask
handle_read_data_ready()

The `handle_read_data_ready()` task handles the `RREADY` signal for the read data channel. It delays the assertion of the `RREADY` signal based on the settings of the `master_ready_delay_mode` and `m_rd_data_phase_ready_delay`. The `handle_read_data_ready()` task code is similar in operation to the `handle_write_resp_ready()` task. Refer to the “SystemVerilog AXI4 Master BFM Test Program” on page 709 for the complete `handle_read_data_ready()` code listing.

Verifying a Master DUT

A master DUT component is connected to a slave BFM at the signal-level. A slave test program, written at the transaction-level, generates stimulus via the slave BFM to verify the master DUT. Figure 6-4 illustrates a typical top-level testbench environment.

Figure 6-4. Master DUT Top-level Testbench Environment

In this example the slave test program is a simple memory model.

A top-level file instantiates and connects all the components required to test and monitor the DUT, and controls the system clock (`ACLK`) and reset (`ARESETn`) signals.

AXI3 BFM Slave Test Program

The slave test program is a memory model and contains two APIs: a AXI3 Basic Slave API Definition and an Advanced AXI3 Slave API Definition.

The AXI3 Basic Slave API Definition allows you to create a wide range of stimulus scenarios to test a master DUT. This API definition simplifies the creation of slave stimulus based on the default response of `OKAY` to read and write transactions.
The Advanced AXI3 Slave API Definition allows you to create additional response scenarios to read and write transactions. For example, a successful exclusive transaction requires an EXOKAY response.

For a complete code listing of the slave test program, refer to “SystemVerilog AXI4 Slave BFM Test Program” on page 720.

**AXI3 Basic Slave API Definition**

The Basic Slave Test Program API contains:

- Functions that read and write a byte of data to internal memory `do_byte_read()` and `do_byte_write()`, respectively.
- Functions to configure the AXI3 protocol channel handshake delays `set_read_address_ready_delay()`, `set_write_address_ready_delay()`, `set_write_data_ready_delay()`, `set_read_data_valid_delay()`, and `set_wr_resp_valid_delay()`.
- Tasks to process read and write transactions, `process_read` and `process_write`, respectively. If you need to create other responses, such as EXOKAY, DECERR, or SLVERR, then you will need to edit these tasks to provide the required response.
- A `slave_mode` transaction field controls the behavior of reading and writing to the internal memory.
- Configuration variables `m_max_outstanding_read_trans` and `m_max_outstanding_write_trans` back-pressure a master from transmitting further read and write transactions when the configured value has been reached.
The *internal memory* for the slave is defined as a sparse array of 8-bits, so that each byte of data is stored as an address/data pair.

**Example 6-17. internal memory**

```systemverilog
// Storage for a memory
bit [7:0] mem [*];
```

The `do_byte_read()` function, when called, reads a data byte from the *internal memory*, `mem`, given an address location as demonstrated in **Example 6-18**.

You can edit this function to modify the way the read data is extracted from the *internal memory*.

**Example 6-18. do_byte_read()**

```systemverilog
// Function : do_byte_read
// Function to provide read data byte from memory at particular input address
function bit[7:0] do_byte_read(addr_t addr);
  return mem[addr];
endfunction
```

The `do_byte_write()` function, when called, writes a data byte to the *internal memory*, `mem`, given an address location as **Example 6-19** illustrates.

You can edit this function to modify the way the write data is stored in the *internal memory*.

**Example 6-19. do_byte_write()**

```systemverilog
// Function : do_byte_write
// Function to write data byte to memory at particular input address
function void do_byte_write(addr_t addr, bit [7:0] data);
  mem[addr] = data;
endfunction
```
The `set_read_address_ready_delay()` function, when called, configures the `ARREADY` handshake signal to be delayed by a number of `ACLK` cycles, which extends the length of the read address phase. The starting point of the delay is determined by the `delay_mode` operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details). Example 6-20 demonstrates setting the `ARREADY` signal delay by 4 `ACLK` cycles.

You can edit this function to change the `ARREADY` signal delay.

```
Example 6-20. set_read_address_ready_delay()

// Function : set_read_address_ready_delay
// This is used to set read address phase ready delay
// to extend phase
function void set_read_address_ready_delay(axi_transaction trans);
    trans.set_address_ready_delay(4);
endfunction
```

The `set_write_address_ready_delay()` function, when called, configures the `AWREADY` handshake signal to be delayed by a number of `ACLK` cycles, which extends the length of the write address phase. The starting point of the delay is determined by the `delay_mode` operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details). Example 6-21 demonstrates setting the `AWREADY` signal delay by 2 `ACLK` cycles.

You can edit this function to change the `AWREADY` signal delay.

```
Example 6-21. set_write_address_ready_delay()

// Function : set_write_address_ready_delay
// This is used to set write address phase ready delay
// to extend phase
function void set_write_address_ready_delay(axi_transaction trans);
    trans.set_address_ready_delay(2);
endfunction
```

The `set_write_data_ready_delay()` function, when called, configures the `WREADY` signal handshake to be delayed by a number of `ACLK` cycles, which extends the length of each write data phase (beat) in a write data burst. The starting point of the delay is determined by the configuration of the `delay_mode` operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details).

For each write data phase (beat), the delay value of the `WREADY` signal is stored in an element of the `data_ready_delay[]` array for the transaction, as demonstrated in Example 6-22.
You can edit this function to change the $WREADY$ signal delay.

**Example 6-22. set_write_data_ready_delay()**

```systemverilog
// Function : set_write_data_ready_delay
// This will set the ready delays for each write data phase
// in a write data burst
function void set_write_data_ready_delay(axi_transaction trans);
  for (int i = 0; i < trans.data_ready_delay.size(); i++)
    trans.set_data_ready_delay(i, i);
endfunction
```

The `set_read_data_valid_delay()` function, when called, configures the $RVALID$ signal to be delayed by a number of $ACLK$ cycles with the effect of delaying the start of each read data phase (beat) in a read data burst. The starting point of the delay is determined by the `delay_mode` operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details).

For each read data phase (beat), the delay value of the $RVALID$ signal is stored in an element of the `data_valid_delay[]` array for the transaction, as demonstrated in **Example 6-23**.

You can edit this function to change the $RVALID$ signal delay.

**Example 6-23. set_read_data_valid_delay()**

```systemverilog
// Function : set_read_data_valid_delay
// This is used to set read response phase valid delays to start driving read data/response phases after specified delay.
function void set_read_data_valid_delay(axi_transaction trans);
  for (int i = 0; i < trans.data_valid_delay.size(); i++)
    trans.set_data_valid_delay(i, i);
endfunction
```

The `set_wr_resp_valid_delay()` function, when called, configures the $BREADY$ signal handshake to be delayed by a number of $ACLK$ cycles, which extends the length of the write response phase. The starting point of the delay is determined by the `delay_mode` operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details). **Example 6-24** below demonstrates setting the $BREADY$ signal delay by 2 $ACLK$ cycles. You can edit this function to change the $BREADY$ signal delay.

**Example 6-24. set_wr_resp_valid_delay()**

```systemverilog
// Function : set_wr_resp_valid_delay
// This is used to set write response phase valid delay to start driving write response phase after specified delay.
function void set_wr_resp_valid_delay(axi_transaction trans);
  trans.set_write_response_valid_delay(2);
endfunction
```
There is a `slave_mode` transaction field that you can configure to control the behavior of reading and writing to the internal memory. It has two modes `AXI_TRANSACTION_SLAVE` and `AXI_PHASE_SLAVE`.

**Example 6-25. slave_mode**

```markdown
// Enum type for slave mode
// AXI_TRANSACTION_SLAVE - Works at burst level (write data is received at burst and read data/response is sent in burst)
// AXI_PHASE_SLAVE       - Write data and read data/response is serviced at phase level
typedef enum bit
{
    AXI_TRANSACTION_SLAVE = 1'b0,
    AXI_PHASE_SLAVE       = 1'b1
} axi_slave_mode_e;

// Slave mode selection : Default is transaction-level slave
axi_slave_mode_e slave_mode = AXI_TRANSACTION_SLAVE;
```

The default `AXI_TRANSACTION_SLAVE` mode “saves up” an entire data burst and modifies the Slave Test Program internal memory in zero time for the whole burst. Therefore, a read from internal memory is buffered at the beginning of the read burst for the whole burst. The buffered read data is then transmitted over the protocol signals to the master on a phase-by-phase (beat-by-beat) basis. For a write, the write data burst is buffered on a phase-by-phase (beat-by-beat) basis for the whole burst. Only at the end of the write burst are the buffered contents written to the internal memory.

The `AXI_PHASE_SLAVE` mode changes the Slave Test Program internal memory on each data phase (beat). Therefore, a read from the internal memory occurs only when the read data phase (beat) actually starts on the protocol signals. For a write, data is written to the internal memory as soon as each individual write data phase (beat) completes.

**Note**

In addition to the above functions, you can configure other aspects of the AXI3 Slave BFM by using the functions: **“set_config()”** on page 76 and **“get_config()”** on page 78.
Using the AXI3 Basic Slave Test Program API

As described in the AXI3 Basic Slave API Definition section, there are a set of tasks and functions that you can use to create stimulus scenarios based on a memory-model slave with a minimal amount of editing. However, consider the following configurations when using the Slave Test Program.

- **slave_mode** - The read and write channel interaction can cause simultaneous read and write transactions to occur at the same address. With the default slave_mode setting the read transaction data burst is buffered at the start of the burst and the write data burst is buffered at the end of the burst. This can result in the read data being stale at the time it is transmitted over the protocol signals. If this is an undesirable feature, then set the Slave_mode to be AXI_PHASE_SLAVE.

- **slave_ready_delay_mode** - By default the handshake *READY signal will always follow, or be simultaneous with, the *VALID signal. By configuring the delay_mode to be AXI_TRANS2READY *READY before *VALID scenarios can be achieved.

- **m_max_outstanding_read_trans** - The maximum number of outstanding (incomplete) read transactions that can be initiated by a master test program before the slave test program applies back-pressure to the master by deasserting the ARREADY signal. When subsequent read transactions complete, then the slave test program asserts ARREADY.

- **m_max_outstanding_write_trans** - The maximum number of outstanding (incomplete) write transactions that can be initiated by a master test program before the slave test program applies back-pressure to the master by deasserting the AWREADY signal. When subsequent read transactions complete, then the slave test program asserts AWREADY.

Advanced AXI3 Slave API Definition

You are not required to edit the following Advance Slave API unless you require a different response than the default (OKAY) response.

The remaining section of this tutorial presents a walk-through of the Advanced Slave API in the slave test program. It consists of four main tasks, process_read, process_write, handle_read and handle_write in the slave test program, as shown in Figure 6-5.

The Advanced Slave API is capable of handling pipelined transactions. Pipelining can occur when a transaction starts before a previous transaction has completed. Therefore, a write transaction that starts before a previous write transaction has completed can be pipelined. Figure 6-5 shows the write channel having three concurrent write_trans transactions, whereby the write_addr_phase[2], write_data_burst[1] and write_response_phase[0] are concurrently active on the write address, data and response channels, respectively.
Similarly, a read transaction that starts before a previous read transaction has completed can be pipelined. Figure 6-5 shows the read channel having two concurrent `read_trans` transactions, whereby the `read_addr_phase[1]` and `read_data_burst[0]` are concurrently active on the read address and data channels, respectively.

**Figure 6-5. Slave Test Program Advanced API Tasks**

In an initial block, the slave test program configures the maximum number of outstanding read and write transactions before waiting for the `ARESETn` signal to be deactivated. The following positive edge of `ACLK` starts the processing of any read or write transactions simultaneously in a fork-join block, as demonstrated in Example 6-26.
Example 6-26. Initialization and Transaction Processing

```
initial
begin
    // Initialisation
    bfm.set_config
    (AXI_CONFIG_MAX_OUTSTANDING_RD,m_max_outstanding_read_trans);
    bfm.set_config
    (AXI_CONFIG_MAX_OUTSTANDING_WR,m_max_outstanding_write_trans);
    bfm.wait_on(AXI_RESET_0_TO_1);
    bfm.wait_on(AXI_CLOCK_POSEDGE);

    // Traffic generation
    fork
        process_read;
        process_write;
    join
end
```

The `process_read` task loops forever, processing read transactions as they occur from the master. It defines a local transaction variable `read_trans` of type `axi_transaction` to store a record of the read transaction while it is being processed. It then uses the Slave BFM function `create_slave_transaction()` to create a read transaction and assign it to the local `read_trans` record.

The `set_read_address_ready_delay()` function is called to configure the delay for the ARREADY signal before getting the read address phase using the Slave BFM `get_read_addr_phase()` task.

The subsequent `fork-join_none` block performs a nonblocking statement so that the `process_read` task can begin again to create another read transaction and get another read address phase before the current read transaction has completed. This permits concurrent read transactions to occur if the master issues a series of read address phases before any previous read transactions have completed.

In the `fork-join_none` block, the `read_trans` record is passed into the `handle_read()` function via the variable `t`. 
Example 6-27. process_read

```verilog
// Task : process_read
// This method keep receiving read address phase and calls another
// method to process received transaction.
task process_read;
    forever
        begin
            axi_transaction read_trans;

                read_trans = bfm.create_slave_transaction();
                set_read_address_ready_delay(read_trans);
                bfm.get_read_addr_phase(read_trans);

                fork
                    begin
                        automatic axi_transaction t = read_trans;
                        handle_read(t);
                    end
                join_none
                #0;
        end
endtask
```

The `set_read_data_ready()` function calls the `set_data_valid_delay()` function in the Slave BFM. It configures the delay for the assertion of `ARVALID` signal for each read data phase (beat) of a read burst.

Example 6-28. set_read_data_ready()

```verilog
// Function : set_read_data_valid_delay
// This is used to set read response phase valid delays to start
// driving read data/response phases after specified delay.
function void set_read_data_valid_delay(axi_transaction trans);
    for (int i = 0; i < trans.data_valid_delay.size(); i++)
        trans.set_data_valid_delay(i, i);
endfunction
```

The `handle_read` task gets the data from the internal memory in either bursts or phases depending on the `slave_mode` configuration. It's `read_trans` argument contains the record of the read transaction up to the point of this task call, namely the content of the read address phase.

The call to `set_read_data_valid_delay()` configures the assertion of the `ARVALID` signal delay.

The task then loops for the number of addresses defined by calling the `get_read_addr()` helper function in the Slave BFM, assigning the local `mem_data` variable with read data by calling the `do_bytes_read()` function.
The Slave BFM helper function `set_read_data()` then fills a complete read data bus width of data into the Slave BFM `data_words[]` array. At this point a read data phase is executed on to the read data channel if the `slave_mode` setting is `AXI_PHASE_SLAVE`, otherwise it executes a complete read data burst only when the Slave BFM `data_words[]` array contains a complete burst of read data.

**Example 6-29. handle_read**

```vhdl
// Task : handle_read
// This method reads data from memory and send read data/response
// either at burst or phase level depending upon slave working
// mode.
task automatic handle_read(input axi_transaction read_trans);
    addr_t addr[];
    bit [7:0] mem_data[];

    set_read_data_valid_delay(read_trans);

    for(int i = 0; bfm.get_read_addr(read_trans, i, addr); i++)
    begin
        mem_data = new[addr.size()];
        for (int j = 0; j < addr.size(); j++)
        mem_data[j] = do_byte_read(addr[j]);

        bfm.set_read_data(read_trans, i, addr, mem_data);

        if (slave_mode == AXI_PHASE_SLAVE)
            bfm.execute_read_data_phase(read_trans, i);
        end
        if (slave_mode == AXI_TRANSACTION_SLAVE)
            bfm.execute_read_data_burst(read_trans);
    endtask
```

The processing of write transactions in the Slave Test Program works in a similar way as that described for read transactions. Processing a write transaction requires both a `process_write` task and a `handle_write` task.

The main difference is that the write transaction handling gets the write data burst and stores it in the Slave Test Program internal memory depending on the `slave_mode` setting, adhering to the state of the write strobes signal `WSTRB`. There is also an additional write response phase that is required for the AXI3 write channel.
Example 6-30. process_write

// Task : process_write
// This method keep receiving write address phase and calls another
// method to process received transaction.

task process_write;
    forever
    begin
        axi_transaction write_trans;

        write_trans = bfm.create_slave_transaction();
        set_write_address_ready_delay(write_trans);
        bfm.get_write_addr_phase(write_trans);

        fork
            begin
                automatic axi_transaction t = write_trans;
                handle_write(t);
            end
        join_none
        #0;
    end
endtask
Example 6-31. handle_write

// Task : handle_write
// This method receive write data burst or phases for write
// transaction depending upon slave working mode, write data to
// memory and then send response
task automatic handle_write(input axi_transaction write_trans);

addr_t addr[];
bit [7:0] data[];
bit last;

set_write_data_ready_delay(write_trans);

if (slave_mode == AXI_TRANSACTION_SLAVE)
begin
  bfm.get_write_data_burst(write_trans);

  for( int i = 0; bfm.get_write_addr_data(write_trans,
          i, addr, data); i++ )
  begin
    for (int j = 0; j < addr.size(); j++)
          do_byte_write(addr[j], data[j]);
  end
end

else
begin
  for(int i = 0; (last == 1'b0); i++)
begin
  bfm.get_write_data_phase(write_trans, i, last);

  void'(bfm.get_write_addr_data(write_trans, i, addr, data));
  for (int j = 0; j < addr.size(); j++)
        do_byte_write(addr[j], data[j]);
  end
end

set_wr_resp_valid_delay(write_trans);
bfm.execute_write_response_phase(write_trans);
endtask
AXI4 BFM Slave Test Program

The Slave Test Program is a memory model that contains two APIs: a AXI4 Basic Slave API Definition and an AXI4 Advanced Slave API Definition.

The AXI4 Basic Slave API Definition allows you to create a wide range of stimulus scenarios to test a master DUT. This API definition simplifies the creation of slave stimulus based on the default response of OKAY to master read and write transactions.

The AXI4 Advanced Slave API Definition allows you to create additional response scenarios to transactions. For example, a successful exclusive transaction requires an EXOKAY response.

For a complete code listing of the slave test program, refer to “SystemVerilog AXI4 Slave BFM Test Program” on page 720.

AXI4 Basic Slave API Definition

The Basic Slave Test Program API contains:

- Functions that read and write a byte of data to Internal Memory include `do_byte_read()` and `do_byte_write()`, respectively.
- Functions `set_read_data_valid_delay()` and `set_wr_resp_valid_delay()` to configure the delay of the read data channel `RVALID`, and write response channel `BVALID` signals, respectively.
- Variables `m_rd_addr_phase_ready_delay` and `m_wr_addr_phase_ready_delay` to configure the delay of the read/write address channel ARVALID/AWVALID signals, and `m_wr_data_phase_ready_delay` to configure the delay of the write response channel BVALID signal.
- A `slave_mode` variable to configure the behavior of reading and writing to the internal memory.
- A `slave_ready_delay_mode` variable to configure the behavior of the handshake signals *VALID to *READY delay.
- Configuration variables `m_max_outstanding_read_trans` and `m_max_outstanding_write_trans` back-pressure a master from transmitting additional read and write transactions when the configured value has been reached.
Internal Memory

The internal memory for the slave is defined as a sparse array of 8-bits, so that each byte of data is stored as an address/data pair.

Example 6-32. internal memory

```verilog
// Storage for a memory
bit [7:0] mem [*];
```

do_byte_read()  

The `do_byte_read()` function, when called, will read a data byte from the Internal Memory `mem`, given an address location as shown below.

You can edit this function to modify the way the read data is extracted from the Internal Memory.

Example 6-33. do_byte_read()

```verilog
// Function : do_byte_read
// Function to provide read data byte from memory at
// particular input address
function bit[7:0] do_byte_read(addr_t addr);
    return mem[addr];
endfunction
```

do_byte_write()  

The `do_byte_write()` function, when called, writes a data byte to the Internal Memory `mem`, given an address location as shown below.

You can edit this function to modify the way the write data is stored in the Internal Memory.

Example 6-34. do_byte_write()

```verilog
// Function : do_byte_write
// Function to write data byte to memory at particular
// input address
function void do_byte_write(addr_t addr, bit [7:0] data);
    mem[addr] = data;
endfunction
```

m_rd_addr_phase_ready_delay  

The `m_rd_addr_phase_ready_delay` variable holds the ARREADY signal delay. The delay value extends the length of the read address phase by a number of ACLK cycles. The starting point of the delay is determined by the `slave_ready_delay_mode` variable configuration.
Example 6-35 shows the ARREADY signal delayed by 2 ACLK cycles. You can edit this variable to change the ARREADY signal delay.

Example 6-35. m_rd_addr_phase_ready_delay

```plaintext
// Variable : m_rd_addr_phase_ready_delay
int m_rd_addr_phase_ready_delay = 2;
```

m_wr_addr_phase_ready_delay

The m_wr_addr_phase_ready_delay variable holds the AWREADY signal delay. The delay value extends the length of the write address phase by a number of ACLK cycles. The starting point of the delay is determined by the slave_ready_delay_mode variable configuration.

Example 6-36 shows the AWREADY signal delayed by 2 ACLK cycles. You can edit this variable to change the AWREADY signal delay.

Example 6-36. m_wr_addr_phase_ready_delay

```plaintext
// Variable : m_wr_addr_phase_ready_delay
int m_wr_addr_phase_ready_delay = 2;
```

m_wr_data_phase_ready_delay

The m_wr_data_phase_ready_delay variable holds the WREADY signal delay. The delay value extends the length of each write data phase (beat) in a write data burst by a number of ACLK cycles. The starting point of the delay is determined by the slave_ready_delay_mode variable configuration.

Example 6-37 shows the WREADY signal delayed by 2 ACLK cycles. You can edit this function to change the WREADY signal delay.

Example 6-37. m_wr_data_phase_ready_delay

```plaintext
// Variable : m_wr_data_phase_ready_delay
int m_wr_data_phase_ready_delay = 2;
```

set_read_data_valid_delay()

The set_read_data_valid_delay() function, when called, configures the RVALID signal to be delayed by a number of ACLK cycles with the effect of delaying the start of each read data phase (beat) in a read data burst. The delay value of the RVALID signal, for each read data phase, is stored in an array element of the data_valid_delay transaction field.
Example 6-38 shows the $RVALID$ signal delay incrementing by an $ACLK$ cycle between each read data phase for the length of the burst. You can edit this function to change the $RVALID$ signal delay.

**Example 6-38. set_read_data_valid_delay()**

```systemverilog
// Function : set_read_data_valid_delay
// This is used to set read response phase valid delays to start
// driving read data/response phases after specified delay.
function void set_read_data_valid_delay(axi4_transaction trans);
  for (int i = 0; i < trans.data_valid_delay.size(); i++)
    trans.set_data_valid_delay(i, i);
endfunction
```

`set_wr_resp_valid_delay()`

The `set_wr_resp_valid_delay()` function, when called, configures the $BVALID$ signal to be delayed by a number of $ACLK$ cycles with the effect of delaying the start of the write response phase. The delay value of the $BVALID$ signal is stored in the `write_response_valid_delay` transaction field.

Example 6-39 shows the $BVALID$ signal delay set to 2 $ACLK$ cycles. You can edit this function to change the $BVALID$ signal delay.

**Example 6-39. set_wr_resp_valid_delay()**

```systemverilog
// Function : set_wr_resp_valid_delay
// This is used to set write response phase valid delay to start
// driving write response phase after specified delay.
function void set_wr_resp_valid_delay(axi4_transaction trans);
  trans.set_write_response_valid_delay(2);
endfunction
```

`slave_ready_delay_mode`

The `slave_ready_delay_mode` variable holds the configuration that defines the starting point of any delay applied to the *READY* signals. It can be configured to the enumerated type values of $AXI4\_VALID2READY$ (default) or $AXI4\_TRANS2READY$.

The default configuration (`slave_ready_delay_mode = AXI4\_VALID2READY`) corresponds to the delay measured from the positive edge of $ACLK$ when *VALID* is asserted. Figure 6-6 shows how to achieve a *VALID* before *READY* handshake.
Figure 6-6. slave_ready_delay_mode = AXI4_VALID2READY

The nondefault configuration (slave_ready_delay_mode = AXI4_TRANS2READY) corresponds to the delay measured from the completion of a previous transaction phase (*VALID and *READY both asserted). Figure 6-7 shows how to achieve a *READY before *VALID handshake.

Figure 6-7. slave_ready_delay_mode = AXI4_TRANS2READY
Example 6-40 shows the configuration of the `slave_ready_delay_mode` to its default value.

**Example 6-40. slave_ready_delay_mode**

```verilog
// Enum type for slave ready delay mode
// AXI4_VALID2READY - Ready delay for a phase will be applied from
// start of phase (Means from when VALID is asserted).
// AXI4_TRANS2READY - Ready delay will be applied from the end of
// previous phase. This might result in ready before valid.
typedef enum bit
{
    AXI4_VALID2READY = 1'b0,
    AXI4_TRANS2READY = 1'b1
} axi4_slave_ready_delay_mode_e;

// Slave ready delay mode selection : default it is AXI4 VALID2READY
axi4_slave_ready_delay_mode_e slave_ready_delay_mode = AXI4_VALID2READY;
```

**slave_mode**

There is a `slave_mode` transaction field that you configure to control the behavior of reading and writing to Internal Memory. It has two modes `AXI4_TRANSACTION_SLAVE` and `AXI4_PHASE_SLAVE`.

**Example 6-41. slave_mode**

```verilog
// Enum type for slave mode
// AXI4_TRANSACTION_SLAVE - Works at burst level (write data is received
// at burst and read data/response is sent in burst)
// AXI4_PHASE_SLAVE - Write data and read data/response is serviced
// at phase level
typedef enum bit
{
    AXI4_TRANSACTION_SLAVE = 1'b0,
    AXI4_PHASE_SLAVE = 1'b1
} axi4_slave_mode_e;

// Slave mode selection : Default is transaction-level slave
axi4_slave_mode_e slave_mode = AXI4_TRANSACTION_SLAVE;
```

The default `AXI4_TRANSACTION_SLAVE` mode “saves up” an entire data burst and modifies the slave test program Internal Memory in zero time for the whole burst. Therefore, a burst read from Internal Memory is buffered from the beginning of the burst to the end of the burst. The buffered read burst data is then transmitted over the protocol signals to the master on a phase-by-phase (beat-by-beat) basis. For a write, the data burst received over the protocol signals is buffered from the beginning of the burst to the end of the burst. At the end of the write burst, the buffered contents are written to the Internal Memory.

The `AXI4_PHASE_SLAVE` mode updates the slave test program Internal Memory on each data phase (beat). Therefore, a read from the Internal Memory occurs only when the read data phase (beat) actually starts to be transmitted on the protocol signals. For a write, data is written to the Internal Memory as soon as each write data phase (beat) is received on the protocol signals.
In addition to the above variables and procedures, you can configure other aspects of the AXI4 Slave BFM by using the procedures: “set_config()” on page 76 and “get_config()” on page 78.

Using the AXI4 Basic Slave Test Program API

There are a set of tasks and functions that you can use to create stimulus scenarios based on a memory-model slave with a minimal amount of editing, as described in the AXI4 Basic Slave API Definition section.

Consider the following configurations when using the slave test program.

- **slave_mode** - The read and write channel interaction can cause simultaneous read and write transactions to occur at the same address. With the default slave_mode setting the read transaction data burst is buffered at the start of the burst and the write data burst is buffered at the end of the burst. This can result in the read data being stale at the time it is transmitted over the protocol signals. If this is an undesirable feature, then set the slave_mode to be AXI4_PHASE_SLAVE.

- **slave_ready_delay_mode** - By default each channel handshake *READY signal will always follow, or be simultaneous with, the channel *VALID signal. By configuring the slave_ready_delay_mode to be AXI4_TRANS2READY, *READY before *VALID scenarios can be achieved.

- **m_max_outstanding_read_trans** - The maximum number of outstanding (incomplete) read transactions that can be initiated by a master test program before the slave test program applies back-pressure to the master by deasserting the ARREADY signal. When subsequent read transactions complete, then the slave test program asserts ARREADY.

- **m_max_outstanding_write_trans** - The maximum number of outstanding (incomplete) write transactions that can be initiated by a master test program before the slave test program applies back-pressure to the master by deasserting the AWREADY signal. When subsequent read transactions complete, then the slave test program asserts AWREADY.

AXI4 Advanced Slave API Definition

You are not required to edit the following Advance Slave API unless you require a different response than the default (OKAY) response.

The remaining section of this tutorial presents a walk-through of the Advanced Slave API in the slave test program. It consists of four main tasks, process_read(), process_write(), handle_read(), and handle_write() in the slave test program, as shown in Figure 6-8. There are additional handle_write_addr_ready(), handle_read_addr_ready() and
handle_write_data_ready() tasks to handle the handshake AWREADY, ARREADY and WREADY signals, respectively.

The Advanced Slave API is capable of handling pipelined transactions. Pipelining can occur when a transaction starts before a previous transaction has completed. Therefore, a write transaction that starts before a previous write transaction has completed can be pipelined. Figure 6-8 shows the write channel with three concurrent write_trans transactions, whereby the get_write_addr_phase[2], get_write_data_burst[1] and execute_write_response_phase[0] are concurrently active on the write address, data and response channels, respectively.

Similarly, a read transaction that starts before a previous read transaction has completed can be pipelined. Figure 6-8 shows the read channel with two concurrent read_trans transactions, whereby the get_read_addr_phase[1] and execute_read_data_burst[0] are concurrently active on the read address and data channels, respectively.

Figure 6-8. Slave Test Program Advanced API Tasks
initial block

In an initial block, the slave test program configures the maximum number of outstanding read and write transactions before waiting for the ARESETn signal to be deactivated. The following positive edge of ACLK starts the processing of any read or write transactions, and the handling of the channel *READY signals in a fork-join block, as shown in Example 6-42 below.

Example 6-42. Initialization and Transaction Processing

```systemverilog
initial begin
  // Initialisation
  bfm.set_config
  (AXI4_CONFIG_MAX_OUTSTANDING_RD,m_max_outstanding_read_trans);
  bfm.set_config
  (AXI4_CONFIG_MAX_OUTSTANDING_WR,m_max_outstanding_write_trans);
  bfm.wait_on(AXI4_RESET_0_TO_1);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);

  // Traffic generation
  fork
    process_read;
    process_write;
    handle_write_addr_ready;
    handle_read_addr_ready;
    handle_write_data_ready;
  join
end
```

process_read()

The process_read() task loops forever, processing read transactions as they occur from the master. A local transaction variable read_trans of type axi4_transaction is defined to hold a record of the read transaction while it is being processed. A slave transaction is created by calling the create_slave_transaction() function and assigned to the read_trans record.

The subsequent fork-join_none block performs a nonblocking statement so that the process_read() task can begin again to create another read transaction record and get another read address phase before the current read transaction has completed. This permits concurrent read transactions to occur if the master issues a series of read address phases before any previous read transactions have completed.
In the `fork-join_none` block, the `read_trans` record is passed into the `handle_read()` function via the variable `t`.

**Example 6-43. process_read()**

```verilog
// Task : process_read
// This method keep receiving read address phase and calls another
// method to process received transaction.
task process_read;
    forever
        begin
            axi4_transaction read_trans;

                read_trans = bfm.create_slave_transaction();
                bfm.get_read_addr_phase(read_trans);

                fork
                    begin
                        automatic axi4_transaction t = read_trans;
                        handle_read(t);
                    end
                join_none
            #0;
        end
    endtask

handle_read()
```

The `handle_read()` task gets the data from the Internal Memory as a burst or a phase (beat), depending on the `slave_mode` configuration. The `read_trans` argument contains the record of the read transaction up to the point of this task call, namely the content of the read address phase.

The call to `set_read_data_valid_delay()` configures the `RVALID` signal delay for each phase (beat).

In a loop the call to the `get_read_addr()` helper function returns the actual address `addr` for a particular byte location. This byte address is used to read the data byte from Internal Memory with the call to the `do_byte_read()` function, assigning the local `mem_data` variable with read data `do_byte_read()`. The call to the `set_read_data()` helper function sets the byte with in the read transaction record. The loop continues reading and setting the read data from internal memory for the whole of the read data phase (beat).

If the `slave_mode` configuration is set to the default of `AXI4_TRANSACTION_SLAVE` then the loop continues until the read data has been set for the whole burst. Otherwise the individual read data phase is executed over the protocol signals by calling the `execute_read_data_phase()`.
After the for loop is complete, `execute_read_data_burst()` is called for the default configuration of `slave_mode` and the read burst is executed over the protocol signals.
Example 6-44. handle_read

// Task : handle_read
// This method reads data from memory and send read data/response
// either at burst or phase level depending upon slave working
// mode.
task automatic handle_read(input axi4_transaction read_trans);
    addr_t addr[];
    bit [7:0] mem_data[];

    set_read_data_valid_delay(read_trans);

    for(int i = 0; bfm.get_read_addr(read_trans, i, addr); i++)
        begin
            mem_data = new[addr.size()];
            for (int j = 0; j < addr.size(); j++)
                mem_data[j] = do_byte_read(addr[j]);

            bfm.set_read_data(read_trans, i, addr, mem_data);

            if (slave_mode == AXI4_PHASE_SLAVE)
                bfm.execute_read_data_phase(read_trans, i);
            end

            if (slave_mode == AXI4_TRANSACTION_SLAVE)
                bfm.execute_read_data_burst(read_trans);
        end
endtask
process_write()

The processing of write transactions in the slave test program works in a similar way as that previously described for the \texttt{process\_read()} task.

\begin{verbatim}
// Task : process_write
// This method keep receiving write address phase and calls another
// method to process received transaction.
task process_write;
   forever
      begin
         axi4_transaction write_trans;

         write_trans = bfm.create_slave_transaction();
         bfm.get_write_addr_phase(write_trans);

         fork
            begin
               automatic axi4_transaction t = write_trans;
               handle_write(t);
            end
         join_none
         #0;
      end
endtask
\end{verbatim}
handle_write()

The `handle_write()` task works in a similar way as that previously described for the `handle_read()` task. The main difference is that the write transaction handling gets the write data burst and stores it in the slave test program Internal Memory depending on the `slave_mode` setting, and adhering to the state of the `WSTRB` write strobes signal. There is an additional write response phase that is required for the write response channel, as shown in Example 6-46 below.

Example 6-46. handle_write()

```verilog
// Task : handle_write
// This method receive write data burst or phases for write
// transaction depending upon slave working mode, write data to
// memory and then send response
task automatic handle_write(input axi4_transaction write_trans);
  addr_t addr[];
  bit [7:0] data[];
  bit last;
  if (slave_mode == AXI4_TRANSACTION_SLAVE)
    begin
      bfm.get_write_data_burst(write_trans);
      for( int i = 0; bfm.get_write_addr_data(write_trans, i, addr, data); i++)
        begin
          for (int j = 0; j < addr.size(); j++)
            do_byte_write(addr[j], data[j]);
        end
    end
  else
    begin
      for(int i = 0; (last == 1'b0); i++)
        begin
          bfm.get_write_data_phase(write_trans, i, last);
          void'(bfm.get_write_addr_data(write_trans, i, addr, data));
          for (int j = 0; j < addr.size(); j++)
            do_byte_write(addr[j], data[j]);
        end
    end
  set_wr_resp_valid_delay(write_trans);
  bfm.execute_write_response_phase(write_trans);
endtask
```

handle_write_addr_ready()

The `handle_write_addr_ready()` task handles the `AWREADY` signal for the write address channel. In a forever loop it delays the assertion of the `AWREADY` signal based on the settings of the `slave_ready_delay_mode` and `m_wr_resp_phase_ready_delay` as shown in Example below.

If the `slave_delay_ready_mode = AXI4_VALID2READY` then the `AWREADY` signal is deasserted using the nonblocking call to the `execute_write_data_ready()` task and waits for a
write channel address phase to occur with a call to the blocking `get_write_addr_cycle()` task. A received write address phase indicates that the `AWVALID` signal has been asserted, triggering the starting point for the delay of the `AWREADY` signal by the number of `ACLK` cycles defined by `m_wr_addr_phase_ready_delay`. Another call to the `execute_write_addr_ready()` task to assert the `AWREADY` signal completes the `AWREADY` handling. The `seen_valid_ready` flag is set to indicate the end of a address phase when both `AWVALID` and `AWREADY` are asserted.

If the `slave_delay_ready_mode = AXI4_TRANS2READY` then a check of the `seen_valid_ready` flag is performed to indicate that a previous write address phase has completed. If a write address phase is still active (indicated by either `AWVALID` or `AWREADY` not asserted) then the code waits until the previous write address phase has completed. The `AWREADY` signal is then deasserted using the nonblocking call to the `execute_write_addr_ready()` task and waits for the number of `ACLK` cycles defined by `m_wr_addr_phase_ready_delay`. A nonblocking call to the `execute_write_addr_ready()` task to assert the `AWREADY` signal completes the `AWREADY` handling. The `seen_valid_ready` flag is cleared to indicate that only `AWREADY` has been asserted.

```verilog
code handle_write_addr_ready();
// This method assert/de-assert the write address channel ready signal.
// Assertion and de-assertion is done based on m_wr_addr_phase_ready_delay
```
```verilog
task automatic handle_write_addr_ready;
  bit seen_valid_ready;
  int tmp_ready_delay;
  int tmp_config_num_outstanding_wr_phase;

  axi4_slave_ready_delay_mode_e tmp_mode;

  forever
  begin
    tmp_config_num_outstanding_wr_phase = bfm.get_config(AXI4_CONFIG_NUM_OUTSTANDING_WR_PHASE);
    while
      (tmp_config_num_outstanding_wr_phase >= m_max_outstanding_write_trans) &&
      (m_max_outstanding_write_trans > 0)
    begin
      bfm.wait_on(AXI4_CLOCK_POSEDGE);
      tmp_config_num_outstanding_wr_phase = bfm.get_config(AXI4_CONFIG_NUM_OUTSTANDING_WR_PHASE);
    end

    wait(m_wr_addr_phase_ready_delay > 0);
    tmp_ready_delay = m_wr_addr_phase_ready_delay;
    tmp_mode = slave_ready_delay_mode;

    if (tmp_mode == AXI4_VALID2READY)
      begin
        fork
          bfm.execute_write_addr_ready(1'b0);
        join_none
        bfm.get_write_addr_cycle;
      end
```
repeat (tmp_ready_delay - 1) bfm.wait_on (AXI4_CLOCK_POSEDGE);

bfm.execute_write_addr_ready (1'b1);
seen_valid_ready = 1'b1;
end
else // AXI4_TRANS2READY
begin
if (seen_valid_ready == 1'b0)
begin
do
bfm.wait_on (AXI4_CLOCK_POSEDGE);
while (!((bfm.AWVALID === 1'b1) && (bfm.AWREADY === 1'b1)));
end
fork
bfm.execute_write_addr_ready (1'b0);
join_none
repeat (tmp_ready_delay) bfm.wait_on (AXI4_CLOCK_POSEDGE);
fork
bfm.execute_write_addr_ready (1'b1);
join_none
seen_valid_ready = 1'b0;
end
end
dendtask

Example 6-47.

handle_read_addr_ready()

The handle_read_addr_ready() task handles the ARREADY signal for the read address channel. In a forever loop, it delays the assertion of the ARREADY signal based on the settings of the slave_ready_delay_mode and m_rd_addr_phase_ready_delay. The handle_read_addr_ready() task code is similar in operation to the handle_write_addr_ready() task. Refer to the “SystemVerilog AXI4 Slave BFM Test Program” on page 720 for the complete handle_read_addr_ready() code listing.

handle_write_data_ready()

The handle_write_data_ready() task handles the WREADY signal for the write data channel. In a forever loop it delays the assertion of the WREADY signal based on the settings of the slave_ready_delay_mode and m_wr_data_phase_ready_delay. The handle_write_data_ready() task code is similar in operation to the handle_write_addr_ready() task. Refer to the “SystemVerilog AXI4 Slave BFM Test Program” on page 720 for the complete handle_write_data_ready() code listing.
Chapter 7

VHDL API Overview

This section describes the VHDL Application Programming Interface (API) procedures for all the BFM (master, slave, and monitor) components. For each BFM, you can configure protocol transaction fields that execute on the protocol signals and control the operational transaction fields that permit delays between the handshake signals for each of the five address, data, and response channels.

In addition, each BFM API has procedures that wait for certain events to occur on the system clock and reset signals, and procedures to get and set information about a particular transaction.

**Note**

The VHDL API is built on the SystemVerilog API. An internal VHDL to SystemVerilog (SV) wrapper casts the VHDL BFM API procedure calls to the SystemVerilog BFM API tasks and functions.
Figure 7-1. VHDL BFM Internal Structure

Test Program VHDL

VHDL to SV Wrapper

Translator Package
Maps API calls from VHDL to SV

SV BFM API

<table>
<thead>
<tr>
<th>Configuration</th>
<th>set_config/get_config</th>
</tr>
</thead>
<tbody>
<tr>
<td>Creating Transaction</td>
<td>create*_transaction¹</td>
</tr>
<tr>
<td>Executing Transaction</td>
<td>execute_transaction/execute<em>_burst/execute</em>_phase²</td>
</tr>
<tr>
<td>Waiting Events</td>
<td>wait_on</td>
</tr>
<tr>
<td></td>
<td>get<em>_burst/get</em>_phase³</td>
</tr>
<tr>
<td>Access Transaction</td>
<td>get_RW_transaction/get<em>_burst/get</em>_phase³</td>
</tr>
<tr>
<td></td>
<td>get<em>_addr/get</em>_data³</td>
</tr>
</tbody>
</table>

SV Interface

Configuration  | Tx_Transaction queue  | Rx_Transaction queue

Wire Level

Port Map
SV to VHDL

Notes:
1. Refer to the create*_transaction()
2. Refer to the execute_transaction(), execute*_burst(), execute*_phase()
3. Refer to the get*()
**Configuration**

Configuration sets timeout delays, error reporting, and other attributes of the BFM.

Each BFM has a `set_config()` procedure that sets the configuration of the BFM. Refer to the individual BFM API for valid details.

Each BFM has a `get_config()` procedure that returns the configuration of the BFM. Refer to the individual BFM API for details.

**set_config()**

For example, the following test program code sets the burst timeout factor for a transaction in the master BFM:

```vhdl
-- Setting the burst timeout factor to 1000
set_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, 1000, bfm_index, 
            axi_tr_if_0(bfm_index))
```

In the above example, the `bfm_index` specifies the BFM.

---

**Note**

The above test program code segment is for AXI3 BFMs. Substitute the `AXI_CONFIG_BURST_TIMEOUT_FACTOR` enumeration with `AXI4_CONFIG_BURST_TIMEOUT_FACTOR`, and the `axi_tr_if_0` path name with `axi4_tr_if_0` for AXI4 BFMs.

**get_config()**

For example, the following test program code gets the protocol signal hold time in the master BFM:

```vhdl
-- Getting the burst timeout factor
get_config(AXI_CONFIG_HOLD_TIME, config_value, bfm_index, 
            axi_tr_if_0(bfm_index))
```

In the above example, the `bfm_index` specifies the BFM.

---

**Note**

The above test program code segment is for AXI3 BFMs. Substitute the `AXI_CONFIG_HOLD_TIME` enumeration with `AXI4_CONFIG_HOLD_TIME`, and the `axi_tr_if_0` path name with `axi4_tr_if_0` for AXI4 BFMs.
Creating Transactions

To transfer information between a master BFM and slave DUT over the protocol signals a transaction must be created in the master test program. Similarly, to transfer information between a master DUT and a slave BFM a transaction must be created in the slave test program. To monitor the transfer of information using a monitor BFM, a transaction is created in the monitor test program.

Creating a transaction also creates a Transaction Record that exists for the life of the transaction. This transaction record can be accessed by the BFM test program during the life of the transaction as it transfers information between the master and slave.

Transaction Record

The transaction record contains transaction fields. There are two main types of transaction fields, protocol and operational.

Protocol fields hold transaction information that is transferred over the protocol signals. For example, the prot field is transferred over the AWPROT protocol signals during a write transaction.

Operational fields hold information about how and when the transaction is transferred. Their content is not transferred over protocol signals. For example, the operation_mode field controls the blocking/nonblocking operation of the transaction, but is not transferred over the protocol signals.

AXI3 Transaction Definition

The transaction record exists as a SystemVerilog class definition in each BFM. Example 7-1 below shows the definition of the axi_transaction class members that form the transaction record.
### Example 7-1. AXI3 Transaction Definition

```vhdl
// Global Transaction Class
class axi_transaction;
  // Protocol
  bit [((`MAX_AXI_ADDRESS_WIDTH) - 1):0]  addr;
  axi_size_e size;
  axi_burst_e burst;
  axi_lock_e lock;
  axi_cache_e cache;
  axi_prot_e prot;
  bit [((`MAX_AXI_ID_WIDTH) - 1):0]  id;
  bit [3:0] burst_length;
  bit [(((`MAX_AXI_RDATA_WIDTH > `MAX_AXI_WDATA_WIDTH) ?
    `MAX_AXI_RDATA_WIDTH : `MAX_AXI_WDATA_WIDTH)) - 1]:0] data_words [];
  bit [((((`MAX_AXI_WDATA_WIDTH / 8)) - 1):0] write_strobes [];
  axi_response_e resp[];
  bit [7:0] addr_user;
  axi_rw_e read_or_write;
  int address_valid_delay;
  int data_valid_delay[];
  int write_response_valid_delay;
  int address_ready_delay;
  int data_ready_delay[];
  int write_response_ready_delay;

  // Housekeeping
  bit gen_write_strobes = 1'b1;
  axi_operation_mode_e operation_mode = AXI_TRANSACTION_BLOCKING;
  axi_delay_mode_e delay_mode = AXI_VALID2READY;
  axi_write_data_mode_e write_data_mode = AXI_DATA_AFTER_ADDRESS;
  bit data_beat_done[];
  bit transaction_done;

  ...  
endclass
```

**Note**
The `axi_transaction` class code above is shown for information only. Access to each transaction record during its lifetime is performed via the various set*() and get*() procedures detailed later in this Chapter.

### AXI4 Transaction Definition

The transaction record exists as a SystemVerilog class definition in each BFM. **Example 7-2** below shows the definition of the `axi4_transaction` class members that form the transaction record.
Example 7-2. AXI4 Transaction Definition

```vhdl
// Global Transaction Class
class axi4_transaction;
    // Protocol
    axi4_rw_e read_or_write;
    bit [((`MAX_AXI4_ADDRESS_WIDTH) - 1):0] addr;
    axi4_prot_e prot;
    bit [3:0] region;
    axi4_size_e size;
    axi4_burst_e burst;
    axi4_lock_e lock;
    axi4_cache_e cache;
    bit [3:0] qos;
    bit [((`MAX_AXI4_ID_WIDTH) - 1):0] id;
    bit [((`MAX_AXI4_USER_WIDTH) - 1):0] addr_user;
    bit [((`MAX_AXI4_ADDRESS_WIDTH > `MAX_AXI4_DATA_WIDTH) ? `MAX_AXI4_DATA_WIDTH : `MAX_AXI4_DATA_WIDTH) - 1):0]
data_words[];
    bit [(((`MAX_AXI4_DATA_WIDTH / 8)) - 1):0] write_strobes[];
    axi4_response_e resp[];
    int address_valid_delay;
    int data_valid_delay[];
    int write_response_valid_delay;
    int address_ready_delay;
    int data_ready_delay[];
    int write_response_ready_delay;

    // Housekeeping
    bit gen_write_strobes = 1'b1;
    axi4_operation_mode_e operation_mode = AXI4_TRANSACTION_BLOCKING;
    axi4_write_data_mode_e write_data_mode = AXI4_DATA_AFTER_ADDRESS;
    bit dataBeat_done[];
    bit transaction_done;

...
Table 7-1 describes the transaction fields in the transaction record.

**Table 7-1. Transaction Fields**

<table>
<thead>
<tr>
<th>Transaction Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Protocol Transaction Fields</strong></td>
<td></td>
</tr>
<tr>
<td><strong><code>addr</code></strong></td>
<td>A bit vector (of length equal to the <code>ARADDR/AWADDR</code> signal bus width) to hold the start address of the first transfer (beat) of a transaction. The <code>addr</code> value is transferred over the <code>ARADDR</code> or <code>AWADDR</code> signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td><strong><code>prot</code></strong></td>
<td>An enumeration to hold the protection type of a transaction. The types of protection are:</td>
</tr>
<tr>
<td></td>
<td>* <strong>_NORM_SEC_DATA</strong> (default)</td>
</tr>
<tr>
<td></td>
<td>* <strong>_PRIV_SEC_DATA</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_NORM_NONSEC_DATA</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_PRIV_NONSEC_DATA</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_NORM_SEC_INST</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_PRIV_SEC_INST</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_NORM_NONSEC_INST</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_PRIV_NONSEC_INST</strong></td>
</tr>
<tr>
<td>The <code>prot</code> value is transferred over the <code>ARPROT</code> or <code>AWPROT</code> signals for a read or write transaction, respectively.</td>
<td></td>
</tr>
<tr>
<td><strong><code>region</code></strong></td>
<td>(AXI4) A 4-bit vector to hold the region identifier of a transaction. The region value is transferred over the <code>ARREGION</code> or <code>AWREGION</code> signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td><strong><code>size</code></strong></td>
<td>An enumeration to hold the size of a transaction. The types of size are:</td>
</tr>
<tr>
<td></td>
<td>* <strong>_BYTES_1</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_BYTES_2</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_BYTES_4</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_BYTES_8</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_BYTES_16</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_BYTES_32</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_BYTES_64</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_BYTES_128</strong></td>
</tr>
<tr>
<td>The size value is transferred over the <code>ARSIZE</code> or <code>AWSIZE</code> signals for a read or write transaction, respectively.</td>
<td></td>
</tr>
<tr>
<td><strong><code>burst</code></strong></td>
<td>An enumeration to hold the burst of a transaction. The types of burst are:</td>
</tr>
<tr>
<td></td>
<td>* <strong>_FIXED</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_INCR</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_WRAP</strong></td>
</tr>
<tr>
<td></td>
<td>* <strong>_BURST_RSVD</strong></td>
</tr>
<tr>
<td>The burst value is transferred over the <code>ARBURST</code> or <code>AWBURST</code> signals for a read or write transaction, respectively.</td>
<td></td>
</tr>
<tr>
<td><strong><code>qos</code></strong></td>
<td>(AXI4) A 4-bit vector to hold the Quality of Service identifier of a transaction. The <code>qos</code> value is transferred over the <code>ARQOS</code> or <code>AWQOS</code> signals for a read or write transaction, respectively.</td>
</tr>
</tbody>
</table>
Creating Transactions

Table 7-1. Transaction Fields (cont.)

<table>
<thead>
<tr>
<th>Transaction Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>A bit vector (of length equal to the ARID/AWID signal bus width) to hold the identification tag of a transaction. The id value is transferred over the AVID/BID signals for a write transaction and over the ARID/RID signals for a read transaction.</td>
</tr>
<tr>
<td>burst_length</td>
<td>A 4-bit (8-bit for AXI4) vector to hold the burst length of a transaction. The burst_length value is transferred over the ARLEN or AWLEN signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>addr_user</td>
<td>A bit vector (of length equal to the ARUSER/AWUSER signal bus width) to hold the address channel user data of a transaction. The addr_data value is transferred over the ARUSER or AWUSER signals for a read or write transaction, respectively.</td>
</tr>
<tr>
<td>data_words</td>
<td>An unsized array of bit vectors (of length equal to the greater of the RDATA/WDATA signal bus widths) to hold the data words of the payload. A data_words array element is transferred over the RDATA or WDATA signals per beat of the read or write data channel, respectively.</td>
</tr>
<tr>
<td>write_strobes</td>
<td>An unsized array of bit vectors (of length equal to the WDATA signal bus width divided by 8) to hold the write strobes. A write_strobes array element is transferred over the WSTRB signals per beat of the write data channel.</td>
</tr>
<tr>
<td>resp</td>
<td>An unsized enumeration array to hold the responses of a transaction. The types of response are: <strong>_OKAY;</strong> <strong>_EXOKAY;</strong> <strong>_SLVERR;</strong> <strong>_DECERR;</strong> A resp array element value is transferred over the RRESP signals per beat of the read data channel, and over the BRESP signals for a write transaction, respectively.</td>
</tr>
</tbody>
</table>

Operational Transaction Fields

| read_or_write     | An enumeration to hold the read or write control flag. The types of read_or_write are: **_TRANS_READ** **_TRANS_WRITE** |
| address_valid_delay | An integer to hold the delay value of the address channel AWVALID and ARVALID signals (measured in ACLK cycles) for a read or write transaction, respectively. |
| data_valid_delay  | An unsized array of integers to hold the delay values of the data channel WVALID and RVALID signals (measured in ACLK cycles) for a read or write transaction, respectively. |
| write_response_valid_delay | An integer to hold the delay value of the write response channel BVALID signal (measured in ACLK cycles) for a write transaction. |
The master BFM API allows you to create a master transaction by providing only the address and burst length arguments for a read, or write, transaction. All other protocol transaction fields automatically default to legal protocol values to create a complete master transaction record. Refer to the `create_read_transaction()` and `create_write_transaction()` procedures for default protocol read and write transaction field values.

The slave BFM API allows you to create a slave transaction by providing no arguments. All protocol transaction fields automatically default to legal protocol values to create a complete slave transaction record. Refer to the `create_slave_transaction()` procedure for default protocol transaction field values.

The monitor BFM API allows you to create a slave transaction by providing no arguments. All protocol transaction fields automatically default to legal protocol values to create a complete slave transaction record.
slave transaction record. Refer to the `create_monitor_transaction()` procedure for default protocol transaction field values.

**Note**

If you change a protocol transaction field value from its default, it is then valid for all future transactions until a new value is set.

### create*_transaction()

There are two master BFM API procedures available to create transactions, `create_read_transaction()` and `create_write_transaction()`, a `create_slave_transaction()` slave BFM API procedure, and a `create_monitor_transaction()` monitor BFM API procedure.

For example, to create a simple write transaction with a start address of 1, and a single data phase with a data value of 2, the master BFM test program would contain the following code:

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
-- Define local variables to hold the transaction ID
-- and data word.
variable tr_id: integer;
variable data_words : std_logic_vector(**_MAX_BIT_SIZE-1 downto 0);

-- Create a master write transaction and set data word value
create_write_transaction(1, tr_id, bfm_index, *_tr_if_0(bfm_index));
data_words(31 downto 0) := x"00000200";
set_data_words(data_words, tr_id, bfm_index, *_tr_if_0(bfm_index));
```

For example, to create a simple slave transaction the slave BFM test program would contain the following code:

```vhdl
-- Define a local variable write_trans to hold the transaction ID
variable write_trans : integer;

-- Create a slave transaction
create_slave_transaction(write_trans, bfm_index, *_tr_if_0(bfm_index));
```

In the above examples, the `bfm_index` specifies the BFM.

### Executing Transactions

Executing a transaction in a master/slave BFM test program initiates the transaction onto the protocol signals. Each master/slave BFM API has execution tasks that push transactions into the BFM internal transaction queues. Figure 7-1 on page 186 illustrates the internal BFM structure.
execute_transaction(), execute*_burst(), execute*_phase()

If the DUT is a slave then the `execute_transaction()` procedure is called in the master BFM test program. If the DUT is a master then the `execute*_burst()` and `execute*_phase()` procedures are called in the slave BFM test program.

For example, to execute a master write transaction the master BFM test program would contain the following code:

```vhdl
-- * = axi/ axi4
-- By default the execution of a transaction will block
execute_transaction(tr_id, bfm_index, *_tr_if_2(bfm_index));
```

For example, to execute a slave write response phase, the slave BFM test program would contain the following code:

```vhdl
-- * = axi/ axi4
-- By default the execution of a phase will block
execute_write_response_phase(write_trans, bfm_index, *_tr_if_2(bfm_index));
```

In the above example, the `bfm_index` specifies the BFM.

**Waiting Events**

Each BFM API has procedures that block the test program code execution until an event has occurred.

The `wait_on()` procedure blocks the test program until an `ACLK` or `ARESETn` signal event has occurred before proceeding.

The `get*_transaction()`, `get*_burst()`, `get*_phase()`, `get*_cycle()` procedures block the test program code execution until a complete transaction, burst, phase or cycle has occurred, respectively.

**wait_on()**

For example, a BFM test program can wait for the positive edge of the `ARESETn` signal using the following code:

```vhdl
-- * = axi/ axi4
-- ** = AXI | AXI4
-- Block test program execution until the positive edge of the clock
wait_on(**_RESET_POSEDGE, bfm_index, *_tr_if_0(bfm_index));
```

In the above example, the `bfm_index` specifies the BFM.
get*_transaction(), get*_burst(), get*_phase(), get*_cycle()

For example, a slave BFM test program can use a received write address phase to form the response of the write transaction. The test program gets the write address phase for the transaction by calling the get_write_addr_phase() procedure. This task blocks until it has received the address phase, allowing the test program to then call the execute_write_response_phase() procedure for the transaction, as shown in the slave BFM test program in Example 7-3 below.

Example 7-3. Slave BFM Test Program Using get_write_addr_phase()

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
create_slave_transaction(write_trans, bfm_index, *_tr_if_0(bfm_index));
get_write_addr_phase(write_trans, bfm_index, *_tr_if_0(bfm_index));
...
execute_write_response_phase(write_trans, bfm_index, **_PATH_2,
*_tr_if_2(bfm_index));
```

In the above example, the bfm_index specifies the BFM.

**Note**

Not all BFM APIs support the full complement of get*_transaction(), get*_burst(), get*_phase(), get*_cycle() tasks. Refer to the individual master, slave or monitor BFM API for details.

Access Transaction Record

Each BFM API has procedures that can access a complete, or partially complete, Transaction Record. The set*() and get*() procedures are used in a test program to set and get information from the transaction record.

set*()

For example, to set the WSTRB write strobes signal for the first phase (beat) in the Transaction Record of a write transaction, the master test program would use the set_write_strobes() procedure, as shown in the code below.

```vhdl
-- * = axi| axi4
set_write_strobes(2, tr_id, bfm_index, *_tr_if_0(bfm_index));
```

In the above example, the bfm_index specifies the BFM.
get*()  

For example, a slave BFM test program uses a received write address phase to get the $AWPROT$ signal value from the Transaction Record, as shown in the slave BFM test program code below.

```vhdl
-- * = axi| axi4
-- Wait for a write address phase;
get_write_addr_phase(slave_trans, bfm_index, *axi_tr_if_0(bfm_index));
...

-- Get the $AWPROT$ signal value of the slave transaction
get_prot(prot_value, slave_trans, bfm_index, *axi_tr_if_0(bfm_index));
```

In the above example, the $bfm_index$ specifies the BFM.

### Operational Transaction Fields

Operational transaction fields control the way in which a transaction is executed on the protocol signals. They also provide an indicator of when a data phase (beat) or transaction is complete.

### Automatic Correction of Byte Lane Strobes

The master BFM permits unaligned and narrow write transfers by using byte lane strobe ($WSTRB$) signals to indicate which byte lanes contain valid data per data phase (beat).

When you create a write transaction in your master BFM test program, the write strobes variable is available to store the write strobe values for each write data phase (beat) in the transaction. To assist you in creating the correct byte lane strobes automatic correction of any previously set write strobes is performed by default during execution of the write transaction, or write data phase (beat). You can disable this default behavior by setting the transaction field `gen_write_strobes = 0`, which allows any previously set write strobes to pass through uncorrected onto the protocol $WSTRB$ signals. In this mode, with the automatic correction disabled, you are responsible for setting the correct write strobes for the whole transaction.

The automatic correction algorithm performs a bit-wise AND operation on any previously set write strobes. To do the corrections, the automatic correction algorithm uses the equations described in the AMBA AXI Protocol Specification, version 2.0, section A3.4.1, that define valid write data byte lanes for legal protocol. Therefore, if you require automatic generation of all write strobes, before the write transaction executes, you must set all write strobes to 1, indicating that all byte lanes initially contain valid write data, prior to execution of the write transaction. Automatic correction will then set the relevant write strobes to 0 to produce legal protocol $WSTRB$ signals.

For example, Figure Figure 7-2 below demonstrates byte lanes that can contain valid data for a write transaction that has a start address = 0x01, size = 0b001 (2 bytes), type = INCR and length = 0b0010 (3 beats), for a 32-bit write data bus.
In the above example, if you set all `write_strobes[]` array elements to 1 prior to executing the write transaction, automatic correction produces the following results during execution of the transaction.

<table>
<thead>
<tr>
<th>Prior to Execution</th>
<th>During Execution</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st data phase</td>
<td><code>write_strobes[0]=0b1111</code> -&gt; <code>write_strobes[0]=0b0010</code></td>
</tr>
<tr>
<td>2nd data phase</td>
<td><code>write_strobes[1]=0b1111</code> -&gt; <code>write_strobes[1]=0b1100</code></td>
</tr>
</tbody>
</table>

If you randomly set all `write_strobes[]` array elements to 0 or 1, prior to executing the write transaction, automatic correction only corrects those `write_strobes[]` array elements that were previously set to 1, as shown below.

<table>
<thead>
<tr>
<th>Prior to Execution</th>
<th>During Execution</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st data phase</td>
<td><code>write_strobes[0]=0b1010</code> -&gt; <code>write_strobes[0]=0b0010</code></td>
</tr>
<tr>
<td>2nd data phase</td>
<td><code>write_strobes[1]=0b1010</code> -&gt; <code>write_strobes[1]=0b1000</code></td>
</tr>
</tbody>
</table>

**Note**

To automatically generate all `WSTRB` signals for a write transaction, set all `write_strobes[]` array elements to 1 prior to execution of the write transaction or write data burst.

**Operation Mode**

By default, each read or write transaction performs a blocking operation which prevents a following transaction from starting until the current active transaction completes.
You can configure this behavior to be nonblocking by setting the `operation_mode` transaction field to the enumerate type value `**_TRANSACTION_NON_BLOCKING` instead of the default `**_TRANSACTION_BLOCKING`.

For example, in a master BFM test program you create a transaction by calling the `create_read_transaction()` or `create_write_transaction()` tasks which creates a transaction record. Before executing the transaction record the `operation_mode` can be changed as follows:

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
-- Create a write transaction to create a transaction record
create_write_transaction(1, tr_id, bfm_index, _tr_if_0(bfm_index));

-- Change operation_mode to be nonblocking in the transaction record
set_operation_mode(**_TRANSACTION_NON_BLOCKING, tr_id, bfm_index,
                       _tr_if_0(bfm_index));
```

In the above example, the `bfm_index` specifies the BFM.

**Channel Handshake Delay**

Each of the five protocol channels have `*VALID` and `*READY` handshake signals to control the rate at which information is transferred between a master and slave. The API to control these handshake signals differs between the AXI3 BFMs and AXI4 BFMs. Refer to the AXI3 BFM Handshake Delay and AXI3 BFM Delay Mode for details of the AXI3 BFM API, and AXI3 BFM Handshake Delay for details of the AXI4 BFM API.

**AXI3 BFM Handshake Delay**

The delay between the `*VALID` and `*READY` handshake signals for each of the five protocol channels can be configured. The delay can be defined per phase (beat) basis for a particular transaction, measured from the positive edge of `ACLK` when `*VALID` is asserted. The delay can also be set from the completion of a previous transaction phase (`*VALID` and `*READY` both asserted).

**AXI3 BFM Handshake Signal Delay Transaction Fields**

There are transaction fields to configure the desired handshake delay pattern for a particular transaction phase on any of the five protocol channels. The master BFM configures the `*VALID` and `*READY` signal delays that it asserts, and the slave BFM configures the `*VALID` and `*READY` signal delays that it asserts. Table 7-2 below specifies which operational delay transaction fields are configured by the master and slave BFMs.

<table>
<thead>
<tr>
<th>Signal</th>
<th>Operational Transaction Field</th>
<th>Configuration BFM</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWVALID</td>
<td>address_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>AWREADY</td>
<td>address_ready_delay</td>
<td>Slave</td>
</tr>
</tbody>
</table>
VHDL API Overview

Operational Transaction Fields

<table>
<thead>
<tr>
<th>Signal</th>
<th>Transaction Field</th>
<th>Role</th>
</tr>
</thead>
<tbody>
<tr>
<td>WVALID</td>
<td>data_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>WREADY</td>
<td>data_ready_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>BVALID</td>
<td>write_response_valid_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>BREADY</td>
<td>write_response_ready_delay</td>
<td>Master</td>
</tr>
<tr>
<td>ARVALID</td>
<td>address_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>ARREADY</td>
<td>address_ready_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>RVALID</td>
<td>data_valid_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>RREADY</td>
<td>data_ready_delay</td>
<td>Master</td>
</tr>
</tbody>
</table>

Note
The data channel handshake signal transaction fields (data_valid_delay[] and data_ready_delay[]) are defined as arrays so that the *VALID to *READY delay can be configured on a per data phase (beat) basis in a transaction.

AXI4 BFM Handshake Delay

The delay between the *VALID and *READY handshake signals for each of the five protocol channels is controlled in a BFM test program using execute_*_ready(), get_*_ready() and get_*_cycle() procedures. The execute_*_ready() procedures place a value onto the *READY signals, and the get_*_ready() procedures retrieve a value from the *READY signals. The get_*_cycle() procedures wait for a *VALID signal to be asserted and are used to insert a delay between the *VALID and *READY signals in the BFM test program.

For example, the master BFM test program code below inserts a specified delay between the read channel RVALID and RREADY handshake signals using the execute_read_data_ready() and get_read_data_cycle() procedures.

```vhdl
-- Set the RREADY signal to '0'.
execlipse_read_data_ready(0, 1, bfm_index, AXI4_PATH_6,
axi4_tr_if_6(bfm_index));

-- Wait for the RVALID signal to be asserted.
get_read_data_cycle(bfm_index, AXI4_PATH_6,
axi4_tr_if_6(bfm_index));

-- Add delay between RVALID and RREADY.
for i in 0 to 2 loop
    wait_on(AXI4_CLOCK_POSEDGE, bfm_index, AXI4_PATH_6,
    axi4_tr_if_6(bfm_index));
end loop;
execlipse_read_data_ready(1, 1, bfm_index, AXI4_PATH_6,
axi4_tr_if_6(bfm_index));
```

In the above example, the bfm_index specifies the BFM.

AXI4 BFM *VALID Signal Delay Transaction Fields

The transaction record contains a *_valid_delay transaction field for each of the five protocol channels to configure the delay value prior to the assertion of the *VALID signal for the channel. The master BFM holds the delay configuration for the *VALID signals that it asserts,
and the slave BFM holds the delay configuration for the *VALID signals that it asserts. The Table 7-3 below specifies which *_valid_delay fields are configured by the master and slave BFMs.

<table>
<thead>
<tr>
<th>Signal</th>
<th>Operational Transaction Field</th>
<th>Configuration BFM</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWVALID</td>
<td>address_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>WVALID</td>
<td>data_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>BVALID</td>
<td>write_response_valid_delay</td>
<td>Slave</td>
</tr>
<tr>
<td>ARVALID</td>
<td>address_valid_delay</td>
<td>Master</td>
</tr>
<tr>
<td>RVALID</td>
<td>data_valid_delay</td>
<td>Slave</td>
</tr>
</tbody>
</table>

**Note**

In the transaction record the data channel handshake signal transaction field (data_valid_delay[]) is defined as array so that the *VALID delay can be configured on a per data phase (beat) basis in a transaction.

**AXI4 BFM *READY Handshake Signal Delay Transaction Fields**

The transaction record contains a *_ready_delay transaction field for each of the five protocol channels to store the delay value between the assertion of the *VALID and *READY handshake signals for the channel. Table 7-4 below specifies the *_ready_delay field corresponding to the *READY signal delay.

<table>
<thead>
<tr>
<th>Signal</th>
<th>Operational Transaction Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>AWREADY</td>
<td>address_ready_delay</td>
</tr>
<tr>
<td>WREADY</td>
<td>data_ready_delay</td>
</tr>
<tr>
<td>BREADY</td>
<td>write_response_ready_delay</td>
</tr>
<tr>
<td>ARREADY</td>
<td>address_ready_delay</td>
</tr>
<tr>
<td>RREADY</td>
<td>data_ready_delay</td>
</tr>
</tbody>
</table>
Data Beat Done

There is a `data_beat_done` transaction field in each transaction, defined as an array, to indicate when each data phase (beat) has completed. Each element of the `data_beat_done` array is set to 1 when each data phase (beat) has completed in a data burst.

You call the `get_data_beat_done()` procedure in the master BFM test program to determine how many beats of a read data burst have completed by analyzing how many elements of the `data_beat_done` array have been set to 1. Similarly, the `get_data_beat_done()` procedure can be called in the slave BFM test program to analyze a write data burst.

Transaction Done

There is a `transaction_done` transaction field in each transaction which indicates when the transaction has completed.

In a BFM test program, you call the respective BFM `get_transaction_done()` procedure to investigate whether a read or write transaction has completed.
Chapter 8
VHDL AXI3 and AXI4 Master BFMs

This section provides information about the VHDL AXI3 and AXI4 master BFMs. Each BFM has an API that contains procedures to configure the BFM and to access the dynamic Transaction Record during the life of the transaction.

Note
Due to AXI3 protocol specification changes, for some BFM procedures, you reference the AXI3 BFM by specifying AXI instead of AXI3.

Overloaded Procedure Common Arguments

The BFMs use VHDL procedure overloading, which results in the prototype having a number of prototype definitions for each procedure. Their arguments are unique to each procedure and concern the protocol or operational transaction fields for a transaction. These procedures have several common arguments which can be optional and include the arguments described below:

- `transaction_id` is an index number that identifies a specific transaction. Each new transaction automatically increments the index number until reaching 255, the maximum value, and then the index number automatically wraps to zero. The `transaction_id` uniquely identifies each transaction when there are a number of concurrently active transactions.

- `queue_id` is a unique identifier for each queue in a testbench. A queue is used to pass the record of a transaction between the address, data and response channels of a write transaction, and the address and data channels of a read transaction. There is a maximum of five queues available within an AXI3 BFM and eight queues available within an AXI4 BFM. Refer to “AXI3 Advanced Slave API Definition” on page 630 “AXI4 Advanced Slave API Definition” on page 643 for more details on the application of the `queue_id`.

- `bfm_id` is a unique identification number for each master, slave, and monitor BFM in a multiple BFM testbench.

- `path_id` is a unique identifier for each parallel process in a multiple process testbench. You must specify the `path_id` for testbench stimulus to replicate the pipelining features of a protocol in a VHDL testbench. If no pipelining is performed in the testbench stimulus (a single process), then specifying the `path_id` argument for the procedure is optional. There is a maximum of five paths available within an AXI3 BFM and eight paths available within an AXI4 BFM. Refer to “AXI3 Advanced Slave API Definition”
Master BFM Protocol Support

The AXI3 master BFM supports the AMBA AXI3 protocol with restrictions detailed in “Protocol Restrictions” on page 1. In addition to the standard protocol, it supports user sideband signals AWUSER and ARUSER.

The AXI4 master BFM supports the AMBA AXI4 protocol with restrictions detailed in “Protocol Restrictions” on page 1.

Master Timing and Events

For detailed timing diagrams of the protocol bus activity and details of the following master BFM API timing and events, refer to the relevant AMBA AXI Protocol Specification chapter.

The AMBA AXI specification does not define any timescale or clock period with signal events sampled and driven at rising ACLK edges. Therefore, the master BFM does not contain any timescale, timeunit, or timeprecision declarations with the signal setup and hold times specified in units of simulator time-steps.

Master BFM Configuration

The master BFM supports the full range of signals defined for the AMBA AXI protocol specification. It has parameters you can use to configure the widths of the address, ID and data signals, and transaction fields to configure timeout factors, slave exclusive support, setup and hold times, etc.

The address, ID and data signal widths can be changed from their default settings by assigning them with new values, usually performed in the top-level module of the testbench. These new values are then passed into the master BFM via a parameter port list of the master BFM component.

Table 8-1 lists the parameter names for the address, ID and data signals, and their default values.

<table>
<thead>
<tr>
<th>Signal Width Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>**ADDRESS_WIDTH</td>
<td>Address signal width in bits. This applies to the ARADDR and AWADDR signals. Refer to the AMBA AXI Protocol specification for more details. Default: 32.</td>
</tr>
</tbody>
</table>
A master BFM has configuration fields that you can set via the `set_config()` function to configure timeout factors, slave exclusive support, setup and hold times, etc. You can also get the value of a configuration field via the `get_config()` procedures. The full list of configuration fields is described in Table 8-2 below.

Table 8-2. Master BFM Configuration

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_SETUP_TIME</strong></td>
<td>The setup-time prior to the active edge of ACLK, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_HOLD_TIME</strong></td>
<td>The hold-time after the active edge of ACLK, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_TRANSACTION_TIME_FACTOR</strong></td>
<td>The maximum timeout duration for a read/write transaction in clock cycles. Default: 100000.</td>
</tr>
<tr>
<td>AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER</td>
<td>(AXI3) The maximum number of write data beats that the AXI3 BFM can generate as part of write data burst of write transfer. Default: 1024.</td>
</tr>
<tr>
<td><strong>_CONFIG_BURST_TIMEOUT_FACTOR</strong></td>
<td>The maximum delay between the individual phases of a read/write transaction in clock cycles. Default: 10240.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY</strong></td>
<td>The maximum timeout duration from the assertion of <code>AWVALID</code> to the assertion of <code>AWREADY</code> in clock periods (default 100000).</td>
</tr>
</tbody>
</table>
**CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY**
The maximum timeout duration from the assertion of ARVALID to the assertion of ARREADY in clock periods (default 10000).

**CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY**
The maximum timeout duration from the assertion of RVALID to the assertion of RREADY in clock periods (default 10000).

**CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY**
The maximum timeout duration from the assertion of BVALID to the assertion of BREADY in clock periods (default 10000).

**CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY**
The maximum timeout duration from the assertion of WVALID to the assertion of WREADY in clock periods (default 10000).

**AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME**
(AXI3) The minimum delay from the start of a write control (address) phase to the start of a write data phase in clock cycles. Default: 1.

**AXI_CONFIG_MASTER_WRITE_DELAY**
(AXI3) The master BFM applies the AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME value set.
0 = true (default)
1 = false

**AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET**
(AXI3) The master BFM drives the ARVALID, AWVALID and WVALID signals low during reset:
0 = false (default)
1 = true

**AXI4_CONFIG_ENABLE_QOS**
(AXI4) The master participates in the Quality-of-Service scheme. If a master does not participate, the AWQOS/ARQOS value used in write/read transactions must be b0000.

**CONFIG_SUPPORT_EXCLUSIVE_ACCESS**
Configures the support for an exclusive slave. If enabled the BFM will expect an EXOKAY response to a successful exclusive transaction. If disabled the BFM will expect an OKAY response to an exclusive transaction. Refer to the AMBA AXI protocol specification for more details.
0 = disabled
1 = enabled (default)

**AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET**
(AXI3) The slave BFM drives the BVALID and RVALID signals low during reset. Refer to the AMBA AXI Protocol specification for more details.
0 = false (default)
1 = true
VHDL AXI3 and AXI4 Master BFMs

Master Assertions

Each master BFM performs protocol error checking via built-in assertions.

**Note**

The built-in BFM assertions are independent of programming language and simulator.

### AXI3 Assertion Configuration

By default all built-in assertions are enabled in the master BFM. To globally disable them in the master BFM, use the `set_config()` command as the following example illustrates.

```
set_config(AXI_CONFIG_ENABLE_ALL_ASSERTIONS, 0, bfm_index,
          axi_tr_if_0(bfm_index));
```

Alternatively, you can disable individual built-in assertions by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the `AWLOCK` signal changing between the `AWVALID` and `AWREADY` handshake signals, use the following sequence of commands:

```
-- Define a local bit vector to hold the value of the assertion bit vector
variable config_assert_bitvector : std_logic_vector(AXI_MAX_BIT_SIZE-1
downto 0);
```
VHDL AXI3 and AXI4 Master BFM

Master Assertions

To re-enable the AXI_LOCK_CHANGED_BEFORE_AWREADY assertion, follow the above code sequence and assign the assertion in the AXI_CONFIG_ENABLE_ASSERTION bit vector to 1.

For a complete listing of assertions, refer to “AXI3 Assertions” on page 665.

**AXI4 Assertion Configuration**

By default all built-in assertions are enabled in the master BFM. To globally disable them in the master BFM, use the `set_config()` command as the following example illustrates.

```
set_config(AXI4_CONFIG_ENABLE_ALL_ASSERTIONS,0,bfm_index, axi4_tr_if_0(bfm_index));
```

Alternatively, you can disable individual built-in assertions by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the AWLOCK signal changing between the AWVALID and AWREADY handshake signals, use the following sequence of commands:

```
-- Define a local bit vector to hold the value of the assertion bit vector
variable config_assert_bitvector : std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0);

-- Get the current value of the assertion bit vector
get_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector, bfm_index, axi4_tr_if_0(bfm_index));

-- Assign the AXI4_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector(AXI4_LOCK_CHANGED_BEFORE_AWREADY) := '0';

-- Set the new value of the assertion bit vector
set_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector, bfm_index, axi4_tr_if_0(bfm_index));
```
Note

Do not confuse the \texttt{AXI4_CONFIG_ENABLE_ASSERTION} bit vector with the \texttt{AXI4_CONFIG_ENABLE_ALL_ASSERTIONS} global enable/disable.

To re-enable the \texttt{AXI4_AWADDR_CHANGED_BEFORE_AWREADY} assertion, follow the above code sequence and assign the assertion in the \texttt{AXI4_CONFIG_ENABLE_ASSERTION} bit vector to 1.

For a complete listing of assertions, refer to “AXI4 Assertions” on page 678.

VHDL Master API

This section describes the VHDL Master API.

\textbf{set_config()}

This nonblocking procedure sets the configuration of the master BFM.

\textbf{Prototype}

\begin{verbatim}
procedure set_config

  config_name   : in std_logic_vector(7 downto 0);
  config_val    : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)|integer;
  bfm_id        : in integer;
  path_id       : in *_path_t;  -- optional
  signal tr_if  : inout *_vhd_if_struct_t

end procedure;
\end{verbatim}
**Arguments**

config_name (AXI3) Configuration name:
- AXI_CONFIG_SETUP_TIME
- AXI_CONFIG_HOLD_TIME
- AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
- AXI_CONFIG_BURST_TIMEOUT_FACTOR
- AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
- AXI_CONFIG_MASTER_WRITE_DELAY
- AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
- AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
- AXI_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI_CONFIG_ENABLE_ASSERTION
- AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI_CONFIG_SLAVE_START_ADDR
- AXI_CONFIG_SLAVE_END_ADDR
- AXI_CONFIG_MASTER_ERROR_POSITION
- AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS

(AXI4) Configuration name:
- AXI4_CONFIG_SETUP_TIME
- AXI4_CONFIG_HOLD_TIME
- AXI4_CONFIG_BURST_TIMEOUT_FACTOR
- AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI4_CONFIG_ENABLE_RLAST
- AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
- AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI4_CONFIG_ENABLE_ASSERTION
- AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI4_CONFIG_ENABLE_QOS
- AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI4_CONFIG_SLAVE_START_ADDR
- AXI4_CONFIG_SLAVE_END_ADDR

config_val Refer to “Master BFM Configuration” on page 204 for description and valid values.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
set_config()

path_id  (Optional) Parallel process path identifier:
         **_PATH_0
         **_PATH_1
         **_PATH_2
         **_PATH_3
         **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if  Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns  None

AXI3 Example

set_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1, bfm_index, axi_tr_if_0(bfm_index));
set_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, 1000, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

set_config(AXI4_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1, bfm_index, axi4_tr_if_0(bfm_index));
set_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, 1000, bfm_index, axi4_tr_if_0(bfm_index));
get_config()

This nonblocking procedure gets the configuration of the master BFM.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_config
(
    config_name   : in std_logic_vector(7 downto 0);
    config_val    : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)|integer;
    bfm_id        : in integer;
    path_id       : in *_path_t; --optional
    signal tr_if  : inout *_vhd_if_struct_t
);
```

Arguments

config_name (AXI3) Configuration name:

- AXI_CONFIG_SETUP_TIME
- AXI_CONFIG_HOLD_TIME
- AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
- AXI_CONFIG_BURST_TIMEOUT_FACTOR
- AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
- AXI_CONFIG_MASTER_WRITE_DELAY
- AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
- AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
- AXI_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI_CONFIG_ENABLE_ASSERTION
- AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI_CONFIG_SLAVE_START_ADDR
- AXI_CONFIG_SLAVE_END_ADDR
- AXI_CONFIG_MASTER_ERROR_POSITION
- AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS
VHDL AXI3 and AXI4 Master BFMs

get_config()

(AXI4) Configuration name:
AXI4_CONFIG_SETUP_TIME
AXI4_CONFIG_HOLD_TIME
AXI4_CONFIG_BURST_TIMEOUT_FACTOR
AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
AXI4_CONFIG_ENABLE_RLAST
AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
AXI4_CONFIG_ENABLE_ASSERTION
AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AREADY
AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_AREADY
AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
AXI4_CONFIG_ENABLE_QOS
AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
AXI4_CONFIG_SLAVE_START_ADDR
AXI4_CONFIG_SLAVE_END_ADDR

config_val Refer to “Master BFM Configuration” on page 204 for description and valid values.
bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
path_id (Optional) Parallel process path identifier:
**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns config_val

AXI3 Example

get_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, config_value, bfm_index,
axi_tr_if_0(bfm_index));
get_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, config_value, bfm_index,
axi_tr_if_0(bfm_index));

AXI4 Example

get_config(AXI4_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, config_value,
bfm_index, axi4_tr_if_0(bfm_index));
get_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, config_value, bfm_index,
axi4_tr_if_0(bfm_index));
create_write_transaction()

This nonblocking procedure creates a write transaction with a start address \textit{addr} and optional \textit{burst_length} arguments. All other transaction fields default to legal protocol values, unless previously assigned a value. It returns with the \textit{transaction_id} argument.

**Prototype**

\[
\text{procedure create_write_transaction}
(\text{addr} : \text{in std_logic_vector}(**_MAX_BIT_SIZE-1 downto 0)\mid \text{integer};
\text{burst_length} : \text{in integer}; \text{--optional}
\text{transaction_id} : \text{out integer};
\text{bfm_id} : \text{in integer};
\text{path_id} : \text{in \_path_t}; \text{--optional}
\text{signal tr_if} : \text{inout \_vhd_if_struct_t}
);\]

**Arguments**

\begin{itemize}
\item \textbf{addr} \hspace{1cm} Start address
\item \textbf{burst_length} \hspace{1cm} (Optional) Burst length. Default: 0.
\item \textbf{transaction_id} \hspace{1cm} Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
\item \textbf{bfm_id} \hspace{1cm} BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
\item \textbf{path_id} \hspace{1cm} (Optional) Parallel process path identifier:
\begin{verbatim}
**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4
\end{verbatim}
Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
\item \textbf{tr_if} \hspace{1cm} Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
\end{itemize}

**Protocol**

**Transaction Fields**

\begin{itemize}
\item \textbf{size} \hspace{1cm} Burst size. Default: width of bus:
\begin{verbatim}
**_BYTES_1;
**_BYTES_2;
**_BYTES_4;
**_BYTES_8;
**_BYTES_16;
**_BYTES_32;
**_BYTES_64;
**_BYTES_128;
\end{verbatim}
\item \textbf{burst} \hspace{1cm} Burst type:
\begin{verbatim}
**_FIXED;
**_INCR; (default)
**_WRAP;
**_BURST_RSVD;
\end{verbatim}
\end{itemize}
### Protocol Transaction Fields

**lock**

- **NORMAL**; (default)
- **EXCLUSIVE**;
- (AXI3) AXI_LOCKED;
- (AXI3) AXI_LOCK_RSVD;

**cache**

- (AXI3) Burst cache:
  - AXI_NONCACHE_NONBUF; (default)
  - AXI_BUF_ONLY;
  - AXI_CACHE_NOALLOC;
  - AXI_CACHE_BUF_NOALLOC;
  - AXI_CACHE_RSVD0;
  - AXI_CACHE_RSVD1;
  - AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;
  - AXI_CACHE_WBACK_ALLOC_R_ONLY;
  - AXI_CACHE_RSVD2;
  - AXI_CACHE_RSVD3;
  - AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;
  - AXI_CACHE_WBACK_ALLOC_W_ONLY;
  - AXI_CACHE_RSVD4;
  - AXI_CACHE_RSVD5;
  - AXI_CACHE_WTHROUGH_ALLOC_RW;
  - AXI_CACHE_WBACK_ALLOC_RW;

- (AXI4) Burst cache:
  - AXI4_NONMODIFIABLE_NONBUF; (default)
  - AXI4_BUF_ONLY;
  - AXI4_CACHE_NOALLOC;
  - AXI4_CACHE_2;
  - AXI4_CACHE_3;
  - AXI4_CACHE_RSVD4;
  - AXI4_CACHE_RSVD5;
  - AXI4_CACHE_6;
  - AXI4_CACHE_7;
  - AXI4_CACHE_RSVD8;
  - AXI4_CACHE_RSVD9;
  - AXI4_CACHE_10;
  - AXI4_CACHE_11;
  - AXI4_CACHE_RSVD12;
  - AXI4_CACHE_RSVD12;
  - AXI4_CACHE_14;
  - AXI4_CACHE_15;

**prot**

- **NORM_SEC_DATA**; (default)
- **PRIV_SEC_DATA**;
- **NORM_NONSEC_DATA**;
- **PRIV_NONSEC_DATA**;
- **NORM_SEC_INST**;
- **PRIV_SEC_INST**;
- **NORM_NONSEC_INST**;
- **PRIV_NONSEC_INST**;

**id**

- Burst ID.

**data_words**

- Data words array.

**write_strobes**

- Write strobes array:
  - Each strobe 0 or 1.
**Protocol Transaction Fields**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>resp</strong></td>
<td>Response: **<em>OKAY</em>; **<em>EXOKAY</em>; **<em>SLVERR</em>; **<em>DECERR</em>; **<em>SLVERR</em>;</td>
</tr>
<tr>
<td><strong>region</strong></td>
<td>(AXI4) Region identifier.</td>
</tr>
<tr>
<td><strong>qos</strong></td>
<td>(AXI4) Quality-of-Service identifier.</td>
</tr>
<tr>
<td><strong>addr_user</strong></td>
<td>Address channel user data.</td>
</tr>
<tr>
<td><strong>data_user</strong></td>
<td>(AXI4) Data channel user data.</td>
</tr>
<tr>
<td><strong>resp_user</strong></td>
<td>(AXI4) Response channel user data.</td>
</tr>
</tbody>
</table>

**Operational Transaction Fields**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>gen_write_strobes</strong></td>
<td>Correction of write strobes for invalid byte lanes: 0 = write_strobes passed through to protocol signals, 1 = write_strobes auto-corrected for invalid byte lanes (default).</td>
</tr>
<tr>
<td><strong>operation_mode</strong></td>
<td>Operation mode: **<em>TRANSACTION_NON_BLOCKING</em>; **<em>TRANSACTION_BLOCKING</em>; (default)</td>
</tr>
<tr>
<td><strong>delay_mode</strong></td>
<td>(AXI3) Delay mode: AXI_TRANS2READY; (default) AXI_TRANS2READY;</td>
</tr>
<tr>
<td><strong>write_data_mode</strong></td>
<td>Write data mode: **<em>DATA_AFTER_ADDRESS</em>; (default) **<em>DATA_WITH_ADDRESS</em>;</td>
</tr>
<tr>
<td><strong>address_valid_delay</strong></td>
<td>Address channel A*VALID delay measured in ACLK cycles for this transaction (default = 0).</td>
</tr>
<tr>
<td><strong>data_valid_delay</strong></td>
<td>Write data channel WVALID delay array measured in ACLK cycles for this transaction (default = 0 for all elements).</td>
</tr>
<tr>
<td><strong>write_response_read_delay</strong></td>
<td>Write response channel BREADY delay measured in ACLK cycles for this transaction (default = 0).</td>
</tr>
<tr>
<td><strong>dataBeat_done</strong></td>
<td>Write data channel beat done flag array for this transaction.</td>
</tr>
<tr>
<td><strong>transaction_done</strong></td>
<td>Write transaction done flag for this transaction.</td>
</tr>
</tbody>
</table>

**Returns**

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>transaction_id</strong></td>
<td>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203.</td>
</tr>
</tbody>
</table>

**AXI3 Example**

-- Create a write data burst of length 3 (4 beats) to start address 16.  
-- Returns the transaction ID (tr_id) for this created transaction.  
create_write_transaction(16, 3, tr_id, bfm_index, axi_tr_if_0(bfm_index));
AXI4 Example

-- Create a write data burst of length 3 (4 beats) to start address 16.
-- Returns the transaction ID (tr_id) for this created transaction.
create_write_transaction(16, 3, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
create_read_transaction()

This nonblocking procedure creates a read transaction with a start address \( addr \) and optional \( burst \_length \) arguments. All other transaction parameters default to legal protocol values, unless previously assigned a value. It returns with the \( transaction \_id \) argument.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure create_read_transaction
  (  
    addr            : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)|integer;
    burst_length    : in integer; --optional
    transaction_id  : out integer;
    bfm_id          : in integer;
    path_id         : in **_path_t; --optional
    signal tr_if    : inout **_vhd_if_struct_t
  );
```

**Arguments**

- **addr** Start address
- **burst** \_length (Optional) Burst length. Default: 0.
- **transaction** \_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm** \_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path** \_id (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr** \_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Protocol**

**Transaction**

**Fields**

- **size** Burst size. Default: width of bus:
  - **_BYTES_1**
  - **_BYTES_2**
  - **_BYTES_4**
  - **_BYTES_8**
  - **_BYTES_16**
  - **_BYTES_32**
  - **_BYTES_64**
  - **_BYTES_128**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **burst** Burst type:
  - **_FIXED**;
  - **_INCR**; (default)
  - **_WRAP**;
  - **_BURST_RSVD**;
<table>
<thead>
<tr>
<th>Protocol</th>
<th>Transaction</th>
<th>Fields</th>
</tr>
</thead>
<tbody>
<tr>
<td>lock</td>
<td>Burst lock:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_NORMAL; (default)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_EXCLUSIVE;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(AXI3) AXI_LOCKED;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>(AXI3) AXI_LOCK_RSVD;</td>
<td></td>
</tr>
<tr>
<td>cache</td>
<td>(AXI3) Burst cache:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>AXI_NONCACHE_NONBUF; (default)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>AXI_BUF_ONLY;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>AXI_CACHE_NOALLOC;</td>
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</tr>
<tr>
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<td>AXI_CACHE_BUF_NOALLOC;</td>
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</tr>
<tr>
<td></td>
<td>AXI_CACHE_RSVD0;</td>
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</tr>
<tr>
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<td>AXI_CACHE_RSVD1;</td>
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<tr>
<td></td>
<td>AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;</td>
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<td>AXI_CACHE_WBACK_ALLOC_R_ONLY;</td>
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<tr>
<td></td>
<td>AXI_CACHE_RSVD2;</td>
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<td>AXI_CACHE_RSVD3;</td>
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<td>AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;</td>
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<td>AXI_CACHE_WBACK_ALLOC_W_ONLY;</td>
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<td></td>
<td>AXI_CACHE_RSVD4;</td>
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<td>AXI_CACHE_RSVD5;</td>
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<tr>
<td></td>
<td>AXI_CACHE_WTHROUGH_ALLOC_RW;</td>
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<td></td>
<td>AXI_CACHE_WBACK_ALLOC_RW;</td>
<td></td>
</tr>
<tr>
<td>(AXI4)</td>
<td>Burst cache:</td>
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</tr>
<tr>
<td></td>
<td>AXI4_NONMODIFIABLE_NONBUF; (default)</td>
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</tr>
<tr>
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<td>AXI4_BUF_ONLY;</td>
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<td>AXI4_CACHE_NOALLOC;</td>
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<td>AXI4_CACHE_2;</td>
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<td>AXI4_CACHE_7;</td>
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<td>AXI4_CACHE_RSVD8;</td>
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<td>AXI4_CACHE_RSVD12;</td>
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<td>AXI4_CACHE_14;</td>
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<td>AXI4_CACHE_15;</td>
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</tr>
<tr>
<td>prot</td>
<td>Protection:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_NORM_SEC_DATA; (default)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_PRIV_SEC_DATA;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_NORM_NONSEC_DATA;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_PRIV_NONSEC_DATA;</td>
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<tr>
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<td>**_PRIV_SEC_INST;</td>
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<td></td>
<td>**_NORM_NONSEC_INST;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_PRIV_NONSEC_INST;</td>
<td></td>
</tr>
<tr>
<td>id</td>
<td>Burst ID.</td>
<td></td>
</tr>
<tr>
<td>data_words</td>
<td>Data words array.</td>
<td></td>
</tr>
<tr>
<td>resp</td>
<td>Response:</td>
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</tr>
<tr>
<td></td>
<td>**_OKAY;</td>
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</tr>
<tr>
<td></td>
<td>**_EXOKAY;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_SLVERR;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_DECERR;</td>
<td></td>
</tr>
</tbody>
</table>
### Operational Transaction Fields

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>operation_mode</td>
<td>Operation mode: **PROGRAMNON_BLOCKING; **PROGRAMBLOCKING; (default)</td>
</tr>
<tr>
<td>delay_mode</td>
<td>(AXI3) Delay mode: AXI_VALID2READY; (default) AXI_TRANS2READY;</td>
</tr>
<tr>
<td>address_valid_delay</td>
<td>Address channel A*VALID delay measured in ACLK cycles for this transaction (default = 0).</td>
</tr>
<tr>
<td>data_ready_delay</td>
<td>Read data channel RREADY delay array measured in ACLK cycles for this transaction (default = 0 for all elements).</td>
</tr>
<tr>
<td>data_beat_done</td>
<td>Write data channel beat done flag array for this transaction.</td>
</tr>
<tr>
<td>transaction_done</td>
<td>Read transaction done flag for this transaction.</td>
</tr>
<tr>
<td>transaction_id</td>
<td>Returns transaction_id</td>
</tr>
</tbody>
</table>

### AXI3 Example

```vhdl
-- Create a read data burst of length 3 (4 beats) with start address 16.
-- Returns the transaction ID (tr_id) for this created transaction.
create_read_transaction(16, 3, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

### AXI4 Example

```vhdl
-- Create a read data burst of length 3 (4 beats) with start address 16.
-- Returns the transaction ID (tr_id) for this created transaction.
create_read_transaction(16, 3, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
set_addr()

This nonblocking procedure sets the start address $addr$ field for a transaction that is uniquely identified by the $transaction_id$ field previously created by either the $create_write_transaction()$ or $create_read_transaction()$ procedure.

Prototype

```vhdl
set_addr
(
    addr : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- `addr`: Start address of transaction.
- `path_id`: (Optional) Parallel process path identifier:
  - `**_PATH_0`
  - `**_PATH_1`
  - `**_PATH_2`
  - `**_PATH_3`
  - `**_PATH_4`
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if`: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the start address to 1 for the tr_id transaction
set_addr(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the start address to 1 for the tr_id transaction
set_addr(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_addr()

This nonblocking procedure gets the start address `addr` field for a transaction that is uniquely identified by the `transaction_id` field previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure.

**Prototype**

```
get_addr
  (  
    addr : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | 
    integer;  
    transaction_id : in integer;  
    bfm_id : in integer;  
    path_id : in **_path_t; --optional  
    signal tr_if : inout **_vhd_if_struct_t  
  );
```

**Arguments**

- `addr` Start address of transaction.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - `**_PATH_0`
  - `**_PATH_1`
  - `**_PATH_2`
  - `**_PATH_3`
  - `**_PATH_4`
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

`addr`

**AXI3 Example**

```
-- Create a read transaction with start address of 1.  
-- Creation returns tr_id to identify the transaction.  
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the start address addr of the tr_id transaction  
get_addr(addr, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
....

-- Get the start address addr of the tr_id transaction
get_addr(addr, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**set_size()**

This nonblocking procedure sets the burst size field for a transaction that is uniquely identified by the transaction_id field previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure.

**Prototype**

```
-- * = axi/ axi4
-- ** = AXI / AXI4
set_size
  (size : in integer;
   transaction_id  : in integer;
   bfm_id : in integer;
   path_id : in _path_t; --optional
   signal tr_if : inout _vhd_if_struct_t)
```

**Arguments**

- **size** Burst size. Default: width of bus:
  - **BYTES_1**
  - **BYTES_2**
  - **BYTES_4**
  - **BYTES_8**
  - **BYTES_16**
  - **BYTES_32**
  - **BYTES_64**
  - **BYTES_128**

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0**
  - **PATH_1**
  - **PATH_2**
  - **PATH_3**
  - **PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the burst size to 4 bytes for the tr_id transaction
set_size (AXI_BYTES_4, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the burst size to 4 bytes for the tr_id transaction
set_size (AXI4_BYTES_4, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_size()

This nonblocking procedure gets the burst size field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```
-- * = axi/ axi4
-- ** = AXI / AXI4
get_size
(
    size : out integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

- **size**: Burst size:
  - **_BYTES_1;
  - **_BYTES_2;
  - **_BYTES_4;
  - **_BYTES_8;
  - **_BYTES_16;
  - **_BYTES_32;
  - **_BYTES_64;
  - **_BYTES_128;

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**: BFM identifier. Refer to for more details.

- **path_id**: (Optional) Parallel process path identifier of type
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **size**

AXI3 Example

```
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the burst size of the tr_id transaction.
get_size (size, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst size of the tr_id transaction.
get_size (size, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_burst()

This nonblocking procedure sets the burst type field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
set_burst
(burst: in integer;
 transaction_id : in integer;
 bfm_id : in integer;
 path_id : in *path_t; --optional
 signal tr_if : inout _vhd_if_struct_t
);
```

Arguments

- **burst**: Burst type:
  - **_FIXED**;
  - **_INCR** (default);
  - **_WRAP**;
  - **_BURST_RSVD**;
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the burst type to wrap for the tr_id transaction.
set_burst (AXI_WRAP, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the burst type to wrap for the tr_id transaction.
set_burst (AXI4_WRAP, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_burst()

This nonblocking procedure gets the burst type field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```
get_burst
(  
burst: out integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

- **burst** Burst type:
  - **_FIXED;
  - **_INCR;
  - **_WRAP;
  - **_BURST_RSVD;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **burst**

AXI3 Example

```
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the burst type of the tr_id transaction.
get_burst (burst, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst type of the tr_id transaction.
get_burst (burst, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**set_lock()**

This nonblocking procedure sets the *lock* field for a transaction that is uniquely identified by the *transaction_id* field previously created by either the *create_write_transaction()* or *create_read_transaction()* procedure.

**Prototype**

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
set_lock
  (lock : in integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t
  );
```

**Arguments**

- **lock**
  - Burst lock:
    - **NORMAL** (default);
    - **EXCLUSIVE**;
    - (AXI3) **AXI_LOCKED**;
    - (AXI3) **AXI_LOCK_RSVD**;

- **transaction_id**
  - Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**
  - BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**
  - (Optional) Parallel process path identifier:
    - **PATH_0**
    - **PATH_1**
    - **PATH_2**
    - **PATH_3**
    - **PATH_4**
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**
  - Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the lock field to exclusive for the tr_id transaction.
set_lock(AXI_EXCLUSIVE, tr_id, bfm_index, axi_tr_if_0(bfm_index))
```
**AXI4 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the lock field to exclusive for the tr_id transaction.
set_lock(AXI4_EXCLUSIVE, tr_id, bfm_index, axi4_tr_if_0(bfm_index))
get_lock()

This nonblocking procedure gets the lock field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhd
get_lock
(
    lock : out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **lock**: Burst lock:
  - **NORMAL**;
  - **EXCLUSIVE**;
  - (AXI3) AXI_LOCKED;
  - (AXI3) AXI_LOCK_RSVD;

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**: (Optional) Parallel process path identifier:
  - **PATH_0**
  - **PATH_1**
  - **PATH_2**
  - **PATH_3**
  - **PATH_4**

- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **lock**

AXI3 Example

```vhd
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the lock field of the tr_id transaction.
get_lock(lock, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the lock field of the tr_id transaction.
get_lock(lock, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
This nonblocking procedure sets the cache field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_cache
(  
cache: in integer;
  transaction_id  : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **cache**  
  (AXI3) Burst cache:
  - AXI_NONCACHE_NONBUF; (default)
  - AXI_BUF_ONLY;
  - AXI_CACHE_NOALLOC;
  - AXI_CACHE_BUF_NOALLOC;
  - AXI_CACHE_RSVD0;
  - AXI_CACHE_RSVD1;
  - AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;
  - AXI_CACHE_WBACK_ALLOC_R_ONLY;
  - AXI_CACHE_RSVD2;
  - AXI_CACHE_RSVD3;
  - AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;
  - AXI_CACHE_WBACK_ALLOC_W_ONLY;
  - AXI_CACHE_RSVD4;
  - AXI_CACHE_RSVD5;
  - AXI_CACHE_WTHROUGH_ALLOC_RW;
  - AXI_CACHE_WBACK_ALLOC_RW;

  (AXI4) Burst cache:
  - AXI4_NONMODIFIABLE_NONBUF; (default)
  - AXI4_BUF_ONLY;
  - AXI4_CACHE_NOALLOC;
  - AXI4_CACHE_2;
  - AXI4_CACHE_3;
  - AXI4_CACHE_RSVD4;
  - AXI4_CACHE_RSVD5;
  - AXI4_CACHE_6;
  - AXI4_CACHE_7;
  - AXI4_CACHE_RSVD8;
  - AXI4_CACHE_RSVD9;
  - AXI4_CACHE_10;
  - AXI4_CACHE_11;
  - AXI4_CACHE_RSVD12;
  - AXI4_CACHE_RSVD12;
  - AXI4_CACHE_14;
  - AXI4_CACHE_15;

- **transaction_id**  
  Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**  
  BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
VHDL AXI3 and AXI4 Master BFMs

**set_cache()**

<table>
<thead>
<tr>
<th>path_id</th>
<th>(Optional) Parallel process path identifier:</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_PATH_0</strong></td>
<td></td>
</tr>
<tr>
<td><strong>_PATH_1</strong></td>
<td></td>
</tr>
<tr>
<td><strong>_PATH_2</strong></td>
<td></td>
</tr>
<tr>
<td><strong>_PATH_3</strong></td>
<td></td>
</tr>
<tr>
<td><strong>_PATH_4</strong></td>
<td></td>
</tr>
</tbody>
</table>

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

<table>
<thead>
<tr>
<th>tr_if</th>
<th>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</th>
</tr>
</thead>
</table>

**Returns** None

**AXI3 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the cache field to bufferable only for the tr_id transaction.
set_cache(AXI_BUF_ONLY, tr_id, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the cache field to bufferable only for the tr_id transaction.
set_cache(AXI4_BUF_ONLY, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_cache()

This nonblocking procedure gets the cache field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype
-- * = axi| axi4
-- ** = AXI | AXI4
get_cache
(
    cache: out integer,
    transaction_id  : in integer,
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);  

Arguments

<table>
<thead>
<tr>
<th>cache (AXI3) Burst cache:</th>
</tr>
</thead>
<tbody>
<tr>
<td>AXI_NONCACHE_NONBUF; (default)</td>
</tr>
<tr>
<td>AXI_BUF_ONLY;</td>
</tr>
<tr>
<td>AXI_CACHE_NOALLOC;</td>
</tr>
<tr>
<td>AXI_CACHE_BUF_NOALLOC;</td>
</tr>
<tr>
<td>AXI_CACHE_RSVD0;</td>
</tr>
<tr>
<td>AXI_CACHE_RSVD1;</td>
</tr>
<tr>
<td>AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;</td>
</tr>
<tr>
<td>AXI_CACHE_WBACK_ALLOC_R_ONLY;</td>
</tr>
<tr>
<td>AXI_CACHE_RSVD2;</td>
</tr>
<tr>
<td>AXI_CACHE_RSVD3;</td>
</tr>
<tr>
<td>AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;</td>
</tr>
<tr>
<td>AXI_CACHE_WBACK_ALLOC_W_ONLY;</td>
</tr>
<tr>
<td>AXI_CACHE_RSVD4;</td>
</tr>
<tr>
<td>AXI_CACHE_RSVD5;</td>
</tr>
<tr>
<td>AXI_CACHE_WTHROUGH_ALLOC_RW;</td>
</tr>
<tr>
<td>AXI_CACHE_WBACK_ALLOC_RW;</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>AXI4 Burst cache:</th>
</tr>
</thead>
<tbody>
<tr>
<td>AXI4_NONMODIFIABLE_NONBUF; (default)</td>
</tr>
<tr>
<td>AXI4_BUF_ONLY;</td>
</tr>
<tr>
<td>AXI4_CACHE_NOALLOC;</td>
</tr>
<tr>
<td>AXI4_CACHE_2;</td>
</tr>
<tr>
<td>AXI4_CACHE_3;</td>
</tr>
<tr>
<td>AXI4_CACHE_RSVD4;</td>
</tr>
<tr>
<td>AXI4_CACHE_RSVD5;</td>
</tr>
<tr>
<td>AXI4_CACHE_6;</td>
</tr>
<tr>
<td>AXI4_CACHE_7;</td>
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<td>AXI4_CACHE_RSVD8;</td>
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<td>AXI4_CACHE_RSVD9;</td>
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<td>AXI4_CACHE_RSVD12;</td>
</tr>
<tr>
<td>AXI4_CACHE_RSVD12;</td>
</tr>
<tr>
<td>AXI4_CACHE_14;</td>
</tr>
<tr>
<td>AXI4_CACHE_15;</td>
</tr>
</tbody>
</table>

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
VHDL AXI3 and AXI4 Master BFM:

**get_cache()**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier:</td>
</tr>
<tr>
<td><strong>_PATH_0</strong></td>
<td></td>
</tr>
<tr>
<td><strong>_PATH_1</strong></td>
<td></td>
</tr>
<tr>
<td><strong>_PATH_2</strong></td>
<td></td>
</tr>
<tr>
<td><strong>_PATH_3</strong></td>
<td></td>
</tr>
<tr>
<td><strong>_PATH_4</strong></td>
<td></td>
</tr>
</tbody>
</table>

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

**Returns**

<table>
<thead>
<tr>
<th>Variable</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>cache</td>
<td></td>
</tr>
</tbody>
</table>

**AXI3 Example**

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

```vhdl
-- Get the cache field of the tr_id transaction.
get_cache(cache, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```

```vhdl
-- Get the cache field of the tr_id transaction.
get_cache(cache, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
set_prot()

This nonblocking procedure sets the protection prot field for a transaction that is uniquely identified by the transaction_id field previously created by either the
create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_prot
(  prot: in integer;
   transaction_id  : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **prot Protection:**
  - **_NORM_SEC_DATA** (default);
  - **_PRIV_SEC_DATA**;
  - **_NORM_NONSEC_DATA**;
  - **_PRIV_NONSEC_DATA**;
  - **_NORM_SEC_INST**;
  - **_PRIV_SEC_INST**;
  - **_NORM_NONSEC_INST**;
  - **_PRIV_NONSEC_INST**;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None

AXI3 Example

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the protection field to a normal, secure, instruction access
-- for the tr_id transaction.
set_prot(AXI_NORM_SEC_INST, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the protection field to a normal, secure, instruction access
-- for the tr_id transaction.
set_prot(AXI4_NORM_SEC_INST, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_prot()

This nonblocking procedure gets the protection prot field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
get_prot
(prot: out integer;
 transaction_id  : in integer;
 bfm_id : in integer;
 path_id : in _path_t; --optional
 signal tr_if : inout *_vhd_if_struct_t);
```

Arguments

- **prot** Protection:
  - **_NORM_SEC_DATA;
  - **_PRIV_SEC_DATA;
  - **_NORM_NONSEC_DATA;
  - **_PRIV_NONSEC_DATA;
  - **_NORM_SEC_INST;
  - **_PRIV_SEC_INST;
  - **_NORM_NONSEC_INST;
  - **_PRIV_NONSEC_INST;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

Returns

- **prot**
**AXI3 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the protection field of the tr_id transaction.
get_prot(prot, tr_id, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the protection field of the tr_id transaction.
get_prot(prot, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_id()

This nonblocking procedure sets the id field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
set_id
(id: in integer;
 transaction_id : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
 bfm_id : in integer;
 path_id : in **_path_t; --optional
 signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

- **id** Burst ID
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- None

AXI3 Example

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the id field to 2 for the tr_id transaction.
set_id(2, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the id field to 2 for the tr_id transaction.
set_id(2, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_id()

This nonblocking procedure gets the id field for a transaction, which uniquely identifies the transaction defined by the transaction_id field and previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
get_id
(id: out integer;
transaction_id : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
bfm_id : in integer;
path_id : in *_path_t; --optional
signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>id</td>
<td>Burst ID</td>
</tr>
<tr>
<td>transaction_id</td>
<td>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier: **_PATH_0, **_PATH_1, **_PATH_2, **_PATH_3, **_PATH_4 Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

Returns

id

AXI3 Example

```vhdl
-- Create a read transaction with start address of 1. -- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the id field of the tr_id transaction.
get_id(id, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the id field of the tr_id transaction.
get_id(id, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_burst_length()

This nonblocking procedure sets the *burst_length* field for a transaction that is uniquely identified by the *transaction_id* field previously created by either the *create_write_transaction()* or *create_read_transaction()* procedure.

**Note**
The *burst_length* field is the value that appears on the *AWLEN* and the *ARLEN* protocol signals. The number of data phases (beats) in a data burst is therefore *burst_length* + 1.

**Prototype**

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
set_burst_length
(
  burst_length : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- **burst_length**: Burst length. Default: 0.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the burst length field to 2 (3 beats) for the tr_id transaction.
set_burst_length(2, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
VHDL AXI3 and AXI4 Master BFMs

set_burst_length()

AXI4 Example

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the burst length field to 2 (3 beats) for the tr_id transaction.
set_burst_length(2, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_burst_length()

This nonblocking procedure gets the `burst_length` field for a transaction that is uniquely identified by the `transaction_id` field previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure.

**Note**

The `burst_length` field is the value that appears on the `AWLEN` and the `ARLEN` protocol signals. The number of data phases (beats) in a data burst is the `burst_length + 1`.

**Prototype**

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
get_burst_length
(  burst_length : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)
   | integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in _path_t; --optional
  signal tr_if : inout _vhd_if_struct_t
);
```

**Arguments**

- `burst_length`: Burst length.
- `path_id`: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if`: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

`burst_length`
### AXI3 Example

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the burst length field of the tr_id transaction.
get_burst_length(burst_length, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

### AXI4 Example

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst length field of the tr_id transaction.
get_burst_length(burst_length, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
set_data_words()

This nonblocking procedure sets a data_words field array element for a write transaction that is uniquely identified by the transaction_id field previously created by the create_write_transaction() procedure.

Prototype

```
set_data_words
(
    data_words: in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

data_words Data words array.

index (Optional) Array element index number for data_words.

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

```
**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4
```

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```
-- Create a write transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the data_words field to 2 for the first write data phase (beat)
-- for the tr_id transaction.
set_data_words(2, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the data_words field to 3 for the second write data phase (beat)
-- for the tr_id transaction.
set_data_words(3, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the data_words field to 2 for the first write data phase (beat)
-- for the tr_id transaction.
set_data_words(2, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the data_words field to 3 for the second write data phase (beat)
-- for the tr_id transaction.
set_data_words(3, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_data_words()

This nonblocking procedure gets a `data_words` field array element for a transaction that is uniquely identified by the `transaction_id` field previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure.

**Prototype**

```vhdl
get_data_words
(
    data_words: out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) |
    integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- `data_words` Data words array.
- `index` (Optional) Array element index number for `data_words`.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

`data_words`

**AXI3 Example**

```vhdl
-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the data_words field for the first data phase (beat)
-- of the tr_id transaction.
get_data_words(data, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the data_words field for the first data phase (beat)
-- of the tr_id transaction.
get_data_words(data, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the data_words field for the second data phase (beat)
-- of the tr_id transaction.
get_data_words(data, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_write_strobes()

This nonblocking procedure sets the \texttt{write_strobes} field array elements for a write transaction that is uniquely identified by the \texttt{transaction_id} field previously created by the \texttt{create_write_transaction()} procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_write_strobes
(
    write_strobes : in std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | Integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);```

**Arguments**

- \texttt{write_strobes} Write strobes array.
- \texttt{index} (Optional) Array element index number for \texttt{write_strobes}.
- \texttt{transaction_id} Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- \texttt{bfm_id} BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- \texttt{path_id} (Optional) Parallel process path identifier:
  ```vhdl```
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- \texttt{tr_if} Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None
VHDL AXI3 and AXI4 Master BFMs

**set_write_strobes()**

### AXI3 Example

-- Create a write transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the write_strobes field to for the first data phase (beat)
-- for the tr_id transaction.
set_write_strobes(2, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the write_strobes field to 12 for the second data phase (beat)
-- for the tr_id transaction.
set_write_strobes(12, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

### AXI4 Example

-- Create a write transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the write_strobes field to for the first data phase (beat)
-- for the tr_id transaction.
set_write_strobes(2, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the write_strobes field to 12 for the second data phase (beat)
-- for the tr_id transaction.
set_write_strobes(12, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**get_write_strobes()**

This nonblocking procedure gets a `write_strobes` field array element for a write transaction that is uniquely identified by the `transaction_id` field previously created by the `create_write_transaction()` procedure.

**Prototype**

```vhdl
get_write_strobes
(  write_strobes : out std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) |
  index : in integer; --optional
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- `write_strobes` Write strobes array.
- `index` (Optional) Array element index number for `write_strobes`.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- `write_strobes`
**AXI3 Example**

-- Create a write transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write_strobes field for the first data phase (beat)
-- of the tr_id transaction.
get_write_strobes(write_strobe, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write_strobes field for the second data phase (beat)
-- of the tr_id transaction.
get_write_strobes(write_strobe, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a write transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the write_strobes field for the first data phase (beat)
-- of the tr_id transaction.
get_write_strobes(write_strobe, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the write_strobes field for the second data phase (beat)
-- of the tr_id transaction.
get_write_strobes(write_strobe, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_resp()

This nonblocking procedure sets a response resp field array element for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
set_resp
(resp: in std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | integer;
 index : in integer; --optional
 transaction_id  : in integer;
 bfm_id : in integer;
 path_id : in *_path_t; --optional
 signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **resp** Transaction response array:
  - **_OKAY** = 0;
  - **_EXOKAY** = 1;
  - **_SLVERR** = 2;
  - **_DECERR** = 3;
- **index** (Optional) Array element index number for resp.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You would not normally use this procedure in a master test program.
get_resp()

This nonblocking procedure gets a response resp field array element for a transaction that is identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
get_resp
  (  
    resp: out std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
  );
```

Arguments

- ** resp: Transaction response array:
  - **_OKAY = 0;
  - **_EXOKAY = 1;
  - **_SLVERR = 2;
  - **_DECERR = 3;
- ** index: (Optional) Array element index number for resp.
- ** bfm_id: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- ** path_id: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- ** tr_if: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

** resp
**AXI3 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the response field for the first data phase (beat)
-- of the tr_id transaction.
get_resp(read_resp, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the response field for the second data phase (beat)
-- of the tr_id transaction.
get_resp(read_resp, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a read transaction with start address of 1.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the response field for the first data phase (beat)
-- of the tr_id transaction.
get_resp(read_resp, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the response field for the second data phase (beat)
-- of the tr_id transaction.
get_resp(read_resp, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_addr_user()

This nonblocking procedure sets the user data `addr_user` field for a transaction that is uniquely identified by the `transaction_id` field previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure.

**Prototype**
```vhdl
set_addr_user(
    addr_user : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) |
    integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**
- `addr_user` User data in initial address phase.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**
None

**AXI3 Example**

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the user data to 1 for tr_id transaction.
set_addr_user(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the user data to 1 for tr_id transaction.
set_addr_user(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_addr_user()

This nonblocking procedure gets the user data `addr_user` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_write_transaction()` or `create_read_transaction()` procedures.

**Prototype**

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
get_addr_user
(
    addr_user : out std_logic_vector(**MAX_BIT_SIZE-1 downto 0) | integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- `addr_user` User data in the address phase.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

`addr_user`

**AXI3 Example**

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the address channel user data of the tr_id transaction.
get_addr_user(user_data, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the address channel user data of the tr_id transaction.
get_addr_user(user_data, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_read_or_write()

This nonblocking procedure sets the read_or_write field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_read_or_write
  (read_or_write: in integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in **_path_t; --optional
   signal tr_if : inout **_vhd_if_struct_t);
```

Arguments

- **read_or_write** Read or write transaction:
  - **_TRANS_READ = 0**
  - **_TRANS_WRITE = 1**
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a master test program.
get_read_or_write()

This nonblocking procedure gets the read_or_write field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4 |
-- ** = AXI | AXI4
get_read_or_write
(
  read_or_write: out integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **read_or_write** Read or write transaction:
  - **_TRANS_READ = 0**
  - **_TRANS_WRITE = 1**
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **read_or_write**

AXI3 Example

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read_or_write field of the tr_id transaction.
get_read_or_write(read_or_write, tr_id, bfm_index,
  axi_tr_if_0(bfm_index));
```
**AXI4 Example**

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read_or_write field of the tr_id transaction.
get_read_or_write(read_or_write, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
set_gen_write_strobes()

This nonblocking procedure sets the `gen_write_strobes` field for a write transaction that is uniquely identified by the `transaction_id` field previously created by the `create_write_transaction()` procedure.

**Prototype**
```
-- * = axi | axi4
-- ** = AXI | AXI4
set_gen_write_strobes
(gen_write_strobes: in integer;
 transaction_id  : in integer;
 bfm_id : in integer;
 path_id : in **_path_t; --optional
 signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**
- **gen_write_strobes** Correction of write strobes for invalid byte lanes:
  - 0 = `write_strobes` passed through to protocol signals.
  - 1 = `write_strobes` auto-corrected for invalid byte lanes (default).
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**
None

**AXI3 Example**
```
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Disable the auto correction of the write strobes for the
-- tr_id transaction.
set_gen_write_strobes(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Disable the auto correction of the write strobes for the
-- tr_id transaction.
set_gen_write_strobes(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**get_gen_write_strobes()**

This nonblocking procedure gets the *gen_write_strobes* field for a write transaction that is uniquely identified by the *transaction_id* field previously created by the *create_write_transaction()* procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_gen_write_strobes
(  
gen_write_strobes: out integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout *vhd_if_struct_t
);
```

**Arguments**

- **gen_write_strobes** Correct write strobes flag:
  - 0 = write_strobes passed through to protocol signals.
  - 1 = write_strobes auto-corrected for invalid byte lanes.

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

**gen_write_strobes**

**AXI3 Example**

```
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the auto correction write strobes flag of the tr_id transaction.
get_gen_write_strobes(write_strobes_flag, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the auto correction write strobes flag of the tr_id transaction.
get_gen_write_strobes(write_strobes_flag, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_operation_mode()

This nonblocking procedure sets the operation_mode field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_operation_mode
  (operation_mode: in integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in **_path_t; --optional
   signal tr_if : inout *vhd_if_struct_t
  );
```

Arguments

- **operation_mode**: Operation mode:
  - **_TRANSACTION_NON_BLOCKING;
  - **_TRANSACTION_BLOCKING (default);
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the operation mode field to nonblocking for tr_id transaction.
set_operation_mode(AXI_TRANSACTION_NON_BLOCKING, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the operation mode field to nonblocking for tr_id transaction.
set_operation_mode(AXI4_TRANSACTION_NON_BLOCKING, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**get_operation_mode()**

This nonblocking procedure gets the *operation_mode* field for a transaction that is uniquely identified by the *transaction_id* field previously created by either the *create_write_transaction()* or *create_read_transaction()* procedure.

**Prototype**

```
-- * = axi| axi4
-- ** = AXI | AXI4
get_operation_mode
(  operation_mode: out integer;
  transaction_id  : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
    signal tr_if : inout **vhd_if_struct_t
);
```

**Arguments**

- **operation_mode** Operation mode:
  - ** TRANSACTION_NON_BLOCKING;
  - ** TRANSACTION_BLOCKING;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

**operation_mode**

**AXI3 Example**

```
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the operation mode field of the tr_id transaction.
get_operation_mode(operation_mode, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the operation mode field of the tr_id transaction.
get_operation_mode(operation_mode, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_delay_mode()

This AXI3 nonblocking procedure sets the delay_mode field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
set_delay_mode (  
  delay_mode: in integer;
  transaction_id  : in integer;
  bfm_id : in integer;
  path_id : in axi_path_t; --optional
  signal tr_if : inout axi_vhd_if_struct_t  
);
```

Arguments

delay_mode Delay mode:

- AXI_VALID2READY (default);
- AXI_TRANS2READY;

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

- AXI_PATH_0
- AXI_PATH_1
- AXI_PATH_2
- AXI_PATH_3
- AXI_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the delay mode of the *VALID to *READY handshake for the
-- tr_id transaction.
set_delay_mode(AXI_VALID2READY, tr_id, bfm_index,
  axi_tr_if_0(bfm_index));
```

AXI4 BFM

Note

This procedure is not supported in the AXI4 BFM API.
get_delay_mode()

This AXI3 nonblocking procedure gets the delay_mode field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
get_delay_mode(
    delay_mode: out integer,
    transaction_id  : in integer,
    bfm_id : in integer,
    path_id : in axi_path_t; --optional
    signal tr_if : inout axi_vhd_if_struct_t
);
```

Arguments

- **delay_mode** Delay mode:
  - AXI_VALID2READY;
  - AXI_TRANS2READY;
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

 delay_mode
**AXI3 Example**

```vhdl
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

...  

-- Get the delay mode of the *VALID to *READY handshake of the
-- tr_id transaction.
get_delay_mode(delay_mode, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 BFM**

--- **Note**

This procedure is not supported in the AXI4 BFM API.
set_write_data_mode()

This nonblocking procedure sets the write_data_mode field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
set_write_data_mode
(
    write_data_mode: in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in *path_t; --optional
    signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

write_data_mode Write data mode:

- **_DATA_AFTER_ADDRESS (default);
- **_DATA_WITH_ADDRESS;

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

- **_PATH_0
- **_PATH_1
- **_PATH_2
- **_PATH_3
- **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None

AXI3 Example

```
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the write data mode field of the address and data phases for the
-- tr_id transaction
set_write_data_mode(AXI_DATA_WITH_ADDRESS, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the write data mode field of the address and data phases for the
-- tr_id transaction
set_write_data_mode(AXI4_DATA_WITH_ADDRESS, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
get_write_data_mode()

This nonblocking procedure gets the *write_data_mode* field for a transaction that is uniquely identified by the *transaction_id* field previously created by either the *create_write_transaction()* or *create_read_transaction()* procedure.

**Prototype**

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
get_write_data_mode
(
write_data_mode: out integer;
transaction_id : in integer;
bfm_id : in integer;
path_id : in *_path_t; --optional
signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- **write_data_mode** Write data mode:
  - **_DATA_AFTER_ADDRESS;**
  - **_DATA_WITH_ADDRESS;**
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

**write_data_mode**

### AXI3 Example

```vhdl
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data mode field of the tr_id transaction
get_write_data_mode(write_data_mode, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data mode field of the tr_id transaction
get_write_data_mode(write_data_mode, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_address_valid_delay()

This nonblocking procedure sets the `address_valid_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
set_address_valid_delay
(
    address_valid_delay: in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- `address_valid_delay` Address channel `ARVALID/AWVALID` delay measured in `ACLK` cycles for this transaction. Default: 0.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - `**_PATH_0`
  - `**_PATH_1`
  - `**_PATH_2`
  - `**_PATH_3`
  - `**_PATH_4`
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None

AXI3 Example

```
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the address channel *VALID delay to 3 clock cycles
-- for the tr_id transaction.
set_address_valid_delay(3, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the address channel *VALID delay to 3 clock cycles
-- for the tr_id transaction.
set_address_valid_delay(3, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_address_valid_delay()

This nonblocking procedure gets the address_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

\[
\text{get_address_valid_delay}
\]

\[
\begin{align*}
& \text{address_valid_delay: out integer;} \\
& \text{transaction_id : in integer;} \\
& \text{bfm_id : in integer;} \\
& \text{path_id : in **_path_t; --optional} \\
& \text{signal tr_if : inout *_vhd_if_struct_t}
\end{align*}
\]

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>address_valid_delay</td>
<td>Address channel ARVALID/AWVALID delay measured in ACLK cycles for this transaction.</td>
</tr>
<tr>
<td>transaction_id</td>
<td>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier:</td>
</tr>
<tr>
<td></td>
<td>**_PATH_0</td>
</tr>
<tr>
<td></td>
<td>**_PATH_1</td>
</tr>
<tr>
<td></td>
<td>**_PATH_2</td>
</tr>
<tr>
<td></td>
<td>**_PATH_3</td>
</tr>
<tr>
<td></td>
<td>**_PATH_4</td>
</tr>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

Returns

address_valid_delay

AXI3 Example

```
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write address channel AWVALID delay of the tr_id transaction.
get_address_valid_delay(address_valid_delay, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write address channel AWVALID delay of the tr_id transaction.
get_address_valid_delay(address_valid_delay, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_address_ready_delay()

This AXI3 nonblocking procedure sets the address_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
set_address_ready_delay
  (address_ready_delay: in integer;
   transaction_id  : in integer;
   bfm_id : in integer;
   path_id : in _path_t; --optional
   signal tr_if : inout _vhd_if_struct_t
  );
```

Arguments

- **address_ready_delay**: Address channel A*READY delay measured in ACLK cycles for this transaction. Default: 0.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a master test program.
get_address_ready_delay()

This nonblocking procedure gets the address_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

get_address_ready_delay

    address_ready_delay: out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **vhd_if_struct_t
    );

Arguments

address_ready_delay Address channel A*READY delay measured in ACLK cycles for this transaction.

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

    **_PATH_0
    **_PATH_1
    **_PATH_2
    **_PATH_3
    **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

address_ready_delay

AXI3 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the address channel *READY delay of the tr_id transaction.
get_address_ready_delay(address_ready_delay, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
**AXI4 Example**

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the address channel *READY delay of the tr_id transaction.
get_address_ready_delay(address_ready_delay, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**set_data_valid_delay()**

This nonblocking procedure sets the `data_valid_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_write_transaction()` procedure.

**Prototype**

-- * = axi| axi4  
-- ** = AXI | AXI4  
set_data_valid_delay  
  (  
    data_valid_delay: in integer;  
    index : in integer; --optional  
    transaction_id : in integer;  
    bfm_id : in integer;  
    path_id : in **_path_t; --optional  
    signal tr_if : inout *_vhd_if_struct_t  
  );

**Arguments**

- **data_valid_delay** Write data channel `WVALID` delay measured in `ACLK` cycles for this transaction. Default: 0.
- **index** (Optional) Array element index number for `data_valid_delay`.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**  
  - **_PATH_1**  
  - **_PATH_2**  
  - **_PATH_3**  
  - **_PATH_4**  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns** None

**AXI3 Example**

-- Create a write transaction with start address of 0.  
-- Creation returns tr_id to identify the transaction.  
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the write channel `WVALID` delay to 3 `ACLK` cycles for the first data  
-- phase (beat) of the tr_id transaction.  
set_data_valid_delay(3, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the write channel `WVALID` delay to 2 `ACLK` cycles for the second data  
-- phase (beat) of the tr_id transaction.  
set_data_valid_delay(2, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the write channel WVALID delay to 3 ACLK cycles for the first data
-- phase (beat) of the tr_id transaction.
set_data_valid_delay(3, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the write channel WVALID delay to 2 ACLK cycles for the second data
-- phase (beat) of the tr_id transaction.
set_data_valid_delay(2, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_data_valid_delay()

This nonblocking procedure gets the `data_valid_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure.

Prototype

```vhdl
-- * = axi1 / axi4
-- ** = AXI / AXI4
get_data_valid_delay
(  
  data_valid_delay: out integer;
  index : in integer; --optional
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **data_valid_delay**: Data channel array to store `VALID` delays measured in `ACLK` cycles for this transaction.
- **index**: (Optional) Array element index number for `data_valid_delay`.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- `data_valid_delay`
**VHDL AXI3 and AXI4 Master BFMs**

*get_data_valid_delay()*

---

**AXI3 Example**

--- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read channel RVALID delay for the first data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the read channel RVALID delay for the second data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

---

**AXI4 Example**

--- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read channel RVALID delay for the first data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the read channel RVALID delay for the second data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_data_ready_delay()

This nonblocking procedure gets the data_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
get_data_ready_delay
(
    data_ready_delay: out integer,
    index : in integer; --optional
    transaction_id : in integer,
    bfm_id : in integer,
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

data_ready_delay Read data channel RREADY delay measured in ACLK cycles for this transaction.

index (Optional) Array element index number for data_ready_delay.

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns data_ready_delay
AXI3 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write data channel WREADY delay the first
dataphase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write data channel WREADY delay for the second
data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the write data channel WREADY delay the first
dataphase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the write data channel WREADY delay for the second
data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_write_response_valid_delay()

This nonblocking procedure sets the write_response_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_write_transaction() procedure.

Prototype

```
write_response_valid_delay: in integer;
transaction_id  : in integer;
bfm_id : in integer;
path_id : in **_path_t; --optional
signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- **write_response_valid_delay**: Write data channel BVALID delay measured in ACLK cycles for this transaction. Default: 0.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a master test program.
get_write_response_valid_delay()

This nonblocking procedure gets the write_response_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_write_transaction() procedure.

Prototype

```vhdl
get_write_response_valid_delay

(    write_response_valid_delay: out integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **write_response_valid_delay** Write data channel BVALID delay measured in ACLK cycles for this transaction.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:

  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

write_response_valid_delay

AXI3 Example

```vhdl
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write response channel BVALID delay of the tr_id transaction.
get_write_response_valid_delay(write_response_valid_delay, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write response channel BVALID delay of the tr_id transaction.
get_write_response_valid_delay(write_response_valid_delay, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_write_response_ready_delay()

This AXI3 nonblocking procedure sets the write_response_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_write_transaction() procedure.

Prototype

```vhdl
set_write_response_ready_delay
  (write_response_ready_delay: in integer;
   transaction_id  : in integer;
   bfm_id : in integer;
   path_id : in axi_path_t; --optional
   signal tr_if : inout axi_vhd_if_struct_t
  );
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>write_response_ready_delay</td>
<td>Write data channel BREADY delay measured in ACLK cycles for this transaction. Default: 0.</td>
</tr>
<tr>
<td>transaction_id</td>
<td>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier: AXI_PATH_0, AXI_PATH_1, AXI_PATH_2, AXI_PATH_3, AXI_PATH_4</td>
</tr>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

Returns

None

AXI3 Example

```vhdl
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the write response channel BREADY delay to 3 ACLK cycles
-- of the tr_id transaction.
set_write_response_ready_delay(3, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```

AXI4 BFM

**Note**

This procedure is not supported in the AXI4 BFM API.
get_write_response_ready_delay()

This nonblocking procedure gets the write_response_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_write_transaction() procedure.

Prototype

```vhdl
-- * = axi / axi4
-- ** = AXI / AXI4
get_write_response_ready_delay
  (write_response_ready_delay: out integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t)
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>write_response_ready_delay</td>
<td>Write data channel BREADY delay measured in ACLK cycles for this transaction.</td>
</tr>
<tr>
<td>transaction_id</td>
<td>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier:</td>
</tr>
<tr>
<td></td>
<td>**_PATH_0</td>
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<tr>
<td></td>
<td>**_PATH_1</td>
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<tr>
<td></td>
<td>**_PATH_2</td>
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<td></td>
<td>**_PATH_3</td>
</tr>
<tr>
<td></td>
<td>**_PATH_4</td>
</tr>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

Returns

<table>
<thead>
<tr>
<th>Return</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>write_response_ready_delay</td>
<td></td>
</tr>
</tbody>
</table>
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write response channel BREADY delay of the tr_id transaction.
get_write_response_ready_delay(write_resp_ready_delay, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_data_beat_done()

This nonblocking procedure sets the data_beat_done field array element for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI / AXI4
set_data_beat_done
(
    data_beat_done : in integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    ath_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **data_beat_done** Read data channel phase (beat) done array for this transaction.
- **index** (Optional) Array element index number for data_beat_done.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Set the read data channel data_beat_done flag for the first data phase (beat) of the tr_id transaction.
set_data_beat_done(1, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Set the read data channel data_beat_done flag for the second data phase (beat) of the tr_id transaction.
set_data_beat_done(1, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Set the read data channel data_beat_done flag for the first data phase (beat) of the tr_id transaction.
set_data_beat_done(1, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Set the read data channel data_beat_done flag for the second data phase (beat) of the tr_id transaction.
set_data_beat_done(1, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_data_beat_done()

This nonblocking procedure gets the data_beat_done field array element for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
get_data_beat_done
(
    data_beat_done : out integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **data_beat_done** Data channel phase (beat) done array for this transaction
- **index** (Optional) Array element index number for data_beat_done.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0**
  - **PATH_1**
  - **PATH_2**
  - **PATH_3**
  - **PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **data_beat_done**
AXI3 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data channel data_beat_done flag for the first
-- data phase (beat) of the tr_id transaction.
get_data_beat_done(data_beat_done, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data channel data_beat_done flag for the second
-- data phase (beat) of the tr_id transaction.
get_data_beat_done(data_beat_done, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data channel data_beat_done flag for the first
-- data phase (beat) of the tr_id transaction.
get_data_beat_done(data_beat_done, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data channel data_beat_done flag for the second
-- data phase (beat) of the tr_id transaction.
get_data_beat_done(data_beat_done, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**set_transaction_done()**

This nonblocking procedure sets the `transaction_done` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_write_transaction()` or `create_read_transaction()` procedure.

**Prototype**

```vhdl
set_transaction_done(
    transaction_done : in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in **_PATH_*; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- `transaction_done` | Transaction `done` flag for this transaction
- `transaction_id` | Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` | BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` | (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` | Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Set the read transaction_done flag of the tr_id transaction.
set_transaction_done(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
VHDL AXI3 and AXI4 Master BFM

set_transaction_done()

AXI4 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Set the read transaction_done flag of the tr_id transaction.
set_transaction_done(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_transaction_done()

This nonblocking procedure gets the transaction_done field for a transaction that is uniquely identified by the transaction_id field previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```
get_transaction_done
{
    transaction_done : out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
};
```

Arguments

- **transaction_done**: Transaction done flag for this transaction
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

**transaction_done**

**AXI3 Example**

```
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read transaction_done flag of the tr_id transaction.
get_transaction_done(transaction_done, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

- Create a read transaction with start address of 0.
- Creation returns tr_id to identify the transaction.
  
  ```vhdl
  create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
  ```

  ....

- Get the read transaction_done flag of the tr_id transaction.
  
  ```vhdl
  get_transaction_done(transaction_done, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
  ```
execute_transaction()

This procedure executes a master transaction that is uniquely identified by the transaction_id argument, previously created with either the create_write_transaction() or create_read_transaction() procedure. A transaction can be blocking (default) or nonblocking, based on the setting of the transaction operation_mode field.

The results of execute_transaction() for write transactions varies based on how write transaction fields are set. If the transaction gen_write_strobes field is set, execute_transaction() automatically corrects any previously set write_strobes field array elements. However, if the gen_write_strobes field is not set, then any previously assigned write_strobes field array elements will be passed onto the WSTRB protocol signals, which can result in a protocol violation if not correctly set. Refer to “Automatic Correction of Byte Lane Strobes” on page 197 for more details. If the write_data_mode field for a write transaction is set to *_DATA_WITH_ADDRESS, execute_transaction() calls the execute_write_addr_phase() and execute_write_data_burst() procedures simultaneously; otherwise execute_write_data_burst() will be called after execute_write_addr_phase() so that the write data burst occurs after the write address phase (default). It will then call the get_write_response_phase() procedure to complete the write transaction.

For a read transaction, execute_transaction() calls the execute_read_addr_phase() procedure followed by the get_read_data_burst() procedure to complete the read transaction.

Prototype

```vhdl
-- * = axi / axi4
-- ** = AXI | AXI4
procedure execute_transaction
(
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the ID to 1 for this transaction
set_id(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Execute the tr_id transaction.
execute_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the ID to 1 for this transaction
set_id(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Execute the tr_id transaction.
execute_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
execute_write_addr_phase()

This procedure executes a master write address phase uniquely identified by the transaction_id argument previously created by the create_write_transaction() procedure. This phase can be blocking (default) or nonblocking, defined by the transaction record operation_mode field.

It sets the AWVALID protocol signal at the appropriate time defined by the transaction record address_valid_delay field.

Prototype

```vhdl
procedure execute_write_addr_phase
    (  
        transaction_id  : in integer;
        bfm_id          : in integer;
        path_id         : in **_path_t; --optional
        signal tr_if   : inout **_vhd_if_struct_t
    );
```

Arguments

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the ID to 1 for this transaction
set_id(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Execute the write address phase for the tr_id transaction.
execute_write_addr_phase(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

-- Create a write transaction with start address of 0.  
-- Creation returns tr_id to identify the transaction.  
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the ID to 1 for this transaction  
set_id(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Execute the write address phase for the tr_id transaction.  
execute_write_addr_phase(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
execute_read_addr_phase()

This procedure executes a master read address phase uniquely identified by the `transaction_id` argument previously created by the `create_read_transaction()` procedure. This phase can be blocking (default) or nonblocking, defined by the transaction record `operation_mode` field.

It sets the `ARVALID` protocol signal at the appropriate time defined by the transaction record `address_valid_delay` field.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure execute_read_addr_phase
  (
    transaction_id : in integer;
    bfm_id          : in integer;
    path_id         : in *[path_t]; --optional
    signal tr_if   : inout *_vhd_if_struct_t
  );
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- None

AXI3 Example

```
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the ID to 1 for this transaction
set_id(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Execute the read address phase for the tr_id transaction.
execute_read_addr_phase(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the ID to 1 for this transaction
set_id(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Execute the read address phase for the tr_id transaction.
execute_read_addr_phase(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
execute_write_data_burst()

This procedure executes a write data burst that is uniquely identified by the transaction_id argument previously created by the create_write_transaction() procedure. This burst can be blocking (default) or nonblocking, defined by the transaction record operation_mode field.

If the transaction record gen_write_strobes field is set, it will automatically correct any previously set write_strobes field array elements. If the gen_write_strobes field is not set then any previously assigned write_strobes field array elements will be passed through onto the WSTRB protocol signals, which can result in a protocol violation if not correctly set. Refer to “Automatic Correction of Byte Lane Strobes” on page 197 for more details.

It calls the execute_write_data_phase() procedure for each beat of the data burst, with the length of the burst defined by the transaction record burst_length field.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure execute_write_data_burst
(
    transaction_id : in integer;
    bfm_id          : in integer;
    path_id          : in *_path_t; --optional
    signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- path_id: (Optional) Parallel process path identifier:
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- tr_if: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Execute the write data burst for the tr_id transaction.
execute_write_data_burst(tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Execute the write data burst for the tr_id transaction.
execute_write_data_burst(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
execute_write_data_phase()

This procedure executes a write data phase that is uniquely identified by the transaction_id argument and previously created by the create_write_transaction() procedure. This phase can be blocking (default) or nonblocking, defined by the transaction record operation_mode field.

The execute_write_data_phase() sets the WVALID protocol signal at the appropriate time defined by the transaction record field data_valid_delay array index element and sets the data_beat_done array index element to 1 when the phase completes.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure execute_write_data_phase
(
    transaction_id  : in integer;
    index : in integer; --optional
    bfm_id          : in integer;
    path_id          : in **_path_t; --optional
    signal tr_if    : inout **_vhd_if_struct_t
);
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>transaction_id</td>
<td>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>index</td>
<td>(Optional) Data phase (beat) number.</td>
</tr>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier:</td>
</tr>
<tr>
<td></td>
<td>**_PATH_0</td>
</tr>
<tr>
<td></td>
<td>**_PATH_1</td>
</tr>
<tr>
<td></td>
<td>**_PATH_2</td>
</tr>
<tr>
<td></td>
<td>**_PATH_3</td>
</tr>
<tr>
<td></td>
<td>**_PATH_4</td>
</tr>
<tr>
<td></td>
<td>Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

Returns

None
**AXI3 Example**

-- Create a write transaction with start address of 0.  
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Execute the write data phase for the first beat of the 
-- tr_id transaction.
execute_write_data_phase(tr_id, 0, bfm_index, axi_tr_if_0(bfm_index));

-- Execute the write data phase for the second beat of the 
-- tr_id transaction.
execute_write_data_phase(tr_id, 1, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a write transaction with start address of 0.  
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Execute the write data phase for the first beat of the 
-- tr_id transaction.
execute_write_data_phase(tr_id, 0, bfm_index, axi4_tr_if_0(bfm_index));

-- Execute the write data phase for the second beat of the 
-- tr_id transaction.
execute_write_data_phase(tr_id, 1, bfm_index, axi4_tr_if_0(bfm_index));
get_read_data_burst()

This blocking procedure gets a read data burst uniquely identified by the transaction_id argument previously created by the create_read_transaction() procedure.

It calls the get_read_data_phase() procedure for each beat of the data burst, with the length of the burst defined by the transaction record burst_length field.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
procedure get_read_data_burst
(
    transaction_id  : in integer;
    bfm_id          : in integer;
    path_id         : in **_path_t; --optional
    signal tr_if    : inout **_vhd_if_struct_t
);
```

Arguments

- path_id: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- tr_if: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read data burst for the tr_id transaction.
get_read_data_burst(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read data burst for the tr_id transaction.
get_read_data_burst(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_read_data_phase()

This blocking procedure gets a read data phase that is uniquely identified by the `transaction_id` argument previously created by the `create_read_transaction()` procedure. It sets the `data_beat_done` array `index` element field to 1 when the phase completes. If this is the last phase (beat) of the burst, then it sets the `transaction_done` field to 1 to indicate the whole read transaction is complete.

**Note**

For AXI3 the `get_read_data_phase()` also sets the `RREADY` protocol signal at the appropriate time defined by the transaction record `data_ready_delay` field when the phase completes.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_read_data_phase
(  
  transaction_id : in integer;  
  index : in integer; --optional  
  bfm_id          : in integer;  
  path_id          : in *_path_t; --optional  
  signal tr_if    : inout *_vhd_if_struct_t
);
```

**Arguments**

- `index`: (Optional) Data phase (beat) number.
- `path_id`: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0  
  **_PATH_1  
  **_PATH_2  
  **_PATH_3  
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if`: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None
**AXI3 Example**

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read data phase for the first beat of the
-- tr_id transaction.
get_read_data_phase(tr_id, 0, bfm_index, axi_tr_if_0(bfm_index));

-- Get the read data phase for the second beat of the
-- tr_id transaction.
get_read_data_phase(tr_id, 1, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a read transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_read_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read data phase for the first beat of the
-- tr_id transaction.
get_read_data_phase(tr_id, 0, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the read data phase for the second beat of the
-- tr_id transaction.
get_read_data_phase(tr_id, 1, bfm_index, axi4_tr_if_0(bfm_index));
```
get_write_response_phase()

This blocking procedure gets a write response phase that is uniquely identified by the
transaction_id argument previously created by the create_write_transaction() procedure. It sets
the transaction_done field to 1 when the transaction completes to indicate the whole transaction
is complete.

Note

For AXI3 the get_write_response_phase() also sets the BREADY protocol signal at the
appropriate time defined by the transaction record write_response_ready_delay field
when the phase completes.

Prototype

-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_write_response_phase

  (transaction_id : in integer;
   bfm_id          : in integer;
   path_id         : in *_path_t; --optional
   signal tr_if    : inout *_vhd_if_struct_t

 );

Arguments

  transaction_id  Transaction identifier. Refer to “Overloaded Procedure Common
                  Arguments” on page 203 for more details.

  bfm_id          BFM identifier. Refer to “Overloaded Procedure Common Arguments”
                  on page 204 for more details.

  path_id         (Optional) Parallel process path identifier:

                  **_PATH_0
                  **_PATH_1
                  **_PATH_2
                  **_PATH_3
                  **_PATH_4

                  Refer to “Overloaded Procedure Common Arguments” on page 204 for
                  more details.

  tr_if           Transaction signal interface. Refer to “Overloaded Procedure Common
                  Arguments” on page 203 for more details.

Returns

  None

AXI3 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write response phase for the tr_id transaction.
get_write_response_phase(tr_id, bfm_index, axi_tr_if_0(bfm_index));
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write response phase for the tr_id transaction.
get_write_response_phase(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_read_addr_ready()

This blocking AXI4 procedure returns the value of the read address channel ARREADY signal using the ready argument. It will block for one ACLK period.

Prototype

```vhdl
procedure get_read_addr_ready
(
  ready : out integer;
  bfm_id : in integer;
  path_id : in axi4_adv_path_t; --optional
  signal tr_if : inout axi4_vhd_if_struct_t
);
```

Arguments

- `ready` The value of the ARREADY signal.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- `ready`

AXI3 BFM

**Note**

The get_read_addr_ready() procedure is not available in the AXI3 BFM.

AXI4 Example

```vhdl
// Get the ARREADY signal value
bfm.get_read_addr_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
get_read_data_cycle()

This blocking AXI4 procedure waits until the read data channel RVALID signal has been asserted.

**Prototype**

```plaintext
procedure get_read_data_cycle
(p

  bfm_id : in integer;
  path_id : in axi4_adv_path_t; --optional

  signal tr_if : inout axi4_vhd_if_struct_t

);
```

**Arguments**

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

---

**AXI3 BFM**

---

**Note**

The `get_read_data_cycle()` procedure is not available in the AXI3 BFM.

**AXI4 Example**

```vhdl
// Wait for the RVALID signal to be asserted.
bfm.get_read_data_cycle(bfm_index, axi4_tr_if_0(bfm_index));
```
execute_read_data_ready()

This AXI4 procedure executes a read data ready by placing the `ready` argument value onto the `RREADY` signal. It will block (default) for one `ACLK` period.

Prototype

```vhdl
procedure execute_read_data_ready
(
  ready : in integer
  non_blocking_mode : in integer; --optional
  bfm_id          : in integer;
  path_id          : in axi4_path_t; --optional
  signal tr_if    : inout axi4_vhd_if_struct_t
);
```

Arguments

- `ready` The value to be placed onto the `RREADY` signal
- `non_blocking_mode` (Optional) Nonblocking mode:
  - 0 = Nonblocking
  - 1 = Blocking (default)
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - `AXI4_PATH_0`
  - `AXI4_PATH_1`
  - `AXI4_PATH_2`
  - `AXI4_PATH_3`
  - `AXI4_PATH_4`
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 BFM

Note

The `execute_read_data_ready()` task is not available in the AXI3 BFM. Use the `get_read_data_phase()` task along with the transaction record `data_ready_delay` field.

AXI4 Example

```vhdl
-- Set the `RREADY` signal to 1 and block for 1 `ACLK` cycle
execute_read_data_ready(1, 1, index, AXI4_PATH_6, axi4_tr_if_6(index));
```
get_write_addr_ready()

This blocking AXI4 procedure returns the value of the write address channel \textit{AWREADY} signal using the \textit{ready} argument. It will block for one \textit{ACLK} period.

Prototype

\begin{verbatim}
procedure get_write_addr_ready
(
    ready : out integer;
    bfm_id    : in integer;
    path_id   : in axi4_adv_path_t;  --optional
    signal tr_if : inout axi4_vhd_if_struct_t
) ;
\end{verbatim}

Arguments

- \textit{ready} The value of the \textit{AWREADY} signal.
- \textit{bfm_id} BFM identifier. Refer to \textit{“Overloaded Procedure Common Arguments”} on page 203 for more details.
- \textit{path_id} (Optional) Parallel process path identifier:
  - \texttt{AXI4\_PATH\_5}
  - \texttt{AXI4\_PATH\_6}
  - \texttt{AXI4\_PATH\_7}
  Refer to \textit{“Overloaded Procedure Common Arguments”} on page 203 for more details.
- \textit{tr_if} Transaction signal interface. Refer to \textit{“Overloaded Procedure Common Arguments”} on page 203 for more details.

Returns

\textit{ready}

AXI3 BFM

\begin{itemize}
  \item \textbf{Note} The get\_write\_addr\_ready() procedure is not available in the AXI3 BFM.
\end{itemize}

AXI4 Example

\begin{verbatim}
// Get the AWREADY signal value
bfm.get_write_addr_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
\end{verbatim}
**get_write_data_ready()**

This blocking AXI4 procedure returns the value of the write data channel `WREADY` signal using the `ready` argument. It will block for one `ACLK` period.

**Prototype**

```vhdl
procedure get_write_data_ready
(
    ready : out integer;
    bfm_id : in integer;
    path_id : in axi4_adv_path_t; --optional
    signal tr_if : inout axi4_vhd_if_struct_t
);
```

**Arguments**

- **ready**
  - The value of the `WREADY` signal.
- **bfm_id**
  - BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**
  - (Optional) Parallel process path identifier:
    - `AXI4_PATH_5`
    - `AXI4_PATH_6`
    - `AXI4_PATH_7`
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**
  - Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- `ready`

**AXI3 BFM**

- **Note**
  - The `get_write_data_ready()` procedure is not available in the AXI3 BFM.

**AXI4 Example**

```vhdl
// Get the WREADY signal value
bfm.get_write_data_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
get_write_response_cycle()

This blocking AXI4 procedure waits until the write response channel BVALID signal has been asserted.

**Prototype**

```vhdl
procedure get_write_response_cycle
(
    bfm_id : in integer;
    path_id : in axi4_adv_path_t; --optional
    signal tr_if : inout axi4_vhd_if_struct_t
);
```

**Arguments**

- **bfm_id**
  - BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**
  - (Optional) Parallel process path identifier:
    - AXI4_PATH_5
    - AXI4_PATH_6
    - AXI4_PATH_7
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**
  - Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

### AXI3 BFM

- **Note**
  - The `get_write_response_cycle()` procedure is not available in the AXI3 BFM.

### AXI4 Example

```vhdl
// Wait for the BVALID signal to be asserted.
bfm.get_write_response_cycle(bfm_index, axi4_tr_if_0(bfm_index));
```
execute_write_resp_ready()

This AXI4 procedure executes a write response ready by placing the ready argument value onto the BREADY signal. It will block for one ACLK period.

Prototype

procedure execute_write_resp_ready
(
    ready : in integer;
    non_blocking_mode : in integer; --optional
    bfm_id          : in integer;
    path_id          : in axi4_path_t; --optional
    signal tr_if    : inout axi4_vhd_if_struct_t
);

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ready</td>
<td>The value to be placed onto the BREADY signal</td>
</tr>
<tr>
<td>non_blocking_mode</td>
<td>(Optional) Nonblocking mode:</td>
</tr>
<tr>
<td></td>
<td>0 = Nonblocking</td>
</tr>
<tr>
<td></td>
<td>1 = Blocking (default)</td>
</tr>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier:</td>
</tr>
<tr>
<td></td>
<td>AXI4_PATH_0</td>
</tr>
<tr>
<td></td>
<td>AXI4_PATH_1</td>
</tr>
<tr>
<td></td>
<td>AXI4_PATH_2</td>
</tr>
<tr>
<td></td>
<td>AXI4_PATH_3</td>
</tr>
<tr>
<td></td>
<td>AXI4_PATH_4</td>
</tr>
<tr>
<td></td>
<td>Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

Returns

None

AXI3 BFM

Note

The execute_write_resp_ready() task is not available in the AXI3 BFM. Use the get_write_response_phase() task along with the transaction record write_response_ready_delay field.

AXI4 Example

-- Set the BREADY signal to 1 and block for 1 ACLK cycle
execute_write_resp_ready(1, 1, index, AXI4_PATH_5, axi4_tr_if_5(index));
push_transaction_id()

This nonblocking procedure pushes a transaction ID into the back of a queue. The transaction is uniquely identified by the `transaction_id` argument previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure. The queue is identified by the `queue_id` argument.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure push_transaction_id
(  transaction_id  : in integer;
  queue_id  : in integer;
  bfm_id          : in integer;
  path_id         : in *_path_t; --optional
  signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **queue_id** Queue identifier:
  - **_QUEUE_ID_0**
  - **_QUEUE_ID_1**
  - **_QUEUE_ID_2**
  - **_QUEUE_ID_3**
  - **_QUEUE_ID_4**
  - **AXI4_QUEUE_ID_5**
  - **AXI4_QUEUE_ID_6**
  - **AXI4_QUEUE_ID_7**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Push the transaction record into queue 1 for the tr_id transaction.
push_transaction_id(tr_id, AXI_QUEUE_ID_1, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Push the transaction record into queue 1 for the tr_id transaction.
push_transaction_id(tr_id, AXI4_QUEUE_ID_1, bfm_index, axi4_tr_if_0(bfm_index));
pop_transaction_id()

This nonblocking (unless queue is empty) procedure pops a transaction ID from the front of a queue. The transaction is uniquely identified by the transaction_id argument previously created by either the create_write_transaction() or create_read_transaction() procedure. The queue is identified by the queue_id argument.

If the queue is empty then it will block until an entry becomes available.

Prototype

```vhdl
-- *= axi | axi4
-- ** = AXI | AXI4
procedure pop_transaction_id
(    transaction_id : in integer;
    queue_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **queue_id**: Queue identifier:
  - **_QUEUE_ID_0**
  - **_QUEUE_ID_1**
  - **_QUEUE_ID_2**
  - **_QUEUE_ID_3**
  - **_QUEUE_ID_4**
  - AXI4_QUEUE_ID_0
  - AXI4_QUEUE_ID_1
  - AXI4_QUEUE_ID_2
  - AXI4_QUEUE_ID_3
  - AXI4_QUEUE_ID_4
  - AXI4_QUEUE_ID_5
  - AXI4_QUEUE_ID_6
  - AXI4_QUEUE_ID_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Pop the transaction record from queue 1 for the tr_id transaction.
pop_transaction_id(tr_id, AXI_QUEUE_ID_1, bfm_index,
axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Pop the transaction record from queue 1 for the tr_id transaction.
pop_transaction_id(tr_id, AXI4_QUEUE_ID_1, bfm_index,
axi4_tr_if_0(bfm_index));
print()

This nonblocking procedure prints a transaction record that is uniquely identified by the `transaction_id` argument previously created by either the `create_write_transaction()` or `create_read_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
procedure print
(
  transaction_id : in integer;
  print_delays : in integer; --optional
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `print_delays` (Optional) Print delay values flag:
  - 0 = do not print the delay values (default).
  - 1 = print the delay values.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns** None

**AXI3 Example**

```vhdl
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Print the transaction record (including delay values) of the
-- tr_id transaction.
print(tr_id, 1, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Print the transaction record (including delay values) of the
-- tr_id transaction.
print(tr_id, 1, bfm_index, axi4_tr_if_0(bfm_index));
destruct_transaction()

This blocking procedure removes a transaction record for clean-up purposes and memory management that is uniquely identified by the transaction_id argument previously created by either the create_write_transaction() or create_read_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure destruct_transaction
(
  transaction_id  : in integer;
  bfm_id          : in integer;
  path_id         : in *_path_t; --optional
  signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_id**: Transaction identifier. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0, _PATH_1, _PATH_2, _PATH_3, _PATH_4**
  - Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Remove the transaction record for the tr_id transaction.
destruct_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

AXI4 Example

-- Create a write transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_write_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Remove the transaction record for the tr_id transaction.
destruct_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
wait_on()

This blocking task waits for an event(s) on the ACLK or ARESETn signals to occur before proceeding. An optional count argument waits for the number of events equal to count.

Prototype

```vhdl
-- * = axi4
-- ** = AXI4
procedure wait_on
(  
  phase           : in integer;
  count: in integer; --optional
  bfm_id          : in integer;
  path_id         : in _path_t; --optional
  signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- **phase** Wait for:
  - **_CLOCK_POSEDGE**
  - **_CLOCK_NEGEDGE**
  - **_CLOCK_ANYEDGE**
  - **_CLOCK_0_TO_1**
  - **_CLOCK_1_TO_0**
  - **_RESET_POSEDGE**
  - **_RESET_NEGEDGE**
  - **_RESET_ANYEDGE**
  - **_RESET_0_TO_1**
  - **_RESET_1_TO_0**

- **count** (Optional) Wait for a number of events to occur set by count. (default = 1)

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

```vhdl
wait_on(AXI_RESET_POSEDGE, bfm_index, axi_tr_if_0(bfm_index));
wait_on(AXI_CLOCK_POSEDGE, 10, bfm_index, axi_tr_if_0(bfm_index));
```

AXI4 Example

```vhdl
wait_on(AXI4_RESET_POSEDGE, bfm_index, axi4_tr_if_0(bfm_index));
wait_on(AXI4_CLOCK_POSEDGE, 10, bfm_index, axi4_tr_if_0(bfm_index));
```
This chapter provides information about the VHDL AXI3 and AXI4 slave BFMs. Each BFM has an API that contains procedures to configure the BFM and to access the Transaction Record during the lifetime of the transaction.

**Note**
Due to AXI3 protocol specification changes, for some BFM tasks, you reference the AXI3 BFM by specifying AXI instead of AXI3.

### Slave BFM Protocol Support

The AXI3 Slave BFM implements the AMBA AXI3 protocol with restrictions detailed in “Protocol Restrictions” on page 1. In addition to the standard protocol, it supports user sideband signals `AWUSER` and `ARUSER`.

The AXI4 slave BFM supports the AMBA AXI4 protocol with restrictions detailed in “Protocol Restrictions” on page 1.

### Slave Timing and Events

For detailed timing diagrams of the protocol bus activity refer to the relevant AMBA AXI Protocol Specification chapter, which you can use to reference details of the following slave BFM API timing and events.

The specification does not define any timescale or clock period with signal events sampled and driven at rising `ACLK` edges. Therefore, the slave BFM does not contain any timescale, timeunit, or timeprecision declarations with the signal setup and hold times specified in units of simulator time-steps.

### Slave BFM Configuration

The slave BFM supports the full range of signals defined for the AMBA AXI protocol specification. The BFM has parameters that can be used to configure the widths of the address, ID and data signals and transaction fields to configure timeout factors, slave exclusive support, setup and hold times, etc.

The address, ID and data signals widths can be changed from their default settings by assigning them with new values, usually performed in the top-level module of the testbench. These new
values are then passed into the slave BFM via a parameter port list of the slave BFM component.

The following table lists the parameter names for the address, ID and data signals, and their default values.
A slave BFM has configuration fields that you can set via the `set_config()` function to configure timeout factors, slave exclusive support, setup and hold times, etc. You can also get the value of a configuration field via the `get_config()` procedures. The full list of configuration fields is described in the Table 9-2.

### Table 9-1. Slave BFM Signal Width Parameters

<table>
<thead>
<tr>
<th>Signal Width Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_ADDRESS_WIDTH</strong></td>
<td>Address signal width in bits. This applies to the <code>ARADDR</code> and <code>AWADDR</code> signals. Refer to the AMBA AXI Protocol specification for more details. Default: 32.</td>
</tr>
<tr>
<td><strong>_RDATA_WIDTH</strong></td>
<td>Read data signal width in bits. This applies to the <code>RDATA</code> signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
<tr>
<td><strong>_WDATA_WIDTH</strong></td>
<td>Write data signal width in bits. This applies to the <code>WDATA</code> signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
<tr>
<td><strong>_ID_WIDTH</strong></td>
<td>ID signal width in bits. This applies to the <code>RID</code> and <code>WID</code> signals. Refer to the AMBA AXI Protocol specification for more details. Default: 4.</td>
</tr>
<tr>
<td>AXI4_USER_WIDTH</td>
<td>(AXI4) User data signal width in bits. This applies to the <code>ARUSER</code>, <code>AWUSER</code>, <code>RUSER</code>, <code>WUSER</code> and <code>BUSER</code> signals. Refer to the AMBA AXI Protocol specification for more details. Default: 8.</td>
</tr>
<tr>
<td>AXI4_REGION_MAP_SIZE</td>
<td>(AXI4) Region signal width in bits. This applies to the <code>ARREGION</code> and <code>AWREGION</code> signals. Refer to the AMBA AXI Protocol specification for more details. Default: 16.</td>
</tr>
</tbody>
</table>

### Table 9-2. Slave BFM Configuration

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_SETUP_TIME</strong></td>
<td>The setup-time prior to the active edge of <code>ACLK</code>, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_HOLD_TIME</strong></td>
<td>The hold-time after the active edge of <code>ACLK</code>, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td>**<em>CONFIG_MAX_TRANSACTION</em></td>
<td>The maximum timeout duration for a read/write transaction in clock cycles. Default: 100000.</td>
</tr>
<tr>
<td>TIME_FACTOR**</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER</td>
<td>(AXI3) The maximum number of write data beats that the AXI3 BFM can generate as part of write data burst of write transfer. Default: 1024.</td>
</tr>
</tbody>
</table>
### Table 9-2. Slave BFM Configuration (cont.)

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong><em>CONFIG_BURST_TIMEOUT</em> FACTOR</strong></td>
<td>The maximum delay between the individual phases of a read/write transaction in clock cycles. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY</strong></td>
<td>The maximum timeout duration from the assertion of <strong>AWVALID</strong> to the assertion of <strong>AWREADY</strong> in clock periods (default 10000).</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY</strong></td>
<td>The maximum timeout duration from the assertion of <strong>ARVALID</strong> to the assertion of <strong>ARREADY</strong> in clock periods (default 10000).</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY</strong></td>
<td>The maximum timeout duration from the assertion of <strong>RVALID</strong> to the assertion of <strong>RREADY</strong> in clock periods (default 10000).</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY</strong></td>
<td>The maximum timeout duration from the assertion of <strong>BVALID</strong> to the assertion of <strong>BREADY</strong> in clock periods (default 10000).</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY</strong></td>
<td>The maximum timeout duration from the assertion of <strong>WVALID</strong> to the assertion of <strong>WREADY</strong> in clock periods (default 10000).</td>
</tr>
<tr>
<td>AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME</td>
<td>(AXI3) The minimum delay from the start of a write control (address) phase to the start of a write data phase in clock cycles. Default: 1.</td>
</tr>
</tbody>
</table>
| AXI_CONFIG_MASTER_WRITE_DELAY | (AXI3) The master BFM applies the AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME value set.  
0 = true (default)  
1 = false |
| AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET | (AXI3) The master BFM drives the **ARVALID**, **AWVALID** and **WVALID** signals low during reset:  
0 = false (default)  
1 = true |
| AXI4_CONFIG_ENABLE_QOS | (AXI4) The master participates in the Quality-of-Service scheme. If a master does not participate, the **AWQOS/ARQOS** value used in write/read transactions must be b0000. |

### Slave Attributes

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
</table>
| **_CONFIG_SUPPORT_EXCLUSIVE_ACCESS** | Configures the support for an exclusive slave. If enabled the BFM will expect an EXOKAY response to a successful exclusive transaction. If disabled the BFM will expect an OKAY response to an exclusive transaction. Refer to the AMBA AXI protocol specification for more details.  
0 = disabled  
1 = enabled (default) |
Slave Assertions

The slave BFM performs protocol error checking via built-in assertions.

The built-in BFM assertions are independent of programming language and simulator.

1 Refer to Slave Timing and Events for details of simulator time-steps.
VHDL AXI3 and AXI4 Slave BFMs
Slave Assertions

AXI3 Assertion Configuration

By default all built-in assertions are enabled in the slave BFM. To globally disable them in the slave BFM, use the `set_config()` command as the following example illustrates.

```vhdl
set_config(AXI_CONFIG_ENABLE_ALL_ASSERTIONS, 0, bfm_index,
axi_tr_if_0(bfm_index));
```

Alternatively, you can disable individual built-in assertions by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the `AWLOCK` signal changing between the `AWVALID` and `AWREADY` handshake signals, use the following sequence of commands:

```vhdl
-- Define a local bit vector to hold the value of the assertion bit vector
variable config_assert_bitvector : std_logic_vector(AXI_MAX_BIT_SIZE-1
downto 0);

-- Get the current value of the assertion bit vector
get_config(AXI_CONFIG_ENABLE_ASSERTION, config_assert_bitvector,
bfm_index, axi_tr_if_0(bfm_index));

-- Assign the AXI_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector(AXI_LOCK_CHANGED_BEFORE_AWREADY) := '0';

-- Set the new value of the assertion bit vector
set_config(AXI_CONFIG_ENABLE_ASSERTION, config_assert_bitvector,
bfm_index, axi_tr_if_0(bfm_index));
```

**Note**

Do not confuse the `AXI_CONFIG_ENABLE_ASSERTION` bit vector with the `AXI_CONFIG_ENABLE_ALL_ASSERTIONS` global enable/disable.

To re-enable the `AXI_LOCK_CHANGED_BEFORE_AWREADY` assertion, following the above code sequence, assign the assertion in the `AXI_CONFIG_ENABLE_ASSERTION` bit vector to 1.

For a complete listing of assertions, refer to “AXI3 Assertions” on page 665.

AXI4 Assertion Configuration

By default all built-in assertions are enabled in the slave BFM. To globally disable them in the slave BFM, use the `set_config()` command as the following example illustrates.

```vhdl
set_config(AXI4_CONFIG_ENABLE_ALL_ASSERTIONS, 0, bfm_index,
axi4_tr_if_0(bfm_index));
```

Alternatively, you can disable individual built-in assertions by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the `AWLOCK` signal changing between the `AWVALID` and `AWREADY` handshake signals, use the following sequence of commands:
-- Define a local bit vector to hold the value of the assertion bit vector
variable config_assert_bitvector : std_logic_vector(AXI4_MAX_BIT_SIZE-1
downto 0);

-- Get the current value of the assertion bit vector
get_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector,
bfm_index, axi4_tr_if_0(bfm_index));

-- Assign the AXI4_AWADDR_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector(AXI4_AWADDR_CHANGED_BEFORE_AWREADY) := '0';

-- Set the new value of the assertion bit vector
set_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector,
bfm_index, axi4_tr_if_0(bfm_index));

--- Note
Do not confuse the AXI4_CONFIG_ENABLE_ASSERTION bit vector with the
AXI4_CONFIG_ENABLE_ALL_ASSERTIONS global enable/disable.

To re-enable the AXI4_AWADDR_CHANGED_BEFORE_AWREADY assertion, following the
above code sequence, assign the assertion in the AXI4_CONFIG_ENABLE_ASSERTION bit
vector to 1.

For a complete listing of assertions, refer to “AXI4 Assertions” on page 678.

**VHDL Slave API**

This section describes the VHDL Slave API.
set_config()

This nonblocking procedure sets the configuration of the slave BFM.

**Prototype**

```vhdl
-- * = axi/ axi4
-- ** = AXI | AXI4
procedure set_config
(
    config_name   : in std_logic_vector(7 downto 0);
    config_val    : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)|
                    integer;
    bfm_id        : in integer;
    path_id       : in *_path_t; --optional
    signal tr_if  : inout *_vhd_if_struct_t
);
```

**Arguments**

<table>
<thead>
<tr>
<th>config_name</th>
<th>(AXI3) Configuration name:</th>
</tr>
</thead>
<tbody>
<tr>
<td>AXI_CONFIG_SETUP_TIME</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_HOLD_TIME</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_BURST_TIMEOUT_FACTOR</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MASTER_WRITE_DELAY</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_ENABLE_ALL_ASSERTIONS</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_ENABLE_ASSERTION</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_READ_DATA_REORDERING_DEPTH</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_SLAVE_START_ADDR</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_SLAVE_END_ADDR</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MASTER_ERROR_POSITION</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MAX_OUTSTANDING_WR</td>
<td></td>
</tr>
<tr>
<td>AXI_CONFIG_MAX_OUTSTANDING_RD</td>
<td></td>
</tr>
</tbody>
</table>
(AXI4) Configuration name:
AXI4_CONFIG_SETUP_TIME
AXI4_CONFIG_HOLD_TIME
AXI4_CONFIG_BURST_TIMEOUT_FACTOR
AXI4_CONFIG_ENABLE_RLAST
AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
AXI4_CONFIG_ENABLE_ASSERTION
AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
AXI4_CONFIG_ENABLE_QOS
AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
AXI4_CONFIG_SLAVE_START_ADDR
AXI4_CONFIG_SLAVE_END_ADDR
AXI4_CONFIG_MAX_OUTSTANDING_WR
AXI4_CONFIG_MAX_OUTSTANDING_RD

config_val Refer to “Slave BFM Configuration” on page 345 for description and valid values.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None

**AXI3 Example**

```vhdl
call_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1, bfm_index,
            axi_tr_if_0(bfm_index));
call_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, 1000, bfm_index,
            axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
call_config(AXI4_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1, bfm_index,
            axi4_tr_if_0(bfm_index));
call_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, 1000, bfm_index,
            axi4_tr_if_0(bfm_index));
```
**get_config()**

This nonblocking procedure gets the configuration of the slave BFM.

**Prototype**

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_config

config_name   : in std_logic_vector(7 downto 0);
config_val    : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)| integer;
bfm_id        : in integer;
path_id       : in *_path_t; --optional
signal tr_if  : inout *_vhd_if_struct_t
);
```

**Arguments**

- `config_name` (AXI3) Configuration name:
  - AXI_CONFIG_SETUP_TIME
  - AXI_CONFIG_HOLD_TIME
  - AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
  - AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
  - AXI_CONFIG_BURST_TIMEOUT_FACTOR
  - AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
  - AXI_CONFIG_MASTER_WRITE_DELAY
  - AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
  - AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
  - AXI_CONFIG_ENABLE_ALL_ASSERTIONS
  - AXI_CONFIG_ENABLE_ASSERTION
  - AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
  - AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
  - AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
  - AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
  - AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
  - AXI_CONFIG_READ_DATA_REORDERING_DEPTH
  - AXI_CONFIG_SLAVE_START_ADDR
  - AXI_CONFIG_SLAVE_END_ADDR
  - AXI_CONFIG_MASTER_ERROR_POSITION
  - AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS
  - AXI_CONFIG_MAX_OUTSTANDING_WR
  - AXI_CONFIG_MAX_OUTSTANDING_RD
(AXI4) Configuration name:
- AXI4_CONFIG_SET_UP_TIME
- AXI4_CONFIG_HOLD_TIME
- AXI4_CONFIG_BURST_TIMEOUT_FACTOR
- AXI4_CONFIG_ENABLE_RLAST
- AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
- AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI4_CONFIG_ENABLE_ARGUMENT
- AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI4_CONFIG_ENABLE_QOS
- AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI4_CONFIG_SLAVE_START_ADDR
- AXI4_CONFIG_SLAVE_END_ADDR
- AXI4_CONFIG_MAX_OUTSTANDING_WR
- AXI4_CONFIG_MAX_OUTSTANDING_RD

**config_val** Refer to “Slave BFM Configuration” on page 345 for description and valid values.

**bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**path_id** (Optional) Parallel process path identifier:

- **_PATH_0
- **_PATH_1
- **_PATH_2
- **_PATH_3
- **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns** config_val

**AXI3 Example**

```vhdl
get_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, config_value, bfm_index, axi_tr_if_0(bfm_index));
get_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, config_value, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
get_config(AXI4_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, config_value, bfm_index, axi4_tr_if_0(bfm_index));
get_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, config_value, bfm_index, axi4_tr_if_0(bfm_index));
```
create_slave_transaction()

This nonblocking procedure creates a slave transaction. All transaction fields default to legal protocol values, unless previously assigned a value. It returns the transaction_id argument.

Prototype

```
-- * = aXi/ aXi4
-- ** = AXI / AXI4
procedure create_slave_transaction

(transaction_id  : out integer;
bfm_id          : in integer;
path_id         : in *_path_t; --optional
signal tr_if    : inout *_vhd_if_struct_t)
```

Arguments

- `path_id`: (Optional) Parallel process path identifier: **_PATH_0** | **_PATH_1** | **_PATH_2** | **_PATH_3** | **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Protocol Transaction Fields

- `addr`: Start address
- `size`: Burst size. Default: width of bus:
  **BYTES_1** | **BYTES_2** | **BYTES_4** | **BYTES_8** | **BYTES_16** | **BYTES_32** | **BYTES_64** | **BYTES_128**
- `burst`: Burst type:
  **FIXED** | **INCR**; (default) | **WRAP** | **BURST_RSVD**
- `lock`: Burst lock:
  **NORMAL**; (default) | **EXCLUSIVE**
  (AXI3) AXI_LOCKED; (AXI3) AXI_LOCK_RSVD;
VHDL AXI3 and AXI4 Slave BFMs

create_slave_transaction()

<table>
<thead>
<tr>
<th>cache</th>
<th>(AXI3) Burst cache:</th>
</tr>
</thead>
<tbody>
<tr>
<td>AXI_NONCACHE_NONBUF; (default)</td>
<td></td>
</tr>
<tr>
<td>AXI_BUF_ONLY;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_NOALLOC;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_BUF_NOALLOC;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_RSVD0;</td>
<td></td>
</tr>
<tr>
<td>AXI CACHE_RSVD1;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_WBACK_ALLOC_R_ONLY;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_RSVD2;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_RSVD3;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_WBACK_ALLOC_W_ONLY;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_RSVD4;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_RSVD5;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_WTHROUGH_ALLOC_RW;</td>
<td></td>
</tr>
<tr>
<td>AXI_CACHE_WBACK_ALLOC_RW;</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>cache</th>
<th>(AXI4) Burst cache:</th>
</tr>
</thead>
<tbody>
<tr>
<td>AXI4_NONMODIFIABLE_NONBUF; (default)</td>
<td></td>
</tr>
<tr>
<td>AXI4_BUF_ONLY;</td>
<td></td>
</tr>
<tr>
<td>AXI4_CACHE_NOALLOC;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_2;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_3;</td>
<td></td>
</tr>
<tr>
<td>AXI4_CACHE_RSVD4;</td>
<td></td>
</tr>
<tr>
<td>AXI4_CACHE_RSVD5;</td>
<td></td>
</tr>
<tr>
<td>AXI4_CACHE_6;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_7;</td>
<td></td>
</tr>
<tr>
<td>AXI4_CACHE_RSVD8;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_RSVD9;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_10;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_11;</td>
<td></td>
</tr>
<tr>
<td>AXI4_CACHE_RSVD12;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_RSVD12;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_14;</td>
<td></td>
</tr>
<tr>
<td>AXI4 CACHE_15;</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>prot</th>
<th>Protection:</th>
</tr>
</thead>
<tbody>
<tr>
<td>**_NORM_SEC_DATA; (default)</td>
<td></td>
</tr>
<tr>
<td>**_PRIV_SEC_DATA;</td>
<td></td>
</tr>
<tr>
<td>**_NORM_NONSEC_DATA;</td>
<td></td>
</tr>
<tr>
<td>**_PRIV_NONSEC_DATA;</td>
<td></td>
</tr>
<tr>
<td>**_NORM_SEC_INST;</td>
<td></td>
</tr>
<tr>
<td>**_PRIV_SEC_INST;</td>
<td></td>
</tr>
<tr>
<td>**_NORM_NONSEC_INST;</td>
<td></td>
</tr>
<tr>
<td>**_PRIV_NONSEC_INST;</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>id</th>
<th>Burst ID.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>burst_length</th>
<th>(Optional) Burst length. Default: 0.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>data_words</th>
<th>Data words array.</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>write_strobes</th>
<th>Write strobes array:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Each strobe 0 or 1.</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>resp</th>
<th>Response:</th>
</tr>
</thead>
<tbody>
<tr>
<td>**_OKAY;</td>
<td></td>
</tr>
<tr>
<td>**_EXOKAY;</td>
<td></td>
</tr>
<tr>
<td>**_SLVERR;</td>
<td></td>
</tr>
<tr>
<td>**_DECERR;</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>region</th>
<th>(AXI4) Region identifier.</th>
</tr>
</thead>
</table>
VHDL AXI3 and AXI4 Slave BFMs

create_slave_transaction()

qos (AXI4) Quality-of-Service identifier.
add_user Address channel user data.
data_user (AXI4) Data channel user data.
resp_user (AXI4) Response channel user data.
read_or_write Read or write transaction flag:
  **_TRANS_READ;
  **_TRANS_WRITE

Operational Transaction Fields

gen_write_strobes Correction of write strobes for invalid byte lanes:
  0 = write_strobes passed through to protocol signals.
  1 = write_strobes auto-corrected for invalid byte lanes (default).

operation_mode Operation mode:
  **_TRANSACTION_NON_BLOCKING;
  **_TRANSACTION_BLOCKING; (default)

delay_mode Delay mode:
  AXI_VALID2READY; (default)
  AXI_TRANS2READY;

write_data_mode Write data mode:
  **_DATA_AFTER_ADDRESS; (default)
  **_DATA_WITH_ADDRESS;

address_valid_delay Address channel ARVALID/AWVALID delay measured in ACLK cycles for this transaction (default = 0).
data_valid_delay Write data channel WVALID delay array measured in ACLK cycles for this transaction (default = 0 for all elements).
write_response_valid_delay Write data channel BVALID delay measured in ACLK cycles for this transaction (default = 0).
address_ready_delay Address channel ARREADY/AWREADY delay measured in ACLK cycles for this transaction (default = 0).
data_ready_delay Read data channel RREADY delay measured in ACLK cycles for this transaction (default = 0).
write_response_ready_delay Write data channel BREADY delay measured in ACLK cycles for this transaction (default = 0).
data_beat_done Data channel phase (beat) done array for this transaction.
transaction_done Transaction done flag for this transaction

Returns

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203.
AXI3 Example

-- Create a slave transaction
-- Returns the transaction ID (tr_id) for this created transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_3(bfm_index));

AXI4 Example

-- Create a slave transaction
-- Returns the transaction ID (tr_id) for this created transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_3(bfm_index));
set_addr()

This nonblocking procedure sets the start address $addr$ field for a transaction that is uniquely identified by the $transaction_id$ field previously created by the `create_slave_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_addr
(  
   addr : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in **_path_t; --optional
   signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- **addr**: Start address of transaction.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a Slave Test Program.
get_addr()

This nonblocking procedure gets the start address $addr$ field for a transaction that is uniquely identified by the $transaction_id$ field previously created by the create_slave_transaction() procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_addr
(addr : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) |
     transaction_id : in integer;
     bfm_id : in integer;
     path_id : in *_path_t; --optional
     signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- `addr` Start address of transaction.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

`addr`

**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the start address addr of the tr_id transaction
call get_addr(addr, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the start address addr of the tr_id transaction
get_addr(addr, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
set_size()

This nonblocking procedure sets the burst size field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_size
(  
  size : in integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in _path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);```

Arguments

- **size** Burst size. Default: width of bus:
  - **BYTES_1**
  - **BYTES_2**
  - **BYTES_4**
  - **BYTES_8**
  - **BYTES_16**
  - **BYTES_32**
  - **BYTES_64**
  - **BYTES_128**
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0**
  - **PATH_1**
  - **PATH_2**
  - **PATH_3**
  - **PATH_4**

Returns

None

Note

You do not normally use this procedure in a Slave Test Program.
get_size()

This nonblocking procedure gets the burst size field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```
-- * = axi| axi4
-- ** = AXI / AXI4
get_size
  (
    size : out integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
  );
```

Arguments

- **size**: Burst size:
  - **_BYTES_1**;
  - **_BYTES_2**;
  - **_BYTES_4**;
  - **_BYTES_8**;
  - **_BYTES_16**;
  - **_BYTES_32**;
  - **_BYTES_64**;
  - **_BYTES_128**;

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **size**

AXI3 Example

```
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the burst size of the tr_id transaction.
get_size (size, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst size of the tr_id transaction.
get_size (size, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_burst()

This nonblocking procedure sets the burst type field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_burst
  (burst: in integer;
   transaction_id  : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *vhd_if_struct_t)
```

Arguments

- **burst** Burst type:
  - **_FIXED;
  - **_INCR (default);
  - **_WRAP;
  - **_BURST_RSVD;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a slave test program.
get_burst()

This nonblocking procedure gets the burst type field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_burst
  (
    burst: out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
  );
```

Arguments

- **burst**: Burst type:
  - **_FIXED;
  - **_INCR;
  - **_WRAP;
  - **_BURST_RSVD;

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **burst**

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the burst type of the tr_id transaction.
get_burst (burst, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst type of the tr_id transaction.
get_burst (burst, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_lock()

This nonblocking procedure sets the lock field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_lock
(  
    lock : in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
)
```

Arguments

- **lock** Burst lock:
  - **NORMAL** (default);
  - **EXCLUSIVE**;
  - (AXI3) AXI_LOCKED;
  - (AXI3) AXI_LOCK_RSVD;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0**
  - **PATH_1**
  - **PATH_2**
  - **PATH_3**
  - **PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a slave test program.
get_lock()

This nonblocking procedure gets the lock field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype:

```vhdl
get_lock
```

```
  ((lock : out integer;
   transaction_id  : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments:

- **lock**: Burst lock:
  - **NORMAL**
  - **EXCLUSIVE**
  - (AXI3) AXI_LOCKED
  - (AXI3) AXI_LOCK_RSVD

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns:

- **lock**

AXI3 Example:

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the lock field of the tr_id transaction.
get_lock(lock, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the lock field of the tr_id transaction.
get_lock(lock, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
set_cache()

This nonblocking procedure sets the cache field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_cache
(
    cache: in integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **cache**: (AXI3) Burst cache:
  - AXI_NONCACHE_NONBUF; (default)
  - AXI_BUF_ONLY;
  - AXI_CACHE_NOALLOC;
  - AXI_CACHE_BUF_NOALLOC;
  - AXI_CACHE_RSVD0;
  - AXI_CACHE_RSVD1;
  - AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;
  - AXI_CACHE_WBACKALLOC_R_ONLY;
  - AXI_CACHE_RSVD2;
  - AXI_CACHE_RSVD3;
  - AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;
  - AXI_CACHE_WBACK_ALLOC_W_ONLY;
  - AXI_CACHE_RSVD4;
  - AXI_CACHE_RSVD5;
  - AXI_CACHE_WTHROUGH_ALLOC_RW;
  - AXI_CACHE_WBACK_ALLOC_RW;

- (AXI4) Burst cache:
  - AXI4_NONMODIFIABLE_NONBUF; (default)
  - AXI4_BUF_ONLY;
  - AXI4_CACHE_NOALLOC;
  - AXI4_CACHE_2;
  - AXI4_CACHE_3;
  - AXI4_CACHE_RSVD4;
  - AXI4_CACHE_RSVD5;
  - AXI4_CACHE_6;
  - AXI4_CACHE_7;
  - AXI4_CACHE_RSVD8;
  - AXI4_CACHE_RSVD9;
  - AXI4_CACHE_10;
  - AXI4_CACHE_11;
  - AXI4_CACHE_RSVD12;
  - AXI4_CACHE_RSVD12;
  - AXI4_CACHE_14;
  - AXI4_CACHE_15;

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
set_cache()

path_id (Optional) Parallel process path identifier:

**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None

Note You do not normally use this procedure in a slave test program.
get_cache()

This non-blocking procedure gets the cache field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

**Prototype**
```
-- *= axi| axi4  
-- ** = AXI | AXI4
get_cache
    (  
    cache: out integer;  
    transaction_id : in integer;  
    bfm_id : in integer;  
    path_id : in *_path_t; --optional  
    signal tr_if : inout *_vhd_if_struct_t  
    );
```

**Arguments**
- **cache** (AXI3) Burst cache:
  - AXI_NONCACHE_NONBUF; (default)
  - AXI_BUF_ONLY;
  - AXI_CACHE_NOALLOC;
  - AXI_CACHE_BUF_NOALLOC;
  - AXI_CACHE_RSVDF0;
  - AXI_CACHE_RSVDF1;
  - AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;
  - AXI_CACHE_WBACK_ALLOC_R_ONLY;
  - AXI_CACHE_RSVDF2;
  - AXI_CACHE_RSVDF3;
  - AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;
  - AXI_CACHE_WBACK_ALLOC_W_ONLY;
  - AXI_CACHE_RSVDF4;
  - AXI_CACHE_RSVDF5;
  - AXI_CACHE_WTHROUGH_ALLOC_RW;
  - AXI_CACHE_WBACK_ALLOC_RW;

- (AXI4) Burst cache:
  - AXI4_NONMODIFIABLE_NONBUF; (default)
  - AXI4_BUF_ONLY;
  - AXI4_CACHE_NOALLOC;
  - AXI4_CACHE_2;
  - AXI4_CACHE_3;
  - AXI4_CACHE_RSVDF4;
  - AXI4_CACHE_RSVDF5;
  - AXI4_CACHE_6;
  - AXI4_CACHE_7;
  - AXI4_CACHE_RSVDF8;
  - AXI4_CACHE_RSVDF9;
  - AXI4_CACHE_10;
  - AXI4_CACHE_11;
  - AXI4_CACHE_RSVDF12;
  - AXI4_CACHE_RSVDF12;
  - AXI4_CACHE_14;
  - AXI4_CACHE_15;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
path_id (Optional) Parallel process path identifier:

**_PATH_0**
**_PATH_1**
**_PATH_2**
**_PATH_3**
**_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns cache

**AXI3 Example**

-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

get_cache(cache, tr_id, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

get_cache(cache, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_prot()

This nonblocking procedure sets the protection \textit{prot} field for a transaction that is uniquely identified by the \textit{transaction_id} field previously created by the \textit{create_slave_transaction()} procedure.

**Prototype**

\begin{verbatim}
-- *= axi| axi4
-- ** = AXI | AXI4
set_prot
(
    prot: in integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in _path_t; --optional
    signal tr_if : inout _vhd_if_struct_t
);
\end{verbatim}

**Arguments**

- \textit{prot} Protection:
  - **_NORM_SEC_DATA (default);**
  - **_PRIV_SEC_DATA;
  - **_NORM_NONSEC_DATA;
  - **_PRIV_NONSEC_DATA;
  - **_NORM_SEC_INST;
  - **_PRIV_SEC_INST;
  - **_NORM_NONSEC_INST;
  - **_PRIV_NONSEC_INST;

- \textit{transaction_id} Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- \textit{bfm_id} BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- \textit{path_id} (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- \textit{tr_if} Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a slave test program.
get_prot()

This nonblocking procedure gets the protection prot field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```
get_prot
(
    prot: out integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

- **prot**: Protection:
  - **_NORM_SEC_DATA**
  - **_PRIV_SEC_DATA**
  - **_NORM_NONSEC_DATA**
  - **_PRIV_NONSEC_DATA**
  - **_NORM_SEC_INST**
  - **_PRIV_SEC_INST**
  - **_NORM_NONSEC_INST**
  - **_PRIV_NONSEC_INST**
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **prot**

AXI3 Example

```
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the protection field of the tr_id transaction.
get_prot(prot, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the protection field of the tr_id transaction.
get_prot(prot, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
This nonblocking procedure sets the id field for a transaction that is uniquely identified by the transaction_id field previously created by the `create_slave_transaction()` procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_id
(  id: in integer;
  transaction_id  : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- **id** Burst ID
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a slave test program.
get_id()

This nonblocking procedure gets the id field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
get_id
  (id: out integer;
   transaction_id : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
   bfm_id : in integer;
   path_id : in **_path_t; --optional
   signal tr_if : inout **_vhd_if_struct_t
  );
```

Arguments

- **id** Burst ID
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the id field of the tr_id transaction.
get_id(id, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the id field of the tr_id transaction.
get_id(id, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_burst_length()

This nonblocking procedure sets the burst_length field for a transaction uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

---

**Note**

The burst_length field is the value that appears on the AWLEN and the ARLEN protocol signals. The number of data phases (beats) in a data burst is therefore burst_length + 1.

---

**Prototype**

```vhdl
set_burst_length

-- * = axi | axi4
-- ** = AXI | AXI4

burst_length : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
transaction_id : in integer;
bfm_id : in integer;
path_id : in **_path_t; --optional
signal tr_if : inout **_vhd_if_struct_t

);
```

**Arguments**

- **burst_length**: Burst length (default = 0).
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

---

**Note**

You do not normally use this procedure in a slave test program.
get_burst_length()

This nonblocking procedure gets the burst_length field for a transaction uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Note

The burst_length field is the value that appears on the AWLEN and the ARLEN protocol signals. The number of data phases (beats) in a data burst is therefore burst_length + 1.

Prototype

```vhdl
-- *= aXi| axi4
-- ** = AXI | AXI4
get_burst_length
(burst_length : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)
| integer;
transaction_id : in integer;
bfm_id : in integer;
path_id : in *_path_t; --optional
signal tr_if : inout *_vhd_if_struct_t);
```

Arguments

- burst_length Burst length.
- transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- path_id (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

burst_length

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the burst length field of the tr_id transaction.
get_burst_length(burst_length, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst length field of the tr_id transaction.
get_burst_length(burst_length, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_data_words()

This nonblocking procedure sets the read data_words field array elements for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

**Prototype**

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
set_data_words(
    data_words: in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
    index : in integer; --optional
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- `data_words` Data words array.
- `index` (Optional) Array element number for `data_words`.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the data_words field to 2 for the first read data phase (beat) for the tr_id transaction.
set_data_words(2, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the data_words field to 3 for the second read data phase (beat) for the tr_id transaction.
set_data_words(3, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the data_words field to 2 for the first read data phase (beat)
-- for the tr_id transaction.
set_data_words(2, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the data_words field to 3 for the second read data phase (beat)
-- for the tr_id transaction.
set_data_words(3, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_data_words()

This nonblocking procedure gets a data_words field array element for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
get_data_words
(  
data_words: out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) |
  integer;
  index : in integer; --optional
  transaction_id   : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- **data_words** Data words array.
- **index** (Optional) Array element number for data_words.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

**data_words**
**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
cREATE_SLAVE_TRANSACTION(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the data_words field of the first data phase (beat)
-- for the tr_id transaction.
get_data_words(data, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the data_words field of the second data phase (beat)
-- for the tr_id transaction.
get_data_words(data, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
cREATE_SLAVE_TRANSACTION(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the data_words field of the first data phase (beat)
-- for the tr_id transaction.
get_data_words(data, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the data_words field of the second data phase (beat)
-- for the tr_id transaction.
get_data_words(data, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
set_write_strobes()

This nonblocking procedure sets the write_strobes field array elements for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```
set_write_strobes
(
    write_strobes : in std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | Integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- **write_strobes** Write strobes array.
- **index** (Optional) Array element number for write_strobes.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 123 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a slave test program.
get_write_strobes()

This nonblocking procedure gets the write_strobes field array elements for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```
get_write_strobes
{
    write_strobes : out std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | Integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
}
```

Arguments

- **write_strobes** Write strobes array.
- **index** (Optional) Array element number for write_strobes.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

write_strobes
**AXI3 Example**

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write_strobes field of the first data phase (beat)
-- for the tr_id transaction.
get_write_strobes(write_strobe, 0, tr_id, bfm_index,
axi_tr_if_0(bfm_index));

-- Get the write_strobes field of the second data phase (beat)
-- for the tr_id transaction.
get_write_strobes(write_strobe, 1, tr_id, bfm_index,
axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the write_strobes field of the first data phase (beat)
-- for the tr_id transaction.
get_write_strobes(write_strobe, 0, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));

-- Get the write_strobes field of the second data phase (beat)
-- for the tr_id transaction.
get_write_strobes(write_strobe, 1, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
**set_resp()**

This nonblocking procedure sets the response `resp` field array elements for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_slave_transaction()` procedure.

**Prototype**

```
-- * = axi | axi4
-- ** = AXI | AXI4
set_resp
   (  
      resp: in std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | integer;
      index : in integer; --optional
      transaction_id  : in integer;
      bfm_id : in integer;
      path_id : in *_path_t; --optional
      signal tr_if : inout *_vhd_if_struct_t
   )
```

**Arguments**

- `resp` Transaction response array:
  - **_OKAY = 0;
  - **_EXOKAY = 1;
  - **_SLVERR = 2;
  - **_DECERR = 3;

- `index` (Optional) Array element number for `resp`.

- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- `path_id` (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None
**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the read response to AXI_OKAY for the first data phase (beat) for the tr_id transaction.
set_resp(AXI_OKAY, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the read response to AXI_DECERR for the second data phase (beat) for the tr_id transaction.
set_resp(AXI_DECERR, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the read response to AXI_OKAY for the first data phase (beat) for the tr_id transaction.
set_resp(AXI4_OKAY, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the read response to AXI_DECERR for the second data phase (beat) for the tr_id transaction.
set_resp(AXI4_DECERR, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
get_resp()

This nonblocking procedure gets a response \(resp\) field array element for a transaction uniquely identified by the \(transaction_id\) field previously created by the \(create_slave_transaction()\) procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4

get_resp
(
    resp: out std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- **resp** Transaction response array:
  - **_OKAY = 0;**
  - **_EXOKAY = 1;**
  - **_SLVERR = 2;**
  - **_DECERR = 3;**

- **index** (Optional) Array element number for \(resp\).

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- **resp**
AXI3 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the response field of the first data phase (beat)
-- of the tr_id transaction.
get_resp(read_resp, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the response field of the second data phase (beat)
-- if the tr_id transaction.
get_resp(read_resp, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the response field of the first data phase (beat)
-- of the tr_id transaction.
get_resp(read_resp, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the response field of the second data phase (beat)
-- if the tr_id transaction.
get_resp(read_resp, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_addr_user()

This nonblocking procedures sets the user data addr_user field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
set_addr_user
(
    addr_user : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **vhd_if_struct_t
);  
```

Arguments

- **addr_user** User data in address phase.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a slave test program.
get_addr_user()

This nonblocking procedures gets the user data addr_user field for a transaction uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhd
get_addr_user
    (  
        addr_user : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
        transaction_id : in integer;
        bfm_id : in integer;
        path_id : in **_path_t; --optional
        signal tr_if : inout **_vhd_if_struct_t
    );
```

Arguments

- **addr_user** User data in address phase.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  ```vhd
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

addr_user

AXI3 Example

```vhd
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the address channel user data of the tr_id transaction.
get_addr_user(user_data, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create Slave transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the address channel user data of the tr_id transaction.
get_addr_user(user_data, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_read_or_write()

This procedure sets the read_or_write field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
set_read_or_write
```

```
read_or_write: in integer;
transaction_id : in integer;
bfm_id : in integer;
path_id : in _path_t; --optional
signal tr_if : inout _vhd_if_struct_t
);
```

Arguments

- **read_or_write**  Read or write transaction:
  - **TRANS_READ = 0**
  - **TRANS_WRITE = 1**
- **transaction_id**  Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**  BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**  (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
    Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**  Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a slave test program.
get_read_or_write()

This nonblocking procedure gets the read_or_write field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi / axi4
-- ** = AXI / AXI4
get_read_or_write
(
    read_or_write: out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **read_or_write** Read or write transaction:
  - **_TRANS_READ = 0**
  - **_TRANS_WRITE = 1**
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns **read_or_write**

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read_or_write field of tr_id transaction.
get_read_or_write(read_or_write, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read_or_write field of tr_id transaction.
get_read_or_write(read_or_write, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_gen_write_strobes()

This nonblocking procedure sets the `gen_write_strobes` field for a write transaction that is uniquely identified by the `transaction_id` field previously created by the `create_slave_transaction()` procedure.

Prototype

```vhdl
set_gen_write_strobes
--- * = axi| axi4
--- ** = AXI | AXI4
set_gen_write_strobes
(  
  gen_write_strobes: in integer;
  transaction_id  : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
); 
```

Arguments

- **gen_write_strobes** Correction of write strobes for invalid byte lanes:
  0 = `write_strobes` passed through to protocol signals.
  1 = `write_strobes` auto-corrected for invalid byte lanes (default).

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a slave test program.
get_gen_write_strobes()

This nonblocking procedure gets the gen_write_strobes field for a write transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_gen_write_strobes
(
  gen_write_strobes: out integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

gen_write_strobes Correct write strobes flag:

- 0 = write_strobes passed through to protocol signals.
- 1 = write_strobes auto-corrected for invalid byte lanes.

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

- **_PATH_0
- **_PATH_1
- **_PATH_2
- **_PATH_3
- **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns
gen_write_strobes

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the auto correction write strobes flag of the tr_id transaction.
get_gen_write_strobes(write_strobes_flag, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```


AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the auto correction write strobes flag of the tr_id transaction.
get_gen_write_strobes(write_strobes_flag, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
**set_operation_mode()**

This nonblocking procedure sets the *operation_mode* field for a transaction that is uniquely identified by the *transaction_id* field previously created by the *create_slave_transaction()* procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_operation_mode
(
    operation_mode: in integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- **operation_mode**
  Operation mode:
  ```
  **_TRANSACTION_NON_BLOCKING;
  **_TRANSACTION_BLOCKING (default);
  ```

- **transaction_id**
  Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**
  BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**
  (Optional) Parallel process path identifier:
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**
  Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the operation mode to nonblocking for the tr_id transaction.
set_operation_mode(AXI_TRANSACTION_NON_BLOCKING, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the operation mode to nonblocking for the tr_id transaction.
set_operation_mode(AXI4_TRANSACTION_NON_BLOCKING, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
get_operation_mode()

This nonblocking procedure gets the operation_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
get_operation_mode
(
    operation_mode: out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **operation_mode** Operation mode:
  - **_TRANSACTION_NON_BLOCKING;
  - **_TRANSACTION_BLOCKING;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

**operation_mode**

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the operation mode of the tr_id transaction.
get_operation_mode(operation_mode, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the operation mode of the tr_id transaction.
get_operation_mode(operation_mode, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_delay_mode()

This AXI3 nonblocking procedure sets the delay_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
set_delay_mode(
    delay_mode: in integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in axi_path_t; --optional
    signal tr_if : inout axi_vhd_if_struct_t
);
```

Arguments

- **delay_mode**
  
  Delay mode:
  
  - AXI_VALID2READY (default);
  - AXI_TRANS2READY;

- **transaction_id**
  
  Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**
  
  BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**
  
  (Optional) Parallel process path identifier:
  
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**
  
  Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the delay mode of the *VALID to *READY handshake for the
-- tr_id transaction.
set_delay_mode(AXI_VALID2READY, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```

**AXI4 BFM**

--- **Note**

This procedure is not supported in the AXI4 BFM API.
get_delay_mode()

This AXI3 nonblocking procedure gets the delay_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype:

```vhdl
get_delay_mode
(
    delay_mode: out integer,
    transaction_id  : in integer,
    bfm_id : in integer,
    path_id : in axi_path_t; --optional
    signal tr_if : inout axi_vhd_if_struct_t
);
```

Arguments:

- **delay_mode**: Delay mode:
  - AXI_VALID2READY;
  - AXI_TRANS2READY;
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns:

- **delay_mode**
**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the delay mode of the *VALID to *READY handshake of the
-- tr_id transaction
get_delay_mode(delay_mode, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 BFM**

---

**Note**

This procedure is not supported in the AXI4 BFM API.
set_write_data_mode()

This nonblocking procedure sets the write_data_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
set_write_data_mode (write_data_mode: in integer;
  transaction_id  : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *vhd_if_struct_t)
```

Arguments

- **write_data_mode** Write data mode:
  - **_DATA_AFTER_ADDRESS** (default);
  - **_DATA_WITH_ADDRESS**;
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a slave test program.
get_write_data_mode()

This nonblocking procedure gets the write_data_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
- * = axi| axi4
- ** = AXI | AXI4

get_write_data_mode

(  
  write_data_mode: out integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout **_vhd_if_struct_t
)
```

Arguments

- **write_data_mode** Write data mode:
  - **DATA_AFTER_ADDRESS;
  - **DATA_WITH_ADDRESS;
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0
  - **PATH_1
  - **PATH_2
  - **PATH_3
  - **PATH_4
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **write_data_mode**

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data mode of the tr_id transaction
get_write_data_mode(write_data_mode, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data mode of the tr_id transaction
get_write_data_mode(write_data_mode, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_address_valid_delay()

This nonblocking procedure sets the `address_valid_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_slave_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_address_valid_delay
(
    address_valid_delay: in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- `address_valid_delay`: Address channel `ARVALID/AWVALID` delay measured in `ACLK` cycles for this transaction. Default: 0.
- `path_id`: (Optional) Parallel process path identifier:
  - `**_PATH_0`
  - `**_PATH_1`
  - `**_PATH_2`
  - `**_PATH_3`
  - `**_PATH_4`
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if`: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a slave test program.
get_address_valid_delay()

This nonblocking procedure gets the `address_valid_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_slave_transaction()` procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_address_valid_delay
(
    address_valid_delay: out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **address_valid_delay**: Address channel ARVALID/AWVALID delay in ACLK cycles for this transaction.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- `address_valid_delay`

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the address channel delay of the tr_id transaction.
get_address_valid_delay(address_valid_delay, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```
 AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the address channel delay of the tr_id transaction.
get_address_valid_delay(address_valid_delay, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_address_ready_delay()

This AXI3 nonblocking procedure sets the address_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedures.

Prototype

set_address_ready_delay
  (  
    address_ready_delay: in integer;  
    transaction_id : in integer;  
    bfm_id : in integer;  
    path_id : in axi_path_t; --optional  
    signal tr_if : inout axi_vhd_if_struct_t  
  );

Arguments

address_ready_delay Address channel ARREADY/AWREADY delay measured in ACLK cycles for this transaction. Default: 0.

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

    AXI_PATH_0  
    AXI_PATH_1  
    AXI_PATH_2  
    AXI_PATH_3  
    AXI_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None

AXI3 Example

-- Create a slave transaction. Creation returns tr_id to identify  
-- the transaction.  
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Set the address channel ready delay to 3 ACLKs for the  
-- tr_id transaction.  
set_address_ready_delay(3, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 BFM

Note

This procedure is not supported in the AXI4 BFM API.
get_address_ready_delay()

This nonblocking procedure gets the address_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
get_address_ready_delay
(  address_ready_delay: out integer;
  transaction_id  : in integer;
  bfm_id : in integer;
  path_id : in _path_t; --optional
  signal tr_if : inout _vhd_if_struct_t
);
```

Arguments

- **address_ready_delay** Address channel ARREADY/AWREADY delay measured in ACLK cycles for this transaction.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0**
  - **PATH_1**
  - **PATH_2**
  - **PATH_3**
  - **PATH_4**
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

**address_ready_delay**

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the address channel *READY delay of the tr_id transaction.
get_address_ready_delay(address_ready_delay, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```

AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the address channel *READY delay of the tr_id transaction.
get_address_ready_delay(address_ready_delay, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_data_valid_delay()

This nonblocking procedure sets the data_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
set_data_valid_delay
(
  data_valid_delay: in integer;
  index : in integer;   --optional
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t;   --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **data_valid_delay**: Read data channel array to hold RVALID delays measured in ACLK cycles for this transaction. Default: 0.
- **index**: (Optional) Array element number for data_valid_delay.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_write_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the read channel RVALID delay to 3 ACLK cycles for the first data
-- phase (beat) of the tr_id transaction.
set_data_valid_delay(3, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the read channel RVALID delay to 2 ACLK cycles for the second data
-- phase (beat) of the tr_id transaction.
set_data_valid_delay(2, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_write_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the read channel RVALID delay to 3 ACLK cycles for the first data
-- phase (beat) of the tr_id transaction.
set_data_valid_delay(3, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the read channel RVALID delay to 2 ACLK cycles for the second data
-- phase (beat) of the tr_id transaction.
set_data_valid_delay(2, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_data_valid_delay()

This nonblocking procedure sets the data_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi / axi4
-- ** = AXI / AXI4
get_data_valid_delay
(
  data_valid_delay: out integer;
  index : in integer; --optional
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **data_valid_delay**: Data channel array to hold RVALID/WVALID delays measured in ACLK cycles for this transaction.
- **index**: (Optional) Array element number for data_valid_delay.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **data_valid_delay**
AXI3 Example

-- Create a slave transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write channel WVALID delay for the first data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write channel WVALID delay for the second data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a slave transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write channel WVALID delay for the first data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the write channel WVALID delay for the second data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_data_ready_delay()

This AXI3 nonblocking procedure sets the *data_ready_delay* field for a transaction that is uniquely identified by the *transaction_id* field previously created by *create_slave_transaction()*.

**Prototype**

```vhdl
set_data_ready_delay(
    data_ready_delay: in integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in axi_path_t; --optional
    signal tr_if : inout axi_vhd_if_struct_t
);
```

**Arguments**

- **data_ready_delay**
  Write data channel array to hold *WREADY* delays measured in *ACLK* cycles for this transaction. Default: 0.

- **index**
  (Optional) Array element number for *data_ready_delay*.

- **transaction_id**
  Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**
  BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**
  (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**
  Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**
None

**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
-- Set the write data channel *WREADY* delay to 3 *ACLK* cycles for the first
-- data phase (beat) of the *tr_id* transaction.
set_data_ready_delay(3, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));
-- Set the write data channel *WREADY* delay to 2 *ACLK* cycles for the second
-- data phase (beat) of the *tr_id* transaction.
set_data_ready_delay(2, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 BFM**

**Note**

This procedure is not supported in the AXI4 BFM API.
get_data_ready_delay()

This nonblocking procedure gets the data_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_data_ready_delay
(data_ready_delay: out integer;
index : in integer; --optional
transaction_id  : in integer;
bfm_id : in integer;
path_id : in _path_t; --optional
signal tr_if : inout _vhd_if_struct_t);
```

Arguments

- **data_ready_delay** Data channel array to hold RREADY/WREADY delay measured in ACLK cycles for this transaction.
- **index** (Optional) Array element number for data_ready_delay
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  
  **_PATH_0**
  **_PATH_1**
  **_PATH_2**
  **_PATH_3**
  **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
VHDL AXI3 and AXI4 Slave BFMs

**get_data_ready_delay()**

### AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the read data channel RREADY delay for the first
-- data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 0, tr_id, bfm_index,
axi_tr_if_0(bfm_index));

-- Get the read data channel RREADY delay for the second
-- data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 1, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```

### AXI4 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the read data channel RREADY delay for the first
-- data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 0, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));

-- Get the read data channel RREADY delay for the second
-- data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 1, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
```
set_write_response_valid_delay()

This nonblocking procedure sets the write_response_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
set_write_response_valid_delay
(
  write_response_valid_delay: in integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **write_response_valid_delay**: Write data channel BVALID delay measured in ACLK cycles for this transaction. Default: 0.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the write response channel BVALID delay to 3 ACLK cycles for the
-- tr_id transaction.
set_write_response_valid_delay(3, tr_id, bfm_index,
axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the write response channel BVALID delay to 3 ACLK cycles for the
-- tr_id transaction.
set_write_response_valid_delay(3, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
get_write_response_valid_delay()

This nonblocking procedure gets the write_response_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
get_write_response_valid_delay
```

Arguments

- **write_response_valid_delay**: Write data channel BVALID delay measured in ACLK cycles for this transaction.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **write_response_valid_delay**

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write response channel BVALID delay of the tr_id transaction.
get_write_response_valid_delay(write_response_valid_delay, tr_id,
bfm_index, axi_tr_if_0(bfm_index));
```
VHDL AXI3 and AXI4 Slave BFMs

get_write_response_valid_delay()

AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write response channel BVALID delay of the tr_id transaction.
get_write_response_valid_delay(write_response_valid_delay, tr_id,
bfm_index, axi4_tr_if_0(bfm_index));
set_write_response_ready_delay()

This AXI3 nonblocking procedure sets the `write_response_ready_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_slave_transaction()` procedure.

**Prototype**

```vhdl
set_write_response_ready_delay(
    write_response_ready_delay: in integer;
    transaction_id: in integer;
    bfm_id: in integer;
    path_id: in axi_path_t; --optional
    signal tr_if: inout axi_vhd_if_struct_t
);
```

**Arguments**

- `write_response_ready_delay` Write data channel `BREADY` delay measured in `ACLK` cycles for this transaction. Default: 0.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - `AXI_PATH_0`
  - `AXI_PATH_1`
  - `AXI_PATH_2`
  - `AXI_PATH_3`
  - `AXI_PATH_4`
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a slave test program.
get_write_response_ready_delay()

This nonblocking procedure gets the write_response_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
get_write_response_ready_delay
{
write_response_ready_delay: out integer;
transaction_id : in integer;
bfm_id : in integer;
path_id : in *_path_t; --optional
signal tr_if : inout *_vhd_if_struct_t
}
```

Arguments

- **write_response_ready_delay** Write data channel BREADY delay measured in ACLK cycles for this transaction.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

**write_response_ready_delay**

AXI3 Example

```
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write response channel BREADY delay of the tr_id transaction.
get_write_response_ready_delay(write_resp_ready_delay, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write response channel BREADY delay of the tr_id transaction.
get_write_response_ready_delay(write_resp_ready_delay, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_data_beat_done()

This nonblocking procedure sets the `data_beat_done` field array element for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_slave_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_data_beat_done
  (data_beat_done : in integer;
   index : in integer; --optional
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in _path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t)
```

**Arguments**

- `data_beat_done` Write data channel phase (beat) `done` array for this transaction.
- `index` (Optional) Array element number for `data_beat_done`.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - `_PATH_0`
  - `_PATH_1`
  - `_PATH_2`
  - `_PATH_3`
  - `_PATH_4`
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None
**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Set the write data channel data_beat_done flag for the first
-- data phase (beat) of the tr_id transaction.
set_data_beat_done(1, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Set the write data channel data_beat_done flag for the second
-- data phase (beat) of the tr_id transaction.
set_data_beat_done(1, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
....

-- Set the write data channel data_beat_done flag for the first
-- data phase (beat) of the tr_id transaction.
set_data_beat_done(1, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
....

-- Set the write data channel data_beat_done flag for the second
-- data phase (beat) of the tr_id transaction.
set_data_beat_done(1, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
get_data_beat_done()

This nonblocking procedure gets the data_beat_done field array element for a transaction that is uniquely identified by the transaction_id field previously created by the create_slave_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI / AXI4
get_data_beat_done
(
    data_beat_done : out integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in _PATH_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **data_beat_done** Data channel phase (beat) done array for this transaction
- **index** (Optional) Array element number for data_beat_done.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0**
  - **PATH_1**
  - **PATH_2**
  - **PATH_3**
  - **PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **data_beat_done**
**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read data channel data_beat_done flag for the first
-- data phase (beat) of the tr_id transaction.
get_data_beat_done(data_beat_done, 0, tr_id, bfm_index,
axi_tr_if_0(bfm_index));

....

-- Get the read data channel data_beat_done flag for the second
-- data phase (beat) of the tr_id transaction.
get_data_beat_done(data_beat_done, 1, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read data channel data_beat_done flag for the first
-- data phase (beat) of the tr_id transaction.
get_data_beat_done(data_beat_done, 0, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));

....

-- Get the read data channel data_beat_done flag for the second
-- data phase (beat) of the tr_id transaction.
get_data_beat_done(data_beat_done, 1, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
```
set_transaction_done()

This nonblocking procedure sets the *transaction_done* field for a transaction that is uniquely identified by the *transaction_id* field previously created by the *create_slave_transaction()* procedure.

Prototype

```
-- * = axi/ axi4
-- ** = AXI / AXI4
set_transaction_done
(
  transaction_done : in integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout _vhd_if_struct_t
);
```

Arguments

- **transaction_done** Transaction *done* flag for this transaction.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```
-- Create a slave transaction.
-- Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Set the read transaction_done flag of the tr_id transaction.
set_transaction_done(1, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction.
-- Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Set the slave transaction_done flag of the tr_id transaction.
set_transaction_done(1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_transaction_done()

This nonblocking procedure gets the `transaction_done` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_slave_transaction()` procedure.

Prototype

```vhdl
get_transaction_done
(
    transaction_done : out integer,
    transaction_id : in integer,
    bfm_id : in integer,
    path_id : in **_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_done** Transaction done flag for this transaction
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

**transaction_done**

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the transaction_done flag of the tr_id transaction.
get_transaction_done(transaction_done, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the transaction_done flag of the tr_id transaction.
get_transaction_done(transaction_done, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
execute_read_data_burst()

This procedure executes a read data burst that is uniquely identified by the transaction_id argument previously created by the create_slave_transaction() procedure. This burst can be blocking (default), or nonblocking, defined by the transaction record operation_mode field.

It calls the execute_read_data_phase() procedure for each beat of the data burst, with the length of the burst defined by the transaction record burst_length field.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure execute_read_data_burst
(
  transaction_id  : in integer;
  bfm_id          : in integer;
  path_id         : in **_path_t; --optional
  signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Execute the read data burst for the tr_id transaction.
execute_read_data_burst(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Execute the read data burst for the tr_id transaction.
execute_read_data_burst(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
execute_read_data_phase()

This procedure executes a read data phase that is uniquely identified by the transaction_id argument previously created by the create_slave_transaction() procedure. This phase can be blocking (default) or nonblocking, defined by the transaction record operation_mode field.

The execute_read_data_phase() sets the RVALID protocol signal at the appropriate time defined by the transaction record data_valid_delay field and sets the data_beat_done array index element field to 1 when the phase completes. If this is the last data phase (beat) of the burst, it also sets the transaction_done field on completion.

Prototype

```
procedure execute_read_data_phase
(  transaction_id   : in integer;
  index            : in integer;  --optional
  bfm_id           : in integer;
  path_id          : in **_path_t;  --optional
  signal tr_if     : inout **_vhd_if_struct_t
) ;
```

Arguments

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **index**: (Optional) Data phase (beat) number.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:

  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
**AXI3 Example**

-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

...  

-- Execute the read data phase for the first beat of the tr_id transaction.
execute_read_data_phase(tr_id, 0, bfm_index, axi_tr_if_0(bfm_index));

-- Execute the read data phase for the second beat of the tr_id transaction.
execute_read_data_phase(tr_id, 1, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a slave transaction. Creation returns tr_id to identify the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

...  

-- Execute the read data phase for the first beat of the tr_id transaction.
execute_read_data_phase(tr_id, 0, bfm_index, axi4_tr_if_0(bfm_index));

-- Execute the read data phase for the second beat of the tr_id transaction.
execute_read_data_phase(tr_id, 1, bfm_index, axi4_tr_if_0(bfm_index));
execute_write_response_phase()

This procedure executes a write response phase that is uniquely identified by the transaction_id argument previously created by the create_slave_transaction() procedure. This phase can be blocking (default) or nonblocking, defined by the transaction record operation_mode field.

It sets the BVALID protocol signal at the appropriate time defined by the transaction record write_response_valid_delay field, and sets the data_beat_done array index element field on completion. If this is the last data phase (beat) of the burst, it also sets the transaction_done field on completion.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure execute_write_response_phase
(  transaction_id : in integer;
  bfm_id          : in integer;
  path_id         : in **_path_t; --optional
  signal tr_if    : inout **_vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_2(bfm_index));

....

-- Execute the write response phase of the tr_id transaction.
execute_write_response_phase(tr_id, bfm_index, axi_tr_if_2(bfm_index));
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_2(bfm_index));

....

-- Execute the write response phase of the tr_id transaction.
execute_write_response_phase(tr_id, bfm_index, axi4_tr_if_2(bfm_index));
get_write_addr_phase()

This blocking procedure gets a write address phase uniquely identified by the transaction_id argument previously created by the create_slave_transaction() procedure.

Note

For AXI3 the get_write_addr_phase() also sets the AWREADY protocol signal at the appropriate time defined by the transaction record address_ready_delay field.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_write_addr_phase
(
    transaction_id  : in integer;
    bfm_id          : in integer;
    path_id         : in **_path_t; -- Optional
    signal tr_if    : inout **_vhd_if_struct_t
);```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write address phase of the tr_id transaction.
get_write_addr_phase(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write address phase of the tr_id transaction.
get_write_addr_phase(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_read_addr_phase()

This blocking procedure gets a read address phase uniquely identified by the transaction_id argument previously created by the create_slave_transaction() procedure.

Note

For AXI3 the get_read_addr_phase() also sets the ARREADY protocol signal at the appropriate time defined by the transaction record address_ready_delay field.

Prototype

```vhdl
procedure get_read_addr_phase
(
    transaction_id  : in integer;
    bfm_id          : in integer;
    path_id         : in **_path_t; -- Optional
    signal tr_if    : inout **_vhd_if_struct_t
);
```

Arguments

- path_id: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- tr_if: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the read address phase of the tr_id transaction.
get_read_addr_phase(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read address phase of the tr_id transaction.
get_read_addr_phase(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_write_data_phase()

This blocking procedure gets a write data phase that is uniquely identified by the transaction_id argument previously created by the create_slave_transaction() procedure. It sets the data_beat_done array index element to 1 when the phase completes. If this is the last data phase of the burst, then it returns the last argument set to 1.

Note

For AXI3 the get_write_data_phase() also sets the WREADY protocol signal at the appropriate time defined by the transaction record data_ready_delay array index element when the phase completes.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_write_data_phase
(
    transaction_id  : in integer;
    index : in integer; --optional
    last : out integer;
    bfm_id          : in integer;
    path_id          : in *_path_t; --optional
    signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **index** (Optional) Data phase (beat) number.
- **last** Last data phase (beat) of the burst:
  - 0 = data burst not complete
  - 1 = data burst complete
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **last**
**AXI3 Example**

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data phase for the first beat of the tr_id transaction.
get_write_data_phase(tr_id, 0, last, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data phase for the second beat of the tr_id transaction.
get_write_data_phase(tr_id, 1, last, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data phase for the first beat of the tr_id transaction.
get_write_data_phase(tr_id, 0, last, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data phase for the second beat of the tr_id transaction.
get_write_data_phase(tr_id, 1, last, bfm_index, axi4_tr_if_0(bfm_index));

get_write_data_burst()

This blocking procedure gets a write data burst that is uniquely identified by the transaction_id argument previously created by the create_slave_transaction() procedure.

It calls the get_write_data_phase() procedure for each beat of the data burst, with the length of the burst defined by the transaction record burst_length field.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_write_data_burst
(
    transaction_id : in integer;
    bfm_id          : in integer;
    path_id         : in **_path_t; --optional
    signal tr_if    : inout **_vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data burst for the tr_id transaction.
get_write_data_burst(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data burst for the tr_id transaction.
get_write_data_burst(tr_id, bfm_index, axi_tr_if_0(bfm_index));
get_read_addr_cycle()

This blocking AXI4 procedure waits until the read address channel ARVALID signal is asserted.

Prototype

```vhdl
procedure get_read_addr_cycle
(  bfm_id            : in integer;
  path_id         : in axi4_adv_path_t; --optional
  signal tr_if    : inout axi4_vhd_if_struct_t
);
```

Arguments

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 BFM

**Note**

The `get_read_addr_cycle()` procedure is not available in the AXI3 BFM.

AXI4 Example

```vhdl
// Wait for the ARVALID signal to be asserted.
bfm.get_read_addr_cycle(bfm_index, axi4_tr_if_0(bfm_index));
```
execute_read_addr_ready()

This AXI4 procedure executes a read address ready by placing the `ready` argument value onto the ARREADY signal. It will block (default) for one ACLK period.

**Prototype**

```vhdl
procedure execute_read_addr_ready
(
    ready : in integer;
    bfm_id          : in integer;
    path_id         : in axi4_path_t; --optional
    signal tr_if    : inout axi4_vhd_if_struct_t
);
```

**Arguments**

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **non_blocking_mode** (Optional) Nonblocking mode:
  - 0 = Nonblocking
  - 1 = Blocking (default)
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - AXI4_PATH_0
  - AXI4_PATH_1
  - AXI4_PATH_2
  - AXI4_PATH_3
  - AXI4_PATH_4
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns** None

---

**AXI3 BFM**

**Note**

The `execute_read_addr_ready()` task is not available in the AXI3 BFM. Use the `get_read_addr_phase()` task along with the transaction record `address_ready_delay` field.

**AXI4 Example**

```vhdl
-- Set the ARREADY signal to 1 and block for 1 ACLK cycle
execute_read_addr_ready(1, 1, index, AXI4_PATH_6, axi4_tr_if_6(index));
```
get_read_data_ready()

This blocking AXI4 procedure returns the value of the read data channel `RREADY` signal using the `ready` argument. It will block for one `ACLK` period.

**Prototype**

```vhdl
procedure get_read_data_ready
(
  ready : out integer;
  bfm_id : in integer;
  path_id : in axi4_adv_path_t; --optional
  signal tr_if : inout axi4_vhd_if_struct_t
);
```

**Arguments**

- **ready** The value of the `RREADY` signal.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- `ready`

**AXI3 BFM**

**Note**

The `get_read_data_ready()` procedure is not available in the AXI3 BFM.

**AXI4 Example**

```vhdl
// Get the RREADY signal value
bfm.get_read_data_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
get_write_addr_cycle()

This blocking AXI4 procedure waits until the write address channel AWVALID signal is asserted.

**Prototype**

```vhdl
procedure get_write_addr_cycle
(
  bfm_id : in integer;
  path_id : in axi4_adv_path_t; --optional
  signal tr_if : inout axi4_vhd_if_struct_t
);
```

**Arguments**

- **bfm_id**
  - BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**
  - (Optional) Parallel process path identifier:
    - AXI4_PATH_5
    - AXI4_PATH_6
    - AXI4_PATH_7
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**
  - Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 BFM**

**Note**

The get_write_addr_cycle() procedure is not available in the AXI3 BFM.

**AXI4 Example**

```vhdl
// Wait for the AWVALID signal to be asserted.
bfm.get_write_addr_cycle(bfm_index, axi4_tr_if_0(bfm_index));
```
execute_write_addr_ready()

This AXI4 procedure executes a write address ready by placing the \textit{ready} argument value onto the \textit{AWREADY} signal. It will block for one \textit{ACLK} period.

\begin{verbatim}
Prototype    procedure execute_write_addr_ready
  (    ready : in integer;
       bfm_id    : in integer;
       path_id   : in axi4_path_t; --optional
       signal tr_if : inout axi4_vhd_if_struct_t
   );

Arguments    transaction_id        Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

index         (Optional) Data phase (beat) number.

bfm_id        BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id       (Optional) Parallel process path identifier:

AXI4_PATH_0
AXI4_PATH_1
AXI4_PATH_2
AXI4_PATH_3
AXI4_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if         Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None
\end{verbatim}

AXI3 BFM

\begin{verbatim}
Note The execute_write_addr_ready() task is not available in the AXI3 BFM. Use the get_write_addr_phase() task along with the transaction record address_ready_delay field.
\end{verbatim}

AXI4 Example

\begin{verbatim}
-- Set the AWREADY signal to 1 and block for 1 ACLK cycle
execute_write_addr_ready(1, 1, index, AXI4_PATH_5, axi4_tr_if_5(index));
\end{verbatim}
get_write_data_cycle()

This blocking AXI4 procedure waits until the write data channel WVALID signal is asserted.

**Prototype**

```vhdl
procedure get_write_data_cycle
(
    bfm_id : in integer;
    path_id : in axi4_adv_path_t; --optional
    signal tr_if : inout axi4_vhd_if_struct_t
);
```

**Arguments**

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns** None

**AXI3 BFM**

---

**Note**

The `get_write_data_cycle()` procedure is not available in the AXI3 BFM.

**AXI4 Example**

```vhdl
// Wait for the WVALID signal to be asserted.
bfm.get_write_data_cycle(bfm_index, axi4_tr_if_0(bfm_index));
```
execute_write_data_ready()

This AXI4 procedure executes a write data ready by placing the ready argument value onto the WREADY signal. It blocks for one ACLK period.

Prototype

procedure execute_write_data_ready
(  ready : in integer;
  bfm_id : in integer;
  path_id : in axi4_path_t; --optional
  signal tr_if : inout axi4_vhd_if_struct_t
);

Arguments

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

non_blocking_mode (Optional) Nonblocking mode:
  0 = Nonblocking
  1 = Blocking (default)

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:
  AXI4_PATH_0
  AXI4_PATH_1
  AXI4_PATH_2
  AXI4_PATH_3
  AXI4_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 BFM

Note

The execute_write_data_ready() task is not available in the AXI3 BFM. Use the get_write_data_phase() task along with the transaction record address_ready_delay field.

AXI4 Example

-- Set the WREADY signal to 1 and block for 1 ACLK cycle
execute_write_data_ready(1, 1, index, AXI4_PATH_7, axi4_tr_if_7(index));
get_write_resp_ready()

This blocking AXI4 procedure returns the value of the write response channel BREADY signal using the ready argument. It blocks for one ACLK period.

Prototype

```vhdl
procedure get_write_resp_ready
(
  ready : out integer;
  bfm_id : in integer;
  path_id : in axi4_adv_path_t;  --optional
  signal tr_if : inout axi4_vhd_if_struct_t
);
```

Arguments

- **ready**: The value of the RREADY signal.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **ready**

AXI3 BFM

**Note**

The get_write_resp_ready() procedure is not available in the AXI3 BFM.

AXI4 Example

```vhdl
// Get the BREADY signal value
bfm.get_write_resp_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
push_transaction_id()

This nonblocking procedure pushes a transaction ID into the back of a queue. The transaction is uniquely identified by the transaction_id argument previously created by the create_slave_transaction() procedure. The queue is identified by the queue_id argument.

Prototype

-- * = axi/ axi4
-- ** = AXI / AXI4
procedure push_transaction_id
(
  transaction_id : in integer;
  queue_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);  

Arguments

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

queue_id Queue identifier:

**_QUEUE_ID_0
**_QUEUE_ID_1
**_QUEUE_ID_2
**_QUEUE_ID_3
**_QUEUE_ID_4
AXI4_QUEUE_ID_5
AXI4_QUEUE_ID_6
AXI4_QUEUE_ID_7

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None

AXI3 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....
-- Push the transaction record into queue 1 for the tr_id transaction.
push_transaction_id(tr_id, AXI_QUEUE_ID_1, bfm_index, 
axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a slave transaction. Creation returns tr_id to identify 
-- the transaction. 
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Push the transaction record into queue 1 for the tr_id transaction. 
push_transaction_id(tr_id, AXI4_QUEUE_ID_1, bfm_index, 
axi4_tr_if_0(bfm_index));
pop_transaction_id()

This nonblocking (unless queue is empty) procedure pops a transaction ID from the front of a queue. The transaction is uniquely identified by the \texttt{transaction_id} argument previously created by the \texttt{create_slave_transaction()} procedure. The queue is identified by the \texttt{queue_id} argument.

If the queue is empty then it will block until an entry becomes available.

**Prototype**

\begin{verbatim}
-- * = axi| axi4
-- ** = AXI | AXI4
procedure pop_transaction_id
(
    transaction_id  : in integer;
    queue_id  : in integer;
    bfm_id          : in integer;
    path_id         : in *_path_t; --optional
    signal tr_if    : inout *_vhd_if_struct_t
);
\end{verbatim}

**Arguments**

\begin{itemize}
    \item \texttt{transaction_id} Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
    \item \texttt{queue_id} Queue identifier:
        \begin{verbatim}
        **_QUEUE_ID_0
        **_QUEUE_ID_1
        **_QUEUE_ID_2
        **_QUEUE_ID_3
        **_QUEUE_ID_4
        AXI4_QUEUE_ID_5
        AXI4_QUEUE_ID_6
        AXI4_QUEUE_ID_7
        \end{verbatim}
        Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
    \item \texttt{bfm_id} BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
    \item \texttt{path_id} (Optional) Parallel process path identifier:
        \begin{verbatim}
        **_PATH_0
        **_PATH_1
        **_PATH_2
        **_PATH_3
        **_PATH_4
        \end{verbatim}
        Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
    \item \texttt{tr_if} Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
\end{itemize}

**Returns** None
**AXI3 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

```vhdl
-- Pop the transaction record from queue 1 for the tr_id transaction.
pop_transaction_id(tr_id, AXI_QUEUE_ID_1, bfm_index,
axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a slave transaction. Creation returns tr_id to identify
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```

```vhdl
-- Pop the transaction record from queue 1 for the tr_id transaction.
pop_transaction_id(tr_id, AXI4_QUEUE_ID_1, bfm_index,
axi4_tr_if_0(bfm_index));
```
This nonblocking procedure prints a transaction record that is uniquely identified by the \textit{transaction_id} argument previously created by the \texttt{create_slave_transaction()} procedure.

\textbf{Prototype}

\begin{verbatim}
procedure print
(  transaction_id : in integer;
  print_delays : in integer; --optional
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t )
\end{verbatim}

\textbf{Arguments}

\begin{itemize}
  \item \texttt{transaction_id} Transaction identifier. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
  \item \texttt{print_delays} (Optional) Print delay values flag:
    \begin{itemize}
      \item 0 = do not print the delay values (default).
      \item 1 = print the delay values.
    \end{itemize}
  \item \texttt{bfm_id} BFM identifier. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
  \item \texttt{path_id} (Optional) Parallel process path identifier:
    \begin{itemize}
      \item **_PATH_0
      \item **_PATH_1
      \item **_PATH_2
      \item **_PATH_3
      \item **_PATH_4
    \end{itemize}
    Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
  \item \texttt{tr_if} Transaction signal interface. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
\end{itemize}

\textbf{Returns} None

\textbf{AXI3 Example}

\begin{verbatim}
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Print the transaction record (including delay values) of the
-- tr_id transaction.
print(tr_id, 1, bfm_index, axi_tr_if_0(bfm_index));
\end{verbatim}
AXI4 Example

```vhdle
-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Print the transaction record (including delay values) of the
-- tr_id transaction.
print(tr_id, 1, bfm_index, axi4_tr_if_0(bfm_index));
```
**destruct_transaction()**

This blocking procedure removes a transaction record for clean-up purposes and memory management, uniquely identified by the *transaction_id* argument previously created by the *create_slave_transaction()* procedure.

**Prototype**  

```vhdl
destruct_transaction(  
    transaction_id  : in integer;  
    bfm_id          : in integer;  
    path_id         : in _*path_t; --optional  
    signal tr_if    : inout _*vhd_if_struct_t  
);  
```

**Arguments**  

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>transaction_id</td>
<td>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier:</td>
</tr>
<tr>
<td></td>
<td><strong>_PATH_0</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_PATH_1</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_PATH_2</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_PATH_3</strong></td>
</tr>
<tr>
<td></td>
<td><strong>_PATH_4</strong></td>
</tr>
<tr>
<td></td>
<td>Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

**Returns**  

None

**AXI3 Example**

```vhdl  
-- Create a slave transaction. Creation returns tr_id to identify  
-- the transaction.  
create_slave_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));  

....  

-- Remove the transaction record for the tr_id transaction.  
destruct_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));  
```
VHDL AXI3 and AXI4 Slave BFMs

destruct_transaction()

AXI4 Example

-- Create a slave transaction. Creation returns tr_id to identify
-- the transaction.
create_slave_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Remove the transaction record for the tr_id transaction.
destruct_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
wait_on()

This blocking procedure waits for an event on the ACLK or ARESETn signals to occur before proceeding. An optional count argument waits for the number of events equal to count.

Prototype

```
procedure wait_on
(
    phase           : in integer;
    count: in integer; --optional
    bfm_id          : in integer;
    path_id         : in *_path_t; --optional
    signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- **phase**: Wait for:
  - **_CLOCK_POSEDGE**
  - **_CLOCK_NEGEDGE**
  - **_CLOCK_ANYEDGE**
  - **_CLOCK_0_TO_1**
  - **_CLOCK_1_TO_0**
  - **_RESET_POSEDGE**
  - **_RESET_NEGEDGE**
  - **_RESET_ANYEDGE**
  - **_RESET_0_TO_1**
  - **_RESET_1_TO_0**

- **count**: (Optional) Wait for a number of events to occur set by count. (default = 1)

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
### AXI3 Example

```vhdl
wait_on(AXI_RESET_POSEDGE, bfm_index, axi_tr_if_0(bfm_index));
wait_on(AXI_CLOCK_POSEDGE, 10, bfm_index, axi_tr_if_0(bfm_index));
```

### AXI4 Example

```vhdl
wait_on(AXI4_RESET_POSEDGE, bfm_index, axi4_tr_if_0(bfm_index));
wait_on(AXI4_CLOCK_POSEDGE, 10, bfm_index, axi4_tr_if_0(bfm_index));
```
AMBA AXI protocols typically provide a start address only in a transaction, with the following addresses for each byte of a data burst calculated using the size, length, and type transaction fields of the transaction. Helper functions provide you with a simple interface to set and get actual address/data values.

**get_write_addr_data()**

This nonblocking procedure returns the actual address `addr` and `data` of a particular byte in a write data burst. It also returns the maximum number of bytes (`dynamic_size`) in the write data phase (beat). It is used in a slave test program as a helper procedure to store a byte of data at a particular address in the slave memory. If the corresponding `index` does not exist, then this function returns `false`; otherwise, it returns `true`.

**Prototype**

```
-- * = axi | axi4
-- ** = AXI | AXI4
procedure get_write_addr_data
(
  transaction_id  : in integer;
  index           : in integer;
  byte_index      : in integer;
  dynamic_size    : out integer;
  addr            : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0);
  data            : out std_logic_vector(7 downto 0);
  bfm_id          : in integer;
  path_id         : in _path_t;
  signal tr_if    : inout _vhd_if_struct_t
);
```

**Arguments**

- `index`: Data words array element number.
- `byte_index`: Data byte number in a data phase (beat).
- `dynamic_size`: Number of data bytes in a data phase (beat).
- `addr`: Data byte address.
- `data`: Write data byte.
- `path_id`: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
## AXI3 Example

```vhdl
-- Wait for the write data burst to complete for the tr_id transaction.
geqet_write_data_burst(tr_id, bfm_index, axi_tr_if_1(bfm_index));

-- Get the burst length of the tr_id transaction.
geqet_burst_length(burst_length, tr_id, bfm_index, axi_tr_if_1(bfm_index));

-- Loop for the length of the data burst.
for i in 0 to burst_length loop

-- Get the address, first data byte and byte length for the
data phase (beat)
geqet_write_addr_data(tr_id, i, 0, byte_length, addr, data, bfm_index, axi_tr_if_1(bfm_index));

-- Store the first data byte in the slave memory using the
slave test program do_byte_write procedure
do_byte_write(addr, data);

-- Get the remaining bytes of the write data phase (beat)
-- and store them in the slave memory.
if byte_length > 1 then
    for j in 1 to byte_length-1 loop

        -- Get the address, first data byte and byte length for the
        -- data phase (beat)
geqet_write_addr_data(write_trans, i, j, byte_length, addr, data, index, axi_tr_if_1(index));
        do_byte_write(addr, data);
    end loop;
end if;
end loop;
```
### AXI4 Example

```
-- Wait for the write data burst to complete for the tr_id transaction.
geq_write_data_burst(tr_id, bfm_index, axi4_tr_if_1(bfm_index));

-- Get the burst length of the tr_id transaction.
geq_burst_length(burst_length, tr_id, bfm_index,
        axi4_tr_if_1(bfm_index));

-- Loop for the length of the data burst.
for i in 0 to burst_length loop

    -- Get the address, first data byte and byte length for the
    -- data phase (beat)
    get_write_addr_data(tr_id, i, 0, byte_length, addr, data, bfm_index,
            axi4_tr_if_1(bfm_index));

    -- Store the first data byte in the slave memory using the
    -- slave test program do_byte_write procedure
    do_byte_write(addr, data);

    -- Loop for the number of bytes in the write data phase (beat)
    -- given by the byte_length
    if byte_length > 1 then
        for j in 1 to byte_length-1 loop

            -- Get the remaining bytes of the write data phase (beat)
            -- and store them into the slave memory.
            get_write_addr_data(write_trans, i, j, byte_length, addr, data,
                    index, axi4_tr_if_1(index));
            do_byte_write(addr, data);
        end loop;
    end if;
end loop;
```
**get_read_addr()**

This nonblocking procedure returns the actual address `addr` a particular byte in a read data transaction. It also returns the maximum number of bytes (`dynamic_size`) in the read data phase (beat). It is used in a slave test program as a helper procedure to return the address of a data byte in the slave memory.

**Prototype**

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_read_addr
{
    transaction_id : in integer;
    index           : in integer;
    byte_index      : in integer;
    dynamic_size    : out integer;
    addr            : out std_logic_vector(**_MAX_BIT_SIZE-1
downto 0);
    bfm_id          : in integer;
    path_id         : in *_path_t; --optional
    signal tr_if    : inout *vhd_if_struct_t
};
```

**Arguments**

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **index** Data words array element number.
- **byte_index** Data byte number in a data phase (beat)
- **dynamic_size** Number of data bytes in a data phase (beat).
- **addr** Data byte address.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- **dynamic_size**
- **addr**
get_read_addr()

AXI3 Example

-- Wait for the write data burst to complete for the transaction.
get_burst_length(burst_length, read_trans, index, AXI_PATH_4,
axi_tr_if_4(index));

-- Loop for the length of the data burst.
for i in 0 to burst_length loop

-- Get the byte address and number of bytes in the data phase (beat).
get_read_addr(read_trans, i, 0, byte_length, addr, index, AXI_PATH_4,
axi_tr_if_4(index));

-- Retrieve the first data byte from the slave memory using the
-- slave test program do_byte_read procedure.
do_byte_read(addr, data);

-- Set the first read data byte for the read_trans transaction.
set_read_data(read_trans, i, 0, byte_length, addr, data, index,
AXI_PATH_4, axi_tr_if_4(index));

-- Loop for the number of bytes in the data phase (beat)
-- given by the byte_length.
if byte_length > 1 then
for j in 1 to byte_length-1 loop

-- Get the next read data byte address.
get_read_addr(read_trans, i, j, byte_length, addr, index,
AXI_PATH_4, axi_tr_if_4(index));

-- Retrieve the next data byte from the slave memory using the
-- slave test program do_byte_read procedure.
do_byte_read(addr, data);

-- Set the next read data byte for the read_trans transaction.
set_read_data(read_trans, i, j, byte_length, addr, data, index,
AXI_PATH_4, axi_tr_if_4(index));

end loop;
end if;
end loop;
AXI4 Example

-- Get the burst length of the read_trans transaction.
get_burst_length(burst_length, read_trans, index, AXI4_PATH_4, axi4_tr_if_4(index));

-- Loop for the length of the data burst.
for i in 0 to burst_length loop
    -- Get the byte address and number of bytes in the data phase (beat).
    get_read_addr(read_trans, i, 0, byte_length, addr, index, AXI4_PATH_4, axi4_tr_if_4(index));

    -- Retrieve the first data byte from the slave memory using the
    -- slave test program do_byte_read procedure.
do_byte_read(addr, data);

    -- Set the first read data byte for the read_trans transaction_id.
    set_read_data(read_trans, i, 0, byte_length, addr, data, index, AXI4_PATH_4, axi4_tr_if_4(index));

    -- Loop for the number of bytes in the data phase (beat)
    -- given by the byte_length.
    if byte_length > 1 then
        for j in 1 to byte_length-1 loop
            -- Get the next read data byte address.
            get_read_addr(read_trans, i, j, byte_length, addr, index, AXI4_PATH_4, axi4_tr_if_4(index));

            -- Retrieve the next data byte from the slave memory using the
            -- slave test program do_byte_read procedure
            do_byte_read(addr, data);

            -- Set the read data byte for the read_trans transaction.
            set_read_data(read_trans, i, j, byte_length, addr, data, index, AXI4_PATH_4, axi4_tr_if_4(index));
        end loop;
    end if;
end loop;
set_read_data()

This nonblocking procedure sets a read data byte in a read transaction prior to execution. It is used in a slave test program as a helper procedure to set the read data retrieved from the slave memory into the relevant byte of a read data phase.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
procedure set_read_data
(
    transaction_id  : in integer;
    index           : in integer;
    byte_index      : in integer;
    dynamic_size    : in integer;
    addr            : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0);
    data            : in std_logic_vector(7 downto 0);
    bfm_id          : in integer;
    path_id         : in **_path_t; --optional
    signal tr_if    : inout *vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **index** (Optional) Data byte array element number.
- **byte_index** Data byte index number of a particular data phase (beat).
- **dynamic_size** Maximum number of bytes in a particular data phase (beat).
- **addr** Read address.
- **data** Read data byte.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  
  ``
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

-- Wait for the write data burst to complete for the transaction.
get_burst_length(burst_length, read_trans, index, AXI_PATH_4,
axi_tr_if_4(index));

-- Loop for the length of the data burst.
for i in 0 to burst_length loop

-- Get the byte address and number of bytes in the data phase (beat).
get_read_addr(read_trans, i, 0, byte_length, addr, index, AXI_PATH_4,
axi_tr_if_4(index));

-- Retrieve the first data byte from the slave memory using the
-- slave test program do_byte_read procedure.
do_byte_read(addr, data);

-- Set the first read data byte for the read_trans transaction.
set_read_data(read_trans, i, 0, byte_length, addr, data, index,
AXI_PATH_4, axi_tr_if_4(index));

-- Loop for the number of bytes in the data phase (beat)
-- given by the byte_length.
if byte_length > 1 then
  for j in 1 to byte_length-1 loop

    -- Get the next read data byte address.
    get_read_addr(read_trans, i, j, byte_length, addr, index,
    AXI_PATH_4, axi_tr_if_4(index));

    -- Retrieve the next data byte from the slave memory using the
    -- slave test program do_byte_read procedure.
do_byte_read(addr, data);

    -- Set the next read data byte for the read_trans transaction.
    set_read_data(read_trans, i, j, byte_length, addr, data, index,
    AXI_PATH_4, axi_tr_if_4(index));

  end loop;
  end if;
end loop;
AXI4 Example

```vhdl
-- Get the burst length of the read_trans transaction.
get_burst_length(burst_length, read_trans, index, AXI4_PATH_4, 
    axi4_tr_if_4(index));

-- Loop for the length of the data burst.
for i in 0 to burst_length loop
    -- Get the byte address and number of bytes in the data phase (beat).
    get_read_addr(read_trans, i, 0, byte_length, addr, index,
        AXI4_PATH_4, axi4_tr_if_4(index));

    -- Retrieve the first data byte from the slave memory using the
    -- slave test program do_byte_read procedure.
    do_byte_read(addr, data);

    -- Set the first read data byte for the read_trans transaction_id.
    set_read_data(read_trans, i, 0, byte_length, addr, data, index,
        AXI4_PATH_4, axi4_tr_if_4(index));

    -- Loop for the number of bytes in the data phase (beat)
    -- given by the byte_length.
    if byte_length > 1 then
        for j in 1 to byte_length-1 loop
            -- Get the next read data byte address.
            get_read_addr(read_trans, i, j, byte_length, addr, index,
                AXI4_PATH_4, axi4_tr_if_4(index));

            -- Retrieve the next data byte from the slave memory using the
            -- slave test program do_byte_read procedure
            do_byte_read(addr, data);

            -- Set the read data byte for the read_trans transaction.
            set_read_data(read_trans, i, j, byte_length, addr, data,
                index, AXI4_PATH_4, axi4_tr_if_4(index));
        end loop;
    end if;
end loop;
```
This section provides information about the VHDL AXI3 and AXI4 monitor BFMs. Each BFM has an API containing procedures that configure the BFM and access the dynamic Transaction Record during the lifetime of a transaction.

**Note**  
Due to AXI3 protocol specification changes, for some BFM tasks, you reference the AXI3 BFM by specifying AXI instead of AXI3.

**Inline Monitor Connection**

The connection of a monitor BFM to a test environment differs from that of a master and slave BFM. It is wrapped in an inline monitor interface and connected inline, between a master and slave, as shown in Figure 10-1. It has separate master and slave ports and monitors protocol traffic between a master and slave. By construction, the monitor has access to all the facilities provided by the monitor BFM.

**Figure 10-1. Inline Monitor Connection Diagram**
Monitor BFM Protocol Support

The AXI3 monitor BFM supports the AMBA AXI3 protocol with restrictions detailed in “Protocol Restrictions” on page 1. In addition to the standard protocol, it supports user sideband signals AWUSER and ARUSER.

The AXI4 monitor BFM supports the AMBA AXI4 protocol with restrictions detailed in “Protocol Restrictions” on page 1.

Monitor Timing and Events

For detailed timing diagrams of the protocol bus activity and details of the following monitor BFM API timing and events, refer to the relevant AMBA AXI Protocol Specification chapter.

The AMBA AXI Protocol specification does not define any timescale or clock period with signal events sampled and driven at rising ACLK edges. Therefore, the monitor BFM does not contain any timescale, timeunit, or timeprecision declarations with the signal setup and hold times specified in units of simulator time-steps.

Monitor BFM Configuration

The monitor BFM supports the full range of signals defined for the AMBA AXI protocol specification. The BFM has parameters you can use to configure the widths of the address, ID and data signals; and transaction fields to configure timeout factors, slave exclusive support, and setup and hold times, etc.

The address, ID and data signal widths can be changed from their default settings by assigning them with new values, usually performed in the top-level module of the testbench. These new values are then passed into the monitor BFM via a parameter port list of the monitor BFM component.

The following table lists the parameter names for the address, ID and data, and their default values.

<table>
<thead>
<tr>
<th>Signal Width Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>**ADDRESS_WIDTH</td>
<td>Address signal width in bits. This applies to the ARADDR and AWADDR signals. Refer to the AMBA AXI Protocol specification for more details. Default: 32.</td>
</tr>
<tr>
<td>**RDATA_WIDTH</td>
<td>Read data signal width in bits. This applies to the RDATA signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
<tr>
<td>**WDATA_WIDTH</td>
<td>Write data signal width in bits. This applies to the WDATA signals. Refer to the AMBA AXI Protocol specification for more details. Default: 64.</td>
</tr>
</tbody>
</table>
A monitor BFM has configuration fields that you can set via the `set_config()` function to configure timeout factors, slave exclusive support, setup and hold times, etc. You can also get the value of a configuration field via the `get_config()` function. The full list of configuration fields is described in the table below.

### Table 10-1. Signal Parameters (cont.)

<table>
<thead>
<tr>
<th>Signal Width Parameter</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_ID_WIDTH</strong></td>
<td>ID signal width in bits. This applies to the RID and WID signals. Refer to the AMBA AXI Protocol specification for more details. Default: 4.</td>
</tr>
<tr>
<td>AXI4_USER_WIDTH</td>
<td>(AXI4) User data signal width in bits. This applies to the ARUSER, AWUSER, RUSER, WUSER and BUSER signals. Refer to the AMBA AXI Protocol specification for more details. Default: 8.</td>
</tr>
<tr>
<td>AXI4_REGION_MAP_SIZE</td>
<td>(AXI4) Region signal width in bits. This applies to the ARREGION and AWREGION signals. Refer to the AMBA AXI Protocol specification for more details. Default: 16.</td>
</tr>
</tbody>
</table>
### Table 10-2. Monitor BFM Configuration

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_SETUP_TIME</strong></td>
<td>The setup-time prior to the active edge of ACLK, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_HOLD_TIME</strong></td>
<td>The hold-time after the active edge of ACLK, in units of simulator time-steps for all signals. Default: 0.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_TRANSACTION_TIME_FACTOR</strong></td>
<td>The maximum timeout duration for a read/write transaction in clock cycles. Default: 10000.</td>
</tr>
<tr>
<td>AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER</td>
<td>(AXI3) The maximum number of write data beats that the AXI3 BFM can generate as part of write data burst of write transfer. Default: 1024.</td>
</tr>
<tr>
<td><strong>_CONFIG_BURST_TIMEOUT_FACTOR</strong></td>
<td>The maximum delay between the individual phases of a read/write transaction in clock cycles. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY</strong></td>
<td>The maximum timeout duration from the assertion of AWVALID to the assertion of AWREADY in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY</strong></td>
<td>The maximum timeout duration from the assertion of ARVALID to the assertion of ARREADY in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY</strong></td>
<td>The maximum timeout duration from the assertion of RVALID to the assertion of RREADY in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY</strong></td>
<td>The maximum timeout duration from the assertion of BVALID to the assertion of BREADY in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY</strong></td>
<td>The maximum timeout duration from the assertion of WVALID to the assertion of WREADY in clock periods. Default: 10000.</td>
</tr>
<tr>
<td><strong>_CONFIG_SLAVE_START_ADDR</strong></td>
<td>Configures the start address map for the slave.</td>
</tr>
</tbody>
</table>
Monitor Assertions

The monitor BFM performs protocol error checking via built-in assertions.

Note

The built-in BFM assertions are independent of programming language and simulator.

### Table 10-2. Monitor BFM Configuration (cont.)

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>_CONFIG_SLAVE_END_ADDR</strong></td>
<td>Configures the end address map for the slave.</td>
</tr>
<tr>
<td><strong>_CONFIG_READ_DATA_REORDERING_DEPTH</strong></td>
<td>The slave read reordering depth. Refer to the AMBA AXI Protocol specification for more details. Default: 1.</td>
</tr>
</tbody>
</table>

**Error Detection**

<table>
<thead>
<tr>
<th>Configuration Field</th>
<th>Description</th>
</tr>
</thead>
</table>
| **_CONFIG_ENABLE_ALL_ASSERTIONS** | Global enable/disable of all assertion checks in the BFM.  
0 = disabled  
1 = enabled (default) |
| **_CONFIG_ENABLE_ASSERTION** | Individual enable/disable of assertion check in the BFM.  
0 = disabled  
1 = enabled (default) |

1. Refer to Monitor Timing and Events for details of simulator time-steps.
**AXI3 Assertion Configuration**

By default, all built-in assertions are enabled in the monitor BFM. To globally disable them in the monitor BFM, use the `set_config()` command as the following example illustrates:

```
set_config(AXI_CONFIG_ENABLE_ALL_ASSERTIONS,0,bfm_index,
axi_tr_if_0(bfm_index));
```

Alternatively, you can disable individual built-in assertions by using a sequence of `get_config()` and `set_config()` commands on the respective assertion. For example, to disable assertion checking for the `AWLOCK` signal changing between the `AWVALID` and `AWREADY` handshake signals, use the following sequence of commands:

```
-- Define a local bit vector to hold the value of the assertion bit vector
variable config_assert_bitvector : std_logic_vector(AXI_MAX_BIT_SIZE-1
downto 0);

-- Get the current value of the assertion bit vector
get_config(AXI_CONFIG_ENABLE_ASSERTION, config_assert_bitvector,
bfm_index, axi_tr_if_0(bfm_index));

-- Assign the AXI_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector(AXI_LOCK_CHANGED_BEFORE_AWREADY) := '0';

-- Set the new value of the assertion bit vector
set_config(AXI_CONFIG_ENABLE_ASSERTION, config_assert_bitvector,
bfm_index, axi_tr_if_0(bfm_index));
```

**Note**

Do not confuse the `AXI_CONFIG_ENABLE_ASSERTION` bit vector with the `AXI_CONFIG_ENABLE_ALL_ASSERTIONS` global enable/disable.

To re-enable the `AXI_LOCK_CHANGED_BEFORE_AWREADY` assertion, following the above code sequence, assign the assertion in the `AXI_CONFIG_ENABLE_ASSERTION` bit vector to 1.

For a complete listing of assertions, refer to “AXI4 Assertions” on page 678.
AXI4 Assertion Configuration

By default, all built-in assertions are enabled in the monitor BFM. To globally disable them in the monitor BFM, use the set_config() command as the following example illustrates:

```vhdl
set_config(AXI4_CONFIG_ENABLE_ALL_ASSERTIONS, 0, bfm_index, 
axi4_tr_if_0(bfm_index));
```

Alternatively, you can disable individual built-in assertions by using a sequence of get_config() and set_config() commands on the respective assertion. For example, to disable assertion checking for the AWLOCK signal changing between the AWVALID and AWREADY handshake signals, use the following sequence of commands:

```vhdl
-- Define a local bit vector to hold the value of the assertion bit vector
variable config_assert_bitvector : std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0);

-- Get the current value of the assertion bit vector
get_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector, bfm_index, axi4_tr_if_0(bfm_index));

-- Assign the AXI4_LOCK_CHANGED_BEFORE_AWREADY assertion bit to 0
config_assert_bitvector(AXI4_LOCK_CHANGED_BEFORE_AWREADY) := '0';

-- Set the new value of the assertion bit vector
set_config(AXI4_CONFIG_ENABLE_ASSERTION, config_assert_bitvector, bfm_index, axi4_tr_if_0(bfm_index));
```

**Note**

Do not confuse the `AXI4_CONFIG_ENABLE_ASSERTION` bit vector with the `AXI4_CONFIG_ENABLE_ALL_ASSERTIONS` global enable/disable.

To re-enable the `AXI4_LOCK_CHANGED_BEFORE_AWREADY` assertion, following the above code sequence, assign the assertion in the `AXI4_CONFIG_ENABLE_ASSERTION` bit vector to 1.

For a complete listing of assertions, refer to “AXI4 Assertions” on page 678.

VHDL Monitor API

This section describes the VHDL Monitor API.
set_config()

This nonblocking procedure sets the configuration of the monitor BFM.

**Prototype**
```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure set_config
(
  config_name   : in std_logic_vector(7 downto 0);
  config_val    : in std_logic_vector(**_MAX_BIT_SIZE-1
downto 0)|integer;
  bfm_id        : in integer;
  path_id       : in *_path_t; --optional
  signal tr_if  : inout *_vhd_if_struct_t
);
```

**Arguments**
```
config_name (AXI3) Configuration name:
  AXI_CONFIG_SETUP_TIME
  AXI_CONFIG_HOLD_TIME
  AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
  AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
  AXI_CONFIG_BURST_TIMEOUT_FACTOR
  AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
  AXI_CONFIG_MASTER_WRITE_DELAY
  AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
  AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
  AXI_CONFIG_ENABLE_ALL_ASSERTIONS
  AXI_CONFIG_ENABLE_ASSERTION
  AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
  AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
  AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
  AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
  AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
  AXI_CONFIG_READ_DATA_REORDERING_DEPTH
  AXI_CONFIG_SLAVE_START_ADDR
  AXI_CONFIG_SLAVE_END_ADDR
  AXI_CONFIG_MASTER_ERROR_POSITION
  AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS
```
(AXI4) Configuration name:
AXI4_CONFIG_SETUP_TIME
AXI4_CONFIG_HOLD_TIME
AXI4_CONFIG_BURST_TIMEOUT_FACTOR
AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
AXI4_CONFIG_ENABLE_RLAST
AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
AXI4_CONFIG_ENABLE_ASSERTION
AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
AXI4_CONFIG_ENABLE_QOS
AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
AXI4_CONFIG_SLAVE_START_ADDR
AXI4_CONFIG_SLAVE_END_ADDR

config_val Refer to “Monitor BFM Configuration” on page 486 for description and valid values.
bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
path_id (Optional) Parallel process path identifier:
**PATH_0
**PATH_1
**PATH_2
**PATH_3
**PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None

**AXI3 Example**

```vhdl
set_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1, bfm_index,
          axi_tr_if_0(bfm_index));
set_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, 1000, bfm_index,
          axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
set_config(AXI4_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, 1, bfm_index,
          axi4_tr_if_0(bfm_index));
set_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, 1000, bfm_index,
          axi4_tr_if_0(bfm_index));
```
get_config()

This nonblocking procedure gets the configuration of the monitor BFM.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_config
(
    config_name   : in std_logic_vector(7 downto 0);
    config_val    : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)|integer;
    bfm_id        : in integer;
    path_id       : in *_path_t; --optional
    signal tr_if  : inout *_vhd_if_struct_t
);
```

**Arguments**

`config_name` (AXI3) Configuration name:

- AXI_CONFIG_SETUP_TIME
- AXI_CONFIG_HOLD_TIME
- AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI_CONFIG_TIMEOUT_MAX_DATA_TRANSFER
- AXI_CONFIG_BURST_TIMEOUT_FACTOR
- AXI_CONFIG_WRITE_CTRL_TO_DATA_MINTIME
- AXI_CONFIG_WRITE_DATA_TO_CTRL_MINTIME
- AXI_CONFIG_MASTER_DEFAULT_UNDER_RESET
- AXI_CONFIG_SLAVE_DEFAULT_UNDER_RESET
- AXI_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI_CONFIG_ENABLE_ASSERTION
- AXI_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI_CONFIG_SLAVE_START_ADDR
- AXI_CONFIG_SLAVE_END_ADDR
- AXI_CONFIG_MASTER_ERROR_POSITION
- AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS
**VHDL AXI3 and AXI4 Monitor BFMs**

get_config()

(AXI4) Configuration name:
- AXI4_CONFIG_SETUP_TIME
- AXI4_CONFIG_HOLD_TIME
- AXI4_CONFIG_BURST_TIMEOUT_FACTOR
- AXI4_CONFIG_MAX_TRANSACTION_TIME_FACTOR
- AXI4_CONFIG_ENABLE_RLAST
- AXI4_CONFIG_ENABLE_SLAVE_EXCLUSIVE
- AXI4_CONFIG_ENABLE_ALL_ASSERTIONS
- AXI4_CONFIG_ENABLE_ASSERTION
- AXI4_CONFIG_MAX_LATENCY_AWVALID_ASSERTION_TO_AWREADY
- AXI4_CONFIG_MAX_LATENCY_ARVALID_ASSERTION_TO_ARREADY
- AXI4_CONFIG_MAX_LATENCY_RVALID_ASSERTION_TO_RREADY
- AXI4_CONFIG_MAX_LATENCY_BVALID_ASSERTION_TO_BREADY
- AXI4_CONFIG_MAX_LATENCY_WVALID_ASSERTION_TO_WREADY
- AXI4_CONFIG_ENABLE_QOS
- AXI4_CONFIG_READ_DATA_REORDERING_DEPTH
- AXI4_CONFIG_SLAVE_START_ADDR
- AXI4_CONFIG_SLAVE_END_ADDR

**config_val**
Refer to “Monitor BFM Configuration” on page 486 for description and valid values.

**bfm_id**
BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**path_id**
(Optional) Parallel process path identifier:
- **_PATH_0**
- **_PATH_1**
- **_PATH_2**
- **_PATH_3**
- **_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**tr_if**
Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**
config_val

**AXI3 Example**

```vhdl
get_config(AXI_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, config_value, bfm_index, axi_tr_if_0(bfm_index));
get_config(AXI_CONFIG_BURST_TIMEOUT_FACTOR, config_value, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
get_config(AXI4_CONFIG_SUPPORT_EXCLUSIVE_ACCESS, config_value, bfm_index, axi4_tr_if_0(bfm_index));
get_config(AXI4_CONFIG_BURST_TIMEOUT_FACTOR, config_value, bfm_index, axi4_tr_if_0(bfm_index));
```
**create_monitor_transaction()**

This nonblocking procedure creates a monitor transaction. All transaction fields default to legal protocol values, unless previously assigned a value. It returns with the *transaction_id* argument.

**Prototype**

```vhdl
-- * = axi/axi4
-- ** = AXI/AXI4
procedure create_monitor_transaction
(
  transaction_id  : out integer;
  bfm_id          : in integer;
  path_id         : in *_path_t; --optional
  signal tr_if    : inout *_vhd_if_struct_t
);```

**Arguments**

- **transaction_id**
  Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**
  BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**
  (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**
  Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Transaction Fields**

- **addr**
  Start address
- **size**
  Burst size. Default: width of bus:
  ```vhdl
  **_BYTES_1;
  **_BYTES_2;
  **_BYTES_4;
  **_BYTES_8;
  **_BYTES_16;
  **_BYTES_32;
  **_BYTES_64;
  **_BYTES_128;
  ```
- **burst**
  Burst type:
  ```vhdl
  **_FIXED;
  **_INCR; (default)
  **_WRAP;
  **_BURST_RSVD;
  ```
- **lock**
  Burst lock:
  ```vhdl
  **_NORMAL; (default)
  **_EXCLUSIVE;
  **_LOCKED;
  **_LOCK_RSVD;
  ```
### Transaction Fields

#### Cache
- **cache**
  - (AXI3) Burst cache:
    - `AXI_NONCACHE_NONBUF` (default)
    - `AXI_BUF_ONLY`
    - `AXI_CACHE_NOALLOC`
    - `AXI_CACHE_BUF_NOALLOC`
    - `AXI_CACHE_RSVD0`
    - `AXI_CACHE_RSVD1`
    - `AXI_CACHE_WTHROUGH_ALLOC_R_ONLY`
    - `AXI_CACHE_WBACK_ALLOC_R_ONLY`
    - `AXI_CACHE_RSVD2`
    - `AXI_CACHE_RSVD3`
    - `AXI_CACHE_WTHROUGH_ALLOC_W_ONLY`
    - `AXI_CACHE_WBACK_ALLOC_W_ONLY`
    - `AXI_CACHE_RSVD4`
    - `AXI_CACHE_RSVD5`
    - `AXI_CACHE_WTHROUGH_ALLOC_RW`
    - `AXI_CACHE_WBACK_ALLOC_RW`
  
  - (AXI4) Burst cache:
    - `AXI4_NONMODIFIABLE_NONBUF` (default)
    - `AXI4_BUF_ONLY`
    - `AXI4_CACHE_NOALLOC`
    - `AXI4_CACHE_2`
    - `AXI4_CACHE_3`
    - `AXI4_CACHE_RSVD4`
    - `AXI4_CACHE_RSVD5`
    - `AXI4_CACHE_6`
    - `AXI4_CACHE_7`
    - `AXI4_CACHE_RSVD8`
    - `AXI4_CACHE_RSVD9`
    - `AXI4_CACHE_10`
    - `AXI4_CACHE_11`
    - `AXI4_CACHE_RSVD12`
    - `AXI4_CACHE_RSVD12`
    - `AXI4_CACHE_14`
    - `AXI4_CACHE_15`

#### Protection
- **prot**
  - Protection:
    - `**_NORM_SEC_DATA` (default)
    - `**_PRIV_SEC_DATA`
    - `**_NORM_NONSEC_DATA`
    - `**_PRIV_NONSEC_DATA`
    - `**_NORM_SEC_INST`
    - `**_PRIV_SEC_INST`
    - `**_NORM_NONSEC_INST`
    - `**_PRIV_NONSEC_INST`

#### ID
- **id**
  - Burst ID

#### Burst Length
- **burst_length**
  - (Optional) Burst length. Default: 0.

#### Data Words
- **data_words**
  - Data words array.

#### Write Strobes
- **write_strobes**
  - Write strobes array:
    - Each element 0 or 1.

#### Response
- **resp**
  - Response:
    - `**_OKAY`
    - `**_EXOKAY`
    - `**_SLVERR`
    - `**_DECERR`

#### Region
- **region**
  - (AXI4) Region identifier.
VHDL AXI3 and AXI4 Monitor BFMs

create_monitor_transaction()

<table>
<thead>
<tr>
<th>Transaction Fields</th>
<th>qos</th>
<th>(AXI4) Quality-of-Service identifier.</th>
</tr>
</thead>
<tbody>
<tr>
<td>addr_user</td>
<td>Address channel user data.</td>
<td></td>
</tr>
<tr>
<td>data_user</td>
<td>(AXI4) Data channel user data.</td>
<td></td>
</tr>
<tr>
<td>resp_user</td>
<td>(AXI4) Response channel user data.</td>
<td></td>
</tr>
<tr>
<td>read_or_write</td>
<td>Read or write transaction flag:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_TRANS_READ;</td>
<td></td>
</tr>
<tr>
<td></td>
<td>**_TRANS_WRITE</td>
<td></td>
</tr>
</tbody>
</table>

| Operational Transaction Fields | gen_write_strobes | Correction of write strobes for invalid byte lanes: |
|                               |                  | 0 = write_strobes passed through to protocol signals. |
|                               |                  | 1 = write_strobes auto-corrected for invalid byte lanes (default). |
| operation_mode              | Operation mode:  |
| delay_mode                   | Delay mode:      |
| data_valid_delay            | Write data mode: |
| write_response_valid_delay  | Address channel ARVALID/AVALID delay measured in ACLK cycles for this transaction. Default: 0. |
| write_response_ready_delay  | Data channel RVALID/WVALID delay measured in ACLK cycles for this transaction. Default: 0. |
| address_ready_delay         | Address channel ARREADY/AWREADY delay measured in ACLK cycles for this transaction. Default: 0. |
| data_ready_delay            | Data channel RREADY/WREADY delay measured in ACLK cycles for this transaction. Default: 0. |
| write_response_ready_delay  | Write data channel BREADY delay measured in ACLK cycles for this transaction. Default: 0. |
| data_beat_done              | Read data channel phase (beat) done array for this transaction. |
| transaction_done            | Transaction done flag for this transaction |

| Returns | transaction_id | Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203. |
**AXI3 Example**

```vhdl
-- Create a monitor transaction
-- Returns the transaction ID (tr_id) for this created transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_3(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a monitor transaction
-- Returns the transaction ID (tr_id) for this created transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_3(bfm_index));
```
### set_addr()

This nonblocking procedure sets the start address `addr` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_addr
  (  
    addr : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
  );
```

**Arguments**

- **addr** Start address of transaction.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a Monitor Test Program.
get_addr()

This nonblocking procedure gets the start address addr field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
get_addr
(  
  addr : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) |
  integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in **_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **addr**: Start address of transaction.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **addr**: Start address of transaction.

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the start address addr of the tr_id transaction
get_addr(addr, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the start address addr of the tr_id transaction
get_addr(addr, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_size()

This nonblocking procedure sets the burst size field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```
-- * = axi | axi4
-- ** = AXI | AXI4
set_size
(
    size : in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
)
```

Arguments

- **size** Burst size. Default: width of bus:
  - **BYTES_1**
  - **BYTES_2**
  - **BYTES_4**
  - **BYTES_8**
  - **BYTES_16**
  - **BYTES_32**
  - **BYTES_64**
  - **BYTES_128**

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_size()

This nonblocking procedure gets the burst size field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- ** = AXI | AXI4
-- * = axi| axi4
get_size
  (size : out integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *vhd_if_struct_t);
```

Arguments

- **size**: Burst size:
  - **_BYTES_1**;
  - **_BYTES_2**;
  - **_BYTES_4**;
  - **_BYTES_8**;
  - **_BYTES_16**;
  - **_BYTES_32**;
  - **_BYTES_64**;
  - **_BYTES_128**;

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **size**

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the burst size of the tr_id transaction.
get_size (size, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst size of the tr_id transaction.
get_size (size, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
VHDL AXI3 and AXI4 Monitor BFMs

set_burst()

This nonblocking procedure sets the burst type field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_burst
(burst: in integer;
 transaction_id : in integer;
 bfm_id : in integer;
 path_id : in *_path_t; --optional
 signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **burst** Burst type:
  - **_FIXED;
  - **_INCR (default);
  - **_WRAP;
  - **_BURST_RSVD;
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_burst()

This nonblocking procedure gets the burst type field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhd
get_burst
    (  
        burst: out integer;
        transaction_id : in integer;
        bfm_id : in integer;
        path_id : in _path_t; --optional
        signal tr_if : inout _vhd_if_struct_t
    );
```

Arguments

- **burst** Burst type:
  - **_FIXED;**
  - **_INCR;**
  - **_WRAP;**
  - **_BURST_RSVD;**

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **burst**

AXI3 Example

```vhd
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the burst type of the tr_id transaction.
get_burst (burst, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst type of the tr_id transaction.
get_burst (burst, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_lock()

This nonblocking procedure sets the lock field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```
-- * = axi/ axi4
-- ** = AXI / AXI4
set_lock

  (lock : in integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t
  );
```

Arguments

- **lock** Burst lock:
  - **_NORMAL** (default);
  - **_EXCLUSIVE**;
  - (AXI3) **AXI_LOCKED**;
  - (AXI3) **AXI_LOCK_RSVD**;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_lock()

This nonblocking procedure gets the lock field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
get_lock
  (  
    lock : out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
  );
```

Arguments

- **lock**: Burst lock:
  - **_NORMAL**
  - **_EXCLUSIVE**
  - (AXI3) AXI_LOCKED
  - (AXI3) AXI_LOCK_RSVD
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **lock**

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify 
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the lock field of the tr_id transaction.
get_lock(lock, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the lock field of the tr_id transaction.
get_lock(lock, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_cache()

This nonblocking procedure sets the cache field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_cache
   (cache: in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t);
```

Arguments

- **cache**
  - (AXI3) Burst cache:
    - AXI_NONCACHE_NONBUF; (default)
    - AXI_BUF_ONLY;
    - AXI_CACHE_NOALLOC;
    - AXI_CACHE_BUF_NOALLOC;
    - AXI_CACHE_RSVD0;
    - AXI_CACHE_RSVD1;
    - AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;
    - AXI_CACHE_WBACK_ALLOC_R_ONLY;
    - AXI_CACHE_RSVD2;
    - AXI_CACHE_RSVD3;
    - AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;
    - AXI_CACHE_WBACK_ALLOC_W_ONLY;
    - AXI_CACHE_RSVD4;
    - AXI_CACHE_RSVD5;
    - AXI_CACHE_WTHROUGH_ALLOC_RW;
    - AXI_CACHE_WBACK_ALLOC_RW;
  - (AXI4) Burst cache:
    - AXI4_NONMODIFIABLE_NONBUF; (default)
    - AXI4_BUF_ONLY;
    - AXI4_CACHE_NOALLOC;
    - AXI4_CACHE_2;
    - AXI4_CACHE_3;
    - AXI4_CACHE_RSVD4;
    - AXI4_CACHE_RSVD5;
    - AXI4_CACHE_6;
    - AXI4_CACHE_7;
    - AXI4_CACHE_RSVD8;
    - AXI4_CACHE_RSVD9;
    - AXI4_CACHE_10;
    - AXI4_CACHE_11;
    - AXI4_CACHE_RSVD12;
    - AXI4_CACHE_RSVD12;
    - AXI4_CACHE_14;
    - AXI4_CACHE_15;

- **transaction_id**
  Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**
  BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
**set_cache()**

(path_id (Optional) Parallel process path identifier:

**_PATH_0**
**_PATH_1**
**_PATH_2**
**_PATH_3**
**_PATH_4**

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

---

**Note**

You do not normally use this procedure in a monitor test program.
get_cache()

This nonblocking procedure gets the cache field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype
```
-- * = axi| axi4
-- ** = AXI | AXI4
get_cache
(  
cache: out integer;
transaction_id : in integer;
bfm_id : in integer;
path_id : in *_path_t; --optional
signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
</table>
| cache (AXI3) Burst cache: | AXI_NONCACHE_NONBUF; (default)  
| | AXI_BUF_ONLY;  
| | AXI_CACHE_NOALLOC;  
| | AXI_CACHE_BUF_NOALLOC;  
| | AXI_CACHE_RSVD0;  
| | AXI_CACHE_RSVD1;  
| | AXI_CACHE_WTHROUGH_ALLOC_R_ONLY;  
| | AXI_CACHE_WBACK_ALLOC_R_ONLY;  
| | AXI_CACHE_RSVD2;  
| | AXI_CACHE_RSVD3;  
| | AXI_CACHE_WTHROUGH_ALLOC_W_ONLY;  
| | AXI_CACHE_WBACK_ALLOC_W_ONLY;  
| | AXI_CACHE_RSVD4;  
| | AXI_CACHE_RSVD5;  
| | AXI_CACHE_WTHROUGH_ALLOC_RW;  
| | AXI_CACHE_WBACK_ALLOC_RW;  
| (AXI4) Burst cache: | AXI4_NONMODIFIABLE_NONBUF; (default)  
| | AXI4_BUF_ONLY;  
| | AXI4_CACHE_NOALLOC;  
| | AXI4_CACHE_2;  
| | AXI4_CACHE_3;  
| | AXI4_CACHE_RSVD4;  
| | AXI4_CACHE_RSVD5;  
| | AXI4_CACHE_6;  
| | AXI4_CACHE_7;  
| | AXI4_CACHE_RSVD8;  
| | AXI4_CACHE_RSVD9;  
| | AXI4_CACHE_10;  
| | AXI4_CACHE_11;  
| | AXI4_CACHE_RSVD12;  
| | AXI4_CACHE_RSVD12;  
| | AXI4_CACHE_14;  
| | AXI4_CACHE_15;  |

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
path_id (Optional) Parallel process path identifier:

**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**
cache

**AXI3 Example**

-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

...  

-- Get the cache field of the tr_id transaction.
get_cache(cache, tr_id, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

...  

-- Get the cache field of the tr_id transaction.
get_cache(cache, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_prot()

This nonblocking procedure sets the protection prot field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_prot
(  prot: in integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- **prot** Burst protection:
  - **_NORM_SEC_DATA** (default);
  - **_PRIV_SEC_DATA**;
  - **_NORM_NONSEC_DATA**;
  - **_PRIV_NONSEC_DATA**;
  - **_NORM_SEC_INST**;
  - **_PRIV_SEC_INST**;
  - **_NORM_NONSEC_INST**;
  - **_PRIV_NONSEC_INST**;

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

---

**Note**

You do not normally use this procedure in a monitor test program.
get_prot()

This nonblocking procedure gets the protection `prot` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

**Prototype**
```vhdl
get_prot
(
    prot: out integer,
    transaction_id  : in integer,
    bfm_id : in integer,
    path_id : in _*path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**
- `prot` Burst protection:
  - **_NORM_SEC_DATA;
  - **_PRIV_SEC_DATA;
  - **_NORM_NONSEC_DATA;
  - **_PRIV_NONSEC_DATA;
  - **_NORM_SEC_INST;
  - **_PRIV_SEC_INST;
  - **_NORM_NONSEC_INST;
  - **_PRIV_NONSEC_INST;
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**
- `prot`
**AXI4 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

... 

-- Get the protection field of the tr_id transaction.
get_prot(prot, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
This nonblocking procedure sets the *id* field for a transaction that is uniquely identified by the *transaction_id* field previously created by the *create_monitor_transaction()* procedure.

**Prototype**

```vhd
set_id
(  
id: in integer;
transaction_id : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
bfm_id : in integer;
path_id : in **_path_t; --optional
signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- **id** Burst ID
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a monitor test program.
**get_id()**

This nonblocking procedure gets the *id* field for a transaction that is uniquely identified by the *transaction_id* field previously created by the *create_monitor_transaction()* procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_id
  (id: out integer;
   transaction_id : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
   bfm_id : in integer;
   path_id : in **_path_t; --optional
   signal tr_if : inout **_vhd_if_struct_t
  );
```

**Arguments**

- **id**: Burst ID
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the id field of the tr_id transaction.
get_id(id, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the id field of the tr_id transaction.
get_id(id, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**set_burst_length()**

This nonblocking procedure sets the `burst_length` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

- The `burst_length` field is the value that appears on the `AWLEN` and the `ARLEN` protocol signals. The number of data phases (beats) in a data burst is therefore `burst_length + 1`.

**Prototype**

```vhdl
set_burst_length
    (    burst_length : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0)
         | integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
    );
```

**Arguments**

- `burst_length` Burst length (default = 0).
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- None

**Note**

- You do not normally use this procedure in a monitor test program.
get_burst_length()

This nonblocking procedure gets the burst_length field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

**Note**

The burst_length field is the value that appears on the AWLEN and the ARLEN protocol signals. The number of data phases (beats) in a data burst is therefore burst_length + 1.

**Prototype**

```vhdl
get_burst_length
  (burst_length : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
  transaction_id  : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t)
```

**Arguments**

- **burst_length** Burst length.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- **burst_length**

**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the burst length field of the tr_id transaction.
get_burst_length(burst_length, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the burst length field of the tr_id transaction.
get_burst_length(burst_length, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_data_words()

This nonblocking procedure sets the data_words field array elements for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
set_data_words:
  (data_words: in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
   index : in integer; --optional
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **data_words**: Data words array.
- **index**: (Optional) Array element number for data_words.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_data_words()

This nonblocking procedure gets a data_words field array element for a transaction that is uniquely identified by the transactionid field previously created by the create_monitor_transaction() procedure.

Prototype

--- * = axi | axi4
--- ** = AXI | AXI4
get_data_words
(data_words: out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) |
integer;
index : in integer; --optional
transaction_id : in integer;
bfm_id : in integer;
path_id : in _path_t; --optional
signal tr_if : inout _vhd_if_struct_t
);  

Arguments

data_words Data words array.

index (Optional) Array element number for data_words.

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

data_words
AXI3 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the data_words field of the first data phase (beat)
-- for the tr_id transaction.
get_data_words(data, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the data_words field of the second data phase (beat)
-- for the tr_id transaction.
get_data_words(data, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the data_words field of the first data phase (beat)
-- for the tr_id transaction.
get_data_words(data, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the data_words field of the second data phase (beat)
-- for the tr_id transaction.
get_data_words(data, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_write_strobes()

This nonblocking procedure sets the write_strobes field array elements for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure and uniquely identified by the transaction_id field.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
set_write_strobes
{
    write_strobes : in std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | Integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
}
```

Arguments

- **write_strobes** Write strobes array.
- **index** (Optional) Array element number for write_strobes.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_write_strobes()

This nonblocking procedure gets the write_strobes field array elements for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
get_write_strobes
(
    write_strobes : out std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | integer;
    transaction_id : in integer; --optional
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- **write_strobes**: Write strobes array.
- **index**: (Optional) Array element number for write_strobes.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

**write_strobes**
VHDL AXI3 and AXI4 Monitor BFMs

get_write_strobes()

**AXI3 Example**

```
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write_strobes field of the first data phase (beat)
-- for the tr_id transaction.
get_write_strobes(write_strobe, 0, tr_id, bfm_index,
axi_tr_if_0(bfm_index));

-- Get the write_strobes field of the second data phase (beat)
-- for the tr_id transaction.
get_write_strobes(write_strobe, 1, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the write_strobes field of the first data phase (beat)
-- for the tr_id transaction.
get_write_strobes(write_strobe, 0, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));

-- Get the write_strobes field of the second data phase (beat)
-- for the tr_id transaction.
get_write_strobes(write_strobe, 1, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
```
**set_resp()**

This nonblocking procedure sets the response `resp` field array elements for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_resp
(
    resp: in std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) | integer;
    index : in integer; --optional
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- **resp** Transaction response array:
  - **_OKAY = 0;**
  - **_EXOKAY = 1;**
  - **_SLVERR = 2;**
  - **_DECERR = 3;**
  - `index` (Optional) Array element number for `resp`.
  - `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
  - `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
  - `path_id` (Optional) Parallel process path identifier:
    - **_PATH_0
    - **_PATH_1
    - **_PATH_2
    - **_PATH_3
    - **_PATH_4
    Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
  - `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

---

**Note**

You do not normally use this procedure in a monitor test program.
get Resp()  

This nonblocking procedure gets a response resp field array element for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype  

```
-- * = axi/ axi4
-- ** = AXI / AXI4
get_resp
    (  
        resp: out std_logic_vector (**_MAX_BIT_SIZE-1 downto 0) |
        integer;
        index: in integer; --optional
        transaction_id: in integer;
        bfm_id: in integer;
        path_id: in **_path_t; --optional
        signal tr_if: inout **_vhd_if_struct_t
    );
```

Arguments  

- **_OKAY = 0;  
- **_EXOKAY = 1;  
- **_SLVERR = 2;  
- **_DECERR = 3;

** resp  
Transaction response array:

** index  
(Optional) Array element number for resp.

** transaction_id  
Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

** bfm_id  
BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

** path_id  
(Optional) Parallel process path identifier:

** _PATH_0  
** _PATH_1  
** _PATH_2  
** _PATH_3  
** _PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

** tr_if  
Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns  

** resp
**AXI3 Example**

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the response field of the first data phase (beat)
-- of the tr_id transaction.
get_resp(read_resp, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the response field of the second data phase (beat)
-- if the tr_id transaction.
get_resp(read_resp, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the response field of the first data phase (beat)
-- of the tr_id transaction.
get_resp(read_resp, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the response field of the second data phase (beat)
-- if the tr_id transaction.
get_resp(read_resp, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_addr_user()

This nonblocking procedure sets the user data `addr_user` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
set_addr_user
(
  addr_user : in std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- `addr_user` User data in address phase.
- `transaction_id` Transaction identifier. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
- `bfm_id` BFM identifier. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a monitor test program.
get_addr_user()

This nonblocking procedure gets the user data addr_user field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_addr_user
(addr_user : out std_logic_vector(**_MAX_BIT_SIZE-1 downto 0) | integer;
transaction_id  : in integer;
bfm_id : in integer;
path_id : in **_path_t; --optional
signal tr_if : inout **_vhd_if_struct_t);
```

Arguments

- **addr_user** User data in the address phase.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **addr_user**

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the address channel user data of the tr_id transaction.
get_addr_user(user_data, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the address channel user data of the tr_id transaction.
get_addr_user(user_data, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_read_or_write()

This procedure sets the `read_or_write` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_read_or_write
    (read_or_write: in integer;
     transaction_id  : in integer;
     bfm_id : in integer;
     path_id : in **_path_t; --optional
     signal tr_if : inout **_vhd_if_struct_t
    );
```

**Arguments**

- **read_or_write** Read or write transaction:
  - **_TRANS_READ = 0
  - **_TRANS_WRITE = 1
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

---

**Note**

You do not normally use this procedure in a monitor test program.
get_read_or_write()

This nonblocking procedure gets the read_or_write field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

**Prototype**

```vhdl
get_read_or_write
(  
  read_or_write: out integer;  
  transaction_id : in integer;  
  bfm_id : in integer;  
  path_id : in *_path_t; --optional  
  signal tr_if : inout *_vhd_if_struct_t
);
```

**Arguments**

- `read_or_write` Read or write transaction:
  ```
  **_TRANS_READ = 0  
  **_TRANS_WRITE = 1
  ```
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```
  **_PATH_0  
  **_PATH_1  
  **_PATH_2  
  **_PATH_3  
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

`read_or_write`

**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify  
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read_or_write field of tr_id transaction.
get_read_or_write(read_or_write, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
```
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read_or_write field of tr_id transaction.
get_read_or_write(read_or_write, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_gen_write_strobes()

This nonblocking procedure sets the `gen_write_strobes` field for a write transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_gen_write_strobes
  (gen_write_strobes: in integer;
   transaction_id  : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t);
```

Arguments

- `gen_write_strobes`: Correction of write strobes for invalid byte lanes:
  - 0 = `write_strobes` passed through to protocol signals.
  - 1 = `write_strobes` auto-corrected for invalid byte lanes (default).
- `path_id`: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
- `tr_if`: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_gen_write_strobes()

This nonblocking procedure gets the gen_write_strobes field for a write transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

-- * = axi/ axi4
-- ** = AXI | AXI4
get_gen_write_strobes

(  
  gen_write_strobes: out integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *vhd_if_struct_t
)

Arguments

gen_write_strobes Correct write strobes flag:

0 = write_strobes passed through to protocol signals.
1 = write_strobes auto-corrected for invalid byte lanes.

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

gen_write_strobes

AXI3 Example

-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the auto correction write strobes flag of the tr_id transaction.
get_gen_write_strobes(write_strobes_flag, tr_id, bfm_index, axi_tr_if_0(bfm_index));
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the auto correction write strobes flag of the tr_id transaction.
get_gen_write_strobes(write_strobes_flag, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_operation_mode()

This nonblocking procedure sets the operation_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_operation_mode
  (operation_mode: in integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in *_path_t; --optional
   signal tr_if : inout *_vhd_if_struct_t);
```

Arguments

- **operation_mode**: Operation mode:
  - **TRANSACTION_NON_BLOCKING**;
  - **TRANSACTION_BLOCKING** (default);
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **PATH_0**
  - **PATH_1**
  - **PATH_2**
  - **PATH_3**
  - **PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Set the operation mode to nonblocking for the tr_id transaction.
set_operation_mode(AXI_TRANSACTION_NON_BLOCKING, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify -- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Set the operation mode to nonblocking for the tr_id transaction.
set_operation_mode(AXI4_TRANSACTION_NON_BLOCKING, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_operation_mode()

This nonblocking procedure gets the operation_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_operation_mode
(
    operation_mode: out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

- **operation_mode**: Operation mode:
  - **_TRANSACTION_NON_BLOCKING;
  - **_TRANSACTION_BLOCKING;

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

**operation_mode**

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the operation mode of the tr_id transaction.
get_operation_mode(operation_mode, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```


**AXI4 Example**

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the operation mode of the tr_id transaction.
get_operation_mode(operation_mode, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
**set_delay_mode()**

This AXI3 nonblocking procedure sets the *delay_mode* field for a transaction that is uniquely identified by the *transaction_id* field previously created by the *create_monitor_transaction()* procedure.

**Prototype**
```
-- * = axi  |  axi4
-- ** = AXI |  AXI4
set_delay_mode
  (delay_mode: in integer;
   transaction_id : in integer;
   bfm_id : in integer;
   path_id : in axi_path_t; --optional
   signal tr_if : inout axi_vhd_if_struct_t
  );
```

**Arguments**

- **delay_mode**
  
  Delay mode:
  
  - AXI_VALID2READY (default);
  - AXI_TRANS2READY;

- **transaction_id**
  
  Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **bfm_id**
  
  BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**
  
  (Optional) Parallel process path identifier:
  
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**
  
  Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a monitor test program.
get_delay_mode()

This AXI3 nonblocking procedure gets the delay_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
get_delay_mode
(
    delay_mode: out integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in axi_path_t; --optional
    signal tr_if : inout axi_vhd_if_struct_t
);
```

Arguments

- **delay_mode**: Delay mode:
  - AXI_VALID2READY;
  - AXI_TRANS2READY;
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **delay_mode**

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....
-- Get the delay mode of the *VALID to *READY handshake of the -- tr_id transaction
get_delay_mode(delay_mode, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

AXI4 BFM

**Note**

This procedure is not supported in the AXI4 BFM API.
set_write_data_mode()

This nonblocking procedure sets the write_data_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
set_write_data_mode
(
  write_data_mode: in integer;
  transaction_id  : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

- **write_data_mode** Write data mode:
  - **_DATA_AFTER_ADDRESS** (default);
  - **_DATA_WITH_ADDRESS**;
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
VHDL AXI3 and AXI4 Monitor BFMs

get_write_data_mode()

This nonblocking procedure gets the write_data_mode field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi / axi4
-- ** = AXI / AXI4
get_write_data_mode
(
  write_data_mode: out integer,
  transaction_id : in integer,
  bfm_id : in integer,
  path_id : in **_path_t; --optional
  signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- `write_data_mode`: Write data mode:
  - **_DATA_AFTER_ADDRESS;
  - **_DATA_WITH_ADDRESS;
- `path_id`: (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if`: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

`write_data_mode`

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data mode of the tr_id transaction
get_write_data_mode(write_data_mode, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data mode of the tr_id transaction
get_write_data_mode(write_data_mode, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_address_valid_delay()

This nonblocking procedure sets the address_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
set_address_valid_delay
(
    address_valid_delay: in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

<table>
<thead>
<tr>
<th>Argument</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>address_valid_delay</td>
<td>Address channel ARVALID/AWVALID delay measured in ACLK cycles for this transaction. Default: 0.</td>
</tr>
<tr>
<td>transaction_id</td>
<td>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier:</td>
</tr>
<tr>
<td></td>
<td>**_PATH_0</td>
</tr>
<tr>
<td></td>
<td>**_PATH_1</td>
</tr>
<tr>
<td></td>
<td>**_PATH_2</td>
</tr>
<tr>
<td></td>
<td>**_PATH_3</td>
</tr>
<tr>
<td></td>
<td>**_PATH_4</td>
</tr>
<tr>
<td>tr_if</td>
<td>Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
</tbody>
</table>

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_address_valid_delay()

This nonblocking procedure gets the address_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi/ axi4
-- ** = AXI | AXI4
get_address_valid_delay :
(    address_valid_delay: out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);```

Arguments

- **address_valid_delay** Address channel ARVALID/AWVALID delay in ACLK cycles for this transaction.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns **address_valid_delay**

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the address channel delay of the tr_id transaction.
get_address_valid_delay(address_valid_delay, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the address channel delay of the tr_id transaction.
get_address_valid_delay(address_valid_delay, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_address_ready_delay()

This AXI3 nonblocking procedure sets the `address_ready_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedures.

Prototype

```vhdl
set_address_ready_delay
(    address_ready_delay: in integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in axi_path_t; --optional
    signal tr_if : inout axi_vhd_if_struct_t
);
```

Arguments

- `address_ready_delay` Address channel ARREADY/AWREADY delay measured in ACLK cycles for this transaction. Default: 0.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_address_ready_delay()

This nonblocking procedure gets the \textit{address\_ready\_delay} field for a transaction that is uniquely identified by the \textit{transaction\_id} field previously created by the \textit{create\_monitor\_transaction()} procedure.

**Prototype**

\begin{verbatim}
get_address_ready_delay
(
    address_ready_delay: out integer;
    transaction_id    : in integer;
    bfm_id             : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
\end{verbatim}

**Arguments**

- \textit{address\_ready\_delay} Address channel \textit{ARREADY}/\textit{AWREADY} delay measured in \textit{ACLK} cycles for this transaction.
- \textit{transaction\_id} Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- \textit{bfm\_id} BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- \textit{path\_id} (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- \textit{tr\_if} Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

\textit{address\_ready\_delay}

**AXI3 Example**

\begin{verbatim}
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the address channel *READY delay of the tr_id transaction.
get_address_ready_delay(address_ready_delay, tr_id, bfm_index, axi_tr_if_0(bfm_index));
\end{verbatim}
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the address channel *READY delay of the tr_id transaction.
get_address_ready_delay(address_ready_delay, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
set_data_valid_delay()

This nonblocking procedure sets the data_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
set_data_valid_delay
(
    data_valid_delay: in integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
)
```

Arguments

- **data_valid_delay**: Data channel array to hold RVALID/WVALID delays measured in ACLK cycles for this transaction. Default: 0.
- **index**: (Optional) Array element number for data_valid_delay.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_data_valid_delay()

This nonblocking procedure sets the data_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_data_valid_delay
(
    data_valid_delay: out integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);*
```

Arguments

- **data_valid_delay**: Data channel array to hold RVALID/WVALID delays measured in ACLK cycles for this transaction.
- **index**: (Optional) Array element number for data_valid_delay.
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **data_valid_delay**
AXI3 Example

-- Create a monitor transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write channel WVALID delay for the first data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the write channel WVALID delay for the second data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a monitor transaction with start address of 0.
-- Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write channel WVALID delay for the first data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the write channel WVALID delay for the second data
-- phase (beat) of the tr_id transaction.
get_data_valid_delay(data_valid_delay, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_data_ready_delay()

This AXI3 nonblocking procedure sets the data_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
set_data_ready_delay(
    data_ready_delay: in integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in axi_path_t; --optional
    signal tr_if : inout axi_vhd_if_struct_t
);
```

Arguments

- **data_ready_delay** Data channel array to hold RREADY?WREADY delays measured in ACLK cycles for this transaction. Default: 0.
- **index** (Optional) Array element number for data_ready_delay.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_data_ready_delay()

This nonblocking procedure gets the data_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_data_ready_delay
(
    data_ready_delay: out integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

data_ready_delay Data channel array to hold RREADY/WREADY delay measured in ACLK cycles for this transaction.

index (Optional) Array element index number for data_ready_delay.

transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

path_id (Optional) Parallel process path identifier:

**_PATH_0
**_PATH_1
**_PATH_2
**_PATH_3
**_PATH_4

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns None
VHDL AXI3 and AXI4 Monitor BFMs

get_data_ready_delay()

AXI3 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the read data channel RREADY delay for the first
-- data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 0, tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the read data channel RREADY delay for the second
-- data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 1, tr_id, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the read data channel RREADY delay for the first
-- data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the read data channel RREADY delay for the second
-- data phase (beat) of the tr_id transaction.
get_data_ready_delay(data_ready_delay, 1, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_write_response_valid_delay()

This AXI3 nonblocking procedure sets the write_response_valid_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
set_write_response_valid_delay
(
    write_response_valid_delay: in integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in axi_path_t; --optional
    signal tr_if : inout axi_vhd_if_struct_t
);
```

Arguments

- `write_response_valid_delay`: Write data channel BVALID delay measured in ACLK cycles for this transaction. Default: 0.
- `path_id`: (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if`: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
**get_write_response_valid_delay()**

This nonblocking procedure gets the `write_response_valid_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
get_write_response_valid_delay
```

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_write_response_valid_delay

  (write_response_valid_delay: out integer;
   transaction_id: in integer;
   bfm_id: in integer;
   path_id: in **_path_t; --optional
   signal tr_if: inout *_vhd_if_struct_t)
);
```

**Arguments**

- `write_response_valid_delay` Write data channel `BVALID` delay measured in `ACLK` cycles for this transaction.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

`write_response_valid_delay`

### AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write response channel BVALID delay of the tr_id transaction.
get_write_response_valid_delay(write_response_valid_delay, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
VHDL AXI3 and AXI4 Monitor BFM

get_write_response_valid_delay()

AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write response channel BVALID delay of the tr_id transaction.
get_write_response_valid_delay(write_response_valid_delay, tr_id,
bfm_index, axi4_tr_if_0(bfm_index));
set_write_response_ready_delay()

This AXI3 nonblocking procedure sets the write_response_ready_delay field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
set_write_response_ready_delay
( write_response_ready_delay: in integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in axi_path_t; --optional
  signal tr_if : inout axi_vhd_if_struct_t
);
```

Arguments

- **write_response_ready_delay** Write data channel BREADY delay measured in ACLK cycles for this transaction. Default: 0.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to v for more details.
- **path_id** (Optional) Parallel process path identifier:
  - AXI_PATH_0
  - AXI_PATH_1
  - AXI_PATH_2
  - AXI_PATH_3
  - AXI_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_write_response_ready_delay()

This nonblocking procedure gets the `write_response_ready_delay` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi/ axi4
-- ** = AXI / AXI4
get_write_response_ready_delay
(
    write_response_ready_delay: out integer;
    transaction_id  : in integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);```

**Arguments**

- `write_response_ready_delay` Write data channel `BREADY` delay measured in `ACLK` cycles for this transaction.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- `write_response_ready_delay`

**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
.
.
-- Get the write response channel BREADY delay of the tr_id transaction.
get_write_response_ready_delay(write_resp_ready_delay, tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write response channel BREADY delay of the tr_id transaction.
get_write_response_ready_delay(write_resp_ready_delay, tr_id, bfm_index, axi4_tr_if_0(bfm_index));
set_data_beat_done()

This nonblocking procedure sets the data_beat_done field array element for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
set_data_beat_done
(  data_beat_done : in integer;
  index : in integer; --optional
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in *_path_t; --optional
  signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- **data_beat_done** Write data channel phase (beat) done array for this transaction.
- **index** (Optional) Array element number for data_beat_done.
- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

Note

You do not normally use this procedure in a monitor test program.
get_data_beat_done()

This nonblocking procedure gets the data_beat_done field array element for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_data_beat_done
(
    data_beat_done : out integer;
    index : in integer; --optional
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *_vhd_if_struct_t
);
```

Arguments

- ** data_beat_done** Data channel phase (beat) done array for this transaction
- ** index** (Optional) Array element number for data_beat_done.
- ** transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- ** bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- ** path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- ** tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- ** data_beat_done**
**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

```vhdl```

```vhdl```

```vhdl```

```vhdl```

**AXI4 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```

```vhdl```

```vhdl```

```vhdl```

```vhdl```

```vhdl```

```vhdl```

```vhdl```

```vhdl```

```vhdl```

```vhdl```
**set_transaction_done()**

This nonblocking procedure sets the `transaction_done` field for a transaction that is uniquely identified by the `transaction_id` field previously created by the `create_monitor_transaction()` procedures.

**Prototype**

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4

set_transaction_done
(
  transaction_done : in integer;
  transaction_id : in integer;
  bfm_id : in integer;
  path_id : in **_PATH_T; --optional
  signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- `transaction_done` Transaction `done` flag for this transaction.
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**Note**

You do not normally use this procedure in a monitor test program.
get_transaction_done()

This nonblocking procedure gets the transaction_done field for a transaction that is uniquely identified by the transaction_id field previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
get_transaction_done(
    transaction_done : out integer;
    transaction_id : in integer;
    bfm_id : in integer;
    path_id : in *_path_t; --optional
    signal tr_if : inout *vhd_if_struct_t
);
```

Arguments

- **transaction_done**: Transaction done flag for this transaction
- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **transaction_done**

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

-- Get the transaction_done flag of the tr_id transaction.
get_transaction_done(transaction_done, tr_id, bfm_index,
axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the transaction_done flag of the tr_id transaction.
get_transaction_done(transaction_done, tr_id, bfm_index,
axi4_tr_if_0(bfm_index));
get_read_data_burst()

This blocking procedure gets a read data burst that is uniquely identified by the transaction_id argument previously created by the create_monitor_transaction() procedure.

It calls the get_read_data_phase() procedure for each beat of the data burst, with the length of the burst defined by the transaction record burst_length field.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_read_data_burst
(
    transaction_id  : in integer;
    bfm_id          : in integer;
    path_id         : in **path_t; --optional
    signal tr_if    : inout **vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```
-- Create a monitor transaction.
-- Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read data burst for the tr_id transaction.
get_read_data_burst(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

```vhdl
-- Create a monitor transaction.
-- Creation returns tr_id to identify the transaction.
create_monitor_transaction(0, tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read data burst for the tr_id transaction.
get_read_data_burst(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
get_read_data_phase()

This blocking procedure gets a read data phase that is uniquely identified by the transaction_id argument previously created by the create_monitor_transaction() procedure.

The get_read_data_phase() sets the data_beat_done array index element field to 1 when the phase completes. If this is the last phase (beat) of the burst then it sets the transaction_done field to 1 to indicate the whole read transaction has completed.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_read_data_phase
(
    transaction_id : in integer;
    index : in integer; --optional
    bfm_id          : in integer;
    path_id          : in *_path_t; --optional
    signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **index** (Optional) Data phase (beat) number.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
**AXI3 Example**

-- Create a monitor transaction.
-- Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the read data phase for the first beat of the
-- tr_id transaction.
get_read_data_phase(tr_id, 0, bfm_index, axi_tr_if_0(bfm_index));

-- Get the read data phase for the second beat of the
-- tr_id transaction.
get_read_data_phase(tr_id, 1, bfm_index, axi_tr_if_0(bfm_index));

**AXI4 Example**

-- Create a monitor transaction.
-- Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read data phase for the first beat of the
-- tr_id transaction.
get_read_data_phase(tr_id, 0, bfm_index, axi4_tr_if_0(bfm_index));

-- Get the read data phase for the second beat of the
-- tr_id transaction.
get_read_data_phase(tr_id, 1, bfm_index, axi4_tr_if_0(bfm_index));
get_write_response_phase()

This blocking procedure gets a write response phase that is uniquely identified by the transaction_id argument previously created by the create_monitor_transaction() procedure.

It sets the transaction_done field to 1 when the phase completes to indicate the whole transaction has completed.

Prototype

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_write_response_phase
(
  transaction_id  : in integer;
  bfm_id          : in integer;
  path_id         : in *_path_t; --optional
  signal tr_if    : inout *vhd_if_struct_t
);
```

Arguments

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a monitor transaction.
-- Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write response phase for the tr_id transaction.
get_write_response_phase(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
**AXI4 Example**

```
-- Create a monitor transaction.
-- Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write response phase for the tr_id transaction.
get_write_response_phase(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
```
get_write_addr_phase()

This blocking procedure gets a write address phase that is uniquely identified by the transaction_id argument previously created by the create_monitor_transaction() procedure.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_write_addr_phase
(
    transaction_id  : in integer;
    bfm_id          : in integer;
    path_id         : in _*path_t; -- Optional
    signal tr_if    : inout *_vhd_if_struct_t
);  
```

Arguments

<table>
<thead>
<tr>
<th>transaction_id</th>
<th>Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</th>
</tr>
</thead>
<tbody>
<tr>
<td>bfm_id</td>
<td>BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.</td>
</tr>
<tr>
<td>path_id</td>
<td>(Optional) Parallel process path identifier:</td>
</tr>
<tr>
<td></td>
<td>**_PATH_0</td>
</tr>
<tr>
<td></td>
<td>**_PATH_1</td>
</tr>
<tr>
<td></td>
<td>**_PATH_2</td>
</tr>
<tr>
<td></td>
<td>**_PATH_3</td>
</tr>
<tr>
<td></td>
<td>**_PATH_4</td>
</tr>
</tbody>
</table>

Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

| tr_if | Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details. |

Returns

None

AXI3 Example

```
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write address phase of the tr_id transaction.
get_write_addr_phase(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

    -- Create a monitor transaction. Creation returns tr_id to identify
    -- the transaction.
    create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

    ....

    -- Get the write address phase of the tr_id transaction.
    get_write_addr_phase(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_read_addr_phase()

This blocking procedure gets a read address phase that is uniquely identified by the
transaction_id argument previously created by the create_monitor_transaction() procedure.

Prototype

```vhdl
-- * = axi / axi4
-- ** = AXI / AXI4
procedure get_read_addr_phase
(
    transaction_id  : in integer;
    bfm_id          : in integer;
    path_id         : in *_path_t; -- Optional
    signal tr_if    : inout *_vhd_if_struct_t
);
```

Arguments

- **transaction_id**: Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None

AXI3 Example

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the read address phase of the tr_id transaction.
get_read_addr_phase(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the read address phase of the tr_id transaction.
get_read_addr_phase(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_write_data_phase()

This blocking procedure gets a write data phase that is uniquely identified by the transaction_id argument previously created by the create_monitor_transaction() procedure. The get_write_data_phase() sets the data_beat_done array index element to 1 when the phase completes. If this is the last data phase of the burst then it returns the last argument set to 1.

Prototype

```
-- * = axi | axi4
-- ** = AXI | AXI4
procedure get_write_data_phase
(
    transaction_id  : in integer;
    index : in integer; --optional
    last : out integer;
    bfm_id : in integer;
    path_id : in **_path_t; --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

Arguments

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **index** (Optional) Data phase (beat) number.
- **last** Last data phase (beat) of the burst:
  - 0 = data burst not complete
  - 1 = data burst complete
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0
  - **PATH_1
  - **PATH_2
  - **PATH_3
  - **PATH_4
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **last**
AXI3 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data phase for the first beat of the tr_id transaction.
get_write_data_phase(tr_id, 0, last, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data phase for the second beat of the tr_id transaction.
get_write_data_phase(tr_id, 1, last, bfm_index, axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data phase for the first beat of the tr_id transaction.
get_write_data_phase(tr_id, 0, last, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the write data phase for the second beat of the tr_id transaction.
get_write_data_phase(tr_id, 1, last, bfm_index, axi4_tr_if_0(bfm_index));
**get_write_data_burst()**

This blocking procedure gets a write data burst that is uniquely identified by the `transaction_id` argument previously created by the `create_monitor_transaction()` procedure.

It calls the `get_write_data_phase()` procedure for each beat of the data burst, with the length of the burst defined by the transaction record `burst_length` field.

**Prototype**

```vhdl
-- = axi| axi4
-- ** = AXI | AXI4
procedure get_write_data_burst
(
    transaction_id  : in integer;
    bfm_id          : in integer;
    path_id         : in *_path_t; --optional
    signal tr_if    : inout *_vhd_if_struct_t
);
```

**Arguments**

- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
....

-- Get the write data burst for the tr_id transaction.
get_write_data_burst(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```

**VHDL AXI3 and AXI4 Monitor BFMs**

`get_write_data_burst()`
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the write data burst for the tr_id transaction.
get_write_data_burst(tr_id, bfm_index, axi_tr_if_0(bfm_index));
**get_rw_transaction()**

This blocking procedure gets a complete read/write transaction that is uniquely identified by the `transaction_id` argument previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure get_rw_transaction
(
    transaction_id : in integer;
    bfm_id          : in integer;
    path_id         : in *_path_t; --optional
    signal tr_if    : inout *_vhd_if_struct_t
);
```

**Arguments**

- **transaction_id** Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - **PATH_0
  - **PATH_1
  - **PATH_2
  - **PATH_3
  - **PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Get the complete tr_id transaction.
get_rw_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Get the complete tr_id transaction.
get_rw_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
get_read_addr_ready()

This blocking AXI4 procedure returns the value of the read address channel ARREADY signal using the ready argument. It will block for one ACLK period.

Prototype

``` vhdl
procedure get_read_addr_ready
(
    ready : out integer;
    bfm_id : in integer;
    path_id : in axi4_adv_path_t; --optional
    signal tr_if : inout axi4_vhd_if_struct_t
);
```

Arguments

- **ready**: The value of the ARREADY signal.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

- **ready**

AXI3 BFM

Note

The get_read_addr_ready() procedure is not available in the AXI3 BFM.

AXI4 Example

```vhdl
// Get the ARREADY signal value
bfm.get_read_addr_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
get_read_data_ready()

This blocking AXI4 procedure returns the value of the read data channel *RREADY* signal using the *ready* argument. It will block for one *ACLK* period.

**Prototype**

```vhdl
procedure get_read_data_ready
  (read : out integer;
   bfm_id      : in integer;
   path_id     : in axi4_adv_path_t; --optional
   signal tr_if : inout axi4_vhd_if_struct_t
  );
```

**Arguments**

- **ready** The value of the *RREADY* signal.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- **ready**

**AXI3 BFM**

**Note**

The *get_read_data_ready()* procedure is not available in the AXI3 BFM.

**AXI4 Example**

```vhdl
// Get the RREADY signal value
bfm.get_read_data_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
get_write_addr_ready()

This blocking AXI4 procedure returns the value of the write address channel \textit{AWREADY} signal using the \textit{ready} argument. It will block for one \textit{ACLK} period.

**Prototype**

```vhdl
procedure get_write_addr_ready
(
    ready : out integer;
    bfm_id : in integer;
    path_id : in axi4_adv_path_t; --optional
    signal tr_if : inout axi4_vhd_if_struct_t
);```

**Arguments**

- **ready** The value of the \textit{AWREADY} signal.
- **bfm_id** BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id** (Optional) Parallel process path identifier:
  - AXI4\_PATH\_5
  - AXI4\_PATH\_6
  - AXI4\_PATH\_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if** Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- **ready**

**AXI3 BFM**

<table>
<thead>
<tr>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>The \texttt{get_write_addr_ready()} procedure is not available in the AXI3 BFM.</td>
</tr>
</tbody>
</table>

**AXI4 Example**

```vhdl
// Get the WREADY signal value
bfm.get_write_addr_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
get_write_data_ready()

This blocking AXI4 procedure returns the value of the write data channel WREADY signal using the *ready* argument. It will block for one *ACLK* period.

**Prototype**

```vhdl
procedure get_write_data_ready
(
    ready : out integer;
    bfm_id : in integer;
    path_id : in axi4_adv_path_t;  --optional
    signal tr_if : inout axi4_vhd_if_struct_t
);
```

**Arguments**

- **ready**: The value of the WREADY signal.
- **bfm_id**: BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

- **ready**

**AXI3 BFM**

The *get_write_data_ready()* procedure is not available in the AXI3 BFM.

**AXI4 Example**

```vhdl
// Get the WREADY signal value
bfm.get_write_data_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
### get_write_resp_ready()

This blocking AXI4 procedure returns the value of the write response channel _BREADY_ signal using the `ready` argument. It blocks for one _ACLK_ period.

#### Prototype

```vhd
procedure get_write_resp_ready
(
    ready : out integer;
    bfm_id : in integer;
    path_id : in axi4_adv_path_t; --optional
    signal tr_if : inout axi4_vhd_if_struct_t
);
```

#### Arguments

- **ready**: The value of the _RREADY_ signal.
- **bfm_id**: BFM identifier. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
- **path_id**: (Optional) Parallel process path identifier:
  - AXI4_PATH_5
  - AXI4_PATH_6
  - AXI4_PATH_7
  
  Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.
- **tr_if**: Transaction signal interface. Refer to "Overloaded Procedure Common Arguments" on page 203 for more details.

#### Returns

- **ready**

### AXI3 BFM

#### Note

The `get_write_resp_ready()` procedure is not available in the AXI3 BFM.

### AXI4 Example

```vhd
// Get the BREADY signal value
bfm.get_write_resp_ready(ready, bfm_index, axi4_tr_if_0(bfm_index));
```
**push_transaction_id()**

This nonblocking procedure pushes a transaction record into the back of a queue. The transaction is uniquely identified by the `transaction_id` argument previously created by the `create_monitor_transaction()` procedure. The queue is identified by the `queue_id` argument.

**Prototype**
```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure push_transaction_id
(
  transaction_id  : in integer;
  queue_id  : in integer;
  bfm_id          : in integer;
  path_id         : in *_path_t;  --optional
  signal tr_if    : inout *_vhd_if_struct_t
);
```

**Arguments**
- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `queue_id` Queue identifier:
  - **_QUEUE_ID_0**
  - **_QUEUE_ID_1**
  - **_QUEUE_ID_2**
  - **_QUEUE_ID_3**
  - **_QUEUE_ID_4**
  - AXI4_QUEUE_ID_5
  - AXI4_QUEUE_ID_6
  - AXI4_QUEUE_ID_7

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - **_PATH_0**
  - **_PATH_1**
  - **_PATH_2**
  - **_PATH_3**
  - **_PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns** None
**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Push the transaction record into queue 1 for the tr_id transaction.
push_transaction_id(tr_id, AXI_QUEUE_ID_1, bfm_index, axi_tr_if_0(bfm_index));
```

**AXI4 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Push the transaction record into queue 1 for the tr_id transaction.
push_transaction_id(tr_id, AXI4_QUEUE_ID_1, bfm_index, axi4_tr_if_0(bfm_index));
```
pop_transaction_id()

This nonblocking (unless queue is empty) procedure pops a transaction record from the front of a queue. The transaction is uniquely identified by the transaction_id argument previously created by the get_rw_transaction() procedure. The queue is identified by the queue_id argument.

If the queue is empty then it will block until an entry becomes available.

Prototype

```
-- * = axi| axi4
-- ** = AXI | AXI4
procedure pop_transaction_id
  (
    transaction_id  : in integer;
    queue_id  : in integer;
    bfm_id          : in integer;
    path_id         : in *_path_t; --optional
    signal tr_if    : inout *_vhd_if_struct_t
  );
```

Arguments

- transaction_id Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- queue_id Queue identifier:
  - **_QUEUE_ID_0
  - **_QUEUE_ID_1
  - **_QUEUE_ID_2
  - **_QUEUE_ID_3
  - **_QUEUE_ID_4
  - AXI4_QUEUE_ID_5
  - AXI4_QUEUE_ID_6
  - AXI4_QUEUE_ID_7
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- bfm_id BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- path_id (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  - Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- tr_if Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
AXI3 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Pop the transaction record from queue 1 for the tr_id transaction.
pop_transaction_id(tr_id, AXI_QUEUE_ID_1, bfm_index,
axi_tr_if_0(bfm_index));

AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Pop the transaction record from queue 1 for the tr_id transaction.
pop_transaction_id(tr_id, AXI4_QUEUE_ID_1, bfm_index,
axi4_tr_if_0(bfm_index));
**print()**

This nonblocking procedure prints a transaction record, that is uniquely identified by the `transaction_id` argument previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi | axi4
-- ** = AXI | AXI4
procedure print
(
    transaction_id  : in integer;
    print_delays : in integer;  --optional
    bfm_id : in integer;
    path_id : in **_path_t;  --optional
    signal tr_if : inout **_vhd_if_struct_t
);
```

**Arguments**

- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `print_delays` (Optional) Print delay values flag:
  - 0 = do not print the delay values (default).
  - 1 = print the delay values.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  - **_PATH_0
  - **_PATH_1
  - **_PATH_2
  - **_PATH_3
  - **_PATH_4
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns** None

**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Print the transaction record (including delay values) of the
-- tr_id transaction.
print(tr_id, 1, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns \texttt{tr\_id} to identify
-- the transaction.
create\_monitor\_transaction(\texttt{tr\_id}, \texttt{bfm\_index}, axi4\_tr\_if\_0(bfm\_index));

....

-- Print the transaction record (including delay values) of the
-- \texttt{tr\_id} transaction.
print(\texttt{tr\_id}, 1, \texttt{bfm\_index}, axi4\_tr\_if\_0(bfm\_index));
destruct_transaction()

This blocking procedure removes a transaction record, for clean-up purposes and memory management, that is uniquely identified by the `transaction_id` argument previously created by the `create_monitor_transaction()` procedure.

**Prototype**

```vhdl
-- * = axi| axi4
-- ** = AXI | AXI4
procedure destruct_transaction
(
    transaction_id : in integer;
    bfm_id          : in integer;
    path_id         : in **_path_t; --optional
    signal tr_if    : inout **_vhd_if_struct_t
);
```

**Arguments**

- `transaction_id` Transaction identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `bfm_id` BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `path_id` (Optional) Parallel process path identifier:
  ```vhdl
  **_PATH_0
  **_PATH_1
  **_PATH_2
  **_PATH_3
  **_PATH_4
  ```
  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.
- `tr_if` Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

**Returns**

None

**AXI3 Example**

```vhdl
-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));

....

-- Remove the transaction record for the tr_id transaction.
destruct_transaction(tr_id, bfm_index, axi_tr_if_0(bfm_index));
```
AXI4 Example

-- Create a monitor transaction. Creation returns tr_id to identify
-- the transaction.
create_monitor_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));

....

-- Remove the transaction record for the tr_id transaction.
destruct_transaction(tr_id, bfm_index, axi4_tr_if_0(bfm_index));
wait_on()

This blocking procedure waits for an event on the ACLK or ARESETn signals to occur before proceeding. An optional count argument waits for the number of events equal to count.

Prototype

```vhdl
procedure wait_on
(  
  phase           : in integer;
  count: in integer;  --optional
  bfm_id          : in integer;
  path_id         : in _path_t;  --optional
  signal tr_if    : inout _vhd_if_struct_t
);
```

Arguments

- **phase**
  - **CLOCK_POSEDGE**
  - **CLOCK_NEGEDGE**
  - **CLOCK_ANYEDGE**
  - **CLOCK_0_TO_1**
  - **CLOCK_1_TO_0**
  - **RESET_POSEDGE**
  - **RESET_NEGEDGE**
  - **RESET_ANYEDGE**
  - **RESET_0_TO_1**
  - **RESET_1_TO_0**

- **count**
  - (Optional) Wait for a number of events to occur set by count. (default = 1)

- **bfm_id**
  - BFM identifier. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **path_id**
  - (Optional) Parallel process path identifier:
    - **PATH_0**
    - **PATH_1**
    - **PATH_2**
    - **PATH_3**
    - **PATH_4**

  Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

- **tr_if**
  - Transaction signal interface. Refer to “Overloaded Procedure Common Arguments” on page 203 for more details.

Returns

None
VHDL AXI3 and AXI4 Monitor BFMs

**wait_on()**

### AXI3 Example

```vhdl
wait_on(AXI_RESET_POSEDGE, bfm_index, axi_tr_if_0(bfm_index));
wait_on(AXI_CLOCK_POSEDGE, 10, bfm_index, axi_tr_if_0(bfm_index));
```

### AXI4 Example

```vhdl
wait_on(AXI4_RESET_POSEDGE, bfm_index, axi4_tr_if_0(bfm_index));
wait_on(AXI4_CLOCK_POSEDGE, 10, bfm_index, axi4_tr_if_0(bfm_index));
```
This chapter discusses how to use the Mentor Verification IP Altera Edition master and slave BFM's to verify slave and master components, respectively.

In the Verifying a Slave DUT tutorial the slave is an on-chip RAM model that is verified using a master BFM and test program.

In the Verifying a Master DUT tutorial the master issues simple write and read transactions that are verified using a slave BFM and test program.

Following this top-level discussion of how you verify a master and a slave component using the Mentor Verification IP Altera Edition is a brief example of how to run Qsys, the powerful system integration tool in the Quartus II software. This procedure shows you how to use Qsys to create a top-level DUT environment. For more details on this example, refer to “Getting Started with Qsys and the BFM’s” on page 653.

Verifying a Slave DUT

A slave DUT component is connected to a master BFM at the signal-level. A master test program, written at the transaction-level, generates stimulus via the master BFM to verify the slave DUT. Figure 11-1 illustrates a typical top-level testbench environment.

Figure 11-1. Slave DUT Top-level Testbench Environment

In this example the master test program also compares the written data with that read back from the slave DUT, reporting the result of the comparison.
A top-level file instantiates and connects all the components required to test and monitor the DUT, and controls the system clock (\(ACLK\)) and reset (\(ARESETn\)) signals.

**AXI3 BFM Master Test Program**

Using the AXI3 master BFM API, this Master Test Program creates a wide range of stimulus scenarios which test the slave DUT. This tutorial restricts the stimulus to a write transaction followed by a read transaction to the same address, which then compares the read data with the previously written data. For a complete code example of this VHDL Master Test Program, refer to “VHDL AXI3 Master BFM Test Program” on page 731 in Appendix B.

**Configuration and Initialization**

The code excerpt in Example 11-1 shows the Master Test Program architecture definition master_test_program_a. It defines three variables, \(tr\_id\), \(data\_words\), and \(lp\) to hold the transaction identifier number, data words payload, and read data from the slave, respectively. An additional system clock cycle is waited on after reset to satisfy the AXI3 protocol requirement specified in Section 11.1.2 of the AMBA AXI Protocol Specification before executing transactions.

**Example 11-1. Architecture Definition and Initialization**

```vhdl
architecture master_test_program_a of master_test_program is
begin

    -- Master test
    process
        variable tr_id: integer;
        variable data_words : std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);
        variable lp: line;
    begin
        wait_on(AXI_RESET_0_TO_1, index, axi_tr_if_0(index));
        wait_on(AXI_CLOCK_POSEDGE, index, axi_tr_if_0(index));
    end process;

    begin

    end architecture;
```

**Write Transaction Creation and Execution**

To generate AXI3 protocol traffic, the Master Test Program must create the transaction before executing it. The code excerpt in Example 11-2 uses the VHDL Master API create_write_transaction() procedure, providing only the start address argument of the transaction. The optional burst-length argument automatically defaults to a value of zero—indicating a burst length of a single beat.

This example has an AXI3 data bus width of 32-bits; therefore a single beat of data conveys 4-bytes across the data bus. The set_data_words() procedure sets the data_words[0] transaction field with the value of 1 on byte lane 1, resulting in a value of 32'h0000_0100. However, the AXI3 protocol permits narrow transfers with the use of the write strobes signal WSTRB to indicate which byte lane contains valid write data, and therefore indicates to the slave DUT...
which data byte lane will be written into memory. Similarly, you can call the `set_write_strobes()` procedure to set the `write_strobes[0]` transaction field with the value of `4'b0010`, indicating that only valid data is being transferred on byte lane 1. The write transaction then executes on the protocol signals using the `execute_transaction()` procedure.

All other transaction fields default to legal protocol values (refer to “Master BFM Configuration” on page 204 for more details).

**Example 11-2. Write Transaction Creation and Execution**

```vhdl
-- Write data value 1 on byte lanes 1 to address 1.
create_write_transaction(1, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"00000100";
set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
set_write_strobes(2, tr_id, index, axi_tr_if_0(index));
report "master_test_program: Writing data (1) to address (1)";

-- By default it will run in Blocking mode
execute_transaction(tr_id, index, axi_tr_if_0(index));
```

In the complete Master Test Program three subsequent write transactions are created and executed in a similar manner to that shown in Example 11-2. See “VHDL AXI3 Master BFM Test Program” on page 731 for details.

**Read Transaction Creation and Execution**

The code excerpt in Example 11-3 reads the data that has been previously written into the slave memory. The Master Test Program first creates a read transaction using the `create_read_transaction()` procedure, providing only the start address argument of the transaction. The optional burst-length argument automatically defaults to a value of zero—indicating a burst length of a single beat.

The `set_id()` procedure is then called to set the transaction `id` field to be 1, and the `set_size()` procedure sets the transaction `size` field to be a single byte (AXI_BYTES_1). The read transaction is then executed onto the protocol signals with a call to the `execute_transaction()` procedure.
The read data is obtained using the `get_data_words()` procedure to get the `data_words[0]` transaction field value. The result of the read data is compared with the expected data—and a report message displays the transcript.

**Example 11-3. Read Transaction Creation and Execution**

```vhdl
c--Read data from address 1.
create_read_transaction(1, tr_id, index, axi_tr_if_0(index));
set_id(1, tr_id, index, axi_tr_if_0(index));
set_size(AXI_BYTES_1, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));

get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"00000100") then
    report "master_test_program: Read correct data (1) at address (1)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (1) at address 1, but got " & lp.all;
end if;
```

In the complete Master Test Program, three subsequent read transactions are created and executed in a similar manner to that shown in Example 11-3. See the VHDL AXI3 Master BFM Test Program code listing for details.

**Write Burst Transaction Creation and Execution**

The code excerpt in Example 11-4 calls the `create_write_transaction()` procedure to create a write burst transaction by providing the start address and burst length arguments. The actual length of the burst on the protocol signals is 7+1=8.

**Note**

- The burst length argument passed to the `create_write_transaction()` procedure is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `AWLEN` protocol signals.

The `set_data_words()` procedure is then called eight times to set the `data_words` field of the write transaction for each beat of the data burst. For this write transaction, all data byte lanes contain valid data on each beat of the data burst, therefore a ‘for loop’ calls the `set_write_strobes()` procedure to set the `write_strobes` fields of the transaction to 15 for each beat of the burst.

The call to `set_write_data_mode()` procedure configures the write burst transaction to allow the write address phase and write data burst to start simultaneously (AXI_DATA_WITH_ADDRESS) when executed. The write transaction is then executed onto the protocol signals.
Example 11-4. Write Burst Transaction Creation and Execution

```
-- Write data burst length of 7 to start address 16.
create_write_transaction(16, 7, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE0ACE1";
set_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE2ACE3";
set_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE4ACE5";
set_data_words(data_words, 2, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE6ACE7";
set_data_words(data_words, 3, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE8ACE9";
set_data_words(data_words, 4, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACEAACEB";
set_data_words(data_words, 5, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACECACED";
set_data_words(data_words, 6, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACEEACEF";
set_data_words(data_words, 7, tr_id, index, axi_tr_if_0(index));
for i in 0 to 7 loop
    set_write_strobes(15, i, tr_id, index, axi_tr_if_0(index));
end loop;
set_write_data_mode(AXI_DATA_WITH_ADDRESS, tr_id, index,
                    axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
```

In the complete Master Test Program, a subsequent write data burst transaction has lane 0 of the first data beat of the burst configured to be invalid, by setting the least significant bit of the `write_strobes[0]` field to zero by passing in the value of 14. See `set_write_strobes()` for more details.

```
set_write_strobes(14, 0, tr_id, index, axi_tr_if_0(index));
```

See the VHDL AXI4 Master BFM Test Program code listing for details.

Read Burst Transaction Creation and Execution

The code excerpt in Example 11-5 reads the first two data beats from the data burst that has been previously written into the slave memory. The call to `create_read_transaction()` procedure creates the read burst transaction by providing the start address and burst length arguments. The actual length of the burst on the protocol signals is 1+1=2.

**Note**

The burst length argument passed to the `create_read_transaction()` procedure is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `ARLEN` protocol signals.
The read transaction is then executed onto the protocol signals by calling the `execute_transaction()` procedure. The read data is obtained by calling the `get_data_words()` procedure twice to get the `data_words` transaction field values. The result of the read data is compared with the expected data—and a message displays the transcript.

### Example 11-5. Read Burst Transaction Creation and Execution

```vhdl
-- Read data burst of length 1 from address 16.
create_read_transaction(16, 1, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));

get_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"ACE0ACE1") then
    report "master_test_program: Read correct data (hACE0ACE1) at address(16)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (hACE0ACE1) at address (16), but got " & lp.all;
end if;
get_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"ACE2ACE3") then
    report "master_test_program: Read correct data (hACE2ACE3) at address (20)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (hACE2ACE3) at address (20), but got " & lp.all;
end if;
```

In the complete Master Test Program, a subsequent read transaction is created and executed in a similar manner to that shown in Example 11-5. See the VHDL AXI3 Master BFM Test Program code listing for details.

### Outstanding Write Burst Transaction Creation and Execution

The code excerpt in Example 11-2 uses the AXI3 Master BFM `create_write_transaction()` procedure to create a write burst transaction by providing the start address and burst length arguments. The actual length of the burst on the protocol wires is $3+1=4$.

---

**Note**

The burst length argument passed to the `create_read_transaction()` procedure is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `ARLEN` protocol signals.

The `set_data_words()` procedure is then called four times to set the `data_words` field of the write transaction for each beat of the data burst. For this write transaction, all data byte lanes contain valid data on each beat of the data burst, therefore a ‘for .. loop’ uses the `set_write_strobes()` procedure to set the `write_strobes` fields of the transaction to 15.
The call to the `set_write_data_mode()` procedure configures the address phase to occur before the start of the data burst when the transaction is executed by setting the `write_data_mode` to be `AXI_DATA_AFTER_ADDRESS`. The call to the `set_operation_mode()` procedure configures the transaction to be nonblocking by setting the `operation_mode` field to `AXI_TRANSACTION_NON_BLOCKING`.

The write transaction is then executed onto the protocol signals by calling the `execute_transaction()` procedure. The executed transaction will be nonblocking allowing subsequent address phase transactions to be executed before the current write data burst has completed. This allows outstanding write transaction stimulus to be created.

**Example 11-6. Outstanding Write Burst Transaction Creation and Execution**

```vhdl
create_write_transaction(0, 3, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE0ACE1";
set_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE2ACE3";
set_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE4ACE5";
set_data_words(data_words, 2, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE6ACE7";
set_data_words(data_words, 3, tr_id, index, axi_tr_if_0(index));
for i in 0 to 3 loop
  set_write_strobes(15, i, tr_id, index, axi_tr_if_0(index));
end loop;
set_write_data_mode(AXI_DATA_AFTER_ADDRESS, tr_id, index, axi_tr_if_0(index));
set_operation_mode(AXI_TRANSACTION_NON_BLOCKING, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
```

Subsequent write transaction are created and executed in a similar manner to that shown in Example 11-2. See VHDL AXI3 Slave BFM Test Program listing for details.

**AXI4 BFM Master Test Program**

A master test program using the master BFM API is capable of creating a wide range of stimulus scenarios to verify a slave DUT. However, this tutorial restricts the master BFM stimulus to write transactions followed by read transactions to the same address, and then compares the read data with the previously written data. For a complete code listing of this master test program, refer to “VHDL AXI4 Master BFM Test Program” on page 743.

The master test program contains:

- A `create_transactions` process that creates and executes read and write transactions.
- Processes `handle_write_resp_ready` and `handle_read_data_ready` to handle the write response channel `BREADY` and read data channel `RREADY` signals, respectively.
Variables \texttt{m_wr_resp_phase_ready_delay} and \texttt{m_rd_data_phase_ready_delay} to set the delay of the \textit{BREADY} and \textit{RREADY} signals.

The following sections described the main processes and variables:

\textbf{m_wr_resp_phase_ready_delay}

The \texttt{m_wr_resp_phase_ready_delay} variable holds the \textit{BREADY} signal delay. The delay value extends the length of the write response phase by a number of \textit{ACLK} cycles.

\textbf{Example 11-7} below shows the \textit{AWREADY} signal delayed by 2 \textit{ACLK} cycles. You can edit this variable to change the \textit{AWREADY} signal delay.

\begin{verbatim}
   -- Variable : m_wr_resp_phase_ready_delay
   signal m_wr_resp_phase_ready_delay : integer := 2;
\end{verbatim}

\textbf{m_rd_data_phase_ready_delay}

The \texttt{m_rd_data_phase_ready_delay} variable holds the \textit{RREADY} signal delay. The delay value extends the length of each read data phase (beat) in a read data burst by a number of \textit{ACLK} cycles.

\textbf{Example 11-8} below shows the \textit{RREADY} signal delayed by 2 \textit{ACLK} cycles. You can edit this variable to change the \textit{RREADY} signal delay.
Example 11-8. m_rd_data_phase_ready_delay

```vhdl
-- Variable : m_rd_data_phase_ready_delay
signal m_rd_data_phase_ready_delay : integer := 2;
```

**Configuration and Initialization**

The Master Test process creates and executes read and write transactions. The whole process runs concurrently with other processes in the test program, using the path_id = AXI4_PATH_0 (see Overloaded Procedure Common Arguments for details of path_id).

The process waits for the ARESETn signal to be deasserted, followed by a positive ACLK edge, as shown in Example 11-10. This satisfies the protocol requirements in section A3.1.2 of the AXI Protocol Specification.

**Example 11-9. Configuration and Initialization**

```vhdl
-- Master test
process
  variable tr_id: integer;
  variable data_words : std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0);
  variable lp: line;
begin
  wait_on(AXI4_RESET_0_TO_1, index, axi4_tr_if_0(index));
  wait_on(AXI4_CLOCK_POSEDGE, index, axi4_tr_if_0(index));
```

**Write Transaction Creation and Execution**

To generate AXI4-Lite protocol traffic, the Master Test Program must create a transaction before executing it. The code shown in Example 11-10 calls the `create_write_transaction()` procedure, providing only the start address argument of the transaction. The optional burst-length argument automatically defaults to a value of zero—indicating a burst length of a single beat.

This example has an AXI4 write data bus width of 32-bits; therefore a single beat of data conveys 4-bytes across the data bus. The call to the `set_data_words()` procedure sets the first element of the data_words[0] transaction field with the value 1 on byte lane 1, with result of X”0000_0100”. However, the AXI4 protocol permits narrow transfers with the use of the write strobes signal WSTRB to indicate which byte lane contains valid write data, and therefore indicates to the slave DUT which data byte lane will be written into memory. The write strobes WSTRB signal indicates to the slave which byte lane contains valid write data to be written to the slave memory. Similarly, you can call the `set_write_strobes()` procedure to set the first element of the write_strobes transaction field with the value 2, indicating that only byte lane 1 contains valid data. Calling the `execute_transaction()` procedure executes the transaction on the protocol signals.
All other transaction fields default to legal protocol values (see `create_write_transaction()` procedure for details).

**Example 11-10. Write Transaction Creation and Execution**

```vhdl
-- 4 x Writes
-- Write data value 1 on byte lanes 1 to address 1.
create_write_transaction(1, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"00000100";
set_data_words(data_words, tr_id, index, axi4_tr_if_0(index));
set_write_strobes(2, tr_id, index, axi4_tr_if_0(index));
report "master_test_program: Writing data (1) to address (1)";

-- By default it will run in Blocking mode
execute_transaction(tr_id, index, axi4_tr_if_0(index));
```

In the complete Master Test Program three subsequent write transactions are created and executed in a similar manner to that shown in Example 11-10. See VHDL AXI4 Master BFM Test Program for details.

**Read Transaction Creation and Execution**

The code excerpt in Example 11-11 reads the data that has been previously written into the slave memory. The Master Test Program first creates a read transaction by calling the `create_read_transaction()` procedure, providing only the start address argument. The optional burst-length automatically defaults to a value of zero—indicating a burst length of a single beat.

The `set_size()` procedure is then called to set the transaction size field to a single byte (AXI4_BYTES_1), and the `set_id()` procedure call sets the transaction id field to be 1. The read transaction is then executed on the protocol signals by calling the `execute_transaction()` procedure.

The read data is obtained using the `get_data_words()` procedure to get the `data_words` transaction field value. The result of the read data is compared with the expected data—and a message displays the transcript.

**Example 11-11. Read Transaction Creation and Execution**

```vhdl
--4 x Reads
--Read data from address 1.
create_read_transaction(1, tr_id, index, axi4_tr_if_0(index));
set_id(1, tr_id, index, axi4_tr_if_0(index));
set_size(AXI4_BYTES_1, tr_id, index, axi4_tr_if_0(index));
execute_transaction(tr_id, index, axi4_tr_if_0(index));

get_data_words(data_words, tr_id, index, axi4_tr_if_0(index));
if(data_words(31 downto 0) = x"00000100") then
  report "master_test_program: Read correct data (1) at address (1)";
else
  hwrite(lp, data_words(31 downto 0));
```

In the complete Master Test Program, three subsequent read transactions are created and executed in a similar manner to that shown in Example 11-11. See the VHDL AXI4 Master BFM Test Program code listing for details.

**Write Burst Transaction Creation and Execution**

The code excerpt in Example 11-12 calls the `create_write_transaction()` procedure to create a write burst transaction by providing the start address and burst length arguments. The actual length of the burst on the protocol signals is 7+1=8.

---

**Note**

The burst length argument passed to the `create_write_transaction()` procedure is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the `AWLEN` protocol signals.

---

The `set_data_words()` procedure is then called eight times to set the `data_words` field of the write transaction for each beat of the data burst. For this write transaction, all data byte lanes contain valid data on each beat of the data burst, therefore a ‘for .. loop’ calls the `set_write_strobes()` procedure to set the `write_strobes` fields of the transaction to 15 for each beat of the burst.
The call to `set_write_data_mode()` procedure configures the write burst transaction to allow the write address phase and write data burst to start simultaneously (AXI4_DATA_WITH_ADDRESS) when executed. The write transaction is then executed onto the protocol signals.

**Example 11-12. Write Burst Transaction Creation and Execution**

```vhdl
-- Write data burst length of 7 to start address 16.
create_write_transaction(16, 7, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE0ACE1";
set_data_words(data_words, 0, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE2ACE3";
set_data_words(data_words, 1, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE4ACE5";
set_data_words(data_words, 2, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE6ACE7";
set_data_words(data_words, 3, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE8ACE9";
set_data_words(data_words, 4, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACEACEB";
set_data_words(data_words, 5, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACECACED";
set_data_words(data_words, 6, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACEEACEF";
set_data_words(data_words, 7, tr_id, index, axi4_tr_if_0(index));
for i in 0 to 7 loop
  set_write_strobes(15, i, tr_id, index, axi4_tr_if_0(index));
end loop;
set_write_data_mode(AXI4_DATA_WITH_ADDRESS, tr_id, index, axi4_tr_if_0(index));
execute_transaction(tr_id, index, axi4_tr_if_0(index));
```

In the complete Master Test Program, a subsequent write data burst transaction has lane 0 of the first data beat of the burst configured to be invalid, by setting the least significant bit of the `write_strobes[0]` field to zero by passing in the value of 14. See `set_write_strobes()` for more details.

```vhdl
set_write_strobes(14, 0, tr_id, index, axi4_tr_if_0(index));
```

See the VHDL AXI4 Master BFM Test Program code listing for details.

**Read Burst Transaction Creation and Execution**

The code excerpt in Example 11-13 reads the first two data beats from the data burst that has been previously written into the slave memory. The call to the `create_read_transaction()` procedure creates the read burst transaction by providing the start address and burst length arguments. The actual length of the burst on the protocol signals is 1+1=2.
Note

The burst length argument passed to the `create_read_transaction()` procedure is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the ARLEN protocol signals.

The read transaction is then executed onto the protocol signals by calling the `execute_transaction()` procedure. The read data is obtained by calling the `get_data_words()` procedure twice to get the `data_words` transaction field values. The result of the read data is compared with the expected data—and a message displays the transcript.

**Example 11-13. Read Burst Transaction Creation and Execution**

```vhdl
create_read_transaction(16, 1, tr_id, index, axi4_tr_if_0(index));
execute_transaction(tr_id, index, axi4_tr_if_0(index));

get_data_words(data_words, 0, tr_id, index, axi4_tr_if_0(index));
if(data_words(31 downto 0) = x"ACE0ACE1") then
    report "master_test_program: Read correct data (hACE0ACE1) at address (16)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (hACE0ACE1) at address (16), but got " & lp.all;
end if;

get_data_words(data_words, 1, tr_id, index, axi4_tr_if_0(index));
if(data_words(31 downto 0) = x"ACE2ACE3") then
    report "master_test_program: Read correct data (hACE2ACE3) at address (20)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (hACE2ACE3) at address (20), but got " & lp.all;
end if;
```

In the complete Master Test Program, a subsequent read transaction is created and executed in a similar manner to that shown in Example 11-13. See VHDL AXI4 Master BFM Test Program listing for details.

**Outstanding Write Burst Transaction Creation and Execution**

The code excerpt in Example 11-14 uses the AXI4 Master BFM `create_write_transaction()` procedure to create a write burst transaction by providing the start address and burst length arguments. The actual length of the burst on the protocol wires is 3+1=4.

Note

The burst length argument passed to the `create_read_transaction()` procedure is 1 less than the number of transfers (beats) in the burst. This aligns the burst length argument value with the value placed on the ARLEN protocol signals.
The `set_data_words()` procedure is then called four times to set the `data_words` field of the write transaction for each beat of the data burst. For this write transaction, all data byte lanes contain valid data on each beat of the data burst, therefore a ‘for’ loop calls the `set_write_strobes()` procedure to set the `write_strobes` fields of the transaction to 15.

The call to the `set_write_data_mode()` procedure configures the address phase to occur before the start of the data burst when the transaction is executed by setting the `write_data_mode` transaction field to `AXI4_DATA_AFTER_ADDRESS`. The call to the `set_operation_mode()` procedure configures the transaction to be nonblocking by setting the `operation_mode` field to `AXI4_TRANSACTION_NON_BLOCKING`.

The write transaction is then executed onto the protocol signals by calling the `execute_transaction()` procedure. The executed transaction will be nonblocking allowing subsequent address phase transactions to be executed before the current write data burst has completed. This allows outstanding write transaction stimulus to be created.

**Example 11-14. Outstanding Write Burst Transaction Creation and Execution**

```vhdl
create_write_transaction(0, 3, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE0ACE1";
set_data_words(data_words, 0, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE2ACE3";
set_data_words(data_words, 1, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE4ACE5";
set_data_words(data_words, 2, tr_id, index, axi4_tr_if_0(index));
data_words(31 downto 0) := x"ACE6ACE7";
set_data_words(data_words, 3, tr_id, index, axi4_tr_if_0(index));
for i in 0 to 3 loop
    set_write_strobes(15, i, tr_id, index, axi4_tr_if_0(index));
end loop;
set_write_data_mode(AXI4_DATA_AFTER_ADDRESS, tr_id, index, axi4_tr_if_0(index));
set_operation_mode(AXI4_TRANSACTION_NON_BLOCKING, tr_id, index, axi4_tr_if_0(index));
execute_transaction(tr_id, index, axi4_tr_if_0(index));
```

Subsequent write transaction are created and executed in a similar manner to that shown in Example 11-2. See VHDL AXI4 Master BFM Test Program listing for details.

**handle_write_resp_ready**

The `handle write response ready` process handles the `BREADY` signal for the write response channel. The whole process runs concurrently with other processes in the test program, using the `path_id = AXI4_PATH_5` (see Overloaded Procedure Common Arguments for details of `path_id`), as shown in the Example 11-15.

The initial wait for the `ARESETn` signal to be deactivated, followed by a positive `ACLK` edge, satisfies the protocol requirement detailed in section A3.1.2 of the Protocol Specification.
The \textit{BREADY} signal is deasserted using the nonblocking call to the \texttt{execute_write_resp_ready()} procedure and waits for a write channel response phase to occur with a call to the blocking \texttt{get_write_response_cycle()} procedure. A received write response phase indicates that the \textit{BVALID} signal has been asserted, triggering the starting point for the delay of the \textit{BREADY} signal. In a \texttt{loop} it delays the assertion of \textit{BREADY} based on the setting of the \texttt{m_wr_resp_phase_ready_delay} variable. After the delay, another call to the \texttt{execute_write_resp_ready()} procedure to assert the \textit{BREADY} signal completes the \textit{BREADY} handling.

\textbf{Example 11-15. Process handle\_write\_resp\_ready}

```vhdl
-- handle_write_resp_ready : write response ready through path 5.
-- This method assert/de-assert the write response channel ready signal.
-- Assertion and de-assertion is done based on following variable's value:
-- \texttt{m_wr_resp_phase_ready_delay}
process
  variable tmp_ready_delay : integer;
begin
  wait_on(AXI4\_RESET\_0\_TO\_1, index, AXI4\_PATH\_5, axi4\_tr\_if\_5(index));
  wait_on(AXI4\_CLOCK\_POSEDGE, index, AXI4\_PATH\_5, axi4\_tr\_if\_5(index));
  loop
    wait until m_wr_resp_phase_ready_delay > 0;
    tmp_ready_delay := m_wr_resp_phase_ready_delay;
    execute_write_resp_ready(0, 1, index, AXI4\_PATH\_5, axi4\_tr\_if\_5(index));
    get_write_response_cycle(index, AXI4\_PATH\_5, axi4\_tr\_if\_5(index));
    if(tmp_ready_delay > 1) then
      for i in 0 to tmp_ready_delay-2 loop
        wait_on(AXI4\_CLOCK\_POSEDGE, index, AXI4\_PATH\_5, axi4\_tr\_if\_5(index));
      end loop;
    end if;
    execute_write_resp_ready(1, 1, index, AXI4\_PATH\_5, axi4\_tr\_if\_5(index));
    end loop;
  end loop;
wait;
end process;
```

\textbf{handle\_read\_data\_ready}

The \textit{handle read data ready} process handles the \textit{RREADY} signal for the read data channel. It delays the assertion of the \textit{RREADY} signal based on the setting of the \texttt{m_rd_data_phase_ready_delay} variable. The whole process runs concurrently with other processes in the test program, using the \texttt{path\_id = AXI4\_PATH\_6} (see Overloaded Procedure Common Arguments for details of \texttt{path\_id}), and is similar in operation to the \texttt{handle_write_resp_ready} procedure. Refer to the “VHDL AXI4 Master BFM Test Program” on page 743 for the complete \textit{handle\_read\_data\_ready} code listing.
Verifying a Master DUT

A master DUT component is connected to a slave BFM at the signal-level. A slave test program, written at the transaction-level, generates stimulus via the slave BFM to verify the master DUT. Figure 11-2 illustrates a typical top-level testbench environment.

Figure 11-2. Master DUT Top-level Testbench Environment

In this example the slave test program is a simple memory model.

A top-level file instantiates and connects all the components required to test and monitor the DUT, and controls the system clock (ACLK) and reset (ARESETn) signals.

AXI3 BFM Slave Test Program

The Slave Test Program is a memory model and contains two APIs: an “AXI3 Basic Slave API Definition” and an “AXI3 Advanced Slave API Definition”.

The AXI3 Basic Slave API Definition allows you to create a wide range of stimulus scenarios to test a master DUT. This simple API design illustrates the creation of slave stimulus based on the default response of OKAY to master read and write transactions.

The AXI3 Advanced Slave API Definition allows you to create additional response scenarios to transactions. For example, a successful exclusive transaction requires an EXOKAY response.

For a complete code listing of the Slave Test Program APIs, refer to the “VHDL AXI3 Slave BFM Test Program” on page 735 in Appendix B.
AXI3 Basic Slave API Definition

The Slave Test Program Basic API contains:

- Procedures that read and write a byte of data to `internal memory do_byte_read()` and `do_byte_write()`, respectively.
- Procedures to configure the AXI3 protocol channel handshake delays `set_read_address_ready_delay()`, `set_write_address_ready_delay()`, `set_write_data_ready_delay()`, `set_read_data_valid_delay()` and `set_wr_resp_valid_delay()`.
- Procedures to process read and write transactions, `process_read` and `process_write`, respectively. If you need to create other responses, such as `EXOKAY`, `DECERR`, or `SLVERR`, then you must edit these procedures to provide the required response.
- A `slave_mode` transaction field to control the behavior of reading and writing to the internal memory.
- Configuration variables `m_max_outstanding_read_trans` and `m_max_outstanding_write_trans` back-pressure a master from transmitting additional read and write transactions when the configured value has been reached.

The internal memory for the slave is defined as an array of 8-bits, so that each byte of data is stored as an address/data pair.

**Example 11-16. internal memory**

```vhdl
type memory_t is array (0 to 2**16-1) of std_logic_vector(7 downto 0);
shared variable mem : memory_t;
```

The `do_byte_read()` procedure, when called, reads a `data` byte from the internal memory `mem`, given an address location `addr`, as demonstrated in **Example 11-17**.

You can edit this procedure to modify the way the read data is extracted from the internal memory.

**Example 11-17. do_byte_read()**

```vhdl
-- Procedure : do_byte_read
-- Procedure to provide read data byte from memory at particular input
-- address
procedure do_byte_read
(   addr : in std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);
   data : out std_logic_vector(7 downto 0)
) is
begin
   data := mem(to_integer(addr));
end do_byte_read;
```
The `do_byte_write()` procedure, when called, writes a data byte to the internal memory `mem`, given an address location `addr`, as Example 11-18 illustrates.

You can edit this procedure to modify the way the write data is stored in the internal memory.

**Example 11-18. do_byte_write()**

```vhdl
-- Procedure : do_byte_write
-- Procedure to write data byte to memory at particular input address
procedure do_byte_write
(  
  addr : in std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);
  data : in std_logic_vector(7 downto 0)
) is
begin
  mem(to_integer(addr)) := data;
end do_byte_write;
```

The `set_read_address_ready_delay()` procedure has two prototypes, one for multiple process threads by providing the `path_id` argument. When called it configures the `ARREADY` handshake signal to be delayed by a number of `ACLK` cycles which extends the length of the read address phase. The starting point of the delay is determined by the configuration of the `delay_mode` operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details). Example 11-19 demonstrates setting the `ARREADY` signal delay by 4 `ACLK` cycles.

You can edit this procedure to change the `ARREADY` signal delay.

**Example 11-19. set_read_address_ready_delay()**

```vhdl
-- Procedure : set_read_address_ready_delay
-- This is used to set read address phase ready delay to extend phase
procedure set_read_address_ready_delay
(  
  id : integer; signal tr_if : inout axi_vhd_if_struct_t
) is
begin
  set_address_ready_delay(4, id, index, tr_if);
end set_read_address_ready_delay;

procedure set_read_address_ready_delay
(  
  id : integer; path_id : in axi_path_t;
  signal tr_if : inout axi_vhd_if_struct_t
) is
begin
  set_address_ready_delay(4, id, index, path_id, tr_if);
end set_read_address_ready_delay;
```
The `set_write_address_ready_delay()` procedure has two prototypes, one for multiple process threads by providing the `path_id` argument. When called it configures the `AWREADY` handshake signal to be delayed by a number of `ACLK` cycles, which extends the length of the write address phase. The starting point of the delay is determined by the configuration of the `delay_mode` operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details). Example 11-20 demonstrates setting the `AWREADY` signal delay by 2 `ACLK` cycles.

You can edit this procedure to change the `AWREADY` signal delay.

**Example 11-20. set_write_address_ready_delay()**

```vhdl
-- Procedure : set_write_address_ready_delay
-- This is used to set write address phase ready delay to extend phase
procedure set_write_address_ready_delay
(id : integer; signal tr_if : inout axi_vhd_if_struct_t)
is
begin
    set_address_ready_delay(2, id, index, tr_if);
end set_write_address_ready_delay;

procedure set_write_address_ready_delay
(id : integer; path_id : in axi_path_t;
    signal tr_if : inout axi_vhd_if_struct_t)
is
begin
    set_address_ready_delay(2, id, index, path_id, tr_if);
end set_write_address_ready_delay;
```

The `set_write_data_ready_delay()` procedure has two prototypes, one for multiple process threads by providing the `path_id` argument. When called it configures the `WREADY` signal handshake to be delayed by a number of `ACLK` cycles which extends the length of each write data phase (beat) in a write data burst. The starting point of the delay is determined by the configuration of the `delay_mode` operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details).

For each write data phase (beat) the delay value of the `WREADY` signal is stored in an element of the `data_ready_delay[]` array for the transaction, as demonstrated in Example 11-21.
You can edit this procedure to change the WREADY signal delays.

**Example 11-21. set_write_data_ready_delay()**

```vhdl
text
```

The set_read_data_valid_delay() procedure has two prototypes, one for multiple process threads by providing the path_id argument. When called it configures the RVALID signal to be delayed by a number of ACLK cycles with the effect of delaying the start of each read data phase (beat) in a read data burst. The starting point of the delay is determined by the configuration of the delay_mode operational transaction field (“AXI3 BFM Delay Mode” on page 30 or details).

For each read data phase (beat) the delay value of the RVALID signal is stored in an element of the data_valid_delay[] array for the transaction, as demonstrated in Example 11-22.
You can edit this procedure to change the \texttt{RVALID} signals delays.

**Example 11-22. set\_read\_data\_valid\_delay()**

```vhdl
-- Procedure : set_read_data_valid_delay
-- This will set the ready delays for each write data phase in a write data
-- burst
procedure set\_read\_data\_valid\_delay
(
    id : integer; signal tr\_if : inout axi\_vhd\_if\_struct\_t
) is
    variable burst\_length : integer;
begin
    get\_burst\_length(burst\_length, id, index, tr\_if);
    for i in 0 to burst\_length loop
        set\_data\_valid\_delay(i, i, id, index, tr\_if);
    end loop;
end set\_read\_data\_valid\_delay;

procedure set\_read\_data\_valid\_delay
(
    id : integer; path\_id : in axi\_path\_t;
    signal tr\_if : inout axi\_vhd\_if\_struct\_t
) is
    variable burst\_length : integer;
begin
    get\_burst\_length(burst\_length, id, index, path\_id, tr\_if);
    for i in 0 to burst\_length loop
        set\_data\_valid\_delay(i, i, id, index, path\_id, tr\_if);
    end loop;
end set\_read\_data\_valid\_delay;
```

The \texttt{set\_wr\_resp\_valid\_delay()} procedure has two prototypes, one for multiple process threads by providing the \texttt{path\_id} argument. When called, it configures the \texttt{BREADY} signal handshake to be delayed by a number of \texttt{ACLK} cycles, which extends the length of the write response phase. The starting point of the delay is determined by the configuration of the \texttt{delay\_mode} operational transaction field (refer to “AXI3 BFM Delay Mode” on page 30 for details). Example 11-23 demonstrates setting the \texttt{BREADY} signal delay by 2 \texttt{ACLK} cycles.
You can edit this procedure to change the \textit{BREADY} signal delay.

\textbf{Example 11-23. set\_wr\_resp\_valid\_delay()}

\begin{verbatim}
  -- Procedure : set_wr_resp_valid_delay
  -- This is used to set write response phase valid delay to start driving
  -- write response phase after specified delay.
  procedure set_wr_resp_valid_delay
  (    id : integer; signal tr_if : inout axi_vhd_if_struct_t
  ) is
  begin
    set_write_response_valid_delay(0, id, index, tr_if);
  end set_wr_resp_valid_delay;

  procedure set_wr_resp_valid_delay
  (    id : integer; path_id : in axi_path_t;
    signal tr_if : inout axi_vhd_if_struct_t
  ) is
  begin
    set_write_response_valid_delay(0, id, index, path_id, tr_if);
  end set_wr_resp_valid_delay;
\end{verbatim}

There is a \textit{slave\_mode} transaction field that you can configure to control the behavior of reading and writing to the \textit{internal memory}. It has two modes: \textit{AXI\_TRANSACTION\_SLAVE} and \textit{AXI\_PHASE\_SLAVE} (refer to Example 11-24).

\textbf{Example 11-24. slave\_mode}

\begin{verbatim}
  -- Slave mode type definition
  type axi_slave_mode_e is (AXI_TRANSACTION_SLAVE, AXI_PHASE_SLAVE);

  -- Slave mode selection : Default is transaction-level slave
  signal slave_mode : axi_slave_mode_e := AXI_TRANSACTION_SLAVE;
\end{verbatim}

The default \textit{AXI\_TRANSACTION\_SLAVE} mode “saves up” an entire data burst and modifies the Slave Test Program’s internal memory in zero time for the whole burst. Therefore, a read from internal memory is buffered at the beginning of the read burst for the whole burst. The buffered read data is then transmitted over the protocol signals to the master on a phase-by-phase (beat-by-beat) basis. For a write, the write data burst is buffered on a phase-by-phase (beat-by-beat) basis for the whole burst. Only at the end of the write burst are the buffered contents written to the internal memory.

The \textit{AXI\_PHASE\_SLAVE} mode changes the Slave Test Program internal memory on each data phase (beat). Therefore, a read from the internal memory occurs only when the read data phase (beat) actually starts on the protocol signals. For a write, data is written to the internal memory as soon as each individual write data phase (beat) completes.
In addition to the above procedures, you can configure other aspects of the AXI3 Slave BFM by using the procedures: “set_config()” on page 352 and “get_config()” on page 354.

Using the AXI3 Basic Slave Test Program API

As described in the AXI3 Basic Slave API Definition section, there are a set of procedures that you use to create stimulus scenarios based on a memory-model slave with a minimal amount of editing. However, consider the following configurations when using the Slave Test program.

- **slave_mode** - the read and write channel interaction can cause simultaneous read and write transactions to occur at the same address. With the default slave_mode setting the read transaction, data burst is buffered at the start of the burst and the write data burst is buffered at the end of the burst. This can result in the read data being stale at the time it is transmitted over the protocol signals. If this is an undesirable result, then set the slave_mode to be AXI_PHASE_SLAVE.

- **delay_mode** - by default, the handshake *READY signal always follows, or is simultaneous with the *VALID signal. By configuring the delay_mode to be AXI_TRANS2READY, *READY before *VALID scenarios can be achieved.

- **m_max_outstanding_read_trans** - The maximum number of outstanding (incomplete) read transactions that can be initiated by a master test program before the slave test program applies back-pressure to the master by deasserting the ARREADY signal. When subsequent read transactions complete, then the slave test program asserts ARREADY.

- **m_max_outstanding_write_trans** - The maximum number of outstanding (incomplete) write transactions that can be initiated by a master test program before the slave test program applies back-pressure to the master by deasserting the AWREADY signal. When subsequent read transactions complete, then the slave test program asserts AWREADY.
AXI3 Advanced Slave API Definition

**Note**

You are not required to edit the following Advanced Slave API unless you require a different response than the default *(OKAY)* response.

The remaining section of this tutorial presents a walk-through of the Advanced Slave API. It consists of three processes for write transactions and two for read transactions. You are not required to edit the following Advance Slave API, unless you require a different response than the default *(OKAY)* response.

The Advanced Slave API is capable of handling pipelined transactions. Pipelining can occur when a transaction starts before a previous transaction has completed. Therefore, a write transaction that starts before a previous write transaction has completed can be pipelined. **Figure 11-3** shows the write channel having three concurrent *write_trans* transactions, with the *write_addr_phase[2]*, *write_data_burst[1]* and *write_response_phase[0]* being concurrently active on the write address, data and response channels, respectively.

Similarly, a read transaction that starts before a previous read transaction has completed can be pipelined. **Figure 11-3** shows the read channel having two concurrent *read_trans* transactions, whereby the *read_addr_phase[1]* and *read_data_burst[0]* are concurrently active on the read address and data channels, respectively.
The *process write* code extract demonstrates how to create and process multiple write transactions. Each write transaction has a unique `transaction_id` number associated with it that increments for each new transaction. A `write_trans` variable is defined to hold this `transaction_id`.

The processing of write transactions initially configures the maximum number of outstanding write transactions that can exist. An `ACLK` period after the `ARESETn` signal is inactive starts a loop to create a slave transaction for the BFM indexed by the `index` argument. In the loop, the delay for the `AWREADY` signal is set by the `set_write_address_ready_delay` procedure and then it waits for a write address phase to occur using the `get_write_addr_phase` procedure. The transaction record is then pushed onto a transaction queue with its unique `write_trans` transaction index and queue identifier `AXI_QUEUE_ID_0` by the `push_transaction_id` procedure.

The loop then completes and starts again by creating a new transaction and waiting for another write address phase to occur (refer to Example 11-25).
Example 11-25. process write

```vhdl
-- process_write : write address phase through path 0
-- This process keep receiving write address phases and pushes
-- the transaction into a queue via the push_transaction_id procedure.
process
  variable write_trans : integer;
begin
  set_config
  |
  AXI_CONFIG_MAX_OUTSTANDING_WR, m_max_outstanding_write_trans,
  index, axi_tr_if_0(index)
  );
  wait_on(AXI_RESET_0_TO_1, index, axi_tr_if_0(index));
  wait_on(AXI_CLOCK_POSEDGE, index, axi_tr_if_0(index));
  loop
    create_slave_transaction(write_trans, index, axi_tr_if_0(index));
    set_write_address_ready_delay(write_trans, axi_tr_if_0(index));
    get_write_addr_phase(write_trans, index, axi_tr_if_0(index));
    push_transaction_id(write_trans, AXI_QUEUE_ID_0, index,
    axi_tr_if_0(index));
  end loop;
  wait;
end process;
```

The `handle_write` code extract demonstrates how to write a data burst to an internal memory using buffered and unbuffered approaches.

To perform pipelining of the AXI3 address and data phases of one transaction concurrently with another transaction, the Advanced Slave API provides procedures with an optional `path_id` argument. This permits multiple threads of code execution in the Slave API. The following `handle_write` code uses `path_id = AXI_PATH_1`, as an example.

Initially, a number of local variables are defined to hold the transaction index `write_trans` and some of the transaction fields, such as burst length, data, etc. In a loop, the existing record of the `write_trans` transaction is popped from the queue identifier `AXI_QUEUE_ID_0` via the `pop_transaction_id` procedure. The delay for the `WREADY` signal is then set by the `set_write_data_ready_delay` procedure.

If the `slave_mode` is configured to `AXI_TRANSACTION_SLAVE` (buffered) the code waits for a complete write data burst by the `get_write_data_burst` procedure before continuing. The burst length of the write data burst is obtained using the `get_burst_length` procedure. The resulting `burst_length` is then used to set the subsequent maximum inner loop `i` count for the number of data beats in the burst. Loop `i` gets the address and data pairs from the transaction via the `get_write_addr_data` procedure before calling the `do_byte_write` procedure which writes the `data` byte into the memory `mem` at the corresponding `addr` address. If the number of bytes to be written (for this beat) is more than one, then loop `j` writes the remaining bytes of this beat into the memory `mem`. Loop `i` then repeats for each data beat up to the length of the data burst.
If the *slave_mode* is configured to *AXI_PHASE_SLAVE* (unbuffered) the code waits for a single write data phase (beat) to complete via the *get_write_data_phase* procedure, in a *while* loop. The address and data pairs from the transaction are obtained by the *get_write_addr_data* procedure before calling the *do_byte_write* procedure which writes the *data* byte into the memory *mem* at the corresponding *addr* address. If the number of bytes to be written (for this beat) is more than one, then loop/j writes the remaining bytes of this beat into the memory *mem*. The *while* loop then repeats, waiting for another data phase (beat), if this is not the last data phase (beat) in the burst.

The transaction record, so far, is then pushed onto a new transaction queue identifier *AXI_QUEUE_ID_2* by the *push_transaction_id* procedure, which is then ready for the slave to execute a response back to the master (refer to Example 11-26).

### Example 11-26. handle_write

```vhdl
-- handle_write : write data phase through path 1
-- This process receives write data burst, or write phases (beats).
-- The slave_mode configuration controls when the write data is passed to
-- memory.
process
  variable write_trans: integer;
  variable byte_length : integer;
  variable burst_length : integer;
  variable addr : std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);
  variable data : std_logic_vector(7 downto 0);
  variable last : integer := 0;
  variable loop_i : integer := 0;
begin
  loop
    pop_transaction_id(write_trans, AXI_QUEUE_ID_0, index, AXI_PATH_1,
    axi_tr_if_1(index));
    set_write_data_ready_delay(write_trans, AXI_PATH_1,
    axi_tr_if_1(index));

    if (slave_mode = AXI_TRANSACTION_SLAVE) then
      get_write_data_burst(write_trans, index, AXI_PATH_1,
      axi_tr_if_1(index));
      get_burst_length(burst_length, write_trans, index, AXI_PATH_1,
      axi_tr_if_1(index));
      for i in 0 to burst_length loop
        get_write_addr_data(write_trans, i, 0, byte_length, addr, data,
        index, AXI_PATH_1, axi_tr_if_1(index));
        do_byte_write(addr, data);
        if byte_length > 1 then
          for j in 1 to byte_length-1 loop
            get_write_addr_data(write_trans, i, j, byte_length, addr,
            data, index, AXI_PATH_1, axi_tr_if_1(index));
            do_byte_write(addr, data);
          end loop;
        end if;
      end loop;
    else
      last := 0;
      loop_i := 0;
    end if;
  end loop;
end process;
```
while(last = 0) loop
    get_write_data_phase(write_trans, loop_i, last, index, AXI_PATH_1, axi_tr_if_1(index));
    get_write_addr_data(write_trans, loop_i, 0, byte_length, addr, data, index, AXI_PATH_1, axi_tr_if_1(index));
    do_byte_write(addr, data);
    if byte_length > 1 then
        for j in 1 to byte_length-1 loop
            get_write_addr_data(write_trans, loop_i, j, byte_length, addr, data, index, AXI_PATH_1, axi_tr_if_1(index));
            do_byte_write(addr, data);
        end loop;
    end if;
    loop_i := loop_i + 1;
end loop;
end if;
push_transaction_id(write_trans, AXI_QUEUE_ID_2, index, AXI_PATH_1, axi_tr_if_1(index));
end loop;
wait;
end process;

The handle_response code extract demonstrates how to respond to a master write transaction using a different path_id = AXI_PATH_2 than the path_id used for the address and data phases of the same transaction. This gives the ability for the slave to execute a write transaction response in a different order than the order received for a particular write_trans index number.

A write_trans variable is defined to hold this transaction index number before entering a loop to pop a write transaction from AXI_QUEUE_ID_2 via the pop_transaction_id procedure call. The delay for the BVALID signal is then set via the set_wr_resp_valid_delay procedure. The response phase is then executed by the execute_write_response_phase procedure call (refer to Example 11-27).

Example 11-27. handle_response

-- handle_response : write response phase through path 2
-- This method sends the write response phase
process
    variable write_trans: integer;
begin
    loop
        pop_transaction_id(write_trans, AXI_QUEUE_ID_2, index, AXI_PATH_2, axi_tr_if_2(index));
        set_wr_resp_valid_delay(write_trans, AXI_PATH_2, axi_tr_if_2(index));
        execute_write_response_phase(write_trans, index, AXI_PATH_2, axi_tr_if_2(index));
    end loop;
    wait;
end process;

The processing of read transactions works in a similar way as that described above for write transactions. There are two processes process_read and handle read.
The main difference between write and read transaction handling is that the read transaction retrieves the read data burst from the internal memory \textit{mem} at the start of the data burst, or on a phase-by-phase (beat-by-beat) basis, depending on the \textit{slave_mode} configuration setting. In addition AXI3 has a read response per read data phase (beat), so unlike the write, read does not require a separate read response handling process (refer to Example 11-28 and Example 11-29).

\textbf{Example 11-28. process\_read}

\begin{verbatim}
-- process_read : read address phase through path 3
-- This process keep receiving read address phase and push the
transaction into queue through
-- push_transaction_id API.
process
    variable read_trans: integer;
begin
    set_config
    {
        AXI_CONFIG_MAX_OUTSTANDING_RD, m_max_outstanding_read_trans, index,
        axi_tr_if_0(index)
    }
    wait_on(AXI_RESET_0_TO_1, index, AXI_PATH_3, axi_tr_if_3(index));
    wait_on(AXI_CLOCK_POSEDGE, index, AXI_PATH_3, axi_tr_if_3(index));
    loop
        create_slave_transaction(read_trans, index, AXI_PATH_3,
        axi_tr_if_3(index));
        set_read_address_ready_delay(read_trans, AXI_PATH_3,
        axi_tr_if_3(index));
        get_read_addr_phase(read_trans, index, AXI_PATH_3,
        axi_tr_if_3(index));
        push_transaction_id(read_trans, AXI_QUEUE_ID_1, index, AXI_PATH_3,
        axi_tr_if_3(index));
        end loop;
    wait;
end process;
\end{verbatim}
Example 11-29. handle read

-- handle_read : read data and response through path 4
-- This process reads data from memory and send read data/response
either at
-- burst or phase level depending upon slave working mode.
process
    variable read_trans: integer;
    variable burst_length : integer;
    variable byte_length : integer;
    variable addr : std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);
    variable data : std_logic_vector(7 downto 0);
begin
    loop
        pop_transaction_id(read_trans, AXI_QUEUE_ID_1, index, AXI_PATH_4,
            axi_tr_if_4(index));
        set_read_data_valid_delay(read_trans, AXI_PATH_4,
            axi_tr_if_4(index));
        get_burst_length(burst_length, read_trans, index, AXI_PATH_4,
            axi_tr_if_4(index));
        for i in 0 to burst_length loop
            get_read_addr(read_trans,  i, 0, byte_length, addr, index,
                AXI_PATH_4, axi_tr_if_4(index));
            do_byte_read(addr, data);
            set_read_data(read_trans, i, 0, byte_length, addr, data, index,
                AXI_PATH_4, axi_tr_if_4(index));
            if byte_length > 1 then
                for j in 1 to byte_length-1 loop
                    get_read_addr(read_trans,  i, j, byte_length, addr, index,
                        AXI_PATH_4, axi_tr_if_4(index));
                    do_byte_read(addr, data);
                    set_read_data(read_trans, i, j, byte_length, addr, data,
                        index, AXI_PATH_4, axi_tr_if_4(index));
                end loop;
            end if;
            if slave_mode = AXI_PHASE_SLAVE then
                execute_read_data_phase(read_trans, i, index, AXI_PATH_4,
                    axi_tr_if_4(index));
            end if;
        end loop;
        if slave_mode = AXI_TRANSACTION_SLAVE then
            execute_read_data_burst(read_trans, index, AXI_PATH_4,
                axi_tr_if_4(index));
        end if;
    end loop;
    wait;
end process;

AXI4 BFM Slave Test Program

The Slave Test Program is a memory model that contains two APIs: an AXI4 Basic Slave API Definition and an AXI4 Advanced Slave API Definition.

The AXI4 Basic Slave API Definition allows you to create a wide range of stimulus scenarios to test a master DUT. This API definition simplifies the creation of slave stimulus based on the default response of OKAY to master read and write transactions.

The AXI4 Advanced Slave API Definition allows you to create additional response scenarios to transactions. For example, a successful exclusive transaction requires an EXOKAY response.

For a complete code listing of the slave test program, refer to “SystemVerilog AXI4 Slave BFM Test Program” on page 720.

AXI4 Basic Slave API Definition

The Basic Slave Test Program API contains:

- Procedures m_wr_addr_phase_ready_delay and do_byte_write() that read and write a byte of data to Internal Memory, respectively.

- Procedures set_read_data_valid_delay() and set_wr_resp_valid_delay() to configure the delay of the read data channel RVALID, and write response channel BVALID signals, respectively.

- Variables m_wr_addr_phase_ready_delay and m_rd_addr_phase_ready_delay to configure the delay of the read/write address channel AWVALID/ARVALID signals, and m_wr_data_phase_ready_delay to configure the delay of the write response channel BVALID signal

- A slave_mode variable that configures the behavior of reading and writing to internal memory.

Configuration variables m_max_outstanding_read_trans and m_max_outstanding_write_trans back-pressure a master from transmitting additional read and write transactions when the configured value has been reached.

Internal Memory

The internal memory for the slave is defined as an array of 8-bits, so that each byte of data is stored as an address/data pair.
Example 11-30. Internal Memory

type memory_t is array (0 to 2**16-1) of std_logic_vector(7 downto 0);
shared variable mem : memory_t;
do_byte_read()

The `do_byte_read()` procedure reads a `data` byte from the Internal Memory `mem` given an address location `addr`, as shown below.

You can edit this procedure to modify the way the read data is extracted from the internal memory.

```vhdl
-- Procedure : do_byte_read
-- Procedure to provide read data byte from memory at particular input address
procedure do_byte_read(addr : in std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0); data : out std_logic_vector(7 downto 0)) is
begin
    data := mem(to_integer(addr));
end do_byte_read;
```

do_byte_write()

The `do_byte_write()` procedure when called writes a `data` byte to the Internal Memory `mem` given an address location `addr`, as shown below.

You can edit this procedure to modify the way the write data is stored in the internal memory.

```vhdl
-- Procedure : do_byte_write
-- Procedure to write data byte to memory at particular input address
procedure do_byte_write(addr : in std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0); data : in std_logic_vector(7 downto 0)) is
begin
    mem(to_integer(addr)) := data;
end do_byte_write;
```

m_wr_addr_phase_ready_delay

The `m_wr_addr_phase_ready_delay` variable holds the `AWREADY` signal delay. The delay value extends the length of the write address phase by a number of `ACLK` cycles. The starting point of the delay is determined by the assertion of the `AWVALID` signal.

Example 11-31 shows the `AWREADY` signal delayed by 2 `ACLK` cycles. You can edit this variable to change the `AWREADY` signal delay.

**Example 11-31. m_wr_addr_phase_ready_delay**

```vhdl
-- Variable : m_wr_addr_phase_ready_delay
signal m_wr_addr_phase_ready_delay : integer := 2;
```
**m_rd_addr_phase_ready_delay**

The `m_rd_addr_phase_ready_delay` variable holds the `ARREADY` signal delay. The delay value extends the length of the read address phase by a number of `ACLK` cycles. The starting point of the delay is determined by the assertion of the `ARVALID` signal.

Example 11-32 shows the `ARREADY` signal delayed by 2 `ACLK` cycles. You can edit this variable to change the `ARREADY` signal delay.

**Example 11-32. m_rd_addr_phase_ready_delay**

```vhdl
-- Variable : m_rd_addr_phase_ready_delay
signal m_rd_addr_phase_ready_delay : integer := 2;
```

**m_wr_data_phase_ready_delay**

The `m_wr_data_phase_ready_delay` variable holds the `WREADY` signal delay. The delay value extends the length of each write data phase (beat) in a write data burst by a number of `ACLK` cycles. The starting point of the delay is determined by the assertion of the `WVALID` signal.

Example 11-33 shows the `WREADY` signal delayed by 2 `ACLK` cycles. You can edit this function to change the `WREADY` signal delay.

**Example 11-33. m_wr_data_phase_ready_delay**

```vhdl
-- Variable : m_wr_data_phase_ready_delay
signal m_wr_data_phase_ready_delay : integer := 2;
```

**set_wr_resp_valid_delay()**

The `set_wr_resp_valid_delay()` procedure has two prototypes (path_id is optional), and configures the `BVALID` signal to be delayed by a number of `ACLK` cycles with the effect of delaying the start of the write response phase. The delay value of the `BVALID` signal is stored in the `write_response_valid_delay` transaction field.

Example 11-34 shows the `BVALID` signal delay set to 2 `ACLK` cycles. You can edit this function to change the `BVALID` signal delay.

**Example 11-34. set_wr_resp_valid_delay()**

```vhdl
-- Procedure : set_wr_resp_valid_delay
-- This is used to set write response phase valid delay to start driving
-- write response phase after specified delay.
procedure set_wr_resp_valid_delay(id : integer; path_id : in axi4_path_t;
signal tr_if : inout axi4_vhd_if_struct_t) is
begin
    set_write_response_valid_delay(2, id, index, path_id, tr_if);
end set_wr_resp_valid_delay;
```
set_read_data_valid_delay()

The `set_read_data_valid_delay()` procedure has two prototypes (`path_id` is optional), and configures the `RVALID` signal to be delayed by a number of `ACLK` cycles with the effect of delaying the start of a read data phase (beat) in a read data burst. The delay value of the `RVALID` signal, for each read data phase, is stored in an array element of the `data_valid_delay` transaction field.

**Example 11-35** shows the `RVALID` signal delay incrementing by an `ACLK` cycle between each read data phase for the length of the burst. You can edit this function to change the `RVALID` signal delay for the whole read burst.

```
Example 11-35. set_read_data_valid_delay()

procedure set_read_data_valid_delay(id : integer; path_id : in axi4_path_t; signal tr_if : inout axi4_vhd_if_struct_t) is
  variable burst_length : integer;
begin
  get_burst_length(burst_length, id, index, path_id, tr_if);
  for i in 0 to burst_length loop
    set_data_valid_delay(i, i, id, index, path_id, tr_if);
  end loop;
end set_read_data_valid_delay;
```

slave_mode

A configurable `slave_mode` signal controls the behavior of reading and writing to the slave. It has two modes `AXI4_TRANSACTION_SLAVE` and `AXI4_PHASE_SLAVE`, as shown below.

```
type axi4_slave_mode_e is (AXI4_TRANSACTION_SLAVE, AXI4_PHASE_SLAVE);
...

-- Slave mode selection : default it is transaction level slave
signal slave_mode : axi4_slave_mode_e := AXI4_TRANSACTION_SLAVE;
```

The default `AXI4_TRANSACTION_SLAVE` mode “saves up” an entire data burst and modifies the slave test program internal memory in zero time for the whole burst. Therefore, a burst read from internal memory is buffered from the beginning of the burst to the end of the burst. The buffered read burst data is then transmitted over the protocol signals to the master on a phase-by-phase (beat-by-beat) basis. For a write, the data burst received over the protocol signals is buffered from the beginning of the burst to the end of the burst. At the end of the write burst the buffered contents are written to the internal memory.

The `AXI4_PHASE_SLAVE` mode updates the slave test program internal memory on each data phase (beat). Therefore, a read from the internal memory occurs only when the read data phase (beat) actually starts to be transmitted on the protocol signals. For a write, data is written to the internal memory as soon as each individual write data phase (beat) is received on the protocol signals.
Using the AXI4 Basic Slave Test Program API

There are a set of variables and procedures that you can use to create stimulus scenarios based on a memory-model slave with a minimal amount of editing, as described in the AXI4 Basic Slave API Definition section.

Consider the following configuration when using the slave test program.

- **slave_mode** - The read and write channel interaction can cause simultaneous read and write transactions to occur at the same address. With the default `slave_mode` setting the read transaction data burst is buffered at the start of the burst and the write data burst is buffered at the end of the burst. This can result in the read data being stale at the time it is transmitted over the protocol signals. If this is an undesirable feature, then set the `slave_mode` to be `AXI4_PHASE_SLAVE`.

- **m_max_outstanding_read_trans** - The maximum number of outstanding (incomplete) read transactions that can be initiated by a master test program before the slave test program applies back-pressure to the master by deasserting the `ARREADY` signal. When subsequent read transactions complete, then the slave test program asserts `ARREADY`.

- **m_max_outstanding_write_trans** - The maximum number of outstanding (incomplete) write transactions that can be initiated by a master test program before the slave test program applies back-pressure to the master by deasserting the `AWREADY` signal. When subsequent read transactions complete, then the slave test program asserts `AWREADY`.

---

**Note**

In addition to the above variables and procedures, you can configure other aspects of the AXI4 Slave BFM by using the procedures: "set_config()" on page 352 and "get_config()" on page 354.
AXI4 Advanced Slave API Definition

**Note**

You are not required to edit the following Advance Slave API unless you require a different response than the default *(OKAY)* response.

The remaining section of this tutorial presents a walk-through of the Advanced Slave API in the slave test program. It consists of five main processes—*process_write*, *process_read*, *handle_write*, *handle_response*, and *handle_read*—in the slave test program, as shown in Figure 11-4. There are additional *handle_write_addr_ready*, *handle_read_addr_ready*, and *handle_write_data_ready* processes to handle the handshake *AWREADY*, *ARREADY*, and *WREADY* signals, respectively.

The Advanced Slave API is capable of handling pipelined transactions. Pipelining can occur when a transaction starts before a previous transaction has completed. Therefore, a write transaction that starts before a previous write transaction has completed can be pipelined. Figure 11-4 shows the write channel having three concurrent *write_trans* transactions, whereby the *get_write_addr_phase[2]*, *get_write_data_burst[1]* and *execute_write_response_phase[0]* are concurrently active on the write address, data and response channels, respectively.

Similarly, a read transaction that starts before a previous read transaction has completed can be pipelined. Figure 11-4 shows the read channel having two concurrent *read_trans* transactions, whereby the *get_read_addr_phase[1]* and *execute_read_data_burst[0]* are concurrently active on the read address and data channels, respectively.
**process_read**

The *process_read* process creates a slave transaction and receives the read address phase. It uses unique path and queue identifiers to work concurrently with other processes.

The maximum number of outstanding read transactions is configured before the processing of read transactions begins an *ACLK* period after the *ARESETn* signal is inactive, as shown in Example 11-36.

Each slave transaction has a unique *transaction_id* number associated with it that is automatically incremented for each new slave transaction created. In a *loop* the *create_slave_transaction()* procedure call returns the *transaction_id* for the slave BFM, indexed by the *index* argument. A *read_trans* variable is previously defined to hold the *transaction_id*.

A call to the *get_read_addr_phase()* procedure blocks the code until a read address phase has completed. The call to the *push_transaction_id()* procedure pushes *read_trans* into the *AXI4_QUEUE_ID_1* queue.
The loop completes and restarts by creating a new slave transaction and blocks for another write address phase to occur.

**Example 11-36. process_read**

```
-- process_read : read address phase through path 3
-- This process keep receiving read address phase and push
-- the transaction into queue through push_transaction_id API.
process
    variable read_trans: integer;
begin
    set_config(
        AXI4_CONFIG_MAX_OUTSTANDING_RD, m_max_outstanding_read_trans,
        index, axi4_tr_if_3(index));
    wait_on(AXI4_RESET_0_TO_1, index, AXI4_PATH_3,
        axi4_tr_if_3(index));
    wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_3,
        axi4_tr_if_3(index));
    loop
        create_slave_transaction(read_trans, index, AXI4_PATH_3,
            axi4_tr_if_3(index));
        get_read_addr_phase(read_trans, index, AXI4_PATH_3,
            axi4_tr_if_3(index));
        get_config(AXI4_CONFIG_NUM_OUTSTANDING_RD_PHASE,
            tmp_config_num_outstanding_rd_phase, index,
            AXI4_PATH_3, axi4_tr_if_3(index));
        push_transaction_id(read_trans, AXI4_QUEUE_ID_1, index,
            AXI4_PATH_3, axi4_tr_if_3(index));
    end loop;
    wait;
end process;
```

**handle_read**

The `handle_read` process gets read data from the Internal Memory as a burst or phase (beat), depending on the `slave_mode` configuration. It uses unique path and queue identifiers to work concurrently with other processes.

In a loop, the `pop_transaction_id()` procedure call returns the `transaction_id` from the queue for the slave BFM, indexed by the `index` argument, as shown in Example 11-37 below. A `read_trans` variable is previously defined to hold the `transaction_id`. If the queue is empty then `pop_transaction_id()` will block until content is available.

The call to `set_read_data_valid_delay()` configures the `RVALID` signal delay for each phase (beat) of the burst, and `get_burst_length()` returns the `burst_length` of the read transaction.

In a loop, the call to the `get_read_addr()` helper procedure returns the actual address `addr` for a particular byte location and the `byte_length` of the data phase (beat). This byte address is used to read the data byte from Internal Memory with the call to `do_byte_read()`, and the `set_read_data()` helper procedure sets the byte in the read transaction record. If the returned `byte_length>1` then the code performs in the `byte_length` loop the reading and setting of the read data from internal memory for the whole of the read data phase (beat).
If the `slave_mode` configuration is set to the default of `AXI4_TRANSACTION_SLAVE` then the `burst_length` loop continues until the read data has been set for the whole burst. Otherwise the individual read data phase is executed over the protocol signals by calling the `execute_read_data_phase()`.

After the `burst_length` loop is complete, `execute_read_data_burst()` is called for the default configuration of `slave_mode` and the read burst is executed over the protocol signals.

The loop completes and restarts by waiting for another `transaction_id` to be placed into the queue.

**Example 11-37. handle_read**

```vhdl
-- handle_read : read data and response through path 4
-- This process reads data from memory and send read data/response either
-- at burst or phase level depending upon slave working mode.
process
  variable read_trans: integer;
  variable burst_length : integer;
  variable byte_length : integer;
  variable addr : std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0);
  variable data : std_logic_vector(7 downto 0);
begin
  loop
    pop_transaction_id(read_trans, AXI4_QUEUE_ID_1, index, AXI4_PATH_4,
                        axi4_tr_if_4(index));
    set_read_data_valid_delay(read_trans, AXI4_PATH_4,
                             axi4_tr_if_4(index));
    get_burst_length(burst_length, read_trans, index, AXI4_PATH_4,
                     axi4_tr_if_4(index));
    for i in 0 to burst_length loop
      get_read_addr(read_trans, i, 0, byte_length, addr, index,
                    AXI4_PATH_4, axi4_tr_if_4(index));
      do_byte_read(addr, data);
      set_read_data(read_trans, i, 0, byte_length, addr, data, index,
                    AXI4_PATH_4, axi4_tr_if_4(index));
      if byte_length > 1 then
        for j in 1 to byte_length-1 loop
          get_read_addr(read_trans, i, j, byte_length, addr, index,
                        AXI4_PATH_4, axi4_tr_if_4(index));
          do_byte_read(addr, data);
          set_read_data(read_trans, i, j, byte_length, addr, data,
                        AXI4_PATH_4, axi4_tr_if_4(index));
        end loop;
      end if;
      if slave_mode = AXI4_PHASE_SLAVE then
        execute_read_data_phase(read_trans, i, index, AXI4_PATH_4,
                                axi4_tr_if_4(index));
      end if;
    end loop;
    if slave_mode = AXI4_TRANSACTION_SLAVE then
      execute_read_data_burst(read_trans, index, AXI4_PATH_4,
                              axi4_tr_if_4(index));
    end if;
  end loop;
end process;
```
tmp_config_num_outstanding_rd_phase :=
    tmp_config_num_outstanding_rd_phase - 1;
end loop;
wait;
end process;
process_write

The `process_write` process works in a similar way as that previously described for `process_read`. It uses unique path and queue identifiers to work concurrently with other processes, as shown in Example 11-38.

**Example 11-38. process_write**

```vhdl
-- process_write : write address phase through path 0
-- This process keep receiving write address phase and push the
-- transaction into queue through push_transaction_id API.
process
  variable write_trans : integer;
begin
  set_config(
    AXI4_CONFIG_MAX_OUTSTANDING_WR, m_max_outstanding_write_trans,
    index, axi4_tr_if_0(index));
  wait_on(AXI4_RESET_0_TO_1, index, axi4_tr_if_0(index));
  wait_on(AXI4_CLOCK_POSEDGE, index, axi4_tr_if_0(index));
  loop
    create_slave_transaction(write_trans, index, axi4_tr_if_0(index));
    get_write_addr_phase(write_trans, index, axi4_tr_if_0(index));
    get_config(AXI4_CONFIG_NUM_OUTSTANDING_WR_PHASE,
               tmp_config_num_outstanding_wr_phase, index,
               AXI4_PATH_3, axi4_tr_if_0(index));
    push_transaction_id(write_trans, AXI4_QUEUE_ID_0, index,
                        axi4_tr_if_0(index));
    end loop;
  wait;
end process;
```
handle_write

The handle_write process works in a similar way to that previously described for handle_read. The main difference is that the write transaction handling gets the write data and stores it in the slave test program Internal Memory depending on the slave_mode setting, and adhering to the state of the WSTRB write strobes signals. There is an additional pop_transaction_id() into a queue so that the handle_response process can send write response phase for the transaction, as shown in Example 11-39 below.

Example 11-39. handle_write

```vhdl
-- handle_write : write data phase through path 1
-- This method receive write data burst or phases for write transaction
-- depending upon slave working mode and write data to memory.
process
    variable write_trans: integer;
    variable byte_length : integer;
    variable burst_length : integer;
    variable addr : std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0);
    variable data : std_logic_vector(7 downto 0);
    variable last : integer := 0;
    variable loop_i : integer := 0;
beginn
    loop
        pop_transaction_id(write_trans, AXI4_QUEUE_ID_0, index,
        AXI4_PATH_1, axi4_tr_if_1(index));
        
        if (slave_mode = AXI4 TRANSACTION_SLAVE) then
            get_write_data_burst(write_trans, index, AXI4_PATH_1,
            axi4_tr_if_1(index));
            get_burst_length(burst_length, write_trans, index, AXI4_PATH_1,
            axi4_tr_if_1(index));
            for i in 0 to burst_length loop
                get_write_addr_data(write_trans, i, 0, byte_length, addr,
                data, index, AXI4_PATH_1, axi4_tr_if_1(index));
                do_byte_write(addr, data);
            end loop;
            if byte_length > 1 then
                for j in 1 to byte_length-1 loop
                    get_write_addr_data(write_trans, i, j, byte_length,
                    addr, data, index, AXI4_PATH_1, axi4_tr_if_1(index));
                    do_byte_write(addr, data);
                end loop;
            end if;
        end loop;
```
else
    last := 0;
    loop_i := 0;
    while(last = 0) loop
        get_write_data_phase(write_trans, loop_i, last, index, AXI4_PATH_1, axi4_tr_if_1(index));
        get_write_addr_data(write_trans, loop_i, 0, byte_length, addr, data, index, AXI4_PATH_1, axi4_tr_if_1(index));
        do_byte_write(addr, data);
        if byte_length > 1 then
            for j in 1 to byte_length-1 loop
                get_write_addr_data(write_trans, loop_i, j, byte_length, addr, data, index, AXI4_PATH_1, axi4_tr_if_1(index));
                do_byte_write(addr, data);
            end loop;
        end if;
        loop_i := loop_i + 1;
    end loop;
    push_transaction_id(write_trans, AXI4_QUEUE_ID_2, index, AXI4_PATH_1, axi4_tr_if_1(index));
    end loop;
    wait;
end process;
handle_response

The handle_response process sends a response back to the master to complete a write transaction. It uses unique path and queue identifiers to work concurrently with other processes.

In a loop, the pop_transaction_id() procedure call returns the transaction_id from the queue for the slave BFM, indexed by the index argument, as shown in Example 11-40 below. A write_trans variable is previously defined to hold the transaction_id. If the queue is empty then push_transaction_id() will block until content is available.

The call to set_wrresp_valid_delay() sets the BVALID signal delay for the response prior to calling execute_write_response_phase() to execute the response over the protocol signals.

Example 11-40. handle_response

```
-- handle_response : write response phase through path 2
-- This method sends the write response phase
process
    variable write_trans: integer;
    begin
        loop
            pop_transaction_id(write_trans, AXI4_QUEUE_ID_2, index, AXI4_PATH_2, axi4_tr_if_2(index));
            set_wrresp_valid_delay(write_trans, AXI4_PATH_2, axi4_tr_if_2(index));
            execute_write_response_phase(write_trans, index, AXI4_PATH_2, axi4_tr_if_2(index));
            tmp_config_num_outstanding_wr_phase :=
                tmp_config_num_outstanding_wr_phase - 1;
        end loop;
        wait;
    end process;
```

handle_write_addr_ready

The handle_write_addr_ready process handles the AWREADY signal for the write address channel. It uses a unique path identifier to work concurrently with other processes.

The handling of the AWREADY signal begins an ACLK period after the ARESETh signal is inactive, as shown in Example 11-41 below. In a loop, the AWREADY signal is deasserted using the nonblocking call to the execute_write_addr_ready() procedure and blocks for a write channel address phase to occur with a call to the blocking get_write_addr_cycle() procedure. A received write address phase indicates that the AWVALID signal has been asserted, triggering the starting point for the delay of the AWREADY signal by the number of ACLK cycles defined by m_wraddr_phase_ready_delay. Another call to the execute_write_addr_ready() procedure to assert the AWREADY signal completes the AWREADY handling.
Example 11-41. handle_write_addr_ready

```vhdl
-- handle_write_addr_ready : write address ready through path 5
-- This method assert/de-assert the write address channel ready signal.
-- Assertion and de-assertion is done based on m_wr_addr_phase_ready_delay
process
  variable tmp_ready_delay : integer;
begin
  wait_on(AXI4_RESET_POSEDGE, index, AXI4_PATH_5, axi4_tr_if_5(index));
  wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_5, axi4_tr_if_5(index));
  loop
    while (tmp_config_num_outstanding_wr_phase >=
      m_max_outstanding_write_trans) loop
      wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_5,
        axi4_tr_if_5(index));
    end loop;
    tmp_ready_delay := m_wr_addr_phase_ready_delay;
    execute_write_addr_ready(0, 1, index, AXI4_PATH_5,
      axi4_tr_if_5(index));
    get_write_addr_cycle(index, AXI4_PATH_5, axi4_tr_if_5(index));
    if(tmp_ready_delay > 1) then
      for i in 0 to tmp_ready_delay-2 loop
        wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_5,
          axi4_tr_if_5(index));
      end loop;
    end if;
    execute_write_addr_ready(1, 1, index, AXI4_PATH_5,
      axi4_tr_if_5(index));
  end loop;
  wait;
end process;
```

handle_read_addr_ready

The `handle_read_addr_ready` process handles the ARREADY signal for the read address channel. It uses a unique path identifier to work concurrently with other processes. The `handle_read_addr_ready` process code works in a similar way to that previously described for the `handle_write_addr_ready` process. Refer to the “VHDL AXI4 Slave BFM Test Program” on page 748 for the complete `handle_read_addr_ready` code listing.

handle_write_data_ready

The `handle_write_data_ready` process handles the WREADY signal for the write data channel. It uses a unique path identifier to work concurrently with other processes.

The `handle_write_data_ready` process code works in a similar way to that previously described for the `handle_write_addr_ready` process. Refer to the “VHDL AXI4 Slave BFM Test Program” on page 748 for the complete `handle_write_data_ready` code listing.
Chapter 12
Getting Started with Qsys and the BFMs

This example shows you how to use the Qsys tool in Quartus II software to create a top-level design environment. You will use the `ex1_back_to_back_sv`, a SystemVerilog example from the `$QUARTUS_ROOTDIR/../ip/altera/mentor_vip_ae/axi3/qsys-examples` directory in the Altera Complete Design Suite (ACDS) installation.

You will do the following tasks to set up the design environment:

1. Create a work directory
2. Copy the example to the work directory
3. Invoke Qsys from the Quartus II software Tools menu
4. Generate a top-level netlist
5. Run simulation by referencing the README and scripts for your simulation environment

Setting Up Simulation from a UNIX Platform

The following steps outline how to set up the simulation environment from a UNIX platform.

1. Create a work directory into which you copy the example directory `qsys-examples`, which contains the directory `ex1_back_to_back_sv` from the Installation.
   
   a. Using the `mkdir` command, create the work directory into which you will copy the `qsys-examples` directory.
      
      ```bash
      mkdir axi3-qsys-examples
      ```
   
   b. Using the `cp` command, copy the `qsys-examples` directory from the Installation directory into your work directory.
      
      ```bash
      cp -r $QUARTUS_ROOTDIR/../ip/altera/mentor_vip_ae/axi3/qsys-examples/* axi3-qsys-examples/
      ```

2. Using the `cd` command, change the directory path to your local path where the example resides.
   
   ```bash
   cd axi3-qsys-examples/ex1_back_to_back_sv
   ```

3. Now open the Qsys tool. Refer to the Running the Qsys Tool section for details.
Setting Up Simulation from the Windows GUI

The following steps outline how to set up the simulation environment from a Windows GUI. This example uses the Windows7 platform.

1. Create a work folder into which you copy the contents of the *qsys-examples* folder, which includes the *ex1_back_to_back_sv* folder from the Installation.
   a. Using the GUI, select a location for your work folder, then click the *New folder* option on the window’s menu bar to create and name a work folder. For this example, name the work folder *axi3-qsys-examples*. Refer to figures 12-1 and 12-3 below.

   ![Figure 12-1. Copy the Contents of *qsys-examples* from the Installation Folder](image)

   b. Copy the contents of the *qsys-examples* folder from theInstallation folder to your work folder.

   Open the Installation and work folders. In the Installation folder, double-click the *qsys-examples* folder to select and open it. When the folder opens, type CTRL/A to select the contents of the directory, then right-click to display the drop down menu and select *Copy* from the drop-down menu.

   Go to the open work folder. Double-click on the folder.

   When the folder opens, right-click inside the work folder and select *Paste* from the drop-down menu to copy the contents of the *qsys-examples* folder to the new *axi3-qsys-examples* work folder.

   Paste the *qsys-examples* from the *Installation* Folder into the *axi3-qsys-examples* work folder (refer to Figure 12-2).
Figure 12-2. Paste qsys-examples From Installation to Work Folder

Note

Alternatively, open both folders, the Installation folder containing the qsys-examples folder and the new axi3-qsys-examples work folder. Use the Windows select, drag, and drop functions to select the contents of the qsys-examples folder in the Installation folder, and then drag the contents to and drop it in the new axi3-qsys-examples work folder.

2. After creating the new axi3-qsys-examples work folder and copying the contents of the qsys-examples to it, open the Qsys tool. Refer to Running the Qsys Tool section for details.
Getting Started with Qsys and the BFMs
Setting Up Simulation from the Windows GUI

Running the Qsys Tool

1. Open Qsys in the Quartus II software menu.
   Start the Quartus II software. When the Quartus II GUI appears, select Tools>Qsys (refer to Figure 12-3).

   **Figure 12-3. Select Qsys from the Quartus II Software Top-Level Menu**

2. From the Qsys open window, use the File>Open command to open and select the file ex1_back_to_back_sv. On a Windows platform, this Qsys file is in the directory axi3-qsys-examples/ex1_back_to_back_sv (refer to Figure 12-3). On a UNIX platform, this file is in the directory axi3-qsys-examples/ex1_back_to_back_sv. Select and open the ex1_back_to_back_sv.qsys example.

   **Figure 12-4. Open the ex1_back_to_back_sv.qsys Example**

   ![Open Qsys dialog](image)

   **Note**

   If you open the Qsys tool in a subsequent session, a Qsys dialog asks you if you want to open this file.
3. Qsys displays the connectivity of the selected example as shown in Figure 12-5.

Figure 12-5. Quartus II Software Displays Connectivity of the Example

---

Note

If you are using VHDL, you must select each BFM and verify that the index number specified for the BFM is correct. An information dialog displays the properties of the BFM when you select it. Ensure the specified BFM index is correct in this dialog. If you do not know the correct index number, check the VHDL code for the BFM.

4. Select the Generation tab on the upper right side of the window (refer to Figure 12-5) to display the netlist generation options.

5. Specify the netlist generation options and generate the netlist (Figure 12-6).
6. Change the example’s path, select the simulation model, and turn off synthesis as outlined in the steps below and shown in **Figure 12-7**.

**Figure 12-7. Set Path, Simulation and Synthesis Options**

![Figure 12-7](image)

a. Change the example’s path. In the Path field of the Output Directory section, ensure the path correctly specifies the subdirectory `ex1_back_to_back_sv`, which is the subdirectory containing the example that you just copied into a temporary directory.

**Note**

If the subdirectory name of the example is duplicated in the example’s *Path* field, you must remove one of the duplicated subdirectory names. To reset the path, double-click the square browse button to the right of the *Path* field and locate the path of the example.

The example’s path specified by the *Path* field of the Output Directory section must be correct before selecting Verilog or VHDL in the next step.

b. Under the Simulation section, select the language for your output files, Verilog or VHDL, for the value of the *Create simulation model* option (refer to **Figure 12-7**).

c. Under the Testbench System section, set the *Create testbench Qsys system* to None, along with the *Create testbench simulation model* option (refer to **Figure 12-7**).

d. Under the Synthesis section, set the *Create HDL design files for synthesis* to None, and be sure the *Create block symbol file* is unchecked (refer to **Figure 12-7**).

e. Click the *Generate* button on the bottom left side of the window (refer to **Figure 12-8**).
f. Refer to the section Running Simulation to start simulation.

Running Simulation

You can run simulation either from a GUI interface or a command line. However, before starting simulation, you must define the following:

- Check to ensure the $QUARTUS_ROOTDIR environment variable points to the Quartus II software directory in the Quartus II software installation. The example script (example.do or example.vhld.do) uses this variable to locate the Mentor VIP AE BFM during simulation.

- When using Mentor VIP AE BFM, ensure when you start simulation that the variable MvcHome points to the location of the installed Mentor VIP AE BFM. You can set the location of MvcHome using one of the following options:
  - Set the MvcHome variable in the modelsim.ini file, refer to the section “Using a Shortcut or Editing the modelsim.ini File”.
  - Specify the -mvchome option on the command line as shown in the command line examples in the section “Invoking Simulation From a UNIX Command Line”.

Figure 12-8. Click Generate
The command and script that you specify to run simulation varies based on the simulator. Table 12-1 outlines the file and script names you specify in your simulator command.

### Table 12-1. Simulator and Script Names

<table>
<thead>
<tr>
<th>Script Name</th>
<th>Questa Simulation</th>
<th>ModelSim Simulation</th>
<th>IES Simulation</th>
<th>VCS Simulation</th>
</tr>
</thead>
<tbody>
<tr>
<td>README</td>
<td>README-Questa.txt</td>
<td>README-ModelSim.txt</td>
<td>README-IUS.txt</td>
<td>README-VCS.txt</td>
</tr>
<tr>
<td>example.do</td>
<td>example.do</td>
<td>example-ius.sh</td>
<td>example-vcs.sh</td>
<td></td>
</tr>
</tbody>
</table>

Using the ModelSim simulator, the following sections outline how to run simulation from either a GUI or command line.

#### Invoking Simulation From a GUI

Using the ModelSim simulator, this section outlines how to invoke a simulator from a GUI.

1. Start the ModelSim GUI.
2. From the File menu, click the Change Directory option. When the Browse for Folder dialog appears, select the work directory that contains the example.

![Figure 12-9. Select the Work Directory](image)

3. Start the example script from the Transcript window by typing the following commands:

   ```bash
   vsim> do example.do
   vsim> run -all
   ```
The first command above starts the script that compiles and elaborates the test programs. The second ModelSim command starts simulation and runs the simulation until simulation completes.

For details about the processing done by the example script, refer to the section “Example Script Processing.”

**Invoking Simulation From a UNIX Command Line**

This section outlines the commands that you use to run simulation from a command line specified from a UNIX shell.

1. If you are using ModelSim for simulation, set the shared library path with the `mvchome` option.
   ```
   vsim -mvchome $QUARTUS_ROOTDIR/../ip/altera/mentor_vip_ae/common
   ```

2. Change the directory to the work directory containing the example.
   ```
   cd axi3-qsys-examples/ex1_back_to_back_sv
   ```

3. At the ModelSim prompt, start the example script.
   ```
   vsim> do example.do
   vsim> run -all
   ```

Alternatively, you can launch the simulator and run the script with one command. However, you must first set the directory to the work directory containing the example as the following commands illustrate.

1. Change the directory to the work directory containing the example.
   ```
   cd axi3-qsys-examples/ex1_back_to_back_sv
   ```

2. Starting from a UNIX or Windows process, invoke Modelsim on the example.do script by typing the following command.
   ```
   vsim -mvchome $QUARTUS_ROOTDIR/../ip/altera/mentor_vip_ae/common -gui -do example.do
   ```

3. When ModelSim starts, type the run -all command.
   ```
   vsim> run -all
   ```

4. When ModelSim prompts you to finish, click the yes option.

   **Note**

   If your example is a VHDL example, the script name is `example_vhdl.do`

For details on the processing done by the script, refer to Example Script Processing.
Example Script Processing

After starting one of the example scripts from Table 12-1, the script compiles the Mentor VIP AE BFM for AXI3, then invokes two *tcl* aliases—*dev_com* and *com* to compile the required design files. These alias commands are defined in the *msim_setup.tcl* simulation script generated by Qsys along with the simulation model files.

Next, *vlog* compiles the three test programs:

- *master_test_program.sv*
- *slave_test_program.sv*
- *monitor_test_program.sv*

The script then uses *vlog* again to compile the *top.sv*. Simulation starts with the *elab* alias.

```vlog
set TOP_LEVEL_NAME top
set QSYS_SIMDIR simulation
source $QSYS_SIMDIR/mentor/msim_setup.tcl
if {![info exists env(MENTOR_VIP_AE)]} {
    set env(MENTOR_VIP_AE)\$env(QARTUS_ROOTDIR)/../ip/altera/mentor_vip_ae
}

ensure_lib libraries
ensure_lib libraries/work
vmap work libraries/work
vlog -work work -sv \\
$env(MENTOR_VIP_AE)/common/questa_mvc_svapi.svh \\
$env(MENTOR_VIP_AE)/axi3/bfm/mgc_common_axi3.sv \\
$env(MENTOR_VIP_AE)/axi3/bfm/mgc_axi3_monitor.sv \\
$env(MENTOR_VIP_AE)/axi3/bfm/mgc_axi3_inline_monitor.sv \\
$env(MENTOR_VIP_AE)/axi3/bfm/mgc_axi3_master.sv \\
$env(MENTOR_VIP_AE)/axi3/bfm/mgc_axi3_slave.sv

# Compile device library files
dev_com

# Compile Qsys-generated design files
com

# Compile example test program files
vlog master_test_program.sv
vlog slave_test_program.sv
vlog monitor_test_program.sv

# Compile top-level design file
vlog top.sv

# Simulate
elab
```
Using a Shortcut or Editing the modelsim.ini File

On Windows, if you use a shortcut or if you want to ensure the path specification is correct before simulation, edit the modelsim.ini file, which provides the path to the Mentor VIP AE installation for all future invocations of ModelSim or Questa.

To edit the ModelSim/Questa installation directory follow these steps:

1. Edit the file modelsim.ini, find the section that starts with [vsim].
2. Search for MvcHome. If it is not already defined in the modelsim.ini file, you must add it. You can add this variable at any location in the [vsim] section.
   
   If the modelsim.ini file is read-only, you must modify it to allow write access.
3. Add or change the MvcHome path to point to the location where the Mentor VIP AE is installed. Do not forget the common subdirectory. For example:

   MvcHome = $QUARTUS_ROOTDIR/../ip/altera/mentor_vip_ae/common

   **Note**
   
   Setting MvcHome to the modelsim.ini file eliminates the need to specify the -mvchome option on the vsim command line.

   Do not use vmap to specify the installed location of Mentor VIP AE. Using vmap puts the MvcHome in the [library] section of modelsim.ini.

   vmap MvcHome $QUARTUS_ROOTDIR/../ip/altera/mentor_vip_ae/common

   **Note**
   
   ModelSim Altera Edition and ModelSim Altera Starter Edition do not have a default path defined for the variable MvcHome. If you are using either of these simulators, you must define a path for this variable by adding a new entry to the file. Be sure to add the entry in the [vsim] section of the file (after the notation [vsim], and before the next section). Also, if the file is read-only, modify the file access to allow write access.
Getting Started with Qsys and the BFMs

Setting Up Simulation from the Windows GUI
AXI3 Assertions

The AXI3 Master, Slave, and Monitor BFMs all support error checking with the firing of one or more assertions when a property defined in the AMBA AXI Protocol Specification has been violated. Each assertion can be individually enabled/disabled using the `set_config()` function for a particular BFM. The property covered for each assertion is noted in Table A-1 under the Property Reference column. The reference number refers to the section number in the AMBA AXI Protocol Specification.

Table A-1. AXI3 Assertions

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Error Name</th>
<th>Description</th>
<th>Property Ref</th>
</tr>
</thead>
<tbody>
<tr>
<td>AXI3-60000</td>
<td>AXI_ARESETn_SIGNAL_Z</td>
<td>ARESETn has a Z value.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60001</td>
<td>AXI_ARESETn_SIGNAL_X</td>
<td>ARESETn has an X value.</td>
<td></td>
</tr>
<tr>
<td>AXI3-60002</td>
<td>AXI_ACLK_SIGNAL_Z</td>
<td>ACLK has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI3-60003</td>
<td>AXI_ACLK_SIGNAL_X</td>
<td>ACLK has an X value.</td>
<td></td>
</tr>
<tr>
<td>AXI3-60004</td>
<td>AXI_ADDR_FOR_READ_BURST_ACROSS_4K_BOUNDARY</td>
<td>This read transaction has crossed a 4KB boundary.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60005</td>
<td>AXI_ADDR_FOR_WRITE_BURST_ACROSS_4K_BOUNDARY</td>
<td>This write transaction has crossed a 4KB boundary.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60006</td>
<td>AXI_ARADDR_CHANGED_BEFORE_ARREADY</td>
<td>The value of ARADDR has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60007</td>
<td>AXI_ARADDR_UNKN</td>
<td>ARADDR has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60008</td>
<td>AXI_ARBURST_CHANGED_BEFORE_ARREADY</td>
<td>The value of ARBURST has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60009</td>
<td>AXI_ARBURST_UNKN</td>
<td>ARBURST has an X or Z value.</td>
<td>A2.5</td>
</tr>
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</table>
## Table A-1. AXI3 Assertions (cont.)

<table>
<thead>
<tr>
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<tbody>
<tr>
<td>AXI3-60010</td>
<td>AXI_ARCACHE_CHANGED_BEFOR_ARREADY</td>
<td>The value of ARCACHE has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60011</td>
<td>AXI_ARCACHE_UNKN</td>
<td>ARCACHE has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60012</td>
<td>AXI_ARID_CHANGED_BEFOR_ARREADY</td>
<td>The value of ARID has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60013</td>
<td>AXI_ARID_UNKN</td>
<td>ARID has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60014</td>
<td>AXI_ARLEN_CHANGED_BEFOR_ARREADY</td>
<td>The value of ARLEN has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60015</td>
<td>AXI_ARLEN_UNKN</td>
<td>ARLEN has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60016</td>
<td>AXI_ARLOCK_CHANGED_BEFOR_ARREADY</td>
<td>The value of ARLOCK has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60017</td>
<td>AXI_ARLOCK_UNKN</td>
<td>ARLOCK has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60018</td>
<td>AXI_ARPROT_CHANGED_BEFOR_ARREADY</td>
<td>The value of ARPROT has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60019</td>
<td>AXI_ARPROT_UNKN</td>
<td>ARPROT has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60020</td>
<td>AXI_ARREADY_UNKN</td>
<td>ARREADY has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60021</td>
<td>AXI_ARSIZE_CHANGED_BEFOR_ARREADY</td>
<td>The value of ARSIZE has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60022</td>
<td>AXI_ARSIZE_UNKN</td>
<td>ARSIZE has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60023</td>
<td>AXI_ARUSER_CHANGED_BEFOR_ARREADY</td>
<td>The value of ARUSER has changed from its initial value between the time ARVALID was asserted, and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>Error Code</td>
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<td>Description</td>
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</tr>
<tr>
<td>AXI3-60024</td>
<td>AXI_ARUSER_UNKN</td>
<td>ARUSER has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60025</td>
<td>AXI_ARVALID_DEASSERTED_BEFORE_ARREADY</td>
<td>ARVALID has been de-asserted before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60026</td>
<td>AXI_ARVALID_HIGH_ON_FIRST_CLOCK_AFTER_RESET</td>
<td>A master interface must begin driving ARVALID high only at a rising clock edge after ARESETn is HIGH.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60027</td>
<td>AXI_ARVALID_UNKN</td>
<td>ARVALID has an X or Z value.</td>
<td>A2.5</td>
</tr>
<tr>
<td>AXI3-60028</td>
<td>AXI_AWADDR_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWADDR has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60029</td>
<td>AXI_AWADDR_UNKN</td>
<td>AWADDR has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60030</td>
<td>AXI_AWBURST_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWBURST has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60031</td>
<td>AXI_AWBURST_UNKN</td>
<td>AWBURST has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60032</td>
<td>AXI_AWCACHE_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWCACHE has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60033</td>
<td>AXI_AWCACHE_UNKN</td>
<td>AWCACHE has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60034</td>
<td>AXI_AWID_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWID has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted (SPEC3(3.1))</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60035</td>
<td>AXI_AWID_UNKN</td>
<td>AWID has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60036</td>
<td>AXI_AWLEN_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWLEN has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60037</td>
<td>AXI_AWLEN_UNKN</td>
<td>AWLEN has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60038</td>
<td>AXI_AWLOCK_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWLOCK has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
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</table>
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<tbody>
<tr>
<td>AXI3-60039</td>
<td>AXI_AWLOCK_UNKN</td>
<td>AWLOCK has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60040</td>
<td>AXI_AWPROT_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWPROT has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60041</td>
<td>AXI_AWPROT_UNKN</td>
<td>AWPROT has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60042</td>
<td>AXI_AWREADY_UNKN</td>
<td>AWREADY has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60043</td>
<td>AXI_AWSIZE_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWSIZE has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60044</td>
<td>AXI_AWSIZE_UNKN</td>
<td>AWSIZE has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60045</td>
<td>AXI_AWUSER_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWUSER has changed from its initial value between the time AWVALID was asserted, and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60046</td>
<td>AXI_AWUSER_UNKN</td>
<td>AWUSER has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60047</td>
<td>AXI_AWVALID_DEASSERTED_BEFORE_AWREADY</td>
<td>AWVALID has been de-asserted before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60048</td>
<td>AXI_AWVALID_HIGH_ON_FIRST_CLOCK_AFTER_RESET</td>
<td>A master interface must begin driving AWVALID high only at a rising clock edge after ARESETn is HIGH.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60049</td>
<td>AXI_AWVALID_UNKN</td>
<td>AWVALID has an X or Z value.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60050</td>
<td>AXI_BID_CHANGED_BEFORE_BREADY</td>
<td>The value of BID has changed from its initial value between the time BVALID was asserted, and before BREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60051</td>
<td>AXI_BID_UNKN</td>
<td>BID has an X or Z value.</td>
<td>A2.4</td>
</tr>
<tr>
<td>AXI3-60052</td>
<td>AXI_BREADY_UNKN</td>
<td>BREADY has an X or Z value.</td>
<td>A2.4</td>
</tr>
<tr>
<td>AXI3-60053</td>
<td>AXI_BRESP_CHANGED_BEFORE_BREADY</td>
<td>The value of BRESP has changed from its initial value between the time BVALID was asserted, and before BREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
</tbody>
</table>
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<tr>
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</tr>
</thead>
<tbody>
<tr>
<td>AXI3-60054</td>
<td>AXI_BRESP_UNKN</td>
<td>$BRESP$ has an X or Z value.</td>
<td>A2.4</td>
</tr>
<tr>
<td>AXI3-60055</td>
<td>AXI_BUSER_CHANGED_ BEFORE_BREADY</td>
<td>The value of $BUSER$ has changed from its initial value between the time $BVALID$ was asserted, and before $BREADY$ was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60056</td>
<td>AXI_BUSER_UNKN</td>
<td>$BUSER$ has an X or Z value.</td>
<td>A2.4</td>
</tr>
<tr>
<td>AXI3-60057</td>
<td>AXI_BVALID_DEASSERTED_ BEFORE_BREADY</td>
<td>$BVALID$ has been de-asserted before $BREADY$ was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60058</td>
<td>AXI_BVALID_HIGH_ON_FIRST_ CLOCK_AFTER_RESET</td>
<td>A slave interface must begin driving $BVALID$ high only at a rising clock edge after $ARESETn$ is HIGH.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60059</td>
<td>AXI_BVALID_UNKN</td>
<td>$BVALID$ has an X or Z value.</td>
<td>A2.4</td>
</tr>
<tr>
<td>AXI3-60060</td>
<td>AXI_EXCLUSIVE_READ_ ACCESS_MODIFIABLE</td>
<td>The modifiable bit (bit 1 of the cache transaction field) should not be set for an exclusive read access.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60061</td>
<td>AXI_EXCLUSIVE_READ_BYTES_ TRANSFER_EXCEEDS_128</td>
<td>Number of bytes in an exclusive read transaction must be less than or equal to 128.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60062</td>
<td>AXI_EXCLUSIVE_WRITE_BYTES_ TRANSFER_EXCEEDS_128</td>
<td>Number of bytes in an exclusive write transaction must be less than or equal to 128.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60063</td>
<td>AXI_EXCLUSIVE_READ_BYTES_ TRANSFER_NOT_ POWER_OF_2</td>
<td>Number of bytes of an exclusive read transaction is not a power of 2.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60064</td>
<td>AXI_EXCLUSIVE_WRITE_BYTES_ TRANSFER_NOT_POWER_OF_2</td>
<td>Number of bytes of an exclusive write transaction is not a power of 2.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60065</td>
<td>AXI_EXCLUSIVE_WR_ADDRESS_ NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the address of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60066</td>
<td>AXI_EXCLUSIVE_WR_BURST_ NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the burst setting of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60067</td>
<td>AXI_EXCLUSIVE_WR_CACHE_ NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the cache setting of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
</tbody>
</table>
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<tr>
<td>AXI3-60068</td>
<td>AXI_EXCLUSIVE_WRITE_ACCESS_MODIFIABLE</td>
<td>The modifiable bit (bit 1 of the cache transaction field) should not be set for an exclusive write access.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60069</td>
<td>AXI_EXCLUSIVE_WR_LENGTH_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the length of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60070</td>
<td>AXI_EXCLUSIVE_WR_PROT_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the prot setting of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60071</td>
<td>AXI_EXCLUSIVE_WR_SIZE_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the size of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60072</td>
<td>AXI_EXOKAY_RESPONSE_NORMAL_READ</td>
<td>Slave has responded AXI_EXOKAY to a nonexclusive read transfer.</td>
<td>-</td>
</tr>
<tr>
<td>AXI3-60073</td>
<td>AXI_EXOKAY_RESPONSE_NORMAL_WRITE</td>
<td>Slave has responded AXI_EXOKAY to a nonexclusive write transfer.</td>
<td>-</td>
</tr>
<tr>
<td>AXI3-60074</td>
<td>AXI_EX_RD_RESP_MISMATCHED_WITH_EXPECTED_RESP</td>
<td>Expected response to this exclusive read did not matched with the actual response.</td>
<td>A7.2.3</td>
</tr>
<tr>
<td>AXI3-60075</td>
<td>AXI_EX_WR_RESP_MISMATCHED_WITH_EXPECTED_RESP</td>
<td>Expected response to this exclusive write did not matched with the actual response.</td>
<td>A7.2.3</td>
</tr>
<tr>
<td>AXI3-60076</td>
<td>AXI_EX_RD_EXOKAY_RESP_SLAVE_WITHOUT_EXCLUSIVE_ACCESS</td>
<td>Response for an exclusive read to a slave which does not support exclusive access should be AXI_OKAY, but it returned AXI_EXOKAY.</td>
<td>A7.2.3</td>
</tr>
<tr>
<td>AXI3-60077</td>
<td>AXI_EX_WRITE_BEFORE_EX_READ_RESPONSE</td>
<td>Exclusive write has occurred, with no previous exclusive read.</td>
<td>A7.2.2</td>
</tr>
<tr>
<td>AXI3-60078</td>
<td>AXI_EX_WRITE_EXOKAY_RESP_SLAVE_WITHOUT_EXCLUSIVE_ACCESS</td>
<td>Response for an exclusive write to a slave which does not support exclusive access should be AXI_OKAY, but it returned AXI_EXOKAY.</td>
<td>A7.2.3</td>
</tr>
<tr>
<td>AXI3-60079</td>
<td>AXI_ILLEGAL_LENGTH_WRAPPING_READ_BURST</td>
<td>In the last read address phase burst_length has an illegal value for a burst of type AXI_WRAP.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60080</td>
<td>AXI_ILLEGAL_LENGTH_WRAPPING_WRITE_BURST</td>
<td>In the last write address phase burst_length has an illegal value for a burst of type AXI_WRAP.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60081</td>
<td>AXI_ILLEGAL_RESPONSE_EXCLUSIVE_READ</td>
<td>Response for an exclusive read should be either AXI_OKAY or AXI_EXOKAY.</td>
<td>A7.2.3</td>
</tr>
<tr>
<td>AXI3-60082</td>
<td>AXI_ILLEGAL_RESPONSE_EXCLUSIVE_WRITE</td>
<td>Response for an exclusive write should be either AXI_OKAY or AXI_EXOKAY.</td>
<td>A7.2.3</td>
</tr>
<tr>
<td>AXI3-60083</td>
<td>AXI_PARAM_READ_DATA_BUS_WIDTH</td>
<td>The value of AXI_RDATA_WIDTH must be one of 8,16,32,64,128,256,512,1024.</td>
<td>A1.3.1</td>
</tr>
<tr>
<td>AXI3-60084</td>
<td>AXI_PARAM_WRITE_DATA_BUS_WIDTH</td>
<td>The value of AXI_WDATA_WIDTH must be one of 8,16,32,64,128,256,512,1024.</td>
<td>A1.3.1</td>
</tr>
</tbody>
</table>
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<tr>
<td>AXI3-60085</td>
<td>AXI_READ_ALLOCATE_WHEN_NON_MODIFIABLE_12</td>
<td>The RA bit of the cache transaction field should not be HIGH when the Modifiable bit is LOW.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60086</td>
<td>AXI_READ_ALLOCATE_WHEN_NON_MODIFIABLE_13</td>
<td>The RA bit of the cache transaction field should not be HIGH when the Modifiable bit is LOW.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60087</td>
<td>AXI_READ_ALLOCATE_WHEN_NON_MODIFIABLE_4</td>
<td>The RA of the cache transaction field bit should not be HIGH when the Modifiable bit is LOW.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60088</td>
<td>AXI_READ_ALLOCATE_WHEN_NON_MODIFIABLE_5</td>
<td>The RA of the cache transaction field bit should not be HIGH when the Modifiable bit is LOW.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60089</td>
<td>AXI_READ_ALLOCATE_WHEN_NON_MODIFIABLE_8</td>
<td>The RA of the cache transaction field bit should not be HIGH when the Modifiable bit is LOW.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60090</td>
<td>AXI_READ_ALLOCATE_WHEN_NON_MODIFIABLE_9</td>
<td>The RA of the cache transaction field bit should not be HIGH when the Modifiable bit is LOW.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60091</td>
<td>AXI_READ_BURST_LENGTH_VIOLATION</td>
<td>The number of beats actually read does not match the burst length defined by the ARLEN.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60092</td>
<td>AXI_READ_BURST_SIZE_VIOLATION</td>
<td>In this read transaction, size has been set greater than the defined data bus.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60093</td>
<td>AXI_READ_DATA_BEFORE_ADDRESS</td>
<td>An unexpected read response has occurred (there are no outstanding read transactions with this id).</td>
<td>A3.3.1</td>
</tr>
<tr>
<td>AXI3-60094</td>
<td>AXI_READ_DATA_CHANGED_BEFORE_RREADY</td>
<td>The value of RDATA has changed from its initial value between the time RVALID was asserted, and before RREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60095</td>
<td>AXI_READ_DATA_UNKN</td>
<td>RDATA has an X or Z value.</td>
<td>A2.6</td>
</tr>
<tr>
<td>AXI3-60096</td>
<td>AXI_RESERVED_ARLOCK_ENCODING</td>
<td>The reserved encoding of 2'b11 should not be used for ARLOCK.</td>
<td>A7.4</td>
</tr>
<tr>
<td>AXI3-60097</td>
<td>AXI_READ_RESP_CHANGED_BEFORE_RREADY</td>
<td>The value of RRESP has changed from its initial value between the time RVALID was asserted, and before RREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60098</td>
<td>AXI_RESERVED_ARBURST_ENCODING</td>
<td>The reserved encoding of 2'b11 should not be used for ARBURST.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60099</td>
<td>AXI_RESERVED_AWBURST_ENCODING</td>
<td>The reserved encoding of 2'b11 should not be used for A WBURST.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>Error Code</td>
<td>Error Name</td>
<td>Description</td>
<td>Property Ref</td>
</tr>
<tr>
<td>------------</td>
<td>----------------------------------------</td>
<td>-------------------------------------------------------------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>AXI3-60100</td>
<td>AXI_RID_CHANGED_BEFORE_RREADY</td>
<td>The value of $RID$ has changed from its initial value between the time $RVALID$ was asserted, and before $RREADY$ was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60101</td>
<td>AXI_RID_UNKN</td>
<td>$RID$ has an X or Z value.</td>
<td>A2.6</td>
</tr>
<tr>
<td>AXI3-60102</td>
<td>AXI_RLAST_CHANGED_BEFORE_RREADY</td>
<td>The value of $RLAST$ has changed from its initial value between the time $RVALID$ was asserted, and before $RREADY$ was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60103</td>
<td>AXI_RLAST_UNKN</td>
<td>$RLAST$ has an X or Z value.</td>
<td>A2.6</td>
</tr>
<tr>
<td>AXI3-60104</td>
<td>AXI_RREADY_UNKN</td>
<td>$RREADY$ has an X or Z value.</td>
<td>A2.6</td>
</tr>
<tr>
<td>AXI3-60105</td>
<td>AXI_RRESP_UNKN</td>
<td>$RRESP$ has an X or Z value.</td>
<td>A2.6</td>
</tr>
<tr>
<td>AXI3-60106</td>
<td>AXI_RUSER_CHANGED_BEFORE_RREADY</td>
<td>The value of $RUSER$ has changed from its initial value between the time $RVALID$ was asserted, and before $RREADY$ was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60107</td>
<td>AXI_RUSER_UNKN</td>
<td>$RUSER$ has an X or Z value.</td>
<td>A2.6</td>
</tr>
<tr>
<td>AXI3-60108</td>
<td>AXI_RVALID_DEASSERTED_BEFORE_RREADY</td>
<td>$RVALID$ has been de-asserted before $RREADY$ was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60109</td>
<td>AXI_RVALID_HIGH_ON_FIRST_CLOCK_AFTER_RESET</td>
<td>A slave interface must begin driving $RVALID$ high only at a rising clock edge after $ARESETn$ is HIGH.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60110</td>
<td>AXI_RVALID_UNKN</td>
<td>$RVALID$ has an X or Z value.</td>
<td>A2.6</td>
</tr>
<tr>
<td>AXI3-60111</td>
<td>AXI_UNALIGNED_ADDRESS_FOR_EXCLUSIVE_READ</td>
<td>Exclusive read accesses must have address aligned to the total number of bytes in the transaction.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60112</td>
<td>AXI_UNALIGNED_ADDRESS_FOR_EXCLUSIVE_WRITE</td>
<td>Exclusive write accesses must have address aligned to the total number of bytes in the transaction.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI3-60113</td>
<td>AXI_UNALIGNED_ADDR_FOR_WRAPPING_READ_BURST</td>
<td>Wrapping bursts must have address aligned to the start of the read transfer.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60114</td>
<td>AXI_UNALIGNED_ADDR_FOR_WRAPPING_WRITE_BURST</td>
<td>Wrapping bursts must have address aligned to the start of the write transfer.</td>
<td>A3.4.1</td>
</tr>
</tbody>
</table>
### Table A-1. AXI3 Assertions (cont.)

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Error Name</th>
<th>Description</th>
<th>Property Ref</th>
</tr>
</thead>
<tbody>
<tr>
<td>AXI3-60115</td>
<td>AXI_WDATA_CHANGED_BEFORE_WREADY_ON_INVALID_LANE</td>
<td>On a lane whose strobe is 0, the value of <code>WDATA</code> has changed from its initial value between the time <code>WVALID</code> was asserted, and before <code>WREADY</code> was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60116</td>
<td>AXI_WDATA_CHANGED_BEFORE_WREADY_ON_VALID_LANE</td>
<td>On a lane whose strobe is 1, the value of <code>WDATA</code> has changed from its initial value between the time <code>WVALID</code> was asserted, and before <code>WREADY</code> was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60117</td>
<td>AXI_WLAST_CHANGED_BEFORE_WREADY</td>
<td>The value of <code>WLAST</code> has changed from its initial value between the time <code>WVALID</code> was asserted, and before <code>WREADY</code> was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60118</td>
<td>AXI_WID_CHANGED_BEFORE_WREADY</td>
<td>The value of <code>WID</code> has changed from its initial value between the time <code>WVALID</code> was asserted, and before <code>WREADY</code> was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60119</td>
<td>AXI_WLAST_UNKN</td>
<td><code>WLAST</code> has an X or Z value.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60120</td>
<td>AXI_WID_UNKN</td>
<td><code>WID</code> has an X or Z value.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60121</td>
<td>AXI_WREADY_UNKN</td>
<td><code>WREADY</code> has an X or Z value.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60122</td>
<td>AXI_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_12</td>
<td>The WA bit of the cache transaction field should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60123</td>
<td>AXI_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_13</td>
<td>The WA of the cache transaction field bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60124</td>
<td>AXI_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_4</td>
<td>The WA of the cache transaction field bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60125</td>
<td>AXI_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_5</td>
<td>The WA of the cache transaction field bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60126</td>
<td>AXI_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_8</td>
<td>The WA of the cache transaction field bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60127</td>
<td>AXI_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_9</td>
<td>The WA of the cache transaction field bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI3-60128</td>
<td>AXI_WRITE_BURST_SIZE_VIOLATION</td>
<td>In this write transaction, size has been set greater than the defined data bus width.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60129</td>
<td>AXI_WRITE_DATA_BEFORE_ADDRESS</td>
<td>A write data beat has occurred before the corresponding address phase.</td>
<td>-</td>
</tr>
<tr>
<td>Error Code</td>
<td>Error Name</td>
<td>Description</td>
<td>Property Ref</td>
</tr>
<tr>
<td>------------</td>
<td>---------------------------------------------------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>AXI3-60130</td>
<td>AXI_WRITE_DATA_UNKN_ON_INVALID_LANE</td>
<td>On a lane whose strobe is 0, WDATA has an X or Z value.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60131</td>
<td>AXI_WRITE_DATA_UNKN_ON_VALID_LANE</td>
<td>On a lane whose strobe is 1, WDATA has an X or Z value.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60132</td>
<td>AXI_RESERVED_AWLOCK_ENCODING</td>
<td>The reserved encoding of 2'b11 should not be used for AWLOCK.</td>
<td>A7.4</td>
</tr>
<tr>
<td>AXI3-60133</td>
<td>AXI_WRITE_STROBE_ON_INVALID_BYTE_LANES</td>
<td>Write strobe(s) incorrect for the address/size of a fixed transfer.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60134</td>
<td>AXI_WSTRB_CHANGED_BEFORE_WREADY</td>
<td>The value of WSTRB has changed from its initial value between the time WVALID was asserted, and before WREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60135</td>
<td>AXI_WSTRB_UNKN</td>
<td>WSTRB has an X or Z value.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60136</td>
<td>AXI_WUSER_CHANGED_BEFORE_WREADY</td>
<td>The value of WUSER has changed from its initial value between the time WVALID was asserted, and before WREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60137</td>
<td>AXI_WUSER_UNKN</td>
<td>WUSER has an X or Z value.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60138</td>
<td>AXI_WVALID_DEASSERTED_BEFORE_WREADY</td>
<td>WVALID has been de-asserted before WREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI3-60139</td>
<td>AXI_WVALID_HIGH_ON_FIRST_CLOCK_AFTER_RESET</td>
<td>A master interface must begin driving WVALID high only at a rising clock edge after ARESETn is HIGH.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60140</td>
<td>AXI_WVALID_UNKN</td>
<td>WVALID has an X or Z value.</td>
<td>A2.3</td>
</tr>
<tr>
<td>AXI3-60141</td>
<td>AXI_ADDR_ACROSS_4K_WITHIN_LOCKED_WRITE_TRANSACTION</td>
<td>Transactions in a locked write sequence should be in the same 4K address boundary.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60142</td>
<td>AXI_ADDR_ACROSS_4K_WITHIN_LOCKED_READ_TRANSACTION</td>
<td>Transactions in a locked read sequence should be in the same 4K address boundary.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60143</td>
<td>AXI_AWID_CHANGED_WITHIN_LOCKED_TRANSACTION</td>
<td>Master should not change the AWID signal in the locked transaction.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60144</td>
<td>AXI_ARID_CHANGED_WITHIN_LOCKED_TRANSACTION</td>
<td>Master should not change the ARID signal in the locked transaction.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60145</td>
<td>AXI_AWPROT_CHANGED_WITHIN_LOCKED_TRANSACTION</td>
<td>Master should not change the AWPROT signal in the locked transaction.</td>
<td>A7.3</td>
</tr>
<tr>
<td>Error Code</td>
<td>Error Name</td>
<td>Description</td>
<td>Property Ref</td>
</tr>
<tr>
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<td>------------------------------------------------</td>
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<td>--------------</td>
</tr>
<tr>
<td>AXI3-60146</td>
<td>AXI_ARPROT_CHANGED_WITHIN_LOCKED_TRANSACTION</td>
<td>Master should not change the ARPROT signal in the locked transaction.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60147</td>
<td>AXI_AWCACHE_CHANGED_WITHIN_LOCKED_TRANSACTION</td>
<td>Master should not change the AWCACHE signal in the locked transaction.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60148</td>
<td>AXI_ARCACHE_CHANGED_WITHIN_LOCKED_TRANSACTION</td>
<td>Master should not change the ARCACHE signal in the locked transaction.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60149</td>
<td>AXI_NUMBER_OF_LOCKEDSEQUENCES_EXCEEDS_2</td>
<td>Number of accesses in a locked sequence should not be more than 2.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60150</td>
<td>AXI_LOCKED_WRITE_BEFORE_COMPLETION_OF_PREVIOUS_WRITE_TRANSACTIONS</td>
<td>A locked write sequence should not commence before completion of all previously issued write addresses.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60151</td>
<td>AXI_LOCKED_WRITE_BEFORE_COMPLETION_OF_PREVIOUS_READ_TRANSACTIONS</td>
<td>A locked write sequence should not commence before completion of all previously issued read addresses.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60152</td>
<td>AXI_LOCKED_READ_BEFORE_COMPLETION_OF_PREVIOUS_WRITE_TRANSACTIONS</td>
<td>A locked read sequence should not commence before completion of all previously issued write addresses.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60153</td>
<td>AXI_LOCKED_READ_BEFORE_COMPLETION_OF_PREVIOUS_READ_TRANSACTIONS</td>
<td>A locked read sequence should not commence before completion of all previously issued read addresses.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60154</td>
<td>AXI_NEW_BURST_BEFORE_COMPLETION_OF_UNLOCK_TRANSACTION</td>
<td>The unlocking transaction should be completed before further any transactions are initiated.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60155</td>
<td>AXI_UNLOCKED_WRITE WHILE OUTSTANDING_LOCKED_WRITES</td>
<td>Unlocking write transaction started while outstanding locked write transaction has not completed.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60156</td>
<td>AXI_UNLOCKED_WRITE WHILE OUTSTANDING_LOCKED_READS</td>
<td>Unlocking write transaction started while outstanding locked read transaction has not completed.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60157</td>
<td>AXI_UNLOCKED_READ WHILE OUTSTANDING_LOCKED_WRITES</td>
<td>Unlocking read transaction started while outstanding locked write transaction has not completed.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60158</td>
<td>AXI_UNLOCKED_READ WHILE OUTSTANDING_LOCKED_READS</td>
<td>Unlocking read transaction started while outstanding locked read transaction has not completed.</td>
<td>A7.3</td>
</tr>
<tr>
<td>AXI3-60159</td>
<td>AXI_UNLOCKING_TRANSACTION WITH AN EXCLUSIVE_ACCESS</td>
<td>Unlocking transaction cannot be an exclusive access transaction.</td>
<td>A7.3</td>
</tr>
</tbody>
</table>
### AXI3 Assertions

<table>
<thead>
<tr>
<th>Error Code</th>
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<th>Description</th>
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</tr>
</thead>
<tbody>
<tr>
<td>AXI3-60160</td>
<td>AXI_FIRST_DATA_ITEM_OF_TRANSACTION_WRITE_ORDER_VIOLATION</td>
<td>The order in which a slave receives the first data item of each transaction must be the same as the order in which it receives the addresses for the transaction.</td>
<td>A5.3.3</td>
</tr>
<tr>
<td>AXI3-60161</td>
<td>AXI_AWLEN_MISMATCHED_WITH_COMPLETED_WRITE_DATA_BURST</td>
<td>Actual length of data burst has exceeded the burst length specified by $AWLEN$.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60162</td>
<td>AXI_WRITE_LENGTH_MISMATCHED_ACTUAL_LENGTH_OF_WRITE_DATA_BURST_EXCEEDS_AWLEN</td>
<td>$AWLEN$ value of write address control does not match with corresponding outstanding write data burst length.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60163</td>
<td>AXI_AWLEN_MISMATCHED_ACTUAL_LENGTH_OF_WRITE_DATA_BURST_EXCEEDS_AWLEN</td>
<td>The actual length of write data burst exceeds with the length specified by $AWLEN$.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60164</td>
<td>AXI_WLAST_ASSERTED_DURING_DATA_PHASE_OTHER_THAN_LAST</td>
<td>WLAST must only be asserted during the last data phase.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60165</td>
<td>AXI_WRITE_INTERLEAVE_DEPTH_VIOLATION</td>
<td>Write data bursts should not be interleaved beyond the write interleaving depth.</td>
<td>A5.3.3</td>
</tr>
<tr>
<td>AXI3-60166</td>
<td>AXI_WRITE_RESPONSE_WITHOUT_ADDR</td>
<td>Write response should not be sent before the corresponding address has completed.</td>
<td>A3.3.1</td>
</tr>
<tr>
<td>AXI3-60167</td>
<td>AXI_WRITE_RESPONSE_WITHOUT_DATA</td>
<td>Write response should not be sent before the corresponding write data burst has completed.</td>
<td>A3.3.1</td>
</tr>
<tr>
<td>AXI3-60168</td>
<td>AXI_AWVALID_HIGH_DURING_RESET</td>
<td>$AWVALID$ asserted during the reset state.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60169</td>
<td>AXI_WVALID_HIGH_DURING_RESET</td>
<td>$WVALID$ asserted during the reset state</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60170</td>
<td>AXI_BVALID_HIGH_DURING_RESET</td>
<td>$BVALID$ asserted during the reset state</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60171</td>
<td>AXI_ARVALID_HIGH_DURING_RESET</td>
<td>$ARVALID$ asserted during the reset state</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60172</td>
<td>AXI_RVALID_HIGH_DURING_RESET</td>
<td>$RVALID$ asserted during the reset state</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI3-60173</td>
<td>AXI_RLAST_VIOLATION</td>
<td>$RLAST$ signal should be asserted along with the final transfer of the read data burst.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60174</td>
<td>AXI_EX_WRITE_AFTER_EX_READ_FAILURE</td>
<td>It is recommended that an exclusive write access should not be performed after the corresponding exclusive read failure.</td>
<td>A7.2.2</td>
</tr>
<tr>
<td>AXI3-60175</td>
<td>AXI_TIMEOUT_WAITING_FOR_WRITE_DATA</td>
<td>Timed-out waiting for a data phase in write data burst.</td>
<td>A2.3</td>
</tr>
<tr>
<td>Error Code</td>
<td>Error Name</td>
<td>Description</td>
<td>Property Ref</td>
</tr>
<tr>
<td>------------</td>
<td>------------------------------------------------</td>
<td>------------------------------------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>AXI3-60176</td>
<td>AXI_TIMEOUT_WAITING_FOR_WRITE_RESPONSE</td>
<td>Timed-out waiting for a write response.</td>
<td>A2.4</td>
</tr>
<tr>
<td>AXI3-60177</td>
<td>AXI_TIMEOUT_WAITING_FOR_READ_RESPONSE</td>
<td>Timed-out waiting for a read response.</td>
<td>A2.6</td>
</tr>
<tr>
<td>AXI3-60178</td>
<td>AXI_TIMEOUT_WAITING_FOR_WRITE_ADDR_AFTER_DATA</td>
<td>Timed-out waiting for a write address phase to be coming after data.</td>
<td>A2.2</td>
</tr>
<tr>
<td>AXI3-60179</td>
<td>AXI_DEC_ERR_RESP_FOR_READ</td>
<td>No slave at the address for this read transfer (signalled by &lt;AXI_DECERR&gt;)</td>
<td></td>
</tr>
<tr>
<td>AXI3-60180</td>
<td>AXI_DEC_ERR_RESP_FOR_WRITE</td>
<td>No slave at the address for this write transfer (signalled by &lt;AXI_DECERR&gt;)</td>
<td></td>
</tr>
<tr>
<td>AXI3-60181</td>
<td>AXI_SLV_ERR_RESP_FOR_READ</td>
<td>Slave has detected an error for this read transfer (signalled by &lt;AXI_SLVERR&gt;)</td>
<td></td>
</tr>
<tr>
<td>AXI3-60182</td>
<td>AXI_SLV_ERR_RESP_FOR_WRITE</td>
<td>Slave has detected an error for this write transfer (signalled by &lt;AXI_SLVERR&gt;)</td>
<td></td>
</tr>
<tr>
<td>AXI3-60183</td>
<td>AXI_MINIMUM_SLAVE_ADDRESS_SPACE_VIOLATION</td>
<td>The minimum address space occupied by a single slave device is 4 kilobytes.</td>
<td>A10.3.2</td>
</tr>
<tr>
<td>AXI3-60184</td>
<td>AXI_ADDRESS_WIDTH_EXCEEDS_64</td>
<td>AXI supports up to 64-bit addressing.</td>
<td>A10.3.1</td>
</tr>
<tr>
<td>AXI3-60185</td>
<td>AXI_READ_BURST_MAXIMUM_LENGTH_VIOLATION</td>
<td>16 read data beats were seen without RLAST.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60186</td>
<td>AXI_WRITE_BURST_MAXIMUM_LENGTH_VIOLATION</td>
<td>16 write data beats were seen without WLAST.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI3-60187</td>
<td>AXI_WRITE_STROBES_LENGTH_VIOLATION</td>
<td>The size of the write_strobes array in a write transfer should match the value given by AWLEN.</td>
<td></td>
</tr>
<tr>
<td>AXI3-60188</td>
<td>AXI_EX_RD_WHEN_EX_NOT_ENABLED</td>
<td>An exclusive read should not be issued when exclusive transactions are not enabled.</td>
<td></td>
</tr>
<tr>
<td>AXI3-60189</td>
<td>AXI_EX_WK_WHEN_EX_NOT_ENABLED</td>
<td>An exclusive write should not be issued when exclusive transactions are not enabled.</td>
<td></td>
</tr>
<tr>
<td>AXI3-60190</td>
<td>AXI_WRITE_TRANSFER_EXCEEDS_ADDRESS_SPACE</td>
<td>This write transfer runs off the edge of the address space defined by AXI_ADDRESS_WIDTH.</td>
<td>A10.3.1</td>
</tr>
<tr>
<td>AXI3-60191</td>
<td>AXI_READ_TRANSFER_EXCEEDS_ADDRESS_SPACE</td>
<td>This read transfer runs off the edge of the address space defined by AXI_ADDRESS_WIDTH.</td>
<td>A10.3.1</td>
</tr>
<tr>
<td>AXI3-60192</td>
<td>AXI_EXCL_RD_WHILE_EXCL_WR_IN_PROGRESSSAME_ID</td>
<td>Master starts an exclusive read burst while exclusive write burst with same ID tag is in progress.</td>
<td>A7.2.4</td>
</tr>
</tbody>
</table>
The AXI4 Master, Slave, and Monitor BFMs all support error checking with the firing of one or more assertions when a property defined in the AMBA AXI Protocol Specification has been violated. Each assertion can be individually enabled/disabled using the set_config() function for

### AXI4 Assertions

<table>
<thead>
<tr>
<th>Error Code</th>
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<tbody>
<tr>
<td>AXI4-60193</td>
<td>AXI_EXCL_WR_WHILE_EXCL_RD_IN_PROGRESSSAMEID</td>
<td>Master starts an exclusive write burst while exclusive read burst with same ID tag is in progress.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60194</td>
<td>AXI_ILLEGAL_LENGTH_READ_BURST</td>
<td>Read address phase burst_length has an illegal value.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60195</td>
<td>AXI_ILLEGAL_LENGTH_WRITE_BURST</td>
<td>Write address phase burst_length has an illegal value.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60196</td>
<td>AXI_ARREADY_NOT_ASSERTED_AFTER_ARVALID</td>
<td>Once ARVALID has been asserted, ARREADY should be asserted within config_max_latency_ARVALID_assertion_to_ARREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60197</td>
<td>AXI_BREADY_NOT_ASSERTED_AFTER_BVALID</td>
<td>Once BVALID has been asserted, BREADY should be asserted within config_max_latency_BVALID_assertion_to_BREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60198</td>
<td>AXI_AWREADY_NOT_ASSERTED_AFTER_AWVALID</td>
<td>Once AWVALID has been asserted, AWREADY should be asserted within config_max_latency_AWVALID_assertion_to_AWREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60199</td>
<td>AXI_RREADY_NOT_ASSERTED_AFTER_RVALID</td>
<td>Once RVALID has been asserted, RREADY should be asserted within config_max_latency_RVALID_assertion_to_RREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60200</td>
<td>AXI_WREADY_NOT_ASSERTED_AFTER_WVALID</td>
<td>Once WVALID has been asserted, WREADY should be asserted within config_max_latency_WVALID_assertion_to_WREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60201</td>
<td>AXI_DEC_ERR_ILLEGAL_FOR_MAPPED_SLAVE_ADDR</td>
<td>Slave receives a burst to a mapped address but responds with DECERR (signalled by AXI_DECERR).</td>
<td>A3.4.4</td>
</tr>
<tr>
<td>AXI4-60202</td>
<td>AXI_PARAM_READ_REORDERINGDEPTH_EQUALS_ZERO</td>
<td>The user-supplied config_read_data_reordering_depth should be greater than zero.</td>
<td>A5.3.1</td>
</tr>
<tr>
<td>AXI4-60203</td>
<td>AXI_PARAM_READ_REORDERINGDEPTH_EXCEEDS_MAX_ID</td>
<td>The user-supplied config_read_data_reordering_depth exceeds the maximum possible value, as defined by the AXI_ID_WIDTH parameter.</td>
<td>A5.3.1</td>
</tr>
<tr>
<td>AXI4-60204</td>
<td>AXI_READ_REORDERING_VIOLATION</td>
<td>The arrival of a read response has exceeded the read reordering depth.</td>
<td>A5.3.1</td>
</tr>
</tbody>
</table>
a particular BFM. The property covered for each assertion is noted in Table A-2 under the Property Reference column. The reference number refers to the section number in the AMBA AXI Protocol Specification.

### Table A-2. AXI4 Assertions

<table>
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<tr>
<th>Error Code</th>
<th>Error Name</th>
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<tbody>
<tr>
<td>AXI4-60000</td>
<td>AXI4_ADDRESS_WIDTH_EXCEEDS_64</td>
<td>AXI4 supports up to 64-bit addressing.</td>
<td>A10.3.1</td>
</tr>
<tr>
<td>AXI4-60001</td>
<td>AXI4_ADDR_FOR_READ_BURST_ACROSS_4K_BOUNDARY</td>
<td>This read transaction has crossed a 4KB boundary.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60002</td>
<td>AXI4_ADDR_FOR_WRITE_BURST_ACROSS_4K_BOUNDARY</td>
<td>This write transaction has crossed a 4KB boundary.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60003</td>
<td>AXI4_ARADDR_CHANGED_BEFORE_ARREADY</td>
<td>The value of ARADDR has changed from its initial value between the time ARVALID was asserted and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60004</td>
<td>AXI4_ARADDR_FALLS_IN_REGION_HOLE</td>
<td>The ARADDR value cannot be decoded to a region in the region map.</td>
<td>A8.2.1</td>
</tr>
<tr>
<td>AXI4-60005</td>
<td>AXI4_ARADDR_UNKN</td>
<td>ARADDR has an X value/ARADDR has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60006</td>
<td>AXI4_ARBURST_CHANGED_BEFORE_ARREADY</td>
<td>The value of ARBURST has changed from its initial value between the time ARVALID was asserted and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60007</td>
<td>AXI4_ARBURST_UNKN</td>
<td>ARBURST has an X value/ARBURST has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60008</td>
<td>AXI4_ARCACHE_CHANGED_BEFORE_ARREADY</td>
<td>The value of ARCACHE has changed from its initial value between the time ARVALID was asserted and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60009</td>
<td>AXI4_ARCACHE_UNKN</td>
<td>ARCACHE has an X value/ARCACHE has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60010</td>
<td>AXI4_ARID_CHANGED_BEFORE_ARREADY</td>
<td>The value of ARID has changed from its initial value between the time ARVALID was asserted and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60011</td>
<td>AXI4_ARID_UNKN</td>
<td>ARID has an X value/ARID has a Z value.</td>
<td></td>
</tr>
</tbody>
</table>
### AXI4 Assertions (cont.)

<table>
<thead>
<tr>
<th>Error Code</th>
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<th>Description</th>
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</tr>
</thead>
<tbody>
<tr>
<td>AXI4-60012</td>
<td>AXI4_ARLEN_CHANGED_BEFORE_ARREADY</td>
<td>The value of ARLEN has changed from its initial value before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60013</td>
<td>AXI4_ARLEN_UNKN</td>
<td>ARLEN has an X value/ARLEN has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60014</td>
<td>AXI4_ARLOCK_CHANGED BEFORE_ARREADY</td>
<td>The value of ARLOCK has changed from its initial value before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60015</td>
<td>AXI4_ARLOCK_UNKN</td>
<td>ARLOCK has an X value/ARLOCK has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60016</td>
<td>AXI4_ARPROT_CHANGED BEFORE_ARREADY</td>
<td>The value of ARPROT has changed from its initial value before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60017</td>
<td>AXI4_ARPROT_UNKN</td>
<td>ARPROT has an X value/ARPROT has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60018</td>
<td>AXI4_ARQOS_CHANGED BEFORE_ARREADY</td>
<td>The value of ARQOS has changed from its initial value before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60019</td>
<td>AXI4_ARQOS_UNKN</td>
<td>ARQOS has an X value/ARQOS has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60020</td>
<td>AXI4_ARREADY_NOT_ASSERTED_AFTER_ARVALID</td>
<td>Once ARVALID has been asserted, ARREADY should be asserted in config_max_latency_ARVALID_assertion_to_ARREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60021</td>
<td>AXI4_ARREADY_UNKN</td>
<td>ARREADY has an X value/ARREADY has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60022</td>
<td>AXI4_ARREGION_CHANGED BEFORE_ARREADY</td>
<td>The value of ARREGION has changed from its initial value before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60023</td>
<td>AXI4_ARREGION_MISMATCH</td>
<td>The ARREGION value does not match the value defined in the region map.</td>
<td>A8.2.1</td>
</tr>
<tr>
<td>AXI4-60024</td>
<td>AXI4_ARREGION_UNKN</td>
<td>ARREGION has an X value/ARREGION has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60025</td>
<td>AXI4_ARSIZE_CHANGED BEFORE_ARREADY</td>
<td>The value of ARSIZE has changed from its initial value before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60026</td>
<td>AXI4_ARSIZE_UNKN</td>
<td>ARSIZE has an X value/ARSIZE has a Z value.</td>
<td></td>
</tr>
</tbody>
</table>
Table A-2. AXI4 Assertions (cont.)

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<tbody>
<tr>
<td>AXI4-60027</td>
<td>AXI4_ARUSER_CHANGED_BEFORE_ARREADY</td>
<td>The value of ARUSER has changed from its initial value between the time ARVALID was asserted and before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60028</td>
<td>AXI4_ARUSER_UNKN</td>
<td>ARUSER has an X value/ARUSER has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60029</td>
<td>AXI4_ARVALID_DEASSERTED_BEFORE_ARREADY</td>
<td>ARVALID has been de-asserted before ARREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60030</td>
<td>AXI4_ARVALID_HIGH_ON_FIRST_CLOCK</td>
<td>A master interface must begin driving ARVALID high only at a rising clock edge after AREn is HIGH.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60031</td>
<td>AXI4_ARVALID_UNKN</td>
<td>ARVALID has an X value/ARVALID has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60032</td>
<td>AXI4_AWADDR_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWADDR has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60033</td>
<td>AXI4_AWADDR_FALLS_IN_REGION_HOLE</td>
<td>The addr value cannot be decoded to a region in the region map.</td>
<td>A8.2.1</td>
</tr>
<tr>
<td>AXI4-60034</td>
<td>AXI4_AWADDR_UNKN</td>
<td>AWADDR has an X value/AWADDR has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60035</td>
<td>AXI4_AWBURST_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWBURST has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60036</td>
<td>AXI4_AWBURST_UNKN</td>
<td>AWBURST has an X value/AWBURST has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60037</td>
<td>AXI4_AWCACHE_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWCACHE has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60038</td>
<td>AXI4_AWCACHE_UNKN</td>
<td>AWCACHE has an X value/AWCACHE has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60039</td>
<td>AXI4_AWID_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWID has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60040</td>
<td>AXI4_AWID_UNKN</td>
<td>AWID has an X value/AWID has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60041</td>
<td>AXI4_AWLEN_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWLEN has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
</tbody>
</table>
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<tr>
<td>AXI4-60042</td>
<td>AXI4_AWLEN_UNKN</td>
<td>AWLEN has an X value/AWLEN has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60043</td>
<td>AXI4_AWLOCK_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWLOCK has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60044</td>
<td>AXI4_AWLOCK_UNKN</td>
<td>AWLOCK has an X value/AWLOCK has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60045</td>
<td>AXI4_AWPROT_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWPROT has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60046</td>
<td>AXI4_AWPROT_UNKN</td>
<td>AWPROT has an X value/AWPROT has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60047</td>
<td>AXI4_AWQOS_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWQOS has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60048</td>
<td>AXI4_AWQOS_UNKN</td>
<td>AWQOS has an X value/AWQOS has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60049</td>
<td>AXI4_AWREADY_NOT_ASSERTED_AFTER_AWVALID</td>
<td>Once AWVALID has been asserted AWREADY should be asserted in config_max_latency_AWVALID_assertion_to_AWREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60050</td>
<td>AXI4_AWREADY_UNKN</td>
<td>AWREADY has an X value/AWREADY has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60051</td>
<td>AXI4_AWREGION_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWREGION has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60052</td>
<td>AXI4_AWREGION_MISMATCH</td>
<td>The AWREGION value does not match the value defined in the region map.</td>
<td>A8.2.1</td>
</tr>
<tr>
<td>AXI4-60053</td>
<td>AXI4_AWREGION_UNKN</td>
<td>AWREGION has an X value/AWREGION has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60054</td>
<td>AXI4_AWSIZE_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWSIZE has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60055</td>
<td>AXI4_AWSIZE_UNKN</td>
<td>AWSIZE has an X value/AWSIZE has a Z value.</td>
<td></td>
</tr>
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<tr>
<td>AXI4-60056</td>
<td>AXI4_AWUSER_CHANGED_BEFORE_AWREADY</td>
<td>The value of AWUSER has changed from its initial value between the time AWVALID was asserted and before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60057</td>
<td>AXI4_AWUSER_UNKN</td>
<td>AWUSER has an X value/AWUSER has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60058</td>
<td>AXI4_AWVALID_DEASSERTED_BEFORE_AWREADY</td>
<td>AWVALID has been de-asserted before AWREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60059</td>
<td>AXI4_AWVALID_HIGH_ON_FIRST_CLOCK</td>
<td>A master interface must begin driving AWVALID high only at a rising clock edge after ARESETn is HIGH.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60060</td>
<td>AXI4_AWVALID_UNKN</td>
<td>AWVALID has an X value/AWVALID has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60061</td>
<td>AXI4_BID_CHANGED_BEFORE_BREADY</td>
<td>The value of BID has changed from its initial value between the time BVALID was asserted and before BREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60062</td>
<td>AXI4_BID_UNKN</td>
<td>BID has an X value/BID has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60063</td>
<td>AXI4_BREADY_NOT_ASSERTED_AFTER_BVALID</td>
<td>Once BVALID has been asserted BREADY should be asserted in config_max_latency_BVALID_assertion_to_BREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60064</td>
<td>AXI4_BREADY_UNKN</td>
<td>BREADY has an X value/BREADY has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60065</td>
<td>AXI4_BRESP_CHANGED_BEFORE_BREADY</td>
<td>The value of BRESP has changed from its initial value between the time BVALID was asserted and before BREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60066</td>
<td>AXI4_BRESP_UNKN</td>
<td>BRESP has an X value/BRESP has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60067</td>
<td>AXI4_BUSER_CHANGED_BEFORE_BREADY</td>
<td>The value of BUSER has changed from its initial value between the time BVALID was asserted and before BREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60068</td>
<td>AXI4_BUSER_UNKN</td>
<td>BUSER has an X value/BUSER has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60069</td>
<td>AXI4_BVALID_DEASSERTED_BEFORE_BREADY</td>
<td>BVALID has been de-asserted before BREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60070</td>
<td>AXI4_BVALID_HIGH_EXITING_RESET</td>
<td>BVALID should have been driven low when exiting reset.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60071</td>
<td>AXI4_BVALID_UNKN</td>
<td>BVALID has an X value/BVALID has a Z value.</td>
<td></td>
</tr>
</tbody>
</table>
### Table A-2. AXI4 Assertions (cont.)

<table>
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<tbody>
<tr>
<td>AXI4-60072</td>
<td>AXI4_DEC_ERR_RESP_FOR_READ</td>
<td>No slave at the address for this read transfer (signalled by AXI4_DECERR).</td>
<td></td>
</tr>
<tr>
<td>AXI4-60073</td>
<td>AXI4_DEC_ERR_RESP_FOR_WRITE</td>
<td>No slave at the address for this write transfer (signalled by AXI4_DECERR).</td>
<td></td>
</tr>
<tr>
<td>AXI4-60074</td>
<td>AXI4_EXCLUSIVE_READ_ACCESS_MODIFIABLE</td>
<td>The modifiable bit (bit 1 of the cache parameter) should not be set for an exclusive read access.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60075</td>
<td>AXI4_EXCLUSIVE_READ_BYTES_TRANSFER_EXCEEDS_128</td>
<td>Number of bytes in an exclusive read transaction must be less than or equal to 128.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60076</td>
<td>AXI4_EXCLUSIVE_READ_BYTES_TRANSFER_NOT_POWER_OF_2</td>
<td>Number of bytes of an exclusive read transaction is not a power of 2.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60077</td>
<td>AXI4_EXCLUSIVE_READ_LENGTH_EXCEEDS_16</td>
<td>Exclusive read accesses are not permitted to use a burst length greater than 16.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60078</td>
<td>AXI4_EXCLUSIVE_WR_ADDRESS_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the address of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60079</td>
<td>AXI4_EXCLUSIVE_WR_BURST_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the burst setting of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60080</td>
<td>AXI4_EXCLUSIVE_WR_CACHE_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the cache setting of the previous exclusive read to this id (see the ARM AXI4 compliance-checker AXI4_RECM_EXCL_MATCH assertion code).</td>
<td></td>
</tr>
<tr>
<td>AXI4-60081</td>
<td>AXI4_EXCLUSIVE_WRITE_ACCESS_MODIFIABLE</td>
<td>The modifiable bit (bit 1 of the cache parameter) should not be set for an exclusive write access.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60082</td>
<td>AXI4_EXCLUSIVE_WR_LENGTH_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the length of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60083</td>
<td>AXI4_EXCLUSIVE_WR_PROT_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the prot setting of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60084</td>
<td>AXI4_EXCLUSIVE_WR_REGION_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the region setting of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60085</td>
<td>AXI4_EXCLUSIVE_WR_SIZE_NOT_SAME_AS_RD</td>
<td>Exclusive write does not match the size of the previous exclusive read to this id.</td>
<td>A7.2.4</td>
</tr>
</tbody>
</table>
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<table>
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<tr>
<td>AXI4-60086</td>
<td>AXI4_EXOKAY_RESPONSE_NORMAL_READ</td>
<td>Slave has responded <code>AXI4_EXOKAY</code> to a non exclusive read transfer.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60087</td>
<td>AXI4_EXOKAY_RESPONSE_NORMAL_WRITE</td>
<td>Slave has responded <code>AXI4_EXOKAY</code> to a non exclusive write transfer.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60088</td>
<td>AXI4_EX_RD_EXOKAY_RESP_EXPECTED_OKAY</td>
<td>Expected <code>AXI4_OKAY</code> response to this exclusive read (because the parameters did not meet the restrictions) but got <code>AXI4_EXOKAY</code>.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60089</td>
<td>AXI4_EX_RD_EXOKAY_RESP_SLAVE_WITHOUT_EXCLUSIVE_ACCESS</td>
<td>Response for an exclusive read to a slave which does not support exclusive access should be <code>AXI4_OKAY</code> but it returned <code>AXI4_EXOKAY</code>.</td>
<td>A7.2.5</td>
</tr>
<tr>
<td>AXI4-60090</td>
<td>AXI4_EX_RD_OKAY_RESP_EXPECTED_EXOKAY</td>
<td>Expected <code>AXI4_EXOKAY</code> response to this exclusive read (because the parameters met the restrictions) but got <code>AXI4_OKAY</code>.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60091</td>
<td>AXI4_EX_RD_WHEN_EX_NOT_ENABLED</td>
<td>An exclusive read should not be issued when exclusive transactions are not enabled.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60092</td>
<td>AXI4_EX_WRITE_BEFORE_EX_READ_RESPONSE</td>
<td>Exclusive write has occurred with no previous exclusive read.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60093</td>
<td>AXI4_EX_WRITE_EXOKAY_RESP_EXPECTED_OKAY</td>
<td>Exclusive write has not been successful but slave has responded with <code>AXI4_EXOKAY</code>.</td>
<td>A7.2.2</td>
</tr>
<tr>
<td>AXI4-60094</td>
<td>AXI4_EX_WRITE_EXOKAY_RESP_SLAVE_WITHOUT_EXCLUSIVE_ACCESS</td>
<td>Response for an exclusive write to a slave which does not support exclusive access should be <code>AXI4_OKAY</code> but it returned <code>AXI4_EXOKAY</code>.</td>
<td>A7.2.5</td>
</tr>
<tr>
<td>AXI4-60095</td>
<td>AXI4_EX_WRITE_OKAY_RESP_EXPECTED_EXOKAY</td>
<td>An <code>AXI4_OKAY</code> response to an exclusive write occurred but an <code>AXI4_EXOKAY</code> response had been expected. If the slave has multiple interfaces to the system this check should be disabled as it is possible for this response to occur as a result of activity on another port.</td>
<td>A7.2.2</td>
</tr>
<tr>
<td>AXI4-60096</td>
<td>AXI4_EX_WR_WHEN_EX_NOT_ENABLED</td>
<td>An exclusive write should not be issued when exclusive transactions are not enabled.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60097</td>
<td>AXI4_ILLEGAL_ARCACHE_VALUE_FOR_CACHEABLE_ADDRESS_REGION</td>
<td>For a read from a cacheable address region one of bits 2 or 3 of the cache parameter must be <code>HIGH</code>.</td>
<td>A4.5</td>
</tr>
</tbody>
</table>
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<tr>
<td>AXI4-60098</td>
<td>AXI4_ILLEGAL_ARCACHE_VALUE_FOR_NON_CACHEABLE_ADDRESS_REGION</td>
<td>For a read from a non-cacheable address region bits 2 and 3 of the cache parameter must be LOW.</td>
<td>A4.5</td>
</tr>
<tr>
<td>AXI4-60099</td>
<td>AXI4_ILLEGAL_AWCACHE_VALUE_FOR_CACHEABLE_ADDRESS_REGION</td>
<td>For a write to a cacheable address region one of bits 2 or 3 of the cache parameter must be HIGH.</td>
<td>A4.5</td>
</tr>
<tr>
<td>AXI4-60100</td>
<td>AXI4_ILLEGAL_AWCACHE_VALUE_FOR_NON_CACHEABLE_ADDRESS_REGION</td>
<td>For a write to a non-cacheable address region bits 2 and 3 of the cache parameter must be LOW.</td>
<td>A4.5</td>
</tr>
<tr>
<td>AXI4-60101</td>
<td>AXI4_ILLEGAL_LENGTH_FIXED_READ_BURST</td>
<td>In the last read address phase burst_length has an illegal value for a burst of type AXI4_FIXED</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60102</td>
<td>AXI4_ILLEGAL_LENGTH_FIXED_WRITE_BURST</td>
<td>In the last write address phase burst_length has an illegal value for a burst of type AXI4_FIXED</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60103</td>
<td>AXI4_ILLEGAL_LENGTH_WRAPPING_READ_BURST</td>
<td>In the last read address phase burst_length has an illegal value for a burst of type AXI4_WRAP</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60104</td>
<td>AXI4_ILLEGAL_LENGTH_WRAPPING_WRITE_BURST</td>
<td>In the last write address phase burst_length has an illegal value for a burst of type AXI4_WRAP</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60105</td>
<td>AXI4_ILLEGAL_RESPONSE_EXCLUSIVE_READ</td>
<td>Response for an exclusive read should be either AXI4_OKAY or AXI4_EXOKAY.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60106</td>
<td>AXI4_ILLEGAL_RESPONSE_EXCLUSIVE_WRITE</td>
<td>Response for an exclusive write should be either AXI4_OKAY or AXI4_EXOKAY.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60107</td>
<td>AXI4_INVALID_REGION_CARDINALITY</td>
<td>The configuration parameter config_slave_regions does not lie in the range 1-16 inclusive</td>
<td>A8.2.1.</td>
</tr>
<tr>
<td>AXI4-60108</td>
<td>AXI4_INVALID_WRITE_STROBES_ON_ALIGNED_WRITE_TRANSFER</td>
<td>Write strobe(s) incorrect for address/size of an aligned transaction</td>
<td>A3.4.3</td>
</tr>
<tr>
<td>AXI4-60109</td>
<td>AXI4_INVALID_WRITE_STROBES_ON_UNALIGNED_WRITE_TRANSFER</td>
<td>Write strobe(s) incorrect for address/size of an unaligned transaction</td>
<td>A3.4.3</td>
</tr>
<tr>
<td>AXI4-60110</td>
<td>AXI4_MINIMUM_SLAVE_ADDRESS_SPACE_VIOLATION</td>
<td>The minimum address space occupied by a single slave device is 4 kilobytes</td>
<td>A10.3.2</td>
</tr>
<tr>
<td>AXI4-60111</td>
<td>AXI4_NON_INCREASING_REGION_SPECIFICATION</td>
<td>A region address-range has an upper bound smaller than the lower bound.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60112</td>
<td>AXI4_NON_ZERO_ARQOS</td>
<td>The master is configured to not participate in the Quality-of-Service scheme but ARQOS is not 4'b0000 as it should be</td>
<td>A8.1.2</td>
</tr>
</tbody>
</table>
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<tr>
<td>AXI4-60113</td>
<td>AXI4_NON_ZERO_AWQOS</td>
<td>The master is configured to not participate in the Quality-of-Service scheme but AWQOS is not 4'b0000 as it should be</td>
<td>A8.1.2</td>
</tr>
<tr>
<td>AXI4-60114</td>
<td>AXI4_OVERLAPPING_REGION</td>
<td>An address-range in the region map overlaps with another address in the region map</td>
<td>A8.2.1</td>
</tr>
<tr>
<td>AXI4-60115</td>
<td>AXI4_PARAM_READ_DATA_BUS_WIDTH</td>
<td>The value of AXI4_RDATA_WIDTH must be one of 8,16,32,64,128,256,512, or 1024</td>
<td>A1.3.1</td>
</tr>
<tr>
<td>AXI4-60116</td>
<td>AXI4_PARAM_READ_REORDERING_DEPTH_EQUALS_ZERO</td>
<td>The user-supplied config_read_data_reordering_depth should be greater than zero</td>
<td>A5.3.1</td>
</tr>
<tr>
<td>AXI4-60117</td>
<td>AXI4_PARAM_READ_REORDERINGDEPTH_EXCEEDS_MAX_ID</td>
<td>The user-supplied config_read_data_reordering_depth exceeds the maximum possible value as defined by the AXI4_ID_WIDTH parameter</td>
<td>A5.3.1</td>
</tr>
<tr>
<td>AXI4-60118</td>
<td>AXI4_PARAM_WRITE_DATA_BUS_WIDTH</td>
<td>The value of AXI4_WDATA_WIDTH must be one of 8,16,32,64,128,256,512, or 1024</td>
<td>A1.3.1</td>
</tr>
<tr>
<td>AXI4-60119</td>
<td>AXI4_READ_ALLOCATE_WHEN_NON_MODIFIABLE_12</td>
<td>The RA bit of the cache parameter should not be HIGH when the Modifiable bit is LOW</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60120</td>
<td>AXI4_READ_ALLOCATE_WHEN_NON_MODIFIABLE_13</td>
<td>The RA bit of the cache parameter should not be HIGH when the Modifiable bit is LOW</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60121</td>
<td>AXI4_READ_ALLOCATE_WHEN_NON_MODIFIABLE_4</td>
<td>The RA of the cache parameter bit should not be HIGH when the Modifiable bit is LOW</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60122</td>
<td>AXI4_READ_ALLOCATE_WHEN_NON_MODIFIABLE_5</td>
<td>The RA of the cache parameter bit should not be HIGH when the Modifiable bit is LOW</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60123</td>
<td>AXI4_READ_ALLOCATE_WHEN_NON_MODIFIABLE_8</td>
<td>The RA of the cache parameter bit should not be HIGH when the Modifiable bit is LOW</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60124</td>
<td>AXI4_READ_ALLOCATE_WHEN_NON_MODIFIABLE_9</td>
<td>The RA of the cache parameter bit should not be HIGH when the Modifiable bit is LOW</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60125</td>
<td>AXI4_READ_BURST_LENGTH_VIOLATION</td>
<td>The burst_length implied by the number of beats actually read does not match the burst_length defined by the master_read_addr_channel_phase.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60126</td>
<td>AXI4_READ_BURST_MAXIMUM_LENGTH_VIOLATION</td>
<td>256 read data beats were seen without RLAST</td>
<td>A3.4.1</td>
</tr>
</tbody>
</table>
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<tr>
<td>AXI4-60127</td>
<td>AXI4_READ_BURST_SIZE_VIOLATION</td>
<td>In this read transaction, size has been set too high for the defined data buswidth.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60128</td>
<td>AXI4_READ_DATA_BEFORE_ADDRESS</td>
<td>An unexpected read response has occurred (there are no outstanding read transactions with this id).</td>
<td>A3.3.1</td>
</tr>
<tr>
<td>AXI4-60129</td>
<td>AXI4_READ_DATA_CHANGED_BEFORE_RREADY</td>
<td>The value of RDATA has changed from its initial value between the time RVALID was asserted and before RREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60130</td>
<td>AXI4_READ_DATA_UNKN</td>
<td>RDATA has an X value/RDATA has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60131</td>
<td>AXI4_READ_EXCLUSIVE_ENCODING_VIOLATION</td>
<td>A read-only interface does not support exclusive accesses.</td>
<td>A10.2.2</td>
</tr>
<tr>
<td>AXI4-60132</td>
<td>AXI4_READ_REORDERING_VIOLATION</td>
<td>The arrival of a read response has exceeded the read reordering depth.</td>
<td>A5.3.1</td>
</tr>
<tr>
<td>AXI4-60133</td>
<td>AXI4_READ_RESP_CHANGED_BEFORE_RREADY</td>
<td>The value of RRESP has changed from its initial value between the time RVALID was asserted and before RREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60134</td>
<td>AXI4_READ_TRANSFER_EXCEEDS_ADDRESS_SPACE</td>
<td>This read transfer runs off the edge of the address space defined by AXI4_ADDRESS_WIDTH.</td>
<td>A10.3.1</td>
</tr>
<tr>
<td>AXI4-60135</td>
<td>AXI4_REGION_SMALLER_THAN_4KB</td>
<td>An address-range in the region map is smaller than 4kB.</td>
<td>A8.2.1</td>
</tr>
<tr>
<td>AXI4-60136</td>
<td>AXI4_RESERVED_ARBURST_ENCORDING</td>
<td>The reserved encoding of 2'b11 should not be used for ARBURST.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60137</td>
<td>AXI4_RESERVED_AWBURST_ENCODING</td>
<td>The reserved encoding of 2'b11 should not be used for AWBURST.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60138</td>
<td>AXI4_RID_CHANGED_BEFORE_RREADY</td>
<td>The value of RID has changed from its initial value between the time RVALID was asserted and before RREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60139</td>
<td>AXI4_RID_UNKN</td>
<td>RID has an X value/RID has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60140</td>
<td>AXI4_RLAST_CHANGED_BEFORE_RREADY</td>
<td>The value of RLAST has changed from its initial value between the time RVALID was asserted and before RREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60141</td>
<td>AXI4_RLAST_UNKN</td>
<td>RLAST has an X value/RLAST has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60142</td>
<td>AXI4_RREADY_NOT_ASSERTED_AFTER_RVALID</td>
<td>Once RVALID has been asserted RREADY should be asserted in config_max_latency_RVALID_assert ion_to_RREADY clock periods.</td>
<td></td>
</tr>
<tr>
<td>Error Code</td>
<td>Error Name</td>
<td>Description</td>
<td>Property Ref</td>
</tr>
<tr>
<td>------------</td>
<td>------------</td>
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<td>--------------</td>
</tr>
<tr>
<td>AXI4-60143</td>
<td>AXI4_RREADY_UNKN</td>
<td>RREADY has an X value/RREADY has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60144</td>
<td>AXI4_RRESP_UNKN</td>
<td>RRESP has an X value/RRESP has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60145</td>
<td>AXI4_RUSER_CHANGED_BEFORE_RREADY</td>
<td>The value of RUSER has changed from its initial value between the time RVALID was asserted and before RREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60146</td>
<td>AXI4_RUSER_UNKN</td>
<td>RUSER has an X value/RUSER has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60147</td>
<td>AXI4_RVALID_DEASSERTED_BEFORE_RREADY</td>
<td>RVALID has been de-asserted before RREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60148</td>
<td>AXI4_RVALID_HIGH_EXITING_RESET</td>
<td>RVALID should have been driven low when exiting reset.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60149</td>
<td>AXI4_RVALID_UNKN</td>
<td>RVALID has an X value/RVALID has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60150</td>
<td>AXI4_SLV_ERR_RESP_FOR_READ</td>
<td>Slave has detected an error for this read transfer (signalled by AXI4_SLVERR)</td>
<td></td>
</tr>
<tr>
<td>AXI4-60151</td>
<td>AXI4_SLV_ERR_RESP_FOR_WRITE</td>
<td>Slave has detected an error for this write transfer (signalled by AXI4_SLVERR)</td>
<td></td>
</tr>
<tr>
<td>AXI4-60152</td>
<td>AXI4_TIMEOUT_WAITING_FOR_READ_RESPONSE</td>
<td>Timed-out waiting for a read response.</td>
<td>A4.6</td>
</tr>
<tr>
<td>AXI4-60153</td>
<td>AXI4_TIMEOUT_WAITING_FOR_WRITE_RESPONSE</td>
<td>Timed-out waiting for a write response.</td>
<td>A4.6</td>
</tr>
<tr>
<td>AXI4-60154</td>
<td>AXI4_UNALIGNED_ADDRESS_FOR_EXCLUSIVE_READ</td>
<td>Exclusive read accesses must have address aligned to the total number of bytes in the transaction.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60155</td>
<td>AXI4_UNALIGNED_ADDR_FOR_WRAPPING_READ_BURST</td>
<td>Wrapping bursts must have address aligned to the start of the read transfer.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60156</td>
<td>AXI4_UNALIGNED_ADDR_FOR_WRAPPING_WRITE_BURST</td>
<td>Wrapping bursts must have address aligned to the start of the write transfer.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60157</td>
<td>AXI4_WDATA_CHANGED_BEFORE_WREADY_ON_INVALID_LANE</td>
<td>On a lane whose strobe is 0, the value of WDATA has changed from its initial value between the time WVALID was asserted and before WREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60158</td>
<td>AXI4_WDATA_CHANGED_BEFORE_WREADY_ON_VALID_LANE</td>
<td>On a lane whose strobe is 1, the value of WDATA has changed from its initial value between the time WVALID was asserted and before WREADY was asserted.</td>
<td>A3.2.1</td>
</tr>
</tbody>
</table>
### Table A-2. AXI4 Assertions (cont.)

<table>
<thead>
<tr>
<th>Error Code</th>
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</tr>
</thead>
<tbody>
<tr>
<td>AXI4-60159</td>
<td>AXI4_WLAST_CHANGED_BEFORE_WREADY</td>
<td>The value of <code>WLAST</code> has changed from its initial value between the time <code>WVALID</code> was asserted and before <code>WREADY</code> was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60160</td>
<td>AXI4_WLAST_UNKN</td>
<td><code>WLAST</code> has an X value/<code>WLAST</code> has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60161</td>
<td>AXI4_WREADY_NOT_ASSERTED_AFTER_WVALID</td>
<td>Once <code>WVALID</code> has been asserted <code>WREADY</code> should be asserted in <code>config_max_latency_WVALID_assertion_to_WREADY</code> clock periods.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60062</td>
<td>AXI4_WREADY_UNKN</td>
<td><code>WREADY</code> has an X value/<code>WREADY</code> has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60163</td>
<td>AXI4_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_12</td>
<td>The WA bit of the cache parameter should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60164</td>
<td>AXI4_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_13</td>
<td>The <code>WA</code> of the cache parameter bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60165</td>
<td>AXI4_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_4</td>
<td>The <code>WA</code> of the cache parameter bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60166</td>
<td>AXI4_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_5</td>
<td>The <code>WA</code> of the cache parameter bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60167</td>
<td>AXI4_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_8</td>
<td>The <code>WA</code> of the cache parameter bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60168</td>
<td>AXI4_WRITE_ALLOCATE_WHEN_NON_MODIFIABLE_9</td>
<td>The <code>WA</code> of the cache parameter bit should not be <code>HIGH</code> when the Modifiable bit is <code>LOW</code>.</td>
<td>A4.4</td>
</tr>
<tr>
<td>AXI4-60169</td>
<td>AXI4_WRITE_BURST_LENGTH_VIOLATION</td>
<td>The number of data beats in a write transfer should match the value given by <code>AWLEN</code>.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60170</td>
<td>AXI4_WRITE_STROBES_LENGTH_VIOLATION</td>
<td>The size of the write_strobes array in a write transfer should match the value given by <code>AWLEN</code>.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60171</td>
<td>AXI4_WRITE_USER_DATA_LENGTH_VIOLATION</td>
<td>The size of the wdata_user_data array in a write transfer should match the value given by <code>AWLEN</code>.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60172</td>
<td>AXI4_WRITE_BURST_MAXIMUM_LENGTH_VIOLATION</td>
<td>256 write data beats were seen without <code>WLAST</code>.</td>
<td>A3.4.1</td>
</tr>
<tr>
<td>AXI4-60173</td>
<td>AXI4_WRITE_BURST_SIZE_VIOLATION</td>
<td>In this write transaction size has been set too high for the defined data buswidth.</td>
<td></td>
</tr>
</tbody>
</table>
### Table A-2. AXI4 Assertions (cont.)

<table>
<thead>
<tr>
<th>Error Code</th>
<th>Error Name</th>
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</tr>
</thead>
<tbody>
<tr>
<td>AXI4-60174</td>
<td>AXI4_WRITE_DATA_BEFORE_ADDRESS</td>
<td>A write data beat has occurred before the corresponding address phase.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60175</td>
<td>AXI4_WRITE_DATA_UNKN_ON_INVALID_LANE</td>
<td>On a lane whose strobe is 0 ( WDATA ) has an ( X ) value/( WDATA ) has a ( Z ) value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60176</td>
<td>AXI4_WRITE_DATA_UNKN_ON_VALID_LANE</td>
<td>On a lane whose strobe is 1 ( WDATA ) has an ( X ) value/( WDATA ) has a ( Z ) value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60177</td>
<td>AXI4_WRITE_EXCLUSIVE_ENCODING_VIOLATION</td>
<td>A write-only interface does not support exclusive accesses.</td>
<td>A10.2.3</td>
</tr>
<tr>
<td>AXI4-60178</td>
<td>AXI4_WRITE_RESPONSE WITHOUT_ADDR_DATA</td>
<td>An unexpected write response has occurred (there are no outstanding write transactions with this id).</td>
<td></td>
</tr>
<tr>
<td>AXI4-60179</td>
<td>AXI4_WRITE_STROBE_FIXED_BURST_VIOLATION</td>
<td>Write strobe(s) incorrect for the address/size of a fixed transfer.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60180</td>
<td>AXI4_WRITE_TRANSFER_EXCEEDS_ADDRESS_SPACE</td>
<td>This write transfer runs off the edge of the address space defined by ( AXI4_ADDRESS_WIDTH ).</td>
<td>A10.3.1</td>
</tr>
<tr>
<td>AXI4-60181</td>
<td>AXI4_WRONG_ARREGION_FOR_SLAVE_WITH_SINGLE_ADDRESS_DECODE</td>
<td>The region value should be 4'b0000 for a read from a slave with a single address decode in the region map.</td>
<td>A8.2.1</td>
</tr>
<tr>
<td>AXI4-60182</td>
<td>AXI4_WRONG_AWREGION_FOR_SLAVE_WITH_SINGLE_ADDRESS_DECODE</td>
<td>The region value should be 4'b0000 for a write to a slave with a single address decode in the region map.</td>
<td>A8.2.1</td>
</tr>
<tr>
<td>AXI4-60183</td>
<td>AXI4_WSTRB_CHANGED_BEFORE_WREADY</td>
<td>The value of ( WSTRB ) has changed from its initial value between the time ( WVALID ) was asserted and before ( WREADY ) was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60184</td>
<td>AXI4_WSTRB_UNKN</td>
<td>( WSTRB ) has an ( X ) value/( WSTRB ) has a ( Z ) value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60185</td>
<td>AXI4_WUSER_CHANGED_BEFORE_WREADY</td>
<td>The value of ( WUSER ) has changed from its initial value between the time ( WVALID ) was asserted and before ( WREADY ) was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60186</td>
<td>AXI4_WUSER_UNKN</td>
<td>( WUSER ) has an ( X ) value/( WUSER ) has a ( Z ) value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60187</td>
<td>AXI4_WVALID_DEASSERTED_BEFORE_WREADY</td>
<td>( WVALID ) has been de-asserted before ( WREADY ) was asserted.</td>
<td>A3.2.1</td>
</tr>
<tr>
<td>AXI4-60188</td>
<td>AXI4_WVALID_HIGH_ON_FIRST_CLOCK</td>
<td>A master interface must begin driving ( WVALID ) high only at a rising clock edge after ( ARESETn ) is ( HIGH ).</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60189</td>
<td>AXI4_WVALID_UNKN</td>
<td>( WVALID ) has an ( X ) value/( WVALID ) has a ( Z ) value.</td>
<td></td>
</tr>
</tbody>
</table>
## AXI4 Assertions

### Table A-2. AXI4 Assertions (cont.)

<table>
<thead>
<tr>
<th>Error Code</th>
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<th>Description</th>
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</tr>
</thead>
<tbody>
<tr>
<td>AXI4-60190</td>
<td>MVC_FAILED_POSTCONDITION</td>
<td>A postcondition failed.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60191</td>
<td>MVC_FAILED_RECOGNITION</td>
<td>An item failed to be recognized.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60192</td>
<td>AXI4_TIMEOUT_WAITING_FOR_WRITE_DATA</td>
<td>Timed-out waiting for a data phase in write data burst.</td>
<td>A4.6</td>
</tr>
<tr>
<td>AXI4-60193</td>
<td>AXI4_EXCL_RD_WHILE_EXCL_WR_IN_PROGRESSSAME_ID</td>
<td>Master starts an exclusive read burst while exclusive write burst with same ID tag is in progress.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60194</td>
<td>AXI4_EXCL_WR_WHILE_EXCL_RD_IN_PROGRESSSAME_ID</td>
<td>Master starts an exclusive write burst while exclusive read burst with same ID tag is in progress.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60195</td>
<td>AXI4_DEC_ERR_ILLEGAL_FOR_MAPPED_SLAVE_ADDR</td>
<td>Slave receives a burst to a mapped address but responds with DECERR (signalled by AXI4_DECERR).</td>
<td>A3.4.4</td>
</tr>
<tr>
<td>AXI4-60196</td>
<td>AXI4_AWVALID_HIGH DURING_RESET</td>
<td>AWVALID asserted during the reset state.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60197</td>
<td>AXI4_WVALID_HIGH DURING_RESET</td>
<td>WVALID asserted during the reset state.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60198</td>
<td>AXI4_BVALID_HIGH DURING_RESET</td>
<td>BVALID asserted during the reset state.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60199</td>
<td>AXI4_ARVALID_HIGH DURING_RESET</td>
<td>ARVALID asserted during the reset state.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60200</td>
<td>AXI4_RVALID_HIGH DURING_RESET</td>
<td>RVALID asserted during the reset state.</td>
<td>A3.1.2</td>
</tr>
<tr>
<td>AXI4-60201</td>
<td>AXI4_ARESETn_SIGNAL_Z</td>
<td>Reset signal has a Z value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60202</td>
<td>AXI4_ARESETn_SIGNAL_X</td>
<td>Reset signal has an X value.</td>
<td></td>
</tr>
<tr>
<td>AXI4-60203</td>
<td>AXI4_TIMEOUT_WAITING_FOR_WRITE_ADDR_AFTERAFTERDATA</td>
<td>Timed-out waiting for a write address phase to be coming after data. A2.2</td>
<td></td>
</tr>
<tr>
<td>AXI4-60204</td>
<td>AXI4_EXCLUSIVE_WRITE_BYTES_TRANSFER_EXCEEDS_128</td>
<td>Number of bytes in an exclusive write transaction must be less than or equal to 128.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60205</td>
<td>AXI4_EXCLUSIVE_WRITE_BYTES_TRANSFER_NOT_POWER_OF_2</td>
<td>Number of bytes of an exclusive write transaction is not a power of 2.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60206</td>
<td>AXI4_UNALIGNED_ADDRESS_FOR_EXCLUSIVE_WRITE</td>
<td>Exclusive write accesses must have address aligned to the total number of bytes in the transaction.</td>
<td>A7.2.4</td>
</tr>
<tr>
<td>AXI4-60207</td>
<td>AXI4_RLAST_VIOLATION</td>
<td>RLAST signal should be asserted along with the final transfer of the read data burst.</td>
<td></td>
</tr>
<tr>
<td>Error Code</td>
<td>Error Name</td>
<td>Description</td>
<td>Property Ref</td>
</tr>
<tr>
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<td>--------------------------------------------------</td>
<td>--------------</td>
</tr>
<tr>
<td>AXI4-60208</td>
<td>AXI4_WLAST_ASSERTED_DURING_DATA_PHASE_OTHER_THAN_LAST</td>
<td>Wlast must only be asserted during the last data phase.</td>
<td>A3.4.1</td>
</tr>
</tbody>
</table>

Table A-2. AXI4 Assertions (cont.)
SystemVerilog AXI3 Master BFM Test Program

The following code example contains a simple AXI3 master test program that shows the master BFM API being used to communicate with a slave and create stimulus. This test program is discussed further in the SystemVerilog Tutorials chapter.

```verilog
// **********************************************************************
// Copyright 2007-2013 Mentor Graphics Corporation
// All Rights Reserved.
// // THIS WORK CONTAINS TRADE SECRET AND PROPRIETARY INFORMATION WHICH IS
// // THE PROPERTY OF
// // MENTOR GRAPHICS CORPORATION OR ITS LICENSORS AND IS SUBJECT TO LICENSE
// // TERMS.
// // **********************************************************************

/**
 * This is a simple example of an AXI master to demonstrate the
 * mgc_axi_master BFM usage.
 *
 * This master performs a directed test, initiating 4 sequential writes,
 * followed by 4 sequential reads. It then verifies that the data read out
 * matches the data written.
 * For the sake of simplicity, only one data cycle is used (default AXI
 * burst length encoding 0).
 *
 * It then initiates two write data bursts followed by two read data
 * bursts.
 *
 * It then initiates 4 outstanding writes, followed by 4 reads. It then
 * verifies that the data read out matches the data written.
 */

import mgc_axi_pkg::*;
module master_test_program #(int AXI_ADDRESS_WIDTH = 32, int
AXI_RDATA_WIDTH = 1024, int AXI_WDATA_WIDTH = 1024, int AXI_ID_WIDTH = 18)
(
    mgc_axi_master bfm
);
initial
begin
    axi_transaction trans, trans1, trans2, trans3, trans4, trans5, trans6,
    trans7, trans8;
```
/***************
** Configuration **
***************
begin
  bfm.set_config(AXI_CONFIG_MAX_TRANSACTION_TIME_FACTOR, 1000);
end

/********************
** Initialization **
********************/
bfm.wait_on(AXI_RESET_0_TO_1);
bfm.wait_on(AXI_CLOCK_POSEDGE);

/********************
** Traffic generation: **
********************/
// 4 x Writes
// Write data value 1 on byte lanes 1 to address 1.
trans = bfm.create_write_transaction(1);
trans.set_data_words(32'h0000_0100, 0);
trans.set_write_strobes(4'b0010, 0);
$display ("@ %t, master_test_program: Writing data (1) to address (1)", $time);
bfm.execute_transaction(trans);

// Write data value 2 on byte lane 2 to address 2.
trans = bfm.create_write_transaction(2);
trans.set_data_words(32'h0002_0000, 0);
trans.set_write_strobes(4'b0100, 0);
trans.set_write_data_mode(AXI_DATA_WITH_ADDRESS);
$display ("@ %t, master_test_program: Writing data (2) to address (2)", $time);
bfm.execute_transaction(trans);

// Write data value 3 on byte lane 3 to address 3.
trans = bfm.create_write_transaction(3);
trans.set_data_words(32'h0300_0000, 0);
trans.set_write_strobes(4'b1000, 0);
$display ("@ %t, master_test_program: Writing data (3) to address (3)", $time);
bfm.execute_transaction(trans);

// Write data value 4 to address 4 on byte lane 0.
trans = bfm.create_write_transaction(4);
trans.set_data_words(32'h0000_0004, 0);
trans.set_write_strobes(4'b0001, 0);
trans.set_write_data_mode(AXI_DATA_WITH_ADDRESS);
$display ("@ %t, master_test_program: Writing data (4) to address (4)", $time);
bfm.execute_transaction(trans);

/ 4 x Reads
// Read data from address 1.
trans = bfm.create_read_transaction(1);
trans.set_size(AXI_BYTES_1);
trans.set_id(1);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 32'h0000_0100)
    $display (@ %t, master_test_program: Read correct data (1) at address (1)"), $time);
else
    $display (@ %t, master_test_program: Error: Expected data (1) at address 1, but got %d", $time, trans.get_data_words(0));

// Read data from address 2.
trans = bfm.create_read_transaction(2);
trans.set_size(AXI_BYTES_1);
trans.set_id(2);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 32'h0002_0000)
    $display (@ %t, master_test_program: Read correct data (2) at address (2)"), $time);
else
    $display (@ %t, master_test_program: Error: Expected data (2) at address 2, but got %d", $time, trans.get_data_words(0));

// Read data from address 3.
trans = bfm.create_read_transaction(3);
trans.set_size(AXI_BYTES_1);
trans.set_id(3);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 32'h0300_0000)
    $display (@ %t, master_test_program: Read correct data (3) at address (3)"), $time);
else
    $display (@ %t, master_test_program: Error: Expected data (3) at address 3, but got %d", $time, trans.get_data_words(0));

// Read data from address 4.
trans = bfm.create_read_transaction(4);
trans.set_size(AXI_BYTES_1);
trans.set_id(4);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 32'h0000_0004)
    $display (@ %t, master_test_program: Read correct data (4) at address (4)"), $time);
else
    $display (@ %t, master_test_program: Error: Expected data (4) at address 4, but got %d", $time, trans.get_data_words(0));
// Write data burst length of 7 to start address 16.
trans = bfm.create_write_transaction(16, 7);

trans.set_data_words('hACE0ACE1, 0);
trans.set_data_words('hACE2ACE3, 1);
trans.set_data_words('hACE4ACE5, 2);
trans.set_data_words('hACE6ACE7, 3);
trans.set_data_words('hACE8ACE9, 4);
trans.set_data_words('hACEAACEB, 5);
trans.set_data_words('hACECACED, 6);
trans.set_data_words('hACEEACEF, 7);
for(int i=0; i<8; i++)
    trans.set_write_strobes(4'b1111, i);
trans.set_write_data_mode(AXI_DATA_WITH_ADDRESS);
$display ( "@ %t, master_test_program: Writing data burst of length 7
to start address 16", $time);
bfm.execute_transaction(trans);

// Write data burst of length 7 to start address 128 with LSB write
// strobe inactive.
trans = bfm.create_write_transaction(128, 7);

trans.set_data_words('hACE0ACE1, 0);
trans.set_data_words('hACE2ACE3, 1);
trans.set_data_words('hACE4ACE5, 2);
trans.set_data_words('hACE6ACE7, 3);
trans.set_data_words('hACE8ACE9, 4);
trans.set_data_words('hACEAACEB, 5);
trans.set_data_words('hACECACED, 6);
trans.set_data_words('hACEEACEF, 7);
trans.set_write_strobes(4'b1110, 0);
for(int i=1; i<8; i++)
    trans.set_write_strobes(4'b1111, i);
$display ( "@ %t, master_test_program: Writing data burst of length 7
to start address 128", $time);
bfm.execute_transaction(trans);

// Read data burst of length 1 from address 16.
trans = bfm.create_read_transaction(16, 1);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 'hACE0ACE1)
    $display ( "@ %t, master_test_program: Read correct data (hACE0ACE1)
at address (16)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
(hACE0ACE1) at address (16), but got %h", $time, trans.get_data_words(0));

if (trans.get_data_words(1) == 'hACE2ACE3)
    $display ( "@ %t, master_test_program: Read correct data (hACE2ACE3)
at address (20)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
(hACE2ACE3) at address (20), but got %h", $time, trans.get_data_words(1));
// Read data burst of length 1 from address 128.
trans = bfm.create_read_transaction(128, 1);
bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 'hACE0AC00)
  $display ("@ %t, master_test_program: Read correct data (hACE0AC00) at address (128)", $time);
else
  $display ("@ %t, master_test_program: Error: Expected data (hACE0AC00) at address (128), but got %h", $time, trans.get_data_words(0));
if (trans.get_data_words(1) == 'hACE2ACE3)
  $display ("@ %t, master_test_program: Read correct data (hACE2ACE3) at address (132)", $time);
else
  $display ("@ %t, master_test_program: Error: Expected data (hACE2ACE3) at address (132), but got %h", $time, trans.get_data_words(1));

/************************************
** Outstanding Traffic generation: **
************************************/
repeat(10)
bfm.wait_on(AXI_CLOCK_POSEDGE);

// 4 Outstanding write transactions
// Write data value to address 0.
trans1 = bfm.create_write_transaction(0, 3);
trans1.set_data_words('hACE0ACE1, 0);
trans1.set_data_words('hACE2ACE3, 1);
trans1.set_data_words('hACE4ACE5, 2);
trans1.set_data_words('hACE6ACE7, 3);
for(int i=0; i<4; i++)
  trans1.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data (1) to address (0)", $time);

fork
  bfm.execute_write_addr_phase(trans1);
  bfm.execute_write_data_burst(trans1);
join_any

// Write data value to address 16.
trans2 = bfm.create_write_transaction(16, 2);
trans2.set_data_words('hACE0ACE1, 0);
trans2.set_data_words('hACE2ACE3, 1);
trans2.set_data_words('hACE4ACE5, 2);
for(int i=0; i<3; i++)
  trans2.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data (2) to address (16)", $time);
fork
    bfm.execute_write_addr_phase(trans2);
    bfm.execute_write_data_burst(trans2);
join_any

// Write data value to address 32.
trans3 = bfm.create_write_transaction(32,4);
trans3.set_data_words('hACE0ACE1, 0);
trans3.set_data_words('hACE2ACE3, 1);
trans3.set_data_words('hACE4ACE5, 2);
trans3.set_data_words('hACE6ACE7, 3);
trans3.set_data_words('hACE8ACE9, 4);
for(int i=0; i<5; i++)
    trans3.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data (3) to address (32)", $time);

fork
    bfm.execute_write_addr_phase(trans3);
    bfm.execute_write_data_burst(trans3);
join_any

// Write data value to address 64.
trans4 = bfm.create_write_transaction(64,5);
trans4.set_data_words('hACE0ACE1, 0);
trans4.set_data_words('hACE2ACE3, 1);
trans4.set_data_words('hACE4ACE5, 2);
trans4.set_data_words('hACE6ACE7, 3);
trans4.set_data_words('hACE8ACE9, 4);
trans4.set_data_words('hACEAACEB, 5);
for(int i=0; i<6; i++)
    trans4.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data (4) to address (64)", $time);

fork
    bfm.execute_write_addr_phase(trans4);
    bfm.execute_write_data_burst(trans4);
join_any

repeat(50)
bfm.wait_on(AXI_CLOCK_POSEDGE);

// 4 x Reads
// Read data from address 0.
trans5 = bfm.create_read_transaction(0,3);
trans5.set_id(1);

bfm.execute_transaction(trans5);
if (trans5.get_data_words(0) == 'hACE0ACE1)
    $display ("@ %t, master_test_program: Read correct data (hACE0ACE1) at address (0)", $time);
else
    $display ("@ %t, master_test_program: Error: Expected data (hACE0ACE1) at address (0), but got %h", $time, trans5.get_data_words(0));
if (trans5.get_data_words(1) == 'hACE2ACE3)
   $display ( "@ %t, master_test_program: Read correct data (hACE2ACE3)
   at address (4)", $time);
else
   $display ( "@ %t, master_test_program: Error: Expected data
   (hACE2ACE3) at address (4), but got %h", $time, trans5.get_data_words(1));

if (trans5.get_data_words(2) == 'hACE4ACE5)
   $display ( "@ %t, master_test_program: Read correct data (hACE4ACE5)
   at address (8)", $time);
else
   $display ( "@ %t, master_test_program: Error: Expected data
   (hACE4ACE5) at address (8), but got %h", $time, trans5.get_data_words(2));

// Read data from address 16.
trans6 = bfm.create_read_transaction(16,2);
trans6.set_id(2);

bfm.execute_transaction(trans6);
if (trans6.get_data_words(0) == 'hACE0ACE1)
   $display ( "@ %t, master_test_program: Read correct data (hACE0ACE1)
   at address (16)", $time);
else
   $display ( "@ %t, master_test_program: Error: Expected data
   (hACE0ACE1) at address (16), but got %h", $time, trans6.get_data_words(0));

if (trans6.get_data_words(1) == 'hACE2ACE3)
   $display ( "@ %t, master_test_program: Read correct data (hACE2ACE3)
   at address (20)", $time);
else
   $display ( "@ %t, master_test_program: Error: Expected data
   (hACE2ACE3) at address (20), but got %h", $time, trans6.get_data_words(1));

if (trans6.get_data_words(2) == 'hACE4ACE5)
   $display ( "@ %t, master_test_program: Read correct data (hACE4ACE5)
   at address (24)", $time);
else
   $display ( "@ %t, master_test_program: Error: Expected data
   (hACE4ACE5) at address (24), but got %h", $time, trans6.get_data_words(2));

// Read data from address 32.
trans7 = bfm.create_read_transaction(32,4);
trans7.set_id(3);

bfm.execute_transaction(trans7);
if (trans7.get_data_words(0) == 'hACE0ACE1)
   $display ( "@ %t, master_test_program: Read correct data (hACE0ACE1)
   at address (32)", $time);
else
   $display ( "@ %t, master_test_program: Error: Expected data
   (hACE0ACE1) at address (32), but got %h", $time, trans7.get_data_words(0));
SystemVerilog AXI3 and AXI4 Test Programs

SystemVerilog AXI3 Master BFM Test Program

if (trans7.get_data_words(1) == 'hACE2ACE3)
    $display ( "@ %t, master_test_program: Read correct data (hACE2ACE3)
    at address (36)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
    (hACE2ACE3) at address (36), but got %h", $time,
    trans7.get_data_words(1));

if (trans7.get_data_words(2) == 'hACE4ACE5)
    $display ( "@ %t, master_test_program: Read correct data (hACE4ACE5)
    at address (40)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
    (hACE4ACE5) at address (40), but got %h", $time,
    trans7.get_data_words(2));

// Read data from address 64.
trans8 = bfm.create_read_transaction(64,5);
trans8.set_id(4);

bfm.execute_transaction(trans8);
if (trans8.get_data_words(0) == 'hACE0ACE1)
    $display ( "@ %t, master_test_program: Read correct data (hACE0ACE1)
    at address (64)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
    (hACE0ACE1) at address (64), but got %h", $time,
    trans8.get_data_words(0));

if (trans8.get_data_words(1) == 'hACE2ACE3)
    $display ( "@ %t, master_test_program: Read correct data (hACE2ACE3)
    at address (68)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
    (hACE2ACE3) at address (68), but got %h", $time,
    trans8.get_data_words(1));

if (trans8.get_data_words(2) == 'hACE4ACE5)
    $display ( "@ %t, master_test_program: Read correct data (hACE4ACE5)
    at address (72)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
    (hACE4ACE5) at address (72), but got %h", $time,
    trans8.get_data_words(2));

#10000
$finish();
end
endmodule
The following code example contains a simple AXI3 slave test program that shows the slave BFM API being used to communicate with a master and create stimulus. This test program is discussed further in the SystemVerilog Tutorials chapter.

```
// *******************************************************************************
// Copyright 2007-2013 Mentor Graphics Corporation
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//
// THIS WORK CONTAINS TRADE SECRET AND PROPRIETARY INFORMATION WHICH IS
// THE PROPERTY OF
// MENTOR GRAPHICS CORPORATION OR ITS LICENSORS AND IS SUBJECT TO LICENSE
// TERMS.
//
// *******************************************************************************

/*
This is a simple example of an AXI Slave to demonstrate the
mgc_axi_slave BFM usage.

This is a fairly generic slave which handles almost all write and read
transaction
scenarios from master. It handles write data with address as well as
data after address
both. It handles outstanding read and write transactions.

This slave code is divided in two parts, one which user might need to
edit to change slave
mode (Transaction/burst or Phase level) and memory handling.
Out of the code which is grouped as user do not need to edit, could be
edited for achieving
required phase valid/ready delays.
*/

import mgc_axi_pkg::*;

module slave_test_program #(int AXI_ADDRESS_WIDTH = 32, int
AXI_RDATA_WIDTH = 32, int AXI_WDATA_WIDTH = 32, int AXI_ID_WIDTH = 18)
(
  mgc_axi_slave bfm
);

typedef bit [>((AXI_ADDRESS_WIDTH) - 1) : 0] addr_t;
```
// Enum type for slave mode
// AXI_TRANSACTION_SLAVE - Works at burst level (write data is received at
// burst and read data/response is sent in burst)
// AXI_PHASE_SLAVE - Write data and read data/response is worked upon
// at phase level
typedef enum bit
{
    AXI_TRANSACTION_SLAVE = 1'b0,
    AXI_PHASE_SLAVE = 1'b1
} axi_slave_mode_e;

/routes/07_06 枚举类型用于选择从属模式
// AXI_TRANSACTION_SLAVE - 在突发级别工作（写数据在突发接收时，读数据/响应在突发发送）
// AXI_PHASE_SLAVE - 写数据和读数据/响应在相位级别上工作
typedef enum bit
{
    AXI_TRANSACTION_SLAVE = 1'b0,
    AXI_PHASE_SLAVE = 1'b1
} axi_slave_mode_e;

// Code user could edit according to requirements
// Code user could edit according to requirements

// Slave mode selection: default it is transaction level slave
axi_slave_mode_e slave_mode = AXI_TRANSACTION_SLAVE;

// Slave max outstanding reads
int m_max_outstanding_read_trans = 2;

// Slave max outstanding writes
int m_max_outstanding_write_trans = 2;

// Storage for a memory
bit [7:0] mem [*];

// Function: do_byte_read
// Function to provide read data byte from memory at particular input address
function bit[7:0] do_byte_read(addr_t addr);
    return mem[addr];
endfunction

// Function: do_byte_write
// Function to write data byte to memory at particular input address
function void do_byte_write(addr_t addr, bit [7:0] data);
    mem[addr] = data;
endfunction

// Function: set_write_address_ready_delay
// This is used to set write address phase ready delay to extend phase
function void set_write_address_ready_delay(axi_transaction trans);
    trans.set_address_ready_delay(1);
endfunction

// Function: set_read_address_ready_delay
// This is used to set read address phase ready delay to extend phase
function void set_read_address_ready_delay(axi_transaction trans);
    trans.set_address_ready_delay(1);
endfunction
// Function : set_write_data_ready_delay
// This will set the ready delays for each write data phase in a write data burst
function void set_write_data_ready_delay(axi_transaction trans);
    for (int i = 0; i < trans.data_ready_delay.size(); i++)
        trans.set_data_ready_delay(i, i);
endfunction

// Function : set_wr_resp_valid_delay
// This is used to set write response phase valid delay to start driving write response phase after specified delay.
function void set_wr_resp_valid_delay(axi_transaction trans);
    trans.set_write_response_valid_delay(2);
endfunction

// Function : set_read_data_valid_delay
// This is used to set read response phase valid delays to start driving read data/response phases after specified delay.
function void set_read_data_valid_delay(axi_transaction trans);
    for (int i = 0; i < trans.data_valid_delay.size(); i++)
        trans.set_data_valid_delay(i, 10);
endfunction

///////////////////////////////////////////////////////////////////////
// Code user do not need to edit
// Please note that in this part of code base below delays are assigned which user might need to change according to requirement
// address_ready_delay : This is for write and read address phase both
// data_valid_delay    : This is for sending read data/response valid
// data_ready_delay    : This is for write data phase ready delay
///////////////////////////////////////////////////////////////////////
initial
begin
    // Initialisation

    bfm.set_config(AXI_CONFIG_MAX_OUTSTANDING_RD,m_max_outstanding_read_trans);

    bfm.set_config(AXI_CONFIG_MAX_OUTSTANDING_WR,m_max_outstanding_write_trans);
    bfm.wait_on(AXI_RESET_0_TO_1);
    bfm.wait_on(AXI_CLOCK_POSEDGE);
    // Traffic generation
    fork
        process_read;
        process_write;
    join
end
// Task : process_read
// This method keep receiving read address phase
// and calls another method to
// process received transaction.
task process_read;
    forever
        begin
            axi_transaction read_trans;

                read_trans = bfm.create_slave_transaction();
                set_read_address_ready_delay(read_trans);
                bfm.get_read_addr_phase(read_trans);

                fork
                    begin
                        automatic axi_transaction t = read_trans;
                        handle_read(t);
                    end
                join_none
                #0;
        end
endtask

// Task : handle_read
// This method reads data from memory and sends read data/response
// either at
// burst or phase level depending upon slave working mode.
task automatic handle_read(input axi_transaction read_trans);
    addr_t addr[];
    bit [7:0] mem_data[];

    set_read_data_valid_delay(read_trans);

    for(int i = 0; bfm.get_read_addr(read_trans, i, addr); i++)
        begin
            mem_data = new[addr.size()];
            for (int j = 0; j < addr.size(); j++)
                mem_data[j] = do_byte_read(addr[j]);

                bfm.set_read_data(read_trans, i, addr, mem_data);

                if (slave_mode == AXI_PHASE_SLAVE)
                    bfm.execute_read_data_phase(read_trans, i);
                end

                if (slave_mode == AXI_TRANSACTION_SLAVE)
                    bfm.execute_read_data_burst(read_trans);
        end
endtask
// Task : process_write
// This method keep receiving write address phase
// and calls another method to
// process received transaction.

task process_write;
    forever
        begin
            axi_transaction write_trans;

            write_trans = bfm.create_slave_transaction();
            set_write_address_ready_delay(write_trans);
            bfm.get_write_addr_phase(write_trans);

            fork
                begin
                    automatic axi_transaction t = write_trans;
                    handle_write(t);
                end
            join_none
            #0;
        end
    endtask

// Task : handle_write
// This method receive write data burst or phases for write transaction
// depending upon slave working mode, write data to memory and then send
// response

task automatic handle_write(input axi_transaction write_trans);
    addr_t addr[];
    bit [7:0] data[];
    bit last;

    set_write_data_ready_delay(write_trans);

    if (slave_mode == AXI_TRANSACTION_SLAVE)
    begin
        bfm.get_write_data_burst(write_trans);

        for( int i = 0; bfm.get_write_addr_data(write_trans, i, addr, data);
            i++ )
            begin
                for (int j = 0; j < addr.size(); j++)
                    do_byte_write(addr[j], data[j]);
            end
    end
    else
    begin
        for(int i = 0; (last == 1'b0); i++)
            begin
                bfm.get_write_data_phase(write_trans, i, last);
                void'(bfm.get_write_addr_data(write_trans, i, addr, data));
                for (int j = 0; j < addr.size(); j++)
                    do_byte_write(addr[j], data[j]);
            end
    end

set_wr_resp_valid_delay(write_trans);
bfm.execute_write_response_phase(write_trans);
endtask

dendmodule
SystemVerilog AXI4 Master BFM Test Program

The following code example contains a simple AXI4 master test program that shows the master BFM API being used to communicate with a slave and create stimulus. This test program is discussed further in the SystemVerilog Tutorials chapter.

```verbatim
import mgc_axi4_pkg::*;
module master_test_program #(int AXI4_ADDRESS_WIDTH = 32, int
AXI4_RDATA_WIDTH = 1024, int AXI4_WDATA_WIDTH = 1024, int AXI4_ID_WIDTH =
18, int AXI4_USER_WIDTH = 8, int AXI4_REGION_MAP_SIZE = 16)
(
    mgc_axi4_master bfm
);    

/*
   This is a simple example of an AXI4 master to demonstrate the
   mgc_axi4_master BFM usage.

   This master performs a directed test, initiating 4 sequential writes,
   followed by 4 sequential reads. It then verifies that the data read out
   matches the data written.
   For the sake of simplicity, only one data cycle is used (default AXI4
   burst length encoding 0).

   It then initiates two write data bursts followed by two read data
   bursts.

   It then initiates 4 outstanding writes, followed by 4 reads. It then
   verifies that the data read out matches the data written.
*/

```
// Enum type for master ready delay mode
// AXI4_VALID2READY - Ready delay for a phase will be applied from
// start of phase (Means from when VALID is asserted).
// AXI4_TRANS2READY - Ready delay will be applied from the end of
// previous phase. This might result in ready before valid.

typedef enum bit
{
    AXI4_VALID2READY = 1'b0,
    AXI4_TRANS2READY = 1'b1
} axi4_master_ready_delay_mode_e;

/////////////////////////////////////////////////////////////////////
// Code user could edit according to requirements
/////////////////////////////////////////////////////////////////////

// Variable : m_wr_resp_phase_ready_delay
int m_wr_resp_phase_ready_delay = 2;

// Variable : m_rd_data_phase_ready_delay
int m_rd_data_phase_ready_delay = 2;

// Master ready delay mode selection : default it is VALID2READY
axi4_master_ready_delay_mode_e master_ready_delay_mode = AXI4_VALID2READY;

initial
begin
    axi4_transaction trans, trans1, trans2, trans3, trans4, trans5,
    trans6, trans7, trans8;

    /**************************************************************************
    ** Initialization **
    **************************************************************************/
    bfm.wait_on(AXI4_RESET_0_TO_1);
    bfm.wait_on(AXI4_CLOCK_POSEDGE);

    /**************************************************************************
    ** **
    **************************************************************************/
    fork
        handle_write_resp_ready;
        handle_read_data_ready;
    join_none

    /**************************************************************************
    ** Traffic generation: **
    **************************************************************************/
    // 4 x Writes
    // Write data value 1 on byte lanes 1 to address 1.
    trans = bfm.create_write_transaction(1);
    trans.set_data_words(32'h0000_0100, 0);
    trans.set_write_strobes(4'b0010, 0);
    $display ( "@ %t, master_test_program: Writing data (1) to address (1)", $time);
SystemVerilog AXI3 and AXI4 Test Programs
SystemVerilog AXI4 Master BFM Test Program

// By default it will run in Blocking mode
bfm.execute_transaction(trans);

// Write data value 2 on byte lane 2 to address 2.
trans = bfm.create_write_transaction(2);
trans.set_data_words(32'h0002_0000, 0);
trans.set_write_strobes(4'b0100, 0);
trans.set_write_data_mode(AXI4_DATA_WITH_ADDRESS);
$display ("@ %t, master_test_program: Writing data (2) to address (2)", $time);

bfm.execute_transaction(trans);

// Write data value 3 on byte lane 3 to address 3.
trans = bfm.create_write_transaction(3);
trans.set_data_words(32'h0300_0000, 0);
trans.set_write_strobes(4'b1000, 0);
$display ("@ %t, master_test_program: Writing data (3) to address (3)", $time);

bfm.execute_transaction(trans);

// Write data value 4 to address 4 on byte lane 0.
trans = bfm.create_write_transaction(4);
trans.set_data_words(32'h0000_0004, 0);
trans.set_write_strobes(4'b0001, 0);
trans.set_write_data_mode(AXI4_DATA_WITH_ADDRESS);
$display ("@ %t, master_test_program: Writing data (4) to address (4)", $time);

bfm.execute_transaction(trans);

// 4 x Reads
// Read data from address 1.
trans = bfm.create_read_transaction(1);
trans.set_size(AXI4_BYTES_1);
trans.set_id(1);

bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 32'h0000_0100)
  $display ("@ %t, master_test_program: Read correct data (1) at address (1)", $time);
else
  $display ("@ %t master_test_program: Error: Expected data (1) at address 1, but got %d", $time, trans.get_data_words(0));

// Read data from address 2.
trans = bfm.create_read_transaction(2);
trans.set_size(AXI4_BYTES_1);
trans.set_id(2);
bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 32'h0002_0000)
  $display ("@ %t, master_test_program: Read correct data (2) at address (2)", $time);
else
  $display ("@ %t, master_test_program: Error: Expected data (2) at address 2, but got %d", $time, trans.get_data_words(0));

  // Read data from address 3.
  trans = bfm.create_read_transaction(3);
  trans.set_size(AXI4_BYTES_1);
  trans.set_id(3);
  bfm.execute_transaction(trans);
  if (trans.get_data_words(0) == 32'h0300_0000)
    $display ("@ %t, master_test_program: Read correct data (3) at address (3)", $time);
  else
    $display ("@ %t, master_test_program: Error: Expected data (3) at address 3, but got %d", $time, trans.get_data_words(0));

  // Read data from address 4.
  trans = bfm.create_read_transaction(4);
  trans.set_size(AXI4_BYTES_1);
  trans.set_id(4);
  bfm.execute_transaction(trans);
  if (trans.get_data_words(0) == 32'h0000_0004)
    $display ("@ %t, master_test_program: Read correct data (4) at address (4)", $time);
  else
    $display ("@ %t, master_test_program: Error: Expected data (4) at address 4, but got %d", $time, trans.get_data_words(0));

  // Write data burst length of 7 to start address 16.
  trans = bfm.create_write_transaction(16, 7);
  trans.set_size(AXI4_BYTES_4);
  trans.set_data_words('hACE0ACE1, 0);
  trans.set_data_words('hACE2ACE3, 1);
  trans.set_data_words('hACE4ACE5, 2);
  trans.set_data_words('hACE6ACE7, 3);
  trans.set_data_words('hACE8ACE9, 4);
  trans.set_data_words('hACEAACEB, 5);
  trans.set_data_words('hACECACE6, 6);
  trans.set_data_words('hACEFACE7, 7);
  for(int i=0; i<8; i++)
    trans.set_write_strobes(4'b1111, i);
  trans.set_write_data_mode(AXI4_DATA_WITH_ADDRESS);
  $display ("@ %t, master_test_program: Writing data burst of length 7 to start address 16", $time);
  bfm.execute_transaction(trans);
// Write data burst of length 7 to start address 128 with LSB write strobe inactive.
trans = bfm.create_write_transaction(128, 7);
trans.set_data_words('hACE0ACE1, 0);
trans.set_data_words('hACE2ACE3, 1);
trans.set_data_words('hACE4ACE5, 2);
trans.set_data_words('hACE6ACE7, 3);
trans.set_data_words('hACE8ACE9, 4);
trans.set_data_words('hACEAACEB, 5);
trans.set_data_words('hACECACED, 6);
trans.set_data_words('hACEEACEF, 7);
trans.set_write_strobes(4'b1110, 0);
for(int i=1; i<8; i++)
    trans.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data burst of length 7 to start address 128", $time);
bfm.execute_transaction(trans);

// Read data burst of length 1 from address 16.
trans = bfm.create_read_transaction(16, 1);
bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 'hACE0ACE1)
    $display ("@ %t, master_test_program: Read correct data (hACE0ACE1) at address (16)", $time);
else
    $display ("@ %t, master_test_program: Error: Expected data (hACE0ACE1) at address (16), but got %h", $time, trans.get_data_words(0));

if (trans.get_data_words(1) == 'hACE2ACE3)
    $display ("@ %t, master_test_program: Read correct data (hACE2ACE3) at address (20)", $time);
else
    $display ("@ %t, master_test_program: Error: Expected data (hACE2ACE3) at address (20), but got %h", $time, trans.get_data_words(1));

// Read data burst of length 1 from address 128.
trans = bfm.create_read_transaction(128, 1);
bfm.execute_transaction(trans);
if (trans.get_data_words(0) == 'hACE0AC00)
    $display ("@ %t, master_test_program: Read correct data (hACE0AC00) at address (128)", $time);
else
    $display ("@ %t, master_test_program: Error: Expected data (hACE0AC00) at address (128), but got %h", $time, trans.get_data_words(0));

if (trans.get_data_words(1) == 'hACE2ACE3)
    $display ("@ %t, master_test_program: Read correct data (hACE2ACE3) at address (132)", $time);
else
$display ("@ %t, master_test_program: Error: Expected data (hACE2ACE3) at address (132), but got $h", $time, trans.get_data_words(1));

/**************************************************
** Outstanding Traffic generation: **
**************************************************/

repeat(10)
bfm.wait_on(AXI4_CLOCK_POSEDGE);

// 4 x Writes
// Write data value to address 0.
trans1 = bfm.create_write_transaction(0,3);
trans1.set_data_words('hACE0ACE1, 0);
trans1.set_data_words('hACE2ACE3, 1);
trans1.set_data_words('hACE4ACE5, 2);
trans1.set_data_words('hACE6ACE7, 3);
for(int i=0; i<4; i++)
  trans1.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data (1) to address (0)", $time);
fork
  bfm.execute_write_addr_phase(trans1);
  bfm.execute_write_data_burst(trans1);
join_any

// Write data value to address 16.
trans2 = bfm.create_write_transaction(16,2);
trans2.set_data_words('hACE0ACE1, 0);
trans2.set_data_words('hACE2ACE3, 1);
trans2.set_data_words('hACE4ACE5, 2);
for(int i=0; i<3; i++)
  trans2.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data (2) to address (16)", $time);
fork
  bfm.execute_write_addr_phase(trans2);
  bfm.execute_write_data_burst(trans2);
join_any

// Write data value to address 32.
trans3 = bfm.create_write_transaction(32,4);
trans3.set_data_words('hACE0ACE1, 0);
trans3.set_data_words('hACE2ACE3, 1);
trans3.set_data_words('hACE4ACE5, 2);
trans3.set_data_words('hACE6ACE7, 3);
trans3.set_data_words('hACE8ACE9, 4);
for(int i=0; i<5; i++)
  trans3.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data (3) to address (32)", $time);
fork
  bfm.execute_write_addr_phase(trans3);
  bfm.execute_write_data_burst(trans3);
join_any

// Write data value to address 64.
trans4 = bfm.create_write_transaction(64, 5);
trans4.set_data_words('hACE0ACE1, 0);
trans4.set_data_words('hACE2ACE3, 1);
trans4.set_data_words('hACE4ACE5, 2);
trans4.set_data_words('hACE6ACE7, 3);
trans4.set_data_words('hACE8ACE9, 4);
for(int i=0; i<6; i++)
  trans4.set_write_strobes(4'b1111, i);
$display ("@ %t, master_test_program: Writing data (4) to address (64)", $time);

fork
  bfm.execute_write_addr_phase(trans4);
  bfm.execute_write_data_burst(trans4);
join_any

repeat(50)
bfm.wait_on(AXI4_CLOCK_POSEDGE);

// 4 x Reads
// Read data from address 0.
trans5 = bfm.create_read_transaction(0, 3);
trans5.set_id(1);

bfm.execute_transaction(trans5);
if (trans5.get_data_words(0) == 'hACE0ACE1)
  $display ("@ %t, master_test_program: Read correct data (hACE0ACE1) at address (0)", $time);
else
  $display ("@ %t, master_test_program: Error: Expected data (hACE0ACE1) at address (0), but got %h", $time, trans5.get_data_words(0));

if (trans5.get_data_words(1) == 'hACE2ACE3)
  $display ("@ %t, master_test_program: Read correct data (hACE2ACE3) at address (4)", $time);
else
  $display ("@ %t, master_test_program: Error: Expected data (hACE2ACE3) at address (4), but got %h", $time, trans5.get_data_words(1));

if (trans5.get_data_words(2) == 'hACE4ACE5)
  $display ("@ %t, master_test_program: Read correct data (hACE4ACE5) at address (8)", $time);
else
  $display ("@ %t, master_test_program: Error: Expected data (hACE4ACE5) at address (8), but got %h", $time, trans5.get_data_words(2));

// Read data from address 16.
trans6 = bfm.create_read_transaction(16, 2);
trans6.set_id(2);
bfm.execute_transaction(trans6);
if (trans6.get_data_words(0) == 'hACE0ACE1)
    $display (@ %t, master_test_program: Read correct data (hACE0ACE1)
at address (16)", $time);
else
    $display (@ %t, master_test_program: Error: Expected data
(hACE0ACE1) at address (16), but got %h", $time,
trans6.get_data_words(0));

if (trans6.get_data_words(1) == 'hACE2ACE3)
    $display (@ %t, master_test_program: Read correct data (hACE2ACE3)
at address (20)", $time);
else
    $display (@ %t, master_test_program: Error: Expected data
(hACE2ACE3) at address (20), but got %h", $time,
trans6.get_data_words(1));

if (trans6.get_data_words(2) == 'hACE4ACE5)
    $display (@ %t, master_test_program: Read correct data (hACE4ACE5)
at address (24)", $time);
else
    $display (@ %t, master_test_program: Error: Expected data
(hACE4ACE5) at address (24), but got %h", $time,
trans6.get_data_words(2));

// Read data from address 32.
trans7 = bfm.create_read_transaction(32,4);
trans7.set_id(3);

bfm.execute_transaction(trans7);
if (trans7.get_data_words(0) == 'hACE0ACE1)
    $display (@ %t, master_test_program: Read correct data (hACE0ACE1)
at address (32)", $time);
else
    $display (@ %t, master_test_program: Error: Expected data
(hACE0ACE1) at address (32), but got %h", $time,
trans7.get_data_words(0));

if (trans7.get_data_words(1) == 'hACE2ACE3)
    $display (@ %t, master_test_program: Read correct data (hACE2ACE3)
at address (36)", $time);
else
    $display (@ %t, master_test_program: Error: Expected data
(hACE2ACE3) at address (36), but got %h", $time,
trans7.get_data_words(1));

if (trans7.get_data_words(2) == 'hACE4ACE5)
    $display (@ %t, master_test_program: Read correct data (hACE4ACE5)
at address (40)", $time);
else
    $display (@ %t, master_test_program: Error: Expected data
(hACE4ACE5) at address (40), but got %h", $time,
trans7.get_data_words(2));

// Read data from address 64.
trans8 = bfm.create_read_transaction(64,5);
trans8.set_id(4);
SystemVerilog AXI3 and AXI4 Test Programs
SystemVerilog AXI4 Master BFM Test Program

bfm.execute_transaction(trans8);
if (trans8.get_data_words(0) == 'hACE0ACE1)
    $display ( "@ %t, master_test_program: Read correct data (hACE0ACE1)
at address (64)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
(hACE0ACE1) at address (64), but got %h", $time,
trans8.get_data_words(0));

if (trans8.get_data_words(1) == 'hACE2ACE3)
    $display ( "@ %t, master_test_program: Read correct data (hACE2ACE3)
at address (68)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
(hACE2ACE3) at address (68), but got %h", $time,
trans8.get_data_words(1));

if (trans8.get_data_words(2) == 'hACE4ACE5)
    $display ( "@ %t, master_test_program: Read correct data (hACE4ACE5)
at address (72)", $time);
else
    $display ( "@ %t, master_test_program: Error: Expected data
(hACE4ACE5) at address (72), but got %h", $time,
trans8.get_data_words(2));

#10000
$finish();
end

// Task : handle_write_resp_ready
// This method assert/de-assert the write response channel ready signal.
// Assertion and de-assertion is done based on following variable's
// value:
// m_wr_resp_phase_ready_delay
// master_ready_delay_mode
task automatic handle_write_resp_ready;
bit seen_valid_ready;

int tmp_ready_delay;
axi4_master_ready_delay_mode_e tmp_mode;
forever
begin
    wait (m_wr_resp_phase_ready_delay > 0);
    tmp_ready_delay = m_wr_resp_phase_ready_delay;
    tmp_mode = master_ready_delay_mode;

    if (tmp_mode == AXI4_VALID2READY)
begin
    fork
        bfm.execute_write_resp_ready(1'b0);
        join_none
        bfm.get_write_response_cycle;
        repeat (tmp_ready_delay - 1) bfm.wait_on(AXI4_CLOCK_POSEDGE);
    end
end

bfm.execute_write_resp_ready(1'b1);
    seen_valid_ready = 1'b1;
end
else  // AXI4_TRANS2READY
begin
    if (seen_valid_ready == 1'b0)
begin
        do
            bfm.wait_on(AXI4_CLOCK_POSEDGE);
            while (!((bfm.BVALID == 1'b1) && (bfm.BREADY == 1'b1)));
        end
        fork
            bfm.execute_write_resp_ready(1'b0);
                join_none
        repeat(tmp_ready_delay) bfm.wait_on(AXI4_CLOCK_POSEDGE);
        fork
            bfm.execute_write_resp_ready(1'b1);
                join_none
        seen_valid_ready = 1'b0;
    end
end
endtask

// Task : handle_read_data_ready
// This method assert/de-assert the read data/response channel ready signal.
// Assertion and de-assertion is done based on following
// variable's value:
// m_rd_data_phase_ready_delay
// master_ready_delay_mode
task automatic handle_read_data_ready;
    bit seen_valid_ready;
    int tmp_ready_delay;
    axi4_master_ready_delay_mode_e tmp_mode;

    forever
begin
    wait(m_rd_data_phase_ready_delay > 0);
    tmp_ready_delay = m_rd_data_phase_ready_delay;
    tmp_mode        = master_ready_delay_mode;

    if (tmp_mode == AXI4_VALID2READY)
begin
    fork
        bfm.execute_read_data_ready(1'b0);
            join_none
    bfm.get_read_data_cycle;
    repeat(tmp_ready_delay - 1) bfm.wait_on(AXI4_CLOCK_POSEDGE);
        bfm.execute_read_data_ready(1'b1);
        seen_valid_ready = 1'b1;
    end
else  // AXI4_TRANS2READY

begin
  if (seen_valid_ready == 1'b0)
  begin
    do
      bfm.wait_on(AXI4_CLOCK_POSEDGE);
      while (!((bfm.RVALID === 1'b1) && (bfm.RREADY === 1'b1)));
    end

  fork
    bfm.execute_read_data_ready(1'b0);
  join_none

  repeat(tmp_ready_delay) bfm.wait_on(AXI4_CLOCK_POSEDGE);

  fork
    bfm.execute_read_data_ready(1'b1);
  join_none
    seen_valid_ready = 1'b0;
  end
  end
endtask
endmodule
SystemVerilog AXI4 Slave BFM Test Program

The following code example contains a simple AXI4 slave test program that shows the slave BFM API being used to communicate with a master and create stimulus. This test program is discussed further in the SystemVerilog Tutorials chapter.

```
// ******************************************************************************
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/*
This is a simple example of an AXI4 Slave to demonstrate the
mgc_axi4_slave BFM usage.

This is a fairly generic slave which handles almost all write and read
transaction scenarios from master. It handles write data with address as well as
data after address both.

This slave code is divided in two parts, one which user might need to
edit to change slave mode (Transaction/burst or Phase level) and memory handling.
*/

import mgc_axi4_pkg::*;

module slave_test_program #(int AXI4_ADDRESS_WIDTH = 32, int AXI4_RDATA_WIDTH = 1024, int AXI4_WDATA_WIDTH = 1024, int AXI4_ID_WIDTH = 18, int AXI4_USER_WIDTH = 8, int AXI4_REGION_MAP_SIZE = 16)
(
  mgc_axi4_slave bfm
);

typedef bit [((AXI4_ADDRESS_WIDTH) - 1) : 0] addr_t;

// Enum type for slave mode

// AXI4_TRANSACTION_SLAVE - Works at burst level(write data is received
// at burst and read data/response is sent in burst)
// AXI4_PHASE_SLAVE       - Write data and read data/response is worked
//                          upon at phase level

typedef enum bit
{
  AXI4_TRANSACTION_SLAVE = 1'b0,
  AXI4_PHASE_SLAVE = 1'b1
};
```
```systemverilog
} axi4_slave_mode_e;

// Enum type for slave ready delay mode
// AXI4_VALID2READY - Ready delay for a phase will be applied from
//                     start of phase (Means from when VALID is asserted).
// AXI4_TRANS2READY - Ready delay will be applied from the end of
//                     previous phase. This might result in ready before
//                     valid.
typedef enum bit
{
    AXI4_VALID2READY = 1'b0,
    AXI4_TRANS2READY = 1'b1
} axi4_slave_ready_delay_mode_e;

/////////////////////////////////////////////////
// Code user could edit according to requirements
/////////////////////////////////////////////////

// Slave max outstanding reads
int m_max_outstanding_read_trans = 2;

// Slave max outstanding writes
int m_max_outstanding_write_trans = 2;

// Variable : m_wr_addr_phase_ready_delay
int m_wr_addr_phase_ready_delay = 2;

// Variable : m_rd_addr_phase_ready_delay
int m_rd_addr_phase_ready_delay = 2;

// Variable : m_wr_data_phase_ready_delay
int m_wr_data_phase_ready_delay = 2;

// Slave ready delay mode seclection : default it is VALID2READY
axi4_slave_ready_delay_mode_e slave_ready_delay_mode = AXI4_VALID2READY;

// Slave mode selection : default it is transaction level slave
axi4_slave_mode_e slave_mode = AXI4_TRANSACTION_SLAVE;

// Storage for a memory
bit [7:0] mem [*];

// Function : do_byte_read
// Function to provide read data byte from memory at particular input
// address
function bit[7:0] do_byte_read(addr_t addr);
    return mem[addr];
endfunction

// Function : do_byte_write
// Function to write data byte to memory at particular input address
function void do_byte_write(addr_t addr, bit [7:0] data);
    mem[addr] = data;
endfunction

// Function : set_wr_resp_valid_delay
// This is used to set write response phase valid delay to start driving
// write response phase after specified delay.
```

function void set_wr_resp_valid_delay(axi4_transaction trans);
    trans.set_write_response_valid_delay(2);
endfunction

// Function : set_read_data_valid_delay
// This is used to set read response phase valid delays to start driving
// read data/response phases after specified delay.
function void set_read_data_valid_delay(axi4_transaction trans);
    for (int i = 0; i < trans.data_valid_delay.size(); i++)
        trans.set_data_valid_delay(i, 10);
endfunction
///////////////////////////////////////////////////////////////////////
// Code user do not need to edit
// Note that in this part of code base below, valid delays are assigned
// which the user might need to change according to requirements
// data_valid_delay : This is for sending read data/response valid
///////////////////////////////////////////////////////////////////////
initial
begin
  // Initialization

  bfm.set_config(AXI4_CONFIG_MAX_OUTSTANDING_RD,m_max_outstanding_read_trans);
  bfm.set_config(AXI4_CONFIG_MAX_OUTSTANDING_WR,m_max_outstanding_write_trans);
  bfm.wait_on(AXI4_RESET_0_TO_1);
  bfm.wait_on(AXI4_CLOCK_POSEDGE);

  // Traffic generation
  fork
    process_read;
    process_write;
    handle_write_addr_ready;
    handle_read_addr_ready;
    handle_write_data_ready;
  join
end

// Task : process_read
// This method keep receiving read address phase and calls another
// method to
// process received transaction.
task process_read;
begin
  axi4_transaction read_trans;

  read_trans = bfm.create_slave_transaction();
  bfm.get_read_addr_phase(read_trans);

  fork
    begin
      automatic axi4_transaction t = read_trans;
      handle_read(t);
    end
  join_none
  #0;
end
task

// Task : handle_read
// This method reads data from memory and send read data/response
// either at
task automatic handle_read(input axi4_transaction read_trans);
    addr_t addr[];
    bit [7:0] mem_data[];

    set_read_data_valid_delay(read_trans);

    for(int i = 0; bfm.get_read_addr(read_trans, i, addr); i++)
    begin
        mem_data = new[addr.size()];
        for (int j = 0; j < addr.size(); j++)
            mem_data[j] = do_byte_read(addr[j]);

        bfm.set_read_data(read_trans, i, addr, mem_data);

        if (slave_mode == AXI4_PHASE_SLAVE)
            bfm.execute_read_data_phase(read_trans, i);
        end

        if (slave_mode == AXI4_TRANSACTION_SLAVE)
            bfm.execute_read_data_burst(read_trans);
    end

endtask

// Task : process_write
// This method keep receiving write address phase and calls
// another method to
// process received transaction.
task process_write;
    forever
    begin
        axi4_transaction write_trans;

        write_trans = bfm.create_slave_transaction();
        bfm.get_write_addr_phase(write_trans);

        fork
            begin
                automatic axi4_transaction t = write_trans;
                handle_write(t);
            end
        join_none
        #0;
    end
endtask
// Task : handle_write
// This method receive write data burst or phases for write transaction
// depending upon slave working mode, write data to memory and then send
// response
task automatic handle_write(input axi4_transaction write_trans);
    addr_t addr[];
    bit [7:0] data[];
    bit last;

    if (slave_mode == AXI4_TRANSACTION_SLAVE)
        begin
            bfm.get_write_data_burst(write_trans);

            for( int i = 0; bfm.get_write_addr_data(write_trans, i, addr, data);
                i++ )
                begin
                    for (int j = 0; j < addr.size(); j++)
                        do_byte_write(addr[j], data[j]);
                end
            end
        else
            begin
                for(int i = 0; (last == 1'b0); i++)
                    begin
                        bfm.get_write_data_phase(write_trans, i, last);
                        void'(bfm.get_write_addr_data(write_trans, i, addr, data));
                        for (int j = 0; j < addr.size(); j++)
                            do_byte_write(addr[j], data[j]);
                    end
            end

            set_wr_resp_valid_delay(write_trans);
            bfm.execute_write_response_phase(write_trans);
    endtask

// Task : handle_write_addr_ready
// This method assert/de-assert the write address channel ready signal.
// Assertion and de-assertion is done based on
// m_wr_addr_phase_ready_delay
task automatic handle_write_addr_ready;
    bit seen_valid_ready;

    int tmp_ready_delay;
    int tmp_config_num_outstanding_wr_phase;
    axi4_slave_ready_delay_mode_e tmp_mode;
```verilog
forever
begin
    tmp_config_num_outstanding_wr_phase =
    bfm.get_config(AXI4_CONFIG_NUM_OUTSTANDING_WR_PHASE);

    while ((tmp_config_num_outstanding_wr_phase >=
        m_max_outstanding_write_trans) && (m_max_outstanding_write_trans > 0))
    begin
        bfm.wait_on(AXI4_CLOCK_POSEDGE);
        tmp_config_num_outstanding_wr_phase =
        bfm.get_config(AXI4_CONFIG_NUM_OUTSTANDING_WR_PHASE);
    end

    wait(m_wr_addr_phase_ready_delay > 0);
    tmp_ready_delay = m_wr_addr_phase_ready_delay;
    tmp_mode = slave_ready_delay_mode;

    if (tmp_mode == AXI4_VALID2READY)
    begin
        fork
            bfm.execute_write_addr_ready(1'b0);
        join_none
        bfm.get_write_addr_cycle;
        repeat(tmp_ready_delay - 1) bfm.wait_on(AXI4_CLOCK_POSEDGE);
        bfm.execute_write_addr_ready(1'b1);
        seen_valid_ready = 1'b1;
    end
    else  // AXI4_TRANS2READY
    begin
        if (seen_valid_ready == 1'b0)
        begin
            do
                bfm.wait_on(AXI4_CLOCK_POSEDGE);
                while (!$((bfm.AWVALID === 1'b1) && (bfm.AWREADY === 1'b1)));
            end
        fork
            bfm.execute_write_addr_ready(1'b0);
        join_none
        repeat(tmp_ready_delay) bfm.wait_on(AXI4_CLOCK_POSEDGE);
    fork
            bfm.execute_write_addr_ready(1'b1);
        join_none
        seen_valid_ready = 1'b0;
    end
        end
endtask
```
// Task : handle_read_addr_ready
// This method assert/de-assert the read address channel ready signal.
// Assertion and de-assertion is done based on following
// variable's value:
// m_rd_addr_phase_ready_delay
// slave_ready_delay_mode
// Task automatic handle_read_addr_ready;
bit seen_valid_ready;

int tmp_ready_delay;
int tmp_config_num_outstanding_rd_phase;
axi4_slave_ready_delay_mode_e tmp_mode;

forever
begin
  tmp_config_num_outstanding_rd_phase =
bfm.get_config(AXI4_CONFIG_NUM_OUTSTANDING_RD_PHASE);
  while ((tmp_config_num_outstanding_rd_phase >=
m_max_outstanding_read_trans) && (m_max_outstanding_read_trans > 0))
    begin
      bfm.wait_on(AXI4_CLOCK_POSEDGE);
      tmp_config_num_outstanding_rd_phase =
bfm.get_config(AXI4_CONFIG_NUM_OUTSTANDING_RD_PHASE);
    end
  wait(m_rd_addr_phase_ready_delay > 0);
  tmp_ready_delay = m_rd_addr_phase_ready_delay;
  tmp_mode = slave_ready_delay_mode;
  if (tmp_mode == AXI4_VALID2READY)
    begin
      fork
        bfm.execute_read_addr_ready(1'b0);
        join_none
      bfm.get_read_addr_cycle;
      repeat(tmp_ready_delay - 1) bfm.wait_on(AXI4_CLOCK_POSEDGE);
    end
  else  // AXI4_TRANS2READY
    begin
      if (seen_valid_ready == 1'b0)
        begin
          do
            bfm.wait_on(AXI4_CLOCK_POSEDGE);
            while (!(bfm.ARVALID === 1'b1) && (bfm.AREADY === 1'b1));
          end
          fork
            bfm.execute_read_addr_ready(1'b0);
            join_none
          repeat(tmp_ready_delay) bfm.wait_on(AXI4_CLOCK_POSEDGE);
        end
  // AXI4_TRANS2READY
fork
    bfm.execute_read_addr_ready(1'b1);
join_none
    seen_valid_ready = 1'b0;
end
end
dendtask

// Task : handle_write_data_ready
// This method assert/de-assert the write data channel ready signal.
// Assertion and de-assertion is done based on following
// variable's value:
// m_wr_data_phase_ready_delay
// slave_ready_delay_mode
task automatic handle_write_data_ready;
    bit seen_valid_ready;
    int tmp_ready_delay;
    axi4_slave_ready_delay_mode_e tmp_mode;
forever
    begin
        wait(m_wr_data_phase_ready_delay > 0);
        tmp_ready_delay = m_wr_data_phase_ready_delay;
        tmp_mode = slave_ready_delay_mode;

        if (tmp_mode == AXI4_VALID2READY)
            begin
                fork
                    bfm.execute_write_data_ready(1'b0);
                join_none

                    bfm.get_write_data_cycle;
                    repeat(tmp_ready_delay - 1) bfm.wait_on(AXI4_CLOCK_POSEDGE);
                    bfm.execute_write_data_ready(1'b1);
                    seen_valid_ready = 1'b1;
                end
        else  // AXI4_TRANS2READY
            begin
                if (seen_valid_ready == 1'b0)
                    begin
                        do
                            bfm.wait_on(AXI4_CLOCK_POSEDGE);
                        while (!((bfm.WVALID == 1'b1) && (bfm.WREADY == 1'b1)));
                    end

                fork
                    bfm.execute_write_data_ready(1'b0);
                join_none

                repeat(tmp_ready_delay) bfm.wait_on(AXI4_CLOCK_POSEDGE);
            end
        end
    end
endtask
fork
    bfm.execute_write_data_ready(1'b1);
join_none
seen_valid_ready = 1'b0;
end
endtask

endmodule
Appendix C
VHDL AXI3 and AXI4 Test Programs

This appendix contains AXI3 and AXI4 VHDL test programs, one for the Master BFM and the other for the Slave BFM for each protocol.

VHDL AXI3 Master BFM Test Program

The following code example contains a simple AXI3 master test program that shows the master BFM API being used to communicate with a slave and create stimulus. This test program is discussed further in the VHDL Tutorials chapter.

```
library ieee;
use ieee.std_logic_1164.all;

library work;
use work.all;
use work.mgc_axi_bfm_pkg.all;

entity master_test_program is
  generic (AXI_ADDRESS_WIDTH : integer := 32;
            AXI_RDATA_WIDTH : integer := 1024;
            AXI_WDATA_WIDTH : integer := 1024;
            AXI_ID_WIDTH : integer := 4;
            index : integer range 0 to 511 :=0);
  end master_test_program;
```
architecture master_test_program_a of master_test_program is
begin

-- Master test
process
variable tr_id: integer;
variable data_words         :  std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);

begin
wait_on(AXI_RESET_0_TO_1, index, axi_tr_if_0(index));
wait_on(AXI_CLOCK_POSEDGE, index, axi_tr_if_0(index));

-- 4 x Writes
-- Write data value 1 on byte lanes 1 to address 1.
create_write_transaction(1, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"00000100";
set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
set_write_strobes(2, tr_id, index, axi_tr_if_0(index));
report "master_test_program: Writing data (1) to address (1)";

-- By default it will run in Blocking mode
execute_transaction(tr_id, index, axi_tr_if_0(index));

-- Write data value 2 on byte lane 2 to address 2.
create_write_transaction(2, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"00020000";
set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
set_write_strobes(4, tr_id, index, axi_tr_if_0(index));
report "master_test_program: Writing data (2) to address (2)";

-- By default it will run in Blocking mode
execute_transaction(tr_id, index, axi_tr_if_0(index));

-- Write data value 3 on byte lane 3 to address 3.
create_write_transaction(3, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"03000000";
set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
set_write_strobes(8, tr_id, index, axi_tr_if_0(index));
report "master_test_program: Writing data (3) to address (3)";

-- By default it will run in Blocking mode
execute_transaction(tr_id, index, axi_tr_if_0(index));

-- Write data value 4 on byte lane 0 to address 4.
create_write_transaction(4, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"00000004";
set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
set_write_strobes(1, tr_id, index, axi_tr_if_0(index));
report "master_test_program: Writing data (4) to address (4)";

-- By default it will run in Blocking mode
execute_transaction(tr_id, index, axi_tr_if_0(index));
-- 4 x Reads
-- Read data from address 1.
create_read_transaction(1, tr_id, index, axi_tr_if_0(index));
set_id(1, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"00000100") then
  report "master_test_program: Read correct data (1) at address (1)";
else
  report "master_test_program: Expected data (1) at address 1, but got " & integer'image(to_integer(data_words(31 downto 0)));
end if;

-- Read data from address 2.
create_read_transaction(2, tr_id, index, axi_tr_if_0(index));
set_id(2, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"00020000") then
  report "master_test_program: Read correct data (2) at address (2)";
else
  report "master_test_program: Expected data (2) at address 2, but got " & integer'image(to_integer(data_words(31 downto 0)));
end if;

-- Read data from address 3.
create_read_transaction(3, tr_id, index, axi_tr_if_0(index));
set_id(3, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"03000000") then
  report "master_test_program: Read correct data (3) at address (3)";
else
  report "master_test_program: Expected data (3) at address 3, but got " & integer'image(to_integer(data_words(31 downto 0)));
end if;

-- Read data from address 4.
create_read_transaction(4, tr_id, index, axi_tr_if_0(index));
set_id(4, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"00000004") then
  report "master_test_program: Read correct data (4) at address (4)";
else
  report "master_test_program: Expected data (4) at address 4, but got " & integer'image(to_integer(data_words(31 downto 0)));
end if;
-- Write data burst length of 7 to start address 16.
create_write_transaction(16, 7, tr_id, index, axi_tr_if_0(index));
set_size(AXI_BYTES_4, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE0ACE1";
set_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE2ACE3";
set_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE4ACE5";
set_data_words(data_words, 2, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE6ACE7";
set_data_words(data_words, 3, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE8ACE9";
set_data_words(data_words, 4, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACEAACB";
data_words(31 downto 0) := x"ACEBACEC";
data_words(31 downto 0) := x"ACEEACEF";
data_words(31 downto 0) := x"ACEEACED";
data_words(31 downto 0) := x"ACEEACEF";
for i in 0 to 7 loop
    set_write_strobes(15, i, tr_id, index, axi_tr_if_0(index));
end loop;
set_write_data_mode(AXI_DATA_WITH_ADDRESS, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));

-- Write data burst length of 7 to start address 128 with
-- LSB write strobe inactive.
create_write_transaction(128, 7, tr_id, index, axi_tr_if_0(index));
set_size(AXI_BYTES_4, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE0ACE1";
set_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE2ACE3";
set_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE4ACE5";
set_data_words(data_words, 2, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE6ACE7";
set_data_words(data_words, 3, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE8ACE9";
data_words(31 downto 0) := x"ACEAACB";
data_words(31 downto 0) := x"ACEBACEC";
data_words(31 downto 0) := x"ACEEACEF";
data_words(31 downto 0) := x"ACEEACED";
data_words(31 downto 0) := x"ACEEACEF";
for i in 1 to 7 loop
    set_write_strobes(15, i, tr_id, index, axi_tr_if_0(index));
end loop;
execute_transaction(tr_id, index, axi_tr_if_0(index));

-- Read data burst of length 1 from address 16.
create_read_transaction(16, 1, tr_id, index, axi_tr_if_0(index));
set_size(AXI_BYTES_4, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
VHDL AXI3 Slave BFM Test Program

The following code example contains a simple AXI3 slave test program that shows the slave BFM API being used to communicate with a master and create stimulus. This test program is discussed further in the VHDL Tutorials chapter.

```vhdl
--
*************************************************************************
****
-- Copyright 2007-2011 Mentor Graphics Corporation
-- All Rights Reserved.
```
-- This is a simple example of an AXI Slave to demonstrate the mgc_axi_slave BFM usage.

-- This is a fairly generic slave which handles almost all write and read transaction
-- scenarios from master. It handles write data with address as well as data after address
-- both. It handles outstanding read and write transactions.
--
-- This slave code is divided in two parts, one which user might need to edit to change slave
-- mode (Transaction/burst or Phase level) and memory handling.
-- Out of the code which is grouped as user do not need to edit, could be edited for achieving
-- required phase valid/ready delays.
--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_arith.all;

library work;
use work.all;
use work.mgc_axi_bfm_pkg.all;

entity slave_test_program is
  generic (AXI_ADDRESS_WIDTH : integer := 32;
    AXI_RDATA_WIDTH : integer := 1024;
    AXI_WDATA_WIDTH : integer := 1024;
    AXI_ID_WIDTH : integer := 18;
    index : integer range 0 to 511 := 0
  );
end slave_test_program;

architecture slave_test_program_a of slave_test_program is
  type axi_slave_mode_e is (AXI_TRANSACTION_SLAVE, AXI_PHASE_SLAVE);
  type memory_t is array (0 to 2**16-1) of std_logic_vector(7 downto 0);
  shared variable mem : memory_t;
  signal slave_mode : axi_slave_mode_e := AXI_TRANSACTION_SLAVE;
  signal m_max_outstanding_read_trans : integer := 2;
  signal m_max_outstanding_write_trans : integer := 2;

  procedure do_byte_read(addr : in std_logic_vector(AXI_MAX_BIT_SIZE-1
downto 0); data : out std_logic_vector(7 downto 0));
  procedure do_byte_write(addr : in std_logic_vector(AXI_MAX_BIT_SIZE-1
downto 0); data : in std_logic_vector(7 downto 0));
  procedure set_write_address_ready_delay(id : integer; signal tr_if :
inout axi_vhd_if_struct_t);
procedure set_write_address_ready_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t);
procedure set_read_address_ready_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t);
procedure set_read_address_ready_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t);
procedure set_write_data_ready_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t);
procedure set_write_data_ready_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t);
procedure set_wr_resp_valid_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t);
procedure set_wr_resp_valid_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t);
procedure set_read_data_valid_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t);
procedure set_read_data_valid_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t);

-- Procedure : do_byte_read
-- Procedure to provide read data byte from memory at particular input address
procedure do_byte_read(addr : in std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0); data : out std_logic_vector(7 downto 0)) is
begin
  data := mem(to_integer(addr));
end do_byte_read;

-- Procedure : do_byte_write
-- Procedure to write data byte to memory at particular input address
procedure do_byte_write(addr : in std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0); data : in std_logic_vector(7 downto 0)) is
begin
  mem(to_integer(addr)) := data;
end do_byte_write;

-- Procedure : set_write_address_ready_delay
-- This is used to set write address phase ready delay to extend phase
procedure set_write_address_ready_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t) is
begin
  set_address_ready_delay(1, id, index, tr_if);
end set_write_address_ready_delay;
procedure set_write_address_ready_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t) is
begin
  set_address_ready_delay(1, id, index, path_id, tr_if);
end set_write_address_ready_delay;

-- Procedure : set_read_address_ready_delay
-- This is used to set read address phase ready delay to extend phase
procedure set_read_address_ready_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t) is
begin
  set_address_ready_delay(1, id, index, tr_if);
end set_read_address_ready_delay;
procedure set_read_address_ready_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t) is
begin
  set_address_ready_delay(1, id, index, path_id, tr_if);
end set_read_address_ready_delay;
begin
  set_address_ready_delay(1, id, index, path_id, tr_if);
end set_address_ready_delay;

-- Procedure: set_write_data_ready_delay
-- This will set the ready delays for each write data phase in a write burst
procedure set_write_data_ready_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t) is
  variable burst_length : integer;
begin
  get_burst_length(burst_length, id, index, tr_if);
  for i in 0 to burst_length loop
    set_data_ready_delay(i, i, id, index, tr_if);
  end loop;
end set_write_data_ready_delay;
p
  procedure set_write_data_ready_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t) is
  variable burst_length : integer;
begin
  get_burst_length(burst_length, id, index, path_id, tr_if);
  for i in 0 to burst_length loop
    set_data_ready_delay(i, i, id, index, path_id, tr_if);
  end loop;
end set_write_data_ready_delay;

-- Procedure: set_wr_resp_valid_delay
-- This is used to set write response phase valid delay to start driving
-- write response phase after specified delay.
procedure set_wr_resp_valid_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t) is
begin
  set_write_response_valid_delay(0, id, index, tr_if);
end set_wr_resp_valid_delay;
p
  procedure set_wr_resp_valid_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t) is
begin
  set_write_response_valid_delay(0, id, index, path_id, tr_if);
end set_wr_resp_valid_delay;

-- Procedure: set_read_data_valid_delay
-- This will set the ready delays for each write data phase in a write burst
procedure set_read_data_valid_delay(id : integer; signal tr_if : inout axi_vhd_if_struct_t) is
  variable burst_length : integer;
begin
  get_burst_length(burst_length, id, index, tr_if);
  for i in 0 to burst_length loop
    set_data_valid_delay(i, 10, id, index, tr_if);
  end loop;
end set_read_data_valid_delay;
p
  procedure set_read_data_valid_delay(id : integer; path_id : in axi_path_t; signal tr_if : inout axi_vhd_if_struct_t) is
begin
  get_burst_length(burst_length, id, index, path_id, tr_if);
  for i in 0 to burst_length loop
    set_data_valid_delay(i, 10, id, index, path_id, tr_if);
  end loop;
end set_read_data_valid_delay;
get_burst_length(burst_length, id, index, path_id, tr_if);
for i in 0 to burst_length loop
  set_data_valid_delay(i, 10, id, index, path_id, tr_if);
end loop;
end set_read_data_valid_delay;

begin
  -- To create pipelining in VHDL there are multiple channel path in each
  -- API.
  -- So each process will choose separate path to interact with BFM.

  -- process_write : write address phase through path 0
  -- This process keep receiving write address phase and push the
  transaction into queue through
  -- push_transaction_id API.
  process
    variable write_trans : integer;
  begin
    set_config(AXI_CONFIG_MAX_OUTSTANDING_RD,
      m_max_outstanding_read_trans, index, axi_tr_if_0(index));
    set_config(AXI_CONFIG_MAX_OUTSTANDING_WR,
      m_max_outstanding_write_trans, index, axi_tr_if_0(index));
    wait_on(AXI_RESET_0_TO_1, index, axi_tr_if_0(index));
    wait_on(AXI_CLOCK_POSEDGE, index, axi_tr_if_0(index));
    loop
      create_slave_transaction(write_trans, index, axi_tr_if_0(index));
      set_write_address_ready_delay(write_trans, axi_tr_if_0(index));
      get_write_addr_phase(write_trans, index, axi_tr_if_0(index));
      push_transaction_id(write_trans, AXI_QUEUE_ID_0, index,
        axi_tr_if_0(index));
    end loop;
    wait;
  end process;

  -- handle_write : write data phase through path 1
  -- This method receive write data burst or phases for write transaction
  -- depending upon slave working mode and write data to memory.
  process
    variable write_trans: integer;
    variable byte_length : integer;
    variable burst_length : integer;
    variable addr : std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);
    variable data : std_logic_vector(7 downto 0);
    variable last : integer := 0;
    variable loop_i : integer := 0;
  begin
    loop
      pop_transaction_id(write_trans, AXI_QUEUE_ID_0, index, AXI_PATH_1,
        axi_tr_if_1(index));
      set_write_data_ready_delay(write_trans, AXI_PATH_1,
        axi_tr_if_1(index));
      if (slave_mode = AXI_TRANSACTION_SLAVE) then
        get_write_data_burst(write_trans, index, AXI_PATH_1,
          axi_tr_if_1(index));
        get_burst_length(burst_length, write_trans, index, AXI_PATH_1,
          axi_tr_if_1(index));
for i in 0 to burst_length loop
    get_write_addr_data(write_trans, i, 0, byte_length, addr, data, index, AXI_PATH_1, axi_tr_if_1(index));
    do_byte_write(addr, data);
    if byte_length > 1 then
        for j in 1 to byte_length-1 loop
            get_write_addr_data(write_trans, i, j, byte_length, addr, data, index, AXI_PATH_1, axi_tr_if_1(index));
            do_byte_write(addr, data);
        end loop;
    end if;
end loop;
else
    last := 0;
    loop_i := 0;
    while(last = 0) loop
        get_write_data_phase(write_trans, loop_i, last, index, AXI_PATH_1, axi_tr_if_1(index));
        get_write_addr_data(write_trans, loop_i, 0, byte_length, addr, data, index, AXI_PATH_1, axi_tr_if_1(index));
        do_byte_write(addr, data);
        if byte_length > 1 then
            for j in 1 to byte_length-1 loop
                get_write_addr_data(write_trans, loop_i, j, byte_length, addr, data, index, AXI_PATH_1, axi_tr_if_1(index));
                do_byte_write(addr, data);
            end loop;
        end if;
        loop_i := loop_i + 1;
        end loop;
    end if;
    push_transaction_id(write_trans, AXI_QUEUE_ID_2, index, AXI_PATH_1, axi_tr_if_1(index));
end loop;
wait;
end process;

-- handle_response : write response phase through path 2
-- This method sends the write response phase
begin
    variable write_trans: integer;
    loop
        pop_transaction_id(write_trans, AXI_QUEUE_ID_2, index, AXI_PATH_2, axi_tr_if_2(index));
        set_wr_resp_valid_delay(write_trans, AXI_PATH_2, axi_tr_if_2(index));
        execute_write_response_phase(write_trans, index, AXI_PATH_2, axi_tr_if_2(index));
    end loop;
    wait;
end process;

-- process_read : read address phase through path 3
-- This process keep receiving read address phase and push the transaction into queue through
-- push_transaction_id API.
begin
variable read_trans: integer;
begin
  set_config(AXI_CONFIG_MAX_OUTSTANDING_RD,
    m_max_outstanding_read_trans, index, AXI_PATH_3, axi_tr_if_3(index));
  set_config(AXI_CONFIG_MAX_OUTSTANDING_WR,
    m_max_outstanding_write_trans, index, AXI_PATH_3, axi_tr_if_3(index));
  wait_on(AXI_RESET_0_TO_1, index, AXI_PATH_3, axi_tr_if_3(index));
  wait_on(AXI_CLOCK_POSEDGE, index, AXI_PATH_3, axi_tr_if_3(index));
  loop
    create_slave_transaction(read_trans, index, AXI_PATH_3,
      axi_tr_if_3(index));
    set_read_address_ready_delay(read_trans, AXI_PATH_3,
      axi_tr_if_3(index));
    get_read_addr_phase(read_trans, index, AXI_PATH_3,
      axi_tr_if_3(index));
    push_transaction_id(read_trans, AXI_QUEUE_ID_1, index, AXI_PATH_3,
      axi_tr_if_3(index));
  end loop;
  wait;
end process;

-- handle_read : read data and response through path 4
-- This process reads data from memory and send read data/response either at
-- burst or phase level depending upon slave working mode.
process
  variable read_trans: integer;
  variable burst_length : integer;
  variable byte_length : integer;
  variable addr : std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);
  variable data : std_logic_vector(7 downto 0);
begin
  loop
    pop_transaction_id(read_trans, AXI_QUEUE_ID_1, index, AXI_PATH_4,
      axi_tr_if_4(index));
    set_read_data_valid_delay(read_trans, AXI_PATH_4,
      axi_tr_if_4(index));
    get_burst_length(burst_length, read_trans, index, AXI_PATH_4,
      axi_tr_if_4(index));
    for i in 0 to burst_length loop
      get_read_addr(read_trans, i, 0, byte_length, addr, index,
        AXI_PATH_4, axi_tr_if_4(index));
      do_byte_read(addr, data);
      set_read_data(read_trans, i, 0, byte_length, addr, data, index,
        AXI_PATH_4, axi_tr_if_4(index));
      if byte_length > 1 then
        for j in 1 to byte_length-1 loop
          get_read_addr(read_trans, i, j, byte_length, addr, index,
            AXI_PATH_4, axi_tr_if_4(index));
          do_byte_read(addr, data);
          set_read_data(read_trans, i, j, byte_length, addr, data,
            index, AXI_PATH_4, axi_tr_if_4(index));
        end loop;
      end if;
      if slave_mode = AXI_PHASE_SLAVE then
        execute_read_data_phase(read_trans, i, index, AXI_PATH_4,
          axi_tr_if_4(index));
      end if;
    end loop;
end process;
VHDL AXI3 and AXI4 Test Programs

VHDL AXI3 Master BFM Test Program

end if;
end loop;
if slave_mode = AXI_TRANSACTION_SLAVE then
  execute_read_data_burst(read_trans, index, AXI_PATH_4, axi_tr_if_4(index));
end if;
end loop;
wait;
end process;
end slave_test_program_a;
VHDL AXI4 Master BFM Test Program

The following code example contains a simple AXI4 master test program that shows the master BFM API being used to communicate with a slave and to create stimulus. This test program is discussed further in the VHDL Tutorials chapter.

```vhdl
-- **********************************************************************
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--
-- **********************************************************************
--    This is a simple example of an AXI master to demonstrate the
mgc_axi_master BFM usage.
--
--    This master performs a directed test, initiating 4 sequential
writes, followed by 4 sequential reads.
--    It then verifies that the data read out matches the data written.
--    For the sake of simplicity, only one data cycle is used (default AXI
burst length encoding 0).
--
--    It then initiates two write data bursts followed by two read data
bursts.
library ieee;
use ieee.std_logic_1164.all;
library work;
use work.all;
use work.mgc_axi_bfm_pkg.all;
use std.textio.all;
use ieee.std_logic_textio.all;

entity master_test_program is
  generic (AXI_ADDRESS_WIDTH : integer := 32;
    AXI_RDATA_WIDTH : integer := 1024;
    AXI_WDATA_WIDTH : integer := 1024;
    AXI_ID_WIDTH : integer := 18;
    index : integer range 0 to 511 :=0
  );
end master_test_program;

architecture master_test_program_a of master_test_program is
begin
  -- Master test
  process
    variable tr_id: integer;
```
VHDL AXI3 and AXI4 Test Programs
VHDL AXI4 Master BFM Test Program

variable data_words : std_logic_vector(AXI_MAX_BIT_SIZE-1 downto 0);
variable lp : line;
begin
    wait_on(AXI_RESET_0_TO_1, index, axi_tr_if_0(index));
    wait_on(AXI_CLOCK_POSEDGE, index, axi_tr_if_0(index));

    -- 4 x Writes
    -- Write data value 1 on byte lanes 1 to address 1.
    create_write_transaction(1, tr_id, index, axi_tr_if_0(index));
    data_words(31 downto 0) := x"00000100";
    set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
    set_write_strobes(2, tr_id, index, axi_tr_if_0(index));
    report "master_test_program: Writing data (1) to address (1)";

    -- By default it will run in Blocking mode
    execute_transaction(tr_id, index, axi_tr_if_0(index));

    -- Write data value 2 on byte lane 2 to address 2.
    create_write_transaction(2, tr_id, index, axi_tr_if_0(index));
    data_words(31 downto 0) := x"00020000";
    set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
    set_write_strobes(4, tr_id, index, axi_tr_if_0(index));
    report "master_test_program: Writing data (2) to address (2)";

    -- By default it will run in Blocking mode
    execute_transaction(tr_id, index, axi_tr_if_0(index));

    -- Write data value 3 on byte lane 3 to address 3.
    create_write_transaction(3, tr_id, index, axi_tr_if_0(index));
    data_words(31 downto 0) := x"03000000";
    set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
    set_write_strobes(8, tr_id, index, axi_tr_if_0(index));
    report "master_test_program: Writing data (3) to address (3)";

    -- By default it will run in Blocking mode
    execute_transaction(tr_id, index, axi_tr_if_0(index));

    -- Write data value 4 on byte lane 0 to address 4.
    create_write_transaction(4, tr_id, index, axi_tr_if_0(index));
    data_words(31 downto 0) := x"00000004";
    set_data_words(data_words, tr_id, index, axi_tr_if_0(index));
    set_write_strobes(1, tr_id, index, axi_tr_if_0(index));
    report "master_test_program: Writing data (4) to address (4)";

    -- By default it will run in Blocking mode
    execute_transaction(tr_id, index, axi_tr_if_0(index));

    -- 4 x Reads
    -- Read data from address 1.
    create_read_transaction(1, tr_id, index, axi_tr_if_0(index));
    set_id(1, tr_id, index, axi_tr_if_0(index));
    set_size(AXI_BYTES_1, tr_id, index, axi_tr_if_0(index));
    execute_transaction(tr_id, index, axi_tr_if_0(index));
    get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
    if(data_words(31 downto 0) = x"000000100") then
report "master_test_program: Read correct data (1) at address (1)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (1) at address 1, but got " & lp.all;
end if;

-- Read data from address 2.
create_read_transaction(2, tr_id, index, axi_tr_if_0(index));
set_id(2, tr_id, index, axi_tr_if_0(index));
set_size(AXI_BYTES_1, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"00002000") then
    report "master_test_program: Read correct data (2) at address (2)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (2) at address 2, but got " & lp.all;
end if;

-- Read data from address 3.
create_read_transaction(3, tr_id, index, axi_tr_if_0(index));
set_id(3, tr_id, index, axi_tr_if_0(index));
set_size(AXI_BYTES_1, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"03000000") then
    report "master_test_program: Read correct data (3) at address (3)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (3) at address 3, but got " & lp.all;
end if;

-- Read data from address 4.
create_read_transaction(4, tr_id, index, axi_tr_if_0(index));
set_id(4, tr_id, index, axi_tr_if_0(index));
set_size(AXI_BYTES_1, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
get_data_words(data_words, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"00000004") then
    report "master_test_program: Read correct data (4) at address (4)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (4) at address 4, but got " & lp.all;
end if;

-- Write data burst length of 7 to start address 16.
create_write_transaction(16, 7, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE0ACE1";
set_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE2ACE3";
set_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE4ACE5";
set_data_words(data_words, 2, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE6ACE7";
set_data_words(data_words, 3, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE8ACE9";
set_data_words(data_words, 4, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACEAACED";
set_data_words(data_words, 5, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACEEACEF";
set_data_words(data_words, 6, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACEACED";
set_data_words(data_words, 7, tr_id, index, axi_tr_if_0(index));
for i in 0 to 7 loop
    set_write_strobes(15, i, tr_id, index, axi_tr_if_0(index));
end loop;
set_write_data_mode(AXI_DATA_WITH_ADDRESS, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));

-- Write data burst length of 7 to start address 128 with LSB write
strobe inactive.
create_write_transaction(128, 7, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE0ACE1";
set_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE2ACE3";
set_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE4ACE5";
set_data_words(data_words, 2, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE6ACE7";
set_data_words(data_words, 3, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACE8ACE9";
set_data_words(data_words, 4, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACCEACEF";
set_data_words(data_words, 5, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACECACED";
set_data_words(data_words, 6, tr_id, index, axi_tr_if_0(index));
data_words(31 downto 0) := x"ACEEACEF";
set_data_words(data_words, 7, tr_id, index, axi_tr_if_0(index));
for i in 1 to 7 loop
    set_write_strobes(15, i, tr_id, index, axi_tr_if_0(index));
end loop;
execute_transaction(tr_id, index, axi_tr_if_0(index));

-- Read data burst of length 1 from address 16.
create_read_transaction(16, 1, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));

get_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"ACE0ACE1") then
    report "master_test_program: Read correct data (hACE0ACE1) at address (16)";
else
    hwrite(lp, data_words(31 downto 0));
    report "master_test_program: Error: Expected data (hACE0ACE1) at address (16), but got " & lp.all;
end if;
get_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"ACE2ACE3") then
  report "master_test_program: Read correct data (hACE2ACE3) at address (20)";
else
  hwrite(lp, data_words(31 downto 0));
  report "master_test_program: Error: Expected data (hACE2ACE3) at address (20), but got " & lp.all;
end if;

-- Read data burst of length 1 from address 128.
create_read_transaction(128, 1, tr_id, index, axi_tr_if_0(index));
execute_transaction(tr_id, index, axi_tr_if_0(index));
get_data_words(data_words, 0, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"ACE0AC00") then
  report "master_test_program: Read correct data (ACE0AC00) at address (128)";
else
  hwrite(lp, data_words(31 downto 0));
  report "master_test_program: Error: Expected data (ACE0AC00) at address (128), but got " & lp.all;
end if;
get_data_words(data_words, 1, tr_id, index, axi_tr_if_0(index));
if(data_words(31 downto 0) = x"ACE2ACE3") then
  report "master_test_program: Read correct data (hACE2ACE3) at address (132)";
else
  hwrite(lp, data_words(31 downto 0));
  report "master_test_program: Error: Expected data (hACE2ACE3) at address (132), but got " & lp.all;
end if;
wait;
end process;
end master_test_program_a;
VHDL AXI4 Slave BFM Test Program

The following code example contains a simple AXI4 slave test program that shows the slave BFM API being used to communicate with a master and create stimulus. This test program is discussed further in the VHDL Tutorials chapter.

```vhdl
-- ******************************************************
****
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-- TERMS.
--
-- ******************************************************
****
-- This is a simple example of an AXI Slave to demonstrate the
-- mgc_axi4_slave BFM usage.
--
-- This is a fairly generic slave which handles almost all write and read
-- transaction
-- scenarios from master. It handles write data with address as well as
-- data after address
-- both. It handles outstanding read and write transactions.
--
-- This slave code is divided in two parts, one which user might need to
-- edit to change slave
-- mode (Transaction/burst or Phase level) and memory handling.
-- Out of the code which is grouped as user do not need to edit, could be
-- edited for achieving
-- required phase valid/ready delays.
--
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_arith.all;

library work;
use work.all;
use work.mgc_axi4_bfm_pkg.all;
use std.textio.all;
use ieee.std_logic_textio.all;

entity slave_test_program is
    generic (AXI4_ADDRESS_WIDTH : integer := 32;
              AXI4_RDATA_WIDTH : integer := 32;
              AXI4_WDATA_WIDTH : integer := 32;
              AXI4_ID_WIDTH    : integer := 4;
              AXI4_USER_WIDTH : integer := 4;
              AXI4_REGION_MAP_SIZE : integer := 16;
              index : integer range 0 to 511 := 0)
```
architecture slave_test_program_a of slave_test_program is
  type axi4_slave_mode_e is (AXI4_TRANSACTION_SLAVE, AXI4_PHASE_SLAVE);
  type memory_t is array (0 to 2**16-1) of std_logic_vector(7 downto 0);

-- Code user could edit according to requirements
-- Variable : m_wr_addr_phase_ready_delay
signal m_wr_addr_phase_ready_delay : integer := 1;

-- Variable : m_rd_addr_phase_ready_delay
signal m_rd_addr_phase_ready_delay : integer := 1;

-- Variable : m_wr_data_phase_ready_delay
signal m_wr_data_phase_ready_delay : integer := 1;

-- Variable : m_max_outstanding_read_trans
signal m_max_outstanding_read_trans : integer := 2;

-- Variable : m_max_outstanding_write_trans
signal m_max_outstanding_write_trans : integer := 2;

-- Variable : tmp_config_num_outstanding_wr_phase
shared variable tmp_config_num_outstanding_wr_phase : integer;

-- Variable : tmp_config_num_outstanding_rd_phase
shared variable tmp_config_num_outstanding_rd_phase : integer;

-- Slave mode seclection : default it is transaction level slave
signal slave_mode : axi4_slave_mode_e := AXI4_TRANSACTION_SLAVE;

-- Storage for a memory
shared variable mem : memory_t;

  procedure do_byte_read(addr : in std_logic_vector(AXI4_MAX_BIT_SIZE-1
downto 0); data : out std_logic_vector(7 downto 0));
  procedure do_byte_write(addr : in std_logic_vector(AXI4_MAX_BIT_SIZE-1
downto 0); data : in std_logic_vector(7 downto 0));
  procedure set_wr_resp_valid_delay(id : integer; signal tr_if : inout
axi4_vhd_if_struct_t);
  procedure set_wr_resp_valid_delay(id : integer; path_id : in
axi4_path_t; signal tr_if : inout axi4_vhd_if_struct_t);
  procedure set_read_data_valid_delay(id : integer; signal tr_if : inout
axi4_vhd_if_struct_t);
  procedure set_read_data_valid_delay(id : integer; path_id : in
axi4_path_t; signal tr_if : inout axi4_vhd_if_struct_t);

-- Procedure : do_byte_read
-- Procedure to provide read data byte from memory at particular input
-- address
  procedure do_byte_read(addr : in std_logic_vector(AXI4_MAX_BIT_SIZE-1
downto 0); data : out std_logic_vector(7 downto 0)) is
  begin
    data := mem(to_integer(addr));
end do_byte_read;

-- Procedure : do_byte_write
-- Procedure to write data byte to memory at particular input address
procedure do_byte_write(addr : in std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0); data : in std_logic_vector(7 downto 0)) is
begin
  mem(to_integer(addr)) := data;
end do_byte_write;

-- Procedure : set_wr_resp_valid_delay
-- This is used to set write response phase valid delay to start driving
-- write response phase after specified delay.
procedure set_wr_resp_valid_delay(id : integer; signal tr_if : inout axi4_vhd_if_struct_t) is
begin
  set_write_response_valid_delay(2, id, index, tr_if);
end set_wr_resp_valid_delay;

-- Procedure : set_wr_resp_valid_delay
-- This is used to set write response phase valid delay to start driving
-- write response phase after specified delay.
procedure set_wr_resp_valid_delay(id : integer; path_id : in axi4_path_t; signal tr_if : inout axi4_vhd_if_struct_t) is
begin
  set_write_response_valid_delay(2, id, index, path_id, tr_if);
end set_wr_resp_valid_delay;

-- Procedure : set_read_data_valid_delay
-- This will set the ready delays for each write data phase in a write
-- burst
procedure set_read_data_valid_delay(id : integer; signal tr_if : inout axi4_vhd_if_struct_t) is
variable burst_length : integer;
begin
  get_burst_length(burst_length, id, index, tr_if);
  for i in 0 to burst_length loop
    set_data_valid_delay(i, 10, id, index, tr_if);
  end loop;
end set_read_data_valid_delay;

begin
  -- To create pipelining in VHDL there are multiple channel path in each
  -- API.
  -- So each process will choose separate path to interact with BFM.

  -- process_write : write address phase through path 0
  -- This process keep receiving write address phase and push the
  -- transaction into queue through
  -- push_transaction_id API.
  process

variable write_trans : integer;
begin
  set_config(AXI4_CONFIG_MAX_OUTSTANDING_RD,
  m_max_outstanding_read_trans, index, axi4_tr_if_0(index));
  set_config(AXI4_CONFIG_MAX_OUTSTANDING_WR,
  m_max_outstanding_write_trans, index, axi4_tr_if_0(index));
  wait_on(AXI4_RESET_0_TO_1, index, axi4_tr_if_0(index));
  wait_on(AXI4_CLOCK_POSEDGE, index, axi4_tr_if_0(index));
  loop
    create_slave_transaction(write_trans, index, axi4_tr_if_0(index));
    get_write_addr_phase(write_trans, index, axi4_tr_if_0(index));
    get_config(AXI4_CONFIG_NUM_OUTSTANDING_WR_PHASE,
    tmp_config_num_outstanding_wr_phase, index, axi4_tr_if_0(index));
    push_transaction_id(write_trans, AXI4_QUEUE_ID_0, index,
    axi4_tr_if_0(index));
  end loop;
  wait;
end process;

-- handle_write : write data phase through path 1
-- This method receive write data burst or phases for write transaction
-- depending upon slave working mode and write data to memory.
process
variable write_trans: integer;
variable byte_length : integer;
variable burst_length : integer;
variable addr : std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0);
variable data : std_logic_vector(7 downto 0);
variable last : integer := 0;
variable loop_i : integer := 0;
begin
  loop
    pop_transaction_id(write_trans, AXI4_QUEUE_ID_0, index, AXI4_PATH_1,
    axi4_tr_if_1(index));
    if (slave_mode = AXI4_TRANSACTION_SLAVE) then
      get_write_data_burst(write_trans, index, AXI4_PATH_1,
      axi4_tr_if_1(index));
      get_burst_length(burst_length, write_trans, index, AXI4_PATH_1,
      axi4_tr_if_1(index));
      for i in 0 to burst_length loop
        get_write_addr_data(write_trans, i, 0, byte_length, addr, data,
        index, AXI4_PATH_1, axi4_tr_if_1(index));
        do_byte_write(addr, data);
        if byte_length > 1 then
          for j in 1 to byte_length-1 loop
            get_write_addr_data(write_trans, i, j, byte_length, addr,
            data, index, AXI4_PATH_1, axi4_tr_if_1(index));
            do_byte_write(addr, data);
          end loop;
        end if;
      end loop;
    else
      last := 0;
      loop_i := 0;
      while(last = 0) loop
        get_write_data_phase(write_trans, loop_i, last, index,
        AXI4_PATH_1, axi4_tr_if_1(index));
      end loop;
    end if;
  end loop;
end process;
```
get_write_addr_data(write_trans, loop_i, 0, byte_length, addr, data, index, AXI4_PATH_1, axi4_tr_if_1(index));
do_byte_write(addr, data);
if byte_length > 1 then
    for j in 1 to byte_length-1 loop
        get_write_addr_data(write_trans, loop_i, j, byte_length, addr, data, index, AXI4_PATH_1, axi4_tr_if_1(index));
do_byte_write(addr, data);
end loop;
end if;
loop_i := loop_i + 1;
end loop;
end if;
push_transaction_id(write_trans, AXI4_QUEUE_ID_2, index, AXI4_PATH_1, axi4_tr_if_1(index));
end loop;
wait;
end process;

-- handle_response : write response phase through path 2
-- This method sends the write response phase
process
    variable write_trans: integer;
begin
    loop
        pop_transaction_id(write_trans, AXI4_QUEUE_ID_2, index, AXI4_PATH_2, axi4_tr_if_2(index));
        set_wr_resp_valid_delay(write_trans, AXI4_PATH_2, axi4_tr_if_2(index));
        execute_write_response_phase(write_trans, index, AXI4_PATH_2, axi4_tr_if_2(index));
tmp_config_num_outstanding_wr_phase := tmp_config_num_outstanding_wr_phase - 1;
    end loop;
    wait;
end process;

-- process_read : read address phase through path 3
-- This process keep receiving read address phase and push the transaction into queue through
-- push_transaction_id API.
process
    variable read_trans: integer;
begin
    set_config(AXI4_CONFIG_MAX_OUTSTANDING_RD, m_max_outstanding_read_trans, index, AXI4_PATH_3, axi4_tr_if_3(index));
    set_config(AXI4_CONFIG_MAX_OUTSTANDING_WR, m_max_outstanding_write_trans, index, AXI4_PATH_3, axi4_tr_if_3(index));
    wait_on(AXI4_RESET_0_TO_1, index, AXI4_PATH_3, axi4_tr_if_3(index));
    wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_3, axi4_tr_if_3(index));
    loop
        create_slave_transaction(read_trans, index, AXI4_PATH_3, axi4_tr_if_3(index));
        get_read_addr_phase(read_trans, index, AXI4_PATH_3, axi4_tr_if_3(index));
        get_config(AXI4_CONFIG_NUM_OUTSTANDING_RD_PHASE, tmp_config_num_outstanding_rd_phase, index, AXI4_PATH_3, axi4_tr_if_3(index));
    end loop;
end process;
```
push_transaction_id(read_trans, AXI4_QUEUE_ID_1, index, AXI4_PATH_3, axi4_tr_if_3(index));
end loop;
wait;
end process;

-- handle_read : read data and response through path 4
-- This process reads data from memory and send read data/response either at
-- burst or phase level depending upon slave working mode.
process
  variable read_trans: integer;
  variable burst_length : integer;
  variable byte_length : integer;
  variable addr : std_logic_vector(AXI4_MAX_BIT_SIZE-1 downto 0);
  variable data : std_logic_vector(7 downto 0);
begin
  loop
    pop_transaction_id(read_trans, AXI4_QUEUE_ID_1, index, AXI4_PATH_4, axi4_tr_if_4(index));
    set_read_data_valid_delay(read_trans, AXI4_PATH_4, axi4_tr_if_4(index));
    get_burst_length(burst_length, read_trans, index, AXI4_PATH_4, axi4_tr_if_4(index));
    for i in 0 to burst_length loop
      get_read_addr(read_trans, i, 0, byte_length, addr, index, AXI4_PATH_4, axi4_tr_if_4(index));
      do_byte_read(addr, data);
      set_read_data(read_trans, i, 0, byte_length, addr, data, index, AXI4_PATH_4, axi4_tr_if_4(index));
      if byte_length > 1 then
        for j in 1 to byte_length-1 loop
          get_read_addr(read_trans, i, j, byte_length, addr, index, AXI4_PATH_4, axi4_tr_if_4(index));
          do_byte_read(addr, data);
          set_read_data(read_trans, i, j, byte_length, addr, data, index, AXI4_PATH_4, axi4_tr_if_4(index));
        end loop;
        end if;
        if slave_mode = AXI4_PHASE_SLAVE then
          execute_read_data_phase(read_trans, i, index, AXI4_PATH_4, axi4_tr_if_4(index));
        end if;
      end loop;
      if slave_mode = AXI4_TRANSACTION_SLAVE then
        execute_read_data_burst(read_trans, index, AXI4_PATH_4, axi4_tr_if_4(index));
      end if;
    end loop;
    tmp_config_num_outstanding_rd_phase :=
    tmp_config_num_outstanding_rd_phase - 1;
  end loop;
wait;
end process;

-- handle_write_addr_ready : write address ready through path 5
-- This method assert/de-assert the write address channel ready signal.
-- Assertion and de-assertion is done based on m_wr_addr_phase_ready_delay
process
variable tmp_ready_delay : integer;
begin
  wait_on(AXI4_RESET_0_TO_1, index, AXI4_PATH_5, axi4_tr_if_5(index));
  wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_5, axi4_tr_if_5(index));
  loop
    while (tmp_config_num_outstanding_wr_phase >=
    m_max_outstanding_write_trans) loop
      wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_5,
      axi4_tr_if_5(index));
    end loop;
    --wait until m_wr_addr_phase_ready_delay > 0;
    tmp_ready_delay := m_wr_addr_phase_ready_delay;
    execute_write_addr_ready(0, 1, index, AXI4_PATH_5,
    axi4_tr_if_5(index));
    get_write_addr_cycle(index, AXI4_PATH_5, axi4_tr_if_5(index));
    if(tmp_ready_delay > 1) then
      for i in 0 to tmp_ready_delay-2 loop
        wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_5,
        axi4_tr_if_5(index));
      end loop;
    end if;
    execute_write_addr_ready(1, 1, index, AXI4_PATH_5,
    axi4_tr_if_5(index));
  end loop;
end process;

-- handle_read_addr_ready : read address ready through path 6
-- This method assert/de-assert the write address channel ready signal.
-- Assertion and de-assertion is done based on m_rd_addr_phase_ready_delay
process
variable tmp_ready_delay : integer;
begin
  wait_on(AXI4_RESET_0_TO_1, index, AXI4_PATH_6, axi4_tr_if_6(index));
  wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_6, axi4_tr_if_6(index));
  loop
    while (tmp_config_num_outstanding_rd_phase >=
    m_max_outstanding_read_trans) loop
      wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_6,
      axi4_tr_if_6(index));
    end loop;
    --wait until m_rd_addr_phase_ready_delay > 0;
    tmp_ready_delay := m_rd_addr_phase_ready_delay;
    execute_read_addr_ready(0, 1, index, AXI4_PATH_6,
    axi4_tr_if_6(index));
    get_read_addr_cycle(index, AXI4_PATH_6, axi4_tr_if_6(index));
    if(tmp_ready_delay > 1) then
      for i in 0 to tmp_ready_delay-2 loop
        wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_6,
        axi4_tr_if_6(index));
      end loop;
    end if;
execute_read_addr_ready(1, 1, index, AXI4_PATH_6, axi4_tr_if_6(index));
end loop;
wait;
end process;

-- handle_write_data_ready : write data ready through path 7
-- This method assert/de-assert the write data channel ready signal.
-- Assertion and de-assertion is done based on m_wr_data_phase_ready_delay
process
variable tmp_ready_delay : integer;
begin
wait_on(AXI4_RESET_0_TO_1, index, AXI4_PATH_7, axi4_tr_if_7(index));
wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_7, axi4_tr_if_7(index));
loop
wait until m_wr_data_phase_ready_delay > 0;
tmp_ready_delay := m_wr_data_phase_ready_delay;
execute_write_data_ready(0, 1, index, AXI4_PATH_7, axi4_tr_if_7(index));
get_write_data_cycle(index, AXI4_PATH_7, axi4_tr_if_7(index));
if(tmp_ready_delay > 1) then
for i in 0 to tmp_ready_delay-2 loop
wait_on(AXI4_CLOCK_POSEDGE, index, AXI4_PATH_7, axi4_tr_if_7(index));
end loop;
end if;
execute_write_data_ready(1, 1, index, AXI4_PATH_7, axi4_tr_if_7(index));
end loop;
wait;
end process;

end slave_test_program_a;
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13. TERMINATION AND EFFECT OF TERMINATION. If a Software license was provided for limited term use, such license will automatically terminate at the end of the authorized term.

13.1. Mentor Graphics may terminate this Agreement and/or any license granted under this Agreement immediately upon written notice if Customer: (a) exceeds the scope of the license or otherwise fails to comply with the licensing or confidentiality provisions of this Agreement, or (b) becomes insolvent, files a bankruptcy petition, institutes proceedings for liquidation or winding up or enters into an agreement to assign its assets for the benefit of creditors. For any other material breach of any provision of this Agreement, Mentor Graphics may terminate this Agreement and/or any license granted under this Agreement upon 30 days written notice if Customer fails to cure the breach within the 30 day notice period. Termination of this Agreement or any license granted hereunder will not affect Customer’s obligation to pay for Products shipped or licenses granted prior to the termination, which amounts shall be payable immediately upon the date of termination.

13.2. Upon termination of this Agreement, the rights and obligations of the parties shall cease except as expressly set forth in this Agreement. Upon termination, Customer shall ensure that all use of the affected Products ceases, and shall return hardware and either return to Mentor Graphics or destroy Software in Customer’s possession, including all copies and documentation, and certify in writing to Mentor Graphics within ten business days of the termination date that Customer no longer possesses any of the affected Products or copies of Software in any form.

14. EXPORT. The Products provided hereunder are subject to regulation by local laws and United States government agencies, which prohibit export or diversion of certain products and information about the products to certain countries and certain persons. Customer agrees that it will not export Products in any manner without first obtaining all necessary approval from appropriate local and United States government agencies.

15. U.S. GOVERNMENT LICENSE RIGHTS. Software was developed entirely at private expense. All Software is commercial computer software within the meaning of the applicable acquisition regulations. Accordingly, pursuant to US FAR 48 CFR 12.212 and DFAR 48 CFR 227.7202, use, duplication and disclosure of the Software by or for the U.S. Government or a U.S. Government subcontractor is subject solely to the terms and conditions set forth in this Agreement, except for provisions which are contrary to applicable mandatory federal laws.

16. THIRD PARTY BENEFICIARY. Mentor Graphics Corporation, Mentor Graphics (Ireland) Limited, Microsoft Corporation and other licensors may be third party beneficiaries of this Agreement with the right to enforce the obligations set forth herein.

17. REVIEW OF LICENSE USAGE. Customer will monitor the access to and use of Software. With prior written notice and during Customer’s normal business hours, Mentor Graphics may engage an internationally recognized accounting firm to review Customer’s software monitoring system and records deemed relevant by the internationally recognized accounting firm to confirm Customer’s compliance with the terms of this Agreement or U.S. or other local export laws. Such review may include FLEXlm or FLEXnet (or successor product) report log files that Customer shall capture and provide at Mentor Graphics’ request. Customer shall make records available in electronic format and shall fully cooperate with data gathering to support the license review. Mentor Graphics shall bear the expense of any such review unless a material non-compliance is revealed. Mentor Graphics shall treat as confidential information all information gained as a result of any request or review and shall only use or disclose such information as required by law or to enforce its rights under this Agreement. The provisions of this Section 17 shall survive the termination of this Agreement.

18. CONTROLLING LAW, JURISDICTION AND DISPUTE RESOLUTION. The owners of certain Mentor Graphics intellectual property licensed under this Agreement are located in Ireland and the United States. To promote consistency around the world, disputes shall be resolved as follows: excluding conflict of laws rules, this Agreement shall be governed by and construed under the laws of the State of Oregon, USA, if Customer is located in North or South America, and the laws of Ireland if Customer is located outside of North or South America. All disputes arising out of or in relation to this Agreement shall be submitted to the exclusive jurisdiction of the courts of Portland, Oregon when the laws of Oregon apply, or Dublin, Ireland when the laws of Ireland apply. Notwithstanding the foregoing, all disputes in Asia arising out of or in relation to this Agreement shall be resolved by arbitration in Singapore before a single arbitrator to be appointed by the chairman of the Singapore International Arbitration Centre (“SIAC”) to be conducted in the English language, in accordance with the Arbitration Rules of the SIAC in effect at the time of the dispute, which rules are deemed to be incorporated by reference in this section. This section shall not
restrict Mentor Graphics’ right to bring an action against Customer in the jurisdiction where Customer’s place of business is located. The United Nations Convention on Contracts for the International Sale of Goods does not apply to this Agreement.

19. **SEVERABILITY.** If any provision of this Agreement is held by a court of competent jurisdiction to be void, invalid, unenforceable or illegal, such provision shall be severed from this Agreement and the remaining provisions will remain in full force and effect.

20. **MISCELLANEOUS.** This Agreement contains the parties’ entire understanding relating to its subject matter and supersedes all prior or contemporaneous agreements, including but not limited to any purchase order terms and conditions. Some Software may contain code distributed under a third party license agreement that may provide additional rights to Customer. Please see the applicable Software documentation for details. This Agreement may only be modified in writing by authorized representatives of the parties. Waiver of terms or excuse of breach must be in writing and shall not constitute subsequent consent, waiver or excuse.

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