



**SystemVerilog 3.1
C/C++ Interface
API Reference Manual
DRAFT**

Version 0.6

March 20, 2003

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Section 1

Direct Programming Interface (DPI)

This chapter highlights the DPI interface and provides a detailed description of the SystemVerilog-layer of the interface. The C-layer is defined in Annex A.

1.1 Introduction

DPI is an interface between SystemVerilog and a foreign programming language. It consists of two separated layers: the SystemVerilog-layer and a foreign language layer. Both sides of the DPI interface are fully isolated. Which programming language is actually used as the foreign language is transparent and irrelevant for the SystemVerilog side of this interface. Neither of the two tools (the SystemVerilog compiler or the foreign language compiler) is required to analyze the source code in the other's language. Different programming languages can be used and supported with the same intact SystemVerilog-layer. For now, however, SystemVerilog 3.1 defines a foreign language layer only for the C programming language. See Annex A for more details.

The motivation for this interface is two-fold. The methodological requirement is that the interface should allow to build a heterogeneous system (a design or a testbench) in which some components may be written in a language (or more languages) other than SystemVerilog, hereinafter called the foreign language. On the other hand, there is also a practical need for an easy and efficient way to connect the existing code, usually written in C or C++, without the knowledge and the overhead of PLI or VPI. In the simplest typical scenario, a SystemVerilog design and/or a testbench is used in the non-Verilog environment (file system, etc.), which is usually programmed in C or accessible via C.

The DPI interface follows the principle of a black box: the specification and the implementation of a component is clearly separated and the actual implementation is transparent to the rest of the system. Therefore, the actual programming language is also transparent. The separation between SystemVerilog code and the foreign language is based on using functions as the natural encapsulation unit in SystemVerilog. By and large, any function can be treated as a black box and implemented either in SystemVerilog or in the foreign language in a transparent way, without changing its calls.

1.1.1 Functions

The DPI interface allows direct function calls from the other language on either side of the interface. Specifically, functions implemented in a foreign language can be called from SystemVerilog; such functions are referred to as *external functions*. SystemVerilog functions that are to be called from a foreign code shall be specified in `export` declarations (see section 1.7 for more details). The DPI interface allows for passing SystemVerilog data between the two domains through function arguments and results. There is no intrinsic overhead in this interface.

All functions used in the DPI interface are assumed to complete their execution instantly and take 0 (zero) simulation time. In particular, the external functions shall be non-blocking (execute in zero-simulation time) and contain no timing control. DPI provides no means of synchronization other than by data exchange and explicit transfer of control.

Every external function needs to be declared. A declaration of an external function is referred to as an *external declaration*. External declarations are very similar to SystemVerilog function prototypes. External declarations shall occur only at the top level, i.e., in the `$root` scope. Multiple declarations of the same external function are allowed as long as they are equivalent. External functions can have zero or more formal `input`, `output`, and `inout` arguments, and they can return a result or be defined as `void` functions.

The DPI interface is entirely based upon SystemVerilog constructs. The usage of external functions is identical as for native SystemVerilog functions. With few exceptions the external functions and the native functions are mutually exchangeable. Calls of external functions are indistinguishable from calls of SystemVerilog functions. This facilitates an ease-of-use and minimizes the learning curve.

1.1.2 Data types

SystemVerilog data types are the sole data types that can cross the boundary between SystemVerilog and a foreign language in either direction (i.e., when a foreign function is called from SystemVerilog code or an exported SystemVerilog function is called from a foreign code). It is not possible to import the data types or directly use the type syntax from another language. With with some restrictions and with some notational extensions, most SystemVerilog data types are allowed in the DPI interface. Function result types are restricted to small values, however (see section 1.4.3).

Formal arguments of an external function can be specified as open arrays. A formal argument is an *open array* when a range of one or more of its dimensions, packed or unpacked, is unspecified (denoted by using square brackets []). This is solely a relaxation of the argument-matching rules. An actual argument shall match the formal one regardless of the range(s) for its corresponding dimension(s), which facilitates writing a more general code that can handle SystemVerilog arrays of different sizes. See section 1.4.6.

1.2 Two layers of the DPI interface

The DPI interface consists of two separate layers: the SystemVerilog-layer and a foreign language layer. The SystemVerilog-layer does not depend on which programming language is actually used as the foreign language. Although different programming languages can be supported and used with the intact SystemVerilog-layer, SystemVerilog 3.1 defines a foreign language layer only for the C programming language. Nevertheless, SystemVerilog code shall look identical and its semantics shall be unchanged for any foreign language layer.

1.2.1 DPI SystemVerilog-layer

The SystemVerilog side of the DPI interface does not depend on the foreign programming language. In particular, the actual function call protocol and argument passing mechanisms used in the foreign language are transparent and irrelevant to SystemVerilog. SystemVerilog code shall look identical regardless of what code the foreign side of the interface is using. The semantics of the SystemVerilog side of the interface is independent from the foreign side of the interface.

This chapter does not constitute a complete interface specification. It only describes the functionality, semantics and syntax of the SystemVerilog-layer of the interface. The other half of the interface, the foreign language layer, defines the actual argument passing mechanism and the methods to access (read/write) formal arguments from the C code. See Annex A for more details.

1.2.2 DPI foreign language layer

The foreign language layer of the interface (which is transparent to SystemVerilog) shall specify how actual arguments are passed, how they can be accessed from the foreign code, how SystemVerilog-specific data types (such as `logic` and `packed`) are represented, and how to translated them to and from some predefined C-like types.

The data types allowed for the formal arguments and results of the external functions or exported functions are generally SystemVerilog types (with some restrictions and with notational extensions for open arrays). The user is responsible for specifying in their foreign code the native types equivalent to the SystemVerilog types used in external declarations or `export` declarations. EDA tools, like a SystemVerilog compiler, can facilitate the mapping of SystemVerilog types onto foreign native types by generating the appropriate function headers.

The SystemVerilog compiler or simulator shall generate and/or use the function call protocol and argument passing mechanisms required for the intended foreign language layer. The same SystemVerilog code (compiled accordingly) shall be usable with different foreign language layers, regardless of the data access method assumed in a specific layer.

1.3 Required properties of external functions

This section, 1.3, is aimed at foreign language programmers: what are they allowed to do in their code, what criteria must be met by their legacy code to be hooked-up to SV, etc. In other words, the emphasis should be on what is allowed and what is not allowed.

This section defines the semantic constraints imposed on external functions. Although no specific programming language is assumed, the external functions have some semantic restrictions. A SystemVerilog compiler is not able to verify that those restrictions are observed and if those restrictions are not satisfied, the effects of external function call can be unpredictable.

1.3.1 Non-blocking functions

External functions shall contain no timing control whatsoever, directly or indirectly. External functions shall be non-blocking; they shall complete their execution instantly and take zero-simulation time, i.e., no simulation time passes during the execution of external function.

1.3.2 input and output arguments

External functions can have `input` and `output` arguments. The formal `input` arguments shall not be modified. If such arguments are changed within a function, the changes shall not be visible outside the function; the actual arguments shall not be changed.

The external function shall not assume anything about the initial values of formal `output` arguments. The initial values of `output` arguments are undetermined and implementation-dependent.

1.3.3 Special properties `pure` and `context`

Special properties can be specified for an external function: as `pure` or as `context` (see also section 1.6.3). External functions specified as `pure` shall have no side effects; their results need to depend solely on the values of their input arguments. Calls to such functions can be removed by SystemVerilog compiler optimizations or replaced with the values previously computed for the same values of the input arguments.

Specifically, a `pure` function is assumed not to directly or indirectly (i.e., by calling other functions):

- perform any file operations
- read or write anything**revise per changes to C-layer??
- access any persistent data, like global or static variables.

If a `pure` function does not obey the above restrictions, SystemVerilog compiler optimizations can lead to unexpected behavior, due to eliminated calls or incorrect results being used.

Some PLI and VPI functions require that the context of their call is known. It takes a special instrumentation of their call to provide such context; for example, some variables referring to the “current instance” or “current task” need to be set. To avoid any unnecessary overhead, external function calls in SystemVerilog code are not instrumented unless the external function is specified as `context`.

For the sake of simulation performance, an external function call shall not block SystemVerilog compiler optimizations. The SystemVerilog compiler needs to be able to determine which SystemVerilog data objects might be accessed (read or written) by a particular external function call. An external function not specified as `context` shall not access any data objects from SystemVerilog other than its actual arguments. Only the actual arguments can be affected (read or written) by its call. (This rule does not prohibit the access to non-SystemVerilog data, like global C variables.) Therefore, a call of non-`context` function does not block the optimizations.

A `context` function, however, can access (read or write) any SystemVerilog data objects by calling PLI/VPI; therefore, a call to a `context` function is a barrier for SystemVerilog compiler optimizations. Only the calls

of `context` functions are properly instrumented and cause conservative optimizations; only those functions can safely call all functions from other APIs, including PLI and VPI functions or exported SystemVerilog functions.

For functions not specified as `context`, the effects of calling PLI, VPI, or exported SystemVerilog functions can be unpredictable and can lead to unexpected behavior, due to incorrect optimizations; such calls can even crash. ***revise per changes to C-layer??*

1.3.4 Memory management

The memory spaces owned and allocated by the foreign code and SystemVerilog code are disjointed. Each side is responsible for its own allocated memory. Specifically, an external function shall not free the memory allocated by SystemVerilog code (or the SystemVerilog compiler) nor expect SystemVerilog code to free the memory allocated by the foreign code (or the foreign compiler). This does not exclude scenarios where foreign code allocates a block of memory, then passes a handle (i.e., a pointer) to that block to SystemVerilog code, which in turn calls a external function that directly (if it is the standard function `free`) or indirectly frees that block.

NOTE—In this last scenario, a block of memory is allocated and freed in the foreign code, even when the standard functions `malloc` and `free` are called directly from SystemVerilog code.

1.4 External declarations

Each external function shall be declared. Such declaration are referred to as *external declarations*. The syntax of an external declaration is similar to the syntax of SystemVerilog function prototypes.

An external declaration specifies the function name, function result type, and types and directions of formal arguments. It can also provide optional names and default values for formal arguments. Formal argument names can be used for argument passing by name, otherwise they serve as comments and are meaningless. An external declaration can also specify an optional function property: `context` or `pure`.

A declared external function eventually resolves to a global symbol of the same name defined outside the SystemVerilog design. Therefore, external function names need to be unique; no overloading is allowed for an external function.

The names of external functions shall follow C conventions for naming. They need to be legal global names. Additionally, an external function name shall not start with the `$` character (to avoid clashes with system tasks or functions).

External declarations can occur only in the `$root` scope. External declarations can occur anywhere in the `$root` scope, i.e., outside of modules, interfaces, functions, and tasks. An external declaration of an external function need not precede an invocation of that external function.

The scope of an external declaration is the whole design. A name of external function shall not clash with any name declared in the `$root` scope. Regular name resolving rules apply to external functions. Therefore, local names declared inside a module (or interface) shall obscure external function names; qualified names like `$root.xf_name` can be used to resolve a name to a name declared in the `$root` scope.

External functions are similar to SystemVerilog functions. External functions can have zero or more formal `input`, `output`, and `inout` arguments. External functions can return a result or be defined as `void` functions.

Function declarations default to the formal direction `input` if no direction has been specified. Once a direction is given, subsequent formals default to the same direction. Default data types are not allowed; data type need to be explicitly given.

A formal argument name is required to separate the packed and the unpacked dimensions of an array.

The qualifier `ref` can not be used in external declarations. The actual implementation of argument passing depends solely on the foreign language layer and its implementation and shall be transparent to the SystemVer-

ilog side of the interface. Specifically, an actual argument can be passed *by value* or *by reference* depending on the direction and the data type of the formal argument.

The following are examples of external declarations.

```
extern void myInit();
// from standard math library
extern pure real sin(real);
// from standard C library: memory management
extern handle malloc(int size); // standard C function
extern void free(handle ptr); // standard C function
// abstract data structure: queue
extern handle newQueue(string);
extern handle newQueue(input string name_of_queue); // equivalent declaration
extern handle newElem(bit [15:0]);
extern void enqueue(handle queue, handle elem);
extern handle dequeue(handle queue);
// miscellanea
extern bit [15:0] getStimulus();
extern context void processTransaction(handle elem,
                                     output logic [64:1] arr [0:63]);
```

1.4.1 Multiple declarations

An external function can have multiple declarations (i.e., declarations with the same function name) as long as they are all equivalent. This allows building a design from several components that use the same external function; each component containing its own external declaration of that function.

1.4.2 Equivalence of external declarations

Two declarations are equivalent if they specify the same function result type, the same number of formal arguments, and for each formal argument respectively, the same direction and equivalent types. SystemVerilog types equivalence rules shall be applied. If a default value is specified for a formal argument, the same default value shall be specified in both declarations. If the function property `context` or `pure` is specified, both declarations shall specify the same property.

The optional names of formal arguments are irrelevant, with the exception of functions where argument passing by name is used (see section 1.5.2). Two declarations can use different names for the same formal argument or have that argument unnamed, and do so independently for each declaration.

An external function is termed *unambiguously defined* if for every formal argument of that function either all external declarations of that function define the same name or none of them define a name of that formal argument. This is required only for functions which are called with arguments passed by name.

1.4.3 Function result

Function result types are restricted to small values. The following SystemVerilog data types are allowed for external function results:

- `void`, `byte`, `shortint`, `int`, `longint`, `real`, `shortreal`, `handle`, and `string`
- packed bit arrays up to 32 bits and all types that are eventually equivalent to packed bit arrays up to 32 bits.

The same restrictions apply for the result types of exported functions.

1.4.4 Types of formal arguments

With some restrictions and with notational extensions, all SystemVerilog data types are allowed for formal

arguments of external functions.

- Enumerated data types are not supported directly. Instead, an enumerated data type is interpreted as the type associated with that enumerated type.
- SystemVerilog does not specify the actual memory representation of packed structures or any arrays, packed or unpacked. Unpacked structures have an implementation-dependent packing, normally matching the C compiler.
- The actual memory representation of SystemVerilog data types is transparent for SystemVerilog semantics and irrelevant for SystemVerilog code. It can be relevant for the foreign language code on the other side of the interface, however; a particular representation of the SystemVerilog data types can be assumed. This shall not restrict the types of formal arguments of external functions, with the exception of unpacked arrays. SystemVerilog implementation can restrict which SystemVerilog unpacked arrays are passed as actual arguments for a formal argument which is a sized array, although they can be always passed for an unsized (i.e., open) array. Therefore, the correctness of an actual argument might be implementation-dependent. Nevertheless, an open array provides an implementation-independent solution.

1.4.5 Open arrays

The size of the packed dimension, the unpacked dimension, or both dimensions can remain unspecified; such cases are referred to as *open arrays* (or unsized arrays). These arrays allow the use of generic code to handle different sizes.

Formal arguments of external functions can be specified as open arrays. (Exported SystemVerilog functions cannot have formal arguments specified as open arrays.) A formal argument is an *open array* when a range of one or more of its dimensions is unspecified (denoted by using square brackets ([])). This is solely a relaxation of the argument-matching rules. An actual argument shall match the formal one regardless of the range(s) for its corresponding dimension(s), which facilitates writing a more general code that can handle SystemVerilog arrays of different sizes.

Although the packed part of an array can have an arbitrary number of dimensions, in the case of open arrays only a single dimension is allowed for the packed part. This is not very restrictive, however, since any packed type is eventually equivalent to one-dimensional packed array. The number of unpacked dimensions is not restricted.

If a formal argument is specified as an open array with a range of its packed or one or more of its unpacked dimensions unspecified, then the actual argument shall match the formal one — regardless of its dimensions and sizes of its linearized packed or unpacked dimensions corresponding to an unspecified range of the formal argument, respectively.

Here are examples of types of formal arguments (empty square brackets [] denote open array):

```

logic
bit [8:1]
bit[]
bit [7:0] b8x10 [1:10] // b8x10 is a formal arg name
logic [31:0] l32x [] // l32x is a formal arg name
logic [] lx3 [3:1] // lx3 is a formal arg name
bit [] an_unsized_array [] // an_unsized_array is a formal arg name

```

Example of complete external declarations:

```

extern void foo(input logic [127:0]);
extern void boo(input logic [127:0] i []); // open array of 128-bit

```

The following example shows the use of open arrays for different sizes of actual arguments:

```

typedef struct {int i; ... } MyType;

```

```
extern void foo(input MyType i [][]); /* 2-dimensional unsized unpacked array
                                     of MyType */

MyType a_10x5 [11:20][6:2];
MyType a_64x8 [64:1][-1:-8];

foo(a_10x5);
foo(a_64x8);
```

1.4.6 Restrictions on data representation

The DPI interface does not add any constraints on how SystemVerilog-specific data types are actually implemented. Optimal representation can be platform dependent. The layout of 2- or 4-state packed structures and arrays is implementation- and platform-dependent.

The implementation (representation and layout) of 4-state values, structures, and arrays is irrelevant for SystemVerilog semantics, and can only impact the foreign side of the interface.

1.4.7 Syntax of external declaration

The syntax of an external declaration is based on SystemVerilog syntax for functions, with an ANSII style port list, cf. *LRM Section 10*.

```
**Add actual syntax here**
```

1.5 External function calls

The usage of external functions is identical as for native SystemVerilog functions. The usage and syntax for calling external functions is identical as for native SystemVerilog functions.

1.5.1 Default values of formal arguments

External declarations can specify a default value for each formal argument with the same restrictions as for native SystemVerilog functions. All external declarations of a function shall specify the same default values (see section 1.4.2). When an external function is called, arguments with default values can be omitted from the call and the compiler shall insert their corresponding values as for native SystemVerilog functions.

1.5.2 Argument passing by position and by name

SystemVerilog allows arguments to external functions to be passed by name or by position. Arguments can be passed by name only for functions that are unambiguously defined (see section 1.4.2).

1.6 Argument passing

This section, 1.6, is aimed at SV programmers. “I’m planning to call an external function. When shall I specify it as pure or context?” Here the emphasis should be on something different. (Note that if every function is specified as context, we are on the safe side, only the performance is poor.) The situation is like this: if I specify a function as pure, I’ll enable more optimizations. When is this safe? When I specify a function as context, I’ll disable optimizations. When should I do this?

Arguments passing for external functions is ruled by WYSIWYG principle: *What You Specify Is What You Get*, see section 1.6.1. The evaluation order of formal arguments follows general SystemVerilog rules. Directions and types of formal arguments of external functions are never coerced, regardless of the actual argument.

Argument compatibility and coercion rules are the same as for native SystemVerilog functions. If a coercion is needed, a temporary variable is created and passed as the actual argument. For input and inout arguments,

the temporary variable is initialized with the value of actual argument with the appropriate coercion; for `output` or `inout` arguments, the value of the temporary variable is assigned to the actual argument with the appropriate conversion. The assignments between a temporary and the actual argument follow general SystemVerilog rules for assignments and automatic coercion.

On the SystemVerilog side of the interface, the values of actual arguments for formal `input` arguments of external functions shall not be affected by the callee; the initial values of formal `output` arguments of external functions are unspecified (and can be implementation-dependent), and the necessary coercions, if any, are applied as for assignments. External functions shall not modify the values of their `input` arguments.

For the SystemVerilog side of the interface, the semantics of arguments passing is as if `input` arguments are passed by *copy-in*, `output` arguments are passed by *copy-out*, and `inout` arguments were passed by *copy-in*, *copy-out*. The terms *copy-in* and *copy-out* do not impose the actual implementation, they refer only to “hypothetical assignment”.

The actual implementation of argument passing is transparent to the SystemVerilog side of the interface. In particular, it is transparent to SystemVerilog whether an argument is actually passed *by value* or *by reference*. The actual argument passing mechanism is defined in the foreign language layer. See Annex A for more details.

1.6.1 “What You Specify Is What You Get” principle

The principle “What You Specify Is What You Get” guarantees the types of formal arguments of external functions — an actual argument is guaranteed to be of the type specified for the formal argument, with the exception of open arrays (for which unspecified ranges are statically unknown). Formal arguments, other than open arrays, are fully defined by external declaration; they shall have ranges of packed or unpacked arrays exactly as specified in the external declaration. Only the declaration site of the external function is relevant for such formal arguments.

The formal arguments defined as open arrays have the size and ranges of the actual argument, i.e., have the ranges of packed or unpacked arrays exactly as that of the actual argument. The unsized ranges of open arrays are determined at a call site; the rest of type information is specified at the external declaration.

So, if a formal argument is declared as `bit [15:8] b []`, then it is the external declaration which specifies the formal argument is an unpacked array of packed bit array with bounds 15 to 8, while the actual argument used at a particular call site defines the bounds for the unpacked part for that call.

1.6.2 Value changes for output and inout arguments

The SystemVerilog simulator is responsible for handling value changes for `output` and `inout` arguments. Such changes shall be detected and handled after the control returns from external functions to SystemVerilog code.

For `output` and `inout` arguments, the value propagation (i.e., value change events) happens as if an actual argument was assigned a formal argument immediately after control returns from external functions. If there is more than one argument, the order of such assignments and the related value change propagation follows general SystemVerilog rules.

1.6.3 Properties/qualifiers `pure` and `context`

The usage of the DPI interface shall not prohibit compiler optimizations by introducing unpredictability in accessing and/or modifying SystemVerilog data. The ability to access Verilog data from an external function, directly or indirectly (for example, by calling an exported function), shall be easily visible to the compiler. To facilitate this, special properties can be specified for an external function: as `pure` or as `context`.

1.6.3.1 `pure` functions

A `pure` function call can be safely eliminated if its result is not needed or if the previous result for the same values of input arguments is available somehow and can be reused without needing to recalculate. Only non-

void functions with no `output` or `inout` arguments can be specified as `pure`. Functions specified as `pure` shall have no side effects whatsoever; their results need to depend solely on the values of their input arguments. Calls to such functions can be removed by SystemVerilog compiler optimizations or replaced with the values previously computed for the same values of the input arguments.

Specifically, a `pure` function is assumed not to directly or indirectly (i.e., by calling other functions):

- perform any file operations
- read or write anything ***revise per changes to C-layer??*
- access any persistent data, like global or static variables.

If a `pure` function does not obey the above restrictions, SystemVerilog compiler optimizations can lead to unexpected behavior, due to eliminated calls or incorrect results being used.

1.6.3.2 context functions

Some PLI and VPI functions require that the context of their call is known. It takes a special instrumentation of their call to provide such context; for example, some variables referring to the “current instance” or “current task” need to be set. To avoid any unnecessary overhead, external function calls in SystemVerilog code are not instrumented unless the external function is specified as `context` in its SystemVerilog external declaration.

For the sake of simulation performance, an external function call shall not block SystemVerilog compiler optimizations. An external function not specified as `context` shall not access any data objects from SystemVerilog other than its actual arguments. Only the actual arguments can be affected (read or written) by its call. Therefore, a call of non-`context` function is not a barrier for optimizations.

A `context` function, however, can access (read or write) any SystemVerilog data objects by calling PLI/VPI; therefore, a call to a `context` function is a barrier for SystemVerilog compiler optimizations. Only the calls of `context` functions are properly instrumented and cause conservative optimizations; only those functions can safely call all functions from other APIs, including PLI and VPI functions or exported SystemVerilog functions. For functions not specified as `context`, the effects of calling PLI, VPI, or SystemVerilog functions can be unpredictable and such calls can crash if the callee requires a context that has not been properly set.

An external function, unless declared as `context`, can access only those SystemVerilog data objects that are explicitly passed as actual arguments to its call (it shall not access data objects that have been not passed explicitly as arguments of the particular call). An external function declared as `context` can safely access other SystemVerilog data objects (e.g., via VPI or PLI calls). ***revise per changes to C-layer??*

NOTE—This might also require turning on PLI/ACC capabilities for the respective modules.

1.7 Exported functions

The DPI interface allows calling SystemVerilog functions from another language, however, only those functions which satisfy the same restrictions for formal arguments and function result as `external` functions can be used.

SystemVerilog functions that can be called from a foreign code need to be specified in `export` declarations. `export` declarations can occur only within the `$root` scope, i.e., outside of modules, interfaces, functions and tasks.

An `export` declaration shall specify a unique instance of a module or an interface for the exported function, unless the function is a global one, i.e. declared in the `$root` scope. An `export` declaration can define an optional name to be used in the foreign language for calling the exported function.

Syntax:

```
export_decl ::= export "DPI" [cname=] function fname ;
```

cname is optional here, it defaults to *fname*

Example:

```
| export $root.exported_sv_func; // [the syntax needs to be checked!]  
export global_func; // must be defined in $roots  
export fool top.m1.foo; // same function from two different instances  
export foo2 top.m2.foo; // exported under two different names
```

Section 2

SystemVerilog Assertion API

This chapter defines the Assertion Application Programming Interface (API) in SystemVerilog 3.1/draft 2.

2.1 Requirements

SystemVerilog 3.1/draft 2 provides assertion capabilities to enable:

- a user's C code to react to assertion events,
- third-party assertion "waveform" dumping tools to be written,
- third-party assertion coverage tools to be written, and
- third-party assertion debug tools to be written.

2.1.1 Naming conventions

All elements added by this interface shall conform to the Verilog Procedural Interface (VPI) interface naming conventions.

- All names are prefixed by `vpi`.
- All *type names* shall start with `vpi`, followed by initially capitalized words with no separators, e.g., `vpiAssertCheck`.
- All callback names shall start with `cb`, followed by initially capitalized words with no separators, e.g., `cbAssertionStart`.
- All *function names* shall start with `vpi_`, followed by all lowercase words separated by underscores (`_`), e.g., `vpi_get_assert_info()`.

2.1.2 Nomenclature

The following terms are used in this standard.

Directive— a type applied to a temporal expression describing how the results of the temporal expression are to be captured and/or interpreted.

Assertion clock — the Verilog event expression that indicates to an assertion when time has advanced (and when HDL signals can be sampled, etc.).

Assertion Temporal expression — A declarative expression (one or more clock cycles) describing the behavior of a system over time. // This is the "body" of the assertion.

2.2 Extensions to VPI enumerations

These extension shall be merged into the contents of the `vpi_user.h` file, described in *IEEE Std 1364-2001*, Annex G. The numbers in the range 700 - 799 are reserved for the assertion portion of the VPI.

2.2.1 Object types

This section lists the object type VPI calls. The VPI reserved range for these call is 700 - 729.

```
#define vpiAssertion 700 /* assertion */
```

2.2.2 Object properties

This section lists the object property VPI calls. The VPI reserved range for these call is 700 - 729.

```

/* Directives as properties */

#define vpiSequenceAssertion 701
#define vpiAssertAssertion 702
#define vpiAssumeAssertion 703
#define vpiRestrictAssertion 704
#define vpiCoverAssertion 705
#define vpiCheckAssertion 705 /* inlined behavior assertion */
#define vpiOtherDirectiveAssertion 706 /* placeholder for other assertion
directive */

```

2.2.3 Callbacks

This section lists the system callbacks. The VPI reserved range for these call is 700 - 719.

1) Assertion

```

#define cbAssertionStart 700
#define cbAssertionSuccess 701
#define cbAssertionFailure 702
#define cbAssertionStepSuccess 703
#define cbAssertionStepFailure 704
#define cbAssertionDisable 705
#define cbAssertionEnable 706
#define cbAssertionReset 707
#define cbAssertionKill 708

```

2) "Assertion system"

```

#define cbAssertionSysInitialized709
#define cbAssertionSysStart 710
#define cbAssertionSysStop 711
#define cbAssertionSysEnd 712
#define cbAssertionSysReset 713

```

2.2.4 Control constants

This section lists the system control constant callbacks. The VPI reserved range for these call is 730 - 759.

1) Assertion

```

#define vpiAssertionDisable 730
#define vpiAssertionEnable 731
#define vpiAssertionReset 732
#define vpiAssertionKill 733
#define vpiAssertionEnableStep 734
#define vpiAssertionDisableStep 735

```

2) Assertion stepping

```

#define vpiAssertionClockSteps 736

```

3) "Assertion system"

```

#define vpiAssertionSysStart 737
#define vpiAssertionSysStop 738
#define vpiAssertionSysEnd 739

```

```
#define vpiAssertionSysReset 740
```

2.3 Static information

This section defines how to obtain assertion handles and other static assertion information.

2.3.1 Obtaining assertion handles

SystemVerilog 3.1/draft 2 extends the VPI module iterator model (i.e., the instance) to encompass assertions, as shown in Figure 2-1—. ****Revise this xref w/ Stu; also check/revise variable settings, etc.****

The following steps highlight how to obtain the assertion handles for named assertions.

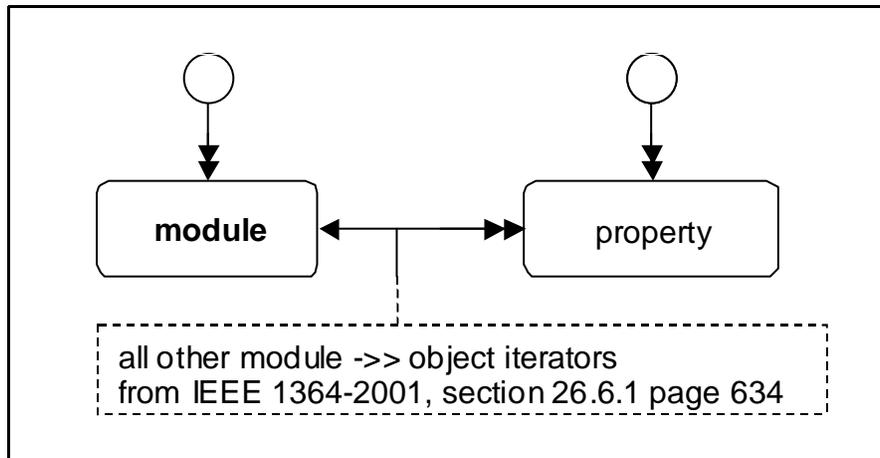


Figure 2-1—Encompassing assertions

- 1) Iterate all assertions in the design: use a NULL reference handle (ref) to `vpi_iterate()`, e.g.,

```
itr = vpi_iterate(vpiAssertion, NULL);
while (assertion = vpi_scan(itr)) {
    /* process assertion */
}
```

- 2) Iterate all assertions in an instance: pass the appropriate instance handle as a reference handle to `vpi_iterate()`, e.g.,

```
itr = vpi_iterate(vpiAssertion, instanceHandle);
while (assertion = vpi_scan(itr)) {
    /* process assertion */
}
```

- 3) Obtain the assertion by name: extend `vpi_handle_by_name` to also search for assertion names in the appropriate scope(s), e.g.,

```
vpiHandle = vpi_handle_by_name(assertName, scope)
```

- 4) /* room for expanding iteration later, filtering based on "object property" e.g.

```
itr = vpi_iterate_property(vpiAssertion, /* property_here: e.g.
vpiCheckAssertion*/, NULL);
while (assertion = vpi_scan(itr)) {
    /* process assertion *
```

```
    }
```

NOTES

1—As with all VPI handles, assertion handles are handles to a specific instance of a specific assertion.

2—These iterators return both assertions and immediate non-temporal checks.

3—Unnamed assertions cannot be found by name.

2.3.2 Obtaining static assertion information

The following information about an assertion is considered to be "static".

- Assertion name
- Instance in which the assertion occurs
- Module definition containing the assertion
- Assertion directive
 - 1) *assert*
 - 2) *check*
 - 3) *assume*
 - 4) *cover*
 - 5) *sequence*
 - 6) Any assertion updates from the *SV-AC*.
 - Assertion source information: the file, line, and column where the assertion is defined.
 - Assertion clocking domain/expression2

2.3.2.1 Using `vpi_get_assertion_info`

Static information can be obtained directly from an assertion handle by using `vpi_get_assertion_info`, as shown below.

```
typedef struct t_vpi_source_info {
    PLI_BYTE* *fileName;
    PLI_INT32 startLine;
    PLI_INT32 startColumn;
    PLI_INT32 endLine;
    PLI_INT32 endColumn;
} s_vpi_source_info, *p_vpi_source_info;
typedef struct t_vpi_assertion_info {
    PLI_BYTE8 *name; /* name of assertion */
    vpiHandle instance; /* instance containing assertion */
    PLI_BYTE8 modname; /* name of module/interface containing
    assertion */

    vpiHandle clock; /* clocking expression */
    PLI_INT32 directive; /* vpiAssume, ... */
    s_vpi_source_info sourceInfo;
    s_vpi_assertion_info, *p_vpi_assertion_info;
int vpi_get_assertion_info (assert_handle, p_vpi_assertion_info);
```

This call obtains all the static information associated with an assertion.

The inputs are a valid handle to an assertion and a pointer to an existing `s_vpi_assertion_info` data structure. On success, the function returns `TRUE` and the `s_vpi_assertion_info` data structure is filled in as appropriate. On failure, the function returns `FALSE` and the contents of the assertion data structure are unpredictable.

Assertions can occur in modules and interfaces: assertions defined in modules (by using VPI) shall have instance information; assertions in interfaces shall have a `NULL` instance handle. In either case, `modname` is the definition name.

NOTES

1—The assertion clock is an event expression supplied as the clocking expression to the assertion declaration, i.e., this is a handle to an arbitrary Verilog event expression.

2—A single call returns all the information for efficiency reasons.

2.3.2.2 Extending `vpi_get()` and `vpi_get_str()`

In addition to `vpi_get_assertion_info`, the following existing VPI functions are also extended:

```
vpi_get(), vpi_get_str()
```

`vpi_get()` can be used to query the following VPI properties from a handle to an assertion.

```
vpiAssertionDirective  
returns one of vpiAssertProperty or vpiCheckProperty.
```

```
vpiLineNo  
returns the line number where the assertion is declared.
```

`vpi_get_str()` can be used to obtain the following VPI properties from an assertion handle.

```
vpiFileName  
returns the filename of the source file where the assertion was declared.
```

```
vpiName  
returns the name of the assertion.
```

```
vpiFullName  
returns the fully qualified name of the assertion.
```

2.4 Dynamic information

This section defines how to place assertion system and assertion callbacks.

2.4.1 Placing assertion “system” callbacks

Use `vpi_register_cb()`, setting the `cb_rtn` element to the function to be invoked and the `reason` element of the `s_cb_data` structure to one of the following values, to place an assertion system callback.

```
cbAssertionSysInitialized  
occurs after the system has initialized. No assertion-specific actions can be performed until this callback completes. The assertion system can initialize before cbStartOfSimulation does or afterwards.
```

```
cbAssertionSysStart  
the assertion system has become active and starts processing assertion attempts. This always occur after cbAssertionSysInitialized. By default, the assertion system is “started” on simulation startup, but the user can delay this by using assertion system control actions.
```

cbAssertionSysStop

the assertion system has been temporarily suspended. While stopped no assertion attempts are processed and no assertion-related callbacks occur. The assertion system can be stopped and resumed an arbitrary number of times during a single simulation run.

cbAssertionSysEnd

occurs when all assertions have completed and no new attempts will start. Once this callback occurs no more assertion-related callbacks shall occur and assertion-related actions shall have no further effect. This typically occurs after the end of simulation.

cbAssertionSysReset

occurs when the assertion system is reset, e.g., due to a system control action.

The callback routine invoked follows the normal VPI callback prototype and is passed an `s_cb_data` containing the callback reason and any user data provided to the `vpi_register_cb()` call.

2.4.2 Placing assertions callbacks

Use `vpi_register_assertion_cb()` to place an assertion callback; the prototype is:

```
vpiHandle vpi_register_assertion_cb(
    vpiHandle, /* handle to assertion */
    PLI_INT32 event, /* event for which callbacks needed */
    PLI_INT32 (*cb_rtn)(          /* callback function */
        PLI_INT32 event,
        vpiHandle assertion,
        p_vpi_attempt_info info,
        PLI_BYTE8 *userData),
    PLI_BYTE8 *user_data /* user data to be supplied to cb */
);
typedef struct t_vpi_assertion_step_info {
    PLI_INT32 matched_expression_count;
    vpiHandle *matched_exprs; /* array of expressions */
    p_vpi_source_info *exprs_source_info; /* array of source info */
    PLI_INT32 stateFrom, stateTo; /* identify transition */
} s_vpi_assertion_step_info, *p_vpi_assertion_step_info;
typedef struct t_vpi_attempt_info {
    union {
        vpiHandle failExpr;
        p_vpi_assertion_step_info step;
    } detail;
    s_vpi_time attemptTime,
} s_vpi_attempt_info, *p_vpi_attempt_info;
```

where event is any of the following.

cbAssertionStart

an assertion attempt has started. For most assertions one attempt starts each and every clock tick.

cbAssertionSuccess

when an assertion attempt reaches a success state.

cbAssertionFailure

when an assertion attempt fails to reach a success state.

cbAssertionStepSuccess

the progress of one “thread” along an attempt. By default, step callbacks are not enabled on any assertions; they are enabled on a per-assertion/per-attempt basis, rather than on a per-assertion basis.

`cbAssertionStepFailure`

failure to progress along one “thread” along an attempt. By default, step callbacks are not enabled on any assertions; they are enabled on a per-assertion/per-attempt basis, rather than on a per-assertion basis.

`cbAssertionDisable`

whenever the assertion is disabled (e.g., as a result of a control action).

`cbAssertionEnable`

whenever the assertion is enabled.

`cbAssertionReset`

whenever the assertion is reset.

`cbAssertionKill`

when an attempt is killed (e.g., as a result of a control action).

These callbacks are specific to a given assertion; placing such a callback on one assertion does not cause the callback to trigger on an event occurring on a different assertion. If the callback is successfully placed, a handle to the callback is returned. This handle can be used to remove the callback via `vpi_remove_cb()`. If there were errors on placing the callback, a NULL handle is returned. As with all other calls, invoking this function with invalid arguments has unpredictable effects.

Once the callback is placed, the user-supplied function shall be called each time the specified event occurs on the given assertion. The callback shall continue to be called whenever the event occurs until the callback is removed.

The callback function shall be supplied the following arguments:

- 1) the event that caused the callback
- 2) the handle for the assertion
- 3) a pointer to an attempt information structure
- 4) a reference to the user data supplied when the callback was placed.

The *attempt information structure* contains details relevant to the specific event that occurred.

- On disable, enable, reset and kill events, the `info` field is absent (a NULL pointer is given as the value of `info`).
- On start and success events, only the *attempt time* field is valid.
- On a failure event, the *attempt time* and `detail.failExpr` are valid.
- On a step callback, the *attempt time* and `detail.step` elements are valid.

On a step callback, the `detail` describes the set of expressions matched in satisfying a step along the assertion, along with the corresponding source references. In addition, the `step` also identifies the source and destination “states” needed to uniquely identify the path being taken through the assertion. *State ids* are just integers, with 0 identifying the origin state, 1 identifying an accepting state, and any other number representing some intermediate point in the assertion. It is possible for the number of expressions in a step to be 0 (zero), which represents an unconditional transition. In the case of a failing transition, the information provided is just as that for a successful one, but the last expression in the array represents the expression where the transition failed.

NOTES

1—In a failing transition, there shall always be at least one element in the expression array.

2—Placing a step callback results in the same callback function being invoked for both success and failure steps.

2.5 Control functions

This section defines how to obtain assertion system control and assertion control information.

2.5.1 Assertion system control

Use `vpi_control()`, with one of the following operators and no other arguments, to obtain assertion system control information.

Usage example: `vpi_control(vpiAssertionSysReset)`

`vpiAssertionSysReset`
discards all attempts in progress for all assertions and restore the entire assertion system to its initial state.

Usage example: `vpi_control(vpiAssertionSysStop)`

`vpiAssertionSysStop`
considers all attempts in progress as untermiated and disable any further assertions from being started.

Usage example: `vpi_control(vpiAssertionSysStart)`

`vpiAssertionSysStart`
restarts the assertion system after it was stopped (e.g., due to `vpiAssertionSysStop`). Once started, attempts shall resume on all assertions.

Usage example: `vpi_control(vpiAssertionSysEnd)`

`vpiAssertionSysEnd`
discard all attempts in progress and disable any further assertions from starting.

2.5.2 Assertion control

Use `vpi_control()`, with one of the following operators, to obtain assertion control information.

— For the following operators, the second argument shall be a valid assertion handle.

Usage example: `vpi_control(vpiAssertionReset, assertionHandle)`

`vpiAssertionReset`
discards all current attempts in progress for this assertion and resets this assertion to its initial state.

Usage example: `vpi_control(vpiAssertionDisable, assertionHandle)`

`vpiAssertionDisable`
disables the starting of any new attempts for this assertion. This has no effect on any existing attempts. or if the assertion already disabled. By default, all assertions are enabled.

Usage example: `vpi_control(vpiAssertionEnable, assertionHandle)`

`vpiAssertionEnable`
enables starting new attempts for this assertion. This has no effect if assertion already enabled or on any existing attempts.

— For the following operators, the second argument shall be a valid assertion handle and the third argument shall be an attempt start-time (as a pointer to a correctly initialized `s_vpi_time` structure).

Usage example: `vpi_control(vpiAssertionKill, assertionHandle, attempt)`

`vpiAssertionKill`
discards the given attempts, but leaves the assertion enabled and does not reset any state used by this assertion (e.g., `past()` sampling).

Usage example: `vpi_control(vpiAssertionDisableStep, assertionHandle, attempt)`
`vpiAssertionDisableStep`
disables step callbacks for this assertion. This has no effect if stepping not enabled or it is already disabled.

- For the following operator, the second argument shall be a valid assertion handle, the third argument shall be an attempt start-time (as a pointer to a correctly initialized `s_vpi_time` structure) and the fourth argument shall be a “step control” constant.

Usage example: `vpi_control(vpiAssertionEnableStep, assertionHandle, attempt, vpiAssertionClockSteps)`
`vpiAssertionEnableStep`
enables step callbacks to occur for this assertion attempt. By default, stepping is disabled for all assertions. This call has no effect if stepping is already enabled for this assertion and attempt, other than possibly changing the stepping mode for the attempt if the attempt has not occurred yet. The stepping mode of any particular attempt cannot be modified after the assertion attempt in question has started.

NOTE—In this release, the only step control constant available is `vpiAssertionClockSteps`, indicating callbacks on a per assertion/clock-tick basis. The assertion clock is the event expression supplied as the clocking expression to the assertion declaration. The assertion shall “advance” whenever this event occurs and, when stepping is enabled, such events shall also cause step callbacks to occur.

Annex A

C-layer of the Direct Programming Interface

A.1 Overview

The SystemVerilog Direct Programming Interface (DPI) allows direct inter-language function calls between SystemVerilog and any foreign programming language with a C function call protocol and linking model:

- Functions implemented in C can be called from SystemVerilog; such functions are referred to as *external functions*.
- Functions implemented in SystemVerilog and specified in export declarations can be called from C; such functions are referred to as *exported functions*.

The SystemVerilog DPI supports only SystemVerilog data types, which are the sole data types that can cross the boundary between SystemVerilog and a foreign language in either direction. On the other hand, the data types used in C code shall be C types; hence, the duality of types.

A value that is passed through the Direct Programming Interface is specified in SystemVerilog code as a value of SystemVerilog type, while the same value shall be specified in C code as a value of C type. Therefore, a pair of matching type definitions is required to pass a value through DPI: the SystemVerilog definition and the C definition.

It is the user's responsibility to provide these matching definitions. A tool (such as a SystemVerilog compiler) can facilitate this by generating C type definitions for the SystemVerilog definitions used in the [Direct Programming Interface](#) interface for external and exported functions.

Some SystemVerilog types are directly compatible with C types; defining a matching C type for them is straightforward. There are, however, SystemVerilog-specific types, namely packed types (arrays, structures, and unions), 2-state or 4-state, which have no natural correspondence in C. DPI does not require any particular representation of such types and does not impose any restrictions on SystemVerilog implementation. This allows implementors to choose the layout and representation of packed types that best suits their simulation performance.

While not specifying the actual representation of packed types, this C-layer interface defines a canonical representation of packed 2-state and 4-state arrays. This canonical representation is actually based on Verilog legacy Programming Language Interface's (PLI's) *avalue/bvalue* representation of 4-state vectors. Library functions provide the translation between the representation used in a simulator and the canonical representation of packed arrays. There are also functions for bit selects and limited part selects for packed arrays, which do not require the use of the canonical representation.

Formal arguments in SystemVerilog can be specified as open arrays solely in external declarations; exported SystemVerilog functions can not have formal arguments specified as open arrays. A formal argument is an *open array* when a range of one or more of its dimensions is unspecified (denoted in SystemVerilog by using empty square brackets (`[]`)). This corresponds to a relaxation of the argument-matching rules. An actual argument shall match the formal one regardless of the range(s) for its corresponding dimension(s), which facilitates writing a more general C code that can handle SystemVerilog arrays of different sizes.

The C-layer of the DPI basically uses normalized ranges. *Normalized ranges* mean `[n-1:0]` indexing for the packed part (packed arrays are restricted to one dimension) and `[0:n-1]` indexing for a dimension in the unpacked part of an array. Normalized ranges are used for the canonical representation of packed arrays in C and for System Verilog arrays passed as actual arguments to C, with the exception of the actual arguments for open arrays. The elements of an open array can be accessed in C by using the same range of indices as defined in System Verilog for the actual argument for that open array and the same indexing as in SystemVerilog.

Function arguments are generally passed by some form of a reference or by value. All formal arguments, except open arrays, are passed by direct reference or value, and, therefore, are directly accessible in C code. Only small values of SystemVerilog input arguments (see section A.7.7) are passed by value. Formal arguments declared in SystemVerilog as open arrays are passed by a handle (type `svOpenArrayHandle`) and

are accessible via library functions. Array-querying functions are provided for open arrays.

Depending on the data types used for external (or exported) functions, either binary level or C-source level compatibility is granted. Binary level is granted for all data types that do not mix SystemVerilog packed and unpacked types and for open arrays which can have both packed and unpacked parts. If a data type that mixes SystemVerilog packed and unpacked types is used, then the C code needs to be re-compiled using the implementation -dependent definitions provided by the vendor.

The C-layer of the Direct Programming Interface provides two include files. The main include file, `svdpi.h`, is implementation-independent and defines the canonical representation, all basic types, and all interface functions. The second include file, `svdpi_src.h`, defines only the actual representation of packed arrays and, hence, its contents are implementation-dependent. Applications that do not need to include this file are binary-level compatible.

A.2 Naming conventions

All names introduced by this interface shall conform to the following conventions.

- All names defined in this interface are prefixed with `sv` or `SV_`.
- Function and type names start with `sv`, followed by initially capitalized words with no separators, e.g., `svBitPackedArrRef`.
- Names of symbolic constants start with `sv_`, e.g., `sv_x`.
- Names of macro definitions start with `SV_`, followed by all upper-case words separated by a dash (-), e.g., `SV_CANONICAL_SIZE`.

A.3 Portability

Depending on the data types used for external (or exported) functions, the C code can be binary-level or source-level compatible. Applications that do not use SystemVerilog packed types are always binary compatible. Applications that don't mix SystemVerilog packed and unpacked types in the same data type can be written to guarantee binary compatibility. Open arrays with both packed and unpacked parts are also binary compatible.

The values of SystemVerilog packed types can be accessed via interface functions using the canonical representation of 2-state and 4-state packed arrays, or directly through pointers using the implementation representation. The former mode assures binary level compatibility; the latter one allows for tool-specific, performance-oriented tuning of an application, though it also requires recompiling with the implementation-dependent definitions provided by the vendor and shipped with the simulator.

A.3.1 Binary compatibility

Binary compatibility means an application compiled for a given platform shall work with every SystemVerilog simulator on that platform.

A.3.2 Source-level compatibility

Source-level compatibility means an application needs to be re-compiled for each SystemVerilog simulator and implementation-specific definitions shall be required for the compilation.

A.4 Include files

The C-layer of the Direct Programming Interface defines two include files corresponding to these two levels of compatibility: `svdpi.h` and `svdpi_src.h`.

Binary compatibility of an application depends on the data types of the values passed through the interface. If all corresponding type definitions can be written in C without the need to include an `svdpi_src.h` file, then an application is binary compatible. If an `svdpi_src.h` file is required, then the application is not binary compatible and needs to be recompiled for each simulator of choice.

Applications that pass solely C-compatible data types or standalone packed arrays (both 2-state and 4-state) require only an `svdpi.h` file and, therefore, are binary compatible with all simulators. Applications that use complex data types which are constructed of both SystemVerilog packed arrays and C-compatible types, also require an `svdpi_src.h` file and, therefore, are not binary compatible with all simulators. They are source-level compatible, however. If an application is tuned for a particular vendor-specific representation of packed arrays and therefore needs vendor specific include files, then such an application is not source-level compatible.

A.4.1 `svdpi.h` include file

Applications which use the Direct Programming Interface with C code usually need this main include file. The include file `svdpi.h` defines the types for canonical representation of 2-state (`bit`) and 4-state (`logic`) values and passing references to SystemVerilog data objects. The file also provides function headers and defines a number of helper macros and constants.

This document fully defines the `svdpi.h` file. The content of `svdpi.h` does not depend on any particular implementation or platform; all simulators shall use the same file. For more details on `svdpi.h`, see section A.9.1.

Applications which only use `svdpi.h` shall be binary-compatible with all SystemVerilog simulators.

A.4.2 `svdpi_src.h` include file

This is an auxiliary include file. `svdpi_src.h` defines data structures for implementation-specific representation of 2-state and 4-state SystemVerilog packed arrays. The interface specifies the contents of this file, i.e., what symbols are defined. The actual definitions of those symbols, however, are implementation-specific and shall be provided by vendors.

Applications that require an `svdpi_src.h` file are only source-level compatible, i.e., they need to be compiled with the version of `svdpi_src.h` provided for a particular implementation of SystemVerilog. If, however, an application makes use of the details of the implementation-specific representation of packed arrays and thus it requires vendor specific include files, then such an application is not source-level compatible.

A.5 Semantic constraints

Formal and actual arguments of both external functions and exported functions are bound by the principle “*What You Specify Is What You Get.*” This principle is binding both for the caller and for the callee, in C code and in SystemVerilog code. For the callee, it guarantees the actual arguments are as specified for the formal ones. For the caller, it means the function call arguments shall conform with the types of the formal arguments, which might require type-coercion on the caller side.

Neither compiler (C or SystemVerilog) can make argument coercions between a caller’s declared formals and the callee’s declared formals if the code of a caller and the code of a callee are in different languages and are processed independently. If the callee’s formal arguments are declared in a different language than the caller’s formal arguments; there is no visible relationship between the two sets of formals. Users are expected to understand all argument relationships and provide properly matched types on both sides of the interface.

In SystemVerilog code, the compiler can change the formal arguments of native SystemVerilog function and modify its code accordingly, because of optimizations, compiler pragmas, or command line switches. Similarly, a SystemVerilog compiler will naturally provide any necessary coercions for the actual arguments of every function call, including external functions calls. For example, a SystemVerilog compiler might truncate or extend bits of a packed array if the widths of the actual and formal arguments are different.

The situation is different for external and exported functions. A SystemVerilog compiler can not modify the C code, perform any coercions, or make any changes whatsoever to the formal arguments of an external function. A C compiler can provide coercion for C types based on the relationship of the arguments in the exported function’s C prototype (formals) and the exported function’s C call site (actuals). However, a C compiler can not provide such coercion for SystemVerilog types. This is problematic, since the SystemVerilog code of an exported function expects the types of arguments to be exactly as declared. The C caller needs to guarantee this. Thus, if the user passes a 10-bit packed array to SystemVerilog, when a 40-bit array is expected, the error

will not be corrected by the C compiler. However, if the same happened in SystemVerilog code, the SystemVerilog compiler would handle it correctly by providing coercion and a temporary variable.

A.5.1 Types of formal arguments

The principle “*What You Specify Is What You Get*” guarantees the types of formal arguments of external functions — an actual argument is guaranteed to be of the type specified for the formal argument, with the exception of open arrays (for which unspecified ranges are statically unknown). Formal arguments, other than open arrays, are fully defined by external declaration; they shall have ranges of packed or unpacked arrays exactly as specified in the external declaration. Only the SystemVerilog declaration site of the external function is relevant for such formal arguments.

Formal arguments defined as open arrays have the size and ranges of the actual argument, i.e., have the ranges of packed or unpacked arrays exactly as that of the actual argument. The unsized ranges of open arrays are determined at a call site; the rest of the type information is specified at the external declaration.

So, if a formal argument is declared as `bit [15:8] b []`, then it is the external declaration which specifies the formal argument is an unpacked array of packed bit array with bounds 15 to 8, while the actual argument used at a particular call site defines the bounds for the unpacked part for that call.

A.5.2 `input` arguments

The formal arguments specified in SystemVerilog as `input` shall not be modified.

A.5.3 `output` arguments

The initial values of formal arguments specified in SystemVerilog as `output` are undetermined and implementation-dependent.

A.5.4 Value changes for `output` and `inout` arguments

The SystemVerilog simulator is responsible for handling value changes for `output` and `inout` arguments. Such changes shall be detected and handled after control returns from C code to SystemVerilog code.

A.5.5 `context` and non-`context` functions

Some DPI external functions or other interface functions called from them require that the context of their call is known. It takes a special instrumentation of their call instances to provide such context; for example, some variables referring to the “current instance” or “current task” need to be set. To avoid any unnecessary overhead, external function calls in SystemVerilog code are not instrumented unless the external function is specified as `context` in its SystemVerilog external declaration.

All DPI export functions require that the context of their call is known. This is because SystemVerilog function declarations always occur in instantiable scopes, hence allowing a multiplicity of unique function instances. Thus, there is no such thing as a non-`context` export function.

For the sake of simulation performance, an external function call shall not block SystemVerilog compiler optimizations. An external function not specified as `context` shall not access any data objects from SystemVerilog other than its actual arguments. Only the actual arguments can be affected (read or written) by its call. Therefore, a call of non-`context` function is not a barrier for optimizations. A `context` external function, however, can access (read or write) any SystemVerilog data objects by calling PLI/VPI, or by calling a DPI export function. Therefore, a call to a `context` function is a barrier for SystemVerilog compiler optimizations.

Only the calls of `context` external functions are properly instrumented and cause conservative optimizations; therefore, only those functions can safely call all functions from other APIs, including PLI and VPI functions or exported SystemVerilog functions. For external functions not specified as `context`, the effects of calling PLI, VPI, or SystemVerilog functions can be unpredictable and such calls can crash if the callee requires a `context` that has not been properly set.

Special DPI utility functions exist that allow external functions to retrieve and operate on their context. For example, the C implementation of an external function may use `svGetScope()` to retrieve an `svScope` corre-

sponding to the instance scope of its corresponding SystemVerilog external declaration. See section A.8 for more details.

A.5.6 No consumption of time by external or export functions

Both external and export functions shall complete their execution instantly and consume zero simulation time.

A.5.7 pure functions

Only non-void functions with no `output` or `inout` arguments can be specified as `pure`. Functions specified as `pure` in their corresponding SystemVerilog external declarations shall have no side effects; their results need to depend solely on the values of their input arguments. Calls to such functions can be removed by SystemVerilog compiler optimizations or replaced with the values previously computed for the same values of the input arguments.

Specifically, a `pure` function is assumed not to directly or indirectly (i.e., by calling other functions):

- perform any file operations
- read or write anything in the broadest possible meaning, includes i/o, environment variables, objects from the operating system or from the program or other processes, shared memory, sockets, etc.
- access any persistent data, like global or static variables.

If a `pure` function does not obey the above restrictions, SystemVerilog compiler optimizations can lead to unexpected behavior, due to eliminated calls or incorrect results being used.

A.5.8 Memory management

The memory spaces owned and allocated by C code and SystemVerilog code are disjointed. Each side is responsible for its own allocated memory. Specifically, C code shall not free the memory allocated by SystemVerilog code (or the SystemVerilog compiler) nor expect SystemVerilog code to free the memory allocated by C code (or the C compiler). This does not exclude scenarios in which C code allocates a block of memory, then passes a handle (i.e., a pointer) to that block to SystemVerilog code, which in turn calls a C function that directly (if it is the standard function `free`) or indirectly frees that block.

NOTE—In this last scenario, a block of memory is allocated and freed in C code, even when the standard functions `malloc` and `free` are called directly from SystemVerilog code.

A.6 Data types

This section defines the data types of the C-layer of the Direct Programming Interface.

A.6.1 Limitations

Packed arrays can have an arbitrary number of dimensions; though they are eventually always equivalent to a one-dimensional packed array and treated as such. If the packed part of an array in the type of a formal argument in SystemVerilog is specified as multi-dimensional, the SystemVerilog compiler linearizes it. Although the original ranges are generally preserved for open arrays, if the actual argument has a multidimensional packed part of the array, the equivalent one-dimensional packed array shall be normalized.

NOTE—The actual argument can have both packed and unpacked parts of an array; either can be multidimensional.

A.6.2 Duality of types: SystemVerilog types vs. C types

A value that crosses the Direct Programming Interface is specified in SystemVerilog code as a value of SystemVerilog type, while the same value shall be specified in C code as a value of C type. Therefore, each data type that is passed through the Direct Programming Interface requires two matching type definitions: the SystemVerilog definition and C definition.

The user needs to provide such matching definitions. Specifically, for each SystemVerilog type used in the

external declarations or export declarations in SystemVerilog code, the user shall provide the equivalent type definition in C reflecting the argument passing mode for the particular type of SystemVerilog value and the direction (`input`, `output`, or `inout`) of the formal SystemVerilog argument. For values passed by reference, a generic pointer `void *` can be used (conveniently typedefed in `svdpi.h` or `svdpi_src.h`) without knowing the actual representation of the value.

A.6.3 Data representation

DPI imposes the following additional restrictions on the representation of SystemVerilog data types.

- Basic integer and real data types are represented as defined in section A.6.4.
- Enumeration types are represented as the types associated with them. Enumerated names are not available on C side of interface.
- Representation of packed types is implementation-dependent.
- The layout of unsized (or open) standalone unpacked arrays is implementation-dependent with the following restriction:

an element of an array shall have the same representation as an individual value of the same type, except for scalars (`bit` or `logic`) and packed arrays.

Hence, an array's elements, other than scalars or packed arrays, can be accessed from C code via pointers similarly to doing so for individual values.

- The layout of unpacked arrays, with the exception of actual arguments passed for formal arguments specified as open arrays, is the same as used by a C compiler; this includes arrays embedded in structures and any standalone arrays (i.e., those not embedded in any structure).

The natural order of elements for each dimension in the layout of an unpacked array shall be used, i.e., elements with lower indices go first. For SystemVerilog range `[L:R]`, the element with SystemVerilog index `min(L,R)` has the C index 0 and the element with SystemVerilog index `max(L,R)` has the C index `abs(L-R)`.

NOTE—This does not actually impose any restrictions on how unpacked arrays are implemented; it only says an array that does not satisfy this condition shall not be passed as an actual argument for a formal argument which is a sized array; it can be passed, however, for a formal argument which is an unsized (i.e., open) array. Therefore, the correctness of an actual argument might be implementation-dependent. Nevertheless, an open array provides an implementation-independent solution; this seems to be a reasonable trade-off.

A.6.4 Basic types

Table A1 on page 36 defines the mapping between the basic SystemVerilog data types and the corresponding C types.

Revise this xref w/ Stu; also check/revise variable settings, etc.

Table A1—Mapping data types

SystemVerilog type	C type
<code>char</code>	<code>char</code>
<code>byte</code>	<code>char</code>
<code>shortint</code>	<code>short int</code>
<code>int</code>	<code>int</code>
<code>longint</code>	<code>long long</code>
<code>real</code>	<code>double</code>

Table A1—Mapping data types (continued)

SystemVerilog type	C type
<code>shortreal</code>	<code>float</code>
<code>handle</code>	<code>void*</code>
<code>string</code>	<code>char*</code>

The representation of SystemVerilog-specific data types like packed `bit` and `logic` arrays is implementation-dependent and generally transparent to the user. Nevertheless, for the sake of performance, applications can be tuned for a specific implementation and make use of the actual representation used by that implementation; such applications shall not be binary compatible, however.

A.6.5 Normalized ranges

Packed arrays are treated as one-dimensional; the unpacked part of an array can have arbitrary number of dimensions. *Normalized ranges* mean `[n-1:0]` indexing for the packed part and `[0:n-1]` indexing for a dimension of the unpacked part of an array. Normalized ranges are used for accessing all arguments but open arrays. The canonical representation of packed arrays also uses normalized ranges.

A.6.6 Mapping between SystemVerilog ranges and normalized ranges

The SystemVerilog ranges for a formal argument specified as an open array are those of the actual argument for a particular call. Open arrays are accessible, however, by using their original ranges and the same indexing as in the SystemVerilog code.

For all other types of arguments, i.e., all arguments but open arrays, the SystemVerilog ranges are defined in the corresponding SystemVerilog external or export declaration. Normalized ranges are used for accessing such arguments in C code. The mapping between SystemVerilog ranges and normalized ranges is defined as follows.

- 1) If a packed part of an array has more than one dimension, it is linearized as specified by the equivalence of packed types (see section ??).
- 2) A packed array of range `[L:R]` is normalized as `[abs(L-R):0]`; its most significant bit has a normalized index `abs(L-R)` and its least significant bit has a normalized index 0.
- 3) The natural order of elements for each dimension in the layout of an unpacked array shall be used, i.e., elements with lower indices go first. For SystemVerilog range `[L:R]`, the element with SystemVerilog index `min(L,R)` has the C index 0 and the element with SystemVerilog index `max(L,R)` has the C index `abs(L-R)`.

NOTE—The above range mapping from SystemVerilog to C applies to calls made in both directions, i.e., SystemVerilog-calls to C and C-calls to SystemVerilog.

For example, if `logic [2:3][1:3][2:0] b [1:10] [31:0]` is used in SystemVerilog, it needs to be defined in C as if it were declared in SystemVerilog in the following normalized form: `logic [17:0] b [0:9] [0:31]`.

A.6.7 Canonical representation of packed arrays

The Direct Programming Interface defines the canonical representation of packed 2-state (type `svBitVec32`) and 4-state arrays (type `svLogicVec32`). This canonical representation is actually based on the Verilog legacy PLI's `avalue/bvalue` representation of 4-state vectors. Library functions provide the translation between the representation used in a simulator and the canonical representation of packed arrays.

A packed array is represented as an array of one or more elements (of type `svBitVec32` for 2-state values and `svLogicVec32` for 4-state values), each element representing a group of 32 bits. The first element of an

array contains the 32 least-significant bits, next element contains the 32 more-significant bits, and so on. The last element may contain a number of unused bits. The contents of these unused bits is undetermined and the user is responsible for the masking or the sign extension (depending on the sign) for the unused bits.

Table A2 on page 38 defines the encoding used for a packed logic array represented as `svLogicVec32`.

Table A2—Encoding of bits in `svLogicVec32`

c	d	Value
0	0	0
0	1	1
1	0	z
1	1	x

A.7 Argument passing modes

This section defines the ways to pass arguments in the C-layer of the Direct Programming Interface.

A.7.1 Overview

External function arguments are generally passed by some form of a reference, with the exception of small values of SystemVerilog input arguments (see section A.7.7), which are passed by value. Similarly, the function result, which is restricted to small values, is passed by value, i.e., directly returned.

Actual arguments passed by reference typically are passed without changing their representation from the one used by a simulator. There is no inherent copying of arguments (other than any copying resulting from coercing).

Access to packed arrays via canonical representation involves copying arguments and does incur some overhead, however. Alternatively, for the sake of performance the application can be tuned for a particular tool and access the packed arrays directly through pointers using implementation representation, which could compromise compatibility. Data can be, however, moved around (copied, stored, retrieved) without using canonical representation while preserving binary or source level compatibility at the same time. This is possible by using pointers and size of data and when the detailed knowledge of the data representation is not required.

NOTE—This provides some degree of flexibility and allows the user to control the trade-off of performance vs. portability.

Formal arguments, except open arrays, are passed by direct reference or value, and, therefore, are directly accessible in C code. Formal arguments declared in SystemVerilog as open arrays are passed by a handle (type `svOpenArrayHandle`) and are accessible via library functions.

A.7.2 Calling SystemVerilog functions from C

There is no difference in argument passing between calls from SystemVerilog to C and calls from C to SystemVerilog. Functions exported from SystemVerilog can not have open arrays as arguments. Apart from this restriction, the same types of formal arguments can be declared in SystemVerilog for exported functions and external functions. A function exported from SystemVerilog shall have the same function header in C as would an external function with the same function result type and same formal argument list. In the case of arguments passed by reference, an actual argument to SystemVerilog function called from C shall be allocated using the same layout of data as SystemVerilog uses for that type of argument; the caller is responsible for the allocation. It can be done while preserving binary compatibility, see section A.7.5 and section A.11.11.

A.7.3 Argument passing by value

Only small values of formal input arguments (see section A.7.7) are passed by value. Function results are also directly passed by value. The user needs to provide the C-type equivalent to the SystemVerilog type of a for-

mal argument if an argument is passed by value.

A.7.4 Argument passing by reference

For arguments passed by reference, their original simulator-defined representation shall be used and a reference (a pointer) to the actual data object is passed. The actual argument is usually allocated by a caller. The caller can also pass a reference to an object already allocated somewhere else, for example, its own formal argument passed by reference.

If an argument of type `T` is passed by reference, the formal argument shall be of type `T*`. However, packed arrays can also be passed using generic pointers `void*` (typedefed accordingly to `svBitPackedArrRef` or `svLogicPackedArrRef`).

A.7.5 Allocating actual arguments for SystemVerilog-specific types

This is relevant only for calling (exported) SystemVerilog functions from C code. The caller is responsible for allocating any actual arguments that are passed by reference.

Static allocation requires knowledge of the relevant data type. If such a type involves SystemVerilog packed arrays, their actual representation needs to be known to C code; thus, the file `svdpi_src.h` needs to be included, which makes the C code implementation-dependent and not binary compatible.

Sometimes binary compatibility can be achieved by using dynamic allocation functions. The functions `svSizeOfLogicPackedArr()` and `svSizeOfBitPackedArr()` provide the size of the actual representation of a packed array, which can be used for the dynamic allocation of an actual argument without compromising the portability (see section A.11.11). Such a technique does not work if a packed array is a part of another type.

A.7.6 Argument passing by `sv_handle` - open arrays

Arguments specified as open (unsized) arrays are always passed by a handle, regardless of direction of the SystemVerilog formal argument, and are accessible via library functions. The actual implementation of a handle is simulator-specific and transparent to the user. A handle is represented by the generic pointer `void *` (typedefed to `sv_handle`). Arguments passed by handle shall always have a `const` qualifier, because the user shall not modify the contents of a handle.

A.7.7 input arguments

input arguments of external functions implemented in C shall always have a `const` qualifier.

input arguments, with the exception of open arrays, are passed by value or by reference, depending on the size. 'Small' values of formal input arguments are passed by value. The following data types are considered *small*:

- `byte`, `shortint`, `int`, `longint`, `real`, `shortreal`
- `handle`, `string`
- `bit` (i.e., 2-state) packed arrays up to 32 bit (canonical representation shall be used, like for a function result).

input arguments of other types are passed by reference.

If an input argument is a packed `bit` array passed by value, its value shall be represented using the canonical representation `svBitVec32`. If the size is smaller than 32 bits, the most significant bits are unused and their contents are undetermined. The user is responsible for the masking or the sign extension, depending on the sign, for the unused bits.

A.7.8 inout and output arguments

`inout` and `output` arguments, with the exception of open arrays, are always passed by reference.

A.7.9 Function result

Types of a function result are restricted to the following SystemVerilog data types (see Table A1 on page 36 for the corresponding C type):

- `byte`, `shortint`, `int`, `longint`, `real`, `shortreal`, `handle`, `string`
- packed bit arrays up to 32 bits.

If the function result type is a packed bit array, the returned value shall be represented using the canonical representation `svBitVec32`. If a packed bit array is smaller than 32 bits, the most significant bits are unused and their contents are undetermined.

A.8 Context functions

Some DPI external functions require that the context of their call is known. For example, those calls may be associated with instances of C models that have a one-to-one correspondence with instances of SV modules that are making the calls. Alternatively, a DPI external function may need to access or modify simulator data structures using PLI or VPI calls, or by making a call back into SystemVerilog via an export function. Context knowledge is required for such calls to function properly. It may take special instrumentation of their call to provide such context.

To avoid any unnecessary overhead, external function calls in SystemVerilog code are not instrumented unless the external function is specified as `context` in its SystemVerilog external declaration. A small set of DPI utility functions is available to assist programmers when working with context functions (See section A.8.3). If those utility functions are used with any non-context function, a system error will result.

A.8.1 Overview of DPI and VPI context

Both DPI functions and VPI/PLI functions may need to understand their context. However, the meaning of the term is different for the two categories of functions.

DPI external functions are essentially proxies for native SystemVerilog functions. Native SystemVerilog functions always operate in the scope of their declaration site. For example, a native SystemVerilog function `f()` may be declared in a module `m` which is instantiated as `top.i1_m`. The `top.i1_m` instance of `f()` may be called via hierarchical reference from code in a distant design region. Function `f()` is said to execute in the *context* (aka. instantiated scope) of `top.i1_m`, since it has unqualified visibility only for variables local to that specific instance of `m`. Function `f()` does not have unqualified visibility for any variables in the calling code's scope.

DPI external functions follow the same model as native SystemVerilog functions. They execute in the context of their surrounding declarative scope, rather than the context of their call sites. This type of context is termed *DPI context*.

This is in contrast to VPI and PLI functions. Such functions execute in a context associated with their call sites. The VPI/PLI programming model relies on C code's ability to retrieve a context handle associated with the associated system task's call site, and then work with the context handle to glean information about arguments, items in the call site's surrounding declarative scope, etc. This type of context is termed *VPI context*.

Note that all DPI export functions require that the context of their call is known. This occurs since SystemVerilog function declarations always occur in instantiable scopes, hence giving rise to a multiplicity of associated function instances in the simulator's database. Thus, there is no such thing as a non-context export function. All export function calls must have their execution scope specified in advance by use of a context-setting API function.

A.8.2 Context of external and export functions

DPI external and export functions may be declared anywhere a normal SystemVerilog function may be declared. Specifically, this means that they can be declared in `module`, `program`, `interface`, or `generate` declarative scope.

A context external function executes in the context of the instantiated scope surrounding its declaration. This means that such functions can see other variables in that scope without qualification. As explained in section

A.8.1, this should not be confused with the context of the function's call site, which may actually be anywhere in the SystemVerilog design hierarchy. The context of an external or exported function corresponds to the fully qualified name of the function, minus the function name itself.

Note that context is transitive through external and export context functions. That is, if an external function is running in a certain context, and if it in turn calls an exported function, the exported function will inherit the context from the external function. For example, consider a SystemVerilog call to a native function `f()`, which in turn calls a native function `g()`. Now replace the native function `f()` with an equivalent external context C function, `f'()`. The system will behave identically regardless if `f()` or `f'()` is in the call chain above `g()`. `g()` has the proper execution context in both cases.

A.8.3 Working with DPI context functions in C code

DPI defines a small set of functions to help programmers work with DPI context functions. The term *scope* is used in the function names for consistency with other SystemVerilog terminology. The terms *scope* and *context* are equivalent for DPI functions.

```
/* Functions for working with DPI context functions */

/* Retrieve instance scope of the currently executing external function.
   This is the scope of the function's declaration site, not call site.
   Returns NULL if called from C code that is *not* an external function. */
svHandle svGetScope();

/* Set context for subsequent export function execution.
   This function must be called before calling an export function, unless
   the export function is called while executing an extern function. In that
   case the export function will inherit the scope of the surrounding extern
   function. This is known as the "default scope". */
void svSetScope(const svHandle scope);

/* Retrieve svHandle to instance scope of an arbitrary function declaration.
   (Will be either module, program, interface, or generate scope) */
svHandle svGetScopeByName(const char* scopeName);

/* Set arbitrary user data pointer into specified instance scope */
void svPutUserData(const svHandle scope, void* userData);

/* Retrieve arbitrary user data from specified instance scope */
void* svGetUserData(const svHandle scope);

/* Gets the fully qualified name of a scope handle */
svScopeFullName(const svHandle);

/* Returns the file and line number in the SV code from which the extern call
   was made. If this information available, returns TRUE and updates fileName and
   lineNumber to the appropriate values. Behavior is unpredictable if fileName or
   lineNumber are not appropriate pointers. If this information is not available
   return FALSE and contents of fileName and lineNumber not modified. Whether this
   information is available or not is implementation specific. Note that the
   string provided (if any) is owned by the SV implementation and is valid only
   until the next call to any SV function. Applications must not modify this
   string or free it */
int svGetCallerInfo(char **fileName, int *lineNumber)
```

A.8.4 Example 1 — Using DPI context functions

SV Side:

```
// Declare an external context sensitive C function with cname "MyCFunc"
extern "DPI" context MyCFunc = function integer MapID(int portID);
```

C Side:

```
// Define the function and model class on the C++ side:
class MyCModel {
private:
    int locallyMapped(int portID); // Does something interesting...
public:
    // Constructor
    MyCModel(const char* instancePath) {
        svHandle svScope = svGetScopeByName(instancePath);

        // Associate "this" with SV scope (avoids a hash in C++ code)
        svPutUserData(svScope, this);
    }

    friend int MyCFunc(int portID);
};

// Implementation of external context function callable in SV
int MyCFunc(int portID) {
    // Retrieve SV instance scope (i.e. this function's context).
    svHandle = svGetScope();

    // Retrieve and make use of user data stored in SV scope
    MyCModel* me = (MyCModel*)svGetUserData(svHandle);
    return me->locallyMapped(portID);
}
```

A.8.5 Relationship between DPI and VPI/PLI interfaces

DPI allows C code to run in the context of a SystemVerilog simulation, thus it is natural for users to consider using VPI/PLI C code from within external functions.

There is no specific relationship defined between DPI and the existing Verilog programming interfaces (VPI and PLI). Programmers must make no assumptions about how DPI and the other interfaces interact. In particular, note that a `vpiHandle` is not equivalent to an `svHandle`, and the two must not be interchanged and passed between functions defined in two different interface standards.

If a user wants to call VPI or PLI functions from within an external function, the external function must be flagged with the context qualifier.

Not all VPI or PLI functionality is available from within DPI context external functions. For example, a SystemVerilog external function is not a system task, and thus making the following call from within an external function would result in an error:

```
/* Get handle to system task call site in preparation for argument scan */
vpiHandle myHandle = vpi_handle(vpiSysTfCall, NULL);
```

Similarly, receiving `misctf` callbacks and other activities associated with system tasks are not supported inside DPI external functions. Users should use VPI or PLI if they wish to accomplish such actions.

However, the following kind of code is guaranteed to work from within DPI context external functions:

```
/* Prepare to scan all top level modules */
vpiHandle myHandle = vpi_iterate(vpiModule, NULL);
```

A.9 Include files

The C-layer of the Direct Programming Interface defines two include files. The main include file, `svdpi.h`, is implementation-independent and defines the canonical representation, all basic types, and all interface functions. The second include file, `svdpi_src.h`, defines only the actual representation of packed arrays and, hence, is implementation-dependent. Both files are shown in Annex B.

Applications which do not need to include `svdpi_src.h` are binary-level compatible.

A.9.1 Binary compatibility include file `svdpi.h`

Applications which use the Direct Programming Interface with C code usually need this main include file. The include file `svdpi.h` defines the types for canonical representation of 2-state (`bit`) and 4-state (`logic`) values and passing references to SystemVerilog data objects, provides function headers, and defines a number of helper macros and constants.

This document fully defines the `svdpi.h` file. The content of `svdpi.h` does not depend on any particular implementation or platform; all simulators shall use the same file. The following subsections (and section A.10.3.1) detail the contents of the `svdpi.h` file.

A.9.1.1 Scalars of type `bit` and `logic`

```
/* canonical representation */

#define sv_0  0
#define sv_1  1
#define sv_z  2 /* representation of 4-st scalar z */
#define sv_x  3 /* representation of 4-st scalar x */

/* common type for 'bit' and 'logic' scalars. */
typedef unsigned char svScalar;

typedef svScalar svBit; /* scalar */
typedef svScalar svLogic; /* scalar */
```

A.9.1.2 Canonical representation of packed arrays

```
/* 2-state and 4-state vectors, modelled upon PLI's avalue/bvalue */
#define SV_CANONICAL_SIZE(WIDTH) (((WIDTH)+31)>>5)

typedef unsigned int
    svBitVec32; /* (a chunk of) packed bit array */

typedef struct { unsigned int c; unsigned int d;}
    svLogicVec32; /* (a chunk of) packed logic array */

/* Since the contents of the unused bits is undetermined, the following macros
may be handy */
#define SV_MASK(N) (~(-1<<(N)))

#define SV_GET_UNSIGNED_BITS(VALUE,N)\
    ((N)==32?(VALUE):((VALUE)&SV_MASK(N)))

#define SV_GET_SIGNED_BITS(VALUE,N)\
    ((N)==32?(VALUE):\
    (((VALUE)&(1<<(N)1))?(VALUE)|~SV_MASK(N)):((VALUE)&SV_MASK(N))))
```

A.9.1.3 Implementation-dependent representation

```
/* a handle to a generic object (actually, unsized array) */
typedef void* svOpenArrayHandle;

/* reference to a standalone packed array */
```

```

typedef void* svBitPackedArrRef;
typedef void* svLogicPackedArrRef;

/* total size in bytes of the simulator's representation of a packed array */
/* width in bits */
int svSizeOfBitPackedArr(int width);
int svSizeOfLogicPackedArr(int width);

```

A.9.1.4 Translation between the actual representation and the canonical representation

```

/* functions for translation between the representation actually used by
   simulator and the canonical representation */

/* s=source, d=destination, w=width */

/* actual <-- canonical */
void svPutBitVec32 (svBitPackedArrRef d, const svBitVec32* s, int w);
void svPutLogicVec32 (svLogicPackedArrRef d, const svLogicVec32* s, int w);

/* canonical <-- actual */
void svGetBitVec32 (svBitVec32* d, const svBitPackedArrRef s, int w);
void svGetLogicVec32 (svLogicVec32* d, const svLogicPackedArrRef s, int w);

```

The above functions copy the whole array in either direction. The user is responsible for providing the correct width and for allocating an array in the canonical representation. The contents of the unused bits is undetermined.

Although the put/get functionality provided for bit and logic packed arrays is sufficient, yet basic, it requires unnecessary copying of the whole packed array when perhaps only some bits are needed. For the sake of convenience and improved performance, bit selects and limited (up to 32 bits) part selects are also supported, see section A.10.3.1 and section A.10.3.2.

A.9.1.5 Access to context

A.9.1.6 Associating user's data with instances

A.9.2 Source-level compatibility include file `svdpi_src.h`

Only two symbols are defined: the macros that allow declaring variables to represent the SystemVerilog packed arrays of type bit or logic.

```

#define SV_BIT_PACKED_ARRAY(WIDTH,NAME) ...
#define SV_LOGIC_PACKED_ARRAY(WIDTH,NAME) ...

```

The actual definitions are implementation-specific. For example, a SystemVerilog simulator might define the later macro as follows.

```

#define SV_LOGIC_PACKED_ARRAY(WIDTH,NAME) \
    svLogicVec32 NAME [ SV_CANONICAL_SIZE(WIDTH) ]

```

A.9.3 Example 1 — binary compatible application

SystemVerilog:

```

typedef struct {int a; int b;} pair;
extern "DPI" function void foo(input int i1, pair i2, output logic [63:0] o3);

export "DPI" function $root.exported_sv_func; // whatever is the syntax ...

function void exported_sv_func(input int i, output int o [0:7]);

```

```
begin ... end
endfunction
```

C:

```
#include "svdpi.h"

typedef struct {int a; int b;} pair;

extern void exported_sv_func(int, int *); /* imported from SystemVerilog */

void foo(const int i1, const pair *i2, svLogicPackedArrRef o3)
{
    svLogicVec32 arr[SV_CANONICAL_SIZE(64)]; /* 2 chunks needed */
    int tab[8];

    printf("%d\n", i1);
    arr[1].c = i2->a;
    arr[1].d = 0;
    arr[2].c = i2->b;
    arr[2].d = 0;
    svPutLogicVec32 (o3, arr, 64);

    /* call SystemVerilog */
    exported_sv_func(i1, tab); /* tab passed by reference */
    ...
}
```

A.9.4 Example 2 — source-level compatible application

SystemVerilog:

```
typedef struct {int a; bit [6:1][1:8] b [65:2]; int c;} triple;
// troublesome mix of C types and packed arrays
extern "DPI" function void foo(input triple i);

export "DPI" function $root.exported_sv_func; // whatever is the syntax ...

function void exported_sv_func(input int i, output logic [63:0] o);
begin ... end
endfunction
```

C:

```
#include "svdpi.h"
#include "svdpi_src.h"

typedef struct {
    int a;
    sv_BIT_PACKED_ARRAY(6*8, b) [64]; /* implementation specific
                                     representation */
    int c;
} triple;

/* Note that 'b' is defined as for 'bit [6*8-1:0] b [63:0]' */

extern void exported_sv_func(int, svLogicPackedArrRef); /* imported from
                                                         SystemVerilog */
```

```

void foo(const triple *i)
{
    int j;
    /* canonical representation */
    svBitVec32 arr[SV_CANONICAL_SIZE(6*8)]; /* 6*8 packed bits */
    svLogicVec32 aL[SV_CANONICAL_SIZE(64)];

    /* implementation specific representation */
    SV_LOGIC_PACKED_ARRAY(64, my_tab);

    printf("%d %d\n", i->a, i->c);
    for (j=0; j<64; j++) {
        svGetBitVec32(arr, (svBitPackedArrRef)&(i->b[j]), 6*8);
        ...
    }
    ...
    /* call SystemVerilog */
    exported_sv_func(2, (svLogicPackedArrRef)&my_tab); /* by reference */
    svGetLogicVec32(aL, (svLogicPackedArrRef)&my_tab, 64); ... }

```

NOTE—*a*, *b*, and *c* are directly accessed as fields in a structure. In the case of *b*, which represents unpacked array of packed arrays, the individual element is accessed via the library function `svGetBitVec32()`, by passing its address to the function.

A.10 Arrays

Normalized ranges are used for accessing SystemVerilog arrays, with the exception of formal arguments specified as open arrays.

A.10.1 Multidimensional arrays

Packed arrays shall be one-dimensional. Unpacked arrays can have an arbitrary number of dimensions.

A.10.2 Direct access to unpacked arrays

Unpacked arrays, with the exception of formal arguments specified as open arrays, shall have the same layout as used by a C compiler; they are accessed using C indexing (see section A.6.6).

A.10.3 Access to packed arrays via canonical representation

Packed arrays are accessible via canonical representation; this C-layer interface provides functions for moving data between implementation representation and canonical representation (any necessary conversion is performed on-the-fly (see section A.9.1.3)), and for bit selects and limited (up to 32-bit) part selects. (Bit selects do not involve any canonical representation.)

A.10.3.1 Bit selects

This subsection defines the bit selects portion of the `svdpi.h` file (see section A.9.1 for more details).

```

/* Packed arrays are assumed to be indexed n-1:0,
   where 0 is the index of least significant bit */

/* functions for bit select */

/* s=source, i=bit-index */
svBit svGetSelectBit(const svBitPackedArrRef s, int i);
svLogic svGetSelectLogic(const svLogicPackedArrRef s, int i);

/* d=destination, i=bit-index, s=scalar */
void svPutSelectBit(svBitPackedArrRef d, int i, svBit s);

```

```
void svPutSelectLogic(svLogicPackedArrRef d, int i, svLogic s);
```

A.10.3.2 Part selects

Limited (up to 32-bit) part selects are supported. A *part select* is a slice of a packed array of types `bit` or `logic`. Array slices are not supported for unpacked arrays. Additionally, 64-bit wide part select can be read as a single value of type `long long`.

Functions for part selects only allow access (read/write) to a narrow subrange of up to 32 bits. A canonical representation shall be used for such narrow vectors. If the specified range of part select is not fully contained within the normalized range of an array, the behaviour is indetermined.

For the convenience, bit type part selects are returned as a function result. In addition to a general function for narrow part selects (≤ 32 -bits), there are two specialized functions for 32 and 64 bits.

```
/*
 * functions for part select
 *
 * a narrow ( $\leq 32$  bits) part select is copied between
 * the implementation representation and a single chunk of
 * canonical representation
 * Normalized ranges and indexing [n-1:0] are used for both arrays:
 * the array in the implementation representation and the canonical array.
 *
 * s=source, d=destination, i=starting bit index, w=width
 * like for variable part selects; limitations: w  $\leq$  32
 */
```

NOTE—For the sake of symmetry, a canonical representation (i.e., an array) is used both for `bit` and `logic`, although a simpler `int` can be used for `bit` part selects (≤ 32 bits):

```
/* canonical <-- actual */
void svGetPartSelectBit(svBitVec32* d, const svBitPackedArrRef s, int i,
svBitVec32 svGetBits(const svBitPackedArrRef s, int i, int w);
svBitVec32 svGet32Bits(const svBitPackedArrRef s, int i); // 32-bits
long long svGet64Bits(const svBitPackedArrRef s, int i); // 64-bits
void svGetPartSelectLogic(svLogicVec32* d, const svLogicPackedArrRef s, int i,
int w);

/* actual <-- canonical */
void svPutPartSelectBit(svBitPackedArrRef d, const svBitVec32 s, int i,
int w);
void svPutPartSelectLogic(svLogicPackedArrRef d, const svLogicVec32 s, int i,
int w);
```

A.11 Open arrays

Formal arguments specified as open arrays allows passing actual arguments of different sizes (i.e., different range and/or different number of elements), which facilitates writing a more general C code that can handle SystemVerilog arrays of different sizes. The elements of an open array can be accessed in C by using the same range of indices and the same indexing as in SystemVerilog. Plus, inquiries about the dimensions and the original boundaries of SystemVerilog actual arguments are supported for open arrays.

NOTE—Both packed and unpacked array dimensions can be unsized.

All formal arguments declared in SystemVerilog as open arrays are passed by handle (type `svOpenArray-`

Handle), regardless of the direction of a SystemVerilog formal argument. Such arguments are accessible via interface functions.

A.11.1 Actual ranges

The formal arguments defined as open arrays have the size and ranges of the actual argument, as determined on a per-call basis. The programmer shall always have a choice whether to specify a formal argument as a sized array or as an open (unsized) array.

In the former case, all indices are normalized on the C side (i.e., 0 and up) and the programmer needs to know the size of an array and be capable of determining how the ranges of the actual argument map onto C-style ranges (see section A.6.6).

Tip: programmers may decide to stick to `[n:0]name[0:k]` style ranges in SystemVerilog.

In the later case, i.e., an open array, individual elements of a packed array are accessible via interface functions, which facilitate the SystemVerilog-style of indexing with the original boundaries of the actual argument.

If a formal argument is specified as a sized array, then it shall be passed by reference, with no overhead, and is directly accessible as a normalized array. If a formal argument is specified as an open (unsized) array, then it shall be passed by handle, with some overhead, and is mostly indirectly accessible, again with some overhead, although it retains the original argument boundaries.

NOTE—This provides some degree of flexibility and allows the programmer to control the trade-off of performance vs. convenience.

The following example shows the use of sized vs. unsized arrays in SystemVerilog code.

```
// both unpacked arrays are 64 by 8 elements, packed 16-bit each
logic [15: 0] a_64x8 [63:0][7:0];
logic [31:16] b_64x8 [64:1][-1:-8];

extern void foo(input logic [] i [][]);
    // 2-dimensional unsized unpacked array of unsized packed logic

extern void boo(input logic [31:16] i [64:1][-1:-8]);
    // 2-dimensional sized unpacked array of sized packed logic

foo(a_64x8);
foo(b_64x8); // C code may use original ranges [31:16][64:1][-1:-8]

boo(b_64x8); // C code must use normalized ranges [15:0][0:63][0:7]
```

A.11.2 Array querying functions

These functions are modelled upon the SystemVerilog array querying functions and use the same semantics (see *SystemVerilog 3.0 LRM 16.3*).

If the dimension is 0, then the query refers to the packed part (which is one-dimensional) of an array, and dimensions > 0 refer to the unpacked part of an array.

```
/* h= handle to open array, d=dimension */
int svLeft(const svOpenArrayHandle h, int d);
int svRight(const svOpenArrayHandle h, int d);
int svLow(const svOpenArrayHandle h, int d);
int svHigh(const svOpenArrayHandle h, int d);
int svIncrement(const svOpenArrayHandle h, int d);
int svLength(const svOpenArrayHandle h, int d);
int svDimensions(const svOpenArrayHandle h);
```

A.11.3 Access functions

Similarly to sized arrays, there are functions for copying data between the simulator representation and the canonical representation and to obtain the actual address of SystemVerilog data object or of an individual element of an unpacked array. This information might be useful for simulator-specific tuning of the application.

Depending on the type of an element of an unpacked array, different access methods shall be used when working with elements.

- Packed arrays (`bit` or `logic`) are accessed via copying to or from the canonical representation.
- Scalars (1-bit value of type `bit` or `logic`) are accessed (read or written) directly.
- Other types of values (e.g., structures) are accessed via generic pointers; a library function calculates an address and the user needs to provide the appropriate casting.
- Scalars and packed arrays are accessible via pointers only if the implementation supports this functionality (per array), e.g., one array can be represented in a form that allows such access, while another array might use a compacted representation which renders this functionality unfeasible (both occurring within the same simulator).

SystemVerilog allows arbitrary dimensions and, hence, an arbitrary number of indices. To facilitate this, a variable argument list functions shall be used. For the sake of performance, specialized versions of all indexing functions are provided for 1, 2, or 3 indices.

A.11.4 Access to the actual representation

The following functions provide an actual address of the whole array or of its individual elements. These functions shall be used for accessing elements of arrays of types compatible with C. These functions are also useful for vendors, because they provide access to the actual representation for all types of arrays.

If the actual layout of the SystemVerilog array passed as an argument for an open unpacked array is different than the C layout, then it is not possible to access such an array as a whole; therefore, the address and size of such an array shall be undefined (zero (0), to be exact). Nonetheless, the addresses of individual elements of an array shall be always supported.

NOTE—No specific representation of an array is assumed here; hence, all functions use a generic pointer `void *`.

```
/* a pointer to the actual representation of the whole array of any type */
/* NULL if not in C layout */
void *svGetArrayPtr(const svOpenArrayHandle);

int svSizeOfArray(const svOpenArrayHandle); /* total size in bytes or 0 if not
in C
                                layout */

/* Return a pointer to an element of the array
or NULL if index outside the range or null pointer */

void *svGetArrElemPtr(const svOpenArrayHandle, int indx1, ...);

/* specialized versions for 1-, 2- and 3-dimensional arrays: */
void *svGetArrElemPtr1(const svOpenArrayHandle, int indx1);
void *svGetArrElemPtr2(const svOpenArrayHandle, int indx1, int indx2);
void *svGetArrElemPtr3(const svOpenArrayHandle, int indx1, int indx2, int
indx3);
```

Access to an individual array element via pointer makes sense only if the representation of such an element is the same as it would be for an individual value of the same type. Representation of array elements of type scalar or *packed value* is implementation-dependent; the above functions shall return NULL if the representation of the array elements differs from the representation of individual values of the same type.

A.11.5 Access to elements via canonical representation

This group of functions is meant for accessing elements which are packed arrays (bit or logic).

The following functions copy a single vector from a canonical representation to an element of an open array or other way round. The element of an array is identified by indices, bound by the ranges of the actual argument, i.e., the original SystemVerilog ranges are used for indexing.

```

/* functions for translation between simulator and canonical representations*/
/* s=source, d=destination */
/* actual <-- canonical */
void svPutBitArrElemVec32 (const svOpenArrayHandle d, const svBitVec32* s,
                          int indx1, ...);
void svPutBitArrElem1Vec32(const svOpenArrayHandle d, const svBitVec32* s, int
indx1);
void svPutBitArrElem2Vec32(const svOpenArrayHandle d, const svBitVec32* s, int
indx1,
                          int indx2);
voidsvPutBitArrElem3Vec32(constsvOpenArrayHandled, constsvBitVec32*s,
                          int indx1, int indx2, int indx3);

void svPutLogicArrElemVec32 (const svOpenArrayHandle d, const svLogicVec32* s,
                             int indx1, ...);
void svPutLogicArrElem1Vec32( const svOpenArrayHandle d, const svLogicVec32*
s,
                             int indx1);
void svPutLogicArrElem2Vec32(const svOpenArrayHandle d, const svLogicVec32* s,
                             int indx1, int indx2);
void svPutLogicArrElem3Vec32(const svOpenArrayHandle d, const svLogicVec32* s,
                             int indx1, int indx2, int indx3);

/* canonical <-- actual */
void svGetBitArrElemVec32 (svBitVec32* d, const svOpenArrayHandle s, int
indx1, ...);
void svGetBitArrElem1Vec32(svBitVec32* d, const svOpenArrayHandle s, int
indx1);
void svGetBitArrElem2Vec32(svBitVec32* d, const svOpenArrayHandle s, int
indx1,
                          int indx2);
void svGetBitArrElem3Vec32(svBitVec32* d, const svOpenArrayHandle s,
                          int indx1, int indx2, int indx3);

void svGetLogicArrElemVec32 (svLogicVec32* d, const svOpenArrayHandle s, int
indx1,
                          ...);
void svGetLogicArrElem1Vec32(svLogicVec32* d, const svOpenArrayHandle s, int
indx1);
void svGetLogicArrElem2Vec32(svLogicVec32* d, const svOpenArrayHandle s, int
indx1,
                          int indx2);
void svGetLogicArrElem3Vec32(svLogicVec32* d, const svOpenArrayHandle s,
                          int indx1, int indx2, int indx3);

```

The above functions copy the whole packed array in either direction. The user is responsible for allocating an array in the canonical representation.

A.11.6 Access to scalar elements (bit and logic)

Another group of functions is needed for scalars (i.e., when an element of an array is a simple scalar, bit, or

logic):

```

svBit  svGetBitArrElem (const svOpenArrayHandle s, int indx1, ...);
svBit  svGetBitArrElem1(const svOpenArrayHandle s, int indx1);
svBit  svGetBitArrElem2(const svOpenArrayHandle s, int indx1, int indx2);
svBit  svGetBitArrElem3(const svOpenArrayHandle s, int indx1, int indx2, int
indx3);

svLogic svGetLogicArrElem (const svOpenArrayHandle s, int indx1, ...);
svLogic svGetLogicArrElem1(const svOpenArrayHandle s, int indx1);
svLogic svGetLogicArrElem2(const svOpenArrayHandle s, int indx1, int indx2);
svLogic svGetLogicArrElem3(const svOpenArrayHandle s, int indx1, int indx2,
int indx3);

void svPutLogicArrElem (const svOpenArrayHandle d, svLogic value, int indx1,
...);
void svPutLogicArrElem1(const svOpenArrayHandle d, svLogic value, int indx1);
void svPutLogicArrElem2(const svOpenArrayHandle d, svLogic value, int indx1,
int indx2);
void svPutLogicArrElem3(const svOpenArrayHandle d, svLogic value, int indx1,
int indx2,
int indx3);

void svPutBitArrElem (const svOpenArrayHandle d, svBit value, int indx1, ...);
void svPutBitArrElem1(const svOpenArrayHandle d, svBit value, int indx1);
void svPutBitArrElem2(const svOpenArrayHandle d, svBit value, int indx1, int
indx2);
void svPutBitArrElem3(const svOpenArrayHandle d, svBit value, int indx1, int
indx2,
int indx3);

```

A.11.7 Access to array elements of other types

If an array's elements are of a type compatible with C, there is no need to use canonical representation. In such situations, the elements are accessed via pointers, i.e., the actual address of an element shall be computed first and then used to access the desired element.

A.11.8 Example 3 — two-dimensional open array

SystemVerilog:

```

typedef struct {int i; ... } MyType;

extern "DPI" function void foo(input MyType i [][]); /* 2-dimensional unsized
unpacked array
of MyType */

MyType a_10x5 [11:20][6:2];
MyType a_64x8 [64:1][-1:-8];

foo(a_10x5);
foo(a_64x8);

```

C:

```

#include "svdpi.h"

typedef struct {int i; ... } MyType;

void foo(const svOpenArrayHandle h)

```

```

{
  MyType my_value;
  int i, j;
  int lo1 = svLow(h, 1);
  int hi1 = svHigh(h, 1);
  int lo2 = svLow(h, 2);
  int hi2 = svHigh(h, 2);

  for (i = lo1; i <= hi1; i++) {
    for (j = lo2; j <= hi2; j++) {

      my_value = *(MyType *)svGetArrElemPtr2(h, i, j);
      ...
      *(MyType *)svGetArrElemPtr2(h, i, j) = my_value;
      ...
    }
    ...
  }
}

```

A.11.9 Example 4 — open array

SystemVerilog:

```

typedef struct { ... } MyType;

extern "DPI" function void foo(input MyType i [], output MyType o []);

MyType source [11:20];
MyType target [11:20];

foo(source, target);

```

C:

```

#include "svdpi.h"

typedef struct ... } MyType;

void foo(const svOpenArrayHandle hin, const svOpenArrayHandle hout)
{
  int count = svLength(hin, 1);
  MyType *s = (MyType *)svGetArrayPtr(hin);
  MyType *d = (MyType *)svGetArrayPtr(hout);

  if (s && d) { /* both arrays have C layout */

    /* an efficient solution using pointer arithmetic */
    while (count--)
      *d++ = *s++;

    /* even more efficient:
    memcpy(d, s, svSizeOfArray(hin));
    */

  } else { /* less efficient yet implementation independent */

    int i = svLow(hin, 1);

```

```

    int j = svLow(hout, 1);
    while (i <= svHigh(hin, 1)) {
        *(MyType *)svGetArrElemPtr1(hout, j++) =
            *(MyType *)svGetArrElemPtr1(hin, i++);
    }
}
}

```

A.11.10 Example 5 — access to packed arrays

SystemVerilog:

```

extern "DPI" function void foo(input logic [127:0]);
extern "DPI" function void boo(input logic [127:0] i []); // open array of 128-bit

```

C:

```

#include "svdpi.h"

/* one 128-bit packed vector */
void foo(const svLogicPackedArrRef packed_vec_128_bit)
{
    svLogicVec32 arr[SV_CANONICAL_SIZE(128)]; /* canonical representation */

    svGetLogicVec32(arr, packed_vec_128_bit, 128);
    ...
}

/* open array of 128-bit packed vectors */
void boo(const svOpenArrayHandle h)
{
    int i;
    svLogicVec32 arr[SV_CANONICAL_SIZE(128)]; /* canonical representation */

    for (i = svLow(h, 1); i <= svHigh(h, 1); i++) {

        svLogicPackedArrRef ptr = (svLogicPackedArrRef)svGetArrElemPtr1(h, i);
        /* user need not know the vendor representation! */

        svGetLogicVec32(arr, ptr, 128);
        ...
    }
    ...
}

```

A.11.11 Example 6 — binary compatible calls of exported functions

This example demonstrates the source compatibility include file `svdpi_src.h` is not needed if a C function dynamically allocates the data structure for simulator representation of a packed array to be passed to an exported SystemVerilog function.

SystemVerilog:

```

export "DPI" function myfunc;
...
function void myfunc (output logic [31:0] r); ...
...

```

C:

```
#include "svdpi.h"
extern void myfunc (svLogicPackedArrRef r); /* exported from SV */

    /* output logic packed 32-bits */
    ...
svLogicVec32 my_r[SV_CANONICAL_SIZE(32)];
/* my array, canonical representation */

/* allocate memory for logic packed 32-bits in simulator's representation */
svLogicPackedArrRef r =
    (svLogicPackedArrRef)malloc(svSizeOfLogicPackedArr(32));
myfunc(r);
/* canonical <-- actual */
svGetLogicVec32(my_r, r, 32);
/* will use only the canonical representation from now on */
free(r); /* don't need any more */
    ...
```

Section 3

SystemVerilog Coverage API

3.1 Requirements

This chapter defines the Coverage Application Programming Interface (API) in SystemVerilog 3.1/draft 2.

3.1.1 SystemVerilog API

The following criteria are used within this API.

- 1) This API shall be similar for all coverages
There are a wide number of coverage types available, with possibly different sets offered by different vendors. Maintaining a common interface across all the different types enhances portability and ease of use.
- 2) At a minimum, the following types of coverage shall be supported:
 - a) statement coverage
 - b) toggle coverage
 - c) fsm coverage
 - i) fsm states
 - ii) fsm transitions
 - d) assertion coverage
- 3) Coverage APIs shall be extensible in a transparent manner, i.e., adding a new coverage type shall not break any existing coverage usage.
- 4) This API shall provide means to obtain coverage information from specific sub-hierarchies of the design without requiring the user to enumerate all instances in those hierarchies.

3.1.2 Naming conventions

All elements added by this interface shall conform to the Verilog Procedural Interface (VPI) interface naming conventions.

- All names are prefixed by `vpi`.
- All *type names* shall start with `vpi`, followed by initially capitalized words with no separators, e.g., `vpiCoverageStmt`.
- All callback names shall start with `cb`, followed by initially capitalized words with no separators, e.g., `cbAssertionStart`.
- All *function names* shall start with `vpi_`, followed by all lowercase words separated by underscores (`_`), e.g., `vpi_control()`.

3.1.3 Nomenclature

The following terms are used in this standard.

Statement coverage — whether a statement has been executed or not, where *statement* is anything defined as a statement in the LRM. *Covered* means it executed at least once. Some implementations also permit

querying the execution count. The granularity of statement coverage can be per-statement or per-statement block (however defined).

FSM coverage — the number of states in a finite state machine (FSM) that this simulation reached. This standard does not require FSM automatic extraction, but a standard mechanism to force specific extraction is available via pragmas.

Toggle coverage — for each bit of every signal (wire and register), whether that bit has both a 0 value and a 1 value. *Full coverage* means both are seen; otherwise, some implementations can query for *partial coverage*. Some implementations also permit querying the toggle count of each bit.

Assertion coverage — for each assertion, whether it has had at least one success. Implementations permit querying for further details, such as attempt counts, success counts, failure counts and failure coverage.

These terms define the “primitives” for each coverage type. Over instances or blocks, the coverage number is merely the sum of all contained primitives in that instance or block.

3.2 SystemVerilog real-time coverage access

This section ...

3.2.1 Predefined coverage constants in SystemVerilog

The following predefine `\defines` represent basic real-time coverage capabilities accessible directly from SystemVerilog.

— Coverage control

```
\define SV_COV_START      0
\define SV_COV_STOP      1
\define SV_COV_RESET     2
\define SV_COV_QUERY     3
```

— Scope definition (hierarchy traversal/accumulation type)

```
\define SV_COV_MODULE    10
\define SV_COV_HIER     11
```

— Coverage type identification

```
\define SV_COV_ASSERTION 20
\define SV_COV_FSM_STATE 21
\define SV_COV_STATEMENT 22
\define SV_COV_TOGGLE    23
```

— Status results

```
\define SV_COV_OVERFLOW  -2
\define SV_COV_ERROR    -1
\define SV_COV_NOCOV    0
\define SV_COV_OK       1
\define SV_COV_PARTIAL  2
```

3.2.2 Built-in coverage access system functions

This section ...

3.2.2.1 \$coverage_control

```
$coverage_control(control_constant,
                  coverage_type,
                  scope_def,
                  modules_or_instance)
```

This function enables, disables, resets or queries the availability of coverage information for the specified portion of the hierarchy. The return value is a `defined name, with the value indicating the success of the action.

``SV_COV_OK`

the request is successful. When querying, if starting, stopping, or resetting this means the desired effect occurred, coverage is available. A successful reset clears all coverage (i.e., using a `...get() == 0` after a successful `...reset()`).

``SV_COV_ERROR`

the call failed with no action, typically due to errors in the arguments, such as a non-existing module or instance specifications.

``SV_COV_NOCOV`

coverage is not available for the requested portion of the hierarchy.

``SV_COV_PARTIAL`

coverage is only partially available in the requested portion of the hierarchy (i.e., some instances have the requested coverage information, some don't).

Starting, stopping, or resetting coverage multiple times in succession for the same instance(s) has no further effect if coverage has already been started, stopped, or reset for that/those instance(s).

The hierarchy(ies) being controlled or queried are specified as follows.

``SV_MODULE_COV, "unique module def name"`

provides coverage of all instances of the given module (the unique module name is a string), excluding any child instances in the instances of the given module. The module definition name can use special notation to describe nested module definitions.

``SV_COV_HIER, "module name"`

provides coverage of all instances of the given module, including all the hierarchy below.

``SV_MODULE_COV, instance_name`

provides coverage of the one named instance. The instance is specified as a normal Verilog hierarchical path.

``SV_COV_HIER, instance_name`

provides coverage of the named instance, plus all the hierarchy below it.

All the permutations are summarized in Table 3-1 on page 23.

****Revise this xref w/ Stu; also check/revise variable settings, etc.****

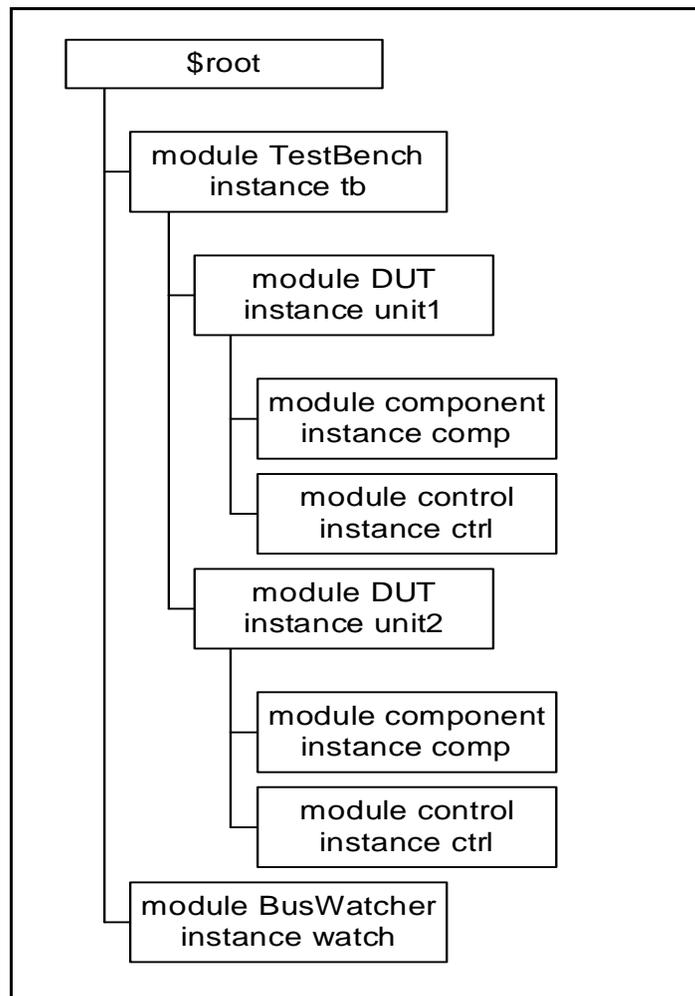
Table 3-1: Instance coverage permutations

Control/query	"Definition name"	instance.name
<code>`SV_COV_MODULE</code>	The sum of coverage for all instances of the named module, excluding any hierarchy below those instances.	Coverage for just the named instance, excluding any hierarchy in instances below that instance.

Table 3-1: Instance coverage permutations (continued)

Control/query	“Definition name”	instance.name
<code>`SV_COV_HIER</code>	The sum of coverage for all instances of the named module, including all coverage for all hierarchy below those instances.	Coverage for the named instance and any hierarchy below it.

NOTE—Definition names are represented as strings, whereas instance names are referenced by hierarchical paths. A hierarchical path need not include any `.` if the path refers to an instance in the current context (i.e., normal Verilog hierarchical path rules apply).

*Example 3-1 Hierarchical instance example*

If coverage is enabled on all instances shown in Example 3-1, then:

```
$coverage_control(`SV_COV_CHECK, `SV_COV_TOGGLE, `SV_COV_HIER, $root)
checks all instances to verify they have coverage and, in this case, returns `SV_COV_OK.
```

```
$coverage_control(`SV_COV_RESET, `SV_COV_TOGGLE, `SV_COV_MODULE,
"DUT")
```

resets coverage collection on both instances of the DUT, specifically, `$root.tb.unit1` and `$root.tb.unit2`, but leaves coverage unaffected in all other instances.

```
$coverage_control(`SV_COV_RESET, `SV_COV_TOGGLE, `SV_COV_MODULE,
                  $root.tb.unit1)
```

resets coverage of only the instance `$root.tb.unit1`, leaving all other instances unaffected.

```
$coverage_control(`SV_COV_STOP, `SV_COV_TOGGLE, `SV_COV_HIER,
                  $root.tb.unit1)
```

resets coverage of the instance `$root.tb.unit1` and also reset coverage for all instances below it, specifically `$root.tb.unit1.comp` and `$root.tb.unit1.ctrl`.

```
$coverage_control(`SV_COV_START, `SV_COV_TOGGLE, `SV_COV_HIER, "DUT")
```

starts coverage on all instances of the module DUT and of all hierarchy(ies) below those instances. In this design, coverage is started for the instances `$root.tb.unit1`, `$root.tb.unit1.comp`, `$root.tb.unit1.ctrl`, `$root.tb.unit2`, `$root.tb.unit2.comp`, and `$root.tb.unit2.ctrl`.

3.2.2.2 \$coverage_get_max

```
$coverage_get_max(coverage_type, scope_def, modules_or_instance)
```

This function obtains the value representing 100% coverage for the specified coverage type over the specified portion of the hierarchy. This value shall remain constant across the duration of the simulation.

NOTE—This value is proportional to the design size and structure, so it also needs to be constant through multiple independent simulations and compilations of the same design, assuming any compilation options do not modify the coverage support or design structure.

The return value is an integer, with the following meanings.

-2 (``SV_COV_OVERFLOW`)

the value exceeds a number that can be represented as an integer.

-1 (``SV_COV_ERROR`)

an error occurred (typically due to using incorrect arguments).

0 (``SV_COV_NOCOV`)

no coverage is available for that coverage type on that/those hierarchy(ies).

+*pos_num*

the maximum coverage number (where *pos_num* > 0), which is the sum of all coverable items of that type over the given hierarchy(ies).

The scope of this function is specified as per `$coverage_control` (see section 3.2.2.1).

3.2.2.3 \$coverage_get

```
$coverage_get(coverage_type, scope_def, modules_or_instance)
```

This function obtains the current coverage value for the given coverage type over the given portion of the hierarchy. This number can be converted to a coverage percentage by use of the equation:

$$\text{coverage\%} = \frac{\text{coverage_get}()}{\text{coverage_get_max}()} * 100$$

The return value follows the same pattern as `$coverage_get_max` (see section 3.2.2.2), but with the *pos_num* number representing the current coverage level, i.e., the number of the coverable items that have been covered in this/these hierarchy(ies).

The scope of this function is specified as per `$coverage_control` (see section 3.2.2.1).

The return value is an integer, with the following meanings.

-2 (`SV_COV_OVERFLOW)

the value exceeds a number that can be represented as an integer.

-1 (`SV_COV_ERROR)

an error occurred (typically due to using incorrect arguments).

0 (`SV_COV_NOCOV)

no coverage is available for that coverage type on that/those hierarchy(ies).

+*pos_num*

the maximum coverage number (where *pos_num* > 0), which is the sum of all coverable items of that type over the given hierarchy(ies).

3.2.2.4 \$coverage_merge

```
$coverage_merge(coverage_type, "name")
```

This function loads and merges coverage data for the specified coverage into the simulator. *name* is an arbitrary string used by the tool, in an *implementation-specific* way, to locate the appropriate coverage database, i.e., tools are allowed to store coverage files any place they want with any extension they want *as long* as the user can retrieve the information by asking for a specific saved name from that coverage database. If *name* does not exist or does not correspond to a coverage database from the same design, an error shall occur. If an error occurs during loading, the coverage numbers generated by this simulation might not be meaningful.

The return values from this function are:

`SV_COV_OK

the coverage data has been found and merged.

`SV_COV_NOCOV

the coverage data has been found, but did not contain the coverage type requested.

`SV_COV_ERROR

the coverage data was not found or it did not correspond to this design, or another error.

3.2.2.5 \$coverage_save

```
$coverage_save(coverage_type, "name")
```

This function saves the current state of coverage to the tool's coverage database and associates it with the file named *name*. This file name shall not contain any directory specification or extensions. Data saved to the database shall be retrieved later by using `$coverage_merge` and supplying the same name. Saving coverage shall not have any effect on the state of coverage in this simulation.

The return values from this function are:

`SV_COV_OK

the coverage data was successfully saved.

`SV_COV_NOCOV

no such coverage is available in this design (nothing was saved).

`SV_COV_ERROR

some error occurred during the save. If an error occurs, the tool shall automatically remove the coverage database entry for *name* to preserve the coverage database integrity. It is *not* an error to overwrite a previously existing *name*.

NOTES

1—The coverage database format is implementation-dependent.

2—Mapping of names to actual directories/files is implementation-dependent. There is no requirement that a coverage name map to any specific set of files or directories.

3.3 FSM recognition

Coverage tools need to have automatic recognition of many of the common FSM coding idioms in Verilog/SystemVerilog. This standard does not attempt to describe or require any specific automatic FSM recognition mechanisms. However, the standard does prescribe a means by which non-automatic FSM extraction occurs. The presence of any of these standard FSM description additions shall override the tool's default extraction mechanism.

Identification of an FSM consists of identifying the following items:

- 1) the state register (or expression)
- 2) the next state register (this is optional)
- 3) the legal states.

3.3.1 Specifying the signal that holds the current state

****This section reads a bit like a user's guide; convert this into an annex??**

Use the following pragma to identify the vector signal that holds the current state of the FSM:

```
/* tool state_vector signal_name */
**let's define these terms (in the next draft)**
```

where `tool` and `state_vector` are required keywords. This pragma needs to be specified inside the module definition where the signal is declared.

Another pragma is also required, to specify an enumeration name for the FSM. This enumeration name is also specified for the next state and any possible states, associating them with each other as part of the same FSM. There are two ways to do this:

— Use the same pragma:

```
/* tool state_vector signal_name enum enumeration_name */
```

— Use a separate pragma in the signal's declaration:

```
/* tool state_vector signal_name */
reg [7:0] /* tool enum enumeration_name */ signal_name;
```

In either case, `enum` is a required keyword; if using a separate pragma, `tool` is also a required keyword and the pragma needs to be specified immediately after the bit-range of the signal.

3.3.2 Specifying the part-select that holds the current state

A part-select of a vector signal can be used to hold the current state of the FSM. When `cmView` displays or reports FSM coverage data, it names the FSM after the signal that holds the current state. If a part-select holds the current state in the user's FSM, the user needs to also specify a name for the FSM that `cmView` can use. The FSM name is not the same as the enumeration name.

Specify the part-select by using the following pragma:

```
/* tool state_vector signal_name[n:n] FSM_name enum enumeration_name */
```

3.3.3 Specifying the concatenation that holds the current state

Like specifying a part-select, a concatenation of signals can be specified to hold the current state (when including an FSM name and an enumeration name):

```
/* tool state_vector {signal_name , signal_name, ...} FSM_name enum
   enumeration_name */
```

The concatenation is composed of all the signals specified. Bit-selects or part-selects of signals cannot be used in the concatenation.

3.3.4 Specifying the signal that holds the next state

The signal that holds the next state of the FSM can also be specified with the pragma that specifies the enumeration name:

```
reg [7:0] /* tool enum enumeration_name */
   signal_name
```

This pragma can be omitted if, and only if, the FSM does not have a signal for the next state.

3.3.5 Specifying the current and next state signals in the same declaration

The tool assumes the first signal following the pragma holds the current state and the next signal holds the next state when a pragma is used for specifying the enumeration name in a declaration of multiple signals, e.g.,

```
/* tool state_vector cs */
reg [1:0] /* tool enum myFSM */ cs, ns, nonstate;
```

In this example, the tool assumes signal `cs` holds the current state and signal `ns` holds the next state. It assumes nothing about signal `nonstate`.

3.3.6 Specifying the possible states of the FSM

The possible states of the FSM can also be specified with a pragma that includes the enumeration name:

```
parameter /* tool enum enumeration_name */
   S0 = 0,
   s1 = 1,
   s2 = 2,
   s3 = 3;
```

Put this pragma immediately after the keyword `parameter`, unless a bit-width for the parameters is used, in which case, specify the pragma immediately after the bit-width:

```
parameter [1:0] /* tool enum enumeration_name */
   S0 = 0,
   s1 = 1,
   s2 = 2,
   s3 = 3;
```

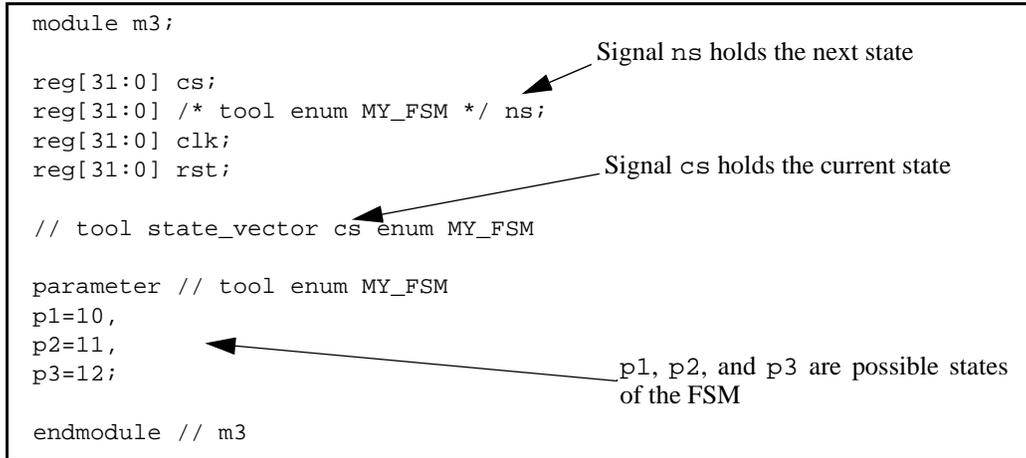
3.3.7 Pragmas in one-line comments

These pragmas work in both block comments, between the `/*` and `*/` character strings, and one-line comments, following the `//` character string, e.g.,

```
parameter [1:0] // tool enum enumeration_name
   S0 = 0,
   s1 = 1,
```

```
s2 = 2,  
s3 = 3;
```

3.3.8 Example



Example 3-2FSM specified with pragmas

3.4 VPI coverage extensions

| This section ...

3.4.1 VPI entity/relation diagrams related to coverage

| This section ...

3.4.2 Extensions to VPI enumerations

— Coverage control

```
#define vpiCoverageStart  
#define vpiCoverageStop  
#define vpiCoverageReset  
#define vpiCoverageCheck  
#define vpiCoverageMerge  
#define vpiCoverageSave
```

— VPI properties

1) Coverage type properties

```
#define vpiAssertCoverage  
#define vpiFsmStateCoverage  
#define vpiStatementCoverage  
#define vpiToggleCoverage
```

2) Coverage status properties

```
#define vpiCovered  
#define vpiCoverMax  
#define vpiCoveredCount
```

3) Assertion-specific coverage status properties

```
#define vpiAssertAttemptCovered
#define vpiAssertSuccessCovered
#define vpiAssertFailureCovered
```

4) FSM-specific methods

```
#define vpiFsmStates
#define vpiFsmStateExpression
```

— FSM handle types (vpi types)

```
#define vpiFsm
#define vpiFsmHandle
```

3.4.3 Obtaining coverage information

■ All ****what??** use `vpi_get()` along with the appropriate properties and object handles.

coverage type, instance

the number of covered items in the given instance.

vpiCovered, handle

the number of items of the handle type is covered. This is only applicable to: statement handles, signal (wire/reg) handles, assertion handles, and FSM handles.

vpiCoveredCount, handle

the number of times each item of the handle type is covered. This is only easily interpretable when *handle* points to a unique coverable item (otherwise this is the sum of counts of all contained items).

vpiCoveredMax, handle

the total possible coverable items in the given handle. Handle types limited as per above. `vpiCoveredMax` is only really useful when *handle* is a handle to an object potentially containing more than one coverable item.

- Use `vpi_iterate(vpiFsm, instance-handle)` to get the iterator to all FSMs in an instance.
- Use `vpi_handle(vpiFsmStateExpression, fsm-handle)` to get the handle to the signal or expression encoding the FSM state.
- Use `vpi_iterate(vpiFsmStates, fsm-handle)` to get the iterator to all states of an FSM.
- Use `vpi_get_value(fsm_state_handle, state-handle)` to get the value of a state.

3.4.4 Controlling coverage

■ ****Revise similar to Assertions****

`vpi_control()`

has three arguments: *coverage control* (start, stop, reset, query), *coverage type*, and the *handle* to the appropriate instance or assertion. Statement, toggle, and FSM coverage are not individually controllable (i.e., they are controllable only at the instance level, not on a per statement/signal/FSM). The semantics and behavior are specified as per the equivalent system function `$coverage_control` (see section 3.2.2.1).

`vpi_control()`

has three arguments: *coverage control* (merge, save), *coverage type*, and *name*. This merges coverage into the current simulation. The semantics and behavior are specified as per the equivalent system functions `$coverage_merge` (see section 3.2.2.4) and `$coverage_save` (see section 3.2.2.5).

Annex B

Include files

This annex shows the contents of the `svdpi.h` and `svdpi_src.h` include files.

B.1 Binary-level compatibility include file `svdpi.h`

```

/* canonical representation */

#define sv_0  0
#define sv_1  1
#define sv_z  2 /* representation of 4-st scalar z */
#define sv_x  3 /* representation of 4-st scalar x */

/* common type for 'bit' and 'logic' scalars. */
typedef unsigned char svScalar;

typedef svScalar svBit; /* scalar */
typedef svScalar svLogic; /* scalar */

/* Canonical representation of packed arrays */
/* 2-state and 4-state vectors, modelled upon PLI's avalue/bvalue */
#define SV_CANONICAL_SIZE(WIDTH) (((WIDTH)+31)>>5)

typedef unsigned int
    svBitVec32; /* (a chunk of) packed bit array */

typedef struct { unsigned int c; unsigned int d;} /* as in VCS */
    svLogicVec32; /* (a chunk of) packed logic array */

/* Since the contents of the unused bits is undetermined, the following macros
may be handy */
#define SV_MASK(N) (~(-1<<(N)))

#define SV_GET_UNSIGNED_BITS(VALUE,N)\
    ((N)==32?(VALUE):((VALUE)&SV_MASK(N)))

#define SV_GET_SIGNED_BITS(VALUE,N)\
    (((VALUE)&(1<<(N)1))?(VALUE)|~SV_MASK(N):((VALUE)&SV_MASK(N)))

/* implementation-dependent representation */
/* a handle to a generic object (actually, unsized array) */
typedef void* svOpenArrayHandle;

/* reference to a standalone packed array */
typedef void* svBitPackedArrRef;
typedef void* svLogicPackedArrRef;

/* total size in bytes of the simulator's representation of a packed array */
/* width in bits */
int svSizeOfBitPackedArr(int width);
int svSizeOfLogicPackedArr(int width);

/* Translation between the actual representation and the canonical
representation */

```

```

/* functions for translation between the representation actually used by
   simulator and the canonical representation */

/* s=source, d=destination, w=width */

/* actual <-- canonical */
void svPutBitVec32 (svBitPackedArrRef d, const svBitVec32* s, int w);
void svPutLogicVec32 (svLogicPackedArrRef d, const svLogicVec32* s, int w);

/* canonical <-- actual */
void svGetBitVec32 (svBitVec32* d, const svBitPackedArrRef s, int w);
void svGetLogicVec32 (svLogicVec32* d, const svLogicPackedArrRef s, int w);

/* Bit selects */

/* Packed arrays are assumed to be indexed n-1:0,
   where 0 is the index of least significant bit */

/* functions for bit select */

/* s=source, i=bit-index */
svBit svGetSelectBit(const svBitPackedArrRef s, int i);
svLogic svGetSelectLogic(const svLogicPackedArrRef s, int i);

/* d=destination, i=bit-index, s=scalar */
void svPutSelectBit(svBitPackedArrRef d, int i, svBit s);
void svPutSelectLogic(svLogicPackedArrRef d, int i, svLogic s);

/*
 * functions for part select
 *
 * a narrow (<=32 bits) part select is copied between
 * the implementation representation and a single chunk of
 * canonical representation
 * Normalized ranges and indexing [n-1:0] are used for both arrays:
 * the array in the implementation representation and the canonical array.
 *
 * s=source, d=destination, i=starting bit index, w=width
 * like for variable part selects; limitations: w <= 32
 */
/* canonical <-- actual */
void svGetPartSelectBit(svBitVec32* d, const svBitPackedArrRef s, int i,
                       int w);
void svGetPartSelectLogic(svLogicVec32* d, const svLogicPackedArrRef s, int i,
                          int w);

/* actual <-- canonical */
void svGetPartSelectBit(svBitVec32* d, const svBitPackedArrRef s, int i,
svBitVec32 svGetBits(const svBitPackedArrRef s, int i, int w);
svBitVec32 svGet32Bits(const svBitPackedArrRef s, int i); // 32-bits
long long svGet64Bits(const svBitPackedArrRef s, int i); // 64-bits
void svPutPartSelectLogic(svLogicPackedArrRef d, const svLogicVec32 s, int i,
                          int w);

/* Array querying functions */
/* These functions are modelled upon the SystemVerilog array querying functions
and use the same semantics*/

```

```

/* If the dimension is 0, then the query refers to the packed part (which is
one-dimensional) of an array, and dimensions > 0 refer to the unpacked part of
an array.*/

/* h= handle to open array, d=dimension */
int svLeft(const svOpenArrayHandle h, int d);
int svRight(const svOpenArrayHandle h, int d);
int svLow(const svOpenArrayHandle h, int d);
int svHigh(const svOpenArrayHandle h, int d);
int svIncrement(const svOpenArrayHandle h, int d);
int svLength(const svOpenArrayHandle h, int d);
int svDimensions(const svOpenArrayHandle h);

/* a pointer to the actual representation of the whole array of any type */
/* NULL if not in C layout */
void *svGetArrayPtr(const svOpenArrayHandle);

int svSizeOfArray(const svOpenArrayHandle); /* total size in bytes or 0 if not
in C
                                layout */

/* Return a pointer to an element of the array
or NULL if index outside the range or null pointer */

void *svGetArrElemPtr(const svOpenArrayHandle, int indx1, ...);

/* specialized versions for 1-, 2- and 3-dimensional arrays: */
void *svGetArrElemPtr1(const svOpenArrayHandle, int indx1);
void *svGetArrElemPtr2(const svOpenArrayHandle, int indx1, int indx2);
void *svGetArrElemPtr3(const svOpenArrayHandle, int indx1, int indx2, int
indx3);

/* Functions for translation between simulator and canonical representations*/
/* These functions copy the whole packed array in either direction. The user is
responsible for allocating an array in the canonical representation. */
/* s=source, d=destination */
/* actual <-- canonical */
void svPutBitArrElemVec32 (const svOpenArrayHandle d, const svBitVec32* s,
int indx1, ...);
void svPutBitArrElem1Vec32(const svOpenArrayHandle d, const svBitVec32* s, int
indx1);
void svPutBitArrElem2Vec32(const svOpenArrayHandle d, const svBitVec32* s, int
indx1,
int indx2);
void svPutBitArrElem3Vec32(const svOpenArrayHandle d, const svBitVec32* s,
int indx1, int indx2, int indx3);

void svPutLogicArrElemVec32 (const svOpenArrayHandle d, const svLogicVec32* s,
int indx1, ...);
void svPutLogicArrElem1Vec32(const svOpenArrayHandle d, const svLogicVec32*
s,
int indx1);
void svPutLogicArrElem2Vec32(const svOpenArrayHandle d, const svLogicVec32* s,
int indx1, int indx2);
void svPutLogicArrElem3Vec32(const svOpenArrayHandle d, const svLogicVec32* s,
int indx1, int indx2, int indx3);

/* canonical <-- actual */

```

```

void svGetBitArrElemVec32 (svBitVec32* d, const svOpenArrayHandle s, int
indxl, ...);
void svGetBitArrElem1Vec32(svBitVec32* d, const svOpenArrayHandle s, int
indxl);
void svGetBitArrElem2Vec32(svBitVec32* d, const svOpenArrayHandle s, int
indxl,
int indx2);
void svGetBitArrElem3Vec32(svBitVec32* d, const svOpenArrayHandle s,
int indxl, int indx2, int indx3);

void svGetLogicArrElemVec32 (svLogicVec32* d, const svOpenArrayHandle s, int
indxl,
...);
void svGetLogicArrElem1Vec32(svLogicVec32* d, const svOpenArrayHandle s, int
indxl);
void svGetLogicArrElem2Vec32(svLogicVec32* d, const svOpenArrayHandle s, int
indxl,
int indx2);
void svGetLogicArrElem3Vec32(svLogicVec32* d, const svOpenArrayHandle s,
int indxl, int indx2, int indx3);

svBit svGetBitArrElem (const svOpenArrayHandle s, int indxl, ...);
svBit svGetBitArrElem1(const svOpenArrayHandle s, int indxl);
svBit svGetBitArrElem2(const svOpenArrayHandle s, int indxl, int indx2);
svBit svGetBitArrElem3(const svOpenArrayHandle s, int indxl, int indx2, int
indx3);

svLogic svGetLogicArrElem (const svOpenArrayHandle s, int indxl, ...);
svLogic svGetLogicArrElem1(const svOpenArrayHandle s, int indxl);
svLogic svGetLogicArrElem2(const svOpenArrayHandle s, int indxl, int indx2);
svLogic svGetLogicArrElem3(const svOpenArrayHandle s, int indxl, int indx2,
int indx3);

void svPutLogicArrElem (const svOpenArrayHandle d, svLogic value, int indxl,
...);
void svPutLogicArrElem1(const svOpenArrayHandle d, svLogic value, int indxl);
void svPutLogicArrElem2(const svOpenArrayHandle d, svLogic value, int indxl,
int indx2);
void svPutLogicArrElem3(const svOpenArrayHandle d, svLogic value, int indxl,
int indx2,
int indx3);

void svPutBitArrElem (const svOpenArrayHandle d, svBit value, int indxl, ...);
void svPutBitArrElem1(const svOpenArrayHandle d, svBit value, int indxl);
void svPutBitArrElem2(const svOpenArrayHandle d, svBit value, int indxl, int
indx2);
void svPutBitArrElem3(const svOpenArrayHandle d, svBit value, int indxl, int
indx2,
int indx3);

/* Functions for working with DPI context functions */

/* Retrieve instance scope of the currently executing external function.
This is the scope of the function's declaration site, not call site.
Returns NULL if called from C code that is *not* an external function. */
svHandle svGetScope();

/* Set context for subsequent export function execution.
This function must be called before calling an export function, unless

```

```

    the export function is called while executing an extern function. In that
    case the export function will inherit the scope of the surrounding extern
    function. This is known as the "default scope". */
void svSetScope(const svHandle scope);

/* Retrieve svHandle to instance scope of an arbitrary function declaration.
   (Will be either module, program, interface, or generate scope) */
svHandle svGetScopeByName(const char* scopeName);

/* Set arbitrary user data pointer into specified instance scope */
void svPutUserData(const svHandle scope, void* userData);

/* Retrieve arbitrary user data from specified instance scope */
void* svGetUserData(const svHandle scope);

/* Gets the fully qualified name of a scope handle */
svScopeFullName(const svHandle);

/* Returns the file and line number in the SV code from which the extern call
   was made. If this information available, returns TRUE and updates fileName and
   lineNumber to the appropriate values. Behavior is unpredictable if fileName or
   lineNumber are not appropriate pointers. If this information is not available
   return FALSE and contents of fileName and lineNumber not modified. Whether this
   information is available or not is implementation specific. Note that the
   string provided (if any) is owned by the SV implementation and is valid only
   until the next call to any SV function. Applications must not modify this
   string or free it */
int svGetCallerInfo(char **fileName, int *lineNumber);

```

B.2 Source-level compatibility include file `svdpi_src.h`

```

/* macros for declaring variables to represent the SystemVerilog */
/* packed arrays of type bit or logic */
/* WIDTH= number of bits,NAME = name of a declared field/variable */
#define SV_BIT_PACKED_ARRAY(WIDTH,NAME)/* actual definition will go here */
#define SV_LOGIC_PACKED_ARRAY(WIDTH,NAME)/* actual definition will go here */

```


Annex C

Inclusion of Foreign Language Code

This annex describes common guidelines for the inclusion of Foreign Language Code into a SystemVerilog application. This intention of these guidelines is to:

- enable the redistribution of C binaries in shared object form
- ensure the compatibility for all linkage aspects that would appear in the C code.

Foreign Language Code is functionality that is included into SystemVerilog using the DirectC Interface. As a result, all statements of this annex apply only to code included using this interface; code included by using other interfaces (e.g., PLI or VPI) is outside the scope of this document. Due to the nature of the DirectC Interface, most Foreign Language Code is usually be created from C or C++ source code, although nothing precludes the creation of appropriate object code from other languages. This annex adheres to this rule, it's content is independent from the actual language used.

In general, Foreign Language Code is provided in the form of object code (compiled for the actual platform) or source code. The capability to include Foreign Language Code in object-code form shall be supported by all simulators as specified here. The capability to include Foreign Language Code in source code form is optional, but shall follow the guidelines in this annex if it is supported by a simulator. The inclusion of object and source code needs to be orthogonal and not depend on each other. Any interferences between both inclusion capabilities shall be avoided.

C.1 Overview

This annex defines how to:

- specify the location of the corresponding files within the file system
- specify the files to be loaded (in case of object code) or
- specify the files to be processed (in case of source code)
- provide the object code (as a shared library or archive)
- specify any compilation information required for processing source code.

Although this annex defines guidelines for a common inclusion methodology, it requires multiple implementations (usually two) of the corresponding facilities. This takes into account that multiple users can have different viewpoints and different requirements on the inclusion of Foreign Language Code.

- A vendor that wants to provide his IP in form of Foreign Language Code often requires a self-contained method for the integration, which still permits an integration by a third party. This use-case is often covered by a bootstrap file approach.
- A project team that specifies a common, standard set of Foreign Language code, might change the code depending on technology, selected cells, back-annotation data, and other items. This-use case is often covered by a set of tool switches, although it might also use the bootstrap file approach.
- An user might want to switch between selections or provide additional code. This-use case is covered by providing a set of tool switches to define the corresponding information, although it might also use the bootstrap file approach.

NOTE—This annex defines a set of switch names to be used for a particular functionality. This is of informative nature; the actual naming of switches is not part of this standard. It might further not be possible to use certain character configurations in all operating systems or shells. Therefore any switch name defined within this document is a recommendation how to name a switch, but not a requirement of the language.

C.2 Location independence

All pathnames specified within this annex are intended to be location-independent, which is accomplished by using the switch `-sv_root`. It can receive a single directory pathname as the value, which is then prepended to any relative pathname that has been specified. In absence of this switch, or when processing relative filenames before any `-sv_root` specification, the current working directory of the user shall be used as the default value.

C.3 Object code inclusion

Compiled object code is required for cases where the compilation and linking of source code is fully handled by the user; thus, the created object code only need be loaded to integrate the Foreign Language Code into a SystemVerilog application. All SystemVerilog applications shall support the integration of Foreign Language Code in object code form. Figure C1— depicts the inclusion of object code and its relations to the various steps involved in this integration process. ****Revise this xref w/ Stu; also check/revise variable settings, etc.****

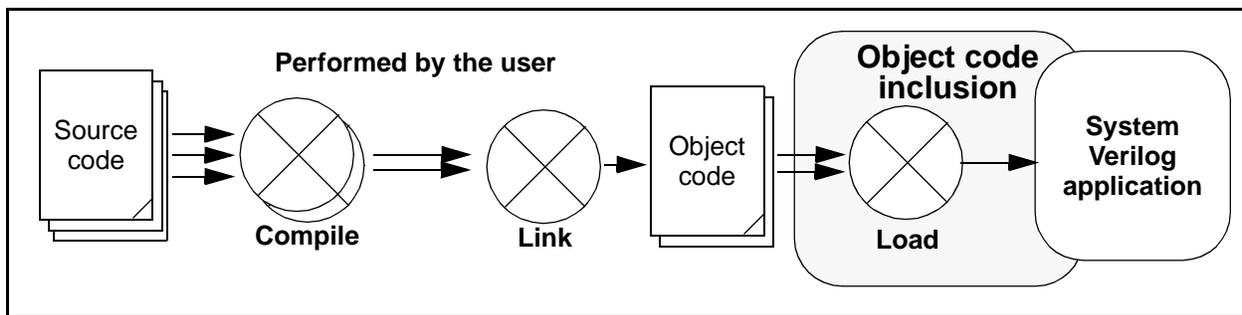


Figure C1— Inclusion of object code into a SystemVerilog application

Compiled object code can be specified by one of the following two methods:

- 1) by an entry in a bootstrap file; see section C.3.1 for more details on this file and its content. Its location shall be specified with one instance of the switch `-sv_liblist pathname`. This switch can be used multiple times to define the usage of multiple bootstrap files.
- 2) by specifying the file with one instance of the switch `-sv_lib pathname_without_extension` (i.e., the filename shall be specified without the platform specific extension). The SystemVerilog application is responsible for appending the appropriate extension for the actual platform. This switch can be used multiple times to define multiple libraries holding object code.

Both methods shall be provided and made available concurrently, to permit any mixture of their usage. Every location can be an absolute pathname or a relative pathname, where the value of the switch `-sv_root` is used to identify an appropriate prefix for relative pathnames (see section C.2 for more details on forming pathnames).

The following conditions also apply.

- The compiled object code itself shall be provided in form of a shared library having the appropriate extension for the actual platform.

NOTE—Shared libraries use, for example, `.so` for Solaris and `.sl` for HP-UX; other operating systems might use different extensions. In any case, the SystemVerilog application needs to identify the appropriate extension.

- The provider of the compiled code is responsible for any external references specified within these objects. Appropriate data needs to be provided to resolve all open dependencies with the correct information.

- The provider of the compiled code shall avoid interferences with other software and ensure the appropriate software version is taken (e.g., in cases where two versions of the same library are referenced). Similar problems can arise when there are dependencies on the expected runtime environment in the compiled object code (e.g., in cases where C++ global objects or static initializers are used).
- The SystemVerilog application need only load object code within a shared library that is referenced by the SystemVerilog code or by registration functions; loading of additional functions included within a shared library can interfere with other parts.

In case of multiple occurrences of the same file (files having the same pathname or which can easily be identified as being identical; e.g., by comparing the inodes of the files to detect cases where links are used to refer the same file), the above order also identifies the precedence of loading; a file located by method 1) shall override files specified by method 2).

All compiled object code need to be loaded in the specification order similarly to the above scheme; first the content of the bootstrap file is processed starting with the first line, then the set of `-sv_lib` switches is processed in order of their occurrence. Any library shall only be loaded once.

C.3.1 Bootstrap file

The object code bootstrap file has the following syntax.

- 1) The first line contains the string `#!SV_LIBRARIES`.
- 2) An arbitrary amount of entries follow, one entry per line, where every entry holds exactly one library location. Each entry consists only of the *pathname_without_extension* of the object code file to be loaded and can be surrounded by an arbitrary number of blanks; at least one blank shall precede the entry in the line. The value *pathname_without_extension* is equivalent to the value of the switch `-sv_lib`.
- 3) Any amount of comment lines can be interspersed between the entry lines; a comment line starts with the character `#` after an arbitrary (including zero) amount of blanks and is terminated with a newline.

C.3.2 Examples

- 1) If the pathname root has been set by the switch `-sv_root` to `/home/user` and the following object files need to be included:

```
/home/user/myclibs/lib1.so
/home/user/myclibs/lib3.so
/home/user/proj1/clibs/lib4.so
/home/user/proj3/clibs/lib2.so
```

then use either of the methods in Example C-1. Both methods are equivalent.

```
#!SV_LIBRARIES
myclibs/lib1
myclibs/lib3
proj1/clibs/lib4
proj3/clibs/lib2
```

Bootstrap file method

```
...
-sv_lib myclibs/lib1
-sv_lib myclibs/lib3
-sv_lib proj1/clibs/lib4
-sv_lib proj3/clibs/lib2
...
```

Switch list method

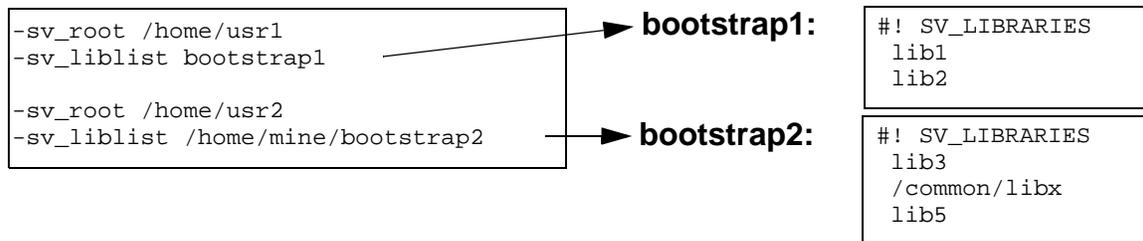
Example C-1 Using a simple bootstrap file or a switch list

- 2) If the current working directory is `/home/user`, using the series of switches shown in Example C-2 (left column) result in loading the following files (right column).

<pre>-sv_lib svLibrary1 -sv_lib svLibrary2 -sv_root /home/project2/shared_code -sv_lib svLibrary3 -sv_root /home/project3/code -sv_lib svLibrary4</pre>	<pre>/home/user/svLibrary1.so /home/user/svLibrary2.so /home/project2/shared_code/svLibrary3.so /home/project3/code/svLibrary4.so</pre>
Switches	Files

Example C-2 Using a combination of -sv_lib and -sv_root switches

3) Further, using the set of switches and contents of bootstrap files shown in Example C-3:



Example C-3 Mixing -sv_root and bootstrap files

results in loading the following files:

```
/home/usr1/lib1.ext
/home/usr1/lib2.ext
/home/usr2/lib3.ext
/common/libx.ext
/home/usr2/lib5.ext
```

where *ext* stands for the actual extension of the corresponding file.

C.4 Source code inclusion

A SystemVerilog application can handle the compilation step and all subsequent activities for the user. As a result, the compilation, linking and loading steps are fully transparent to the user; the only requirement is to specify the source code files for compilation. Source code is an optional feature that can be supported by SystemVerilog applications to support the integration of Foreign Language Code. Figure C2— depicts the inclusion of source code versus object code.

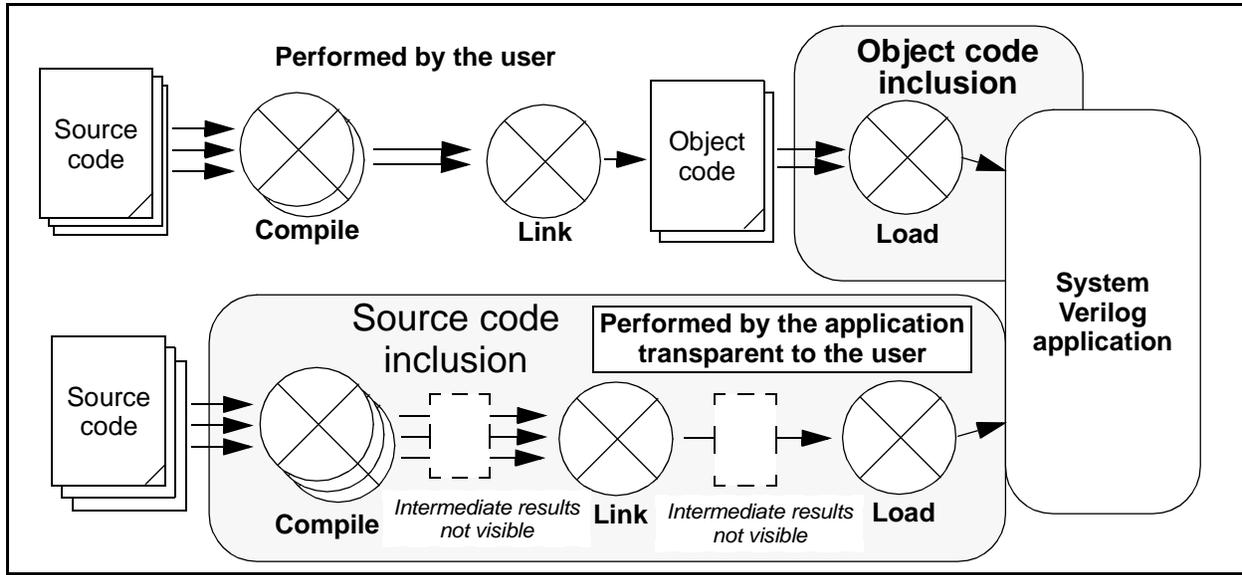


Figure C2—Source code inclusion vs. object code inclusion

Similarly to the inclusion of object code, source code can be specified by one of the following two methods:

- 1) by an entry in a bootstrap file; see section C.4.3 for more details on this file and its content. Its location shall be specified with one instance of the switch `-sv_srclist pathname`. This switch may be used multiple times to define the usage of multiple bootstrap files.
- 2) by specifying the file pathname with one instance of the switch `-sv_src filepath` (including the file extension). This switch can be used multiple times to define multiple source code files.

Any directories holding include files needed for the compilation can be specified as one instance of the switch `-sv_inc directorypath`. This switch can be used multiple times to define multiple directories holding source code.

The source code file specifications in a bootstrap file define their include directories associations directly within the file itself; those source code file specifications are not affected by include directory specifications with `-sv_inc`.

All the above methods shall be provided and made available concurrently, to permit any mixture of their usage. Every location can be an absolute pathname or a relative pathname, where the content of the switch `-sv_root` is used to identify an appropriate prefix for relative pathnames (see section C.2 for more details on forming pathnames).

A SystemVerilog application shall use the extension of the provided source code files to distinguish between C code (having the extension `.c`) and source code provided in a second language (having any other extension). The default for the second language is C++, but most other languages can be supported as well.

NOTE—The foreign language interface requires C-linkage, but is itself compiler- and language-independent.

C.4.1 Invocation

Dependent on the extension of the corresponding source code files, the SystemVerilog application is responsible for invoking the appropriate compiler with respect to the following scheme:

```
compiler prefix_flags includes flags filenames suffix_flags
```

In the above scheme, *compiler* is a placeholder for the invocation of the appropriate compiler, which shall be an ANSI-C compiler in cases where the source code file uses the extension `.c` and a C++ compiler otherwise. Likewise, *includes* is a placeholder for the list of include directories specified for the corresponding source code file. Usually this list contains zero, one, or multiple entries of the form *inc_opt include directory name* delimited by one or multiple blanks; where *inc_opt* denotes the compiler option to specify an include directory.

NOTE—While this option is named `-I` for many compilers, it can be different for other compilers. The SystemVerilog application shall place no blank between this option name and the include directory. When a user-supplied option requires a blank, this shall be inserted as part of the option name by enclosing the option name in double quotes like a string.

filenames is a placeholder for the specification of the input source code file and the destination file name. Usually this specification will be of the form *src_opt source file dst_opt dest file*; all of these entries are delimited by one or multiple blanks. *src_opt* denotes the compiler option to specify the input (source code) file, while *dst_opt* denotes the compiler option to specify the output (destination) file.

All three remaining specifications (*flags*, *prefix_flags*, and *suffix_flags*) are used to provide compilation flags; usually only *flags* contains compilation options in a normal compilation step.

C.4.2 Overriding compilation settings

All of the above specifications can be overridden by user-specific settings for both compilation modes. Switch specifications override only subsequent source code specifications, as shown in Table C1—.

Table C1—Switches for overriding compilation settings

Switch	Remarks
<code>-sv_c_compiler value</code>	Replaces the <code>compiler</code> part in case of a C compilation.
<code>-sv_c_inc_opt value</code>	Replaces the option to include an include directory name <code>inc_opt</code> in case of a C compilation.
<code>-sv_c_src_opt value</code>	Replaces the option to specify the source code file name in case of a C compilation.
<code>-sv_c_dst_opt value</code>	Replaces the option to specify the destination file name in case of a C compilation.
<code>-sv_c_flags value</code>	Replaces the <code>flags</code> part in case of a C compilation.
<code>-sv_c_prefix_flags value</code>	Replaces the <code>prefix_flags</code> part in case of a C compilation.
<code>-sv_c_suffix_flags value</code>	Replaces the <code>suffix_flags</code> part in case of a C compilation.
<code>-sv_cpp_compiler value</code>	Replaces the <code>compiler</code> part in case of a C++ compilation.
<code>-sv_cpp_inc_opt value</code>	Replaces the option to include an include directory name <code>inc_opt</code> in case of a C++ compilation.
<code>-sv_cpp_src_opt value</code>	Replaces the option to specify the source code file name in case of a C++ compilation.
<code>-sv_cpp_dst_opt value</code>	Replaces the option to specify the destination file name in case of a C++ compilation.
<code>-sv_cpp_flags value</code>	Replaces the <code>flags</code> part in case of a C++ compilation.
<code>-sv_cpp_prefix_flags value</code>	Replaces the <code>prefix_flags</code> part in case of a C++ compilation.
<code>-sv_cpp_suffix_flags value</code>	Replaces the <code>suffix_flags</code> part in case of a C++ compilation.

All provided source code need to be compiled in the specification order of the previous scheme; first the content of the bootstrap file is processed starting with the first line, then the set of `sv_src` switches is processed in order of their occurrence. This also applies to the inclusion of any include directories in the compilation; the order of specification needs to be preserved.

C.4.3 Bootstrap file

The source code bootstrap file has the following syntax.

- 1) The first line contains the string `#!SV_SOURCES`.
- 2) An arbitrary amount of entries follow, one entry per line, where every entry holds exactly one source code file location. Each entry consists only of the *pathname* of the source code file to be loaded; at least one blank shall precede the entry in the line. The value *pathname* is equivalent to the value of the switch `-sv_src`.

Additionally, a list of directory pathnames (separated by blanks) can be specified after the source code file, separated by colon (:). Each directory entry within this list is equivalent to the value of the switch `-sv_inc`.

- 3) Any amount of comment lines can be interspersed between the entry lines; a comment line starts with the character `#` after an arbitrary (including zero) amount of blanks and is terminated with a newline.

There is no need to locate or identify the compiled object code created from these sources; this is under the discretion of the application. The resulting syntax of an entry (point 2) is:

```
source code entry ::= blank pathname [[ blank ] : [ blank ] directories ]
directories ::= pathname [ blank pathname ]
blank ::= ' ' [ blank ]
```

C.4.4 Examples

- 1) If the following source files are to be included in a simulation:

```
/home/user/mycode/model1.c
/home/user/sysc/model3.sc
/home/user/proj1/code/model3.cc
/home/user/proj3/c_code/model4.cpp
```

then the following include directories also need to be referenced.

```
/home/user/mycode/includes
/home/user/common/sysc
/home/user/proj1/util
```

Example C-4 shows one way of specifying the source files and include directories for the source code inclusion (assuming `-sv_root` specifies `/home/user`).

```
-sv_inc mycode/includes
-sv_inc /home/user/common/sysc
-sv_inc proj1/util

-sv_src mycode/model1.c
-sv_src sysc/model3.sc
-sv_src proj1/code/model3.cc
-sv_src proj3/c_code/model4.cpp
```

Example C-4 Using a switch list

- 2) The bootstrap file also permits a more granular assignment of include directories to source code files, as shown in Example C-5.

```

#!SVC_SOURCES
mycode/model1.c : mycode/includes proj1/util common/includes
sysc/model3.sc : common/sysc
proj1/code/model3.cc : common/includes
proj3/c_code/model4.cpp : proj1/util common/includes

```

Example C-5 Assigning include directories to source code via the bootstrap file

This example shows the compilation of:

`/home/user/mycode/model1.c` (using a C compiler) with the include directories:
`mycode/includes`, `proj1/util`, and `common/includes`

`/home/user/sysc/model3.sc` (using a C++ compiler) with the include directories:
`common/sysc`

`/home/user/proj1/code/model3.cc` (using a C++ compiler) with the include directories:
`common/includes`

`/home/user/proj3/c_code/model4.cpp` (using a C++ compiler) with the include directories:
`proj1/util` and `common/includes`.

- 3) Finally, a highly customized compilation with user-specific options can be obtained by specifying the appropriate switch settings:

```

-sv_root /home/user
-sv_inc incl_dir
-sv_src model_list/model1.c
-sv_inc common_inc
-sv_cpp_compiler /usr/bin/g++
-sv_cpp_prefix_flags "-O3"
-sv_src model_list/model2.cpp
-sv_src model_list/model3.c
-sv_c_compiler /usr/ccs/acc
-sv_c_prefix_flags "-g -DDEBUG"
-sv_cpp_prefix_flags "-g -DDEBUG"
-sv_root /home/projects/common
-sv_inc shared_includes
-sv_src model4.c
-sv_src model5.cpp

```

then the following compilations are performed:

`/home/user/model_list/model1.c` (using the default C compiler) with the include directory:
`/home/user/incl_dir`

`/home/user/model_list/model2.cpp` (using the C++ compiler `/usr/bin/g++` and the compiler flags `-O3`) with the include directory: `/home/usr/common_inc`

`/home/user/model_list/model3.c` (using the default C compiler) with the include directory:
`/home/usr/common_inc`

`/home/projects/common/model4.c` (using the default C compiler with the compiler flags
`-g -DDEBUG`) with the include directory: `/home/projects/common/shared_includes`

`/home/projects/common/model5.cpp` (using the C++ compiler `/usr/bin/g++` and the compiler flags `-g -DDEBUG`) with the include directory: `/home/projects/common/shared_includes`.