10.28 Setup and hold checks

```
Requirement: Input signal in1 must be stable for at least 2 <u>ns</u> before the <u>posedge</u> of <u>clk</u>. How do I write an assertion/checker for this?
```

<u>Solution</u>: SVA is not intended for timing checks. The best solution is to use the SystemVerilog timing checks defined in **1800:31 Timing checks**. These timing checks include:

```
$setup $hold $setuphold $recovery $removal $recrem
```

The **\$setup** and **\$hold** checks accept two signals, the *reference event* and the *data event*, and define a time window with respect to one signal while checking the time of transition of the other signal with respect to the window. In general, they all perform the following steps:

- a) Define a time window with respect to the reference signal using the specified limit or limits.
- b) Check the time of transition of the data signal with respect to the time window.
- c) Report a timing violation (e.g., an invert of a declared bit variable) if the data signal transitions within the time window. Below s an example for the use of a \$setup.

```
module setup1(input logic clk, in1); // /ch10/10.28/setup.sv, setup.png
       event e;
       bit notifier;
       parameter PERIOD=10ns;
   // $setup ( data event , reference event , timing check limit [ , [ notifier ] ] );
   // $setup( data, posedge clk, 10, notifier );
   specify
      // Define timing check specparam values
      // Specify timing check variable must be a port.
      specparam tSU = 3, tHD = 1, tPW = 25, tWPC = 10, tREC = 5;
     $setup(in1, posedge clk, tSU, notifier);
                                                                       Error message
   endspecify
 // ** Error: setup.sv(20): $setup(in1:73 ns, posedge clk:75 ns, 3 ns);
 // # Time: 75 ns Iteration: 1 Instance: /top/setup1 ins
   ap_setup0: assert property(@e !in1 |-> @(posedge clk) !in1 );
   ap_setup1: assert property(@e in1 |-> @(posedge clk) in1 );
   always @(posedge clk) begin
       # (PERIOD -2ns);
       -> e;
   end
endmodule : setup1
```