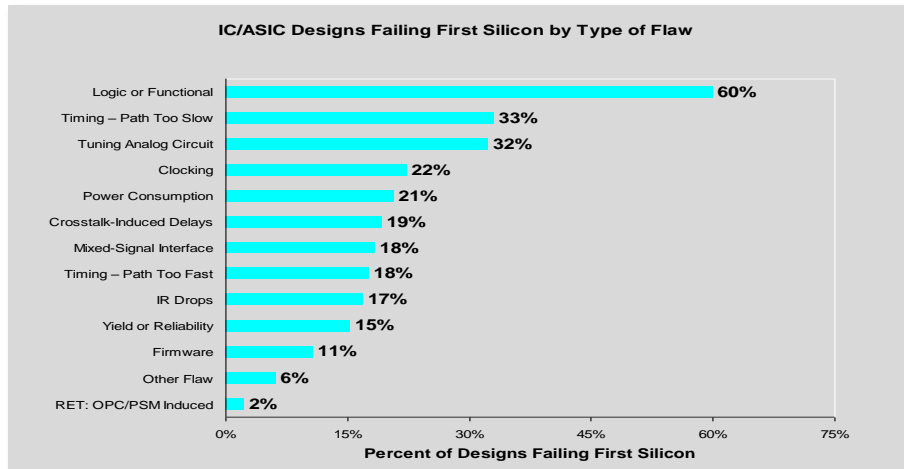


# Confirma™

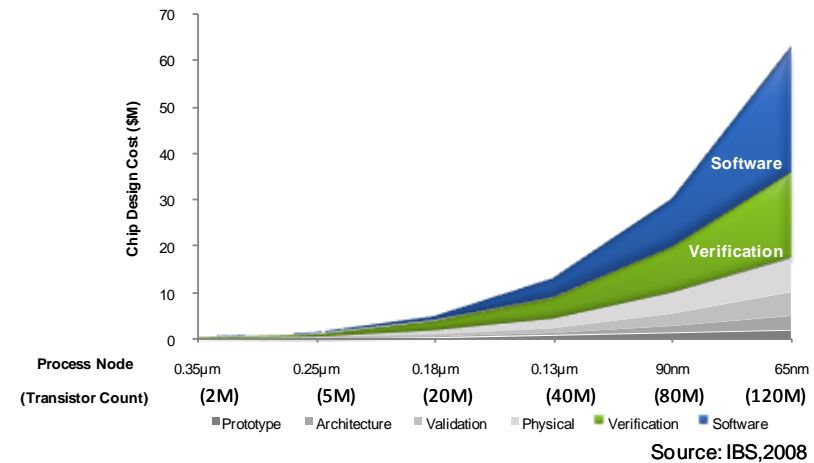
## The Next Era of Rapid Prototyping

# Verification Is Not Getting Any Easier

- The Dominant Cause For Silicon Re-spins
  - Functional errors
  - Bug count increasing exponentially with design size
  - Need to test with live stimulus



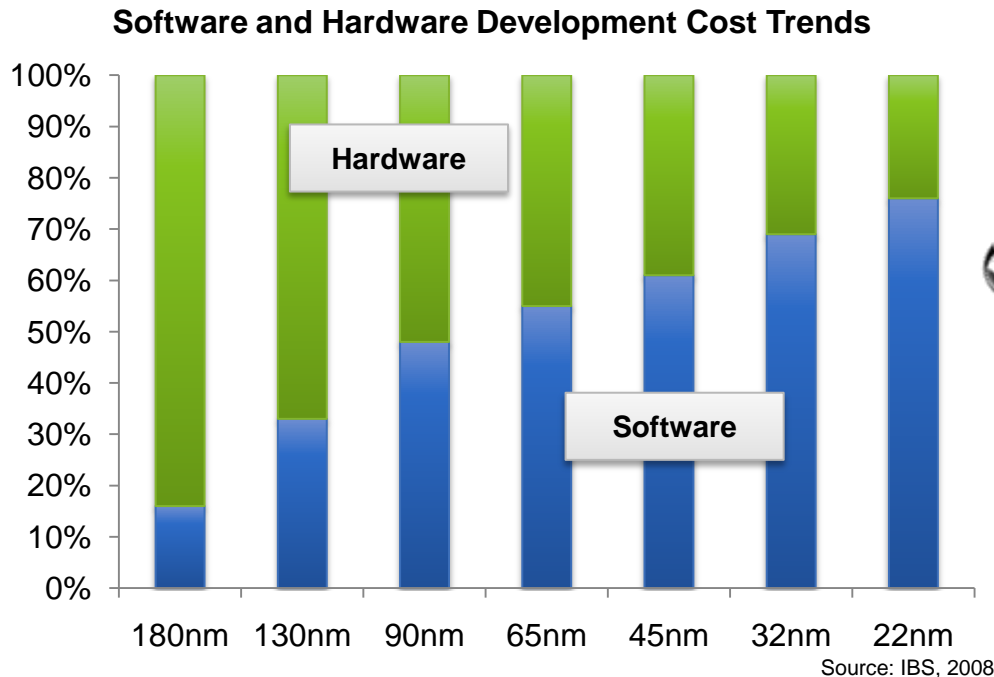
- Software Content Is Increasing Dramatically
  - Sufficient performance is key



*“Our biggest challenge in SoC development is software.”*

*“Software cost is over 60% of the total cost of system design.”*

# Software-Differentiated Hardware Era



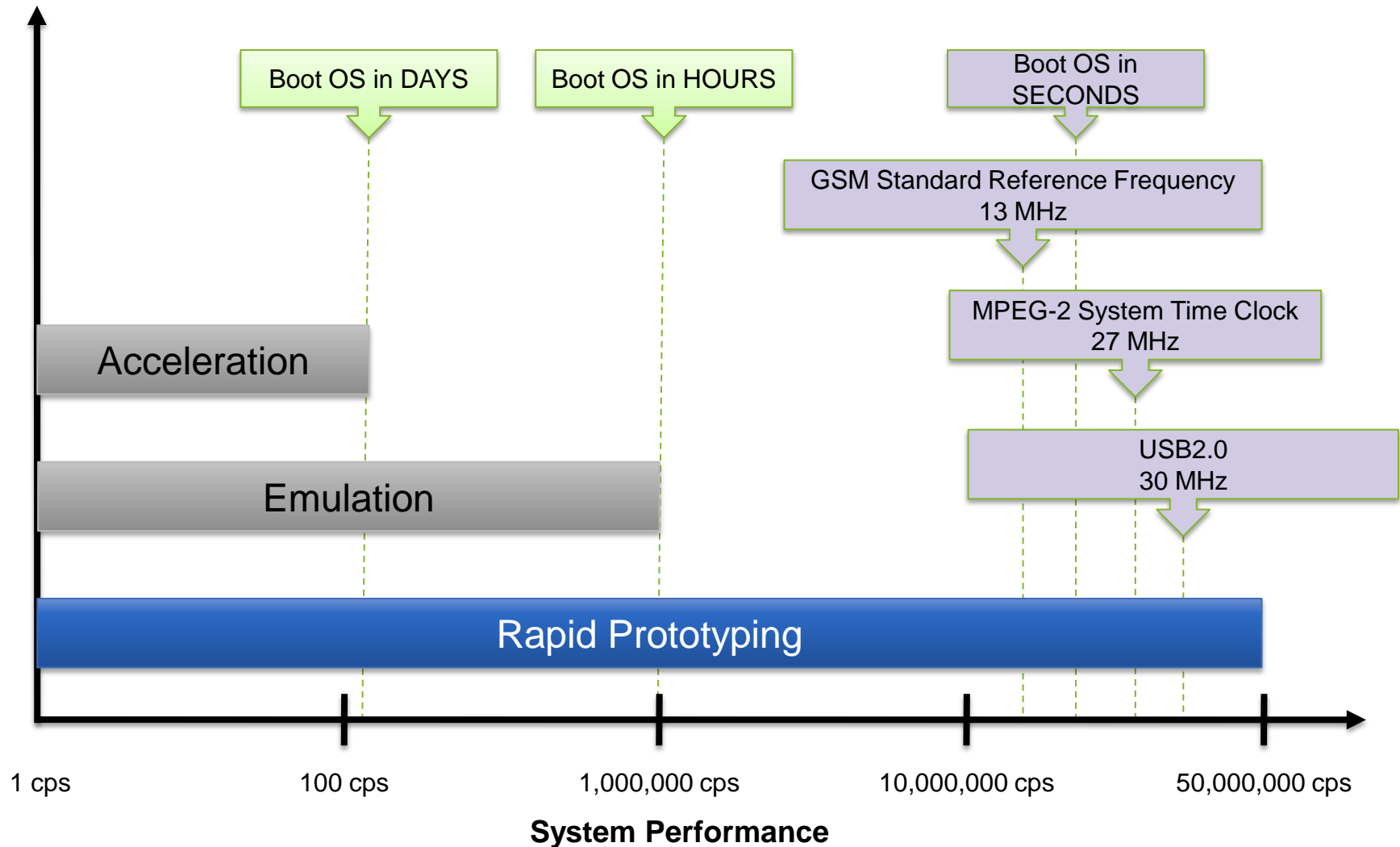
“Phone differentiation used to be about radios and antennas and things like that. We think, going forward, ***the phone of the future will be differentiated by software.***”

Steve Jobs  
CEO, Apple

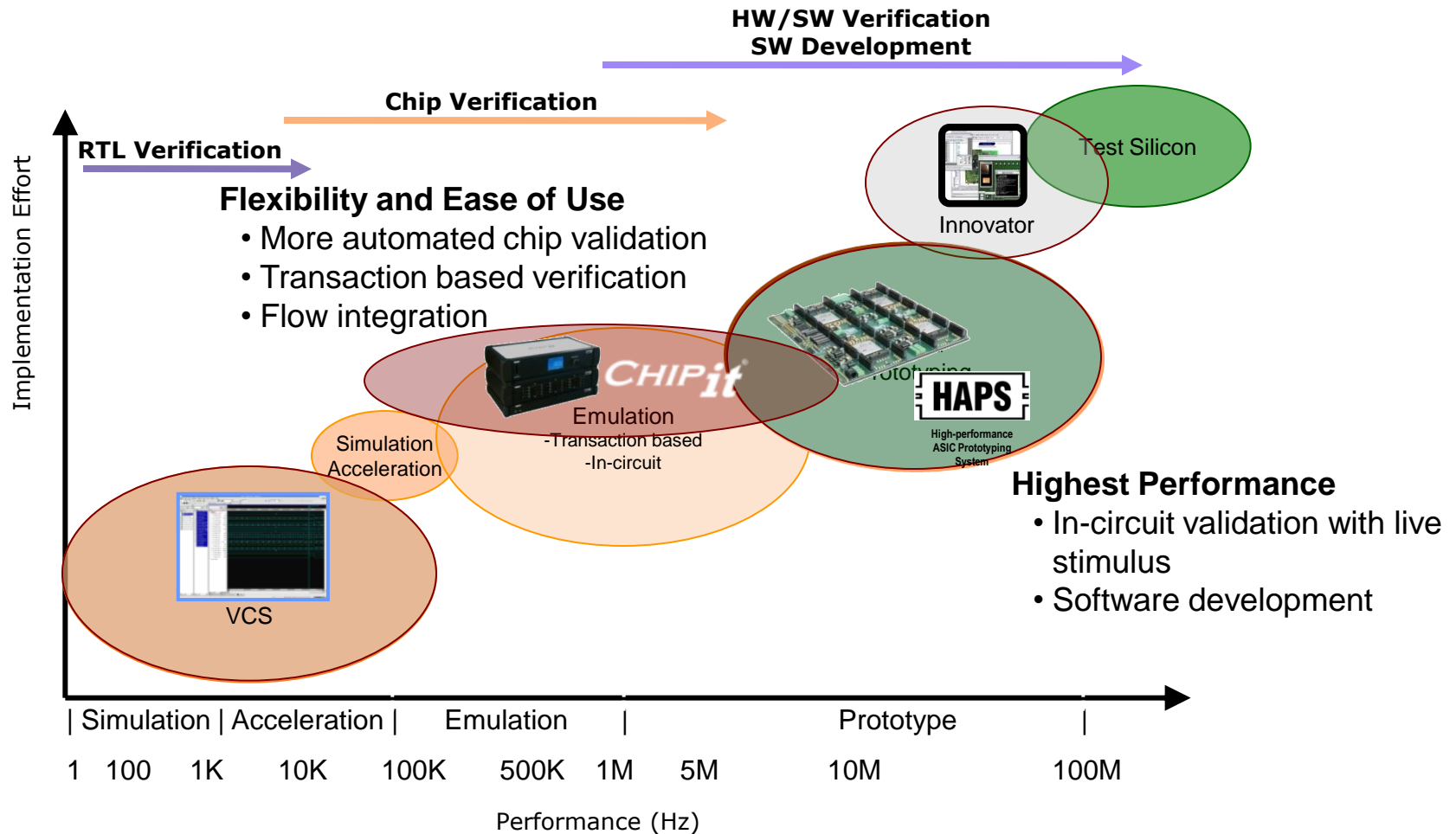
<http://online.wsj.com/article/SB121842341491928977.html>

# Performance Matters

## *Enabling System Validation And Software Development*



# Confirma Product Positioning



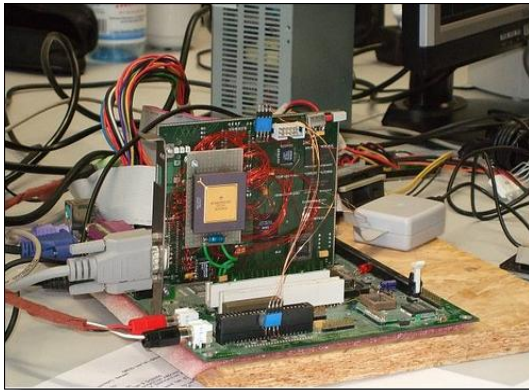
# Confirma

## *Defining The Next Era In Rapid Prototyping*

### Confirma Complete Prototyping



Traditional Prototype



- + Compact
- + Affordable
- + Fast

- Manual
- Difficult debug

Traditional Emulator

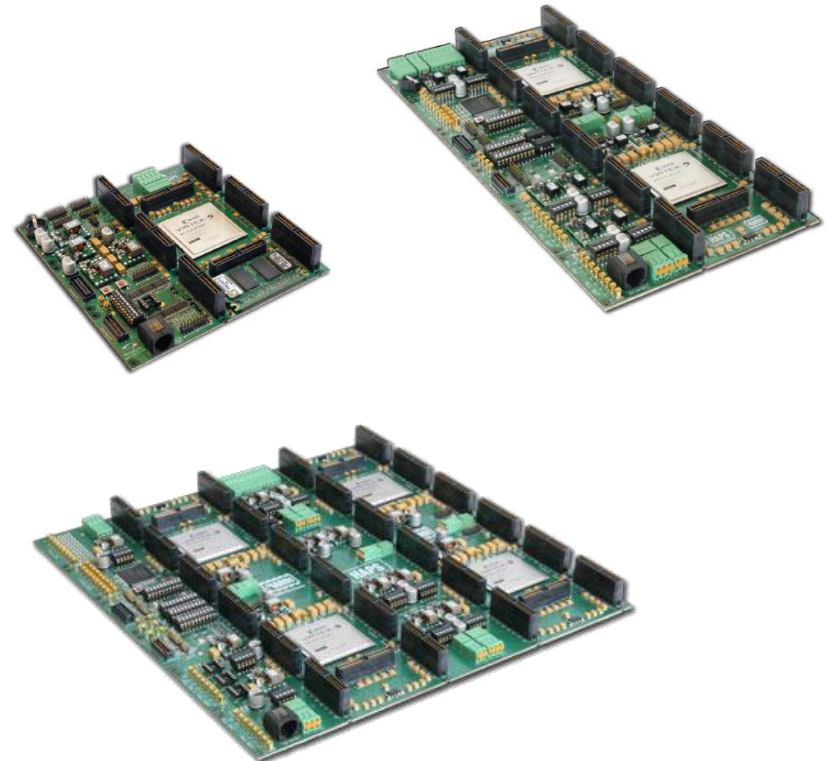


- Big
- Expensive
- Slow

- + Automated
- + Easy debug

# Prototyping Made Easy

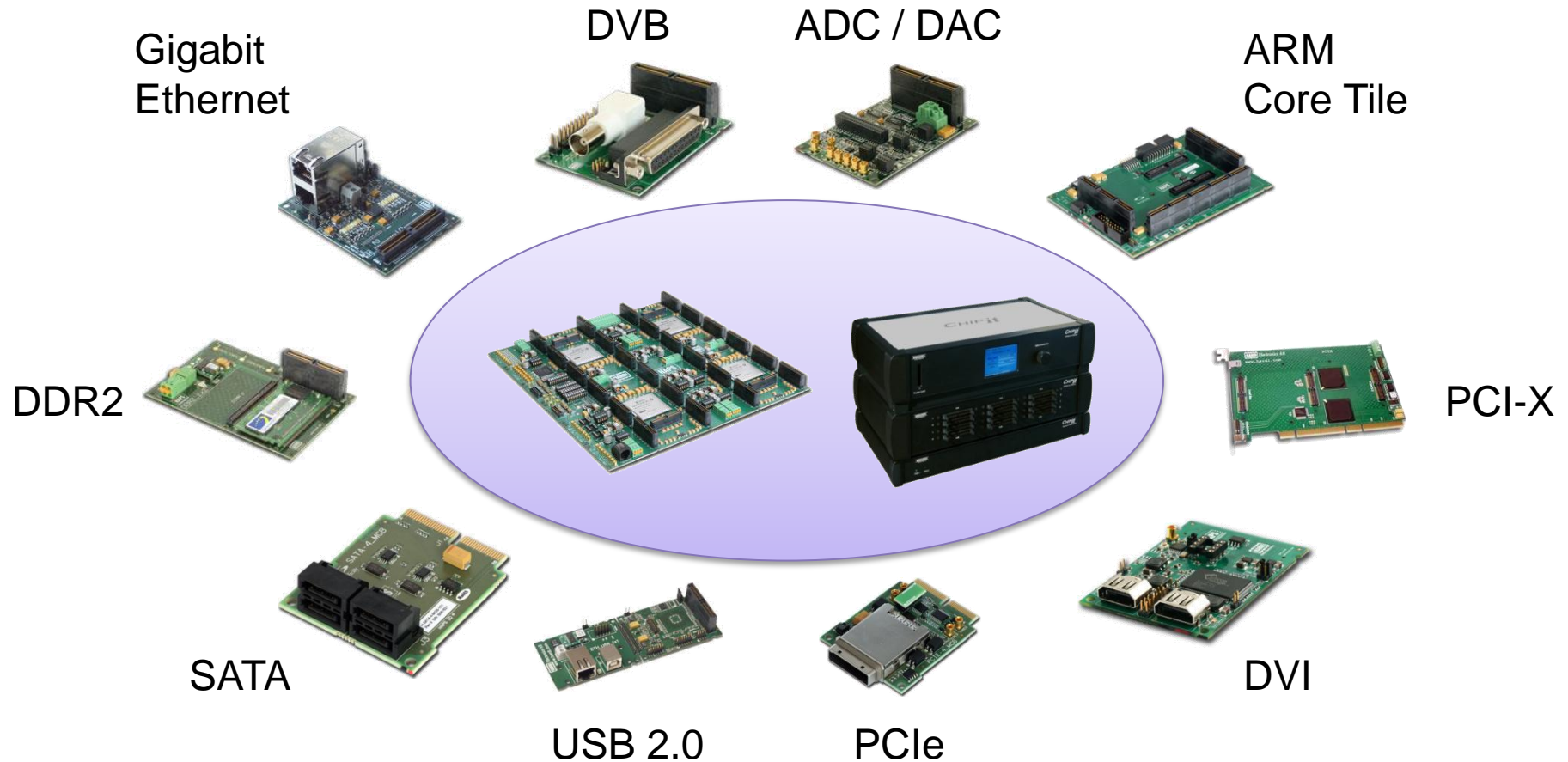
- **System Solutions**
  - Single point for hardware and software support
  - Tightly Integrated Confirmation Platform
- **High Performance**
- **Flexible Hardware**
  - Configurable
  - Over 30 daughter boards
  - Reuse for multiple projects
- **Over 500 companies worldwide**
- **Over 2000 boards shipped**





# We Offer Real World IO

*Common boards support both HAPS and CHIPit*



At-speed Connections to Real-world Interfaces Enable Realistic Validation

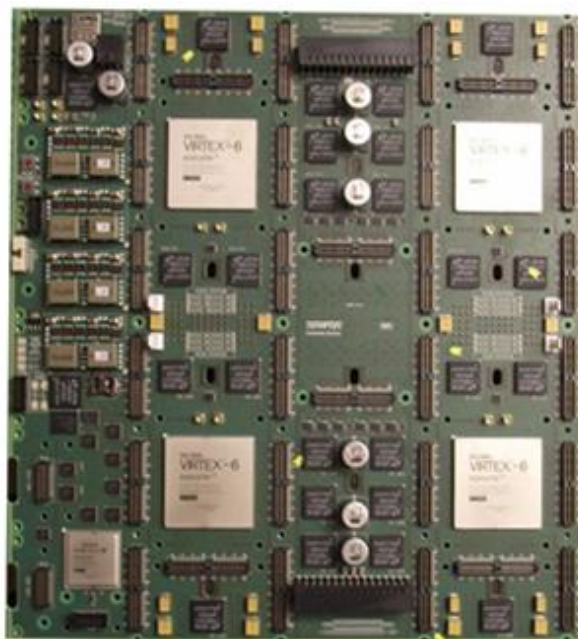


# HAPS-60 Family



**HAPS-61**

*Up to 4.5M gates*



**HAPS-64**

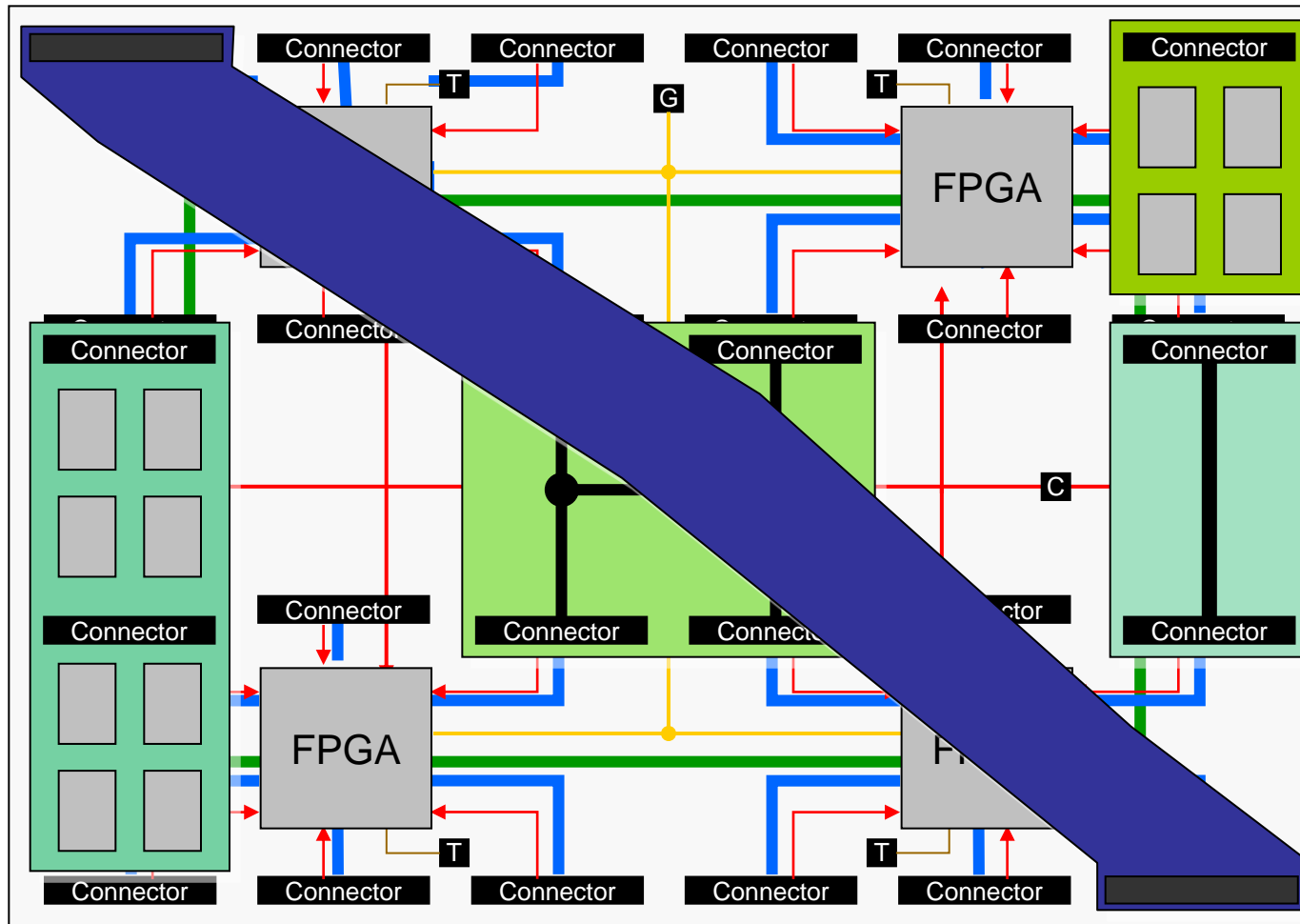
*Up to 18M gates*



**HAPS-62**

*Up to 9M gates*

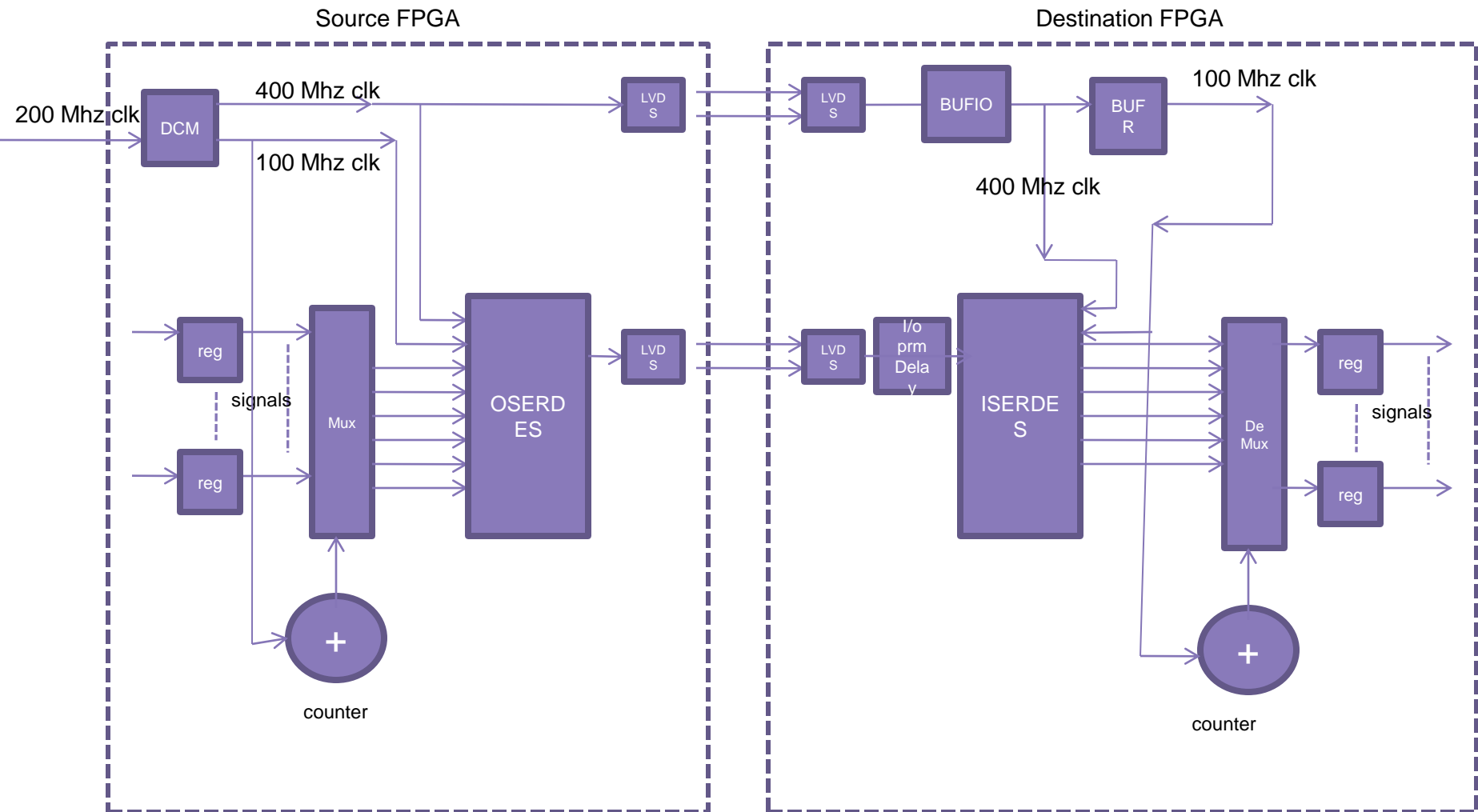
# HAPS Concept



- I/Os or inter-FPGA connections
- Fixed inter-FPGA connections
- Local clocks
- C** — Global clocks
- G** — Global I/Os
- T** — Test signals

The size of a daughter board is strictly specified. There are no "wasted" connectors on the motherboard.

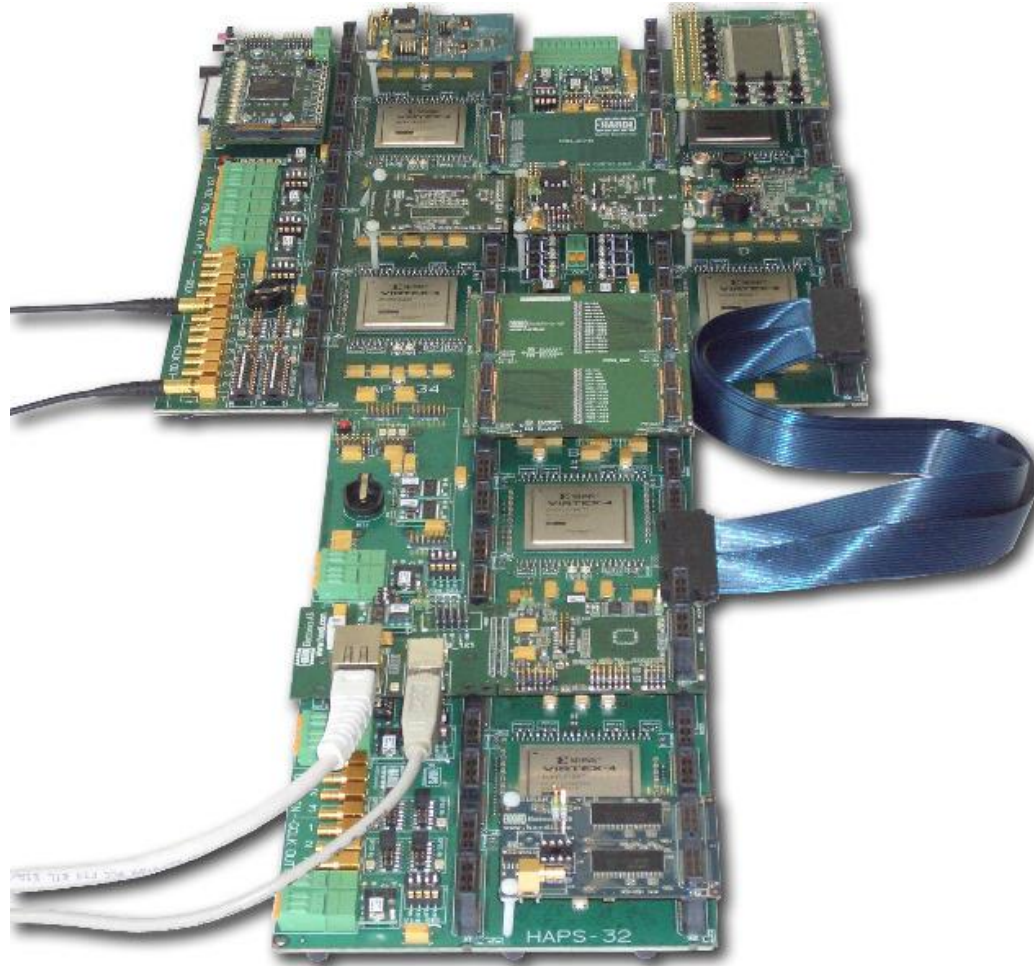
# HSTDM ( High Speed TDM)



# The Solution To Rent's Rule

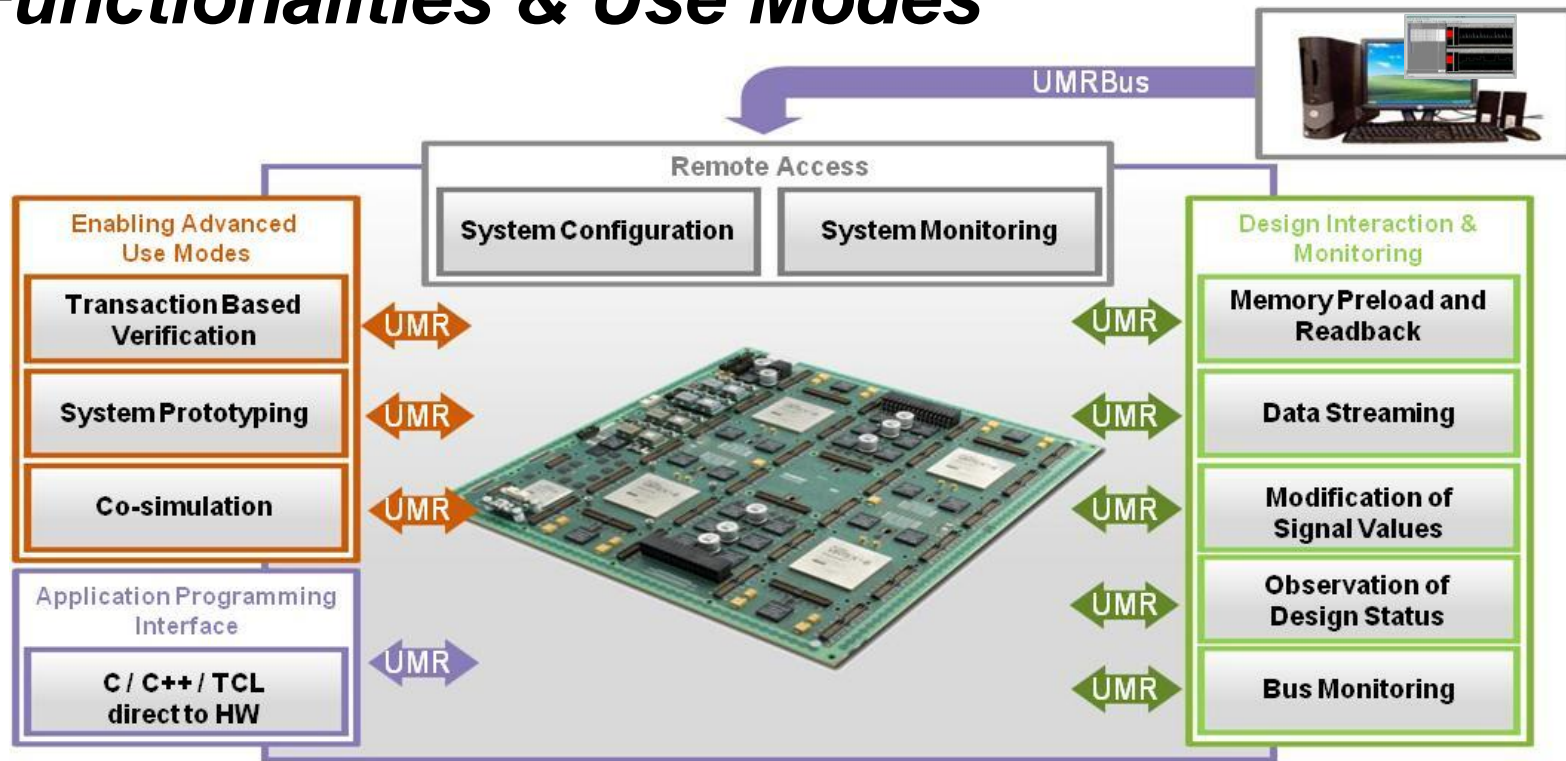
- Number of pins =  $t * (\text{Design Size})^p$ 
  - ASIC 1.2 M gates – 253 pins
  - 2 FPGAs – 610K gates/FPGA – 322 pins
- Each FPGA on a HAPS 6X board has a 4.5 M gate capacity – No partitioning needed (For this case)!
- < 2800 flexible I/Os available on HAPS 64 boards for either ASIC I/O or interconnect.
- High Speed Pin Multiplexing using Xilinx ISERDES/OSERDES available if you need it!

# HAPS Configuration – An example



# Universal Multi-Resource Bus (UMRbus)

## Functionalities & Use Modes



### What It Is

- High-performance, low-latency communication bus
- Connections to every FPGA, memories, registers, etc.

### Customer Benefits

- Remote prototype management
- Application-level programming
- Co-simulation
- Transaction-based verification



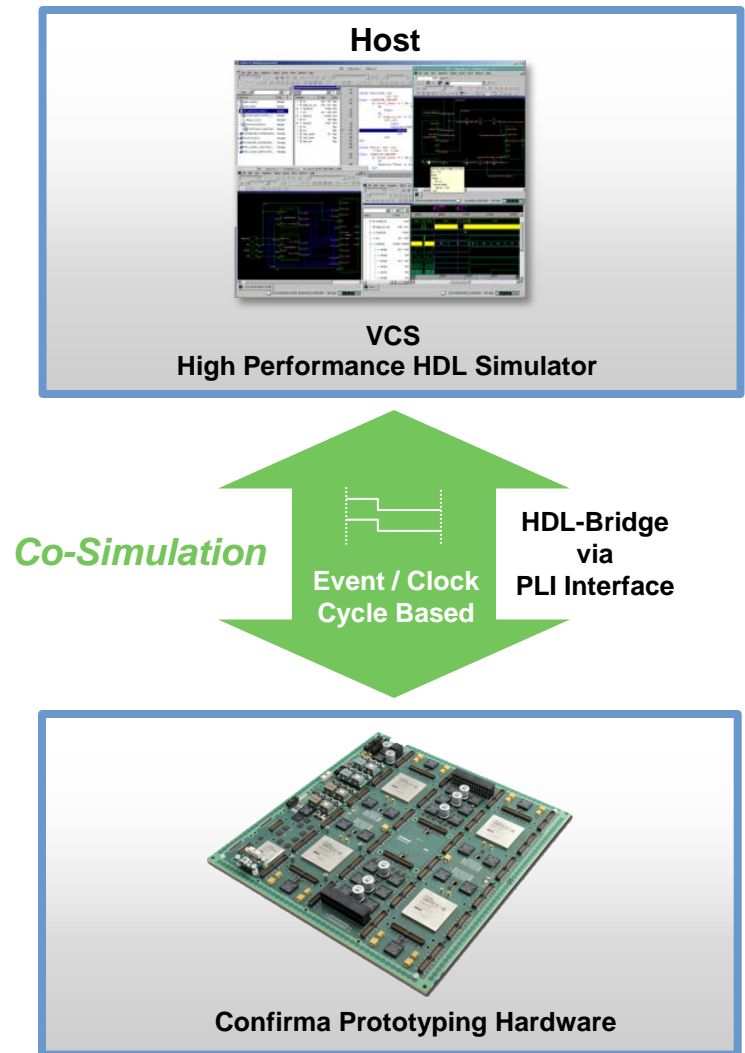
# Co-simulation

## HAPS Features

- Supports VCS (and other simulators)
- Off-line debug with VCS
- Interactive debug with Identify Pro
- Built on UMRBus

## Customer Benefits

- Easy transition from simulation to prototype
- Re-use existing regression tests
- Validate prototype implementation
- Continue verification in hardware





# Transaction-based Verification

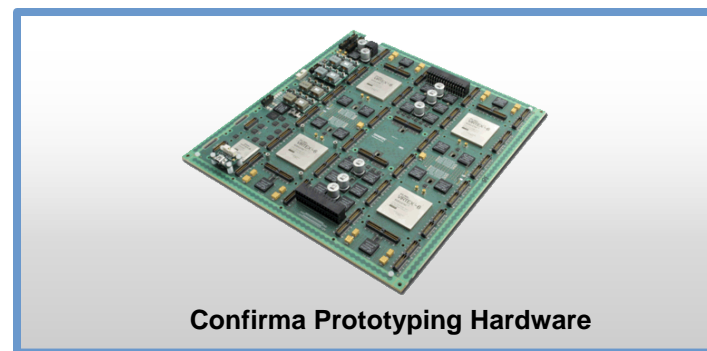
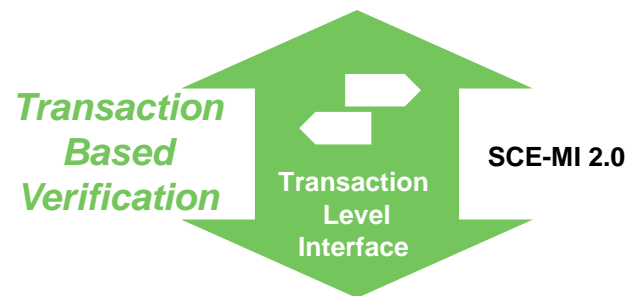
## HAPS Features

- Industry-standard SCE-MI 2.0 support
- Uses transaction-based testbenches (C/C++/VCS/Innovator)
- VMM-HAL support
- Built on UMRBus

## Customer Benefits

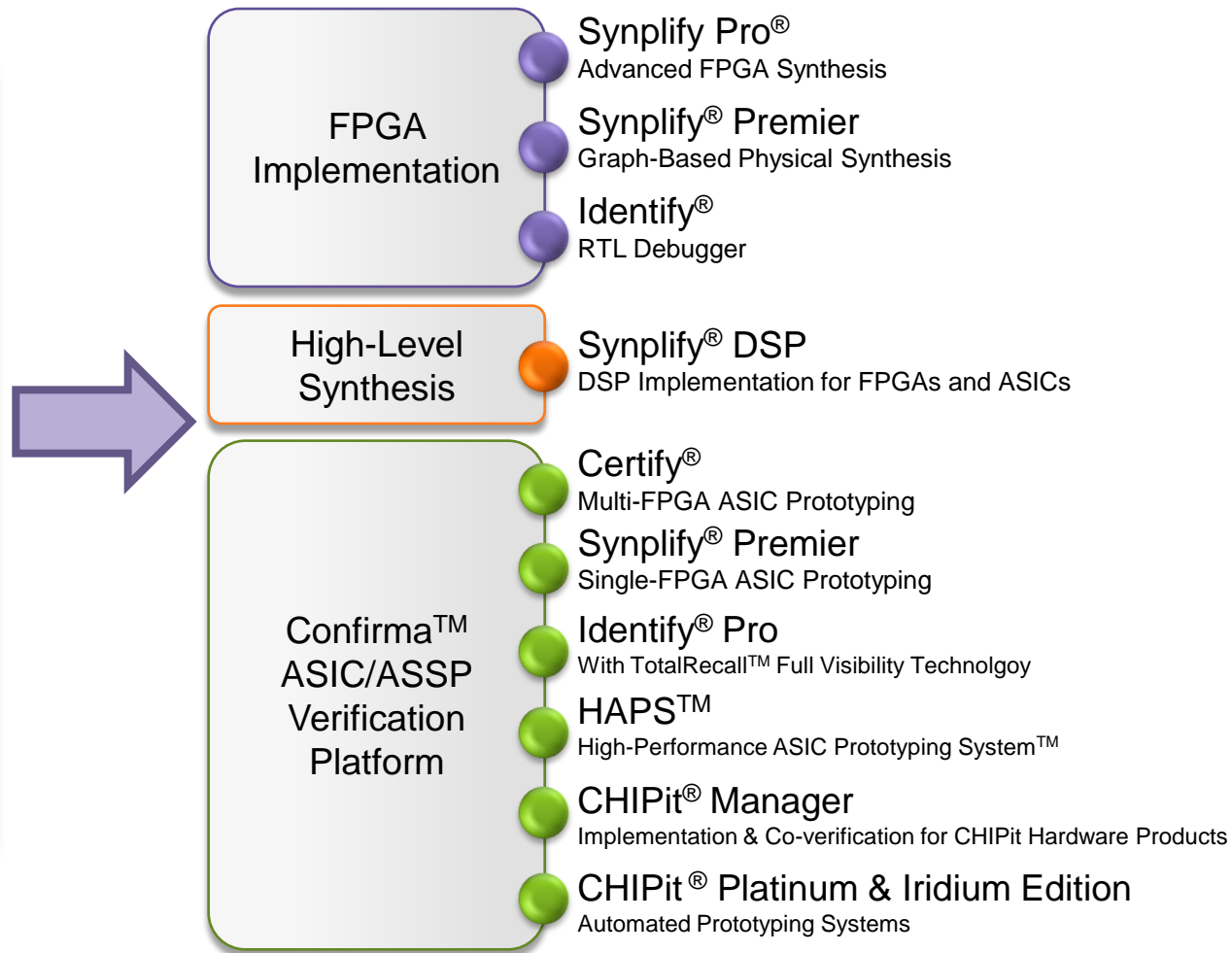
- Up to 10,000x faster than simulation\*
- Interface to live devices
- Re-use existing regression tests
- Accurate modeling
- Leverage prototype hardware earlier

\* Appropriate testbench required



# Solutions Overview

*Provide  
industry  
leading **FPGA**  
Implementation,  
High Level  
Design, and  
Hardware  
Assisted  
Verification  
solutions*



# Certify Multi-FPGA Partitioning

The screenshot displays the Certify software interface with the following components:

- Partition Tree View:** A hierarchical tree on the left showing the system structure, including FPGAs (U1, U2), Probes, Assigns, Clock Boxes, Board Traces, and System Unassigned Bin.
- Partition Info View:** A table in the center showing resource usage for components U1 and U2.
- Partition View:** A graphical representation of the board layout showing components U1, U2, and RAM connected by green lines.
- Impact Analysis:** A table at the bottom left showing resource usage for devices U1 and U2.
- RTL View:** A schematic diagram on the right showing the RTL implementation of the system.
- Connectivity Matrix:** A table at the bottom right showing the connectivity between components.

**Partition Info View Data:**

Name	Pins	I/O Use	Area Use	Area Use(%)
U1	320	273	10593	57%
U2	320	272	12841	69%

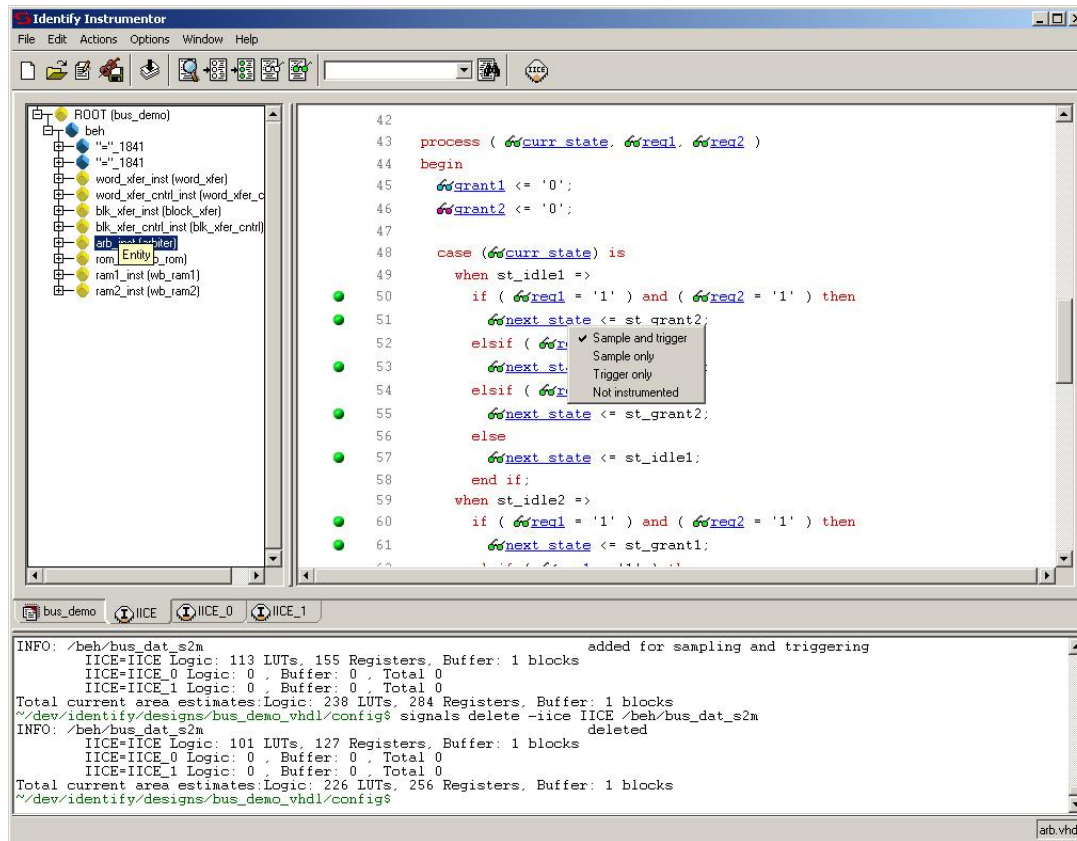
**Impact Analysis Data:**

Device	Calc	Area	I/Os
U1	<input checked="" type="checkbox"/>	10593 / 18816	273 / 320
U2	<input checked="" type="checkbox"/>	12841 / 18816	272 / 320

**Connectivity Matrix Data:**

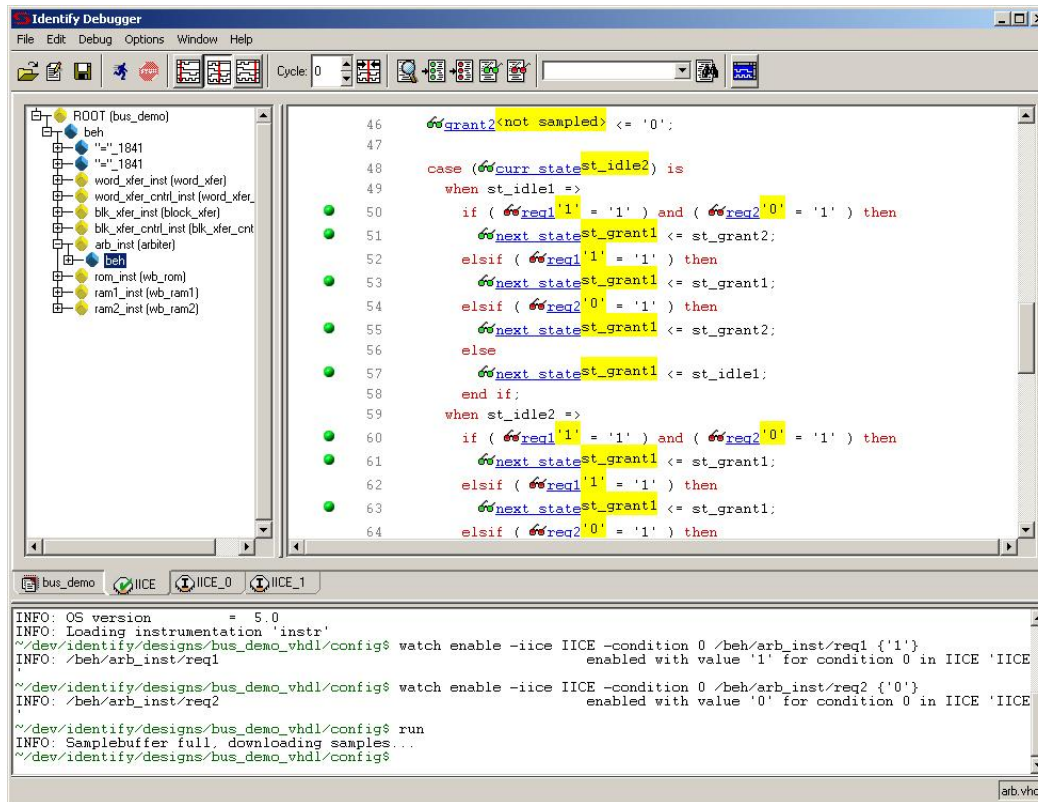
	Visible Ports	Hidden Nets	CTL1	MEN
RCV1	129	0	51	
RCV2	129	0	51	
RCV3	129	0		
Visible Ports	259			

# Identify Instrumentor



- Automatically displays signals and branches
- Control sampling & triggering on each node
- State Machine Triggering
- Provides area estimate of debug resources
- Automate with TCL scripts

# Identify Debugger



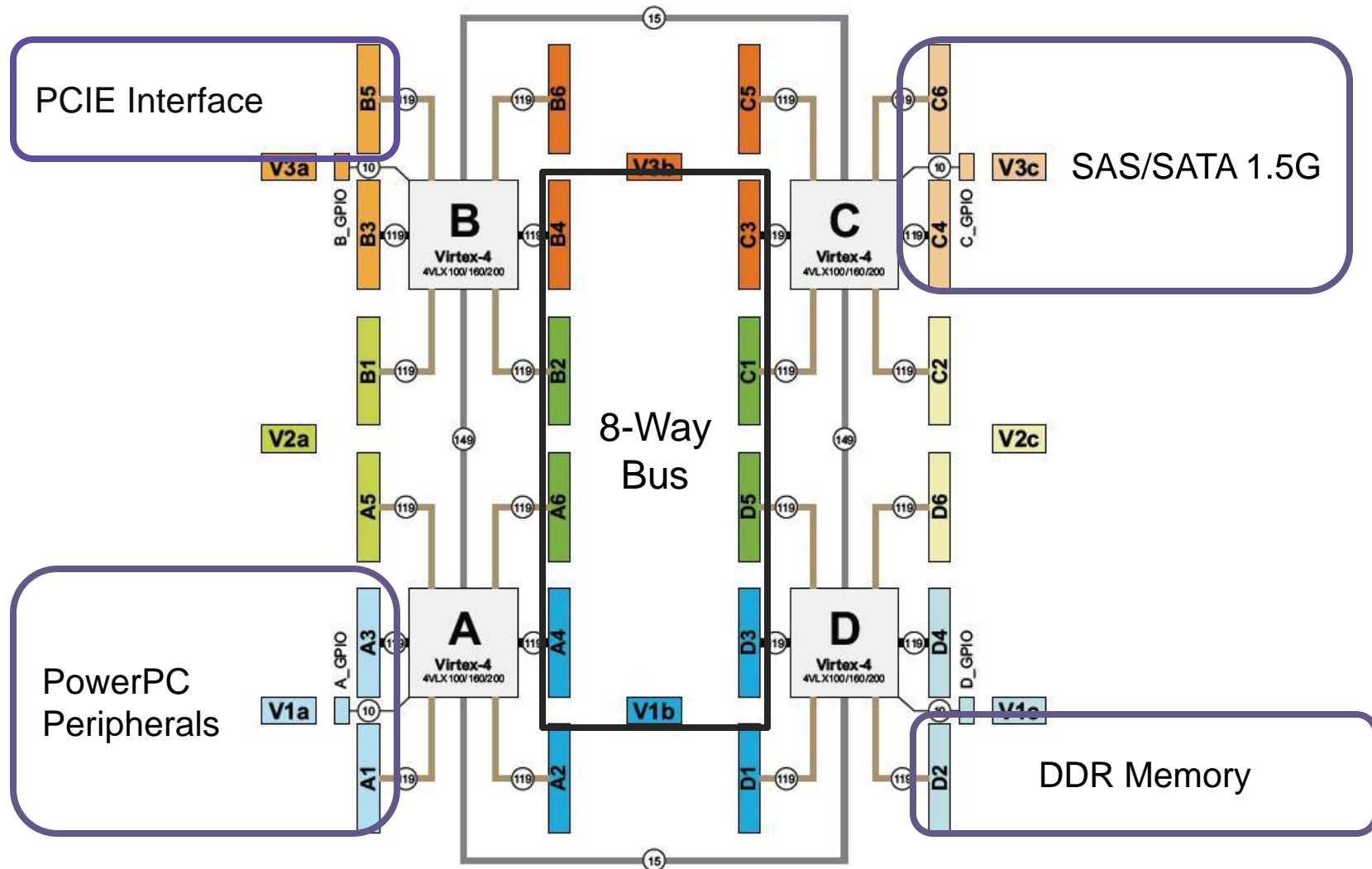
- Dynamically sets trigger values
- Displays captured data symbolically
- Tabbed view of multiple clock regions
- Multiple debuggers per scan chain supported
- Full TCL scripting

# **Accelerating Hardware Prototype Development**

Chuck Cruse

Prototype/Emulation Team Lead

# LSI Prototyping System – HAPS 34





# Hardware Prototypes Provide

- “Real World” exercise of RTL
- Hardware/Software integration vehicle
- Detection and debug of subtle system-level “Real Time” problems
- Specification verification amongst various compatible products
- Customer demo

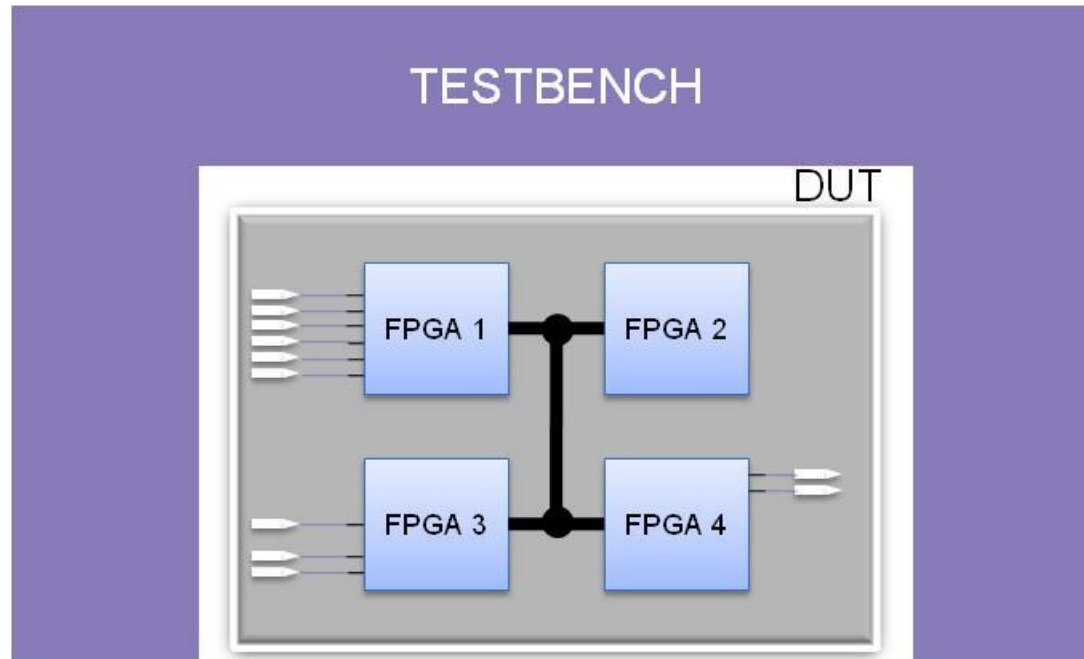
# Issues for the Hardware Prototype

- Must hit a narrow window of opportunity
- Delays in the development of the prototype reduce effectiveness
- Visibility of internal signals, while improving, remains a challenge
- Quick turnaround of incremental changes improving, but could be better

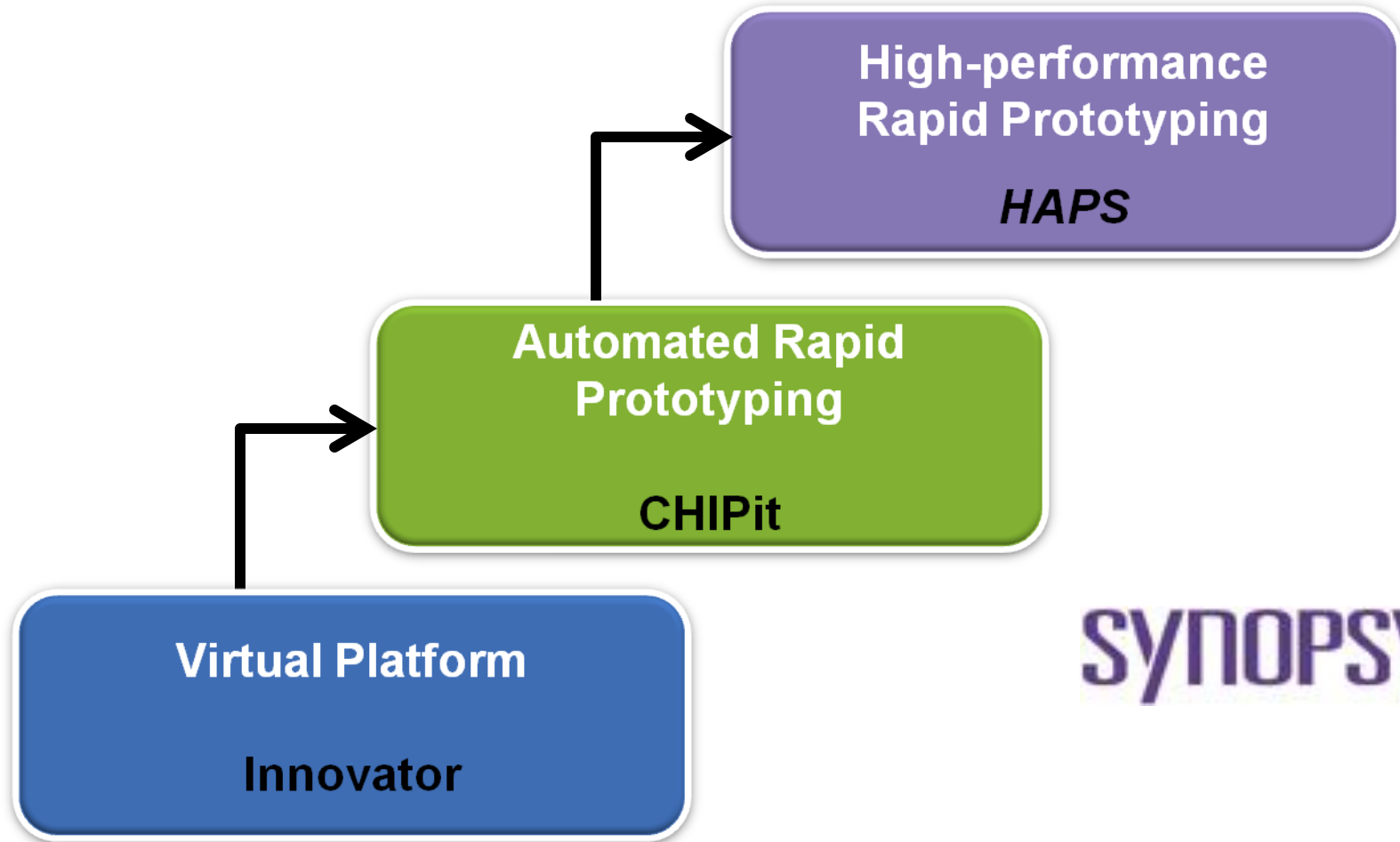
# Moving Up the Food-Chain

- In the past, FPGA-specific RTL has been simulated in order to demonstrate basic functionality before downloading bitstreams into the lab.
- For the future, the hope is that this approach could be expanded to include Virtual Platforms

# Design Example



# Future Feasibility Study



**SYNOPSYS®**

# Additional Product Development Goals

- Retain the benefits of software simulation
  - Cycle-accuracy will suffer, but the hardware prototype will catch these issues
- Begin hardware/software integration very early in the development process
- Hardware/software effort will be more transparent when “crossing over” from the virtual world to the hardware prototype
  - Hardware prototypes always resulted in a “step function” effort
  - “Step function” effort should reduce when the virtual platform is incorporated

# End-Of-Day Benefits

- Reduced spins of the design
- Much faster chip-evaluation when silicon arrives
  - Software ready to go
  - Integration/System-Engineering team already up to speed on the device
- Effective widening of the pre-silicon testing window



# HAPS 52 Debug Demo



# synopsys®

Predictable Success