

# Sequential Circuits: Verification

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*CS-226: Digital Logic Design*

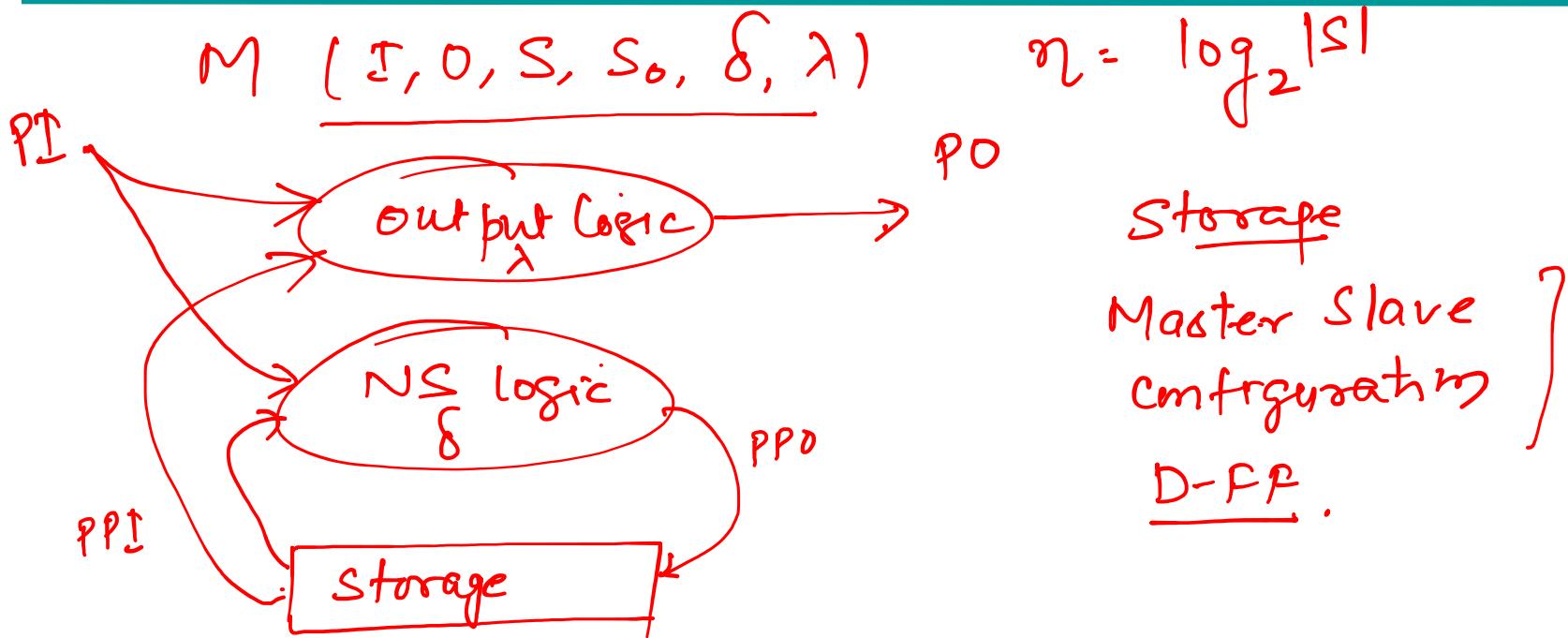
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*Lecture 25: 05 April 2021*

**CADSL**

# Finite State Machine



How we can say that implemented FSM is correct.      SPEC  $\equiv$  Implementation  
VERIFICATION.



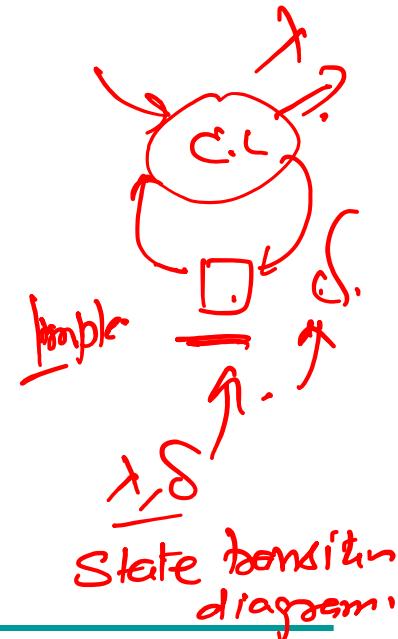
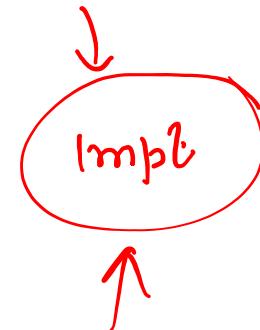
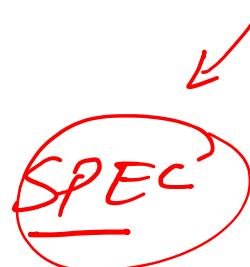
# Finite State Machine

Combinational Circuits ]

OEC  $\xrightarrow{\quad}$  ROBDD  
 $\xrightarrow{\quad}$  SAT

$\Rightarrow$  ② How to check the equivalence of two machines ( $M_1$ . &  $M_2$ )

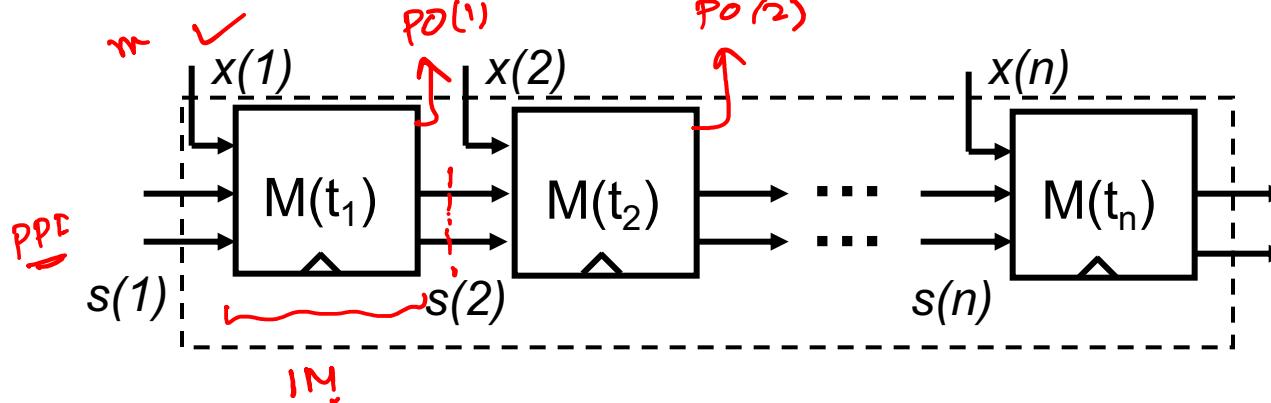
$$M_1 \equiv M_2 ?$$



# Sequential Equivalence Checking

- Represent each sequential circuit as an FSM
  - verify if two FSMs are equivalent
- Approach 1: Reduction to combinational circuit
  - unroll FSM over n time frames (flatten the design)

equivalent  
combinational  
circuit



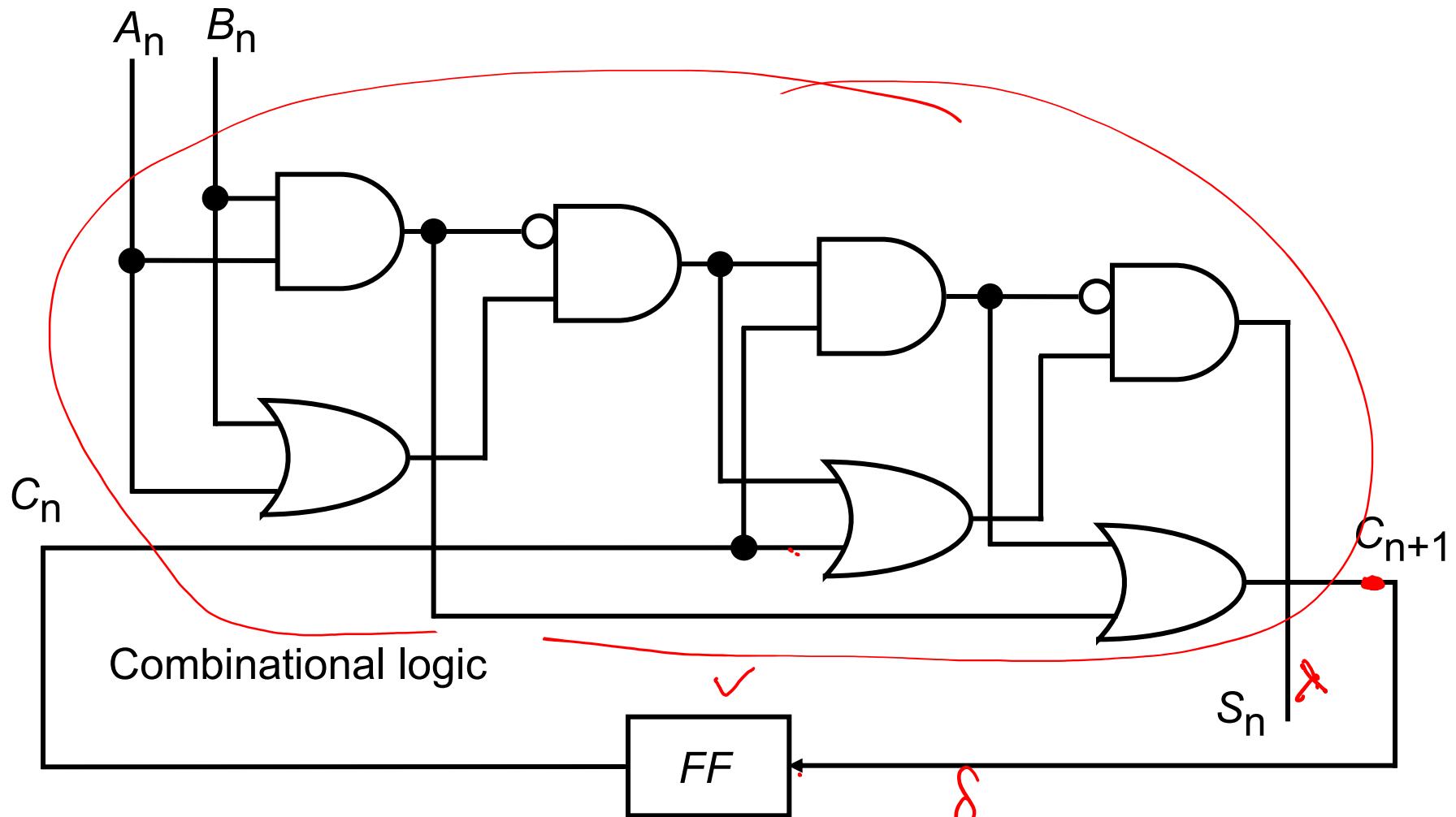
How many  
times?

Combinational logic:  $F(x(1,2,\dots,n), s(1,2,\dots,n))$

- check equivalence of the resulting combinational circuits
  - problem: the resulting circuit can be too large

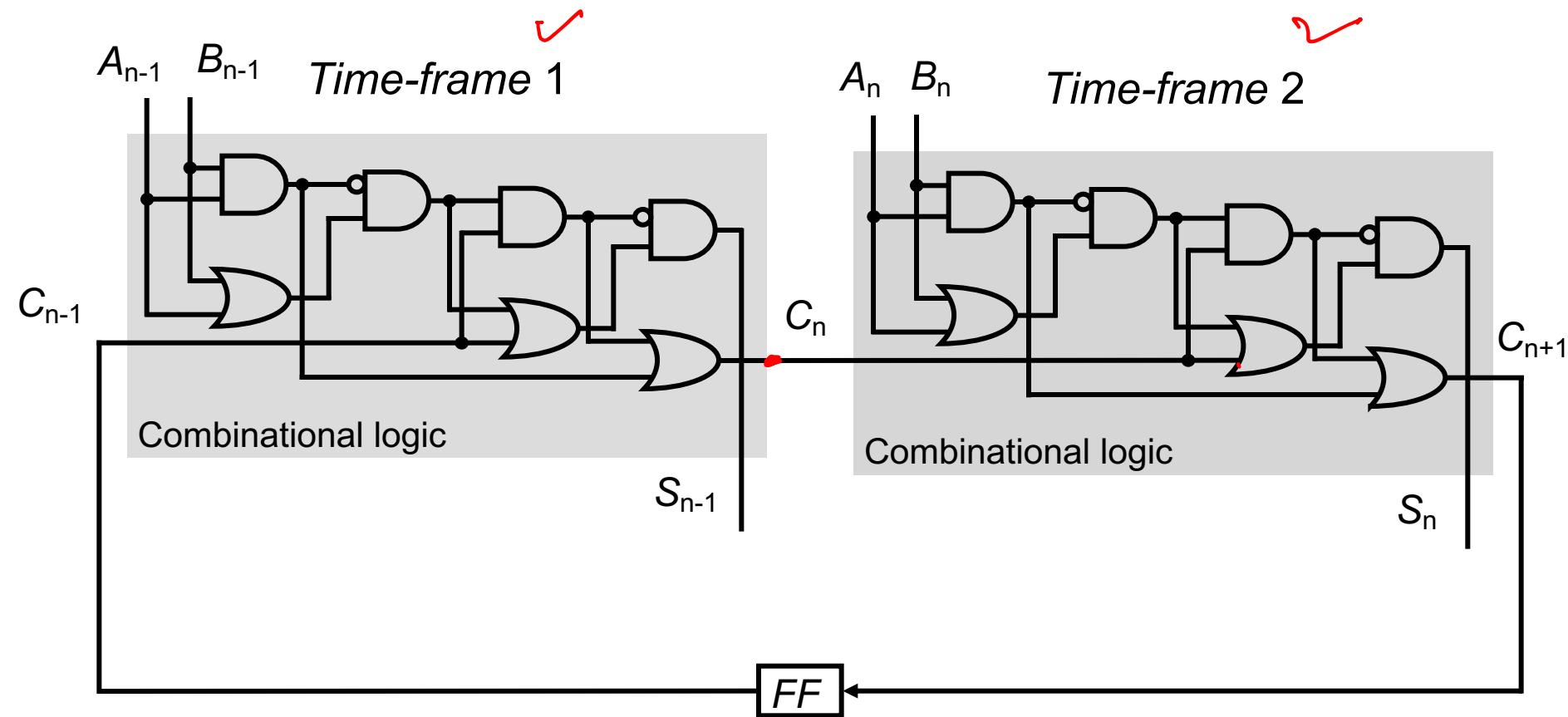


# Example: A Serial Adder

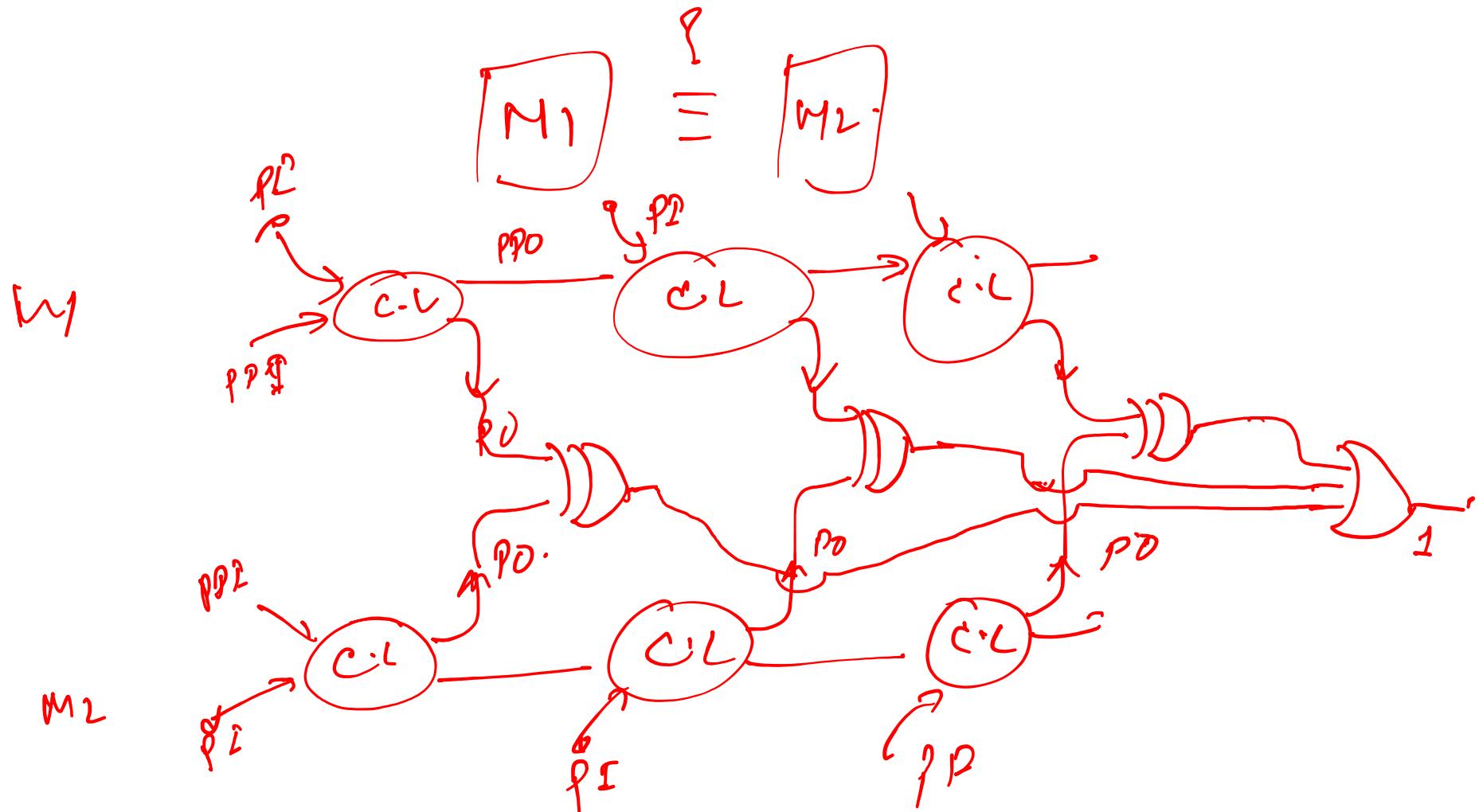


# Time-Frame Expansion

32 bit  
send.

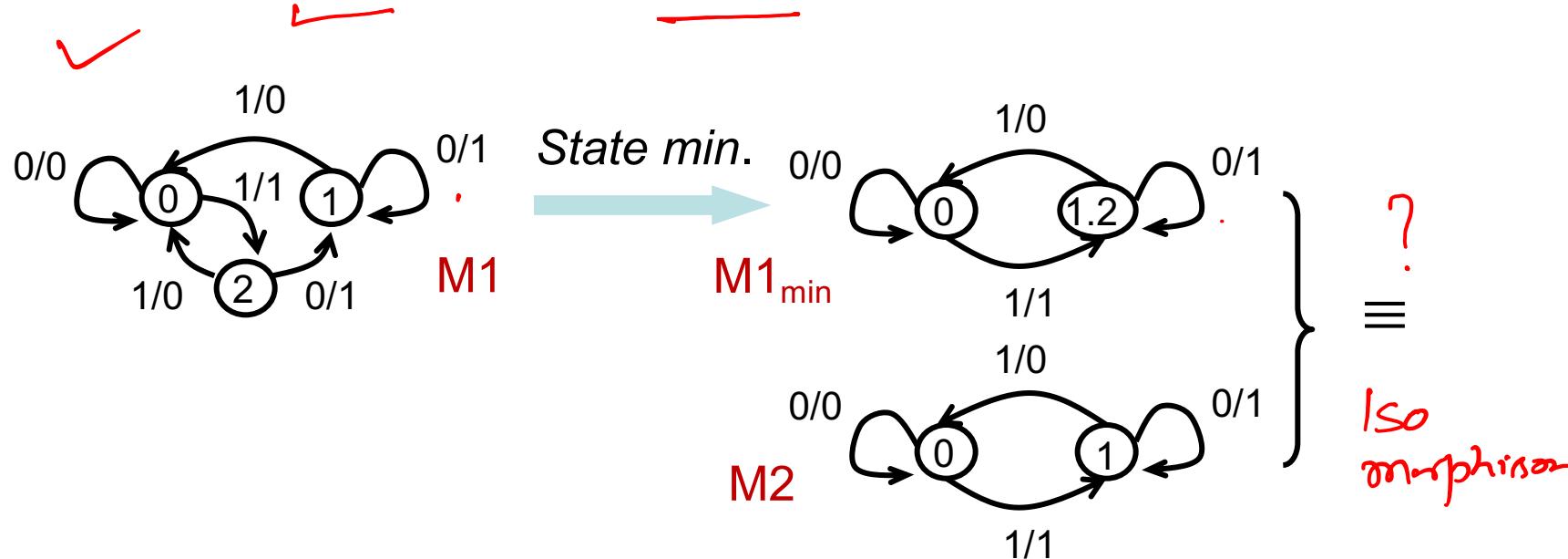
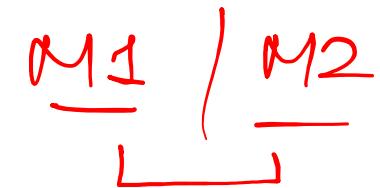


# Equivalent Combinational Circuit



# Sequential Verification

- Approach 2: Based on isomorphism of state transition graphs
  - two machines M1, M2 are *equivalent* if their state transition graphs (STGs) are *isomorphic*
  - perform state minimization of each machine
  - check if  $\text{STG}(M1)$  and  $\text{STG}(M2)$  are isomorphic



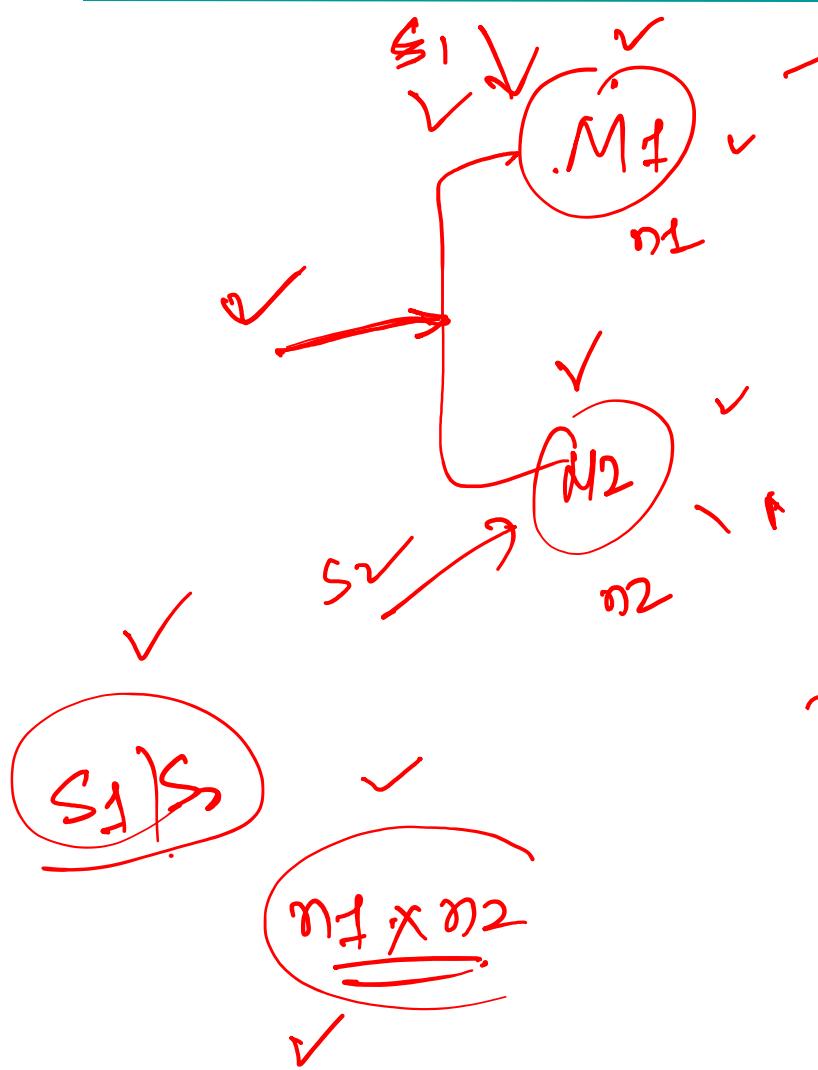
# Machine Equivalence

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- Two machines  $M_1, M_2$  are said to be equivalent if and only if, for every state in  $M_1$ , there is corresponding equivalent state in  $M_2$
- If one machine can be obtained from the other by relabeling its states they are said to be isomorphic to each other



# Finite State Machine



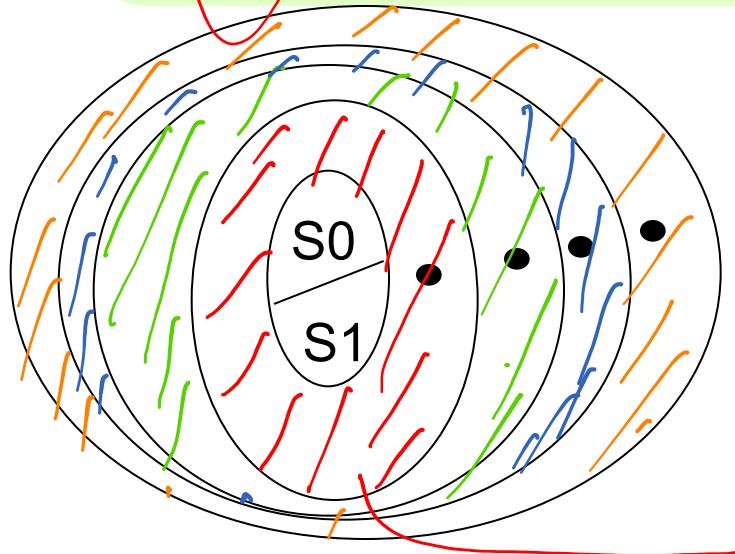
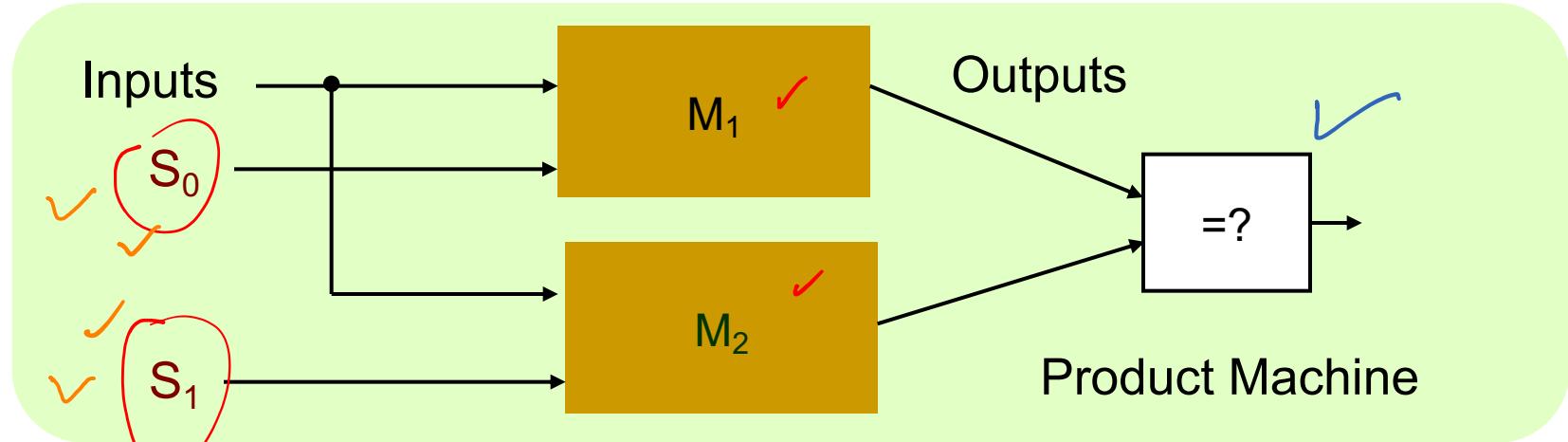
$M_1 \equiv M_2$   
for any input sequence the machines  $M_1 \& M_2$  must produce the same output.

Product Machine



# Reachability-Based Equivalence Checking

## Approach 3: Symbolic Traversal Based Reachability Analysis



- Build product machine of  $M_1$  and  $M_2$
- Traverse state-space of product machine starting from reset states  $S_0, S_1$
- Test equivalence of outputs in each state
- Can use any state-space traversal technique

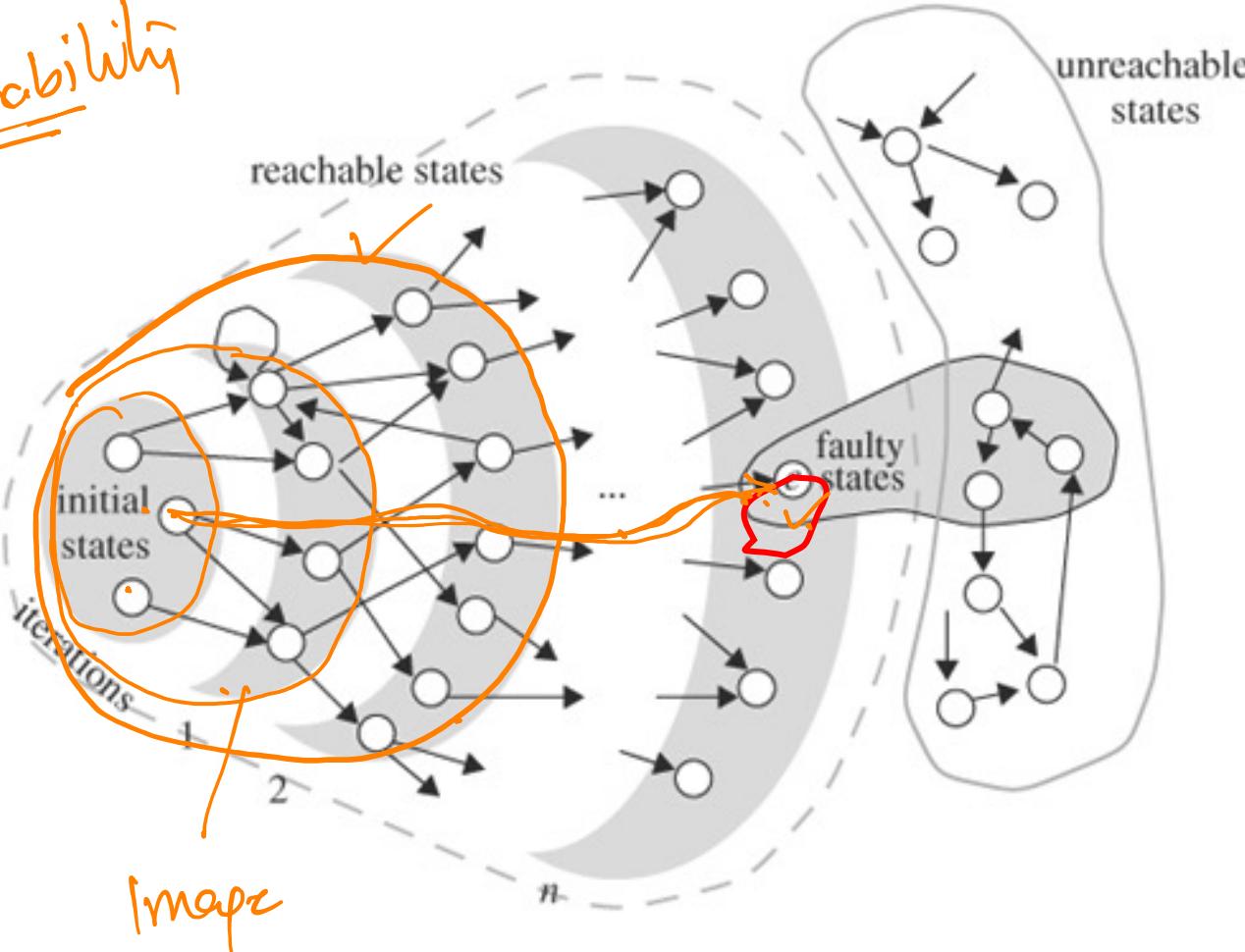
$\text{Image} \cdot (\{S_0\} | S_1)$

$M_1 \times M_2$

# Forward Reachability

$n_1 \times n_2$

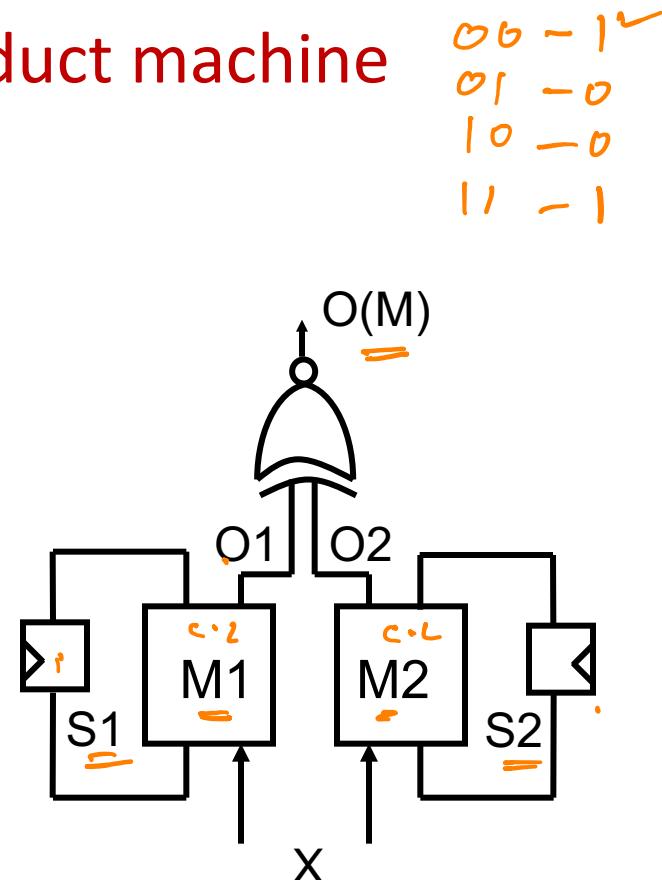
Reachability



counter  
example,  
(lex)

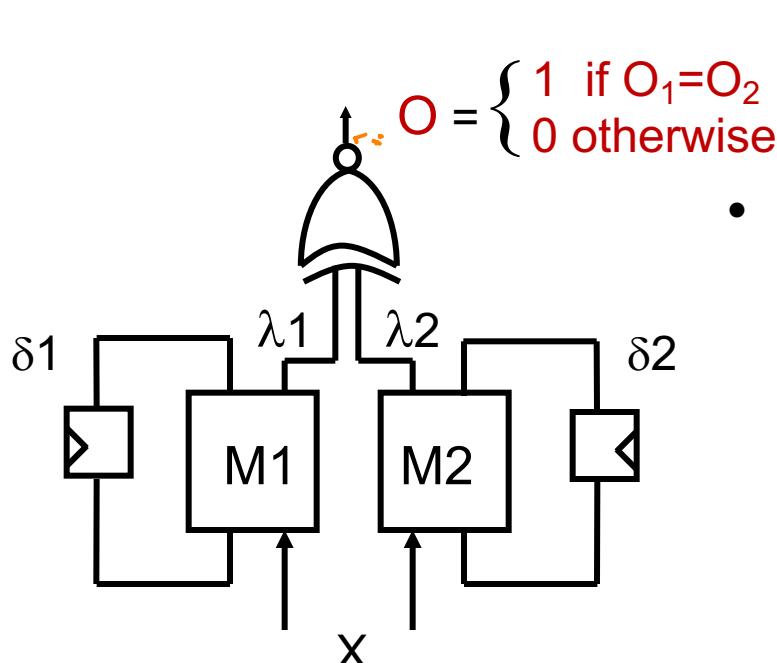
# Sequential Verification

- Symbolic FSM traversal of the product machine
- Given two FSMs:  $M_1(X, S_1, \delta_1, \lambda_1, O_1)$ ,  $M_2(X, S_2, \delta_2, \lambda_2, O_2)$
- Create a product FSM:  $M = M_1 \times M_2$ 
  - traverse the states of  $M$  and check its output for each transition
  - the output  $O(M) = 1$ , if outputs  $O_1 = O_2$
  - if all outputs of  $M$  are 1,  $M_1$  and  $M_2$  are equivalent
  - otherwise, an error state is reached
  - error trace is produced to show:  $M_1 \neq M_2$



# Product Machine - Construction

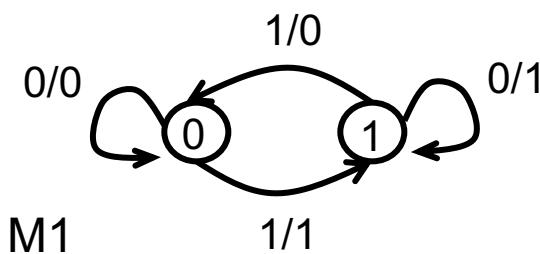
- Define the product machine  $M(X, S, S^0, \delta, \lambda, O)$ 
  - states,  $S = S_1 \times S_2$
  - next state function,  $\delta(s, x) : (S_1 \times S_2) \times X \rightarrow (S_1 \times S_2)$
  - output function,  $\lambda(s, x) : (S_1 \times S_2) \times X \rightarrow \{0,1\}$



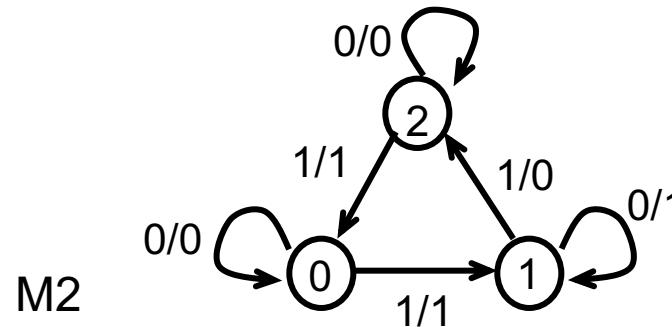
- Error trace (*distinguishing sequence*) that leads to an error state
  - sequence of inputs which produces 1 at the output of  $M$
  - produces a state in  $M$  for which  $M_1$  and  $M_2$  give different outputs



# FSM Traversal in Action



M1

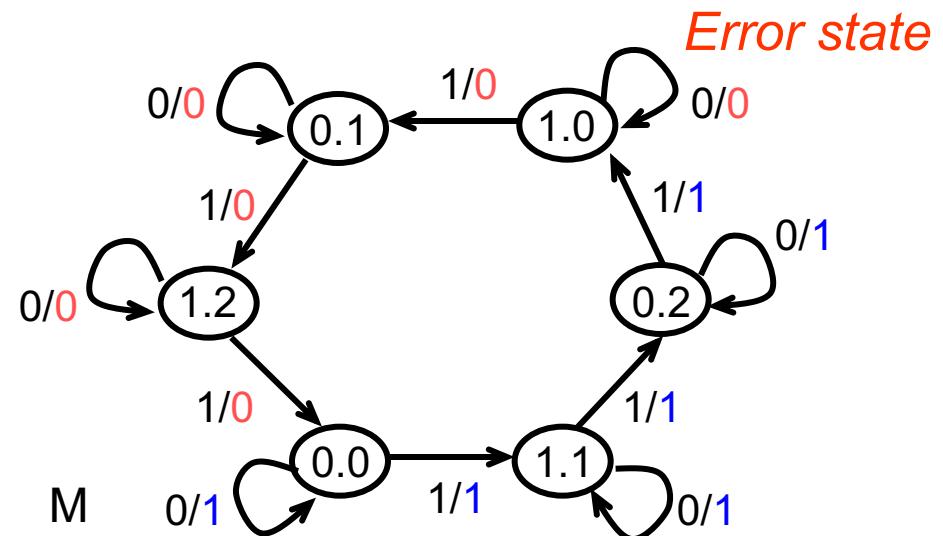


M2

Initial states:  $s_1=0, s_2=0, s=(0.0)$

State reached	Out( $M$ )	
	$x=0$	$x=1$

- New  $^0 = (0.0)$     1    1
- New  $^1 = (1.1)$     1    1
- New  $^2 = (0.2)$     1    1
- New  $^3 = (1.0)$     0    0



M



# Thank You

