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# C-S<sup>2</sup>QED Gap-Free Verification of Processor Cores

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# C-S<sup>2</sup>QED

# Gap-Free Verification of Processor Cores

Keerthi Devarajegowda and Mohammad R. Fadiheh



# Collaborators

Infineon Technologies, TU Kaiserslautern, Stanford University



# Outline

- Motivation
- Processor Bugs
- Processor Verification by C-S<sup>2</sup>QED
- Experimental Results
- Demo
- Conclusion

# Pre-Silicon Verification

- Very few “real” innovations over past decade
  - Race against time & complexity
- Product features limited by verification
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# Processor Verification (is hard)

- Highly complex microarchitectural optimizations
- Consumes  $\geq 70\%$  of design cycle
- Requires in-depth microarchitecture knowledge
- Requires high verification expertise
- Simulation inadequate

# Processor Verification (anecdote)

## Industrial microcontroller

- 60 instructions, 1.8k flipflops
- Highly optimized microarchitecture
- Safety critical applications



**3D camera**



**Airbag**



**Pressure Monitor**



# Processor Verification (anecdote)

## Industrial microcontroller

- 60 instructions, 1.8k flipflops
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3D camera



Airbag

Method	Effort	
	Initial RTL	Updated RTL
Directed simulation	5 person month	1-3 person month
Constrained random simulation	12 person month	3-6 person month
Formal verification	5 person month	1 person month



Pressure Monitor

# Processor Verification (anecdote)

## Industrial microcontroller

- 60 instructions, 1.8k flipflops
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3D camera



Airbag

***We need new methods for  
Pre-Silicon Verification!***

# we propose, **Complete S<sup>2</sup>QED (C-S<sup>2</sup>QED)**

A gap-free processor verification method

- **Highly automated** formal verification technique
- Extends S<sup>2</sup>QED to satisfy completeness criterion [Bormann05,Nguyen08,Fadiheh18]
- **Detects all functional bugs** during pre-silicon verification
- Simplifies the property set
- Requires **low manual effort** and **low formal expertise**

[Bormann05] “Method for determining the quality of a set of properties”, EP1764715, 09 2005

[Nguyen08] “Unbounded Protocol Compliance Verification Using Interval Property Checking With Invariants”, TCAD, 2008

[Fadiheh18] “Symbolic Quick Error Detection using Symbolic Initial State for Pre-silicon Verification,” DATE 2018

# Terminology: Processor Bugs

Logic bugs in a processor can be categorized as:

- Single-instruction bugs
- Multiple-instruction bugs

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*Example program:*

```
...                               //assume [R1] = 0xFFFF; [R2] = 1
                                   // [R1] ≠ [R2]? PC=PC+20 : PC=PC+4
BNE  R1, R2, #20
```

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```

- Bug occurs always, due to wrong branch control for **BNE**
- Program context is irrelevant for single-instruction bugs

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Logic bugs in a processor can be categorized as:

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Example program:

<i>LW</i> <b>R4</b> , R3, #1	// bug activation – step 1
<i>ADD</i> R2, R3, <b>R4</b>	// bug occurs – wrong forwarding of R4
<i>NOP</i>	// bug not activated
<i>NOP</i>	// bug not activated
<i>ADD</i> R2, R3, R4	// <b>ADD</b> executed without error



# Terminology: Processor Bugs

Logic bugs in a processor can be categorized as:

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```

- Bug occurs due to errors in the hazard detection unit
- Program context is relevant for multiple-instruction bugs



# Processor Bugs: Observation

- A single-instruction bug consists of:
  - An instruction that activates the bug
  - The same instruction propagating the bug into program-visible registers

Example program:

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# Processor Bugs: Observation

- A single-instruction bug consists of:
  - An instruction that activates the bug
  - The same instruction propagating the bug into program-visible registers
- A multiple-instruction bug consists of:
  - A sequence of instructions activating the bug
  - One instruction propagating the bug into program-visible registers

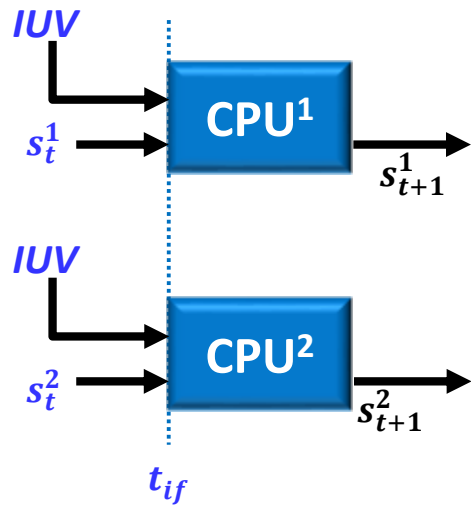
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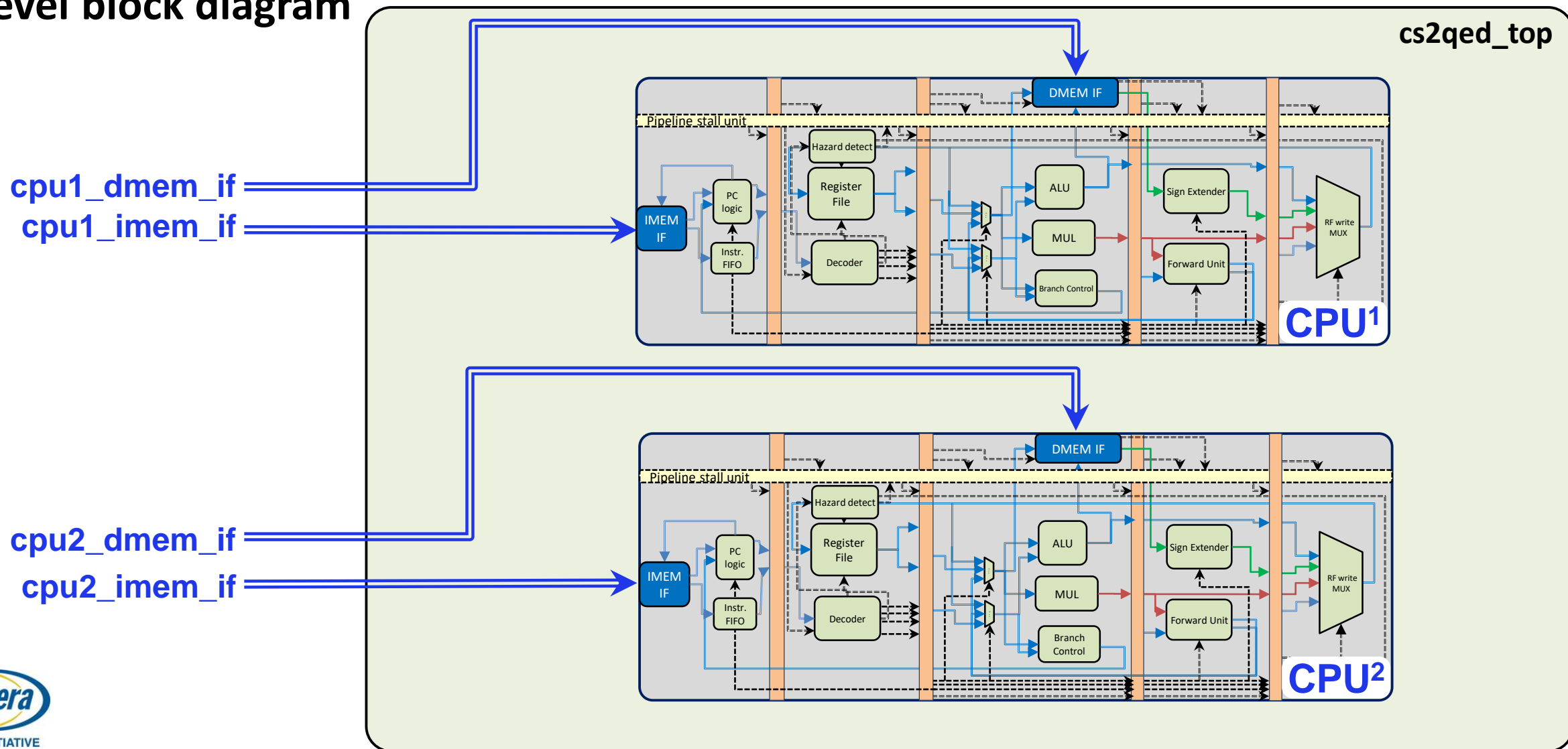
# C-S<sup>2</sup>QED: Verification Setup



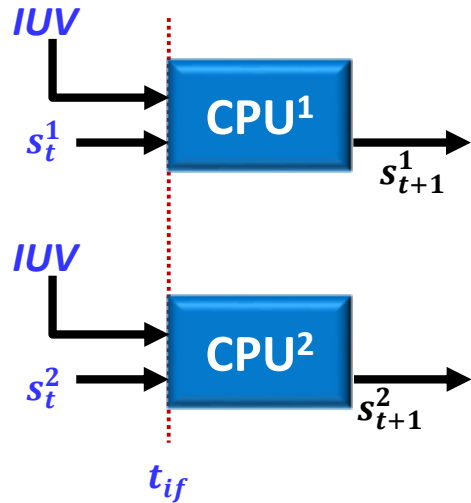
- Consider a pipelined processor core
- Two identical instances  $CPU^1$  and  $CPU^2$  executing in parallel
- At  $t_{if}$ , both CPUs fetch the bug-exposing instruction ( $IUV$ )
- They start in different starting states  $s_t^1$  and  $s_t^2$

# C-S<sup>2</sup>QED: Verification Setup

## Top-level block diagram

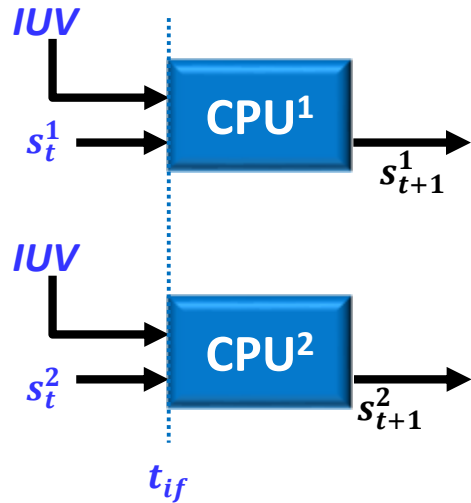


# C-S<sup>2</sup>QED: Verification Setup



- $s_t^1$  is a flushed-pipeline state
- $s_t^2$  is symbolic (unconstrained)

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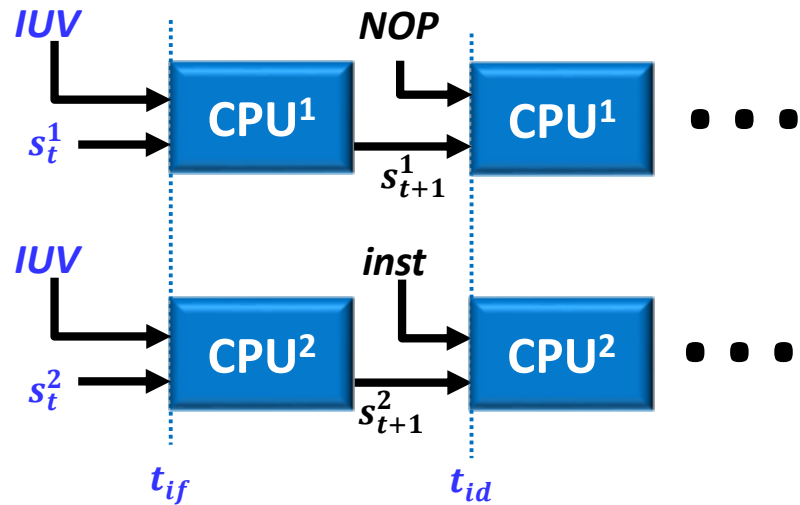
- $s_t^1$  is a flushed-pipeline state
- $s_t^2$  is symbolic (unconstrained)

*assume:*

*at  $t_{if}$ :  $cpu1\_fetched\_instr() = cpu2\_fetched\_instr();$*

*at  $t_{if}$ :  $cpu1\_state = flushed\_pipeline();$*

# C-S<sup>2</sup>QED: Verification Setup

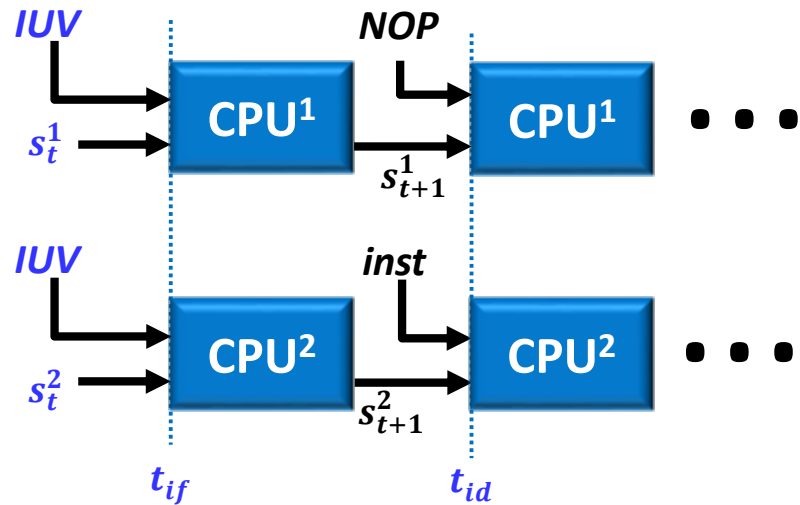


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*assume:*

```
at  $t_{if}$ :  $cpu1\_fetched\_instr() = cpu2\_fetched\_instr();$   
at  $t_{if}$ :  $cpu1\_state = flushed\_pipeline();$   
at  $t_{id}$ :  $instr\_register\_type();$ 
```

# C-S<sup>2</sup>QED: Verification Setup



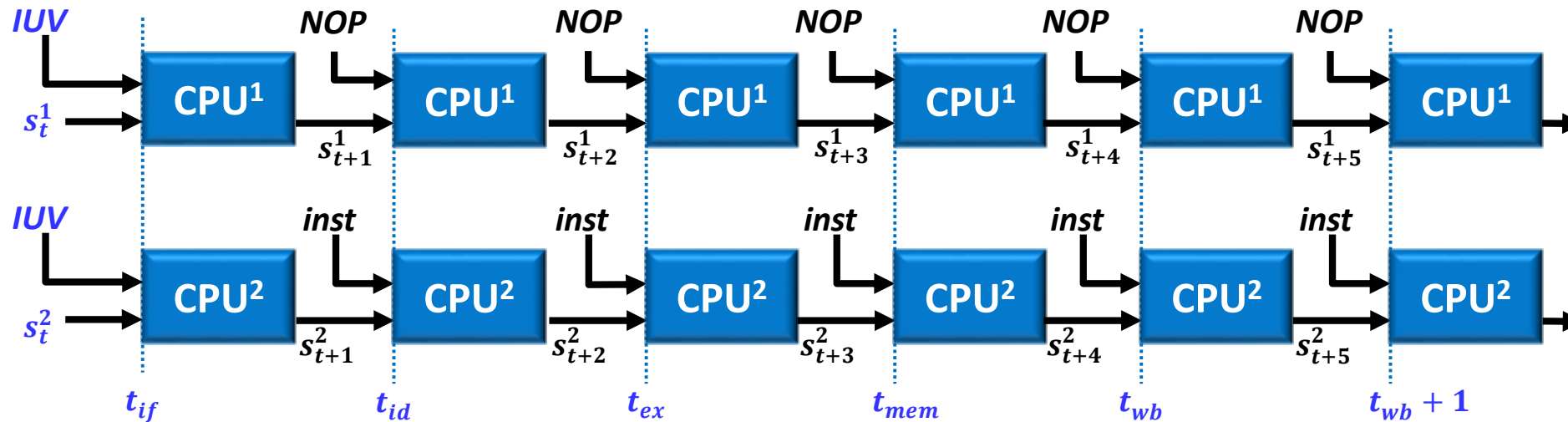
The two instances are unrolled for a time window as large as the execution time of an instruction.

*assume:*

```
at  $t_{if}$ :  $cpu1\_fetched\_instr() = cpu2\_fetched\_instr();$   
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at  $t_{id}$ :  $instr\_register\_type();$ 
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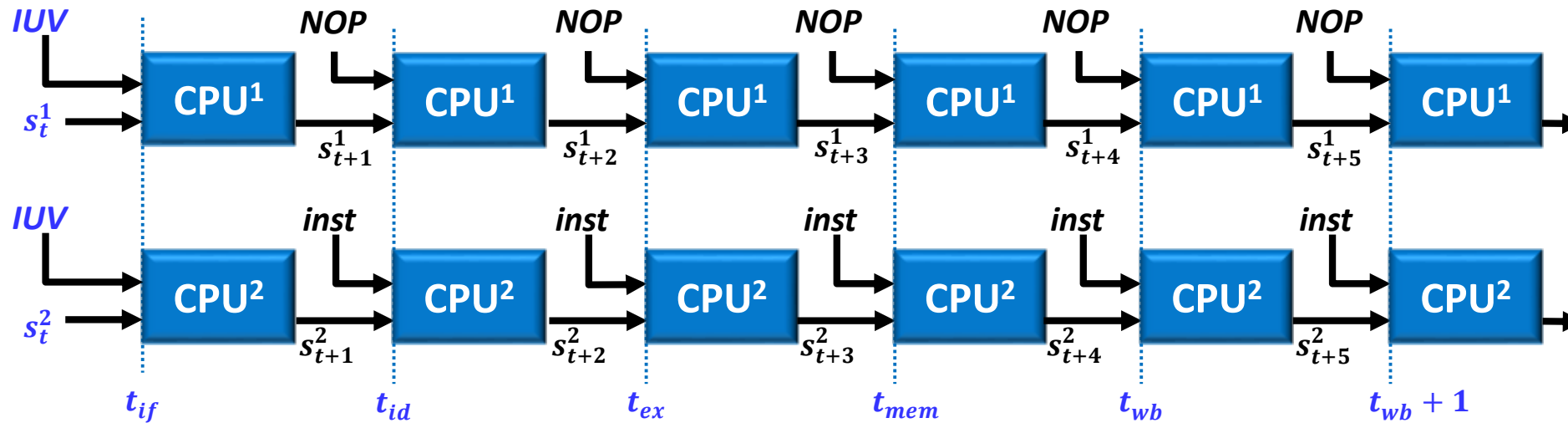


# C-S<sup>2</sup>QED: Verification Setup



Example, for a 5-stage pipeline processor

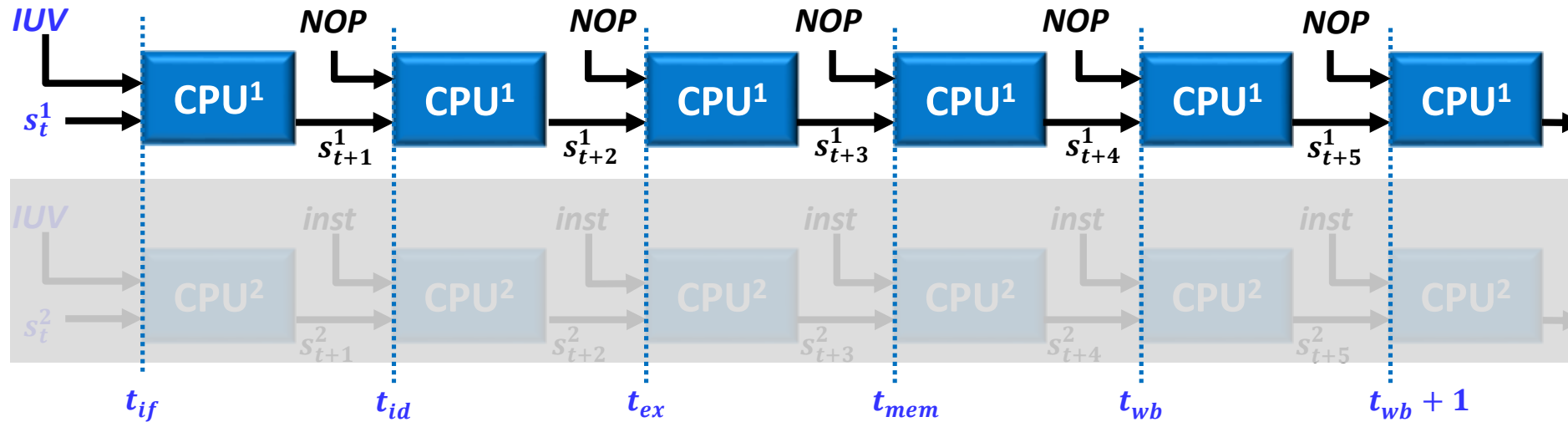
# C-S<sup>2</sup>QED: Verification Setup



between  $[t_{if}, t_{wb} + 1]$ :

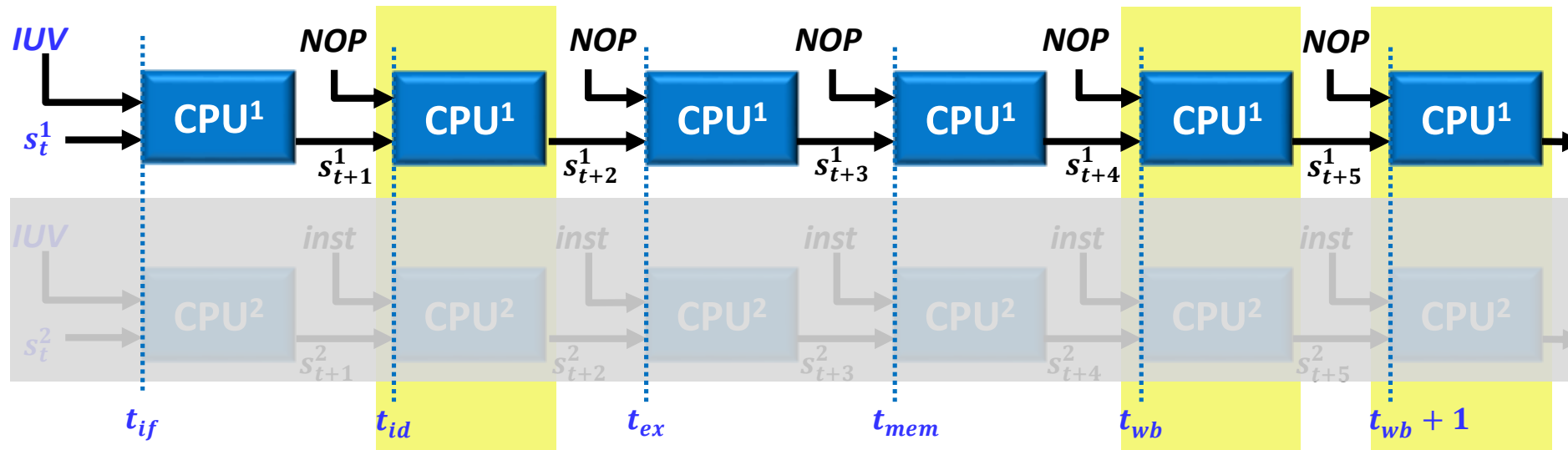
- **CPU<sup>1</sup>** fetches only **NOPs**
- **CPU<sup>2</sup>** fetches arbitrary instructions

# C-S<sup>2</sup>QED finds all **Single-Instruction Bugs**



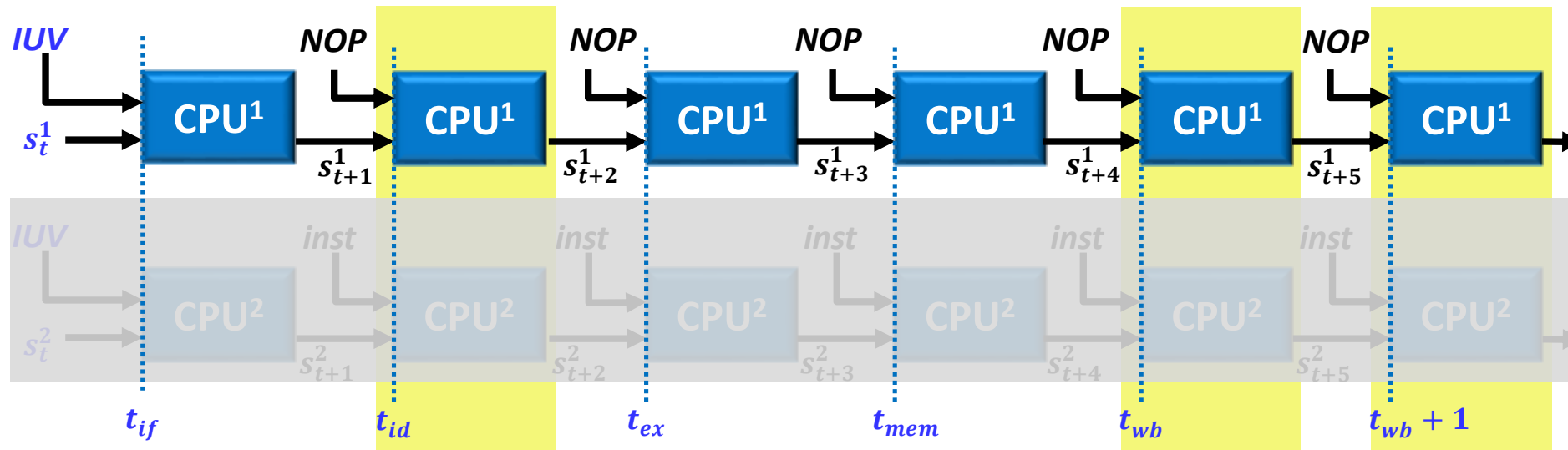
Let's consider the **CPU<sup>1</sup>** instance

# C-S<sup>2</sup>QED finds all **Single-Instruction Bugs**



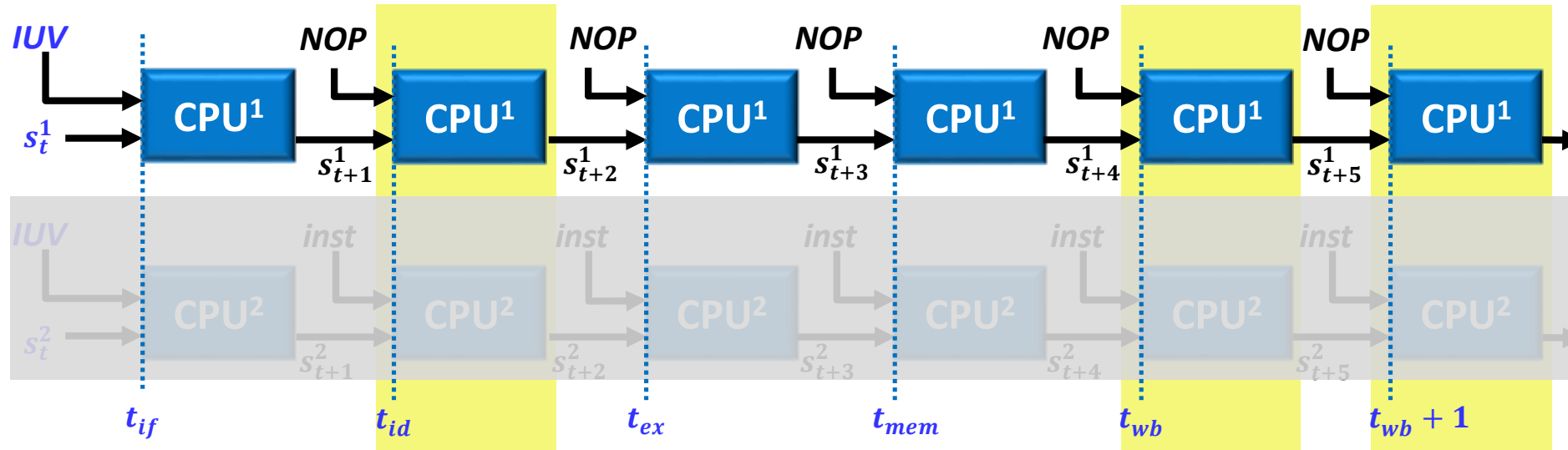
- @ $t_{id}$ : src/dest registers, immediate value, operations to be performed are decoded
- @ $t_{wb}$ : results of the **IUV** are written to the register file
- @ $t_{wb} + 1$ : results are visible in the register file

# C-S<sup>2</sup>QED finds all **Single-Instruction Bugs**



- at  $t_{if}$ , **CPU<sup>1</sup>** is in a flushed pipeline state  $s_t^1$
- i.e., **IUV** has no dependency on any other instruction

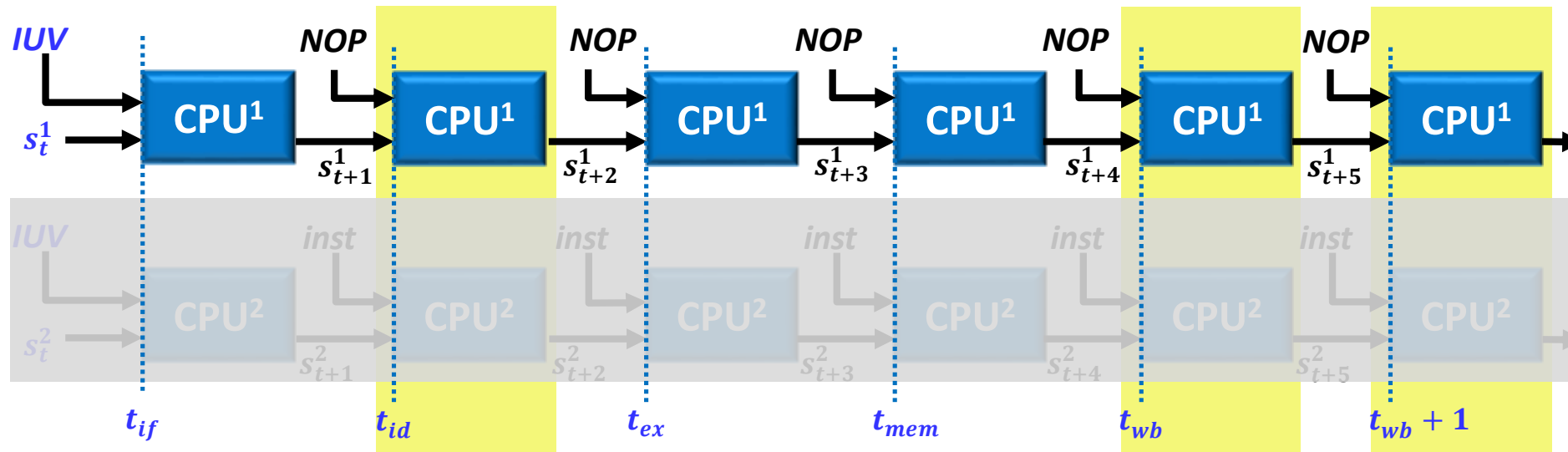
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```

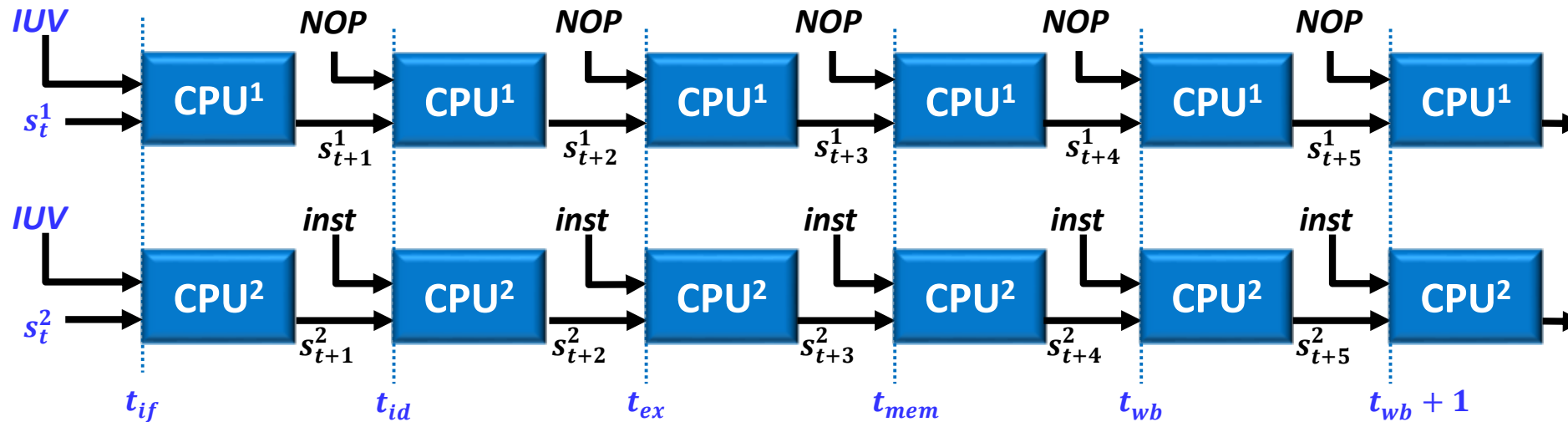
assume:
  at  $t_{if}$ :  $cpu1\_fetched\_instr() = cpu2\_fetched\_instr();$ 
  at  $t_{if}$ :  $cpu1\_state = flushed\_pipeline();$ 
  at  $t_{id}$ :  $instr\_register\_type();$ 
prove:
  at  $t_{wb} + 1$ :  $cpu1\_reg(wr\_addr@t_{id}) = exp\_value(func@t_{id}, src1\_addr@t_{id}, src2\_addr@t_{id});$ 
    
```

# C-S<sup>2</sup>QED finds all **Single-Instruction Bugs**



- The macros can be automatically generated from an executable ISA model

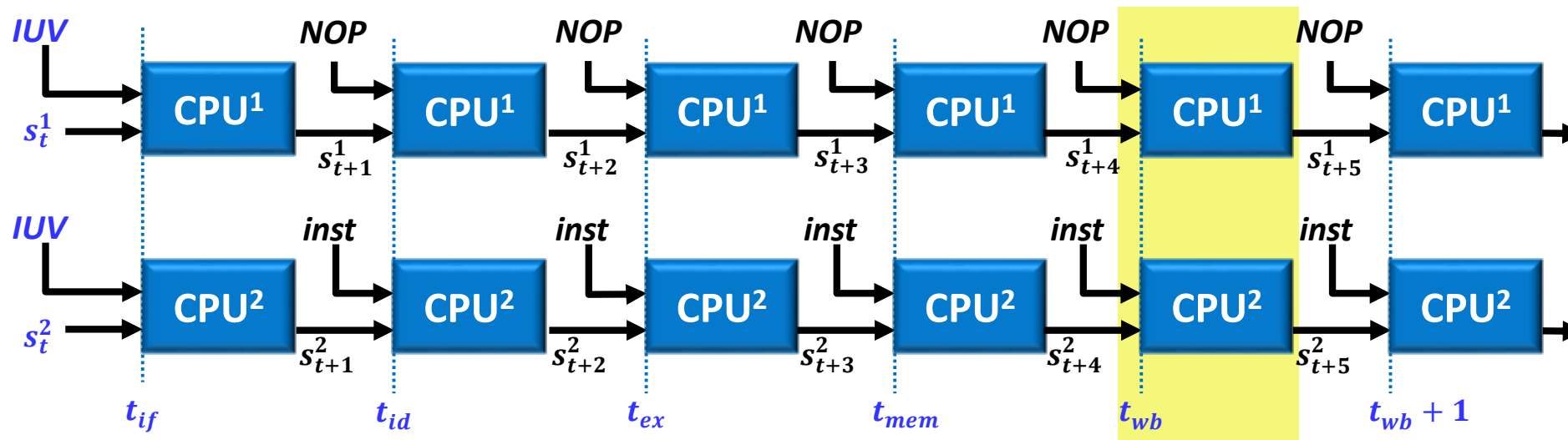
# C-S<sup>2</sup>QED finds all **Multiple-Instruction Bugs**



- For detecting “**multiple-instruction bugs**”, create a scenario such that
  - **CPU<sup>2</sup>** instance gets the same operand values as **CPU<sup>1</sup>**
  - not necessarily from the register file (e.g., from forwarding unit)

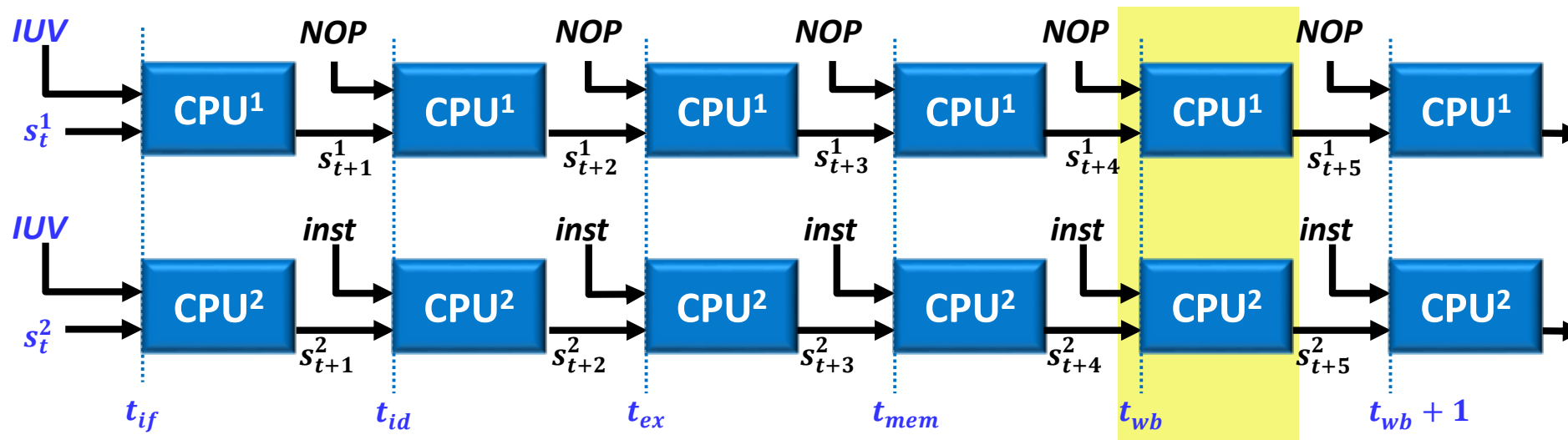


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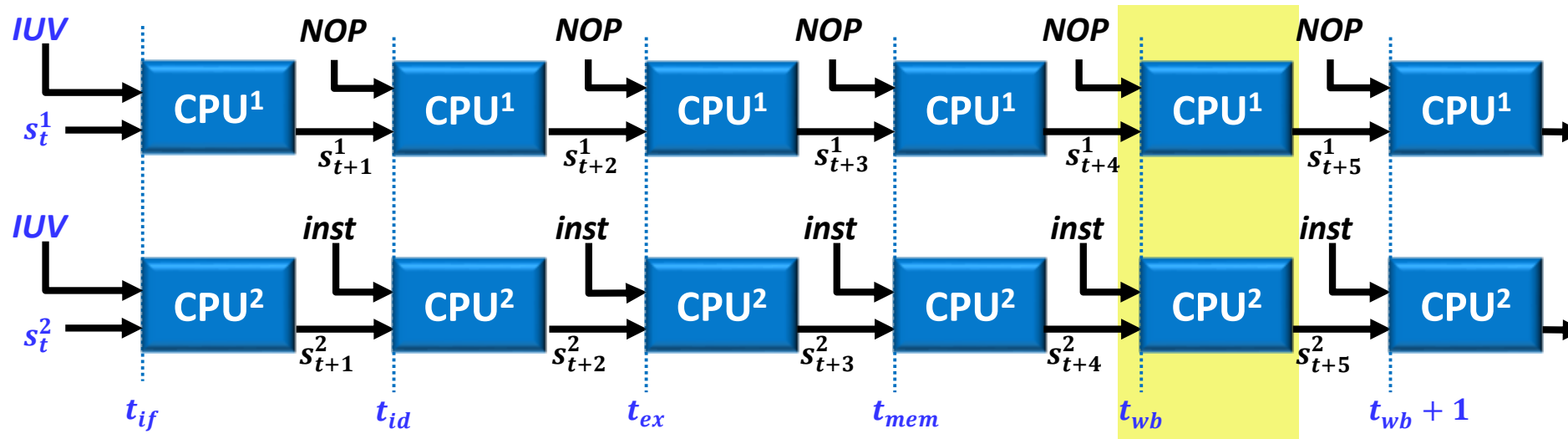
- The results of the *IUV* are visible in the register file at  $t_{wb} + 1$
- The results of the **instruction preceding the *IUV*** are visible at  $t_{wb}$

# C-S<sup>2</sup>QED finds all **Multiple-Instruction Bugs**



- The results of the **IUV** are visible in the register file at  $t_{wb} + 1$
- The results of the **instruction preceding the IUV** are visible at  $t_{wb}$
- Assume that **CPU<sup>1</sup>** and **CPU<sup>2</sup>** instances are **consistent** at  $t_{wb}$

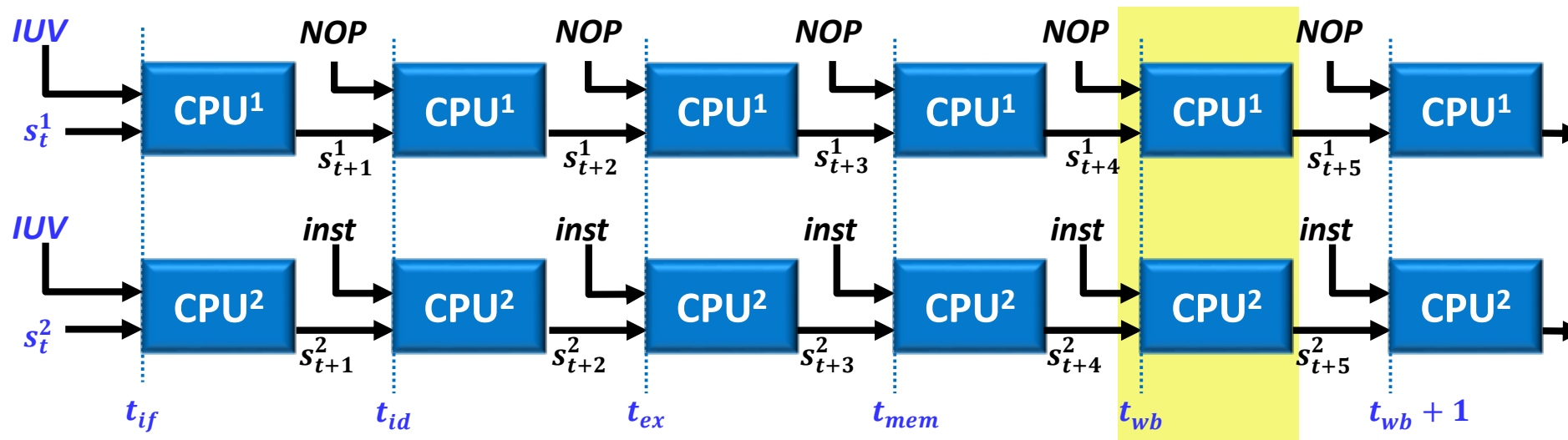
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- The register files  $R_{CPU^1}$  and  $R_{CPU^2}$  are consistent with each other, if

$$consistent\_registers() := \bigwedge_{i=0}^{N-1} (R_{CPU^1}^i = R_{CPU^2}^i)$$

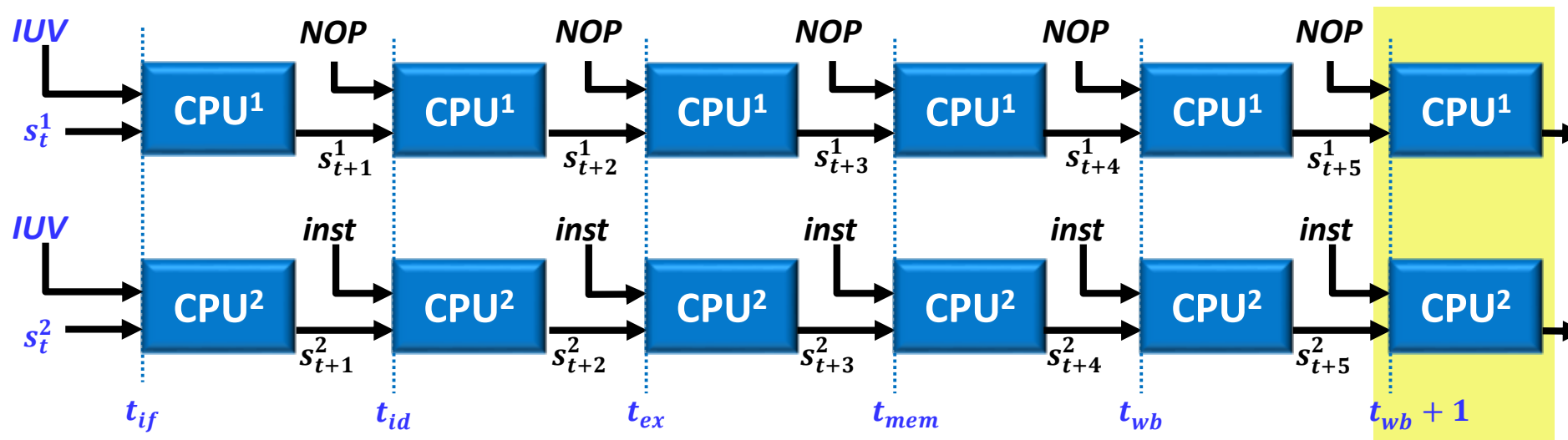
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*assume:*

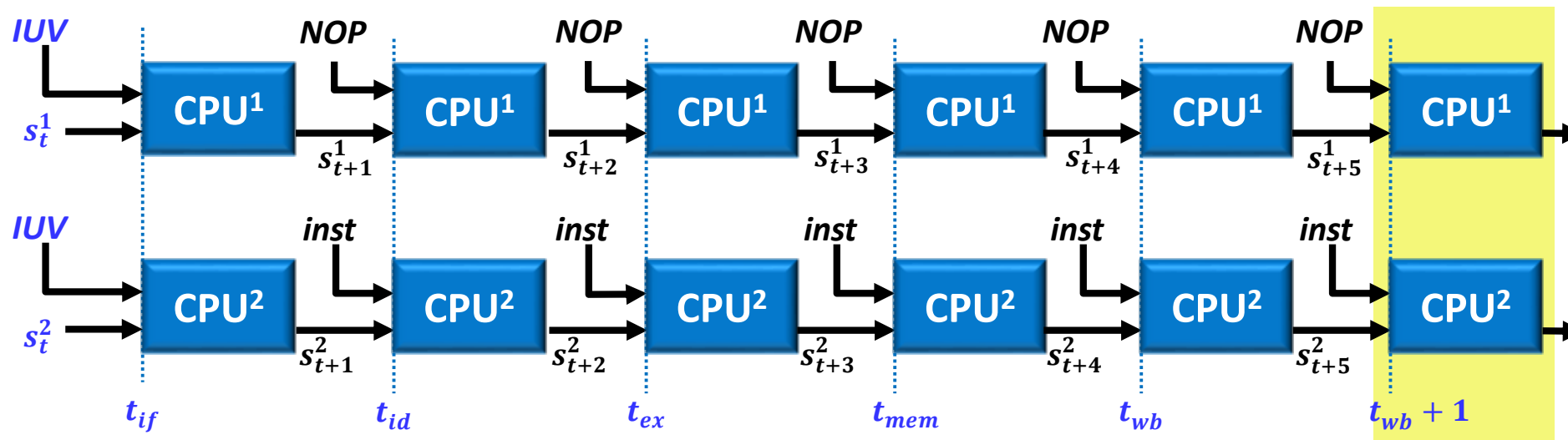
```
at  $t_{if}$ : cpu1_fetched_instr() = cpu2_fetched_instr();  
at  $t_{if}$ : cpu1_state = flushed_pipeline();  
at  $t_{id}$ : instr_register_type();  
at  $t_{wb}$ : consistent_registers();
```

# C-S<sup>2</sup>QED finds all **Multiple-Instruction Bugs**



- At  $t_{wb} + 1$ , results of  $IUV$  are visible in register file
- In a bug-free processor,  $IUV$  execution must lead to
  - both instances having consistent registers

# C-S<sup>2</sup>QED finds all **Multiple-Instruction Bugs**



*assume:*

- at  $t_{if}$ : `cpu1_fetched_instr() = cpu2_fetched_instr();`
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*prove:*

- at  $t_{wb} + 1$ : `cpu1_reg(wr_addr@ $t_{id}$ ) = exp_value(funcnt@ $t_{id}$ , src1_addr@ $t_{id}$ , src2_addr@ $t_{id}$ );`
- at  $t_{wb} + 1$ : `consistent_registers();`

# Experimental Results

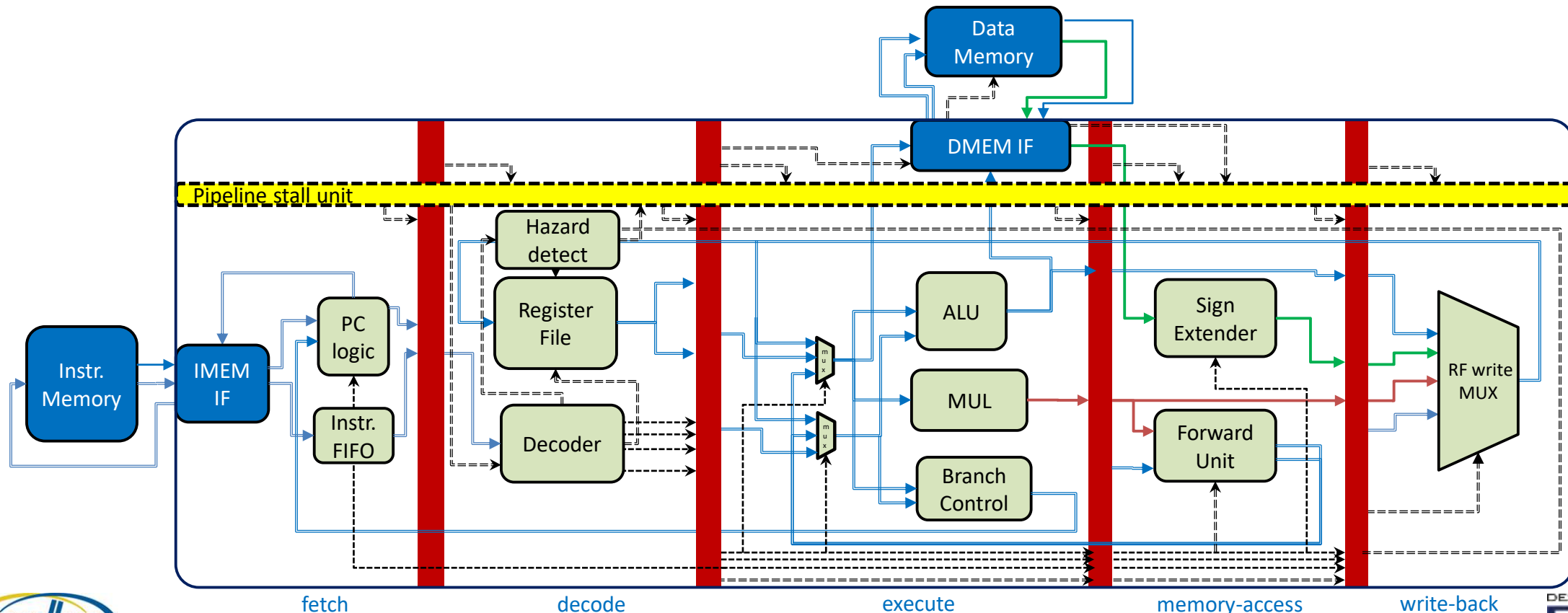
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- RISC-V processor, 5-stage pipeline, *RV32ICMXZicsr*

# Experimental Results

Effectiveness and feasibility of C-S<sup>2</sup>QED is shown by verifying:

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# Experimental Results

- The core was initially verified with traditional property checking approach

	C-IPC
Detect single-instruction bug	Yes
Detect multiple-instruction bug	Yes
Effort for base instruction set	16 person days
Effort for new extension	5 person days
Runtime with bugs	<30 s
Counterexample length [min, max] instructions	[1, 5]

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- C-S<sup>2</sup>QED detected 3 new performance bugs that were not detected previously
- Performance bug is a type of multiple-instruction bug, which causes unnecessary stalling of the pipeline

# DEMO

# C-S<sup>2</sup>QED

- Highly automated, gap-free processor verification technique
- Detects all functional processor bugs
- Verification Engg. is freed from developing complex properties
  - C-S<sup>2</sup>QED requires only little expertise in formal verification
  - C-S<sup>2</sup>QED incurs low manual effort

# Thank You!

# Questions?