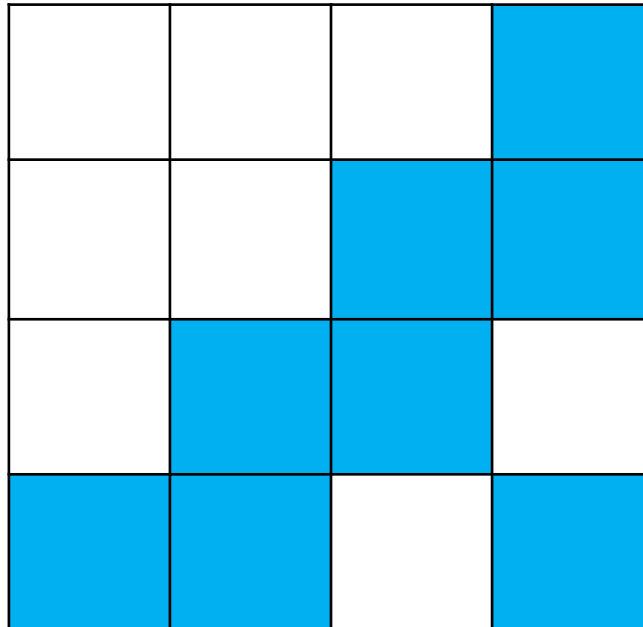


Design Verification: A visual illustration

Kong Kritayakirana

There are $4 \times 4 = 16$ cells below.
For every cell, there can only be **X** or blank.
Each cell can only be white or blue.
The Question: Is *every* **X** inside the blue cell?
You can answer only YES or NO.



There are $4 \times 4 = 16$ cells below.
For every cell, there can only be **X** or blank.
Each cell can only be white or blue.
The Question: Is *every* **X** inside the blue cell?
You can answer only YES or NO.

QUESTION 1:

		X	

There are $4 \times 4 = 16$ cells below.
For every cell, there can only be **X** or blank.
Each cell can only be white or blue.
The Question: Is *every* **X** inside the blue cell?
You can answer only YES or NO.

QUESTION 2:

	X	X	

There are $4 \times 4 = 16$ cells below.
For every cell, there can only be **X** or blank.
Each cell can only be white or blue.
The Question: Is *every* **X** inside the blue cell?
You can answer only YES or NO.

QUESTION 3:

	X	X	

There are $4 \times 4 = 16$ cells below.
For every cell, there can only be **X** or blank.
Each cell can only be white or blue.
The Question: Is *every* **X** inside the blue cell?
You can answer only YES or NO.

QUESTION 4:

	X	X	
			X

There are $4 \times 4 = 16$ cells below.
For every cell, there can only be **X** or blank.
Each cell can only be white or blue.
The Question: Is *every* **X** inside the blue cell?
You can answer only YES or NO.

QUESTION 5:

	X	X	
			X
			X

There are $4 \times 4 = 16$ cells below.
For every cell, there can only be **X** or blank.
Each cell can only be white or blue.
The Question: Is *every* **X** inside the blue cell?
You can answer only YES or NO.

QUESTION 6:

	X	X	
			X
			X

There are $4 \times 4 = 16$ cells below.
For every cell, there can only be **X** or blank.
Each cell can only be white or blue.
The Question: Is *every* **X** inside the blue cell?
You can answer only YES or NO.

QUESTION 7:

There are $4 \times 4 = 16$ cells below.

There are many possible transactions for the design

For every cell, there can only be **X** or blank.

For every transaction, the design is tested or not.

Each cell can only be white or blue.

For each transaction, the design either works or fails.

The Question: Is every **X** inside the blue cell?

For every test that we simulate, does the design work?

You can answer only YES or NO.

Verification result must only be PASS or FAIL.

The problem: bad verification engineers don't have enough X's.

If you don't test, the result is PASS (Question 7).

Real World Verification Plans (vPlans):

Source of design errors:

- internal logic error
- missing functionality
- inter-block communication error

Before verification – vPlan meeting:

WHO: DRI, the block designer, verifier, and adjacent blocks DRI

WHAT: review design microarchitecture and testability
review that plans have enough **X's**
must cover all functionality

must cover cases where designer wants extra attention

Verifier *must push back* if design is hard to verify

Real World Verification Plans (vPlans):

Source of design errors:

- internal logic error
- missing functionality
- inter-block communication error

Before verification – vPlan meeting:

WHEN: allow 2.5x – 4x of design time for verification
start after first RTL release. Don't wait for physical work.

HOW: must have bug database which records reproducibility
must regress (re-run all previously failed tests for new releases)
must target 100% RTL code coverage (designer must waive unreachables)

WHY: one unnecessary re-spin can sink the project/company

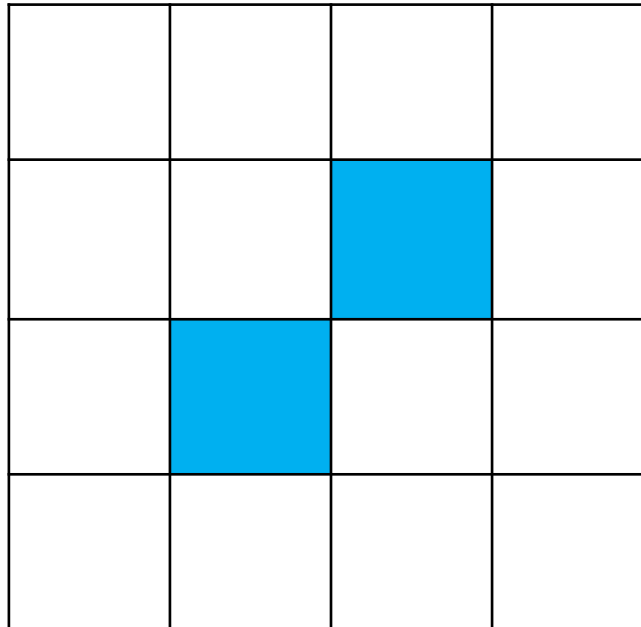
Real world scenario:

Design worth verifying has enormous # of cells

Initial design almost definitely contains bugs

Initial verification has very few **X**'s

Release 1



Real world scenario:

Design worth verifying has enormous # of cells

Initial design almost definitely contains bugs

Initial verification has very few **X**'s

Release 1, Test 1

		X	

Test 2 fails

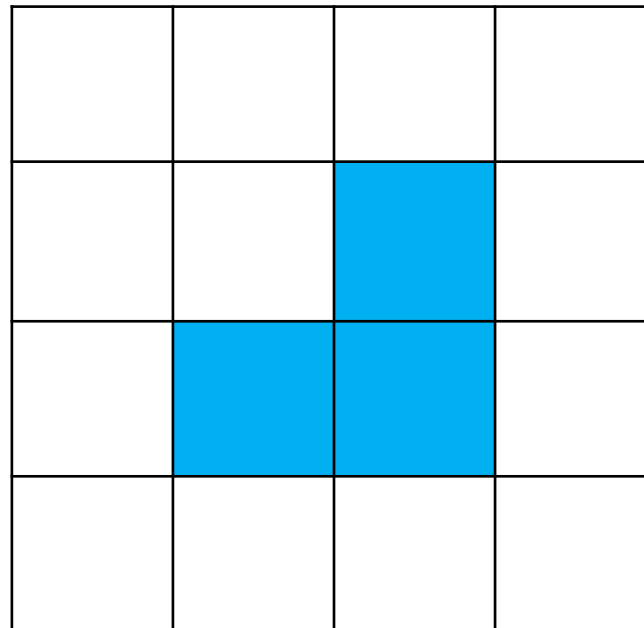
- File a bug in bug database
- including how to reproduce

Release 1, Tests 1-2

		X	
		X	

Designer fixes bug caught by Test2

Release 2



Must regress Test1

Release 2, Tests 1-2

		X	
		X	

Test 3 fails

- File a bug in bug database
- including how to reproduce

Release 2, Tests 1-3

		X	
X		X	

Designer fixes bug caught by Test3

Side effect: now Test2 breaks

Designer's responsibility to release design
that passes Tests 1-3

Pre-release 3

Release 3 passes Tests 1-3

Release 3

		X	
X		X	

Test 4, 5 fails

- Analyze root cause of failure
- File 1 (or 2) bugs in database – depends on # of root causes
 - including how to reproduce every failure

Release 3, Tests 1-5

		X	
X		X	
	X	X	

Release 4 passes Tests 1-5

Release 3, Tests 1-5

When to stop?

- All Tests (**X**) are written
 - All Tests pass (in blue cells)
 - 100% RTL code coverage
- but, you can *never* test *enough*.

Release 3, Tests 1-5

You can *never* test *enough*

Design Verification is a *risk manage problem*

- *How confident are you that the design works correctly?*

90%? 99%? 99.9% 99.99% ...

- *How big is the damage if it breaks?*

Can bugs be fixed in firmware? (Rare)

Fab mask costs (\$2M-\$5M at TSMC 3-5nm)

TTM Failure – Resolution time: 3-6 months for ASIC

Strategies

Target 100% RTL code coverage

Target 100% functional coverage

Target all assertions

Run Gate-Level sim – target 90+% toggles