



# Introduction to SOC Verification

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DAT 聯盟

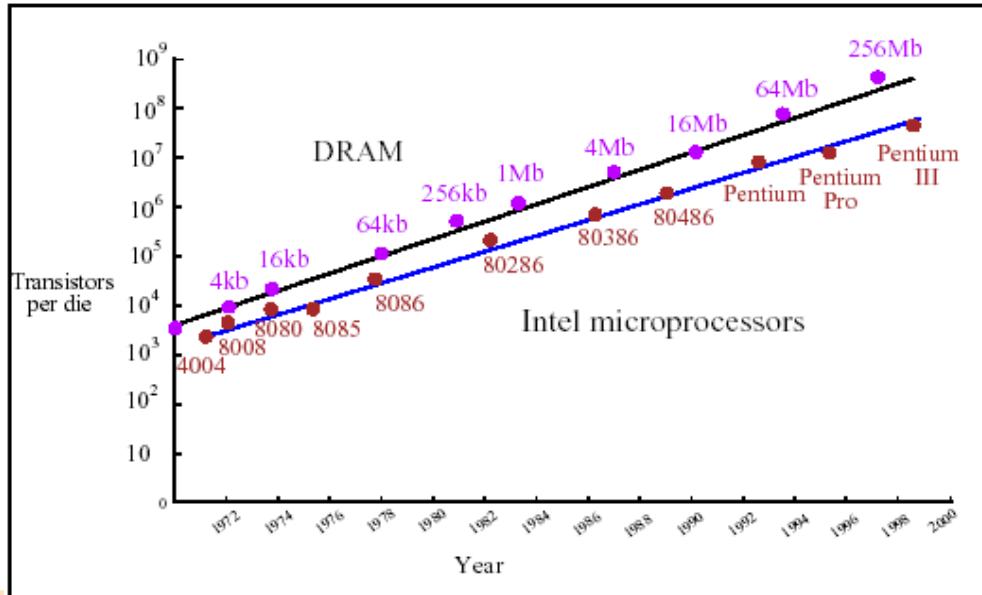
## Outline

- ◆ Moving to SOC
- ◆ What is Verification?
- ◆ Functional Verification Solutions
- ◆ System Verification Solutions



# Moore's Law

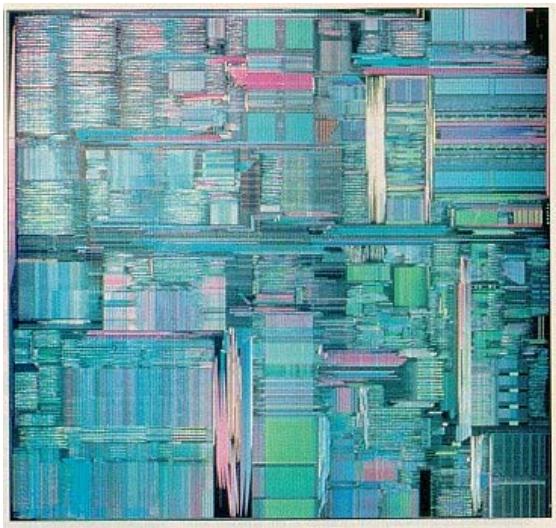
- ◆ Logic capacity doubles per IC per year at regular intervals (1965)
- ◆ Logic capacity doubles per IC every 18 months (1975)



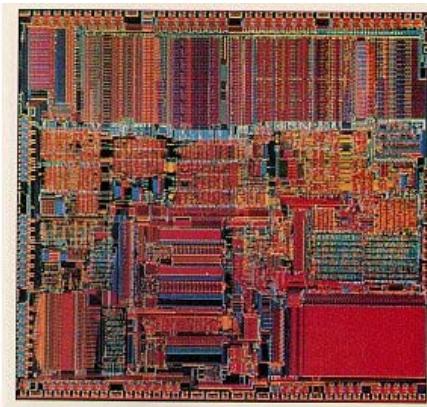
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## The Dies of Intel CPUs



Pentium Pro



386



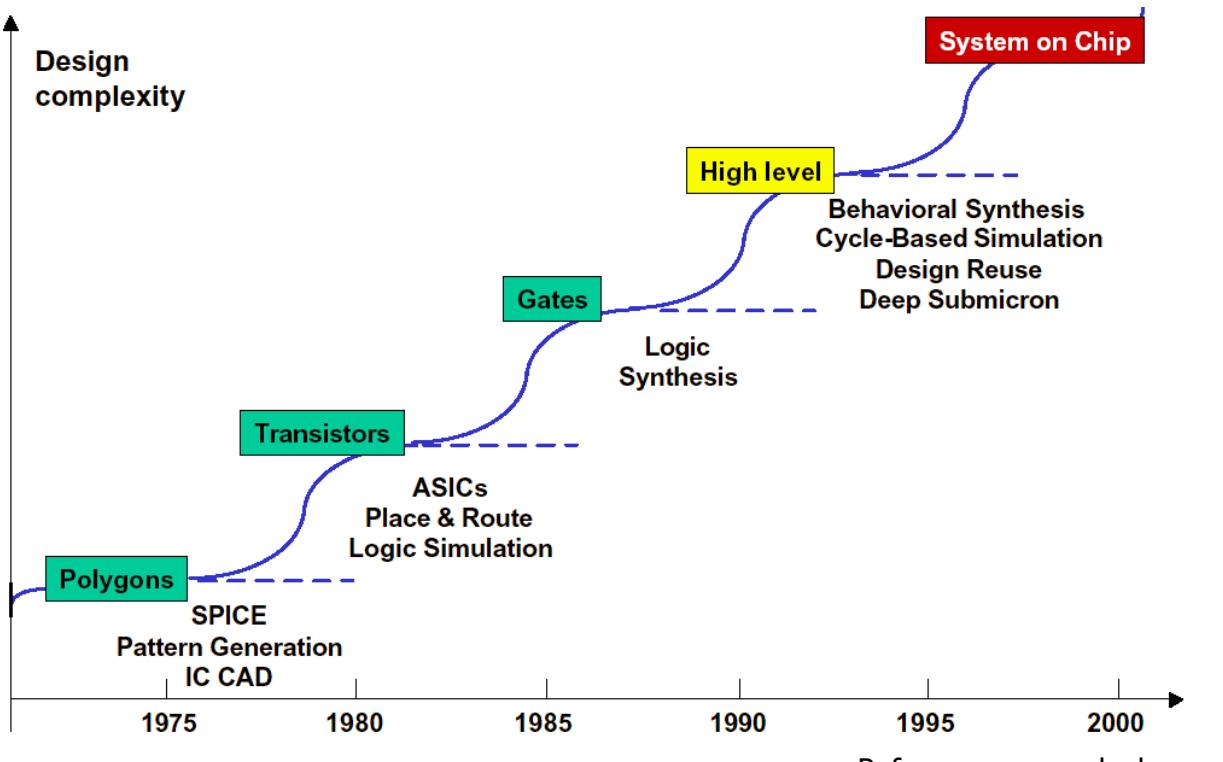
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# Trends of VLSI Design



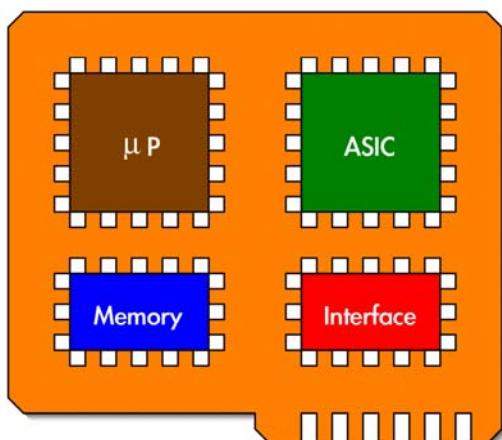
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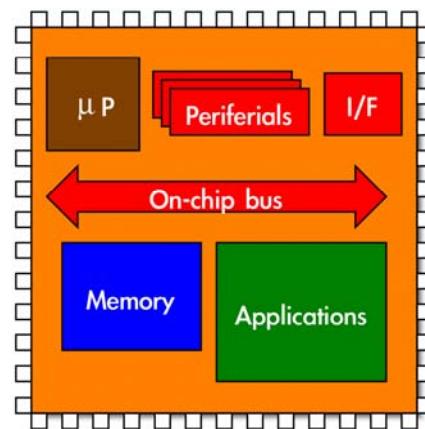
## What is SoC?

- ❖ System-on-Chip
- ❖ An IC that integrates the major functional elements of a complete end-product into a single chip

1990s



2000s

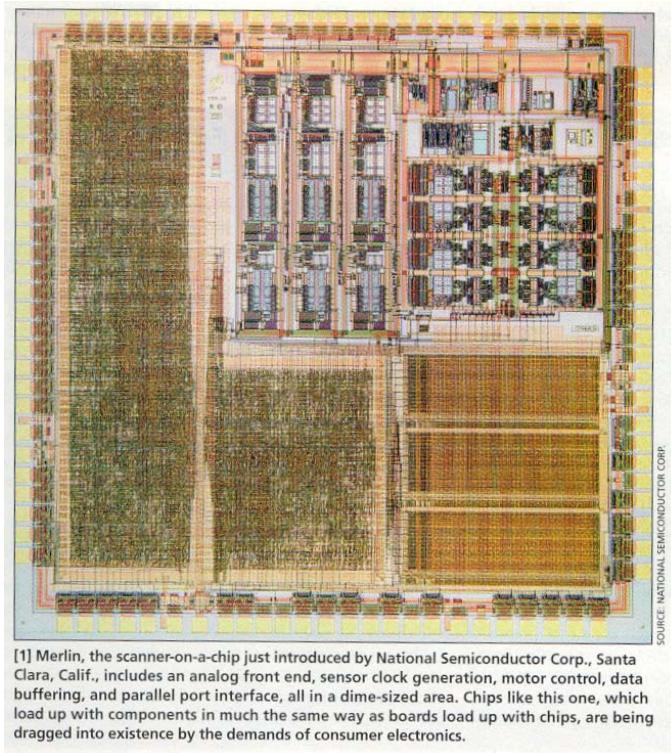


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# Scanner on a Chip

National Semiconductor  
IEEE Spectrum  
Jan. 1999, p.57



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## An SoC ...

- ❖ Usually contains
  - Reusable IP
  - Embedded processor, memory
  - Real-world interface
  - Mixed-signal blocks
  - Programmable hardware
  - RTOS and embedded software
- ❖ Has more than 500 K gates,
- ❖ Use .25 µm technology or below
- ❖ Is not an ASIC ...



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# Why SoC ? (from System View)

- ◆ Lower power than discrete implementations
- ◆ Increased functionality/performance in reduced footprint
- ◆ Simplified PCB design
- ◆ Lower system cost
- ◆ Increased product mechanical robustness
- ◆ And more and more advantages .....



## SoC Challenges

- ◆ Increasing complexity
  - Time-to-market pressure
  - Verification bottleneck
- ◆ Integration 硬體、軟體、製程的整合問題
  - Hardware v.s. software
  - Digital circuits v.s. analog circuits
  - Testing issues
- ◆ Deep submicron effects 製程微縮後帶來的物理效應
  - Timing closure problem
  - Signal integrity problem
  - Reliability problem



SoC ( System on Chip ) 是一種集成電路，它將多個計算機系統的組件集成到單一芯片上。這些組件通常包括處理器核心、記憶體、輸入/輸出 ( I/O ) 控制器和其他周邊設備。以下是 SoC 的一些主要特點和應用：

### 主要特點

#### 集成度高：

SoC 將處理器、記憶體、I/O 接口、以及其他功能模塊集成到一個芯片上，這樣可以減少系統的物理空間需求和功耗。

#### 節能：

由於所有組件都在一個芯片上，它們之間的通信延遲較小，功耗也比多芯片系統低。

#### 尺寸小：

SoC 的集成度高，使得整個系統的尺寸大幅度減少，這對於移動設備（如智能手機、平板電腦）非常重要。

#### 成本效益：

高度集成的設計可以降低生產成本，因為它減少了需要的芯片數量和板上空間。

#### 性能：

SoC 通常設計為支持高效的數據處理和快速的數據傳輸，因此它們在性能上往往能夠滿足現代應用的需求。

### 常見組件

處理器核心：通常包含 CPU 和/或 GPU，用於計算和圖形處理。

記憶體：包括 RAM 和快取記憶體，用於存儲數據和指令。

I/O 控制器：管理和控制外部設備的接口，如 USB、SPI、I2C 等。

網絡模組：如 Wi-Fi、藍牙、以太網等，用於網絡連接。

音頻和視頻處理單元：處理音頻和視頻數據的專用硬體。

儲存模組：如 Flash 記憶體，用於長期儲存數據。

### 應用範圍

智能手機和平板電腦：SoC 提供了高效的處理能力和低功耗特性，非常適合這些便攜設備。

嵌入式系統：用於各種嵌入式應用，如家用電器、汽車電子系統、工業控制等。

物聯網設備：許多 IoT 設備使用 SoC 來實現連接和處理功能。

智能穿戴設備：如智能手錶、健身追蹤器等，這些設備需要高效能和低功耗的集成電路。

SoC 的設計和使用可以顯著提高系統的整體性能和效能，並且是許多現代電子設備的核心組件。

# Time-to-Market Pressure

- ◆ A lot of pressure from
  - Shorter product lifespan
  - Shrinking design cycles

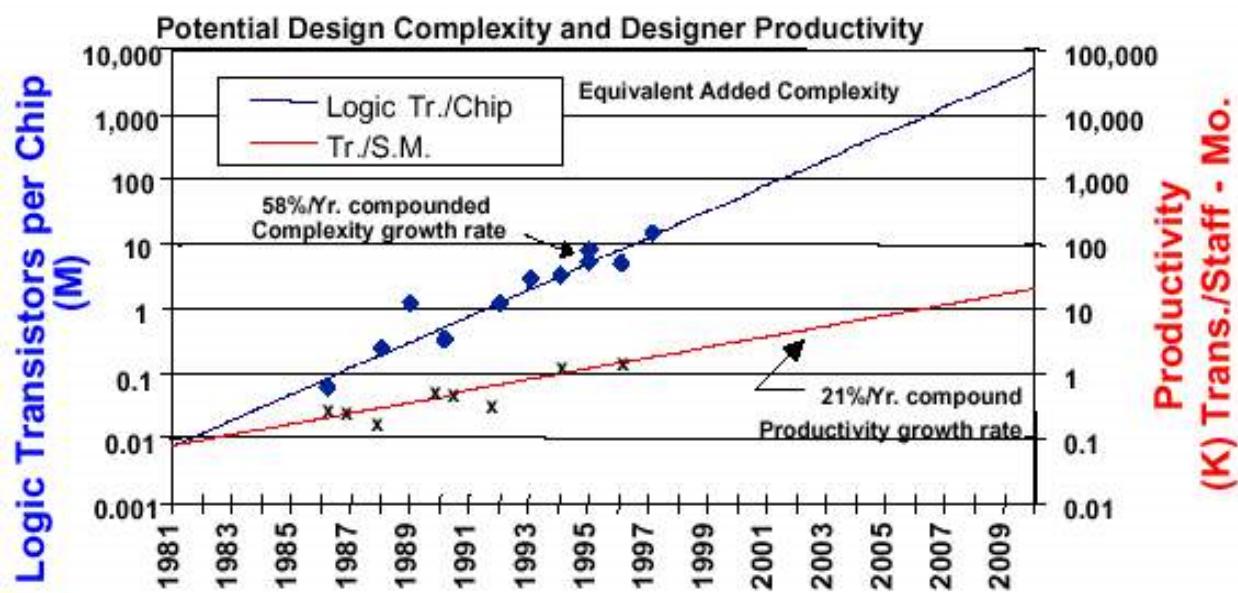
	1997	1998	1999	2002
Applications	Cellar, PDA, DVD	Set-top boxes, wireless PDA	Internet applications, anything portable	Ubiquitous computing, intelligent, interconnected controllers
Design cycle (month)	18 - 12	12 - 10	10 - 8	8 - 6
Derivative cycle (month)	8 - 6	6 - 4	4 - 2	3 - 2

\* Adapted from "Surviving the SOC Revolution."



## Productivity Gap 人類設計的速度跟不上製程成長的速度

- ◆ We do need more efficient design methodology

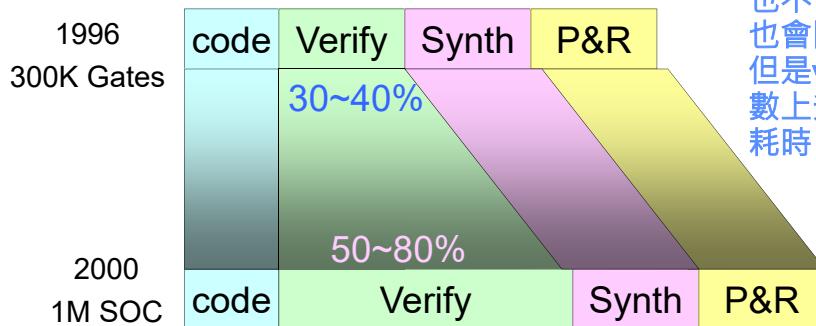


Source : ITRS Roadmap 1999 Edition, SIA.



# Verification Bottleneck

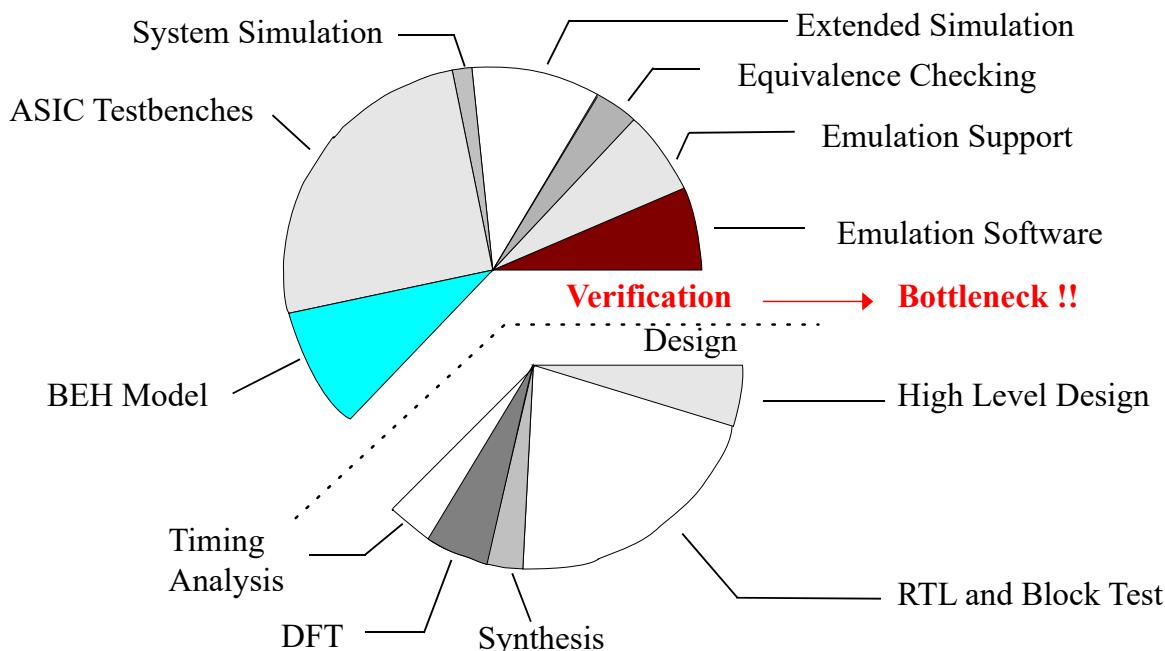
- Verification becomes the major bottleneck of the modern design flows
  - From 30%-40% to 50%-80%



- An effective verification methodology is also highly desirable



## An Industrial Example



Source : “Functional Verification on Large ASICs”  
by Adrian Evans, etc., 35th DAC, June 1998.



# SoC Challenges

## ◆ Increasing complexity

- Time-to-market pressure
- Verification bottleneck

## ◆ Integration

- Hardware v.s. software
- Digital circuits v.s. analog circuits
- Testing issues

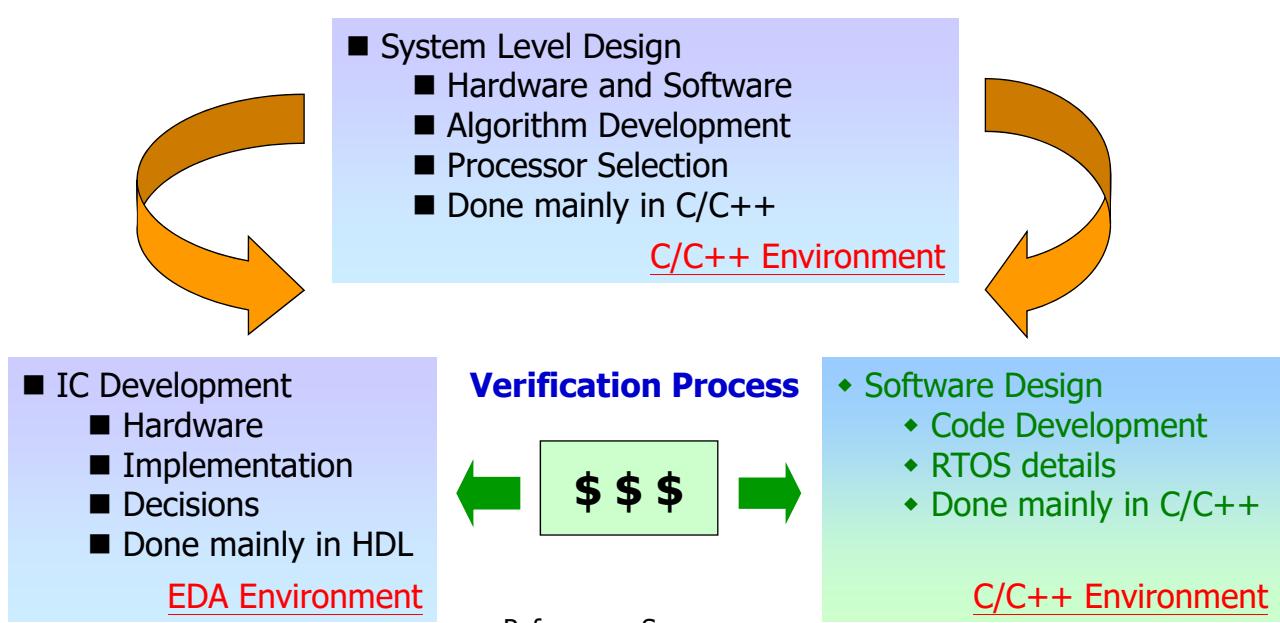
## ◆ Deep submicron effects

- Timing closure problem
- Signal integrity problem
- Reliability problem

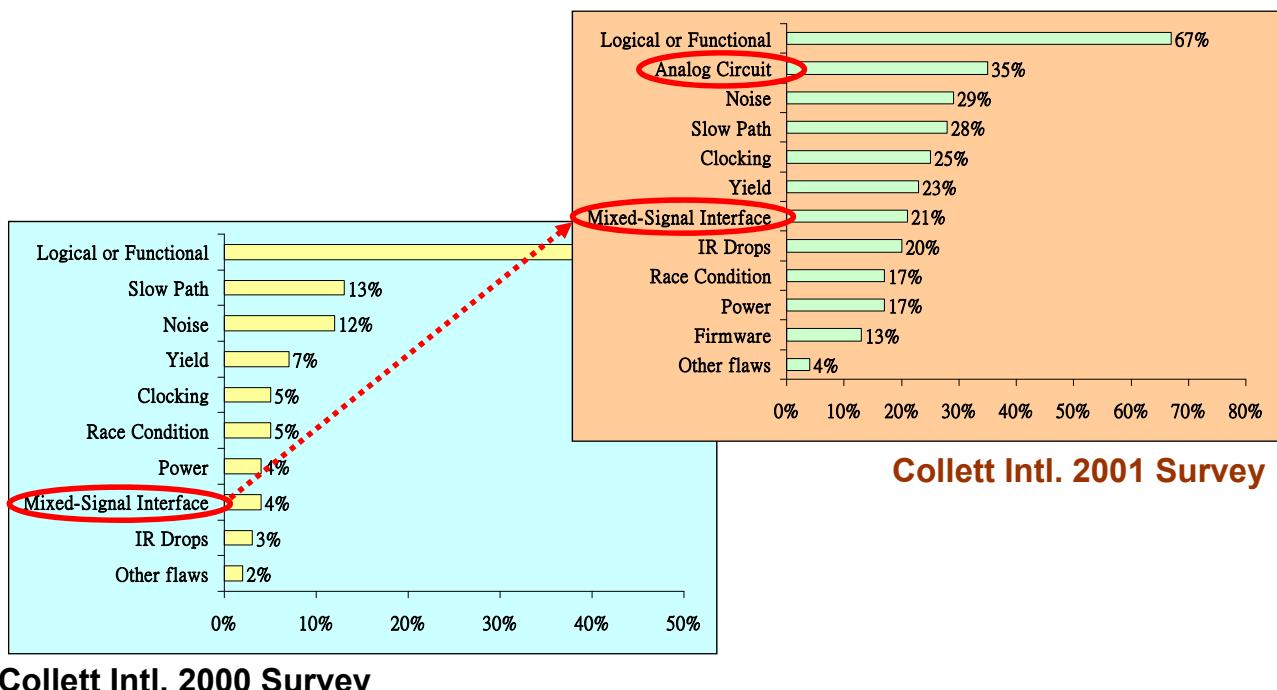


# HW/SW Integration

## ◆ Integrating HW/SW at the final step may require high cost to fix inconsistency problems



# Mixed Signals in SoC



## Challenges for MS Designs

### ◆ Design challenges

- Chip-level simulation takes too much time
- Design budgets are not distributed in a well-defined manner
- Too much time is spent on low-level iterations
- Design is not completely systematic
- There is limited or no use of HDL

### ◆ Solutions:

- Use a systematic, top-down design approach to capture design intent
- Develop some tools for rapid targeting of different design technologies

# SoC Testing Challenges

## ◆ Distributed design and test

- Core provider does not know the target environment
- System integrator is responsible for manufacturing testing

## ◆ Test access

- Difficulties to access deeply embedded cores
- Bandwidth, I/O pin count limitations

## ◆ Test optimization

- Minimizing test cost while satisfying constraints such as power, resources, coverage, etc.



# SoC Challenges

## ◆ Increasing complexity

- Time-to-market pressure
- Verification bottleneck

## ◆ Integration

- Hardware v.s. software
- Digital circuits v.s. analog circuits
- Testing issues

## ◆ Deep submicron effects

- Timing closure problem
- Signal integrity problem
- Reliability problem



# Nanometer Design Challenges

- ◆ In 2005, feature size  $\approx 0.1 \mu m$ ,  $\mu P$  frequency  $\approx 3.5$  GHz, die size  $\approx 520$  mm $^2$ ,  $\mu P$  transistor count per chip  $\approx 200M$ , wiring level  $\approx 8$  layers, supply voltage  $\approx 1$  V, power consumption  $\approx 160$  W.
  - Feature size  $\downarrow \rightarrow$  sub-wavelength lithography (impacts of process variation)? noise? wire coupling? reliability?
  - Frequency  $\uparrow$ , dimension  $\uparrow \rightarrow$  interconnect delay? electromagnetic field effects? timing closure?
  - Chip complexity  $\uparrow \rightarrow$  large-scale system design methodology?
  - Supply voltage  $\downarrow \rightarrow$  signal integrity (noise, IR drop, etc)?
  - Wiring level  $\uparrow \rightarrow$  manufacturability? 3D layout?
  - Power consumption  $\uparrow \rightarrow$  power & thermal issues?

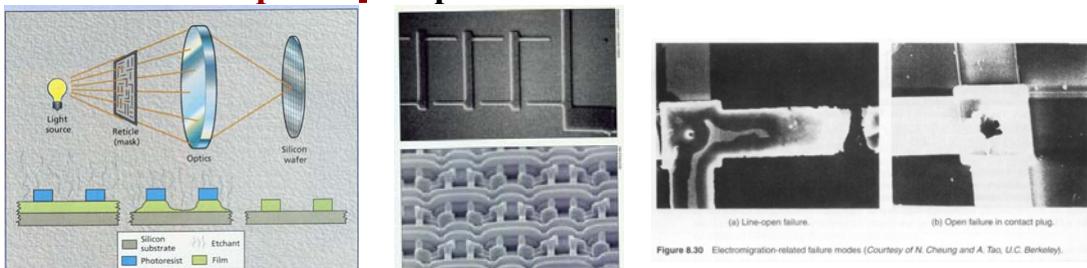


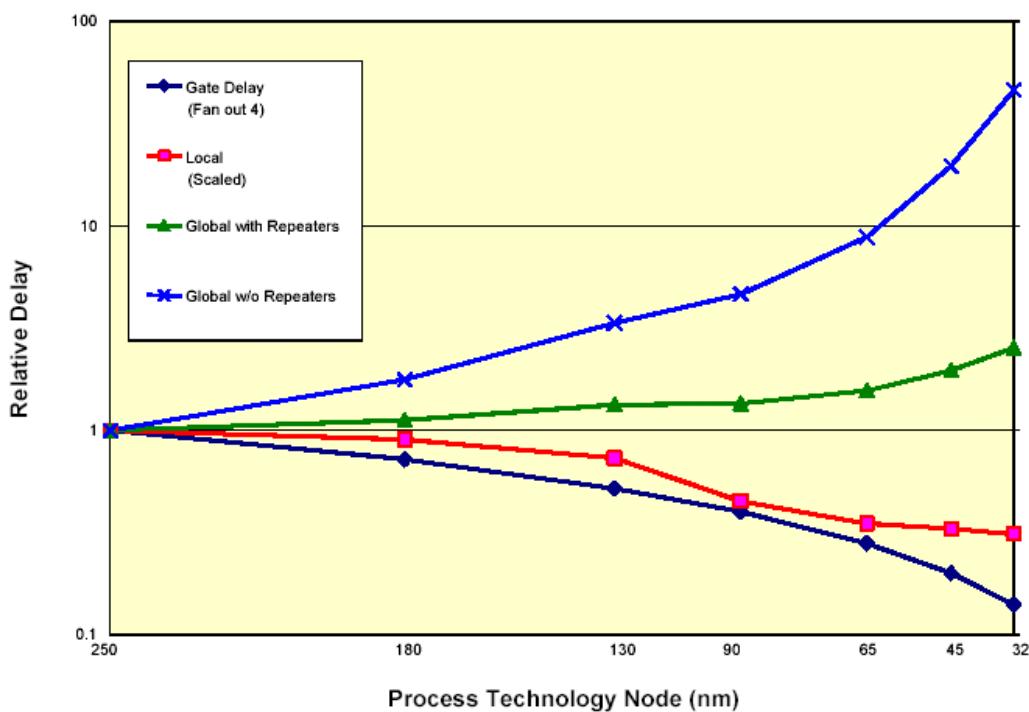
Figure 8.30 Electromigration-related failure modes (Courtesy of N. Cheung and A. Tao, U.C. Berkeley).



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## Wiring Delay vs. Feature Size



Source : ITRS 2001



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# Timing Closure Problem

- ◆ Wire delay starts to dominate total delay in DSM process
  - Cannot be ignored as taught in digital design course
- ◆ Only statistical wire delay model can be used at design phase
  - Lack of physical information about wire length
- ◆ Incorrect estimations require long iterations to meeting timing
  - Design schedule will be seriously delayed !!

Path name	Pre-layout delay	Post-layout delay
P1	21.72	40.92 (+88.4%)
P2	6.65	7.81 (+17.4%)
P3	11.14	10.43 (-6.4%)
P4	5.03	5.44 (+8.15%)
P5	6.35	13.21 (+108.0%)
P6	6.42	13.20 (+105.6%)



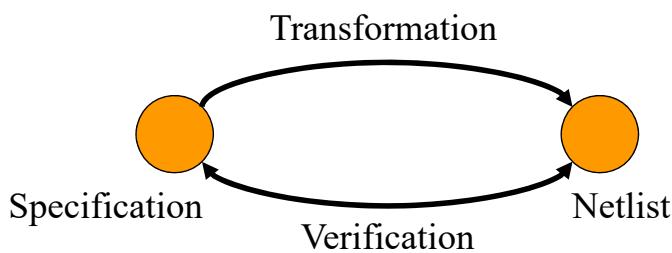
# Outline

- ◆ Moving to SOC
- ◆ What is Verification?
- ◆ Functional Verification Solutions
- ◆ System Verification Solutions



# What is Verification ?

- ◆ A process used to demonstrate the functional correctness of a design
- ◆ To making sure that you are indeed implementing what you want
- ◆ To ensure that the result of some transformation is as expected

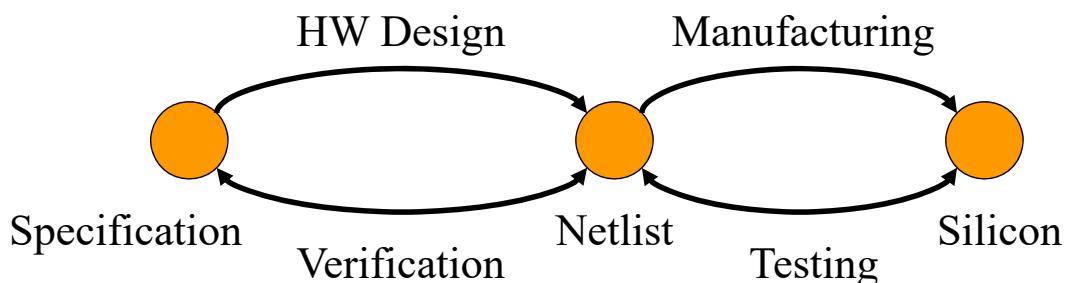


Source : "Writing Test Benches – Functional Verification of HDL Models" by Janick Bergeron, KAP, 2000.



## Testing v.s. Verification

- ◆ Testing verifies manufacturing
  - Verify that the design was **manufactured correctly**



Source : "Writing Test Benches – Functional Verification of HDL Models" by Janick Bergeron, KAP, 2000.



# Verification Complexity

- ◆ For a single flip-flop:
  - Number of states = 2
  - Number of test patterns required = 4
- ◆ For a Z80 microprocessor (~5K gates)
  - Has 208 register bits and 13 primary inputs
  - Possible state transitions =  $2^{\text{bits+inputs}} = 2^{221}$
  - At 1M IPS would take  $10^{53}$  years to simulate all transitions
- ◆ For a chip with 20M gates
  - ??????

\*IPS = Instruction Per Second

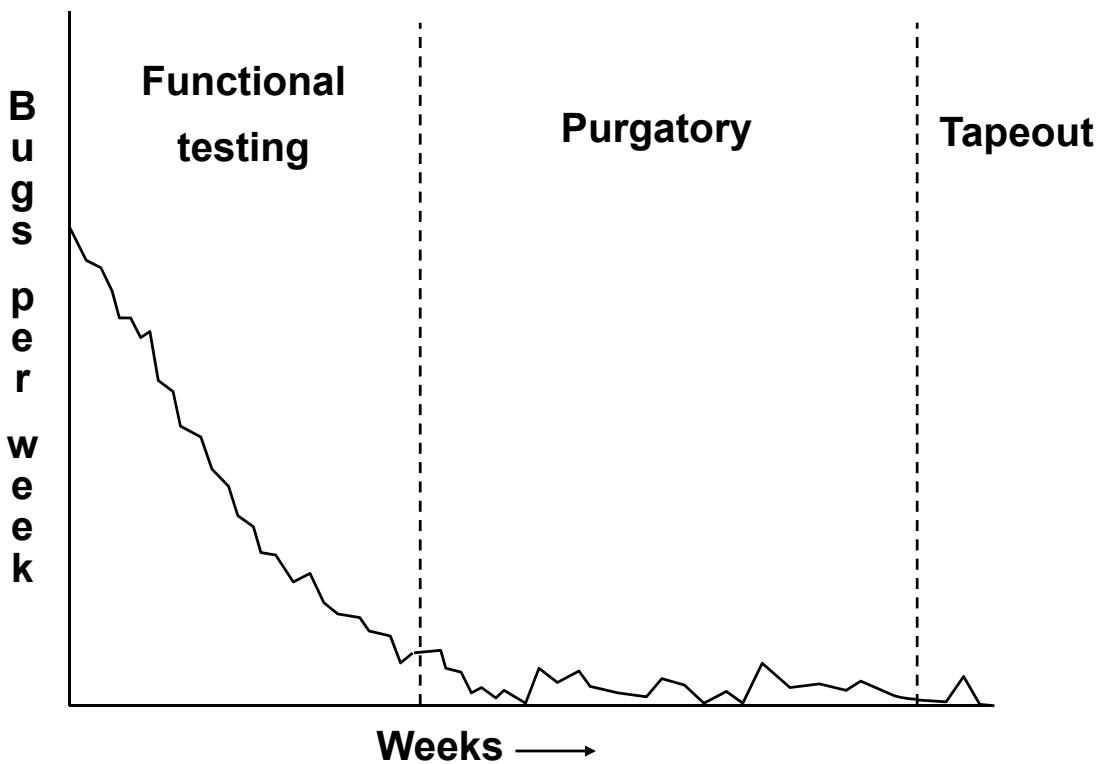


## When is Verification Complete ?

- ◆ Some answers from real designers:
  - When we run out of time or money
  - When we need to ship the product
  - When we have exercised each line of the HDL code
  - When we have tested for a week and not found a new bug
  - **We have no idea!!**
- ◆ Designs are often too complex to ensure full functional coverage
  - The number of possible vectors greatly exceeds the time available for test



# Typical Verification Experience



## Verification Approaches

- ❖ Top-down verification approach
  - From system to individual components
- ❖ Bottom-up verification approach
  - From individual components to system
- ❖ Platform-based verification approach
  - Verify the developed IPs in an existing platform
- ❖ System interface-based verification approach
  - Model each block at the interface level
  - Suitable for final integration verification



# Bottom-Up Verification Steps

- ❖ Verify the leaf IPs
  - Many techniques are proposed and will be discussed later
- ❖ Verify the interface among IPs
- ❖ Run a set of complex applications
- ❖ Prototype the full chip and run the application software
- ❖ Decide when to release for mass production



## Interesting Observations

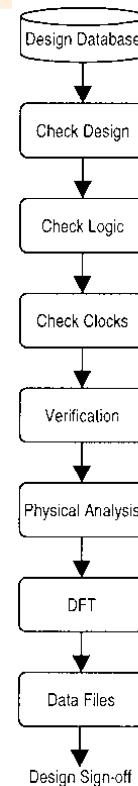
- ❖ 90% of ASICs work at the first silicon but only 50% work in the target system
  - Do not perform system level verification (with software)
- ❖ If a SoC design consisting of 10 blocks
  - $P(\text{work}) = .9^{10} = .35$
- ❖ If a SoC design consisting of 2 new blocks and 8 pre-verified robust blocks
  - $P(\text{work}) = .9^2 * .98^8 = .69$
- ❖ To achieve 90% of first-silicon success SoC
  - $P(\text{work}) = .99^{10} = .90$



# Design Sign-off

- ❖ Sign-off is the final step in the design process
- ❖ It determines whether the design is ready to be taped out for fabrication
- ❖ No corrections can be made after this step
- ❖ The design team needs to be confident that the design is 100% correct
  - Many items need to be checked

Source : “System-on-a-chip Verification – Methodology and Techniques”  
by P. Rashinkar, etc., KAP, 2001.



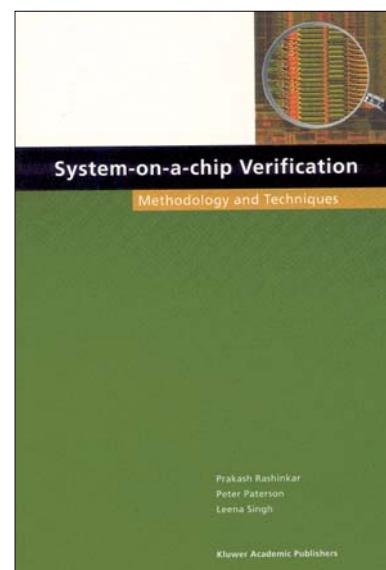
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## A Reference Book

### ❖ System-on-a-Chip Verification Methodology and Techniques

- ❖ by  
Prakash Rashinkar  
Peter Paterson  
Leena Singh  
*Cadence Design Systems Inc., USA*
- ❖ published by  
Kluwer Academic Publishers, 2001



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# Outline

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- ◆ Moving to SOC
- ◆ What is Verification?
- ◆ Functional Verification Solutions
  - Simulation-Based Techniques
  - Static Verification Techniques
- ◆ System Verification Solutions



## Simulation-Based Verification

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- ◆ Still the primary approach for functional verification
  - In both gate-level and register-transfer level (RTL)
- ◆ Test cases
  - User-provided (often)
  - Randomly generated
- ◆ Hard to gauge how well a design has been tested
  - Often results in a huge test bench to test large designs
- ◆ Near-term improvements
  - Faster simulators
    - Compiled code, cycle-based, emulation, ...
  - Testbench tools
    - Make the generation of pseudo-random patterns better/easier
- ◆ Incremental improvements won't be enough



# Simulator Improvements

- ❖ Event-driven:
  - Timing accurate but slower
- ❖ Cycle-based:
  - Faster simulation (5x – 100x) but only cycle accurate
  - Require other tools to check timing problems
- ❖ Transaction-based:
  - Require bus functional model (BFM) of each design
  - Only check the transactions between components
  - Have faster speed by raising the level of abstraction
- ❖ Assistant hardware:
  - To speed up logic simulation by mapping some gate-level netlist into specific hardware

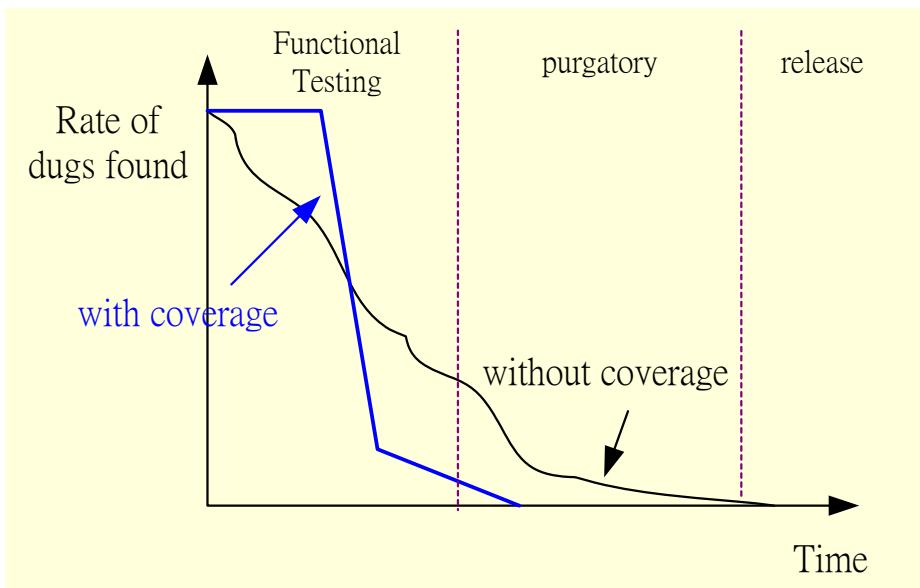


# Coverage-Driven Verification

- ❖ Coverage reports can indicate how much of the design has been exercised
  - Point out what areas need additional verification
- ❖ Optimize regression suite runs
  - Redundancy removal (to minimize the test suites)
  - Minimizes the use of simulation resources
- ❖ Quantitative sign-off criterion
- ❖ Easy to use, low-complexity
- ❖ A good guidance but cannot guarantee 100% error-free designs



# The Rate of Bug Detection



source : "Verification Methodology Manual For Code Coverage In HDL Designs" by Dempster and Stuart



## Testbench Automation

- ◆ Require both **generator** and **predictor** in an integrated environment
- ◆ Generator: constrained random patterns
  - Ex: keep A in [10 ... 100]; keep A + B == 120;
  - Hardware verification languages (HVL) are often used
- ◆ Predictor: generate the estimated outputs
  - Require a behavioral model of the system
- ◆ Only pseudo-random patterns are available
  - Good to check corner cases
  - Relationship to real functionality is weak
- ◆ Many improvements are made on this approach
  - Popular in industry now



# Assertion-Based Verification

- ◆ Assertions are *active* comments that can
  - Monitor signals on interfaces when connecting blocks
  - Track expected behavior documented in the assertions
  - Watch for forbidden behavior with a design block
- ◆ Assertions turn design specification into verification objects
  - Design can be continuously checked against these spec. throughout its life cycle
- ◆ Assertion increases observability in simulation
  - Debugging time is greatly reduced
- ◆ A new approach that is worthy to be watched



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# HDL Linter

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- ◆ Fast static RTL code checker
  - Preprocessor of the synthesizer
- ◆ **RTL purification (RTL DRC)**
  - Syntax, semantics, simulation
- ◆ Check for built-in or user-specified rules
  - Testability, reusability, ...
- ◆ Lint-like tools can help spot defects without simulation
  - Avoid error code that increases design iterations
- ◆ Only trivial bugs can be found
  - Depend on the completeness of the database



# Formal Verification

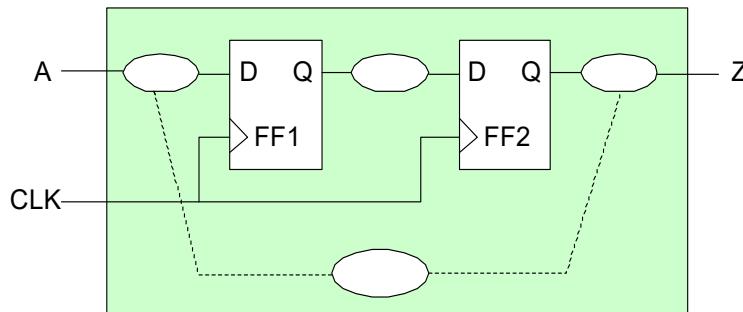
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- ◆ Ensure the consistency with specification for *all* possible inputs (100% coverage)
- ◆ Primary applications
  - Equivalence Checking
  - Model Checking
- ◆ Solve the completeness problem in simulation-based methods
- ◆ Cannot handle large designs due to its high complexity
- ◆ Valuable, but not a general solution



# Static Timing Analysis (STA)

- ❖ Determine if a circuit meets timing constraints without having to simulate
  - No input patterns are required (100% coverage)
  - Functionality is not checked
- ❖ Faster but may be inaccurate (too pessimistic)
- ❖ Cannot be applied to all cases
  - Gate-level simulation may still required for some cases



## Outline

- ❖ Moving to SOC
- ❖ What is Verification?
- ❖ Functional Verification Solutions
- ❖ **System Verification Solutions**
  - Hardware v.s. software
  - Digital circuits v.s. analog circuits



# Prototyping

- ◆ Verify designs using real hardware
  - FPGA, emulator
- ◆ Better throughput in handling complex designs
- ◆ **Software-driven verification**
  - Verify HW using SW
  - ◆ Interfaced with real HW components
  - ◆ May have a little performance degradation
  - ◆ May have capacity limitation
  - ◆ Poor debugging capability
  - ◆ High cost to fix design problems



# Limited Production

- ◆ Even after robust verification process and prototyping, it's still not guaranteed to be bug-free
- ◆ A limited production for new macro is necessary
  - Often called engineering samples
  - 1 to 4 customers
  - Small volume
  - Reducing the risk of supporting problems
- ◆ Same as real cases but more **expensive**
- ◆ Only used as the final check before mass production

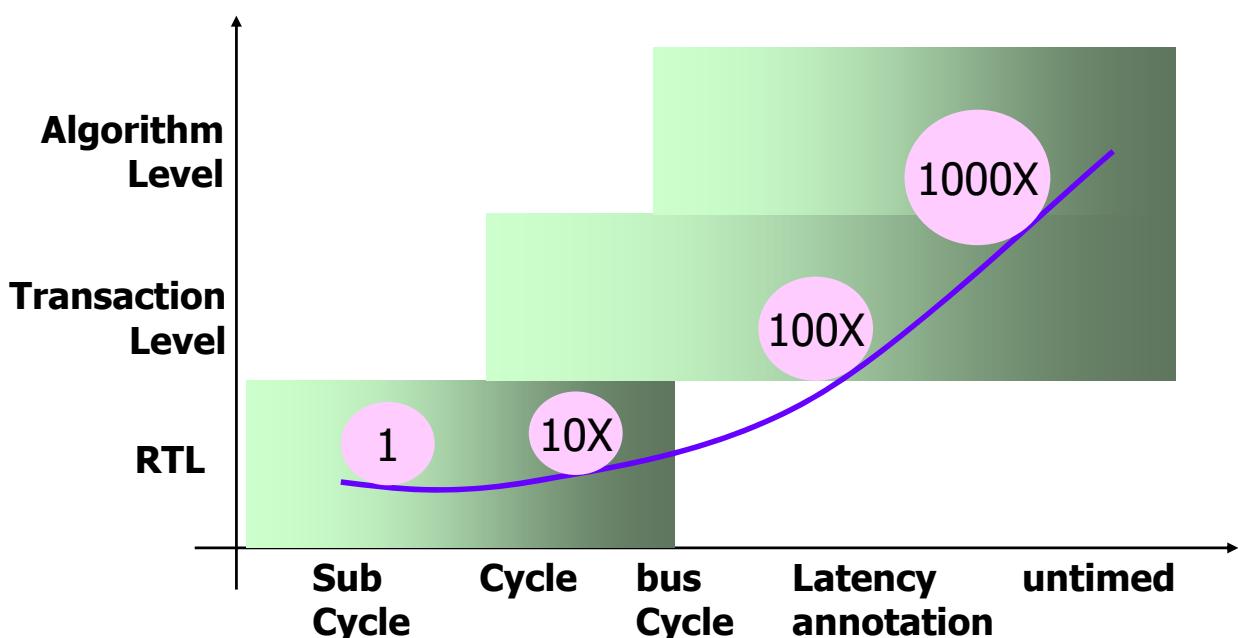


# HW/SW Co-Simulation

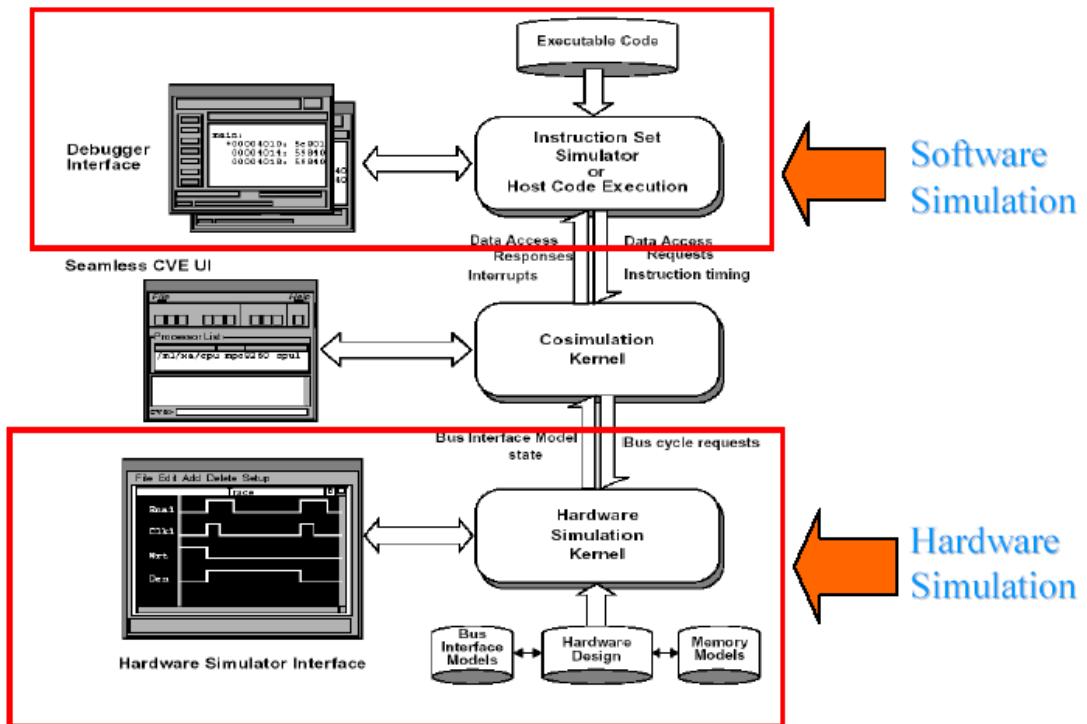
- ❖ Couple a software execution environment with a hardware simulator
- ❖ Simulate the system at higher levels
  - Software normally executed on an **Instruction Set Simulator** (ISS)
  - A **Bus Interface Model** (BIM) converts software operations into detailed pin operations
- ❖ Allows earlier system integration
- ❖ Start software development 6 months earlier
- ❖ Provide a significant performance improvement for system verification
  - Simulate 100x~1000x faster than RTL



## Verification Speed



# Many Available Tools for Co-Sim.



Reference : Mentor Graphics

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## System Verification Today

- ❖ Many good verification techniques have been proposed at each design stage
  - Hard to reuse for other stages and design projects
- ❖ The fragmented functional verification processes limit the speed and efficiency
  - An unified verification methodology that supports all design domains may be the solution
- ❖ An unified **verification platform** that optimally supports the methodology is the key
  - Require system-level languages, such as SystemC, SystemVerilog, ...



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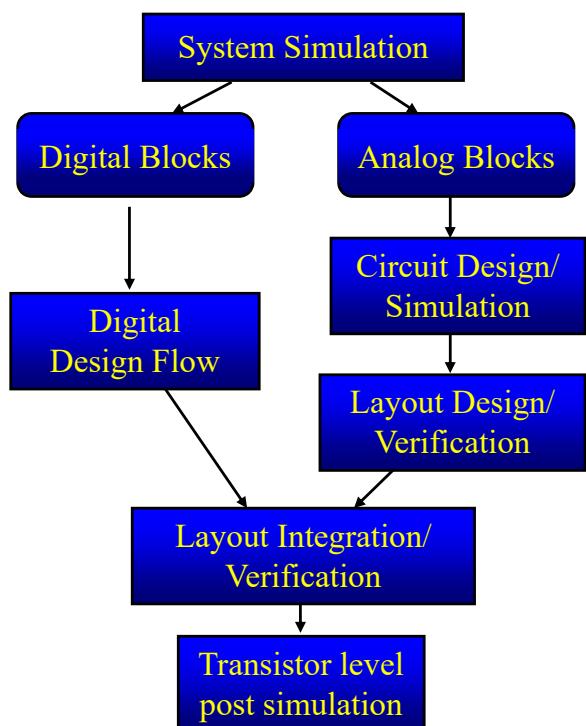
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## Conventional MS Design Approach



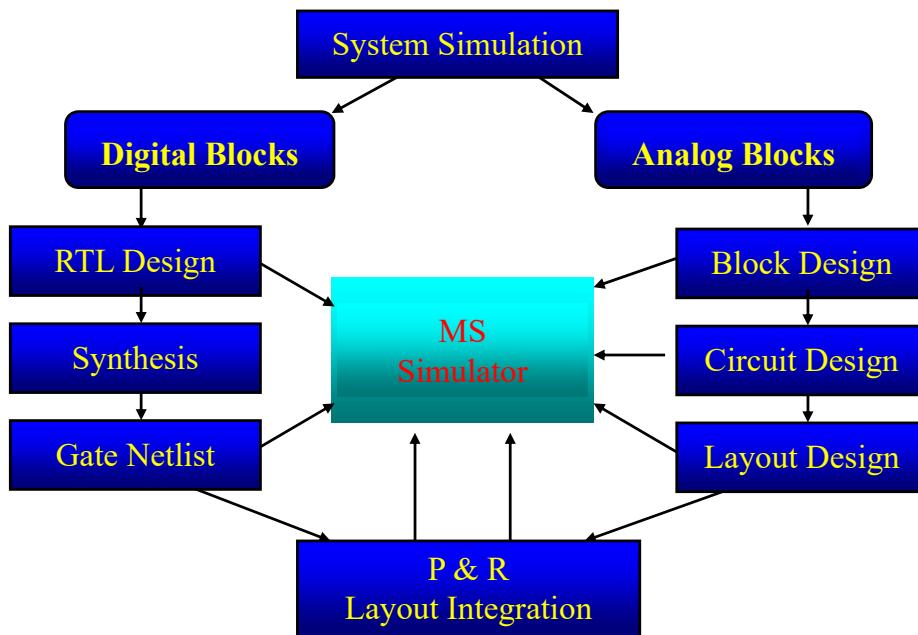
- ◆ Design and simulate digital and analog circuits separately
  - May miss the effects between each other
- ◆ Can perform co-simulation at transistor level only
  - High complexity
  - Too slow



# Top-Down MS Design Flow

- ◆ Starting from **behavioral models**

- Can check whole system behavior in advance



## Analog Behavioral Modeling

- ◆ A mathematical model written in **Hardware Description Language (HDL)**

- Verilog-AMS
  - VHDL-AMS
  - Matlab
  - C/C++
  - .....

- ◆ Emulate circuit block functionality by sensing and responding to circuit conditions

- Simulate at **behavioral level**

- ◆ **Faster** simulation time

- Allow **whole chip simulation**



# An Example of Verilog-A Code

## ◆ Keys to a good behavioral model

- Concise mathematical equations of the behavior
  - For faster simulation time
- Appropriate value for each parameter
  - For accurate simulation results

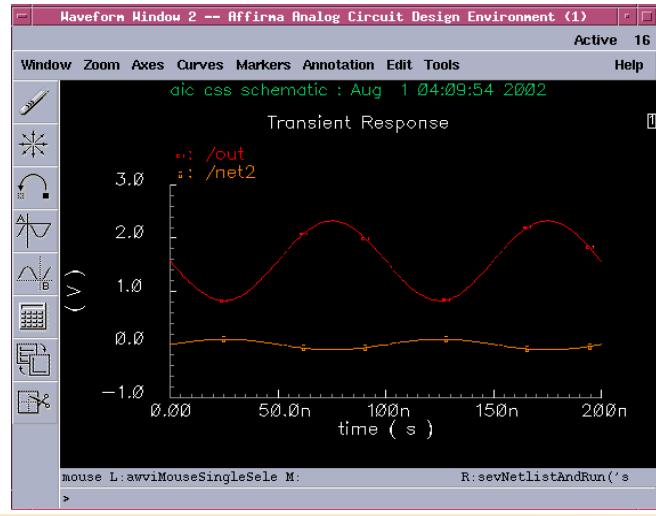


```
// VerilogA for aic, cs, veriloga
`include "constants.h"
`include "discipline.h"

module cs(in, out);
    input in;
    output out;
    electrical in, out;

    parameter real gaine=-7.5;
    parameter real vdd=3.3;
    parameter real id=0.23m;
    parameter real rd=7.5e3;

    analog begin
        V(out) += (gain * V(in))+vdd-(id*rd) ;
    end
endmodule
```

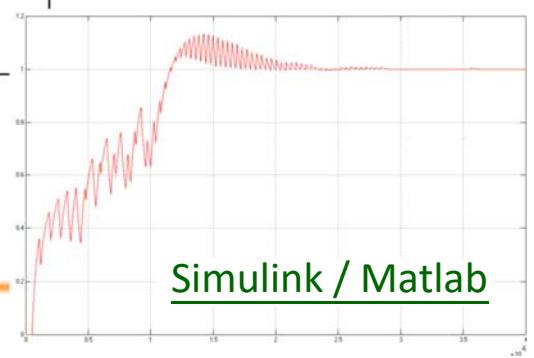
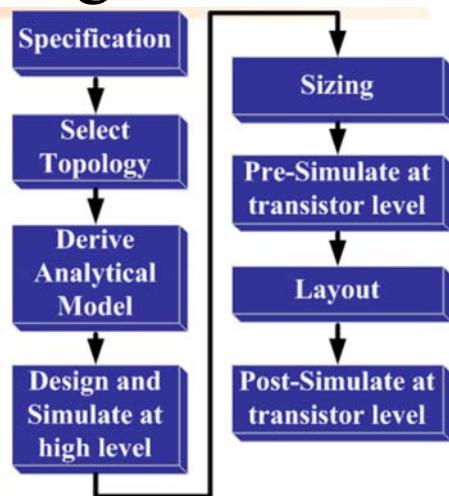
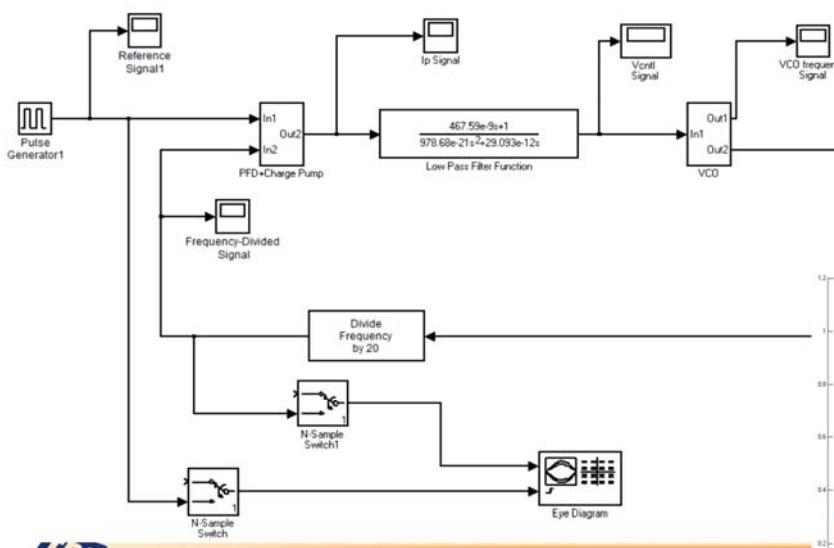


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# Top-Down Modeling

- ◆ Verify whole AMS system **roughly** before implemented
  - Suitable for **newly-created designs**
  - Inaccurate on non-ideal circuit properties



Simulink / Matlab

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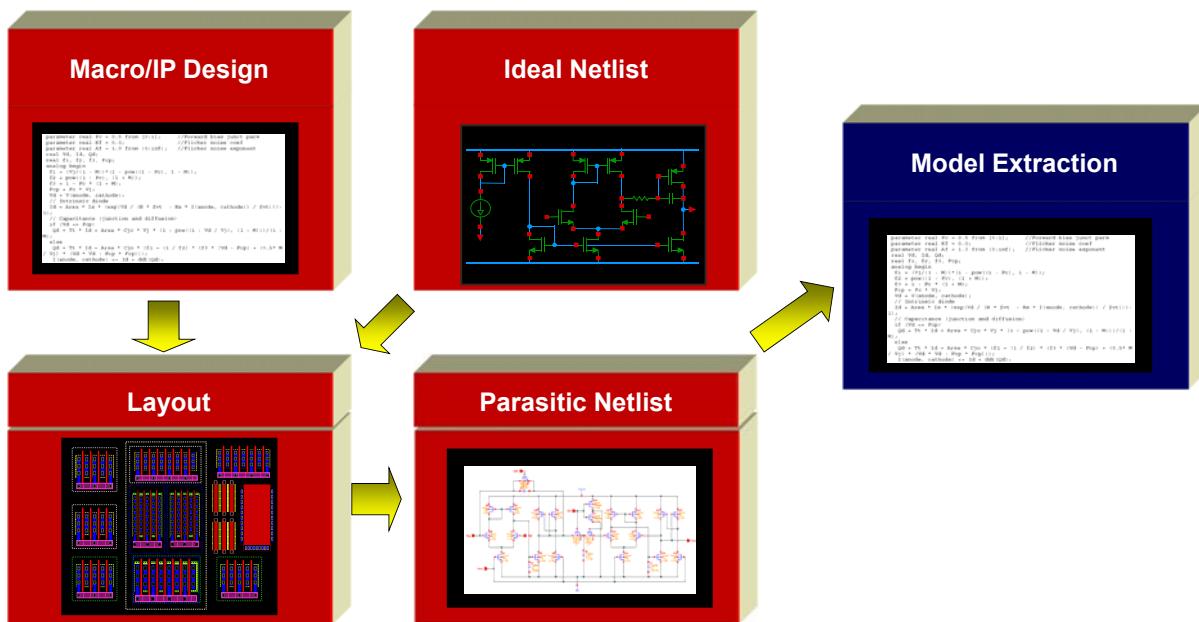


# Bottom-Up Modeling Approach

- ❖ While using *existing* blocks, bottom-up *behavior extraction* is required for system verification
  - An interesting research direction
- ❖ Bottom-up approach can be much accurate
  - Detailed effects can be considered, such as the delay time of PLL, the effects of parasitic devices (R, L, C, ...)
- ❖ Bottom-up approach can still effective when those design parameters are hard to obtain
  - Only have transistor-level design (ex: IP)
  - Circuits are already flattened

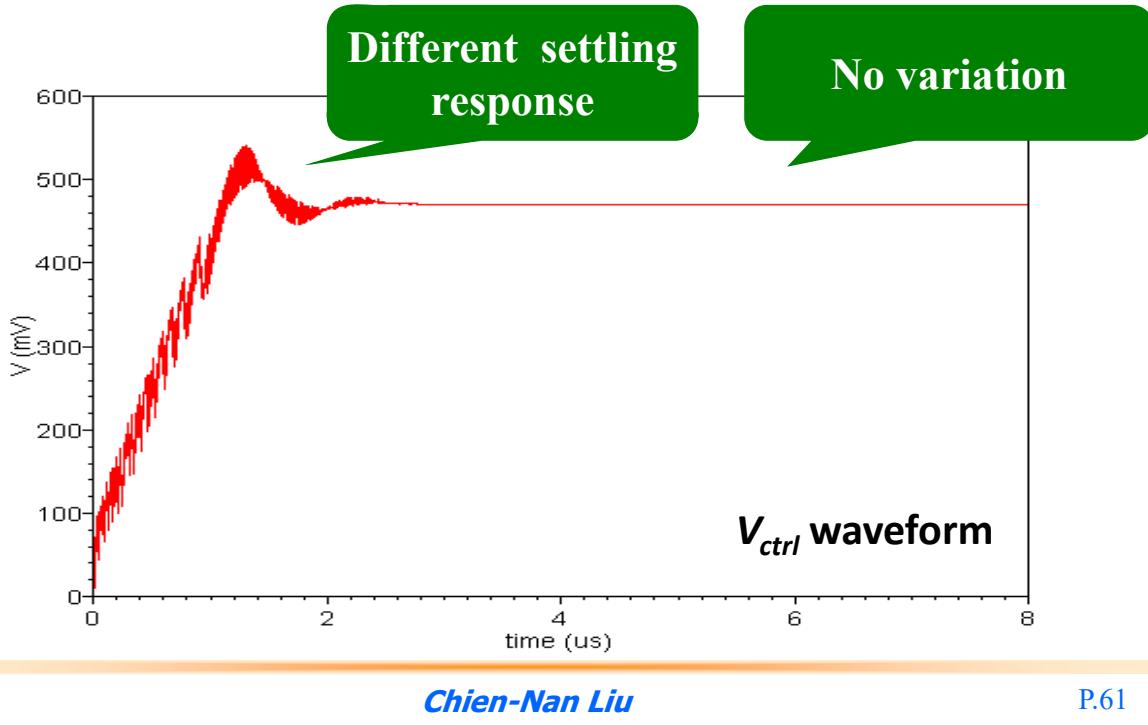


## Bottom-Up Behavior Extraction

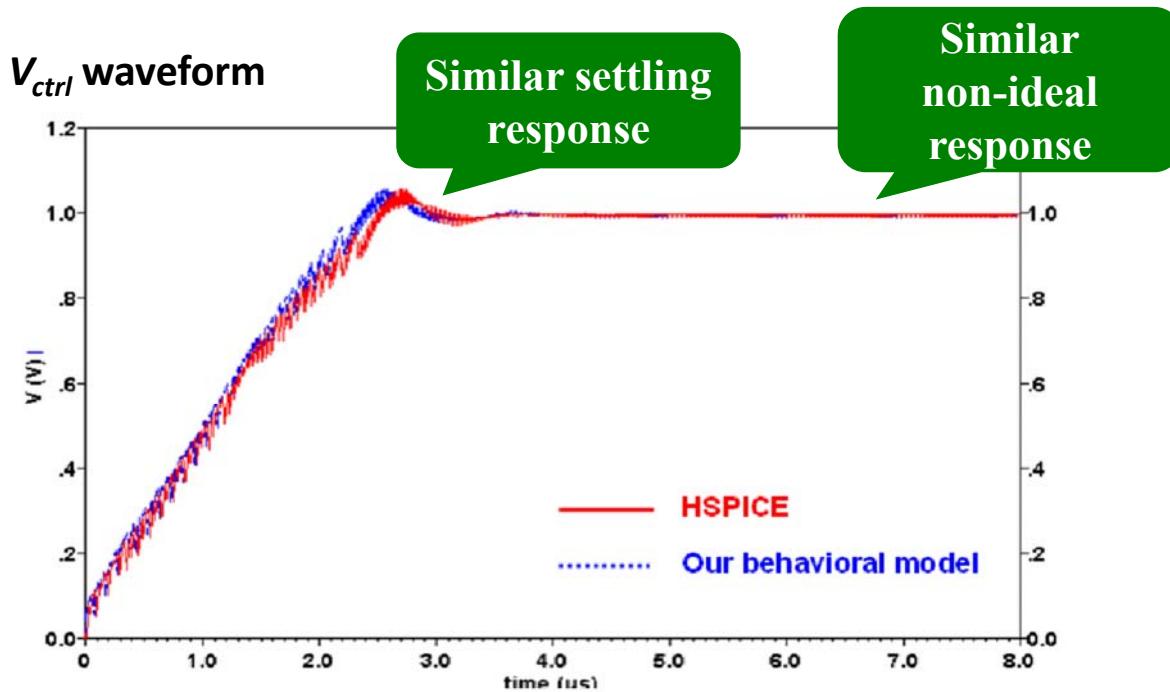


# Top-Down Behavioral Model

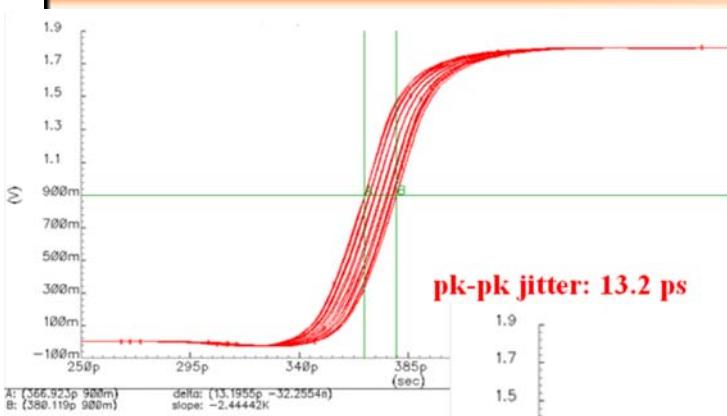
- ◆ Use the embedded behavioral blocks from **Cadence's AHDL library** to model a PLL



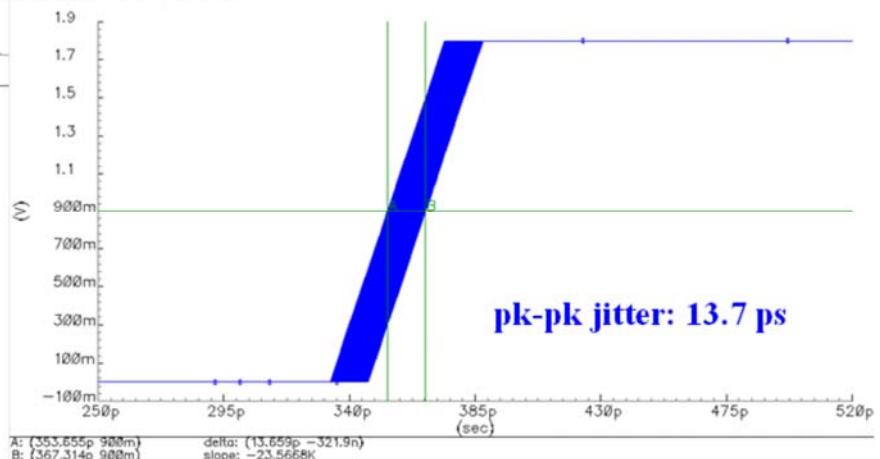
# Extracted Behavioral Model



# Peak-to-peak Jitter



Beh model: 13.7ps  
T<sub>sim.</sub> : 122 sec (180x)



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## Conclusions



工欲善其事  
必先利其器 !!



- ❖ SoC is really a big challenge for IC designers
- ❖ Design methodology requires a big change
  - Reusing existing IPs and platforms is the key
- ❖ Verification has become the major bottleneck
  - Simulation only is hard to cover all functionality
- ❖ More powerful tools are essential to solve those difficult design problems



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