



# Native SystemC Assertion for OCP property checking

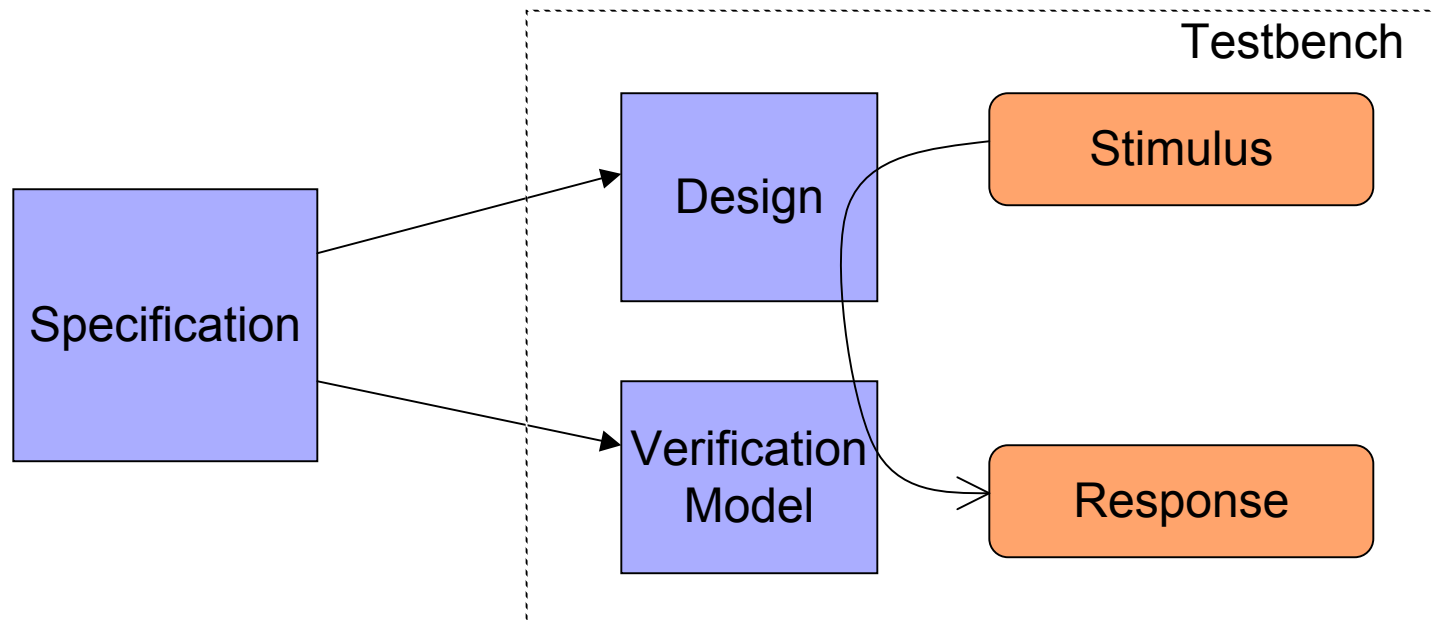
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# Agenda

- Assertion Verification Methods
- NSCa defined
- NSCa syntax
- Case study, OCP Assertion

# What is Verification?

- Process to confirm that the design behaves according to its specification
- Checked by two (or more) brains



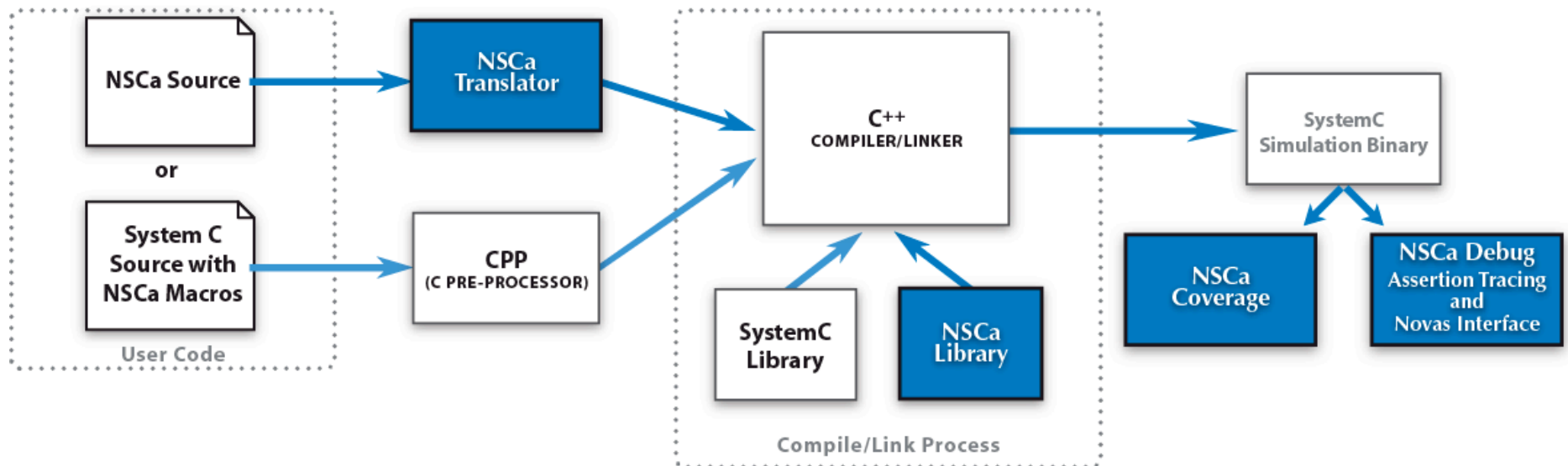
# Primitive Elements for Verification

- Assertion
- Timed (temporal) Expression
- Flexible (Dynamic) Multi-threading
- Garbage Collection
- Pattern Generation

# NSCa is

- SVA Equivalent Functionalities
  - Property Expression
  - Sequence Expression
  - Delay
  - Repetitions (consecutive, non-consecutive, goto)
  - Sequence Ops ( AND, OR, Intersect, First-match, Throughout, Within, etc.)
  - Sequence Match Items
- NSC syntax (extended C++ syntax)
- Macro support for standard C++ compilation
- Natively evaluated in SystemC Thread

# Compile/Link flow



# Temporal Primitives

NSCa syntax	Macro	Function
nsc_property	NSC_PROPRTY(..)	property declaration
nsc_always	NSC_ALWAYS(..)	always property declaration
nsc_assert	NSC_ASSERT(..)	property invocation (spawn a thread)
nsc_pand	NSC_PAND( .. )	property-and operation
nsc_por	NSC_POR( .. )	property-or operation
nsc_not	NSC_NOT( .. )	property-not operation
I->	NSC_IMPLY( .. )	implication
I=>	NSC_NOIMPLY( .. )	non-overrap implication
<property/sequence name>	NSC_CALL( .. )	property/sequence instance call
nsc_sequence	NSC_SEQUENCE(..)	sequence declaration

# Temporal Primitives (cnt.)

NSCa syntax	Macro	Function
@ [ m : n ]	NSC_SEQ(m,n, .. )	m to n cycle delay
( <s> , <m> )	NSC_MATCH(..)	sequence match item
[ * m : n ]	NSC_CREP(m,n,.. )	m to n consecutive repetition
[ -> m : n ]	NSC_GOTO(m,n,..)	m to n goto repetition
[ = m : n ]	NSC_NREP(m,n,..)	m to n non-consecutive repetition
nsc_and	NSC_AND( .. )	sequence and operation
nsc_or	NSC_OR( .. )	sequence or operation
nsc_intersect	NSC_INTERSECT(..)	sequence intersection
nsc_within	NSC_WITHIN(..)	sequence within
nsc_throughout	NSC_THROUGHOUT(..)	sequence throughout
nsc_first_match	NSC_FIRST_MATCH(..)	sequence first match



## Example Code (NSCa Syntax)

```
// req , then gnt within 5 cycle,  
//      then req = 0  
if (  
    ! nsc_sequence(  
        req.read() == 1 @[1,5] gnt.read() == 1  
        @1 req.read() == 0  
    )  
)  
{  
    cout << "Error: request/grant sequence broken!"  
        << endl ;  
}
```

## Example Code (Macro)

```
// req , then gnt within 5 cycle,  
//      then req = 0  
if (   
    ! NSC_SEQUENCE(   
        NSC_BOOL( req.read() == 1 ) &&  
        NSC_SEQ( 1, 5, NSC_BOOL(gnt.read() == 1) ) &&  
        NSC_SEQ( 1, 1, NSC_BOOL(req.read() == 0) )  
    )  
    )  
{  
    cout << "Error: request/grant sequence broken!"  
        << endl  ;  
}
```

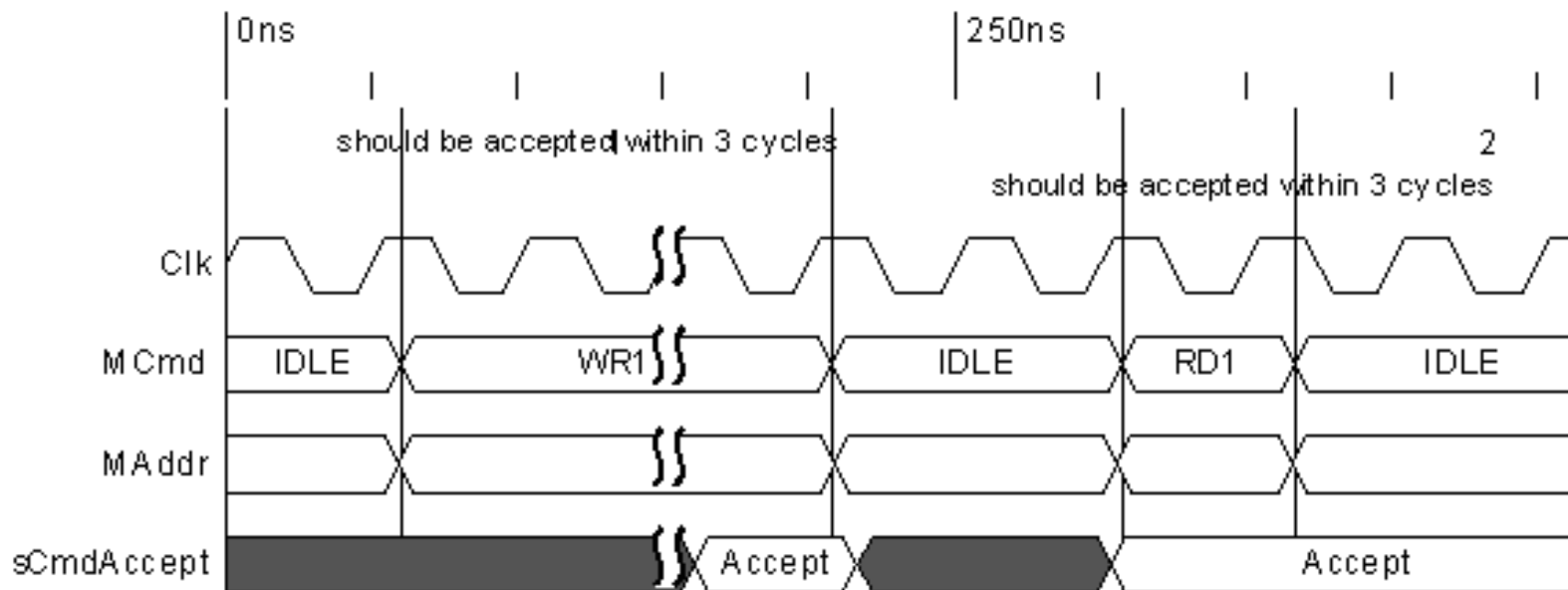




# Case study: OCP property checking

# Illustration: simple timing diagram

- When MCmd (non-IDLE), must be accepted in 3 cycles



# Illustration: checks using SystemC

- When MCmd (non-IDLE), must be accepted in 3 cycles

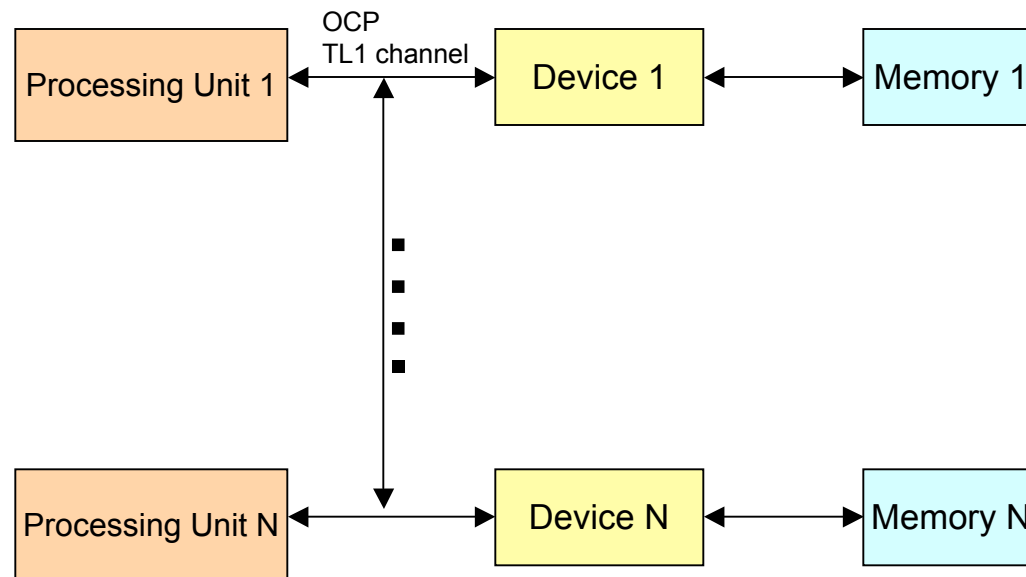
```
int NSCaOCPChecker::SCmdAcceptWithin_3 () {
    int cnt = 0 ;
    int const old_Mcmd = MCmd.read();
    while(cnt++ < 3 ) {
        if(SCmdAccept.read()) {
            cout << "SCmdAcceptWithin_3 succeed @"<< sc_time_stamp()<<endl;
            return 1;
        } else if ( old_Mcmd != MCmd.read()) {
            cout << "SCmdAcceptWithin_3 failed (0) @"<< sc_time_stamp()<<endl;
            assert(0);
        }
        wait();
    }
    cout << "SCmdAcceptWithin_3 failed(1) @"<< sc_time_stamp()<<endl;
    assert(0);
    return 0;
}

void NSCaOCPChecker::manual_checker () {
    if ( m_last_MCmd == 0 && MCmd.read()!=0){
        sc_spawn_options op;
        op.set_sensitivity(&CLK.posedge_event());
        sc_spawn(sc_bind(&NSCaOCPChecker::SCmdAcceptWithin_3, this), NULL, &op);
    };
    m_last_MCmd = MCmd.read() ;
}
```

# Illustration: checks using NSCa

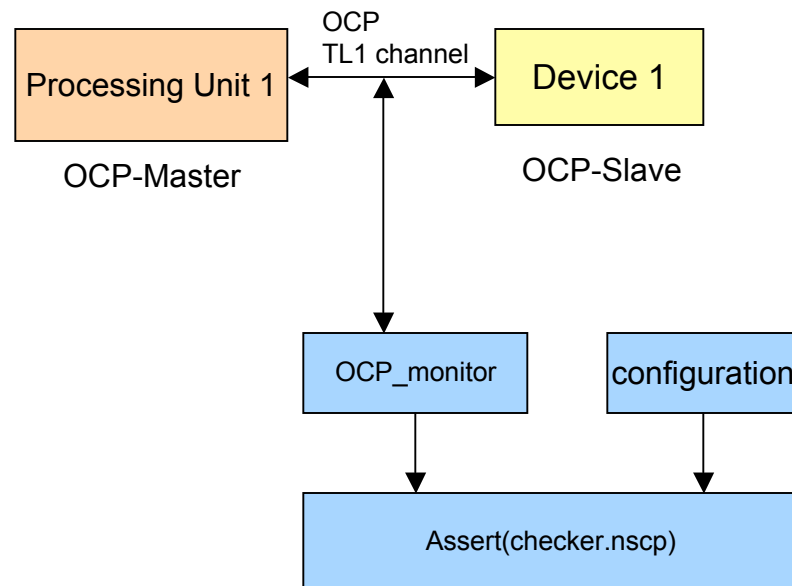
```
nsc_property NSCaOCPChecker::prop_scmdaccept_asserted_within_three_cycles() {  
  int tmp ;  
  ( ( (MCmd.read()==OCP_MCMD_IDLE) @1 (MCmd.read()!=OCP_MCMD_IDLE) ),  
    tmp=MCmd.read())  
  |-> (tmp==MCmd.read()) [*0:2] @1 SCmdAccept.read();  
}
```

# Customer challenge





# Testbench environment



# Example(1) Assertion spec.

## 3.3.1 request\_exact\_SThreadBusy

### Nomenclature

<b>Protocol hierarchy</b>	Request
<b>Signal group</b>	Dataflow – Thread Extensions
<b>Critical signals</b>	MCmd
<b>Assertion type</b>	Value
<b>Enable parameter</b>	stthreadbusy_exact=1

### Description

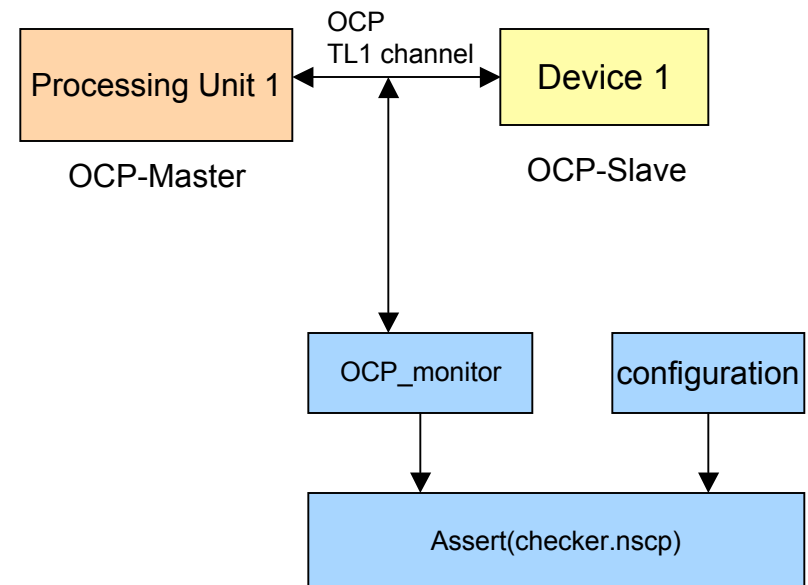
If stthreadbusy\_exact = 1, when a given slave thread is busy, the master must stay idle on this thread.

# Example (1) implementation

```
//-----
// If sthreadbusy_exact = 1, when a given slave thread is busy, the master
// must stay idle on this thread.
//-----
nsc_property NSCaOCPChecker::request_exact_SThreadBusy () {
  nsc_always
  (
    (
      (MCmd.read() != OCP_MCMD_IDLE)
      && (!MCmd_X_Z())
      && (!lis_reset_asserted())
    )
    -> (
      !lis_MCmd_when_SThreadBusy()
    )
  );
}

//check if the cmd thread id is busy
bool NSCaOCPChecker::is_MCmd_when_SThreadBusy() {
  sc_lv<THREADS_WIDTH> id = MThreadID.read();
  sc_lv<THREADS> busy = SThreadBusy.read();
  sc_lv<3> cmd = MCmd.read();

  int tmp = (sc_uint<THREADS_WIDTH>)id;
  if((busy[tmp] == '1') && (cmd != OCP_MCMD_IDLE) && (!MCmd_X_Z())){
    return true;
  }else{
    return false;
  }
}
```



## Example (2) Assertion spec.

### 3.4.5 burst\_sequence\_MAddr\_INCR

#### Nomenclature

<b>Protocol hierarchy</b>	Burst
<b>Signal group</b>	Dataflow – Basic Signals
<b>Critical signals</b>	MAddr
<b>Assertion type</b>	Ordering
<b>Enable parameter</b>	addr=1  burstseq_incr_enable=1  burstlength=1

#### Description

Within an incrementing burst, the address increases for each new master request by the OCP word size.

## Example (2) implementation

```

/*
 * Within an incrementing burst, the address increases for each new master request by the OCP
 * word size.
 */
nsc_property NSCaOCPChecker::burst_sequence_MAddr_INCR() {
    sc_lv<ADDR_WIDTH> old_addr;
    sc_lv<3> old_cmd;
    nsc_always
    (
        (
            (MCmd.read() != OCP_MCMD_IDLE) && (!MCmd_X_Z())
            && ((sc_uint<BURST_LENGTH_WIDTH>) MBurstLength.read() > 1)
            && (MBurstSeq.read() == OCP_MBURSTSEQ_INCR),
            old_addr = MAddr.read(),
            old_cmd = MCmd.read() //, cout<<sc_time_stamp()<<" 1 "<<old_addr<<" "<<old_cmd<<endl
        )
        | => (
            (
                ((sc_uint<ADDR_WIDTH>)(MAddr.read()) - (sc_uint<ADDR_WIDTH>)old_addr == DATA_WIDTH/8)
                && (MCmd.read() == old_cmd)
            )
            || (MCmd.read() != old_cmd)
        )
    );
}

```

# Assertion coverage

Property name	attempted	passed	failed	percentage	First error attempt time	First error done time
::monitor::prop_reset_status	31	31	0	100%	(null)	(null)
::monitor::prop_strb_length	31	31	0	100%	(null)	(null)
::monitor::prop_din_hold	31	31	0	100%	(null)	(null)
::monitor::prop_ack_length	31	30	1	96%	110 ns	120 ns
::monitor::prop_dout_check	31	31	0	100%	(null)	(null)
::monitor::prop_transaction_length	31	31	0	100%	(null)	(null)
::monitor::prop_reset_status	0	0	0	0%	(null)	(null)

## OCP-IP assertion package

- Based on the OCP-IP Functional Verification Working Group(FVWG) compliance check documentation
- JEDA implemented entire checks, in excess of 70+ checks
- JEDA donated OCP-IP2.0 Dataflow Phase NSCa assertion checks to the OCP-IP community

## Take NSCa for a test drive

- Free NSCa demo version available for download at JEDA website
  - ▶ <http://www.jedatechnologies.net>
- The package contains
  - ▶ A Free NSCa demo engine package
  - ▶ Examples of simple assertion checks
  - ▶ An OCP-IP assertion check tutorial using the OCP-IP-master and OCP-IP-slave SystemC models from <http://www.ocpip.org>