



A Novel Waveform Generation Methodology for Power Estimation

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Agenda

Motivation

Basic Concept of Siloti

Proposed Methodology

Specification of FSDB Merge & Replay

Steps and Corresponding Inputs for FSDB Merge & Replay

Results

Conclusions and Future Works

Motivation



- Low power is one of key competitiveness of mobile devices
 - Famous power failure case: *Qualcomm 810 overheating issue!*
- To make sure no surprise after tapeout, estimating power accurately is very crucial
 - High accuracy is guaranteed by using post-layout sim. pattern with post-layout netlist
 - However, it is very time-consuming and too late
- Siloti (PowerReplay) can generate post-sim like pattern efficiently
 - Siloti can generate many patterns for power/IR tool
 - But power/IR tool **requires many runs** to get whole power/IR info. of subsystem or whole chip
- Single whole subsystem/chip post-sim like pattern can save efforts and runtime of successive power/IR tool

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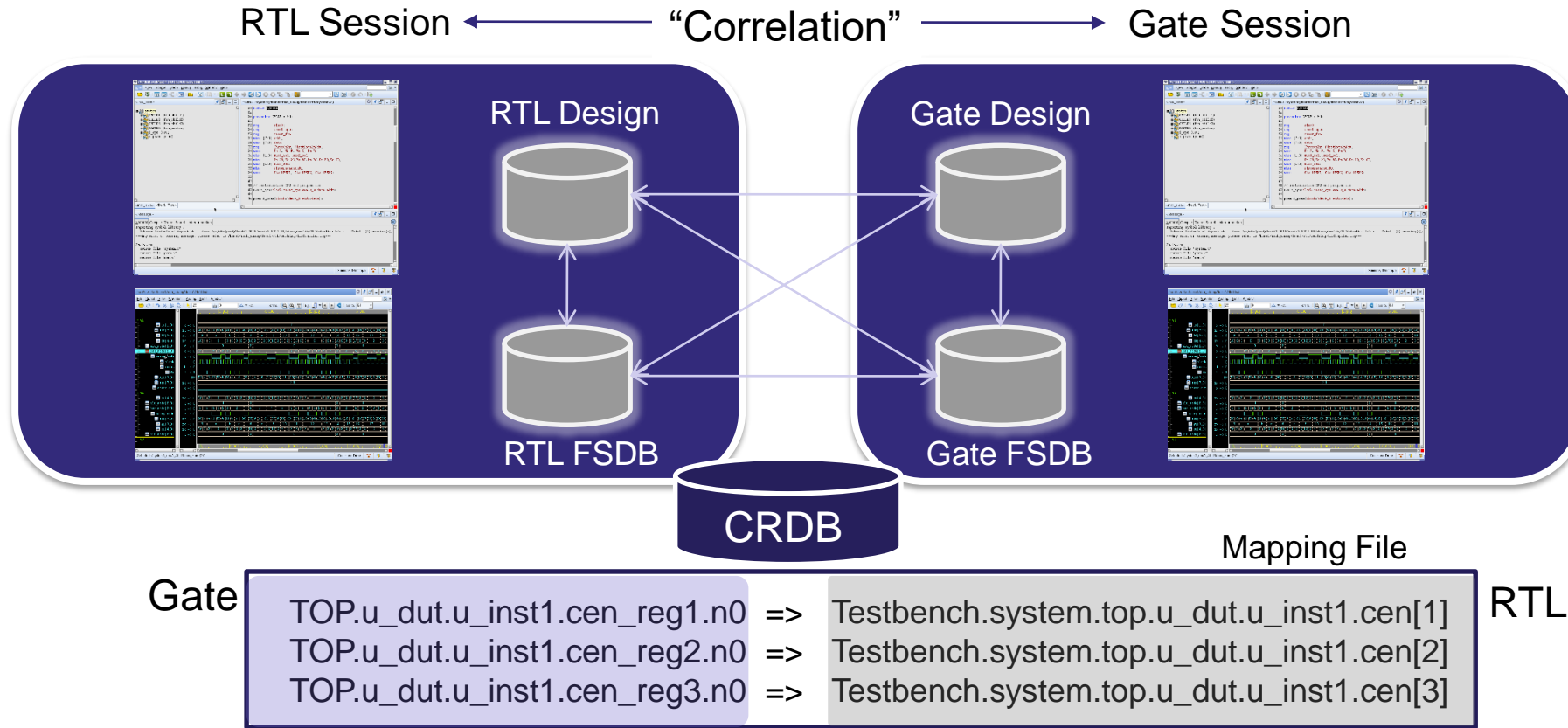
Steps and Corresponding Inputs for FSDB Merge & Replay

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Siloti Correlation Technology

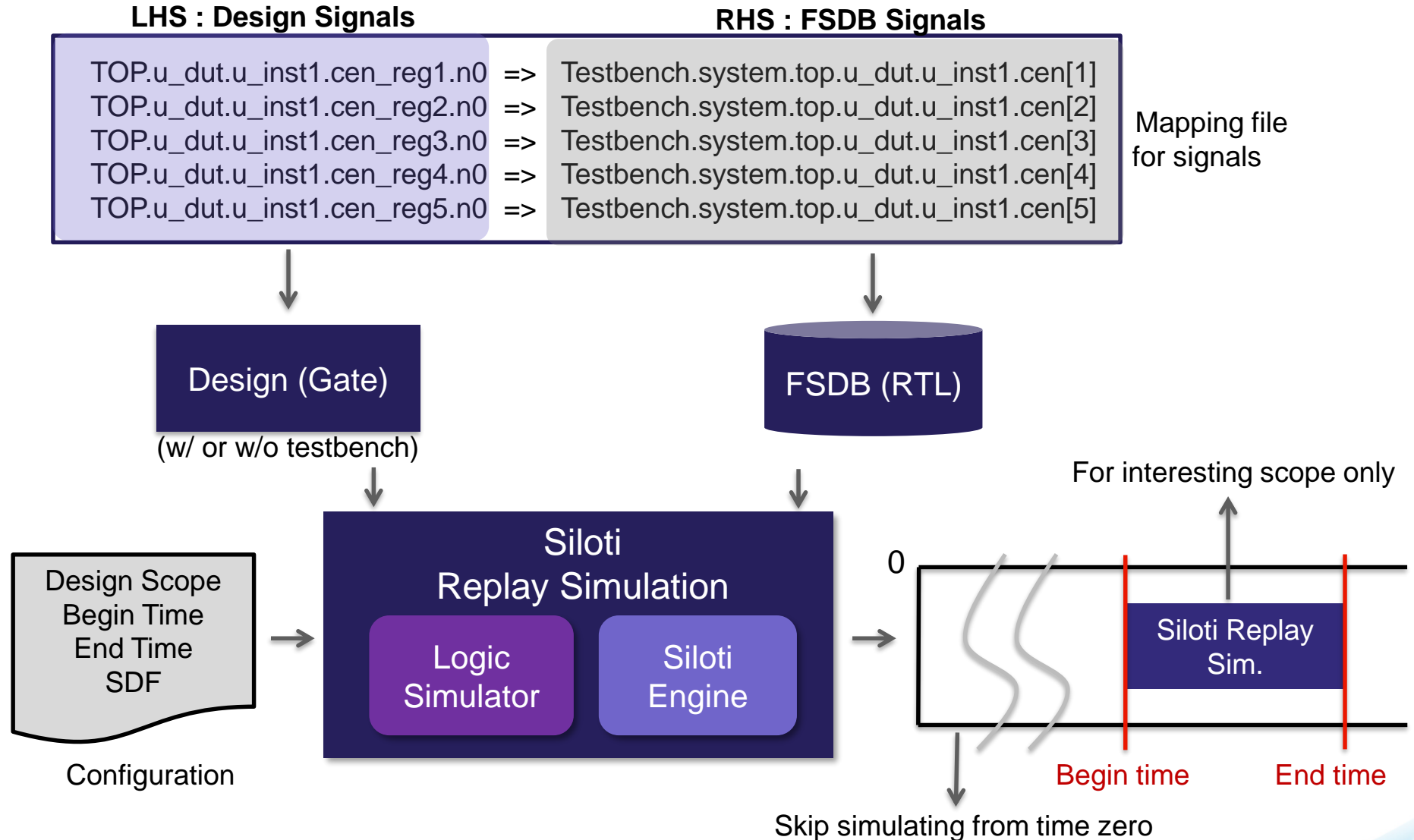
Cross-Abstraction Correlation and Debug



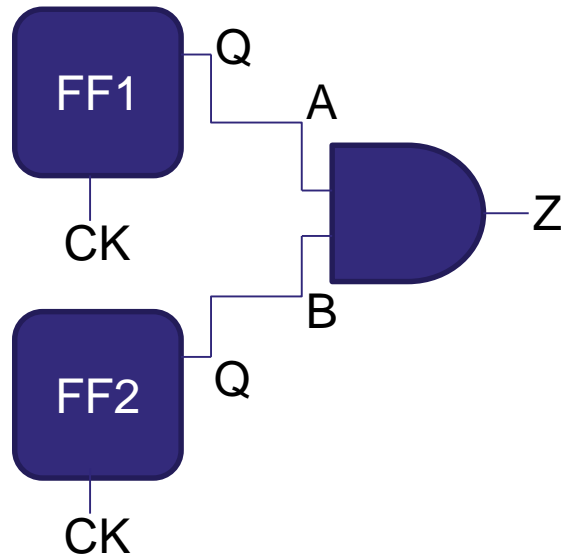
- Automatic mapping of signals between RTL and gate level design

Siloti Replay Simulation Technology

Replay Gate Level Simulation with RTL Signal Inputs



RTL Sim.



FF1.Q

FF2.Q

A

B

FF1.CK

FF2.CK

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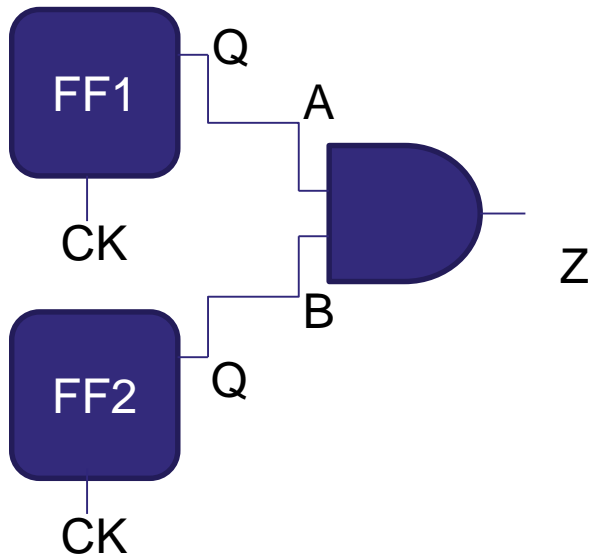
No wire delay:
FF1.Q → A



No wire delay:
FF2.Q → B



Post Sim.



***FF1.CK, FF2.CK arrival
time of posedge delays***

FF1.Q

FF2.Q

A

B

FF1.CK

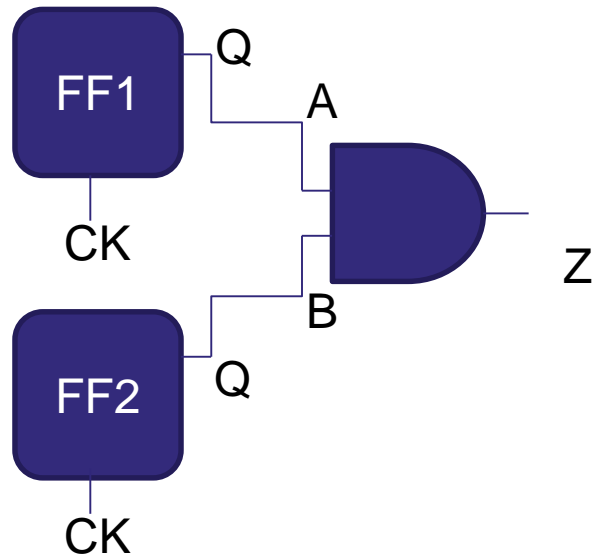
FF2.CK

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Glitch

Siloti – Q-Delay

*Q-Delay is extract from
PrimeTime worst-case rise/fall
delay*



*FF1.CK , FF2.CK arrival
time of posedge delays*

FF1.Q

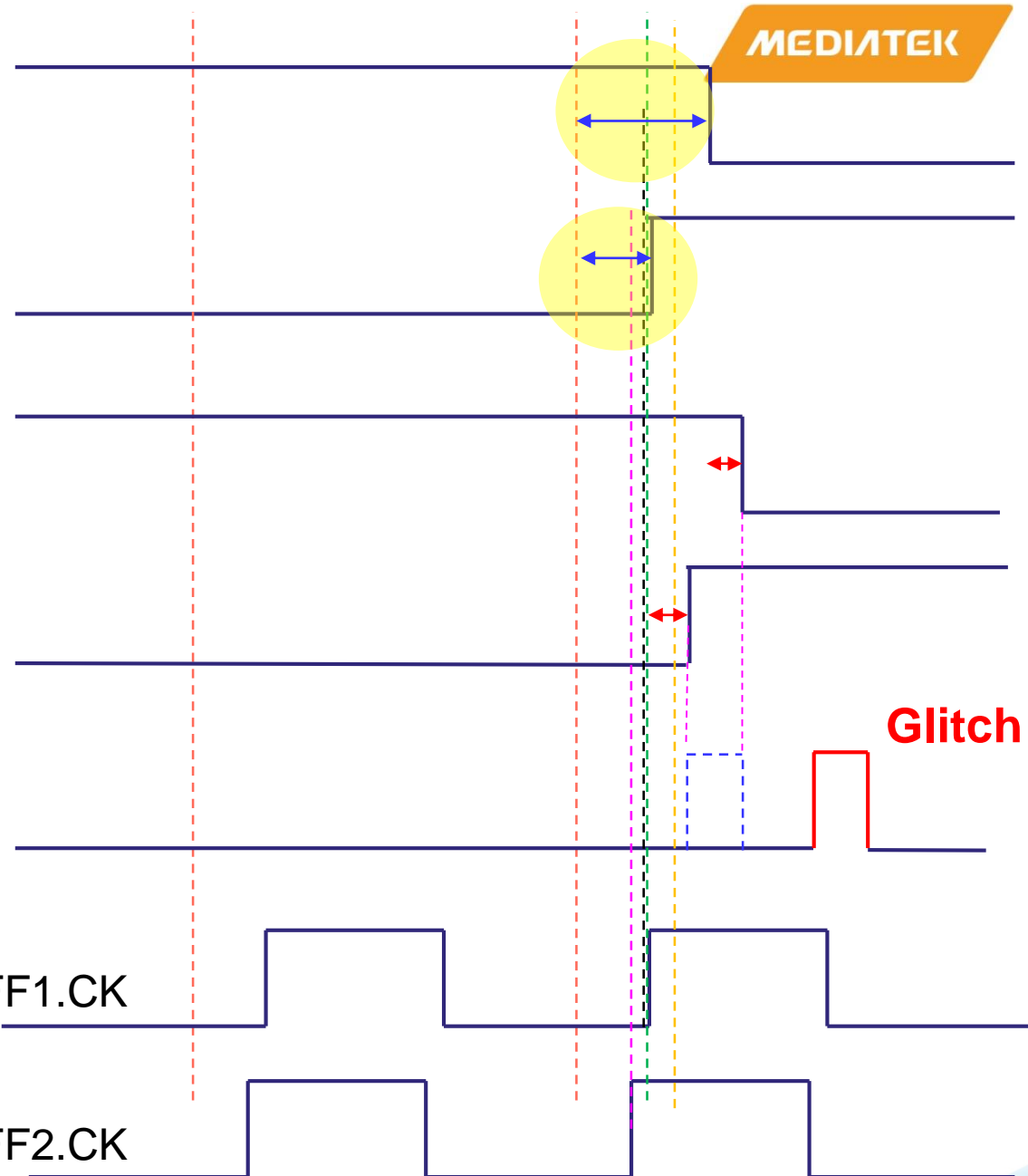
FF2.Q

A

B

FF1.CK

FF2.CK



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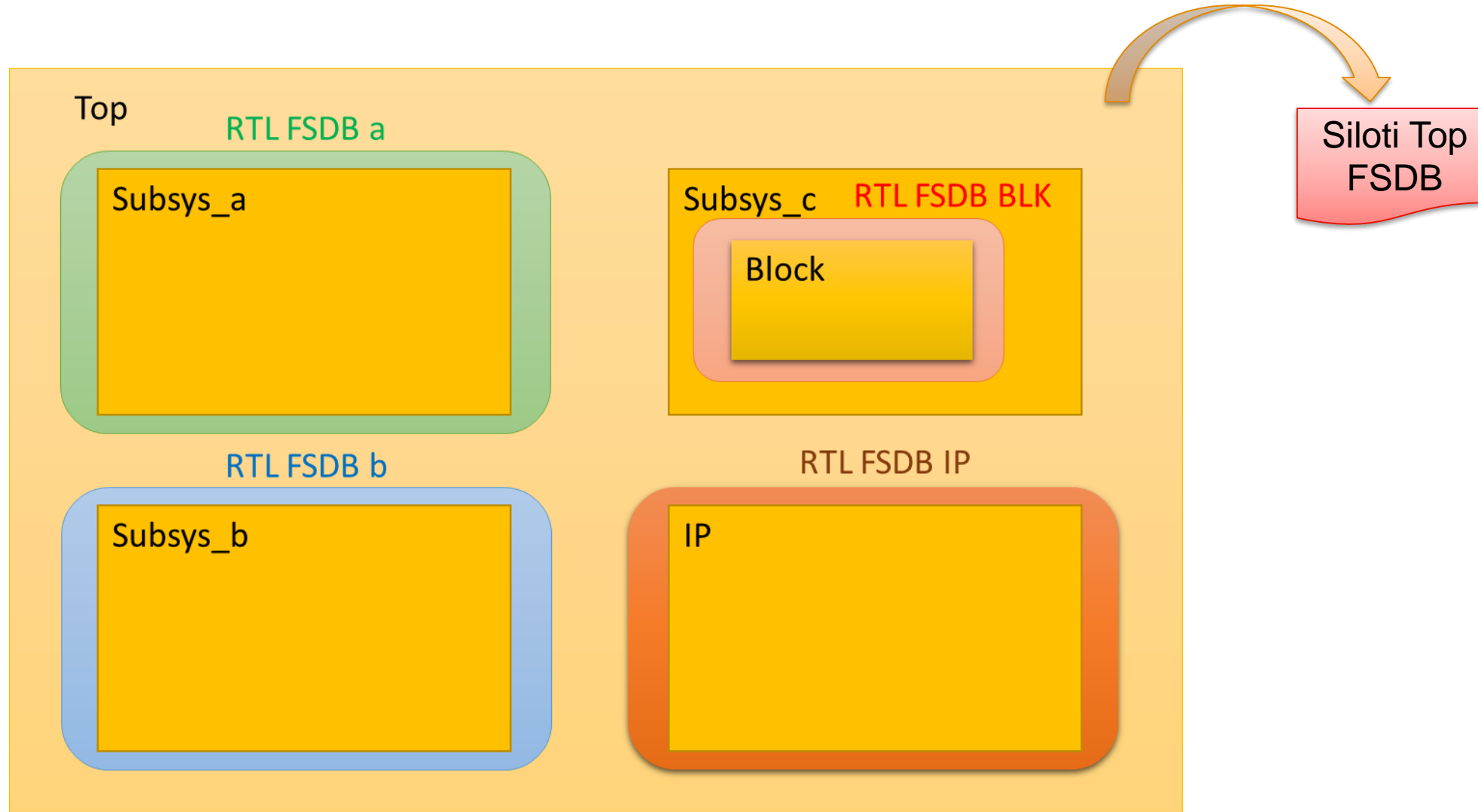
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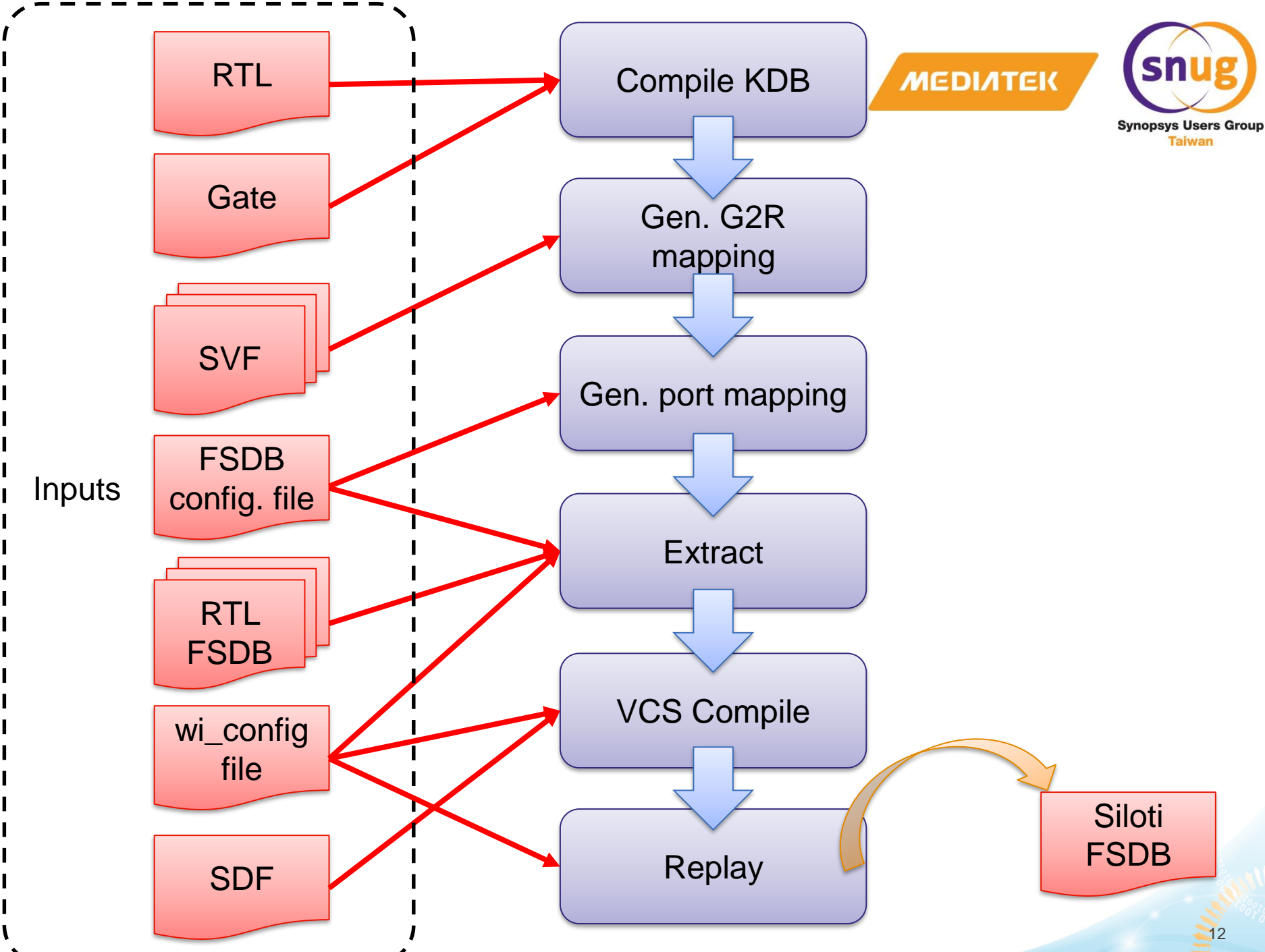
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Concept: Concurrently Merging & Replaying RTL FSDBs



Proposed Siloti Merge & Replay Flow



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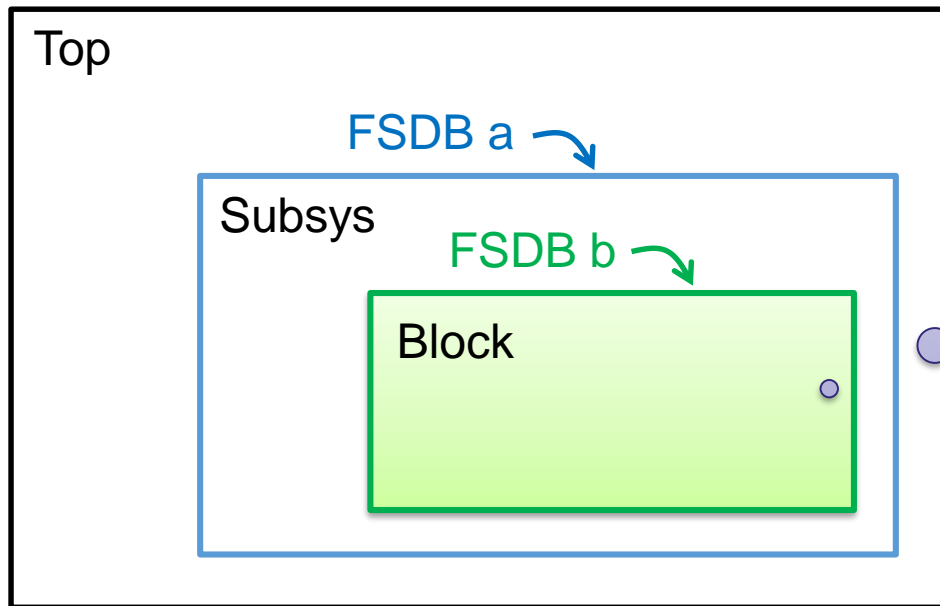
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Specification of FSDB Merge & Replay

How to merge when replaying scopes have overlap?



Which FSDB should be replayed on "Block"?

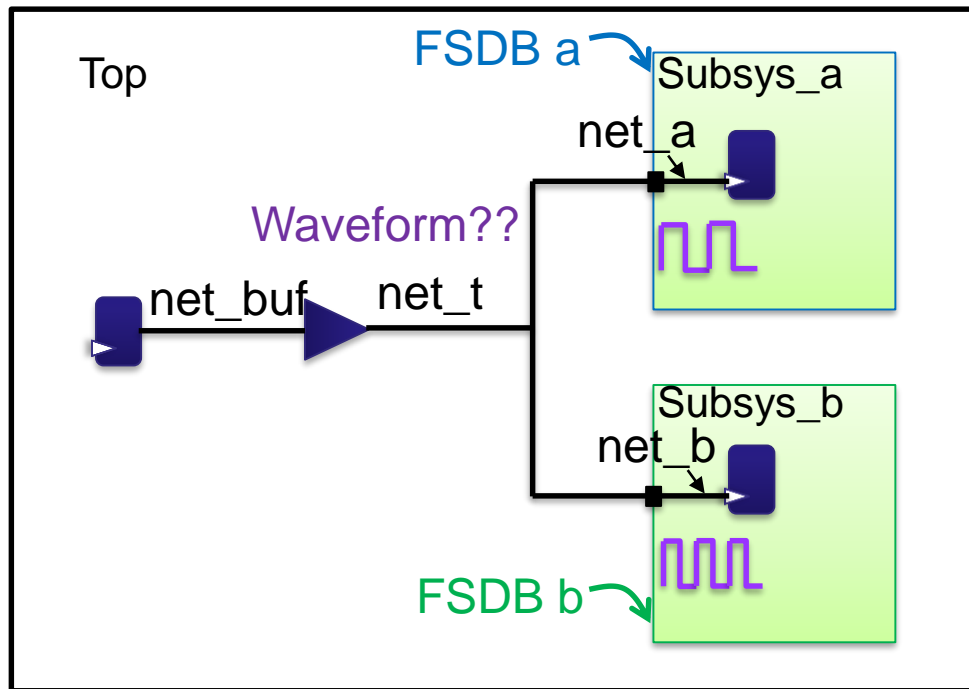
Spec. "Last one win"

FSDB config. File:

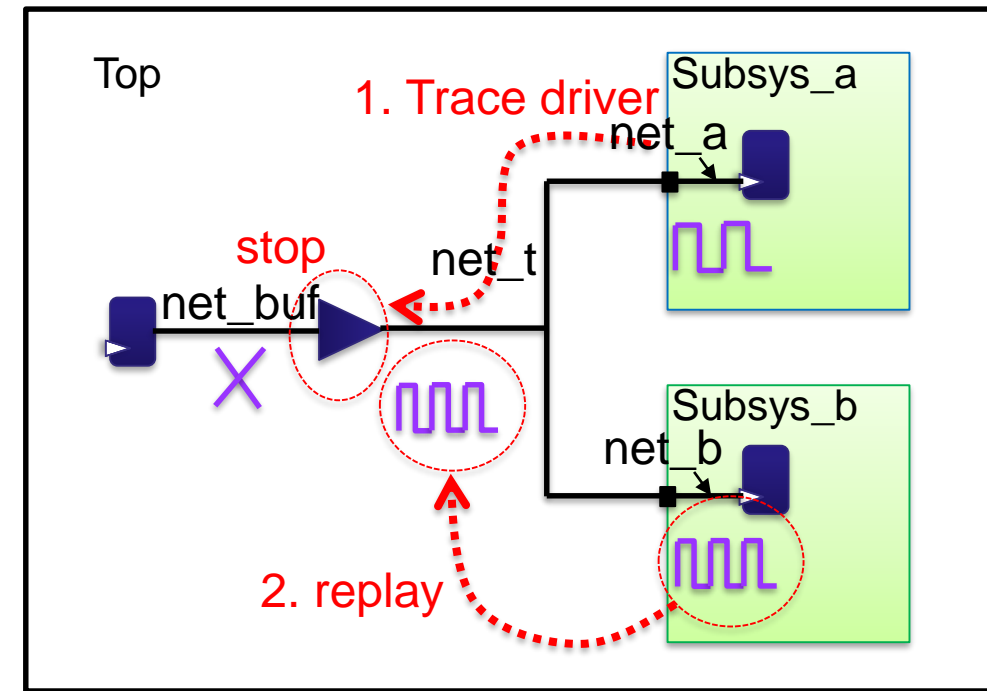
```
rtl_a.fsdb -begin_time 300ns -end_time 900ns -from_scope tb.Top.Subsys -to_scope Top.Subsys
rtl_b.fsdb -begin_time 5600ns -end_time 6200ns -from_scope tb.Top.Subsys.Block -to_scope Top.Subsys.Block
```

Specification of FSDB Merge & Replay (cont'd)

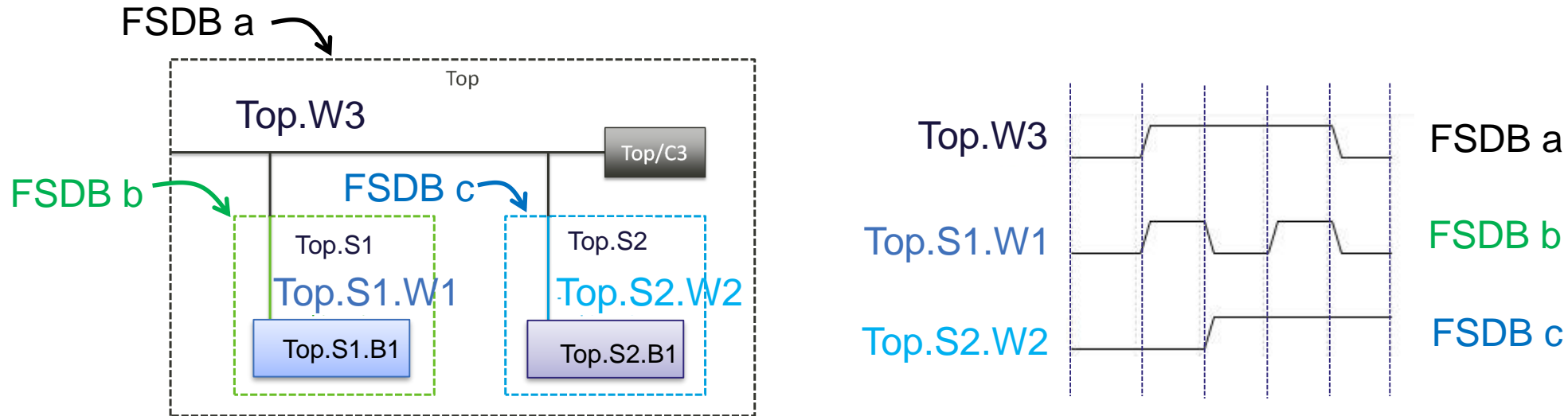
How to handle signal conflict?



Spec. "Replay busiest one to source"



Convert Conflict FSDB to Average SAIF



Concept: “Resolve conflict signals by averaging their total toggles”

SAIF TC (Toggle Count) of “W3”, “W2”, and “W1”: $(2+4+1)/3 = 2.3$

SAIF T0 (Total time at 0) of “W3”, “W2”, and “W1”: $(0.4+0.6+0.4)/3 = 0.47$

SAIF T1 (Total time at 1) of “W3”, “W2”, and “W1”: $(0.6+0.4+0.6)/3 = 0.53$

Note: SAIF is IEEE standard

=> converting to SAIF means 3rd party tool can use merged waveform as well

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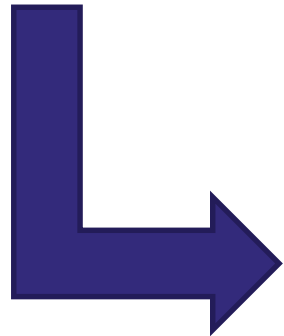
Steps and Corresponding Inputs for FSDB Merge & Replay

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Step 1: Compile KDB

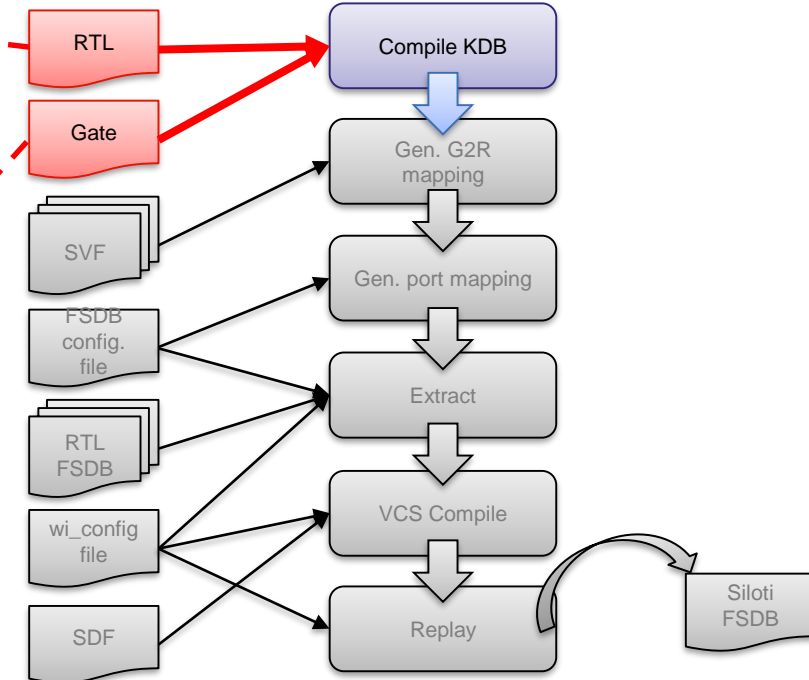
```
% vericom -sv -f rtl_file_list.f -lib kdb_rtl  
% vericom -sv -f gate_file_list.f -lib kdb_gate
```



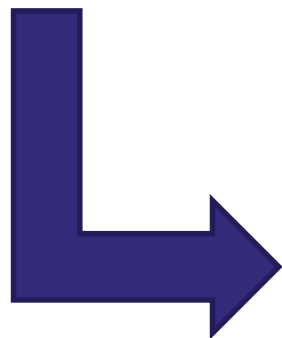
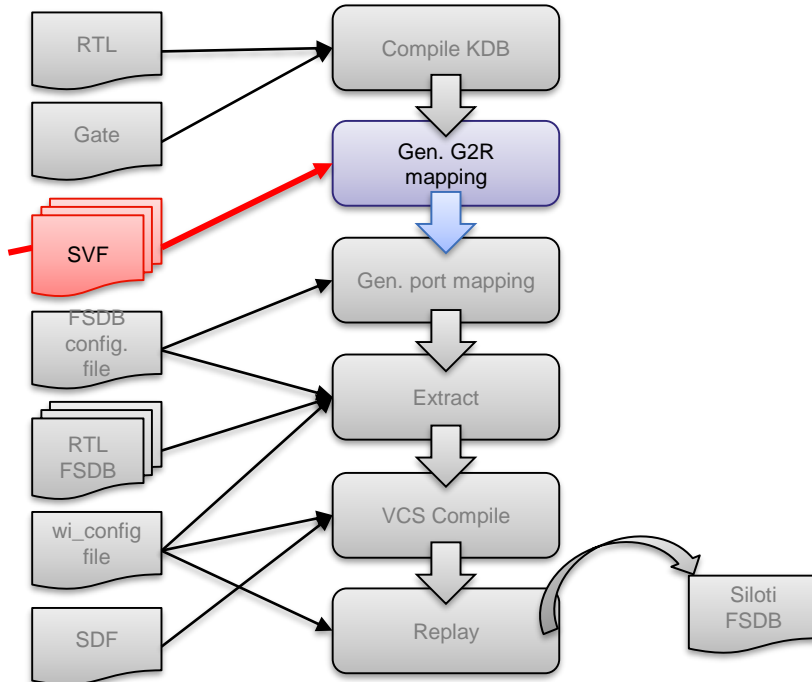
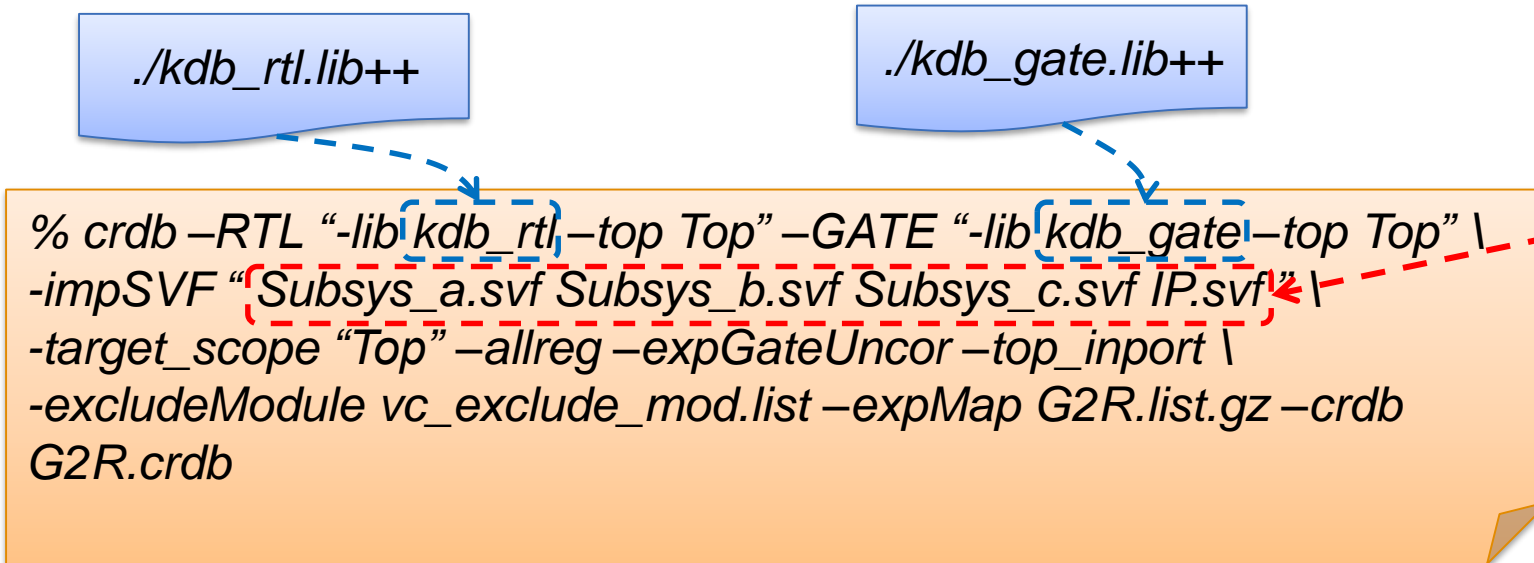
./kdb_rtl.lib++

./kdb_gate.lib++

Verdi Knowledge Data Base



Step 2: Gen. G2R Mapping



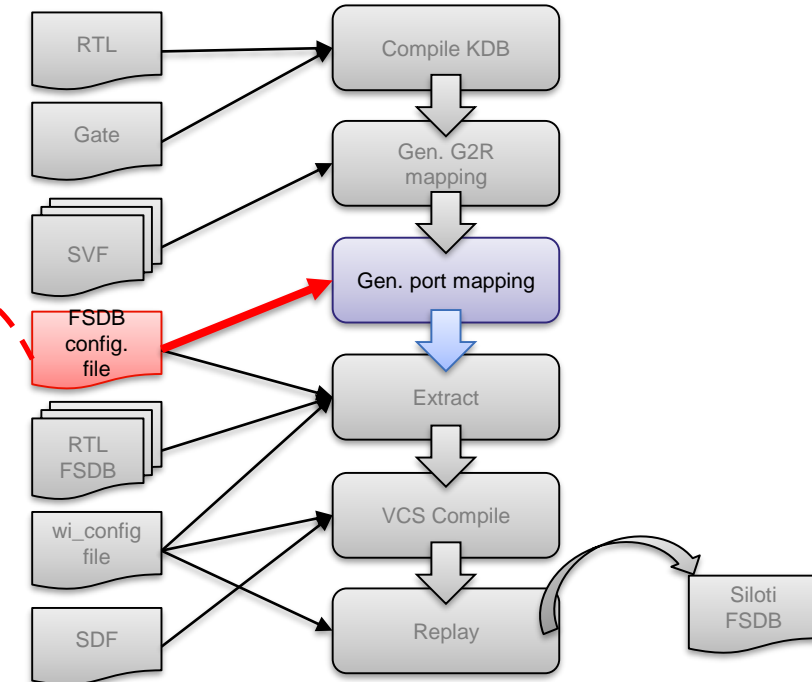
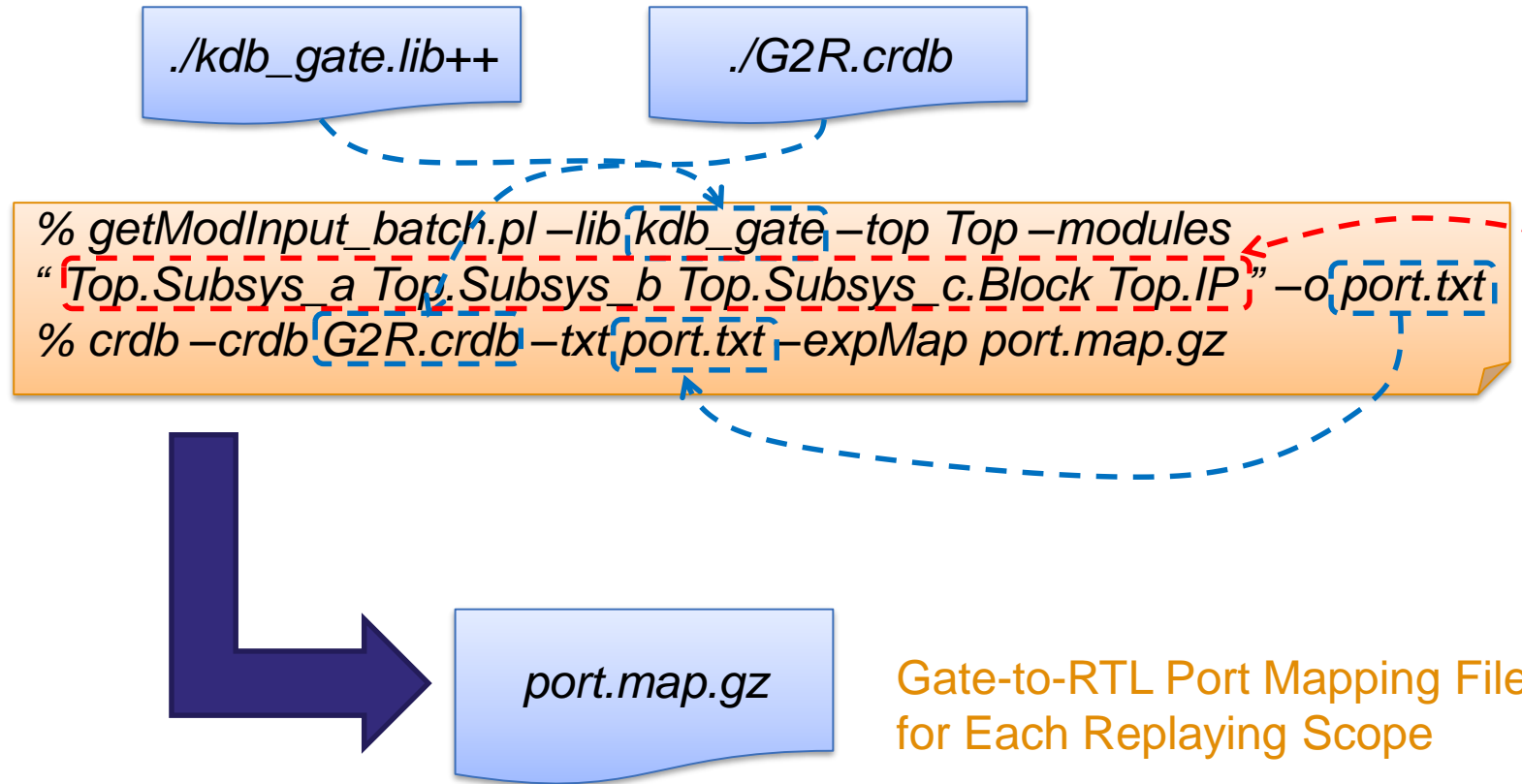
./G2R.crdb

Mapping Data Base

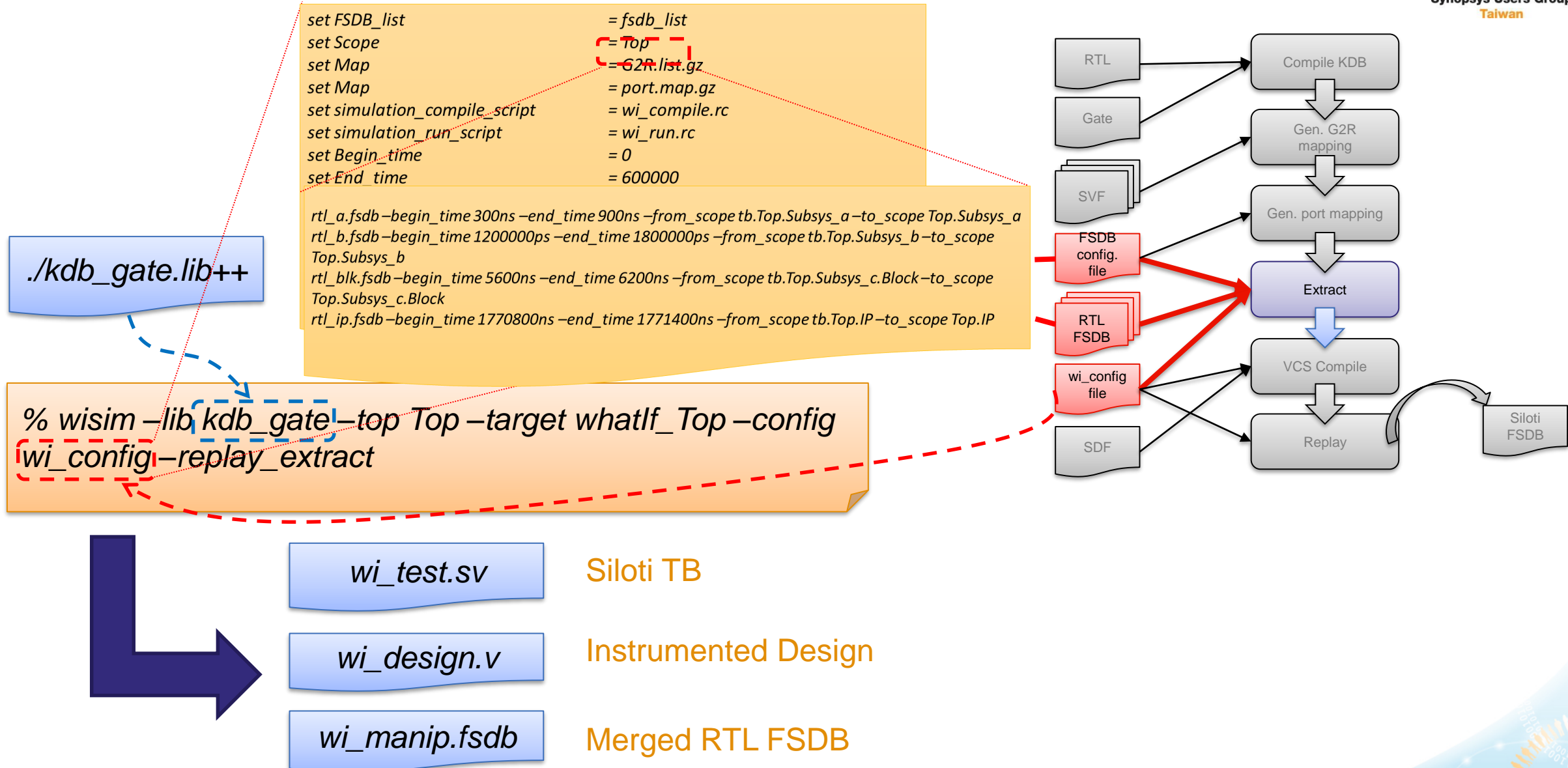
G2R.list.gz

Gate-to-RTL Reg. Mapping File

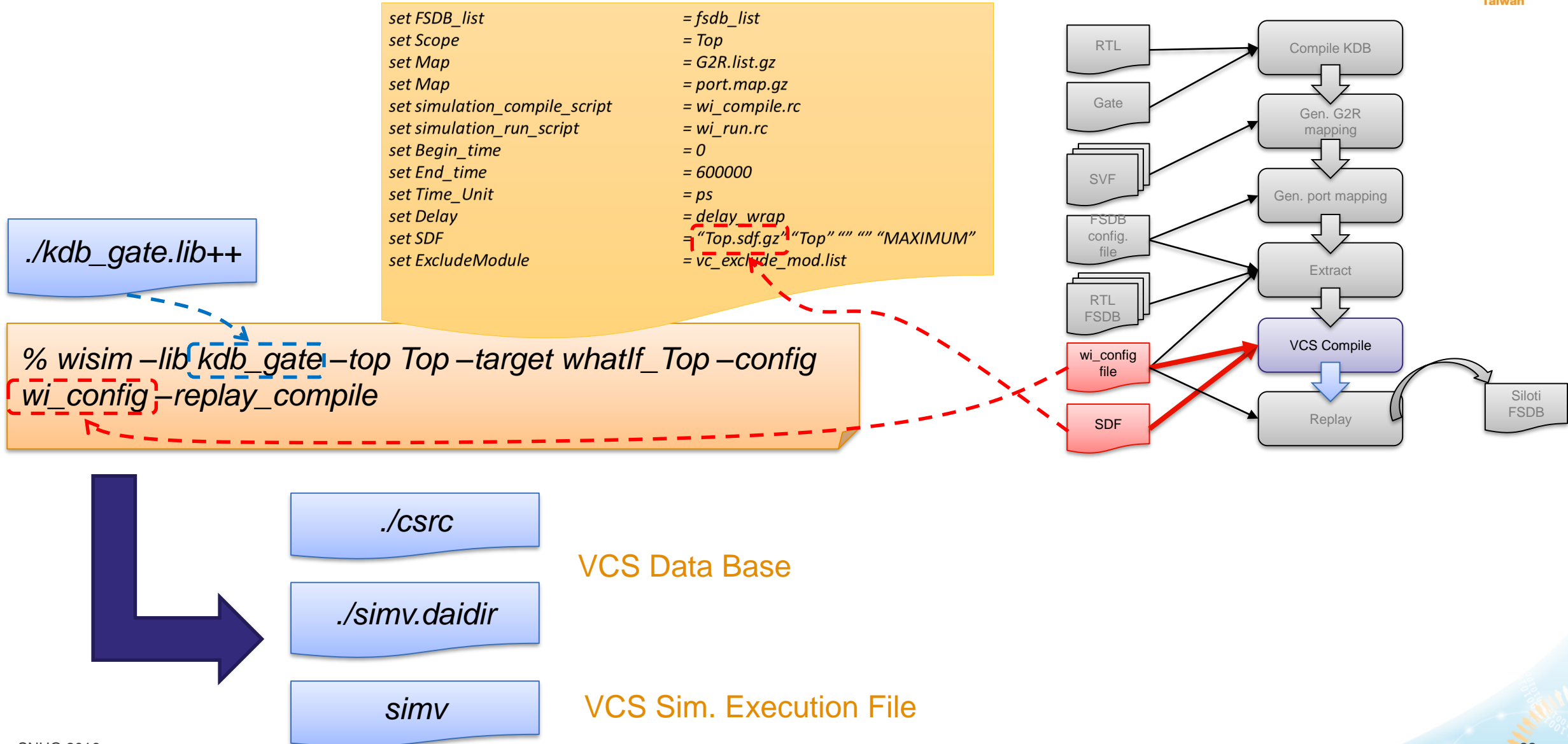
Step 3: Gen. Port Mapping



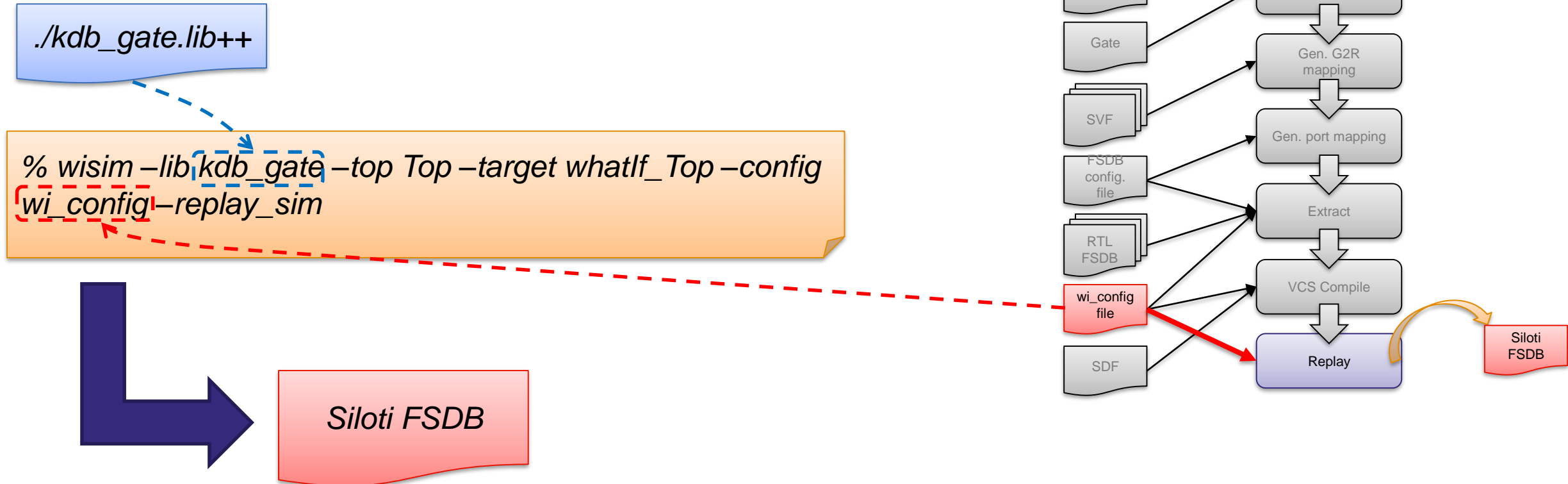
Step 4: Extract



Step 5: VCS Compile



Step 6: Replay



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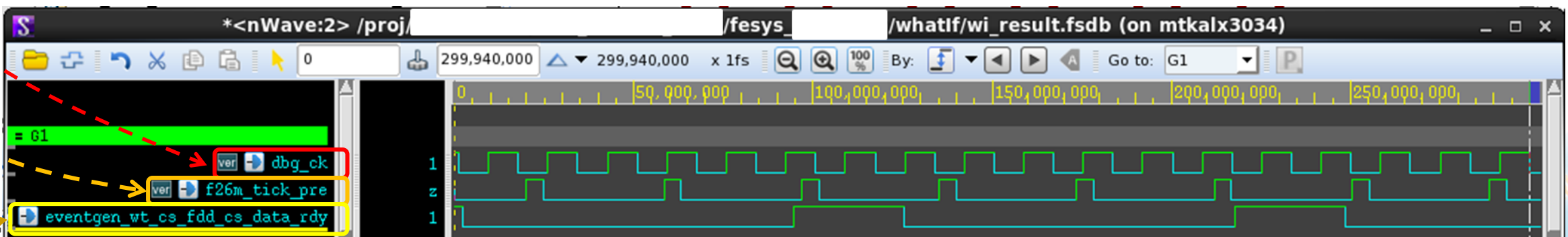
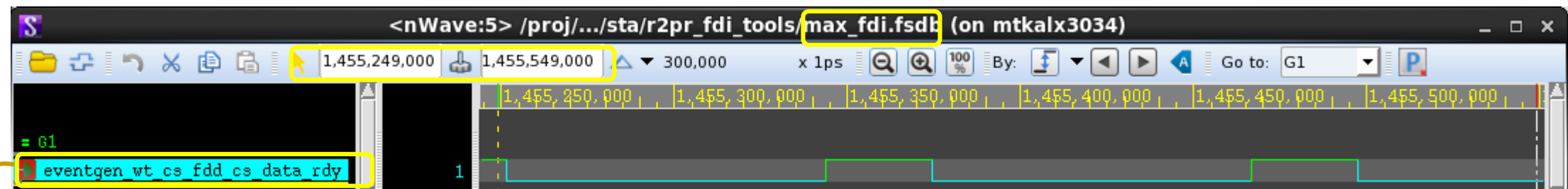
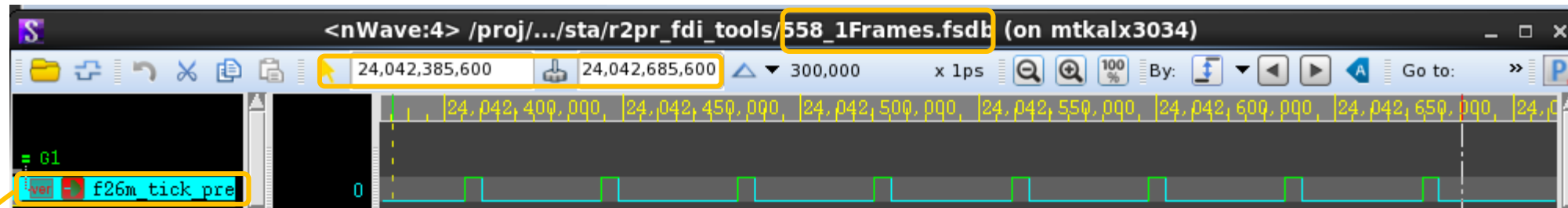
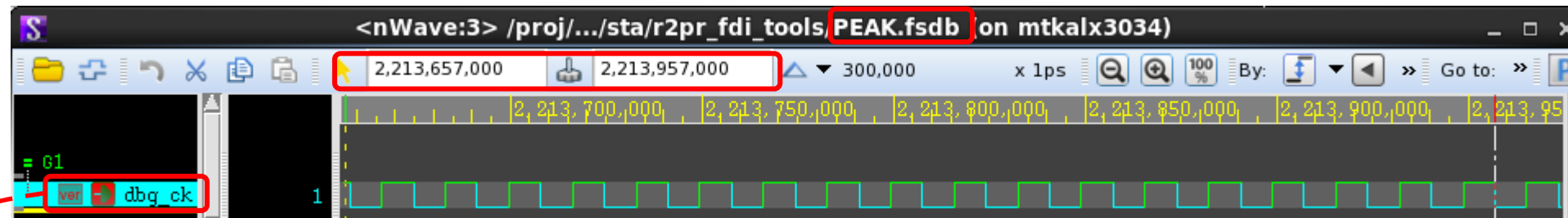
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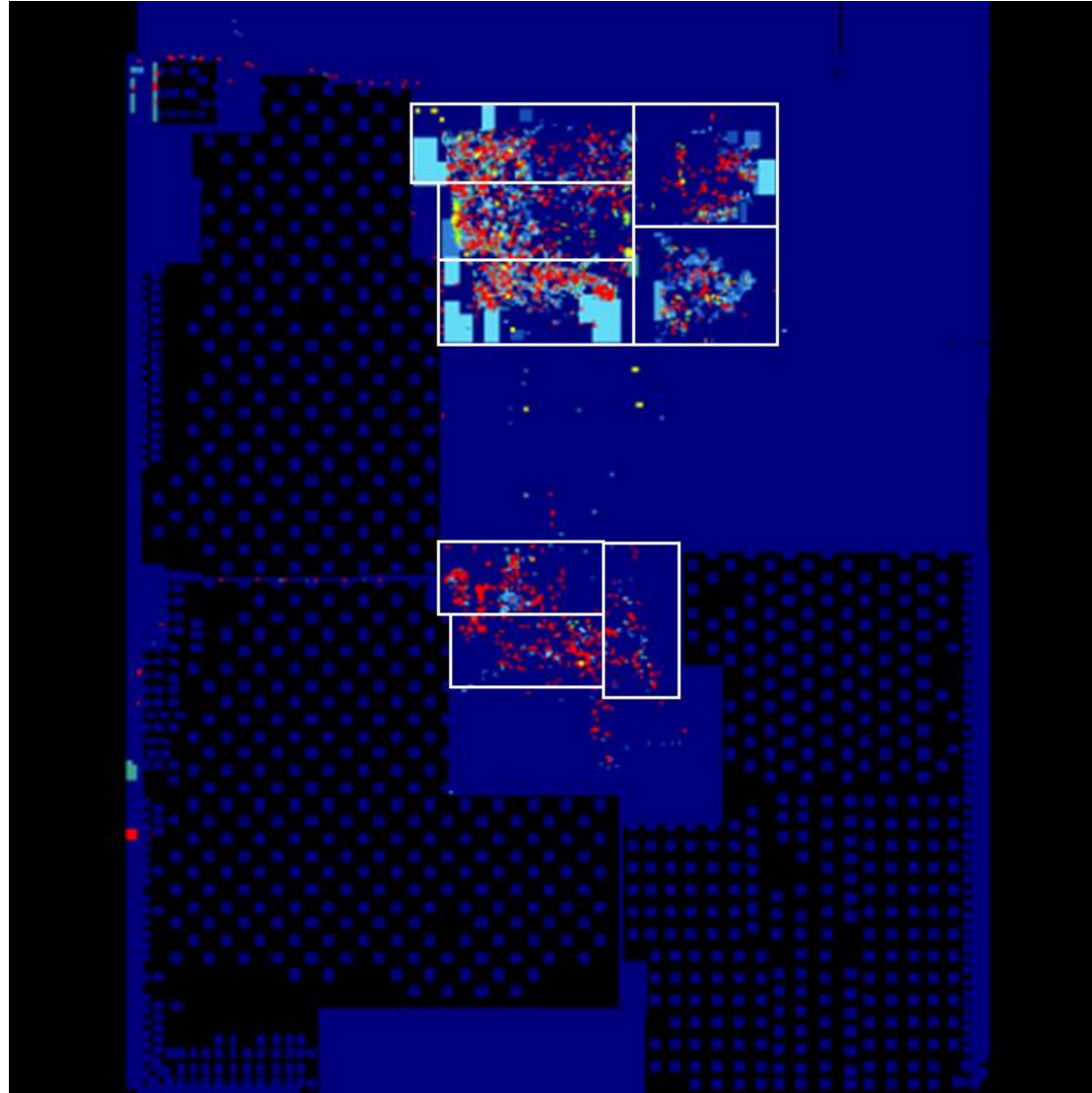
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Results (Cont'd)

- Replay 8 RTL FSDBs for 8 different subsystems
- 40M instances
- Runtime 12+ hours



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- Novel waveform generation methodology is proposed for the power estimation, IR signoff, and power optimization
 - By enhancing Siloti for concurrently replaying multiple RTL waveforms to different gate design scopes
- SAIF solution is proposed for solving the signal conflict issues in merged FSDB
 - By averaging wires which have conflicts
- Results are also demonstrated in this paper for proving the effectiveness of the proposed methodology
- The future work contains:
 - Generate separate gate-to-RTL mapping rate report for each target replaying gate scope
 - Generate separate RTL FSDB mapping rate report for each target replaying gate scope
 - Develop solution for efficient debugging between RTL FSDBs and merged gate FSDB

Thank You

