

Formal Verification of a Multistage Arbiter

Using VCFormal,

New Formal Verification tool from Synopsys

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Agenda

Overview

The Design

Formal Verification

Are we Done?

Epilogue

Overview



- Arbitration schemes/algorithms are commonly occurring elements in the Digital Systems.
- Generally these schemes and the algorithms are pretty complex to fathom.
- Simulation cannot verify them exhaustively.
- Design of the conditions(constraints etc.) required to catch the cases like "request starvation" is next to impossible.
- This is a scenario where Formal Verification (FV) can help as it is exhaustive and can formulate starvation but only if:
 - The design can fit into formal space.
 - Formal constraints to the design are known.
 - Design specifications are available in a readable format.



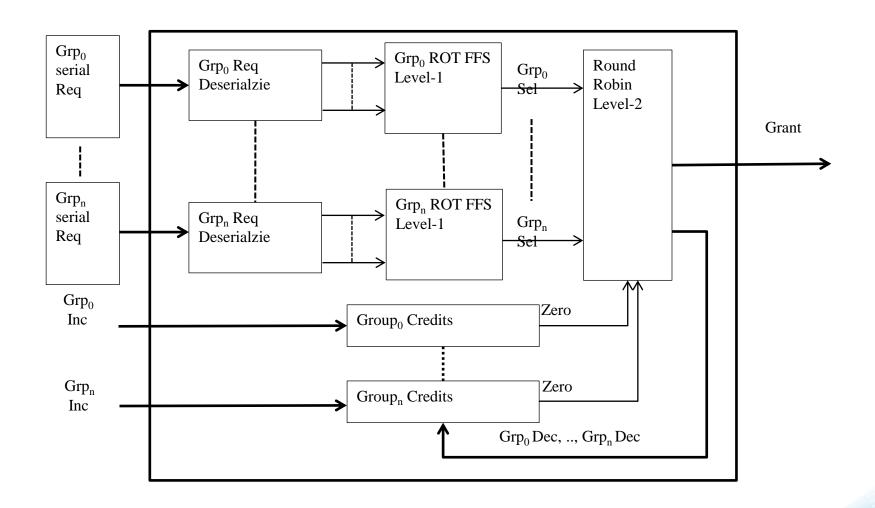
The Design

A Multistage Arbiter Verification Challenge



A Multistage Arbiter





Verification Challenge



- Arbiters are used to provide access to the shared resources.
- We generally want an Arbiter to be fair in providing access unless it is purposefully designed in a different way.
- There are three definitions of fairness:
 - Weak fairness, Strong fairness, FIFO fairness.
- A multistage arbitration scheme can be locally fair but globally unfair.
- Here is what we tried to prove:
 - "As long as the system is eventually returning credits and making requests infinitely, our multi-stage arbiter issues grants for same priority requests with strong fairness."



Formal Verification

Setup

Environment



Setup



- The design-setup puts a simplified but correct design in a valid legal state from where we can start formal verification without problem of false failures. For this we need to know:
 - Design Clocks: An essential component for analysis.
 - Reset Signals: When these signals are asserted, analysis is not valid.
 - Constants during reset simulation: Unchanged signals during reset simulation.
 - Constants during formal analysis: Signals not needed in formal analysis like BIST, scan, fusechain et.c
 - Set of abstractions: A set of behaviors that is not needed for formal analysis and can be ignored.
 - Methods for generating and saving initial state.

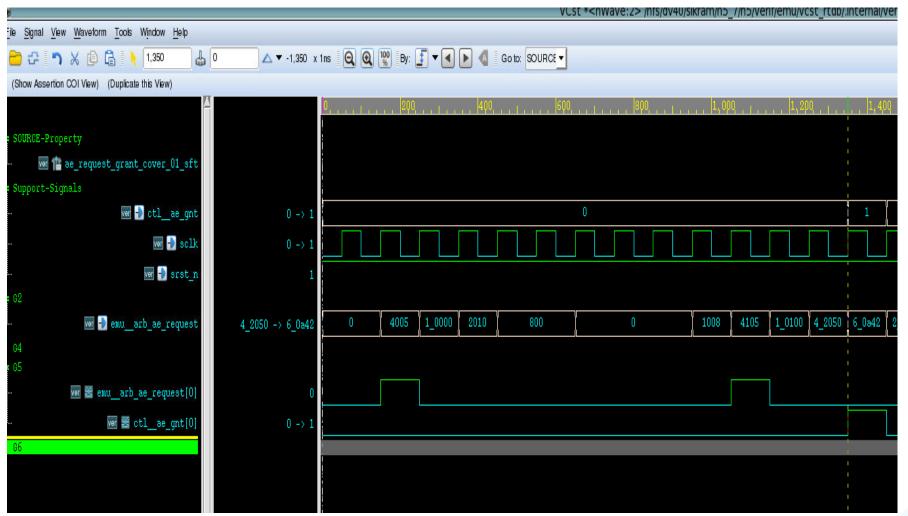
Environment



- Provides the legal stimuli to the design.
- Similar to random constraints in simulation.
- Challenges are:
 - Over constraints
 - Under constraints
- Here is what we force through our environment
 - Randomly generated requests for all groups with random number of credits.
 - Only one pending request per agent at any time.
 - Consume grants and credits.
 - Return consumed credits after a random delay.
 - Properly formatted requests.

Environment

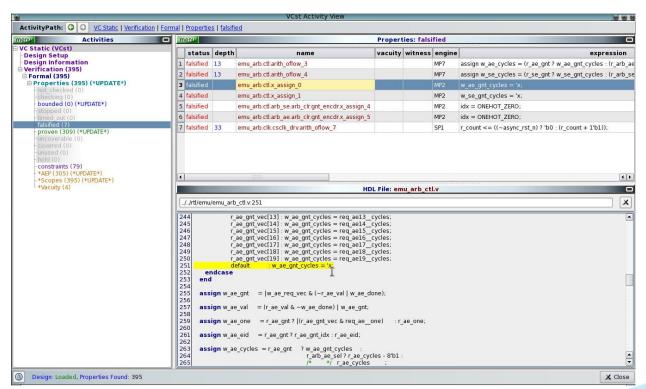




AEP



- Automatically generated properties through the structural analysis of the design.
- Ideal for the testing and debugging a new environment.
- Good initial insight of the design.



Arbiter Properties



Exclusive Grants

Minimum Latency

```
property request_grant_latency_property(req,gnt,i);
    @(posedge clk) disable iff (reset )
        !( req[i]&& gnt[i]);
endproperty
```

Arbiter Properties



Fairness

Grant without Request

Arbiter Properties



- Starvation and liveness
 - It is hard to prove a liveness property(== Anti-starvation property)
 with out a fairness constraint.
 - Our fairness constraint is:
 - "Every requester generates non-zero credits requests infinitely often."

```
property fairness_assumption;
(@(posedge clk) disable iff (reset)
s_eventually
((start_of_req && (credits!=0 )) != 0 ));
endproperty
```



Are we Done?

Assertion Coverage Assertion Completeness



Assertion Coverage



- A metric to give some sense of the quality of the work.
- Provides a measure if the design is sufficiently exercised by our assertions.
- For our design, here is the report from Synopsys tool called VCFormal.

analyze_fv_coverage report summary:

Number of instances analyzed: 213 Number of registers analyzed: 542 Overall coverage score: 89/100

 More similar to code coverage in simulation than functional coverage.

Assertion Completeness



- Formal verification is exhaustive but not necessarily complete.
- First and the most important method is "designer review".
- Second method is proving the completeness theorem.
 - Needs too many man-hours to furnish.
- Another method is using fault injection like Certitude.
 - We did fault injection manually.
 - We played with arbitration and priority logic to see if we are catching these bugs.
 - It was not comprehensive but gave us a higher level of confidence.

We are trying Certitude now.



Epilogue

Results

Conclusions



Results



- We found a starvation case.
 - "If arbiter gets a low-priority request in a mix of the high-priority requests, its round-robin will wait until all the high-priority requests are serviced."
 - Designer added a timer to elevate the priority of any low-priority request if it is starving for too long.
 - We validated the fix.
 - The reason it was never found before because the arbiter was being used in an environment with few high-priority requests.
- We found an issue with the priority scheme.
 - Priority scheme does not work if a high and a low priority request come at the same time.

It takes a cycle to priority scheme become effective.

Conclusions



- A complete case study of formal verification of an arbitration scheme.
- We found cases that were never found by the simulation.
- The effort enhanced our understanding of the design.
- Formal verification is not a replacement to the simulation but there are places where it can add value beyond what we can do with simulation.





Thank You

