



Formal Verification with Cadence Jasper

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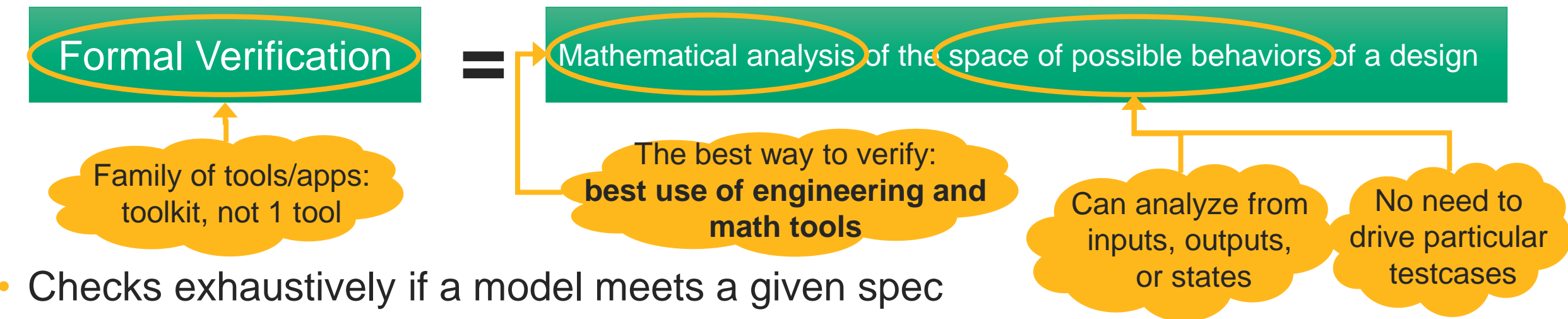
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Formal Verification Introduction

What is formal verification?



- Checks exhaustively if a model meets a given spec
 - Model → synthesizable RTL
 - Spec → properties
- Key differences between **simulation** and **formal**

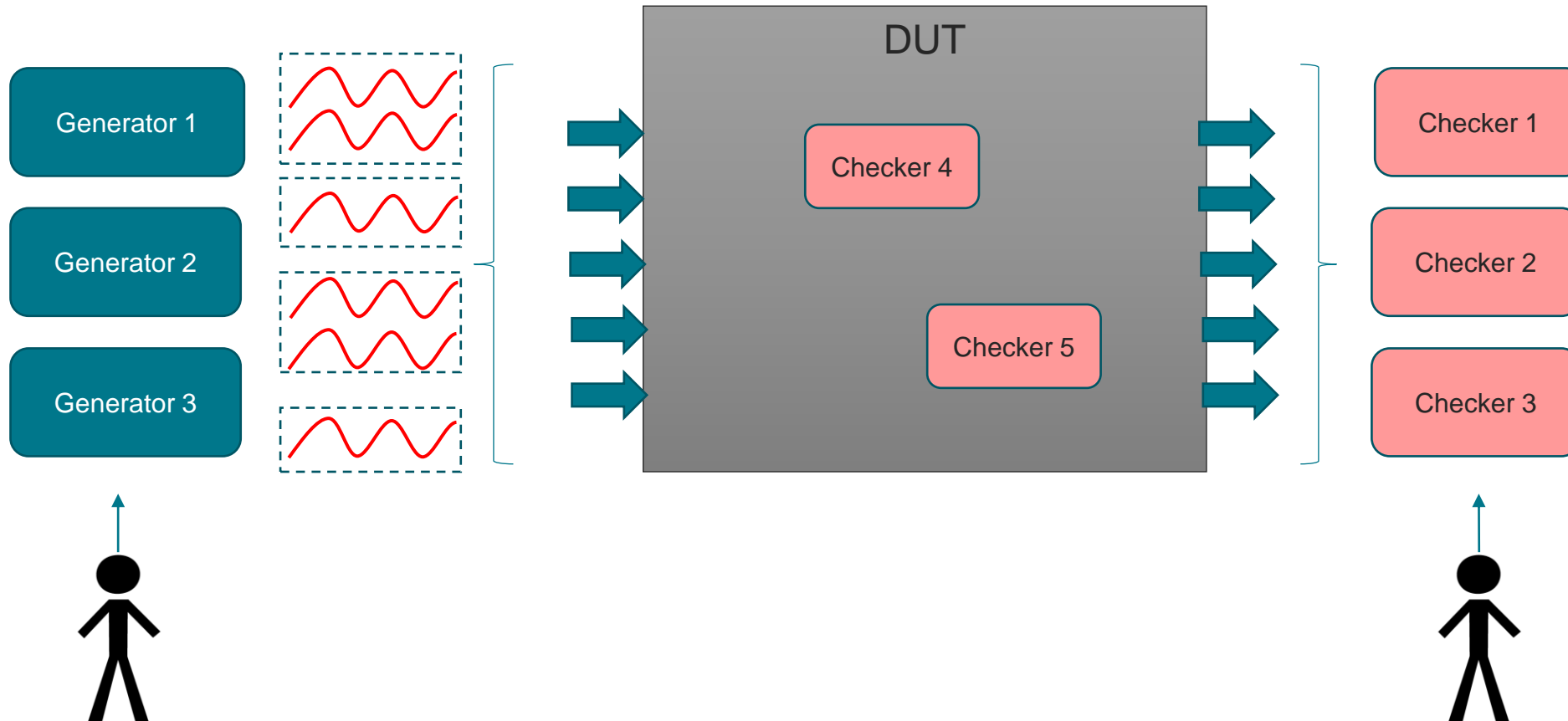
	Simulation	Formal
Scope	Simulation can only detect bugs	Formal proves absence of bugs
Inputs	User creates given stimulus set	User specifies only illegal stimulus
Testbench	TB is a complicated wrapper around design	TB is a set of properties connected to design



Simulation : Input-Driven

DD/DVs create generators to drive stimulus and sensitize the design

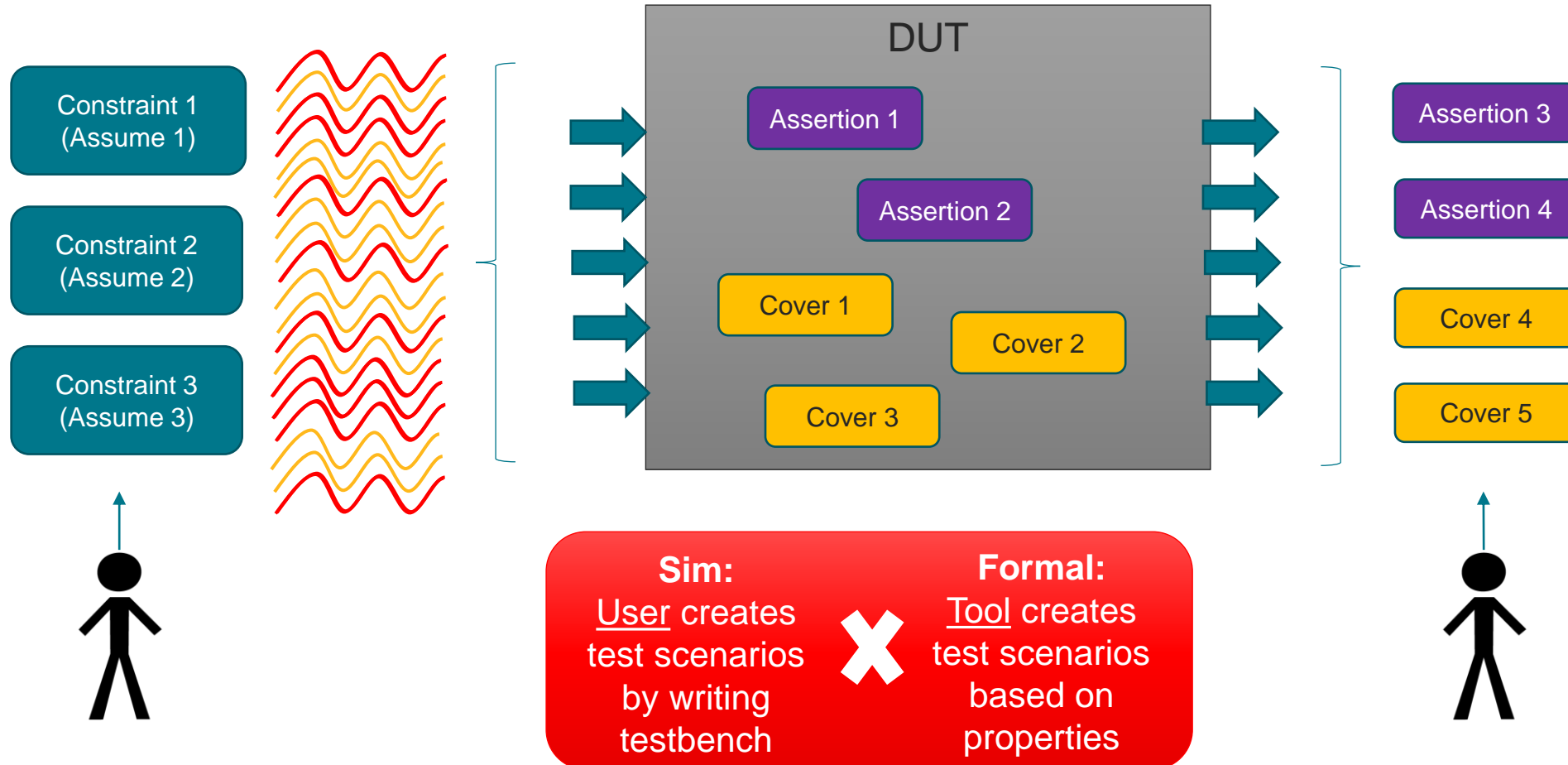
DD/DVs create checkers to observe design and flag for errors



Formal Analysis : Spec-Driven

Initially formal will drive **all possible stimulus** through the design (**legal** and **illegal**)

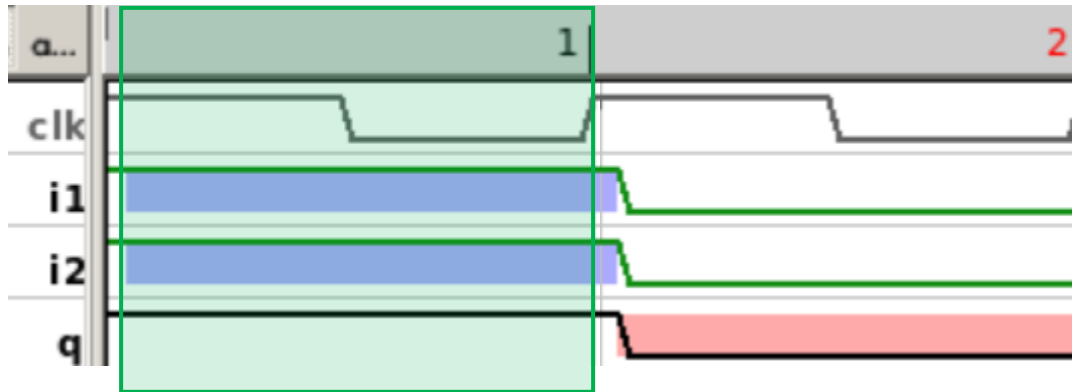
DD/DV create **assertion/covers** to list the behaviors/specs **which wants to be verified**



Reachable States in Formal

- Let's analyze which states of a DUT are reachable
 - Example: 2 inputs (i1, i2) and 1 internal element q

$q = i1 \ \& \ i2;$

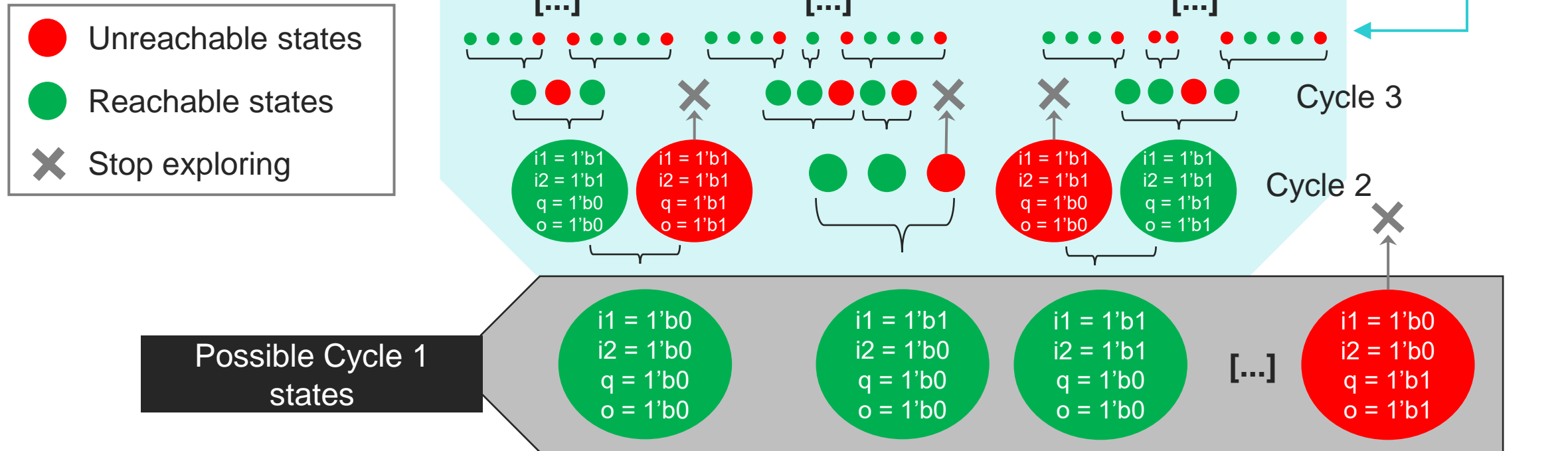


If "i1" and "i2" are 1'b1 in the **1st** cycle. "q" being 1'b1 in the **1st** cycle is a reachable state

In the **2nd** cycle, "i1" and "i2" are 1'b0 and "q" is 1'b0, which is also a reachable state

Design State Space in Formal

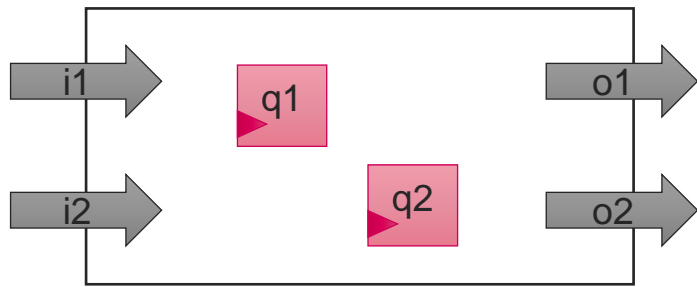
- Formal uses math algorithms to create the State Space for a given DUT and determine which states are reachable or unreachable



Unreachable states are not going to be analyzed during the property validation

Property Analysis

- After we have all the reachable states, formal solves each of your properties against them
 - Report a Counter-Example (CEX) when assert properties are violated by a reachable state
 - Report a cover trace when cover properties are hit by a reachable state
 - Report “unreachable” if none of the reachable states can hit cover properties
 - Report “proven” if none of the reachable states violate the assertions



✓ `cover (q2 ##2 o1)`

✗ `assert (o1 && o2 ==> q1)`

✓ `assert (!o1 && !o2 ==> q2)`

Waveform saved
in database

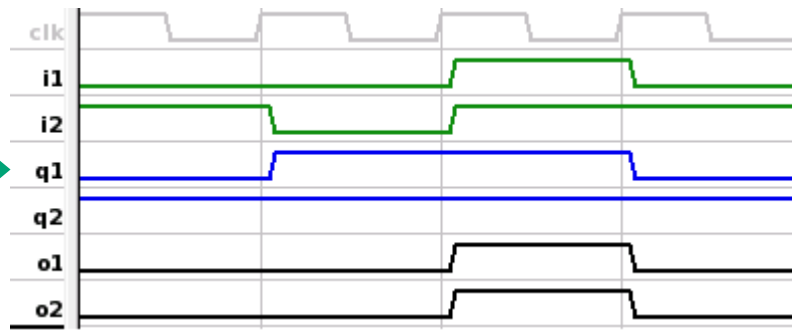
Waveform saved
in database

No reachable state
violated this
assertion

Only reachable
states

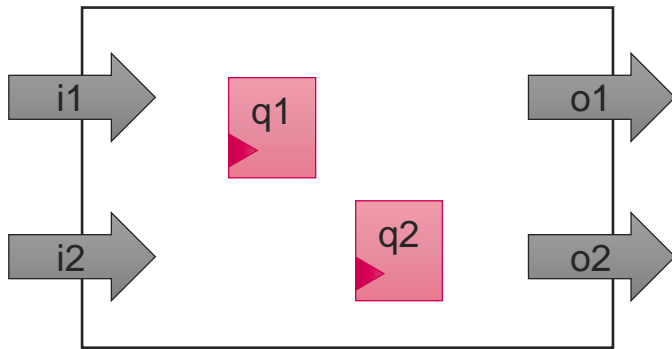
Found scenario
that hits cover!

Found scenario
that violates assertion!

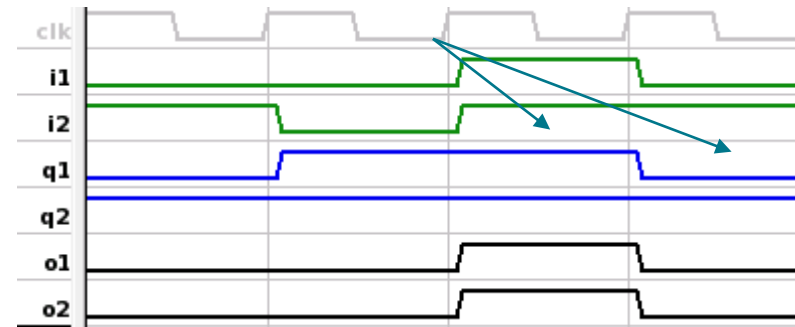


Constraints

- Not all reachable design states are legal in the context of the design functionality
- Assume properties tell formal what is legal
 - Any trace that is found for a cover property will honor all assumptions
 - Any failing assertion (counter-example) will honor all assumptions



● `assume (i1 ==> i2)`



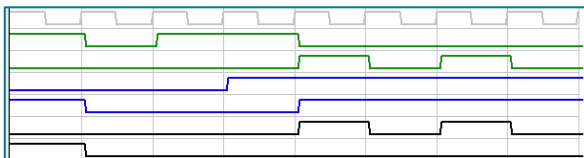
✗ `assert (o1 && o2 ==> q1)`

Proof Results

CEX or Covered

	Type 	Bound
	Assert	12
	Cover	49

- Formal found a state that hits a property
- Assertion failure
- Cover hit
- Waveform available







Undetermined

	Type 	Bound
	Assert	7 -
	Cover	7 -

- Formal analyzed a subset of all reachable states
- Assertion cannot fail in less than 7 cycles
- Cover is not reachable in less than 7 cycles

Not possible with simulation!

Proven or Unreachable (Full Proof)

	Type 	Bound
	Assert	Infinite
	Cover	Infinite

- Formal analyzed all reachable states
- Impossible to violate assertion
- Impossible to hit cover

A Simple Example



Constraints

```
// a) If FIFO is full, then there shouldn't be any further writes
asm_no_write_when_full: assume property ((full |-> !write_en));

// b) If FIFO empty, then there shouldn't be any further reads
asm_no_read_when_empty: assume property ((empty |-> !read_en));
```

Control
inputs

Assertions

```
// c) FIFO cannot have full and empty asserted at the same time
ast_no_full_and_empty: assert property (!(full && empty));

// d) FIFO must keep full asserted until a read occurs
ast_remain_full_until_read:...((full & !read_en) ==> full);

// e) FIFO must keep empty asserted until a write occurs
ast_remain_empty_until_write:...((empty & !write_en) ==> empty);
```

Verify
DUT

A Simple Example

Formal Verification



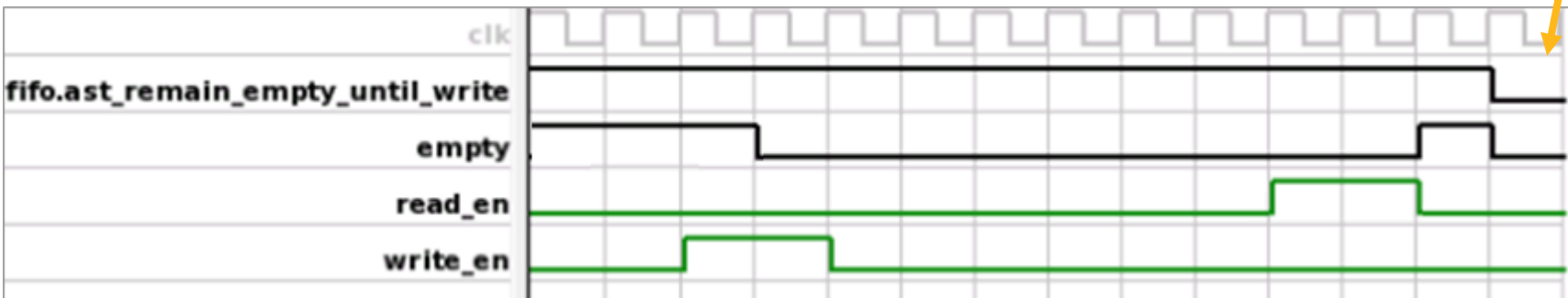
Full Proof: Impossible to violate this assertion

Undetermined: No failure found in 157 cycles

Counterexample: Found 14-cycle failure

	Type	Name	Engine	Bound
●	Assume	fifo.asm_no_write_when_full	?	
●	Assume	fifo.asm_no_read_when_empty	?	
✓	Assert	fifo.ast_no_full_and_empty	N (3)	Infinite
?	Assert	fifo.ast_remain_full_until_read	B	157 -
✗	Assert	fifo.ast_remain_empty_until_write	N	14

Assertion Failure



Strengths and Challenges of Formal

Strengths



More comprehensive than simulation



Simpler debug than simulation



Leads to higher quality



Improves productivity and schedule

Challenges



Requires a different mindset than simulation



Consider the DUT complexity



Metrics are just as important as simulation



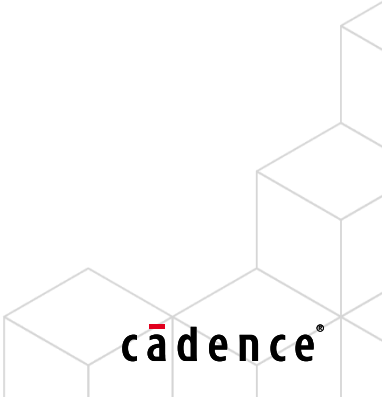
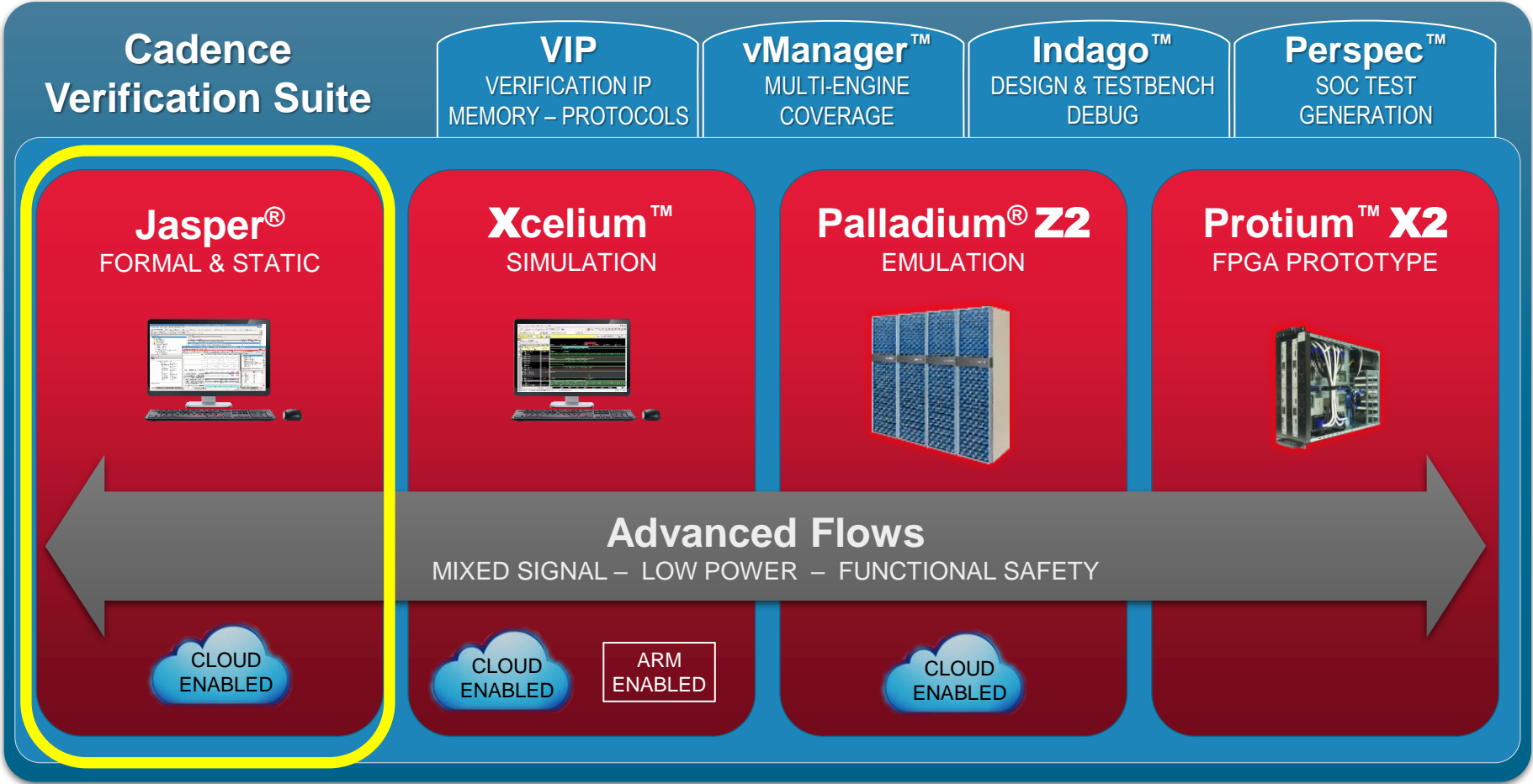
May require learning some formal techniques



Cadence Jasper Platform


Jasper Formal Apps

- Cadence Verification Suite



Jasper : Easiest Formal Verification Platform


Solve **specific verification problems**
with targeted Jasper® Apps



Formal Property Verification App



SuperLint (AFL) App



Design Coverage Verification App



Sequential Equivalence Checking App



X-Propagation Verification App




Control/Status Register Verif. App




Connectivity Verification App



Coverage Unreachability App



Clock Domain Crossing App



Functional Safety Verification App

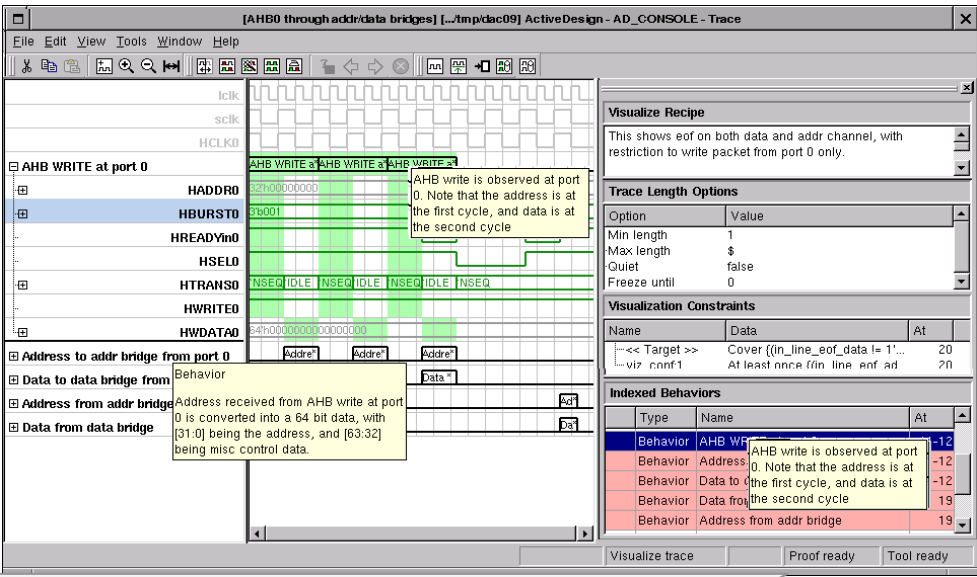


Low Power Verification App



Security Path Verification App

Highly interactive **formal debug**
transforms to fit the App



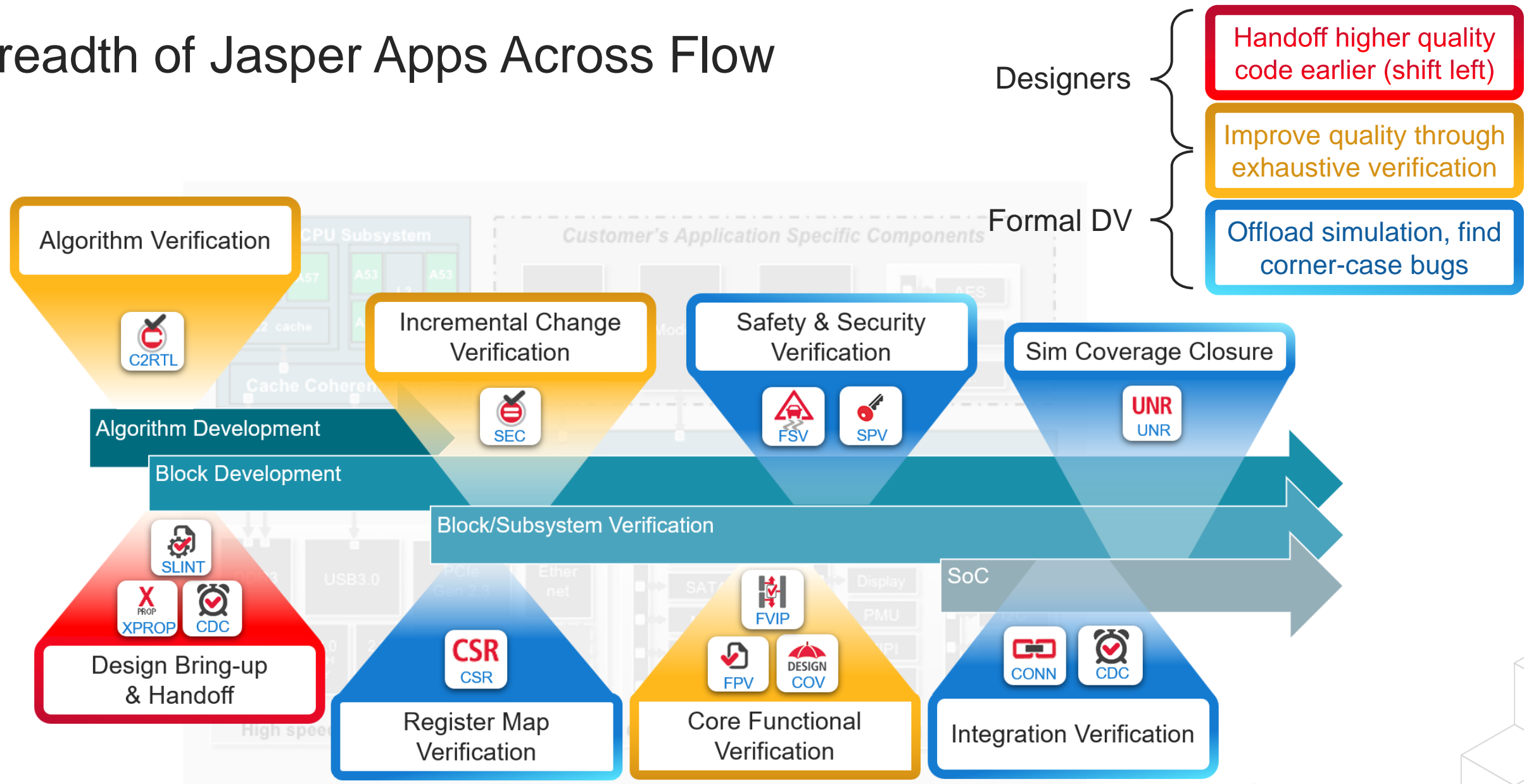
Broad **formal engine** and infrastructure

Assertion Based Verification IPs for AMBA and other common protocols

Programmable Interface via TCL

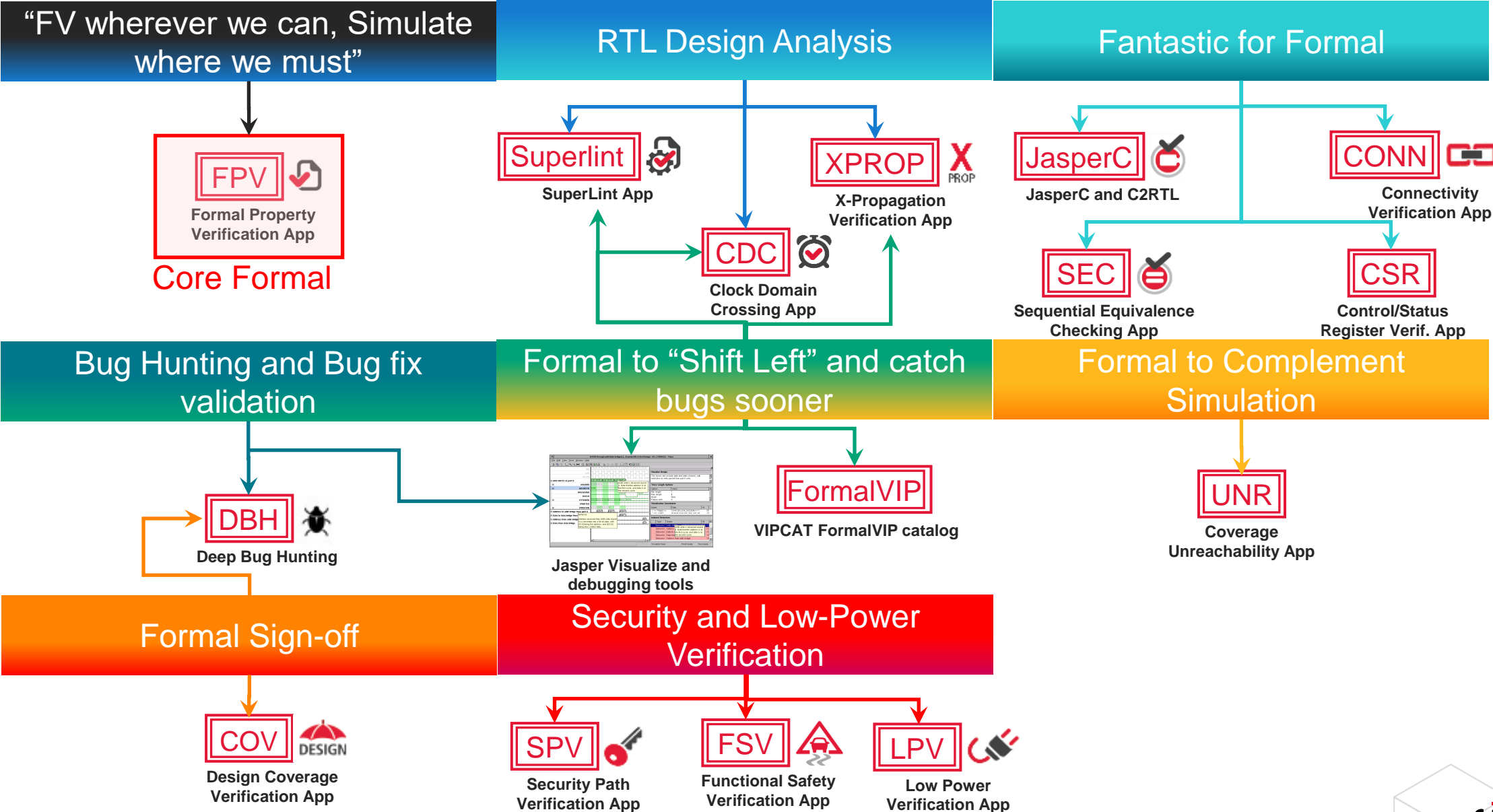
ProofGrid™ Manager assigns best engine for task

Breadth of Jasper Apps Across Flow



Jasper Use Models

Expanding your horizons with Formal Verification



How are customers using Jasper?

Formal to “Shift Left”

- Leverage JG-Superlint for Linting and Auto-formal checks
- Enable FormalVIP for fast ramp-up on protocol verification

RTL Design Optimization

“FV wherever we can”

- Select the best tool for each verification objective
- Jasper can enable innovative approaches to your verification problems
- Use Formal Techniques where it's high effort to generate stimuli testbenches for simulation or to catch complex corner case bugs

Formal Sign-off

Security and Low-Power Verification

- Security Path Verification (SPV), Functional Safety Verification (FSV), and Low Power Verification (LPV) to prevent security holes in hardware



Verifying a Complex Crossbar with Multiple Transaction Types



FSM automatic formal check methodology for broad deployment



Accelerate DDR-PHY Formal Verification using DFI5 FVIP



Bootstrapping Formal Coverage Analysis



End-to-End Formal Signoff Methodology



FV Signoff in the Context of Mainstream Formal Verification

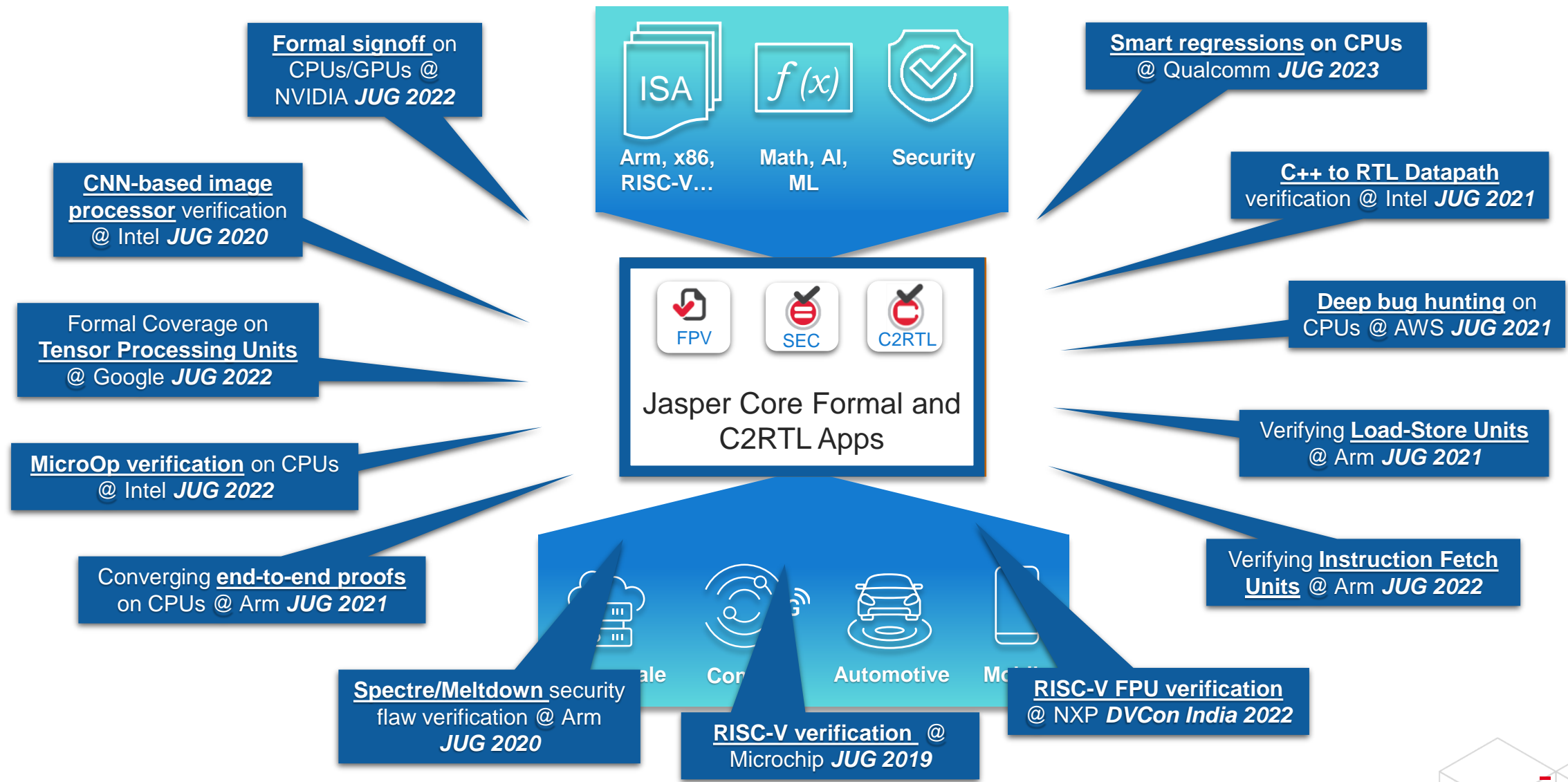


HW Security Path Validation Using Formal Methods: Intel Case Studies



Towards Enabling Security Formal Verification of the Load-Store Unit of A-class Arm CPUs using SPV App

Customer Successes



Best-in-Class Jasper Formal Verification Platform

- Jasper™ is the industry's leading formal verification platform
 - Adopted in 19 of the top 20 semiconductor companies.
- Fastest and most scalable formal verification solution
 - Proves properties and finds bugs faster, on wider range of bigger designs.
 - Largest R&D team by far ensures we stay ahead.
- Easiest formal verification solution to adopt
 - Comprehensive range of formal apps that automate property generation for specific tasks.
 - Powerful root-cause analysis and design exploration with the Visualize™ environment.

Formal Technology Leadership

- Higher verification throughput.
- On bigger designs.
- With optimal compute resource (in-house or cloud).

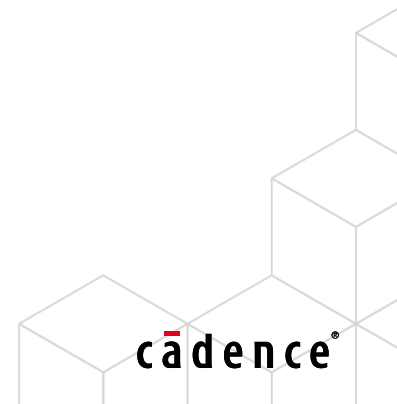
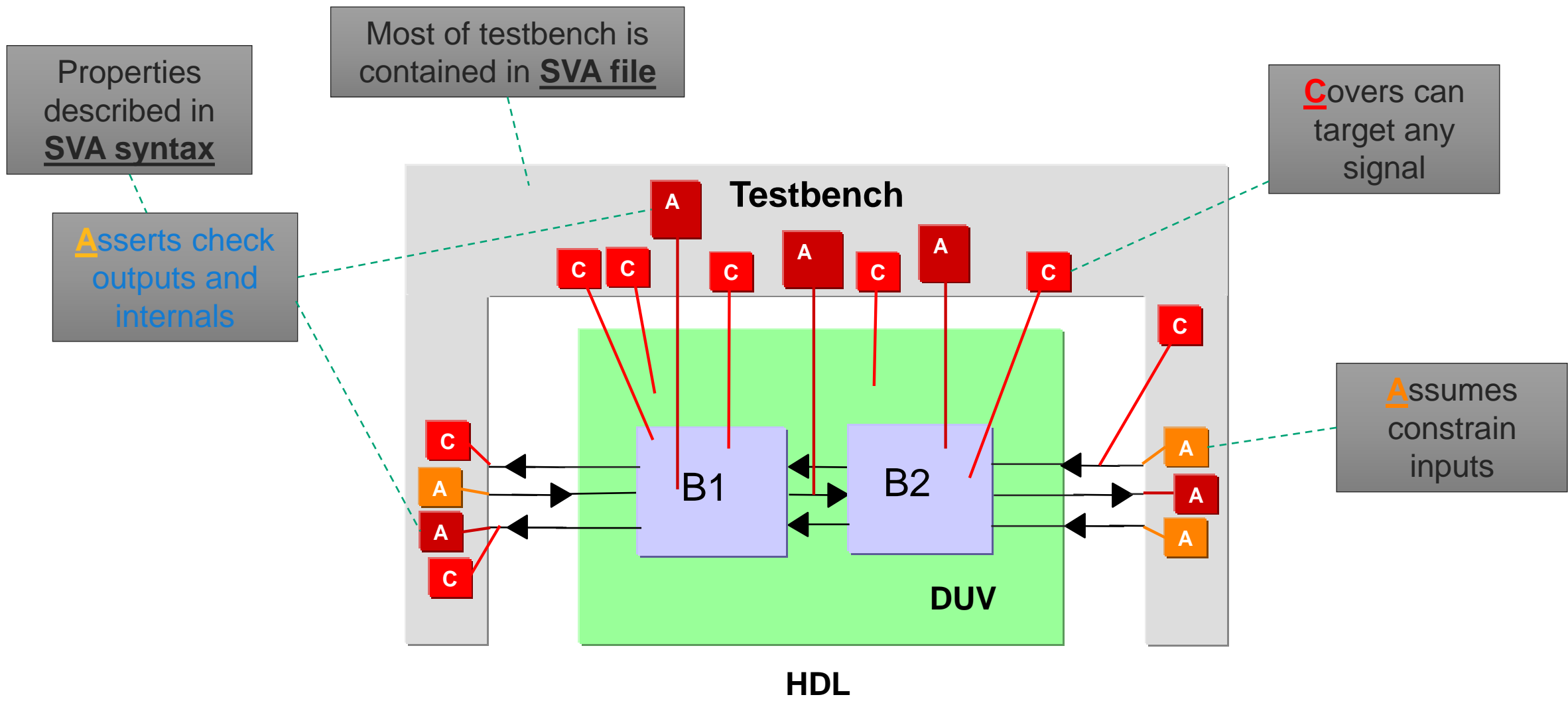


Introduction to SVA

What is SVA?

- SVA stands for System Verilog Assertion
- SVA is a language for expressing **properties**
 - Not only assertions, but covers and assumptions too!
 - Can be mixed with Verilog, SystemVerilog, and VHDL
- SVA was part of old SystemVerilog Accellera standard
- IEEE approved SystemVerilog as IEEE Std 1800-2005 on 11/09/2005
 - LRM can be downloaded from: <http://ieeexplore.ieee.org>

Formal Testbench



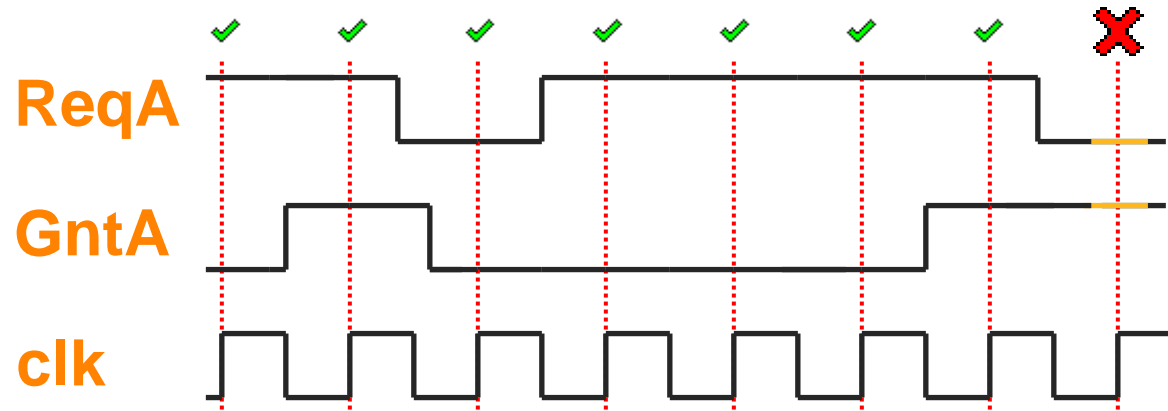
Being Successful with SVA

- First, describe intent in your **natural language**, then code
 - “*A and B should never be high at the same time*”
 - “*if X happens, then I should see Y within N cycles*”
 - “*either P or Q should be low if design is in state S*”
- The key to learning SVA is to learn a **small productive subset** of the language
 - Only 5-6 operators and 3-4 built-in functions is all you need!
- Write complex properties using **glue logic**, NOT complex SVA operators
 - Simple Verilog logic to keep track of events/state: state machines, counters, FIFOs, etc.
 - Refer to glue logic in SVA properties

SVA Example: Invariants

- Something that should always or never happen!
- e.g. “Should never see a Grant without a Request”

```
no_GntA_without_ReqA: assert property (not (GntA && !ReqA)) ;
```

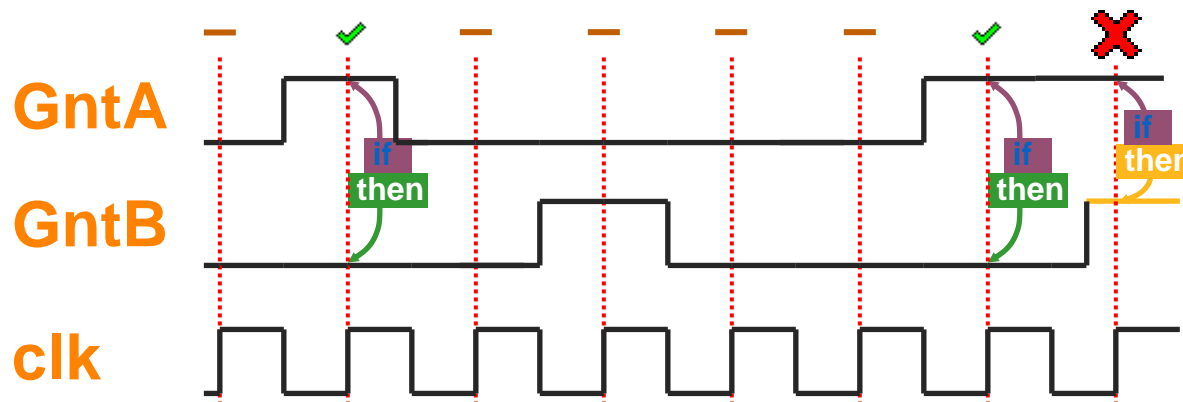


SVA Example: Same-Cycle Implications

- Something that should never happen IF a condition is met
- Assertion holds when:
 - a) Condition is met and consequence is true
 - b) Condition is not met
- e.g. “If A gets a grant, then B must not”

Implication
operator \rightarrow
expresses
“if...then”

• `GntA_then_not_GntB: assert property (GntA \rightarrow !GntB);`

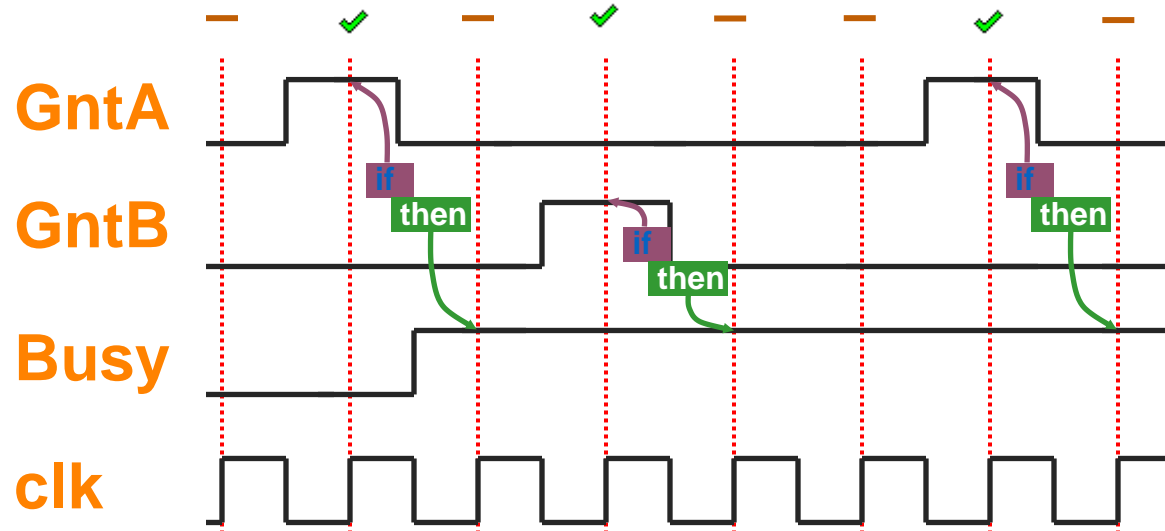


SVA Example: Next-Cycle Implications

- Possible to delay checking consequence by one cycle
- e.g. “any GntX is always followed by Busy”

*Next-cycle
Implication
operator \Rightarrow
adds a one-cycle
delay between
“if” and “then”*

• `Gnt_followed_by_Busy: assert property ((GntA || GntB) \Rightarrow Busy);`

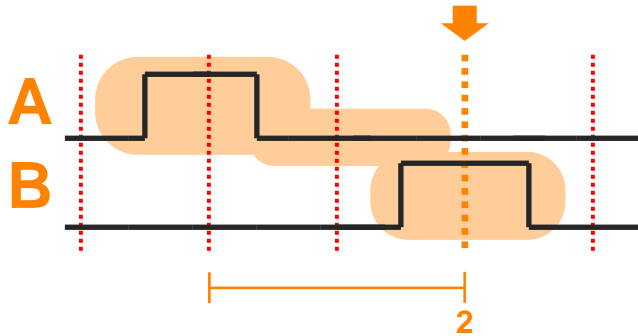


Sequences: Multi-Cycle events

- An intermediate cover point used to specify an order of events in a property
- Sequences are described using **##** operator

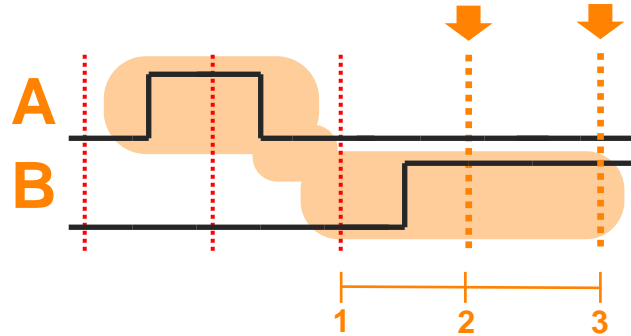
A ##2 B

“A happens then exactly 2 cycles later B happens”



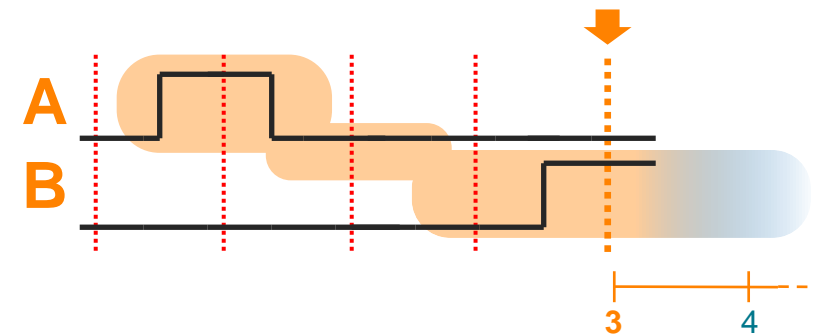
A ##[1:3] B

“A happens then 1 to 3 cycles later B happens”



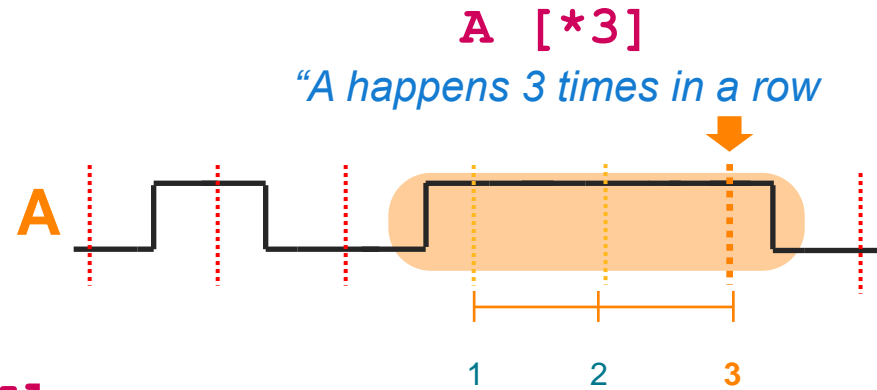
A ##[3:\$] B

“A happens then 3 or more cycles later B happens”

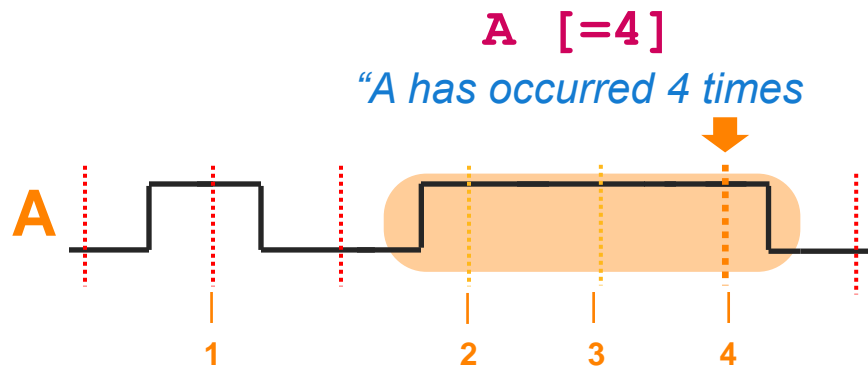


Sequences

- Repetition operator **[*N]** is also sometimes useful:



- Occurrence operator **[=N]**



SVA Example: Sequences

- Sequences can be used in most places where you would write an expression

“Should never see two grants to A in successive cycles”

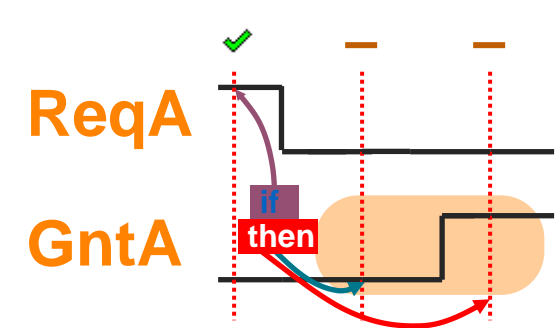
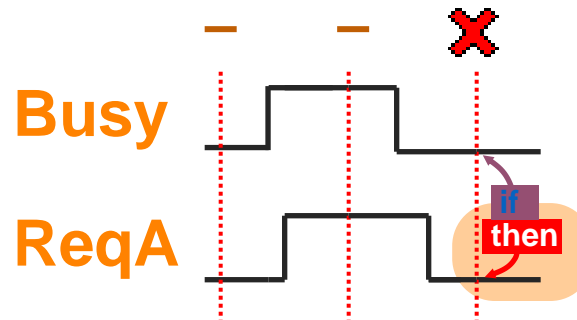
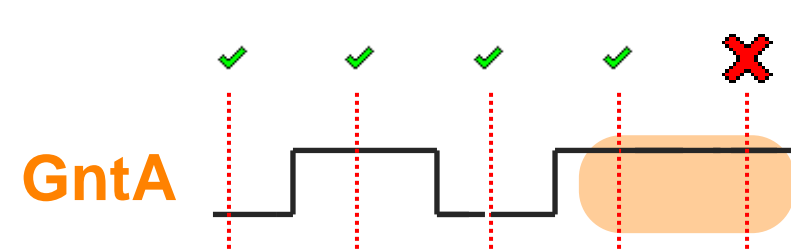
```
GntA_strobe: assert property (  
    not (GntA [*2])  
);
```

“Busy pulse should only happen if no request”

```
Busy_hold: assert property (  
    (!Busy ##1 Busy ##1 !Busy) |-> !ReqA  
);
```

“Request should be followed by Grant in 1 to 2 cycles”

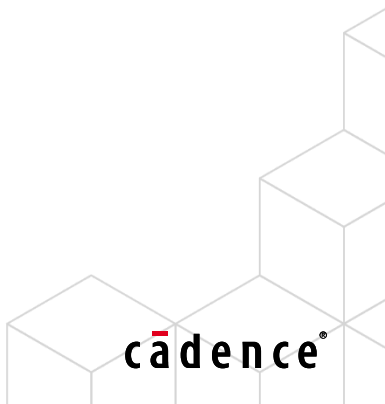
```
Req_to_Gnt: assert property (  
    ReqA |-> ##[1:2] GntA  
);
```



Built-In Functions

- Combinatorial

Function	Description	Example
<code>\$onehot</code> <code>\$onehot0</code>	Returns true if argument has exactly one bit set (one-hot) or at most one bit set (one-hot-zero)	<i>“At most one grant should be given at a time”</i> <code>assert property (</code> <code>\$onehot0</code> <code> ({GntA, GntB, GntC}) ;</code>
<code>\$countones</code> <code>\$countzeros</code>	Returns the number of ones/zeros in the argument	<i>“Should never see more than 4 dirty lines”</i> <code>assert property (</code> <code>\$countones</code> <code>(Valid & Dirty) <= 4) ;</code>



Built-In Functions

- Temporal

Function	Description	Example
<code>\$stable</code>	Returns true if argument is stable between clock ticks	<i>"Data must be stable if not ready"</i> <code>assert property (!Ready ==> \$stable(Data));</code>
<code>\$past</code>	Return previous value of argument	<i>"If active, then command must not be IDLE"</i> <code>assert property (active ==> \$past(cmd) != IDLE);</code>
<code>\$rose</code>	Returns true if argument is rising, that is, was low in previous clock cycle and is high on current clock cycle	<i>"Request must be followed by Valid rising"</i> <code>assert property (Req ==> \$rose(Valid));</code>
<code>\$fell</code>	Returns true if argument is falling, that is, was high in previous clock cycle and is low on current clock cycle	<i>"If Done falls, then Ready must be high"</i> <code>assert property (\$fell(Done) ==> Ready);</code>

SVA in Formal

- All you need to know to be successful with SVA:

<label>:

assert
cover
assume

property

(@ (posedge <clock>)
disable iff (<condition>)
<expression|sequence>);

Implication

a |-> b
a |=> b

Sequences

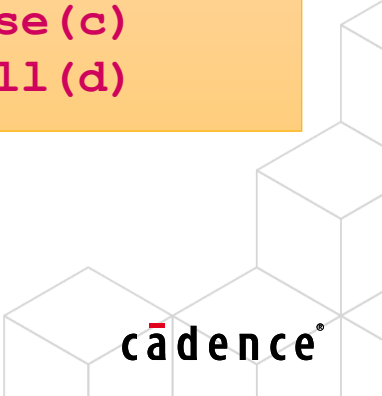
a ##1 b
a ##[2:3] b
a ##[4:\$] b
a [*5]
a [=4]

Combinatorial Functions

\$onehot(a)
\$onehot0(b)
\$countones(c)
\$countzeros(d)

Temporal Functions

\$stable(a)
\$past(b)
\$rose(c)
\$fell(d)



SVA Mechanisms to Embed Properties

Inline RTL

`fifo.v`

```
module fifo (input clk, rst_n, read, output empty, ...)
  // Actual FIFO code:
  ...
  `ifdef ASSERTS_ON
    logic ..
    ast_no_underflow: assert property (not(read && empty));
  endmodule
```

Design Hierarchy		Property Table	
X		Y Filter on name	
		Type	Name
top (top)		Assert	top.instB.fifo_i.input_no_underflow
instA (instA)			
instB (instB)			
fifo_i (fifo)			
instC (instC)			

Best for
designers

Use bind construct

`fifo_bind.sv`

```
module fifo_checker (input clk, rst_n, read, empty);
  // FIFO must not underflow
  ast_no_underflow: assert property (not(read && empty));
endmodule

`ifdef ASSERTS_ON
  bind fifo fifo_checker fifo_checker_inst(.clk(clk), ...);
endmodule
```

Design Hierarchy		Property Table	
X		Y Filter on name	
		Type	Name
top (top)		Assert	top.instB.fifo_i.fifo_checker_i.input_no_underflow
instA (instA)			
instB (instB)			
fifo_i (fifo)			
fifo_checker_i (fifo_checker)			
instC (instC)			

Best for DV

Create in TCL

`jg_fifo.tcl`

```
analyze ...
elaborate ...
...
assert -name ast_no_underflow {not(instB.fifo_i.read && instB.fifo_i.empty)}
```

Design Hierarchy		Property Table	
X		Y Filter on name	
		Type	Name
top (top)		Assert	input_no_underflow
instA (instA)			
instB (instB)			
fifo_i (fifo)			
instC (instC)			

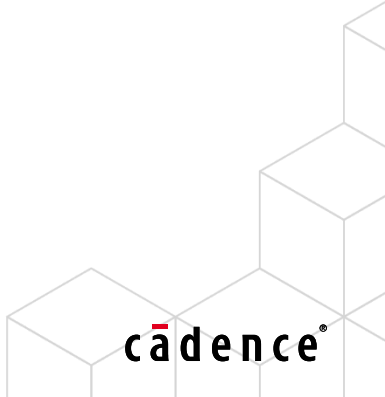
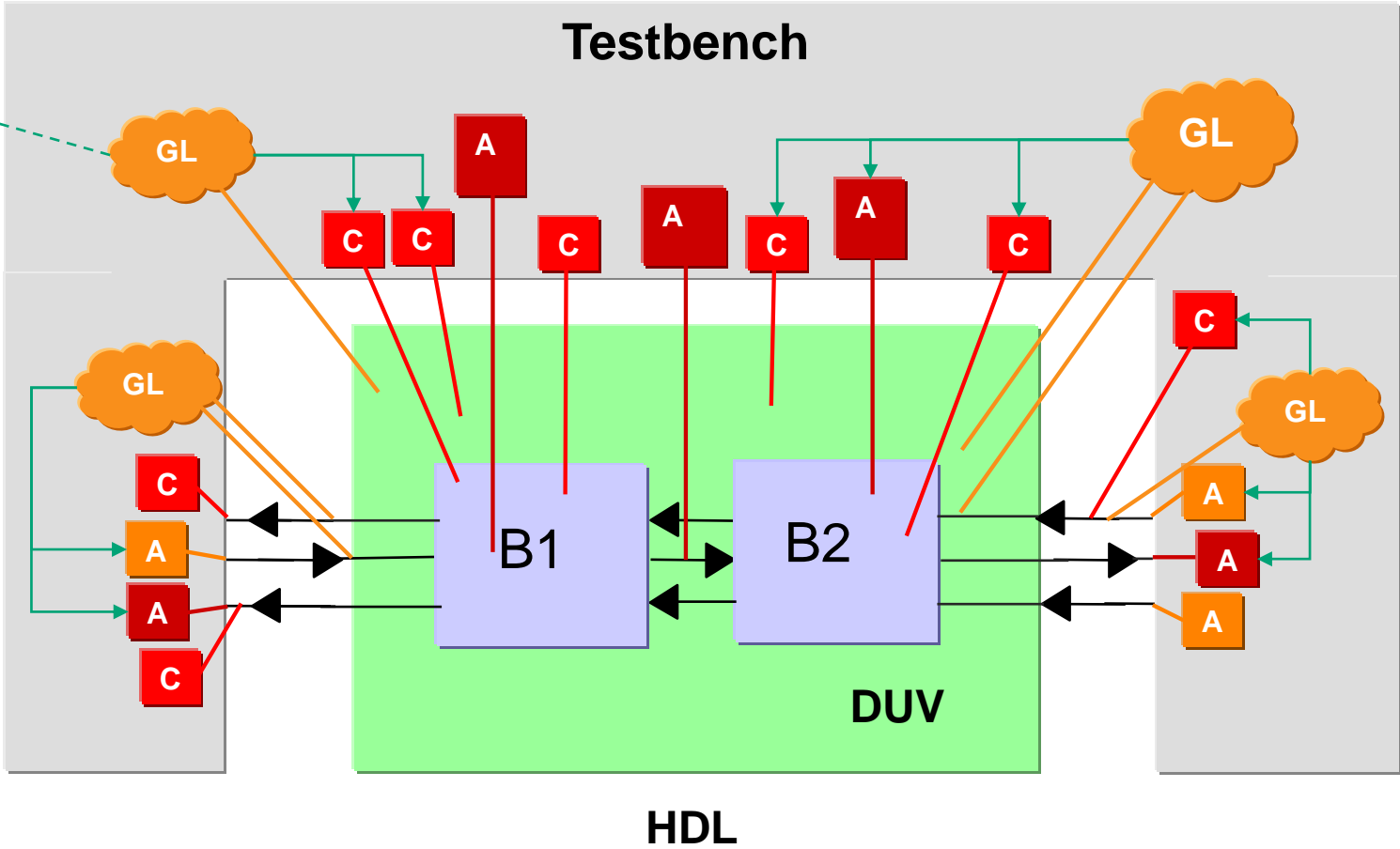
Best for quick
experiments

Glue Logic

- When verifying or modeling complex behaviors, introducing auxiliary logic to observe and track events can greatly simplify coding
 - This logic is commonly referred to as “glue logic”
- Once glue logic is in place, expressing SVA properties may be trivial
- Glue logic comes at no extra price
 - Jasper does not care whether property is all SVA or SVA+glue logic
 - Recommendation is to choose based on clarity

Formal Testbench

Glue Logic
monitors design
and feeds
properties



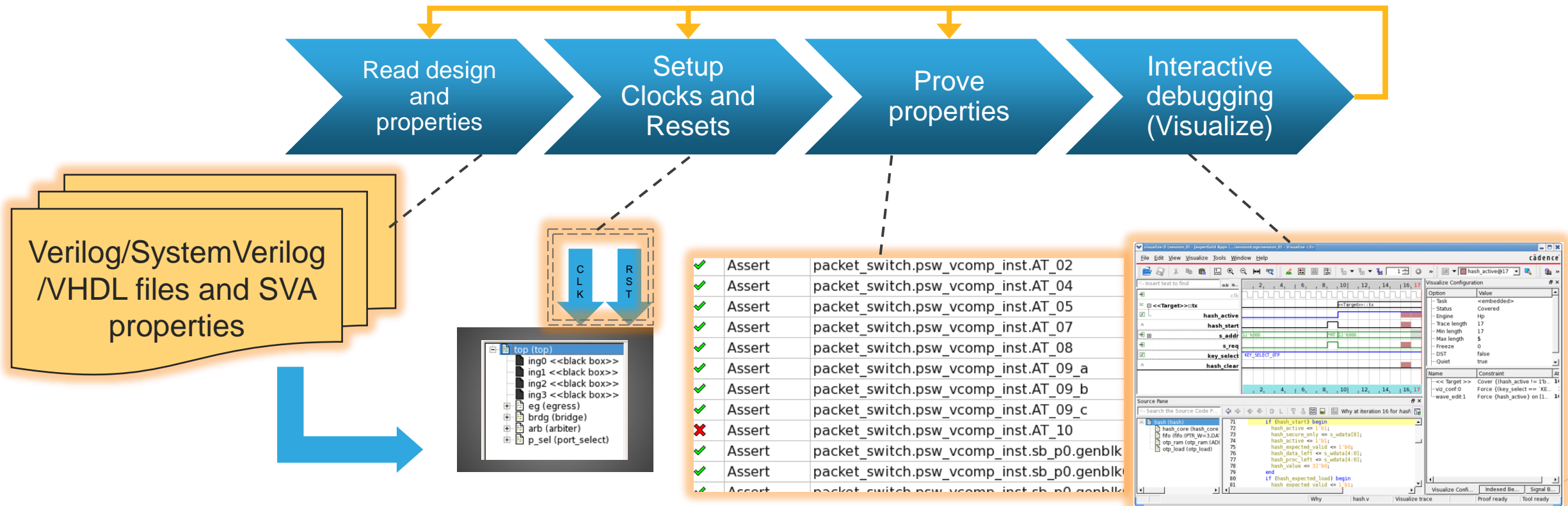


Formal Property Verification (FPV) basic

Formal Property Verification (FPV) Flow



- The basic app with the highest flexibility to run formal



Read Design and Property (Compilation)

Design
Hierarchy

Message log

Tcl command
line interface

The screenshot shows the Cadence JasperGold Formal Properties window. The top menu bar includes File, Edit, View, Design, Reports, Application, Window, and Help. Below the menu is a toolbar with icons for File, Design Setup, Task Setup, Formal Verification, and Search. The main window is divided into three panes:

- Design Hierarchy:** Shows a tree structure of the design. The selected node is `packet_switch (packet_switch)`, which contains `psw_vcomp_inst (psw_vcomp)`, which in turn contains `sb_p0 (jasper_scoreboard_3:(CHUNK_WIDTH=32'b0101010,MAX_` and `sb_p1 (jasper_scoreboard_3:(CHUNK_WIDTH=32'b0101010,MAX_`.
- Property Table:** A table listing properties loaded from the design (SVA) but not yet proven. The table has columns for Type and Name. The properties listed are:

Type	Name
Cover	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Cover	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Cover	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Cover	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Assert	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Cover (re...	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Assert	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Cover (re...	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Assert	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Cover (re...	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Assert	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...
Cover (re...	packet_switch.psw_vcomp_inst.sb_p0.genblk6.core.g...

At the bottom of the Property Table, it shows: Total: 114, Filtered: 114, Selected: 0, Validity: 0:0:87:27, Run: 11.

The bottom pane is the **Message log**, showing the following messages:

```
[WARN (VDB-1013)] vcomp.sv(47): input port 'incoming_clk' is not connected on this instance
[WARN (VDB-1013)] vcomp.sv(72): input port 'incoming_clk' is not connected on this instance
WARNING (WOB5002): vcomp.sv(316): Weakly embedded unbounded sequence in a ASSERT directive.
WARNING (WOB5002): vcomp.sv(337): Weakly embedded unbounded sequence in a ASSERT directive.
INFO (INL003): Clearing all state information (assumes, stopats, and so forth).
packet_switch
```

The bottom of the window shows the **Tcl command line interface** with the prompt `[<embedded>] %`.

At the very bottom, there are tabs for Console, Lint Messages, Warnings / Errors, and Proof Messages. The status bar at the bottom right indicates "No proofs running" and "Console input ready".

Properties loaded
from design (SVA),
but still not proven

Properties can be
created
interactively via Tcl

Setup and Running the Proof

- **Clock/Reset:** Specify clocks and resets with the help from Clock Viewer and Reset Analysis

• R

File Edit Tools Window Help

CACRPDDRDR Search the Clocking Signals Table

Clocking Signals

Filter on Name

Name	Clock Ty	Primary Cl	Sanity Check	User-Defi
clk	Input	-	Clear	124

Total: 1

Clocking Signals Declared Clocks Design Constants

Console input ready

Clock Info Aliases Connected Drivers Registers Properties

Edge Sense Both Edges Status Number of Connected PSL/SVA Flops Number of Connected Design Flops

posedge false defined 448 348

Design Setup

Clock Viewer

Reset Analysis

Formal Verification

ProofGrid Manager

Proof Settings

Run "Prove"

Task Tree	
Name	Result
All Tasks	
<embedded>	0:0:0:0
<baseline>	60:0:4...
<SCAN_MODE_DISABLED>	0:0:8:0
<CLOCK_GATING_DISABLED>	60:0:...
<CG_DISABLED_AND_COUNTER_ABSTRACTIONS>	84:0:4...
<SCOREBOARD_PROPS_ONLY>	4:0:16:0

Proof Results

By double-clicking a **failed assertion** or a **covered property**, we can see the trace waveform.

DEBUG!

Assertion passed

Assertion failed

Cover unreachable

Assumption

Property covered

Type	Name	Engine	Bound	Time	Task	Traces
✓ Cover (related)	packet_switch.psw_vcomp_inst.AT_09_b:p...	N	2 - 4	0.0	<embedded>	1
✓ Assert	packet_switch.psw_vcomp_inst.AT_09_c	N (13)	Infinite	0.1	<embedded>	0
✓ Cover (related)	packet_switch.psw_vcomp_inst.AT_09_c:p...	N	2 - 4	0.0	<embedded>	1
✗ Assert	packet_switch.psw_vcomp_inst.AT_10	Ht	4	0.1	<embedded>	1
✓ Cover (related)	packet_switch.psw_vcomp_inst.AT_10:pre...	Ht	4	0.1	<embedded>	1
✗ Cover	packet_switch.psw_vcomp_inst.CV_07	N (15)	Infinite	0.0	<embedded>	0
✓ Cover	packet_switch.psw_vcomp_inst.CV_08	N	5	0.0	<embedded>	1
✗ Cover	packet_switch.psw_vcomp_inst.CV_09	N (15)	Infinite	0.0	<embedded>	0
✗ Cover	packet_switch.psw_vcomp_inst.CV_10	N (15)	Infinite	0.0	<embedded>	0
● Assume (live)	packet_switch.psw_vcomp_inst._assume_1	?		0.0	<embedded>	0
✓ Cover (related)	packet_switch.psw_vcomp_inst._assume_...	N	1	0.1	<embedded>	1
✓ Assert	packet_switch.psw_vcomp_inst.sb_p0.gen...	PRE	Infinite	0.0	<embedded>	0
✓ Assert	packet_switch.psw_vcomp_inst.sb_p0.gen...	N (15)	Infinite	0.4	<embedded>	0
? Assert	packet_switch.psw_vcomp_inst.sb_p0.gen...	Ht	9 -	0.5	<embedded>	0
✓ Assert (live)	packet_switch.psw_vcomp_inst.sb_p0.gen...	N (16)	Infinite	0.6	<embedded>	0
✓	packet_switch.psw_vcomp_inst.sb_p0.c		1	0.2	<embedded>	1

Total: 11

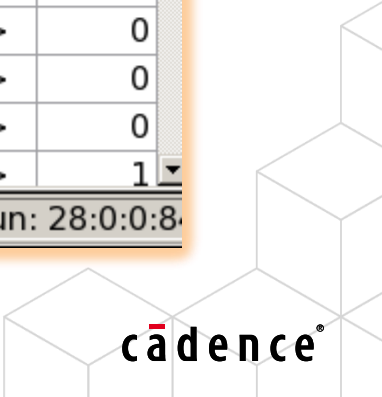
Selected: 1

... up to cycle 9

Validity: 63:4:18:27

Run: 28:0:0:8

Bounded Proof...



Visualize Interactive UI Key Features

Source: www.deepchip.com

"Jasper Visualize is an incredible debug tool. We use it for debugging, finding root causes, and exploring."

What-If

Minimum trace length

Highlight Relevant Logic

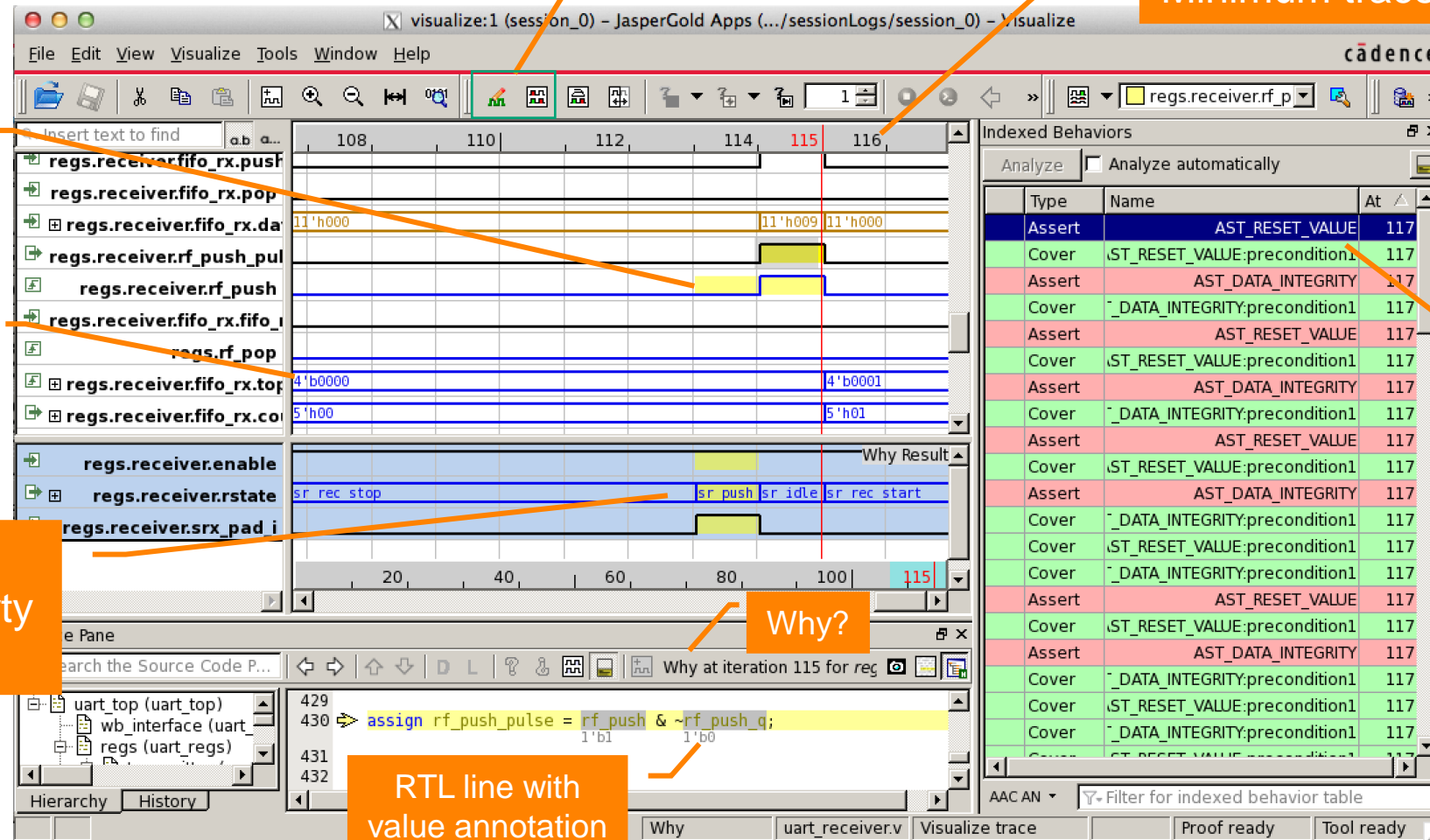
QuietTrace

Preview with
values for property
or why results

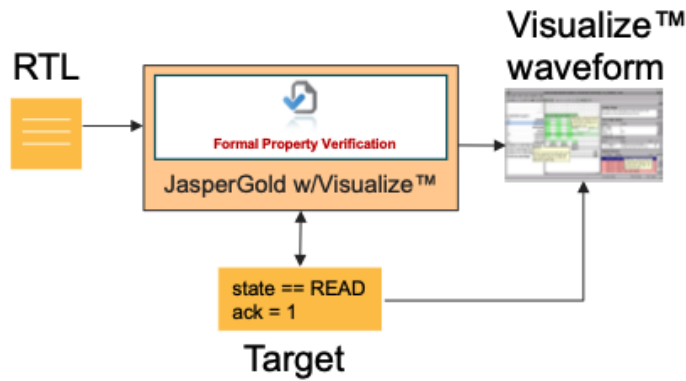
Why?

RTL line with value annotation

Property that fails earliest



Jasper Usage for Designers vs. Verification Team



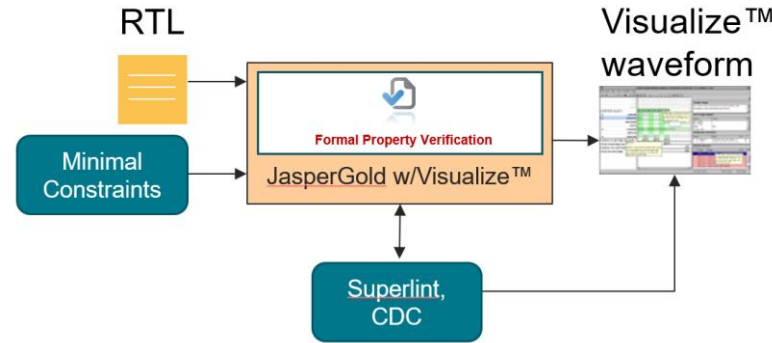
Design Exploration using Visualize™

- ✓ **Goal: Automatically generate waveforms for expected behaviors to catch bugs**
- ✓ Specify the target and let the formal engines generate the stimulus
- ✓ Interactively modify waveforms

Designer Formal Analysis

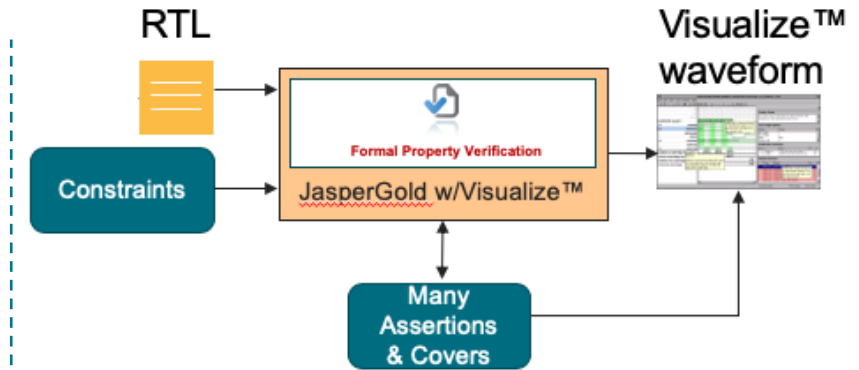
- ✓ **Goal: Robust unit-level analysis without any unit-level simulation!**
- ✓ *Adds User SVA for functional constraints & checks*

Design Bring-Up & Handoff



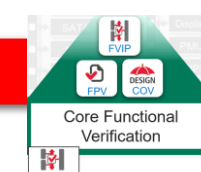
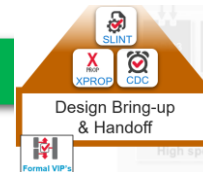
Automatic Formal Checks

- ✓ **Goal: Remove bugs that can be automatically detected**
- ✓ Automatic checks from Superlint, CDC, XPROP
- ✓ (Optional) Leverage Formal VIP for interface constraints & checks

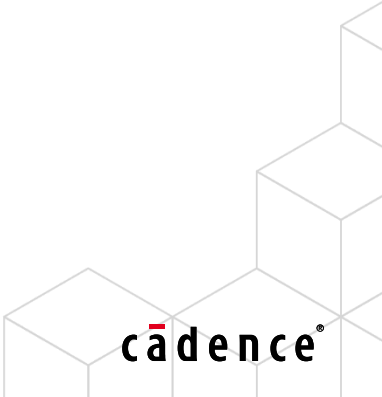


Formal Verification

- ✓ **Goal: Full Proofs, Bounded Proofs and Deep Bug Hunting**
- ✓ May integrate multiple blocks
- ✓ Potentially complex Constraints required
- ✓ Exhaustively exercise design states
- ✓ Optionally measure coverage for sign-off
- ✓ Use Visualize for interactive debug



Mini FPV Demo Case





Jasper Formal Coverage Analysis

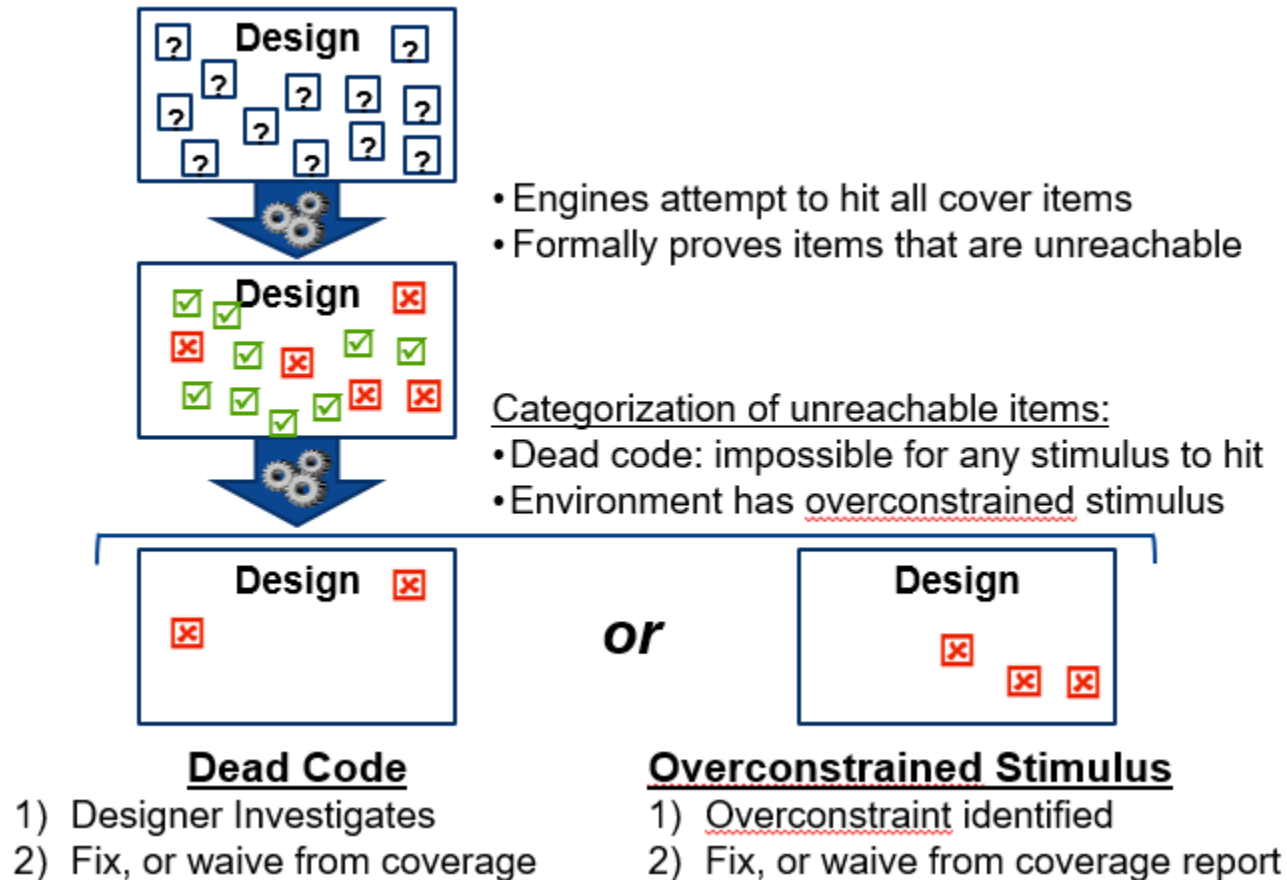
Measuring Coverage

- **Stimuli Coverage:** What code or functionality is reachable by the formal testbench?
 - Collected during classic formal or bug-hunting
 - Gives confidence that formal testbench is able to exercise all behavior that could yield a bug
- **Checker Coverage:** Is my formal checking complete?
 - Determines how much of the design is checked by assertions
 - Gives confidence that formal checking is complete enough to detect a bug
- **Formal Coverage:** Consolidation of Stimuli and Checker Coverage results
 - Cover item is marked “covered” if **both** its Stimuli and Checker results are “covered”
 - Provides a single-metric view of formal verification coverage

Stimuli Coverage

What code or functionality is reachable by the formal testbench?

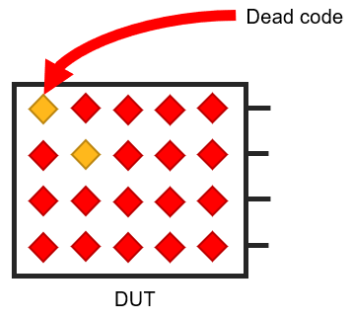
- Formal engines attempt to find the stimuli necessary to “hit” a cover
- Result is **Covered**, **Uncovered**, **Unreachable**, or **Deadcode**



Stimuli Coverage – **Unreachable** vs. **Deadcode**

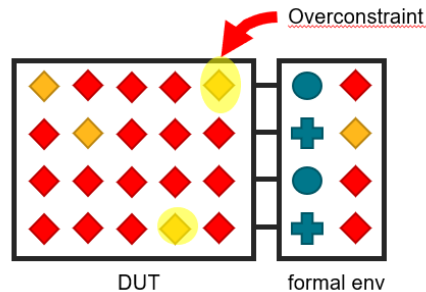
- **Deadcode** status

- Formal engines have determined cover is unreachable without constraints (assumes) applied
- Any covers initially found **unreachable** are automatically re-run with constraints disabled to determine if they are **deadcode**



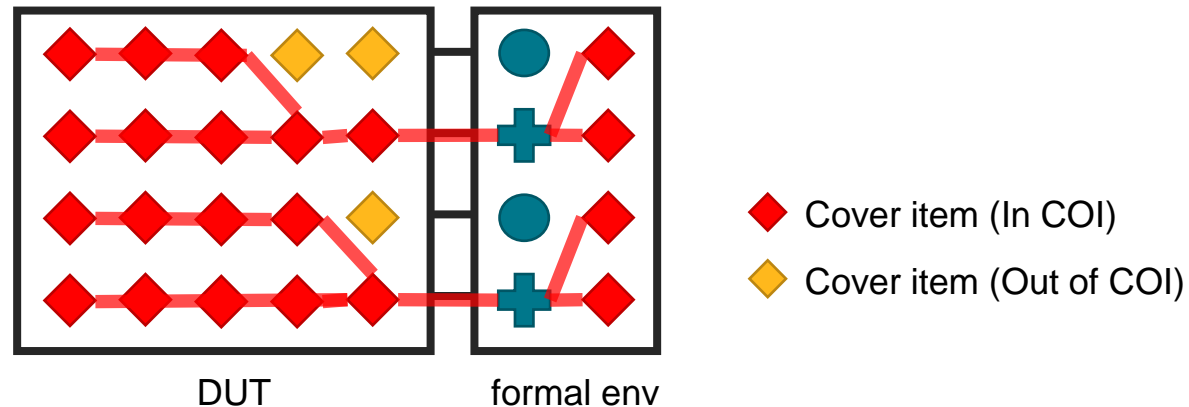
- **Overconstraint** status

- Formal engines have determined cover is unreachable with constraints (assumes) applied



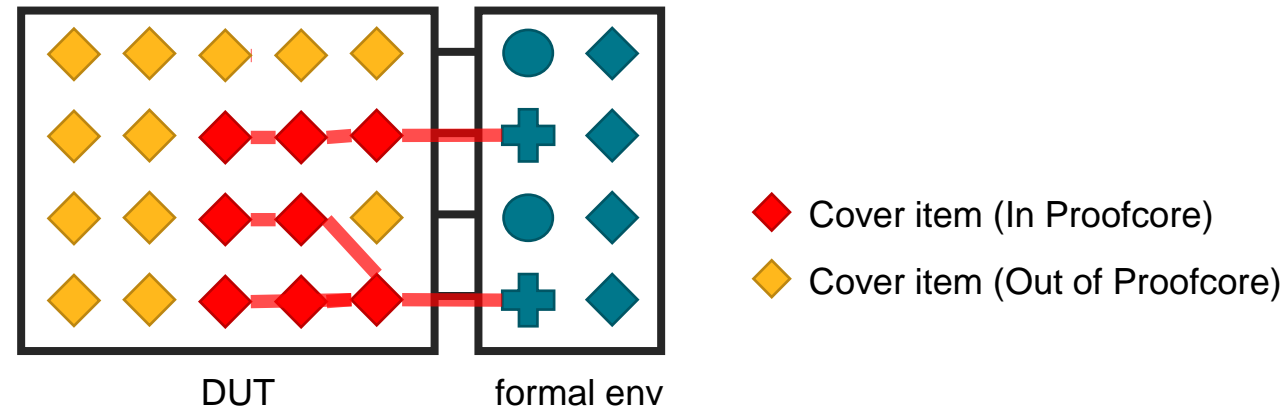
Checker Coverage Type – Cone-Of-Influence Measurement

- Determines the cover items in the COI of **each assertion**
- Finds the union of the assertion COIs
- The remaining Out of COI cover items indicate holes in the assertion set – code that is not checked by any asserts



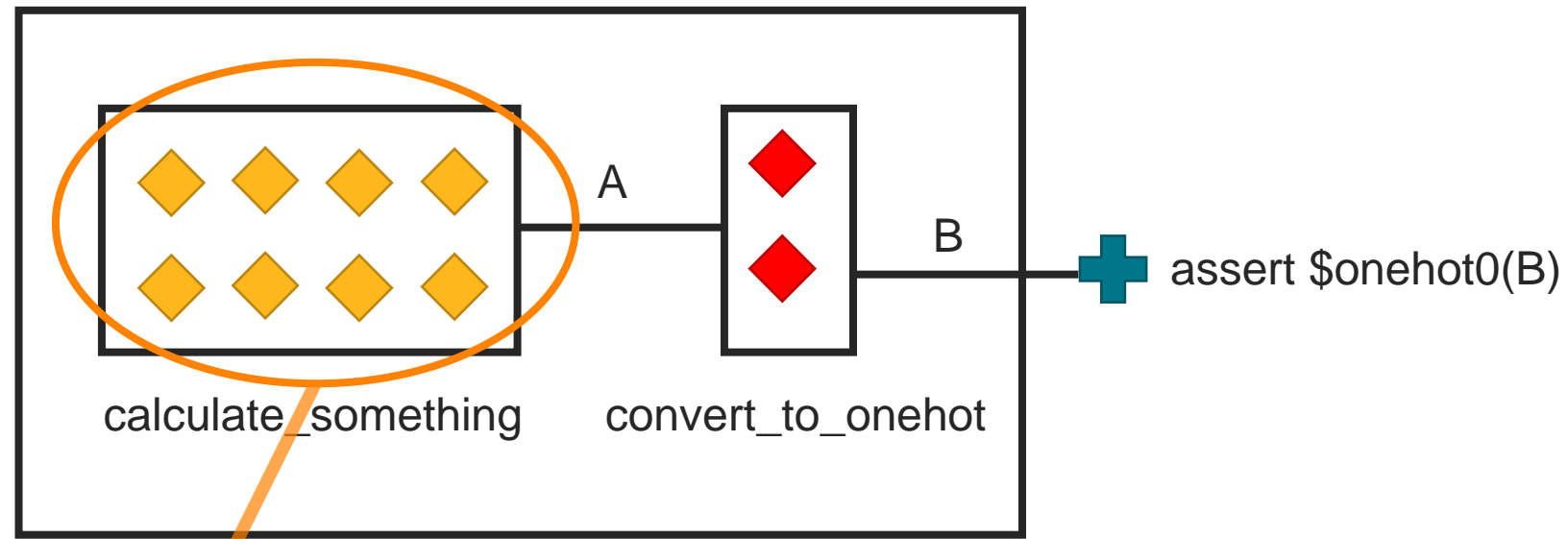
Checker Coverage Type – Proof Core Measurement

- Represents the portion of the design verified by formal engines
- Subset of the COI – COI represents the maximum potential of proof coverage
- Engines abstract a portion of the design during the proof process, iteratively consider a larger portion of the design until a proof, or bounded proof, is established
- Anything outside the “proof core” was unnecessary for proof, therefore not being checked
- **Key metric for showing formal verification progress**



Proof Coverage

- How to interpret the result

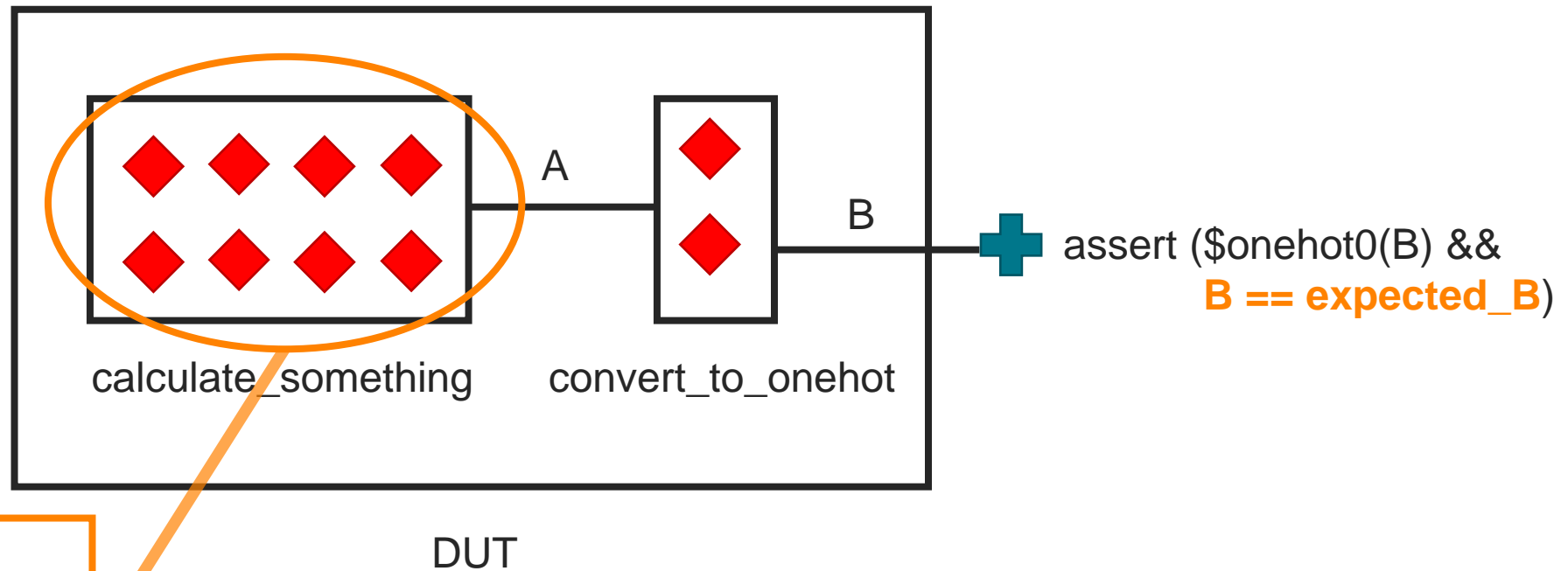


In COI, out of Proof Core

Even though this instance is structurally connected to an assert, it could be replaced or removed and no assert would fail (bad!)

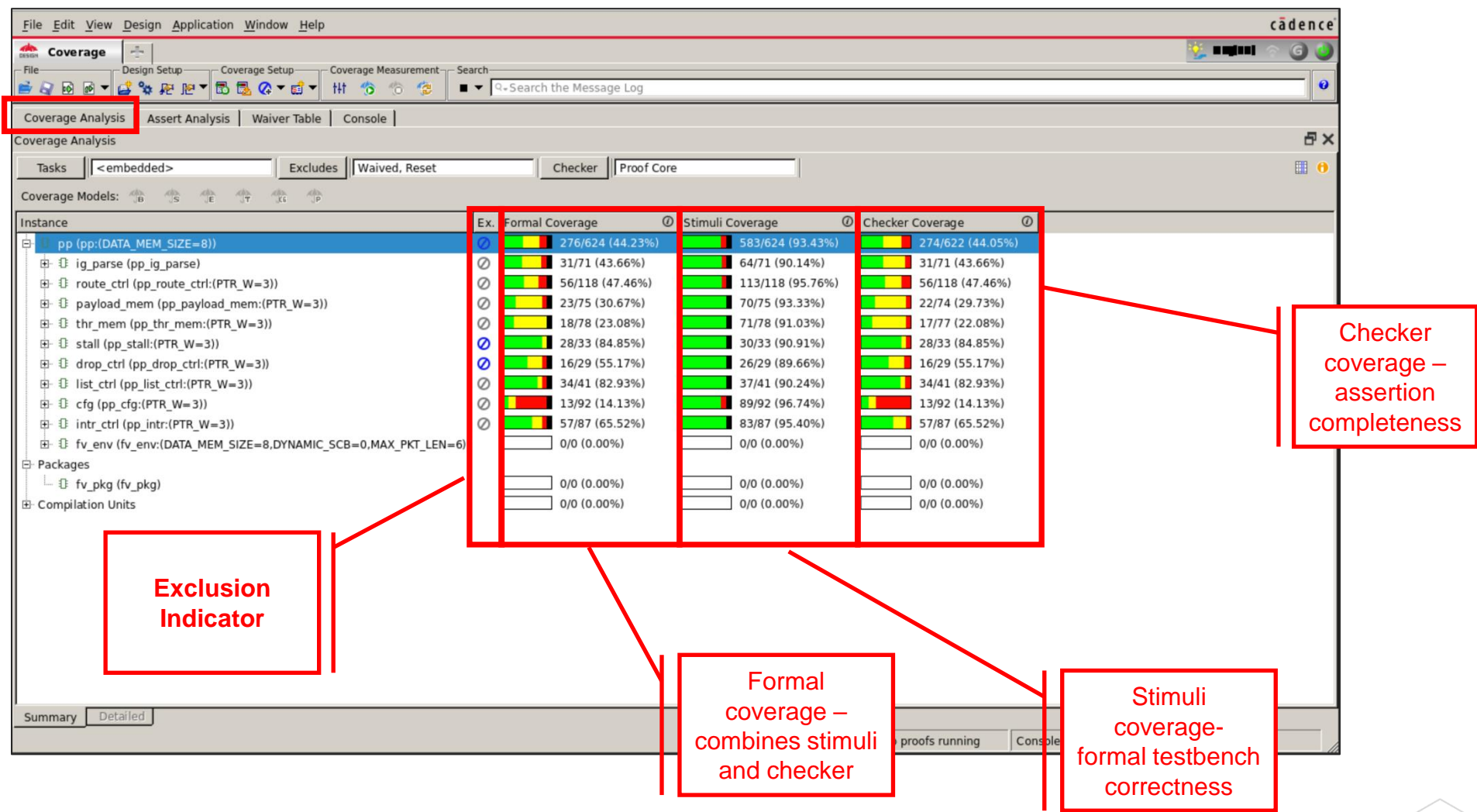
Proof Coverage

- How to interpret the result

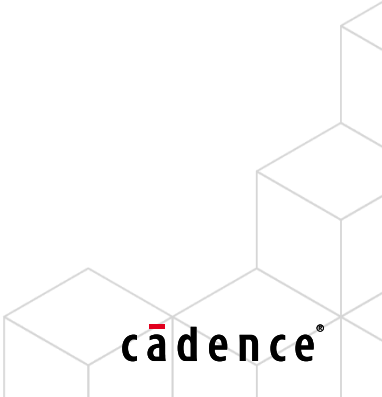


Adding checks will increase proof coverage, ensuring that the design's functionality is being verified (good!)

Coverage Analysis – Summary View



Mini COV Demo Case





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