



Introduction to SOC Verification

Prof. Chien-Nan Liu
Institute of Electronics
National Chiao-Tung Univ.

教育部

前瞻晶片系統設計人才培育先導型計畫

DAT 學程核心課程精進計畫

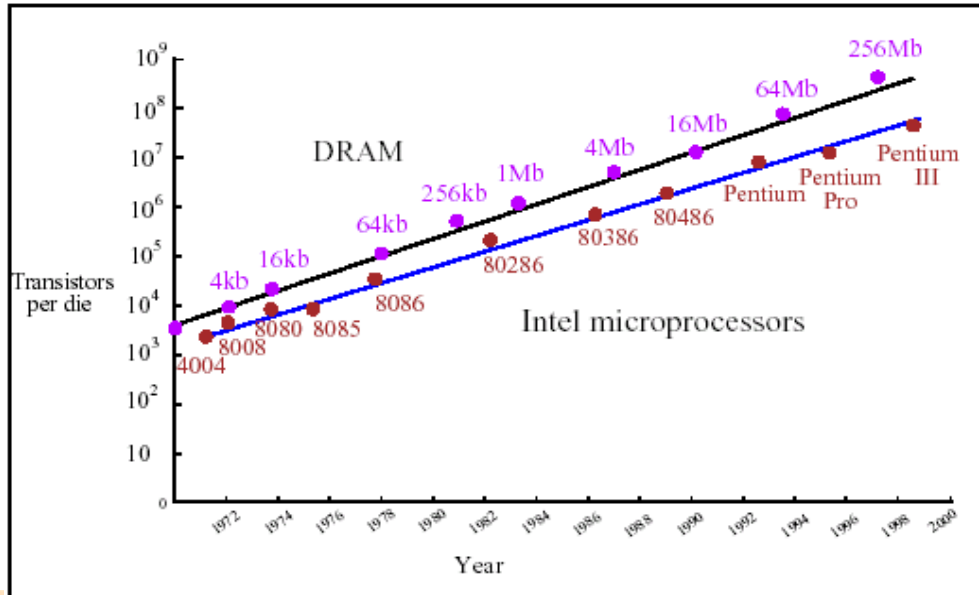
DAT 聯盟

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)



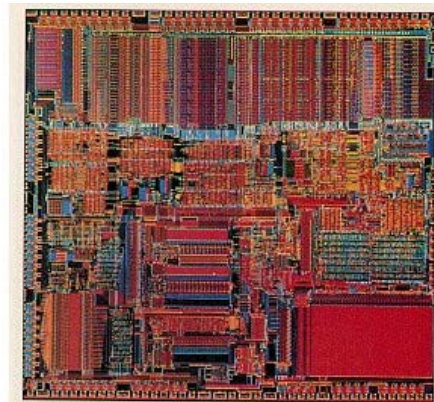
Chien-Nan Liu

P.3

The Dies of Intel CPUs



Pentium Pro



386



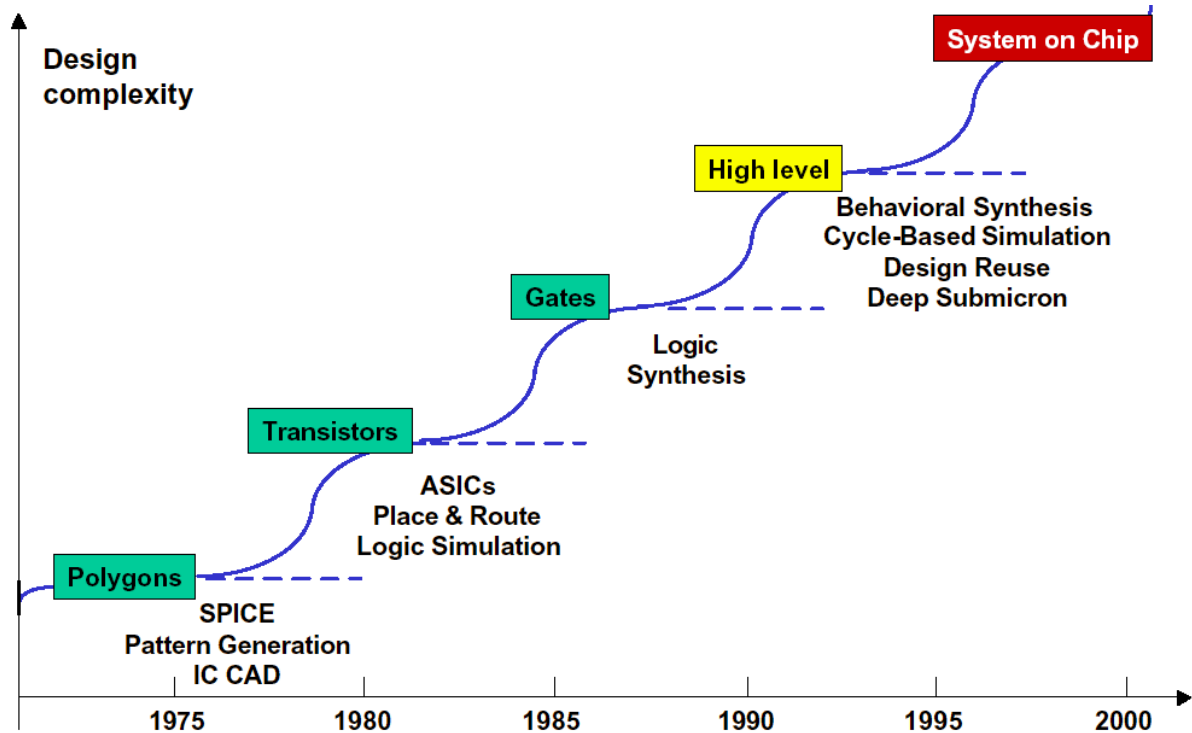
4004



Chien-Nan Liu

P.4

Trends of VLSI Design



Reference : www.doulos.com

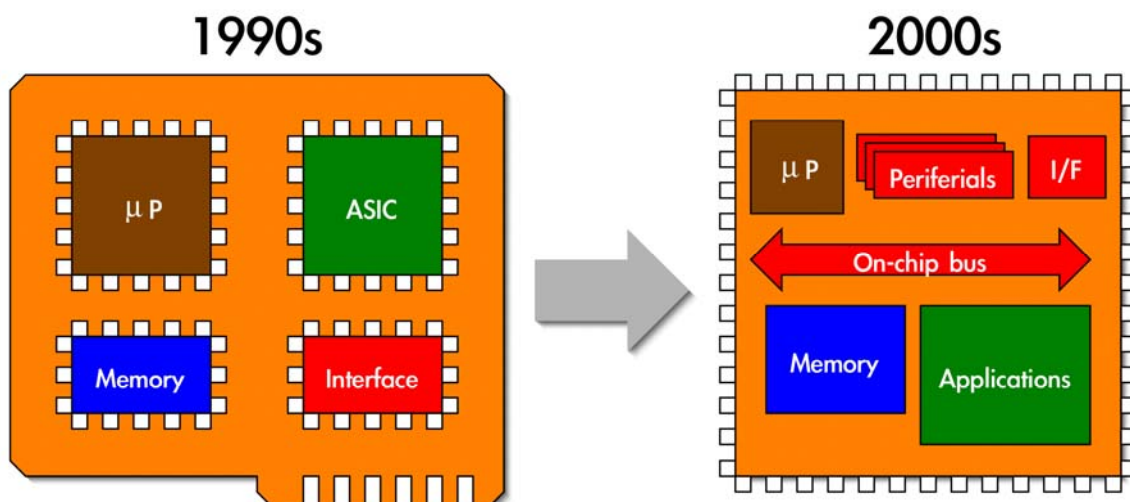


Chien-Nan Liu

P.5

What is SoC?

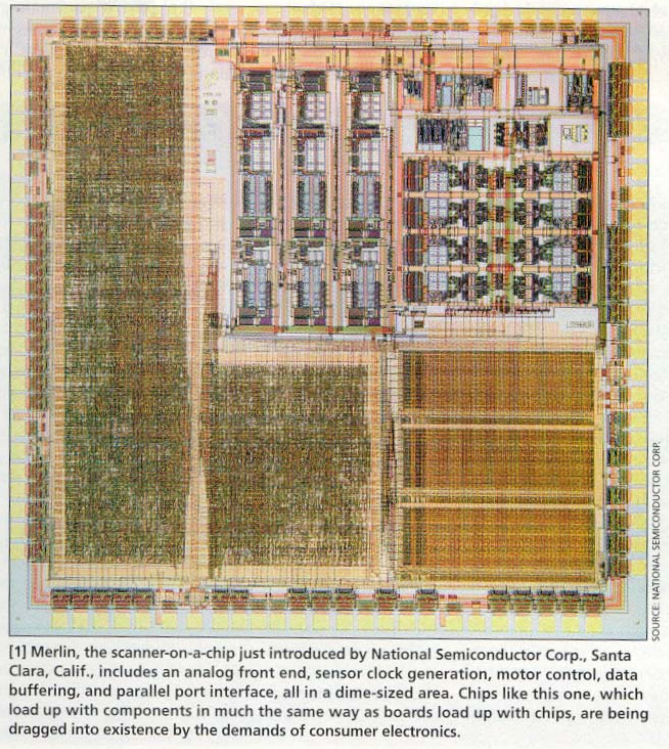
- ◆ System-on-Chip
- ◆ An IC that integrates the major functional elements of a complete end-product into a single chip



Chien-Nan Liu

P.6

Scanner on a Chip



National Semiconductor
IEEE Spectrum
Jan. 1999, p.57



Chien-Nan Liu

P.7

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 ...



Chien-Nan Liu

P.8

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



Chien-Nan Liu

P.9

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



Chien-Nan Liu

P.10

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."

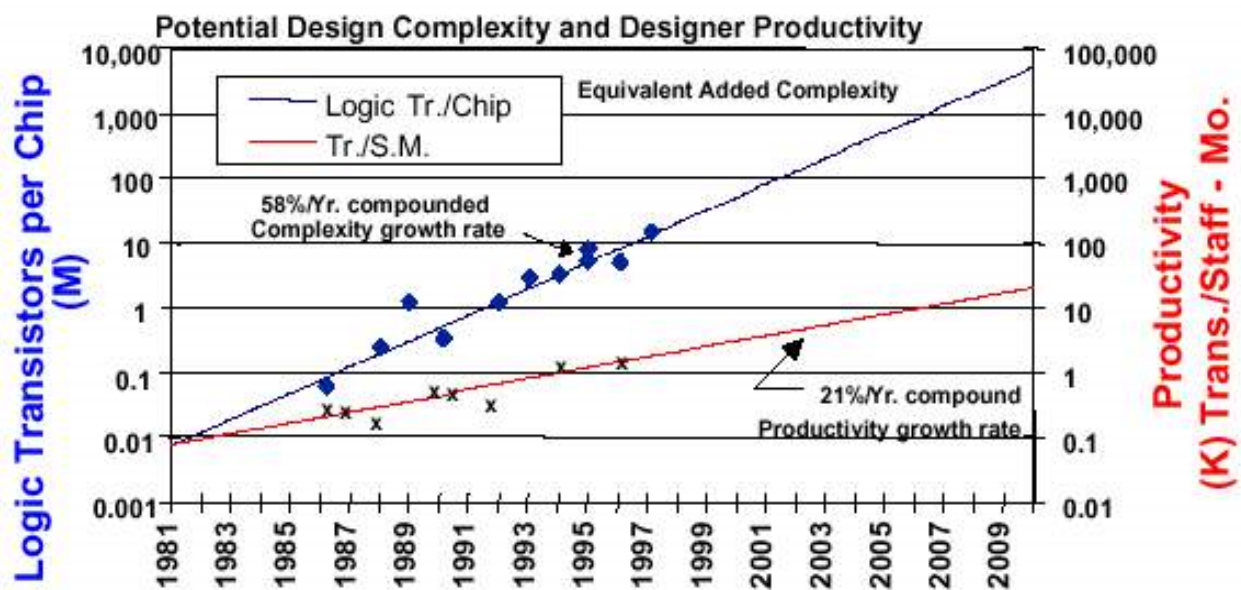


Chien-Nan Liu

P.11

Productivity Gap

- ◆ We do need more efficient design methodology



Source : ITRS Roadmap 1999 Edition, SIA.



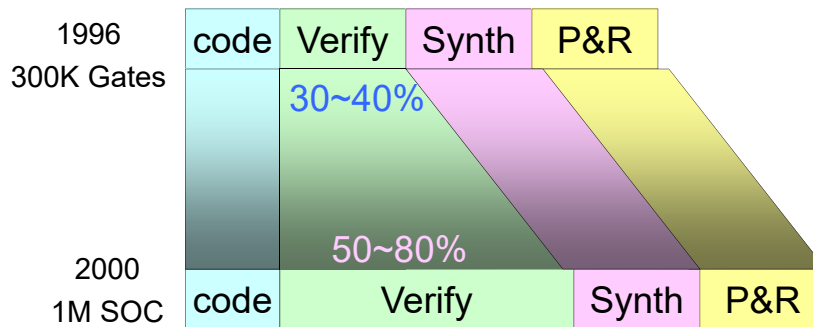
Chien-Nan Liu

P.12

Verification Bottleneck

- ◆ Verification becomes the major bottleneck of the modern design flows

➤ From 30%-40% to 50%-80%



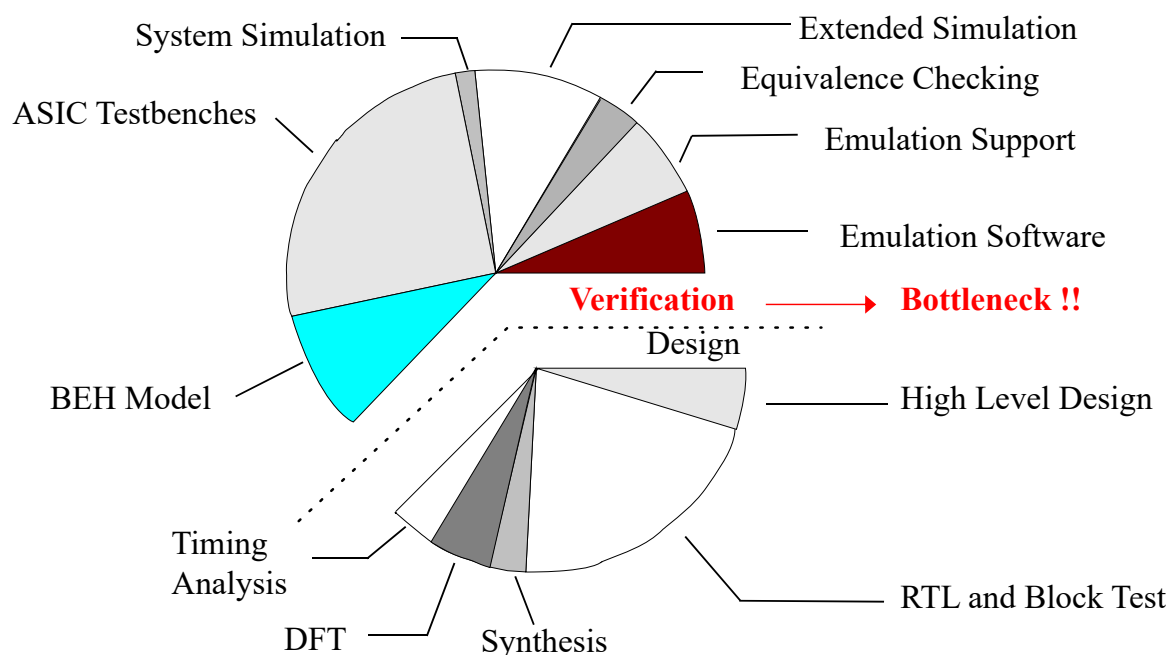
- ◆ An effective verification methodology is also highly desirable



Chien-Nan Liu

P.13

An Industrial Example



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



Chien-Nan Liu

P.14

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

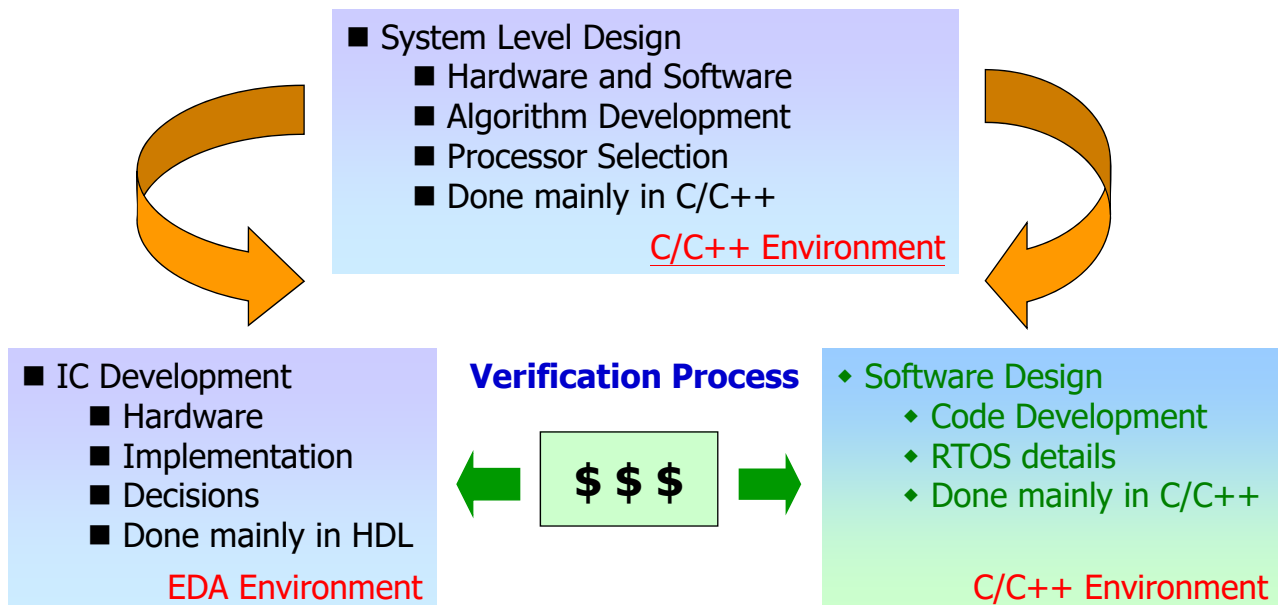


Chien-Nan Liu

P.15

HW/SW Integration

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



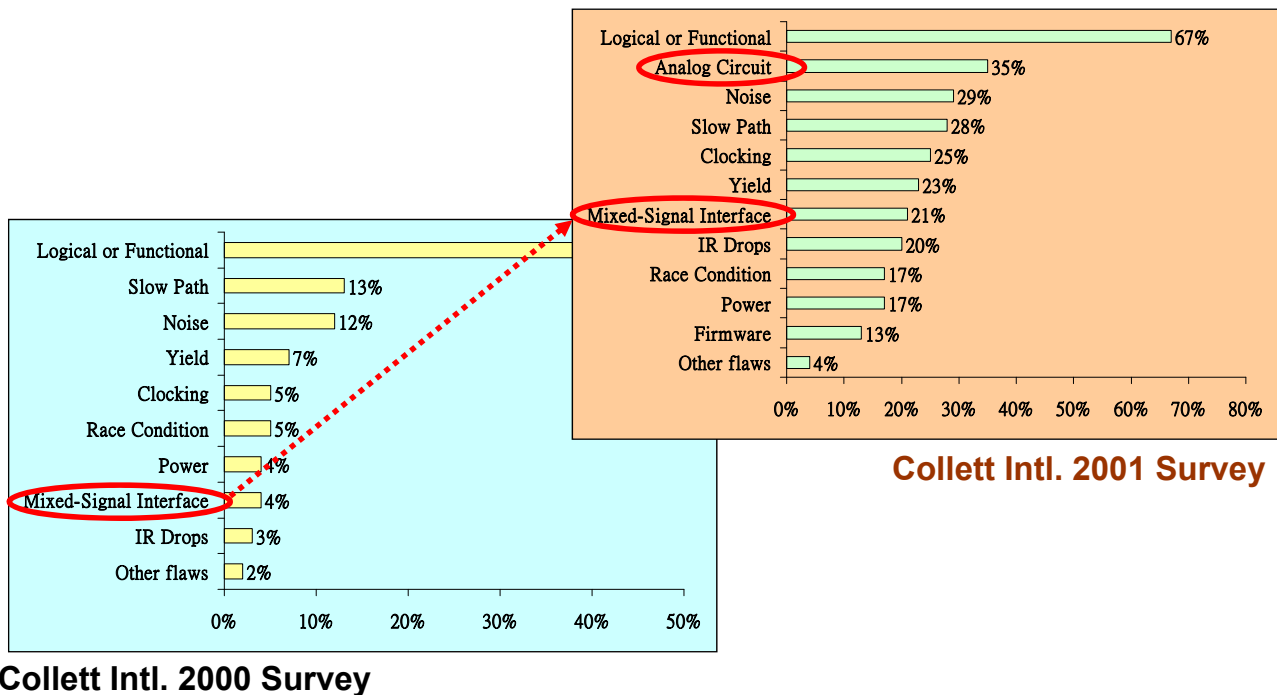
Reference : Synopsys



Chien-Nan Liu

P.16

Mixed Signals in SoC



Chien-Nan Liu

P.17

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



Chien-Nan Liu

P.18

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

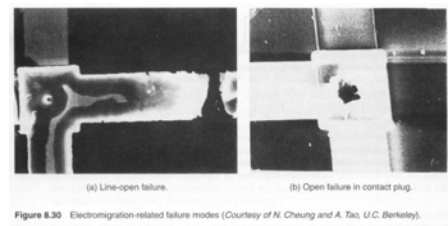
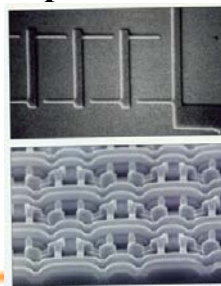
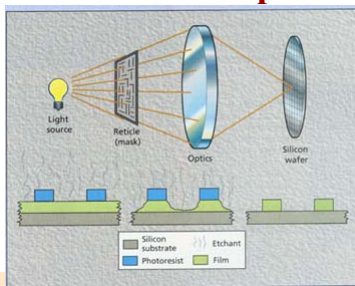


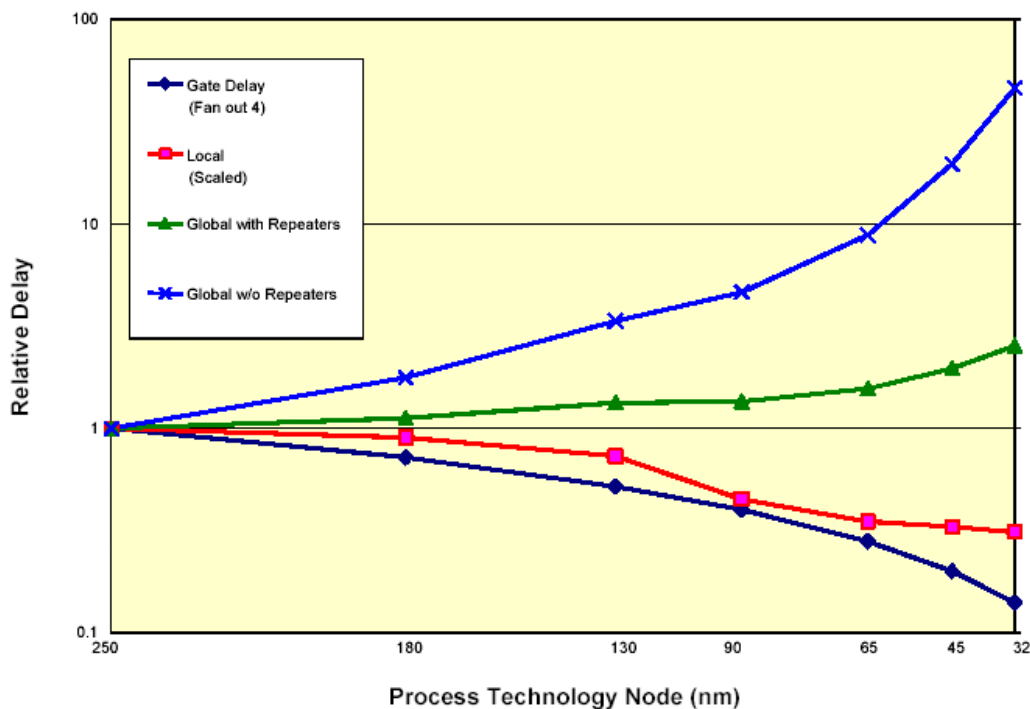
Figure 6.30 Electromigration-related failure modes (Courtesy of N. Cheung and A. Tao, U.C. Berkeley).



Chien-Nan Liu

P.21

Wiring Delay vs. Feature Size



Source : ITRS 2001



Chien-Nan Liu

P.22

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%)



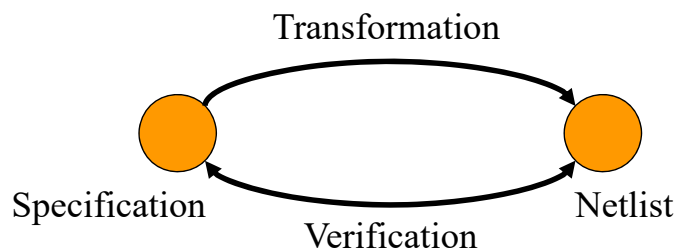
Outline

- ◆ 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.

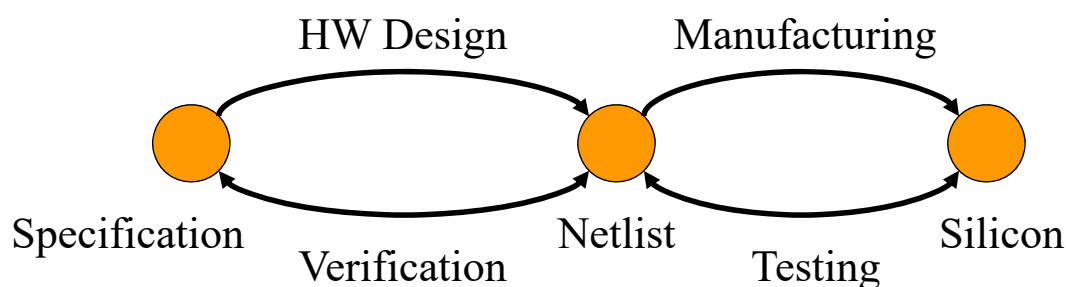


Chien-Nan Liu

P.25

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.



Chien-Nan Liu

P.26

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 = $2^{\text{bits}+\text{inputs}} = 2^{221}$
 - At 1M IPS would take 10^{53} years to simulate all transitions
- ◆ For a chip with 20M gates
 - ??????

*IPS = Instruction Per Second



Chien-Nan Liu

P.27

When is Verification Complete ?

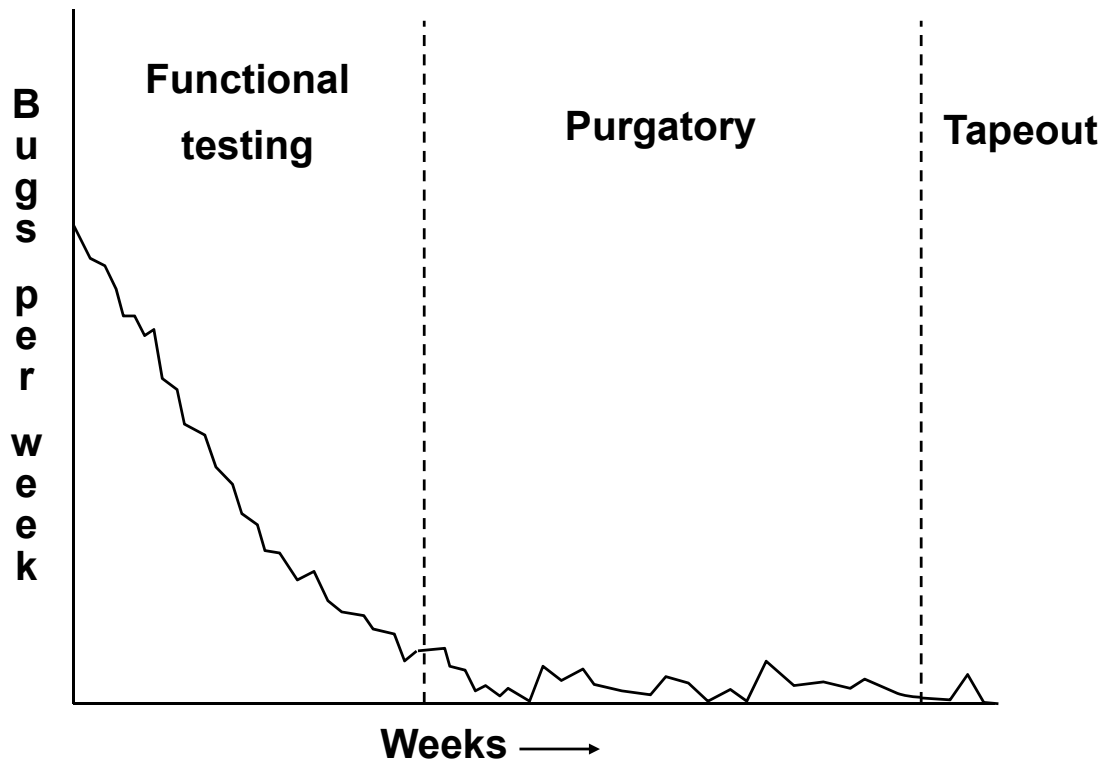
- ◆ Some answers from real designers:
 - When we run out of time or money
 - When we need to ship the product
 - When we have exercised each line of the HDL code
 - When we have tested for a week and not found a new bug
 - ***We have no idea!!***
- ◆ Designs are often too complex to ensure full functional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



Chien-Nan Liu

P.28

Typical Verification Experience



Chien-Nan Liu

P.29

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



Chien-Nan Liu

P.30

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



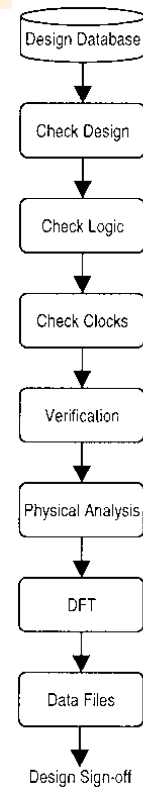
Interesting Observations

- ◆ 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.

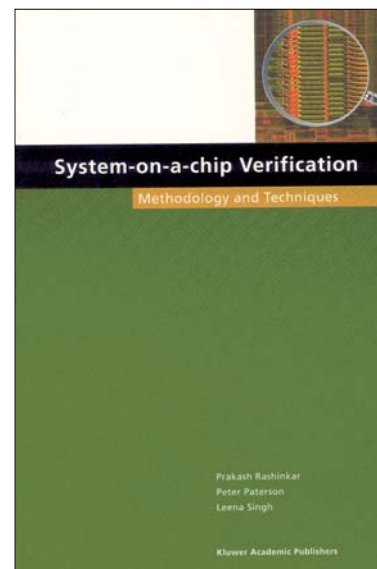


Chien-Nan Liu

P.33

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



Chien-Nan Liu

P.34

Outline

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



Simulation-Based Verification

- ◆ 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

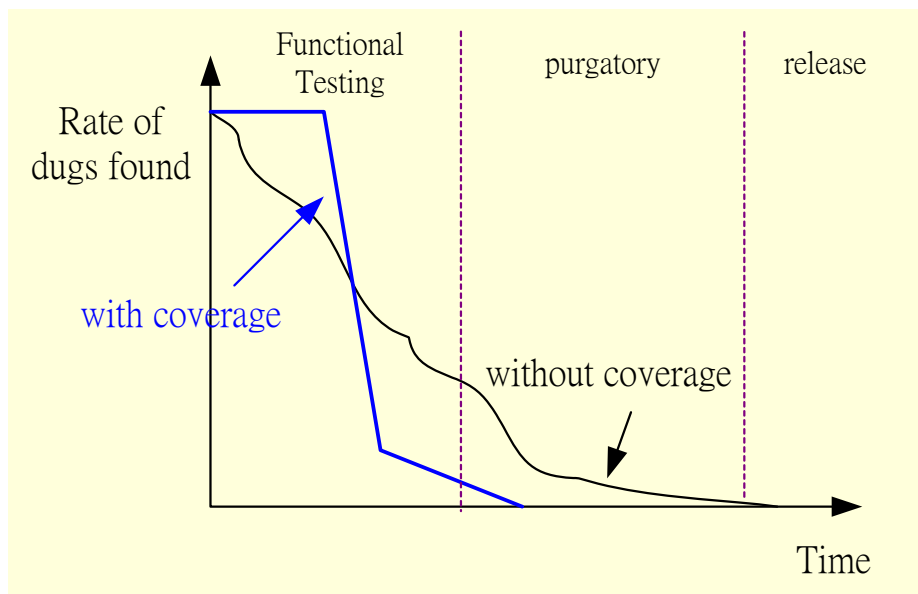


Coverage-Driven Verification

- ◆ 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



Chien-Nan Liu

P.39

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



Chien-Nan Liu

P.40

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



Outline

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



HDL Linter

- ◆ 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



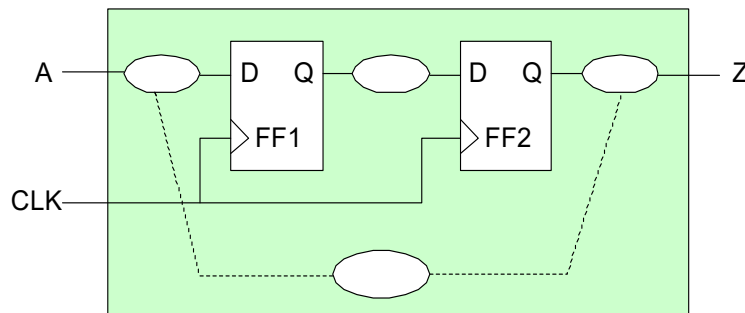
Formal Verification

- ◆ 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



Chien-Nan Liu

P.45

Outline

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



Chien-Nan Liu

P.46

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

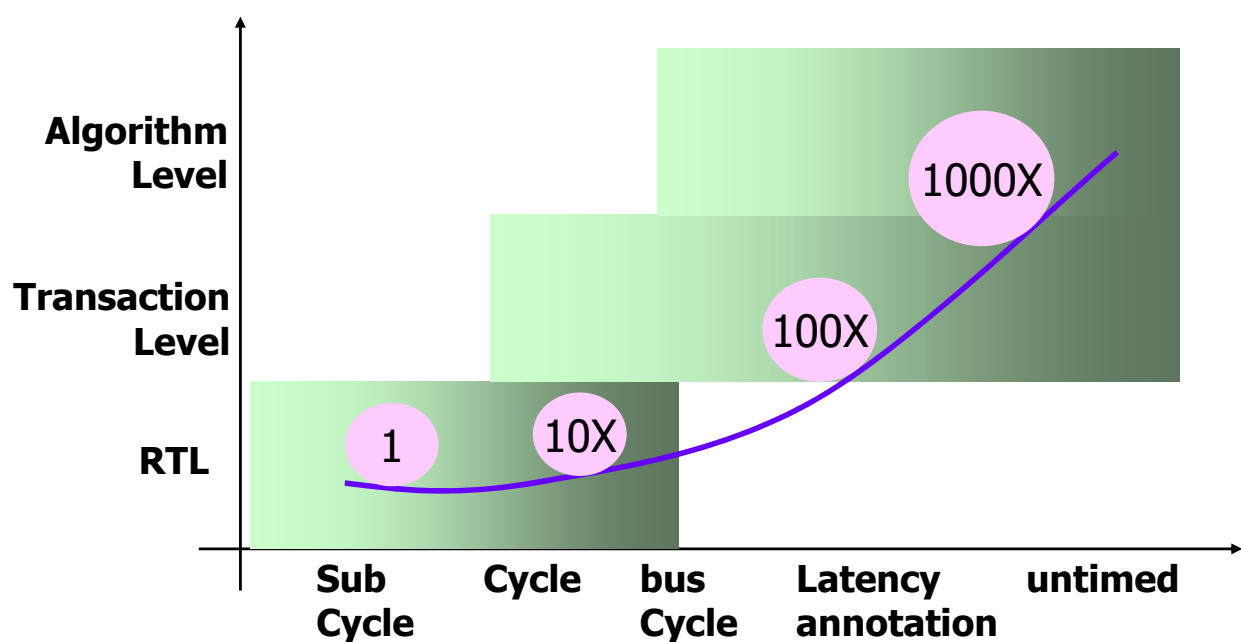
- ◆ Couple a software execution environment with a hardware simulator
- ◆ Simulate the system at higher levels
 - Software normally executed on an **Instruction Set Simulator** (ISS)
 - A **Bus Interface Model** (BIM) converts software operations into detailed pin operations
- ◆ Allows earlier system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



Chien-Nan Liu

P.49

Verification Speed



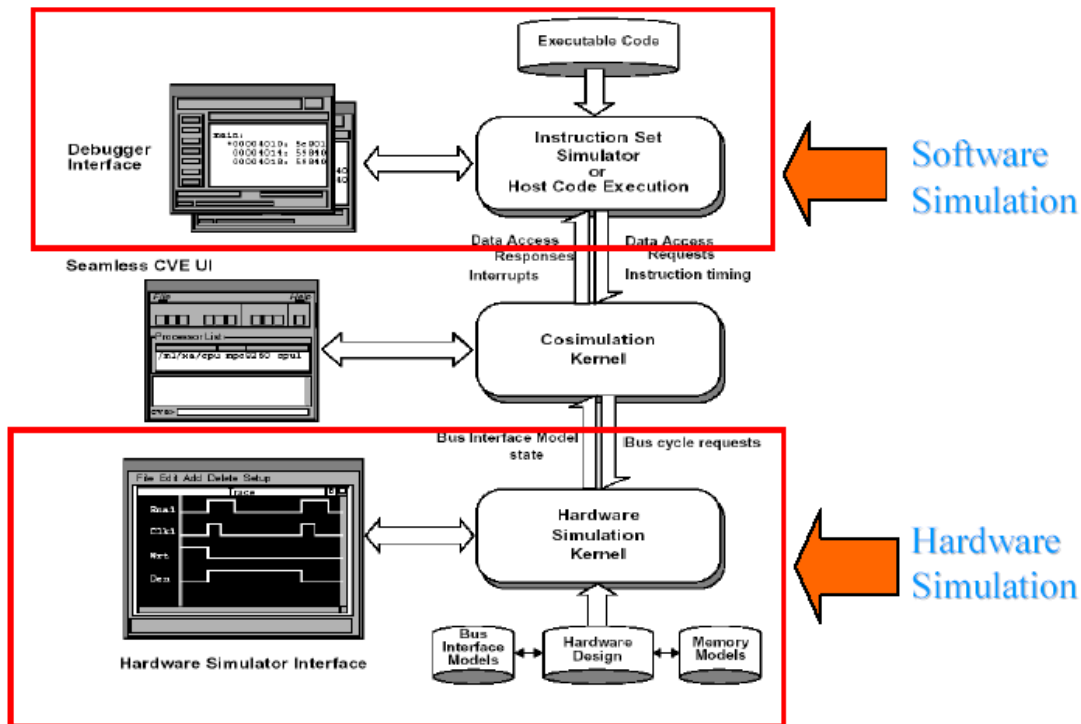
Reference : Synopsys



Chien-Nan Liu

P.50

Many Available Tools for Co-Sim.



Reference : Mentor Graphics



Chien-Nan Liu

P.51

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, ...



Chien-Nan Liu

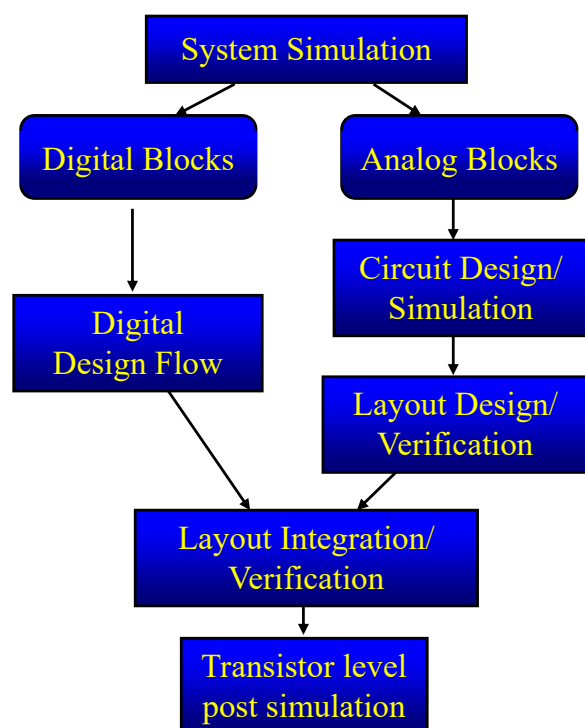
P.52

Outline

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



Conventional MS Design Approach



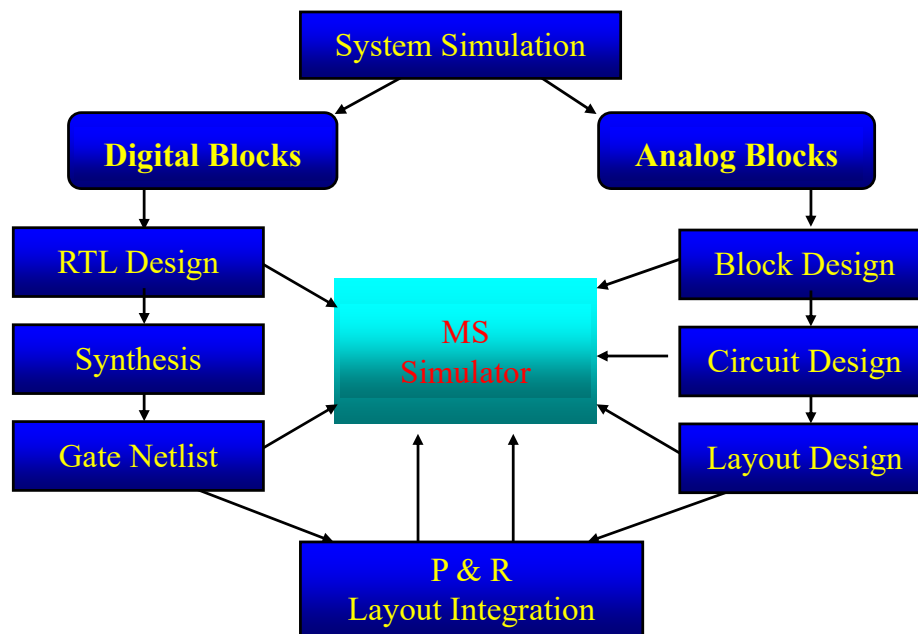
- ◆ Design and simulate digital and analog circuits separately
 - May miss the effects between each other
- ◆ Can perform co-simulation at transistor level only
 - High complexity
 - Too slow



Top-Down MS Design Flow

- ◆ Starting from **behavioral models**

- Can check whole system behavior in advance



Chien-Nan Liu

P.55

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**



Chien-Nan Liu

P.56

An Example of Verilog-A Code

◆ Keys to a good behavioral model

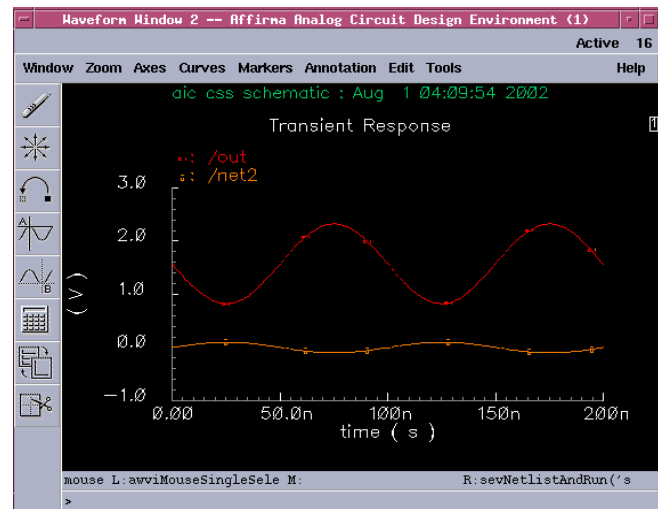
- Concise mathematical equations of the behavior
 - For faster simulation time
- Appropriate value for each parameter
 - For accurate simulation results

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

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

parameter real gain=-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
```



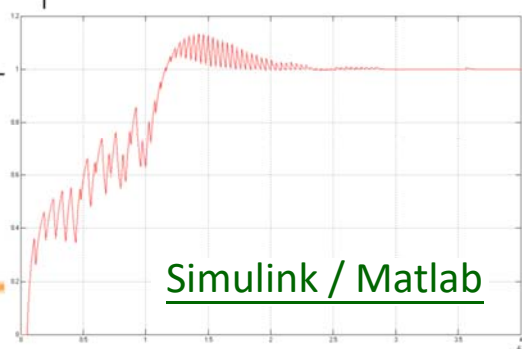
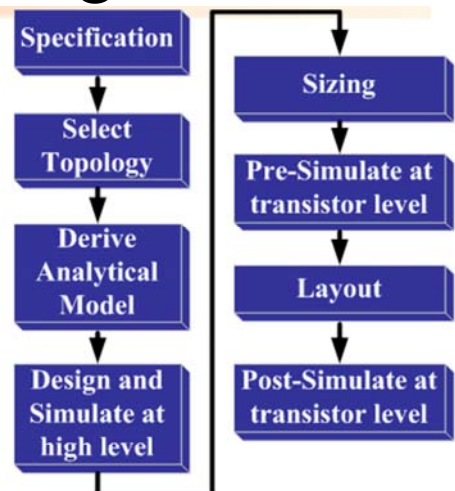
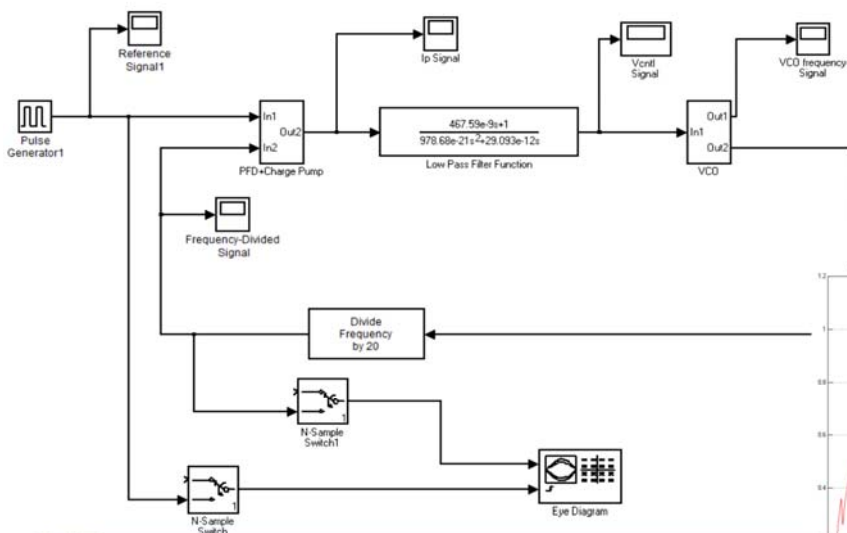
Chien-Nan Liu

P.57

Top-Down Modeling

◆ Verify whole AMS system **roughly** before implemented

- Suitable for **newly-created designs**
- **Inaccurate on non-ideal circuit properties**



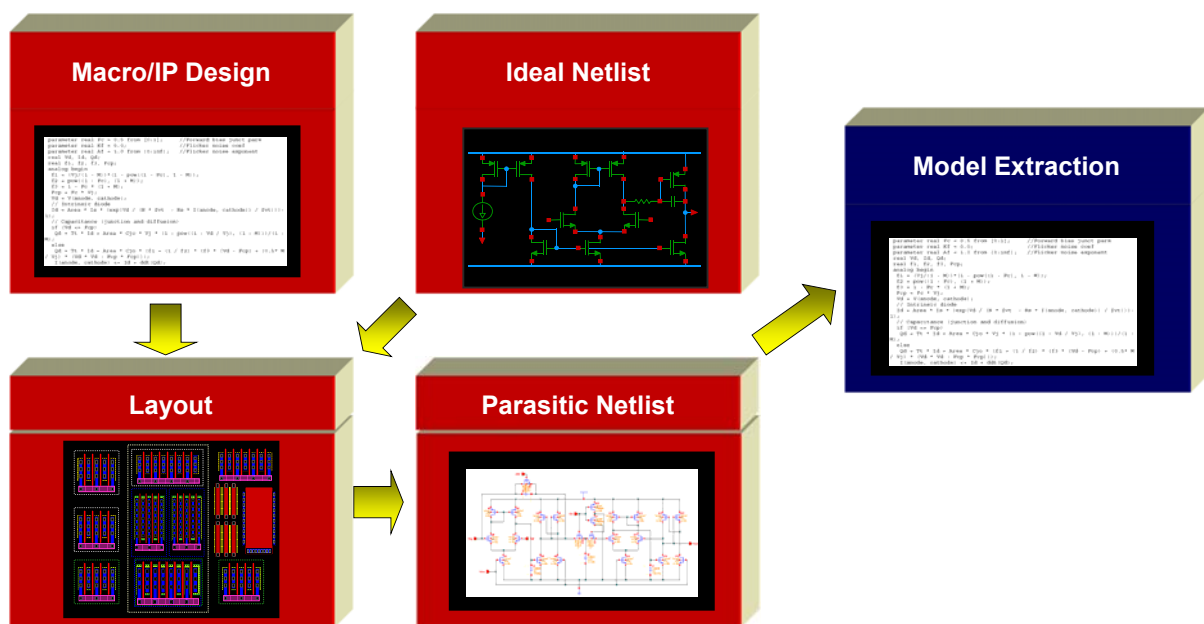
Chien-Nan Liu

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

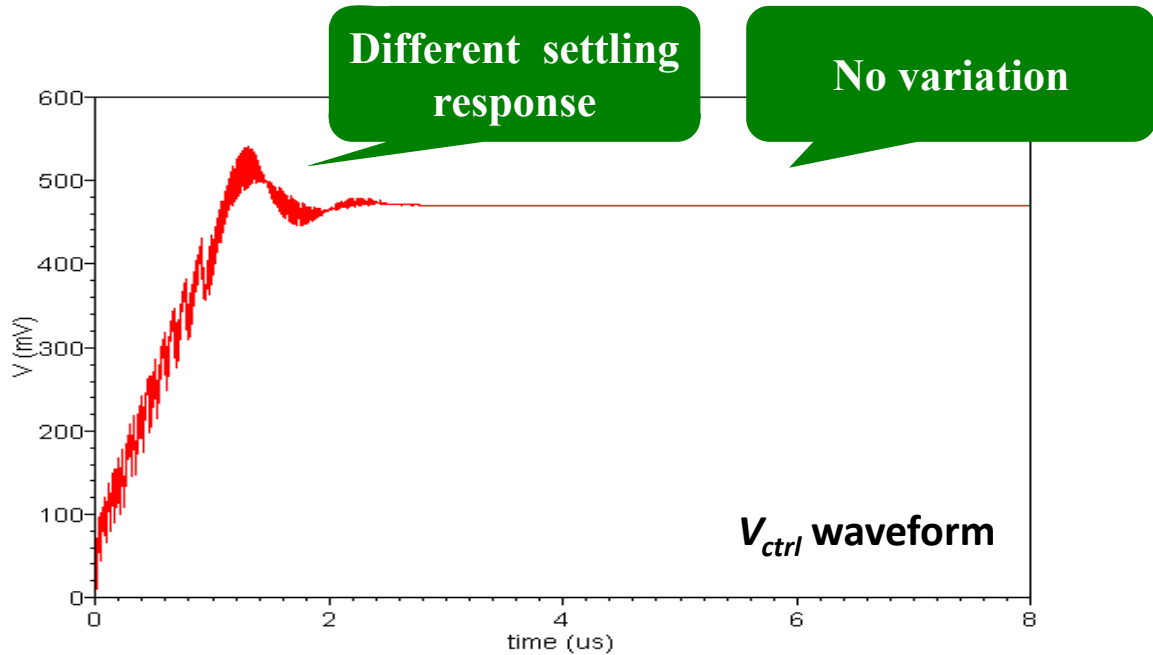


Bottom-Up Behavior Extraction



Top-Down Behavioral Model

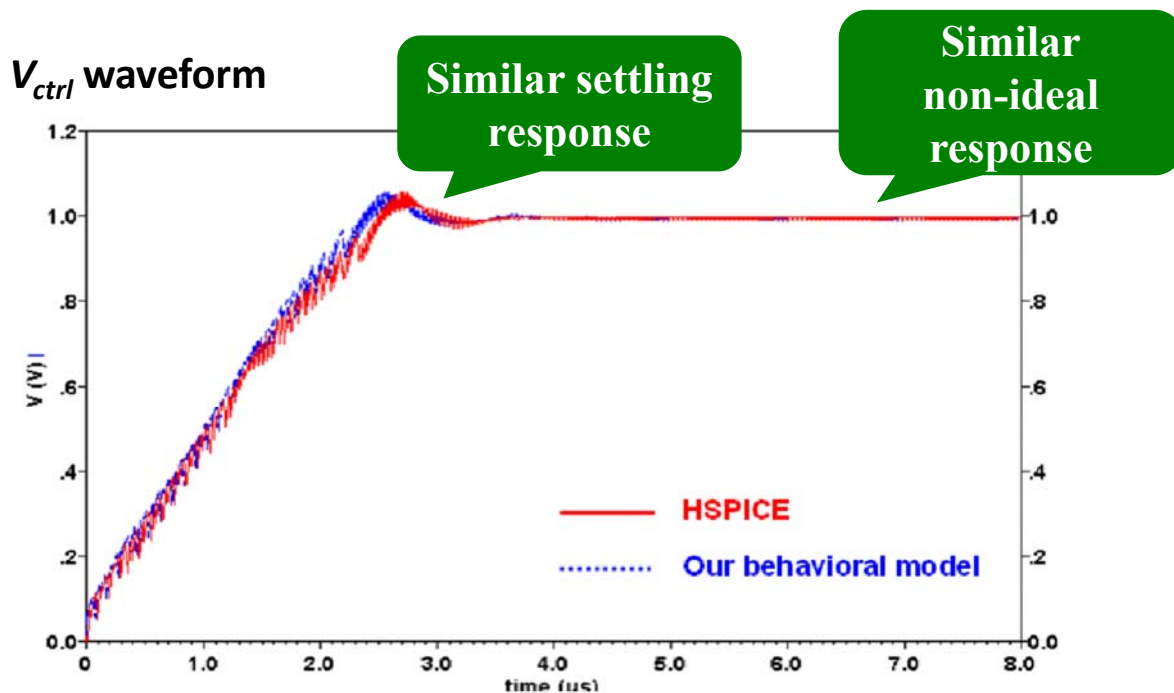
- ◆ Use the embedded behavioral blocks from **Cadence's AHDL library** to model a PLL



Chien-Nan Liu

P.61

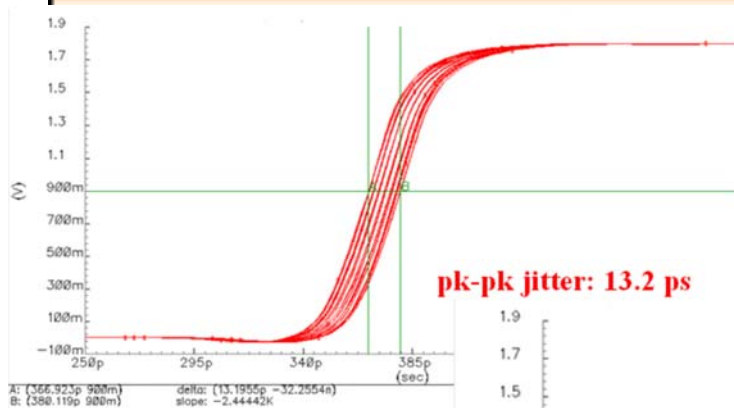
Extracted Behavioral Model



Chien-Nan Liu

P.62

Peak-to-peak Jitter

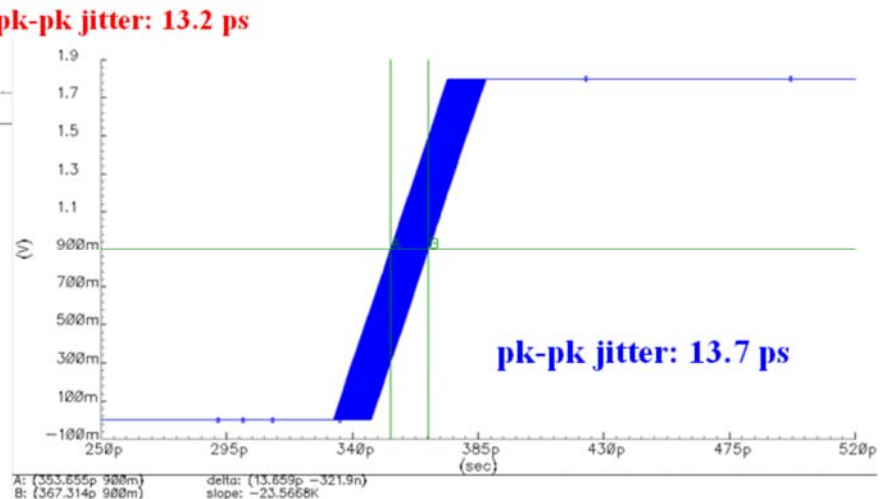


HSPICE : 13.2 ps

$T_{sim.}$: 22074 sec

Beh model: 13.7ps

$T_{sim.}$: 122 sec (180x)



Chien-Nan Liu

P.63

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



Chien-Nan Liu

P.64