

# Automated and Scalable Verification of Integer Multipliers

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- Wallace-tree and Booth Encoding define algorithms to design efficient integer multipliers for hardware.
- Verification of these multipliers is a difficult problem:
  - ▶ SAT Solvers and BDDs do not scale.
  - ▶ Equivalence checking requires structurally close specifications.
  - ▶ Computer algebra methods perform better but with limitations.
- We propose a more efficient, rewrite-based method that is:
  - ▶ widely applicable (tested for 75+ benchmarks),
  - ▶ scalable (1024x1024-bit multipliers proved under 10 minutes),
  - ▶ provably correct (verified using ACL2)
- Our method works with RTL-level hierarchical designs

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① Review of Integer Multipliers

② The Method

③ Experiments

# Review: Integer Multipliers

$$\begin{array}{r} a_2 \ a_2 \ a_2 \ a_2 \ a_1 \ a_0 \\ \mathbf{x} \ b_2 \ b_2 \ b_2 \ b_2 \ b_1 \ b_0 \\ \hline \end{array}$$

- Goal: implement an efficient hardware module that multiplies two bit-vectors.
- Integer multipliers have two stages:
  1. Partial Product Generation  
(e.g., Baugh-Wooley, Booth Encoding)
  2. Partial Product Summation  
(e.g., Array, Wallace-tree, Dadda-tree)
- Even two designs following the same algorithm may have very different structures. Therefore, it is important to have an automated system for verification.

Wallace-tree multiplication  
on 3x3-bit signed numbers

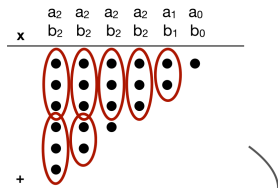
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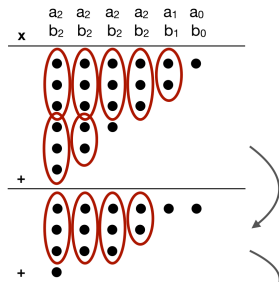
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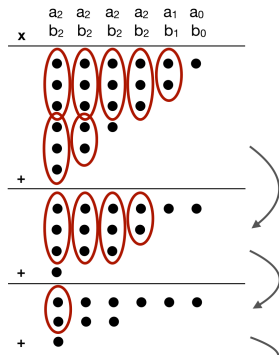
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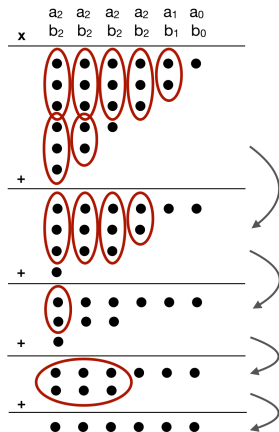
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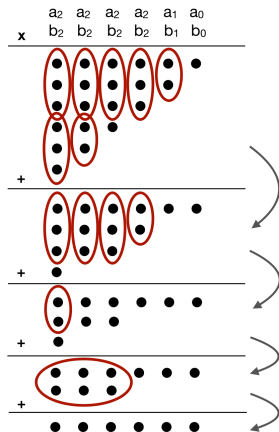
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Our goal is to prove such conjectures:

```
(defthm multiplier_is_correct
  (implies (and (integerp a)
                (integerp b))
    (equal (svl-run (list a b) <signed_mxn_mult>)
      (truncate (+ M N)
        (* (signext M a)
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- ACL2 is an interactive and automated theorem proving system.
- RTL Designs are translated from System Verilog to SVL format
- We prove that the circuit implements truncated multiplication of two sign-extended (or zero-extended) numbers.
- The mechanism we implemented to prove such conjectures are completely verified in ACL2.

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1. Before working on this conjecture, we reason about the adder modules
2. Then we submit the above event and:
  - ▶ Replace instantiations of adder modules with their specification from Step 1.
  - ▶ Simplify terms from summation tree algorithms.
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## Step 1: Adder Module Proofs

Before the multiplier proof, a lemma for each adder module is proved:

```
(defthm adder_module_is_correct
  (implies (and (integerp a)
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```

Specification for some adders per output bit:

Adder	$out_3$	$out_2$	$out_1$	$out_0$
Half-adder	-	-	$c(a + b)$	$s(a + b)$
Full-adder	-	-	$c(a + b + c_{in})$	$s(a + b + c_{in})$
Vector adders	$s(a_3 + b_3$ $+ c(a_2 + b_2$ $+ c(a_1 + b_1$ $+ c(a_0 + b_0)))$	$s(a_2 + b_2$ $+ c(a_1 + b_1$ $+ c(a_0 + b_0)))$	$s(a_1 + b_1$ $+ c(a_0 + b_0))$	$s(a_0 + b_0)$

where  $s(x) = \text{mod}_2(x)$  and  $c(x) = \left\lfloor \frac{x}{2} \right\rfloor$

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Both LHS and RHS should be rewritten to the same final form.

An example final form for the first 4 output bits of a multiplier:

$out_3$	$out_2$	$out_1$	$out_0$
$s(a_0b_3 + a_1b_2 + a_2b_1 + a_3b_0 \\ + c(a_0b_2 + a_1b_1 + a_2b_0 \\ + c(a_1b_0 + a_0b_1 \\ + c(a_0b_0))))$	$s(a_0b_2 + a_1b_1 + a_2b_0 \\ + c(a_1b_0 + a_0b_1 \\ + c(a_0b_0)))$	$s(a_1b_0 + a_0b_1 \\ + c(a_0b_0))$	$s(a_0b_0)$



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Both LHS and RHS should be rewritten to the same final form.

An example final form for the first 4 output bits of a multiplier:

$out_3$	$out_2$	$out_1$	$out_0$
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## Step 2: Multiplier Module Proofs

Prove this conjecture:

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(defthm multiplier_is_correct
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## Step 2a: Simplify Summation Trees

The 4th LSB of the Wallace-tree multiplier  
with simple partial products:

$$\begin{aligned} &s( s( s(a_3b_0 + a_2b_1 + a_1b_2) \\ &\quad + a_0b_3 \\ &\quad + c(a_2b_0 + a_1b_1 + a_0b_2)) \\ &\quad + c(s(a_2b_0 + a_1b_1 + a_0b_2) + c(a_1b_0 + a_0b_1))) \end{aligned}$$

Goal: Simplify such terms with a set of lemmas.

Nested instances of  $s$  can be cleared with the following lemma.

**Lemma**  $\forall x, y \in \mathbb{Z} \ s(s(x) + y) = s(x + y)$

When this lemma applied to the example above, we get:

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## Step 2b: Simplify Partial Products

Booth Encoding creates more complicated terms for partial products.

For example:

$$\begin{aligned} & s([\neg b_1 b_0 a_1 \vee b_1 \neg b_0 \neg a_0 \vee b_1 b_0 \neg a_1] \\ & \quad + c([b_1 b_0 \vee b_1 \neg b_0] \\ & \quad \quad + [b_1 \neg b_0 \vee \neg b_1 b_0 a_0 \vee b_1 b_0 \neg a_0])) \end{aligned}$$

First, we perform algebraic rewriting to get rid of  $\oplus$ ,  $\vee$  and  $\neg$ .

**Lemma**  $\forall x \in \{0, 1\} \neg x = 1 - x$

**Lemma**  $\forall x, y \in \{0, 1\} x \vee y = x + y - xy$

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## Step 2b: Simplify Partial Products (cntd.)

The current term:

$$s(b_1 + b_0a_1 - b_1a_0 + b_1b_0a_0 - b_1b_0a_1 - b_1b_0a_1 \\ + c(b_1 + b_1 + b_0a_0 - b_1b_0a_0 - b_1b_0a_0))$$

We try to get rid of repeated and/or negative minterms with the following lemmas.

**Lemma**  $\forall x, y \in \mathbb{Z} \ s((-x) + y) = s(x + y)$

**Lemma**  $\forall x, y \in \mathbb{Z} \ c((-x) + y) = (-x) + c(x + y)$

**Lemma**  $\forall x, y \in \mathbb{Z} \ d((-x) + y) = (-x) + d(x + y)$

**Lemma**  $\forall x, y \in \mathbb{Z} \ s(x + x + y) = s(y)$

**Lemma**  $\forall x, y \in \mathbb{Z} \ c(x + x + y) = x + c(y)$

**Lemma**  $\forall x, y \in \mathbb{Z} \ d(x + x + y) = x + d(y)$

When these lemmas are applied to the example above, we get:

$$s(b_0a_1 + b_1a_0 + c(b_0a_0))$$

Let's see the experiment results!



Our method is tested for various integer multipliers with:

- Signed/unsigned simple or Booth Encoded partial products.
- Summation trees such as Wallace-tree, Dadda-tree, 4:2 compressor trees...
- Final stage adders such as Brent-Kung, Ladner-Fischer, Carry-lookahead...

We measure the total time for:

- Proof events for each adder module in Step 1
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Size	AM <sup>i</sup>		DK <sup>ii</sup>		Our Tool	
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i. Mahzoon, A., Große, D., Drechsler, R.: RevSCA: Using Reverse Engineering to Bring Light into Backward Rewriting for Big and Dirty Multipliers. DAC '19

ii. Kaufmann, D., Biere, A., Kauers, M.: Incremental Column-wise Verification of Arithmetic Circuits Using Computer Algebra. FMCAD '19

- o Success rate= $\{\text{verified}\}/\{\text{all benchmarks}\}$ . The other tools failed either due to time-out or some program error. Failed proofs are not included in the averages.
- o For the 8 benchmark types that DK<sup>ii</sup> could finish without time-out, their results are {6, 40, 222, 1602, 13906} and ours are {1, 3, 11, 68, 355}.

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- We work with a wide-range of different designs.
- Our method is proved correct using ACL2
- Future work:
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  - ▶ Support completely flattened designs

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