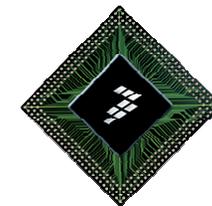


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# Static Verification Flow



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A. Dabbagh, H. Luepken, N. Bossemeyer (Freescale)

K. Fotouhi, C. Komar (Cadence)

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# Introduction

- ▶ Recent advancements in EDA tools have put a new emphasis on static and automated formal verification to augment current functional verification flows.
- ▶ Rule set is defined as Reuse Standard or Company Standard to qualify the RTL.
- ▶ What is Static Verification ?
  - Functional Formal Verification (FSM checks, Dead-Code,...).
  - Static / Structural Checks (Coding Style, Synthesizability, Testability-checks...).
  - Timing Constraints Checks (False-Path, Multi-Cycle-Path,...).
  - Implementation Formal Verification (Clock Domain Crossing (CDC), Multi-Cycle-Path, False-Path,...).
- ▶ What is a Static Verification Flow ?
  - Introduces complimentary technologies.
  - Automated (less user time, more CPU time).
  - Driven by a methodology:
    - **Q:** Who should use it ?                   **A:** Module Owner, Integrator, Verification Engineers,...
    - **Q:** when should it be used?               **A:** Project Cycle,...

## Problems faced during traditional design flows

▶ Traditional Gate-Level simulations have often been used to detect a class of problems that have been impossible/difficult to catch in RTL simulation.

Typically:

- Not very robust.
- Starts very late.
- Significant manual effort to develop (False-Path, Multi-Cycle-Path).

▶ Structural rule checkers can not completely identify all types of problems found late on the process (For example: asynchronous inputs).

▶ Tool limitations:

- Old Lint architecture.
- Limited Clock Domain Crossing (CDC) checks.
- Limited timing constraint check.

▶ Insufficient knowledge about rule set and the kind of checks applied.

# Cost and Pain of Fail

## ▶ Direct Costs

- Foundry/Mask costs.
- Costs for Engineering Change Order (ECO) implementation, verification and test.
  - 7 Persons/Day for one week effort (mid size ECO), several thousands €.
- Cost for Application Engineering/Marketing/Bureaucracy effort.
- Cost for re-qualification if the device requires qualification.

## ▶ Indirect Costs

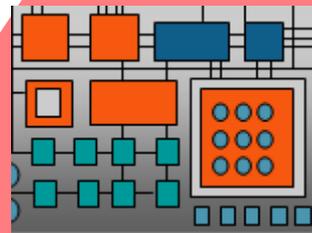
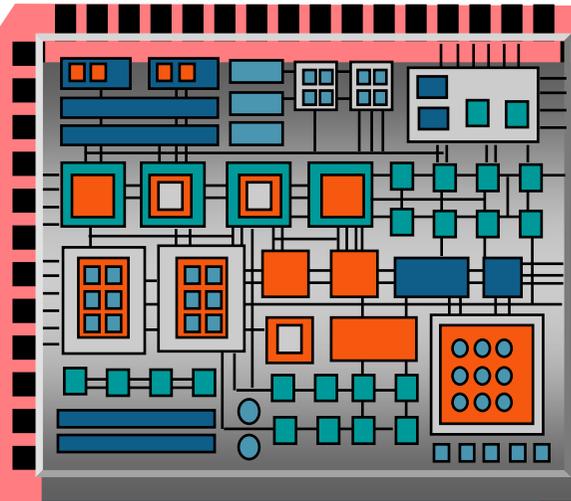
- Loss of Reputation/Business
  - Hard to measure but can be disastrous if actual/future products are denied by customer.

# Problem Solution

( Complementary Technologies For Different Stakeholder )

## Chip Integrator/Verification Engineer

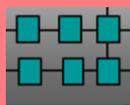
- ❑ Full chip level
  - Consistency of constraint files ?
  - False-Path, Multi-Cycle-Path ?
  - Equivalent Check ?
  - Clock Domain Crossing ?
  - ...



- ❑ Integrated Cluster / blocks
  - Clock domain crossing correct ?
  - Crossing Power isolation ?
  - Power shut down and wakeup protocol ?
  - State retention mapping after synthesis ?
  - Equivalent check (diff. power domains) ?
  - Equivalent check (RTL vs. Gate)?
  - .....

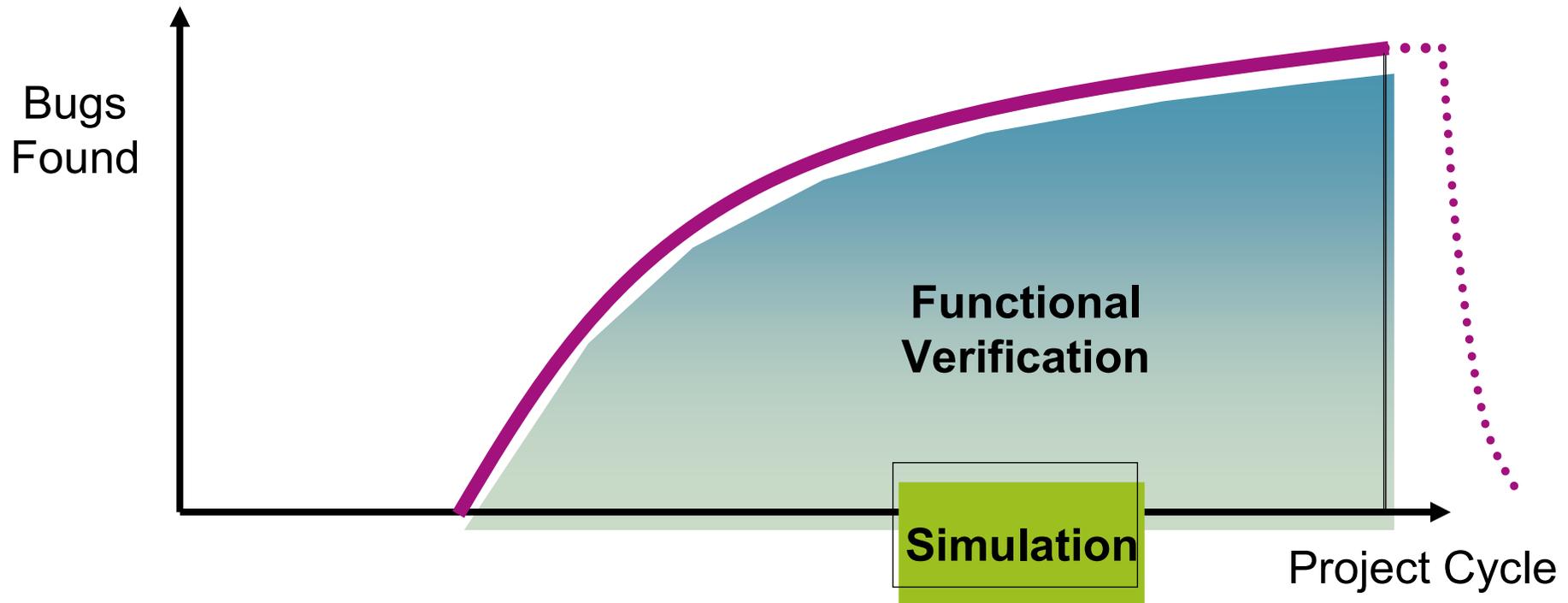
Logic Designer & Verification Engineers

- ❑ RTL block level
  - Coding style ? Semantic correctness ?
  - Synthesizability ? Testability ?
  - Simulation and Synthesis mismatch ?
  - FSM reachability ? FSM transitions ? Dead-Code ?



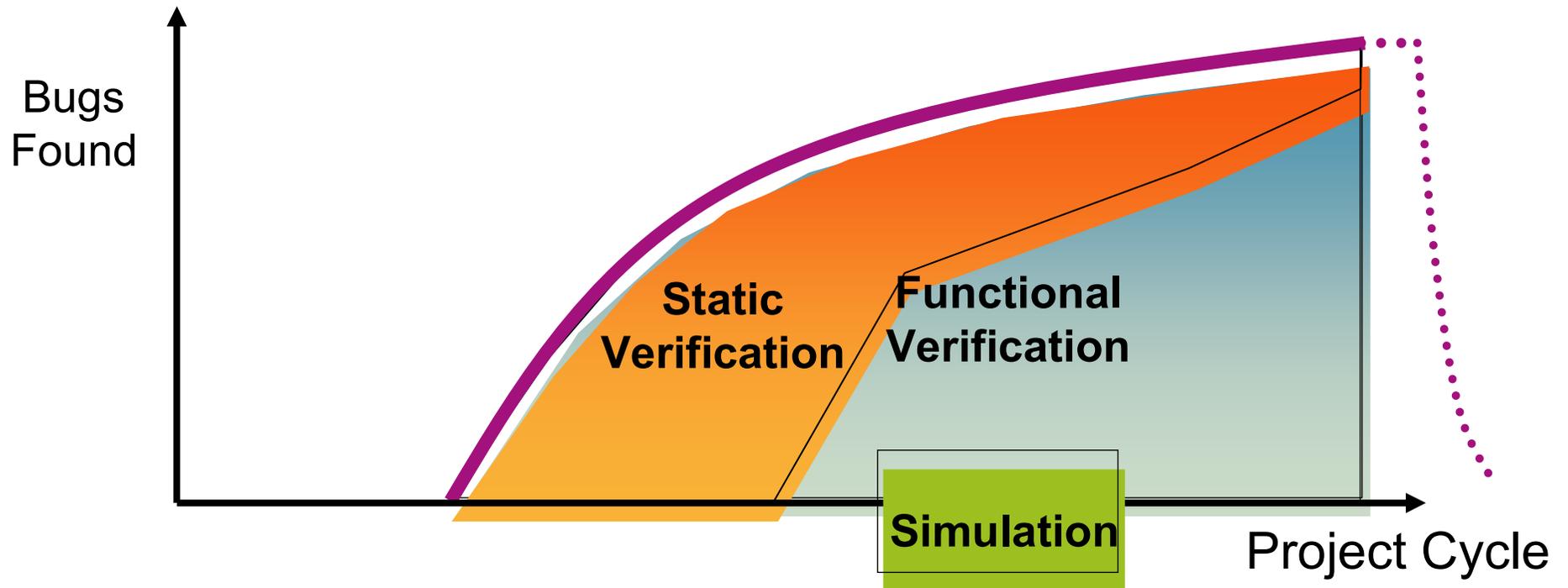
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# Traditional Verification

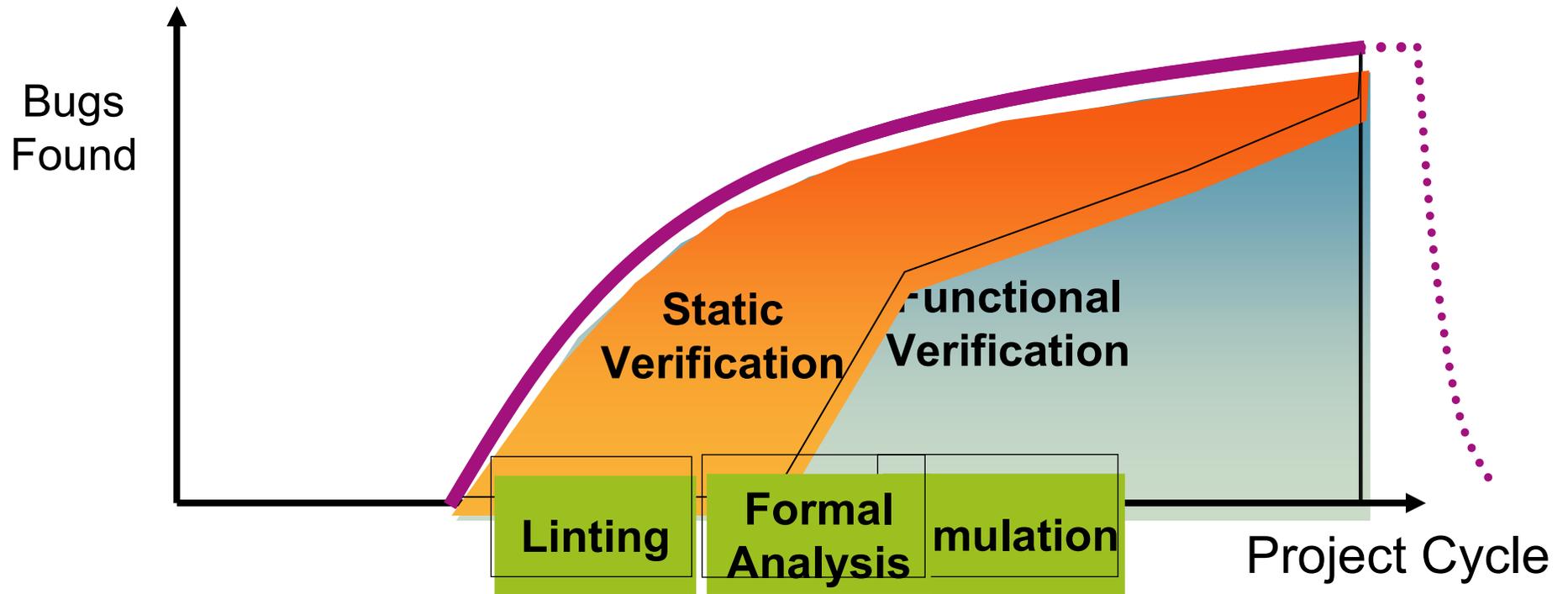


- Traditional functional verification is focused on simulation
  - Starts late, after significant manual testbench development

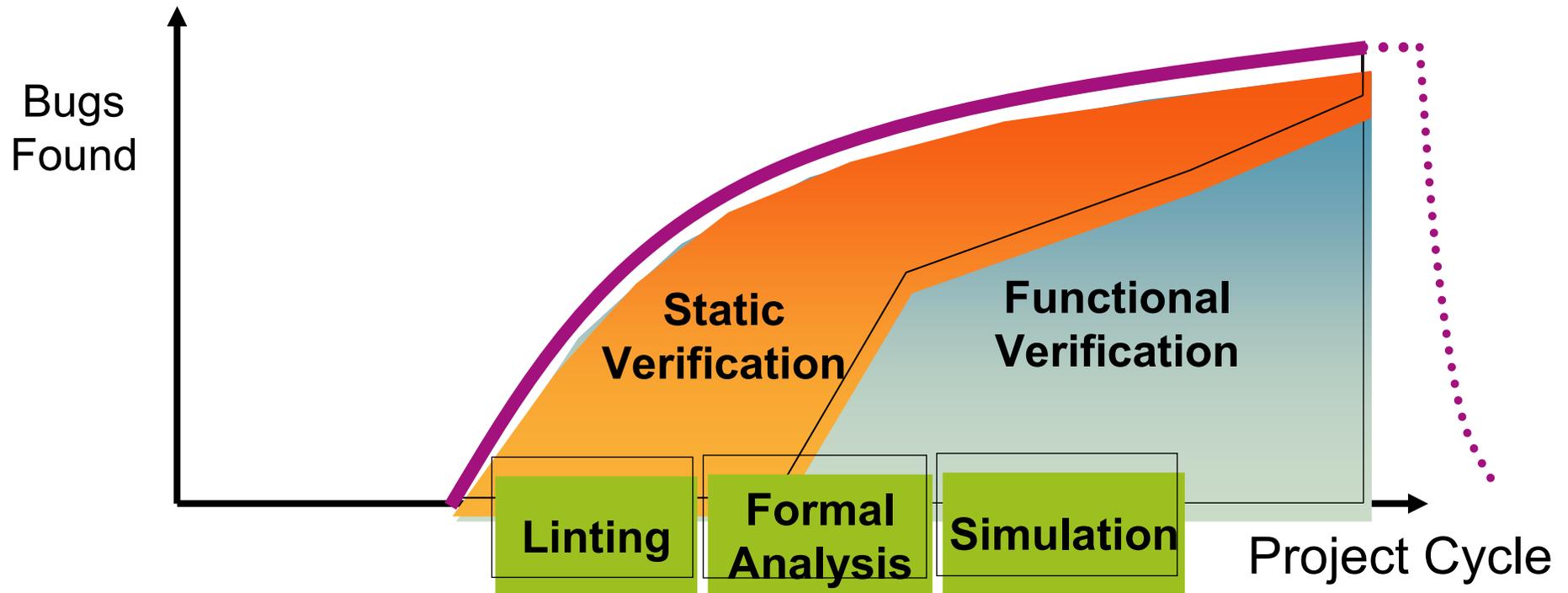
# Introducing Static Verification flow



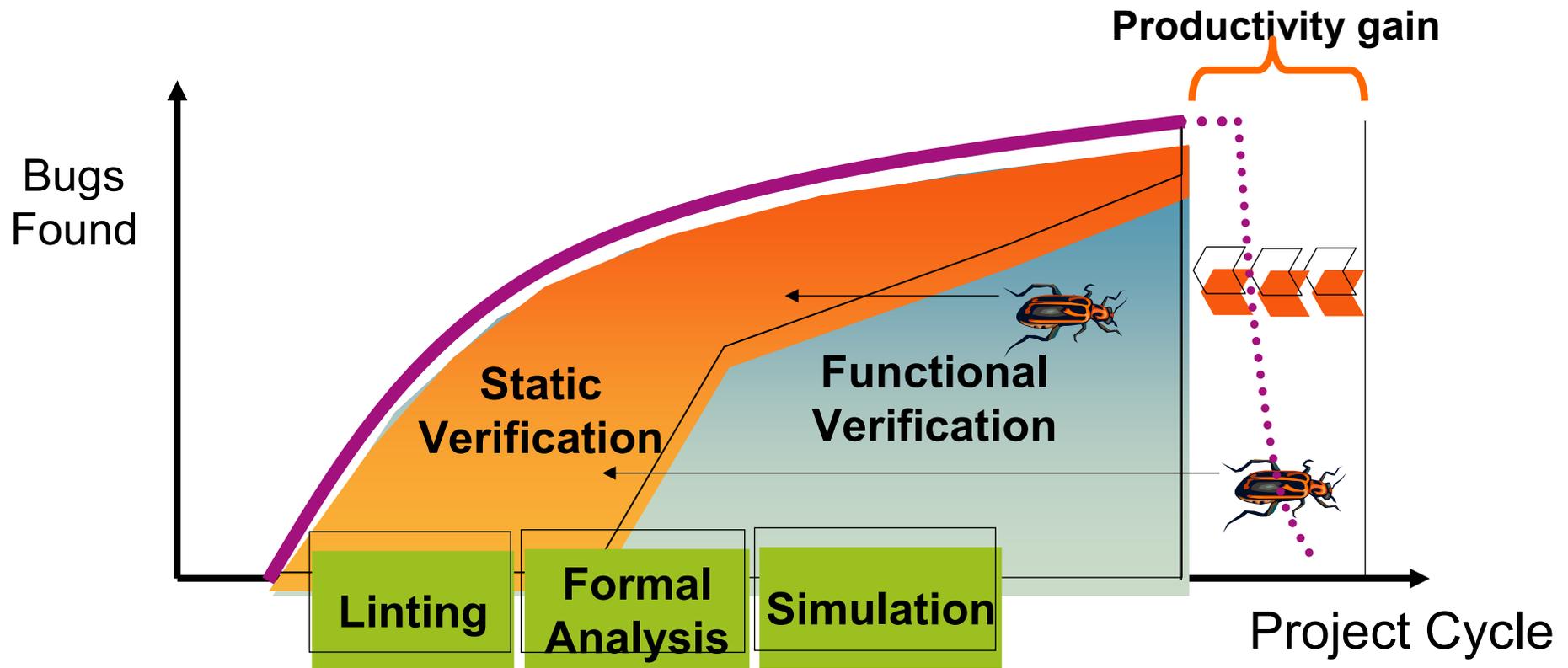
# Static Verification Technologies



# Introducing Static Verification technologies

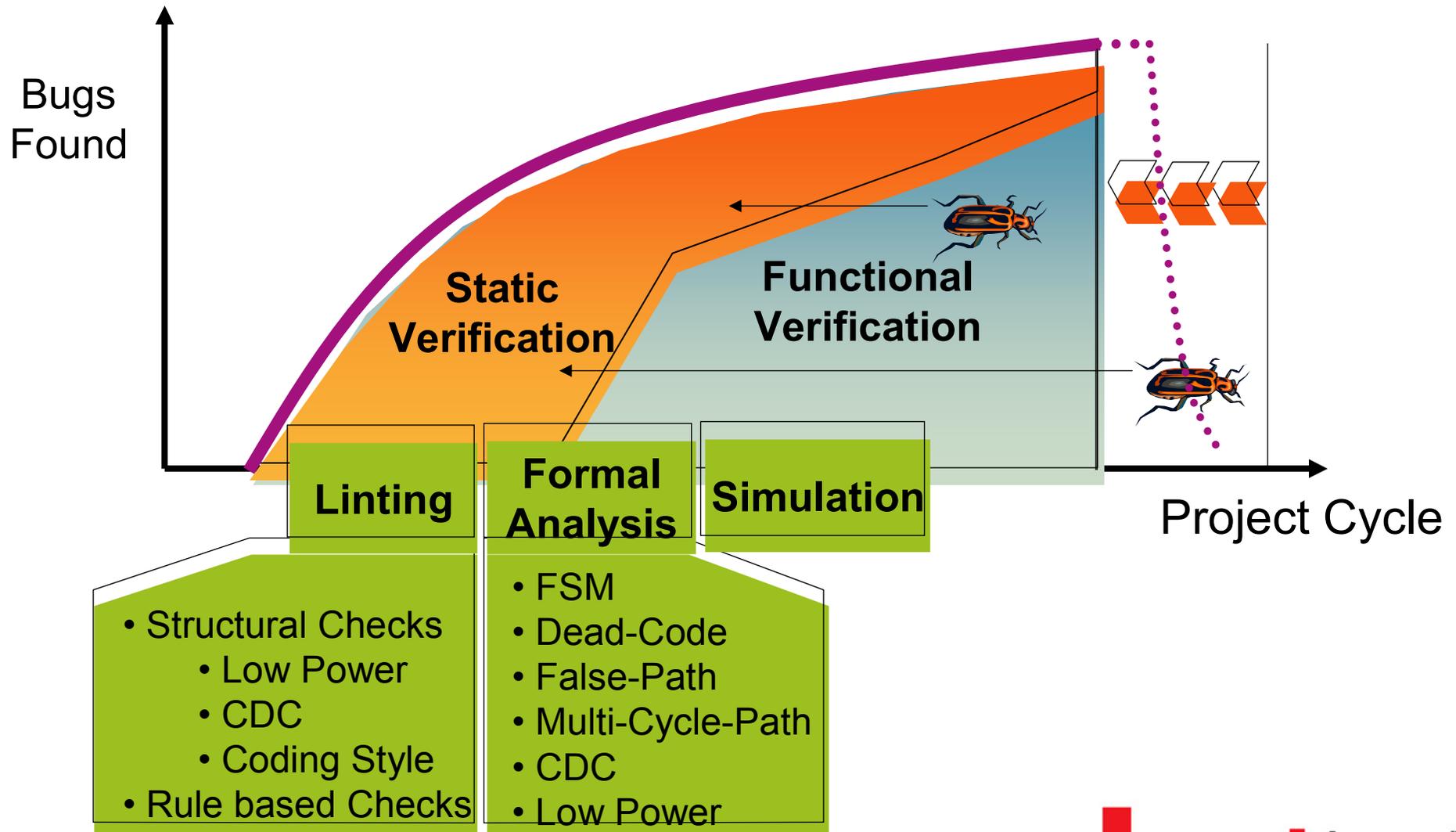


# Introducing Static Verification



- Static verification using linting and automated formal analysis technologies can be applied earlier in the development cycle to help find bugs typically found late in the project cycle

# Static Verification Checking



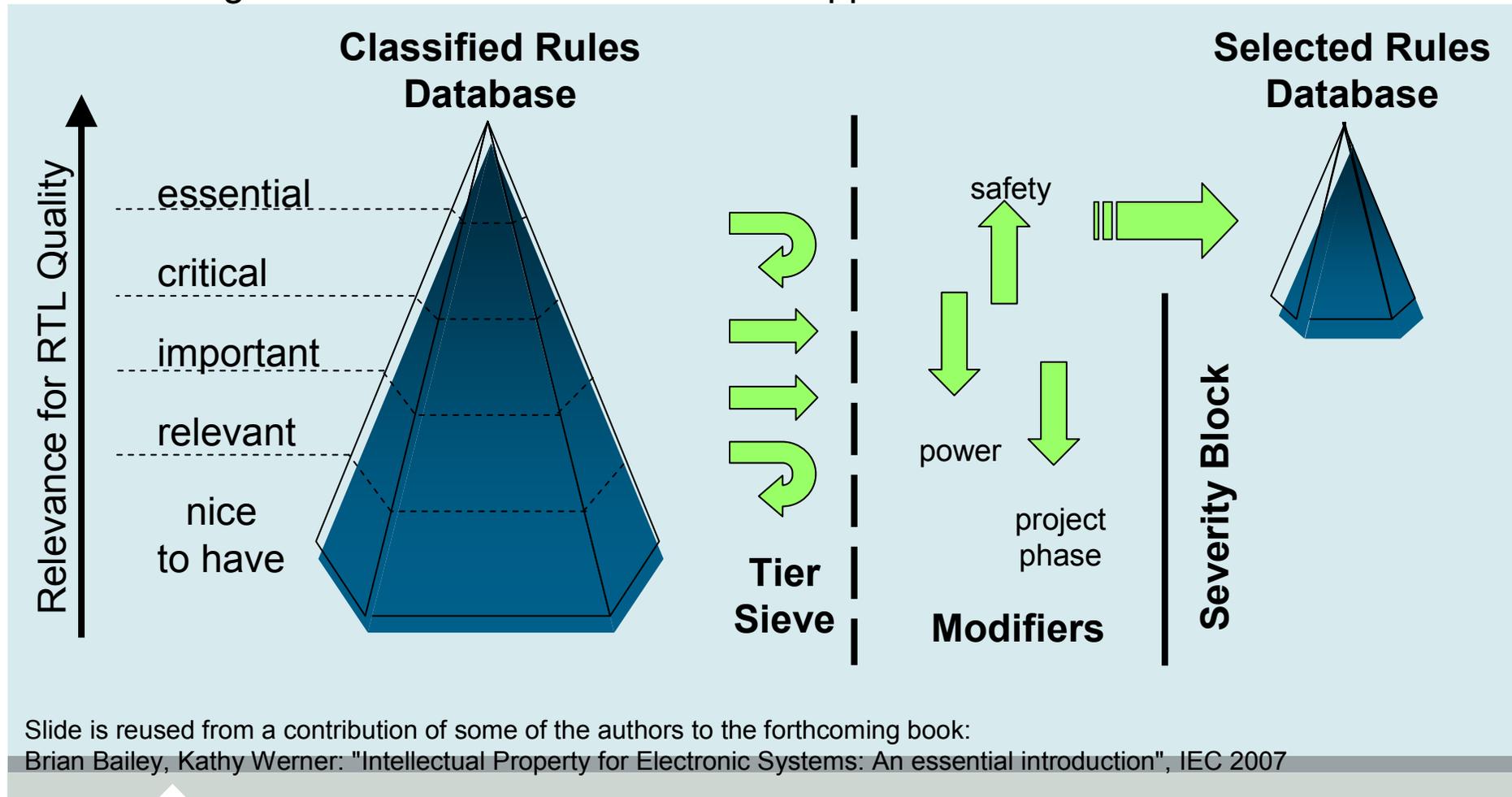
## Challenges you face running static checks !!

- ▶ Do not overwhelm designer with huge number of rules (*Example: > 1000 rules, > 1000 warnings and errors*).
- ▶ Lack of knowledge about rule set and the kind of checks that should be applied at the different project cycles (*No design-friendly categories*).
- ▶ Static verification is not established as a part of the design flow (*Time allocation not part of the project schedule, underestimate the debugging effort*).
- ▶ Reusable methodology is missing (*Rule sets are not applied to the sign-off criteria*).

# Our Vision (Freescale) -1-

## ► Effective rule set (Rule Architecture)

- Categorization & Prioritization of rules applied in different static checks



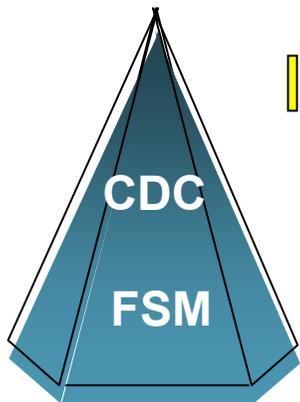
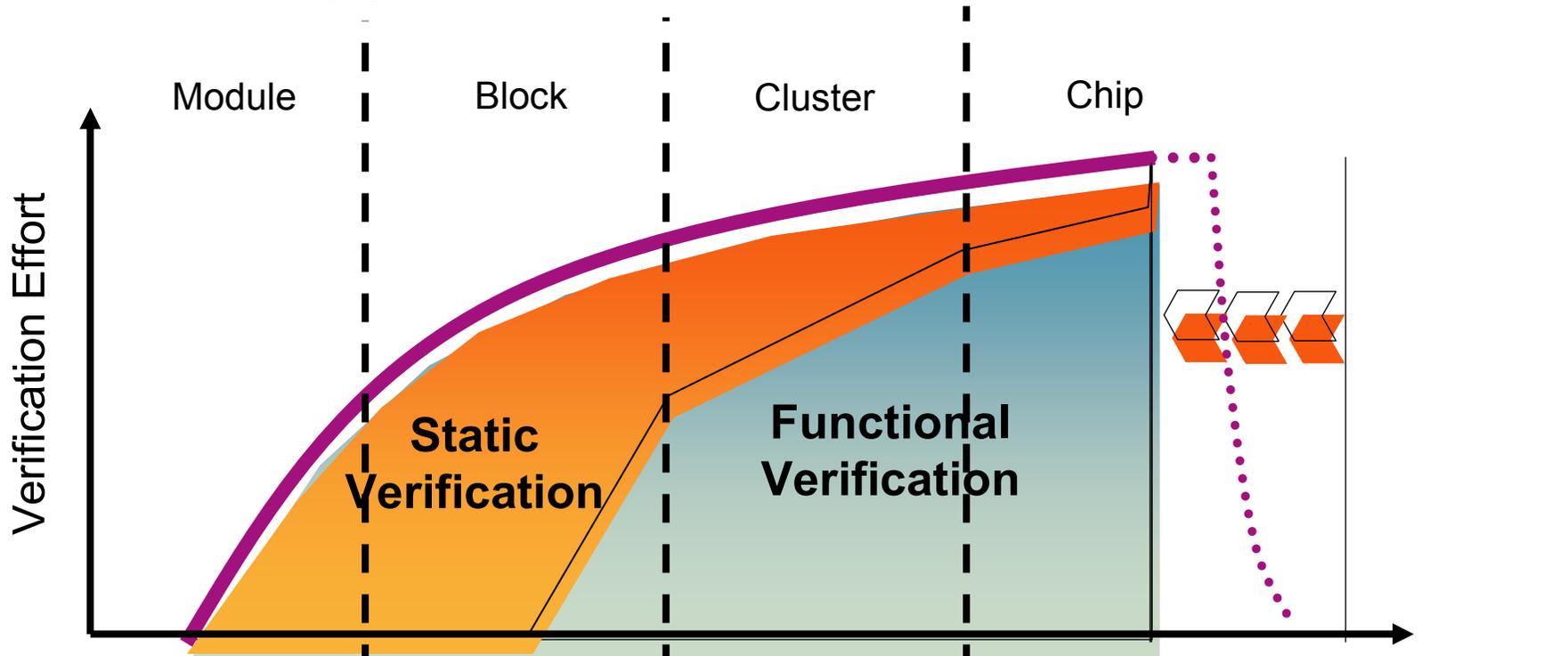
Slide is reused from a contribution of some of the authors to the forthcoming book:

Brian Bailey, Kathy Werner: "Intellectual Property for Electronic Systems: An essential introduction", IEC 2007

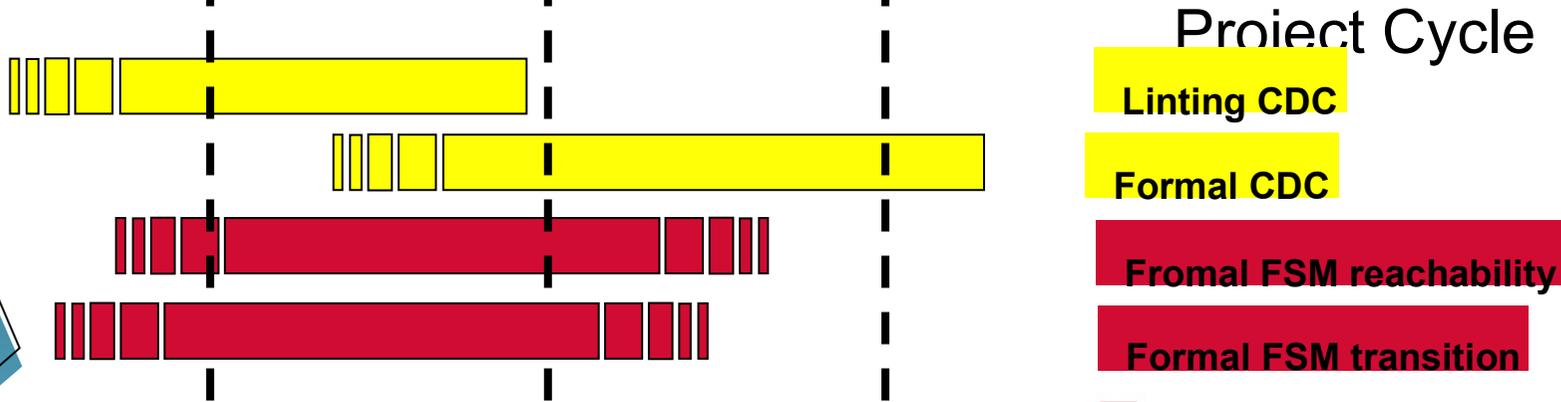
## Our Vision (Freescale) -2-

- ▶ Implement Structural Checks
  - Extend usage of Structural Checks on Block and SoC level by providing a cookbook and rules to identify vendor/customer synchronizers.
  
- ▶ Implement Formal Checks
  - Usage of Formal Checks on Block and SoC level if complexity allows.
  
- ▶ Apply Timing Constraint Checks
  - Usage of Timing Constraints checker rules eliminates expensive and time consuming Gate-Level simulation efforts to verify that the intent and the implementation are consistent.
  - Avoid additional respins and to reduce time to Tape-Out (no Gate-Level simulation, ease ATPG path-delay pattern generation)

# Practical Approach



Selected Rules



- Linting CDC
- Formal CDC
- Formal FSM reachability
- Formal FSM transition



## Benefit of the Approach (Freescale)

### ► Cost Reduction

- **Significant reduction** of the Gate-Level simulation effort by a usage of Timing Constraint Rule Checker earlier in the design flow.
- IT infrastructure cost reduction by usage of predictive rule and timing checkers.
- Reduce feedback re-work between Back-End and Front-End Teams.

### ► Methodology and Flow Improvement

- Improving our Tape-Out flow by introduction of Static Verification Tools.
- Reach completeness of static verification checks (e.g. Lint, Automatic Checks, CDC, Timing Constraints Checks).
- Improve productivity.
- High Quality IP delivery.
- Reducing SoC malfunctions.

## Conclusion

- ▶ Methodology based Rules Checkers Improve design quality
- ▶ Reducing cost and improving productivity.
  - Reducing Gate-Level simulation by static checks.
- ▶ Structural check of analog models
  - Regarding propagation of input properties
- ▶ Improve IP Reuse methodology
- ▶ Reduced risk of Re-Spin, ECO

## Outlook

- ▶ Identify wrong Multi-Cycle/False Path formally in order to check it in early stage of the design flow.
  
- ▶ For complex or missing synchronizers:
  - Identify and verify automatically.
  - Interface to incorporate customized synchronizer structures.
  
- ▶ Identify asynchronous inputs used on internal Combinatorial-Logic during structural analysis.
  
- ▶ Extend the usage of Clock Domain Crossing checkers on SoC level.

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# Q&A



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