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# Introduction to Hardware Verification.

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# **ASIC Development at Axis Communications**

# Axis Communications

- > Leader in network video surveillance
- > Swedish company
- > Part of Canon group
- > About 4000 employees worldwide



# Axis ASIC Development

- > Long history of chip development
  - TGA/CGA – Printer connectivity
  - ETRAX – SoC for network connected devices
  - ARTPEC – Network video
- > Why in house chip development?
  - Differentiation
  - Optimization for application
  - Access to technology
  - Unit cost



# Axis ARTPEC Overview

- > Each generation offers more:
  - features
  - processing power
  - memory bandwidth
- > ARTPEC-1 (1999) – First chip for network video
- > ARTPEC-2 (2003) – MPEG encoding
- > ARTPEC-3 (2007) – One chip network camera
- > ARTPEC-4 (2011) – Wide Dynamic Range solution
- > ARTPEC-5 (2013) – Forensic Capture
- > ARTPEC-6 (2017) – Security
- > ARTPEC-7 (2019) – LightFinder 2.0
- > ARTPEC-8 (2021) – Deep learning on the edge
- > ARTPEC-9 (2023) – ...

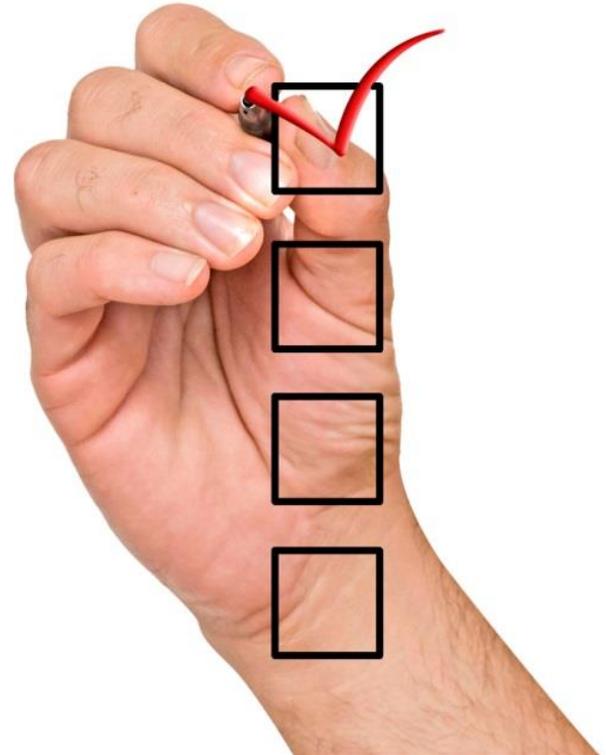


# Overview of Hardware Verification



# Hardware Verification

- > Ensuring that the hardware design fulfills the requirements
- > Predominantly performed before tape-out
  - RTL
  - Netlists
  - UPF (power intent)
- > Verification vs. test in the context of ASIC



# Hardware Verification vs. Software Testing

- > Same end objective
- > RTL is similar to software
- > However, hardware differs in that:
  - Very expensive to fix bugs after tape-out
  - Low abstraction level
  - Inherently parallel
  - Large state space



# Requirements Specifications

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- > Ideal world:
  - Complete
  - Unambiguous
  - Consistent
  - Appropriate level of detail
- > Reality:
  - Napkin sketches, gossip at the coffee machine, ...
  - Natural Language
    - Formal or informal
  - Models
    - Executable or not
    - Bit exact or not



# Types of Requirements

- > Functional Requirements
  - Specifies the behavior
- > Non-functional requirements
  - Performance
  - Reliability
  - Security
  - Safety
  - ...



# Verification Complexity is Increasing

- > Larger and more complicated designs
- > More elaborate non-functional requirements
  - Clock gating
  - Power gating
  - Security
  - Safety
  - ...
- > Stricter project deadlines
- > Increased costs for tape-outs



## Some Data

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Source:

*Wilson Research Group and Siemens EDA, 2022 Functional Verification Study*

- > 50%-60% median ASIC project time spent in verification
- > Mean peak number of ASIC engineers:
  - 50% increase in design engineers since 2007
  - 145% increase in verification engineers since 2007
- > 76% ASICs require 2 or more respins
- > Mask costs (vs 28nm):
  - 12nm 2.5X
  - 5nm 15X
  - 3nm 25X

# Dealing with Verification Complexity

- > Work hierarchically
- > Minimize overlap in effort
  - Horizontally
  - Vertically
- > Use the best technique for each problem
  - Simulation
  - Formal
  - Specialized tools
- > Re-use whenever possible



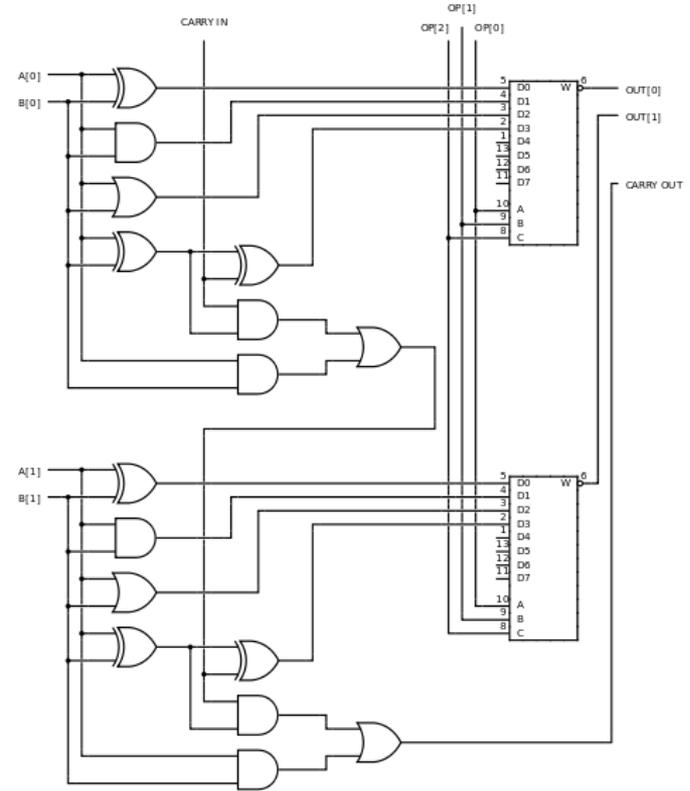
# When is Verification Done?

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# Verification Techniques

- > Dynamic Techniques
  - Simulation
  - Emulation and FPGA Prototyping
- > Static Techniques
  - Structural checks
  - Formal verification



# SystemVerilog

- > Design Features
  - Synthesizable
  - Extends on Verilog
- > Verification Features
  - Classes
  - Constraints
  - Coverage
  - Assertions
- > Developed by the Accellera System Initiative
- > Std IEEE 1800-2017



# SystemVerilog Simulation

- > Execute in a software environment
- > Discrete event simulation
- > Four valued logic
  - 0, 1, X, Z
- > Performed on RTL or Netlist
  - RTL – Cycle behavior
  - Netlist – With or without timing
- > Simulator can integrate other languages
  - Natively (VHDL, SystemC)
  - PLI or DPI

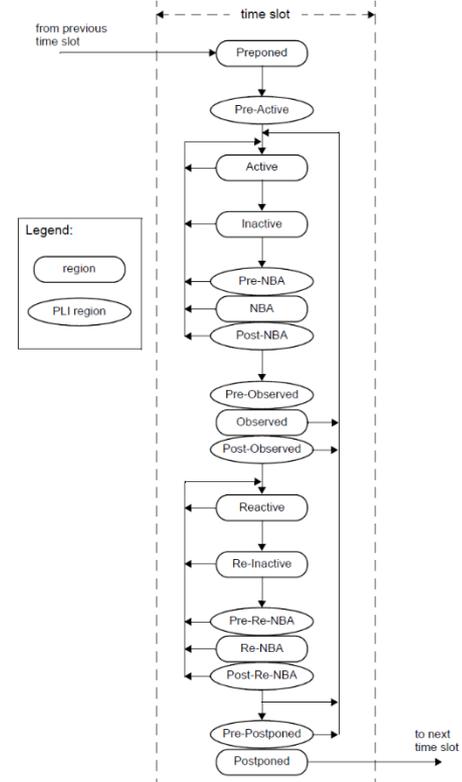


Figure 4-1—Event scheduling regions

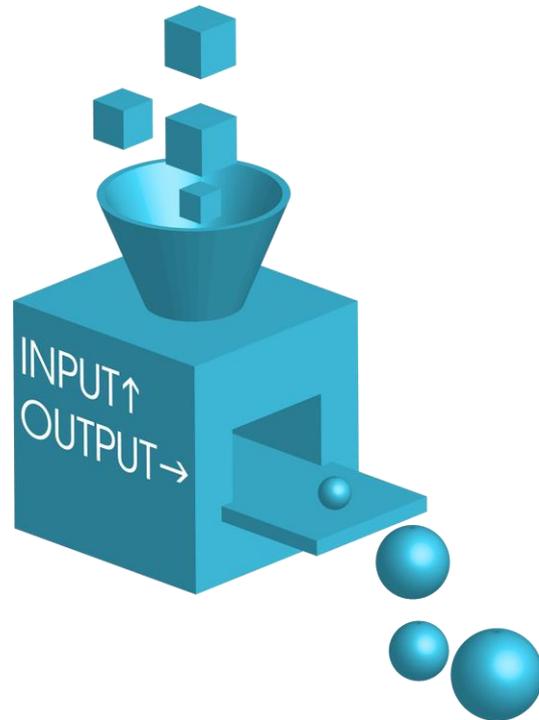
# Test Benches

- > Instantiates the design under test (DUT)
- > Facilitates simulating the DUT
- > Models the environment of the DUT
  - Drives inputs
  - Monitors outputs
- > Does not have to be synthesizable



# Modeling the Environment

- > Model what is outside the DUT
  - Other blocks on the chip
  - External devices
- > Model all legal behavior according to the specification of the interfaces
- > Model in layers
  - Handle complexity
  - Facilitate reuse



# Coverage Driven Constrained Random Verification

# Coverage Driven Constrained Random Verification



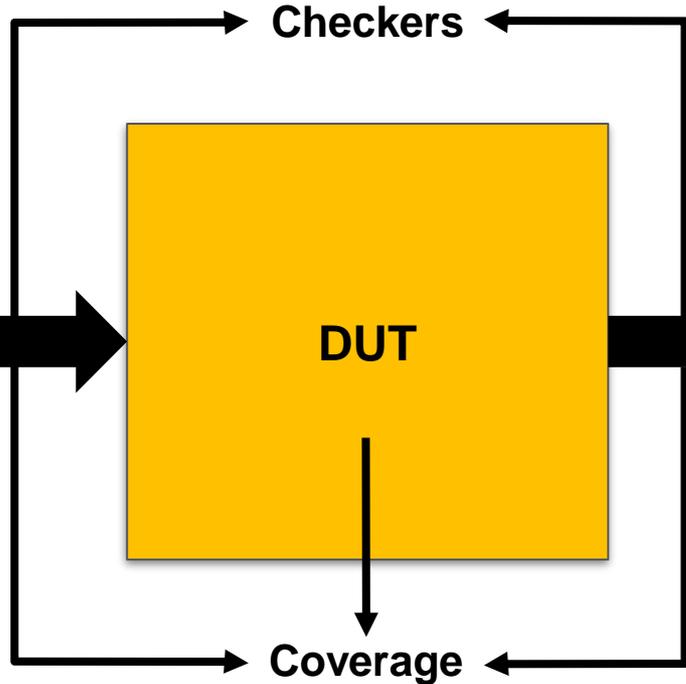
Stimuli

```
1101001001
0101000100
1100010010
0010101010
1110011001
0010010010
1001010101
0010101011
```



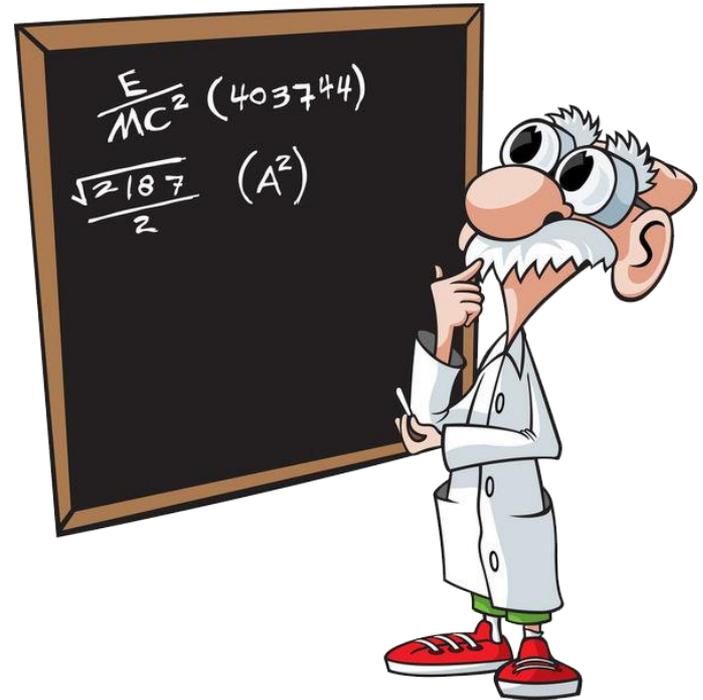
Constraints

```
op ∈ [ ld, st, mv ]
x > 0 ∧ x < 4096
a = 2 × b
```



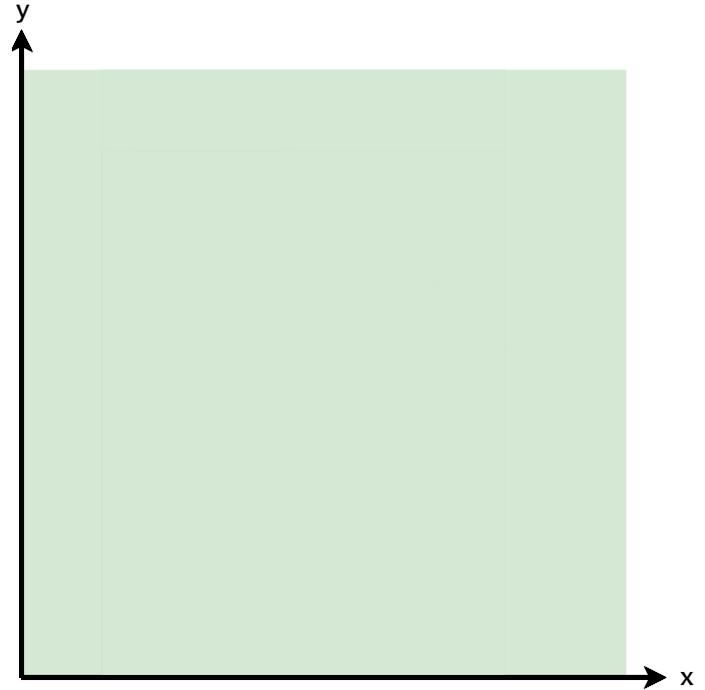
# SystemVerilog Constraints

- > Defines legal values
- > Declarative
- > Compact
  - loops, conditionals, set operators, *etc.*
- > Constraint blocks are class members
- > Solver find random solutions satisfying the constraints



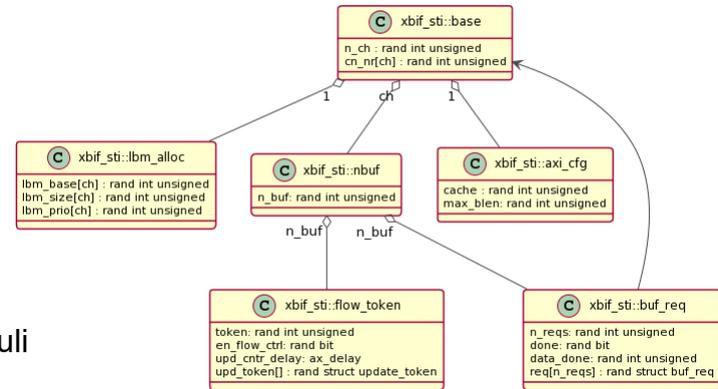
# Constraints Example

```
rand logic [3:0] x;  
rand logic [3:0] y;  
  
constraint c_x { x inside {[2:12]}; }  
  
constraint c_y { y < 14; }  
  
constraint c_sum { x + y < 21; }  
  
constraint c_x_mod { x % 8 != 0; }
```



# Modeling Stimuli

- > Model the input to the DUT as random variables
  - Configuration and data
  - Structure using object-orientation
  - Consider reuse of parts
- > Express legal stimuli using constraints
- > Abstract low-level stimuli when appropriate
  - To simplify constraints
  - To enable us to randomize interesting cases
  - Randomize high-level “knobs” and map to concrete stimuli
- > Appropriate granularity of randomization
  - Randomize at once or sequence the randomizations
  - Tradeoff between expressiveness and performance



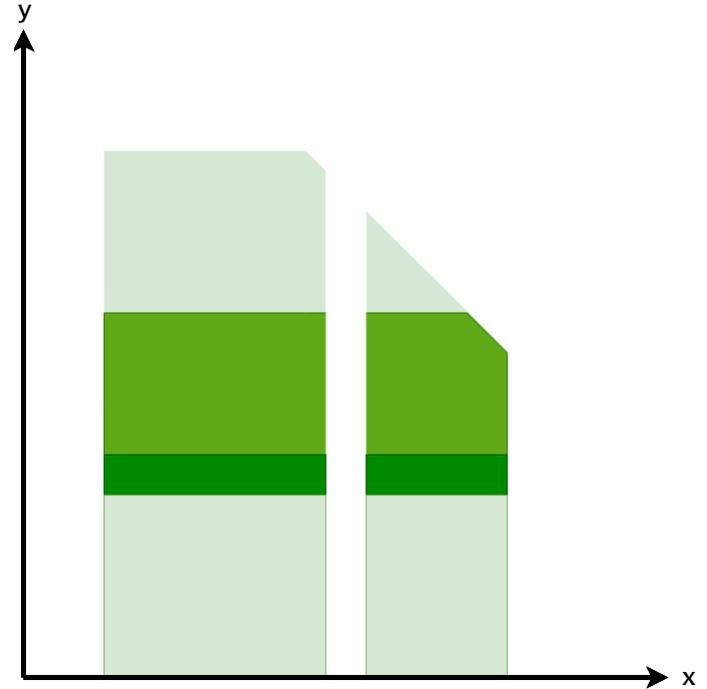
# Controlling Random Distribution

- > Random distribution is rectangular by default
- > In many cases, we need other random distributions to hit all interesting cases
- > Define alternative sets of constraints
  - Use subclasses
- > Add constraints to limit the solution space
- > Add **dist** constraints to control random distribution of a variable



# Distribution Constraint Example

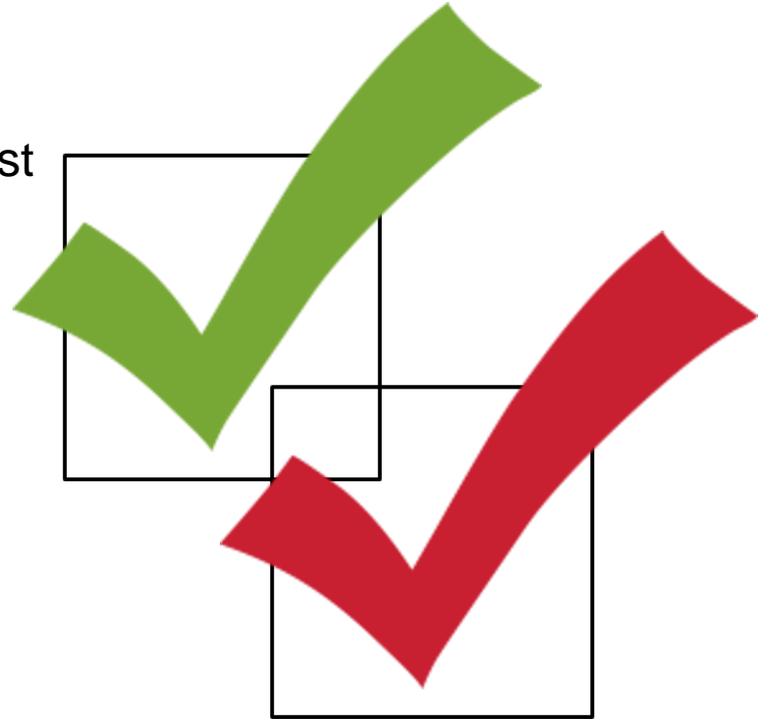
```
constraint c_d {  
  y dist { [0:4] := 1,  
           5   := 5,  
           [6:9] := 2 }  
}
```



# Checkers

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- > Check that the DUT behaves correctly
- > Passive and independent of how the test drives the stimuli
- > Handle any legal stimuli
- > Can be split into multiple parts
  - Check different aspects
  - Check at different abstraction levels



## Reference Models

- > Check by *score boarding* the output from the DUT against a reference model
- > Abstraction level may vary
  - Cycle exact or transaction level
- > Accuracy may vary
  - Bit exact or approximative



# Coverage

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- > Primary metric for measuring completeness
- > Two main types:
  - Code Coverage
  - Functional Coverage
- > Collected during simulation by the simulator
- > Analyzed to determine which aspects have not been fully verified yet



# Code Coverage

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- > Implicit
- > Based on the code
- > Different types:
  - Line Coverage
  - Branch Coverage
  - Toggle Coverage
  - Condition Coverage
  - FSM Coverage



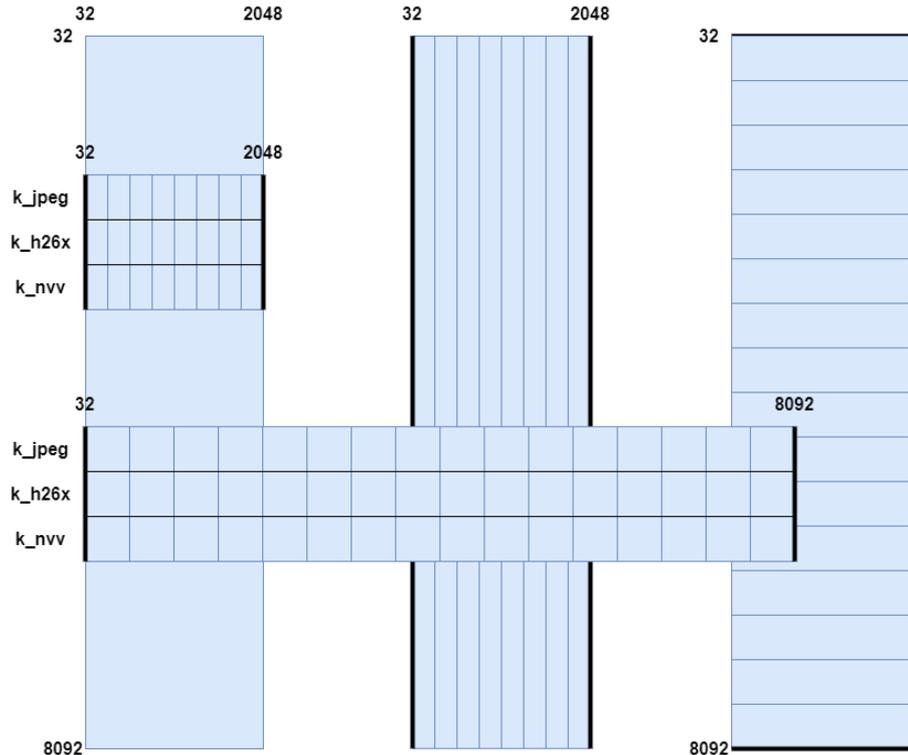
# Functional Coverage

- > Explicit
- > Based on specification
- > Defines interesting cases
- > Sample values during simulation:
  - Configuration
  - Input data
  - Output data
  - Internal state
  - Combinations of the above
- > Use knowledge about the design
- > Consider observability



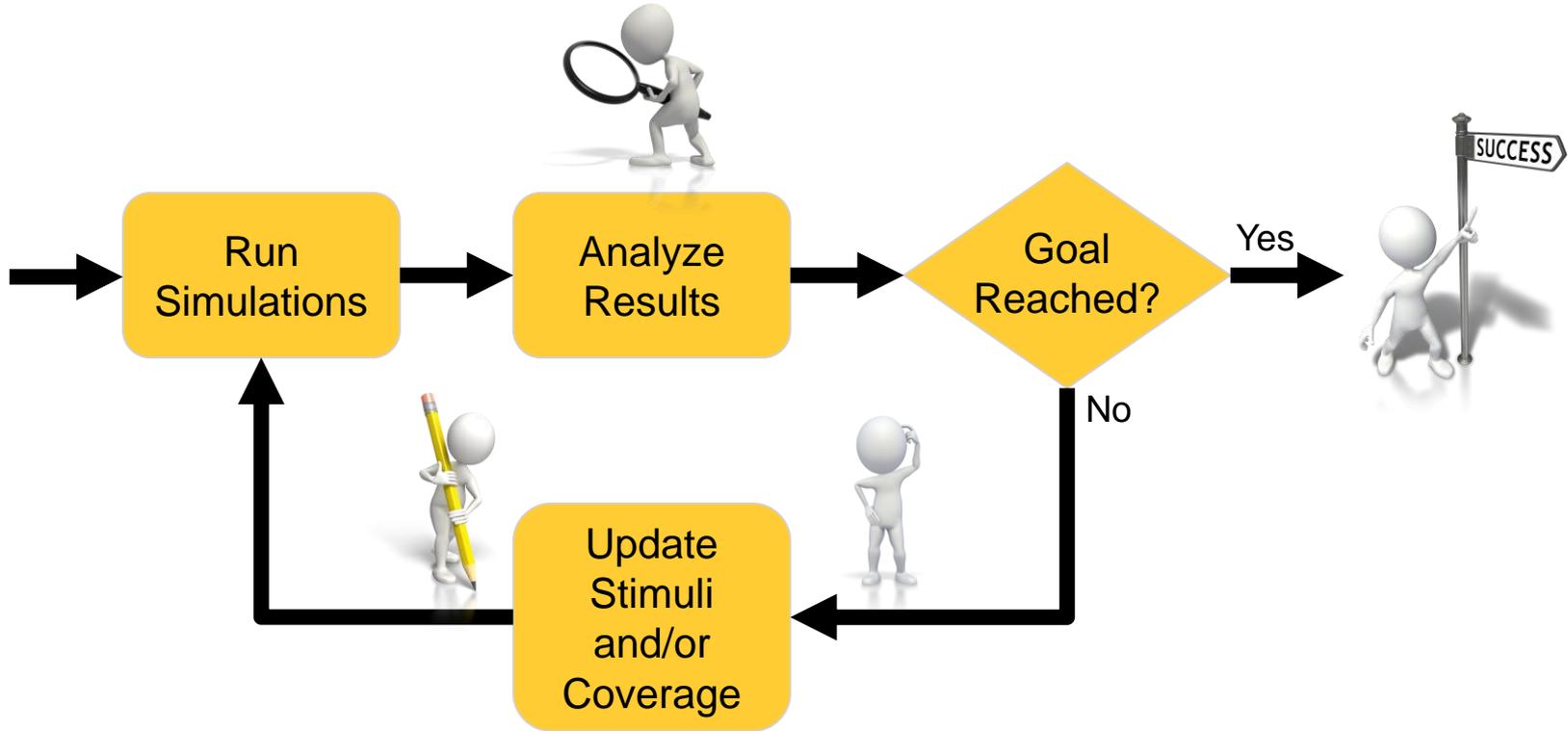
# Functional Coverage Example

```
covergroup cg_upsamp_cfg;
  cp_subsamp: coverpoint subsamp {
    bins jpeg      = {k_jpeg};
    bins h26x     = {k_h26x};
    bins nnv      = {k_nnv};
    illegal_bins ib = default;
  }
  cp_xs: coverpoint xs {
    bins min      = {32};
    bins max      = {2048};
    bins xsize[ 8] = {[32:2048]};
    illegal_bins bad = default;
  }
  cp_ys: coverpoint ys {
    bins min      = {32};
    bins max      = {8192};
    bins ysize[16] = {[32:8192]};
    illegal_bins bad = default;
  }
  cc_ss_xs : cross cp_subsamp, cp_xs;
  cc_ss_ys : cross cp_subsamp, cp_ys;
endgroup: cg_upsamp_cfg;
```





# Closing Coverage



# Universal Verification Methodology

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- > Framework for building coverage driven constrained random test benches
- > Consists of a class library
- > Std IEEE 1800.2
- > Amalgamation of several previous competing frameworks



# Code Reuse

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- > Test benches are complex software systems
- > Large amount of code
- > Many test benches for a chip
- > Code reuse is essential
  - Across similar test benches – Horizontal
  - Across hierarchy levels – Vertical
  - Across iterations of the chip



## Formal Verification

# Formal Verification

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- > Use of tools that analyze the space of all possible behaviors of a design
- > Excellent complement to simulation for selected problems
- > Complexity often an issue for real world designs



# Summary

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- > Verification is an essential part of developing integrated circuits
- > Active area
  - New techniques
  - New tools
- > Requires both hardware and software knowledge



# THANK YOU



We have more than 50 thesis proposals within:

- AI
- Machine Learning
- Image Quality
- Audio Quality
- Supply Chain Management
- UX Design
- Electronics
- ASIC
- Testing
- Mechanics
- Software
- Algorithms
- Radar
- Lidar
- Audio
- Firmware
- Deep Learning
- Image Processing
- Analytics
- Computer Vision