



arm

# VLSI workshop on System Validation

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# Multi-layered verification strategy

## Silicon verification

- At-speed testing of external interfaces
- Extended OS payloads
- API compliance testing

## System verification

- Interoperability
- Real payloads & benchmarking
- OS-boot & application stress

## Top level

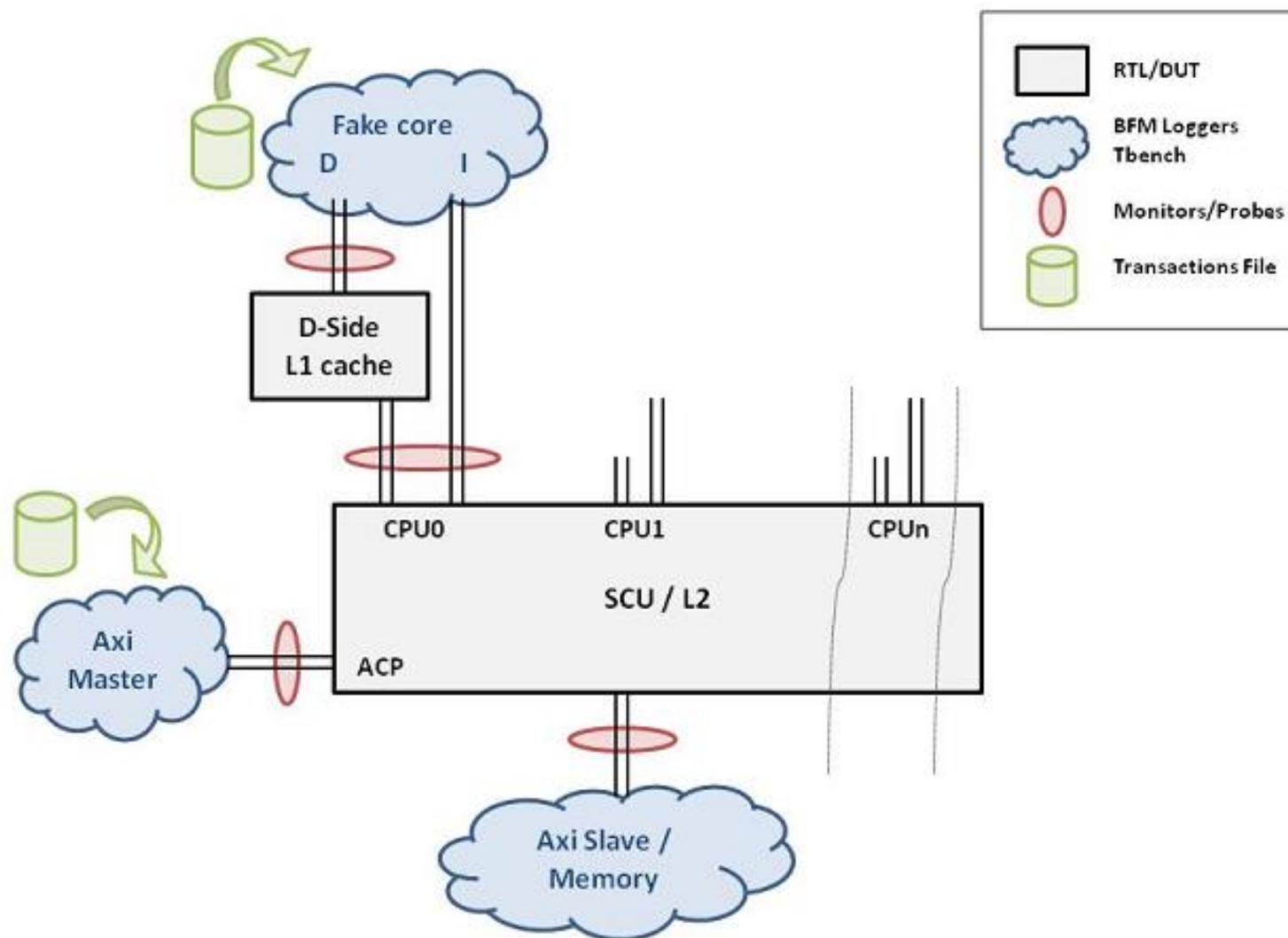
- Basic directed testing
- Random testing
- Realistic payloads

## Unit level

- Unit-level testbenches
- Formal proofs

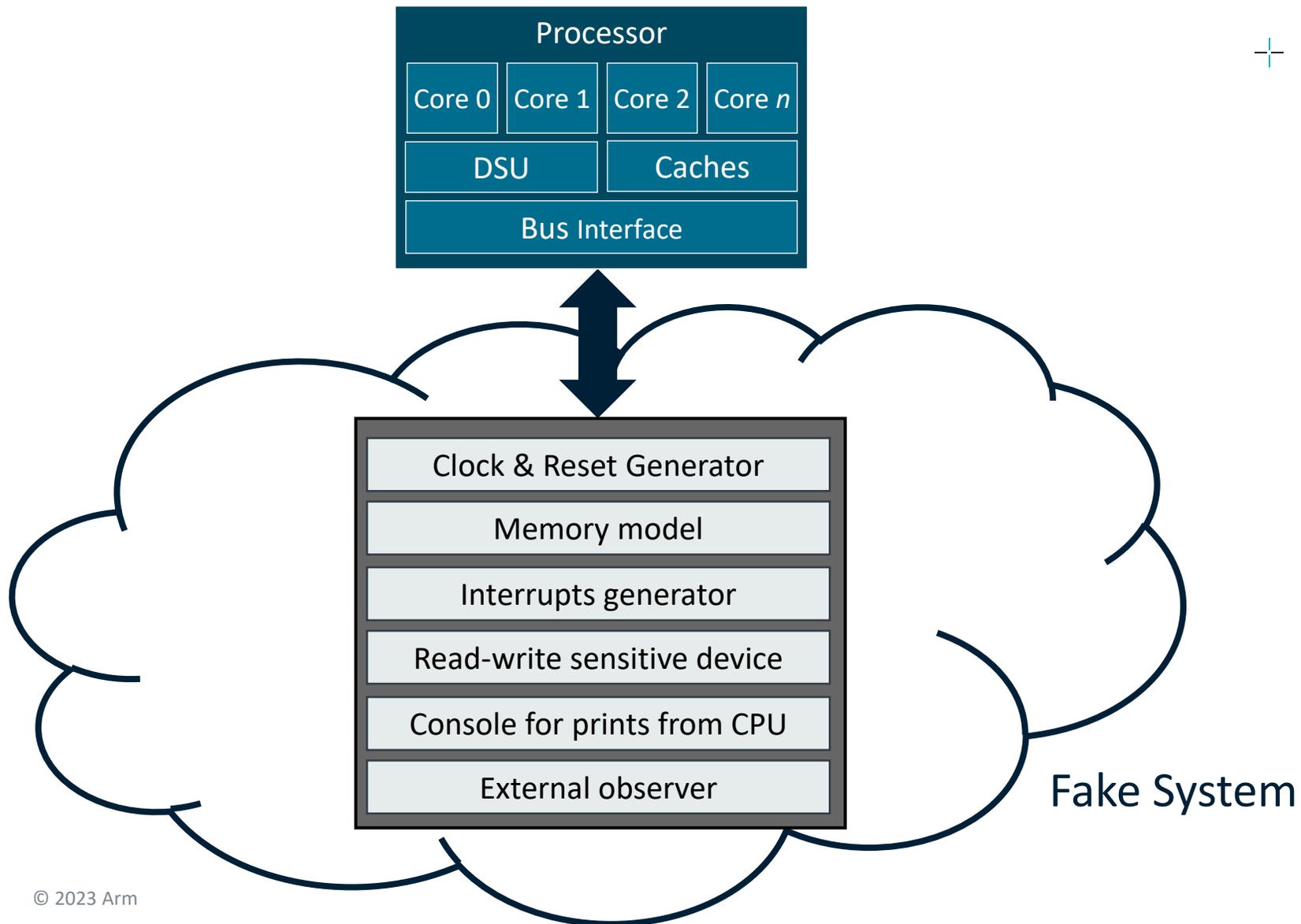
- + Exhaust finding bugs at the lowest level before moving up a level of abstraction
- + Bottom-up verification methodology followed for each IP in the system like Processor, GPU, Interconnect, etc.

# An example of unit-level verification



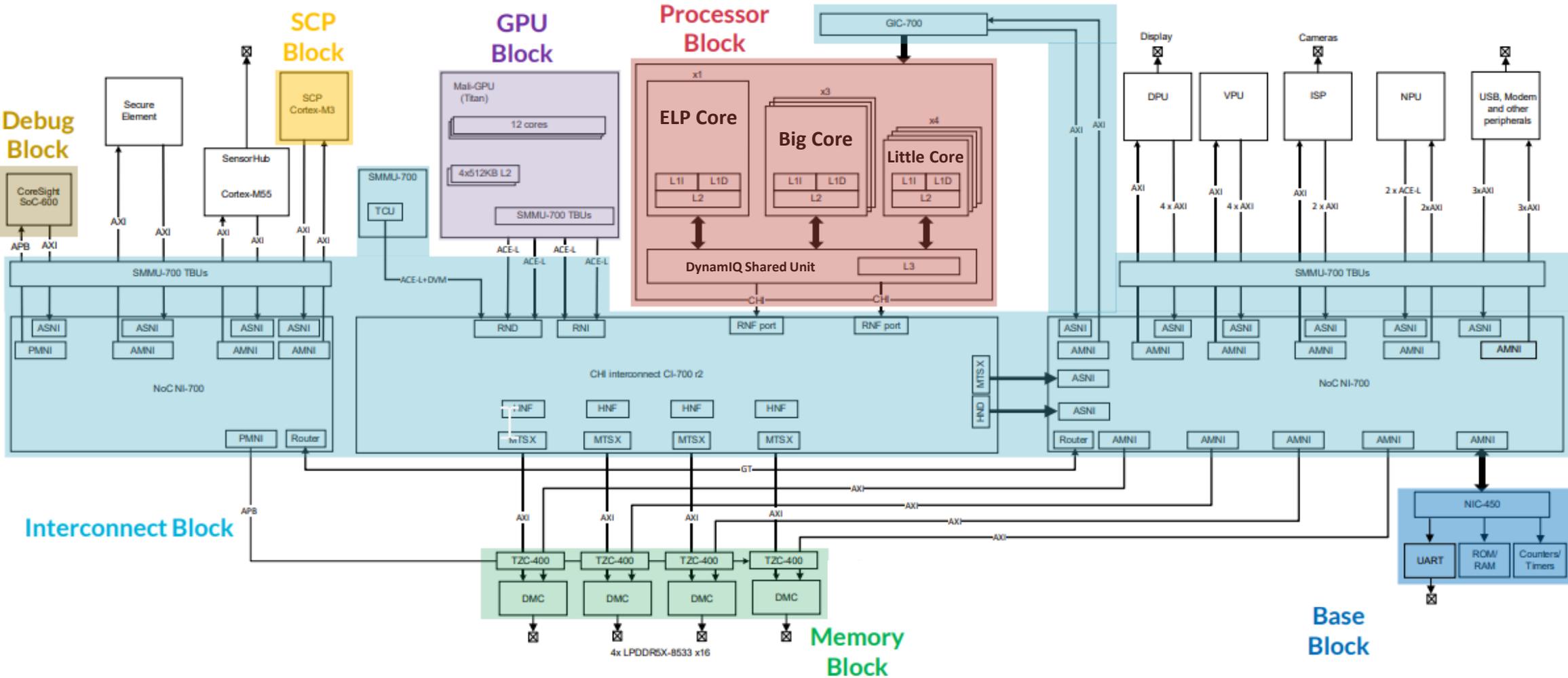
- + This example shows the unit-level verification of the Snoop Control Unit (SCU) inside a processor
- + Bus-Functional Units (BFMs) are used to imitate the traffic coming from other units
- + Random traffic is used to thoroughly verify the unit and find all bugs

# An example of top-level verification

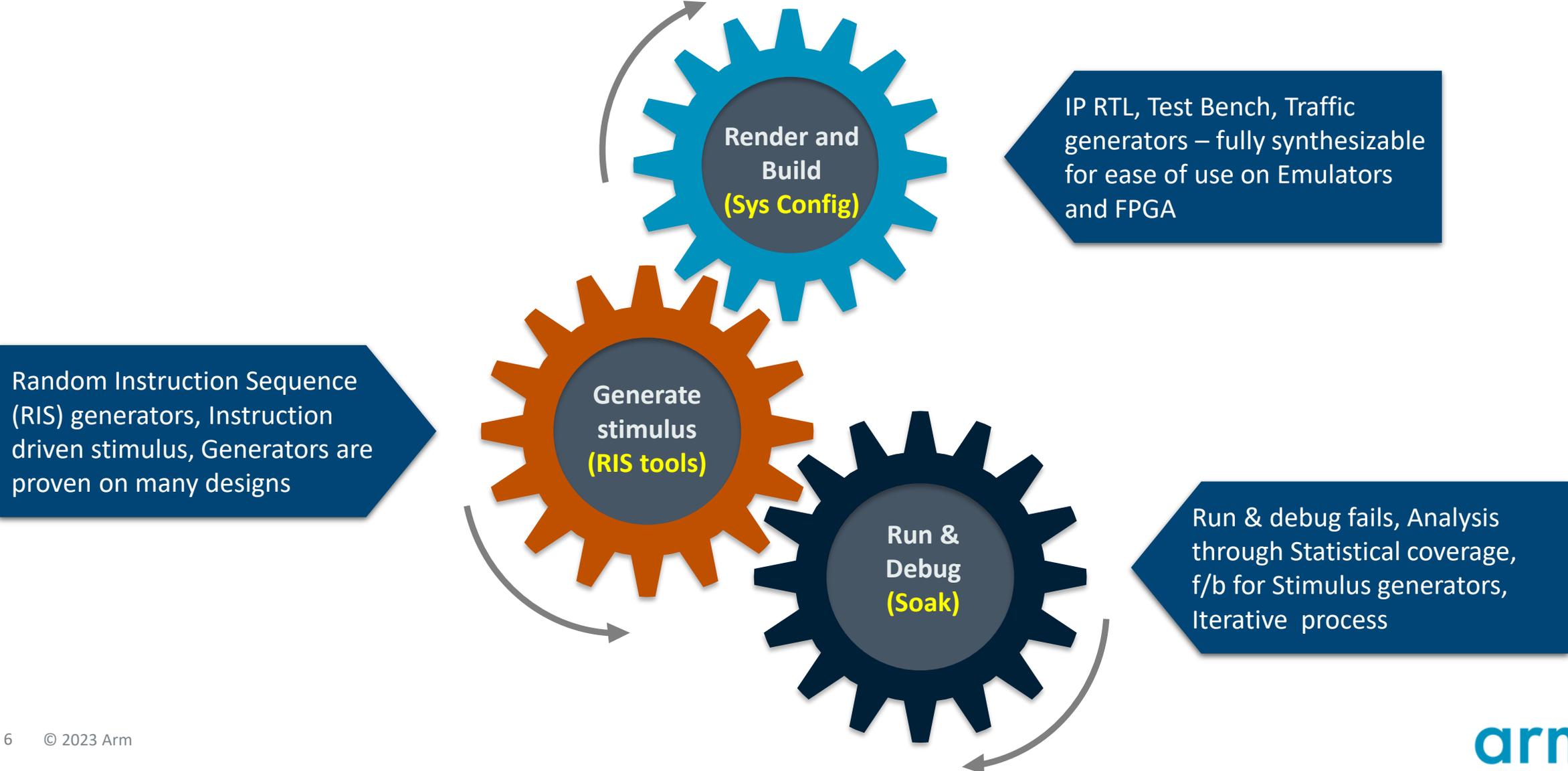


- + This example shows the top-level verification setup for a multi-core processor with a fake system

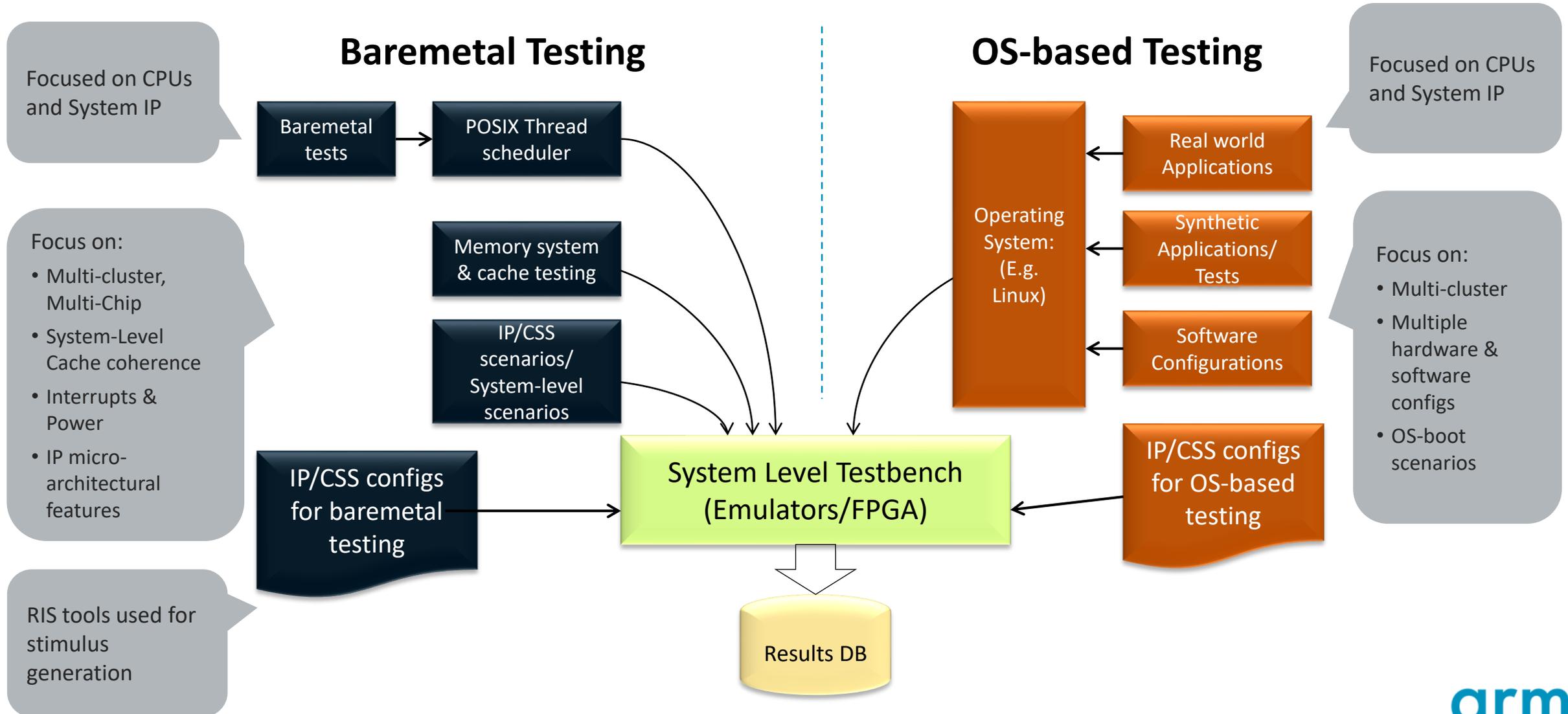
# An example processor subsystem



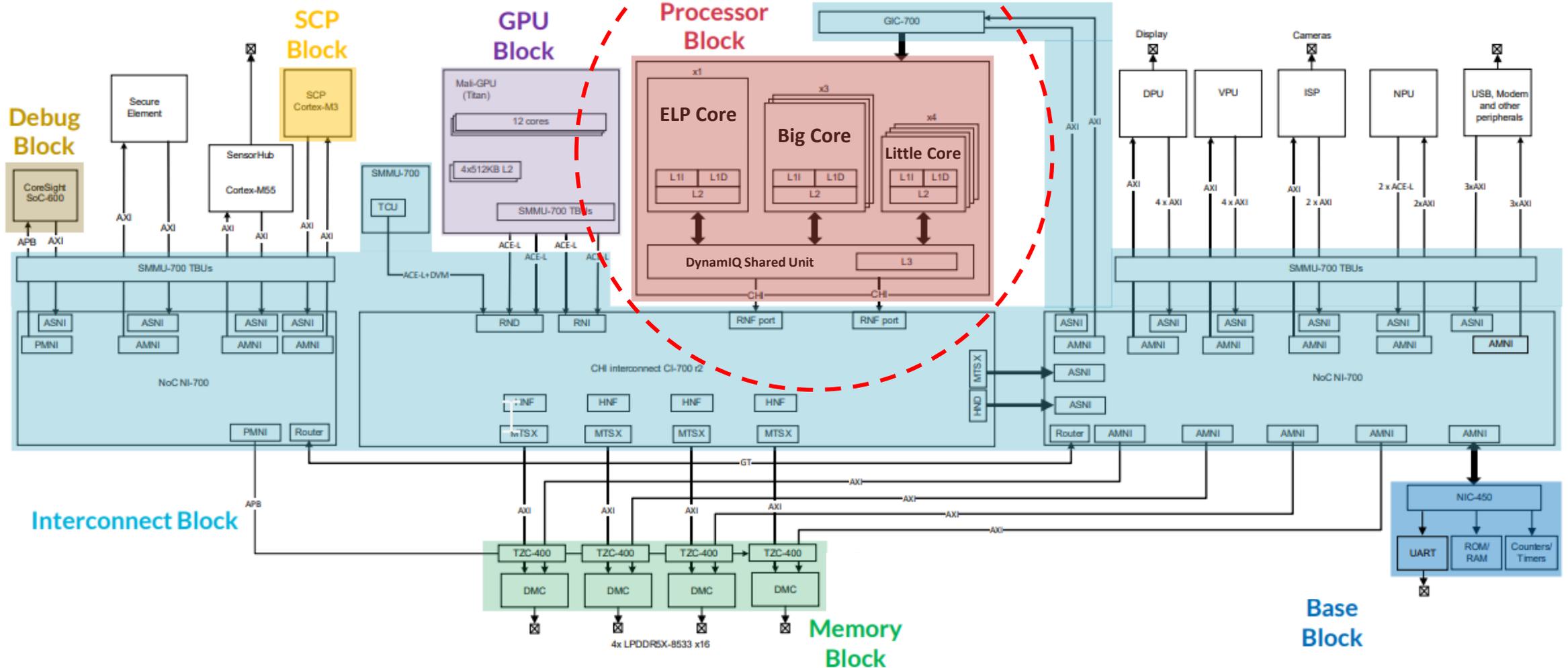
# Introduction to system level verification



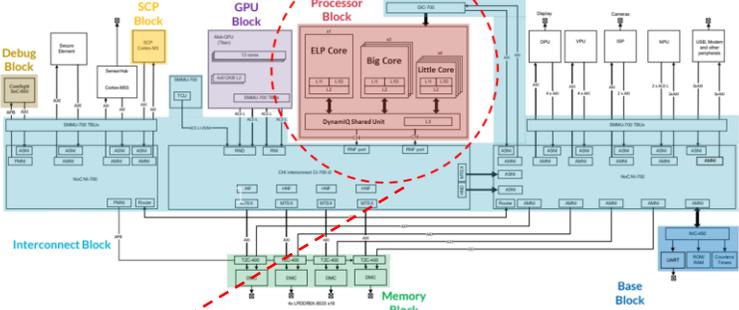
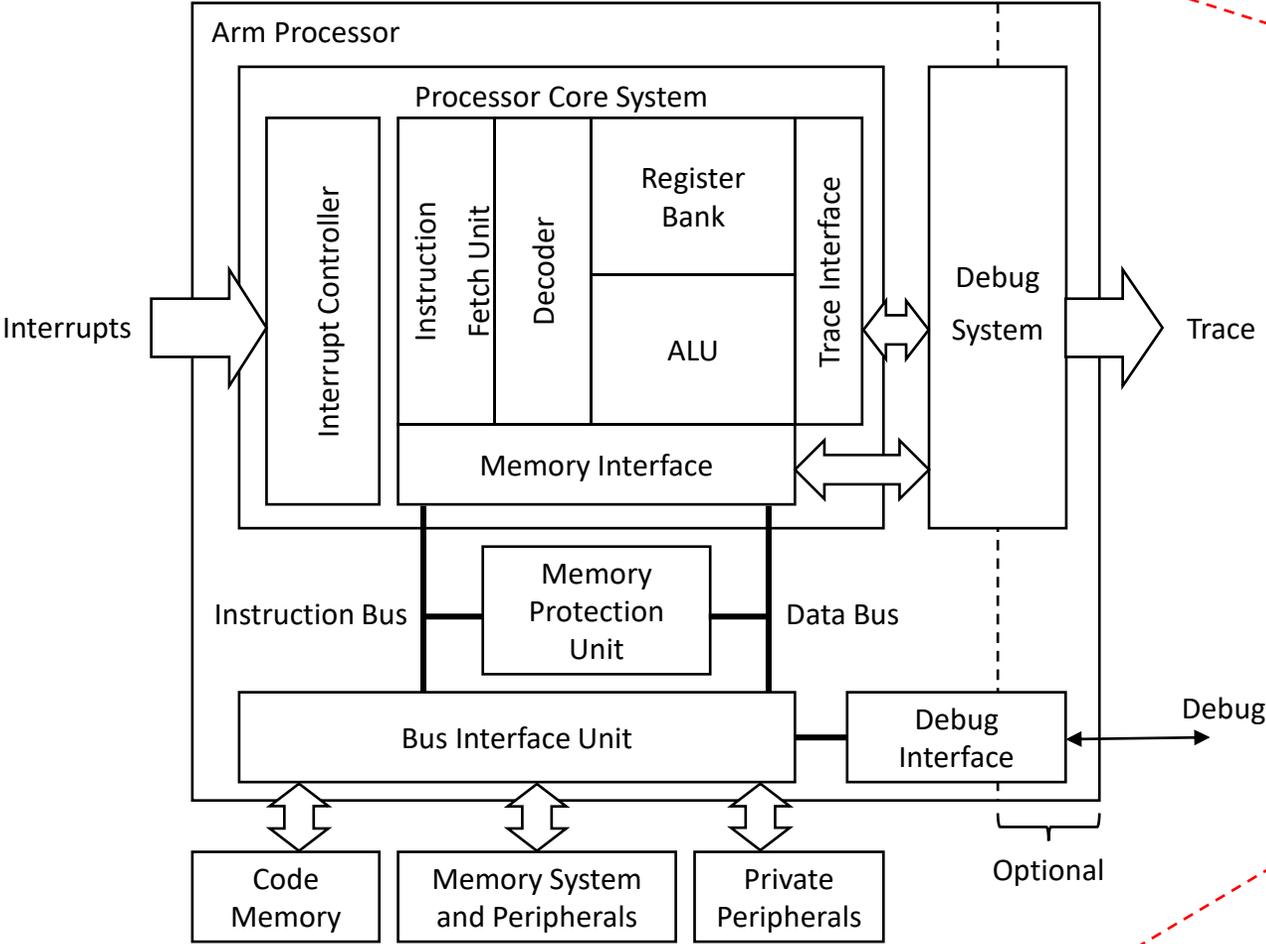
# System Level Verification Overview



# Processor as part of a sub-system



# An example processor made of multiple units



# System Verification

## Methodology

### Challenge

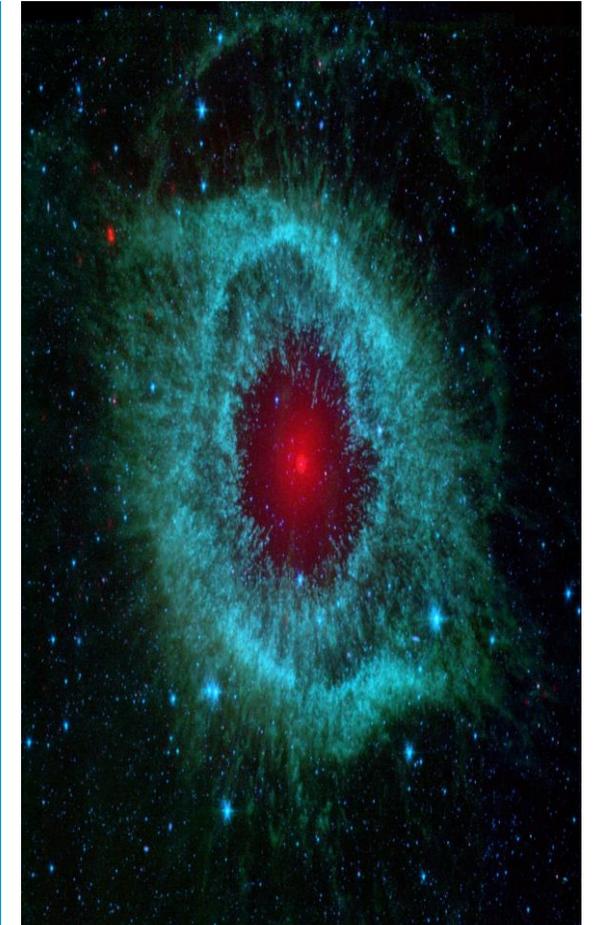
- ~450 arm64 instructions, 12 stage pipeline,  $10^{23}$  combinations
- Overlay with interrupts, memory types, levels of cache, traffic from other agents – state space explosion

### Approach

- Impractical to cover the state space using directed stimulus
- Taken the random verification approach

### Solution

- We created a couple of tools that focusses on different areas of the system



# SVRIS Tools

## SV-RIS tools

- + Used within Arm for verifying CPUs and System IP for several years now
- + Have found over 400 bugs
- + Supports emulator, FPGA, and silicon
- + Scalable with the number of CPUs – have been run on a 64-CPU system
- + Use multi-pass consistency data checking
  - Tests are run twice or more (on same or different CPU variants) and results are compared across runs
  - Correctness check

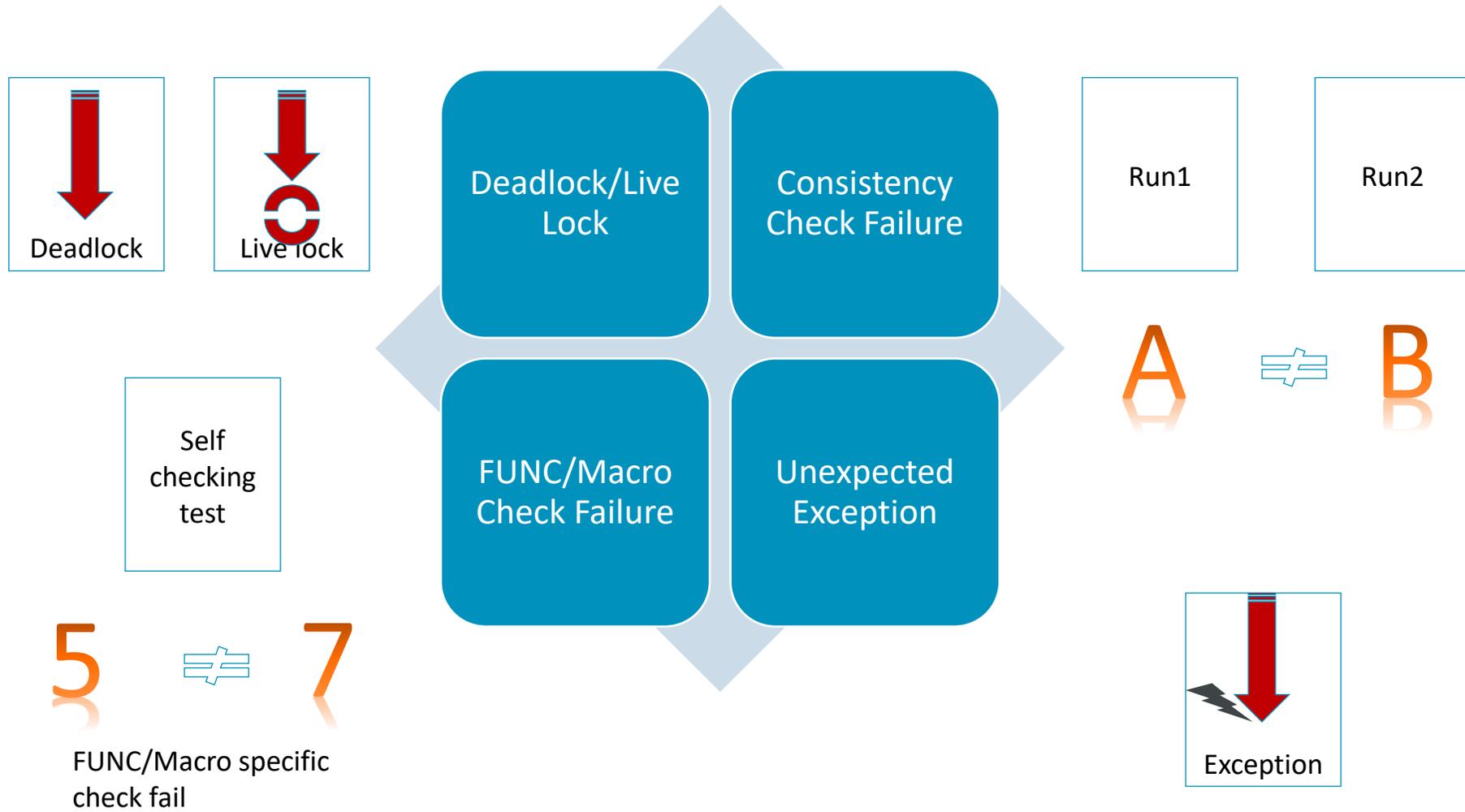
## Tool 1

- Memory focused RIS generator
- Areas of focus: Cache coherence, atomics, ordering, translation, memsys – inter-cluster and within cluster, power, RAS

## Tool 2

- For semi directed MP tests
- Core pipeline focused RIS generator, supports full ISA
- Areas of focus: Data forwarding, hazards, flushes, exceptions, branches, speculation, etc.

# Types of fails found using the RIS Tools

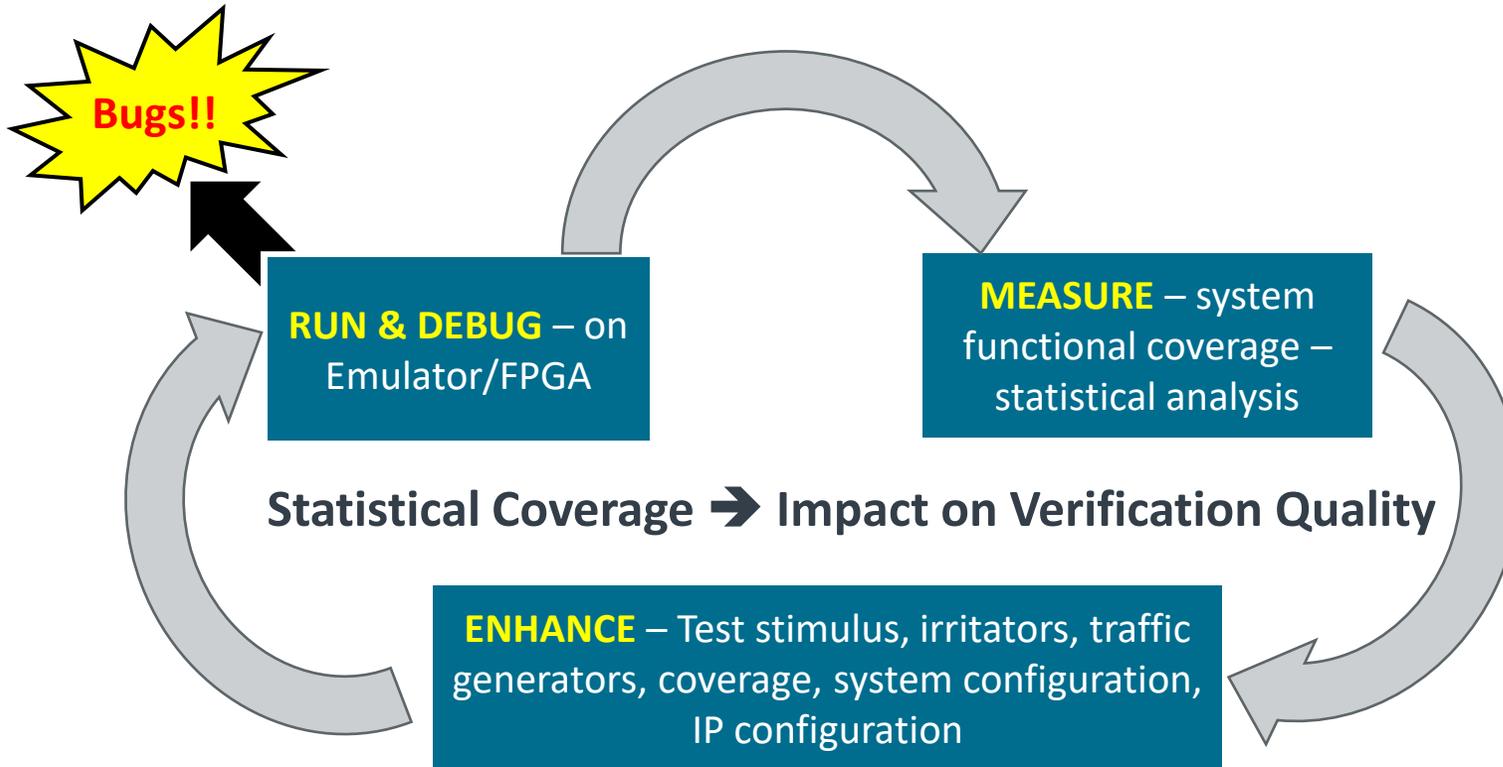


# OS Based Validation

## Use Case Scenarios

- + Linux boot/bring-up
- + Execute payloads that target real world use case scenarios on reference systems
- + Run Linux along with hypervisors
  - +In house Hypervisor testbench
  - +KVM

# System Level Statistical Coverage



- Event coverage is collected at system level
- Coverage is used to ensure all targeted verification scenarios are covered using the right stimulus
- These scenarios are analyzed for—
  - + How many times an event was hit
  - + Correlation between tests run and event count
  - + Correlation between different architectural and microarchitectural events
  - + Ratio between different events

# Creating additional stress in the system using Accelerated VIPs

Power and DVFS cycling requests from the SCP

Deadlock & starvation detectors at different points

Traffic on interconnect ports using an accelerated traffic generator VIP

Single bit & double bit error injection in RAMs & bus

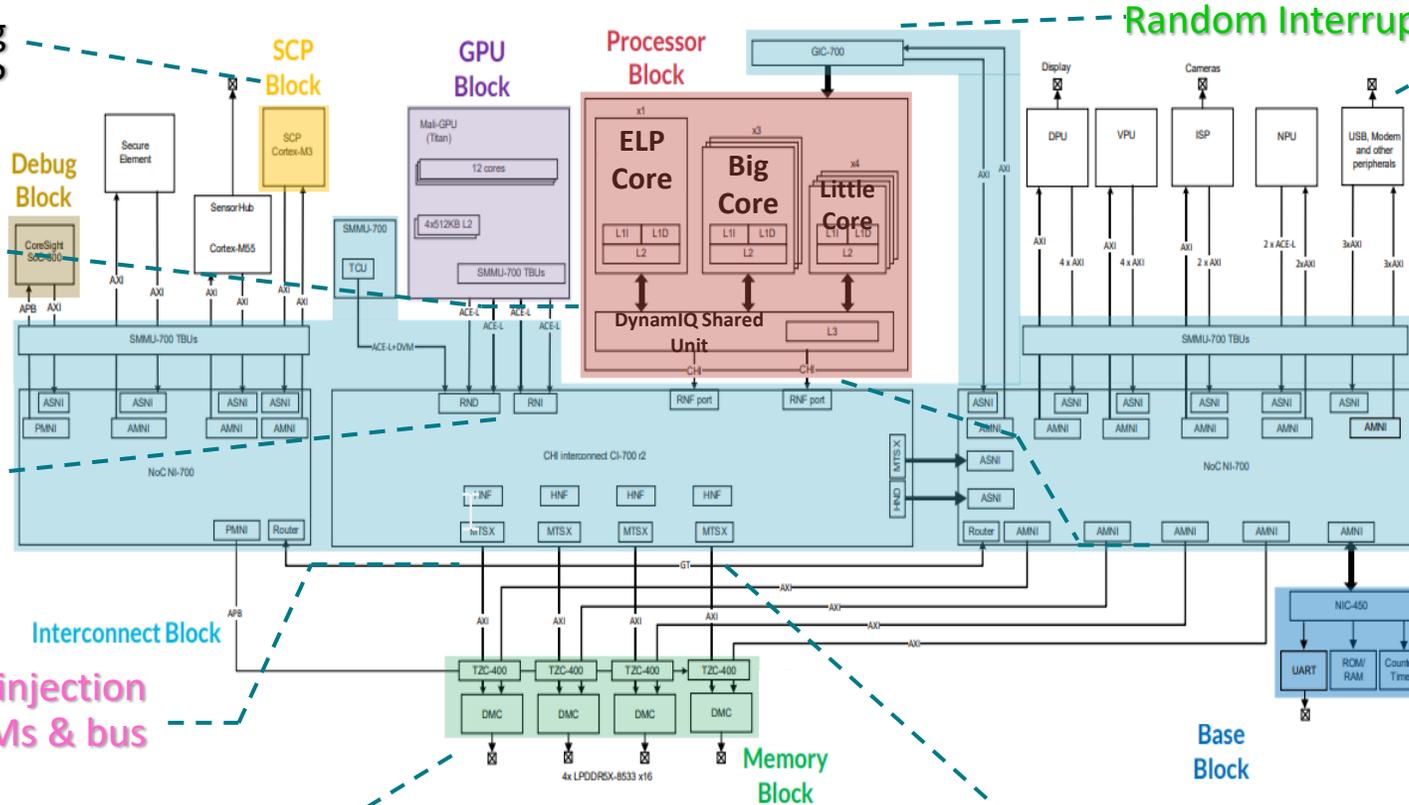
Random delays inserted in memory responses

Random Interrupts to CPU

PCIe traffic using 3rd party IP

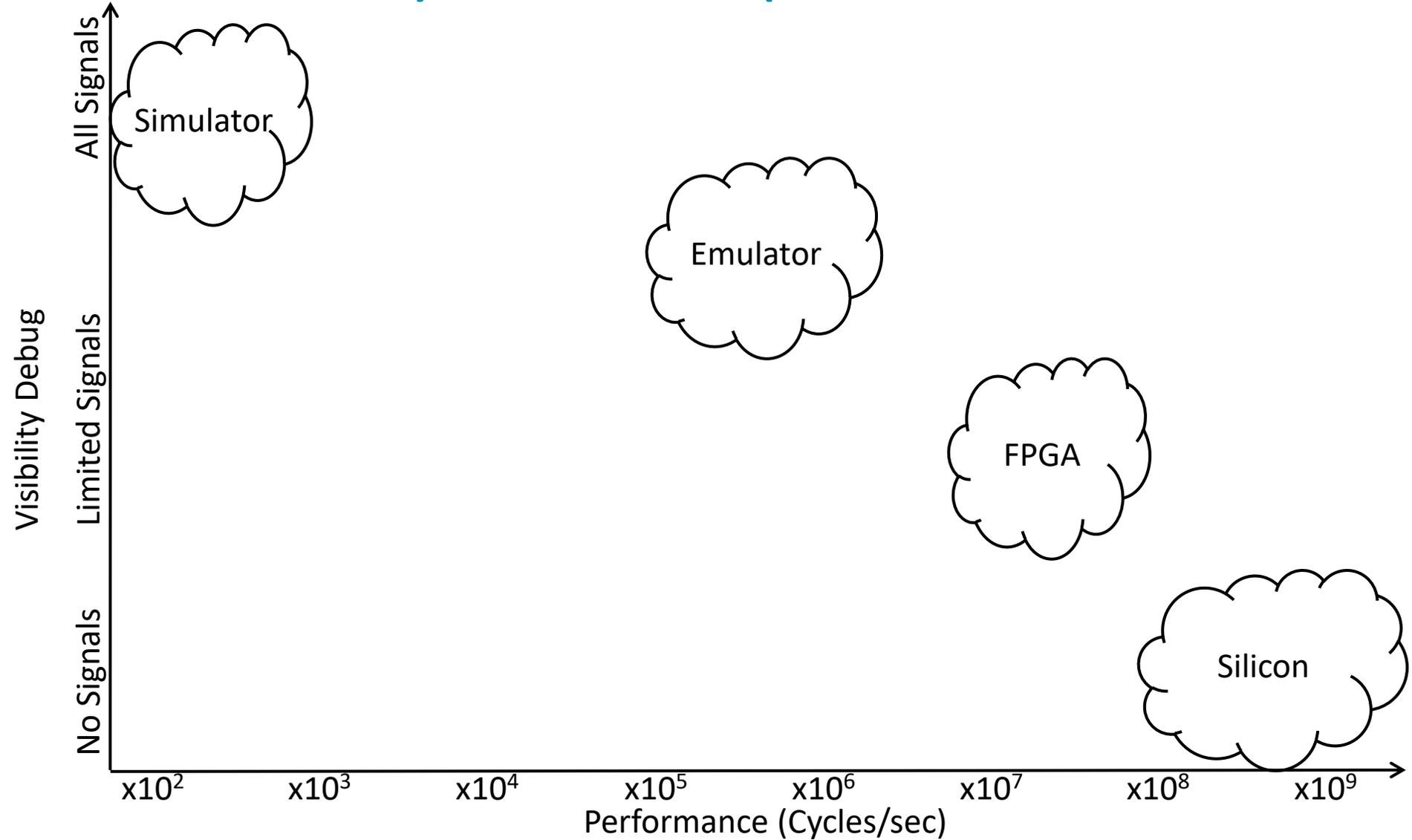
Address & response monitors on the bus to check violations

Device model to check ordering & gathering rules



Run on Emulation and FPGA

# Performance Visibility Relationship



# Platform Methodology

Validation on Emulators & FPGA boards for speed & capacity

cādence



Palladium  
Z1 Emulator

Mentor  
Graphics



Veloce  
Emulator

SYNOPSIS®



Zebu  
Emulator

SYNOPSIS®



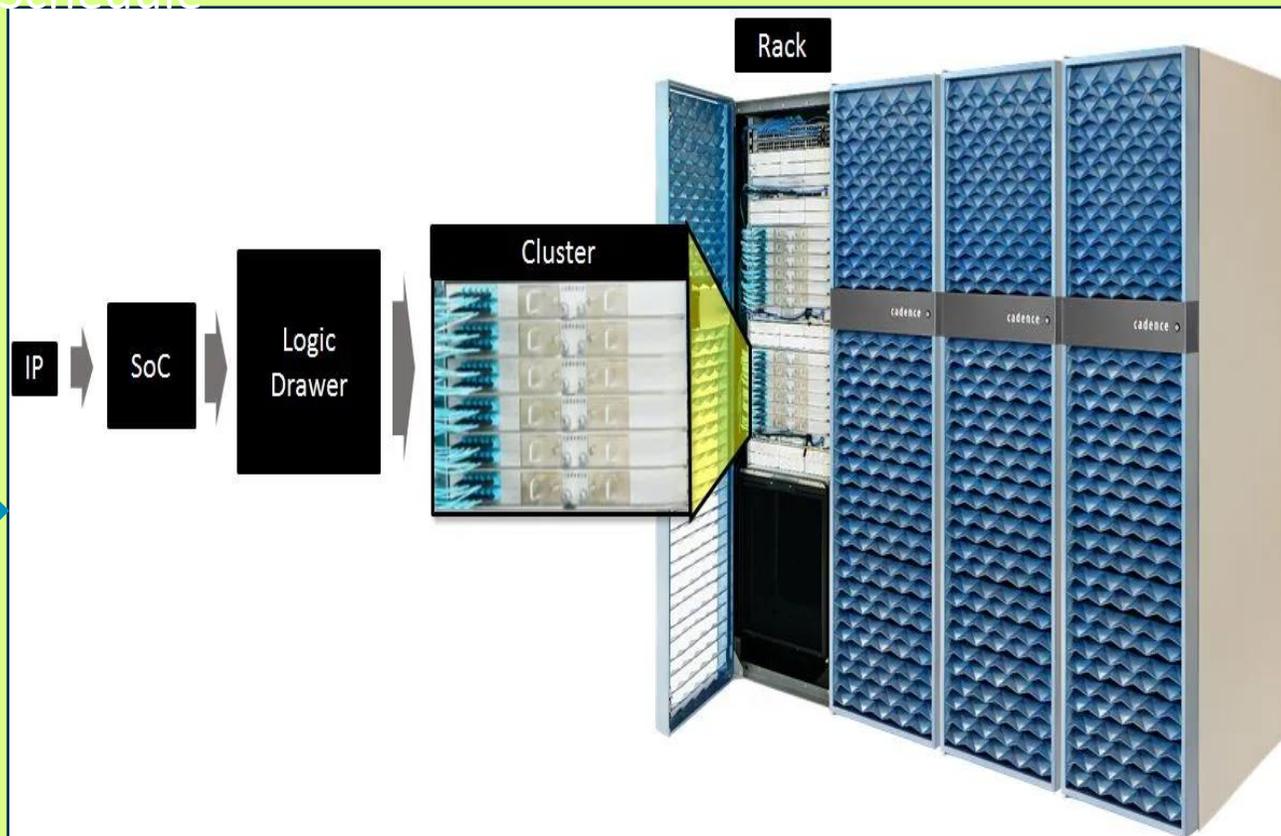
HAPS FPGA  
Prototyping Boards

- + Emulation
  - + Palladium (Z1/Z2) => CDNS
  - + Veloce (Strato \*) => Siemens
  - + Zebu (ZS4/ZS5) => SNPS
- + FPGA prototype
  - + HAPS 100 (SNPS)
  - + Primo (Siemens)
- + Usage:
  - + In-circuit emulation
  - + Simulation Acceleration (predominant use case in Arm)

# Emulator configuration

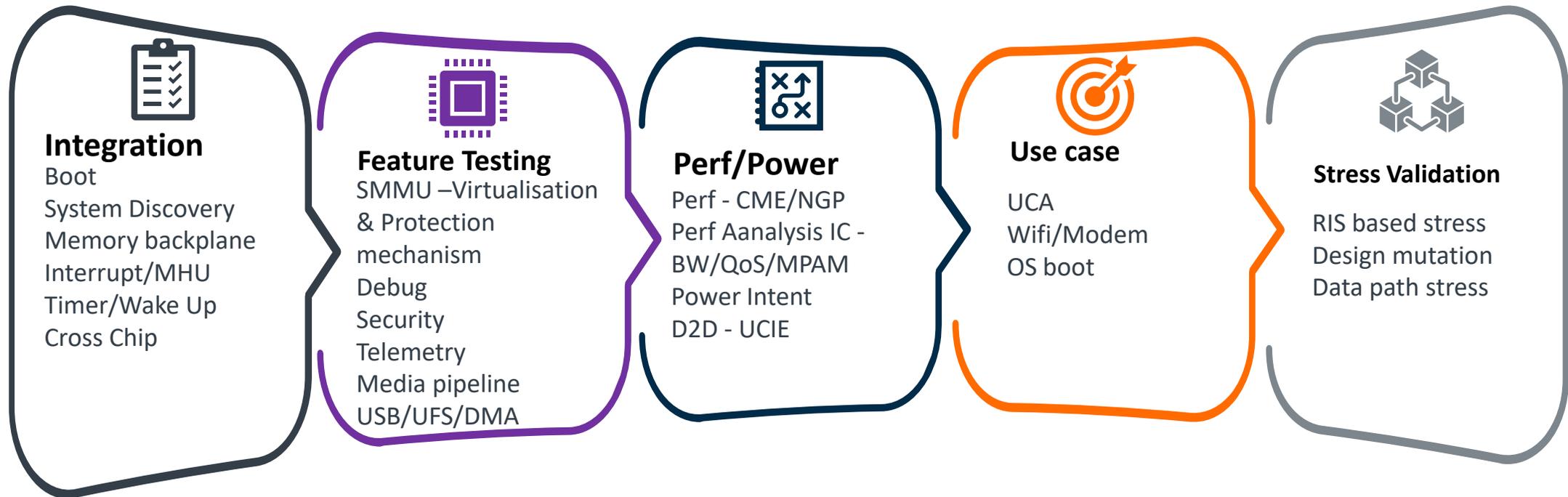


LSF &  
Schedule



# SoC FE – High level Overview

## Verification and Validation



# Verification Levels Details

Abstraction	Scope	Techniques Used	Details	BB24 Verification Scope
<b>Solution</b>	Complete Solution: Validation & verification encompassing H/W & S/W as one whole	Emulator, FPGA C	Multi-Die solution with full S/W stack.	
<b>Performance &amp; Power Analysis</b>	Performance Benchmark test suites. Bare-Metal tests targetting Performance attributes	Emulator, FPGA C	System tuning for optimal performance under real world traffic workloads. Perform Power Analysis on design under stress with real world workload	
<b>SoC</b>	Interoperability testing covering CSS Die + Companion Die	Emulator, FPGA Formal PA UVM	Interoperability between multi-die system. Level of stree testing conducted ensuring no performance bottle-necks	SoC level Verification targets: SMS Element, Memory Subsystem, PLLs IOPAD ring DMA,Traffic Gen
<b>CSS Top-Level</b>	Top-Level CSS with major focus on Scenario driven tests, targeted stress testing, Power Aware tests and Performance Verification	Emulator, FPGA Formal PA UVM	Scenario tests focussed on specific features (IO coherency, Sys\$, Security etc). Stress testing with data paths excercised concurrently with disruptive DVFC actions. Top-Level connectivity checking.Power Aware (Power transition) testing. Performance verification covering Bandwidth & latency measurements for Initiators and Subordinate blocks and DMC throughput	To check the CSS integrity at Soc: CSS focused test cases targeting different blocks within the CSS will be run at Soc
<b>Block Focussed Top-Level</b>	Small block of a subsystem with specific functionality. Verification of functioanlity can be covered at Top-Level	Formal UVM C	Block can be verified at the Top-Level with sorrounding parts of the Top-Level design present. Top-Level TB/Env can be customized to BlackBox parts of design that are not required for testing scenarios OR alternatively keeping those sections in Reset. Traffic generators can be hierarchically attached to relevant interfaces within Top-Level	Block Focussed Top level Verification candidates: ISP, USB, UFS, DPU, VPU, Interrupts, CPN Flexible Hierarchy, CPN Peripheral Element, CPN/Memory Map
<b>Element-Level</b>	Elements integrated at SOC with specific functionality	Formal UVM C	The Element will be verified in its own testBench/Environment with the goal to port/integrate into SOC testbench. Example: TPIP Elements could be targeted with Element-level testing	Only new elements integrated at SOC with no legacy Element based testing targetted: USB Element Level UFS Element Level DPU Element Level DDR Element Level
<b>Subsystem-Level</b>	Small Subsystem integrated to DUT with specific functionality	Formal UVM C	The subsystem will be verified in its own testBench/Environment. Example: First stage of verification where only the Controller and PHY are verified independently	Subsystem Level verification candidates: USB and DP controller and PHY UFS controller and M-PHY MIPI DSI-2 controller, CD-PHY and pixel convertor
<b>Unit-Level</b>	Full functional verification of units	Formal UVM	Standalone testbench that verifies the unit exhaustively	Only few candidates for unit level testing Bus Monitors, SMCF RAM integration testing

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Thank You

Danke

Gracias

Grazie

谢谢

ありがとう

Asante

Merci

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Kiitos

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