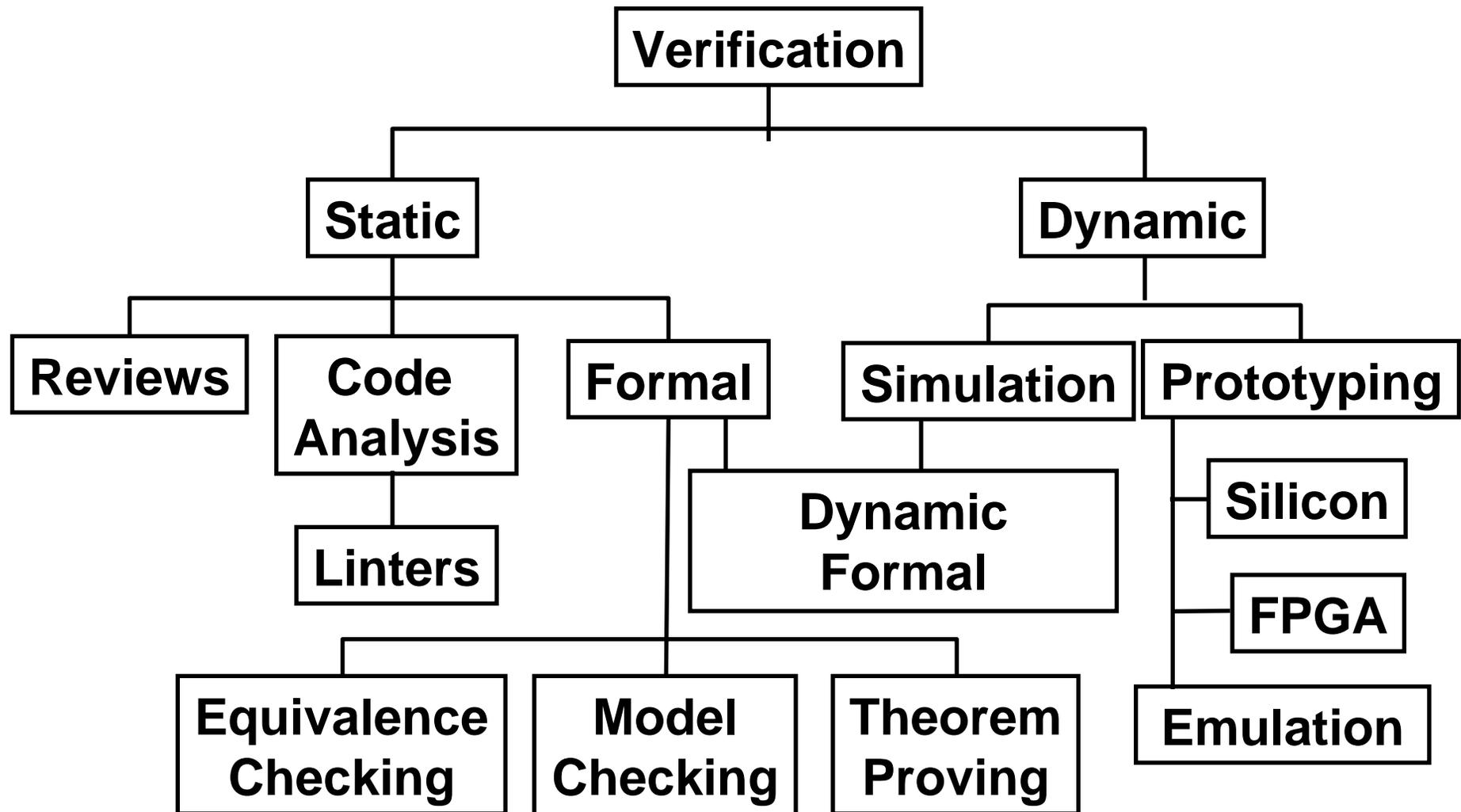


Practical Approaches to Formal Verification

Mike Bartley, TVS

- **This paper is based on work performed by TVS with ARM**
- **Specific thanks should go to**
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- **Contributors from TVS**
 - Anthony McIsaac
 - Mike Bartley

- **Discuss the challenges of verification**
 - How do we rise to those challenges
- **What part does formal verification play?**
- **The basics of formal**
 - Inputs, Outputs
 - Strengths, Potential Issues
- **Practical approaches to verification**
 - Bug avoidance
 - Bug hunting
 - Bug absence
 - Bug analysis
- **Formal in the design flow**
- **Strategic considerations**



- **Model Checking**
 - Requirements of a design are expressed in a formal mathematical language
 - Tools are used to analyze whether there is a way that a model of the design **fails** to satisfy the requirements

- **Not covered here**
 - Equivalence Checking
 - Tools are used to analyze whether one model of a design is a “correct” implementation of another
 - Formal modeling and proofs

Model Checking – a very brief introduction

Inputs to the tool

- **3 inputs to the tool**

- A model of the design
- A property or set of properties representing the requirements
- A set of assumptions, expressed in the same language as the properties
 - typically constraints on the inputs to the design

- **For example**

- Usually RTL
- Items are transmitted to one of three destinations within 2 cycles of being accepted
 - $(req_in \ \&\& \ gnt_in) \ |-\> \ \#\#[1;2] \ (req_a \ || \ req_b \ || \ req_c)$
- The request signal is stable until it is granted
 - $(req_in \ \&\& \ !gnt_out) \ |-\> \ \#\#1 \ req_in$
 - We would of course need a complete set of constraints

Model Checking – a very brief introduction

Outputs from the tool

- **Proved**
 - the property holds for all valid sequences of inputs
- **Failed(n)**
 - there is at least one valid sequence of inputs of length n cycles, as defined by the design clock, for which the property does not hold.
 - In this case, the tool gives a waveform demonstrating the failure.
 - Most algorithms ensure that n is as small as possible, but some more advanced algorithms don't.
- **Explored(n)**
 - there is no way to make the property fail with an input sequence of n cycles or less
 - For large designs, the algorithm can be expensive in both time and memory and may not terminate

- **a_busy and b_busy are never both asserted on the same cycle**
- **if the input ready is asserted on any cycle, then the output start must be asserted within 3 cycles**
- **if an element with tag t and data value d enters the block, then the next time that an element with tag t leaves the block, its data value is the same as the output of a reference piece of combinatorial logic for which the input is d**

Can be checked during simulation (but not proved by simulation)

- **stall cannot remain high indefinitely**

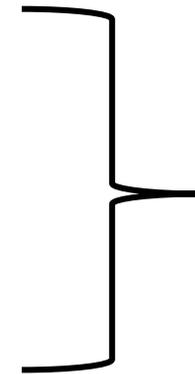
A liveness property

- **Ease of set-up**
 - No test bench required, add constraints as you go, VIP?
- **Flexibility of verification environment**
 - Constraints can be easily added or removed
- **Full proof**
 - Of the properties under the given constraints
 - (Can also prove “completeness” of the properties – some tools off support for this otherwise it can be done “by hand” outside the tool)
- **Intensive stressing of design**
 - Explored(n) constitutes a large amount of exploration of the design
 - Judgement when the number of cycles explored in a run is sufficient
 - Significant bugs already found within this number of cycles
- **Corner cases**
 - Find any way in which a property can fail (under the constraints)

- **False failures**
 - Need constraints to avoid invalid behaviour of inputs
- **False proofs**
 - Bugs may be missed in an over-constrained environment.
- **Limits on size of the model that can be analysed**
- **Non-exhaustive checks: *Explored(n)***
 - Interpret the results
 - Can require significant knowledge and skill
- **Non-uniform run times**
 - Often it cannot be predicted how long it will take for a check either to terminate or to reach a useful stage

This can make formal unpredictable!

- **Bug avoidance**
 - Improve quality before any property checks are run
 - Visualization
 - Clarification of spec
 - "correct by construction" - achieved through formal design behaviour analysis during design capture phase
- **Bug hunting**
 - Use model checking to look for bugs
 - Do not worry if proofs do not complete
- **Bug absence**
 - Aim to ensure that properties are fully proven
 - Aim to get a “complete” set of properties
- **Bug analysis**
 - For bugs in FPGA prototypes or in Silicon
 - It may be hard to recreate the conditions that causes a bug
 - By writing the symptom of the bug as a property, one can generate a waveform that can be analysed



**Will focus
on these
two today**

- **Description**
 - Perform regular checks of properties written by designers or verification engineers
- **Advantages**
 - Low cost, starts early in design process
- **Objectives**
 - To find bugs not found by other processes at this stage of design development
 - Or to find bugs more quickly and that are easier to debug
- **Strengths of formal verification exploited**
 - Ease of set-up
 - Corner cases

- **False failures**
 - Consider the structural level of hierarchy to run the tool
 - At a high structural level where the constraints are simple
 - Or at block level, where the designer has a good knowledge of the behaviour expected of the inputs.
 - False failures lead to wasted debug effort but do not lower the quality of the verification
- **Non-exhaustive checks**
 - Not an issue
 - full proofs are welcome, but not an objective of this process
- **Non-uniform run times**
 - Not an issue
 - checks are run just for the time available.
- **Completion criterion**
 - No failures

- **X propagation checks**
 - Do we come out of reset correctly etc
- **Interconnect checks**
 - Define connectivity (in a spreadsheet) and let the tool automatically generate checks
 - Useful at SoC level
 - But limits on the size of model that can be analysed
- **Dead code checks**
- **FSM checks**

- **Description**
 - Try to prove properties representing important design requirements
 - no deadlock, protocol compliance, user can't modify registers without correct permissions, ...
- **Objectives**
 - Complete assurance that the property can never be violated
 - (under the given constraints)
- **Advantages**
 - This is the only way of getting such complete assurance
- **Strengths of formal verification exploited**
 - Complete proof
 - Corner cases

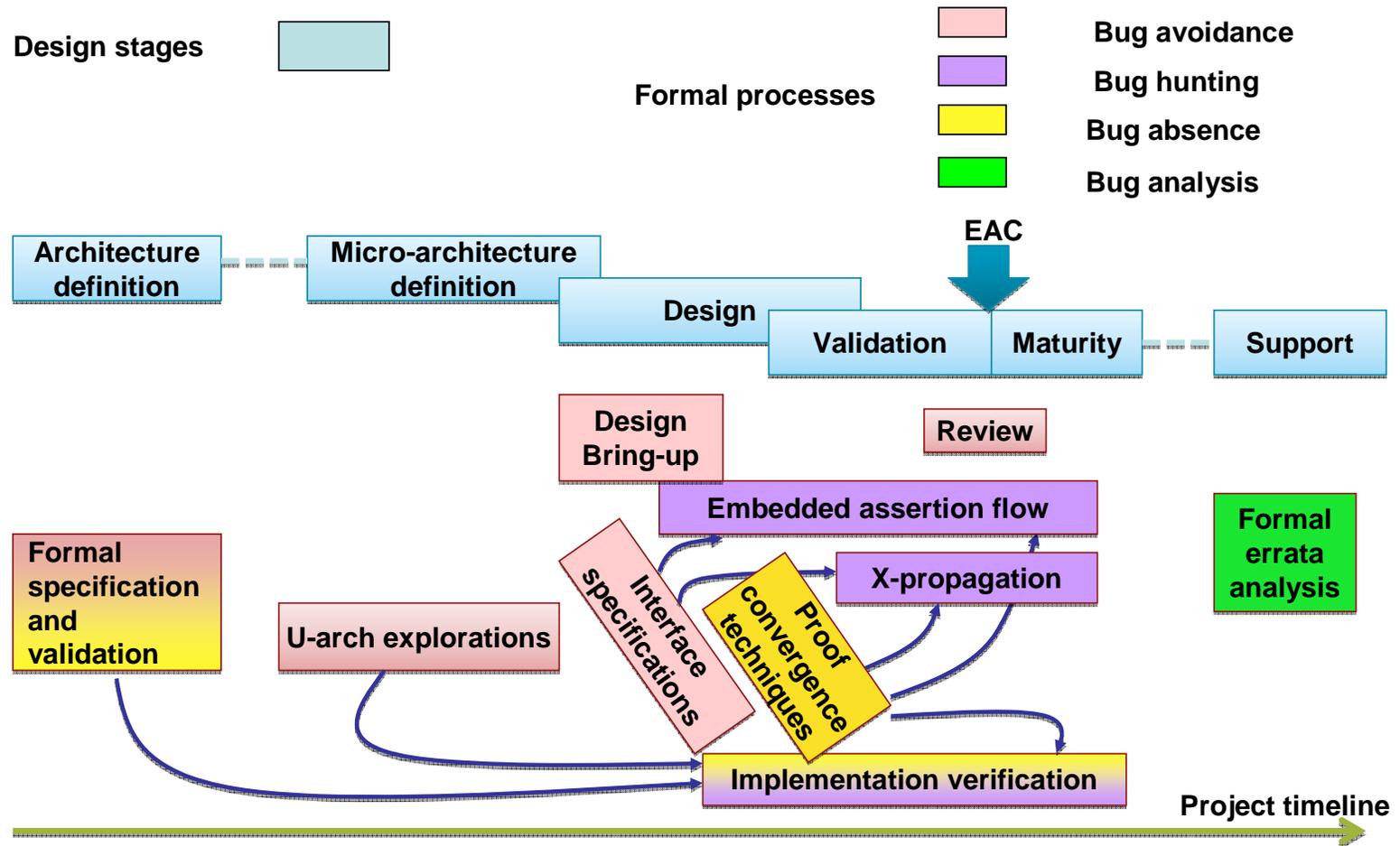
- **False failures**
 - Write a complete set of environment constraints
- **Non-exhaustive checks**
 - Techniques to help the tool complete a proof are used
 - Prove the property under well-defined conditions
- **Non-uniform run times**
 - Use different proof engines with the tool
 - Use “invariants” (helper properties)
 - Use safe abstractions
 - Prove under certain conditions
 - Add extra constraints
- **Completion criterion**
 - Property exhaustively proved
 - Or at least exhaustively proved under certain conditions

Requires a lot
of expertise
and skill

Note that under
constraining can
sometimes speed
things up

Formal in the design flow

Formal in the design flow

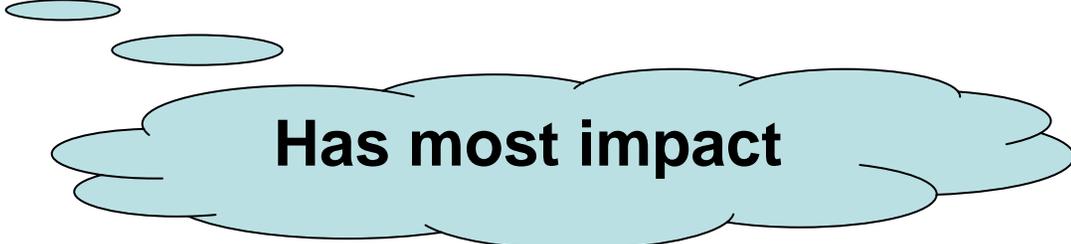


**You can use
formal for
coverage closure!**

- **What simulation do I replace?**
 - Very hard to answer
 - The metrics are too different
- **We don't know if or when it will complete**
 - Formal can take a long time to give very poor results
- **A high level of skill might be required**
 - To write the correct properties and constraints
 - To drive the tools
 - And to drive into bug avoidance in the future
- **So why bother?**
 - You can “get it for free” on the back of assertion-based verification
 - There are requirements that cannot be verified through simulation
 - Cache coherency, safety, liveness, deadlock,...
 - We need it to cope with the increasing complexity of verification

- **“Out of the Box”**
 - Easy but not of significant value
- **Real exploitation requires strategic investment**
 - Training for writing “bug hunting” properties
 - Standardise on when, where and how to write
 - Automation of the flows
- **Create bug absence experts**
 - Requires careful selection and training
 - Centralise the skills?
 - These people will also be good at bug analysis
- **Bug avoidance is a longer term goal**

Interface standards



Has most impact

- **Formal verification**
 - Will continue to increase in importance
 - More companies will begin to use it
- **Decide how you want to use it**
 - Avoidance, Hunting, Absence, Analysis
 - How would it fit with your current verification strategy?
- **And then invest accordingly**
 - Tools, skills, ...
- **This is a strategic play**
 - It requires strategic investment
 - It won't happen through the efforts of a few interested individuals
- **Q & A**
 - Contact Mike Bartley mike@testandverification.com