



# Formal Verification Approach to Verifying Stream Decoders: Methodology & Findings

Abhishek Asi, Anshul Jain, Aarti Gupta



# Agenda

Introduction



Problem Statement

Methodology



Case Study

Results

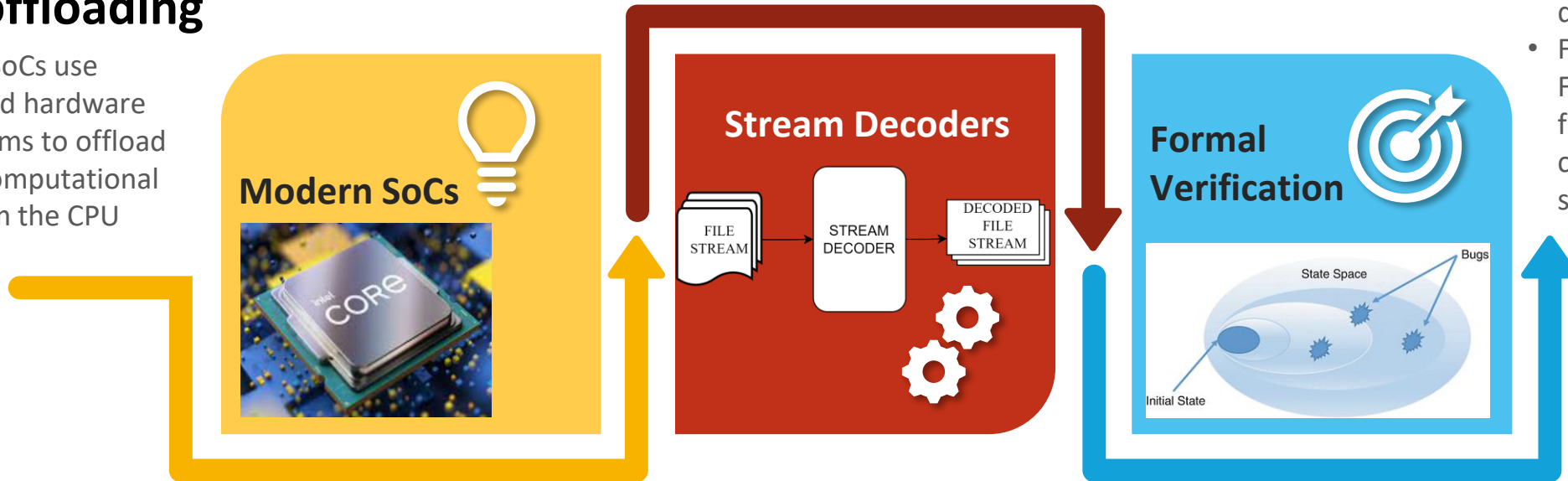


Conclusion

# Introduction

## CPU - offloading

Modern SoCs use specialized hardware sub-systems to offload certain computational tasks from the CPU



## Aim of the presentation

- Explore FV approach tailored for stream decoders
- Foster confidence in FV as a robust tool for ensuring the correctness of stream decoders

# Problem Statement

## Importance of Stream Decoders

Correct functionality crucial to prevent data corruption or loss

## Rising complexity

Due to evolving formats and standards



## Limitations of conventional methods

Conventional methods miss corner-case scenarios or subtle issues that only a specific file can cause

## Power of Formal verification

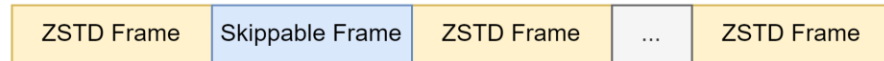
FV provides comprehensive validation and mathematically confirms design accuracy

# ZSTD file format

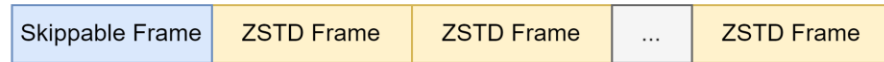
1. File with only ZSTD frames



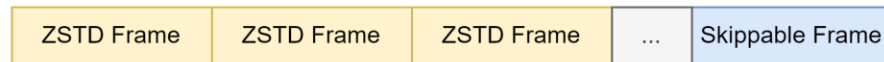
2. File with multiple ZSTD frames and a skippable frame between ZSTD frames



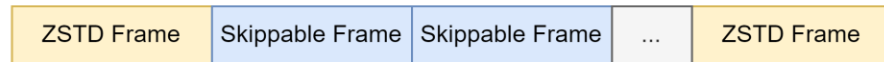
3. File with multiple ZSTD frames and a skippable frame at the beginning of file



4. File with multiple ZSTD frames and a skippable frame at the end of file



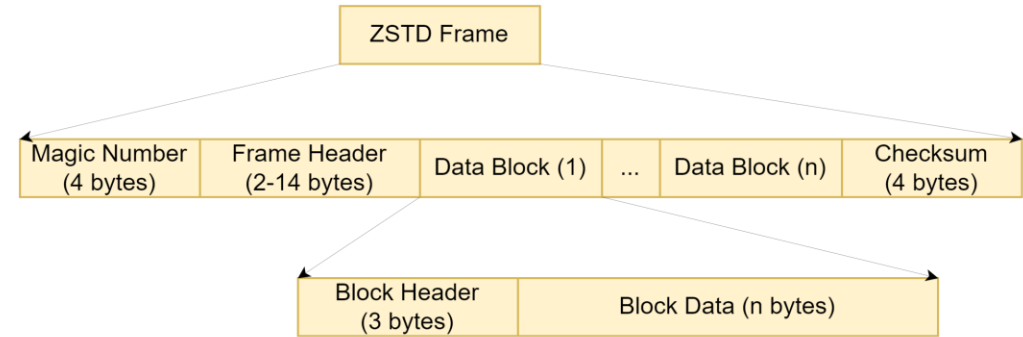
5. File with multiple ZSTD frames and multiple skippable frames



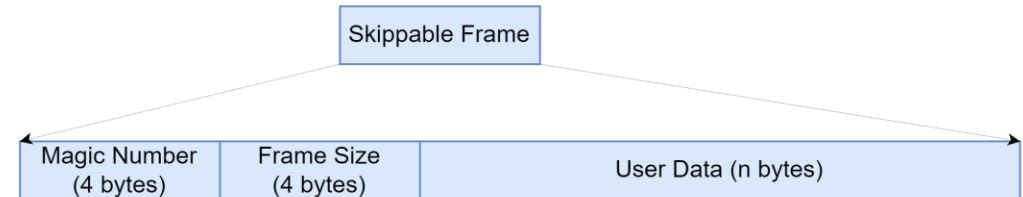
6. File with multiple skippable frames



(a) Examples of compressed files

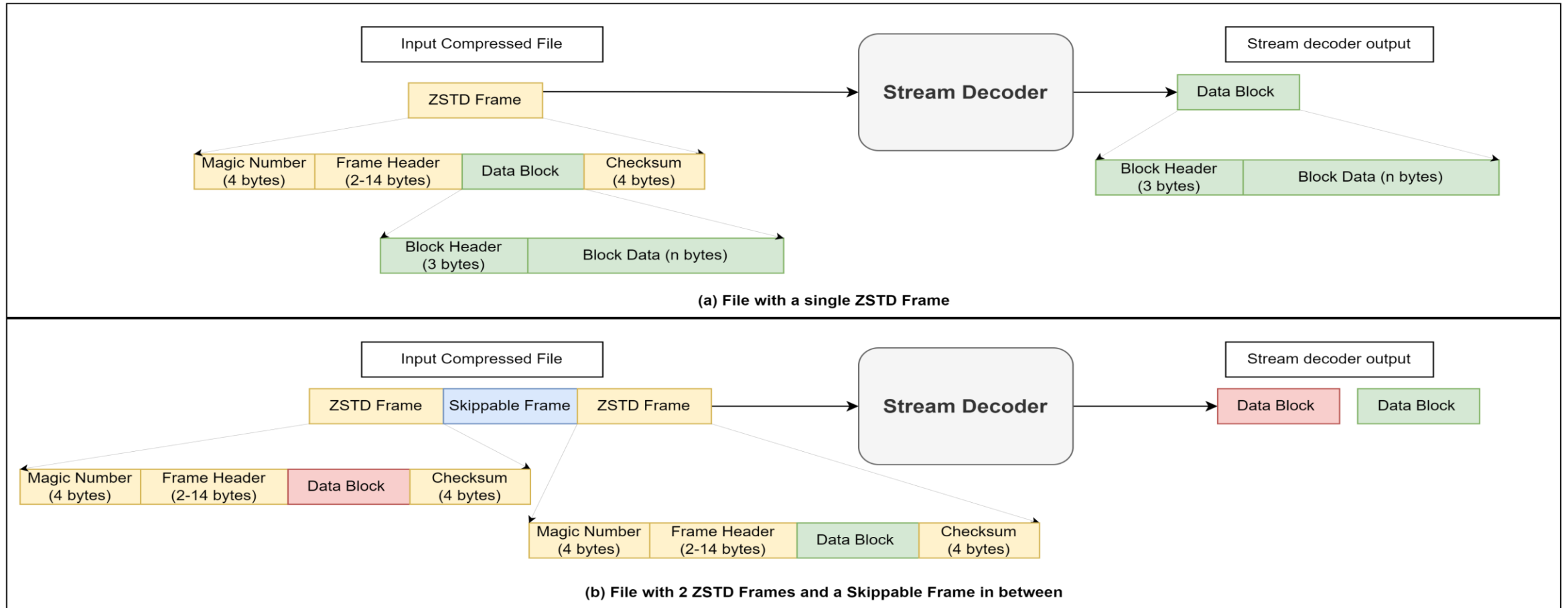


(b) ZSTD frame format



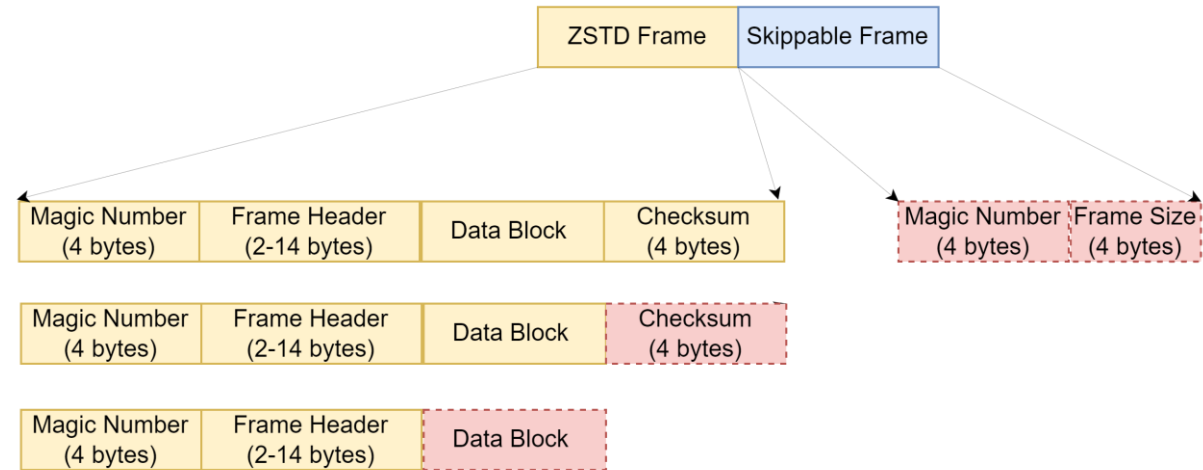
(c) Skippable frame format

# Basic functionality of stream decoders



# Complexity of ZSTD stream decoders

Variable	Sub-variable	Range
Frame Header	Frame Header Descriptor	4 flags, one each for – frame content size, single segment, checksum, and dictionary
	Window Descriptor	0 to $2^{64} - 1$ bytes (16 Exabytes)
	Dictionary ID	4 bytes can represent an ID 0-4294967295
	Frame Content Size	$0 - 2^{64} - 1$
Data Blocks	Number of Blocks	1- $\infty$
	Block Size	$0 - 2^{21} - 1$
	Block Content	Arbitrary
Content Checksum	Optional	Arbitrary
Skippable Frames	User Data	Arbitrary
File Structure	Number of Frames	1- $\infty$
	Types of Frames	ZSTD only, skippable only, both
	Frame Order	Different arrangements of ZSTD and skippable

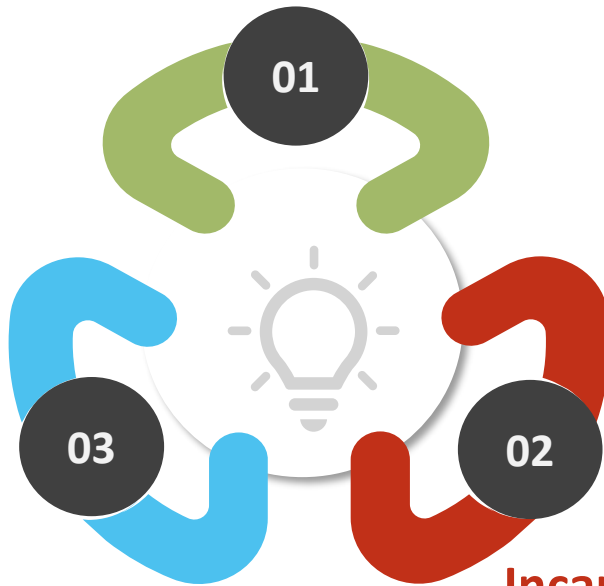


Examples of corrupt input compressed files.

[Refer to the paper for more examples]

# Methodology Solution #1: Vault & Verify

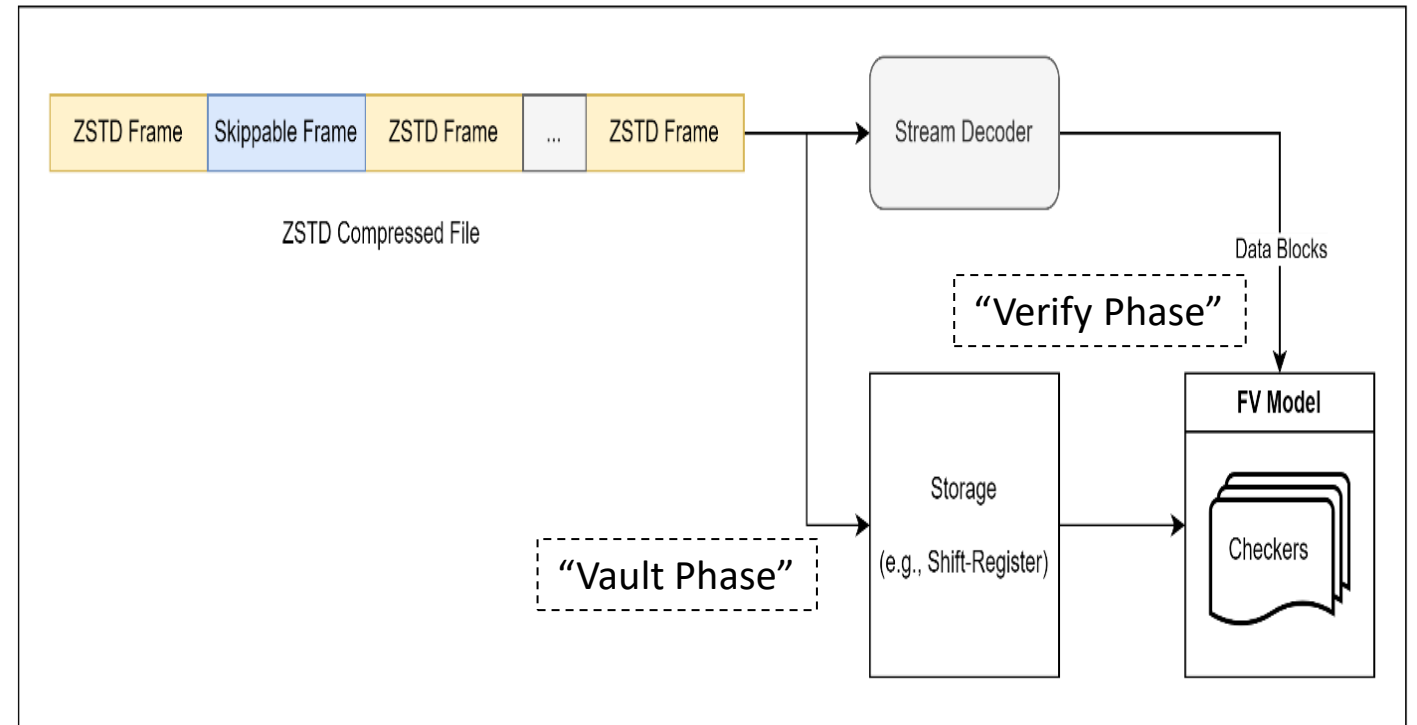
Complexity in handling compressed files



Coverage Scalability

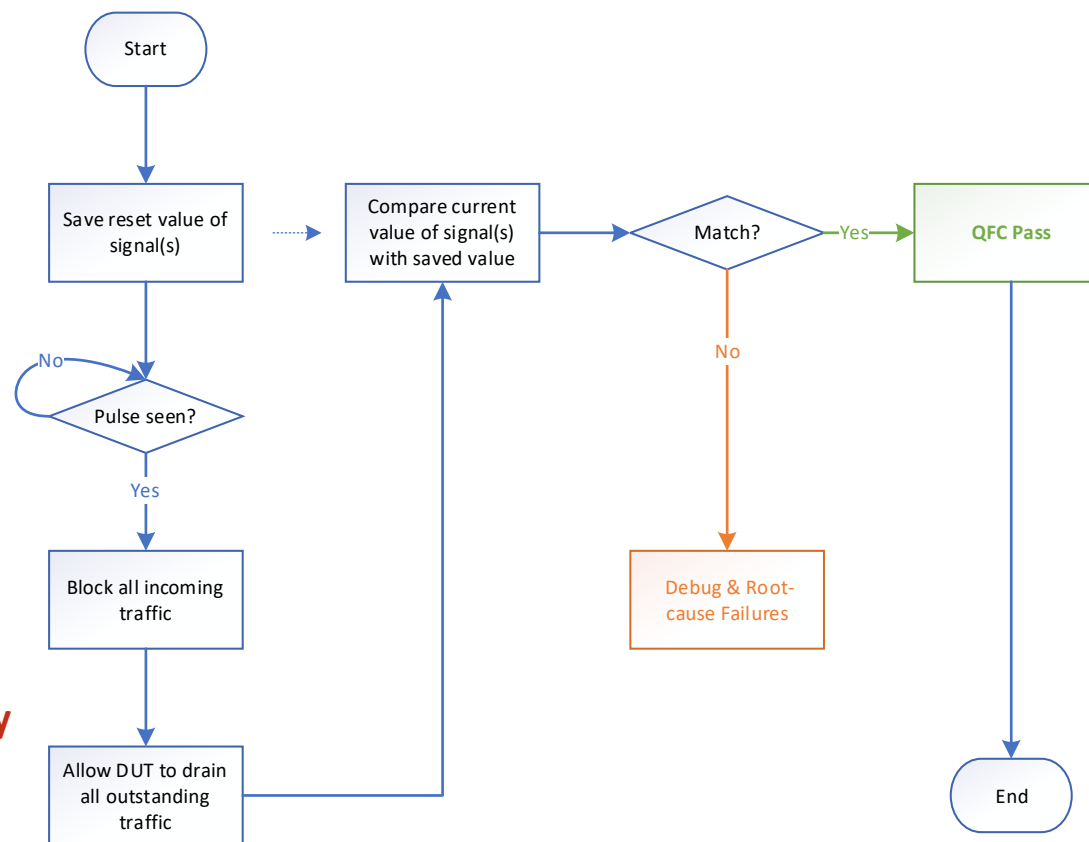
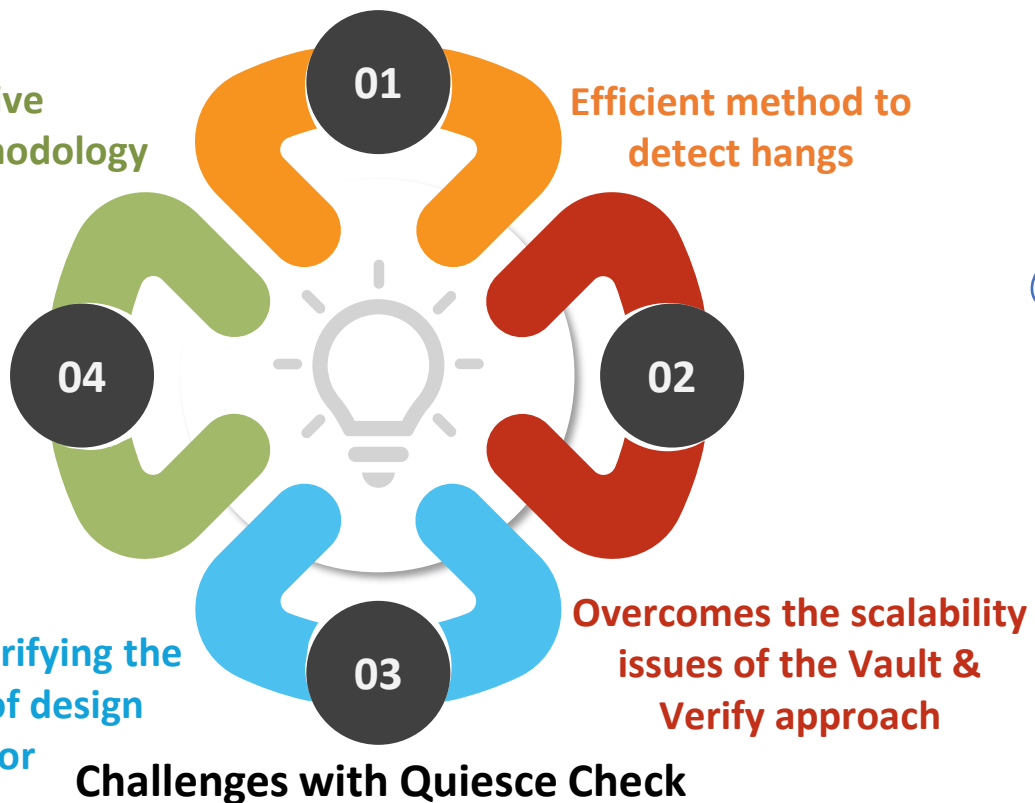
Incapable of Detecting Hangs

Challenges with Vault & Verify





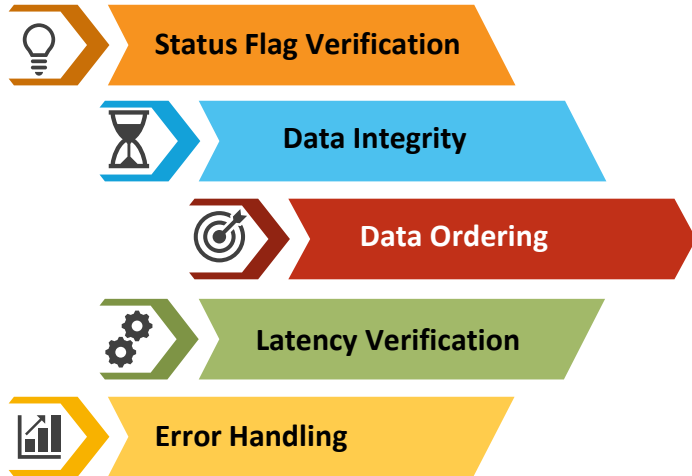
# Methodology Solution #2: Quiesce Check



**Quiesce Formal Checking Framework**

# Methodology Solution #3: Instant Inspection

## Dissection of Verification Goals into five major areas



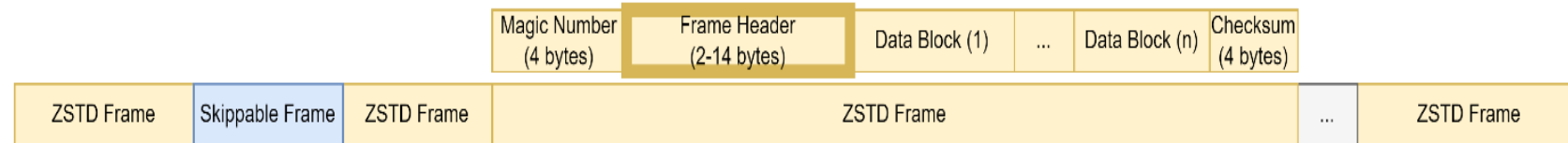
## Sliding Window Analysis

Instead of analyzing the entire compressed file, a smaller sliding window of the file is analyzed



## ZSTD Compressed File

The sliding window width should be 14 bytes, which is the largest chunk of control information available in contiguous form



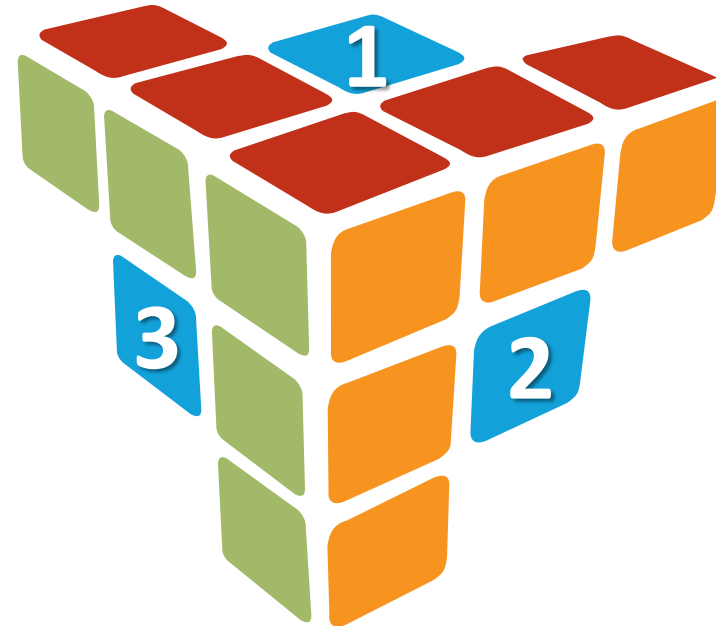
# Challenges with Instant Inspection

## Requirement of Detailed Description

Detailed descriptions of intermediate checkpoints, typically documented in microarchitectural specification

## Gaps in Specifications

Considering the vast amount of data a decoder processes, ensuring the microarchitectural specification is complete and unambiguous is difficult



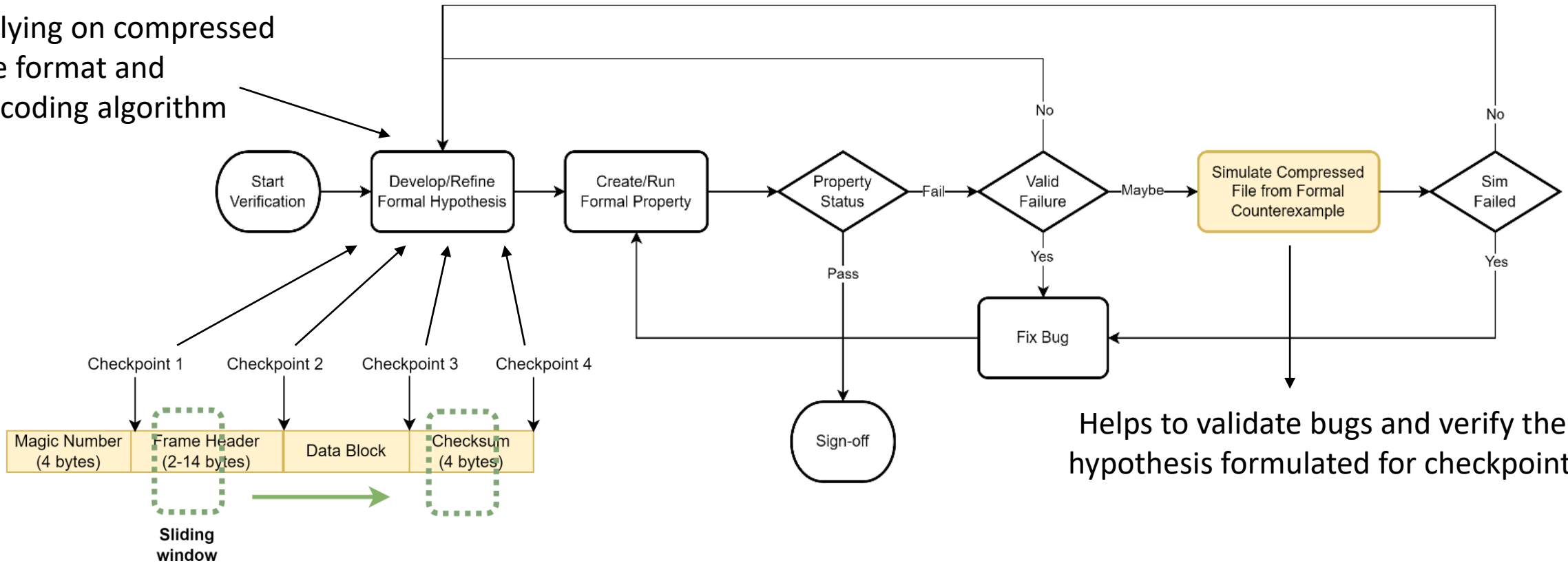
## Complexity in Creating Specifications

Crafting comprehensive microarchitecture specification that accounts for all possible scenarios is challenging

# Hypothesis based Property Verification

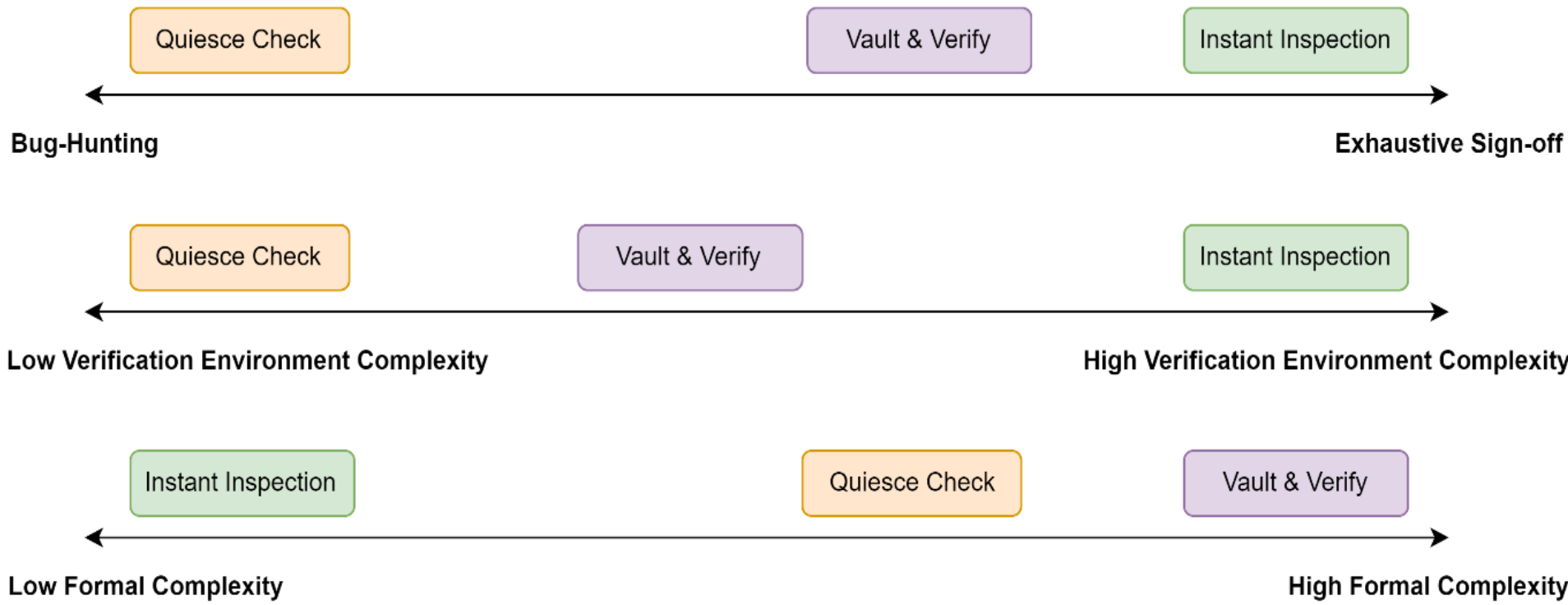
## Hypothesis-based method tackles the challenges of Instant Inspection

Relying on compressed file format and decoding algorithm



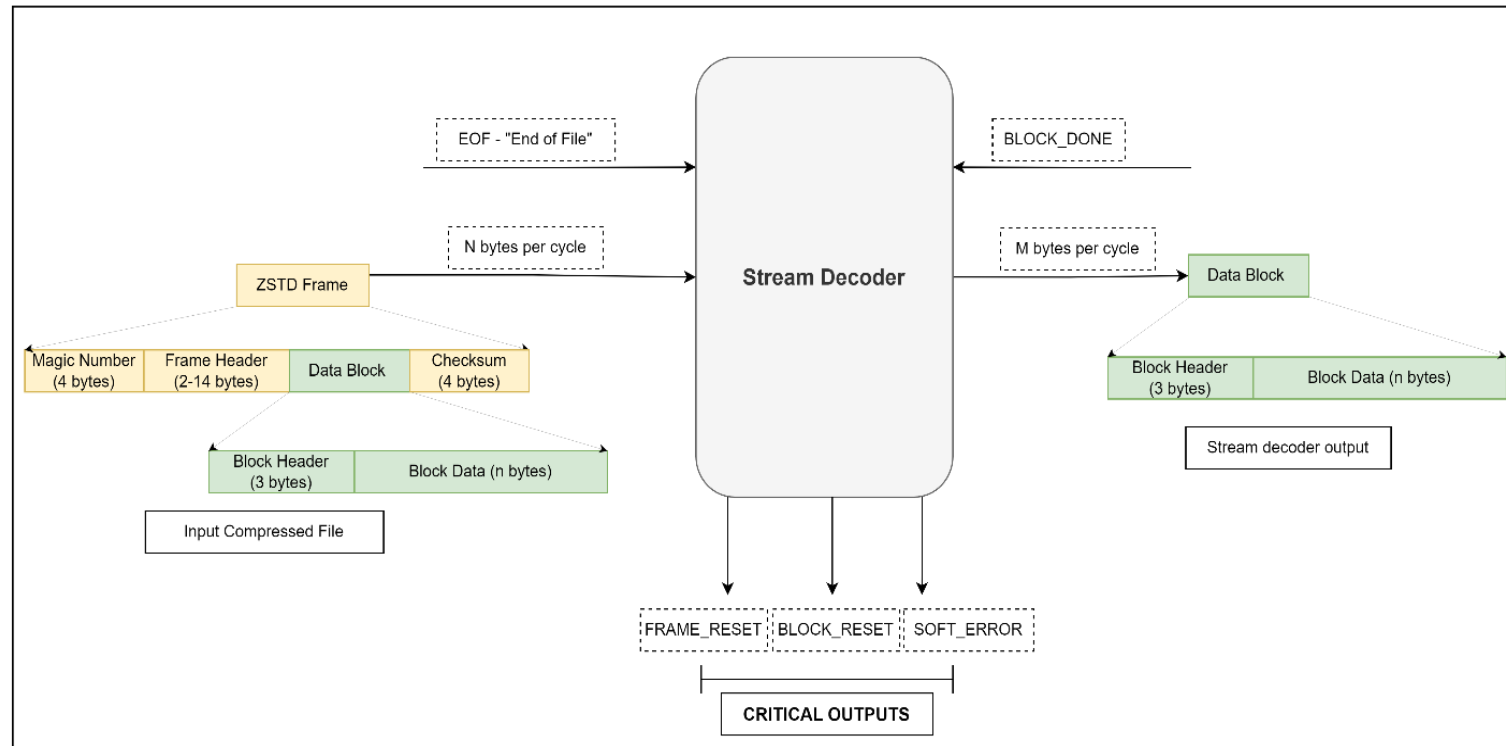
Helps to validate bugs and verify the hypothesis formulated for checkpoints

# Comparative view of suggested solutions



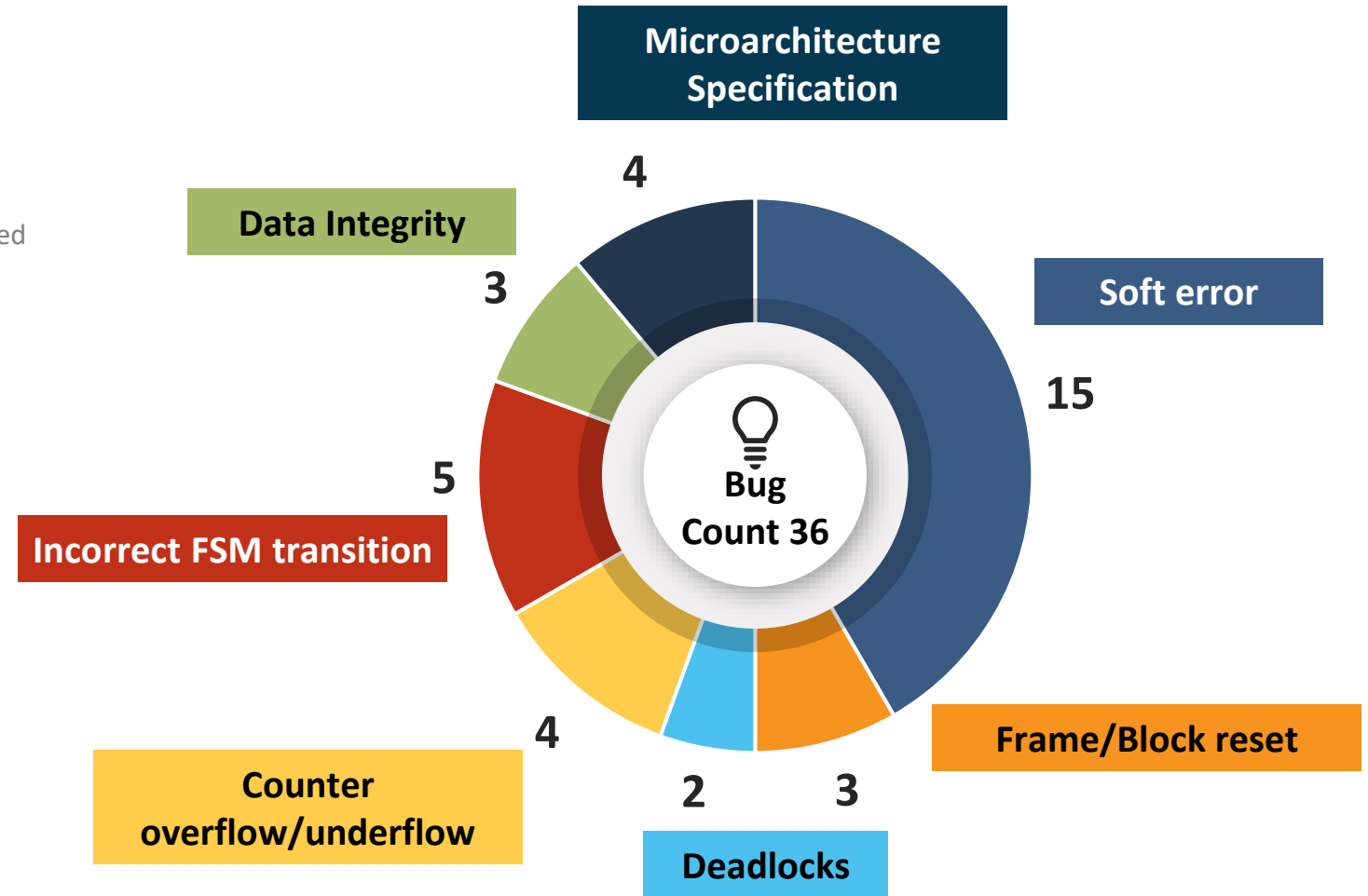
# Case study: ZSTD Decompression Stream Decoder

ZSTD Stream Decoder used in Intel's Xeon CPUs targeted for data-center applications. Refer paper for the sample design waveform.



# Results

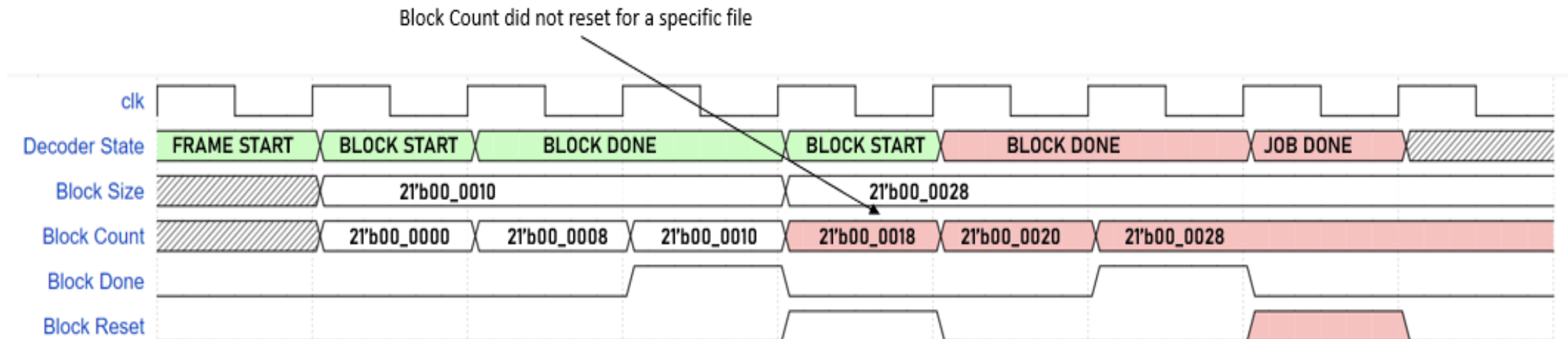
- 1** Innovative Strategy using Instant Inspection  
The simulation team leveraged bug scenarios discovered by FPV to develop targeted tests
- 2** Enabled recreation of bugs in a controlled simulation environment
- 3** Validation of bugs and hypothesis for checkpoints  
Validated the existence of these bugs, facilitated a detailed understanding of their behavior and validated hypothesis for checkpoints



# Corner case bug #1

## Block Reset erroneously asserted:

- **Hypothesis Formulation:** "BLOCK\_RESET" signal must be asserted whenever the decoder has completed processing the current block and starts processing the next block.
- **Bug Detection:** This hypothesis underwent multiple iterations, resulting in several failures, before finally detecting a buggy case for a specific compressed file.





# Conclusion

## INNOVATIVE STRATEGY

Instant inspection with hypothesis method and co-use of simulation and FPV highlights an innovative way to validate stream decoders

## EFFECTIVENESS OF FORMAL

Results demonstrate the effectiveness of FV approach for stream decoders in modern SoCs



## INCREASED CONFIDENCE

The findings increase confidence in FV as a robust tool for ensuring the accuracy and dependability of stream decoders

## BENEFITS OF ADOPTION OF FORMAL

- Improved system performance
- Reduced risk of data corruption
- Enhanced user experiences across various applications

# Q&A