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Early Deep Bug Discovery via Reun Acceleration and Parallel Multi-depth BMC Exploration

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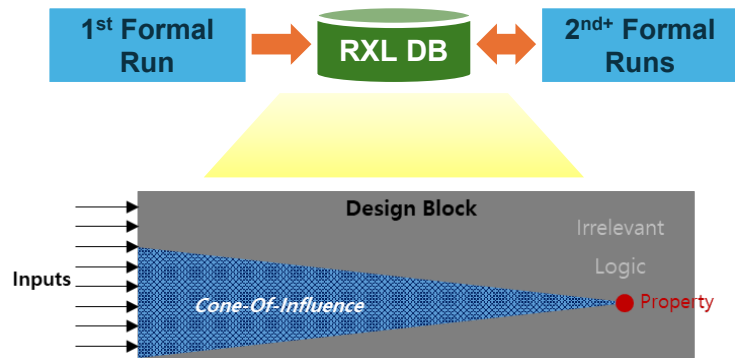
Outline

- Background
- Motivation
- Resource Adaptive Formal Verification Flow
- Experimental Results
- Future Works
- Conclusion

Background

Re-run Acceleration (RXL) : Concept

- Formal runs generate database for solved properties (Proven, CEX, Covered, Uncoverable)
- Database includes invariants & design knowledge
- On re-run : If COI unchanged → **instant replay**



RXL Concept

Speed-up: hours/days → seconds/minutes

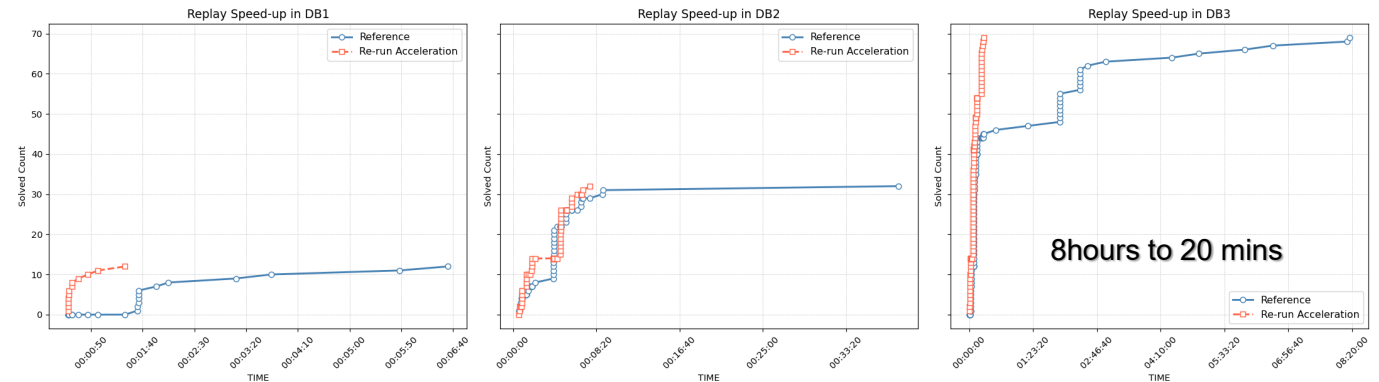
Background

Re-run Acceleration (RXL) : Why it matters

- Rapid regression after small design / constraints changes
- Proven properties become early **helper assertions** (Reduced COI for remaining hard targets)
- Free CPU budget for unsolved properties

Ideal for:

- Iterative environment setup
- Post-bug-fix re-verification



RXL in early design bring-up

Background

Bounded Model Checking (BMC)

- Explores design up to bounded depth using SAT/SMT
- Produces concrete counterexamples(CEX)
- Verify effective for deep sequential bugs

Modern engines support:

- **Parallel multi-depth exploration**
- Depth N , $N+1$, N_2 ... in parallel

Background

Limitation of Naïve BMC Usage

- BMC is resource-hungry
- Running BMC alone from start often ineffective
 - BMC focus on finding Fired
- Without proven helpers:
 - Large COI
 - Shallow exploration

Motivation

Dynamic Resource Allocation

- Engines classified into:
 - Proof oriented engines
 - Bug-hunting (BMC) engines
- Monitor progress during runtime

Trigger condition:

- No new Proven / Uncoverable results for a time window

→ Automatically reassign **100% CPU to BMC**

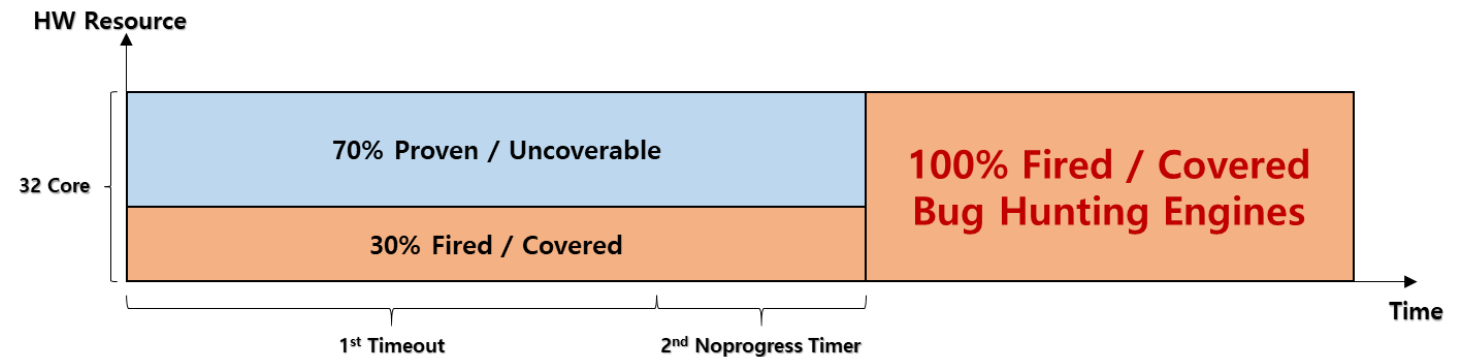
Motivation

Data-Driven Trigger Selection

- Analyzed 1 year of Flash Memory formal data
- 97% of Proven / Uncoverable results found within first 48 hours
- Sparse updates after that

Chosen policy:

- Initial proof phase for 48 hours
- Switch to BMC if no progress for 24 hours



Motivation

Dynamic Resource Allocation triggering pseudo code

| | | | |
|----|--|----|---|
| 1 | <i>set cnt 0</i> | 11 | <i>while {cnt is 1} {</i> |
| 2 | <i>while {cnt is 0} {</i> | 12 | <i> if VerifyDone { exit }</i> |
| 3 | <i> if VerifyDone { exit }</i> | 13 | <i> if Num of Proven and Uncoverable is not changed {</i> |
| 4 | <i> if ElapsedTime >= 48 hours {</i> | 14 | <i> if ElapsedTime without update >= 24 hours {</i> |
| 5 | <i> increase cnt to 1</i> | 15 | <i> Delete All Engines</i> |
| 6 | <i> } else {wait 10 mins }</i> | 16 | <i> Add BMC Engine</i> |
| 7 | <i> }</i> | 17 | <i> increase cnt to 2</i> |
| 8 | <i>}</i> | 18 | <i> } else { wait 10 mins }</i> |
| 9 | | 19 | <i> }</i> |
| 10 | | 20 | <i>}</i> |

Motivation

Resource allocation for BMC Experiment 1

Single-target only:

- 200 hours → inconclusive

All properties + dynamic resource allocation for BMC:

- Deep CEX found at ~ 102 hours
- Deep CEX found at ~ 87 hours

| | Reference w/ 95 properties | | Reference w/ single target | | Dynamic resource allocation for BMC w/ 95 properties | |
|-----------------|-------------------------------|-----------|-------------------------------|-----------|--|-----------|
| | Result | TAT | Result | TAT | Result | TAT |
| Deadlock case 1 | Inconclusive | 200:00:00 | Inconclusive | 200:00:00 | CEX | 102:46:07 |
| Deadlock case 2 | CEX | 157:52:37 | Inconclusive | 200:00:00 | CEX | 87:16:59 |

Key insight:

Proven properties enable deeper bug detection via assume-guarantee

Motivation

Dynamic resource allocation for BMC Experiment 2

Reference:

- 400 hours → No CEX

Dynamic resource allocation for BMC:

- 10 CEX

Trade-off observed

Dynamic BMC may slight reduce:

- Number of proven properties

But significantly increase:

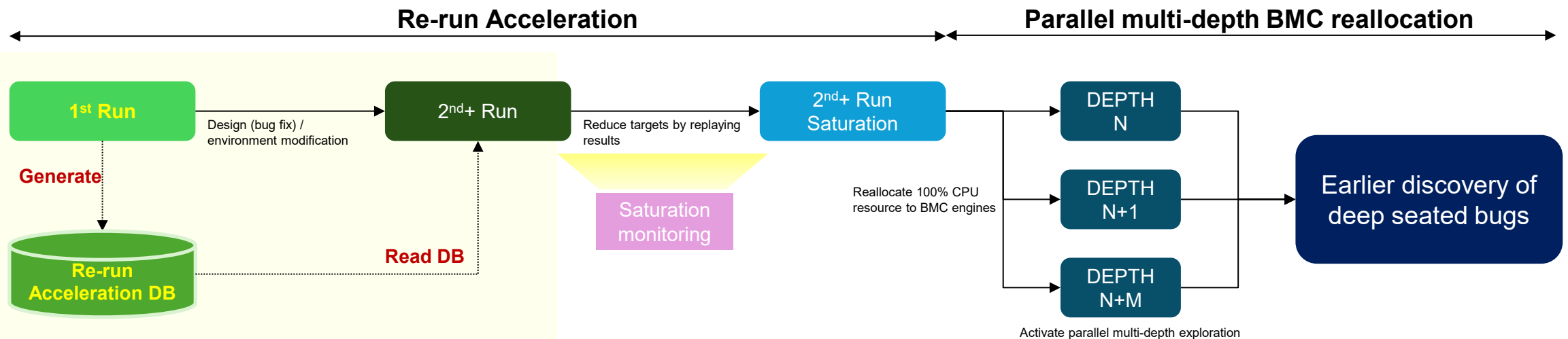
- Deep CEX discovery

| | Reference | Dynamic resource allocation for BMC |
|---------------------------|-----------|-------------------------------------|
| Inconclusive | 79 | 71 |
| Possibly vacuously proven | 1 | 1 |
| Covered | 21 | 21 |
| Uncoverable | 1 | 1 |
| Proven | 140 | 138 |
| CEX | 0 | 10 |
| Vacuously proven | 6 | 6 |
| Convergence | 67.7% | 71.0% |

Resource Adaptive Formal Verification

Phase 1 : Re-run Acceleration + Proof Engines

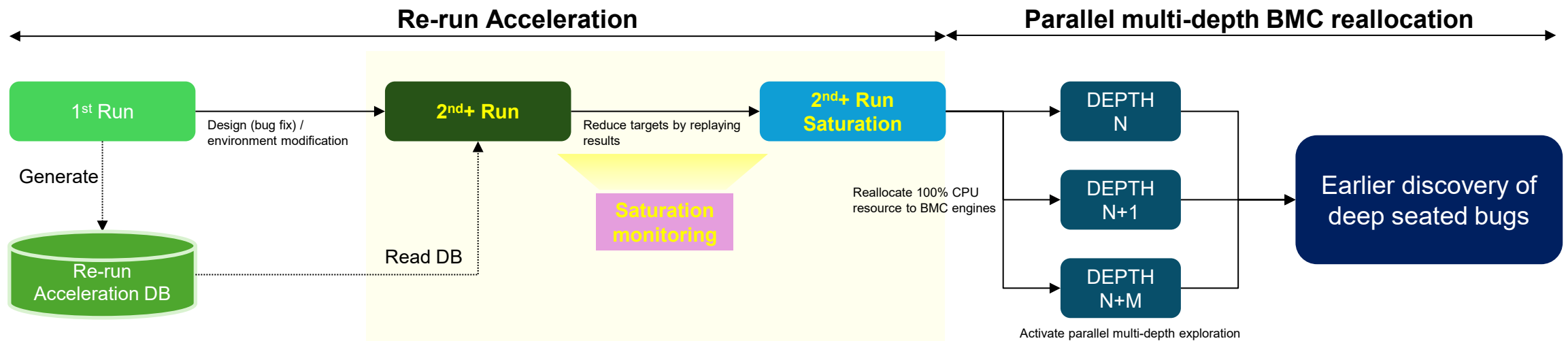
- Replay stable results
- Reduce active targets
- Generate helper assertions



Resource Adaptive Formal Verification

Saturation Monitoring

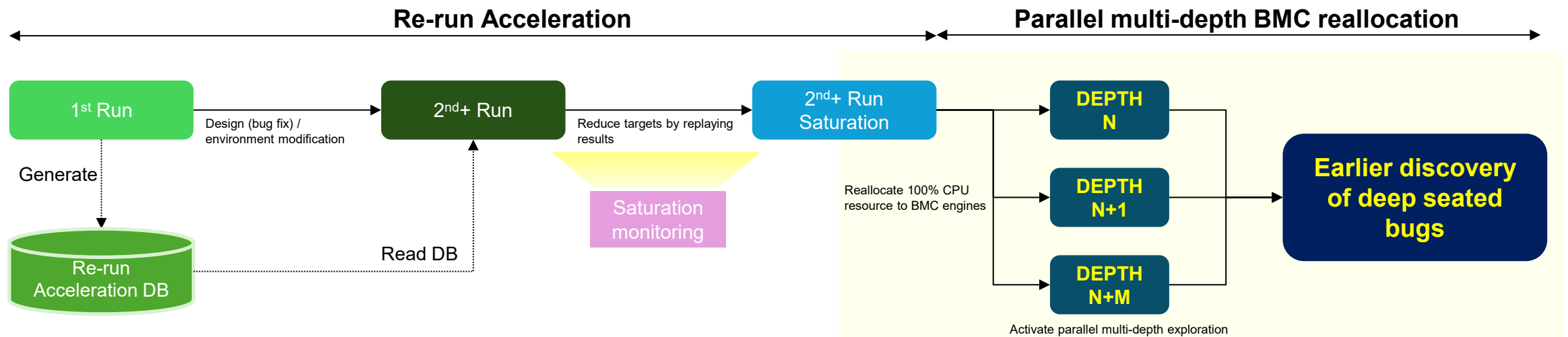
- Verify until no new results appear for a certain period of time
- As saturated, disable all engines and switch to bug hunting engine



Resource Adaptive Formal Verification

Phase 2 : Dynamic BMC reallocation

- 100% resources → parallel multi-depth BMC
- Aggressive deep-state exploration



Resource Adaptive Formal Verification

Why sequence matters

- Too early BMC → fewer proven helpers
- Too late BMC → delayed bug discovery

Our flow:

- Breadth first (fast convergence)
- Depth later (deep bug hunting)

→ Complementary, not competing

Experimental Results

Case study 1. Reset Sweep test (RD / PGM / ERS / AII CMD)

: When reset occurs, all FSMs should return to the IDLE state within a specific cycle

- 1) Verifying reset sweep in Read / Program / Erase sequence (RXL Save)
- 2) Verifying reset sweep in All Command enabled (RXL Load)

In All Command case (529 properties, running 32 cores for 400h)

With Resource Adaptive Formal Verification flow,

- Additional 3 Proven and 1 CEX detected

Limitation:

- Too many remaining inconclusive targets

| All Command Scenario | Reference | Resource Adaptive Formal Verification |
|---------------------------|-----------|---------------------------------------|
| Inconclusive | 139 | 135 |
| Covered | 17 | 17 |
| Uncoverable | 1 | 1 |
| Proven | 368 | 371 |
| CEX | 3 | 4 |
| Possibly vacuously proven | 1 | 1 |
| Convergence | 73.7% | 74.5% |

Experimental Results

Case study 2. Deadlock bug fix and re-run

: Find if there is a case all FSMs stuck for a specific number of cycles

- 1) Debug the environmental bug in 1st design, and fix it (RXL Save)
- 2) Verifying the fixed design, using Resource Adaptive Formal Verification flow

In Erase sequence (38 properties, running 32 cores for 400h)

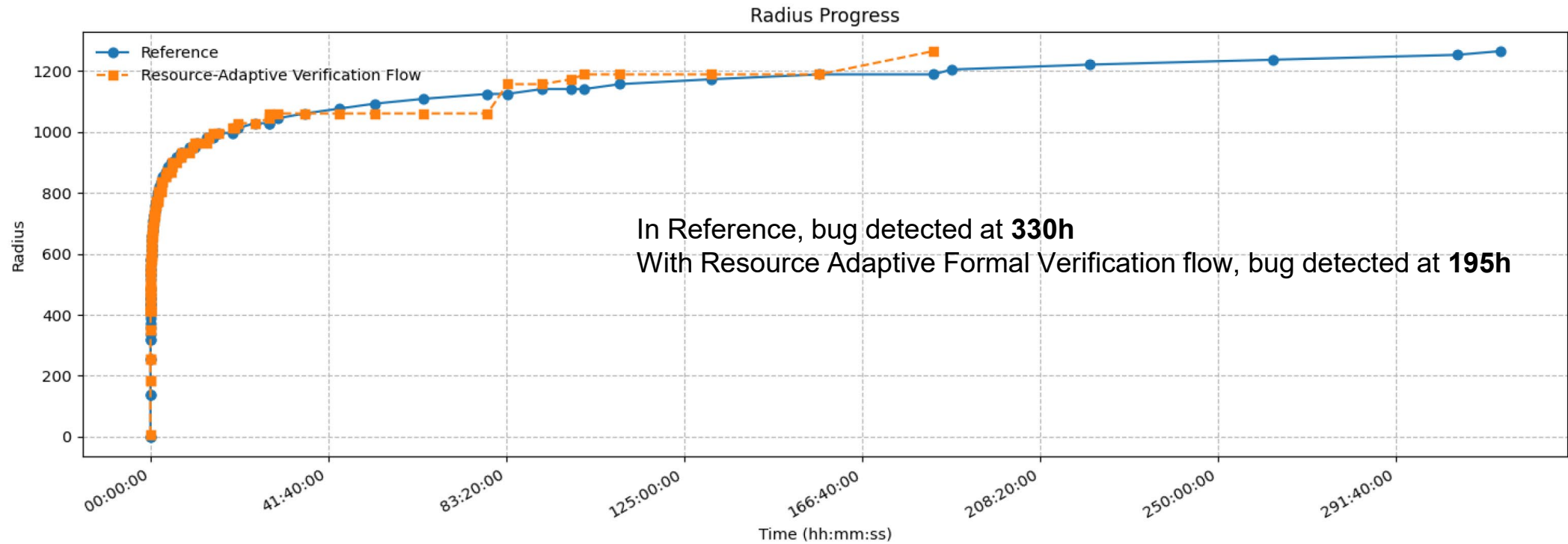
With Resource Adaptive Formal Verification flow,

- Same convergence, but
- Faster bug detection

| Deadlock | Reference | Resource Adaptive Formal Verification |
|------------------|-----------|---------------------------------------|
| Inconclusive | 5 | 5 |
| Covered | 18 | 18 |
| Uncoverable | 2 | 2 |
| Proven | 3 | 3 |
| CEX | 1 | 1 |
| Vacuously proven | 9 | 9 |
| Convergence | 86.8% | 86.8% |

Experimental Results

Case study 2. Deadlock bug fix and re-run



Experimental Results

Case study 2. Deadlock bug fix and re-run

: Find if there is a case all FSMs stuck for a specific number of cycles

* Apply the Resource Adaptive Formal Verification flow to new DB after fixing deadlock bug

→ No additional results, but the average radius explores deeper

- 6 Inconclusives still remain
- Avg. radius : 1206.7 → 1225.3

Limitation

Too many properties' COI changed,

cannot replay them with Re-run Acceleration

→ Only Parallel multi-depth BMC reallocation works

| Deadlock | Reference | Resource Adaptive Formal Verification |
|------------------|-----------|---------------------------------------|
| Inconclusive | 6 | 6 |
| Covered | 18 | 18 |
| Uncoverable | 2 | 2 |
| Proven | 3 | 3 |
| CEX | 0 | 0 |
| Vacuously proven | 9 | 9 |
| Convergence | 84.2% | 84.2% |

Future Work

Limitation

- The remaining inconclusive must not exceed the available CPU resources
- Re-run Acceleration sensitive to COI changes
- Large structural changes reduce replay rate

Future work

- Triggering or CPU scaling logic to cover the remaining inconclusive
- COI-robust replay
- Structural-aware reuse techniques

Conclusion

Introduced **Resource-Adaptive Formal Verification** flow

Combines:

- Re-run Acceleration
- Dynamic BMC resource allocation

Achieves:

- Faster regression
- Earlier deep bug discovery

Same resources, Better results

Questions

Thank you!