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A Generic Configurable Error Injection Agent for All On-Chip Memories

Anil Deshpande, Jaechul Park, Niharika Sachdeva, Arjun Suresh Kumar, Raviteja Gopagiri, Somasunder
Kattepura Sreenath, Damandeep Saini



AGENDA

01

Introduction

- ❖ Motivation
- ❖ On-Chip Memories

02

ECC Error Correction Code

- ❖ Description
- ❖ Existing Methodologies

03

Proposed Agent

- ❖ Solution
- ❖ Configurable parameters and patterns

04

Simulation & Results

05

Conclusions & Future Scope

Introduction

Error Correction Code (ECC)

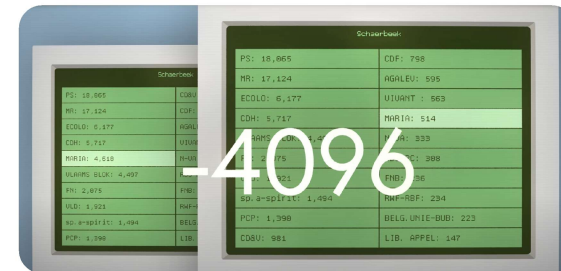
Proposed Agent

Simulation & Results

Conclusions & Future Scope

- ➡ Memories exist everywhere
- ➡ High Probability of Bit Flips
- ➡ Need for Error Correction and Detection
- ➡ Agnostic verification of ECC Algorithm

Federal Voting: 18th May 2003, Belgium

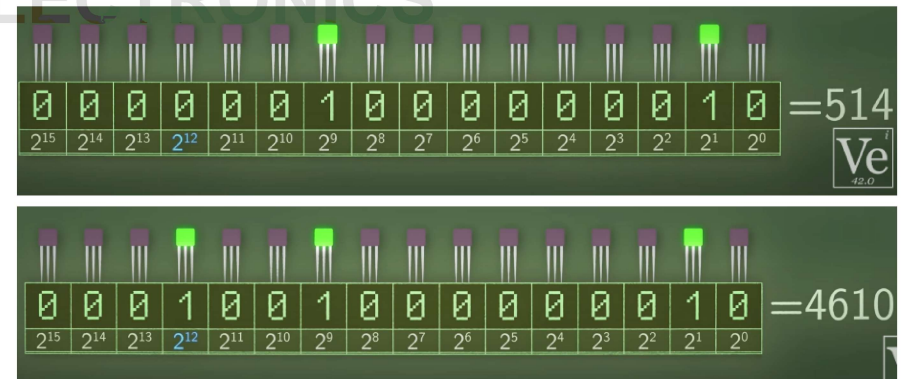


Memory Errors

Soft Errors

Hard Errors

SAMSUNG ELECTRONICS



Motivation

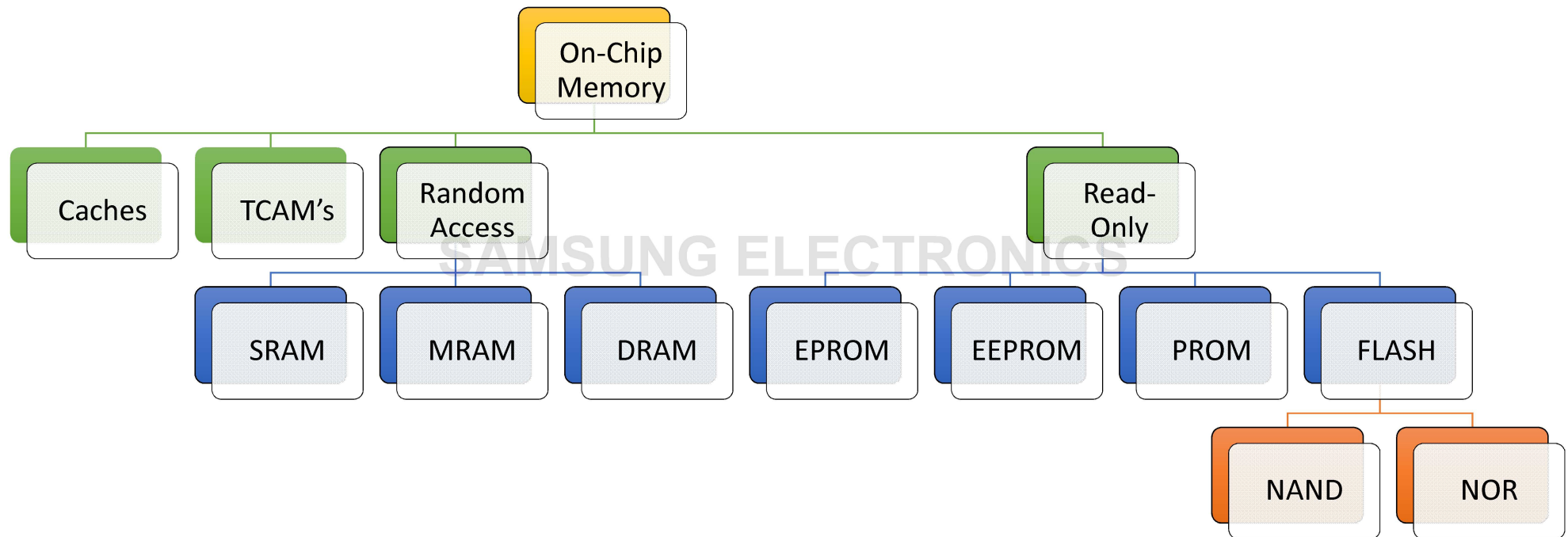
Introduction

Error Correction Code
(ECC)

Proposed Agent

Simulation & Results

Conclusions & Future
Scope



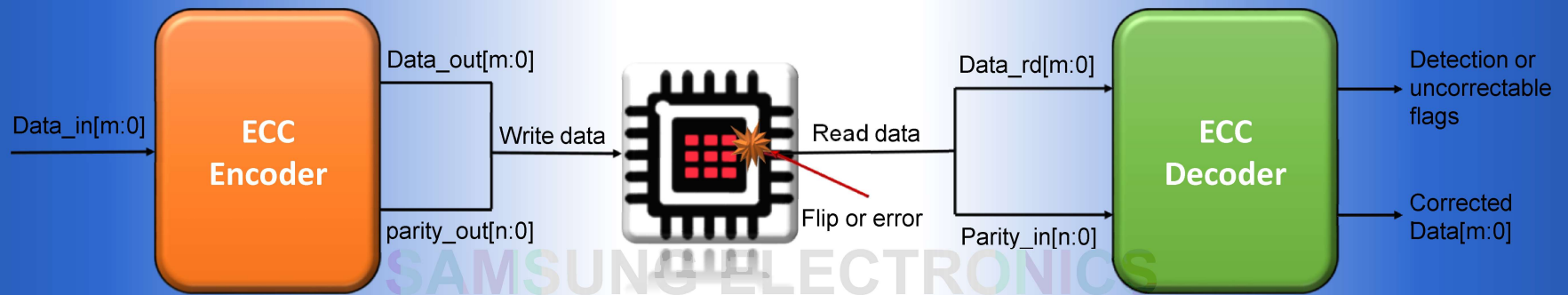
Introduction

Error Correction Code
(ECC)

Proposed Agent

Simulation & Results

Conclusions & Future
Scope



Techniques

Parity Code

Checksum

Cyclic Redundancy
Check

Hamming code

BCH code

Description

Introduction

Error Correction Code
(ECC)

Proposed Agent

Simulation & Results

Conclusions & Future
Scope

Formal Based

- ☐ Formal Reasoning
- ☐ Formal Modelling

Simulation Based

- ☐ Error injection
(Reactive)
- ☐ Memory transaction
patterns required

Existing Methodologies

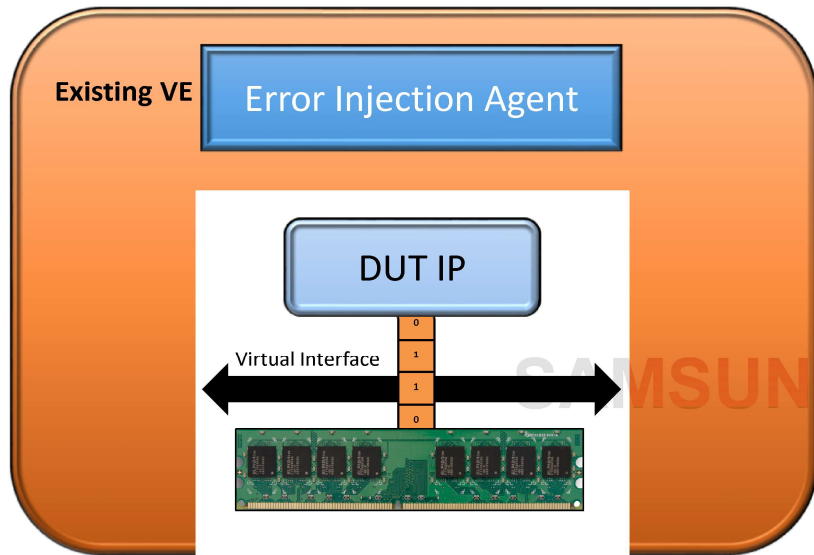
Introduction

Error Correction Code
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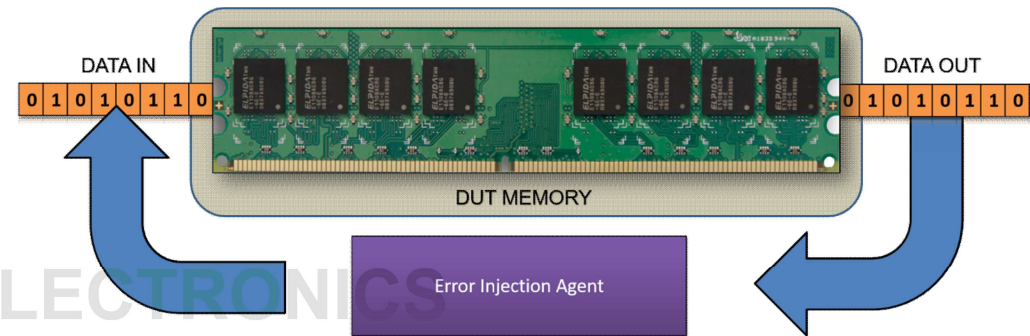
Proposed Agent

Simulation & Results

Conclusions & Future
Scope



1



2

Solution

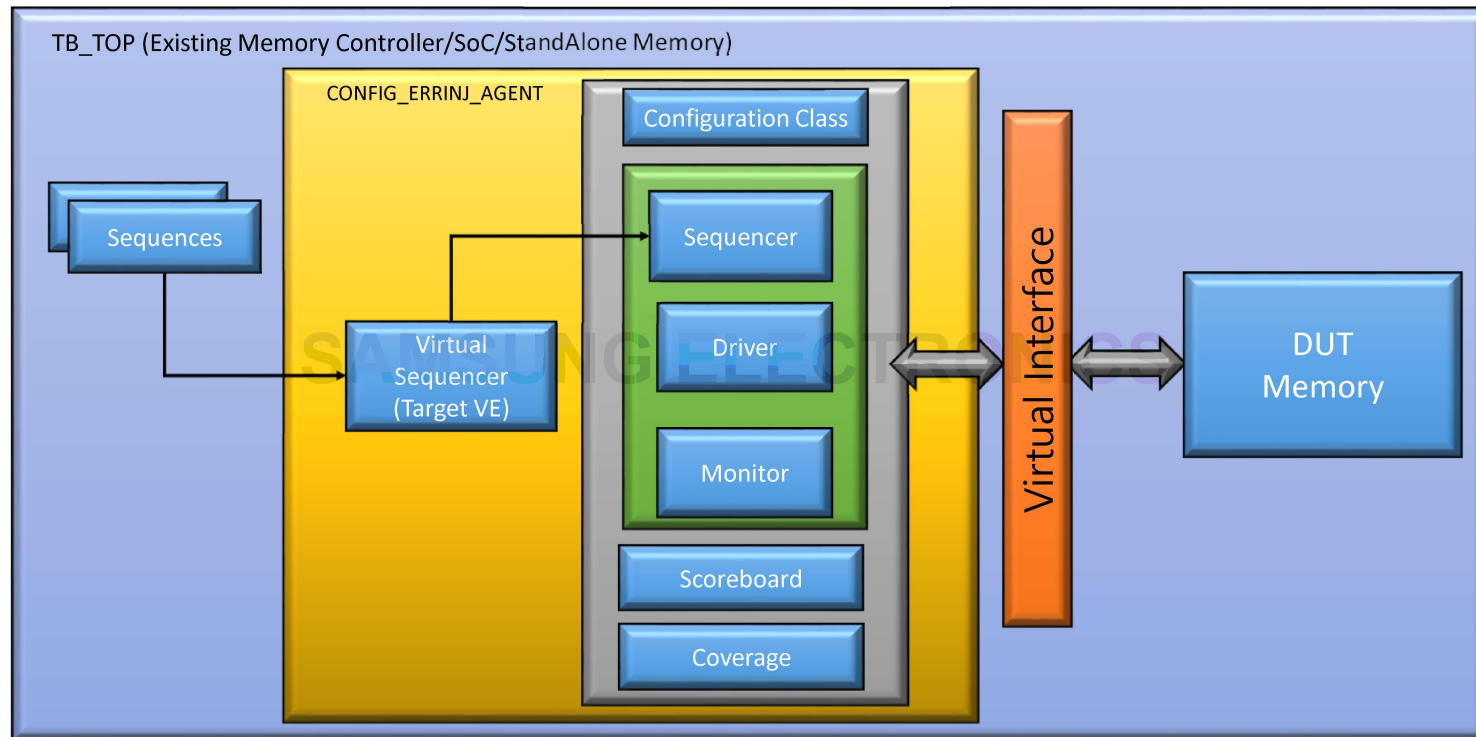
Introduction

Error Correction Code
(ECC)

Proposed Agent

Simulation & Results

Conclusions & Future
Scope



Introduction

Error Correction Code (ECC)

Proposed Agent

Simulation & Results

Conclusions & Future Scope

Type of Error

- SEI,DEI,TEI,MEI

Error Injection Mode

- Random,Fixed,Incremental address mode

Ratio mode

- MEI in ratios

Non stop mode

- Continuously Error injection

Fixed Error Position

- Used to create Stuck at faults

Address and Position range

- Error to be injected on a selected range of Address

Error Count

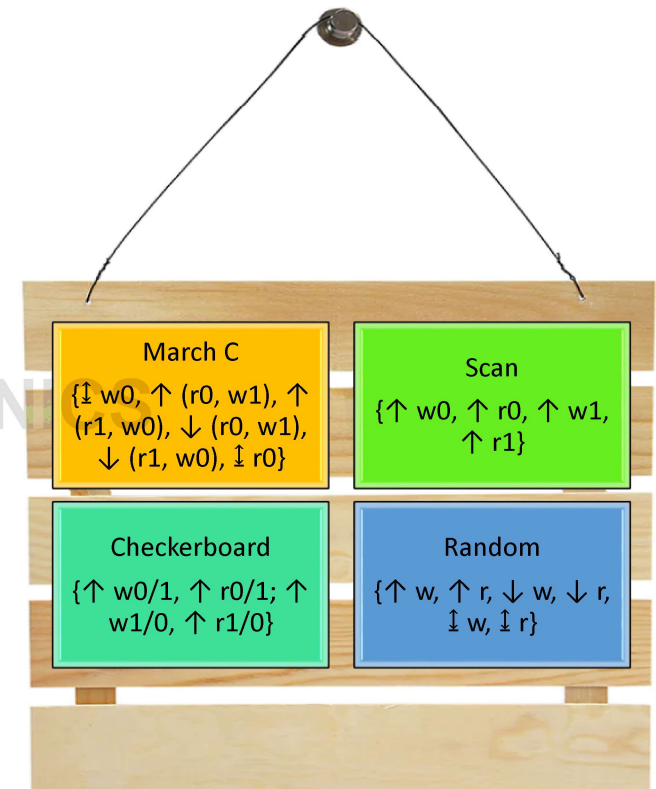
- In incremental mode, user can configure number of errors injected.

Number of ECC's

- Parallel testing for those blocks whose data width is covered by different ECC modules

Use Reference Memory

- To enable or disable checks for Memory DATA IN and DATA OUT



Configuration Parameters

Introduction

Error Correction Code
(ECC)

Proposed Agent

Simulation & Results

Conclusions & Future
Scope

SRAM Memory Signals:

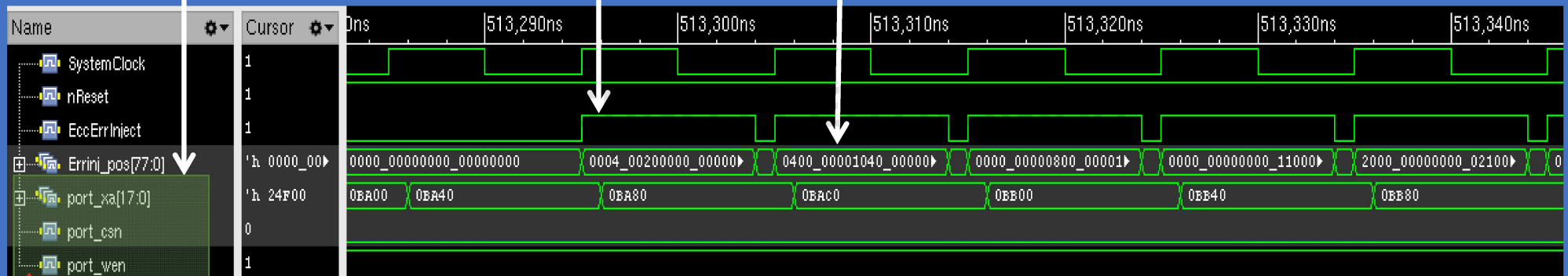
Indicates Read Operation on XA
address

EccErrInject:

Tells if Error was
injected

ErrinjPos:

Tells which bit
position was flipped



Simulation

Introduction	Error Correction Code (ECC)	Proposed Agent	Simulation & Results	Conclusions & Future Scope
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Memory Type	Data width	No of ECC Blocks	Number of coverage bins (RTL design code)	Simulation time saved to achieve 100% coverage	Test Bench development time saved
MRAM	64 data bits + parity bits	1	7100	25%	40%
MRAM	2*(128 data bits + parity bits)	2	18400*2	35%	45%
SRAM	32 bits + parity bits	1	400	20%	50%
FLASH	32 bits + parity bits	1	1589	25%	35%

On an average 0.5x time saved for a single instance of Memory with ECC

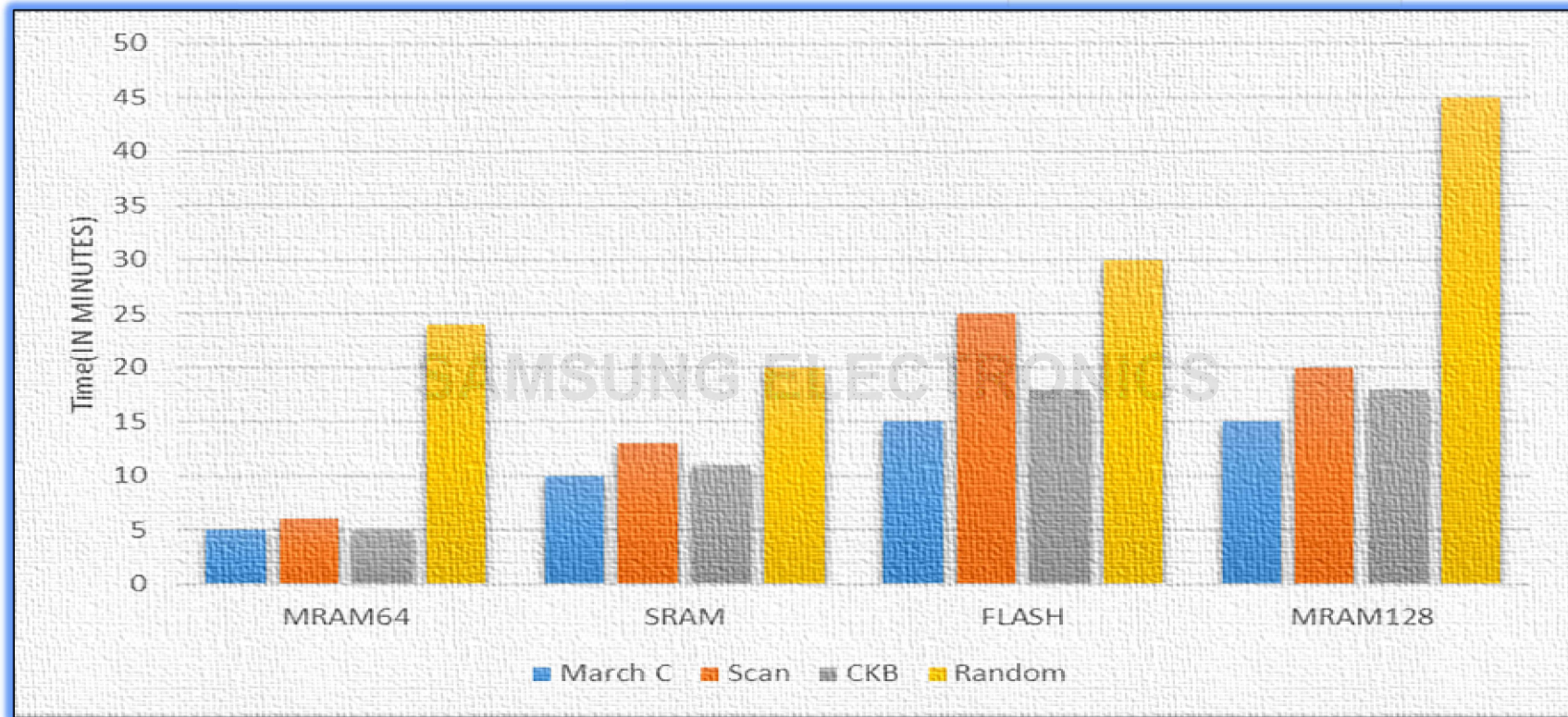
Introduction

Error Correction Code
(ECC)

Proposed Agent

Simulation & Results

Conclusions & Future
Scope



Results

Introduction

Error Correction Code
(ECC)

Proposed Agent

Simulation & Results

Conclusions & Future
Scope

Early detection of bugs in embedded ECC logic

Comprehensive and early coverage closure for ECC circuit logic

No overhead in simulation time

Easy to integrate with any UVM environment

Optimizing on memory test patterns to close
verification faster

Extension on actual memory netlists (non-behavioral
model) and then compare the performance metrics.





Thanks !!!