



# The Cost Of Standard Verification Methodology Implementations

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**GRAPHCORE**

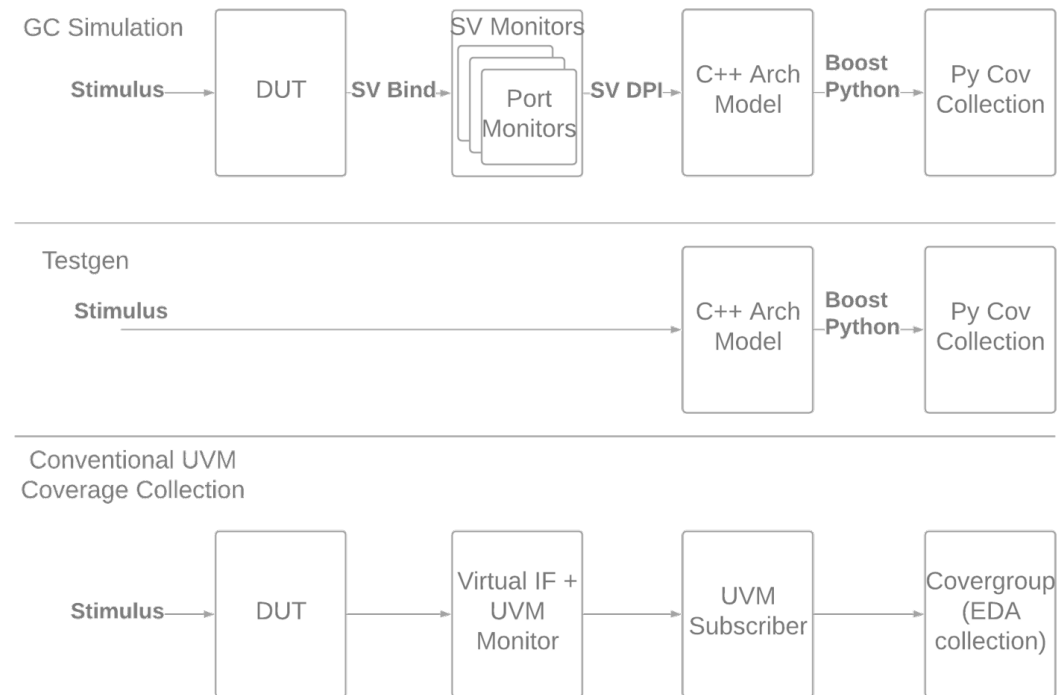


# Acknowledgement

Thanks to Abigail Williams for generating and analysing the data presented here

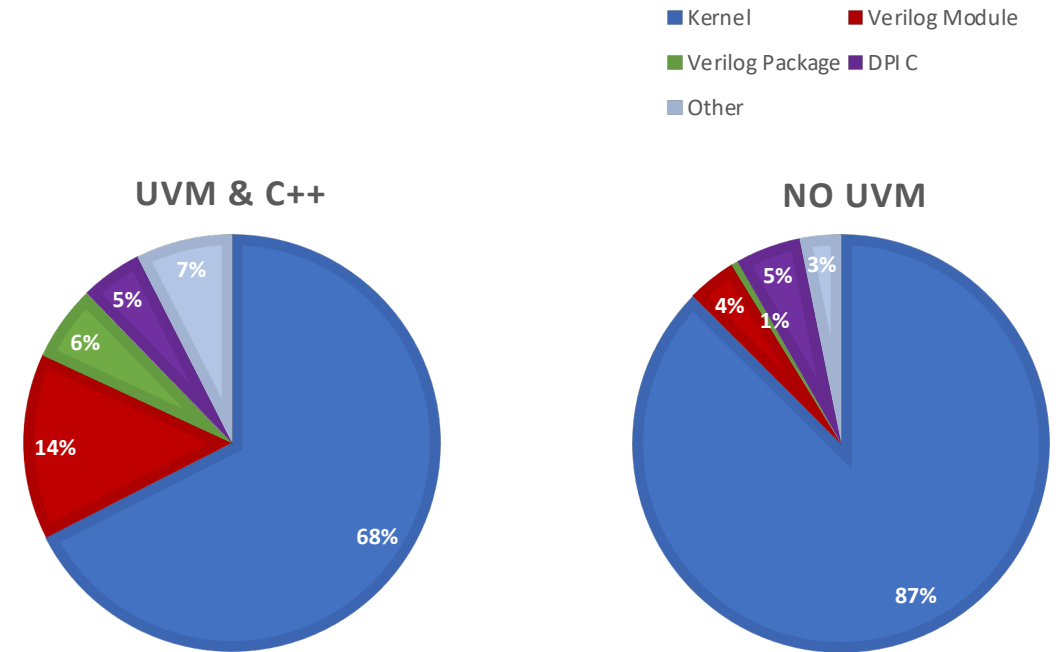
# History

- SystemVerilog RTL with custom C++/Python verification methodology
  - Constrained random test generation
  - Metrics driven with coverage
  - CI/CD with >100,000 compute hours daily
- Some effort to optimise performance



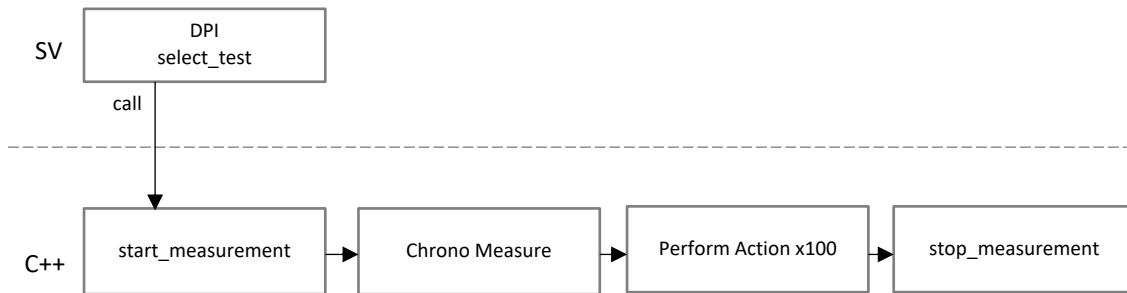
# History

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# Benchmarks Introduction

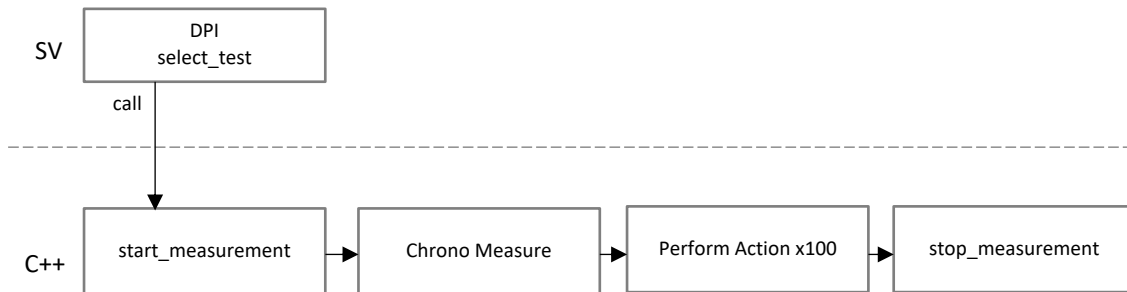
## C++ Benchmarks



- Timing in C++ with `<chrono>`

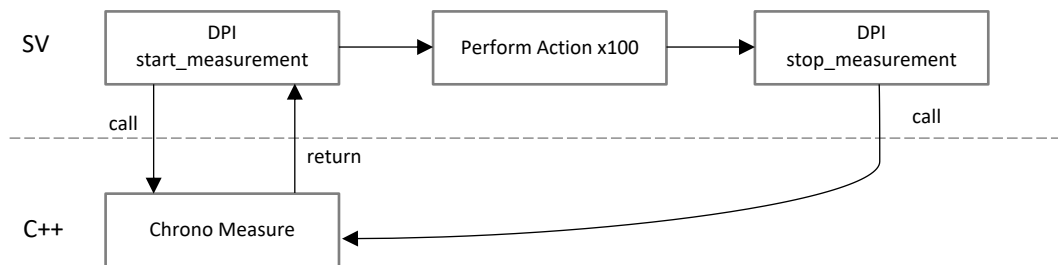
# Benchmarks Introduction

## C++ Benchmarks



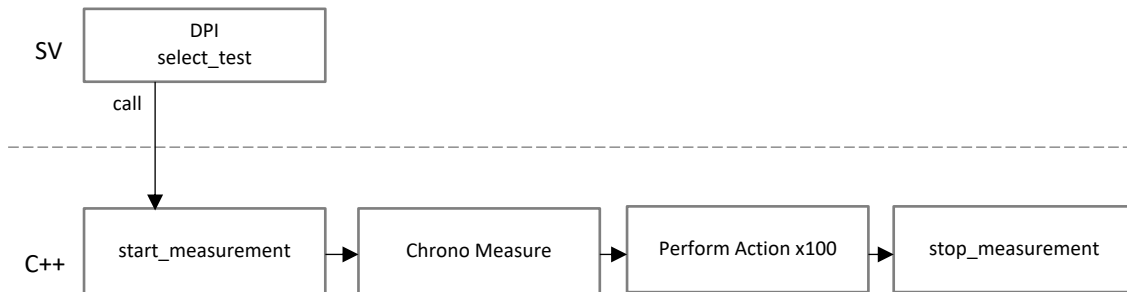
- Timing in C++ with `<chrono>`
- SystemVerilog tests have extra DPI overhead
  - Minimised by iterating 100 times per timer call

## SystemVerilog Benchmarks

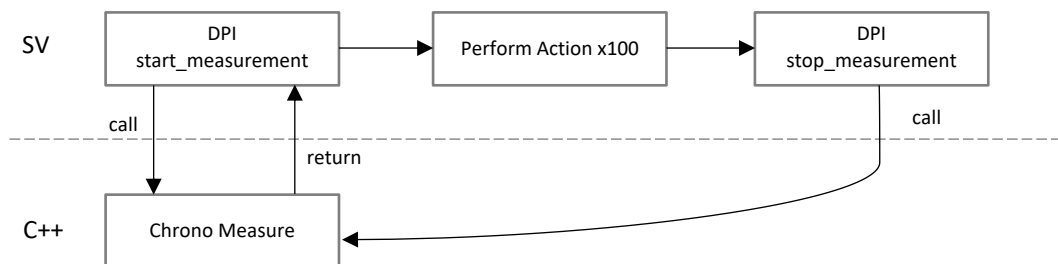


# Benchmarks Introduction

## C++ Benchmarks



## SystemVerilog Benchmarks



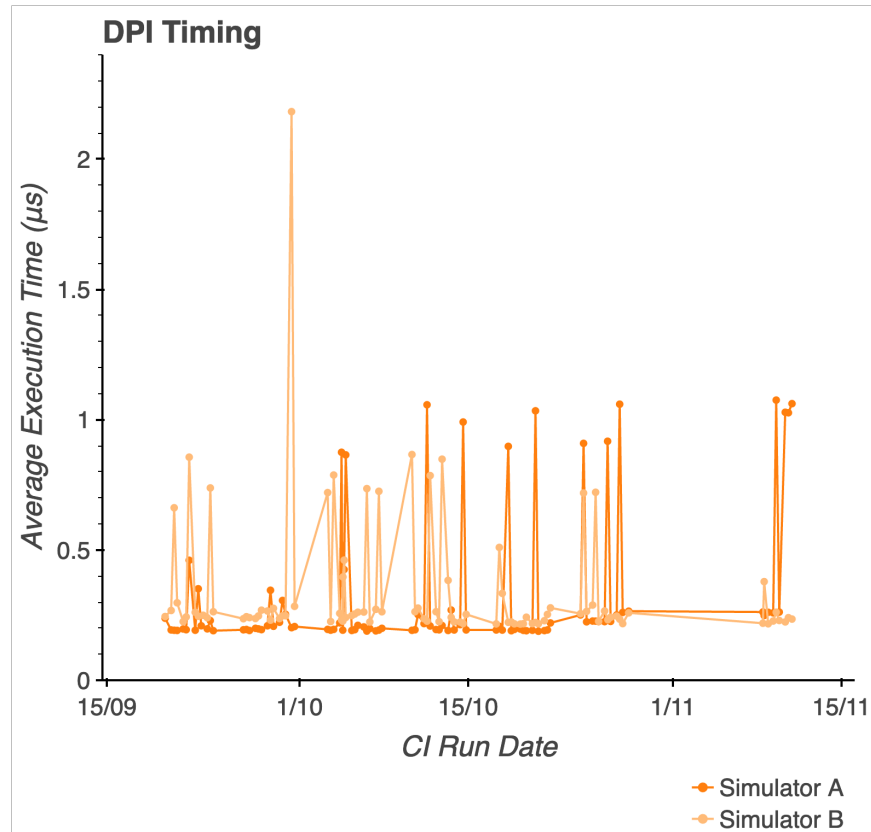
- Timing in C++ with `<chrono>`
- SystemVerilog tests have extra DPI overhead
  - Minimised by iterating 100 times per timer call
- Performance tests run in CI
  - Dedicated performance machines
  - Results stored in SQL database

# Benchmarks Introduction

- “Microbenchmarks”
  - DPI calls of C++ functions from SystemVerilog
  - TLM modelling
    - Passing transactions between components
  - Functional coverage collection
  - String formatting & display
  - Constraint solvers & test generation [future work]
- Identify performance regressions for common tasks
- Not a substitute for profiling real testbenches



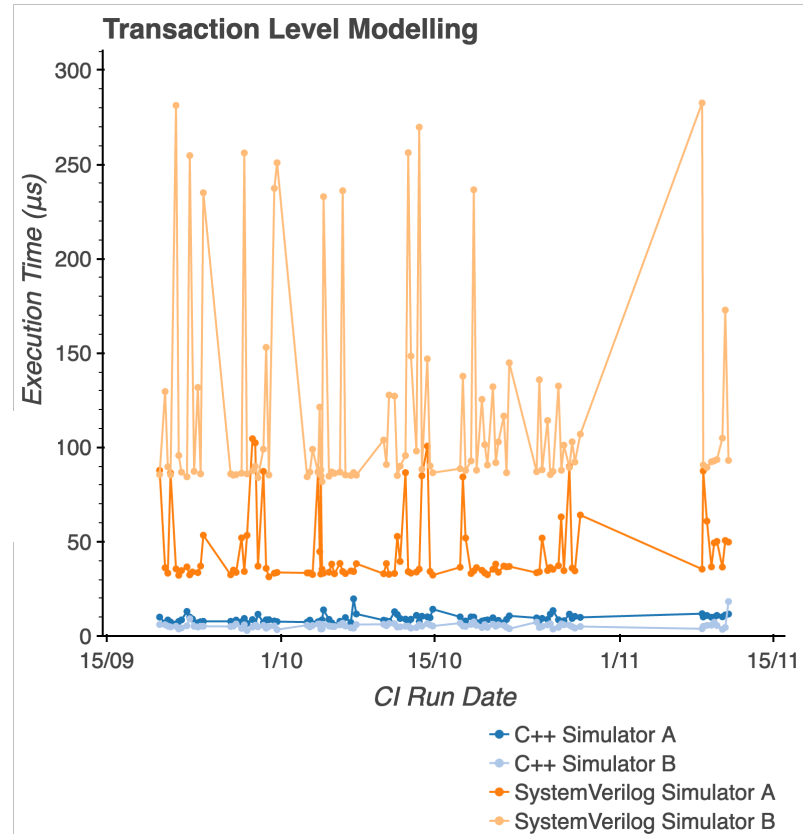
# Data – DPI Overhead



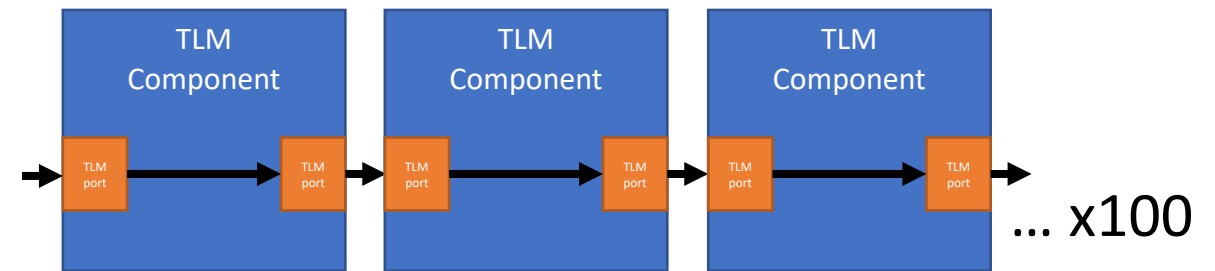
- DPI calls to start the timer then immediately stop it
- Calls from SystemVerilog to C++ will have this  $\sim 0.2\mu\text{s}$  overhead

```
// SystemVerilog
for (int j = 0; j < 100; j++) begin
    cpp_timing_lib_start_measurement();
    cpp_timing_lib_stop_measurement();
end
```

# Data – TLM Ports



- Total time for a transaction to pass through a chain of 100 TLM components



# Data – Functional Coverage Collection

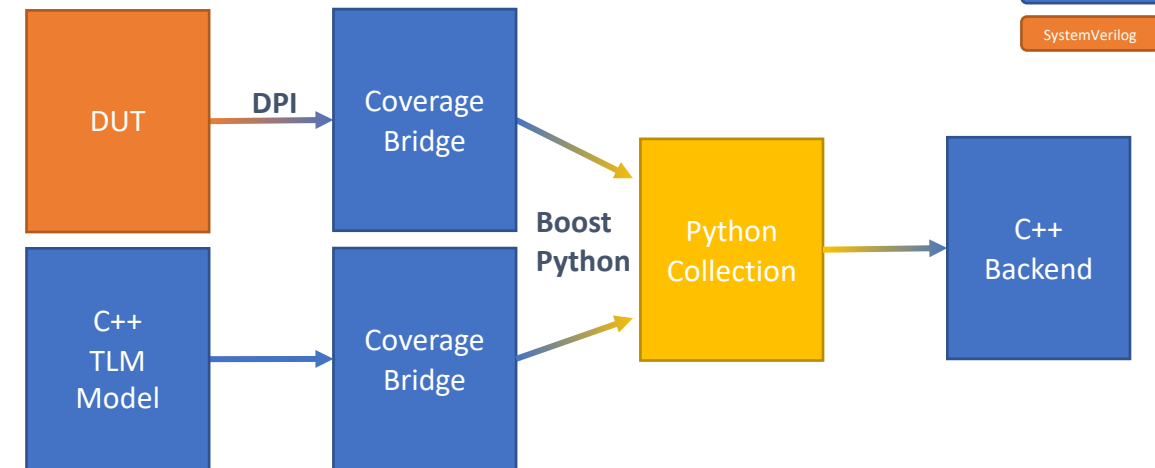
## Standard SystemVerilog

```
// SystemVerilog
// 256x256 bin cross

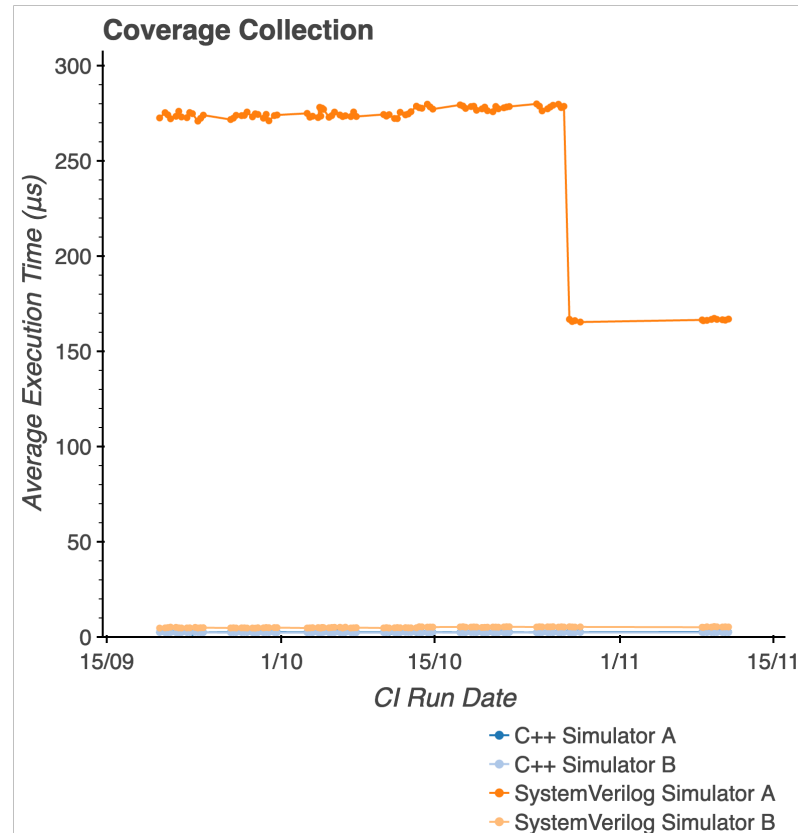
logic[15:0] my_var;

covergroup cg;
  first_cp : coverpoint my_var[15:8];
  second_cp : coverpoint my_var[7:0];
  firstXsecond: cross first_cp, second_cp;
endgroup
```

## Custom C++ Coverage Bridge



# Data – Functional Coverage Collection



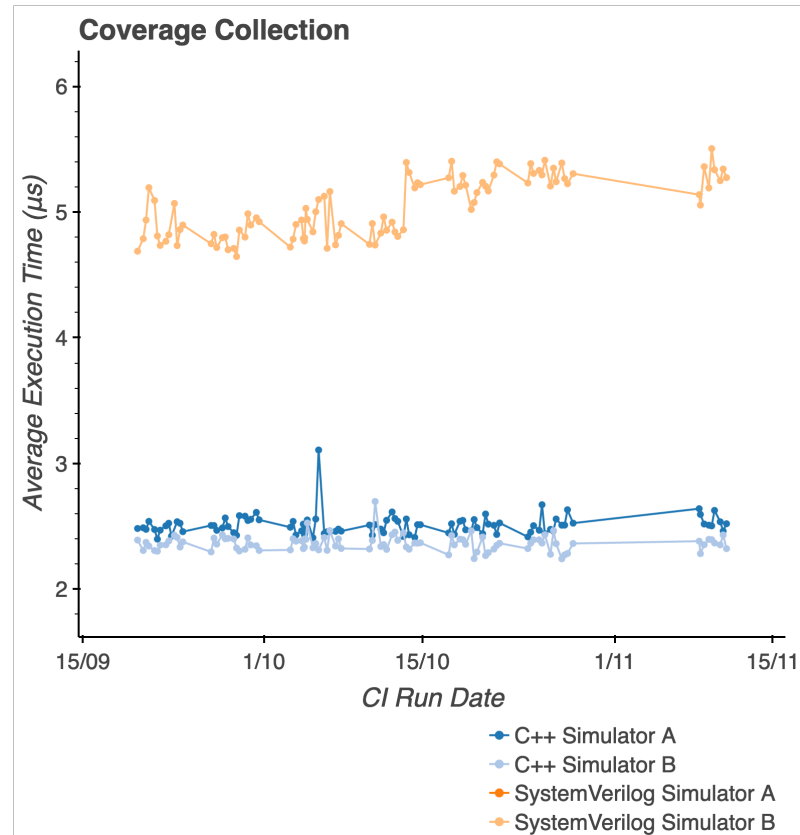
- Version upgrade of **Simulator A** on October 26<sup>th</sup>
  - Correlates with 40% performance boost 🚀

```
// SystemVerilog
// 256x256 bin cross

logic[15:0] my_var;

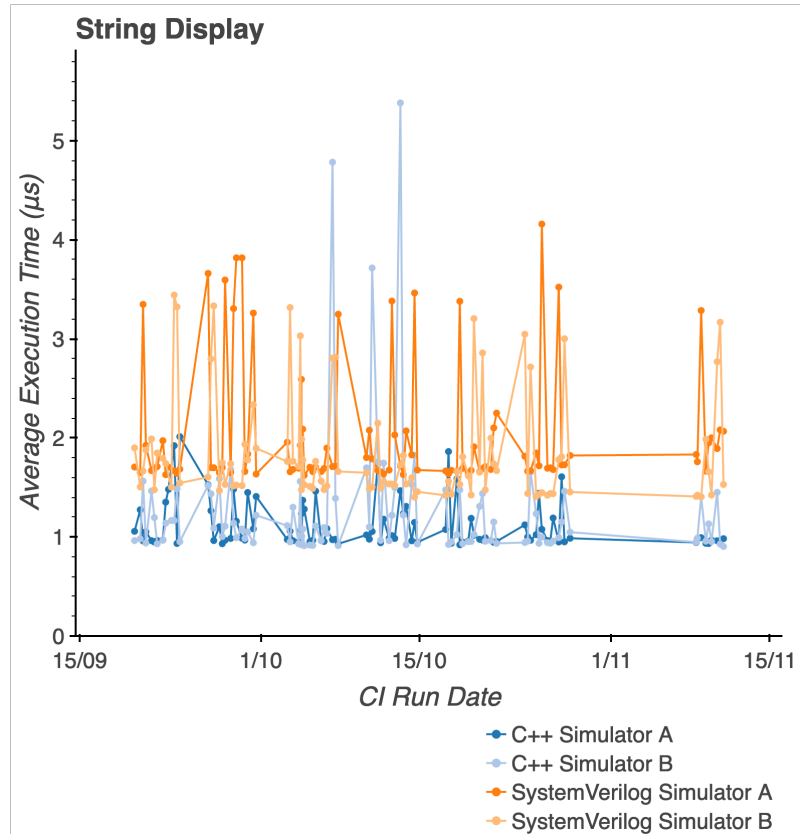
covergroup cg;
  first_cp : coverpoint my_var[15:8];
  second_cp : coverpoint my_var[7:0];
  firstXsecond: cross first_cp, second_cp;
endgroup
```

# Data – Functional Coverage Collection



- Same plot as previous slide but with **Simulator A** removed
- Version upgrade of **Simulator B** on October 12<sup>th</sup>
  - Possibly correlates with slight regression in performance
  - Tools don't always get faster

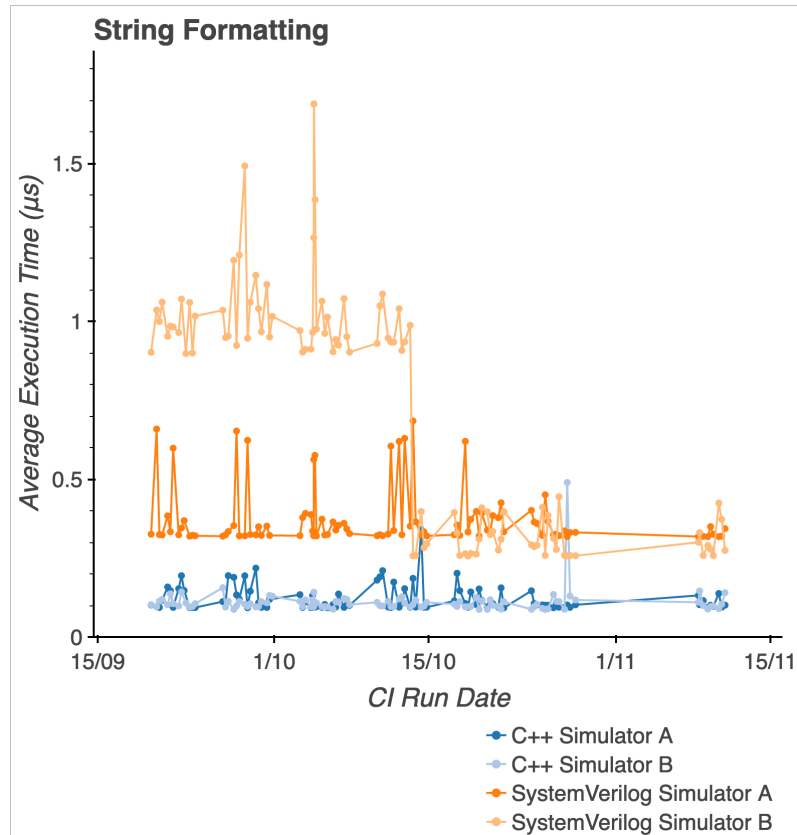
# Data – String Display



```
// SystemVerilog
for (int j = 0; j < 1000; j++) begin
    $display(test_string);
end
```

```
// C++
for (int j = 0; j < 1000; j++) {
    printf(test_string);
}
```

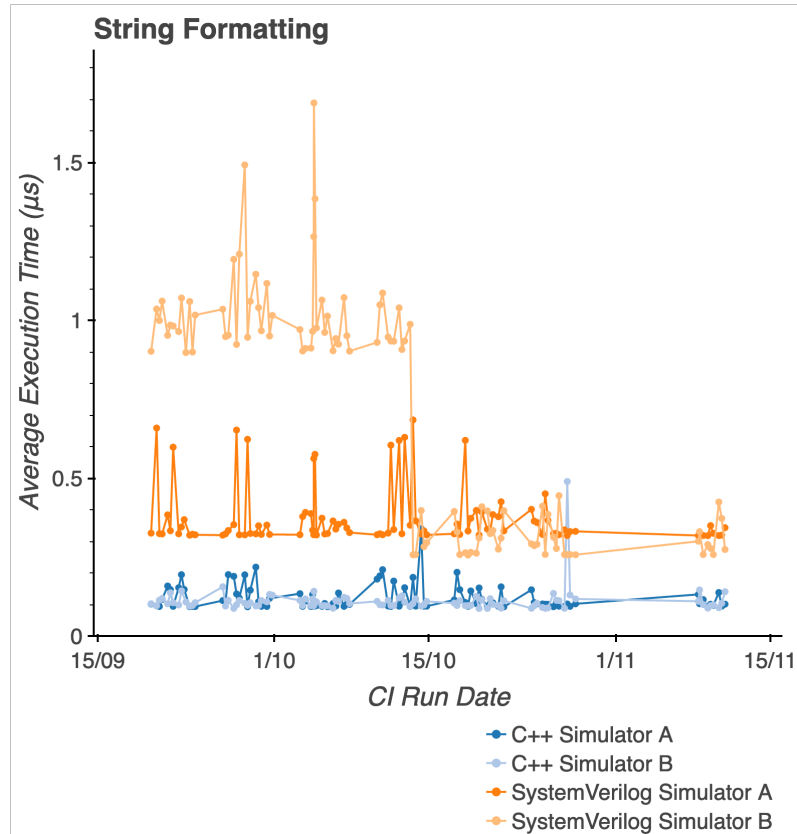
# Data – String Formatting



```
// SystemVerilog
for (int j = 0; j < 1000; j++) begin
    my_str = $sformatf(
        "Hello world %s %d",
        test_string, j);
end
```

```
// C++
for (int j = 0; j < 1000; j++) {
    my_str = fmt::format(
        "Hello world {} {}",
        test_string, j);
}
```

# Data – String Formatting



- Version upgrade of **Simulator B** on October 12<sup>th</sup>
  - Correlates with 60% performance boost
- Consider *lazy formatting* in C++



# Conclusion

- The DPI is your friend
- Write yourself some benchmarks
  - Evaluate upgrades to newer releases of your tool
  - Quantify gains and losses from custom methodologies
  - Spot long-term trends
- Demand more performance



# Thank You

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