

FPGA Implementation Validation and Debug

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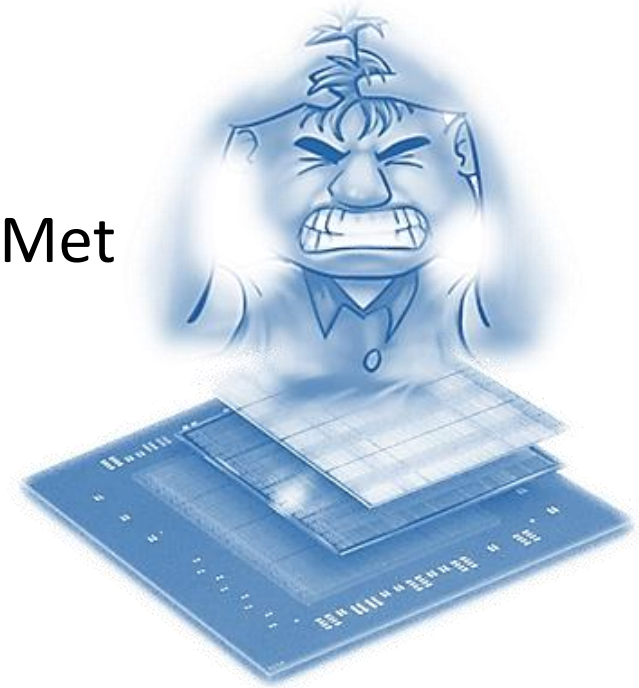


AGENDA

- **Validation Challenge**
- Existing Methodology
- Improved Methodology
- Design for Validation - Assisted Debug Flow
- Introduction to *Precise-Validate*

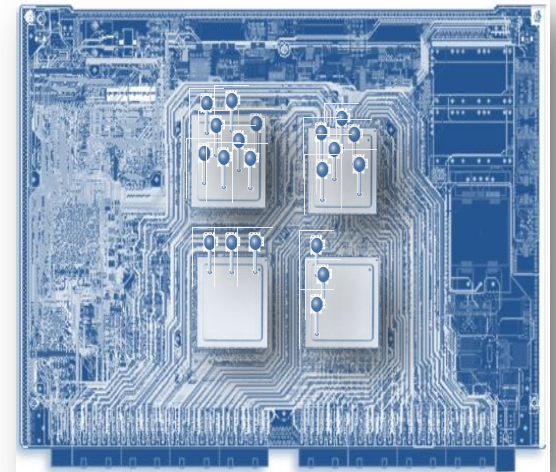
What is a Successful FPGA Design?

- Large Complex FPGA Designs ⇔ NOT Push-Button
 - Extensive Verification Cycle
 - Multiple Implementation Iterations
- Performance and Area Requirements Met
 - Now What?
- System Integration Testing
 - What if the design does not work?
 - Where to start looking?
 - How to find the problem?

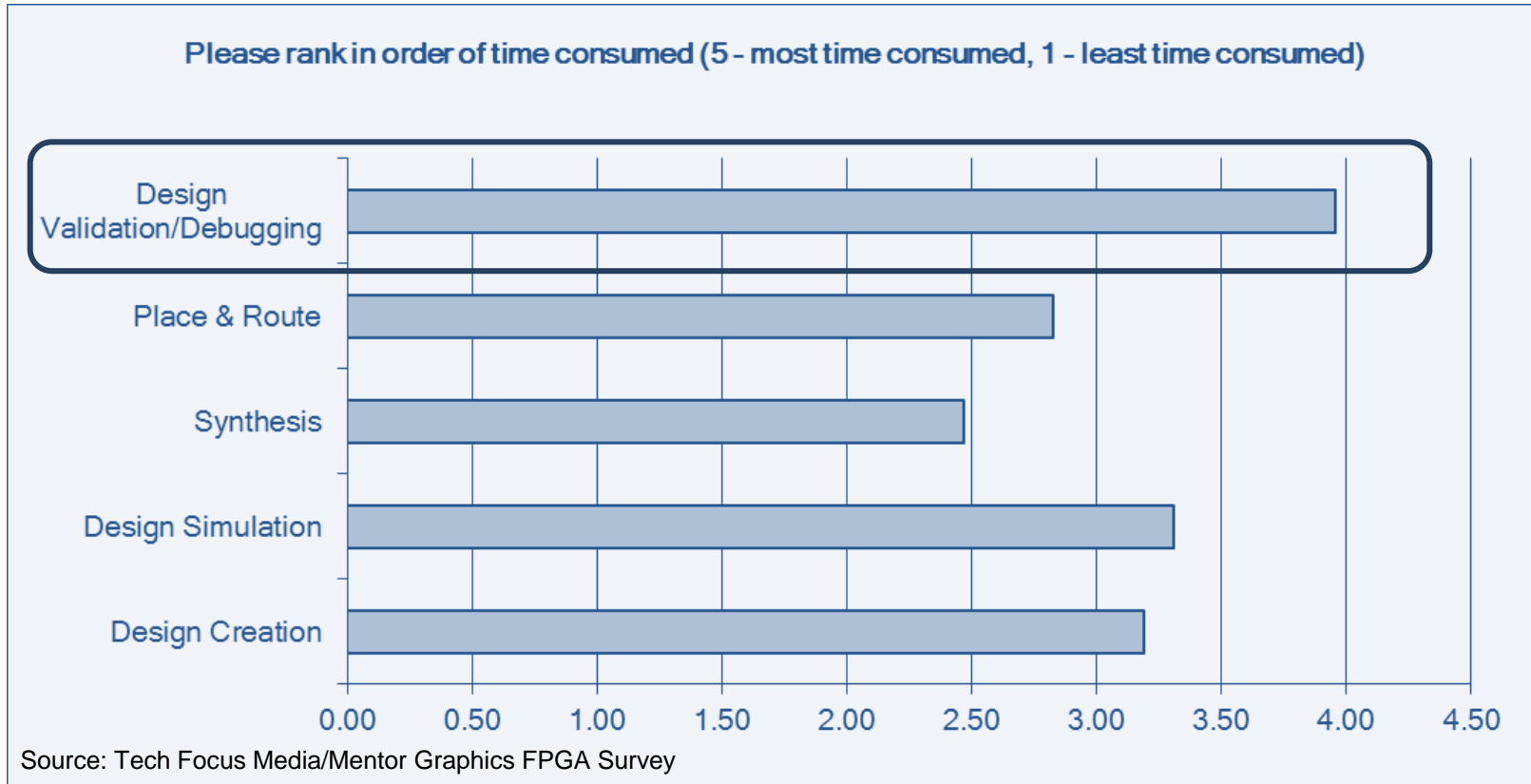


System Validation

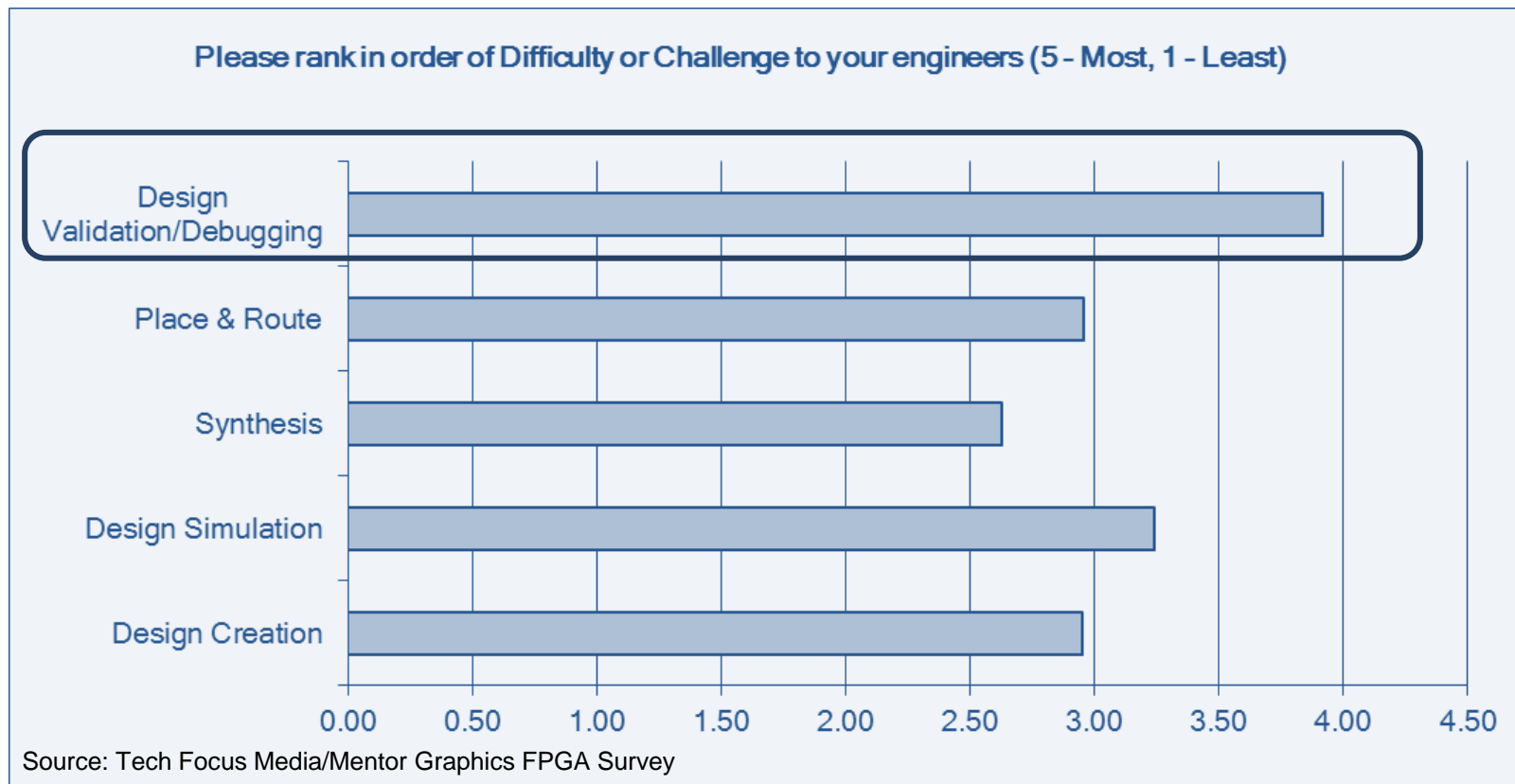
- Challenge
 - Quickly & easily instrument validation structures to resolve system design issues in large complex FPGA
- Solution
 - Instrument Validation IP as part of Design
 - In-system FPGA Validation Framework
 - Design for validation
 - Probe for a variety of issues
 - Functional issues
 - Performance issues
 - FPGA-PCB integration issues....
 - Fast iteration cycles



Considerable Time Spent on Debugging



Difficulty or Challenge Ranking



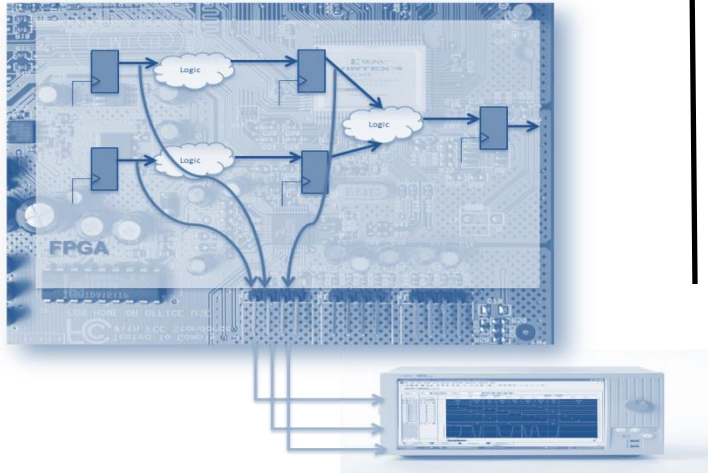
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Existing Methodology

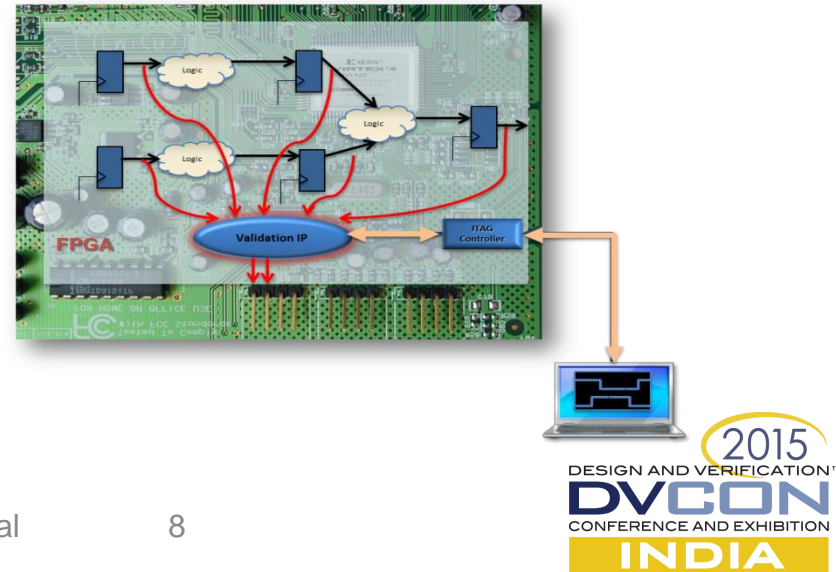
Traditional FPGA Debug

- Using Oscilloscope
- Internal Signals are pulled to I/O
- Signals are monitored using oscilloscope

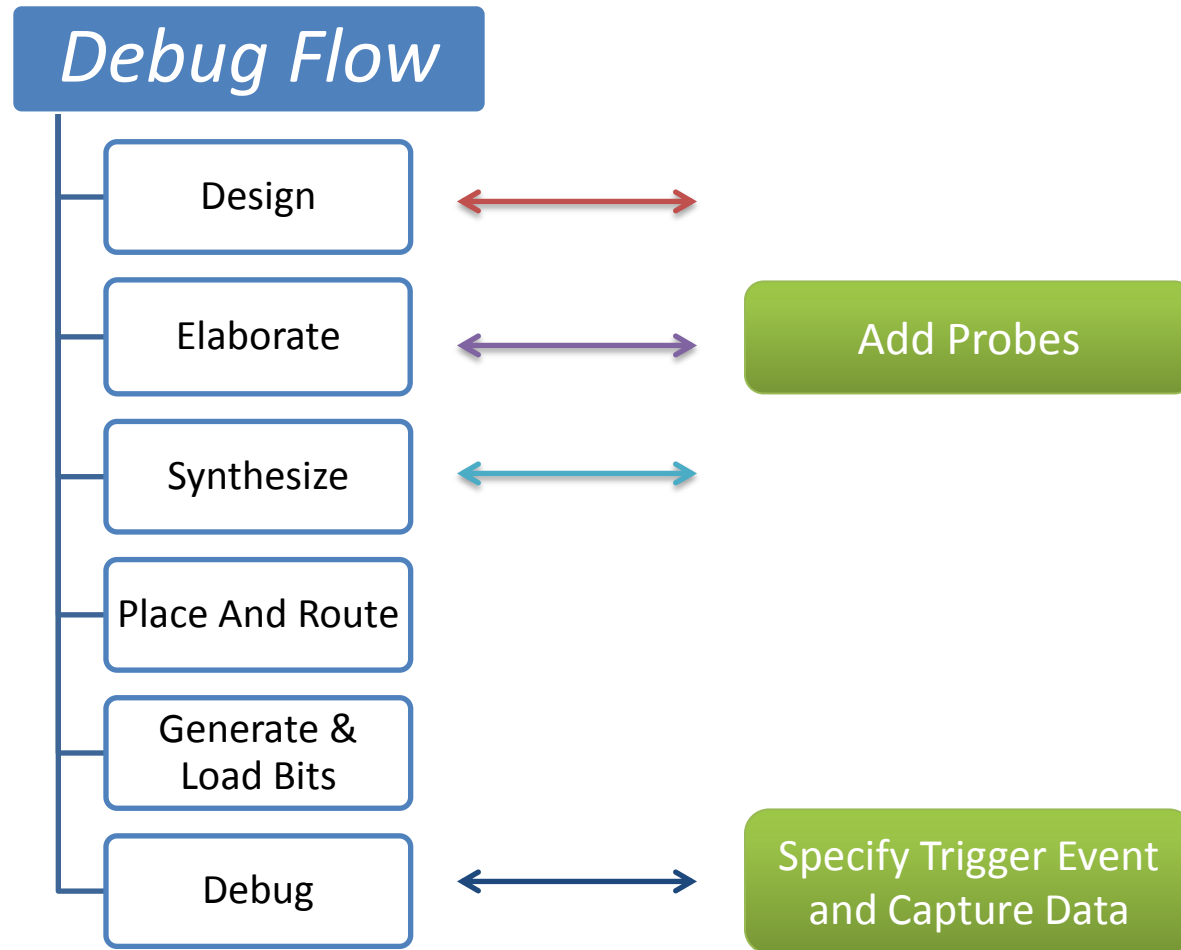


Existing methodology

- Using Desktop/Laptop
- Using Validation IP
- Internal Signals are connected to validation IP
- JTAG is used to interface with Validation IP



Existing Methodology – Broader View



Shortcoming of Existing Methodology

- Lack of Seamless Push-Button Flow
- Difficulty in Specifying hardware event
- Lack of Vendor Independence
- Limited FPGA resources

Lack of Seamless Flow

- Changes the HDL (Not for all methodologies)
 - Manual change in HDL is required
 - Desired signals have to be pulled out for connection
- Limited signal visibility
 - Generate statements
- Some tools exist to automate this
 - Automate pulling out of signals and connection
 - You can also write scripts to do it
 - However issue with such approach is language support

Difficulty in Specifying H/W Event

- What is an Event ?
 - An event in hardware is a point where a potential issue might occur
- How can I specify Event ?
 - Every tool has its own way of specifying Event
- Can I correlate with Hardware cycles ?
 - No, because every Event is seen as an isolated event
 - No way of correlating even if multiple events are specified using separate validation IP

Limited FPGA Resources

- Limited resources
 - Slices, Flops and RAMs
- Number of FPGA I/O Pins are also limited
 - Only a handful of pins are available as GPIO on board
 - It means only a small set of signals can be seen at a given time hence more iterations
- Can degrade design
 - Routing internal signals to validation IP or I/O pins
 - Routing signal from different part of FPGA to a common block

Lack of Vendor Independence

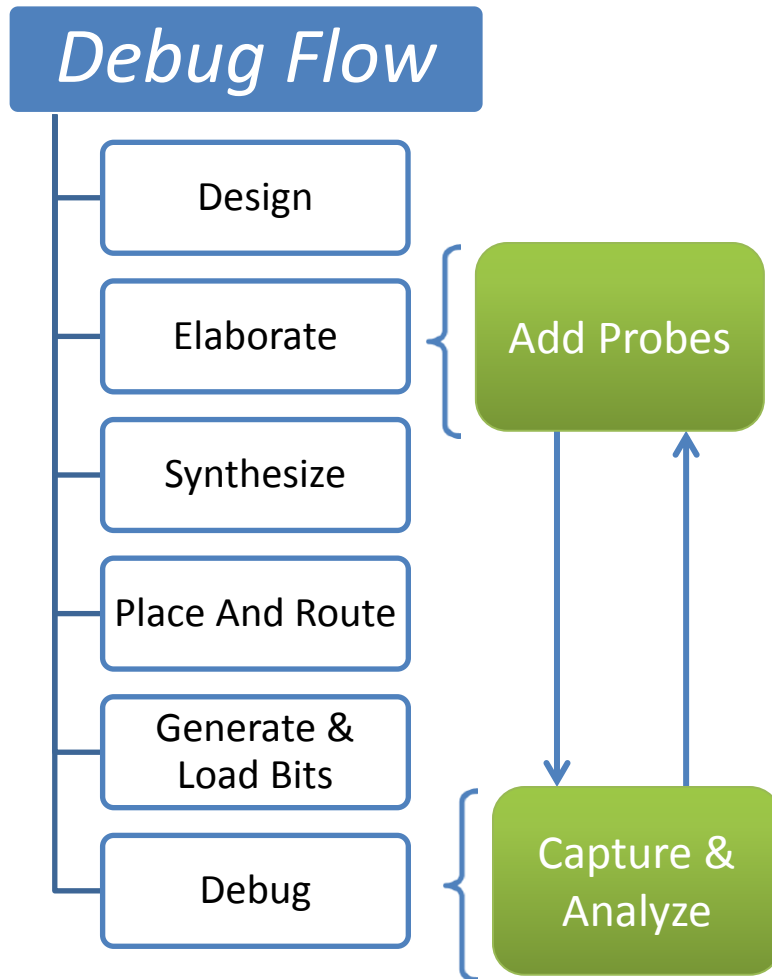
- Solutions commonly used today are vendor dependent
- Requires training and expertise development on different flows
- Every solution has a different flow
 - Adding Signals for Probing
 - Specifying Validation IP behavior
 - Specifying and capturing trigger Events



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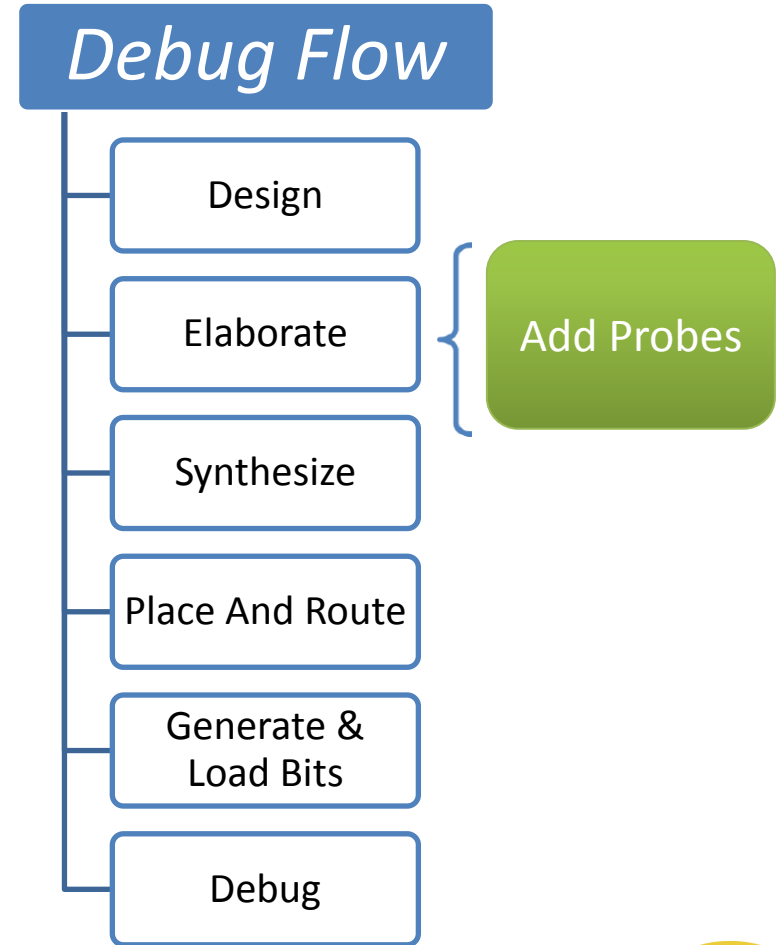
Improved Methodology



- Debug flow is tightly integrated with synthesis tool
- Leverages synthesis tool capabilities

Seamless Flow

- Signals are selected after elaborate stage
 - Names are preserved or similar to HDL names
 - Gives almost 100% visibility
- No HDL change
 - Signals selected for probing are connected during Synthesis



Easy Specification of H/W Event

- Allows user to write expression like normal HDL expression

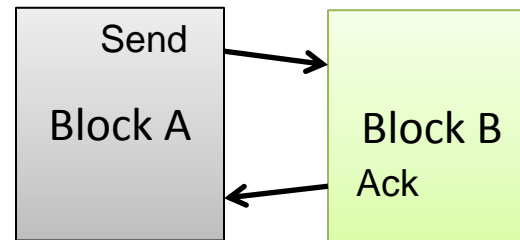
```
(signal_a == 1'b1 || signal_b == 2'b00) && signal_c == 3'b101
```

- Possible by using the language parser of synthesis tool
 - Expression written in Verilog specific format
- Allows user to write expression using actual signal name
- Ease of use
 - Helps user in writing better expression suited to his needs

Easy Specification of H/W Event (cont'd)

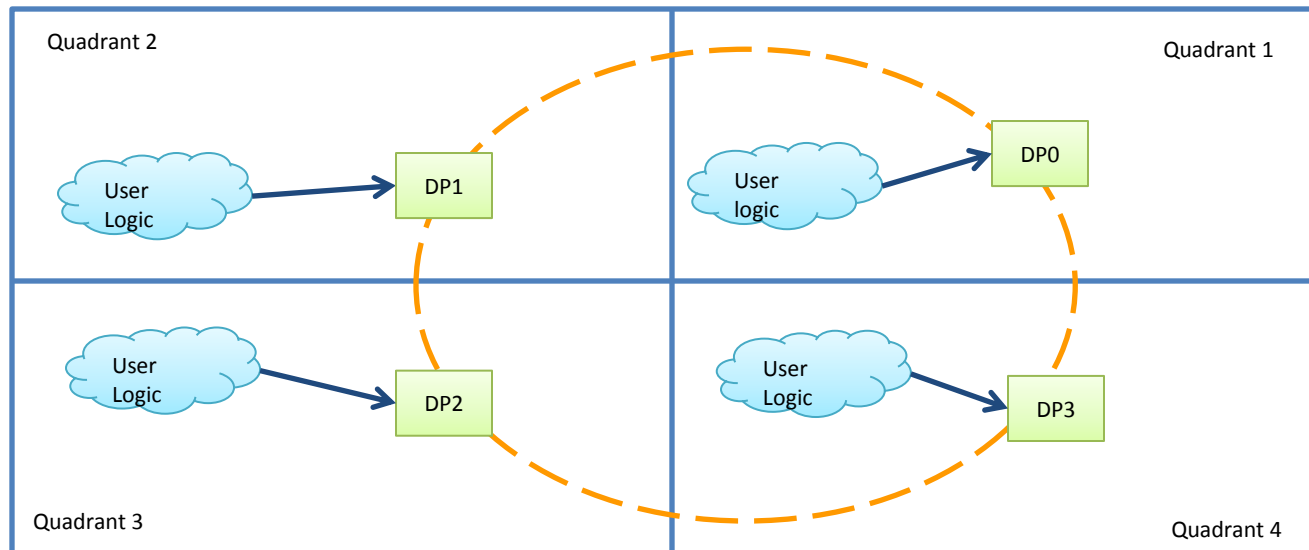
- Correlation of events with actual design run-time.
 - Events will no longer be treated as isolated events
 - Tells exact design time or clock count at which a particular events occur
 - A simple yet powerful attribute which can help in lot of different ways
 - Example usage
 - A simple handshaking Protocol

Event 1 : Block A transmit Send
Event 2 : Block A receives Ack



Efficient use of FPGA Resources

- Using localize debug points.
 - Signals lying on different quadrant of FPGA should not be clubbed
 - Validation IP pipelined to make sure design timing is not effected



Efficient use of FPGA Resources (cont'd)

- Highly optimized customizable monitors
 - More flexibility to control area utilization

Example 1

- i. `signal_A == 3'b1`
- ii. `(signal_a == 1'b1 || signal_b == 2'b00) && signal_c == 3'b101`

Example 2

- i. `signal_a == 1'b1 || signal_b == 2'b00)`
- ii. `signal_c >= 2'b001 || signal_d <= 4'b1010`

- Flexible use of RAM
 - No limitation on RAM size
 - Use of RAM is optional

Vendor Independence

- Validation IP is common for all vendors
- Using synthesis tool for instrumentation
 - Flow remains same for different vendors

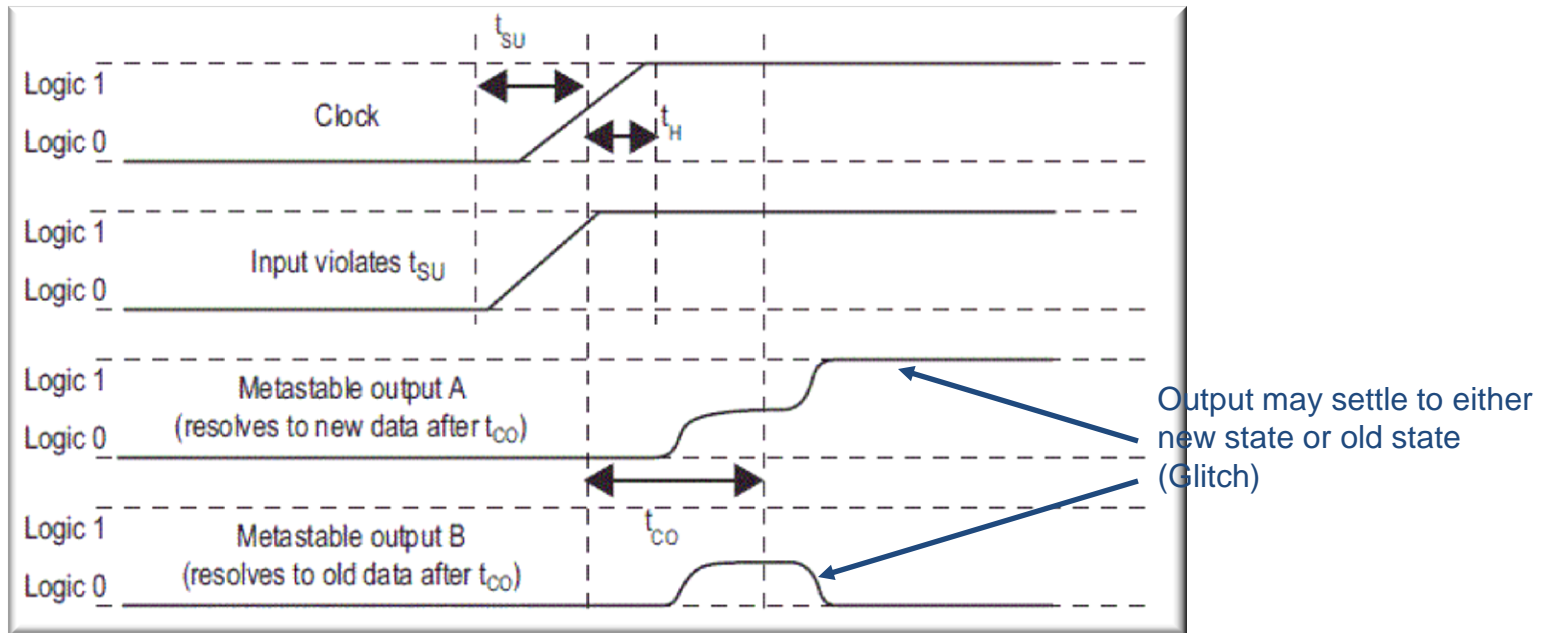


Metastability

- Motivation
 - Growing number of complex multi-clock domain designs finding their way into FPGAs
 - Data transfer across different clock domains (CDC) requires careful handling at RTL level to avoid metastability issues
 - Improper or insufficient timing constraints during implementation may also result in timing violations on board
 - Functional issues due to metastability appear totally random and hence are hard to debug

Metastability

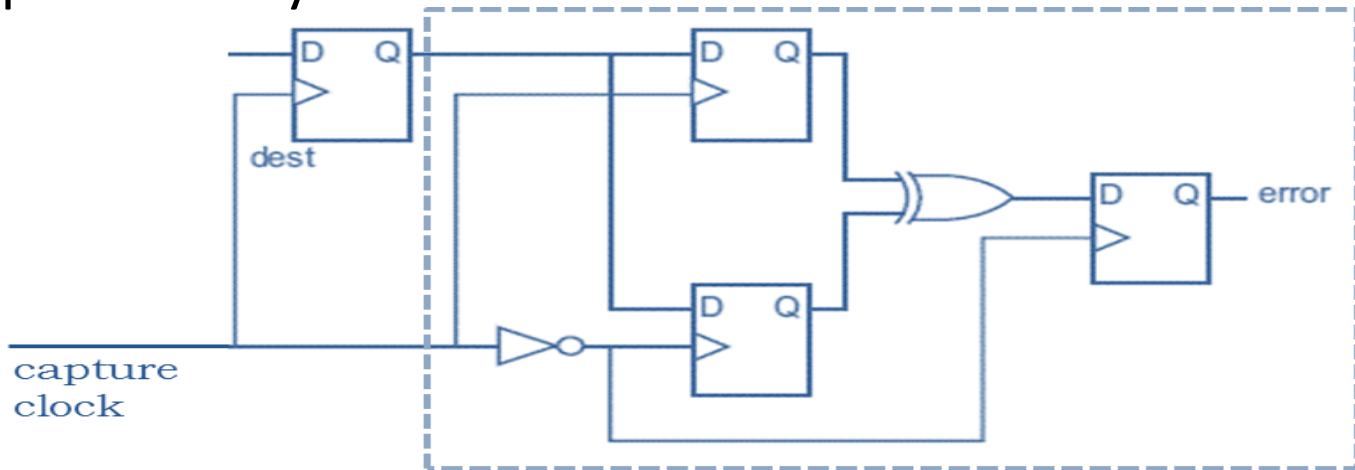
- Typical output of a metastable Flip-Flop



* Diagram from Altera White-paper

Metastability detector

- Existing solutions
 - Intuitive circuit that compares output at negative edge and next positive edge
 - Ineffective for scenarios where metastable output settles before negative edge
 - So probability of catching metastability is around $\frac{1}{2}$ approximately



Proposed Metastability Detector

- Efficiency is independent of clock period
- All case where metastable output settles after negative edge of clock is detected
- Probability of catching metastable state when output settles before negative edge is high which is null for existing solutions
- Hence overall probability will be higher as compared to $\frac{1}{2}$ for existing solutions

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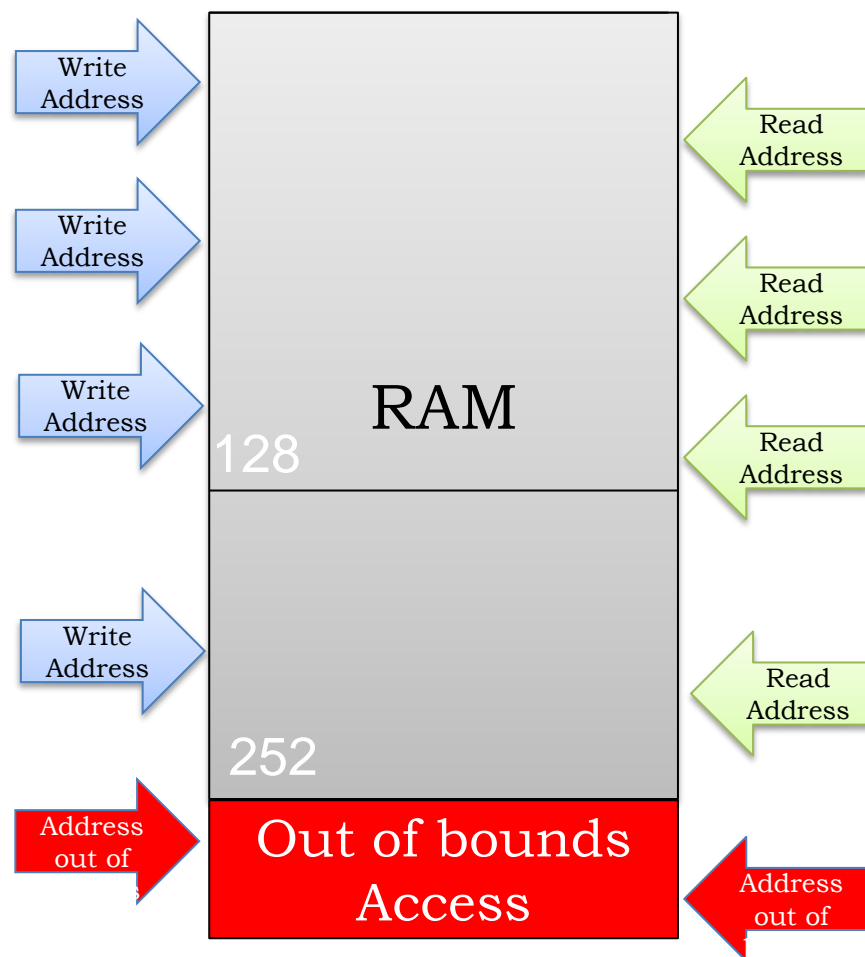
Design Validation – Assisted Debug Flow

- An unexplored area for FPGA validation
- Automatic identification of design issue areas
- Issues are sometime common across different design
 - If common issues are ironed out earlier design cycle get reduce
- Automatic instrumentation of validation IP for such issues
- Validates not only functionality but also quality of design

Assisted Debug Flow (cont'd)

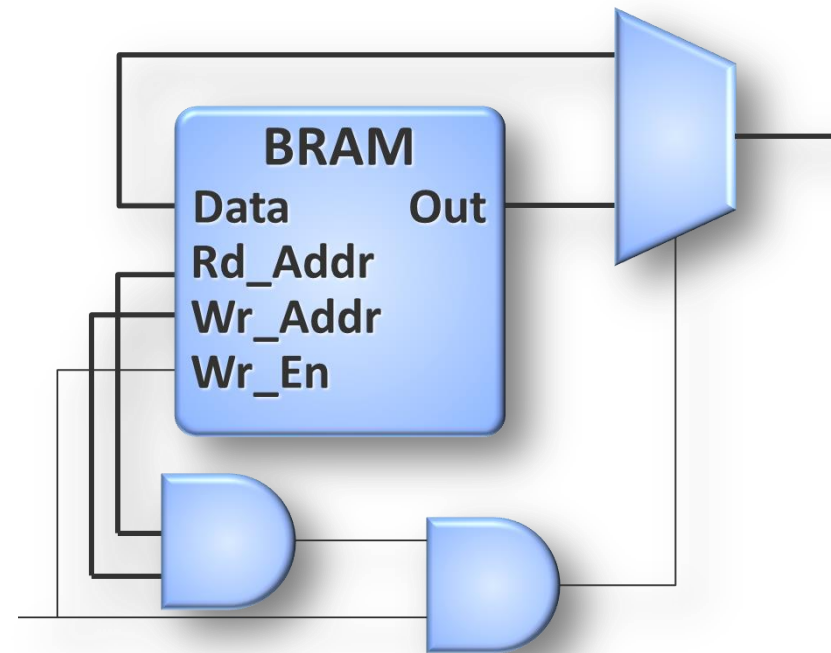
RAM Array bound

- RAM
 - Extensively used in the designs.
- RTL example
 - `reg [7:0]RAM [0:252]`
 - `rd_addr [7:0]`
 - `wr_addr[7:0]`
- Invalid data access



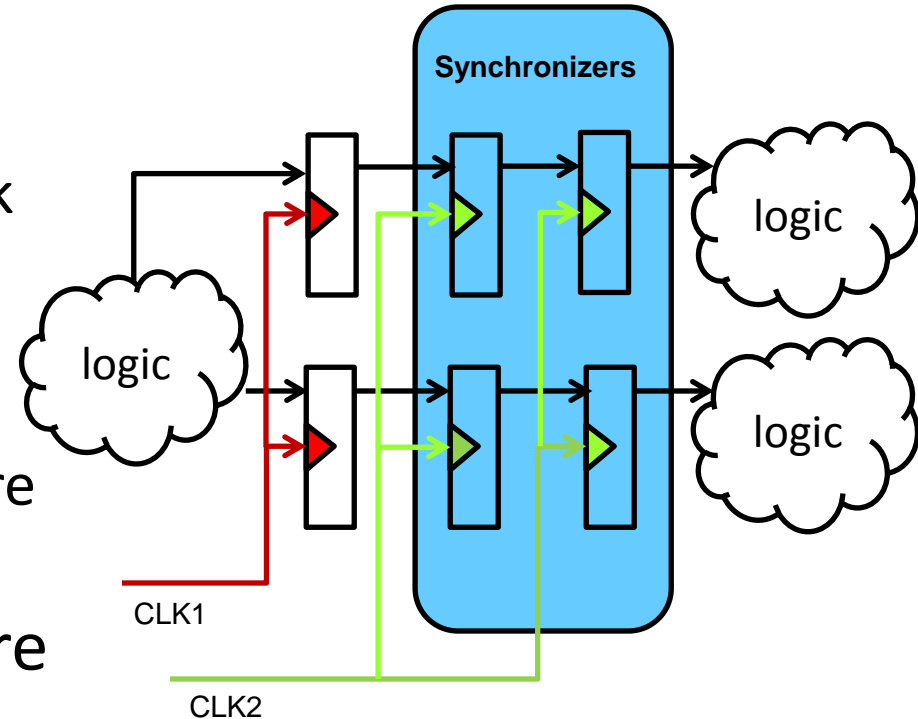
Assisted Debug Flow (cont'd)

- RAM Rd/Wr Collision
 - FPGA architecture does not guarantee proper functionality
 - Synthesis adds logic to insure proper functionality
 - Logic adds extra area
 - Use instrumentation to prove functionality without extra logic



Assisted Debug Flow (cont'd)

- Clock domain crossing
 - Signal transfer across clock domains requires proper synchronizers to avoid metastability
 - 2 or 3 flop synchronizers are commonly used
- All N-flop synchronizers are automatically detected
 - Metastability is checked at output of synchronizer



Assisted Debug Flow (cont'd)

- Auto identification of common design issues
 - Array bound check
 - Ram Rd/Wr Collision
 - Metastability detector across clock domain crossing
- Automating the flow of instrumenting validation IP
 - All signals which are essential for design issues are automatically added as probe
 - All connections are made in memory and validation IP becomes part of design

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Introduction to *Precise-Validate*

- Vendor independent FPGA validation
- Seamless push-button instrumentation
 - No HDL modifications
- System speed FPGA validation
 - Real clock speed to catch real errors
- Dynamic trigger expression modification
- Virtually unlimited visibility
- User defined probe
- Automatic probe

Probe Points			
Implement	Name /	Type	Status
Yes	▼ Probe_1	PM	Disabled
No	▼ Probe_2	PM	N/A
Yes	▼ Probe_3	PM	Enabled
Yes	▼ Probe_4	PM	Enabled
Yes	▼ Probe_5	PM	Enabled
No	▼ Probe_6	PM	N/A
No	▼ Probe_7	PM	N/A
Yes	▼ Probe_8	PM	Enabled
Yes	▼ Probe_9	PM	Enabled

User Defined Probe Instrumentation

- Customizable monitors
- Pipelined architecture
- At-speed
- Pattern matcher
 - Simple Pattern
 - Simple Range
 - Complex Range
 - Edge Detector
- Metastability detector

The screenshot shows the 'Static Attributes' dialog box for a probe named 'DebugPoint'. The 'Type' is set to 'Pattern Matcher'. Under 'Pattern Type', 'Simple Pattern (==, !=, !)' is selected. 'Maximum Pattern Count' is set to 4. 'Maximum Hit Count' is 0 and 'Trace Depth' is 1 K. The 'Trace Clock' is 'DCLK' with a frequency of 50 MHz. Sensitivity is set to 'Positive Edge'. Under 'Trigger Signals', five signals are listed: 'pseduo_random_gen_addr[9:0]', 'pseduo_random_gen_ram_en[3:0]', 'pseduo_random_gen_ram_rd_en[3:0]', 'pseduo_random_gen_ram_sel[3:0]', and 'pseduo_random_gen_ram_wr_en[3:0]'. Under 'Trace Signals', the same five signals are listed.

Static Attributes

Name: DebugPoint

Type: ☒ Pattern Matcher ☐ Metastability Detector

Pattern Type: ☒ Simple Pattern (==, !=, !) ☐ Simple Range (<, <=, >, >=) ☐ Complex Range (<, <=, >, >=, <>) ☐ Edge Detector

Maximum Pattern Count: 4

Maximum Hit Count: 0

Trace Depth: 1 K

Trace Clock: Name: DCLK Edit

Sensitivity: ☒ Positive Edge ☐ Negative Edge

Frequency: 50 MHz

Trigger Signals:

- pseduo_random_gen_addr[9:0]
- pseduo_random_gen_ram_en[3:0]
- pseduo_random_gen_ram_rd_en[3:0]
- pseduo_random_gen_ram_sel[3:0]
- pseduo_random_gen_ram_wr_en[3:0]

Trace Signals:

- pseduo_random_gen_addr[9:0]
- pseduo_random_gen_ram_en[3:0]
- pseduo_random_gen_ram_rd_en[3:0]
- pseduo_random_gen_ram_sel[3:0]
- pseduo_random_gen_ram_wr_en[3:0]

Automatic Probe Instrumentation

- Probe points are automatically detected
- Controlled instrumentation
- Probe
 - For functionality
 - To validate performance

Probe Assist

RAM

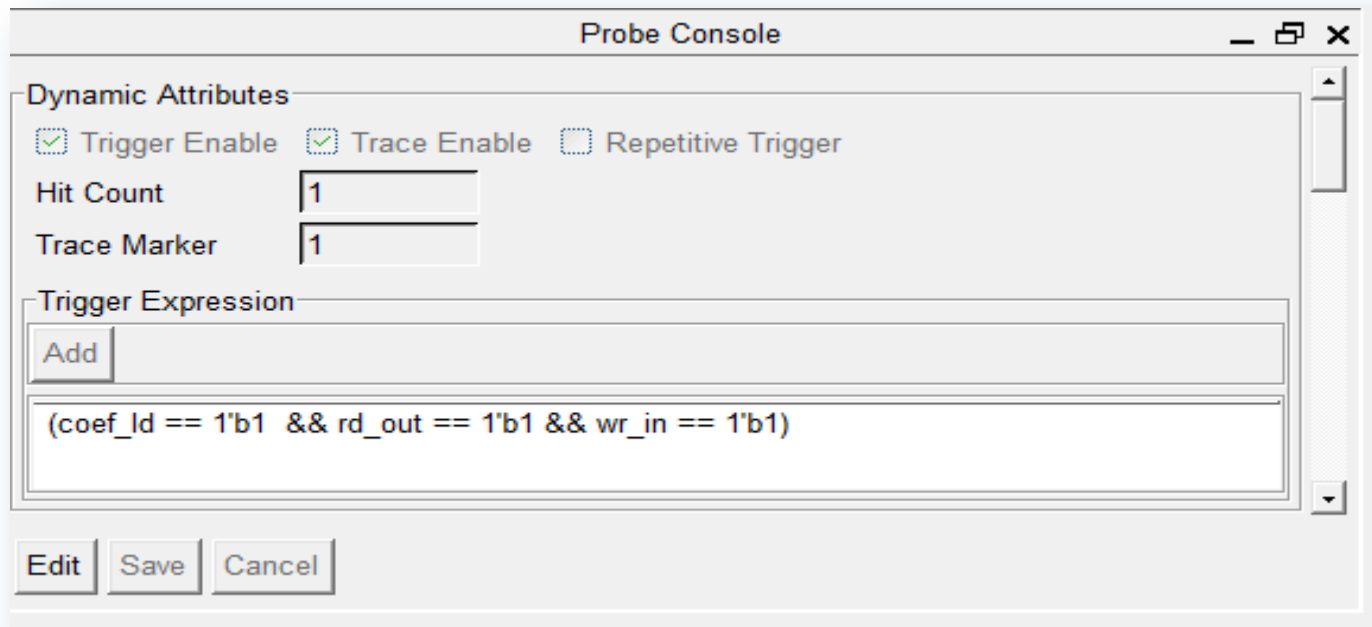
Array Bound Check ☒ Select All Read Write Collision ☐ Select All [Switch Views](#)

Operator Instance ▾	Operator Type	Array Bound Check	Read Write Collision
MEM	Ram	Enabled ▾	Not Applicable ▾
MEM_10	Ram	Enabled ▾	Not Applicable ▾
MEM_11	Ram	Enabled ▾	Not Applicable ▾
MEM_12	Ram	Enabled ▾	Not Applicable ▾
MEM_13	Ram	Enabled ▾	Not Applicable ▾
MEM_14	Ram	Enabled ▾	Not Applicable ▾

[Save](#) [Reset](#)

Dynamic Trigger Expression Configuration

- Re-configure trigger expression without re-implementation
 - Re-program FPGA through JTAG



The screenshot shows a window titled "Probe Console" with a standard Windows interface (minimize, maximize, close buttons). Inside the window, there is a section labeled "Dynamic Attributes" which contains three checkboxes: "Trigger Enable" (checked), "Trace Enable" (checked), and "Repetitive Trigger" (unchecked). Below these are two input fields: "Hit Count" with the value "1" and "Trace Marker" with the value "1". Below the "Dynamic Attributes" section is a section labeled "Trigger Expression" which contains an "Add" button and a text area with the expression `(coef_id == 1'b1 && rd_out == 1'b1 && wr_in == 1'b1)`. At the bottom of the window are three buttons: "Edit", "Save", and "Cancel".

Trigger Monitor

- Gives bird-eye view for trigger status
- Provides multiple information for every debug point
 - Status
 - Triggers captured
 - Trigger time

The screenshot shows the 'Trigger Monitor' window. At the top, there's a 'Time Unit' dropdown set to 'ns'. Below it is a table titled 'Debug Points' with columns: Name, Type, Status, Trigger(s) Captured, First Trigger Time, Last Trigger Time, First Trigger Clk Count, and Last Trigger Clk Count. The table contains three rows: 'ram_1_inst.ram_3.MEM' (RAM_AUTO, Idle, 2 captures, times 21588045900 and 21592417010), 'ram_0_inst.ram_3.MEM' (RAM_AUTO, Idle, 1 capture, times 21585604610 and 21585604610), and 'Training' (PM, Idle, 1 capture, times 43163332620 and 43163332620). Below the table is a 'Trigger Search Criteria' section with radio buttons for 'Trigger(s) Count' (selected), 'Time', and 'Clock Count'. It has 'Start Value' and 'End Value' fields, both set to '1', and a 'View Waveform' button. To the right of the search criteria is a 'Strategy' table with columns: Name, Status, Trigger(s) Captured, First Trigger Time, and Last Trigger Time. It contains two rows: 'Array Bound Check' (Idle, 1 capture, times 21592417010 and 21592417010) and 'Read Write Collision' (Idle, 1 capture, times 21588045900 and 21588045900).

Name	Type	Status	Trigger(s) Captured	First Trigger Time	Last Trigger Time	First Trigger Clk Count	Last Trigger Clk Count
ram_1_inst.ram_3.MEM	RAM_AUTO	Idle	2	21588045900	21592417010	NA	NA
ram_0_inst.ram_3.MEM	RAM_AUTO	Idle	1	21585604610	21585604610	NA	NA
Training	PM	Idle	1	43163332620	43163332620	2158166631	2158166631

Name	Status	Trigger(s) Captured	First Trigger Time	Last Trigger Time
Array Bound Check	Idle	1	21592417010	21592417010
Read Write Collision	Idle	1	21588045900	21588045900

Q&A

- Please email Precise-Validate_mktg@mentor.com for any queries on methodologies/product.