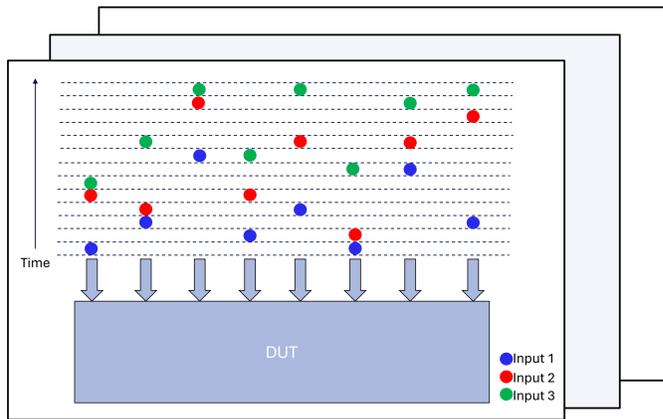
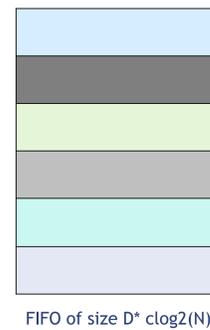


### Problem Statement/Introduction

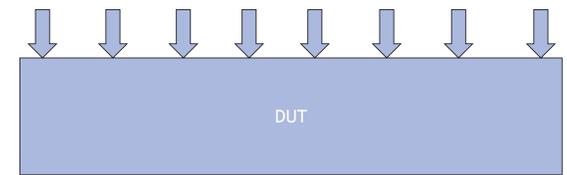


- Design requirement to get exact same sequence of inputs on all N interfaces but they can arrive temporally at different time
- FPV environment is good at randomizing the inputs at the interfaces but here we need to maintain strict ordering of inputs else design will hang
- Regular FIFO based or simple symbolic based inputs will not be useful in constraining the inputs

### Why will a FIFO or Buffer-based approach will not work?



- Driving input on any of the clients we will need to pop the FIFO which will cause the data to be removed from the FIFO
- The remaining clients will now not be able to send the data as it has been lost
- If we save the input, then for a fast client we will not be able to pop more data which will affect the temporal requirement of design
- Buffer approach can work but it will require large memory in the formal model affecting performance and convergence

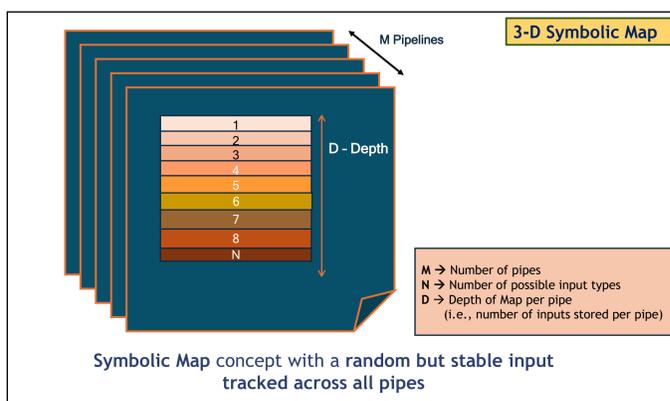


### Why not a buffer-based approach?

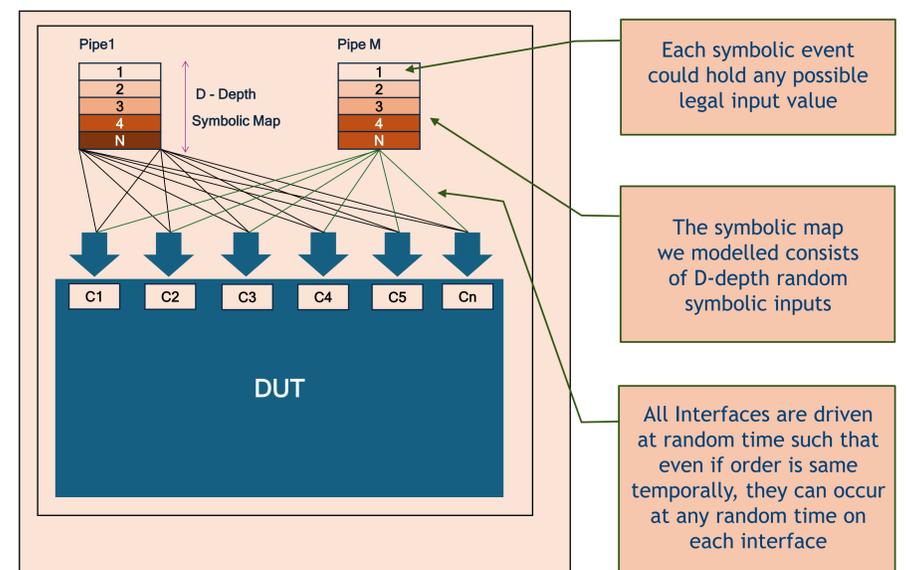
- Buffer based approach involves addition of a buffer which contains a random sequence of inputs preloaded
- It would have ensured the completeness of the state space but have added a lot of complexity because of the number of flops needed thereby causing convergence issues and affect the performance of the formal testbench

### What is a Symbolic Map

- Symbolic Variable is a random constant variable which consist of a random legal values
- Symbolic map in our case is a 3-dimensional array of random constant legal values where
  - N is the number of legal inputs,
  - D represent the total number of outstanding inputs that the design can handle and
  - M represents the parallel streams or pipes of data that need to maintain ordering within the stream but can be random across the streams or pipes



### Implementation Details



- Each symbolic event could hold any possible legal input value
- The symbolic map we modelled consists of D-depth random symbolic inputs
- All Interfaces are driven at random time such that even if order is same temporally, they can occur at any random time on each interface

### Results Table

Using this methodology, we were able to verify the following total number of possible combinations of input sequences Per Pipe, Per Client:

- Each of the D Map slots can hold any of the N input types.
- So, number of combinations per pipe per client:  $N^D$

### Per Client (Across M Pipes):

- Each pipe is independent, so combinations multiply:  $(N^D)^M = N^{DM}$

- Allowing for temporal randomness allows extensive coverage of these  $N^{DM}$  combinations and provides good stress testing of design-under-test
- We ran this methodology on a legacy design which had seen multiple silicon, but we were able to find 2 legacy issues which were due to corner case scenarios

### Conclusion & Future Work

- Using this methodology, we increased the coverage of possible combinations tested
- Using the symbolic map, we were able to keep the formal model light and ensure our checks reached the desired depth thereby helping us exercise all possible combinations
- In future we plan to create a reusable plugin and extend this methodology to generalize for N dimensions and allow variable depth across the N dimensions so that this methodology can be used for any case where strict ordering is required

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