

#### **UNITED STATES**

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# What Just Happened? Behavioral Coverage Tracking in PSS

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# SIEMENS



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## Agenda

- Motivation
- PSS behavioral coverage in Brief
- Measuring behavioral coverage and scenarios' quality framework
- Use-Cases
  - Use Case I: Simple use-case
  - Use Case II: DMA VIP
- Conclusion



# Motivation

- Complex SoCs require testing various scenarios to ensure critical functionality.
- PSS 3.0 introduces Behavioral Coverage to measure defined scenario coverage.
- Randomized solvers in PSS generate varied scenarios, making it hard to predict coverage beforehand.
- Behavioral Coverage allows users to monitor solver decisions, inferred actions, and chosen paths during scenario generation.
- There is no native construct in PSS to track the number of unique generated scenarios.
- Identifying coverage holes helps refine models and constraints to meet coverage goals.
- A methodology is proposed to evaluate coverage, identify missed scenarios, and improve overall test quality.



# PSS Behavioral Coverage in Brief

### Data Coverage (like SV/UVM)

- Covergroups capture data values
  - Including cross-coverage
- Sampled at end of action traversal by default
- "Transaction coverage," i.e.:
  - size of packet produced by send\_packet action
  - addr region of DMA destination
  - channel used for DMA action

### **Behavioral Coverage**

- Capture key action ordering
  - Including data values
- Monitors describe scenarios
- Cover directives capture described scenarios
- "Scenario coverage," i.e.:
  - Did B follow A?
    - Was B.x < 10?
  - Did C and D overlap?



# PSS Behavioral Coverage in Brief

- Monitor activity captures behaviors of interest
  - Sequential traversals
    - Including concatenation and eventuality
  - Overlapping traversals
    - The monitor equivalent of parallel
  - Selection of traversals
    - Either A or B
  - Arbitrary combinations of these
- Includes constraints of action/flow object fields





# Tracking Behavioral Coverage

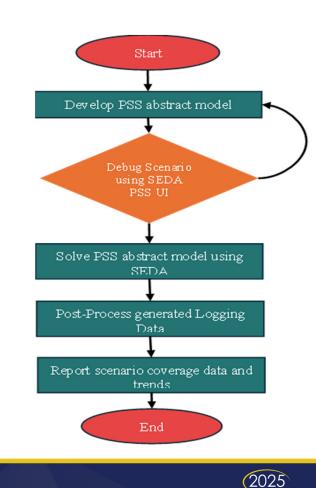
- Some coverage *could* be tracked at compile time
  - If it's not subject to scenario randomization
  - Generally not very compelling, but a possible process optimization
- Coverage must really be based on runtime behavior
  - Consider parallel actions in a single-CPU multi-threaded system
  - Required to analyze coverage of reactive scenarios





# Measuring Behavioral Coverage

- PSS model defines critical verification intent
  - Optionally debug model in Questa Portable Stimulus Visualizer
- Simulate PSS model in Questa using runtime QPS solver
- QPS Coverage extracts traversed actions post-sim
- QPS Coverage reports
  - Trends and coverage of traversed scenarios
  - Number of occurrences of each unique scenario
  - Trend graphs to measure distribution of generated scenarios





# Use Case I: Simple use-case

- Description:
  - 4 simple atomic actions (A, B, C, and D), traversed inside the top\_act compound action, with each pair of actions traversed inside a select activity statement
- Results:
  - There are four possible traversals of the activity
    - {sequence {A}; {C};}
    - {sequence {A}; {D};}
    - {sequence {B}; {C};}
    - {sequence {B}; {D};}

com	act	ent p ion ion	Α {	}	{						
action C { }											
action D { }											
	act	ion	top_	_act	{						
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			rep	beat	(150)	) {					
					sele	ect	{do	A;	do	B;}	
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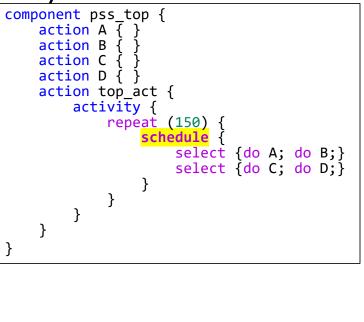
# Use Case I: Simple use-case (Cont.)

### • Description:

• Modified version of the previous example by adding a **schedule** statement

### • Results:

- There are 12 possible traversals of the activity, as shown below:
  - sequence {parallel {A; C;}}
     sequence {parallel {A; D;}}
  - sequence {parallel {B; C;}}
     sequence {parallel {B; C;}}
  - 4. sequence {parallel {B; D;}}
  - 5. sequence {sequence {A; C;}}6. sequence {sequence {A; D;}}
  - o. sequence {sequence {A; D; }}7. sequence {sequence {B; C; }}
  - 8. sequence {sequence {B; D;}}
  - 9. sequence {sequence  $\{C; A;\}$ }
  - 10. sequence {sequence {C; B;}}
  - sequence {sequence {D; A;}}
     sequence {sequence {D; B;}}
- Scenario Distribution 20.0 17.5 15.0 ence 12.5 Occur 10.0 7.5 5.0 2.5 0.0 52 3 S 5 50 5 30 520 527 522 5 3 Scenario Mapping



• All possible scenarios were randomly traversed within the 150 loop iterations



## **Turning Stimulus Into Coverage**

#### **Sequential Behavior**

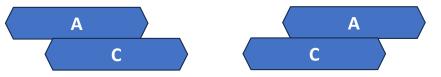
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- Stimulus Activity sequence {do A;do C;}
- Monitor Activity
   sequence {do A;do C;}
   concat {do A;do C;}
   eventually {do A;do C;}
- In this example, the three monitor activities are the same

C

#### **Parallel Behavior**

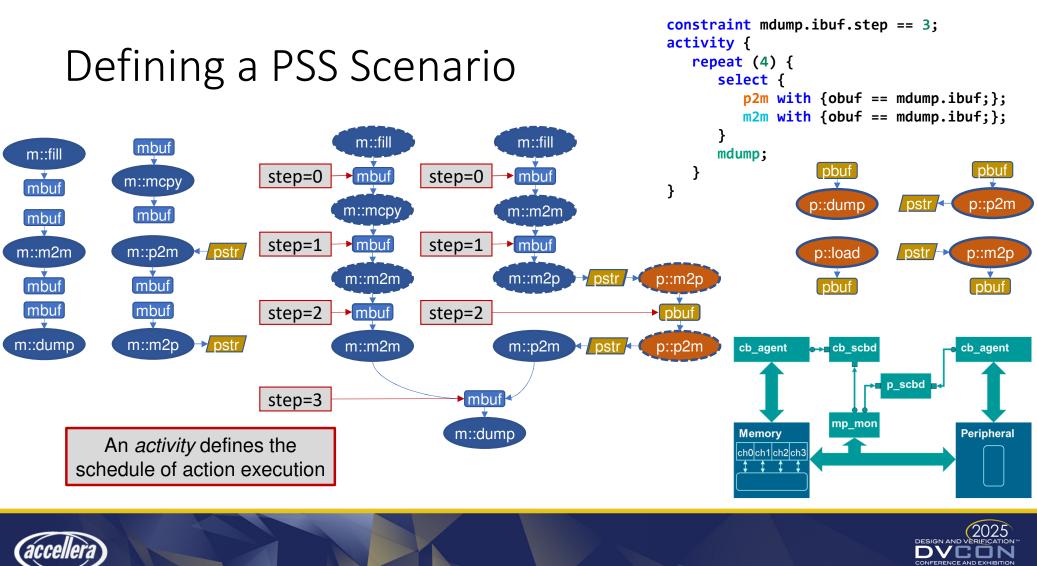
- Stimulus Activity
   parallel {do A; do C;}
- Monitor Activity
   overlap {do A; do C;}
- overlap indicates either
  - C starts before A ends, OR
  - A starts before C ends



Α

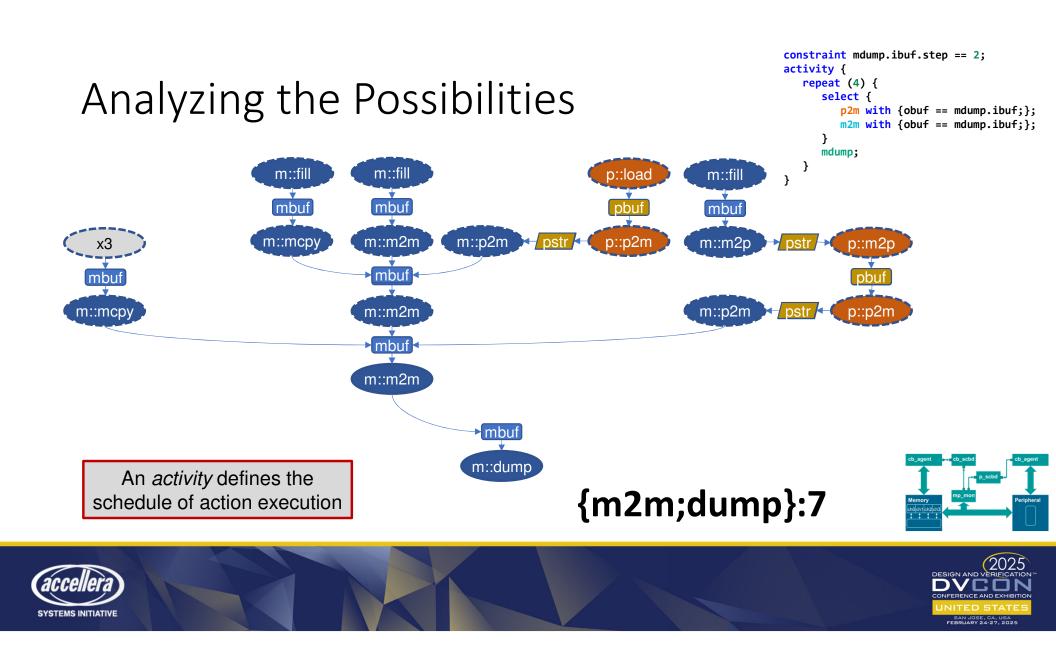
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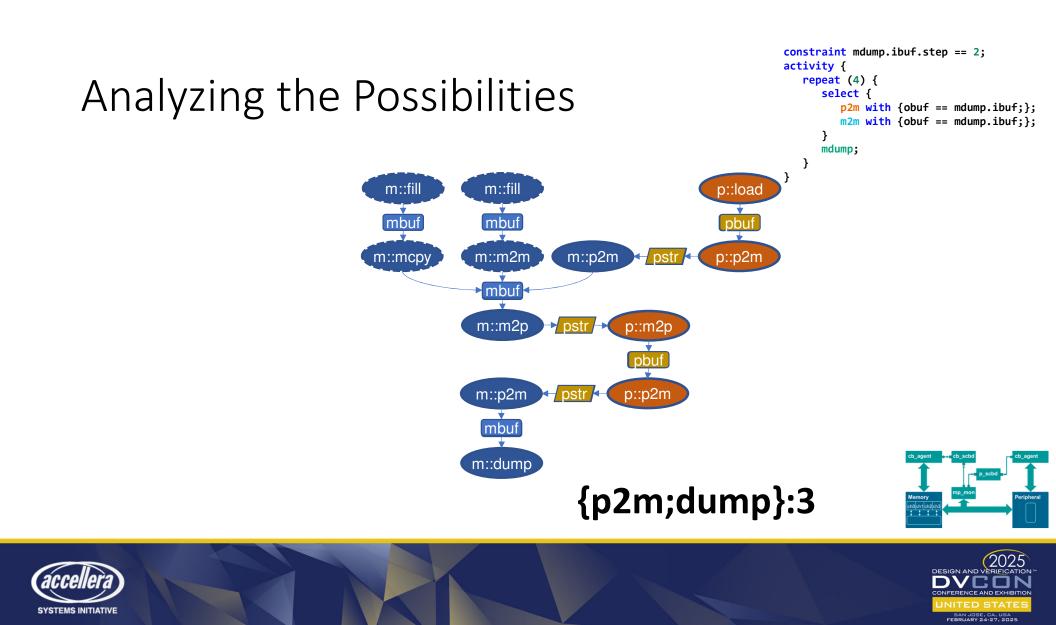


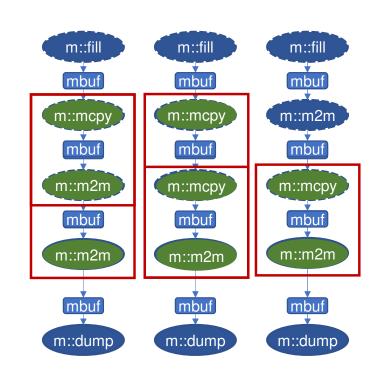


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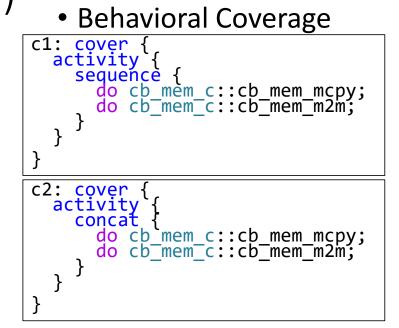
SYSTEMS INITIATIVE







# Use Case II: DMA VIP (Results)





## Conclusion

- As SoCs get more complex, PSS models are getting bigger
- Scenario coverage is applicable at block, sub-system, and full system
- Post-processing allows scenario coverage to be extracted
- Questa measures all generated PSS scenarios with a variety of metrics
  - Total number of unique scenarios
  - Distribution of generated scenarios
- Two use cases used to explain the proposed framework





### Questions

