A UVM Based Methodology for Processor Verification

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Processor Verification Challenges

- Different kind of instructions and excessive number of GPRs leading to massive functional space and we need to target the pertinent
- Presence of asymmetric and out-of-order pipelines
 - Various hazards (e.g. RAW ,WAR,WAW, Branches)
- Dedicated Hardware Accelerators in parallel with pipeline
- Debug hooks for the ease of debug







Existing Technologies

- Random test pattern generators (RTPG) and Test plan automation tools
 - Define a specific scenario description language and take as declarative input architecture and micro-architecture
 - Uses sophisticated CSP solver with bias to generate test programs
 - there is a significant learning curve involved to leverage these RTPG's in a project schedule along with a considerable cost factor
- Formal verification
 - Useful and efficient in some cases
 - it requires significant mathematics skill and computational resources to relate to the scenarios and analyze them
- Pure directed testing
 - Gives confidence on different functionalities
 - Achieving desired coverage may take large amount of time



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PROPOSED METHODOLOGY

- Efficient constrained random stimuli generation mechanism for creating meaningful and highly reusable scenarios
- Focus on running top level use cases with minimum efforts to achieve high confidence
- Reducing the debug time for better timeto-market
- A methodology for processor verification using the open sources UVM, SV & C/C++.







Proposed Stimulus Generation Flow

- A fine blend of Top Down control and Bottom layer intelligence
- Better control over random stimuli and high reuse



- Skeleton of the program is generated
- Size of the program is controlled
- Data for the program is controlled
- Provides the Top Down Control

Program Generator

- It does the decision making based on Scenario level information
- It Randomizes atomic transaction based on fixed/random type or to a fixed /random instruction



• It randomizes all the fields and pack them into one instruction.

- Bottom layer intelligence
 - Takes care of infinite loop
 - Does instruction operand interlinking
- Extension for instruction grouping for better reuse





Bottom Layer Intelligence





Bottom Layer Intelligence



Operand Interlinking





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Proposed flow in action



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SYSTEMS INITIATIVE

Debugging Hooks

- Zero time Reference model Vs pipelined processor
- Checking only at interfaces is not enough for complex scenarios
- Register trace queue based Checker

 Out-of-order execution of pipeline Vs Inorder execution of model

 Need checker based on register content change – Data trace checker To get the desired confidence running directed use cases is a must

 Switch based flow for directed stimulus which uses program, data/images and configuration as file based input

Debug cannot be an afterthought.



Localization of Failure



Scenario Replication







Debugging Hooks





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Evaluation of the Proposed Flow

Design Complexity

Scalar, Vector & Matrix operation, 9 ALUs, 4 Multiplier, ~256 GPRs & Hardware Accelerator like SORT, HISTOGRAM etc

Verification

30 man weeks of effort, Verification Environment created from Scratch, ~200 test /15 K runs, ~10 k functional cover points, 200 odd defects were found

First Pass Success

No additional bugs found after IP signoff.

Silicon has been evaluated - considered to be a first pass success.



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Thank You Q & A



