

Can You Even Debug a 200M+ Gate Design?

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Overview:

- Debug techniques for a 200M+ gate design
- Testbench built in Specman UVM_e
 - *Simulator: Cadence IES*
- Speed up debug turnaround time for RTL
 1. Saving and Loading Checkpoint Snapshots
 2. Dynamic Load Additional Code at Saved Checkpoints
 3. Waveform Verbosity
- Speed up debug turnaround time for Testbench/Software
 4. Incremental compile of the Specman testbench
 5. Software/Hardware co-verification

Saving and Loading Checkpoint Snapshots

- Problem:
 - Long simulation time
 - Need to wait a long time to reproduce the failure
 - Probing waveform slow down the simulation even more
- Solution:
 - Save a checkpoint snapshot every 30 minutes
 - Save a checkpoint snapshot every 1ms of run time
 - Save a checkpoint after each key testflow phase
 - Rerun from the save checkpoint to reproduce the failure

Saving and Loading Checkpoint Snapshots (Implementation)

- Checkpoint period controlled by
 - Environment variables
 - Shell script arguments
 - vManager VSIF attributes
 - Specman constrains
- Optimal checkpoint period depends on the snapshot size and the load of the network
 - E.g. 30 seconds checkpoint saving overhead for a 4G snapshot during work hours

Dynamic Load Additional Code at Saved Checkpoints

- Unique features in Specman *e*
- Load extra testbench code after loading a checkpoint
 - Change the constraint of a sequence
 - Modify the behavior of existing methods
 - Add and launch new sequence
- The testbench is built with empty method hooks between each key testflow phase for dynamic load extension

Dynamic Load Additional Code at Saved Checkpoints (use case)

- Add extra debug code to print more information
 - Change the sequence stimulus generation around the failure point to explore the bug

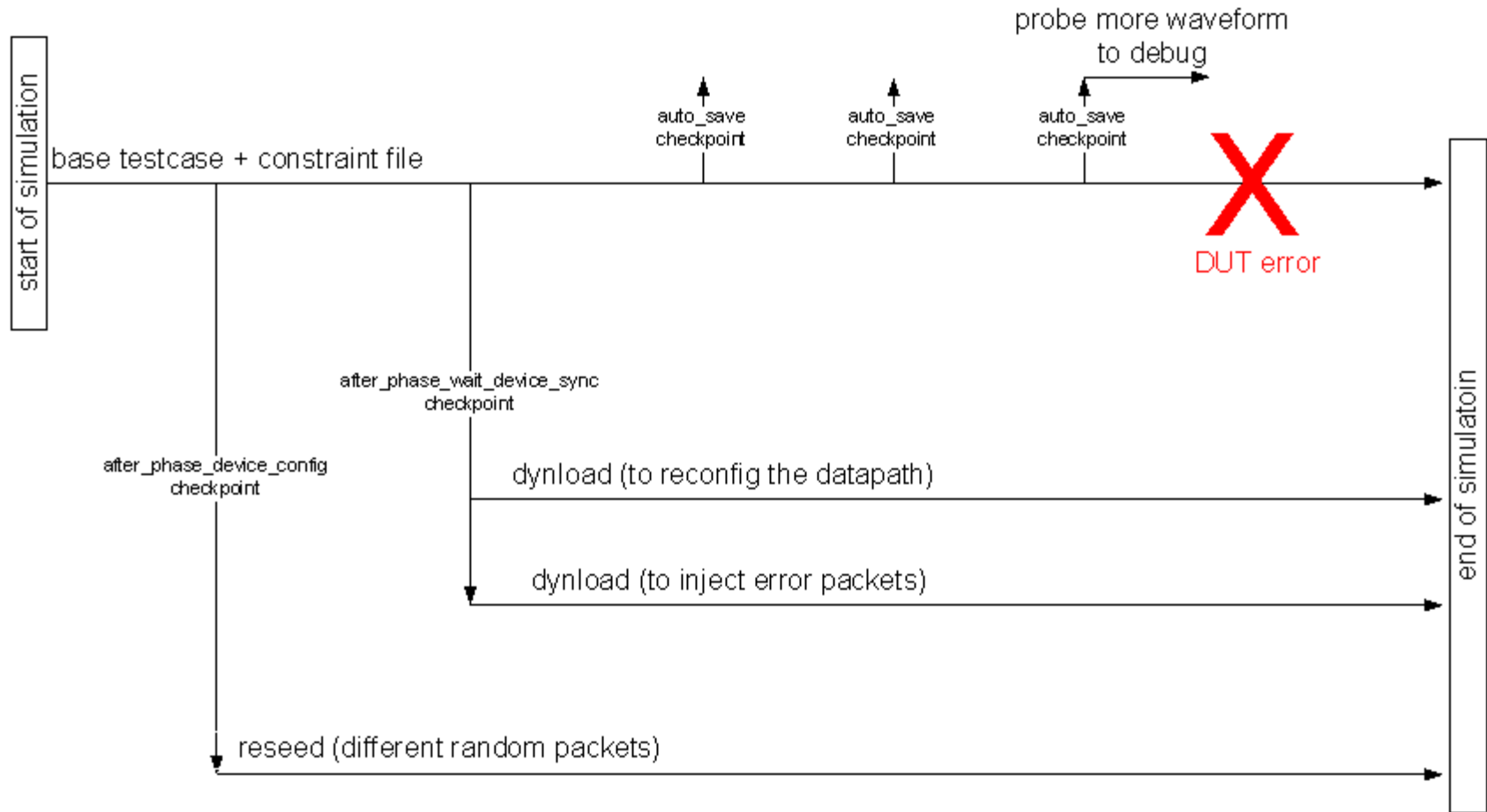
- Test different what-if scenarios without waiting for the simulation to run from time zero
 - Skip the 3 hours wait to configure the device and wait for the traffic to stabilize

- Group regression runs that share a common initial period to reduce CPU and license usage.

Waveform Verbosity

- Same idea as message verbosity
 - Less waveform probed, faster the simulation
 - More waveform probed, more debug information
- Easy control to set the waveform verbosity at run time
- Suggested verbosity level
 - **NONE:** No waveform is probed
 - **LOW:** Probe all the ports of the module
 - **MEDIUM:** Probe all the internal signals of the module
 - **HIGH:** Probe the memories and variables of the module
 - **FULL:** Probe delta cycle changes of the signals

Checkpoint Usage Example



Incremental compile of the Specman testbench

- Compiled testbench run 3x faster
- Interpreted testbench has better debug support
 - Reload the testbench without exit the simulator
 - Keep the CPU and license
 - Keep the current state of the simulation without rewinding back time zero
 - Loading initial snapshot takes a long time
- The best of both world
 - Compile stable testbench code
 - Interpret testbench code still under development



Software/Hardware co-verification

- Integrate software (C code) with the testbench (e code)
 - The C code is running on the Linux host as a thread inside the simulator
 - **1000x** faster than running inside the CPU RTL
 - **100x** faster than running with CPU model.
 - Replay the software calls without the simulator
 - Software debug turnaround time from 30 minutes to 30 seconds
 - Simvision GUI has source debugger for all languages in the testbench and DUT. (e, C, Verilog/VHDL/SV)
- Implementation details refer to:
 - Hardware/Software *Co-Verification* Using *Specman* and SystemC with TLM Ports, DVCON2011

BENEFITS AND RESULTS

- Speed up the RTL debug turnaround time by **90%**
 - Average time to failure in simulation is **6 hours**
 - Reduce overall development time by **50%**
- The compiled testbench is running **300%** faster
 - Specman CPU usage: **15%** down to **5%**
- Silicon bring up in the lab with already tested software
 - From **2-3 weeks** down to **1-2 days**

FUTURE DEVELOPMENT

- Port to SystemVerilog and other simulators
 1. Saving and Loading Checkpoint Snapshots
 - **Easy to port.** If the simulator supports saving checkpoint.
 2. Dynamic Load Additional Code at Saved Checkpoints
 - **Impossible to port.** Unique feature in Specman
 3. Waveform Verbosity
 - **Easy to port.** The code is implemented in tcl
 4. Incremental compile of the Specman testbench
 - **Hard to port.** Unless SV supports AOP
 5. Software/Hardware co-verification
 - **Easy to port.** SV supports DPI-C programming interface too.