

# Every Cloud – Post-Silicon Bug Spurs Formal Verification Adoption

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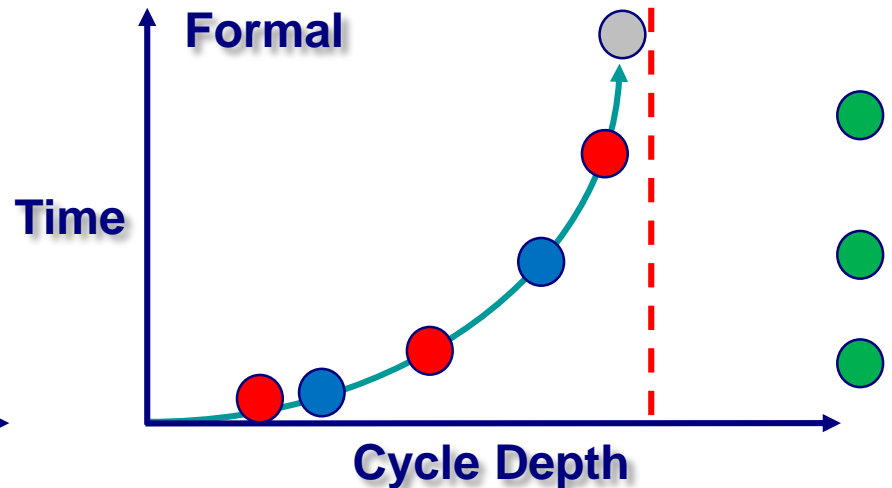
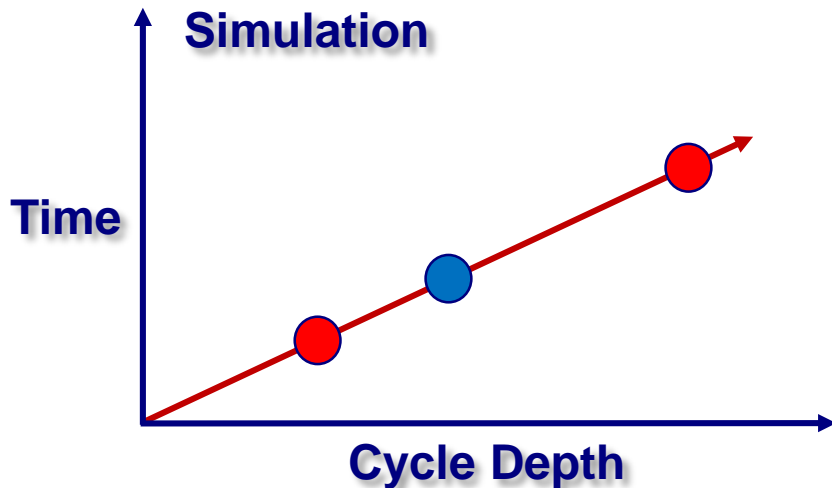
# Every Cloud ...



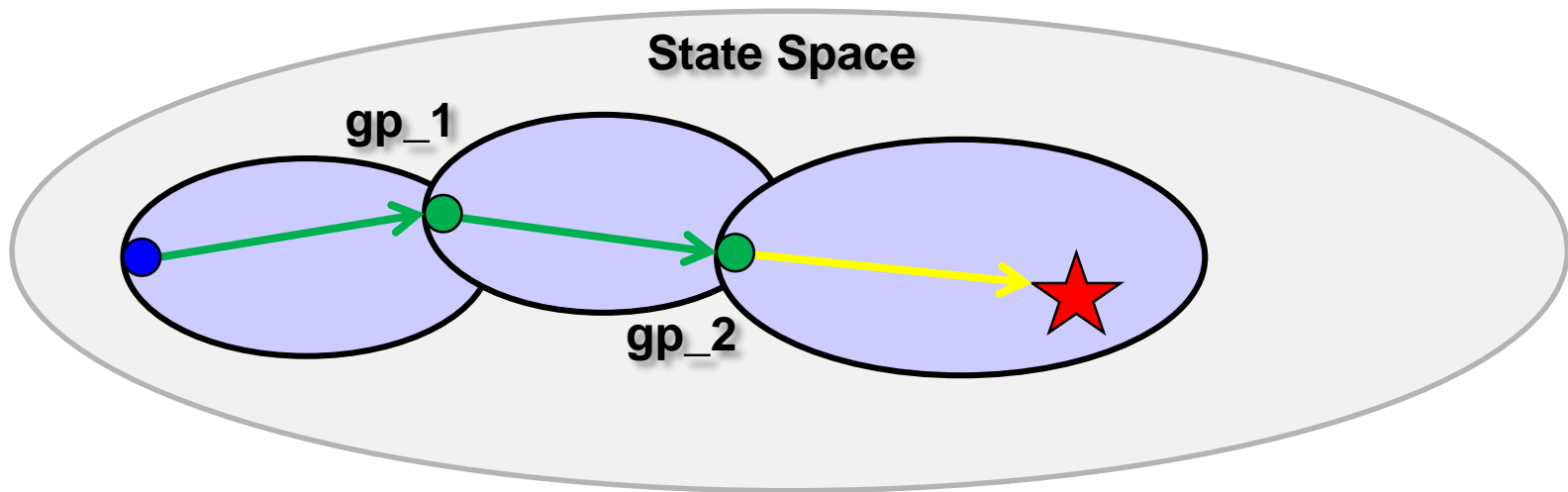
- It's an exciting time getting first silicon back!
- Unfortunately there was a bug
  - A DDR3 write to pre-charge timing bug
  - Why?
  - Millions of cycles of simulation hadn't found it
- All hands on deck to reproduce it
- What could we have done differently?
- Let's see what formal can do!

# The ABC's of Formal

- Assurance : Proofs and bounded proofs
- Bug Hunting : Includes post-silicon debug
- Coverage Closure : Reachability analysis



# Goal Posting Example



- Run Formal and get CEX
- Use CEX as initialization for next formal run
- Example: 32 deep FIFO overflow bug
  - gp\_1: cover property (@(posedge clk) buff\_level == 5'd10);
  - gp\_2: cover property (@(posedge clk) buff\_level == 5'd20);
  - a\_no\_overflow: assert property (@(posedge clk) !(push && full) );

# DDR3 SDRAM Features

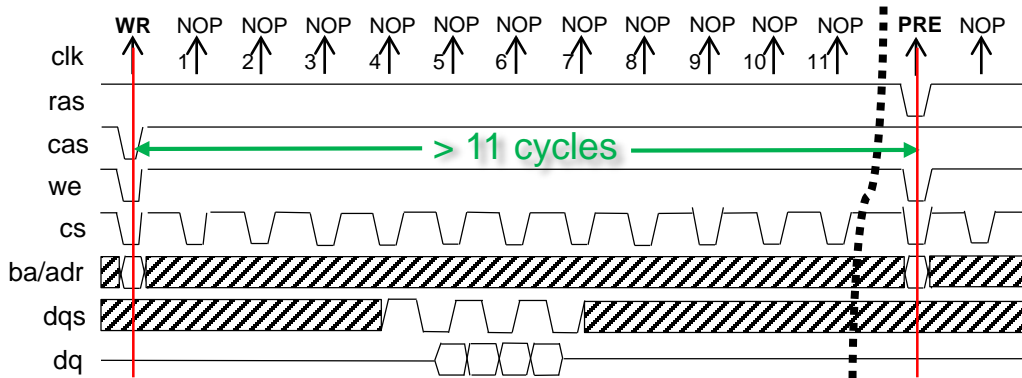
- Double Data Rate dynamic random access memory
- Supports up to 2G bytes for each rank
  - Supports 2 ranks (cs0, cs1)
  - Burst lengths of 4 to 8 depending on mode/config
  - Supports 8-bit, 16-bit, 32-bit, and 64-bit widths
- Compliant with AMBA AHB/AXI protocols
  - Up to 8 slave interfaces
  - Synchronous and asynchronous modes

# DDR3 Signals and Timing

- DDR3 Truth Table

| Function             | CS# | RAS# | CAS# | WE# |
|----------------------|-----|------|------|-----|
| Bank Precharge (PRE) | L   | L    | H    | L   |
| Bank Write (WR)      | L   | H    | L    | L   |
| No Operation (NOP)   | L   | H    | H    | H   |

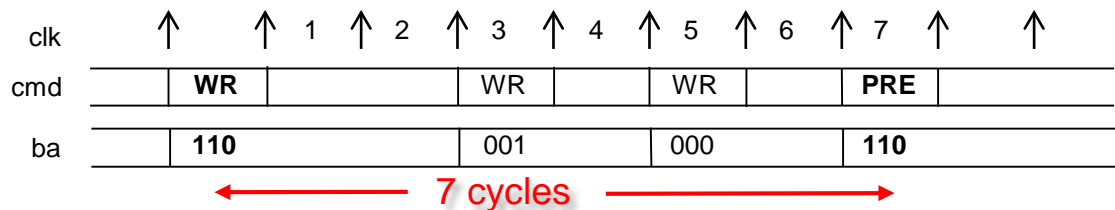
- Example: Write(BC4) to PreCharge



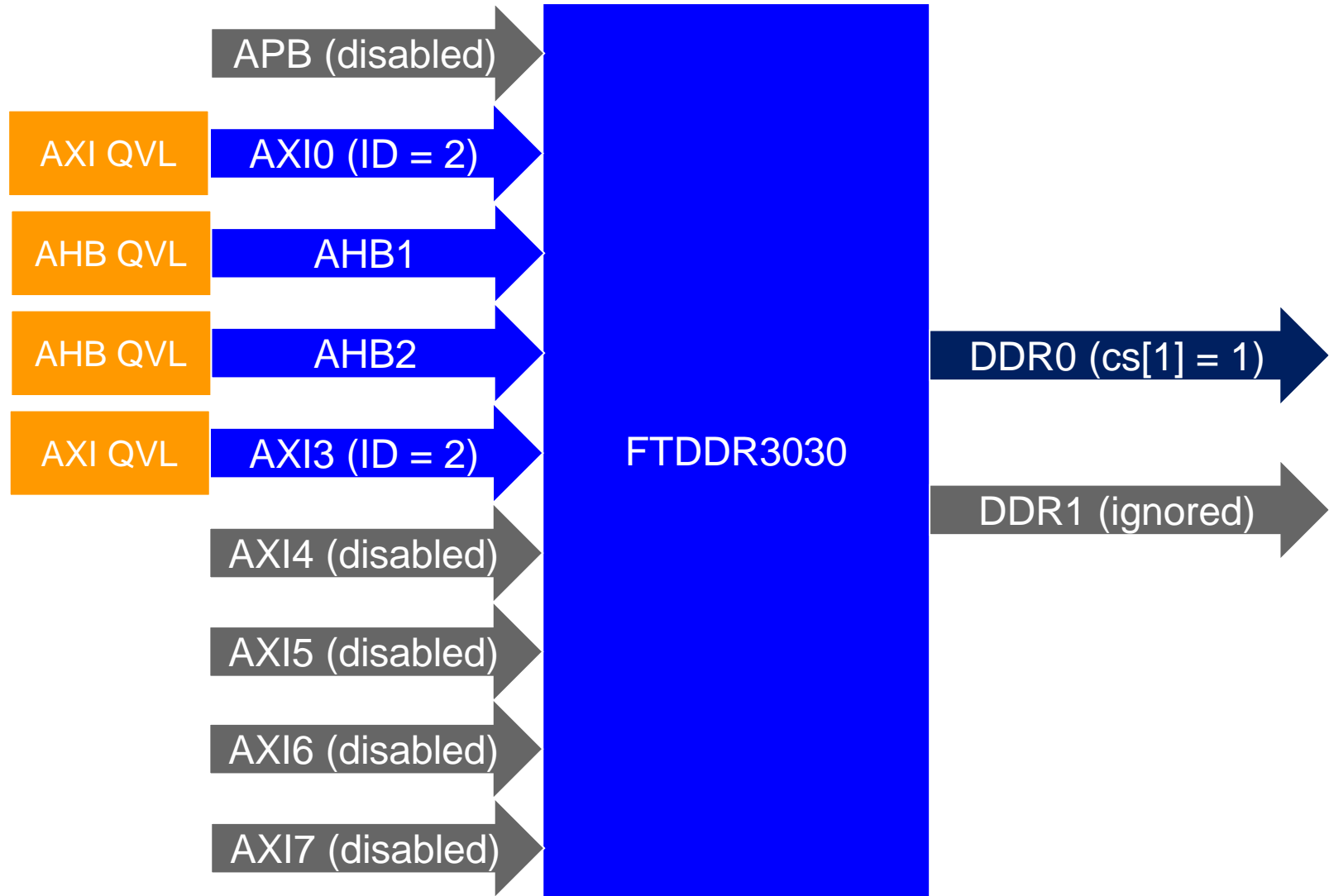
**WR to PRE 11 cycles min**

**WR to PRE in 7 cycles**

- Bug Scenario



# Design Block Diagram



# Modeling Layer Code

```
parameter PRECHARGE = 7'b11_0010_0;  
parameter READ      = 6'b11_0101;  
parameter WRITE     = 6'b11_0100;  
parameter ACTIVE    = 6'b11_0011;
```

From DDR3 Truth Table

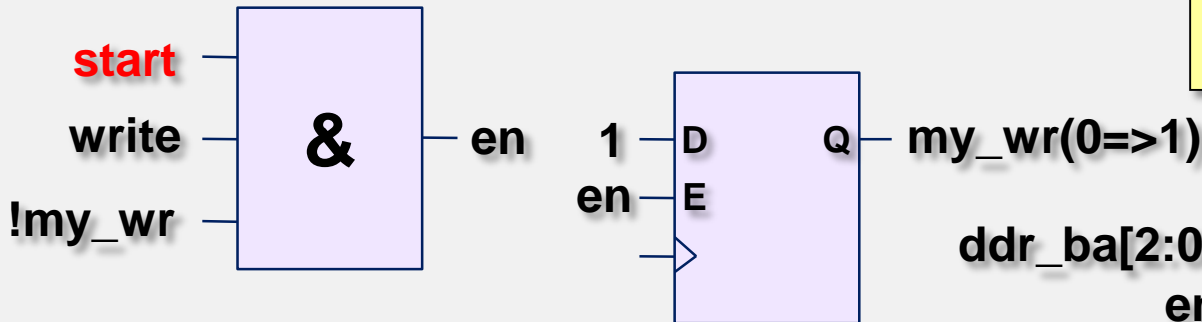
```
reg pre_cke;  
always @(posedge ddrclk) pre_cke <= ddr_cke;  
  
wire [6:0] ddr_cmd = {pre_cke, ddr_cke, ddr_cs, ddr_ras,  
                     ddr_cas, ddr_we, ddr_addr[10]};  
wire precharge     = (ddr_cmd == PRECHARGE);  
wire active        = (ddr_cmd[6:1] == ACTIVE);  
wire write         = (ddr_cmd[6:1] == WRITE);  
wire read          = (ddr_cmd[6:1] == READ);
```

Simplify Commands

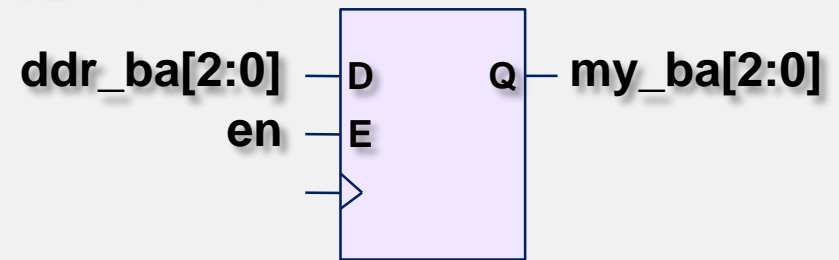


# Bug Hunt Assertions

Formal picks “**start**” of write



Modeling Code  
 Record start of write  
 Store Bank Address



```
wire same_pre = precharge && ( ddr_ba == my_ba );
```

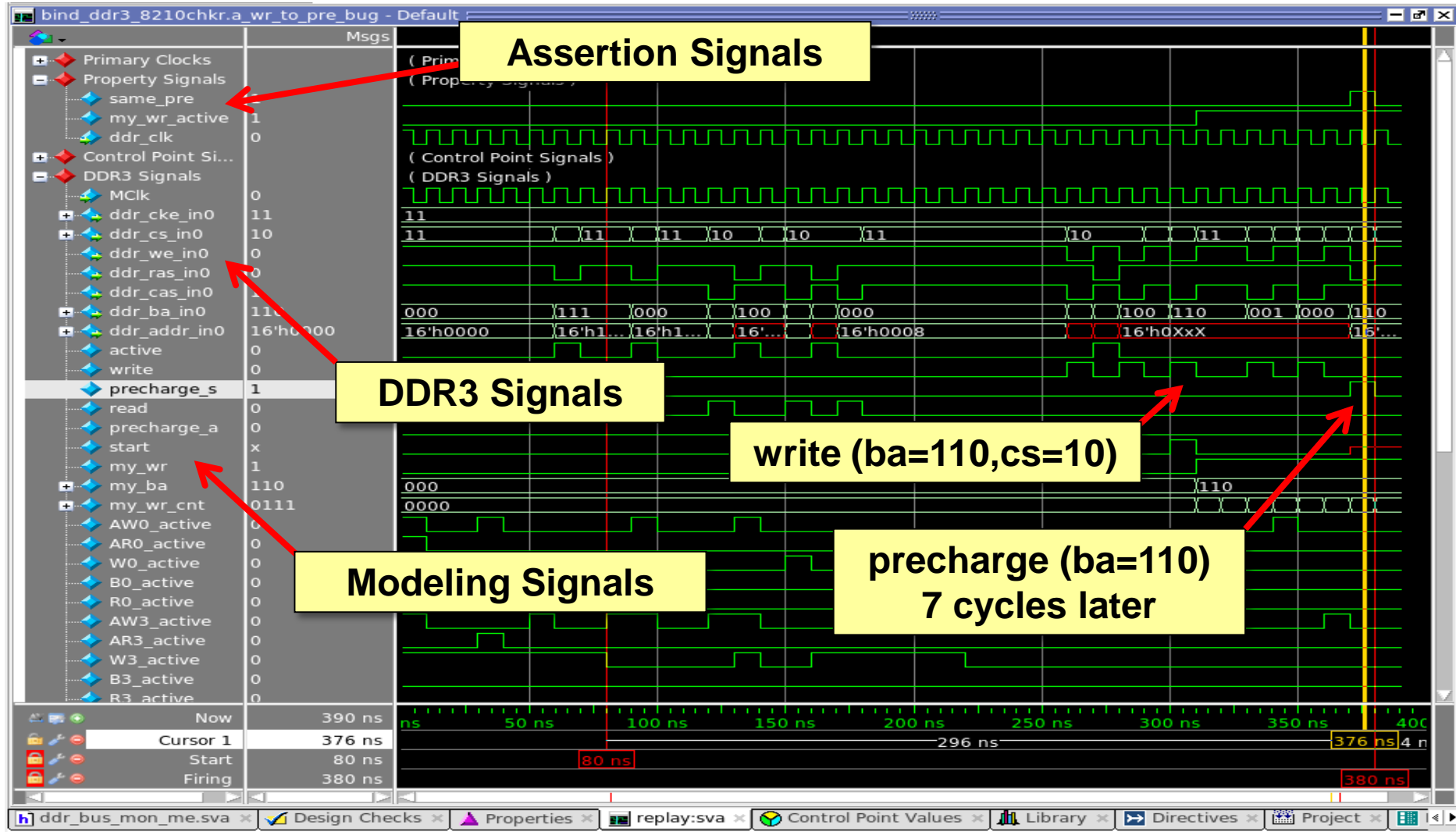
First goal-post target

```
cov_gp: cover property (@(posedge ddr_clk) !my_wr && active );
```

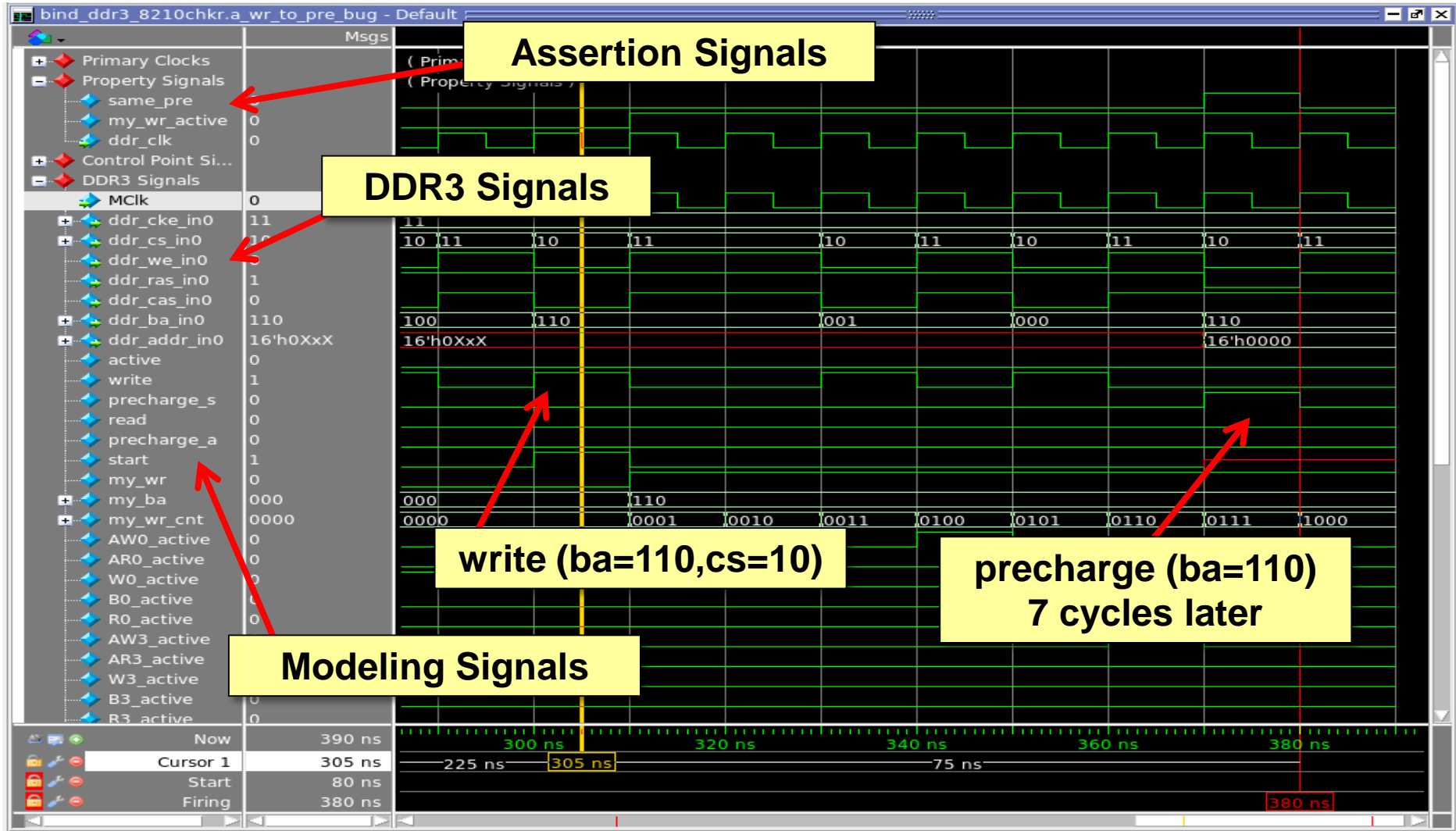
Final bug target (wr to pre)

```
a_wr_to_pre_bug: assert property (@(posedge ddr_clk)
    $rose(my_wr) |-> (!same_pre)[*11] );
```

# Formal Counter Example

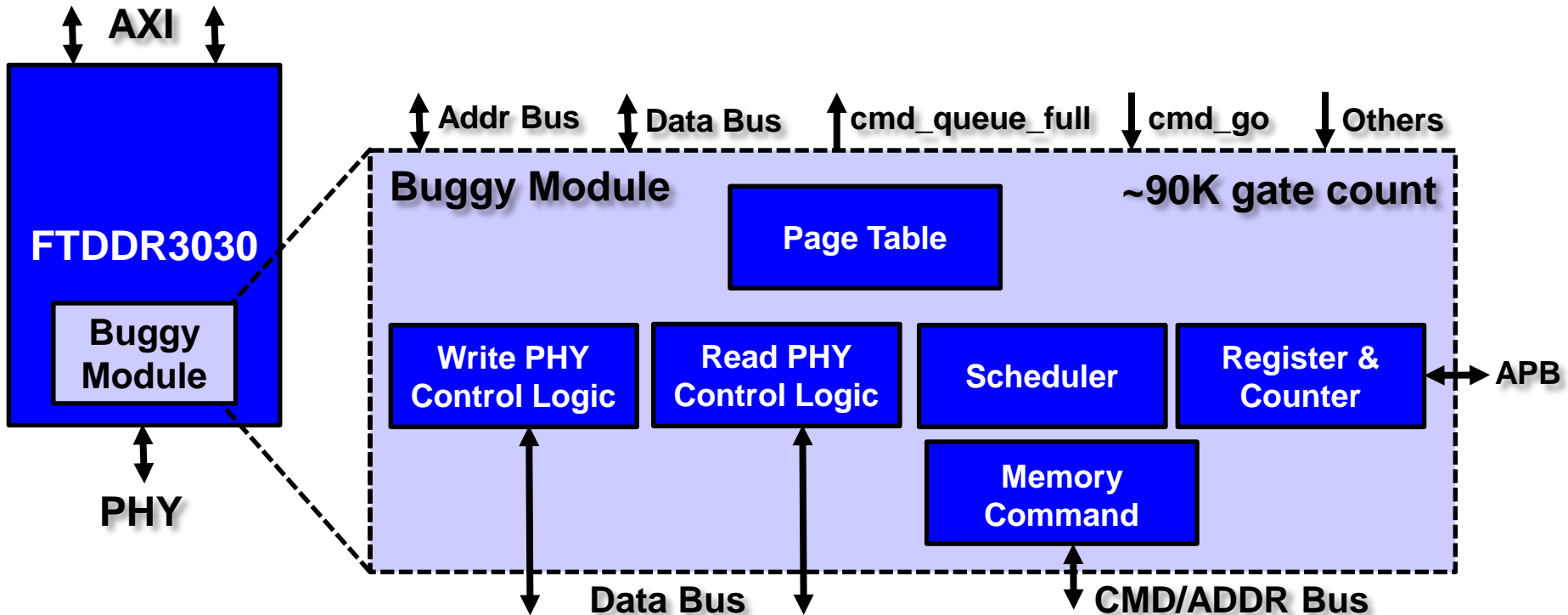


# Counter Example (Close-up)



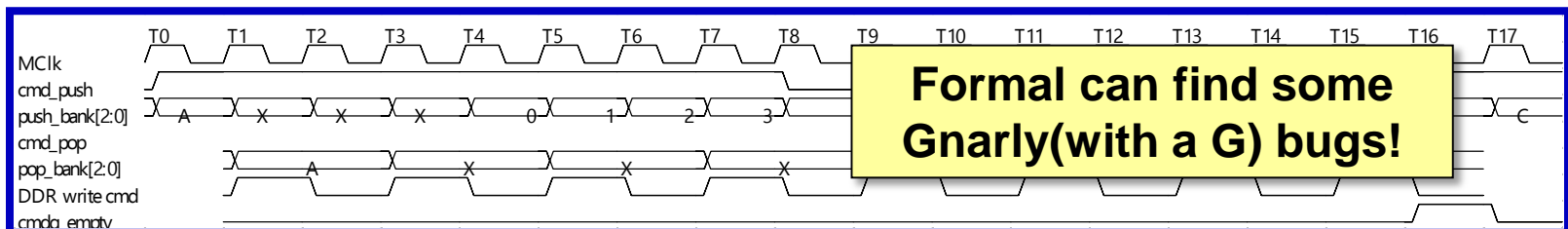
# Formal on the Buggy Block

- Assumptions of buggy module input pins
  - Address (row, bank, column) & data bus → random
  - If *cmd\_queue\_full*==1 then *cmd\_go*=0 (should be disabled)
  - Other input signals shall be tied to 0 or 1 (configuration values)



# Failure Symptoms of the Bug

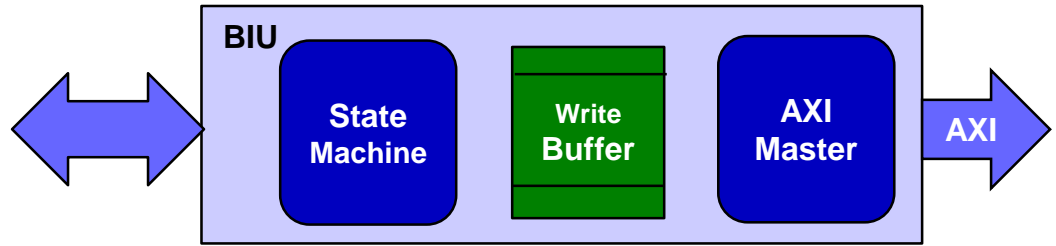
- Summary of formal results on the buggy block
  - Bug CEX of 71 cycles in 1.5 h
  - Fixed code had bounded proof at 35 cycles (48 hr run)
- Bug is triggered when following conditions happen
  1.  $t_{WL}+4+t_{WR} \geq 15$  (DDR3 mode), or  $t_{WL}+2+t_{WR} \geq 8$  (DDR2 mode)
    - For DDR3 1333  $t_{WL}+4+t_{WR} = 7 + 4 + 9 = 20$
  2. At least 4 consecutive write commands with different bank address happened.
    - For example bank 0, 1, 2, 3 write commands happened at T9, T11, T13, T15
  3. After 4 write commands, another bank B write command with different bank from the previous 4 write commands is pushed into DDR command queue when command queue is empty. (T16)
  4. Another commands with bank C is pushed into command queue, and bank C is bank 0 or 1 or 2 or 3, but different row as previous 4 consecutive bank 0,1,2,3 write commands



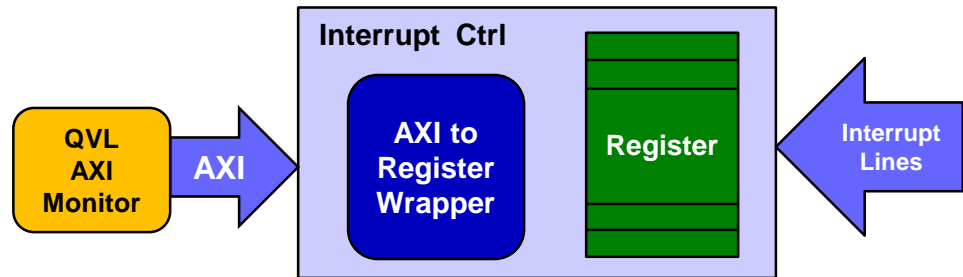
# Formal w Subsequent Projects

- With our success at applying formal on the DDR3 project we successfully rolled formal out to other projects/designs

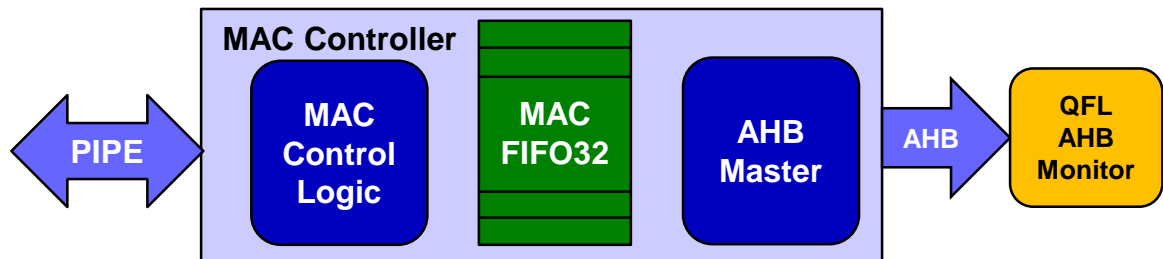
– CPU Bus Interface



– Interrupt Controller



– MAC Controller



# Property Best Practices

- Keeping assertions simple and sequentially short
  - Make it easier for others to apply and understand
  - More efficient for formal
- Simplify signal names for use in properties
- Using modeling code to simplify assertions
- Describe both desired and undesired behavior
- Using predefined formal verification IP whenever possible

# Formal Best Practices

- Leveraging simulation data for DUT initialization when designs have complex initialization sequences
- Using various techniques to resolve inconclusives
  - Formal techniques such as goal posting and other abstraction techniques
  - Picking the level of hierarchy to run at
    - For simplification of the state space
    - For simplification of constraining the DUT



# Conclusion

- Post-silicon bugs are never fun
- Application of formal covering the ABCs of formal for both assurance and bug hunting can mitigate their occurrence
- With the confidence of our success applying formal to the post-silicon bug hunt, we have been successful applying formal on multiple other projects
- We found our **silver** lining with formal!

