

UVM Acceleration using Hardware Emulator at Pre-silicon Stage

Sunil Roe, YunGi Um, Hyunwoo Koh,
Hyunsun Ahn, Youngsik Kim, Seonil Brian Choi



Agenda

- Motivation
- Simulation Profiling
- Dual Domain Framework
- Simulation Acceleration Flow
- OOMR Signal Handling

UVMA using Hardware Emulator at Pre-silicon Stage

- **Motivation**
- Simulation Profiling
- Dual Domain Framework
- Simulation Acceleration Flow
- OOMR Signal Handling

Motivation

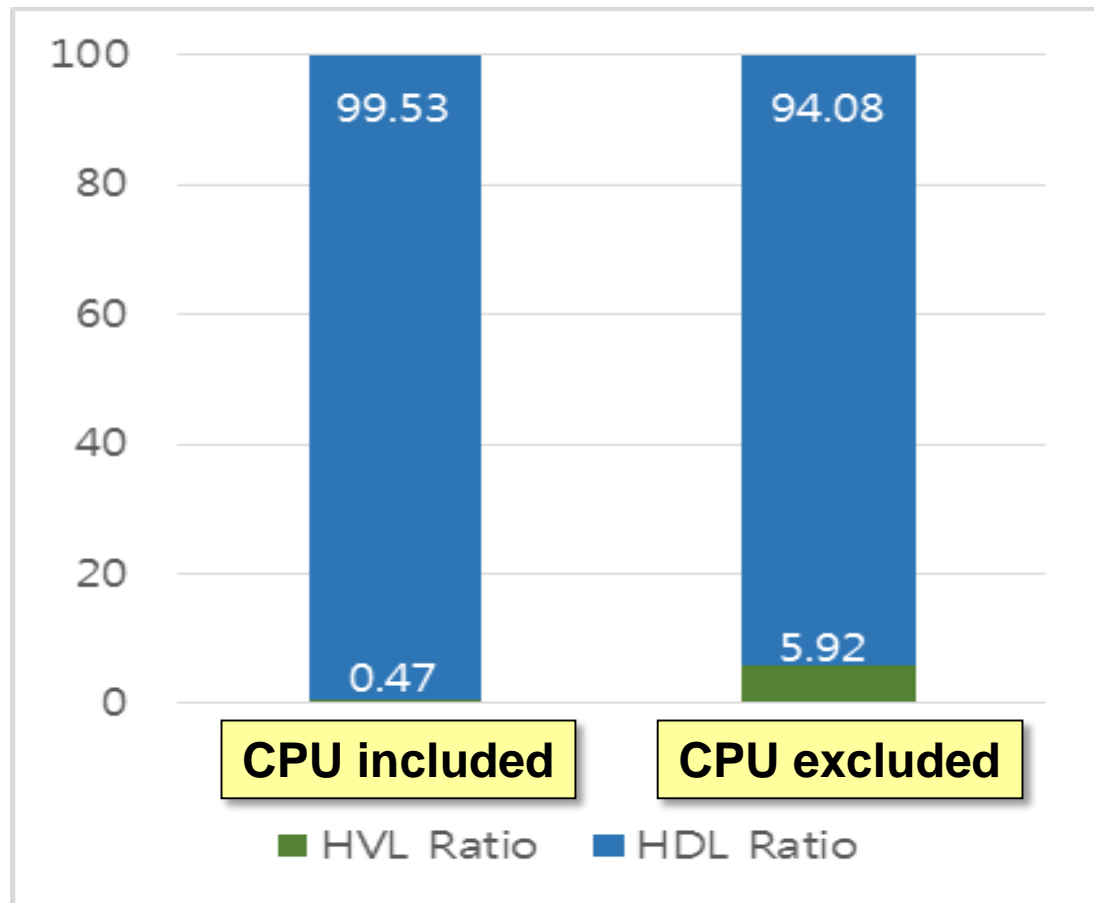
- Increase of SOC complexity
- The verification TAT needs to be shorted.
- Verification Environment: UVM
 - has reusability, scalability and interoperability
 - But SLOW
- Target Goal
 - SPEED
 - Automation
 - Current verification vectors should be reused.

UVMA using Hardware Emulator at Pre-silicon Stage

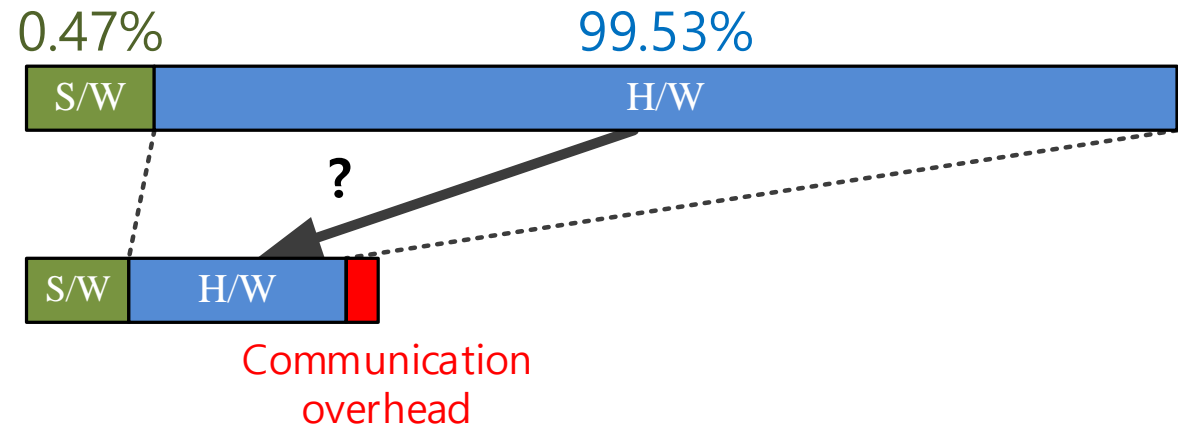
- Motivation
- **Simulation Profiling**
- Dual Domain Framework
- Simulation Acceleration Flow
- OOMR Signal Handling

Simulation Profiling and Acceleration Estimation

Signal toggle distribution comparison



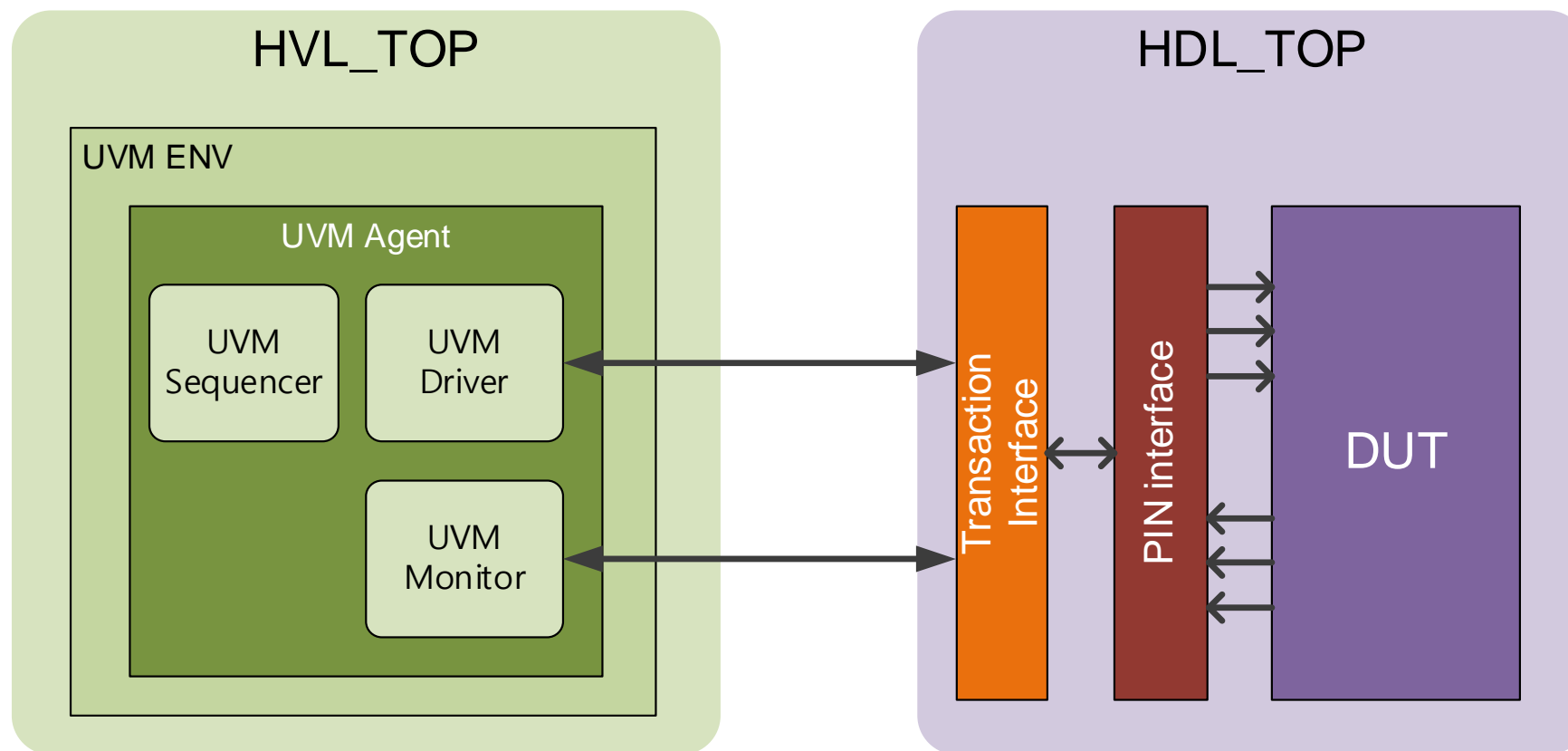
Acceleration time estimation



UVMA using Hardware Emulator at Pre-silicon Stage

- Motivation
- Simulation Profiling
- **Dual Domain Framework**
- Simulation Acceleration Flow
- OOMR Signal Handling

Dual Domain Framework

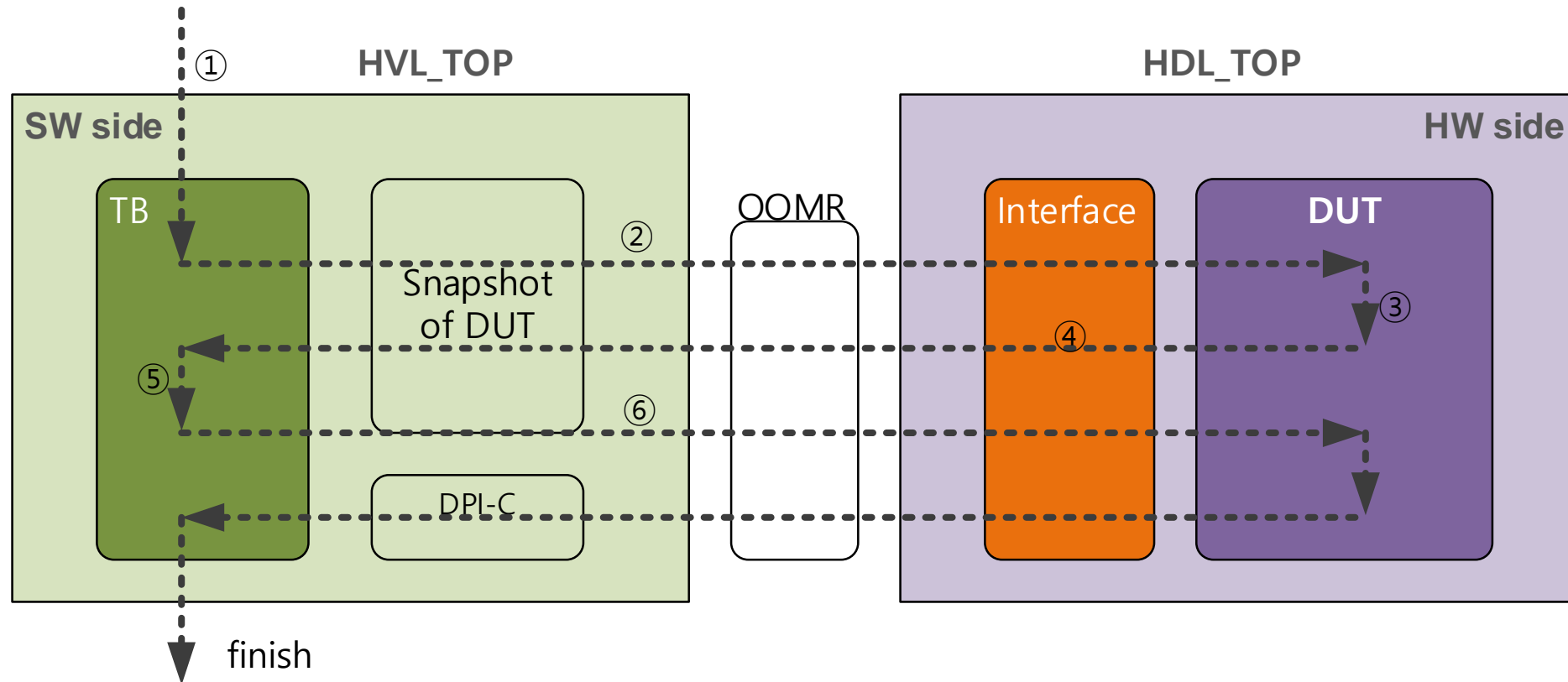


S. Hemant and H. Schoot, "Bringing Verification and Validation under One Umbrella," *Verification Academy*, 02 2013.

UVMA using Hardware Emulator at Pre-silicon Stage

- Motivation
- Simulation Profiling
- Dual Domain Framework
- **Simulation Acceleration Flow**
- OOMR Signal Handling

Running flow of UVM Acceleration



OOMR: Out-Of-Module-Reference a.k.a XMR(Cross Module Reference)

UVM Acceleration Obstacles

- Communication overhead between HVL and HDL
 - It can cause severe performance degradation.
- Hardware access signals that are collected incompletely
 - This problem can cause below iteration again and again.
 - Waveform generation
 - Problem shooting
 - Design recompilation

Example of UVM environment

TOP

UVM ENV

`ppmu_monitor`

```
virtual interface ppmu_intf p_vintf;
```

```
@(posedge p_vintf.aclk);
```

```
if(p_vintf.arvalid & p_vintf.arready) begin
```

```
    ppmu_cfg.rd_req_cnt = ppmu_cfg.rd_req_cnt+ 'h1;
```

```
end
```

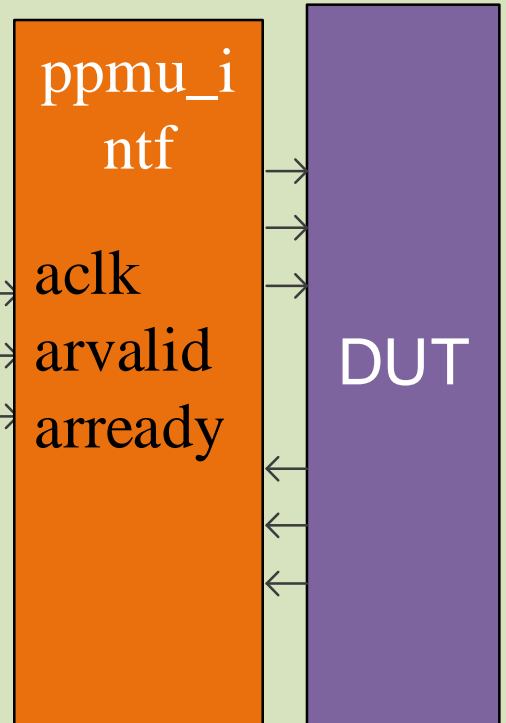
```
function cnt_cmp(input bit[31:0] dut_cnt);
```

```
    case(event_c)
```

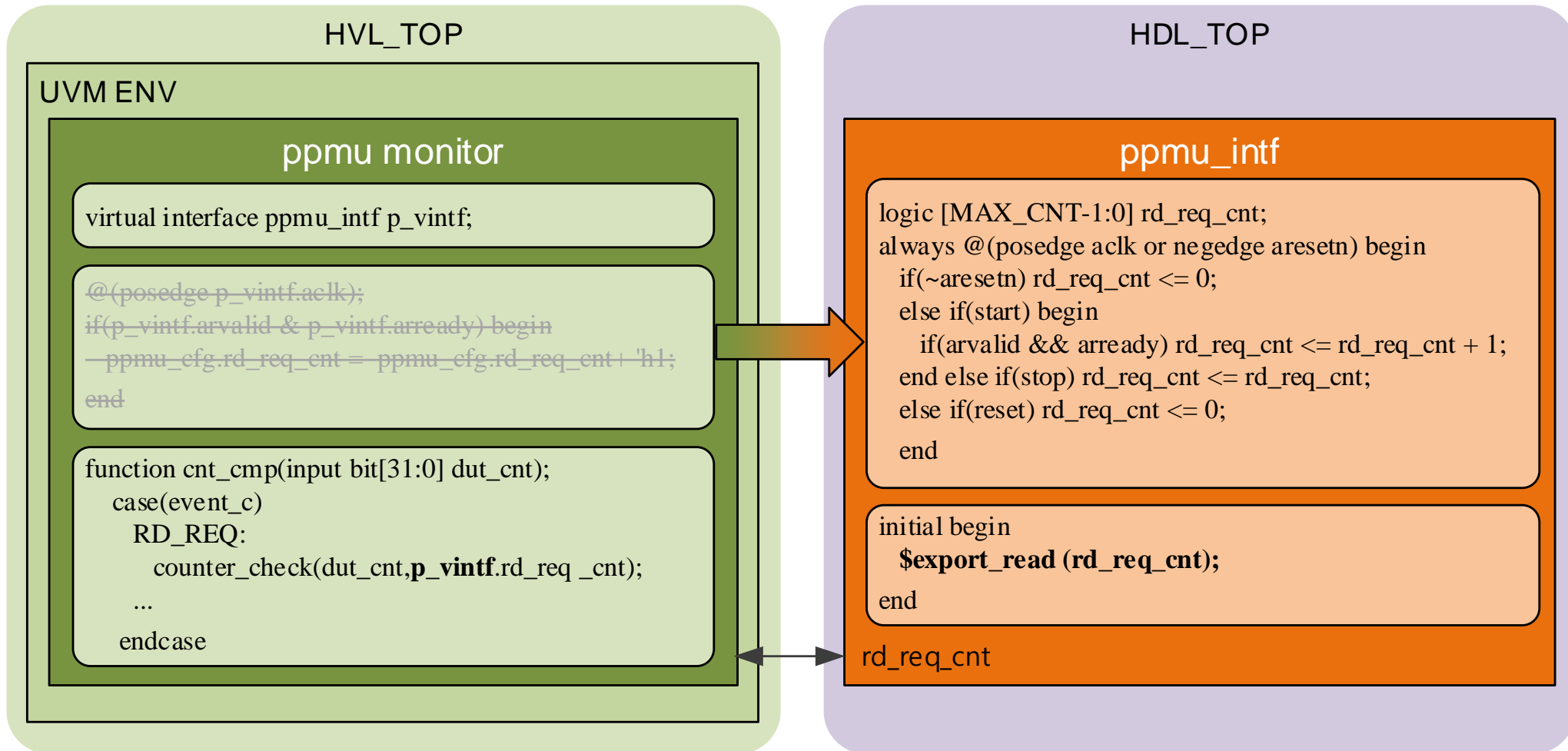
```
        RD_REQ:
```

```
            counter_check(dut_cnt,p_ppmu_cfg.rd_req_cnt);
```

```
    endcase
```



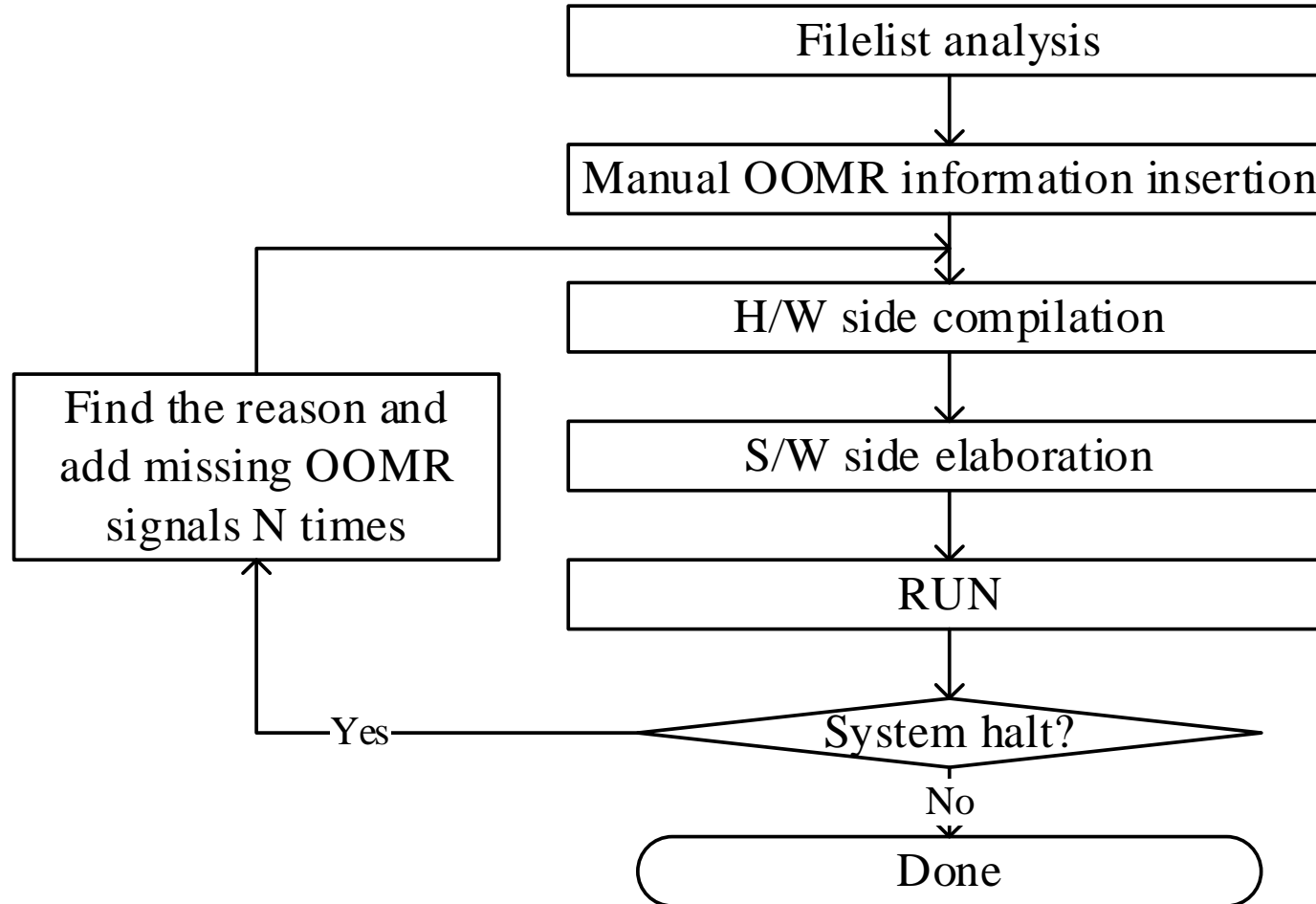
Example of UVMA environment



UVMA using Hardware Emulator at Pre-silicon Stage

- Motivation
- Simulation Profiling
- Dual Domain Framework
- Simulation Acceleration Flow
- **OOMR Signal Handling**

Current Generation Flow

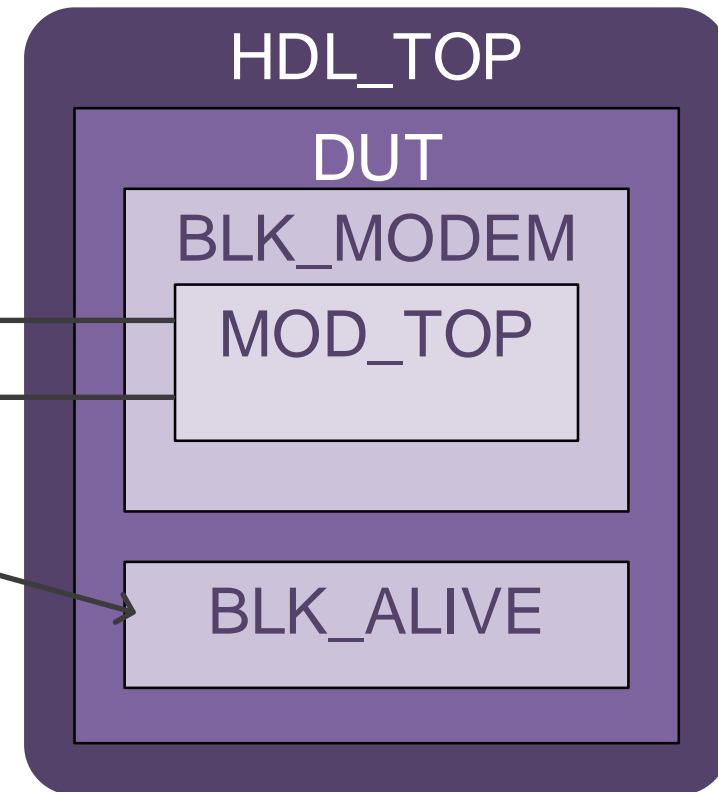


Frozen test vector example

```

HVL_TOP
fork
begin
...
wait(top.dut.BLK_MODEM.MOD_TOP.oPwrReq);
wait(top.dut.BLK_MODEM.MOD_TOP.oPwrAck);
...
force top.dut.BLK_ALIVE.oPwrUp = 1'b1;
...
end
    
```

missed signals

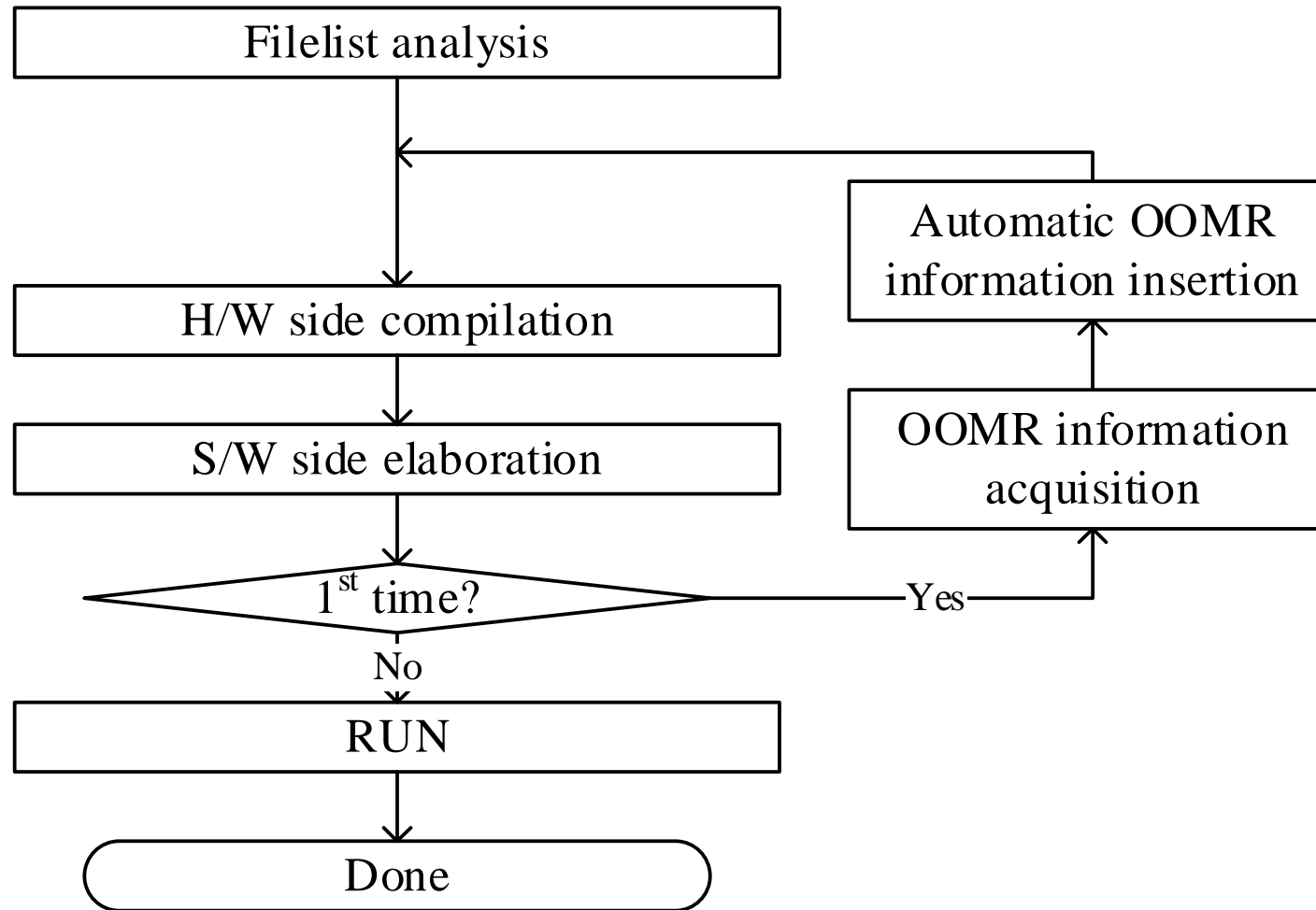


wait
forever!

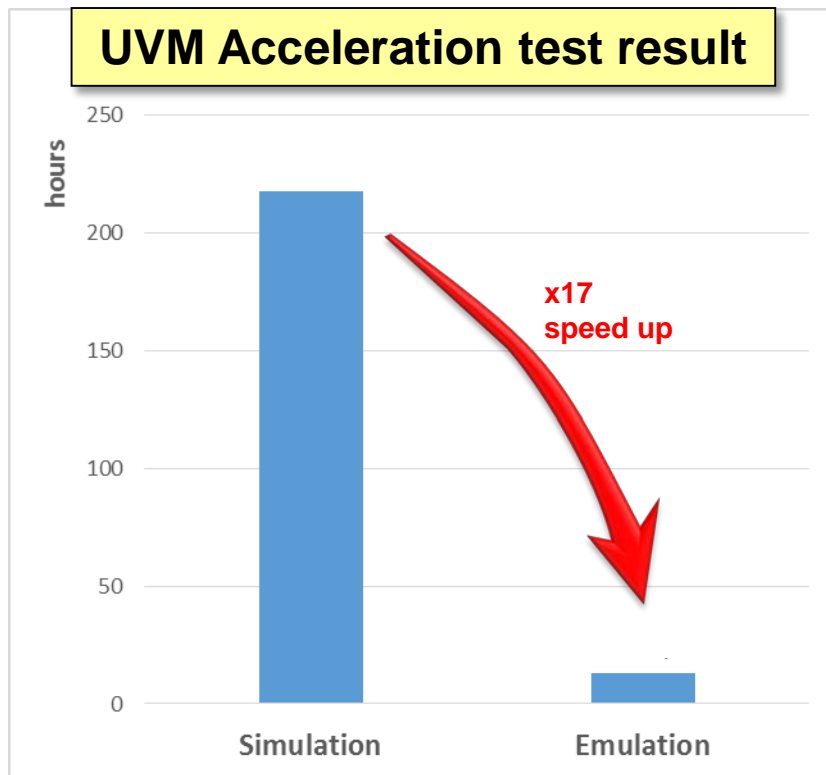
```

OOMR signal list
...
signal_export( top.dut.BLK_MODEM.MOD_TOP.oPwrReq);
...
    
```


Proposed Generation Flow



Result of UVM Acceleration



| Normal vectors | | | | Power aware vectors | | | |
|----------------|----------------------------|---------------------------|----------|---------------------|----------------------------|---------------------------|----------|
| Test Vectors | Normalized Simulation Time | Normalized Emulation Time | Speed-up | Test Vectors | Normalized Simulation Time | Normalized Emulation Time | Speed-up |
| 121 | 17 | 1 | x17 | 16 | 21 | 1 | x21 |

Other Considerations

- Unsynthesizable library handling
 - Use simulation model in the HVL side
- Power aware emulation
 - UPF information for stubbed out RTL block should be handled
- DFS(Dynamic Frequency Scaling) emulation
 - Use 1 clock instance, do not populate all clock instances

Summary

- To make UVM Acceleration environment,
 - Choose UVMA-friendly test vectors by simulation profiling
 - Split one UVM environment into 2 domains
 - HVL and HDL
 - Move clock related codes of HVL to HDL for performance
 - Add OOMR information during UVMA environment compilation

Q & A