

COMS30026 Design Verification

Assertion-based Verification (Part II)

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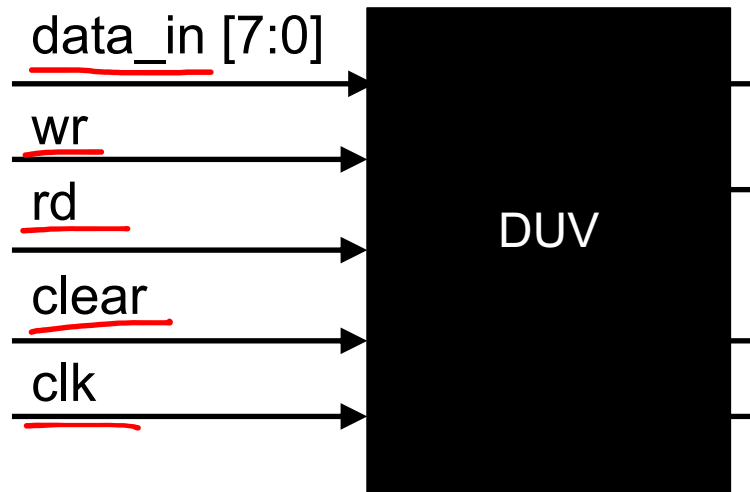
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CASE STUDY: IDENTIFYING DUV PROPERTIES

Example FIFO DUV



Example DUV Specification - Inputs

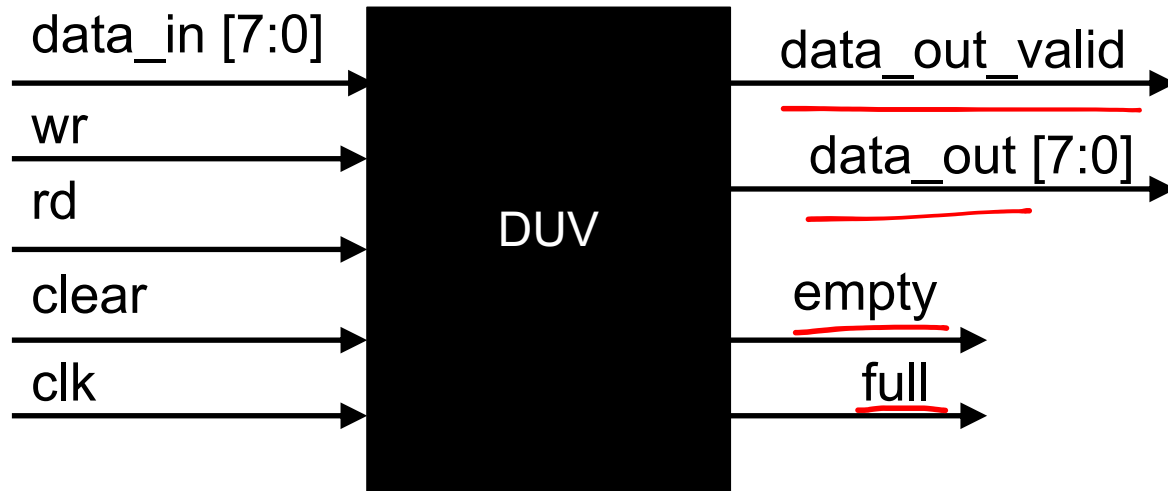


■ Inputs:

- wr indicates valid data is driven on the data_in bus
- data_in is the data to be pushed into the DUV
- rd pops the next data item from the DUV in the next cycle
- clear resets the DUV



Example DUV Specification - Outputs



■ Outputs:

- data_out_valid indicates that valid data is driven on the data_out bus
- data_out is the data item requested from the DUV
- empty indicates that the DUV is empty
- full indicates that the DUV is full



DUV Specification

- High-Level functional specification of DUV
 - The design is a FIFO.
 - Reading and writing can be done in the same cycle.
 - Data becomes valid for reading one cycle after it is written.
 - No data is returned for a read when the DUV is empty.
 - Clearing takes one cycle.
 - During clearing read and write are disabled.
 - Inputs arriving during a clear are ignored.
 - The FIFO is 8 entries deep.



Identifying Properties for the FIFO block

An invariant property.

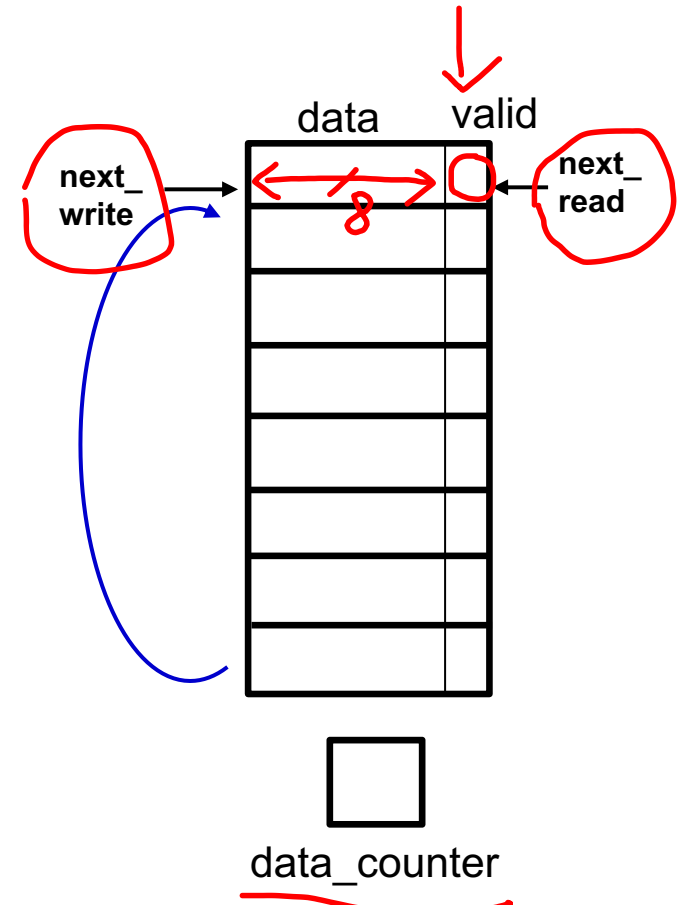
Black box view:

- Empty and full are never asserted together.
- After clear the FIFO is empty.
- After writing 8 data items the FIFO is full.
- Data items are moving through the FIFO unchanged in terms of data content and in terms of data order.
- No data is duplicated.
- No data is lost.



Implementation of the FIFO

- The actual implementation of the FIFO design is a circular buffer:
 - Logic to determine if the FIFO is full or empty: `next_read` and `next_write` as well as the `data_counter`
 - `valid` bits need to be implemented to indicate whether a data entry is valid or not
 - Wrap conditions need to be implemented to achieve a *circular buffer*.



Identifying Properties for the FIFO block

White box view:

- The value range of the `next_read` and `next_write` pointers is between 0 and 7.
- The `data_counter` ranges from 0 to 8.
- The data in the FIFO is not changed during a clear.
- For each valid read the `next_read` pointer is incremented.
- For each valid write the `next_write` pointer is incremented.
- Data is written only to the slot indicated by `next_write`.
- Data is read only from the slot indicated by `next_read`.
- When reading and writing in the same cycle the `data_counter` remains unchanged.
 - What about a RW from an empty/full FIFO?



FORMALIZING PROPERTIES



Property Formalization

- Property Formalization Languages

- Most commonly used languages:

- - **SVA** and
 - PSL [IEEE – 1850]

- Assertions can be combinatorial

```
property mutex;  
  { !(empty && full) }  
end property
```

Boolean
expression



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```
property mutex;  
  { !(empty && full) }  
end property
```

Boolean
expression

Temporal
expression
in form of an
implication

– and there are also temporal assertions.

```
property req_followed_by_ack;  
  @(posedge clk) { $rose (req) ==> ##[0:1] ack }  
end property
```

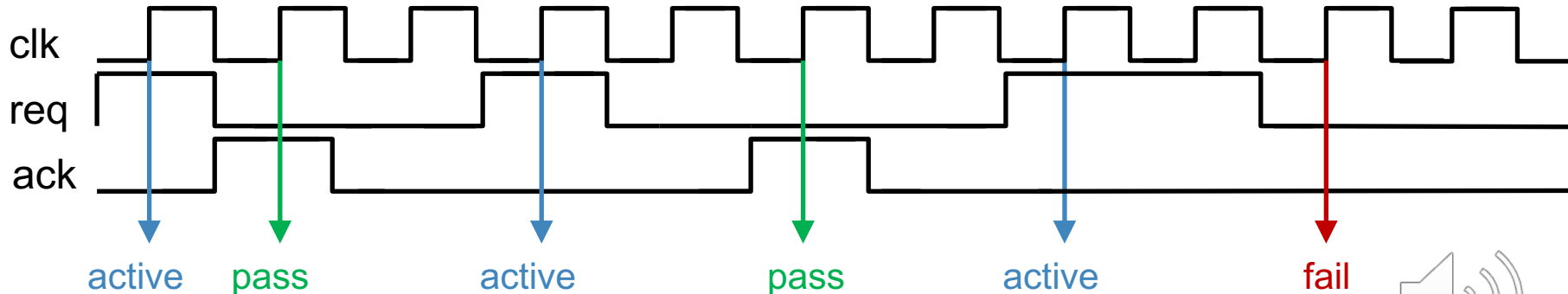
pre-condition
(antecedent)

main condition
(consequent)

How Assertions work during Simulation

- Temporal properties can be in one of 4 states during simulation:
 - inactive (no match), active, pass or fail

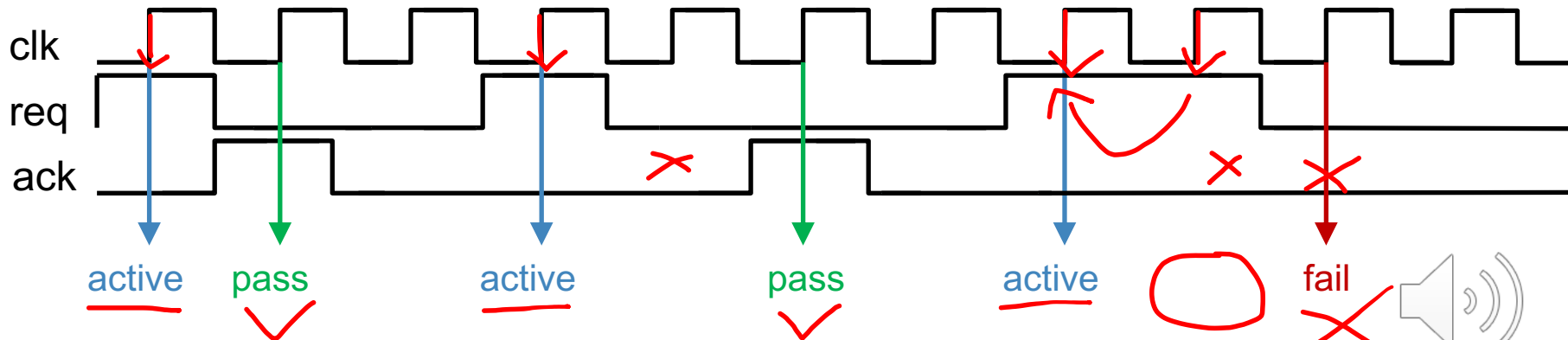
```
property req_followed_by_ack;  
  @(posedge clk) { $rose (req) |=> ##[0:1] ack }  
end property  
p_req_ack: assert property req_followed_by_ack;
```



How Assertions work during Simulation

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p_req_ack: assert property req_followed_by_ack;
```



Writing Properties using SVA

To formalize basic properties using SVA we need to learn about:

- Implications
- Sequences
 - Cycle delay and repetition
- \$rose, \$fell, \$past, \$stable



Implications

- Properties typically take the form of an implication.

- SVA has two implication operators:

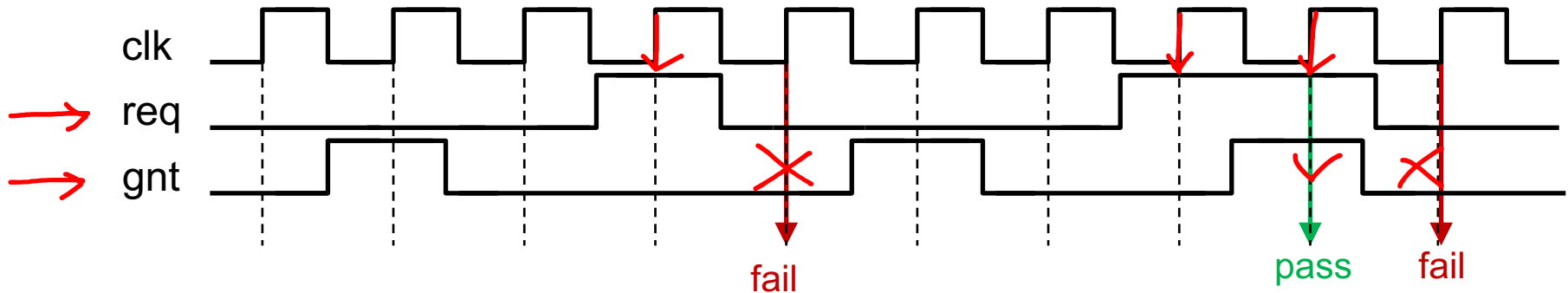
- \Rightarrow represents logical implication

non-overlapping
implication

- $A \Rightarrow B$ is equivalent to $(\text{not } A) \text{ or } B$,

where B is sampled one cycle after A.

```
req_gnt: assert property ( req  $\Rightarrow$  gnt );
```

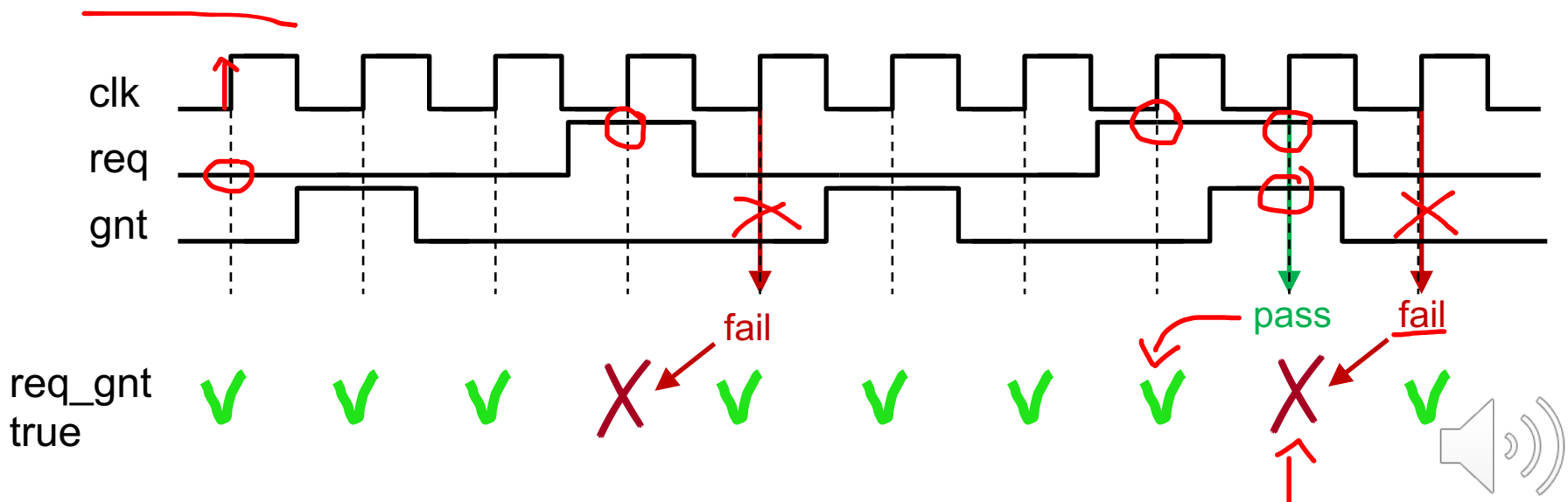


Implications

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- \Rightarrow represents logical implication
 - $A \Rightarrow B$ is equivalent to $(\text{not } A) \text{ or } B$,
where B is sampled one cycle after A.

non-overlapping
implication

```
req_gnt: assert property ( req  $\Rightarrow$  gnt );
```



Implications

- SVA has another implication operator:
- $| \rightarrow$ represents logical implication
 - $A | \rightarrow B$ is equivalent to (not A) or B,
where B is sampled in the same cycle as A.

```
req_gnt_v1: assert property ( req |=> gnt );
```

```
req_gnt_v2: assert property ( req | -> ##1 gnt );
```

The overlapping implication operator $| \rightarrow$ specifies behaviour in the same clock cycle as the one in which the LHS is evaluated.

Delay operator $##N$ delays by N cycles, where N is a positive integer including 0.

Both properties above are specifying the same functional behavior.



Sequences

- Useful to specify complex temporal relationships.
- Constructing sequences:
 - A Boolean expression is the simplest sequence.
 - ## concatenates two sequences.
 - ##N cycle delay operator - advances time by N clock cycles.
 - a ##3 b b is true 3 clock cycles after a
 - ## [N:M] specifies a timing delay range.
 - a ## [0:3] b b is true 0,1,2 or 3 clock cycles after a
 - [*N] consecutive repetition operator
 - Allows to specify a sequence or expression that is consecutively repeated with one cycle delay between each repetition.
 - a [*2] exactly two repetitions of a in consecutive clock cycles
 - [*N:M] consecutive repetition within a specified range
 - a [*1:3] covers a, a ##1 a or a ##1 a ##1 a



Useful SystemVerilog Functions for Property Specification

- \$rose and \$fell
 - Compares value of its operand in the current cycle with the value this operand had in the previous cycle.
- \$rose
 - Detects a transition to 1 (true)
- \$fell
 - Detects a transition to 0 (false)
- Example:

```
assert property ( $rose(req) |=> $rose(gnt) );
```



Useful SystemVerilog Functions for Property Specification

■ \$past (expr)

– Returns the value of `expr` in the previous cycle.

■ Example:

```
assert property ( gnt |-> $past(req) );
```

■ \$past (expr, N)

– Returns the value of `expr` N cycles ago.

■ \$stable (expr)

– Returns true when the previous value of `expr` is the same as the current value of `expr`.

– Represents: `$past(expr)` == `expr`



CASE STUDY: FORMALIZING PROPERTIES

Example FIFO DUV



Formalization of key DUV Assertions

- System Verilog Assertion for:

- ▪ Empty and full are never asserted together.

This is a safety property!

Is this a safety or a liveness property? Why?

```
property not_empty_and_full; ←  
@(posedge clk) !(empty && full);  
endproperty  
mutex : assert property (not_empty_and_full);
```

This label is useful for debug.



Formalization of key DUV Assertions

- System Verilog Assertion for:
 - Empty and full are never asserted together.

```
property not_empty_and_full;  
@(posedge clk) $onehot0({empty, full}) ;  
endproperty  
mutex : assert property (not_empty_and_full) ;
```

Alternative encoding: **\$onehot0** returns true when zero or one bit of a multi-bit expression is high.



Formalization of key DUV Assertions

- System Verilog Assertion for:

→ ▪ After clear the FIFO is empty.

```
property empty_after_clear;  
@(posedge clk) (clear |-> empty);  
endproperty  
a_empty_after_clear : assert property (empty_after_clear);
```

Beware of property bugs! Know your operators:

- seq1 |-> seq2, seq2 starts in last cycle of seq1 (overlap)
- seq1 |=> seq2, seq2 starts in first cycle after seq1

We need: @(posedge clk) (clear |=> empty);



Formalization of key DUV Assertions

- System Verilog Assertion for:

→ ▪ On empty after one write the FIFO is no longer empty.

```
property not_empty_after_write_on_empty; ←  
  @ (posedge clk) (empty && wr | => !empty);  
endproperty
```

→ a_not_empty_after_write_on_empty : assert property
 (not_empty_after_write_on_empty);

Assertions can be
monitored during
simulation.

Assertions can also
be used for formal
property checking.

Challenge:

There are many more interesting assertions



Corner Case Properties

- When the FIFO is empty and there is a write at the same time as a read (from empty), then the read should be ignored.

```
property empty_write_ignore_read;
@ (posedge clk) (empty && wr && rd | =>
    data_counter == $past(data_counter)+1);
endproperty
a_cc1 : assert property (empty_write_ignore_read);
```

- When the FIFO is full and there is a read at the same time as a write, then the write (to full) should be ignored.

```
property full_read_ignore_write
@ (posedge clk) {full && rd && wr | =>
    data_counter == $past(data_counter)-1};
endproperty
a_cc2: assert property (full_read_ignore_write);
```



USING ASSERTIONS



All my assertions pass – now what?

- Remember, simulation can only show the presence of bugs, but never prove their absence!
- **An assertion has never “fired”.**
 - What does this mean?
 - Does not necessarily mean that it can't be violated!
 - **Unless simulation is exhaustive..., which in practice it never will be.**
 - It might not have fired **because it was never active.**
 - Most assertions have the form of **implications.**
 - Implications are satisfied when the pre-condition is false!
 - These are **vacuous** passes.
 - **We need to know how often the property passes non-vacuously!**



Assertion Coverage

- Measures how often an assertion condition has been evaluated.
 - Many simulators count only **non-vacuous** passes.

```
assert property ( (sel1 || sel2) ==> ack );
```



- Add assertion coverage points using:

```
cover property ( sel1 || sel2 );
```

- Coverage can also be collected on sub-expressions:

```
cover property ( sel1 );  
cover property ( sel2 );
```



Overcoming the Observability Problem



- If a design property is violated during simulation, then the DUV fails to operate according to the original design intent.

BUT:

- Symptoms of low-level bugs are often not easy to observe/detect.
- Activation of a faulty statement may not be enough for the bug to propagate to an observable output.

Assertion-Based Verification:

- During simulation, assertions are continuously monitored.
- The assertion immediately fires when it is violated and in the area of the design where it occurs.
- Debugging and fixing an assertion failure is much more efficient than tracing back the cause of a failure.



Costs and benefits of ABV

- Costs include:

- Benefits include:



Costs and benefits of ABV

- Costs include:
 - Simulation speed
 - Writing the assertions
 - Maintaining the assertions
- Benefits include:



Costs and benefits of ABV

- Costs include:
 - Simulation speed
 - Writing the assertions
 - Maintaining the assertions
- Benefits include:
 - Explicit expression of designer intent and specification requirements
 - Specification errors can be identified earlier
 - Design intent is captured more formally
 - ABV enables finding more bugs faster
 - Improved localisation of bugs for debug using assertion labels
 - ABV promotes the measurement of functional coverage
 - Improved qualification of test suite based on assertion coverage
 - ABV facilitates the uptake of formal verification
 - Re-use the formal properties throughout design life cycle

Intellectual step of property capture forces you to think earlier!



Do assertions really work?

- **Assertions are able to detect a significant percentage of design failures:**

[Foster et al.: Assertion-Based Design. 2nd Edition, Kluwer, 2010.]

- 34% of all bugs were found by assertions on DEC Alpha 21164 project [Kantrowitz and Noack 1996]
- 17% of all bugs were found by assertions on Cyrix M3(p1) project [Krolnik 1998]
- 25% of all bugs were found by assertions on DEC Alpha 21264 project - The DEC 21264 Microprocessor [Taylor et al. 1998]
- 25% of all bugs were found by assertions on Cyrix M3(p2) project [Krolnik 1999]
- 85% of all bugs were found using OVL assertions on HP [Foster and Coelho 2001]

- **Assertions should be an integral part of a verification methodology.**



ABV Methodology

- Use assertions as a method of documenting the exact intent of the specification, high-level design, and implementation
- Include assertions as part of the design review to ensure that the intent is correctly understood and implemented
- Write design assertions when writing the RTL code
 - The benefits of adding assertions at later stage are much lower
- Assertions should be added whenever **new functionality** is added to the design to capture intent and to assert correctness of the new features
- Keep properties and sequences **simple**
 - Build complex assertions out of simple, short assertions/sequences



Summary

In ABV we have covered:

- ✓▪ What is an assertion?
- ✓▪ Use of assertions
- ✓▪ Safety and liveness properties
- ✓▪ Implementation vs specification assertions
- ✓▪ Introduction to basics of SVA as a property formalization language
- ✓▪ Importance of Assertion Coverage
- ✓▪ Costs vs benefits of using ABV



