

Design Verification

Lecture 14 - More Sequential Verification

1. Retime: move FFs forward or backward to

- reduce the clock cycle time
- minimize number of FFs

Example 1

2. Retimed circuit functionally equivalent to its original circuit

- we can apply sequential verification techniques to check for equivalence
- problem: few candidate equivalent pairs → can't reduce circuit much
- few candidate pairs because the time-frame a particular gate exhibits the expected value changed

Example 2

3. Delay compensation

- Define *responses* of a signal: response values of a given signal on a sequence of input vectors
- Define *delayed-equivalent pair*: (a, b) is a delayed-equivalent pair if the responses of a is equivalent to a delayed version of b (delay can be negative value)
- restore the FF's original location so that response of a no longer a delayed version of the response of b

4. Identifying delayed equivalent pairs

- Define *signature* of a signal a : a signature has N fields, where $N = \#$ of primary inputs. i^{th} field indicates the minimum number of flip-flops on the path from PI $\#i$ to the signal a
- Computation of signatures linear in size of circuit
- After signatures are computed, compare pair-wise candidate delayed-equivalent pairs

Example 3

5. After delayed-equivalent pairs have been identified, delay compensation is applied to the retimed circuit
 - move flip-flops across gates whose signals are early/late w.r.t the other circuit
 - may change signatures for other signals
 - must iterate

Delay_compensation()

 construct miter circuit

 compute signature of signals in both circuits

 derive candidate equivalent and delayed-equivalent pairs

 sort signals in fanout-first order (closest to PO first)

 iterate

 for a candidate delayed-equivalent pair (a, b)

 delay compensate a move on a or b

 update signature for some signals

 return the modified circuit

6. After delay compensation, perform sequential equivalence checking on the transformed circuit
 - more candidate equivalent pairs possible
 - room for more reduction in incremental verification
7. Verification of 2 circuits generated by different synthesis flows
 - two flows may interpret don't care conditions differently
 - causing a false negative problem

Example 4

8. Unreachable states is one type of don't care conditions
9. Other don't care conditions that can arise in a circuit
 - due to temporal or spatial correlations among signals in circuit
 - impossible value combinations at internal signals

Example 5

10. The don't care conditions can help us identify more equivalent internal node pairs.
 - step 0: FSM traversal to find a subset of unreachable states and identify other don't care conditions
 - step 1: for a candidate pair (a, b) , do constrained (ATPG) search to see if $a \equiv b$, while not violating any don't care constraints
11. We can find unreachable states without considering all FFs
 - perform FSM traversal only on a subset of FFs
 - treat the FFs not in the subset as primary inputs
 - FSM traversal now simpler (fewer ff's)
 - subset of FFs identified by random simulation: all the FFs that do not belong to any candidate FF pair in the miter circuit

Example 6 (subset of FFs)

12. FSM traversal

- Image computation using the subset of FFs (existential quantification on the FFs not in subset)
- Once fixed point reached, unreachable states = negation the set of reachable states

13. Represent don't cares symbolically

- Let BDD_{dc} be the ROBDD for the don't care conditions
 - ↳ this defines the Boolean don't care space
 - ↳ $\overline{BDD_{dc}}$ is the Boolean care space
- Let BDD_{miter} be the ROBDD for the miter output
- Then, $F = BDD_{miter} \wedge \overline{BDD_{dc}}$ is the output function specified over the *care space* (as opposed to don't care space)
- if $F \equiv 0$, then we know the 2 circuits joined at the miter are equivalent, since over the care space, there is no way to obtain a 1 at the miter output
- Note that BDD_{dc} can include both unreachable states and impossible internal value combinations

Example 7