ESE5320: System-on-a-Chip Architecture

Day 20: November 8, 2023 Verification 1

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Today

- Part 1:
 - Motivation
 - Challenge and Coverage
- Part 2:
 - Golden Model / Reference Specification

Goal

Not fail and lose consumer confidence.
...or lose them money, privacy, service

· Assure design works correctly

Not lose points on your grade ☺

availability....

- Not kill anyone

· Ethical issue

- Part 3:
 - Automation and Regression

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Message

- If you don't test it, it doesn't work.
- · Verification is important and challenging
- · Demands careful thought
 - Tractable and adequate coverage
- Value to a simple functional reference
- Must be automated and rerun with changes
 - Often throughout lifecycle of design

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Challenge

- · Designs are complex
 - Many ways things can go wrong
 - Many subtle ways things can go wrong
 - Many tricky interactions
- · Designs are often poorly specified
 - Complex to completely specify

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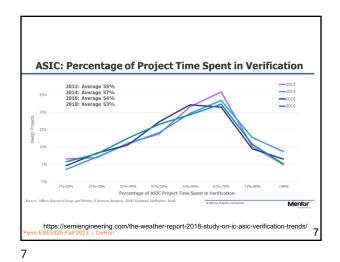
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Verification

- · Often dominant cost in product
 - Requires most manpower (cost)
 - Takes up most of schedule
 - In the critical path to making money

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ASIC: Mean % Time Design Engineer is Doing Design vs Verification

Correctness?

- · How do we define correctness for a design?
- How do we know the design is correct?
- · How do we know the design remains correct when?
 - Add a some feature
 - Perform an optimization
 - Fix a bug

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Life Cycle

- · Design
 - specify what means to be correct
- Development
 - Implement and refine
 - Fix bugs
 - Optimize
- · Operation and Maintenance
 - Discover bugs, new uses and interaction
 - Fix and provide updates
- · Upgrade/revision

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Testing and Coverage

Strawman Testing

Validate the design by testing it:

- · Create a set of test inputs
- · Apply test inputs
- · Collect response outputs
- · Check if outputs match expectations

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Strawman: Inputs and Outputs

Validate the design by testing it:

- · Create a set of test inputs
 - How do we generate an adequate set of inputs? (know if a set is adequate?)
- · Apply test inputs
- · Collect response outputs
- · Check if outputs match expectations
 - How do we know if outputs are correct?

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How many input cases?

Combinational:

- 10-input AND gate?
- Any N-input combinational function?

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Add Pipelining

- · The output doesn't correspond to the input on a single cycle
- · Need to think about inputs sequences to output sequences
- · How many input cases for a generic acyclic circuit?
 - Depth d
 - Inputs N
 - Simple case: just clock in inputs over d

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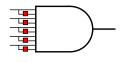
Try 1: Inputs and Outputs

- Create a set of test inputs
 - How do we generate an adequate set of inputs? (know if a set is adequate?)
 - · All possible inputs
- Check if outputs match expectations
 - How do we know if outputs are correct?
 - · Manually identify correct output

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Add Pipelining

- · The output doesn't correspond to the input on a single cycle
- · Need to think about inputs sequences to output sequences
- How many input cases?



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Add Feedback State

- · When have state
 - Different inputs can produce different outputs
- · Behavior depends on state
- · Need to reason about all states the design can be in

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How many input cases?

- Function of 8b input
- Update of 32b checksum when given new 8b of input
 - Static int current; // internal state
 - Void CKSUM32(unsigned char input) {current=CKSUM(current,input);} Void CKSUM32reset() {current=0;}

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How many input cases?

- · Function of 8b input
- · Update of 32b checksum when given new 8b of input
 - Void CKSUM32(unsigned char input) {current=CKSUM(current,input);}
- · If only have access to input,
 - How long a sequence to get current into a potential value?

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Observation

- · Cannot afford
 - Exhaustively generate input cases
 - Manual write output expectations
- · Will need to be smarter about test case selection

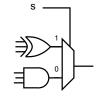
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Structural Simplifications

- · How many cases if treat as 7-input function?
- · How many useful cases
 - If hold s at 0?
 - If hold s at 1?
 - Together total cases?



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Useful Test Cases

```
What values of s
int fun(int s,a,b,c,d) {
                                will be interesting?
 if (s>20)
                               --- likely to exhibit different
                                behavior?
    if (s>100)
      return(a+b); else return(b+c);
                          When s=10.
 else
                             what values of a, b, c, d
   if (s<0)
                             interesting? - likely to help
      return(c+d); else return(a+d); verify/debug?
```

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Finite State Machine

Logic depends on state

- May have different logic in every state
- May transition to different states based on state and input

int state;

```
while (true) {
  switch (state) {
    case (ST1): out=1; state=ST2; break;
     case (ST2): if (in>0) {out=2; state=ST3;}
                 else {out=0; state=ST2;} break:
```

Finite State Machine

 What input cases should we try to exercise for an FSM? (goal for test cases)

int state;

```
while (true) {
  switch (state) {
```

case (ST1): out=1; state=ST2; break; case (ST2): if (in>0) {out=2; state=ST3;}

else {out=0; state=ST2;} break;

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So far...

- · Identifying test stimulus important and tricky
 - Cannot generally afford exhaustive
 - Need understand/exploit structure
- Coverage metrics a start
 - Not complete answer

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Strawman: Inputs and Outputs

Validate the design by testing it:

- · Create a set of test inputs
 - How do we generate an adequate set of inputs? (know if a set is adequate?)
- · Apply test inputs
- · Collect response outputs
- · Check if outputs match expectations
 - How do we know if outputs are correct?

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Coverage

- Do our tests execute every line of code?
 - What percentage of the code is exercised?
- · Gate-level designs
 - Can we toggle every gate output?
- · Necessary but not sufficient
 - Not exercised or not toggled, definitely not testing some functionality
 - Remember: If you don't test it, it doesn't work.
- Measurable

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Reference Specification (Golden Model)

Part 2

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Problem

- · Manually writing down results for all input cases
 - Tedious
 - Error prone
 - ...simply not viable for large number cases need to cover
 - · Definitely not viable exhaustive
 - ...and still not viable when select intelligently

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Specification Model

- · Ideally, have a function that can
 - compute the correct output
 - for any input sequence
- · ``Gold Standard" an oracle
 - Whatever the function says is truth
- Could be another program
 - Written in a different language? Same language?

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Test against Specification

- · Relieved ourselves of writing outputs
- Still have to select input cases
 - Can freely use larger set since not responsible for manually generating output match

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Random inputs

Combinational:

Expected number inputs to cause output to toggle?

10-input AND gate?



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Testing with Reference Specification

Validate the design by testing it:

- · Create a set of test inputs
- Apply test inputs
 - To implementation under test
 - To reference specification
- · Collect response outputs
- · Check if outputs match

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Random Inputs

- · Can use random inputs
 - Since can generate expected output for any case
- · Use coverage metric to see how well random inputs are exercising the code
- · Can be particularly good to identify interactions and corner cases didn't think of manually
- · Still unlikely to generate very obscure cases

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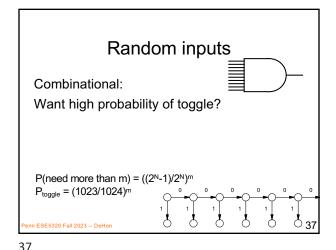
Random inputs

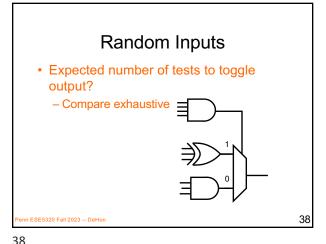
Combinational:

Expected number inputs to cause output to toggle?

• 10-input AND gate?

P(need more than m) = $((2^{N}-1)/2^{N})^{m}$ $0.5 = (1023/1024)^{m}$ m~=709

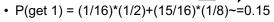




Random Inputs

Expected number of tests to toggle output?
 Compare exhaustive

- P(AND4 1)=1/16
- P(xor has 1)=1/2
- P(AND3 1)=1/8



- 4 or 5 likely to generate a toggle

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Random Inputs

- Expected number of tests to toggle output?
 Compare exhaustive
- P(get 1) = (1/16)*(1/2)+(15/16)*(1/8)~=0.15
- 4 or 5 likely to generate a toggleStill not guarantee test
 - both

 More to guarantee
 propagate toggle form xor3 and and3

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Observation

- In many cases, random can find interesting cases quickly
 - Maybe not minimum, but small compared to exhaustive
- Some cases may be as bad as exhaustive
- Coverage metrics give us hints/guidance of which is which

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Random Testing

- Completely random may be just as bad as exhaustive
 - Expected time to exercise interesting piece of code
 - Expected time to produce a legal input
 - E.g. random packets will almost always have erroneous checksums
 - E.g. random bytes won't generate duplicate chunks, or much opportunity for LZW compression

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Semi-Random

- How could we generate more useful but "randomized" inputs?
 - Focus on things we need to exercise

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Biased Random

- Non-uniform random generation of inputs
 - Compute checksums correctly most of the time
 - · Control rate and distribution of checksum errors
- · Randomize properties of input, E.g.
 - Lengths of repeated sequences
 - Distance between repeated sequences
 - Edit sequence applied to differentiate files

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Specification

- Where would we get a reference specification?
 - and why should we trust it?
 - Isn't this just another design that can be equally buggy?

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Biased Random

- Non-uniform random generation of inputs
 - Compute checksums correctly most of the time
 - · Control rate and distribution of checksum errors
- · Randomize properties of input:
 - What are some properties we might want to vary for our compression/deduplication?

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Testing with Reference Specification

Validate the design by testing it:

- · Create a set of test inputs
- · Apply test inputs
 - To implementation under test
 - To reference specification
- · Collect response outputs
- · Check if outputs match

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Standard

Many standards includes a reference implementation.

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Existing Product

· Many times there's an existing product or open-source implementation...

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Specification Correct?

- · How would we know the specification is correct? -- why should we trust it?
 - Simpler/smaller
 - · Less opportunity for bugs
 - · Written for function/clarity not performance
 - Different
 - Ok as long as reference and implementation don't have same bugs
 - Debug and test them against each other

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Common Bugs

- · Assuming Random, Independent errors
- P(not catch) = P1(bug)*P2(bug)
- P(not catch across all)
 - ~= cases*P(not catch)
- Better:

P(not catch across all) = 1-(1-P(not catch))cases

Develop Specification

· Maybe develop a simple, functional implementation as part of early design

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Common Bugs

- · Combinational (for simplicity)
- 5 input function, single output
- · Assume two specifications have 1% error rate (1% of input cases wrong)
- Assume independent
 - (key assumption weaker to extent wrong)
- · Probability of both giving same wrong result?
 - For a particular input case?

- Across all input cases?

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Day 13

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Window Filter

· Compute based on neighbors

• for (y=0;y<YMAX;y++) for (x=0;x<XMAX;x++)o[y][x]=F(d[y-1][x-1],d[y-1][x],d[y-1][x+1],

d[y][x-1],d[y][x],d[y][x+1],d[y+1][x-1],d[y+1][x],d[y+1][x+1]);

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Window Filter

Day 13

- · Single read and write from dym, dy
- for (y=0;y<YMAX;y++) for (x=0;x<XMAX;x++) { dypxm=dypx; dypx=dnew; dnew=d[y+1][x+1]; dyxm=dyx; dyx=dyxp; dyxp=dy[x+1]; dymxm=dymx; dymx=dymxp; dymxp=dym[x+1]; o[y][x]=F(dymxm,dymx,dymxp,dyxm,dyx,dyxp, dypxm,dypx,dnew); dym[x-1]=dyxm;dy[x-1]=dypxm; }

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Simpler Functional

- · Sequential vs. parallel
- · Unpipelined vs. pipelined
- · Simple algorithm
 - Brute force?
- · No data movement optimizations
- Use robust, mature (well-tested) building blocks

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Coverage

- · Of specification or implementation?
 - Almost certainly both
- · Specification may have a case split that implementation doesn't have
 - E.g. handle exceptional case
- Implementation typically have many more cases to handle in general

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Simpler Functional

· Other examples of functional specification being simpler than implementation?

Testing with Reference Specification

Validate the design by testing it:

- · Create a set of test inputs
- · Apply test inputs
 - To implementation under test
 - To reference specification
- Collect response outputs
- · Check if outputs match

Refine inputs based on coverage metrics

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Automation and Regression

Part 3

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Automated

- · Testing suite must be automated
 - Single script or make build to run
 - Just start the script
 - Runs through all testing and comparison without manual interaction
 - Including scoring and reporting a single pass/fail result
 - · Maybe a count of failing cases

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Regression Tests

- · One big test or many small tests?
- · Benefit of many small tests?
- Benefit of big test(s)?

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Life Cycle

- Design
 - specify what means to be correct
- Development
 - Implement and refine
 - Fix bugs
 - optimize
- · Operation and Maintenance
 - Discover bugs, new uses and interaction
 - Fix and provide updates
- Upgrade/revision

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Regression Test

- Regression Test -- Suite of tests to run and validate functionality
- To identify if your implementation has "regressed" – returned to a previously buggy state

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Automation Mandatory

- Will run regression suite repeatedly during Life Cycle
 - Every change
 - As optimize
 - Every bug fix

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Automation Value

- · Engineer time is bottleneck
 - Expensive, limited resource
 - Esp. the engineer(s) that understand what the design should do
- Cannot spend that time evaluating/running tests
- Reserve it for debug, design, creating tests
- · Capture knowledge in tools and tests

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When find a bug

- · If regression suite didn't originally find it
 - Add a test (expand regression suite) so will have a test to cover
- Make sure won't miss it again
- · Test suite monotonically improving

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Continuous Integration

- When commit code to shared repo (git, svn)
 - Build and run regression suite
 - Perhaps before allow commit
 - Guarantee not break good version
 - Or, at least, know how functional/broken the current version is
- Alternately (complement), nightly regression
 - Automation to check out, build, run tests

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Unit Tests

- Regression for individual components
- · Good to validate independently
- · Lower complexity
 - Fewer tests
 - Complete quickly
- Make sure component(s) working before run top-level design tests
 - One strategy for long top-level regression

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When add a feature

- · Add a test to validate that feature
 - And interaction with existing functionality
- · Maybe add the test first...
 - See test identifies lack of feature before add functionality
 - ...then see (correctly added) feature satisfies test

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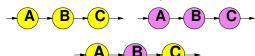
Regression Test Size

- · Want to be comprehensive
 - More tests better....
- · Want to run in tractable time
 - Few minutes once make change or when checkin
 - Cannot run for weeks or months
 - Might want to at least run overnight
- · Sometimes forced to subset
 - Small, focused subset for immediate test
- Comprehensive test for full validation

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Functional Scaffolding

- If functional decomposed into components like implementation
- Replace individual components with implementation
 - Use reference/functional spec for rest



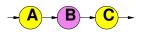
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Functional Scaffolding

- If functional decomposed into components like implementation
- Replace individual components with implementation
 - Use reference/functional spec for rest
- Independent test of integration for that module



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 Run reference component and implementation together and check outputs

components like implementation

· If functional decomposed into

Functional Scaffolding

Copy B copy C Summarize Mismariches

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Decompose Specification

- Should specification decompose like implementation?
 - ultimate golden reference
 - Only if that decomposition is simplest
- · But, worth refining
 - Golden reference simplest
 - Intermediate functional decomposed
 - · Validate it versus golden
 - Still simpler than final implementation
- Then use with implementation

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Admin

- Feedback
- P2 due Friday
- P3 out
- · Next Week ...

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Big Ideas

- · Testing
 - Designs are complicated, need extensive validation – If you don't test it, it doesn't work.
 - Exhaustive testing not tractable
 - Demands care
 - Coverage one tool for helping identify
- Reference specification as "gold" standard
 - Simple, functional
- Must automate regression
- Use regularly throughout life cycle

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