

EE 709: Testing & Verification of VLSI Circuits

Introduction

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EE 709: Testing & Verification of VLSI Circuits

Lecture – 1 (Jan 02, 2011)

Course Outline

- ❖ VLSI Testing
- ❖ VLSI System Design Verification
- ❖ Post Silicon Debug
- ❖ Fault Diagnosis

Course Schedule

Class Hours

- ❖ Monday (10:30 am to 11:30 am) – VLSI Testing
- ❖ Tuesday (11:30 am to 12:30 pm) – Design Verification
- ❖ Thursday (8:30 am to 9:30 am) – Debug/Diagnosis/Test/Verification

Office Hours

- Thursday (3:00 pm to 4:00 pm)

Course Evaluation

- ❖ Mid Term Exam (15%)
 - Open Book/Notes Exam
- ❖ Final Exam (40%)
 - Open Book/Notes Exam
- ❖ Assignments (15%)
 - Set of assignments will be given periodically
- ❖ Course Projects (20%)
 - 2 projects each (Test and Verification)
 - Group (Max size 2)
- ❖ Continuous Evaluations (10%)
 - Bi (Tri) weekly tests (70% best will be counted)

Books

- ❖ Essential of Electronic Testing for Digital, Memory, and Mixed Signal VLSI Circuits
 - ❖ Michel. L. Bushnell and Vishwani D. Agrawal
 - ❖ Springer 2005
- ❖ Logic Testing and Design for Testability
 - ❖ Hideo Fujiwara
 - ❖ MIT Press 1985
- ❖ Digital System Testing and Testable Design
 - ❖ M. Abramovici, M. Breuer, A. Friedman
 - ❖ IEEE Press 1994 (now available in Jayco Publication)
- ❖ VLSI Test Principals and Architectures
 - ❖ L.W. Wang, C.W. Wu, and W. Xiaoqing
 - ❖ Academic Press 2006
- ❖ Current Literature (IEEE TC/TCAD/TVLSI, JETTA)

Books

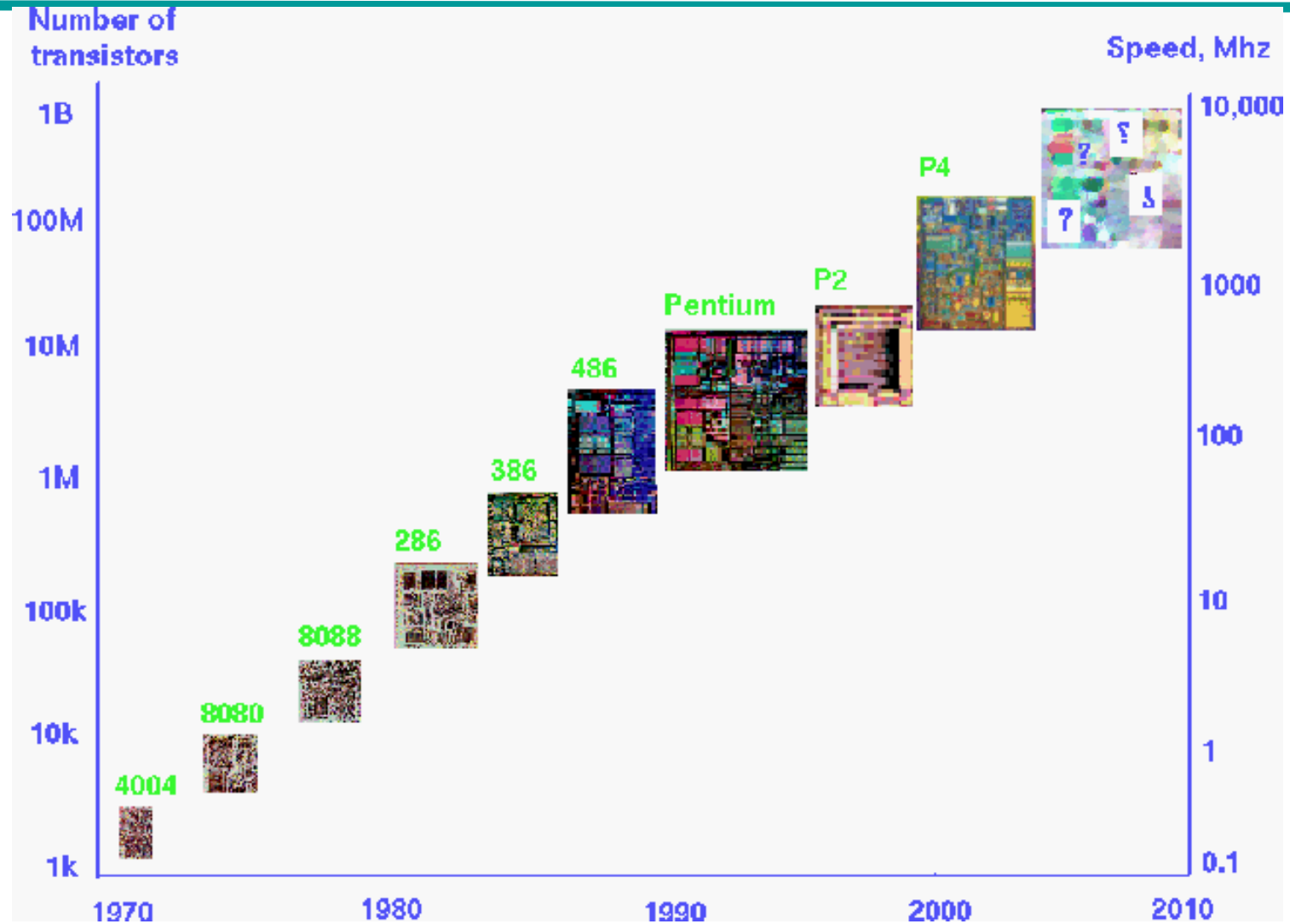
- ❖ Logic in Computer Science
 - M. Huth and M. Ryan
 - Cambridge Univ. Press, 2004
- ❖ Introduction to Formal Hardware Verification
 - Thomas Kropf
 - Springer
- ❖ Hardware Design Verification
 - William K. Lam
 - Prentice Hall

- ❖ Current Literature (IEEE TC/TCAD/TVLSI)

Acknowledgement

- ❖ Prof. Hideo Fujiwara, NAIST, Japan
- ❖ Prof. Kewal Saluja, Univ. of Wisconsin-Madison
- ❖ Prof. Masahiro Fujita, Tokyo University
- ❖ Prof. Jacob Abraham, UT Austin
- ❖ Prof. Vishwani Agrawal, Auburn Univ.
- ❖ Prof. Adit Singh, Auburn Univ.
- ❖ Prof. Samiha Mourad, Santa Clara Univ.
- ❖ Prof. Michiko Inoue, NAIST
- ❖ Prof. Erik Larsson, Linkoping Univ.
- ❖ Dr. Subir Roy, Texas Instruments, India
- ❖ Dr. Rubin Parekhji, TI, India

Design Complexity



VLSI Realization Process

Customer's need

Determine requirements

Write specifications

Design synthesis and Verification

Test development

Fabrication

Manufacturing test

Chips to customer

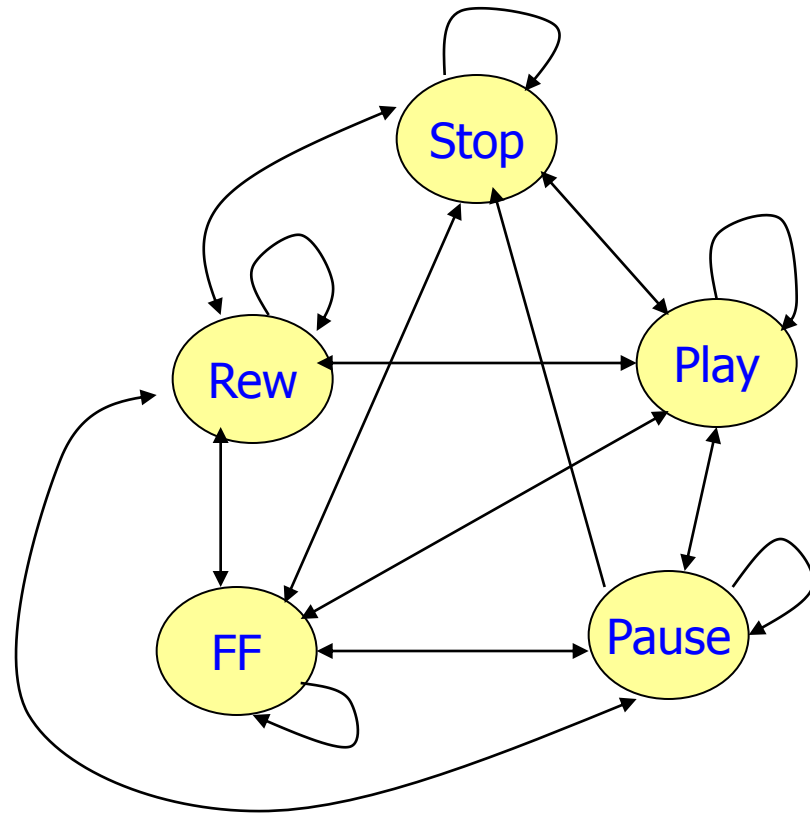
Definitions

- ❖ *Design synthesis*: Given an I/O function, develop a procedure to manufacture a device using known materials and processes.
- ❖ *Verification*: Predictive analysis to ensure that the synthesized design, when manufactured, will perform the given I/O function.
- ❖ *Test*: A manufacturing step that ensures that the physical device, manufactured from the synthesized design, has no manufacturing defect.

Verification of DVD Player

DVD Player

- 6 inputs
 - Nothing is pressed
 - Play, Pause, Stop
 - FF, Rew
- Internal 5 States
 - Stopped, Paused
 - Play at normal speed
 - Forward at 2X speed
 - Rewind at 2X speed



Verification of DVD Player

- Assume 1024 x 786 pixels
- True colour (32 bits)
- Number of discrete states = $(2^{32})^{(1024 \times 786)}$
- Combination of current states to next states $[(2^{32})^{(1024 \times 786)}]^2$
- Pixels are independent
- Bounded number of total states: No. of pixels x number of possible colours x number of internal state machines
- $1024 \times 786 \times 2^{32} \times 5 = 16,888,498,602,639,360$
- All transitions from current state to next states are considered

Verification of DVD Player

- Number of possible next states: No. of pixels x number of possible colours x number of possible inputs
- $1024 \times 786 \times 2^{32} \times 6 = 20,266,198,323,167,232$
- Possible current state to possible next states are to be verified
- $16,888,498,602,639,360 \times 20,266,198,323,167,232 = 3.4 \times 10^{32}$
- Assume a simulation engine can verify 1,000,000 transitions per second

It needs 10,853,172,947,159,498,300 Years to verify

Importance of Formal Verification

Simulation

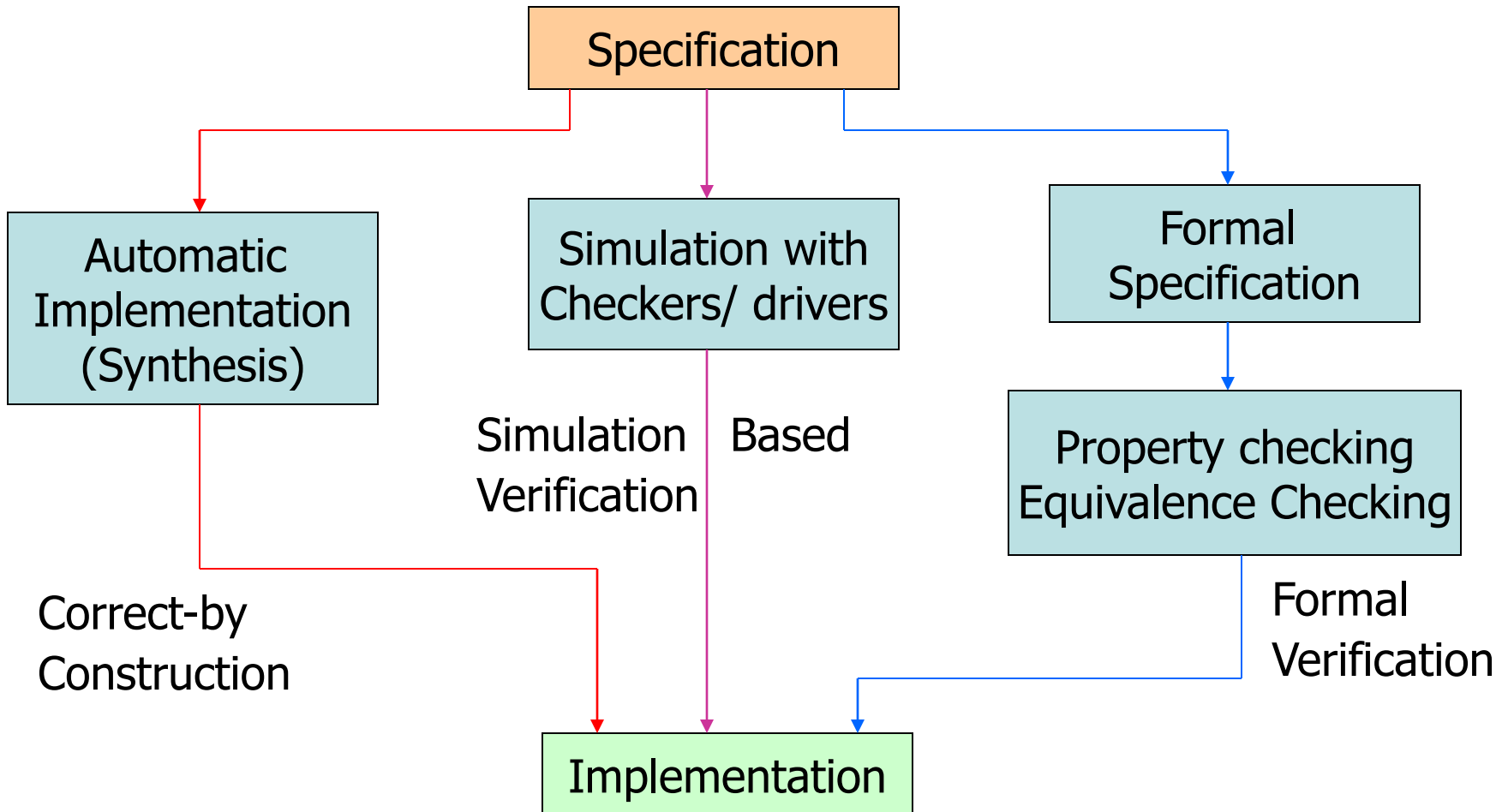
- ❖ Can be applied in any design level
- ❖ But quality of verification fully depends on Simulation Patterns
 - Corner cases may be missed
 - Random is just random and does not cover corner cases

Emulation

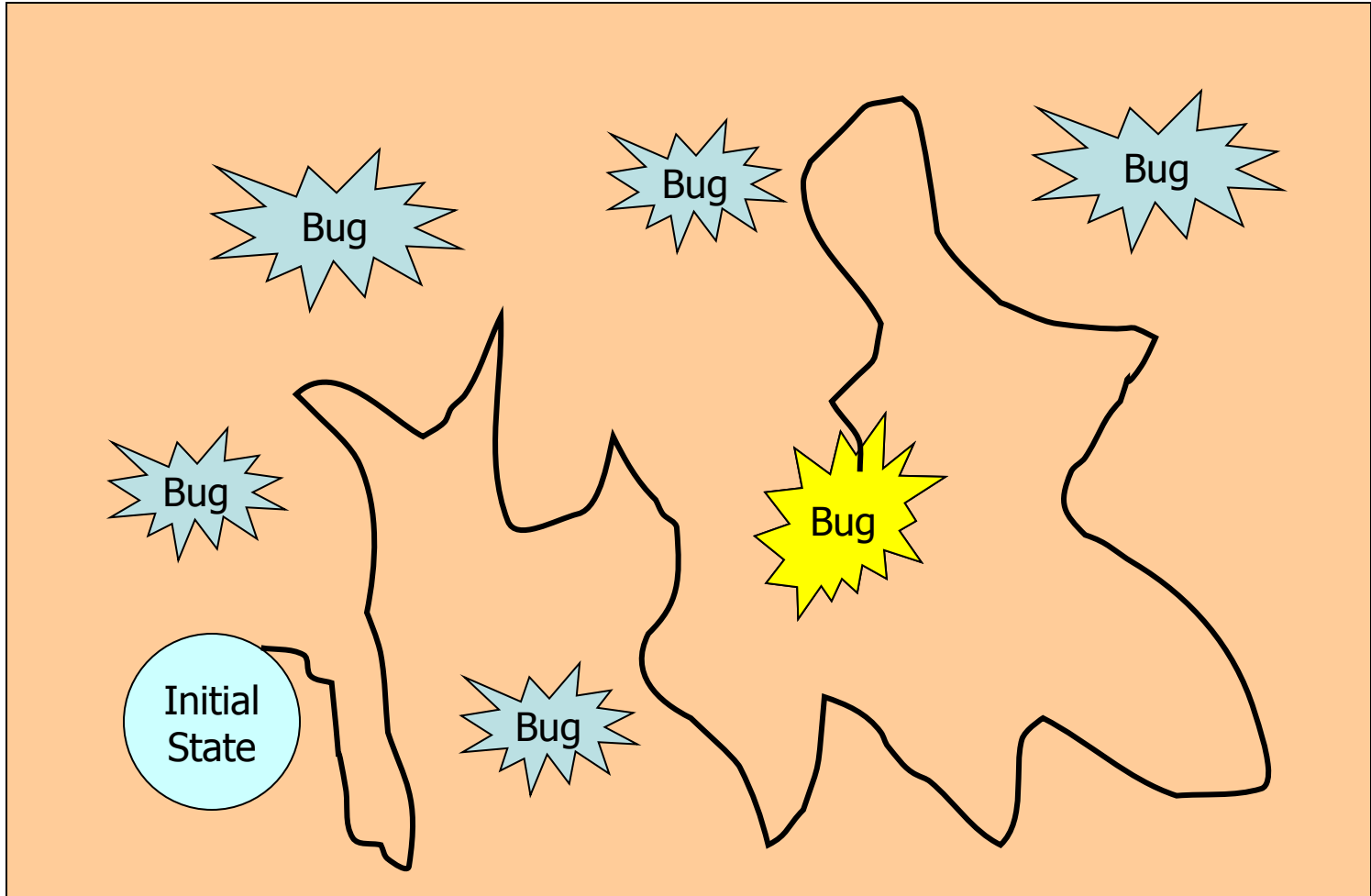
- ❖ Implement on FPGA or other programmable device – need lot of preparation
- ❖ Still verification quality fully depends on Simulation Patterns – corner cases problem remains

Famous bug: Pentium Floating point bug - \$500 m

Design Verification

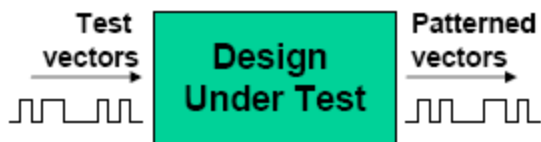


Simulation-Based Verification



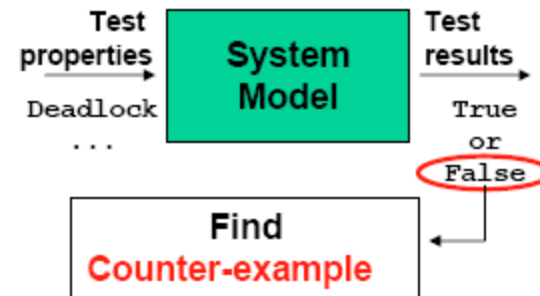
Simulation Vs Formal Verification

- Simulation/emulation



- o Cannot cover all cases
- o Corner cases may be missed
- o Essential method and good for initially debugging

- Formal Verification



- ✓ Equivalent to all case simulation
- ✓ No corner case w.r.t given property

Simulation vs Formal Verification

- Program testing can be used to show the **presence** of the bugs, but never to show the **absence**!

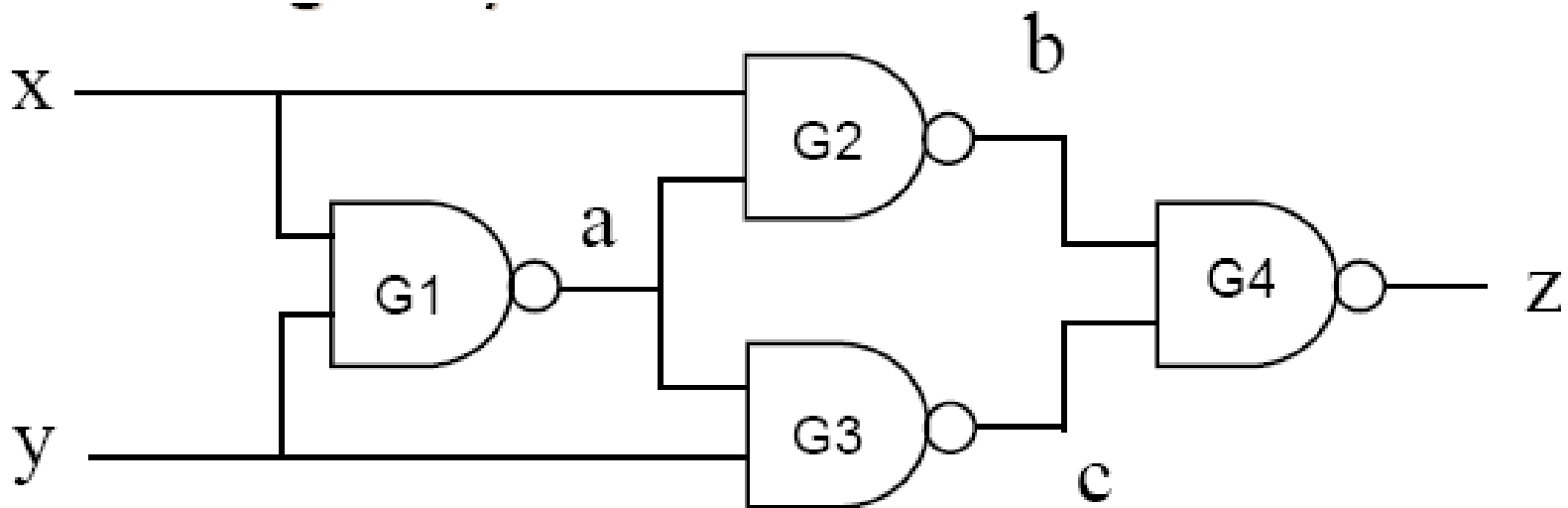
(E.W. Dijkstra)

Simulation Vs Formal Verification

Example:

- Exclusive-OR circuit
- $z = (\sim x \& y) + (x \& \sim y)$

x	y	z	$\sim x \& y + x \& \sim y$
0	0	0	0
0	1	1	1
1	0	1	1
1	1	0	0



Simulation Vs Formal Verification

- Transform the formulae for circuit to the one for specification by mathematical reasoning

$$z = \sim b + \sim c$$

$$b = \sim x + \sim a$$

$$c = \sim a + \sim y$$

$$a = \sim x + \sim y$$

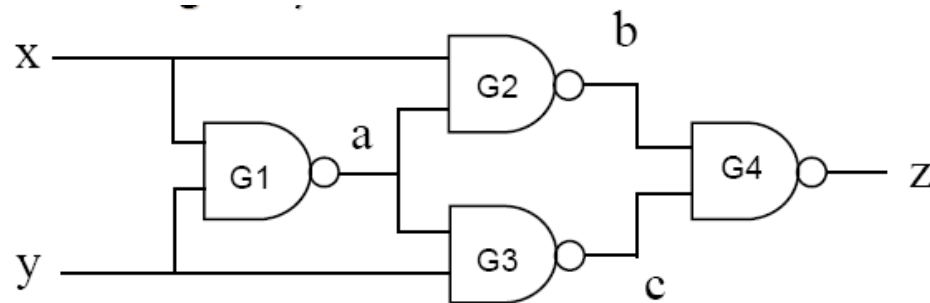
$$z = \sim b + \sim c$$

$$= \sim(\sim x + \sim a) + \sim(\sim x + \sim y)$$

$$= a \& x + a \& y$$

$$= (\sim x + \sim y) \& x + (\sim x + \sim y) \& y$$

$$= x \& \sim y + \sim x \& y$$



- All transformation are based on axioms and theorems
- Mathematical proof of correctness of design

Formal Verification

Techniques

❖ **Deductive Verification** (Theorem proving)

- Uses axioms, rules to prove system correctness
- Difficult and time consuming

❖ **Model Checking**

- Automatic technique to prove correctness of concurrent systems
- Symbolic algorithms (using BDD)

❖ **Equivalence Checking**

- Check if two circuits are equivalent

Thank You

