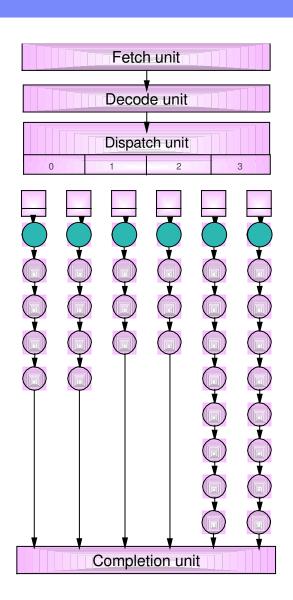


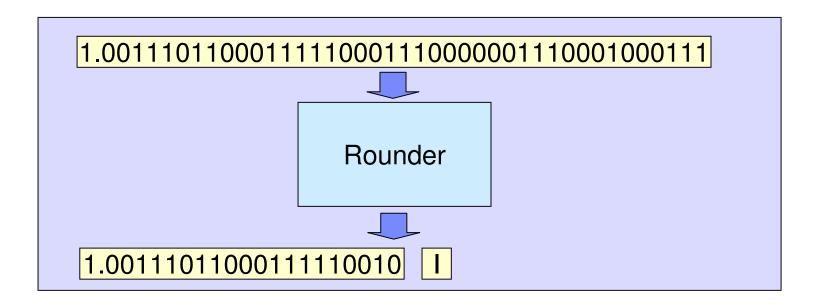
# Deep Knowledge Test Generators & Functional Verification Methodology

IBM Verification Seminar
October 2003 - Laurent Fournier

# All Starting Stages in Holding Position



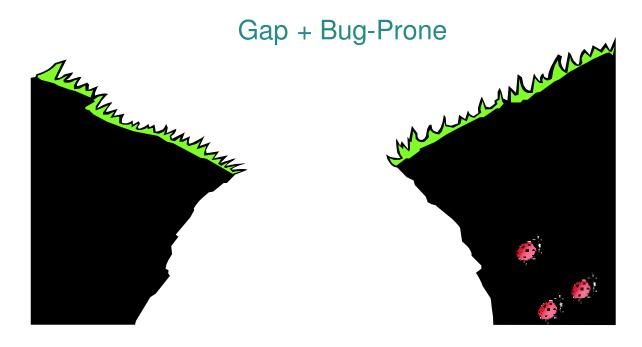
# Extreme Case of Influence on Sticky Bit



1.cccccccccccccc000000000000000000001



# Motivation for Deep Knowledge Test Generation



Control of test generator

Interesting scenarios

# Deep Knowledge Test Generator?

#### **Definition**

Test generation focused on specific verification areas, e.g. FPU, Microarchitecture Flow, SCU

#### **Problem**

Inefficiency of generic architecture tools in specific error-prone verification areas (bugs not found or found late)

## **Objectives**

- To provide greater control to reach non-covered areas
- To enable a systematic and comprehensive verification approach to speed up the rate of coverage

# The Players

## **FPgen**

- Generic, quasi-optimal solution for a welldefined, albeit complex, field
- Complex mathematic algorithms



# **Piparazzi**

- An evolving solution to cope with microarchitecture flow complexity
- Classic constraint solving engine (CSP)

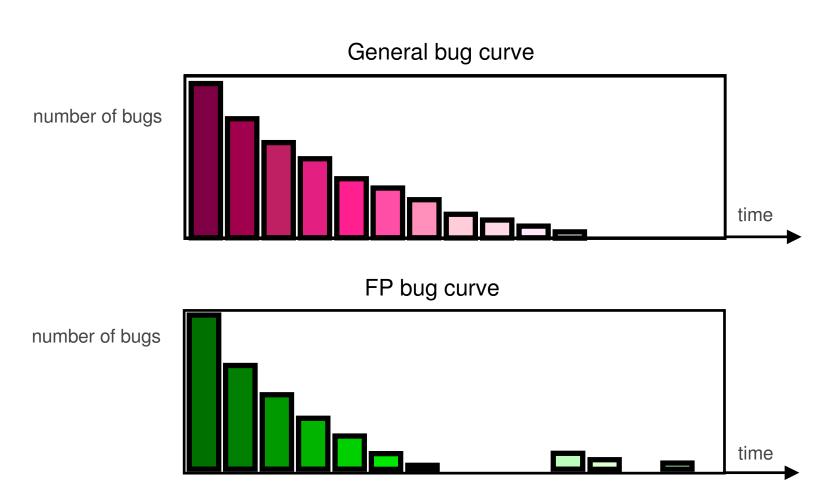
## **DeepTrans**

- More a library of services for now
- Rounds off the model-based technology





# Motivation: Floating Point Bugs





# **Basic Functionality**

OP<sub>1</sub>

OP<sub>2</sub>

Result

DIV

00000001000

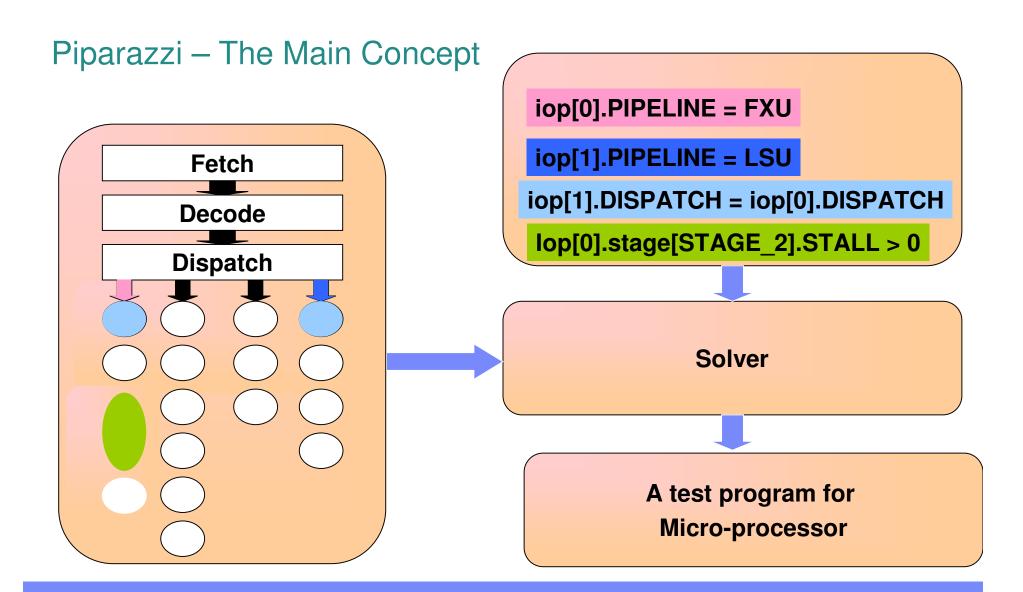
**000000000**Max 4 bits set

Denormal

Rantion en and doint on solution:

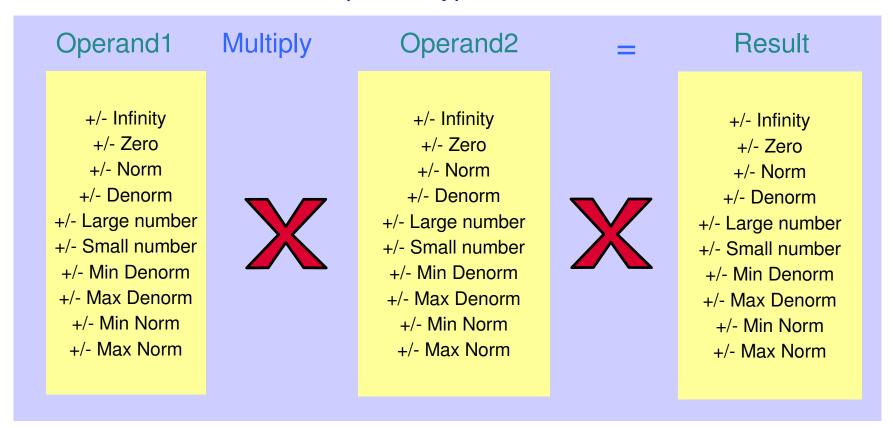
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# Input can be a Full Cross-Product

Example: All types model

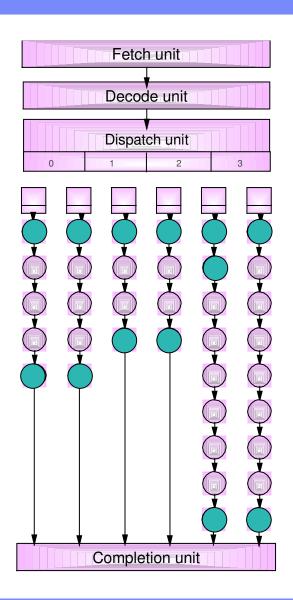


# Relationship between Generator Input Language and Test-plan

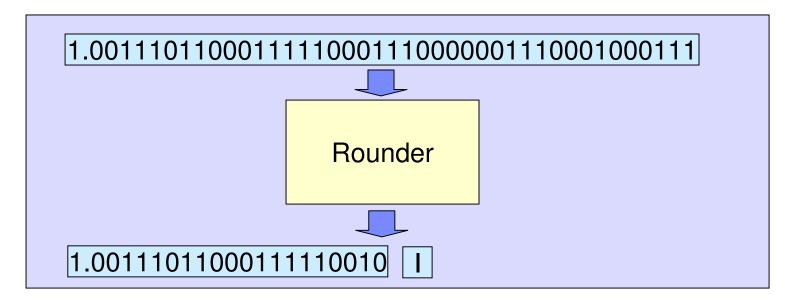


"Language shapes the way we think, and determines what we can think about" - B.L.Whorf

# Generalized Piparazzi Example



# Generalized FPgen Example



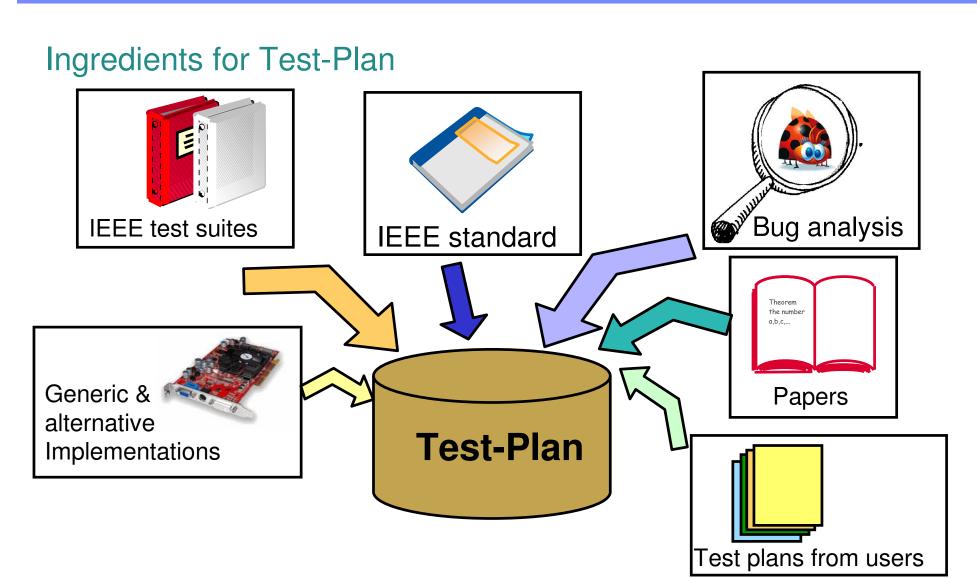
1.ccccccccccccccc00000000000000000000010

. . .

## Generic Test Plans

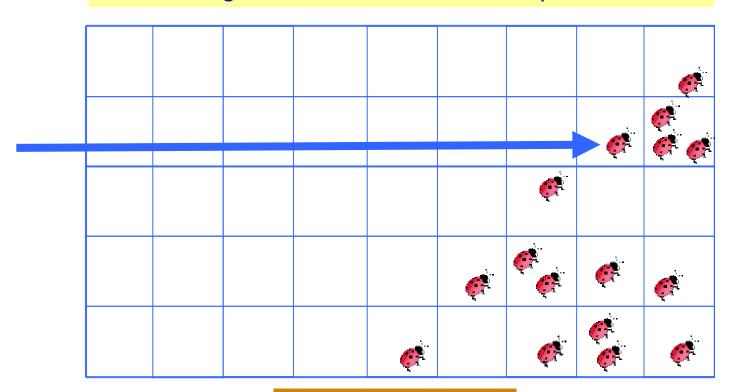


- Methodology Resource Dependent
  - Density
  - Crossing
  - Reduction
  - Huge models





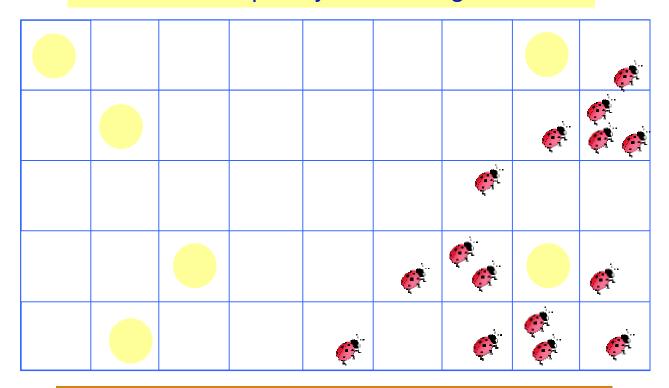
Small design: manual to reach all suspected cases



Slow and tedious

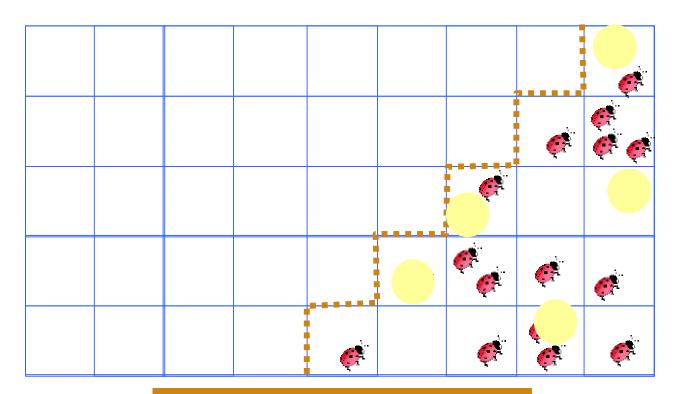


Increased complexity: Random generators



No uniformity in bug location probability

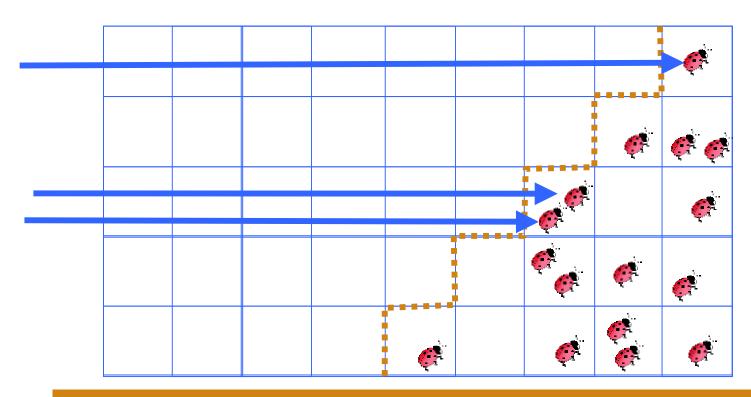
Biased Random generator to control towards suspected areas



Faster and more effective



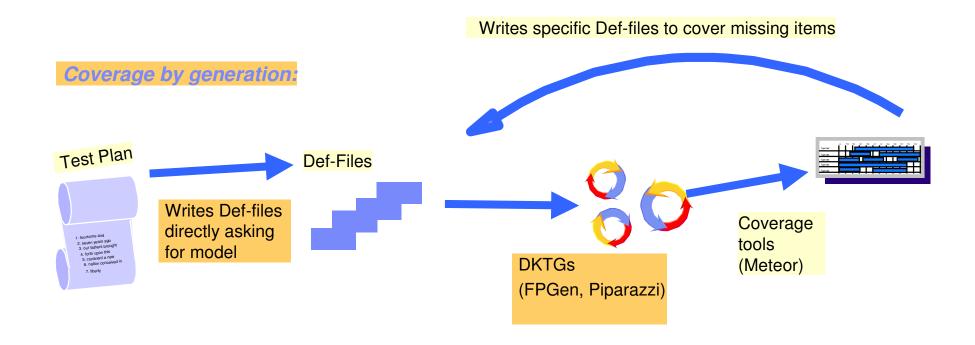
Deep Knowledge Test Generators



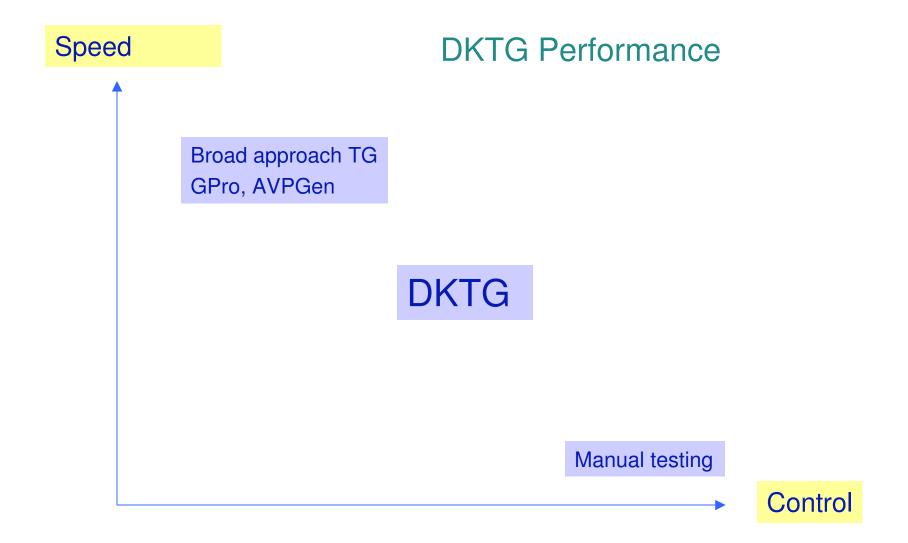
Many fast accesses to areas with a high probability of bugs



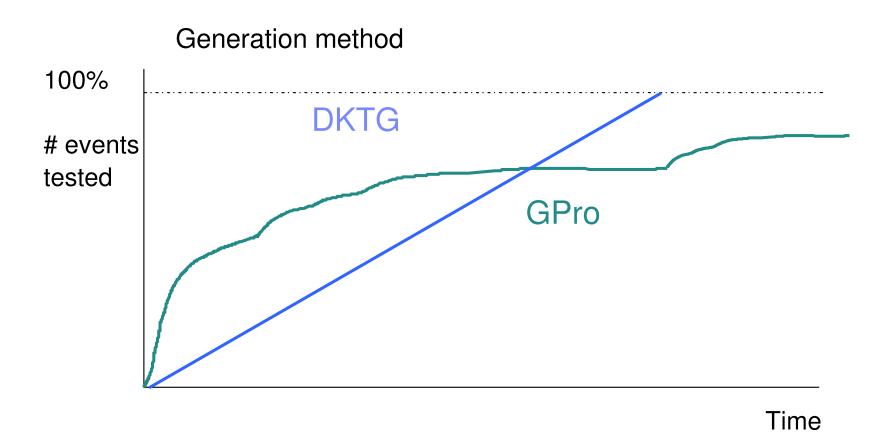
# Coverage by Generation





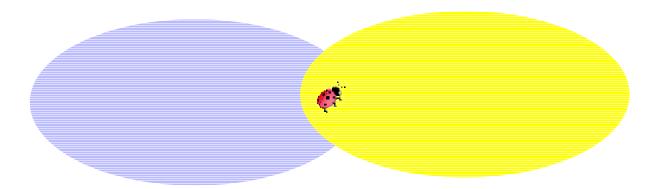


# Coverage Graph



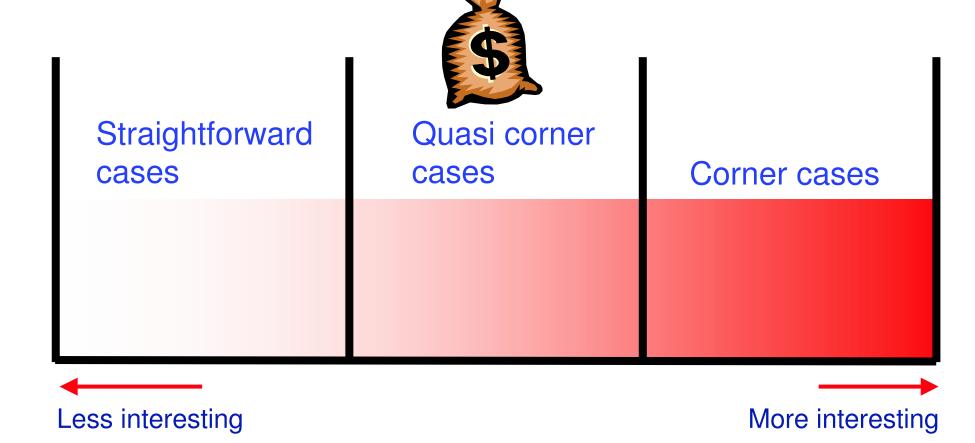
# Cross-Product Approach

Bugs often lie in the interaction of several factors.

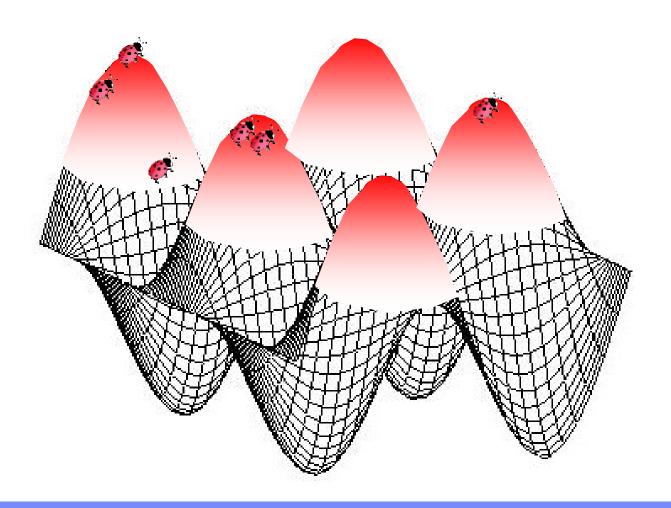


- This approach is more than a list of disparate tasks. It may include, often inadvertently, many "quasi corner cases".
- All types model.
- Some cases are clearly corner cases, but others, while interesting, might have been overlooked.

# **Quasi Corner Cases**



# The Non-Uniform View

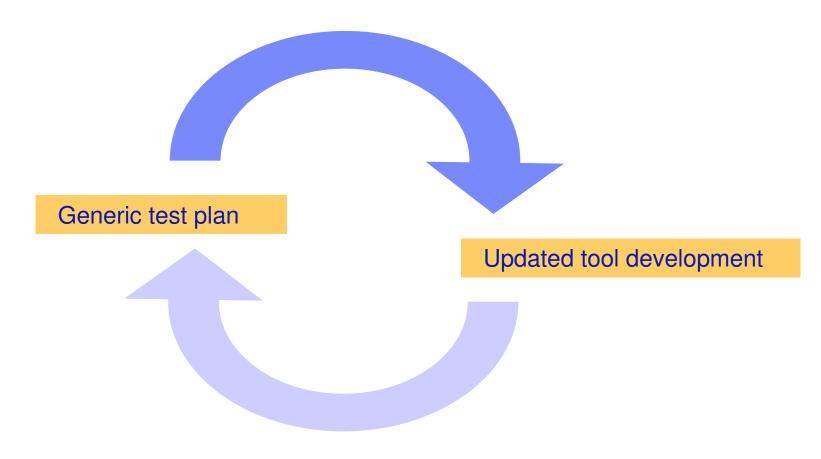


### **Pitfalls**

- Quantity at the price of quality
  - Easy to create large, not meaningful event spaces
    - More events than can be covered (waste of verification bandwidth)
  - Leads people to be "thought-lazy" because easy to generate impressive test-plan (quantity-wise)
  - Blindly rely on "nice" coverage numbers
- Includes many events that require significant effort in knowing whether or not they are reachable (double-edged sword)



# Conclusion: The Test-Plan Feedback Loop





Control

