

Post-Silicon Debug

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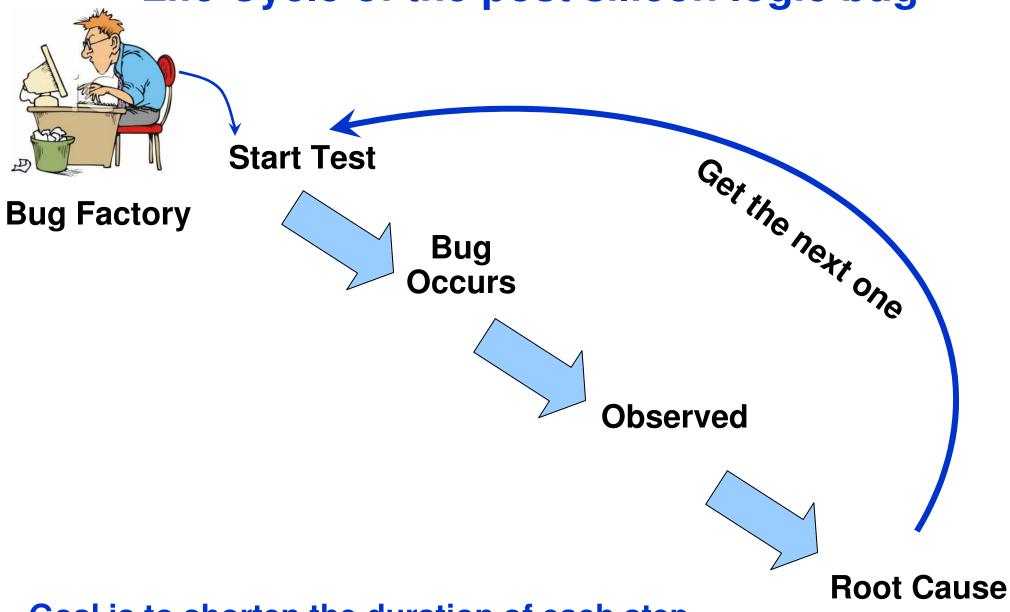
Chief Engineer Power System Bring Up

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Life Cycle of the post silicon logic bug



Goal is to shorten the duration of each step



Step 1 – Finding the bug



Duration can be from seconds to days

Methods

- Coverage driven test programs
- Hardware Irritators
 - Modifies logic behavior
 - Requires upfront planning to add logic



Step 2 – Observation



- Duration can be from cycles to minutes
- Long duration -> Difficult to root cause

Observed by

- Hardware
- Test Programs
- System crash
- System freeze

Time Reduction Methods

- HW Error Detection
- Focused Test Programs
- Internal triggers
 - Logic Analyzers



Step 3 – Root Cause



Quality of debug data is crucial

Methods

- Internal logic analyzers
- External logic analyzers
- Transplanting hardware state into Simulation



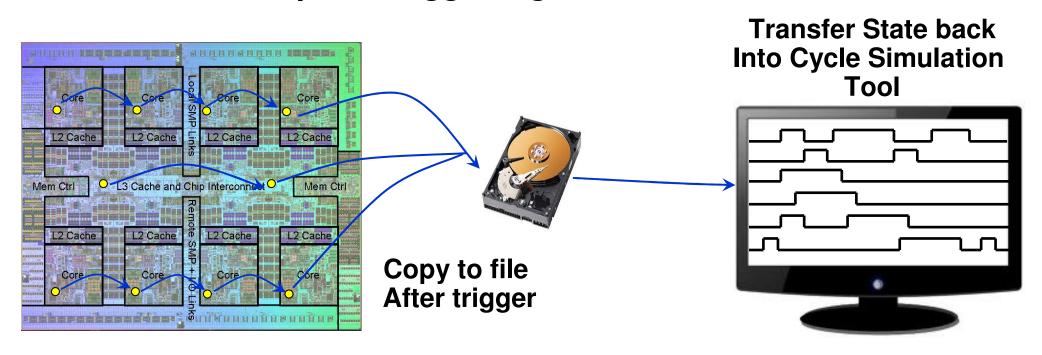
Internal Logic Analyzers

Pros

- Runs at cycle time
- Observe signals anywhere on the chip

□Cons

- Shallow depth. Mitigate with compression.
- Uses precious chip area
- Requires trigger logic to be useful





External Logic Analyzers

Pros

- Enables longer trace duration
- ➤ Works well for I/O and Memory busses

□Cons

- Requires dedicated systems
- ➤ Difficult to trace internal signals real time
- ➤ Uses precious chip I/O if larger debug busses are required.



Transplant Hardware state back into verification model

Pros

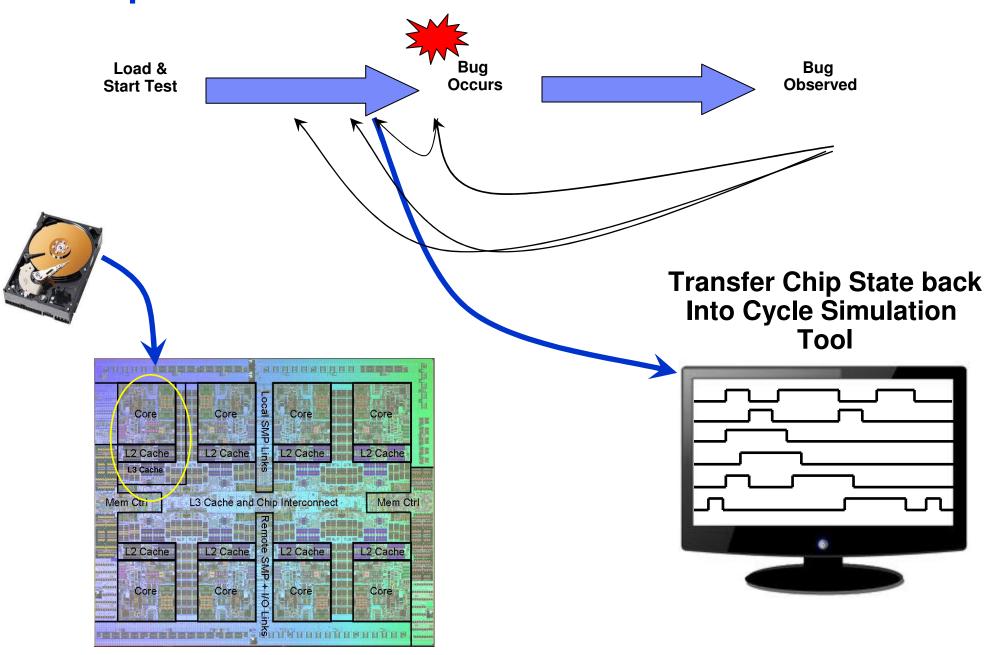
➤ Works for any test program that runs in clock synchronous domain

□Cons

Does not work well for asynchronous driven events



Transplant Hardware state back into verification model





- ☐ Found the Bug. What's next?
- □ Severity can range from errata to mask change
 - Leverage capability in hardware to work around bug
 - Modes to modify chip behavior
 - Must be planned and implemented early
 - Chip performance is an issue
 - Method must be "surgical"
 - > Firmware
 - Operating System
 - Crucial Final Step
 - Recreate in verification to confirm mask change



Bring up starts early, before tape out

- □ Virtual Lab
 - Hardware Accelerators
 - Looks and feels like the lab
 - Tools and scripts work unmodified when run on real hardware
 - Validation of tools and scripts
 - Validation of debug data
 - Validation of work around capability
 - >Training ground for the lab team
 - Validation of Test Programs and infrastructure
 - Coverage is key



Conclusion

- No one method can cover entire state space
- Quality of debug data is crucial
- Use a balanced approach
- Debug must be part of High Level Design
- Early training key to lab success

