Easy deadlock verification and debug with advanced formal

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This presentation is an illustration of a close cooperation between EDA and a semiconductor company.

Arm uses the Mentor QuestaFormal tool to verify CPUs. Deadlock checks being one of the most difficult task, we show here how an innovative tool feature helps to tackle it.
Design deadlocks are critical and difficult to find

• The most difficult bugs to find in hardware designs are deadlocks, livelocks and QoS issues

• Traditional techniques to detect them in simulation/emulation are:
  • Add local watchdogs (e.g. FSM does not stay in state S for more than N cycles)
    – It is difficult to find the real N
    – They may find very localized issues, but not larger ones like livelocks
  • Add a global watchdog
    – Difficult to define the global “progress”
  • It is not exhaustive anyway!

• Traditional methods with formal verification are:
  • Proof of liveness assertions with the SystemVerilog semantics
  • Semi-formal bug-hunting techniques. Not mature yet, not exhaustive
What's wrong with the formal verification of liveness asserts?

- **Safety assertions** are on the form “something bad must not happen”:
  \[
  \text{assert property (something } \rightarrow \neg \text{bad_event)}
  \]

- **Liveness assertions** are “something good must always eventually happen”:
  \[
  \text{assert property (something } \rightarrow \text{s_eventually good_event)}
  \]

- Often the liveness assertions fail in a formal proof: they check for *maybe-escapable deadlocks*

- **Fairness constraints** must be added:
  \[
  \text{assume property(s_eventually (trigger_for_good_event))}
  \]

- But this is a difficult task, and may be incorrect done, so masking bugs
  - May not be able to verify the fairness constraints as liveness asserts on other blocks
  - High risk of incorrect circular reasoning when using the *assume/guarantee* technique
New formal-based deadlock detection: perform 2 checks

Maybe-escapable deadlock (LTL semantics, SVA):

*The koala has an escape route from the tree, but does not want to take it.*

Adding the fairness constraint that the tree will eventually not provide food anymore may encourage him to move?

Unescapable deadlock (CTL semantics):

*The raccoon has no escape from the cage.*

Whatever happens in his environment, he is trapped!
New formal-based deadlock detection: combine results

- Each assertion has 2 results: maybe-escapable, and unescapable deadlock

<table>
<thead>
<tr>
<th></th>
<th>Proven as not maybe-escapable</th>
<th>Maybe-escapable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Proven as not unescapable</td>
<td>![Checkmark] No deadlock</td>
<td>![Question Mark] Found deadlock is escapable Must examine the escape event</td>
</tr>
<tr>
<td>Unescapable</td>
<td>-</td>
<td>![X] A real deadlock exists Probably a design bug</td>
</tr>
</tbody>
</table>
New formal-based deadlock detection: undetermined cases

- However, formal can’t always get a precise result

<table>
<thead>
<tr>
<th></th>
<th>Proven as not maybe-escapable</th>
<th>Maybe-escapable</th>
</tr>
</thead>
<tbody>
<tr>
<td>Undetermined</td>
<td>No deadlock, except if incorrect fairness constraints</td>
<td>A maybe-escapable deadlock exists. Must debug</td>
</tr>
</tbody>
</table>
Escapable deadlock: waveforms

New tool feature: an escapable deadlock result comes with a waveform showing the event which allows to exit from an otherwise infinite loop.
Escapable deadlock: what do we do?

Examine the waveform. Two cases:

1. Escape condition is not *interesting*. Add safety constraints to avoid them and rerun
   E.g. warm reset, or ECC fatal error detection which puts the design in IDLE state
   ```
   assume property (!warm_reset && !ecc_fatal_error)
   ```

2. Escape condition is valid (not a real deadlock). Add fairness constraints and rerun to ensure both checks pass
   ```
   assume property (req |-> s_eventually ack)
   ```

   This debug work is much simpler than the one with the traditional method looking only at maybe-escapable deadlocks.
Unescapable deadlock: is there anything to do?

- This is a real design bug
- Open a new ticket assigned to design team
- No need to ensure the failure is not due to missing fairness constraints

Having the extra information that it is not an escapable deadlock allows to reduce debug time a lot. No risk of adding unnecessary and incorrect fairness constraints
Method applied to a large CPU in development (1)

- Instruction Fetch unit FSMs
  - Local FSMs are resilient to incorrect or unexpected environment behaviors
  - Maybe-escapable deadlocks are frequent, and their escape conditions are safe
  - A few results showed unescapable deadlocks
    - Some real design bugs, not found by any other method
    - Interesting issues with formal abstractions and their related constraints, not visible with a simple reachability analysis:
      - `assert property (s_eventually(event))`
      - is a much stronger check than
      - `cover property (event)`
  - Proof time is a few minutes, with no overhead for also running the unescapable deadlock checks
Method applied to a large CPU in development (2)

• L1 data cache arbiter
  • Mix of static and dynamic arbitration policies, with 6 requesters and optimized for performances
  • Liveness properties on the form
    \[ \text{assert property } (\text{req}_A \Rightarrow \text{s}_\text{eventually} (\text{grant}_A)) \]
  • Maybe-escapable checks failed and would need lots of fairness constraints to model requester behavior
  • Unescapable checks helped to clarify specs, to push for more validation on requesters, and finally provided proofs

• Credit-based protocol
  • Can prove that no credit is lost
  • A few critical bugs found