

The Application of Formal Technology on Fixed-Point Arithmetic SystemC Designs

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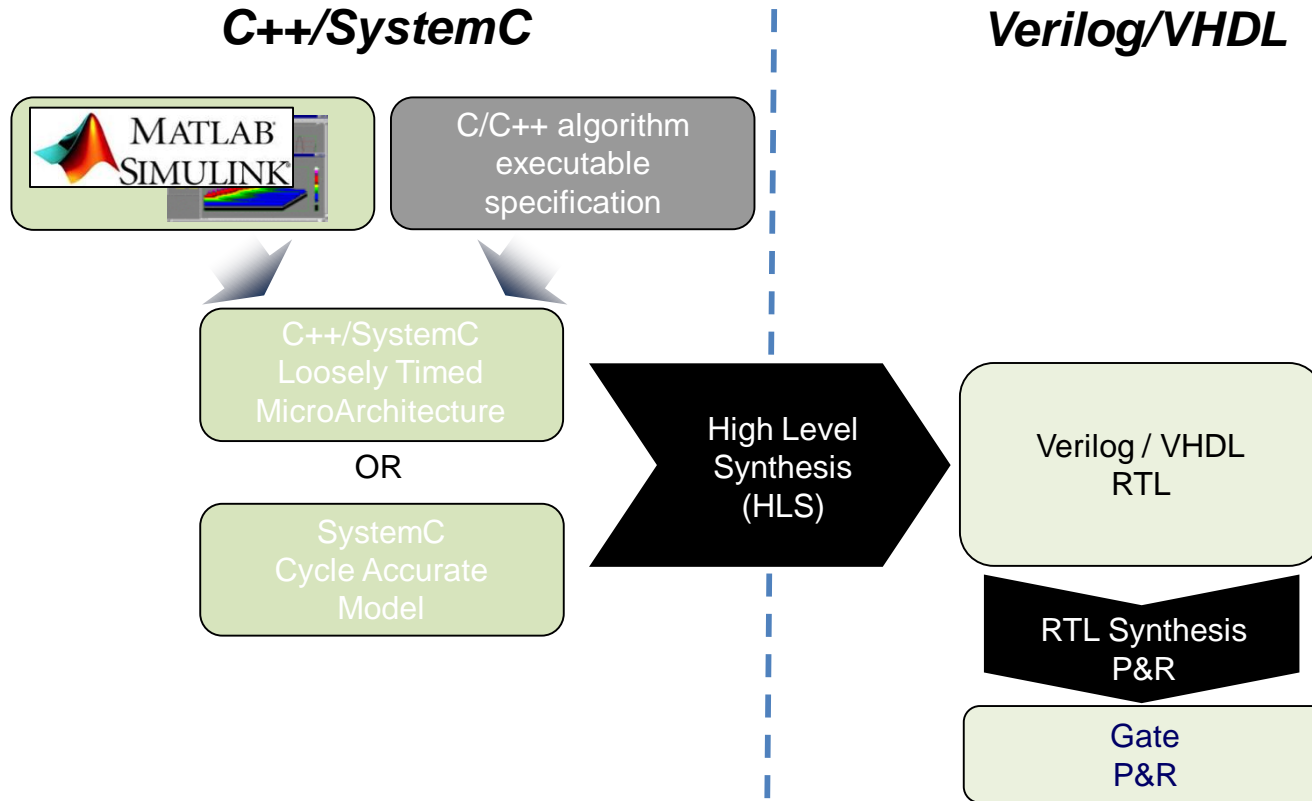
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Agenda

- Intro
 - SystemC Flow
 - Floating/Fixed Point Arithmetic
- Formal Verification on SystemC
 - Automatic Fixed Point Verification
 - SVA assertions
 - Design exploration

SystemC HLS Flow



C/C++ Algorithms

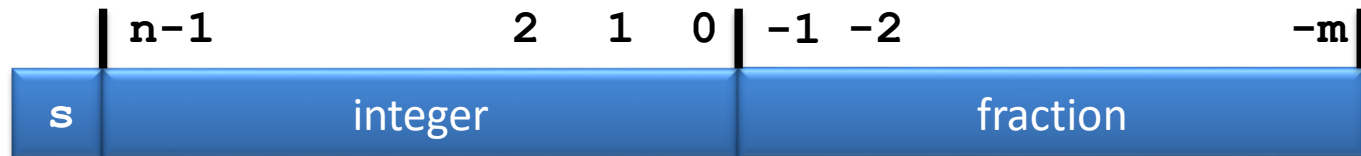
- Use IEEE 754 floating point numbers



- Cover wide range of numbers with “good” precision
- Ideal for software due to CPU hardware support
- Floating point hardware very complex - see FDIV bug 1995
- Floating point algorithms not synthesizable

Fixed Point Arithmetic

- sign + n -bit binary value (like signed Verilog types)
- additional m bits binary fraction
- Bit value $a[i] * 2^i$
 - First fractional bit valued 0.5, then 0.25, ...



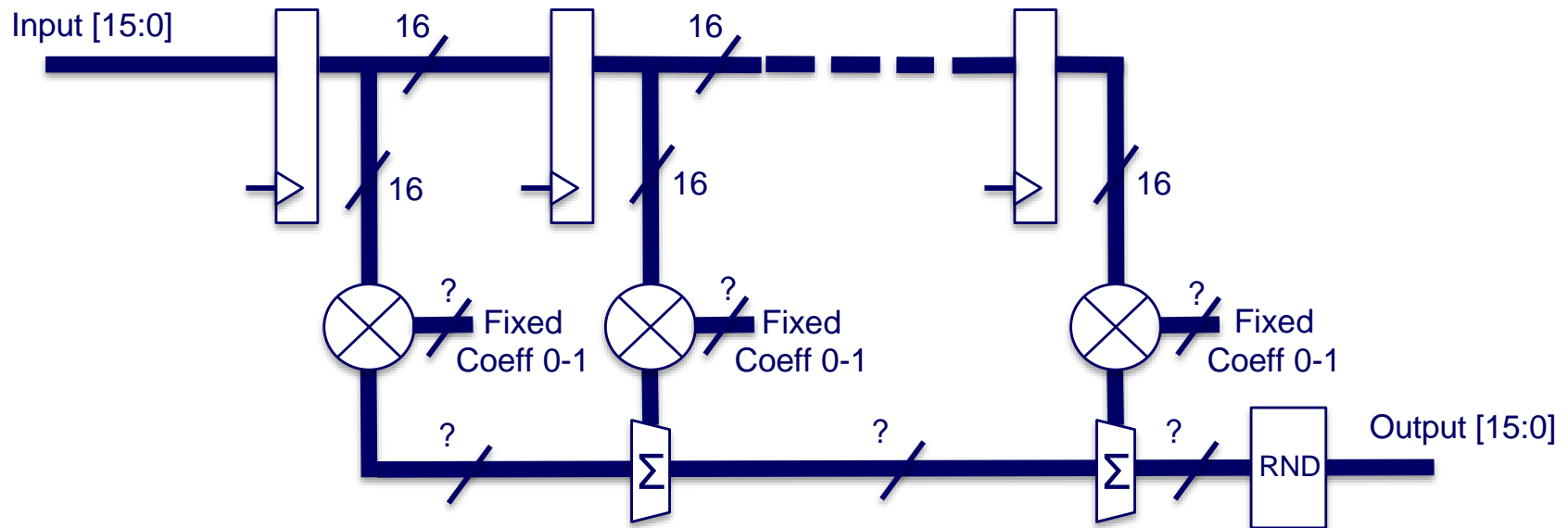
- $n+m$ bits precision without scaling exponent
- Hardware basically just integer hardware

Float vs. Fixed

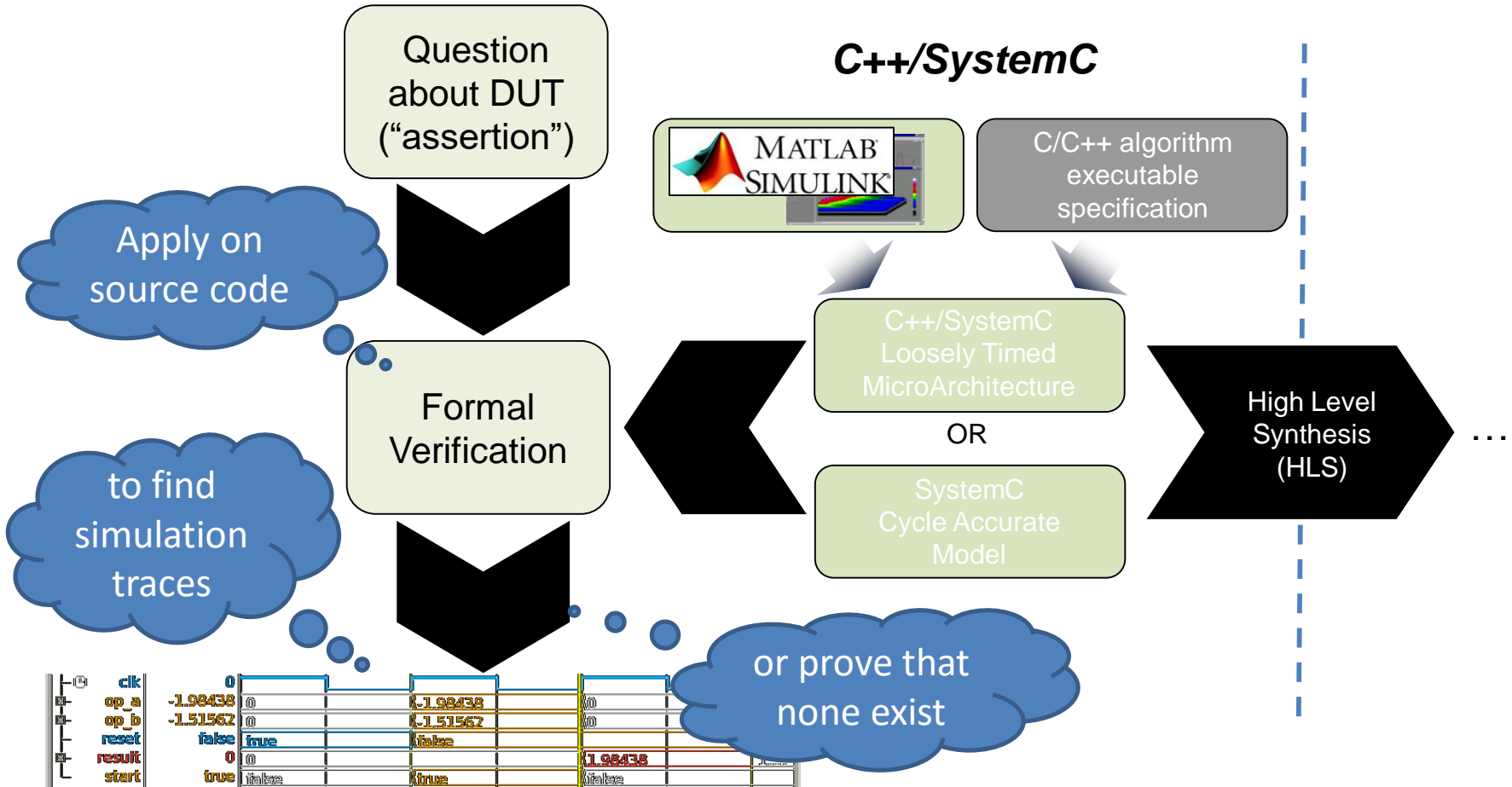
64-bit float	64-bit fixed
53 bits precision (mantissa)	63 bits precision
11 bits exponent for scaling	-
Complex hardware	Simple hardware

- Fixed may actually be more precise due to 10 bits added precision
- Fixed “good enough” for numbers in specific range
- Synthesizable, fully templated fixed point classes with overloaded operators in SystemC
- Need “right” number of bits before/after .

Example: FIR Filter with Fixed Point



Formal Verification



clk	0			
op_a	-1.98438	@	-1.98438	@
op_b	-1.51562	@	-1.51562	@
reset	false	true	false	
result	0			1.98438
start	true	false	true	false

FIR Filter in Debugger

Path: [top] TimePoint: 23

```
31 while (true) {
32     result.write(
33         1.1143441535532474517822265625->.7788063623011112213134765625
34         -0.07556556070608 * sample.read() +
35         .466072373092174530029296875->.3443153770640
36         0.09129209297815 * pipe0 +
37         -1.043895117938518524169921875->.4660723730921
38         0.47697917208036 * pipe1 +
39         1.2999389879405498504638671875->-1.043895117938518524169921875
40         0.47697917208036 * pipe2 +
41         .2950866706669330596923828125->1.2999389879405498504638671875
42     );
43 }
```

Values in original type

fir.cpp (read-only view) line 5, column 1

	17	18	19	20	21	22	23	24	25	26	27	28	29
clk													
sample	2174530029296875	389511793...	4660723730921...	3443153770640...	-73967...								
result	2474517822265625	7457471489...	1.114344153553...	7788063623011...	4265308...								
pipe0	8518524169921875	938987940...	-1.04389511793...	4660723730921...	344315...								
pipe1	5498504638671875	866706669...	1.299938987940...	-1.04389511793...	466072...								
pipe2	9330596923828125	983594149...	2950866706669...	1.299938987940...	-1.04389...								
pipe3	3511199951171875		1.626983594149...	2950866706669...	1.29993...								
pipe4	0.0							1.626983594149...	295086...				

Automated formal analysis

- Generated “assertions” to check for
 - Arithmetic overflow
 - Does individual operation produce overflow?
 - Redundant bits
 - Is MSB of unsigned fixed float always 0?
 - Are 2 MSBs of signed fixed float always equal?
- Prove “right” number of fixed float bits formally

Redundant Bits

The screenshot shows a software development environment with a menu bar (Session, Setup, File, Edit, CC/MV, EC, Tools, Window, Help) and a toolbar. The Design Explorer shows a file named 'compute.cpp'. The Design View displays the following code:

```
23 while (true) {  
24     if (start.read()==1) {  
25         result.write(op_a.read()*0.15+op_b.read()*0.34);  
26         done.write(1);  
27     } else {
```

The shell window shows the following output:

```
-I- Size of integer_check 'integer_check_1.bit_4': Vars(< 20) Nodes(< 1000)  
-I- Size of integer_check 'integer_check_1.bit_5': Vars(< 20) Nodes(< 1000)  
-I- Size of integer_check 'integer_check_1.bit_6': Vars(< 20) Nodes(< 1000)  
-V- AutoCheck - 'integer_check_1': 1 redundant bits in result  
result[6]  
mv>
```

1 redundant bit identified

Overflow Detection

```
22 while (true) {
23   if (start.read()==1) {
24     true->>false
25     sc_fixed<8,2> lop_a      = op_a.read()*0.75;
26                               -1.5->0      -1.98438 ->0
27     sc_fixed<8,2> lop_b      = op_b.read()*0.34;
28                               -0.515625->0 -1.51562 ->0
29     result.write(lop_a      +   lop_b);
30     0->1.98438  -1.5->0      -0.515625->0
31     done.write(1);
32     false->>true
33   } else {
34     done.write(0);
35   }
36 }
```

compute.cpp (read-only view) line 4, column 1

0 1 2 3 4 5 6 7 8 9 10 11 12
t##-1 t##0 t##1

Signal	0	1	2	3	4	5	6	7	8	9	10	11	12
clk	0												
op_a	-1.98438	0						-1.98438	0				
op_b	-1.51562	0						-1.51562	0				
reset	false	true						false					false
result	0	0						1.98438					1....
start	true	false						true	false				

SVA assertions on SystemC

- SVA allows to “bind” monitors to Verilog and VHDL
- Additional support for SystemC allows full-fledged SVA support on top of SystemC
 - Temporal assertion with sequences of interesting values
 - Liveness assertions
 - Requires SVA extension to support fixed point data types
- Derive assertions from specification to automatically
 - proves absence of failures or
 - Finds corner case failures

Interactive Formal Analysis

- Express interesting sequence of output values in SVA

Path: [top]/output TimePoint: 131

```
20 test_values: cover property (disable iff (!fft.rst))
21   fft.out_real==1.25 ##1
22     fft.out_real==1.75 [*1:$] ##1
23     fft.out_real==2.625);
24
25 endmodule
```

generated_assertions_1438095756_17096477

130 135 140 145
t#-1 t#0 t#1 t#2 t#3

Signal	Value	t#-1	t#0	t#1	t#2	t#3
clk	0	0	1	0	1	0
in_imag	94.42578125	6294.42...	0.0	0.0	0.0	0.0
in_real	46044921875	192.438...	0.0	0.0	0.0	0.0
out_real	1.25	1.25	1.75	2.625		

Summary

- Formal verification of SystemC with fixed float types
 - Automatic checks for redundant bits and overflows
- Full SVA support on SystemC
 - Extension for fixed float types in SVA
 - Design exploration with interesting sequences of outputs
 - Assertion development from spec for formal verification
- All verification and debugging on original SystemC using high level data types like fixed float

Questions?

