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## Advanced Encapsulation

a panacea for reducing  
the support burden?

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## Introduction

- ▶ Introduction of **eRM** has resulted in large number of **eVCs** being developed:
  - ▶ In-house
  - ▶ Commercial off-the-shelf
- ▶ Verification IP reuse means we have to address the issue of support
- ▶ Perhaps biggest current support issue is how to minimise:

***USER ERRORS***



# Introduction

- ▶ We will cover:
  - ▶ What is a user error?
  - ▶ Why are user errors important?
  - ▶ Typical user errors
  - ▶ How to minimise user errors:
    - ▶ Now – encapsulation, other ‘tips and tricks’
    - ▶ The future – advanced encapsulation?



## What is a 'user error'?

- ▶ eVCs are often complex products
- ▶ User API is typically:
  - ▶ Large
  - ▶ Difficult to document
- ▶ User is often:
  - ▶ Inexperienced?
  - ▶ New to Specman?
  - ▶ New to eVCs/eRM?
- ▶ ***Result: User Errors!***



## What is a 'user error'?

- ▶ Takes user some time to gain a 'feel' for an **eVC**
- ▶ Learning curve typically involves refining understanding of **eVC** structure
- ▶ Even with the best documentation, user may start with misconceptions
  - ▶ Initial misconceptions will be gross
  - ▶ Later misconceptions will be more subtle



## Why are user errors important?

- ▶ Most common during early ramp-up
  - ▶ Rates typically tail off during ramp-up
  - ▶ Assuming good product, more common than eVC failures
- ▶ High incidence of user errors during evaluation periods!!!!
- ▶ Ease of use of eVC is largely measured by frequency and severity of user errors
- ▶ High impact on technology uptake!
- ▶ Need to differentiate user errors from other errors



## Typical user errors

- ▶ Illegal constraint of field – contradictions!
- ▶ Illegal constraint of ‘read-only’ field
- ▶ Illegal write to ‘read-only’ field
- ▶ Illegal extension of method
- ▶ Illegal call of method
- ▶ Illegal modification of method parameter in user extension
- ▶ etc



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## Example: illegal constraint of 'read-only' field

```
-- eVC Code
unit some_env_u {

    num_squares : uint;

    num_edges : uint;
    keep num_edges == num_squares * 4;

};

-- User Code
extend some_env_u {
    keep num_edges == 8;
};
```





## The result...

**\*\*\* Error:** Contradiction:

```
A contradiction has occurred when generating some_env_u-@0.num_edges :  
  Previous constraints reduced its range of possible values,  
  then the following constraint contradicted these values:  
    keep num_edges == num_squares * 4;      at line 9 in @test  
  Reduced: some_env_u-@0.num_edges into []  
  Using: some_env_u-@0.num_squares == [1077154777]  
To see details, reload and rerun with "collect gen"
```



## Solution 1: documentation

- ▶ Need to carefully document API so that user understands correct usage. E.g.:

```
unit some_env_u {  
  
    -- This field controls the number of squares  
    -- in the environment. The user should constrain  
    -- this field.  
    num_squares : uint;  
  
    -- This field indicates the number of edges in the  
    -- environment. Its value is automatically constrained  
    -- by the eVC and should not be constrained by the user.  
    num_edges : uint;  
    keep num_edges == num_squares * 4;  
  
};
```



## Solution 1: documentation

- ▶ Documentation can be auto-extracted to reference manual (using eDoc)
- ▶ However...
  - ▶ Assumes user reads the manual!!!!!!
- ▶ Good documentation is essential, but...
- ▶ ...good documentation doesn't necessarily prevent user errors
- ▶ Hence the term – **RTFM!** Errors:

*'READ THE \*\*\*\*\* MANUAL!'*



## The requirement

- ▶ Need automated (preferably load-time) solution to inform user of API usage errors
  - ▶ Must make clear distinction between API usage errors and other classes of error
  - ▶ Must give user sufficient info to debug
  - ▶ Should be easy/intuitive to code



## Solution 2: encapsulation

- ▶ Simple encapsulation added to Specman 4.1
- ▶ Provides ability to hide types and struct/unit members
- ▶ Three levels of encapsulation: protected, package and private



## 'protected' encapsulation

- ▶ Hides struct/unit members from code outside struct/unit

```
unit my_agent_u {  
    a : uint;  
    protected b : uint;  
};
```

```
extend sys {  
    agent : my_agent_u is instance;  
    keep a == 5;  -- this is legal  
    keep b == 23; -- this is illegal  
};
```



## 'protected' encapsulation

- ▶ 'protected' is extremely useful tool
- ▶ Should be used to hide non-API fields/methods/events/etc. within each struct/unit
- ▶ No good for struct members that are used across struct/unit hierarchy
  - ▶ Need 'package' encapsulation



## ‘package’ encapsulation

- ▶ Introduces concept of encapsulation package
  - ▶ a group of files marked as belonging to same package (not the same as eRM package)
- ▶ Can be used on types and struct/unit members
- ▶ Hides declarations from code outside package





# 'package' encapsulation

```
-- eVC file
package my_evc;

package type my_enum : [A, B];

unit my_agent_u {
    a : uint;
    package b : uint;
};

-- User file
extend my_enum : [C]; -- this is illegal

extend my_agent_u {
    keep a == 5; -- this is legal
    keep b == 23; -- this is illegal
};
```



## ‘package’ encapsulation

- ▶ Also extremely useful
- ▶ Should be used to hide non-API declarations that need to be visible across struct/unit hierarchy



## 'private' encapsulation

- ▶ Applies to struct members
- ▶ Combines concepts of 'package' and 'protected'
- ▶ 'private' declarations non visible outside package or outside struct/unit
- ▶ 'private' typically used extensively
- ▶ 'protected' typically never used



## Other tips and tricks - post\_generate() checks

- ▶ Usually use hard constraints to limit range of API

```
unit my_agent_u {  
    mode : [MODE_A, MODE_B];  
    some_control : uint;  
};  
extend MODE_A my_agent_u {  
    keep some_control in [1..3];  
};  
extend MODE_B my_agent_u {  
    keep some_control in [4..6];  
};
```



## Other tips and tricks - post\_generate() checks

- ▶ User error leads to contradiction
  - ▶ Difficult to debug
    - ▶ Especially if result of complex user constraint
- ▶ In some cases, can replace with post\_generate() check
  - ▶ Needs caution – may push problem deeper within eVC



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## Other tips and tricks - post\_generate() checks

```
unit my_agent_u {  
  mode : [MODE_A, MODE_B];  
  some_control : uint;  
};  
  
extend MODE_A my_agent_u {  
  post_generate() is also {  
    if some_control not in [1..3] {  
      error("USER ERROR - in MODE_A, some_control",  
        "must be in range 1..3");  
    };  
  };  
};  
-- etc.
```



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## Other tips and tricks - scoreboard hook protection

- ▶ Scoreboard hooks make internal monitor data structs visible to the user
  - ▶ Potential for user to modify
- ▶ Safer to make copy of struct
  - ▶ But...comes with a performance penalty



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## Other tips and tricks - scoreboard hook protection

```
extend my_monitor_u {  
  
    -- This is the scoreboard hook  
    packet_done(packet : my_packet_s) is empty;  
  
    private packet_finished(packet : my_packet_s) is {  
        ...  
        copy_packet = deep_copy(packet);  
        packet_done(copy_packet);  
    };  
};
```





## The future?

- ▶ What we've seen so far helps...
  - ▶ ...but it isn't enough
- ▶ Simple encapsulation gives us little subtlety
  - ▶ A declaration is either visible or invisible
- ▶ We want to be able to control **how** the user uses the API



# Enter 'Advanced Encapsulation'

- ▶ *Note... all that follows is vapourware!!!*
- ▶ Basic concept is to define categories of usage for each API construct
- ▶ What are the main API constructs?
  - ▶ types/structs/units
  - ▶ fields
  - ▶ events
  - ▶ methods
  - ▶ method parameters
- ▶ What are the possible usage categories for each?



# types/structs/units

- ▶ types/structs/units
  - ▶ declare instance (as field or var)
  - ▶ extend
- ▶ fields
  - ▶ read
  - ▶ write (assign)
  - ▶ constrain
  - ▶ gen/new
- ▶ events
  - ▶ emit
  - ▶ extend
  - ▶ use in temporal expression
- ▶ methods
  - ▶ call
  - ▶ start
  - ▶ extend
- ▶ method parameters
  - ▶ read
  - ▶ modify



## Example syntax

- ▶ Exact syntax is less important than concept
- ▶ Will use 'cryptic' example syntax
  - ▶ Define modifier letters for each usage category (similar to unix file permissions)
  - ▶ Modifiers are appended to current encapsulation syntax
  - ▶ Each modifier specifies an allowable category of action



# Example: modifier letters

- ▶ types/structs/units
  - ▶ **I** declare instance (as field or var)
  - ▶ **X** extend
- ▶ fields
  - ▶ **R** read
  - ▶ **W** write (assign)
  - ▶ **C** constrain
  - ▶ **G** gen/new
- ▶ events
  - ▶ **E** emit
  - ▶ **X** extend
  - ▶ **U** use in temporal expression
- ▶ methods
  - ▶ **C** call
  - ▶ **S** start
  - ▶ **X** extend
- ▶ method parameters
  - ▶ **R** read
  - ▶ **M** modify



# Typical examples

- ▶ A field that the user can read but cannot modify in any way (API output):

```
extend my_monitor_u {  
    package[R] num_packets_so_far : uint;  
};
```

- ▶ A field that the user can read and constrain but cannot assign/gen (typical API control):

```
extend my_env_u {  
    package[RC] num_agents : uint;  
};
```



# Typical examples

- ▶ An event that the user can use, but cannot emit:

```
extend my_monitor_u {  
  package[U] event packet_done is ...;  
};
```

- ▶ A method with a read-only parameter that the user can extend, but cannot call:

```
unit my_monitor_u {  
  package[X] packet_done(package[R] packet : my_packet_s)  
  is empty;  
};
```



# Typical examples

- ▶ A field that the user is denied any access to:

```
extend my_monitor_u {  
    package some_internal_field : uint;  
};
```

- ▶ Note that the current encapsulation solution is a sub-set of the advanced encapsulation proposal.





# Advantages

- ▶ Developer can specify exactly the intended (and hence legal) usage of API
- ▶ User errors result in load-time reporting of exact violation. E.g.:

**Error:** cannot constrain field `monitor.num_packets_so_far` from outside package `my_evc`

- ▶ ...guides user to look at API documentation
- ▶ Misuse of API results in clean error
  - ▶ No possibilities of contradictions or unexpected 'strange' behaviour



# Advantages

- ▶ Advanced encapsulation is backwards compatible with current simple encapsulation solution
- ▶ Addition of permissions to current encapsulation syntax is intuitive and scalable
- ▶ Could be used to give additional guidance to generator, reducing possibilities for contradictions



# Disadvantages

- ▶ Verisity haven't implemented this yet!



## Final thoughts – two-way encapsulation?

- ▶ We've looked at controlling API usage by user.
- ▶ What about controlling API usage by eVC developer?
  - ▶ Allow definition of API design intent looking both ways.
  - ▶ Possible further guidance for generator?



## Final thoughts – two-way encapsulation?

### ▶ Possible example syntax:

```
extend my_env_u {  
  -- num_agents field is a user control. It can be  
  -- constrained and read by the user, but can only be  
  -- read from within the eVC. If involved in a constraint  
  -- within the eVC package, it will be treated as a  
  -- non-generatable field.  
  package[RC,R] num_agents : uint;  
};
```