

Equivalence Checking

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Chrysalis

- RTL-to-netlist comparisons
- Used to verify that the design has not changed functionally from synthesis all the way through tapeout

Property Checking

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Beyond Equivalence Checking

Equivalence Checking

Existing bugs can pass through undetected

Property Checking

Exhaustively verifies a design and captures bugs early in the development process

Exhaustive Verification

- No test vectors or testbenches
- Steps through all combinations at the design's inputs
- Overcomes the code coverage limitations of simulations
- Minimal time to cover a large portion of a design's state space

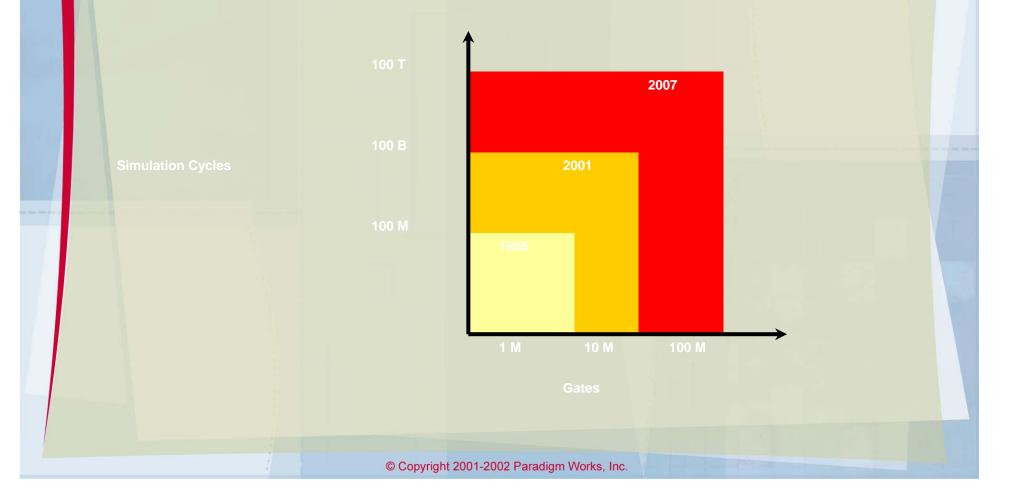
Standard Checks

Semantic inconsistencies
Synopsys full/parallel case directives
Range overflow
Structural inconsistencies

 Bus contention and floating bus issues
 Stuck tri-state enables

Assertion checks and other user-defined checks

Time Consuming Simulations



Assertion-Based Verification

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Assertion

- A statement that checks that a property holds true
- Complete checkers/monitors can be built from assertions

Assertion Property

- A fundamental design characteristic that must hold true during operation
- Defined in an HDL or an FPL
- Stored in an Assertion Property Library

Benefits of Assertions

Simulates with the design
Reduces debug time by pinpointing bugs
Eases IP integration for customers
Most powerful when combined with a formal property checker

Adding Assertions

- Around multiply instantiated blocks (eg. shipping 3rd party IP/reusable designs)
- Inline w/ code (eg. ensuring that a fundamental condition is always met)
- At the system level (eg. bus protocol monitors)
- At block boundaries (eg. ensuring designers adhere to a negotiated interface between blocks built by different designers)

FPLs

Accellera proposing IBM's FPL called "Sugar" for IEEE standardization

Synopsys' OVA (Open Vera Assertion)

0-In Design Automation's 0-In Check Library

