

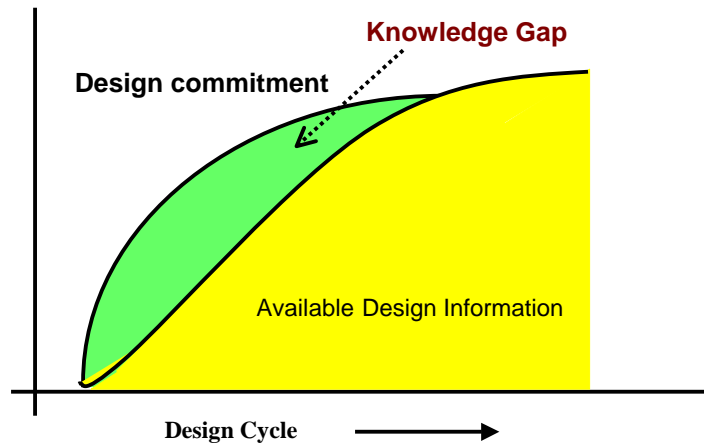
Policy-Based RTL Design

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EDA Challenges

- Technology allows for 100M transistors on a chip
- Good but point EDA solutions exit
- Time consuming due to complexity of designs
- Discover problems after hours and days of run
- Early decisions affect entire design process
- Guiding a given RTL towards various design constraints remains a big challenge
- Reliable RTL design process

Challenges in Product Development



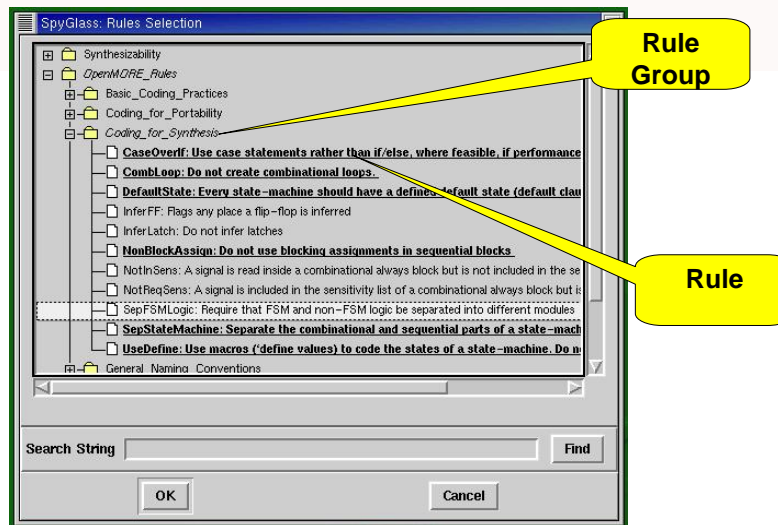
Policy-Based RTL Design

- Policies that guide the creation of efficient RTL
- Target design needs early in the design cycle
- Conflicting issues known early
- Long simulation and synthesis not always needed
- Disseminate expert knowledge
- Towards Golden RTL

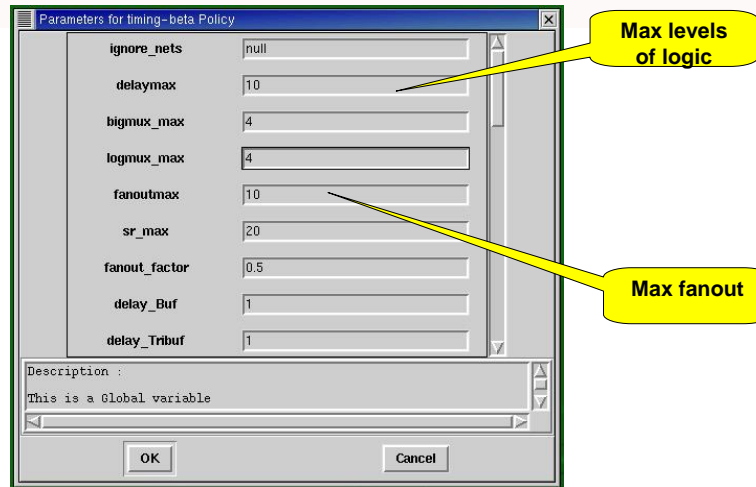
Model for Policy Management

- Policy
 - Lint & Reuse [OpenMORE & STARC]
 - RTL Signoff
 - Design Timing, Testability, Power
 - Verification
 - SoC Integration
- Rule Groups
- Rules
- Policy Application
- Policy Creation
- Analysis and Report

Rules and Groups



Parameterized Policies



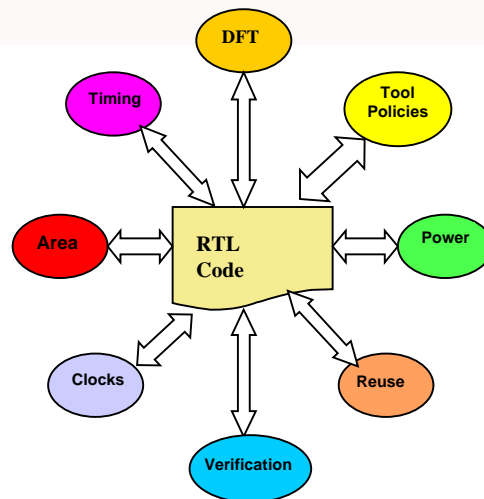
Policy Engines

- Fast high-level synthesis
- Traversal Engine
- Cycle-based simulator

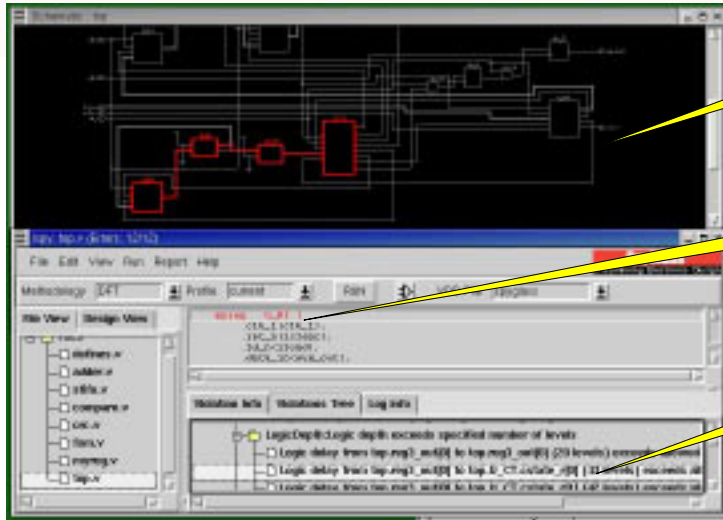
Analysis & Report

- Guiding from detection of issues to solution
- Various formats for reporting
 - variations on summary
 - scoring
- Software management of underlying issues
 - manage by design units, files, design as a whole
 - manage the state of issues
 - mechanisms to control reporting

Policies



Levels of Logic

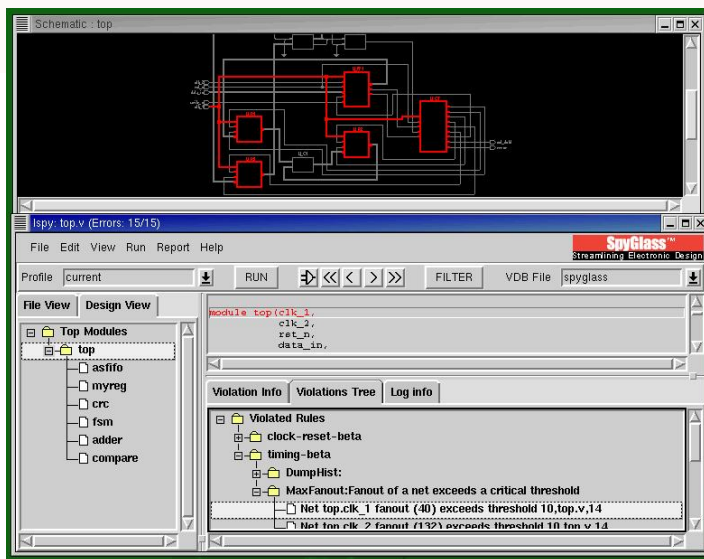


Cross-probe to schematic

Cross-probe to RTL code

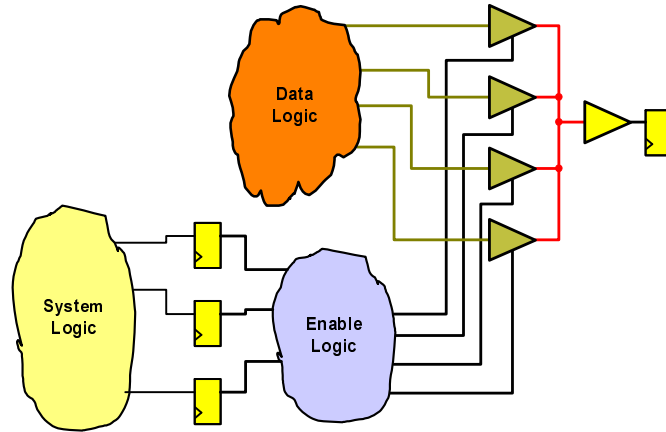
Levels of Logic Violation

Fanout Violations



Resolving Issues By Simulation

Only one driver active at a time for tri-state buses



Multiple Clock Domain Issues

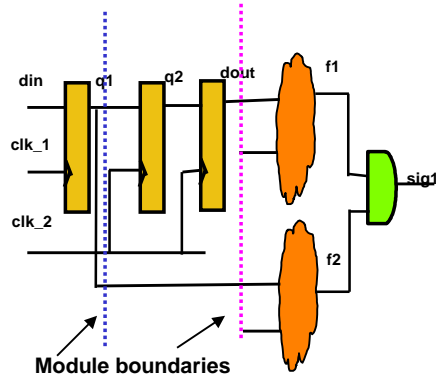
```

module abc
always @(posedge clk_1) begin // clk domain1
  q1 <= din;
end
endmodule //end of module abc

module xyz
....
always @(posedge clk_2) begin // clk domain2
  q2 <= q1;
end
endmodule //end of module xyz
....
always @(posedge clk_2) begin //synch
  dout <= q2;
end
assign f2 = func2(q1,...);
assign f1 = func1(dout, ..);
assign sig1 = f1 & f2;

```

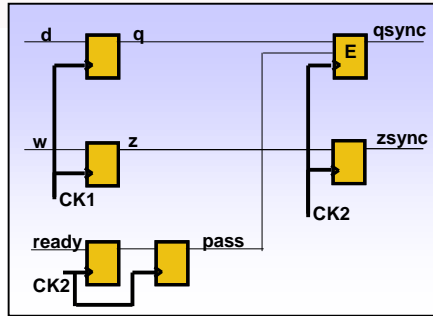
Signals from multiple clock domains converging to a common logic-- multi-transition, multi-sample signals



Clock Synchronization Problems

```

module synch...
...
always @(posedge clk1) begin
q <= d;
z <= w;
ready <= dready;
End
...
// generate sync signal
always @(posedge clk2) begin
rds <= ready;
pass <= rds;
end
...
// synchronize
always @(posedge clk2) begin
if (pass) qsync = q;
...
zsynch = z;
end
end
    
```



- z-bus not correctly synchronized
- May not be found in simulation
- Impact
 - Yield issues
 - Field failures

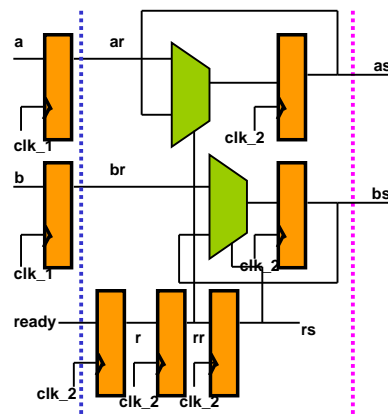
Clock Synchronization

```

module abc
always @(posedge clk_1) begin // clk domain1
ar <= a;br <= b;r <= ready
end
endmodule //end of module abc

module xyz
....
always @(posedge clk_2) begin // clk domain2
rr <= r;
end
always @(posedge clk_2) begin // clk domain2
rs <= rr;
end
always @(posedge clk_2) begin // clk domain2
if (rs) as <= ar;
if (rr) bs <= br;
end
....
endmodule //end of module xyz
    
```

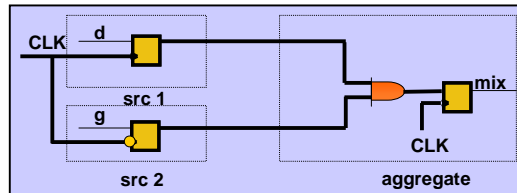
Enable of destination flop is driven by a synchronized signal



Testability Issues

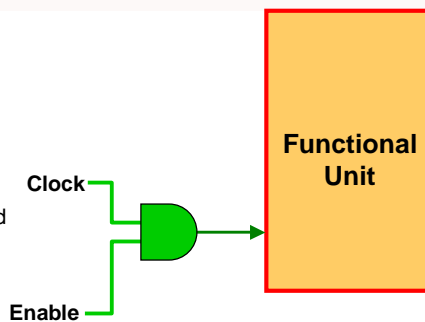
- Signals from mixed edge domains combined
 - Create problems for scan insertion
- Not found until ATPG check
- Impact
 - Wasted implementation cycles
 - Schedule delays

```
module src1...
...
always @(posedge clk)
  q1 = d
...
module src2...
...
always @(negedge clk)
  q2 = g
...
module aggregate...
...
always @(posedge clk)
  mix = q1 & q2
...
endmodule
```



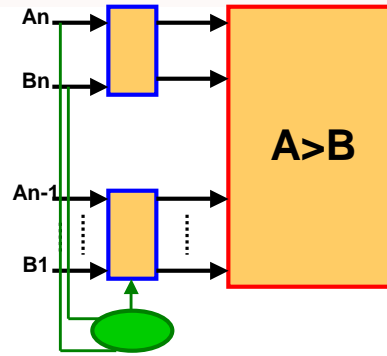
Clock Gating

- Use of gated clocks to selectively turn on/off various units in the design
- All large functional units are use enabled clock
 - All banks of memory controlled by enabled clock
 - Large fanout flops use enabled clocks



Pre-computation

- Suggest the use of pre-computation
- Example: $A > B$ where A and B are 32-bit buses, result can be obtained by examining $A[31]$ and $B[31]$ and rest of the computation gated based on this result



Summary

- Policy-Based RTL Design
- Policy Management
- Elements of Policy
 - Policy elements
 - Policy engine
 - Analysis and reporting
- Examples of pertinent design issues