

# Enhancing Verification Efficiency with Garbage-Model Methodology

Stas Yosupov  
Smadar Eliyahu-Shulemzon  
Xsight Labs, LTD



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# VLSI Verification Challenges



## Design Complexity

As VLSI designs grow more complex, with billions of transistors per chip, thorough verification becomes increasingly challenging.



## Simulation Challenges

Long simulation runtimes and extended regressions are required to achieve comprehensive coverage.



## Corner Case Coverage

Rare scenarios are hard to predict, hard to hit, and easy to miss - especially with traditional verification techniques.



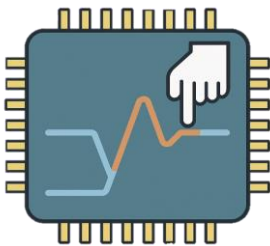
## Time-to-Market Pressure

Faster tapeouts demand faster verification - often at the cost of depth and quality.

# Garbage Model (GM): Synthetic Stress for Smarter Verification

## Novel Approach

**GM generates controlled synthetic stress directly inside the DUT** by selectively manipulating and releasing internal flow-control signals, **revealing edge-case behaviors** typically missed in standard verification.



## How It works

- Built on top of the regular testbench – doesn't replace it
- Manipulates flow-control signals (e.g., ACK, FIFO\_FULL, EMPTY, STALL) inside the DUT
- Introduces semi-random, controlled stress to simulate congestion and edge cases
- Works in simulation & emulation

## Why it Matters

- Enables earlier detection of critical and rare bugs
- Achieves higher coverage with fewer simulation cycles
- Reduces overall verification effort by minimizing the need for complex stress test development
- Accelerated TO readiness

# GM Insertion Strategy



## GM Positioning

**Define unique spots to inject congestion and backpressure to generate challenging verification scenarios**

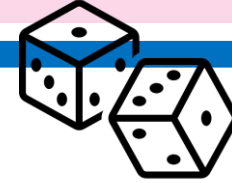
- Focus on flow-control signals (e.g., FIFO\_EMPTY, STALL)
- Requires collaboration with designers and architects to identify effective locations



## GM Setup

**Place GM instances directly into the RTL or TB and configure their behavior**

- Configure each GM instance with specific timing and behavior settings
- Supports different durations and frequencies of stress (short/long stalls)

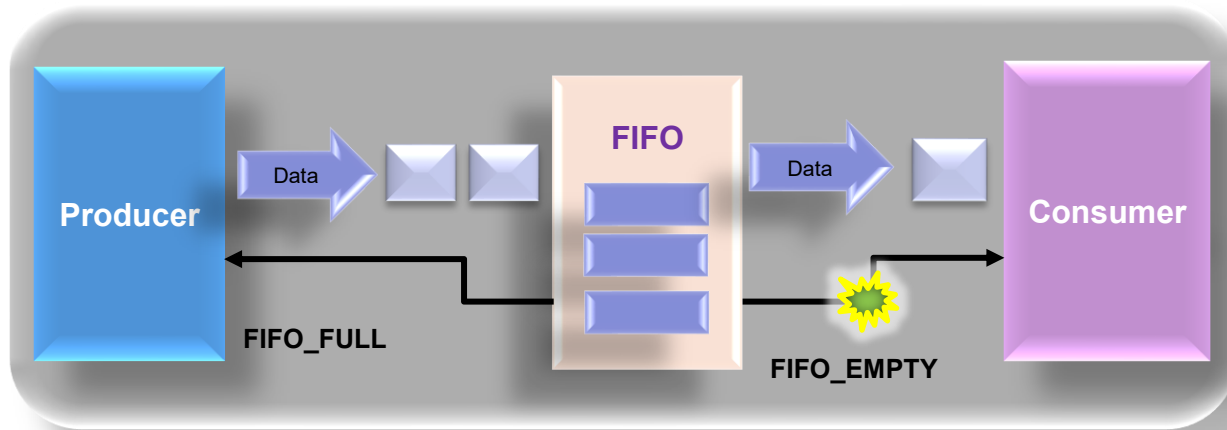


## Randomize & Synchronize

**Add dynamic behavior and synchronized control across GM instances**

- Randomize GM behavior between stress (stop) and natural flow (pass) modes
- Synchronize GM blocks where dependencies exist to preserve system integrity

# GM in Action – Uncovering Hidden Scenarios



## Scenario:

In typical simulation, the FIFO rarely fills, and stress conditions are hard to reach.

## With GM:

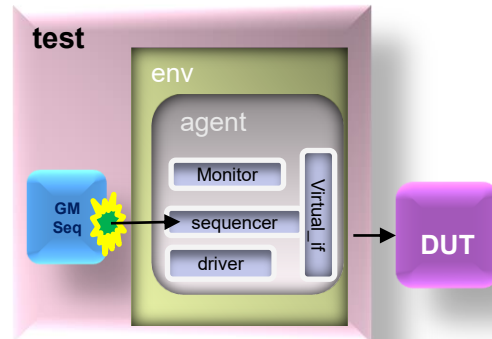
- Force FIFO\_EMPTY=1 -> Consumer stalls
- FIFO fills -> backpressure propagates to producer
- Release FIFO\_EMPTY -> Consumer pops data continuously

**Impact:** Quickly reveals congestion, starvation and recovery logic – **scenarios that are typically hard to hit**

# Two Approaches, One Methodology

## UVM Based

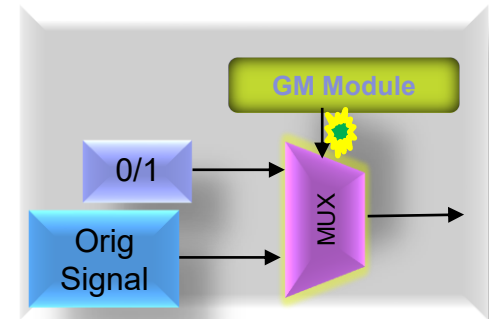
- Integrated as standard UVM components
- Test Controlled and easy to enable
- No Impact to RTL code
- Configurable
- Synchronized



```
while (GM_enable) begin
    dly = randomize_dly();
    uvm_hdl_force("gm_if.fifo_empty", 1
);
    repeat (dly) @(posedge clk);
    uvm_hdl_release("gm_if.fifo_empty");
end
```

## RTL Based

- Synthesizable RTL module inside DUT
- Configured through registers
- Protected by DEFINE
- Emulation-ready
- Controllable



```
`ifdef GM_ENABLE
    gm_ctrl u_gm_ctrl (
        .clk(clk),
        .rst_n(rst_n),
        .gm_active(gm_active),
    );
`endif
assign fifo_empty = gm_active ? 1'b1:
orig_fifo_empty;
```

# Comparing GM Approaches

	UVM Based	RTL Based
Ownership	Verification Engineers	RTL Designers
Where It's Used	Simulation (cluster / full-chip)	Simulation & Emulation
Hierarchy & Reuse	Easily reused from cluster to FC	RTL-level instantiation
Configurable	Highly configurable via TB	Configurable via design registers
Flexibility	Can be added anytime, even post-RTL freeze	Integrated before RTL freeze
Enable / Disable	Controlled via UVM / testbench config	Controlled via RTL Define and Registers
Impact on Silicon	No impact, exists only in TB	Wrapped with IFDEF - not synthesized

Both variants use the same logic and philosophy – **enabling seamless** migration between **simulation and emulation flows** while maintaining consistent **stress behavior**.



# A Few Things To Consider

## 1 Careful Selection

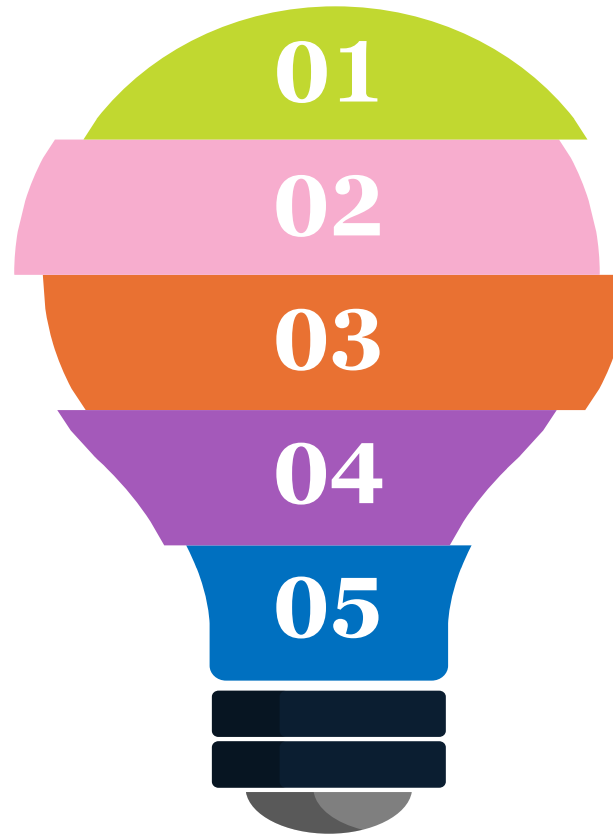
Careful selection of **GM signals** prevents false failures

## 3 Highlight Errors

GM may increase **regression failures** by revealing RTL bugs and environment issues

## 5 Artificial Coverage

Coverage is driven by **artificial stress**, but the design's behavior is real — interpret results with that in mind.



## Too Much Garbage 2

**Too many GM points** may stall traffic and reduce test effectiveness — control garbage intensity

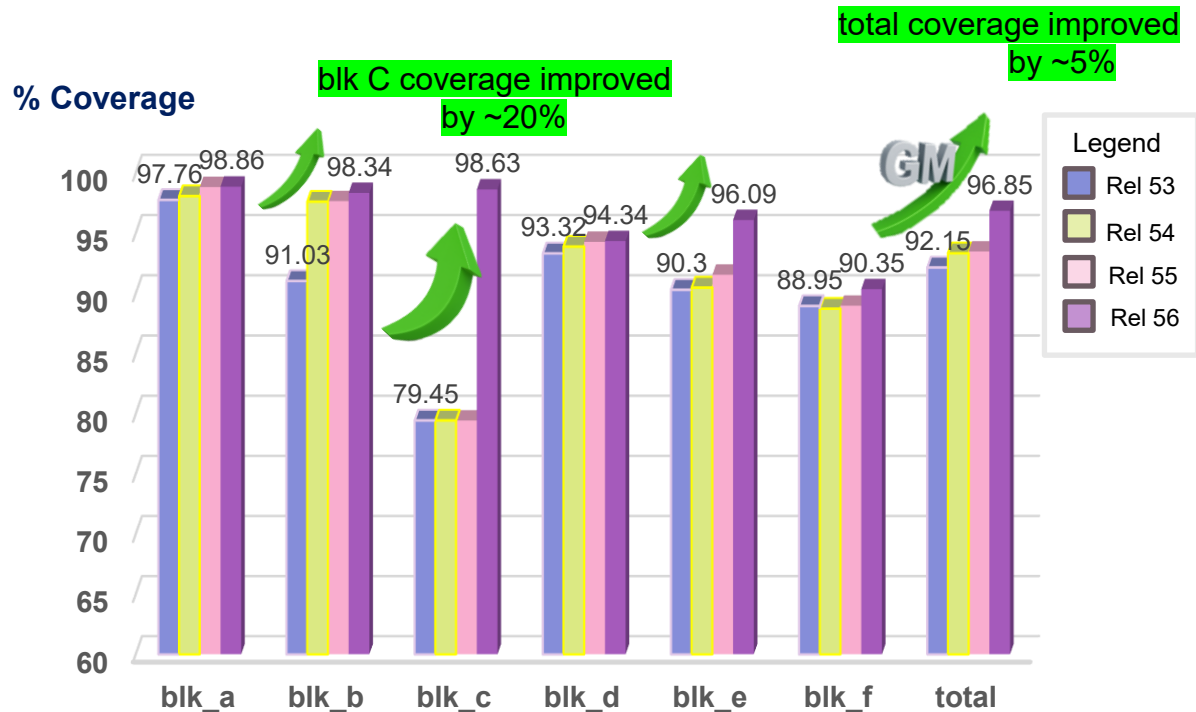
## Simulation time 4

**Simulation time may grow**, use with consideration for resources and scheduling impact



# Evidence

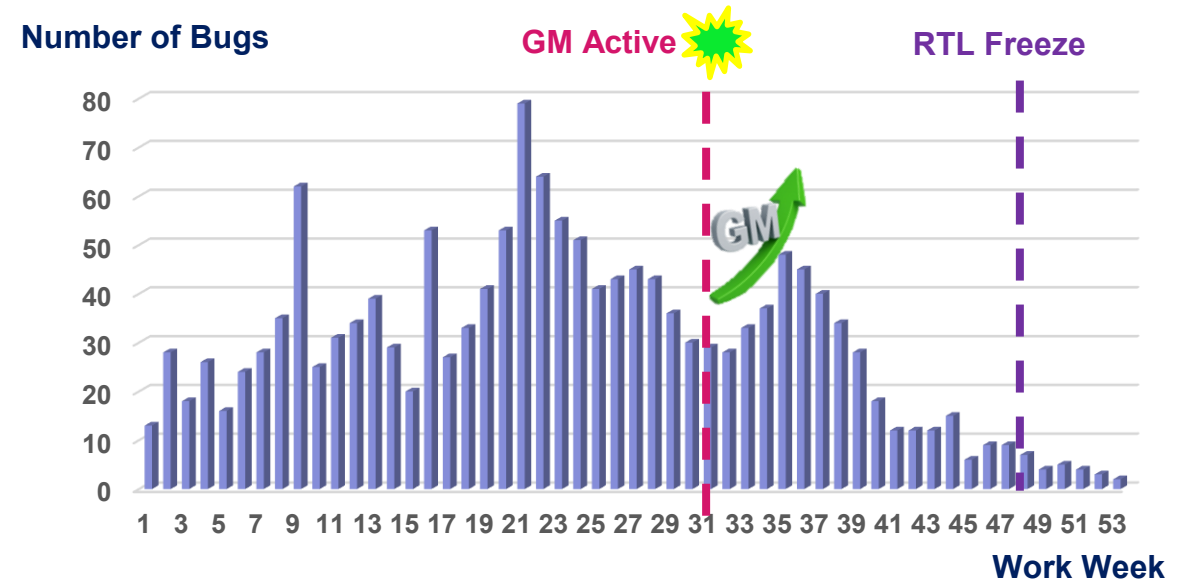
## Coverage vs. Project Time



Overall functional coverage increased by 5%  
Time-to-Tapeout reduced through faster coverage convergence

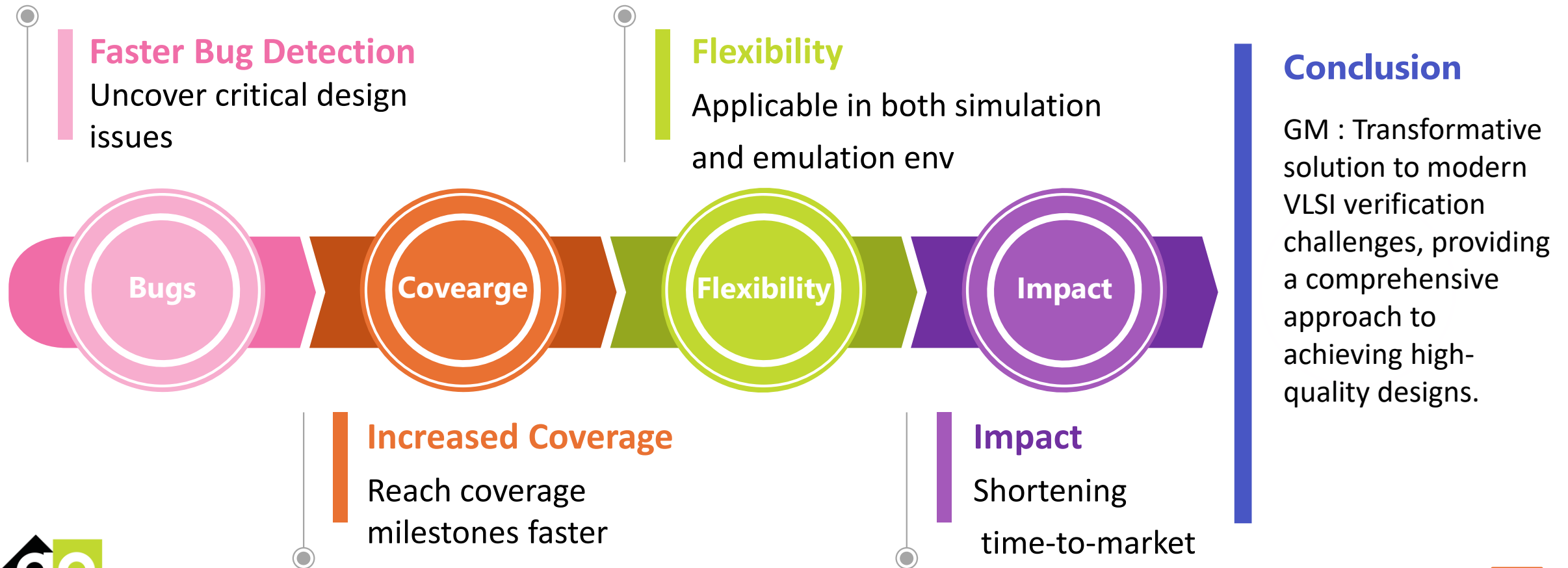


## Bug Detection vs. Project Time



**Increased bug detection trend in Full-Chip (FC) environment**  
7 critical bugs were uncovered early using GM —  
all in features previously considered stable

# Summary





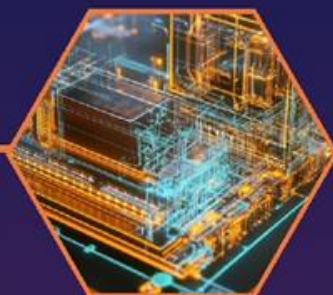
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