



Synopsys Users Group
CANADA 2012

UVM Sequence Item Based Error Injection

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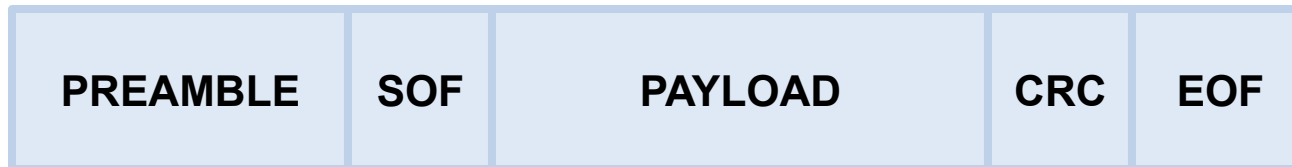
Agenda



- Introduction
- When to Implement Error Injection
- Types of Error Injection
- Types of Error Detection
- Planning for Error Injection
- A UVM Error Injection Strategy
 - Proactive Masters
 - Reactive Slaves
- Conclusion and Questions

Introduction

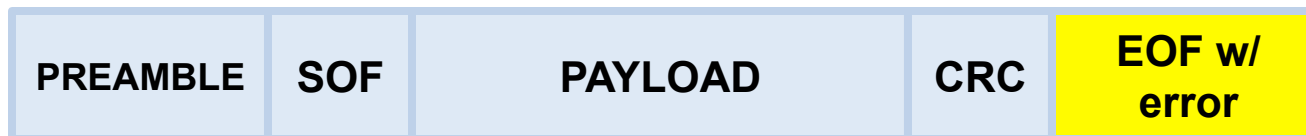
- Generic communications protocol example:



- Errors in Preamble/SOF/Payload/CRC/EOF/
- What exactly should an “EOF” error be?

Introduction

- Examples of EOF Errors



When to Implement Error Injection



- Planning should start early
 - Verification plan
 - Code hooks/comments (e.g. “TBD”)
- Implementation should start later
 - After basic functionality is verified
 - Before comprehensive testing is finished

Types of Error Injection

- Protocol errors
 - Important for interoperability
 - Violate each protocol rule in at least one way
- Physical errors
 - Important for certain designs
 - Only emulate likely operating scenarios

Types of Error Detection

- Stimulus monitors do error detection
 - Publish transactions to scoreboards and coverage
- Classifiable errors
 - Individual error flags in transaction
- Unclassifiable errors
 - “Aggregate” error flag in transaction
 - Stimulus coverage is appropriate

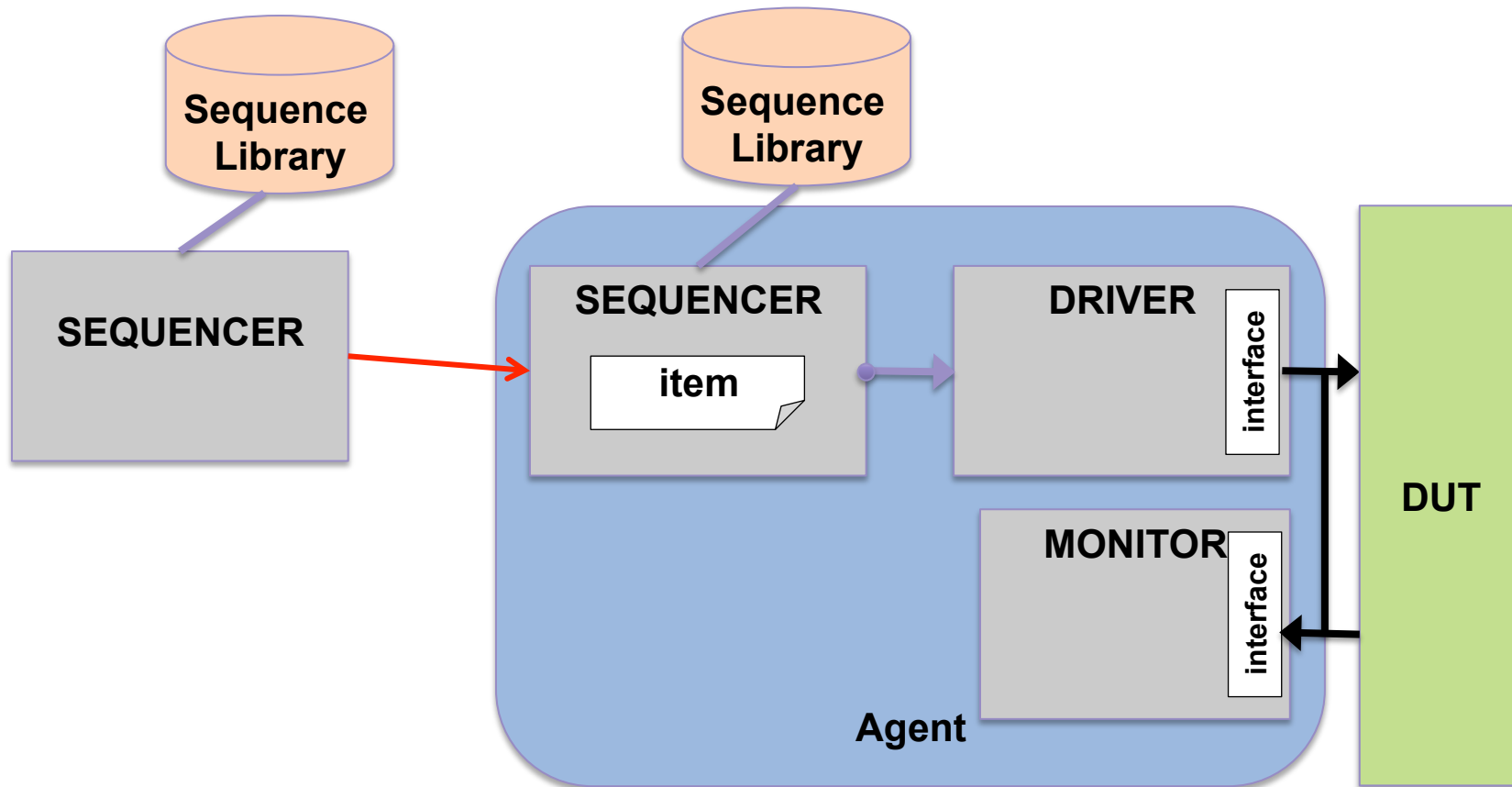
Planning for Error Injection

- For the approach outlined in this presentation:
 1. Sequence item modifications
 - add error fields
 2. Sequence modifications
 - add error sequence
 3. Driver modifications
 - inject the errors
 4. Transaction modifications
 - flag the errors
 5. Monitor Modifications
 - detect the errors

A UVM Error Injection Strategy

Proactive Masters

- What is a proactive master?



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Planning for Error Injection

- For the approach outlined in this presentation:

1. Sequence item modifications

- add error fields

2. Sequence modifications

- add error sequence

3. Driver modifications

- inject the errors

4. Transaction modifications

- add error field

5. Monitor modifications

- detect the errors

A UVM Error Injection Strategy

Proactive Masters

- Error injection fields added to sequence items

```
class protocol_seq_item extends uvm_seq_item;
  bit [7:0]  payload[];
  bit [15:0] crc;
  ...
  rand bit transmission_err;
  rand bit latency_err;
  rand bit crc_err;
  rand bit eof_err;
  ...
  constraint c_errors {
    transmission_err == 0;
    latency_err      == 0;
    crc_err          == 0;
    eof_err          == 0;
  }
  ...
endclass
```

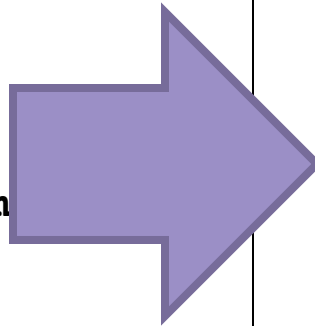
Planning for Error Injection

- For the approach outlined in this presentation:
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 - detect the errors

A UVM Error Injection Strategy

Proactive Masters

```
class reg_seq extends  
uvm_sequence;  
  bit [7:0]  
  ss_payload[];  
  ...  
  
  `uvm_do(s_item)  
  
endclass
```



```
class error_seq extends uvm_sequence;  
  bit [7:0] ss_payload[];  
  ...  
  bit ss_crc_err;  
  bit ss_eof_err;  
  ...
```

```
  `uvm_create(s_item)  
  if (!randomize(s_item)) `uvm_warning  
  ("", "")
```

```
    s_item.crc_err      = ss_crc_err;  
    s_item.eof_err     = ss_eof_err;
```

```
  `uvm_send(s_item)  
endclass
```

Planning for Error Injection

- For the approach outlined in this presentation:
 1. Sequence item modifications
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 2. Sequence library modifications
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 - detect the errors

A UVM Error Injection Strategy

Proactive Masters



- Driver reacts to error flags

```
class protocol_driver extends uvm_driver;
  ...
  task run();
    forever begin
      seq_item_port.get(s_item);
      drive(s_item);
    end
  endtask
  ...
  task drive();
  ...
    if (s_item.transmission_err) begin
      // flip a payload bit
      ...
    end
  ...
  endtask
endclass
```

Planning for Error Injection

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 - detect the errors

A UVM Error Injection Strategy Proactive Master



- Aggregated error field added to transaction

```
class protocol_trans extends uvm_transaction;
  bit [7:0]  payload[];
  bit [15:0] crc;
  ...
  bit error_detected;
  ...
}
endclass
```

Planning for Error Injection

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A UVM Error Injection Strategy

Proactive Masters



- Monitor detects errors and publishes flag

```
class protocol_monitor extends uvm_monitor;
  analysis_port #(protocol_trans) ap;
  protocol_trans trans;
  ...
  task run();
    trans = new();
    bit eof_err, crc_err;
    ...
    if (eof_err | crc_err) `uvm_warning("", "detected error");

    trans.payload          = observed_payload;
    trans.crc              = observed_crc;
    trans.error_detected = eof_err | crc_err;
    ap.write(trans)
    ...
  endtask
endclass
```

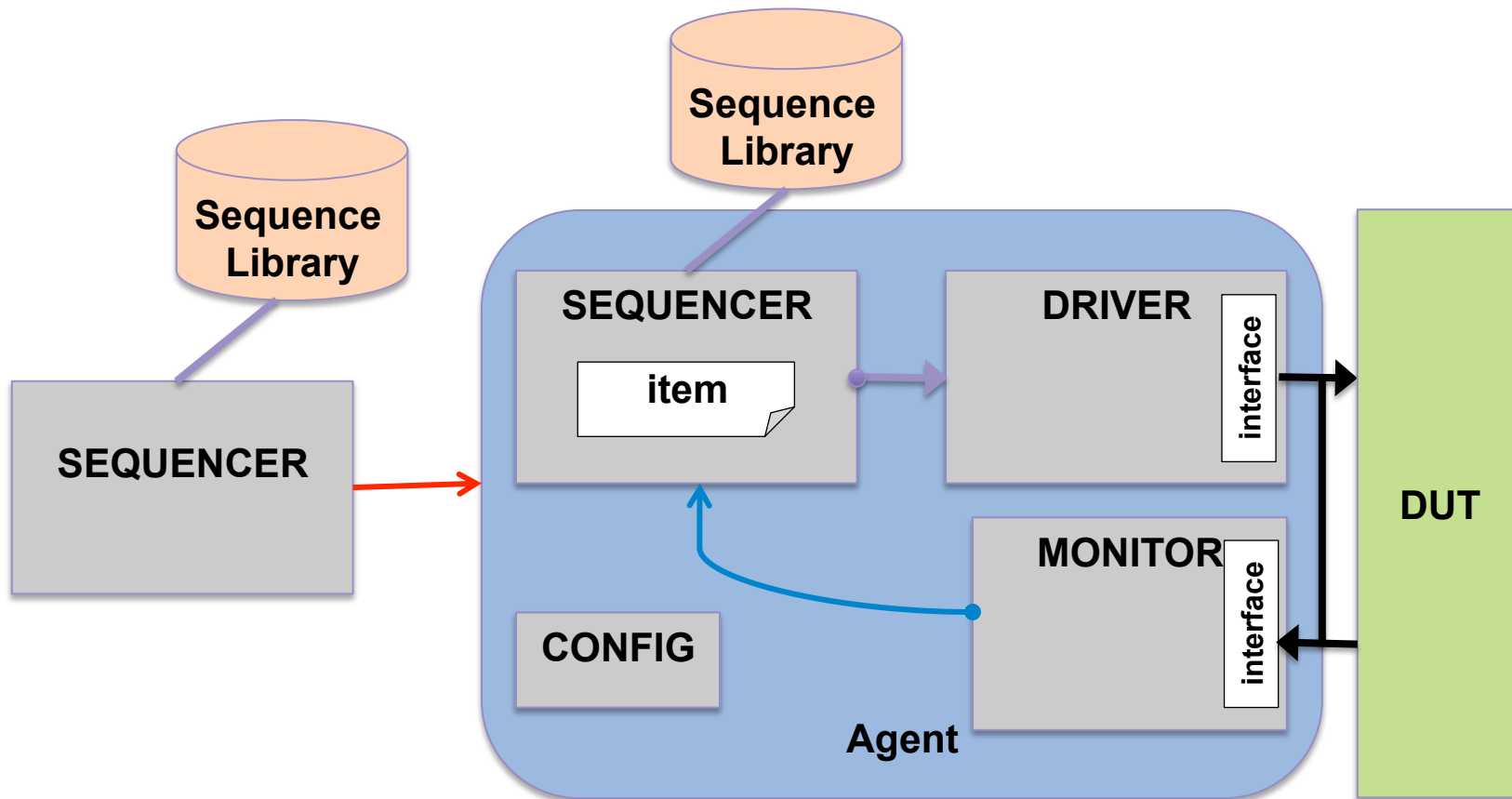
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A UVM Error Injection Strategy

Reactive Slaves

- What is a reactive slave?



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A UVM Error Injection Strategy Reactive Slaves

- Error injection counters added to configuration

```
class agent_config extends uvm_object;  
  ...  
  int latency_err_cnt;  
  int eof_err_cnt;  
  ...  
endclass
```

A UVM Error Injection Strategy Reactive Slaves

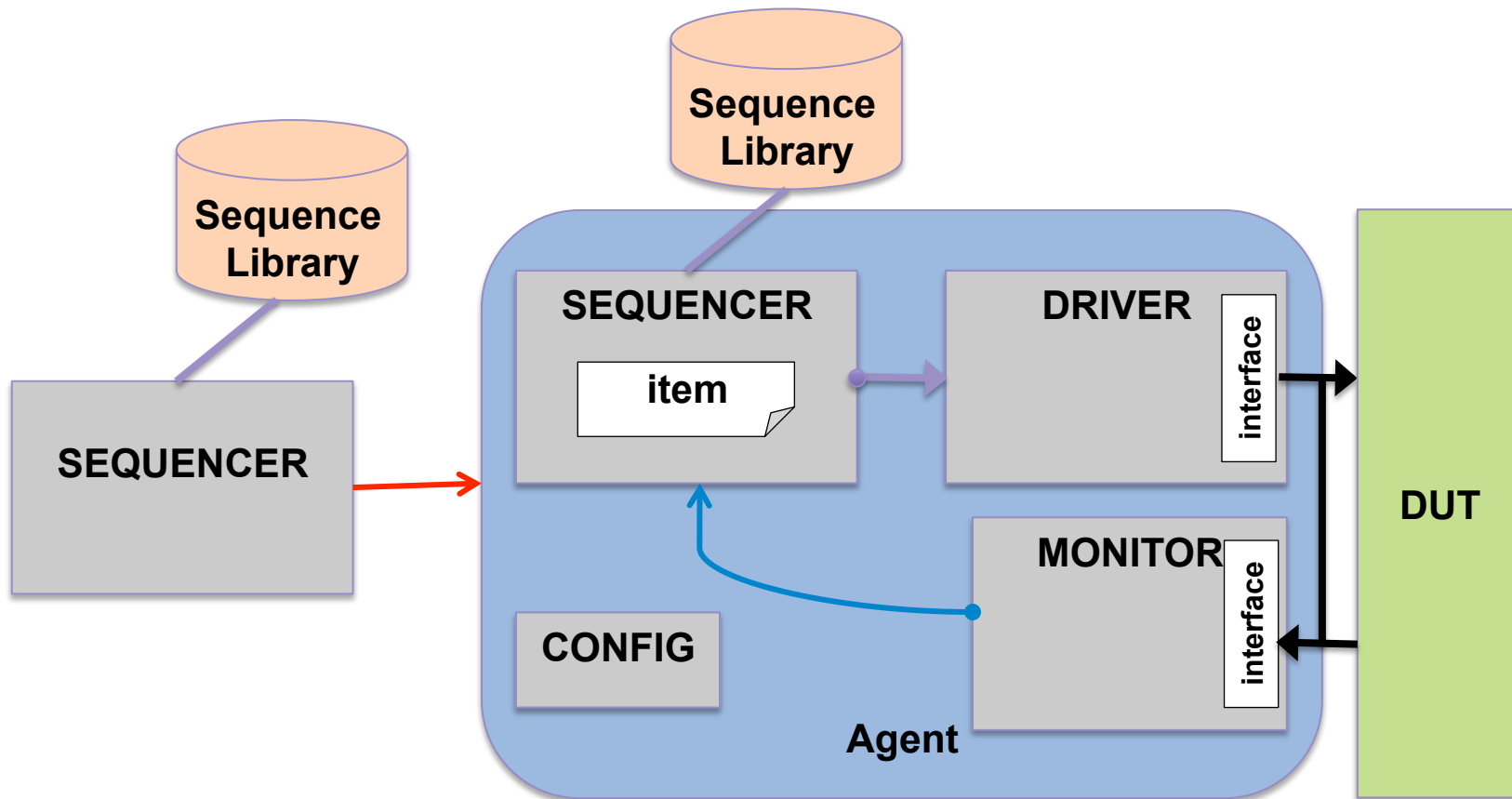
- Error sequence added to virtual sequencer to increment counters

```
class incr_err_seq extends uvm_sequence;
    ...
    bit incr_latency_err;
    bit incr_eof_err;
    ...
    task body();
        if (incr_latency_err)
            p_sequencer.cfg.latency_err_cnt++;
        if (incr_eof_err)
            p_sequencer.cfg.eof_err_cnt++;
        ...
    endtask
    ...
endclass
```

A UVM Error Injection Strategy

Reactive Slaves

- What is a reactive slave?



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A UVM Error Injection Strategy Reactive Slaves

- Error sequence added to agent sequencer

```
class agent_err_seq extends uvm_sequence;
...
  task body();
    forever begin
      ...
      `uvm_create(s_item)
      if (!randomize(s_item)) `uvm_warning ("", "")

      if (p_sequencer.cfg.latency_err_cnt > 0) begin
        s_item.latency_err = 1;
        p_sequencer.cfg.latency_err_cnt--;
      end
      ...
      `uvm_send(s_item)
      ...
    end
  end
endclass
```


A UVM Error Injection Strategy Reactive Slaves

- Base test overrides default sequence

```
class error_test extends uvm_test;
  ...
  task build();
  ...
  set_config_string("agent.sequencer", "default_sequence",
    "agent_err_seq");
  ...
  endtask
  ...
endclass
```

Conclusion and Questions



- Error injection
 - Opens up meaningful discussion
 - Stresses the design
 - Is a necessary part of any environment
- A sequence item approach
 - Straightforward to implement and understand
 - Applies to both proactive masters and reactive slaves