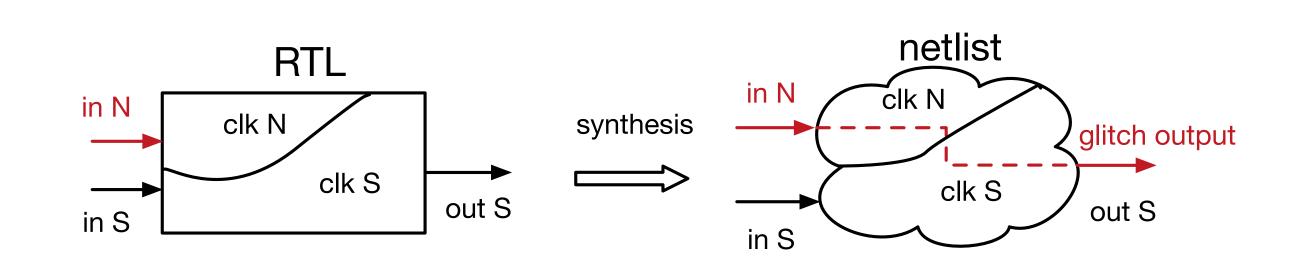
Defining and Detecting Synthesis-Generated Glitches

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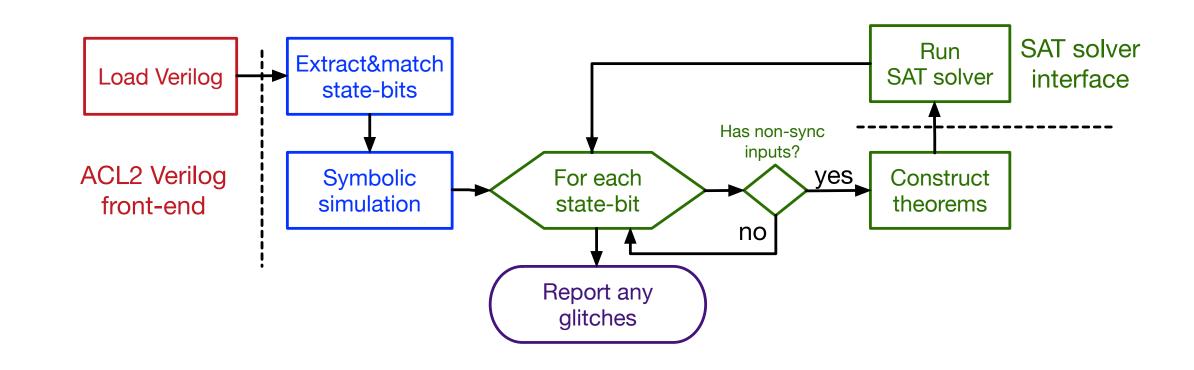
Motivation



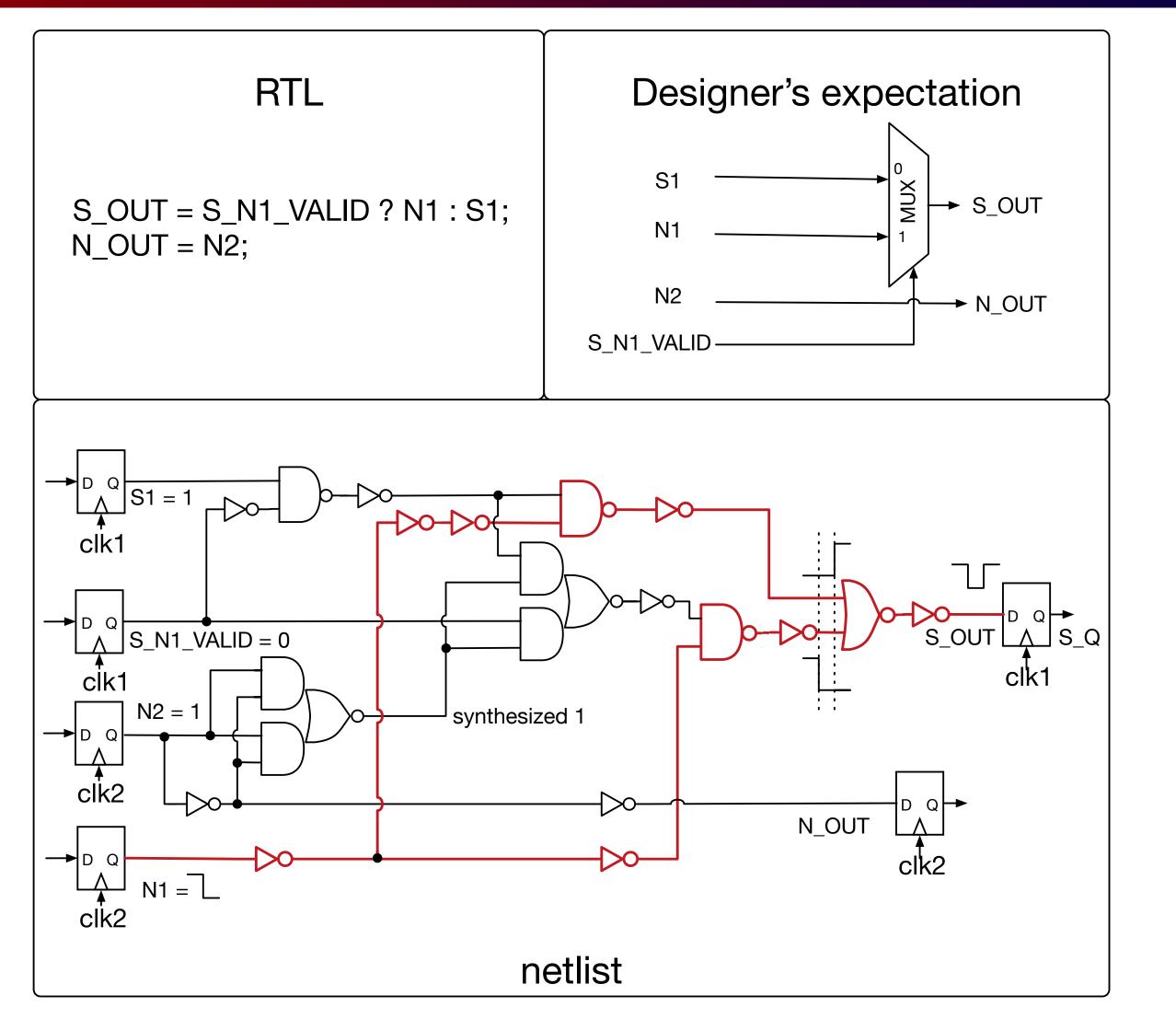
Glitch: a transition on a non-synchronous signal can cause the output of the combinational logic to temporarily change to an unstable value. **Synthesis-generated Glitch**: synthesis tools can introduce glitches. This can happen even though the RTL design is free of such a glitch.

Glitch Hunter

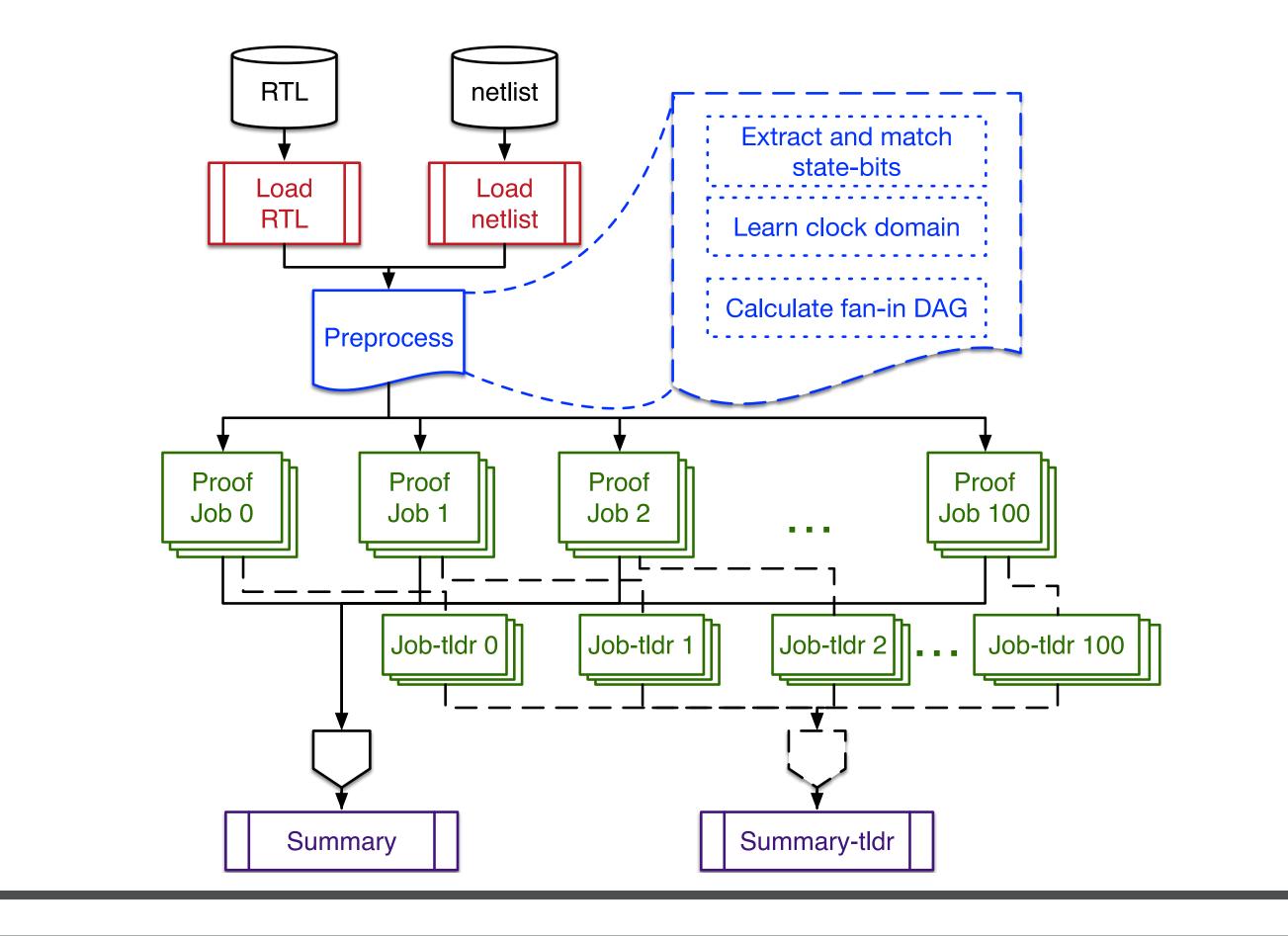
• Sequential Glitch Hunter: ACL2 provides a comprehensive Verilog front end and a SAT solver interface. Theorems are automatically generated.



Problem: An example



• **Parallel Glitch Hunter**: distribute computation over multiple machines by leveraging the ACL2 certification method and the Unix Make utility.





(2)

- The netlist is boolean-logically equivalent to the RTL and passes standard logic equivalence checks
- A glitch can propagate through the netlist, while the designer intended the RTL to block such a glitch
- Synthesis can refactor a mux to shorten a critical path
- Synthesis can add extra gates to satisfy min-hold-time constraints, especially for designs with high clock frequencies

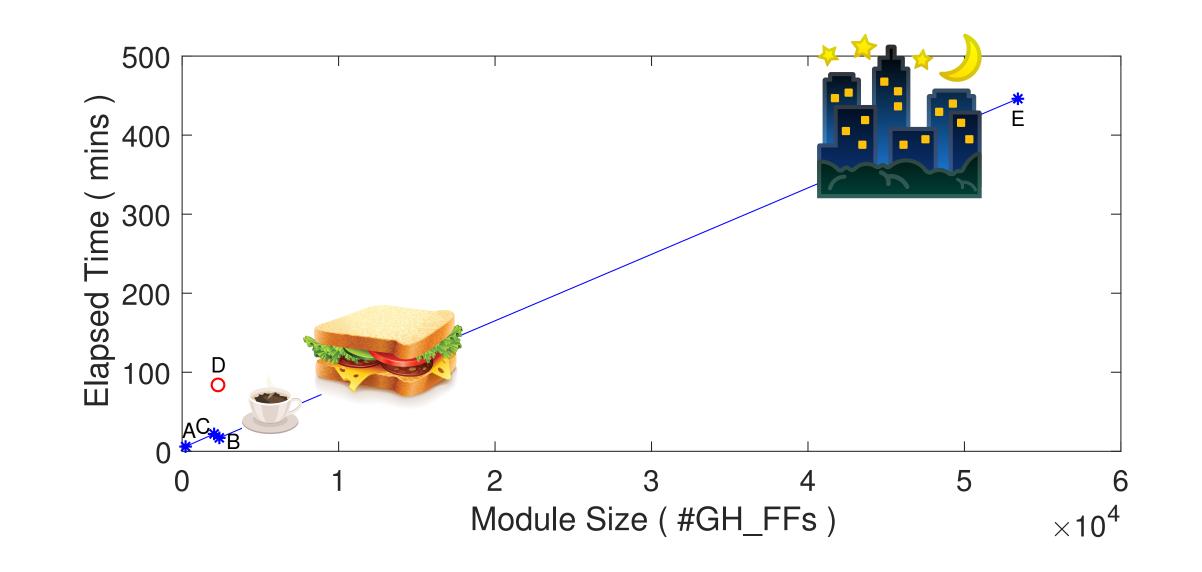
Formalization

For each combinational logic fan-in tree (DAG) with output q: $G_{q,\mathsf{RTL}}(s_q, n_q)$ denotes the value of q according to the RTL, and $G_{q,\mathsf{net}}(s_q, n_q)$ denotes the value of q according to the netlist. To detect glitches, we look for an assignments to s_q and n_q for which $G_{q,\mathsf{net}}$ propagates an **X** to its output, but $G_{q,\mathsf{RTL}}$ does not. More formally,

glitchFree
$$(q) = \forall s_q \in \mathbb{B}^{|s_q|}$$
. $\forall n_q \in \mathbb{B}^{\mathbf{X}|n_q|}$.
 $(G_{q,\mathsf{net}}(s_q, n_q) = \mathbf{X}) \Rightarrow (G_{q,\mathsf{RTL}}(s_q, n_q) = \mathbf{X})$. (1)

This says that the netlist produces no "unexplained" \mathbf{X} values. Checking property glitchFree is complete for co-NP. ^{*a*} A stricter notion of a netlist being glitch-free:

Module	#gates	# FFs	# GH-FFs ^a	$T_{32}{}^{b}$
A	1264	721	221(30.7%)	6
В	10923	4256	2378(55.9%)	17
С	90432	14874	2045(13.7%)	22
D	29018	5092	2293(45.0%)	84
Е	238783	177996	53415(30.0%)	446



1. For modules with a few thousand gates, the time to dispatch jobs in the cluster dominates, and 16 or 32 processors seems optimal

glitchFree₂(q) =
$$\forall s_q \in \mathbb{B}^{|s_q|}$$
. $\exists b \in \mathbb{B}$.
 $(\forall n_q \in \mathbb{B}^{|n_q|}.G_{q,\mathsf{net}}(s_q, n_q) = b)$
 $\Rightarrow G_{q,\mathsf{net}}(s_q, X^{|n_q|}) = b$.

This says that for every valuation of the synchronous inputs for which the output does not depend on boolean-valued, non-synchronous inputs, \mathbf{X} values for the non-synchronous inputs do not affect the output either. Property glitchFree₂ does not require an RTL description of the function; however, checking glitchFree₂ is complete for Π_2 .^b

^aA property is *in* co-NP if it can be written as $\forall x. P(x)$ where x is a boolean vector. ^bA problem is in Π_2 if it can be written as $\forall x. \exists y. P(x, y)$. Π_2 is "harder" than NP or co-NP in that any problem in NP or co-NP is also in Π_2 . 2. For modules with hundreds of thousands of gates, the preprocessing step becomes a sequential bottleneck accounting for about 2% of the total computation and limiting speed-up to around 50

3. Outlier module D for preprocessing time due to combinational loops

^aGH-FFs are state-bits that include non-synchronous inputs in their fan-in trees ${}^{b}T_{32}$ is the time (in minutes) with 32 parallel jobs

Conclusion & Future Work

We presented a precise, logical definition of synthesis-generated glitches. We implemented a tool that solves this problem for real modules from designs in industry. We demonstrated a parallel implementation that runs on linux server clusters that are standard in industry. We hope commercial CDC verification tools can benefit from this approach.