

Boosting Verification Scalability via Structural Grouping and Semantic Partitioning of Properties

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Robert Kanzelman[†], Kristin Y. Rozier^{*}

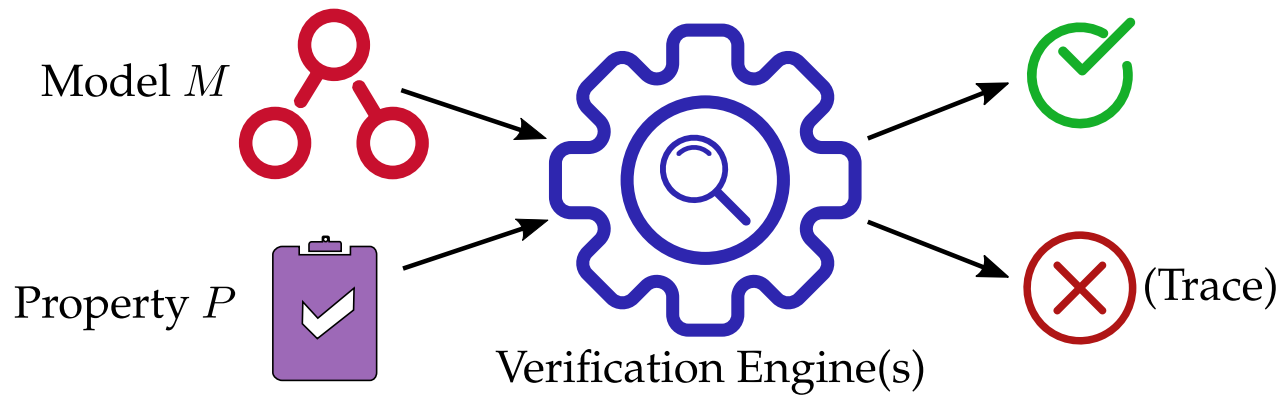
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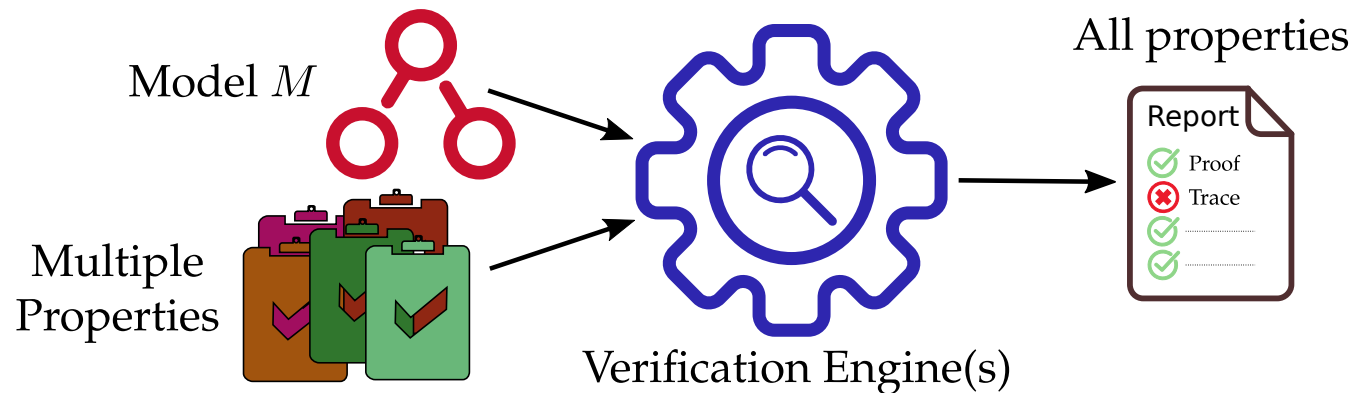
October 23, 2019

Model Checking



Usually multiple properties to be verified

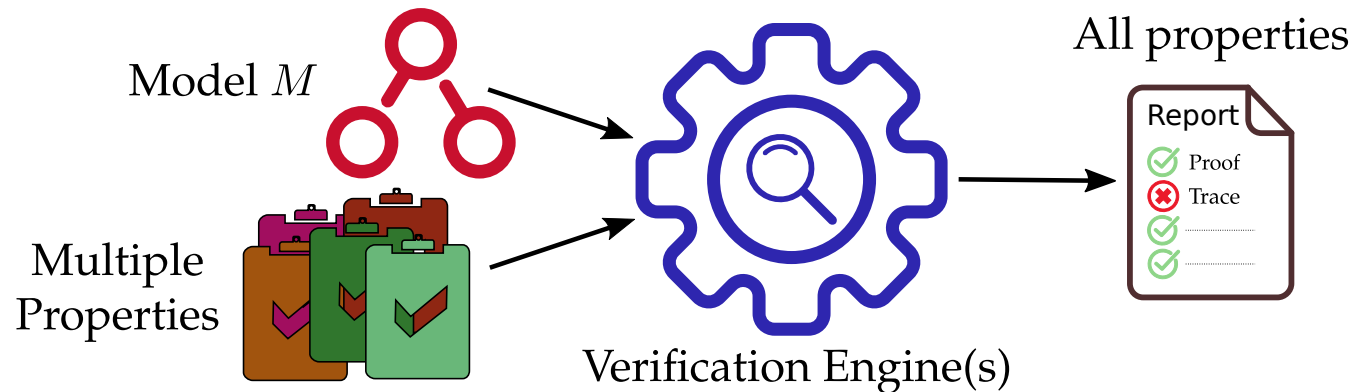
Model Checking



Make multi-property verification scalable

Multi-Property Verification

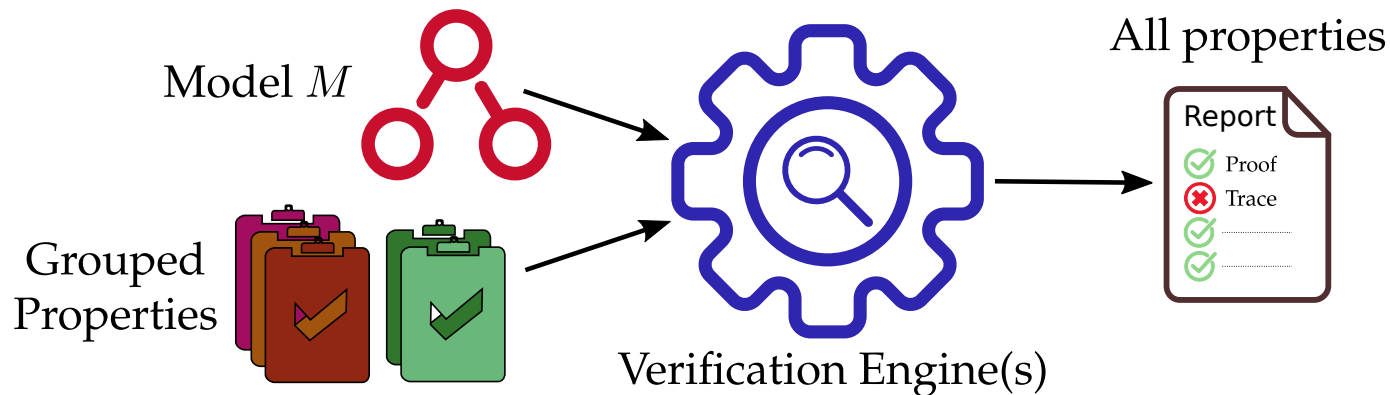
- Properties checked concurrently, or one-at-a-time
 - Doesn't optimally exploit sub-problem sharing



Opportunity to save verification resources!

Improved Multi-Property Verification

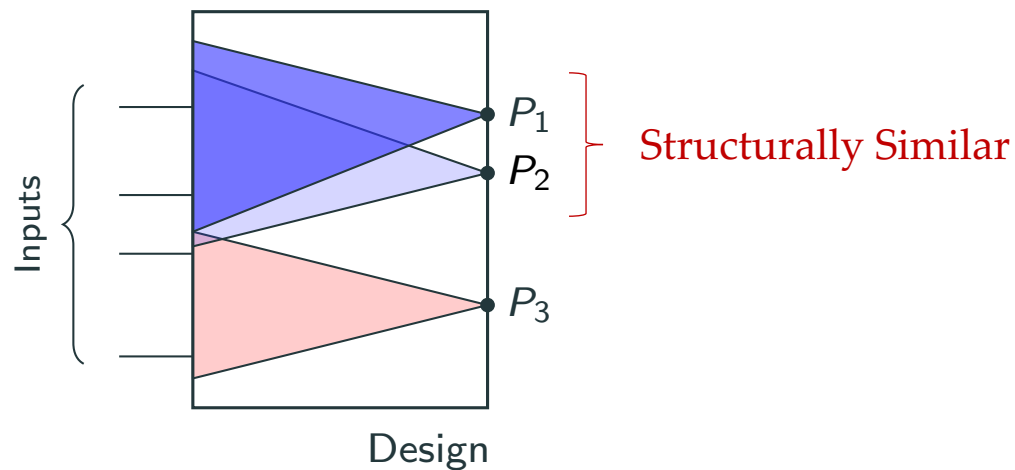
- Group 'high-affinity' properties; similarity metric
 - Properties in a group are concurrently solved; parallel groups
 - Engine effort reused across properties in a group



What similarity metric to use?

Similarity Measure

- Every property has distinct minimal cone-of-influence (COI)
- Multiple properties $\rightarrow$ exponential complexity w.r.t to collective COI
 - Concurrent verification slower than one-at-a-time
- Nearly identical COI $\rightarrow$ save verification resource*
 - Experimental demonstrated, offline-grouping



Our Contributions

- Online procedure to partition properties into high-affinity groups
 - Near-linear runtime and automated; provable affinity bounds

Initial Grouping



Our Contributions

- Online procedure to partition properties into high-affinity groups
 - Near-linear runtime and automated; provable affinity bounds
- Property grouping based on cone-of-influence
 - Structural information (static)
- Structurally-similar properties may have different semantics
 - Subset of design logic in cone-of-influence

Initial Grouping



Structural Affinity Grouping



Our Contributions

- Online procedure to partition properties into high-affinity groups
 - Near-linear runtime and automated; provable affinity bounds
- Property grouping based on cone-of-influence
 - Structural information (static)
- Structurally-similar properties may have different semantics
 - Subset of design logic in cone-of-influence
- Property-group refinement using localization abstraction
 - Semantic information (dynamic)

Initial Grouping



Structural Affinity Grouping

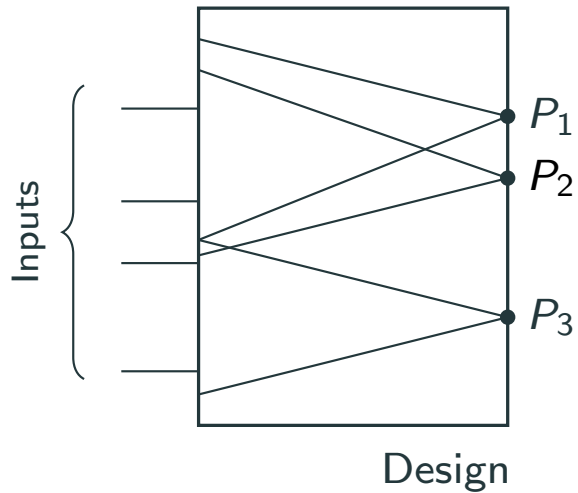


Semantic Affinity Partitioning



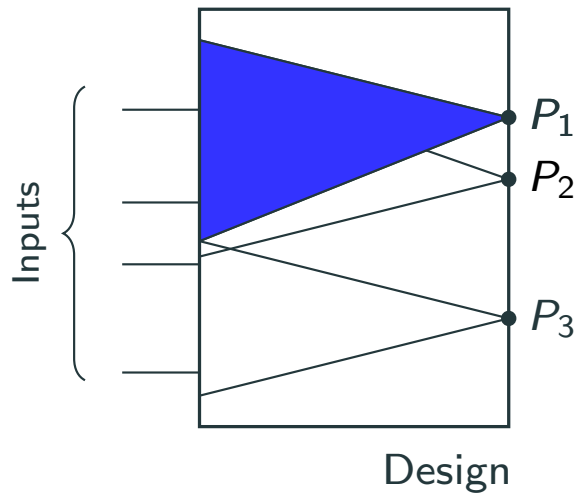
Cone-of-Influence Computation

Iterative



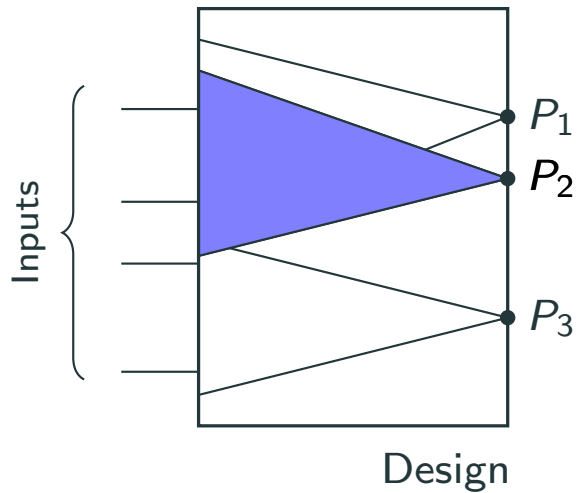
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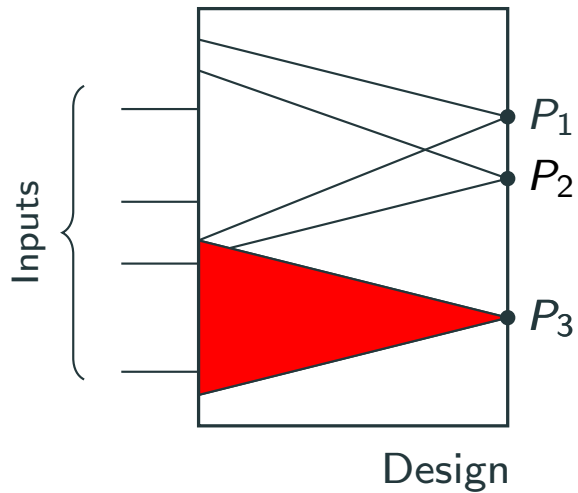
Cone-of-Influence Computation

Iterative



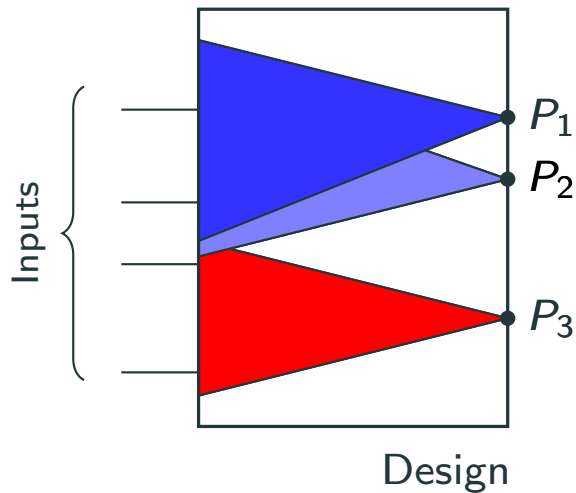
Cone-of-Influence Computation

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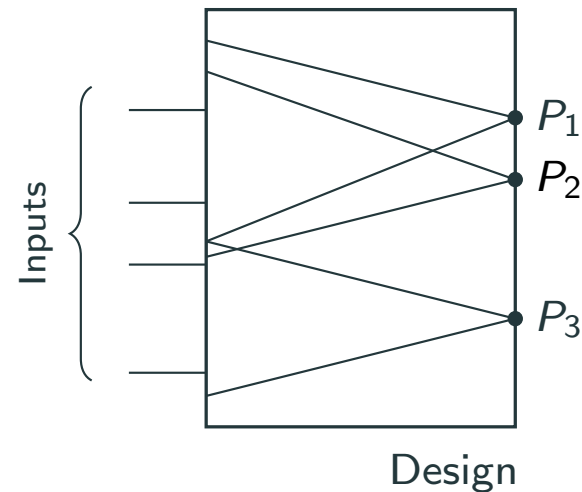


Cone-of-Influence Computation

Iterative



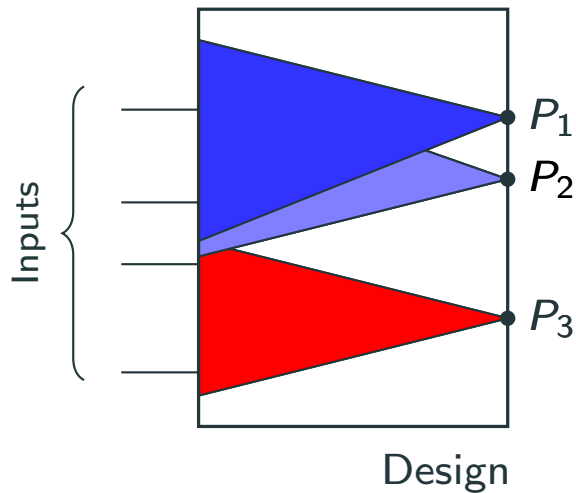
Our Method



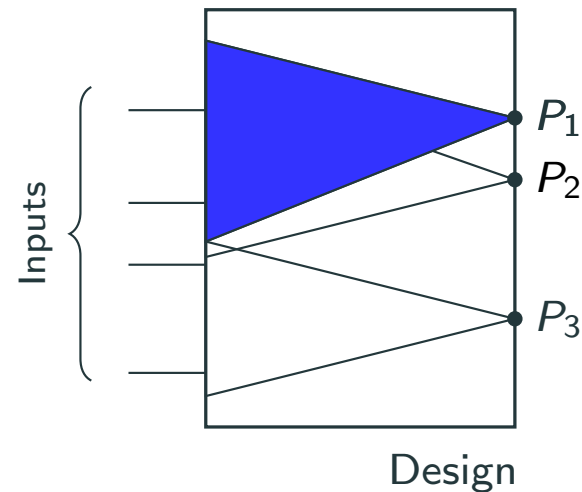
- Repeated traversals
- Does not scale!

Cone-of-Influence Computation

Iterative



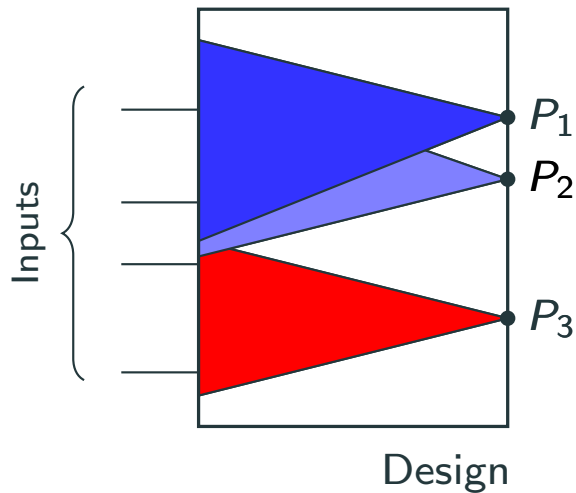
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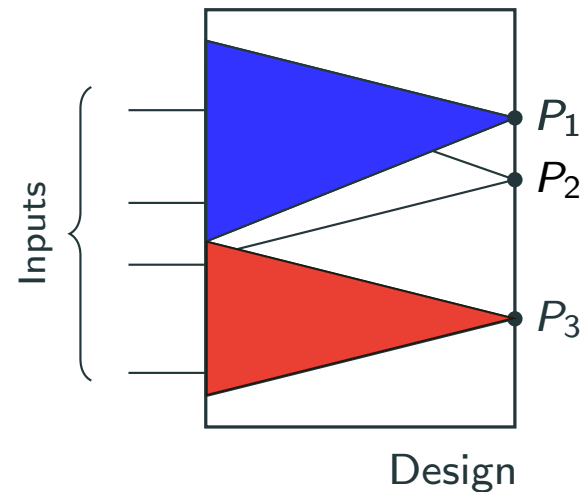
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Iterative



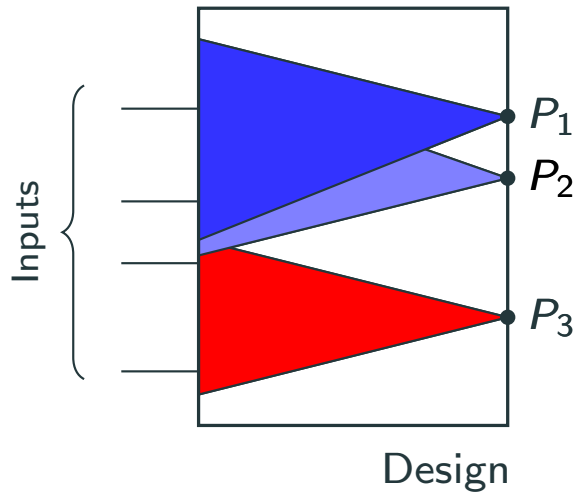
Our Method



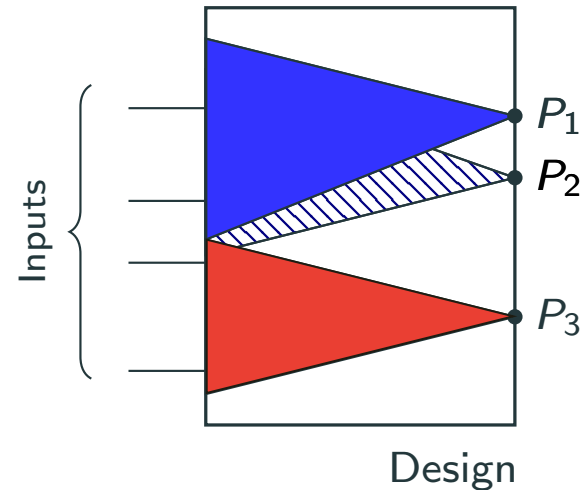
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Cone-of-Influence Computation

Iterative



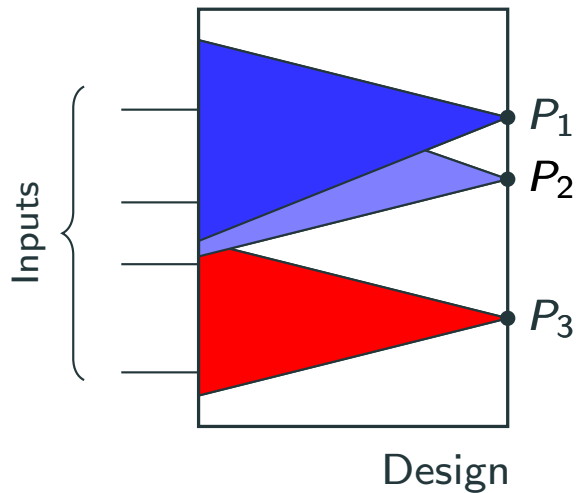
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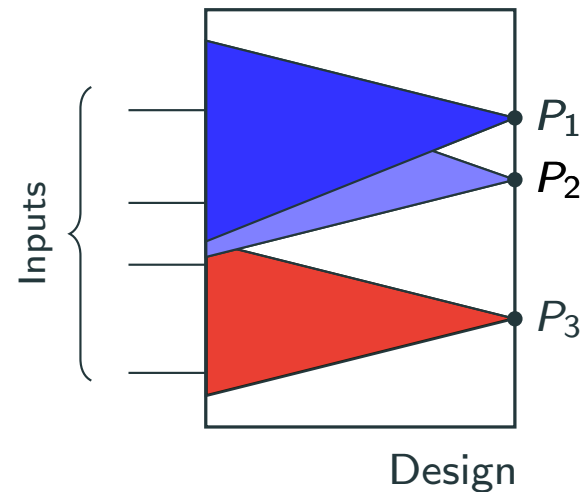
Cone-of-Influence Computation

Iterative



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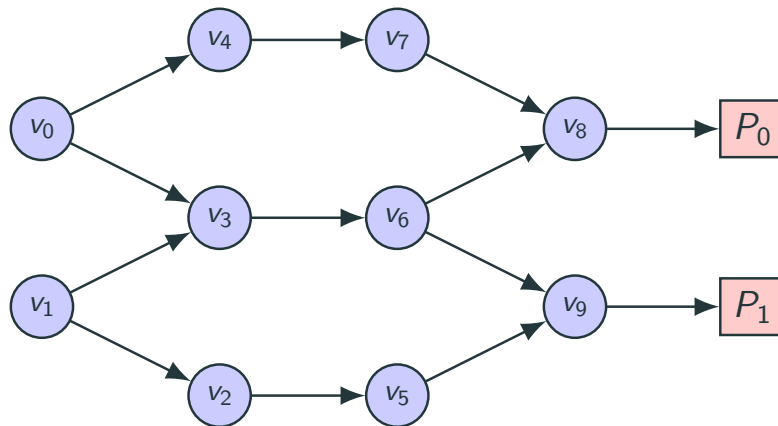
Our Method



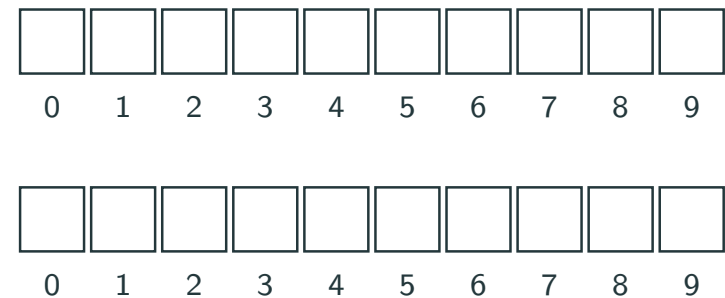
- **One** traversal
- Very scalable

COI Computation via Support Vectors

- *Support variable* – registers and inputs in COI
- Represent every support variable as a bit
 - Bitvector operations to compute support (linear)

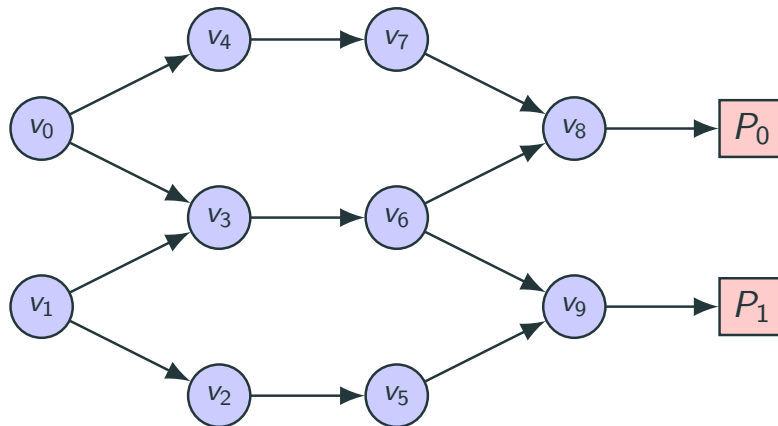


Support Vectors

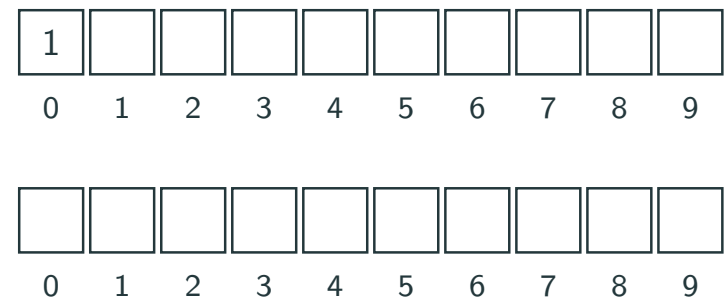


COI Computation via Support Vectors

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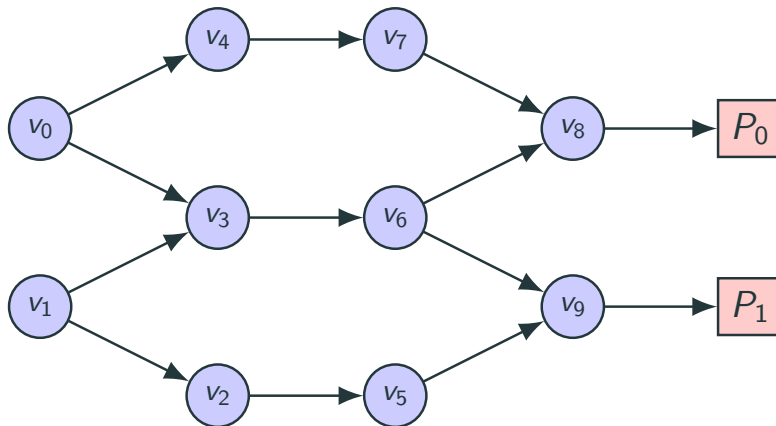


Support Vectors



COI Computation via Support Vectors

- *Support variable* – registers and inputs in COI
- Represent every support variable as a bit
 - Bitvector operations to compute support (linear)
 - Constant-time inspection



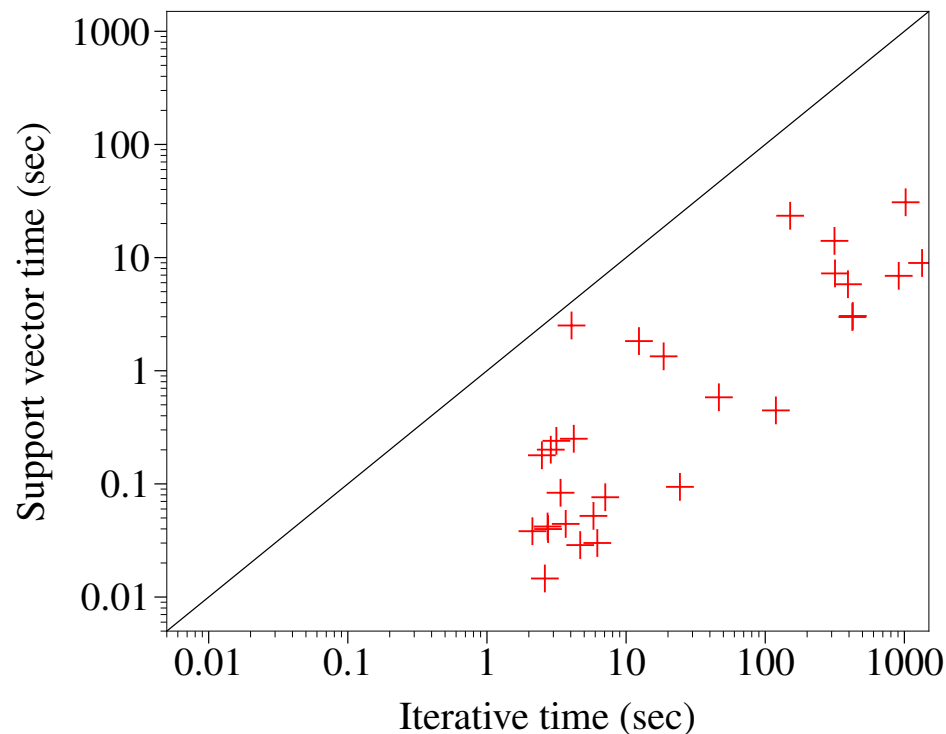
Support Vectors

1	1	0	1	1	0	1	1	1	0
0	1	2	3	4	5	6	7	8	9

1	1	1	1	0	1	1	0	0	1
0	1	2	3	4	5	6	7	8	9

Support Vector Computation

- Several optimizations to improve time/memory
 - Directed acyclic graph – SCCs → shorter bitvectors
 - Garbage collection → peak memory requirement



Structural Grouping

- Properties with ‘similar’ support bitvectors above threshold t
 - Classical clustering – very slow, at least $O(n^2)$
- Three-level approximate clustering (near-linear runtime)

Initial Grouping



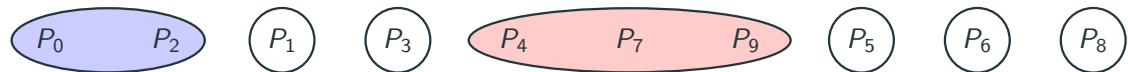
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Initial Grouping



Level-1 Grouping
(identical support)



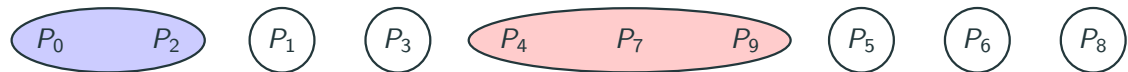
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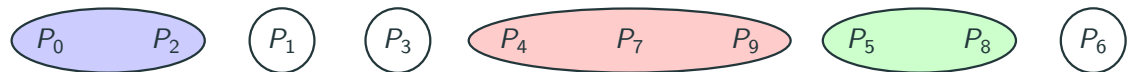
Initial Grouping



Level-1 Grouping
(identical support)



Level-2 Grouping
(SCC sharing)



Level 2 – SCC Sharing

- Several designs contain large SCCs in cone-of-influence
- Every SCC has a weight – number of registers in SCC
- Group properties that share large SCCs – at least weight t

P_1, P_2

1	0	1	1	1	0	0	0	1	1	0	1	0	1	1	0	0	0	1	1
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

P_3

0	1	1	1	0	1	0	1	0	1	1	0	1	0	0	1	0	0	1	0
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

P_4

0	0	1	0	0	1	1	0	1	0	0	1	0	1	1	1	0	1	0	0
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

P_5

0	0	1	0	0	1	1	0	1	0	0	1	0	1	1	1	0	1	1	0
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19

“N” SCC bits

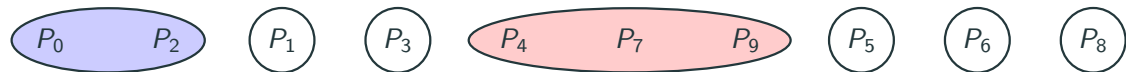
Structural Grouping

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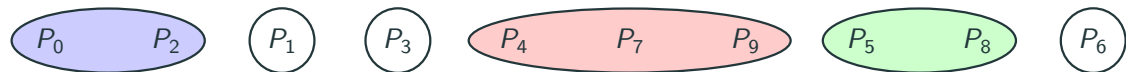
Initial Grouping



Level-1 Grouping
(identical support)



Level-2 Grouping
(SCC sharing)



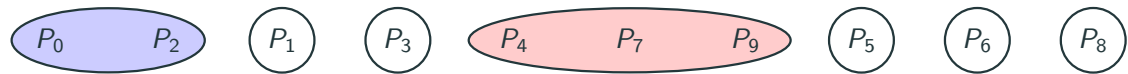
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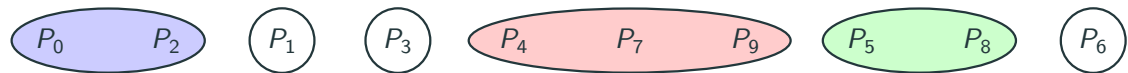
Initial Grouping



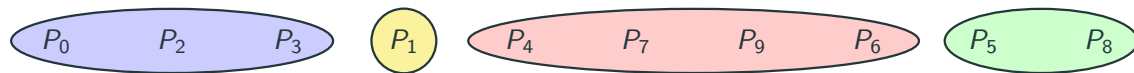
Level-1 Grouping
(identical support)



Level-2 Grouping
(SCC sharing)

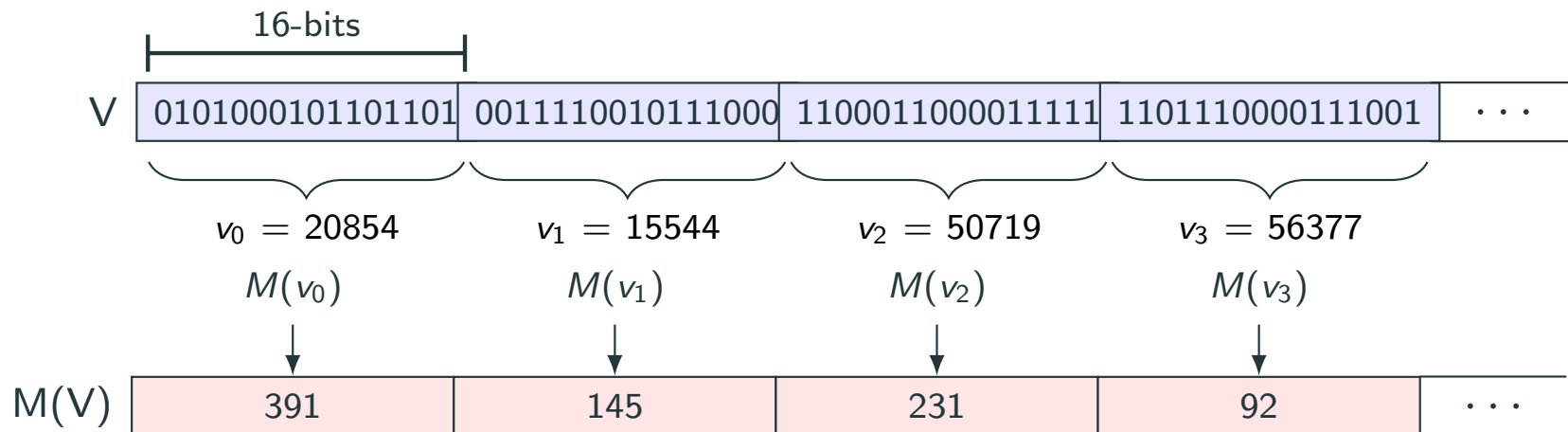


Level-3 Grouping
(hamming distance)



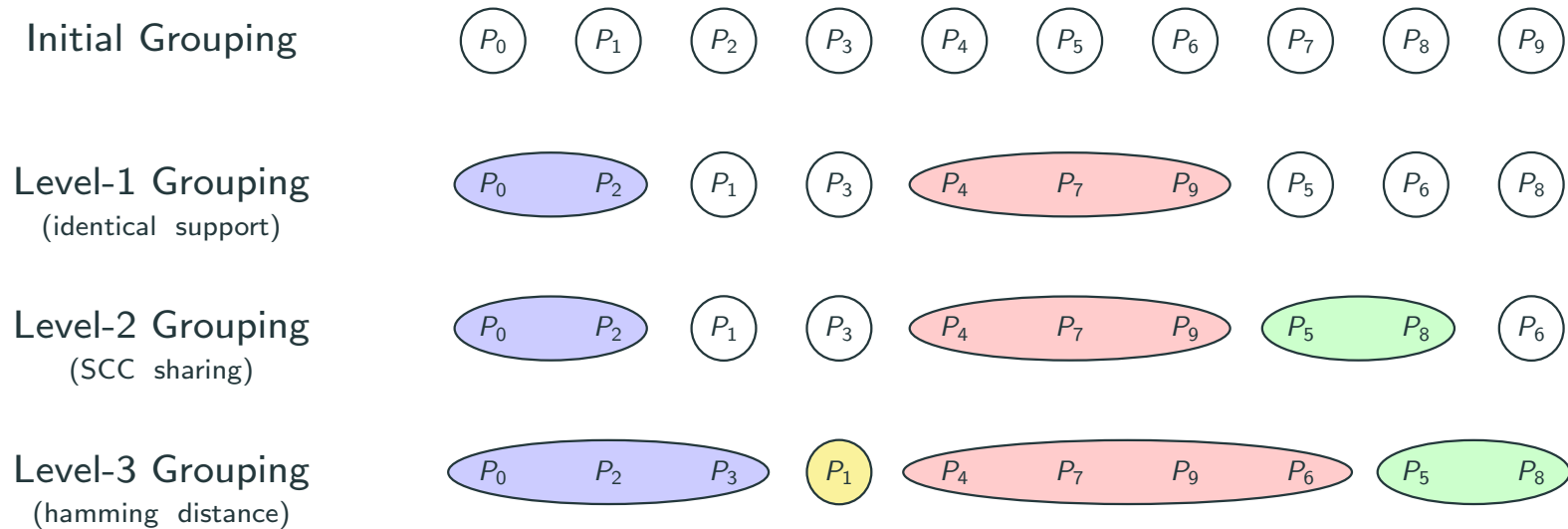
Level 3 – Hamming Distance

- Exact Hamming distance calculation is slow, $O(n^2)$
- Generate *normalized* support bitvectors
 - Map generated offline or on-the-fly, $< 1\text{sec}$
- Group properties with identical mapped bitvectors



Structural Grouping

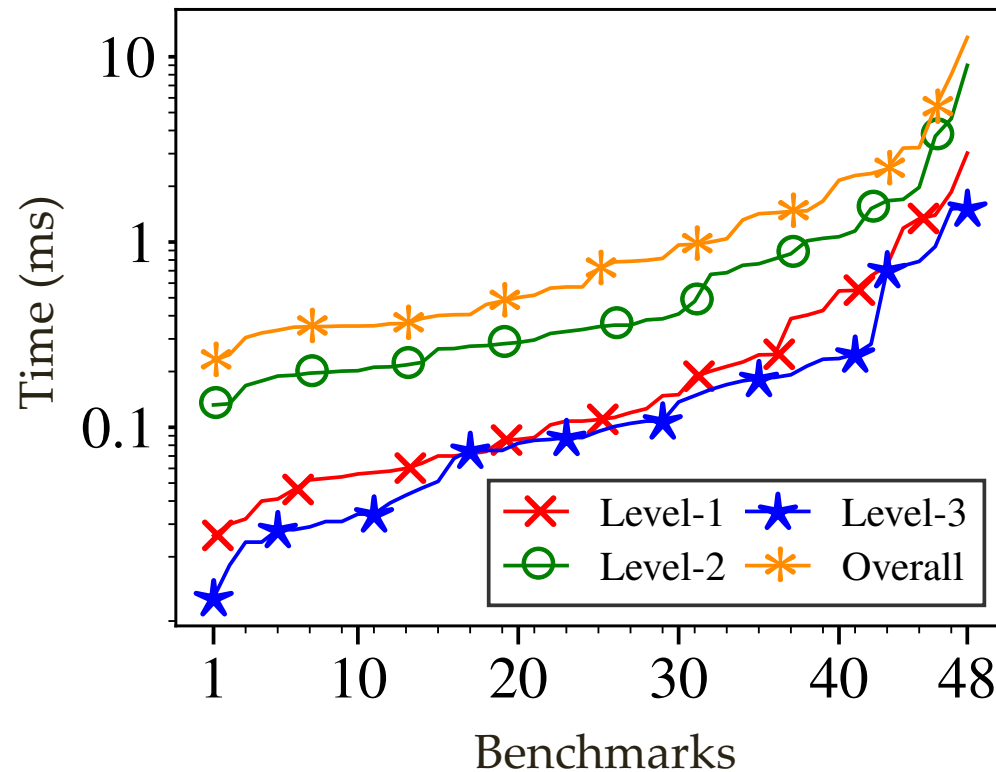
- Properties with ‘similar’ support bitvectors above threshold t
 - Classical clustering – very slow, at least $O(n^2)$
- Three-level approximate clustering (near-linear runtime)
- Proof: affinity $\geq 3*t - 2$
- Properties in a group are checked concurrently; groups in parallel



Grouping Time

- Largest benchmarks (HWMCC)
 - Simplified by logic synthesis; hard properties only
 - 100 – 2,500 properties in a benchmark

Grouping Time

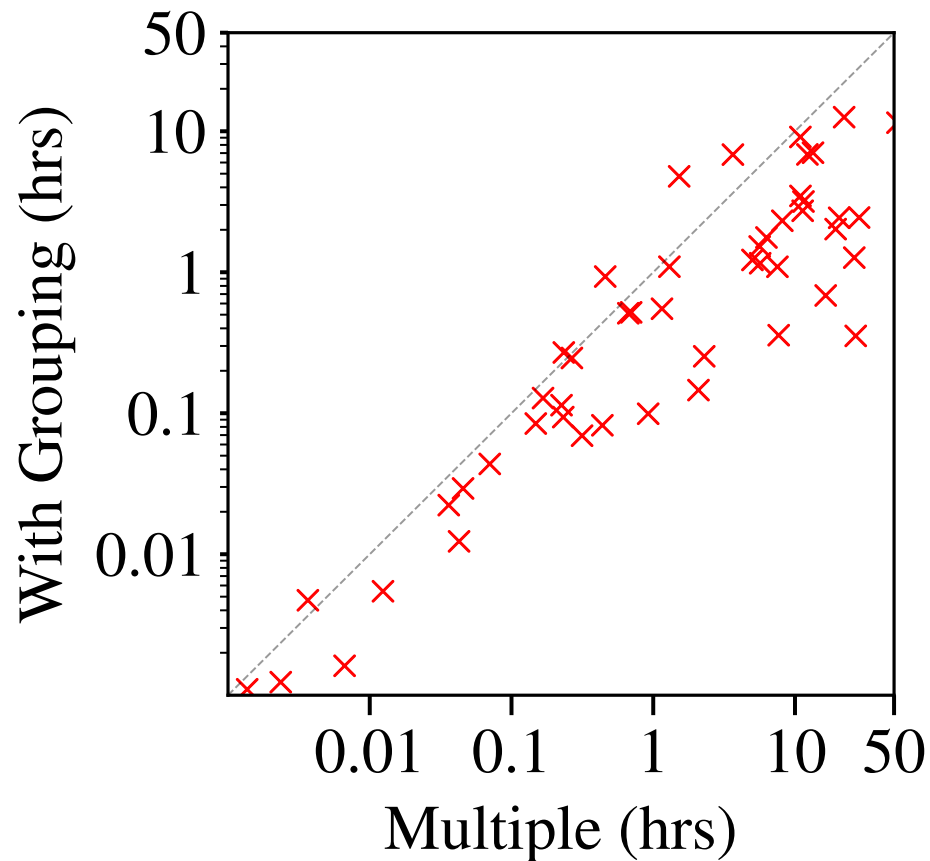


Grouping takes <10 ms

End-to-End Speedup

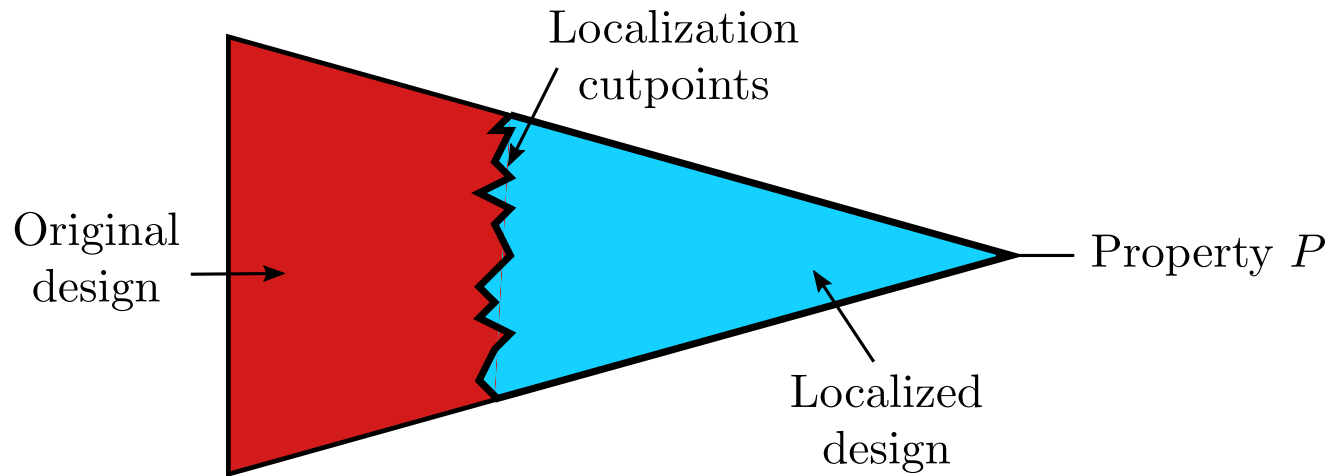
- Engine portfolio – BMC, IC3, and Localization (LOC)
 - BMC and IC3 can process multiple properties
 - Localization concurrently

End-to-End Speedup



Median 4.3x speedup

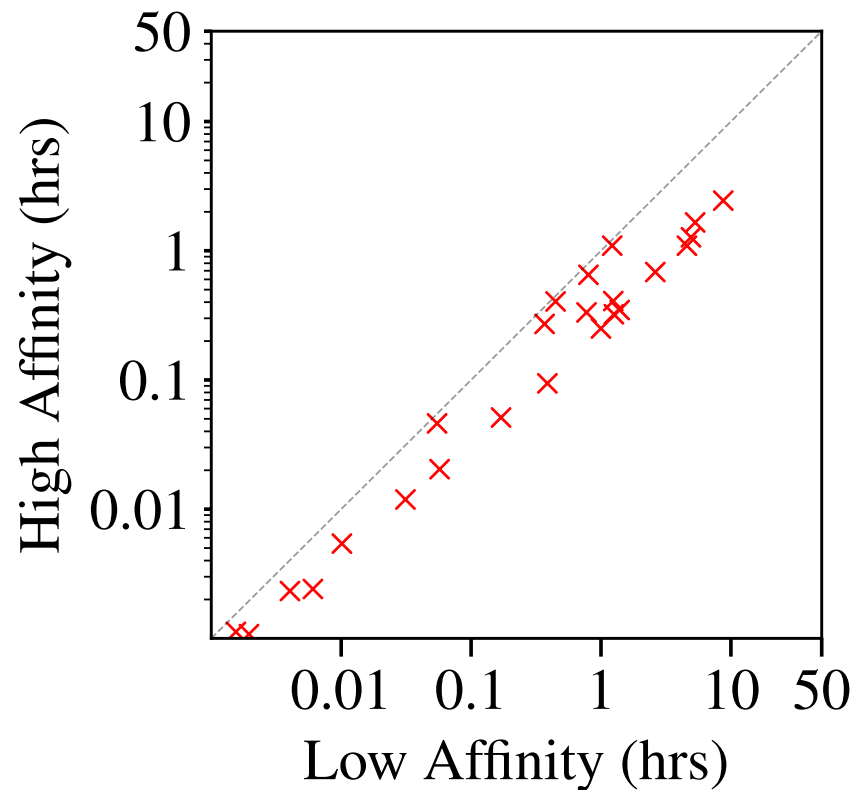
Impact on Localization Abstraction



- Technique to remove irrelevant logic
 - Iterative method, repeated *cutpointing* and *refinement*
- Concurrent localization of low-affinity properties
 - Large localized designs, disjoint logic subsets, slow proofs
- Our procedure ensures high-affinity property localization
 - Small localized designs, faster proofs

Impact on Localization Abstraction

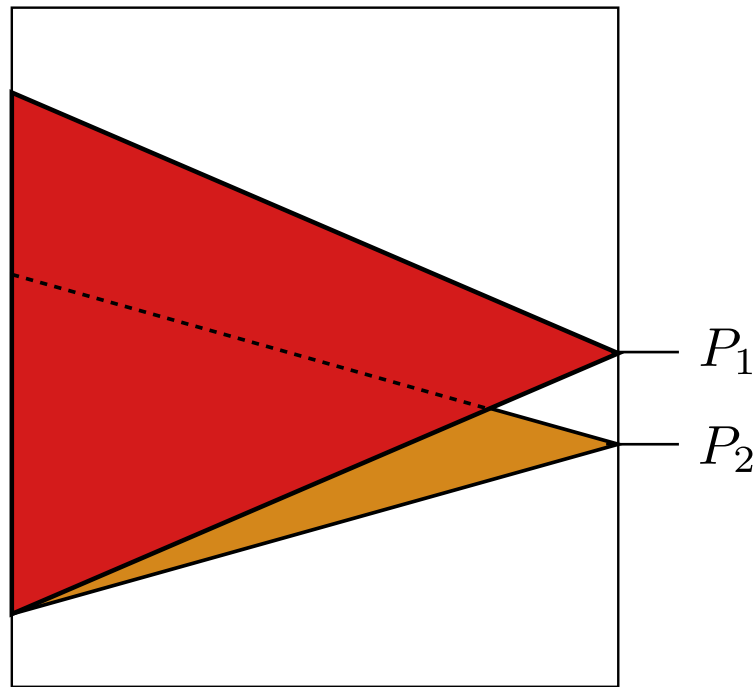
- Compare with low-affinity groups – sort then partition
- First efficient multi-property localization solution!



Median 2.5x speedup

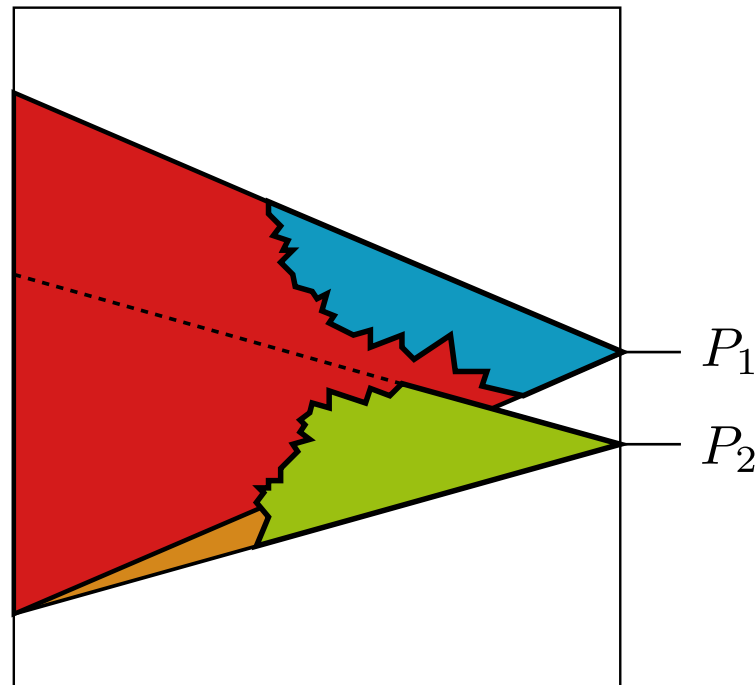
Structural Grouping

- Structurally-similar properties may have different semantics
 - Subset of design logic in cone-of-influence



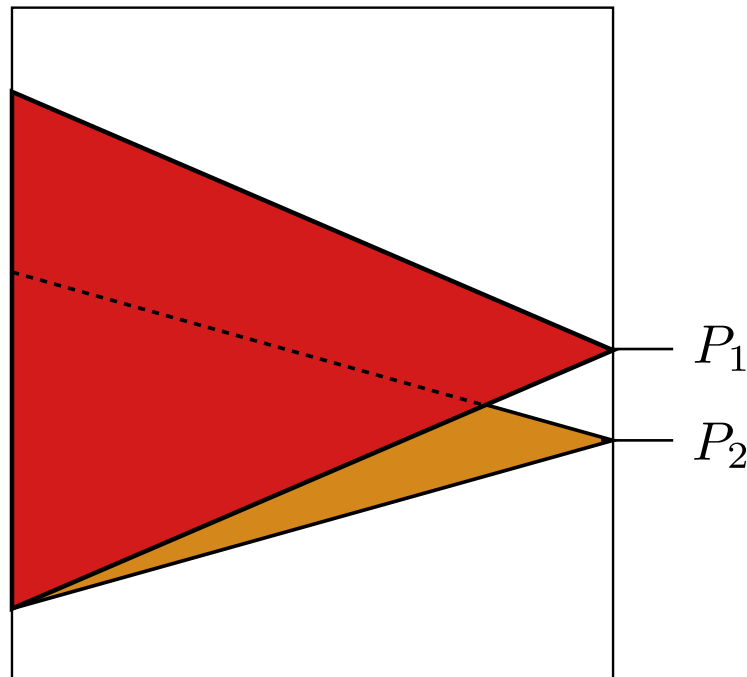
Structural Grouping

- Structurally-similar properties may have different semantics
 - Subset of design logic in cone-of-influence, mix of hittable/unhittable
- Learn semantic information via localization abstraction



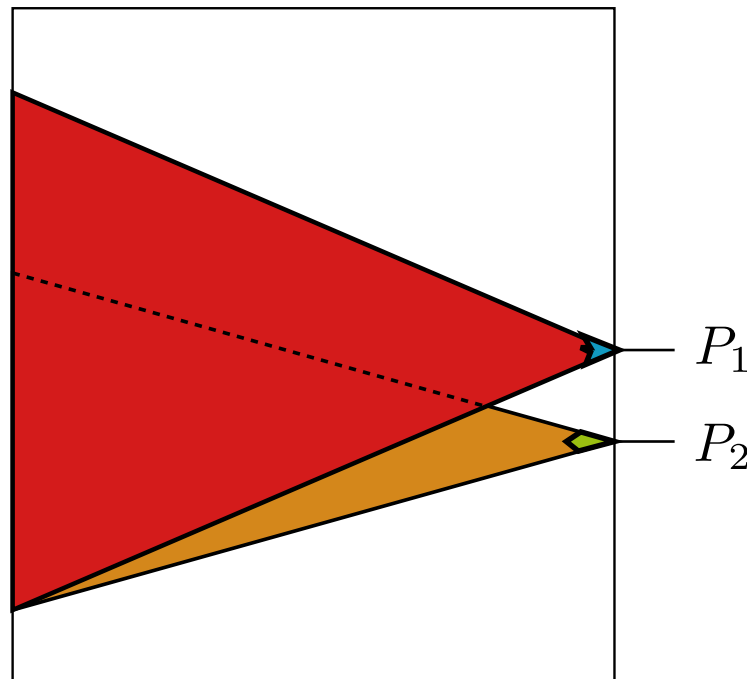
Semantic Partitioning

- Concurrently localize high-affinity property group



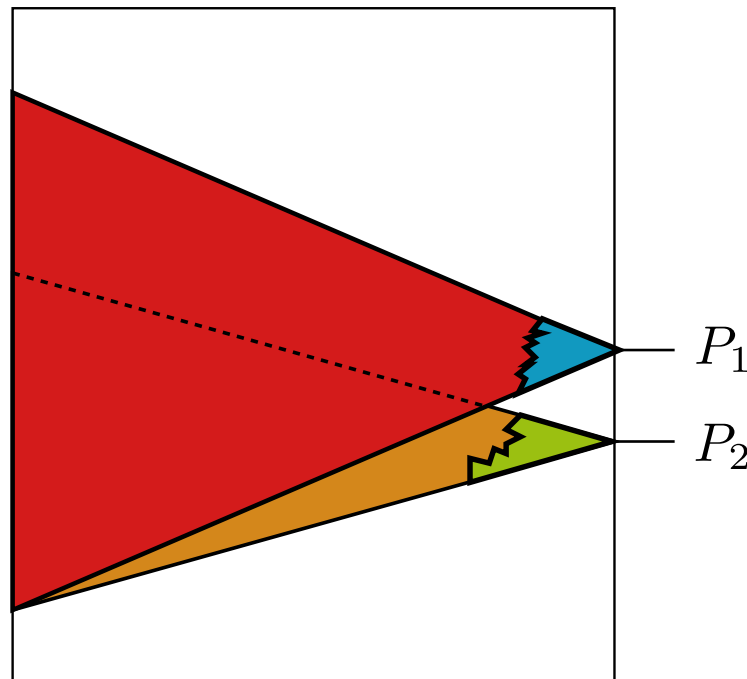
Semantic Partitioning

- Concurrently localize high-affinity property group
- Repeated BMC steps to generate localized design



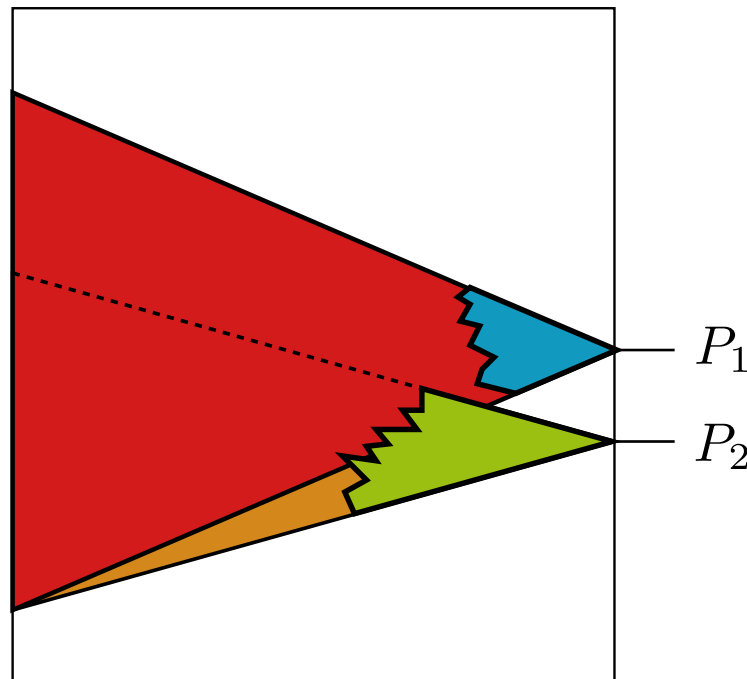
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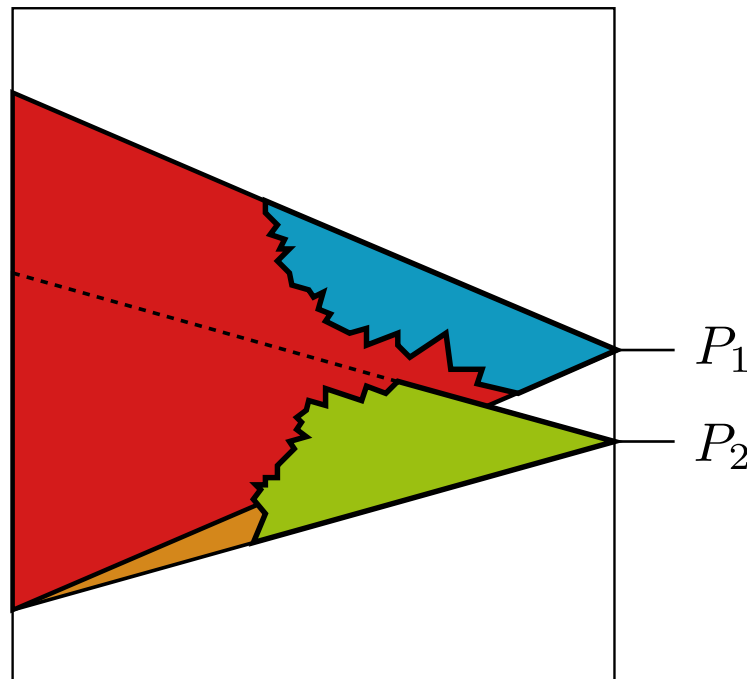
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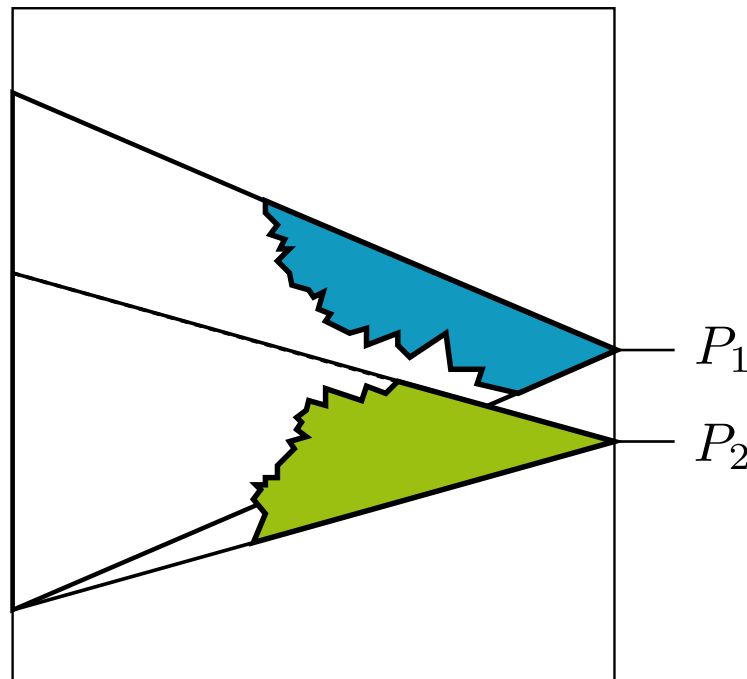
Semantic Partitioning

- Concurrently localize high-affinity property group
- Repeated BMC steps to generate localized design
- Attempt partitioning after N consecutive steps with no refinement



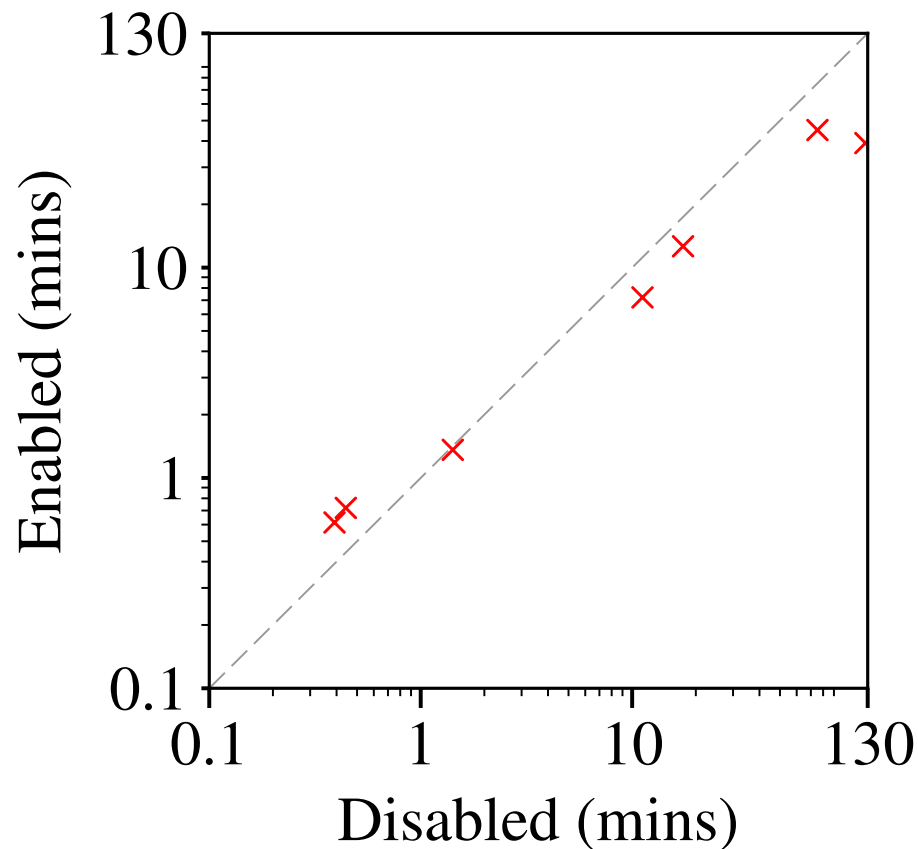
Semantic Partitioning

- Concurrently localize high-affinity property group
- Repeated BMC steps to generate localized design
- Attempt partitioning after N consecutive steps with no refinement
- Structural grouping procedure w.r.t localized design



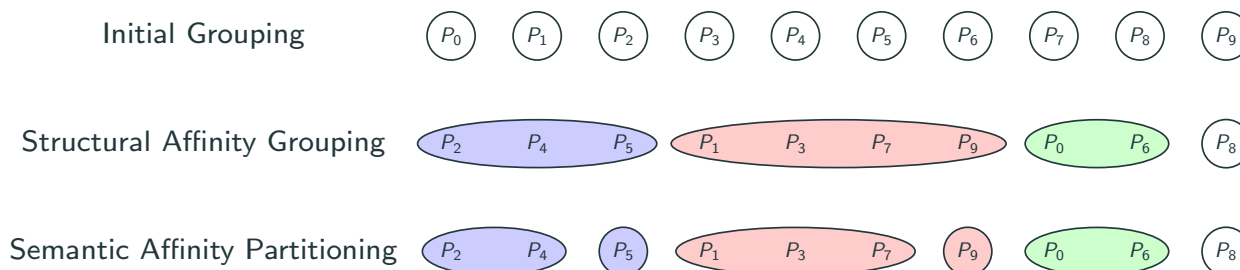
Impact on Localization Abstraction

- Selected benchmarks; some property groups solved by localization
 - Single proof run; no spurious counterexamples



Summary

- **Fast and online** algorithm to group “high-affinity” properties



- Three leveled grouping; identical, SCC sharing, and Hamming distance
- **4.3x speedup, minimal resource** overhead
- Yields groups with **provable affinity bounds**; might err (tradeoff)
- First approach to **optimize multi-property localization**
- Ongoing and future work
 - Sequential equivalence checking (SEC) – each equivalence point is a property
 - Structural vs. semantic – hard to know without consuming verification resource

Thank you!

<http://temporallogic.org/research/FMCAD19/>