

# CS152 – Computer Architecture and Engineering

## Lecture 3 – Testing Processors

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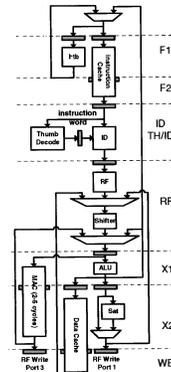
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## Last Lecture: Clocked Logic Review



design description

Schematic Diagrams

Timing Diagrams

Verilog

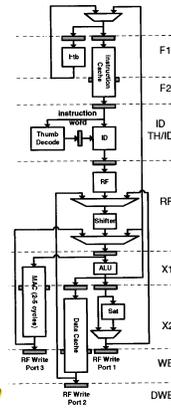


## Outline - Testing Processors

- \* The four types of testing.
- \* Making a test plan.
- \* Unit testing techniques.



## Lecture Focus: Testing 152 Projects



testing goal

The processor correctly executes programs written in the supported subset of the MIPS ISA

*Clock speed? CPI? Upcoming lectures ...*



## Four Types of Testing



## Big Bang: Complete Processor Testing

- Top-down testing
- complete processor testing (Lab 1)
- Bottom-up testing

how it works

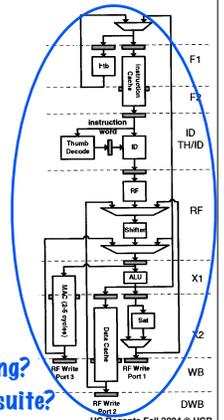
Assemble the complete processor.

Execute test program suite on the processor.

Check results.

*Why is this method appealing?*

*What makes a good test program suite?*



## Methodical Approach: Unit Testing

Top-down testing

complete processor testing

• unit testing

Bottom-up testing



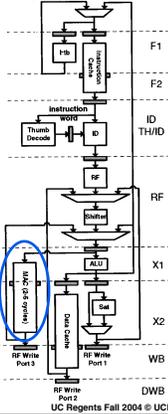
CS 152 L03 Testing Processors (I)

how it works

Remove a block from the design.

Test it in isolation against specification.

What if the specification has a bug?



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## Administrivia - Mini-Lab 1 a Success!



Survey due today!



Mini-Lab 2 this Friday (9/10). Remember to do the pre-lab!



Lab 1 due Monday 9/13. Don't wait to get started!



First homework out soon -- due 9/15.



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## Four Types of Testing (continued)



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## Climbing the Hierarchy: Multi-unit Testing

Top-down testing

complete processor testing

• multi-unit testing

unit testing

Bottom-up testing



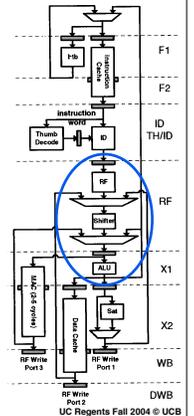
CS 152 L03 Testing Processors (I)

how it works

Remove connected blocks from design.

Test in isolation against specification.

How to choose partition?  
How to create specification?



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## Processor Testing with Self-Checking Units

Top-down testing

complete processor testing

• processor testing with self-checks

multi-unit testing

unit testing

Bottom-up testing



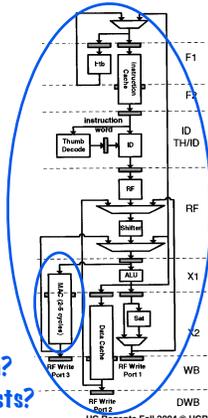
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how it works

Add self-checking to units

Perform complete processor testing

Good for Xilinx? ModelSim?  
Why not use self-checks for all tests?



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## Testing: Verification vs. Diagnostics

Top-down testing

• complete processor testing

• processor testing with self-checks

• multi-unit testing

• unit testing

Bottom-up testing



CS 152 L03 Testing Processors (I)

• Verification:

A yes/no answer to the question "Does the processor have one more bug?"

• Diagnostics:

Clues to help find and fix the bug.

Which testing types are good for verification? For diagnostics?

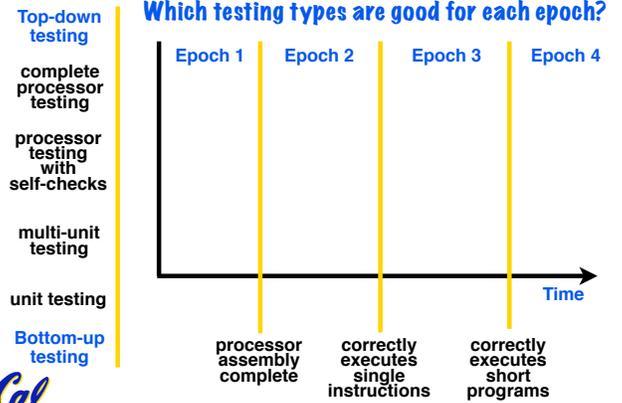
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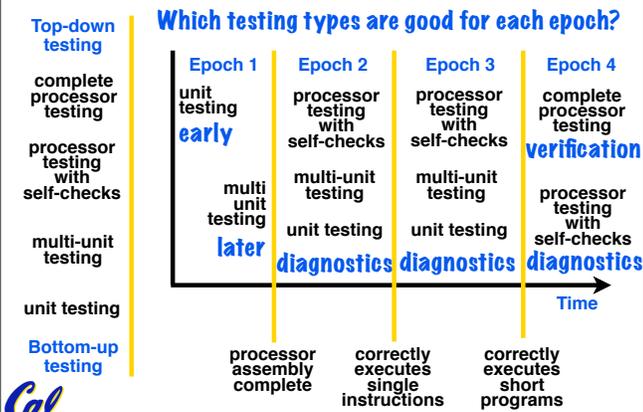
# Writing a Test Plan (peer instruction)



## Test Plan: Fill in the testing timeline



## Fill in the testing timeline: Answer:



## Testing Mechanics: Asset Management

```

adder.v
Adder unit.
% ls dpath/
%
% ls dpath/adder dpath/regfile dpath/shifter
dpath/adder:
adder.v      adder_sc.v      adder_utb.v
dpath/regfile:
regfile.v   regfile_sc.v   regfile_utb.v
dpath/shifter:
shifter.v  shifter_sc.v  shifter_utb.v
%
%
% ls dpath
adder/      mid_dpath.v      regfile/
mid_dpath_utb.v  mid_dpath_sc.v  shifter/
    
```

One directory holds all datapath units.

Unit testing test bench for adder.

Self-checking wrapper for adder unit.

Instantiate into `_utb` and `_sc`, not copy-paste! Why?

Follow a file naming convention! Why?

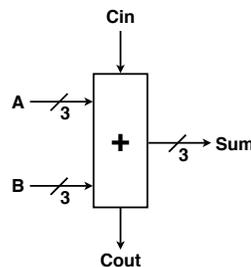
`mid_dpath` is a multi-unit: instantiates `adder`, `regfile`, `shifter`.



# Unit Testing



## Combinational Unit Testing: 3-bit adder



Number of input bits? 7

Total number of possible input values?

$$2^7 = 128$$

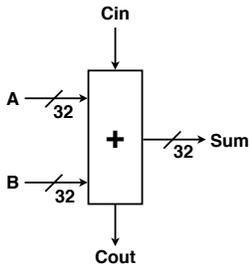
Just test them all ...

Apply "test vectors" 0,1,2 ... 127 to inputs.

100% input space "coverage" "Exhaustive testing"



## Combinational Unit Testing: 32-bit adder



Number of input bits? 65

Total number of possible input values?

$$2^{65} = 3.689e+19$$

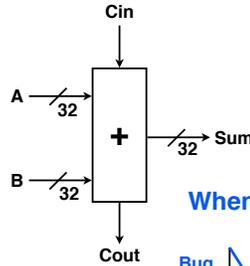
Just test them all?

Exhaustive testing does not "scale".

"Combinatorial explosion!"



## Test Approach 1: Random Vectors

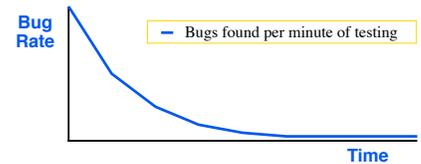


how it works

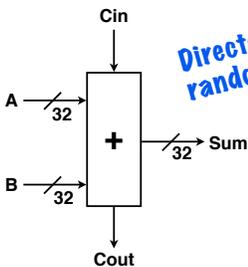
Apply random A, B, Cin to adder.

Check Sum, Cout.

When to stop testing? Bug curve.



## Test Approach 2: Directed Vectors



Directed random?

how it works

Hand-craft test vectors to cover "corner cases"

$$A == B == Cin == 0$$

"Black-box": Corner cases based on functional properties.

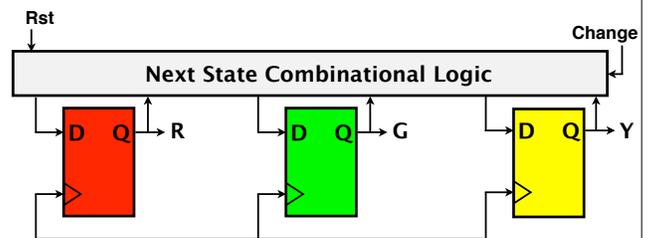
"Clear-box": Corner cases based on unit internal structure.

Examples?

Examples?



## Testing State Machines: Break Feedback

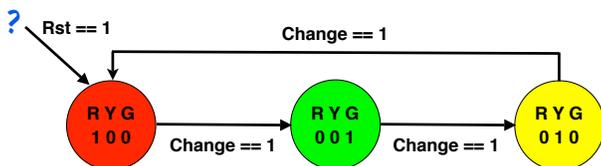


Isolate "Next State" logic. Test as a combinational unit.

Easier with certain Verilog coding styles?



## Testing State Machines: Arc Coverage



Force machine into each state. Test behavior of each arc.

Is this technique always practical to use?



## Final Thought: When bugs "escape" ...

(Testing our financial trading system), we found a case where our software would get a bad calculation. Once a week or so.

Eventually, the problem turned out to be a failure in a CPU cache line refresh. This was a hardware design fault in the PC.

The test suite included running for two weeks at maximum update rate without error, so this bug was found.

Eric Ulevik



## Conclusion -- Testing Processors

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- \* **Bottom-up test for diagnosis, top-down test for verification.**
- \* **Make your testing plan early!**
- \* **Unit testing: avoiding combinatorial explosions.**

