(20 Marks)

USN

M.Tech. Degree Examination, February 2013 **VLSI Design Verification**

Time: 3 hrs. Max. Marks: 100 Note: 1. Answer any FIVE full questions. 2. State design examples wherever relevant. a. Explain verification as a reconvergent model. What is the effect of 'human factor' in verification? How do you address it? b. Discuss the need of verification in 30C design context. Address various challenges of verification of VLSI designs. (10 Marks) State atleast three ways to reduce verification time. What is a test bench? Explain different components of test bench. b. Discuss various coesimulation options in VLSI design verification. Mention different tools required for verification. (10 Marks) Explain the following in the context of verification: 3 i) Verification intellectual property ii) Hardware modellers. Explain with a design case, the following: (10 Marks) i) Different coverages ii) Different metrics (10 Marks) How sould we decide on the level of verification (unit level, board level etc.)? Define 'first time success' in context of VLSI design. Discuss the contents of verification Explain the following terms: (06 Marks) i) Directed test ii) Random test iii) Constrained random test iv) Coverage driven random test. (10 Marks) What are the two types of timing analysis used in VLSI design verification? Compare them 5 in terms of coverage, accuracy and usage. What do you need to perform STV on the VLSI design verification? (05 Marks) b. Explain STV methodology of timing analysis of VLSI Design. (05 Marks) (10 Marks) Define terms: i) Slew of a waveform ii) Skew of clock iii) Critical path iv) False path v) Multicycle path. Which are the four types of timing paths in any VLSI Design? How is path delay computed in pre-layout design and post layout design? (10 Marks) i) Mention various methods of representing a Boolean function. Explain their merits and ii) Generate BDD for function F = x1. $x2 \lor x3$. (06 Marks) What is SAT? Explain with an example the basic SAT algorithm. (04 Marks) (10 Marks) 8 Write technical notes on following: Verification IP and reuse a. b. Equivalence checking Cross talk glitch analysis d. Verification plan Linting