

Exploring and Comparing IEEE P1687.1 and IEEE 1687 Modeling of Non-TAP Interfaces

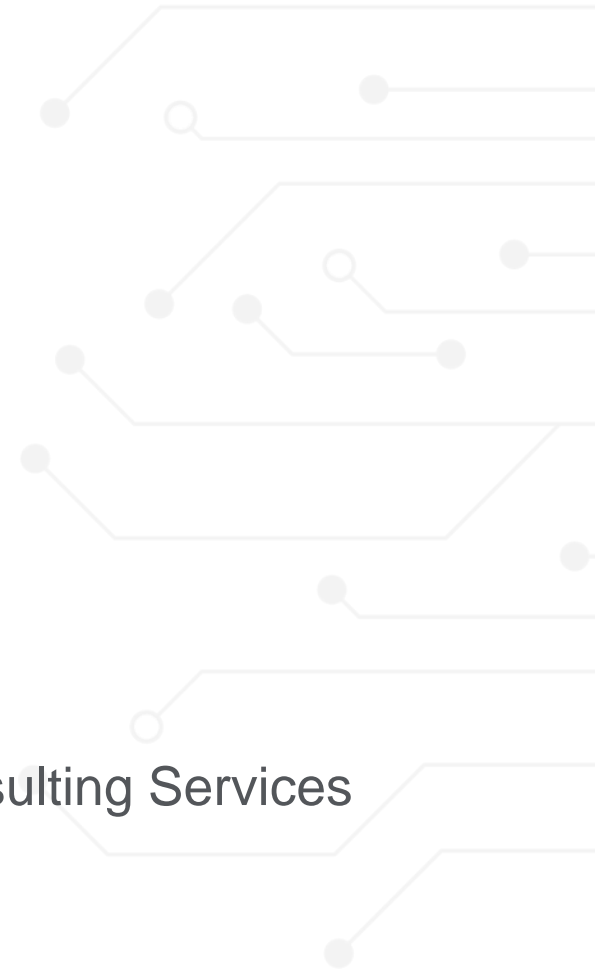
Special Session SP1

Jeff Rearick Martin Keim Michele Portolan Brad Van Treuren Hans Martin von Staudt



Outline of the Special Session

- Introduction of IEEE P1687.1
 - Martin Keim, Siemens Digital Industries Software
- I²C modeling with IEEE 1687-2014
 - Hans Martin von Staudt, Dialog Semiconductor
- Modeling non-TAP interfaces with IEEE P1687.1
 - Jeff Rearick, Advanced Micro Devices,
With contributions from Bradford Van Treuren, VT Enterprises Consulting Services
- A working example of IEEE P1687.1 callbacks
 - Michele Portolan, Univ Grenoble Alpes CNRS

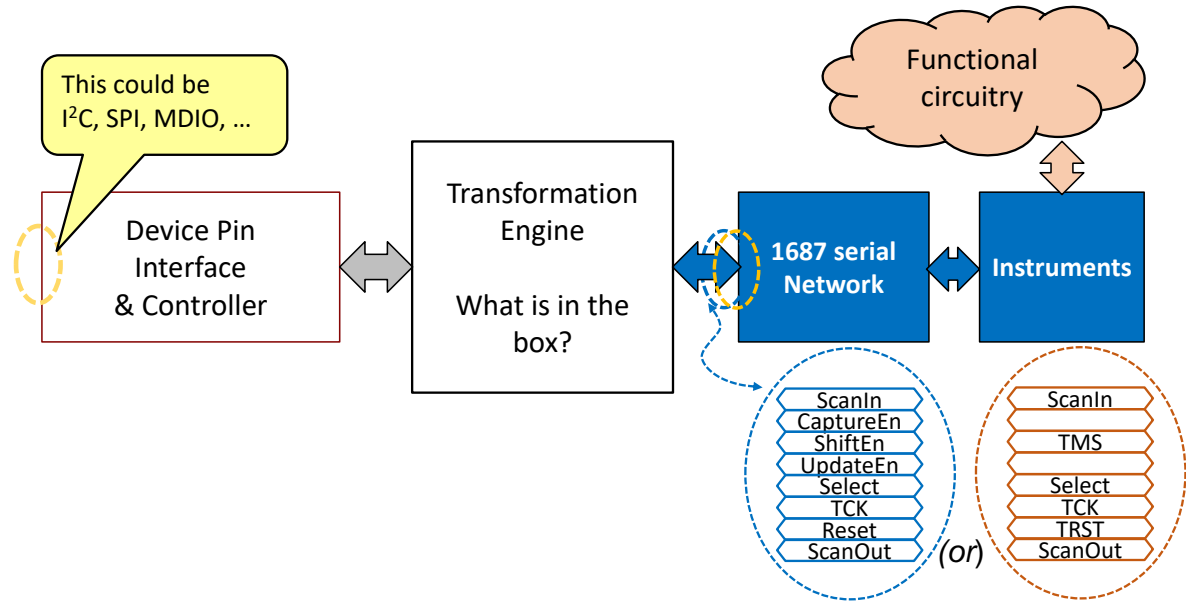


Introduction of IEEE P1687.1

Martin Keim, Siemens Digital Industries Software

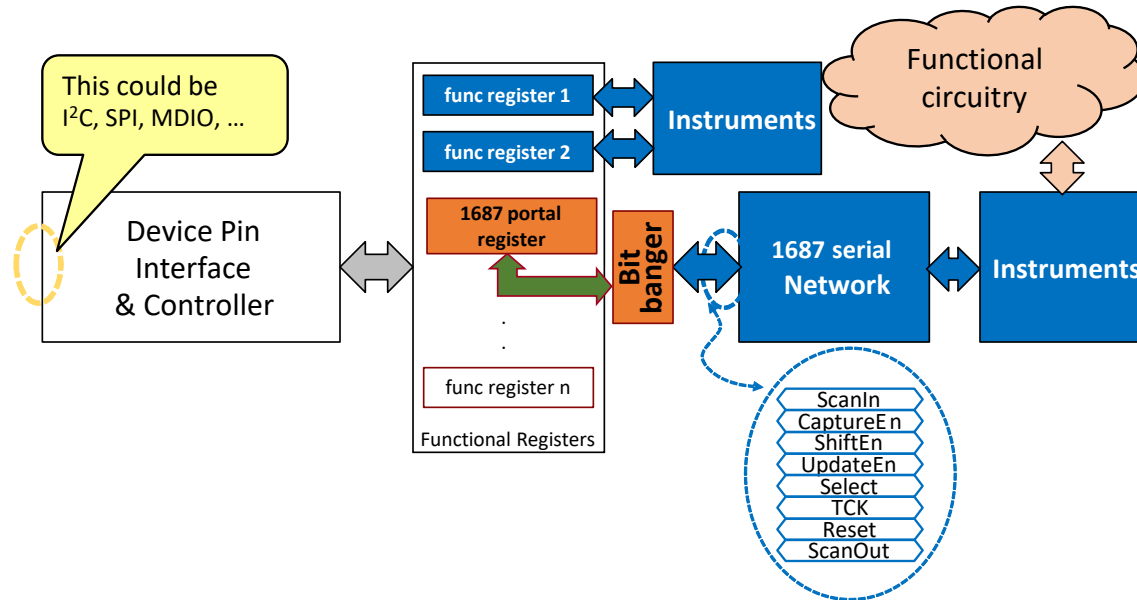


Goal of IEEE P1687.1



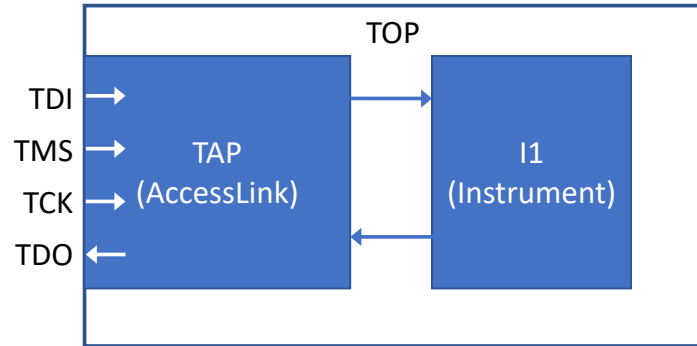
- Access & operation of an IEEE 1687 network through a non-Tap interface
- Like IEEE 1687: Descriptive, not Prescriptive
- How to describe the “Transformation Engine”?

Early Ideas of IEEE P1687.1

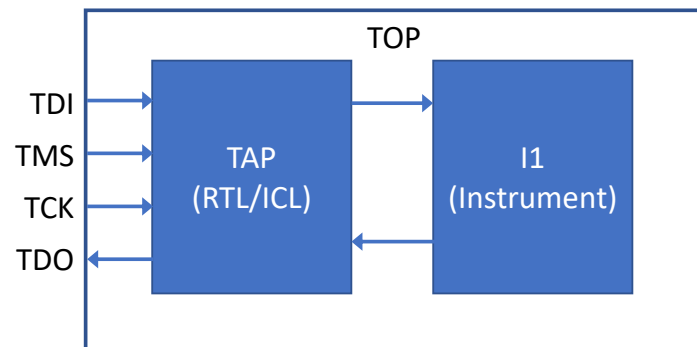


- Observation: Many interfaces have an actual or virtual 'portal register'
- Idea of expanding IEEE 1687's
 - Register callback
 - AccessLink
- Issues
 - Register call back difficult to implement
 - Bit banging

Concerning IEEE 1687's AccessLink

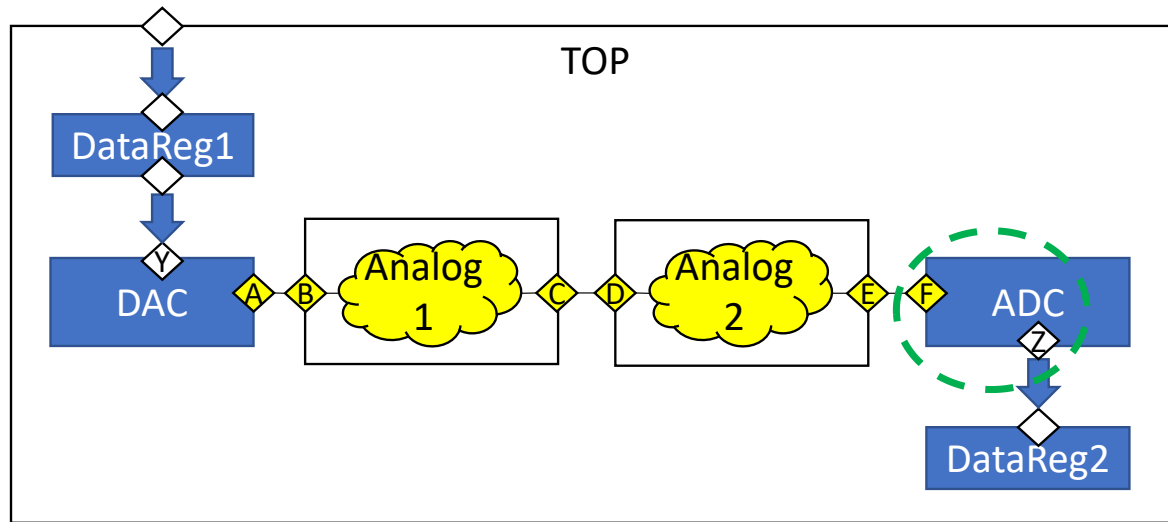


```
Module TOP {  
  Instance I1 of MyInstrument { }  
  AccessLink TAP of STD_1149_1_2001 {  
    BSDLEntity TOP ;  
    my_ijtag_en { // instruction name  
      ScanInterface { I1.scan_client; }  
    }  
  }  
}
```



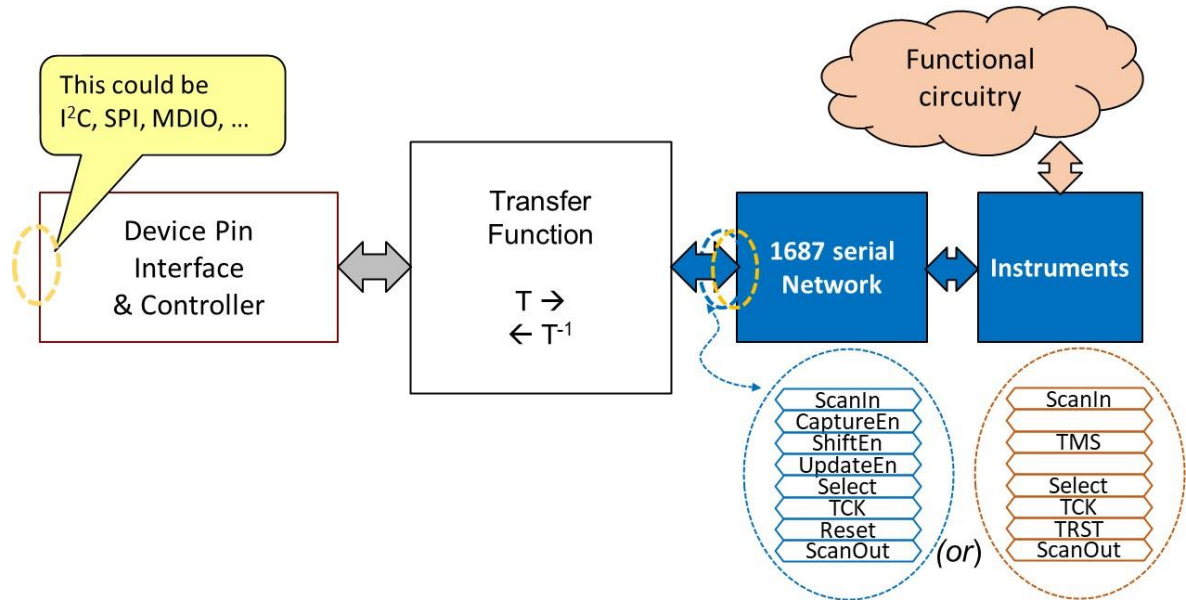
- 1687 describes 2 AccessLink types
 - For type 1149.1 (shown here)
 - Generic type (practically unusable)
- With AccessLink one can attach a protocol to an ICL instance
 - Without describing much of the body of the ICL module
- Observation
 - Loss of mapping between ICL and RTL
 - AccessLink incorporates DPIC

IEEE P2654 and IEEE P1687.2 Crossovers



- In short
 - P2654 = scale up to board level
 - P1687.2 = incorporate analog elements
 - More details later
- Transformation Engine not at the device IO
- One transformation engine feeds into another
- Still, the same problem!
- Can we find one (1) answer for all?

Concept of Transfer Function



- Transfer Function \neq Call back

- A mathematical object

- Models the device's output for each possible input
- Models the entire module
- No module internals needed

- Examples

- 1149.1 TAP
 - ICL for comb. logic + FSM instance
 - FSM describable as a transfer function
- 1149.7
 - Number of input and output cycles not necessarily the same

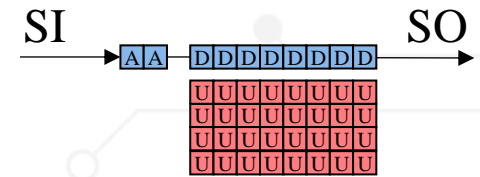
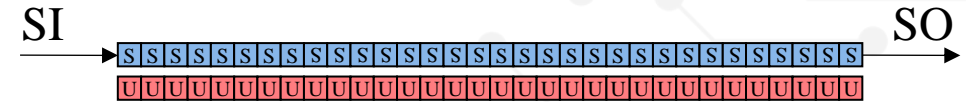
I²C Modeling with IEEE 1687-2014

Hans Martin von Staudt, Dialog Semiconductor



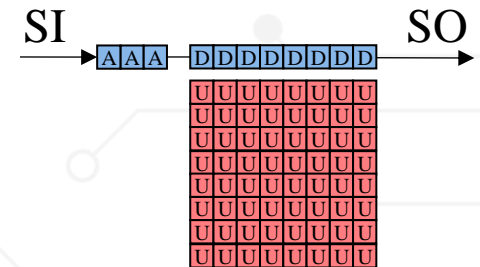
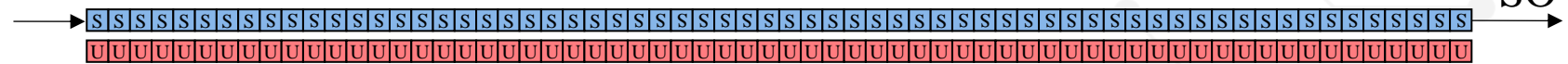
Why I²C/SPI/etc. Again and Again?

- Ubiquitous. That leads to the killer argument:
 - **If you have I²C already for mission mode, why bother about a TAP?**
- Inherently cheaper than a scan architecture
 - Scan
 - Locates a bit by position on a chain (which might be reconfigurable)
 - Each data bit needs a shift bit: 100% overhead. Total bit count: $2n$
 - I²C
 - Locates a bit by position in a word, which is located in an address map
 - Overhead grows logarithmically. Total bit count $\rightarrow n + w + \log_2(n/w)$



Why I²C/SPI/etc. Again and Again?

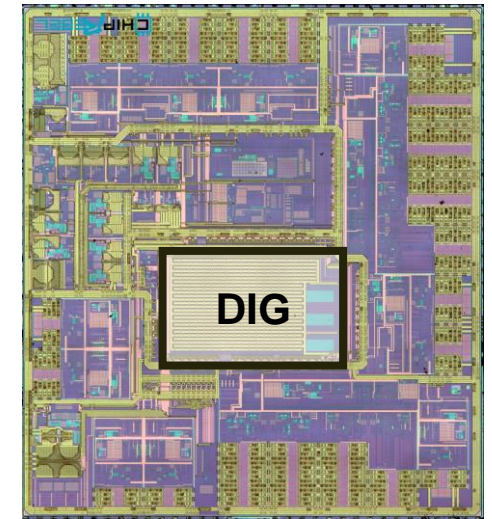
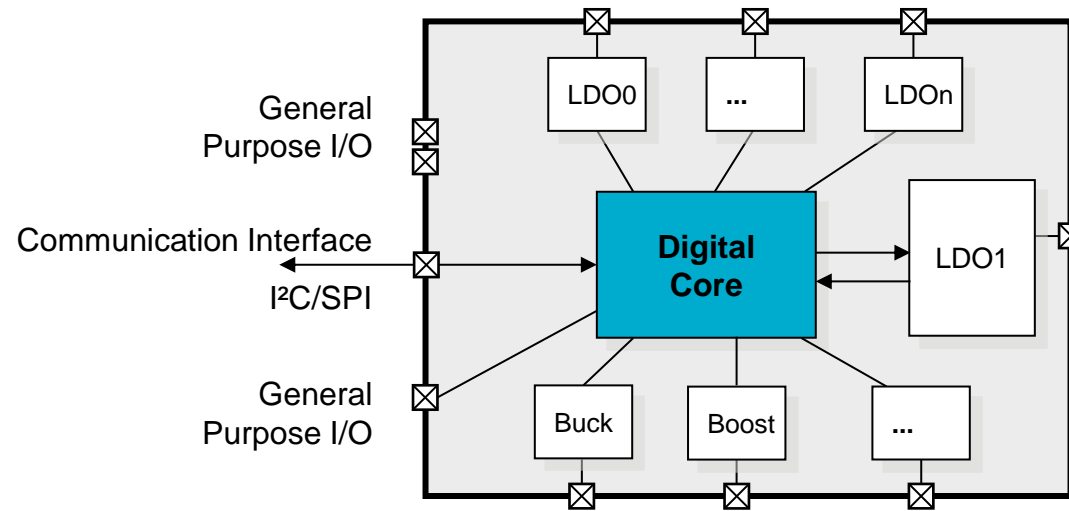
- Ubiquitous. That leads to the killer argument:
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 - I²C
 - Locates a bit by position in a word, which is located in an address map
 - Overhead grows logarithmically. Total bit count $\rightarrow n + w + \log_2(n/w)$
- Simpler to use
 - Computers work on words in an address map
 - Scan needs dedicated software



How to reconcile both concepts?

Industrial Example: Power Management IC

- Simple architecture?
 - Big-A / little-d



- Many power management functions, multiple variants. Up to 20 LDOs, 10 switching converters, charge pumps, rail switches, charger, etc.
- Integration different every time

How to reconcile both concepts?

Two examples from the literature

- A. Design JTAG Scan Network to Match I²C transaction concept
- B. Describe I²C Registers as JTAG Callback DataRegister



How to reconcile both concepts?

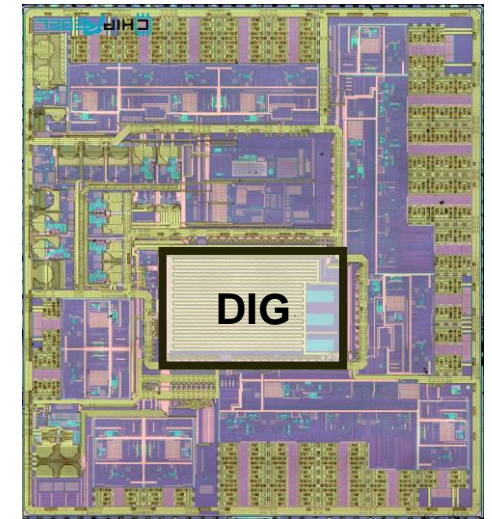
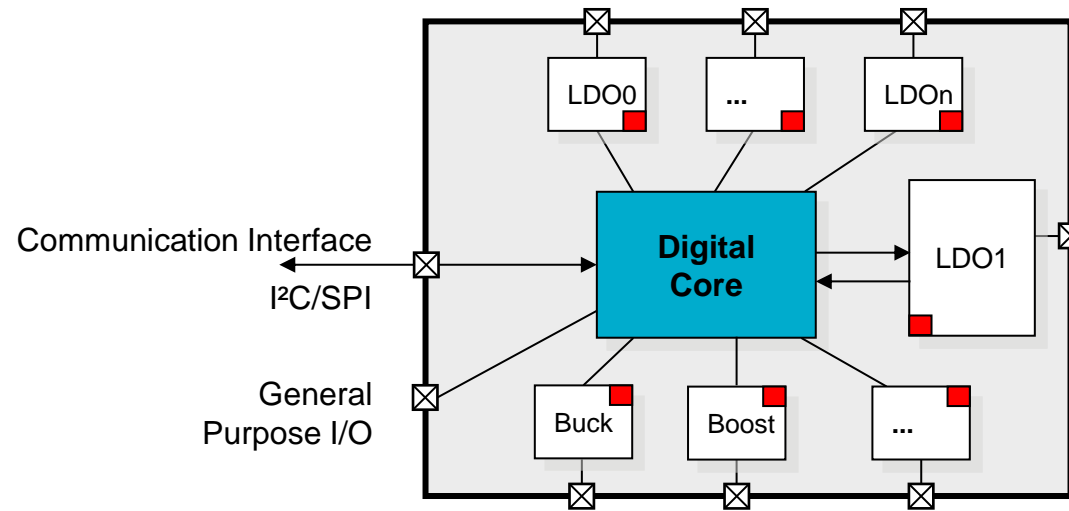
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Industrial Example: Power Management IC

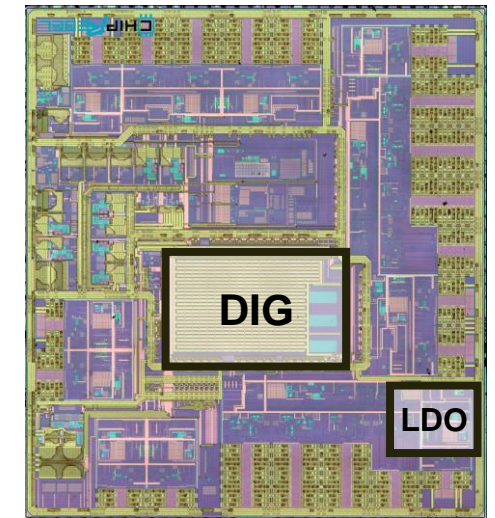
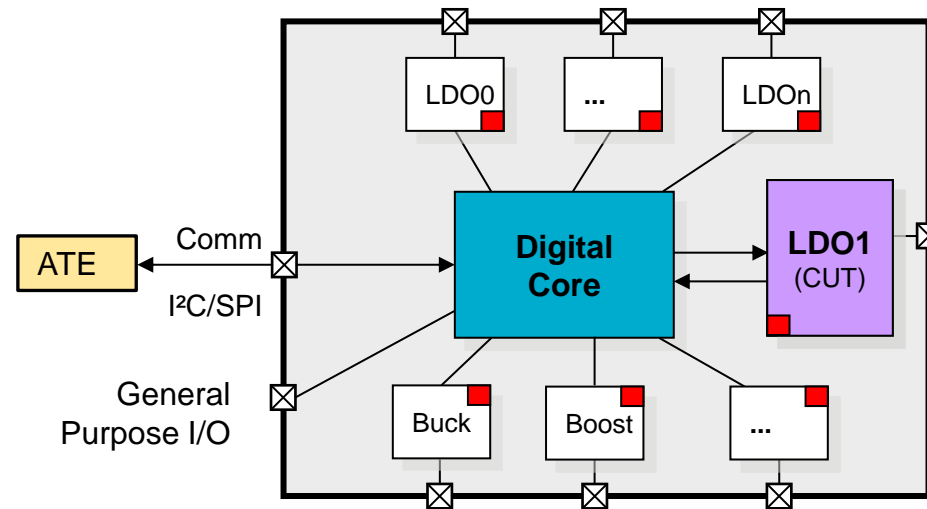
- Equip every analog IP with an IJTAG 1687 trim & test island



- Connect 1687 islands to the digital core. External communication via I²C

Industrial Example: Power Management IC

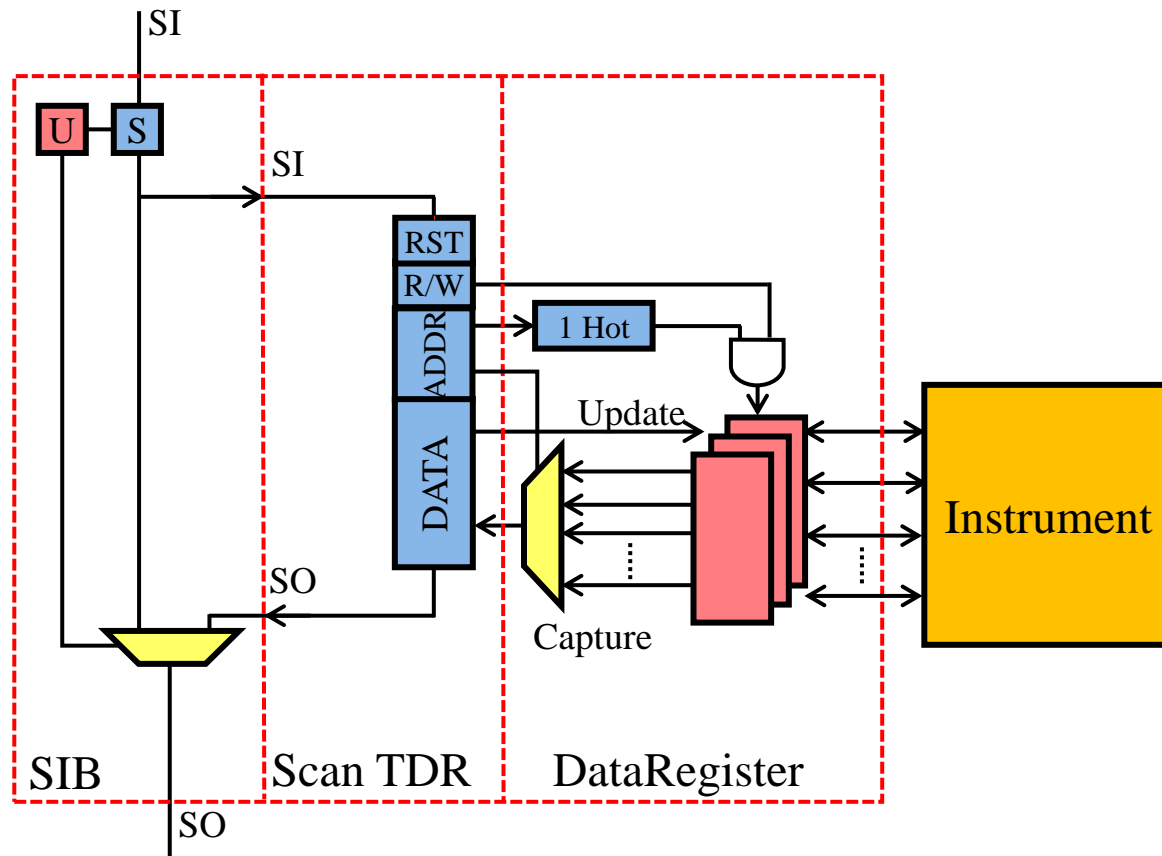
- Equip every analog IP with an IJTAG 1687 trim & test island



- Connect 1687 islands to the digital core. External communication via I²C
- PDL written on CUT level: LDO1. Retarget to chip top level → ATE

A) Design IJTAG Scan Network to Match I²C

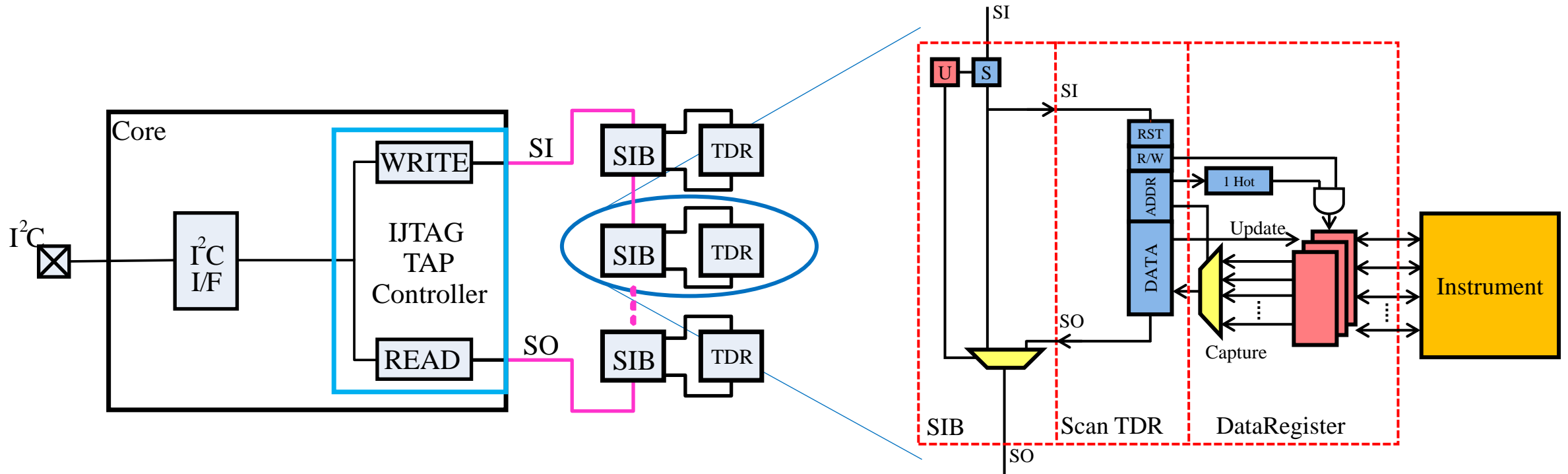
IJTAG Test and Trim Islands



- Use addressed DataRegister As per 1687-2014
- Implementation:
 - SIB
 - Scan TDR
 - 1-bit Read/Write
 - 4-bit address
 - 8-bit data
 - Up to 16 bytes of DataRegister
- Scan TDR design replicates I²C transaction structure

A) Design IJTAG Scan Network to Match I²C

State machine TAP operating chain of identical test and trim islands



```
i2c_write reg_addr value
```

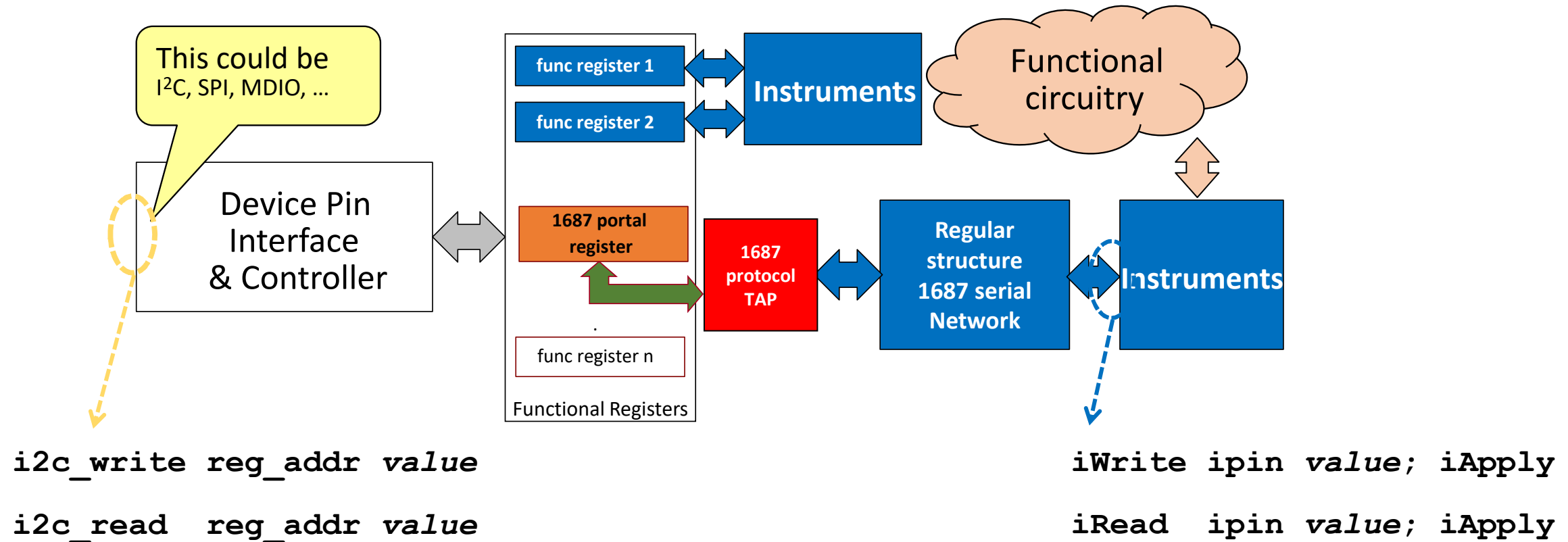
```
i2c_read reg_addr value
```

```
iWrite ipin value; iApply
```

```
iRead ipin value; iApply
```

A) Design IJTAG Scan Network to Match I²C

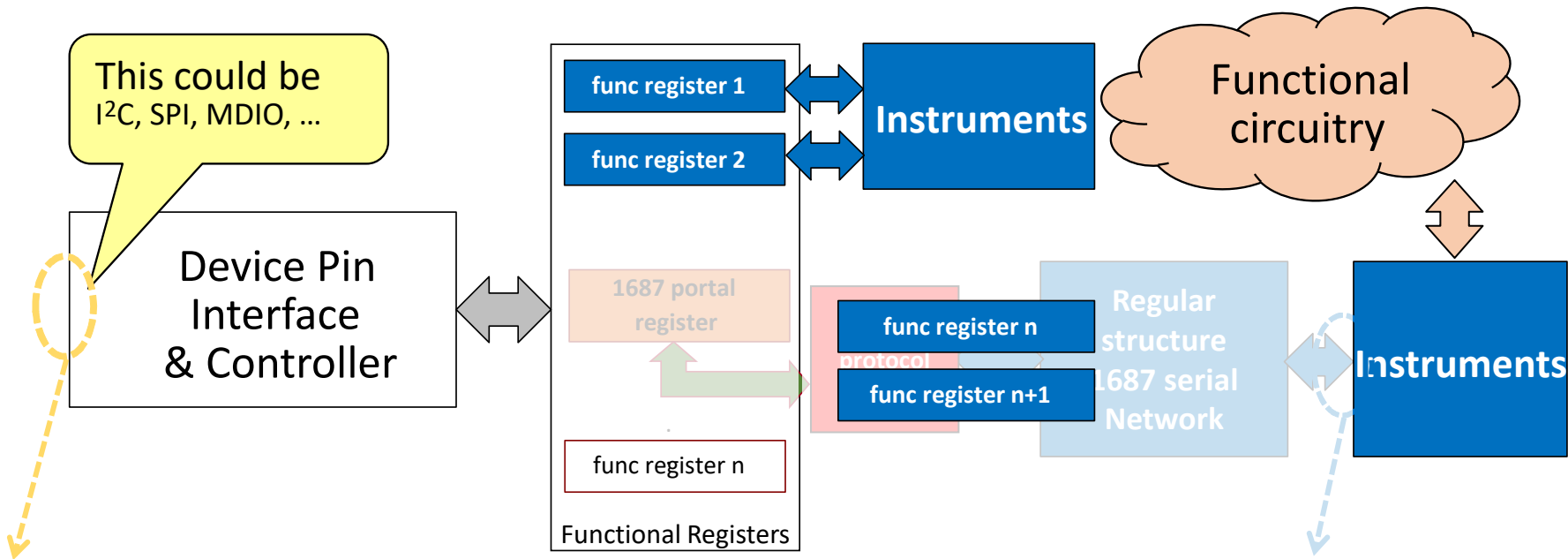
1:1 mapping of iWrite/iRead to I²C transaction



A) Design JTAG Scan Network to Look Like I²C

JTAG hidden from the user.

Then, what's the point? Grow 1687 enabled test infrastructure!



```
i2c_write reg_addr value
```

```
i2c_read reg_addr value
```

```
iWrite ipin value; iApply
```

```
iRead ipin value; iApply
```

How to reconcile both concepts?

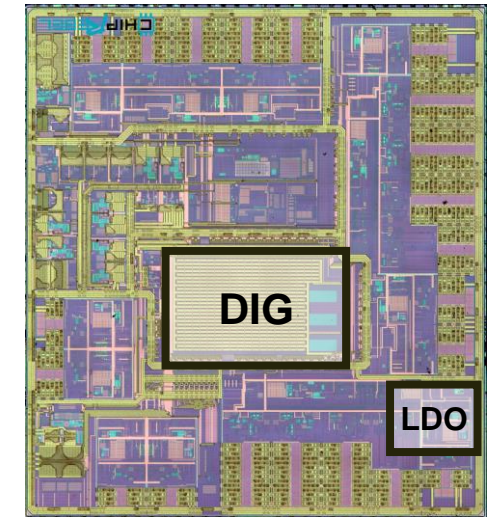
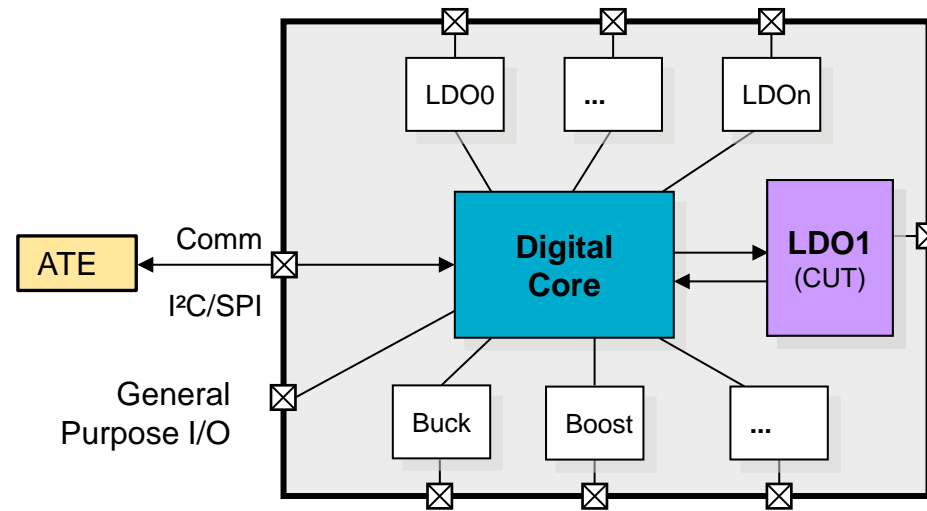
Two examples from the literature

- A. Design JTAG Scan Network to Match I²C transaction concept
- B. Describe I²C Registers as JTAG Callback DataRegister



Industrial Example: Power Management IC

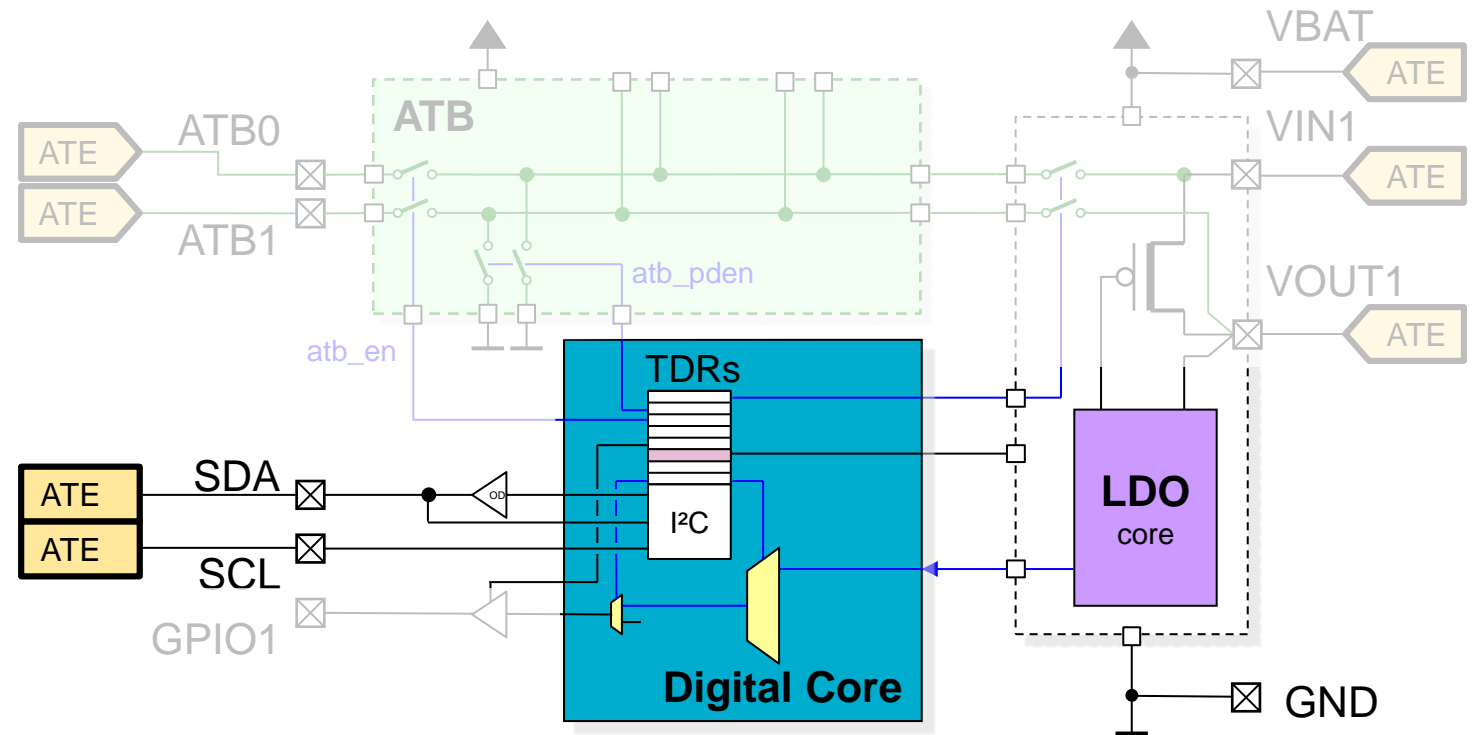
- PDL written on CUT level: LDO1



- No test and trim island.
- Control register in digital core, accessible via I²C

Zoom In on CUT and Digital Core

Ignore all analog to stay with the focus of this Special Session



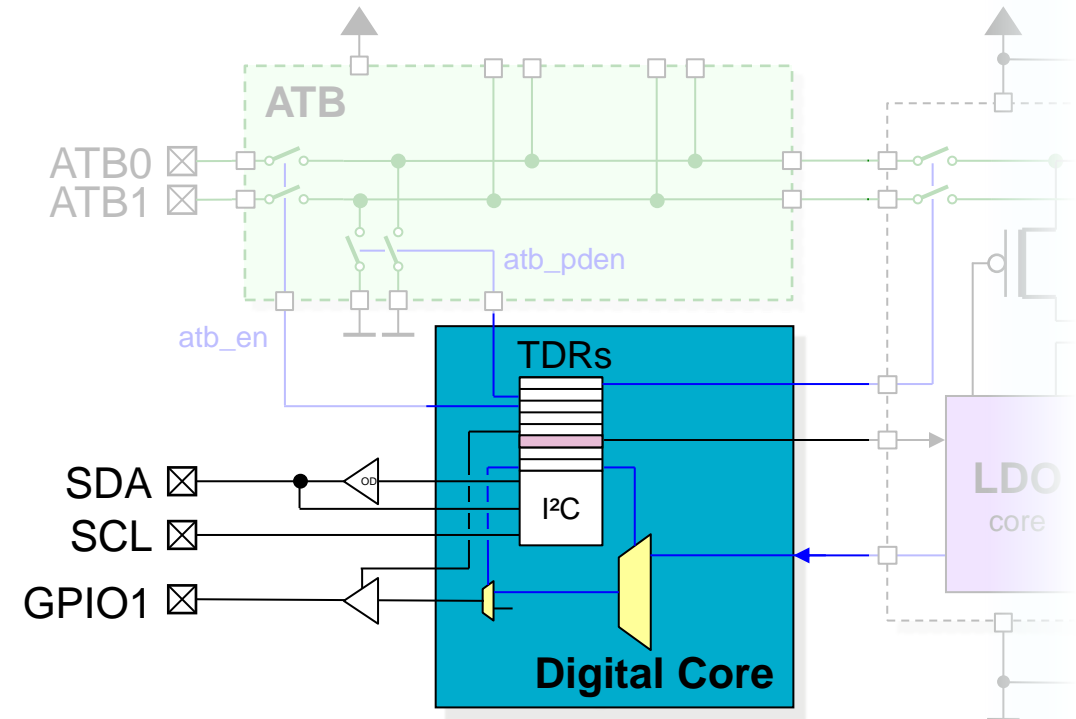
ICL for I²C Registers

Example: LDO control register

Register	Bit Assignments							
	7	6	5	4	3	2	1	0
LD01_CTRL 0x20	ldo1_en	ldo1_pden	ldo1_vset[5:0] 0x00 = 1.2V, LSB=0.05V, 0x3F = 4.35V					

```

Module DIG_CORE {
...
  DataRegister LD01_CTRL[7:0] {
    Attribute addr = 20;
    ResetValue 8'b01_000000; // LDO off, pulldown on
    WriteCallback PMIC write_i2c <R> <D>;
    ReadCallback PMIC read_i2c <R> <D>;
  }
  Alias ldo1_en = LD01_CTRL[7];
  Alias ldo1_pden = LD01_CTRL[6];
  Alias ldo1_vset = LD01_CTRL[5:0];
...
}
    
```



- Standard code as per IEEE 1687-2014
- How to describe the I²C connectivity?

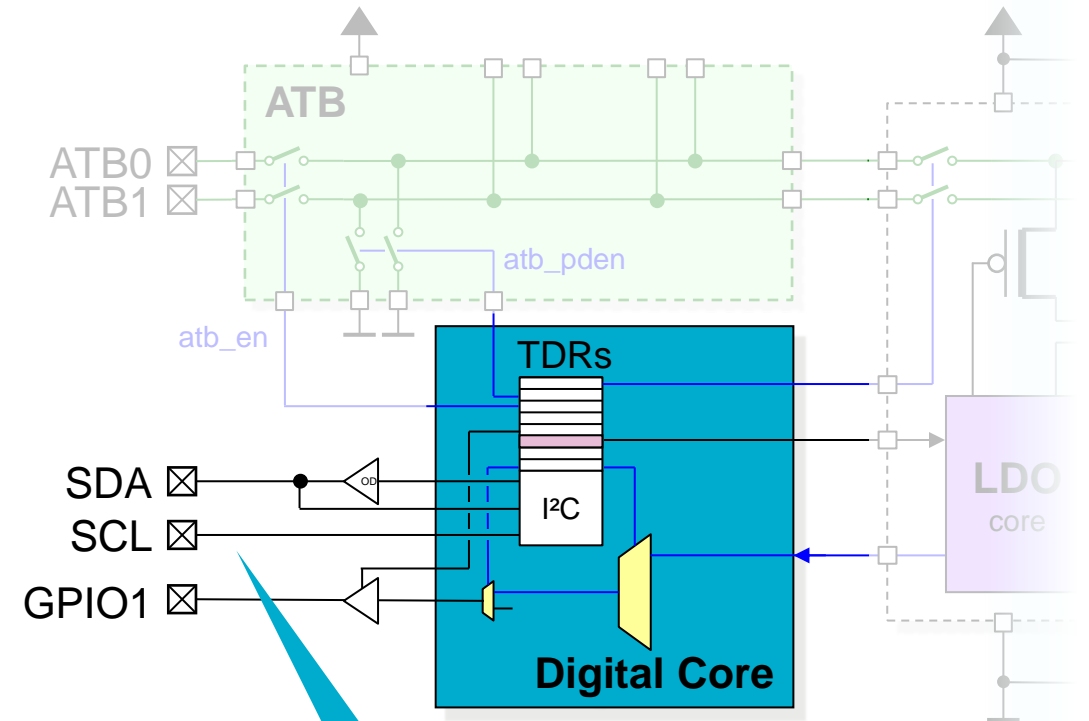
ICL for I²C Registers: Callback Access

Example: LDO control register

Register	Bit Assignments							
	7	6	5	4	3	2	1	0
LD01_CTRL 0x20	ldo1_en	ldo1_pden	ldo1_vset[5:0] 0x00 = 1.2V, LSB=0.05V, 0x3F = 4.35V					

```

Module DIG_CORE {
...
    DataRegister LD01_CTRL[7:0] {
        Attribute addr = 20;
        ResetValue 8'b01_000000; // LDO off, pulldown on
        WriteCallback PMIC write_i2c <R> <D>;
        ReadCallback PMIC read_i2c <R> <D>;
    }
    Alias ldo1_en    = LD01_CTRL[7];
    Alias ldo1_pden  = LD01_CTRL[6];
    Alias ldo1_vset  = LD01_CTRL[5:0];
...
}
    
```



Callback functions

- Can operate the protocol at chip level
- No need to describe access network

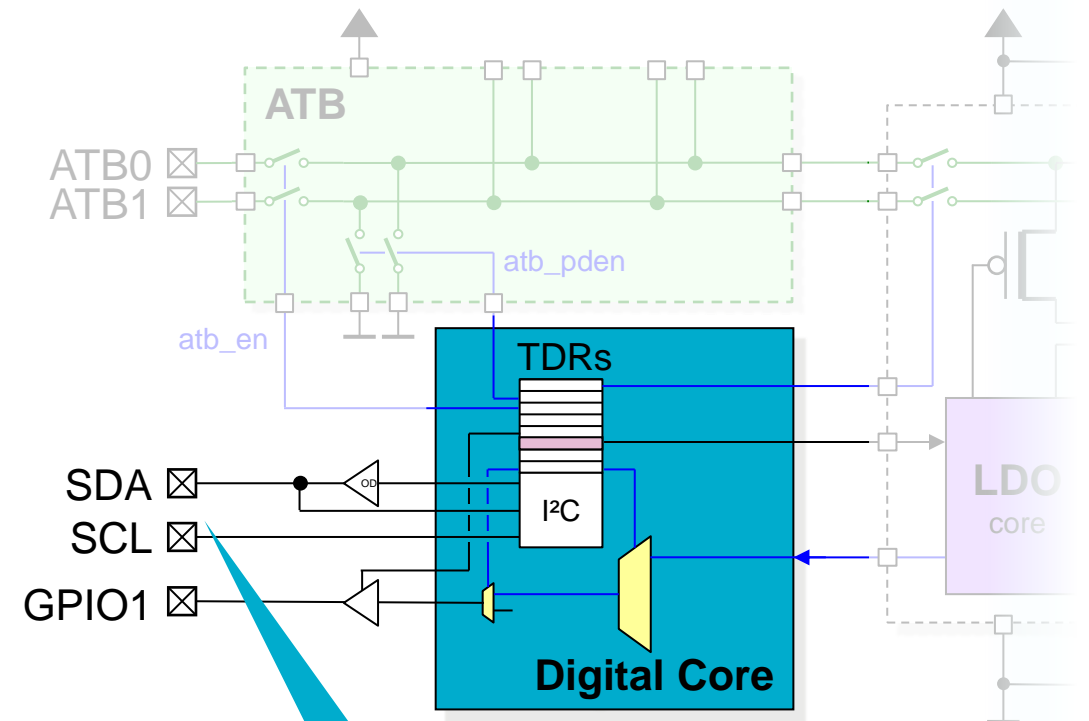
ICL for I²C Registers: Callback Procedure

```

Module DIG_CORE {
...
  DataRegister LD01_CTRL[7:0] {
    Attribute addr = 20;
    ResetValue 8'b01_000000; // LDO off, pulldown on
    WriteCallback PMIC write_i2c <R> <D>;
    ReadCallback PMIC read_i2c <R> <D>;
  }
  Alias ldo1_en = LD01_CTRL[7];
  Alias ldo1_pden = LD01_CTRL[6];
  Alias ldo1_vset = LD01_CTRL[5:0];
...
}
    
```

```

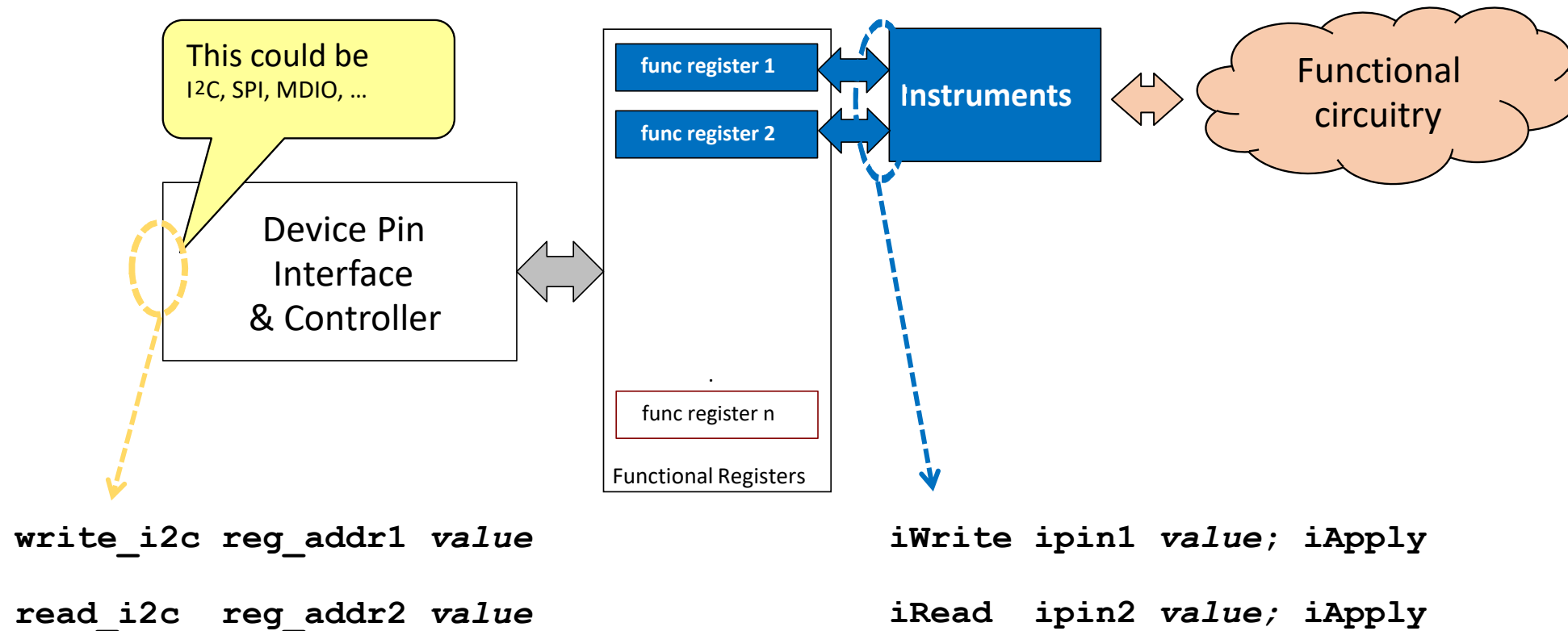
iProcForModule PMIC;
iProc read_i2c {reg, data} {
  set reg_addr [iGetAttribute $reg addr]; # Fetch register address
  # ... bit stream generation
}
iProc write_i2c {reg, data} {
  set reg_addr [iGetAttribute $reg addr]; # Fetch register address
  # ... bit stream generation
}
...
    
```



Callback functions

- Obtain address from register instance name
- Generate bit stream

B) Describe I²C Registers as Callback DataRegister



2 Proposals to Reconcile Both Concepts?

Not yet the ideal solution

A. Design JTAG Scan Network to Match I²C transaction concept

- Restricts topology of scan register to regular structure
- No external visibility of 1687 serial network

B. Describe I²C Registers as JTAG Callback DataRegister

- No serial 1687 network
- Co-existence of legacy I²C with other JTAG concepts, analog (1687.2) and any P1687.1 solution

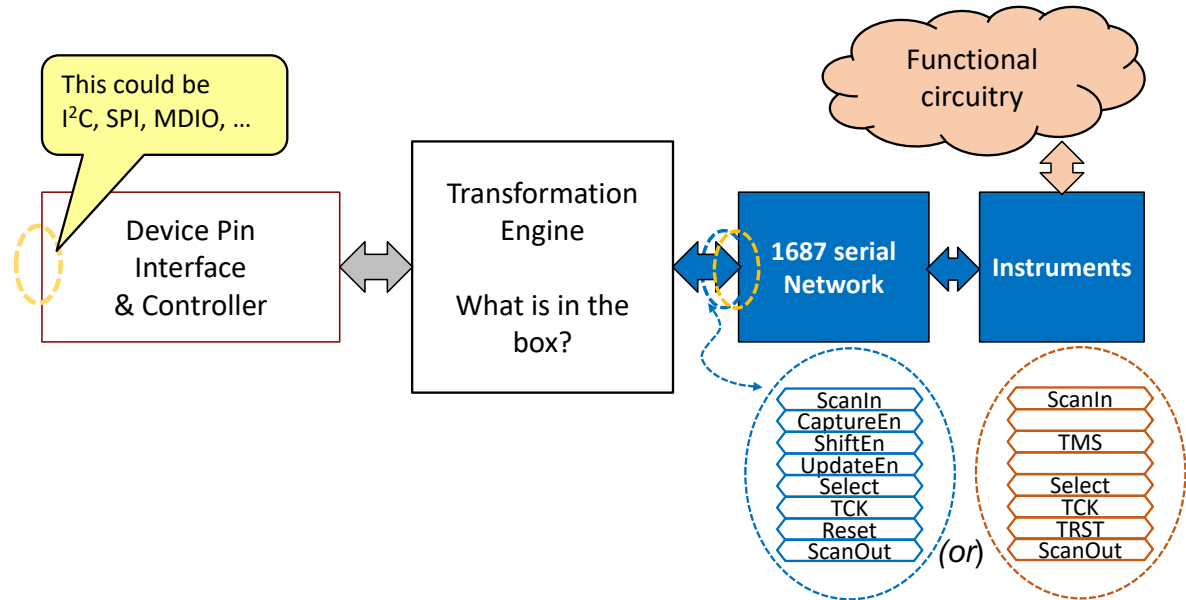


Modeling Non-TAP Interfaces with IEEE P1687.1

Jeff Rearick, Advanced Micro Devices (*presenter*) ->
Bradford Van Treuren, VT Enterprises Consulting Services

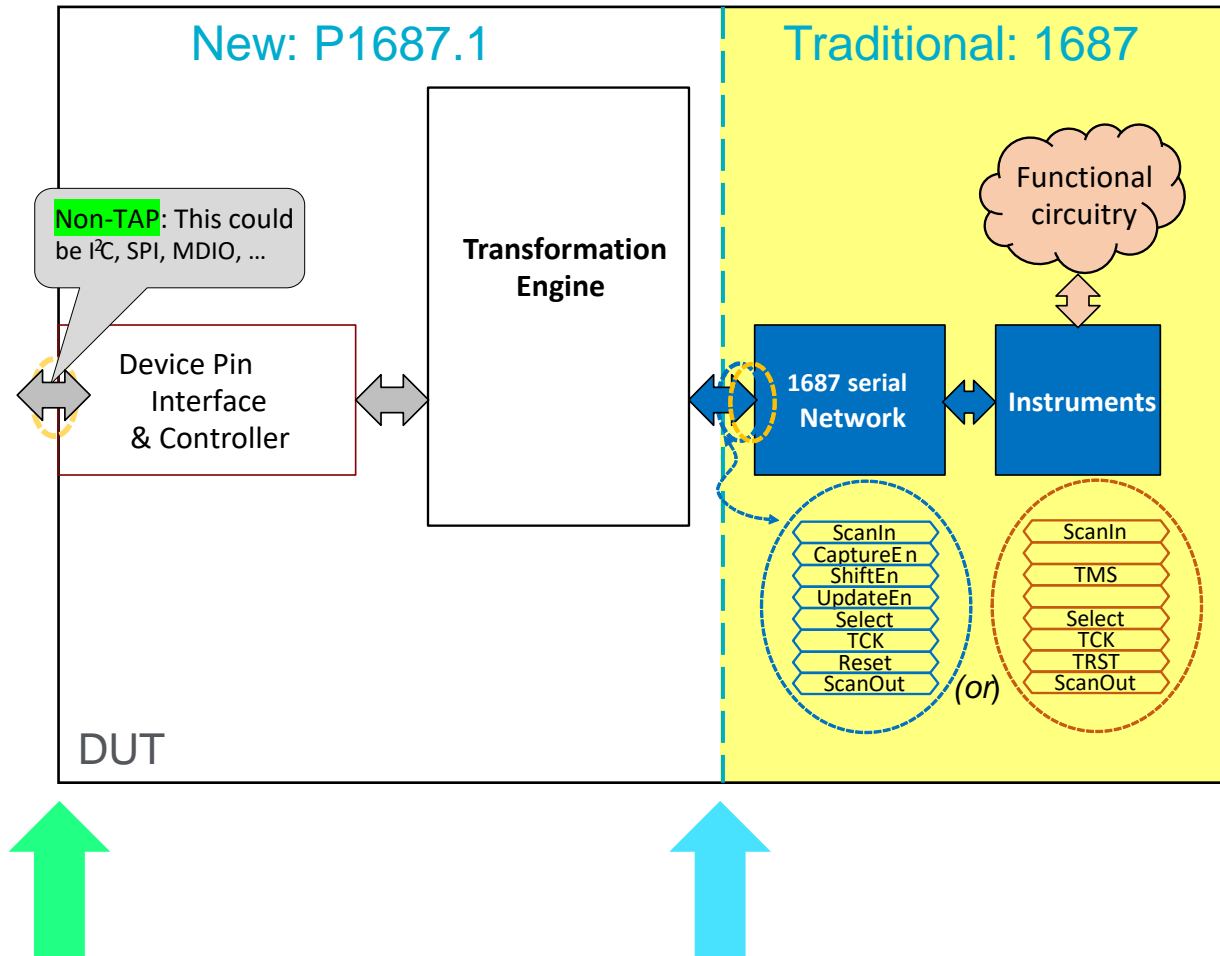


Goal of IEEE P1687.1 (from Martin's intro)



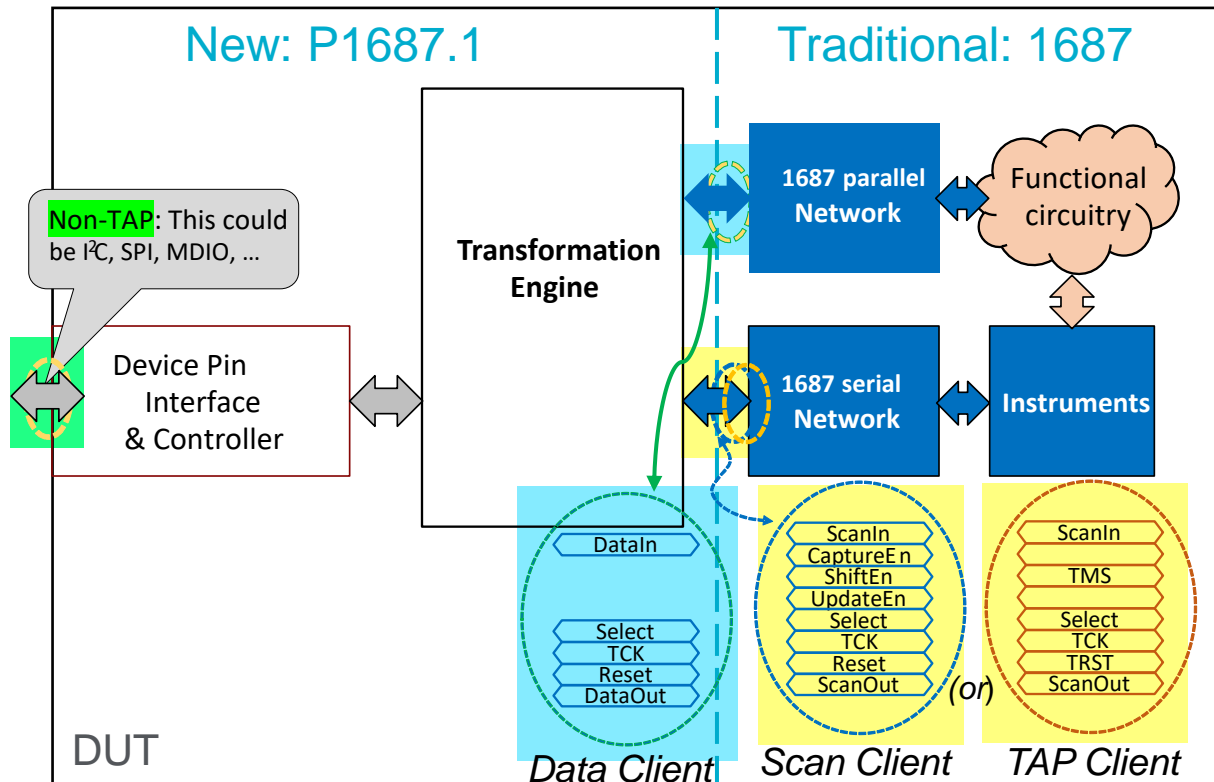
- Access & operation of an IEEE 1687 network through a non-Tap interface
- Like IEEE 1687: Descriptive, not Prescriptive
- How to describe the “Transformation Engine”?

IEEE P1687.1 Context



- The **1687 zone** stays like it is and will be modeled in ICL
- P1687.1 is needed when the DUT uses a **non-TAP** interface (on the left side)
- The **interface** between the right side of the P1687.1 zone and the 1687 zone is a key place to start: it is actually a bit more complex than shown...

IEEE P1687.1 Expanded Context with DataInterface

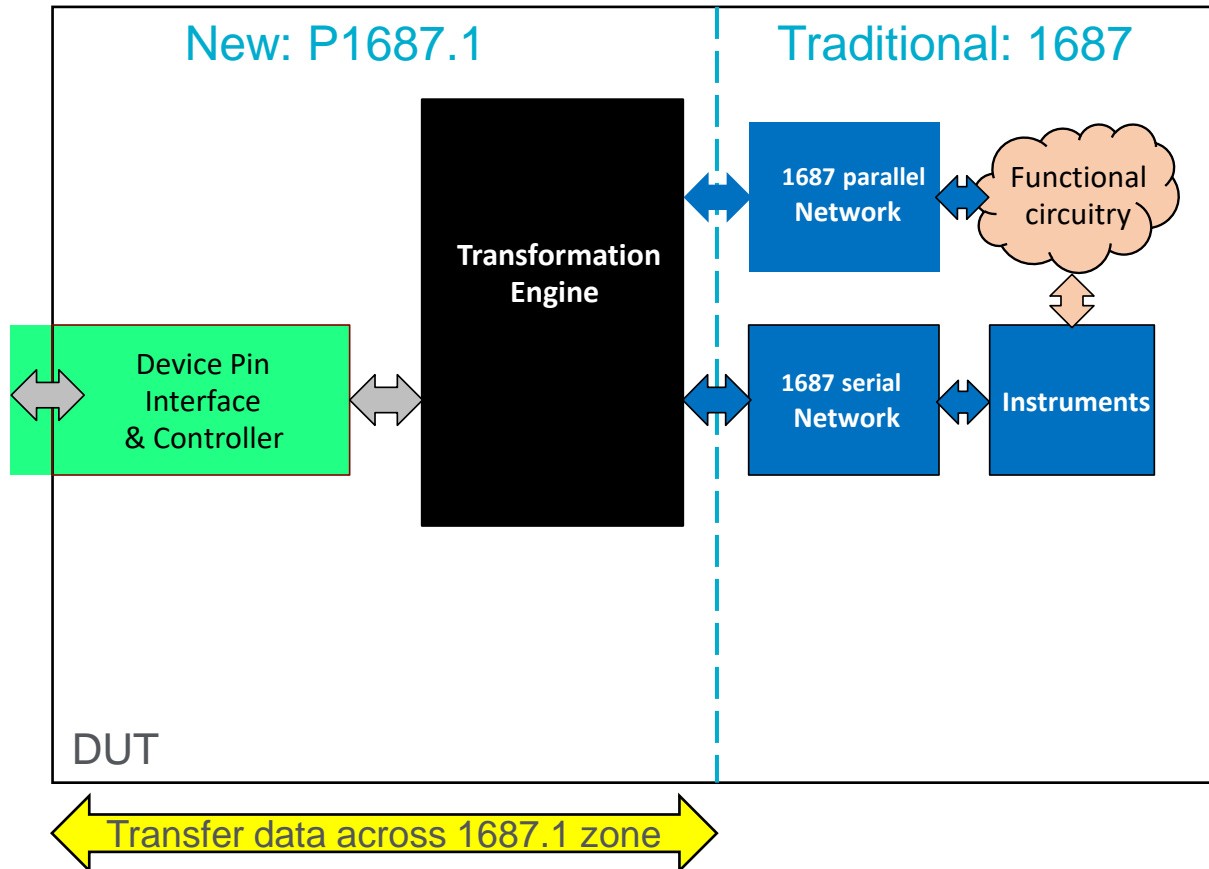


- The **ScanInterface** is already defined in IEEE 1687 (of type *Scan Client* or *TAP Client*)

- **New!** P1687.1 plans to codify a **DataInterface** which serves a similar purpose for parallel 1687 signals (which are also already in place, just not wrapped in an interface yet)

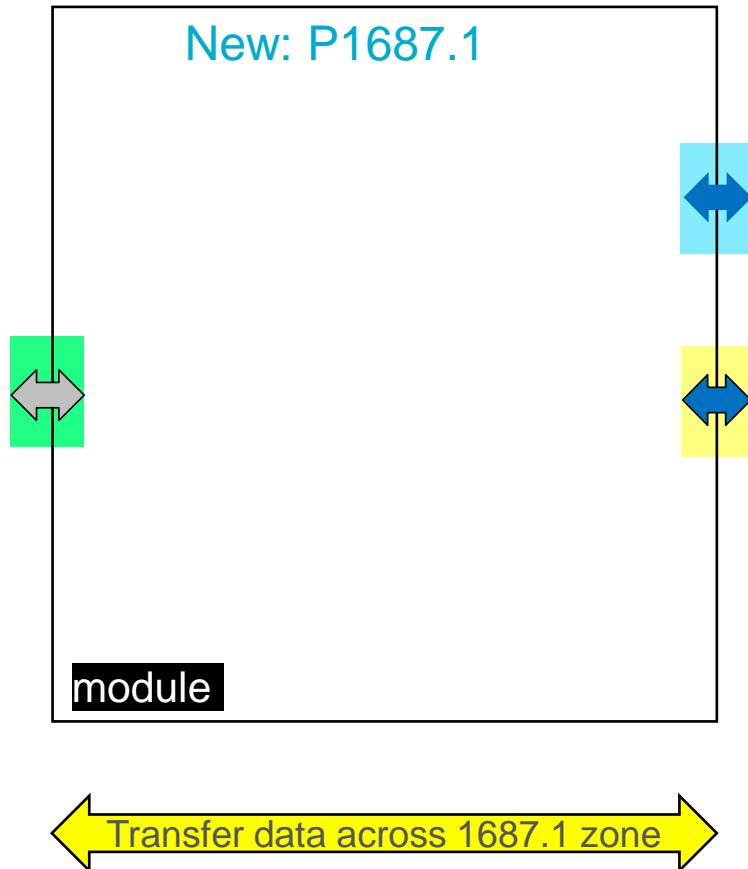
- The (Non-TAP) **device pins** could be described in ICL, perhaps as part of the AccessLink (TBD)

IEEE P1687.1 Contents



- The **non-TAP** interface (DPIC) is existing functional logic (like I2C or SPI or ...)
- The Transformation Engine (TE) is ... a **black box** from a *hardware description* perspective whose *behavior* is described instead
- In combination, the DPIC and the TE transfer operations **across** the 1687.1 zone

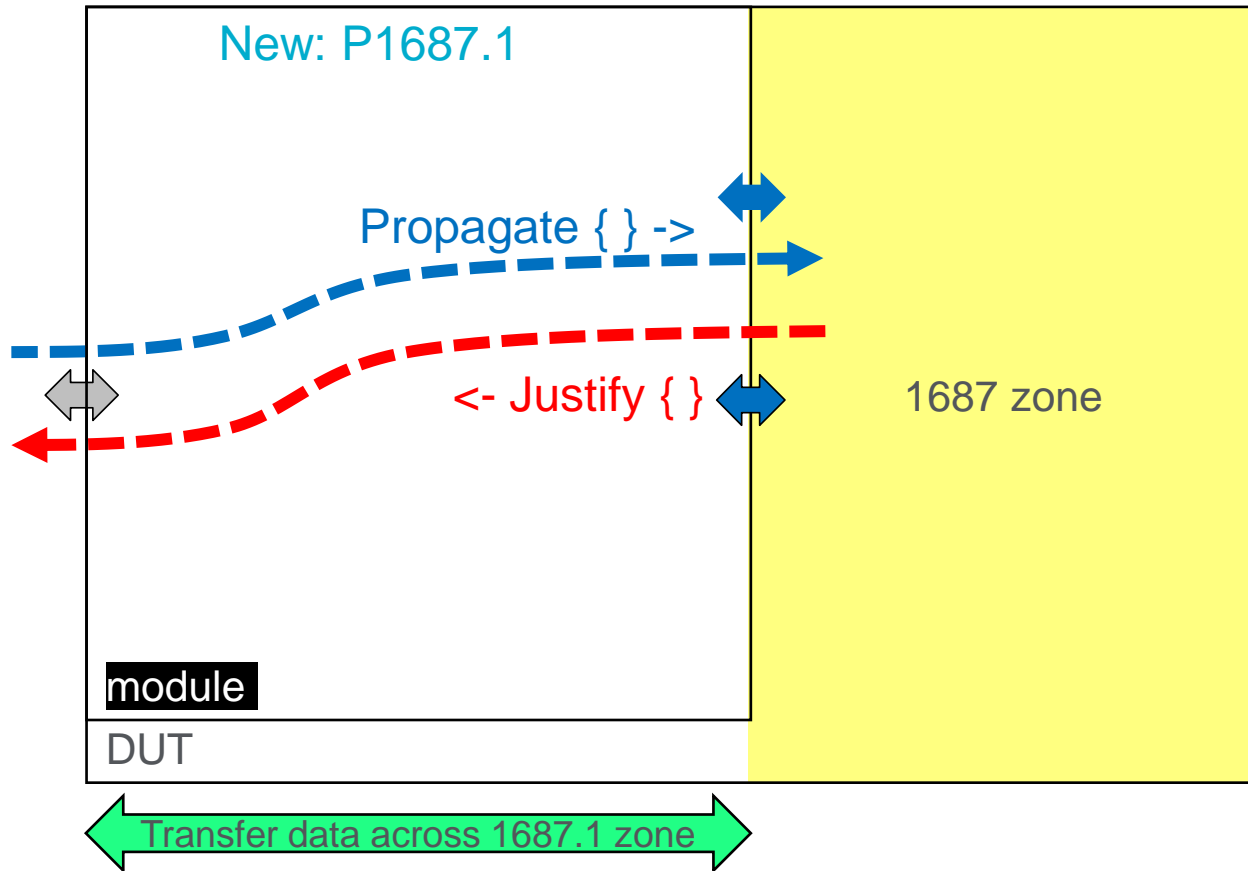
IEEE P1687.1 Hardware Modelling Essentials



- The **non-TAP** interface pins
- A **ScanInterface** if present
- A **DataInterface** if present

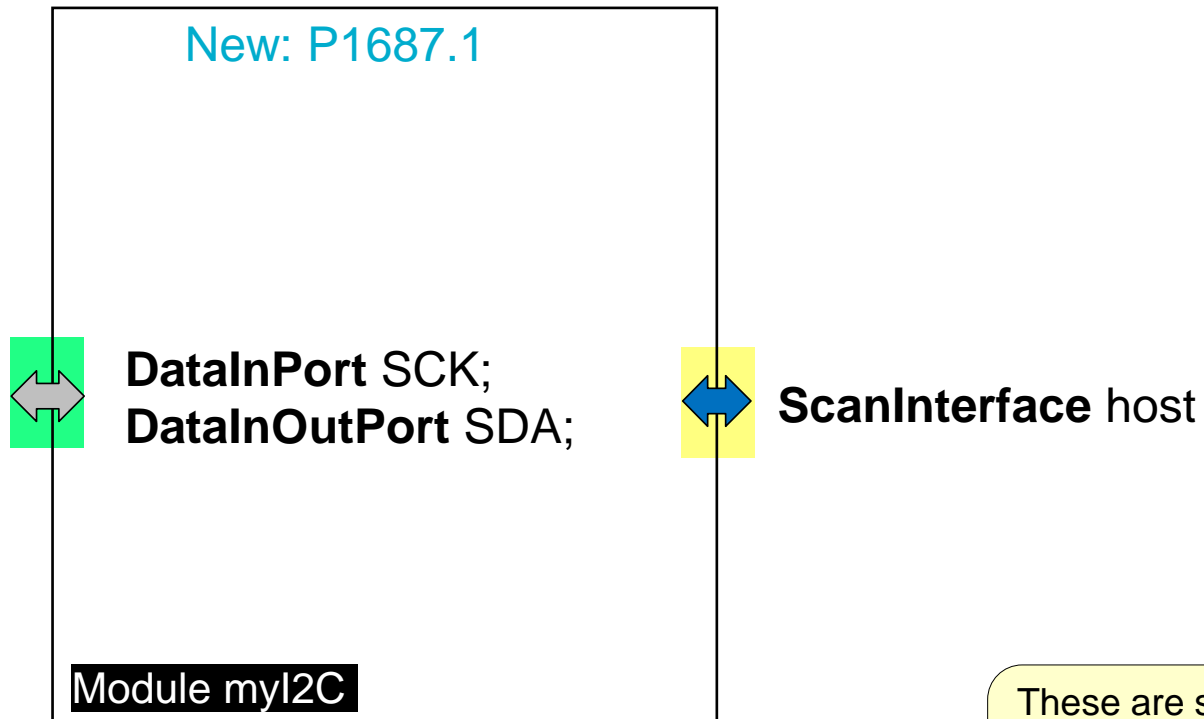
- The **module** with those ports along with the Transfer Procedure prototypes:
 - Justify { }
 - Propagate { }

IEEE P1687.1 Transfer Procedures: Two Flavors



- When a PDL test in the **1687 zone** is being retargeted, the retargeter needs to **Justify** commands to the DUT's DPIC through the **1687.1 module**
- When the DUT (or the higher-level system containing the DUT) is utilizing circuitry within the 1687 zone, we must **Propagate** those commands and data through the 1687.1 module

IEEE P1687.1 Hardware Modelling ICL Example: I2C



```

Module myI2C_SI {
  DataInPort SCK;
  DataInOutPort SDA;
  ScanOutPort toSI;
  ScanInPort fromSO;
  ToCaptureEnPort Capture;
  ToShiftEnPort Shift;
  ToUpdateEnPort Update;
  ToSelectPort Select;
  ToTCKPort TCK;
  ToResetPort Reset;
  
```



These are simply the "prototypes" of the procedures: no body here ...

```

ScanInterface host { Port toSI; Port SO; Port Capture; Port Shift; Port Update; Port Select; Port TCK; Port Reset; }
  
```



```

TransferProc Justify {}
TransferProc Propagate {}
  
```

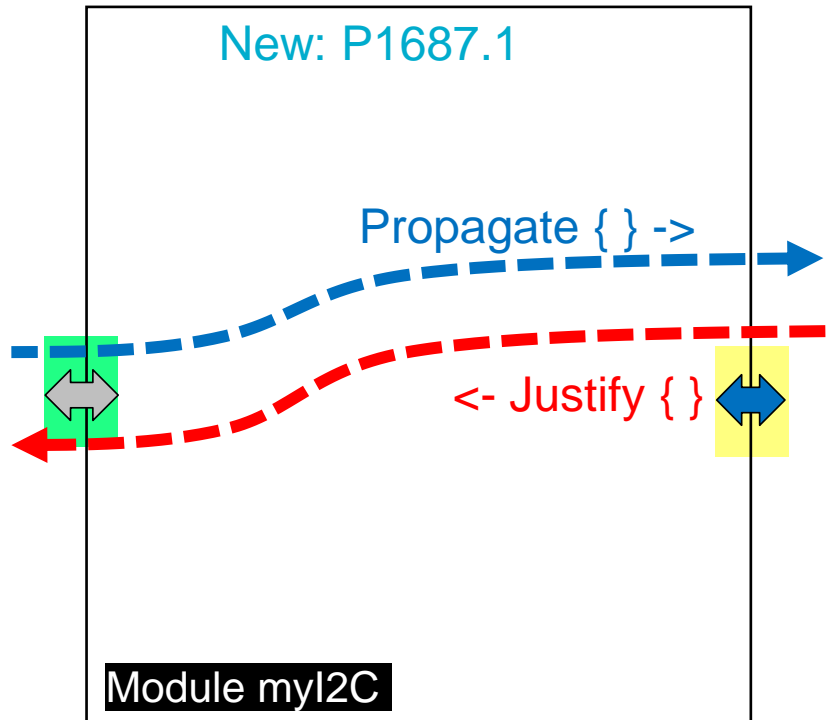
... and yes, this is all there is in the ICL: there is no structural content like registers and muxes



```

TransferProc Justify {}
TransferProc Propagate {}
  
```

IEEE P1687.1 “Hardware” Modelling PDL Example: I2C



```
iProcsForModule myI2C;
```

```
iProc Justify {} {
```

```
...
}
```

```
iProc Propagate {} {
```

```
...
}
```

... and no, this is not all there is in the PDL: the P1687.1 Working Group is still formulating the details of required and allowable content

```
TransferProc Justify {}
TransferProc Propagate {}
```

IEEE P1687.1 Behavioral Modelling Essentials

What comprises a Transfer Procedure?

- **Input**: a desired atomic operation (“objective”)
- **Output**: a sequence of one or more operations
 - These can be thought of as “new objectives” for the interface on the other side of the module
- **Action**: transform the desired objective at one interface into the sequence of operations at the other interface
- **Requirements**:
 - Operate the module to correctly move the command/data payload through it
 - Enable tracking of payload for debug/diagnosis
 - Format the result in the language which is associated with the other interface
- **Author**: a human with detailed knowledge of the module
- **Consumer**: a piece of software generating a test which needs to traverse the module

```
iProcsForModule myI2C;
```

```
iProc Justify { } {
```

```
...
```

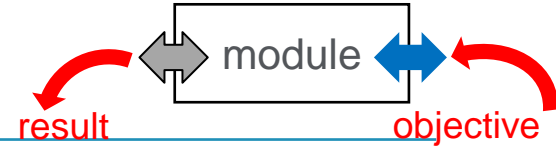
```
}
```

```
iProc Propagate { } {
```

```
...
```

```
}
```

IEEE P1687.1 Behavioral Modelling Example 1a



What comprises a Transfer Procedure?

- **Input**: a desired atomic operation (“objective”)
- **Output**: a sequence of one or more operations
 - These can be thought of as “new objectives” for the interface on the other side of the module
- **Action**: transform the desired objective at one interface into the sequence of operations at the other interface
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 - Operate the module to correctly move the command/data payload through it
 - Format the result in the language which is associated with the other interface
 - Enable tracking of payload for debug/diagnosis
- **Author**: a human with detailed knowledge of the module
- **Consumer**: a piece of software generating a test which needs to traverse the module

iWrite RegA 0x55AA



iWrite SCK 0b0

iWrite SDA 0b0

iWrite SCK 0b1

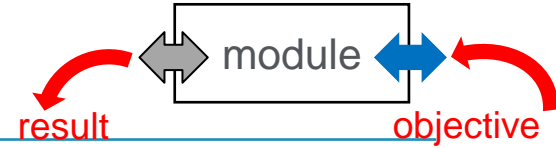
iWrite SCK 0b0

iWrite SDA 0b1 ...

This is formatted as bit-banging PDL, which may not be the best method

```
iProc Justify { } {  
    ... # implementation 1  
}
```

IEEE P1687.1 Behavioral Modelling Example 1b



What comprises a Transfer Procedure?

- **Input**: a desired atomic operation (“objective”)
- **Output**: a sequence of one or more operations
 - These can be thought of as “new objectives” for the interface on the other side of the module
- **Action**: transform the desired objective at one interface into the sequence of operations at the other interface
- **Requirements**:
 - Operate the module to correctly move the command/data payload through it
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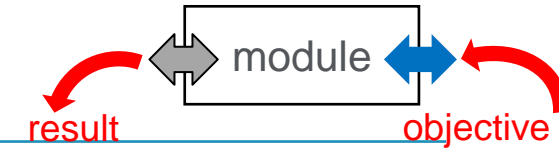
iWrite RegA 0x55AA



```
i2c_write(0x7F); # TE addr
i2c_write(0x1E); # write cmd
i2c_write(0x55); # first 8 bits
i2c_write(0xAA); # next 8 bits
i2c_write(0x01); # execute
```

```
iProc Justify { } {
    ... # implementation 1
}
```


IEEE P1687.1 Behavioral Modelling Example 2



What comprises a Transfer Procedure?

- **Input:** a desired atomic operation (“objective”)
- **Output:** a sequence of one or more operations
 - These can be thought of as “new objectives” for the interface on the other side of the module
- **Action:** transform the desired objective at one interface into the sequence of operations at the other interface
- **Requirements:**
 - Operate the module to correctly move the command/data payload through it
 - Format the result in the language which is associated with the other interface
 - Enable tracking of payload for debug/diagnosis
- **Author:** a human with detailed knowledge of the module
- **Consumer:** a piece of software generating a test which needs to traverse the module

iWrite RegA 0x55AA



Just another of many possible implementations; P1687.1 is not prescriptive, but descriptive

```
i2c_write(0x7F); # TE addr
i2c_write(0x10); # write cmd
i2c_write(0x02); # num bytes
i2c_write(0x55); # first byte
i2c_write(0xAA); # next byte
```

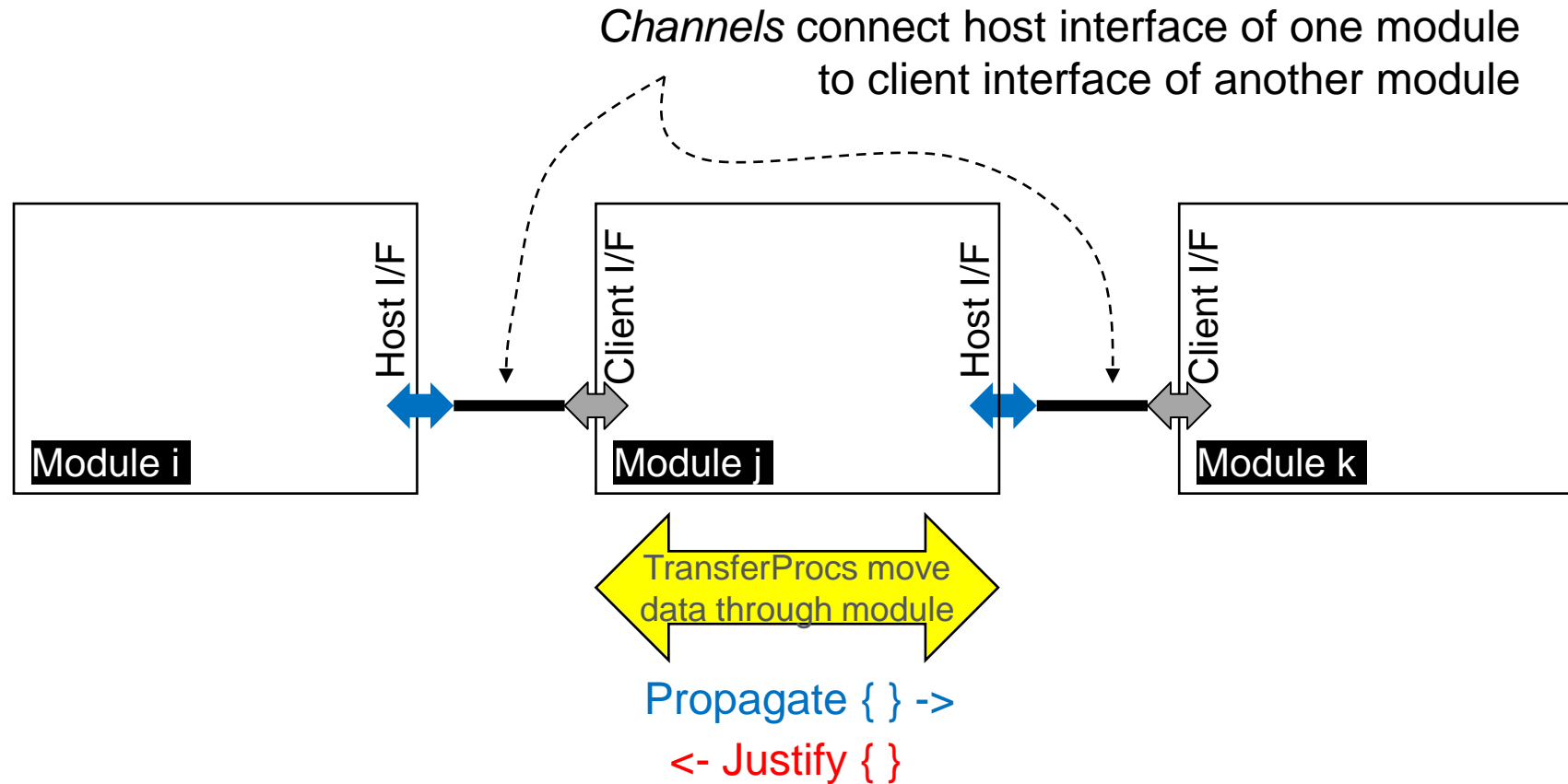
iProc Justify { } {

... # implementation 2

}

The module designer chooses how to codify its behavior in TransferProcs

IEEE P1687.1 Modelling Abstraction Summary



- An objective originates at an *endpoint* module interface (client or host)
- The objective is passed to the next module over channel
- The objective is transformed to one or more new objectives at the other side of that module by applying the appropriate Transfer Procedure (Justify or Propagate)

Summary: IEEE P1687.1 describes the modules, the ports comprising their host and client interfaces, and the Transfer Procedures for traversing them

A Working Example of IEEE P1687.1 Callbacks

Michele Portolan, Univ Grenoble Alpes CNRS



What is a Domain?

- A Set of Resources/Operations sharing the same
 - Building Blocks
 - Atomic Operations

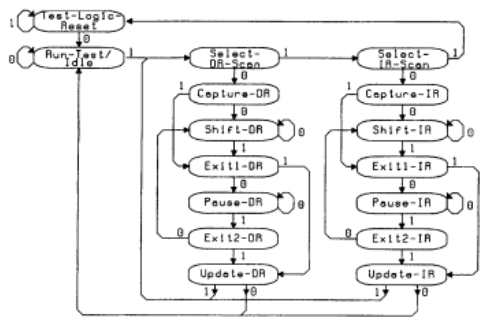
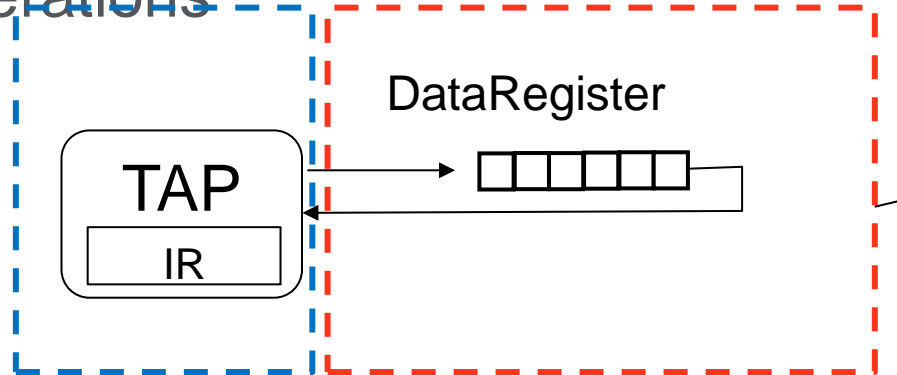


Figure 6-1—TAP controller state diagram



TMS
domain:
SIR, SDR,
etc..

Scan domain:
CSU

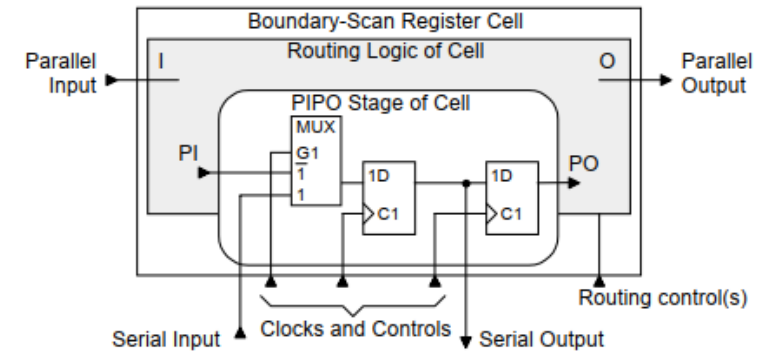


Figure 11-5—Conceptual view of a control-and-observe boundary-scan register cell

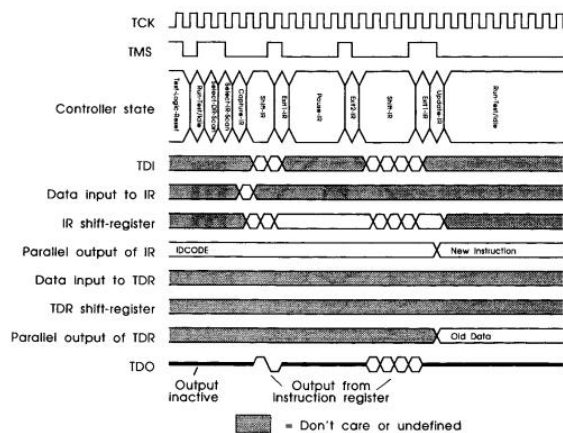


Figure 6-3—Test logic operation: instruction scan

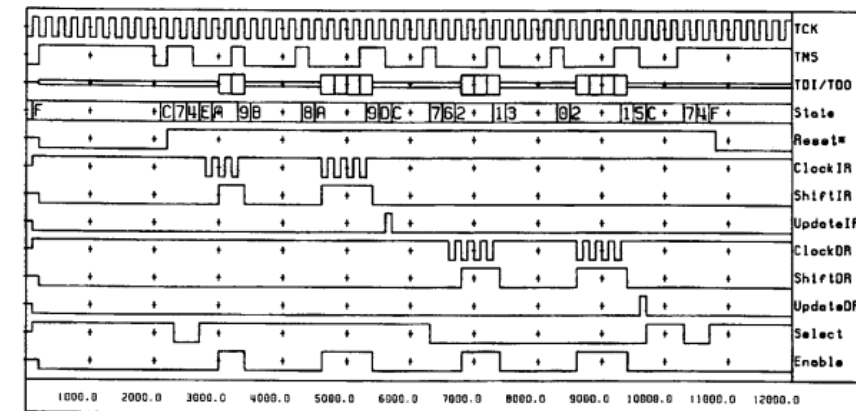
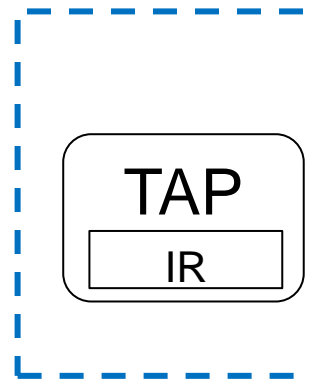


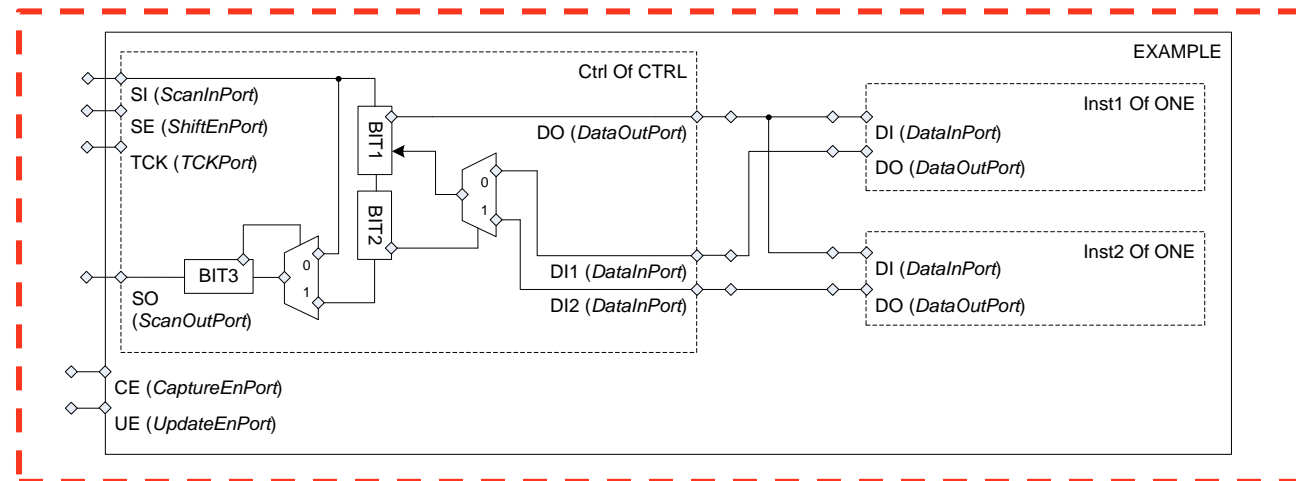
Figure 6-7—Operation of the example TAP controller

Domain Specific Languages (DSL)

- Describe what is INSIDE a domain



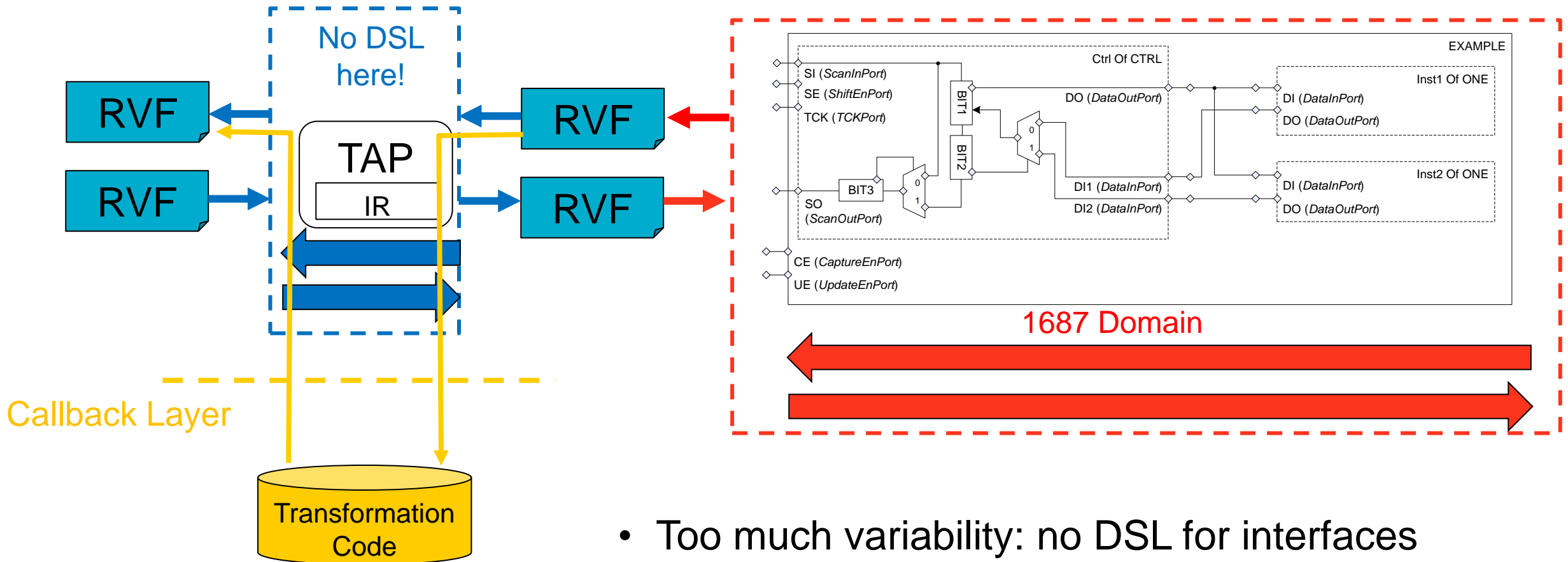
JTAG: Boundary Scan Description Language



1687: Instrument Connectivity Language

Simple, efficient and limited!

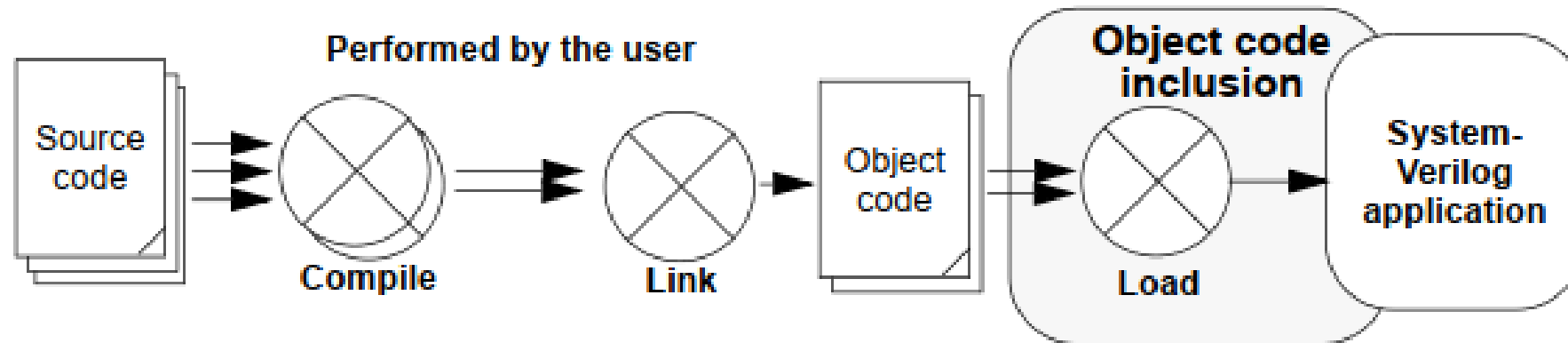
P1687.1: get out of the Domain!



- Too much variability: no DSL for interfaces
- User provides external Callback for Transformation

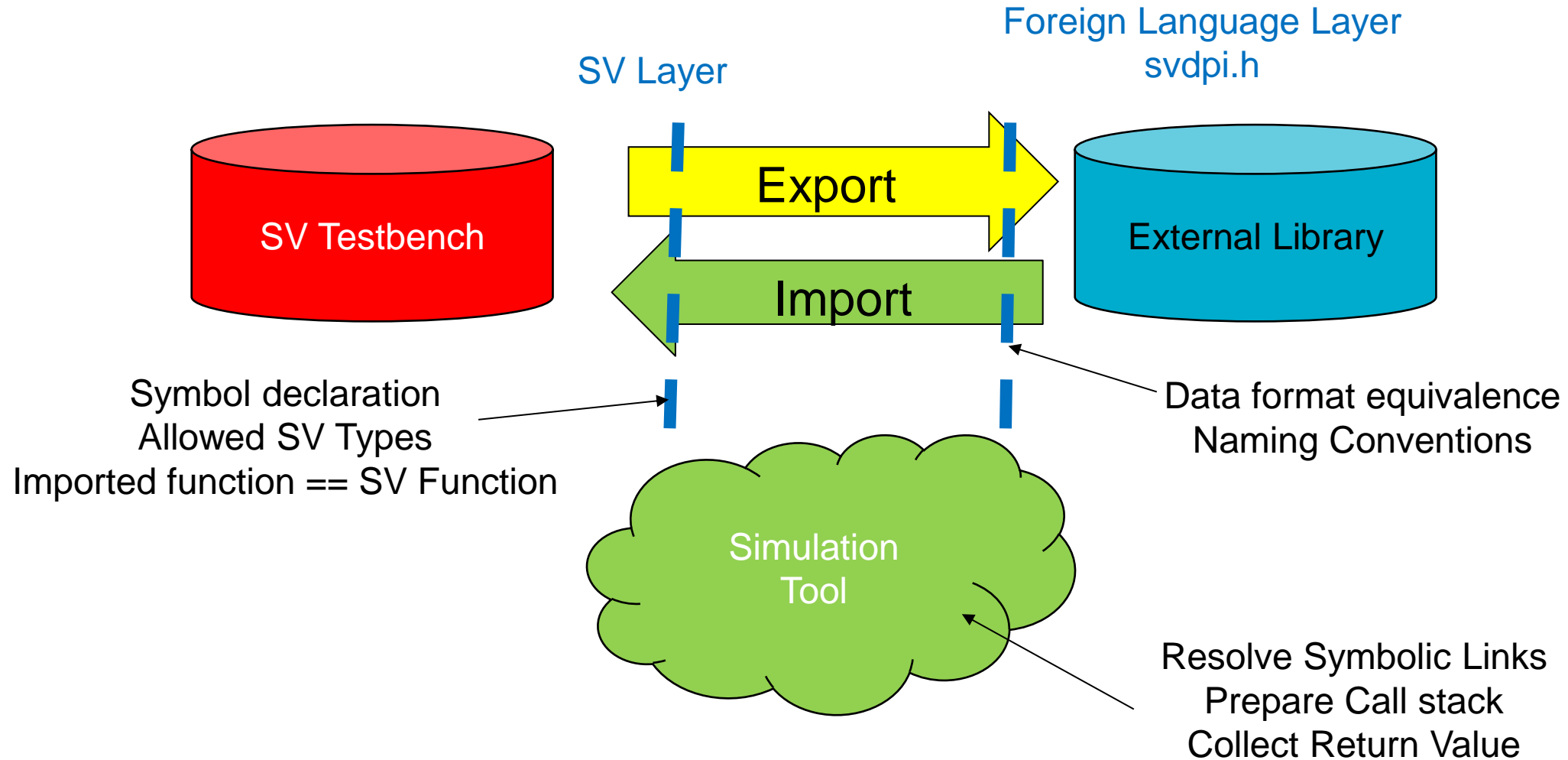
The Example of System Verilog

- Direct Programming Interface (DPI) : execute external code

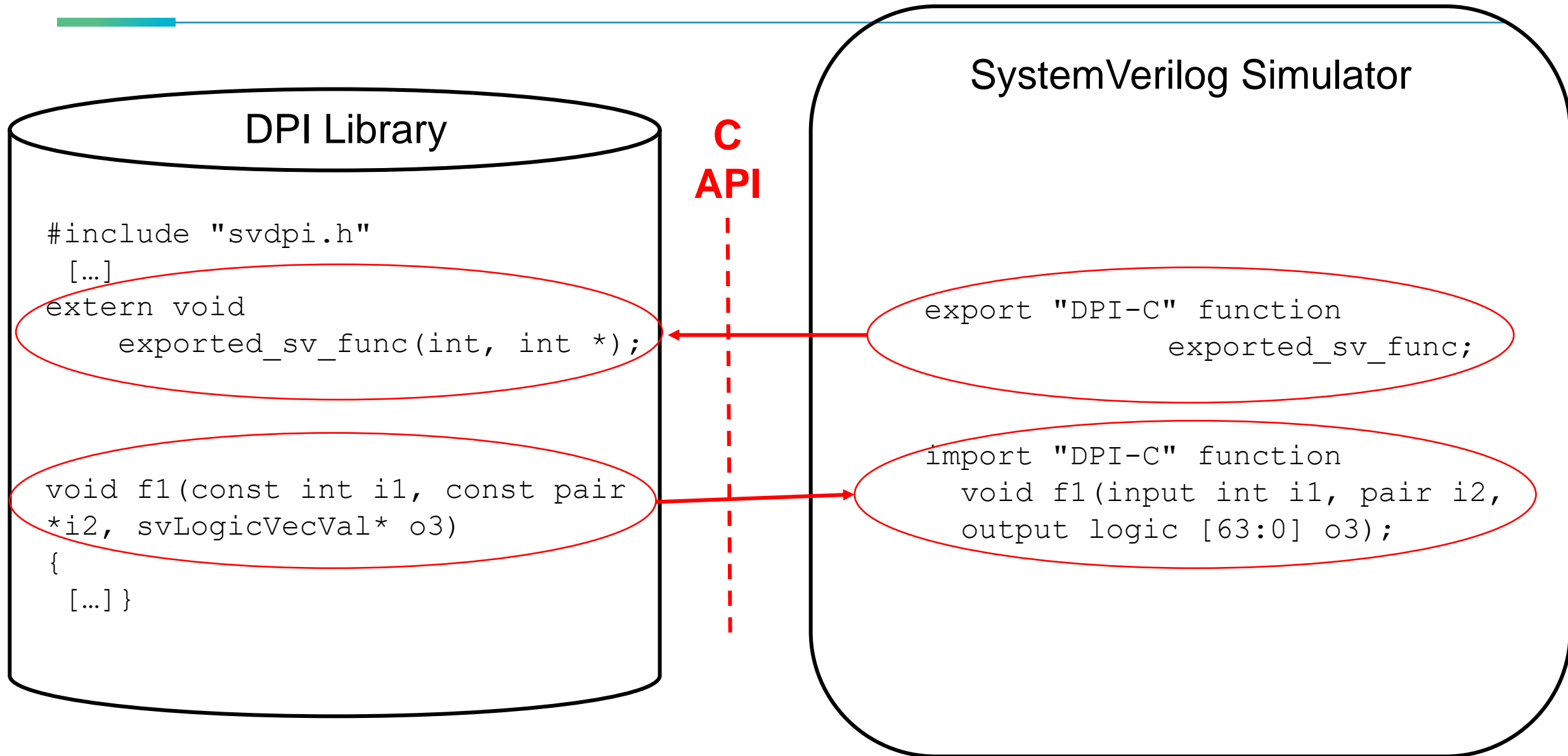


- Enhance RTL Simulators with custom features
- Not limited by SV : language of choice
- Used for complex testbenches: UVM, etc...

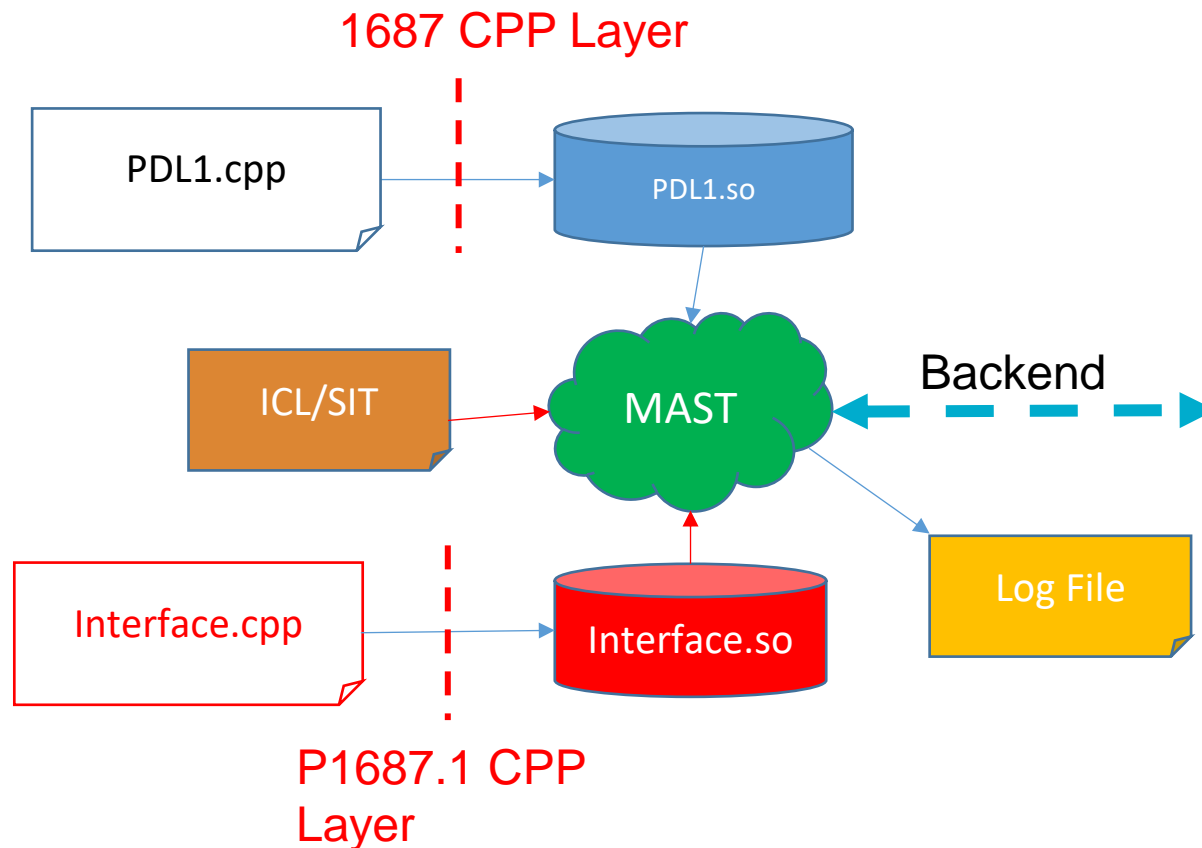
DPI Layers



DPI : C API for custom code

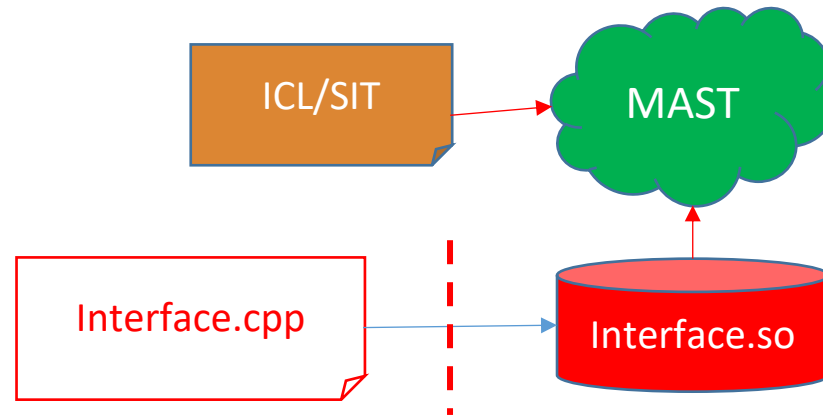


MAST: Dynamic Interactive 1687/P1687.1 Tool



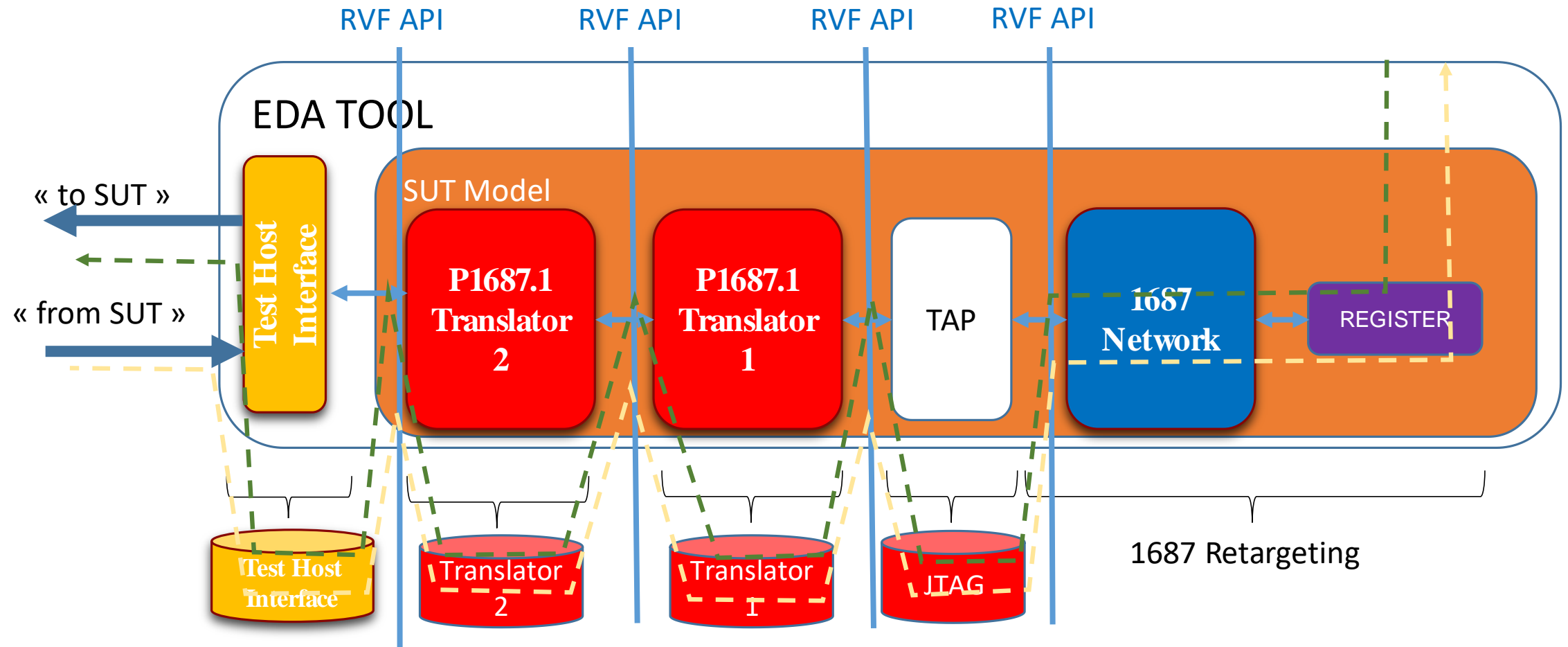
- Dynamic Interactive Functional Retargeting Engine
- Unified middleware for HW/SW interaction
- Massive PDL-1 Concurrency
- Executes ANY algorithms, on ANY topology, with ANY interface
- Extensively uses Callbacks

MAST P1687.1 implementation: C++ API



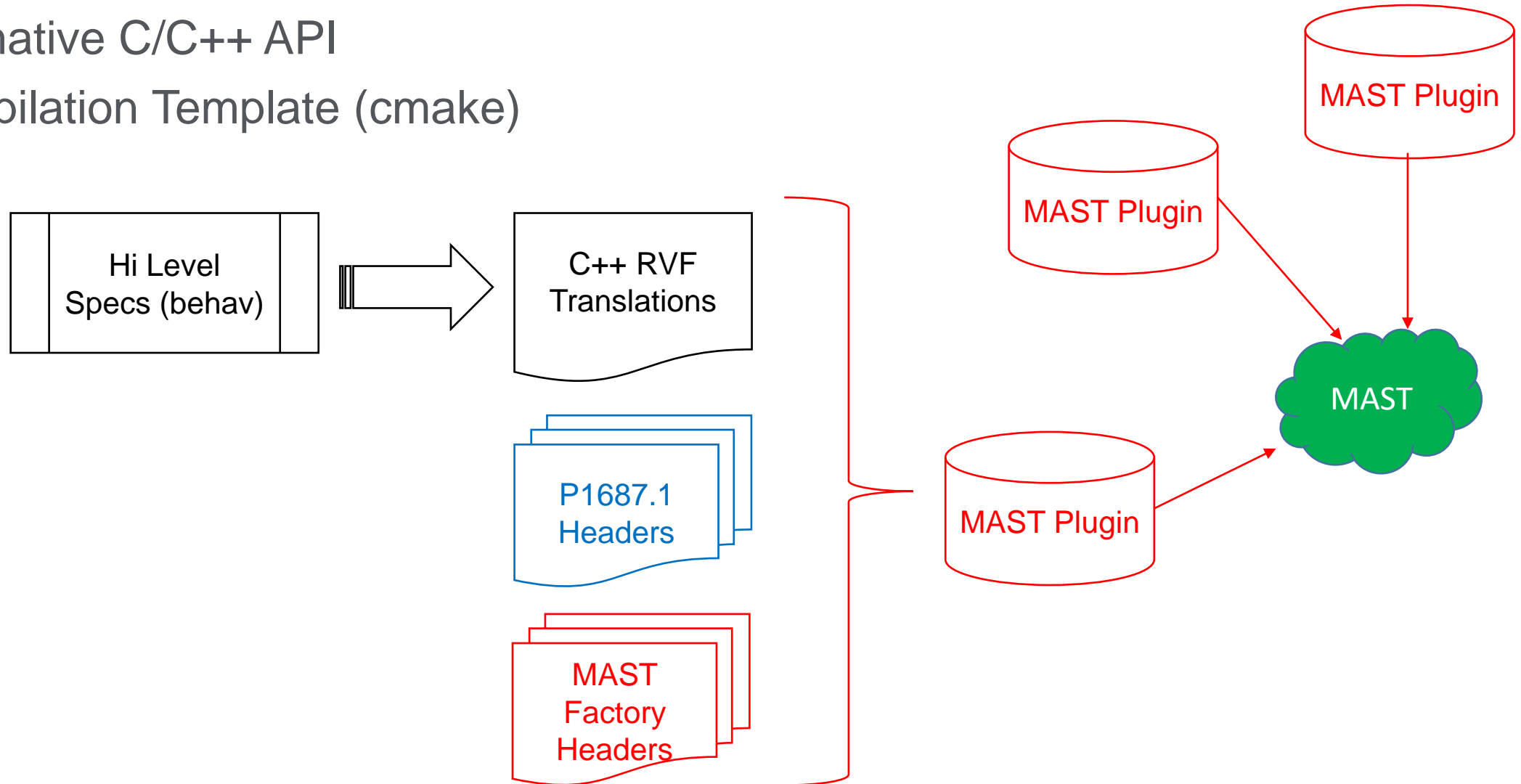
- Relocatable Vector Format (RVF) for Data Exchange
- Normative HPP Headers
 - `BinaryVector.hpp` → Vector Data Types
 - `CallbackRequest.hpp` → RVF Definition
 - `AccessInterfaceProtocol.hpp` → Interface (DPIC) Callback Set
 - `AccessInterfaceTranslatorProtocol.hpp` → Transformation Callback Set

P1687.1 Flow: Succession of Translations/Transformations

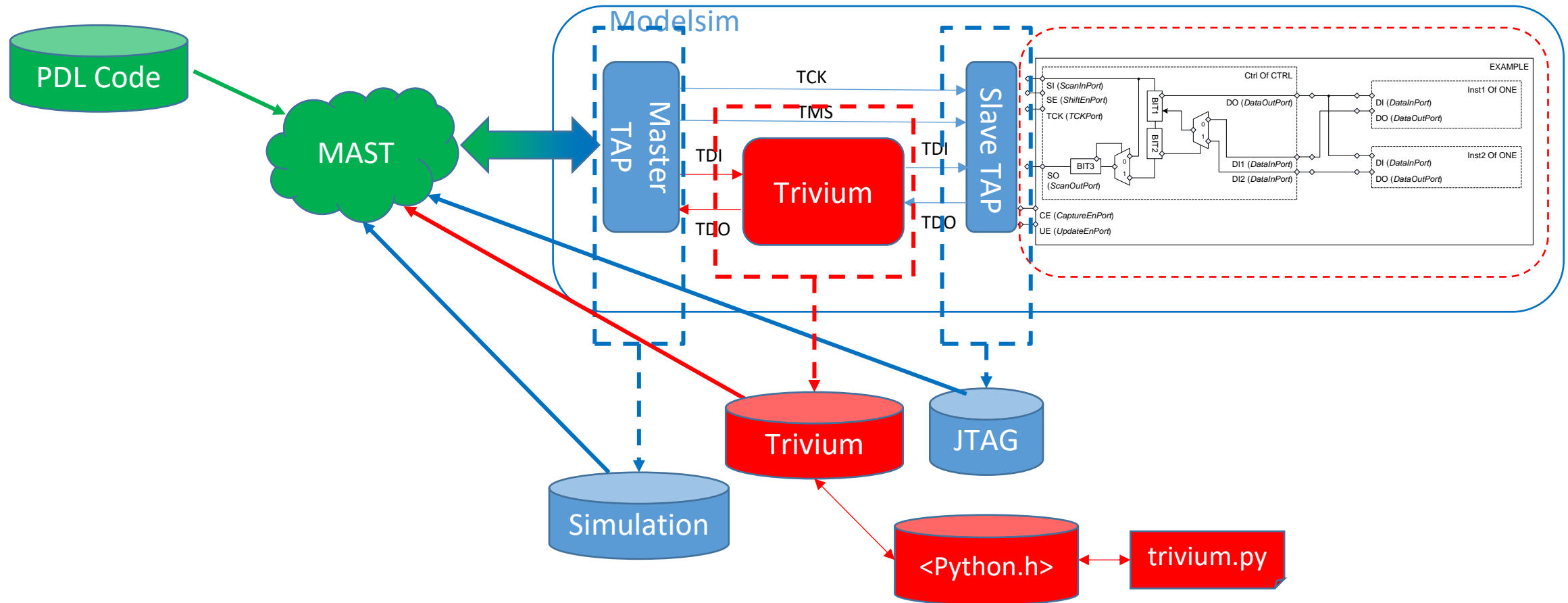


MAST P1687.1 : Interface Provider

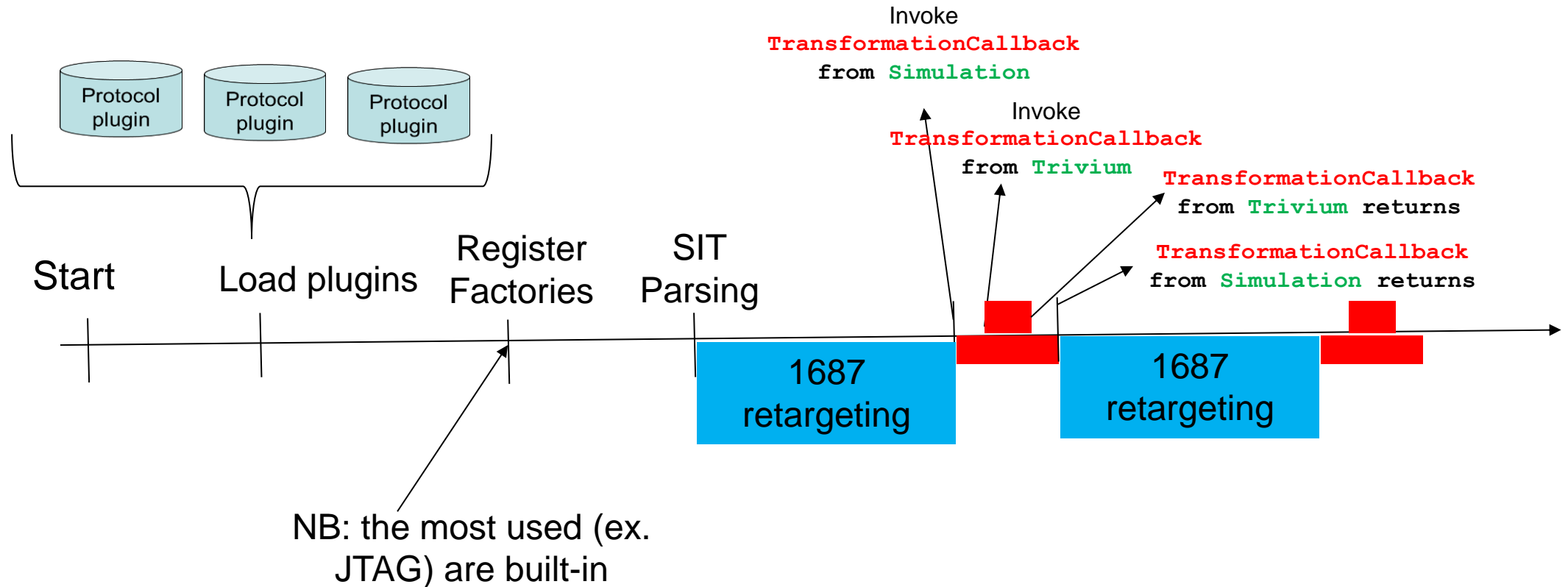
- Normative C/C++ API
- Compilation Template (cmake)



Example: P1687.1-based Scan Encryption



MAST P1687.1 Execution Flow



Conclusions

- Callback Model can Support Arbitrary Interfaces
- Working Implementation on MAST
 - C/C++ API based on Relocatable Vector Format
 - Template for 3d Party Code
 - Use case for Scan Encryption
- What remains to do for the WG?
 - Finalize RVF Format
 - Normative API : C/C++ ... others (ex. gRPC)?
 - Normative Callback Set : which primitives?



Thank You!

Jeff Rearick Martin Keim Michele Portolan Brad Van Treuren Hans Martin von Staudt

