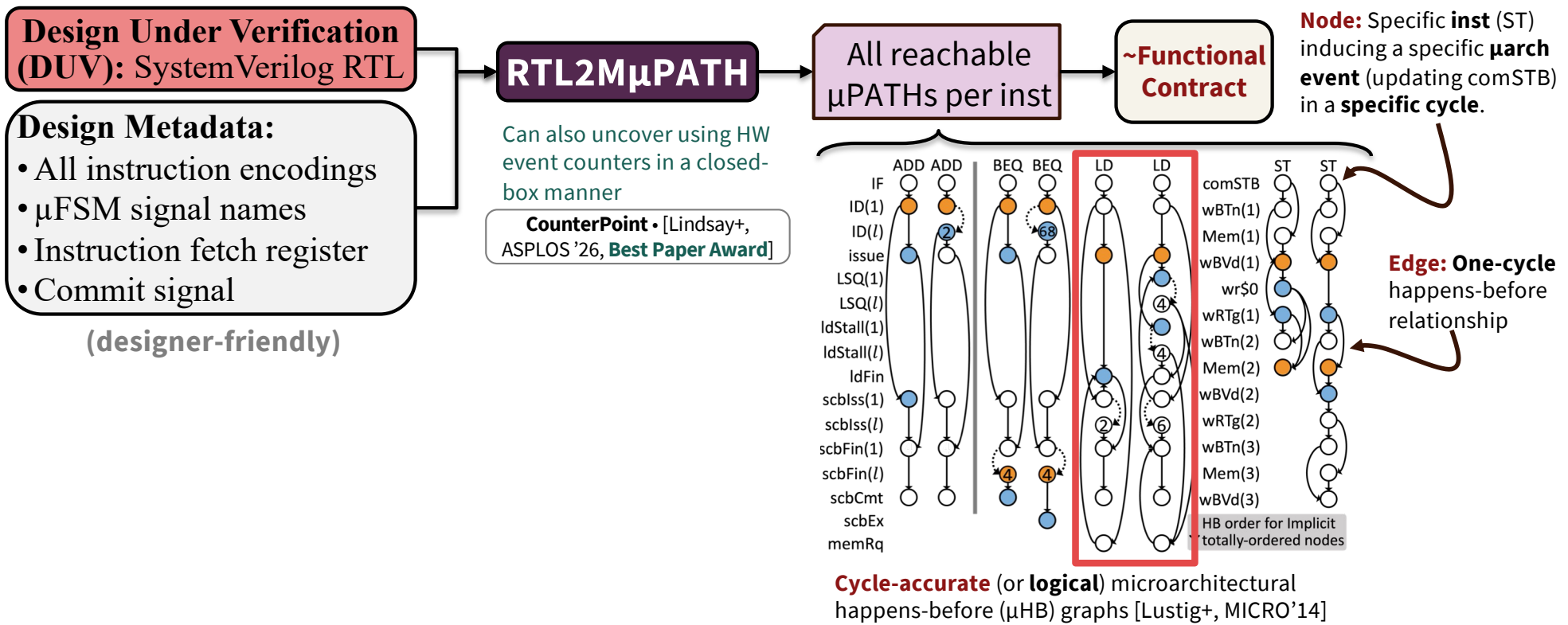




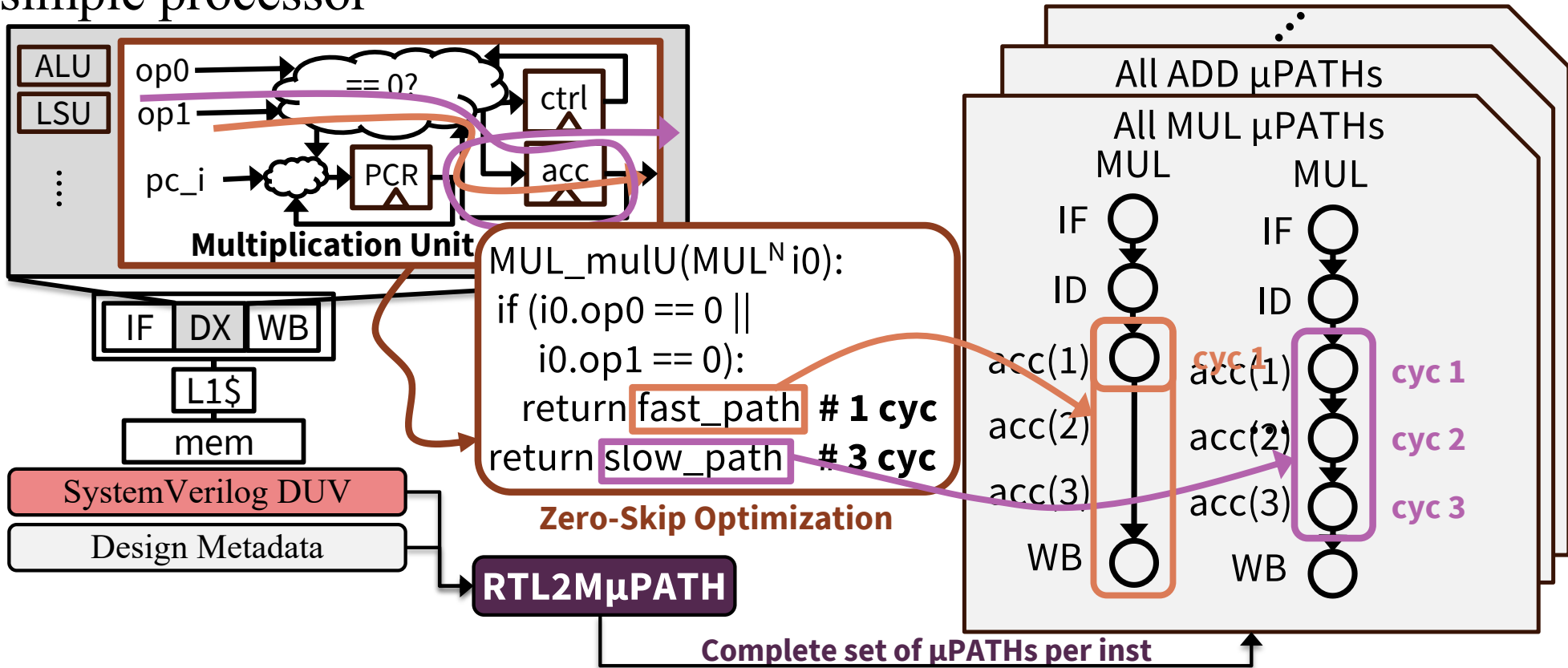
Functional Verification: RTL2M μ PATH (Overview)

Caroline

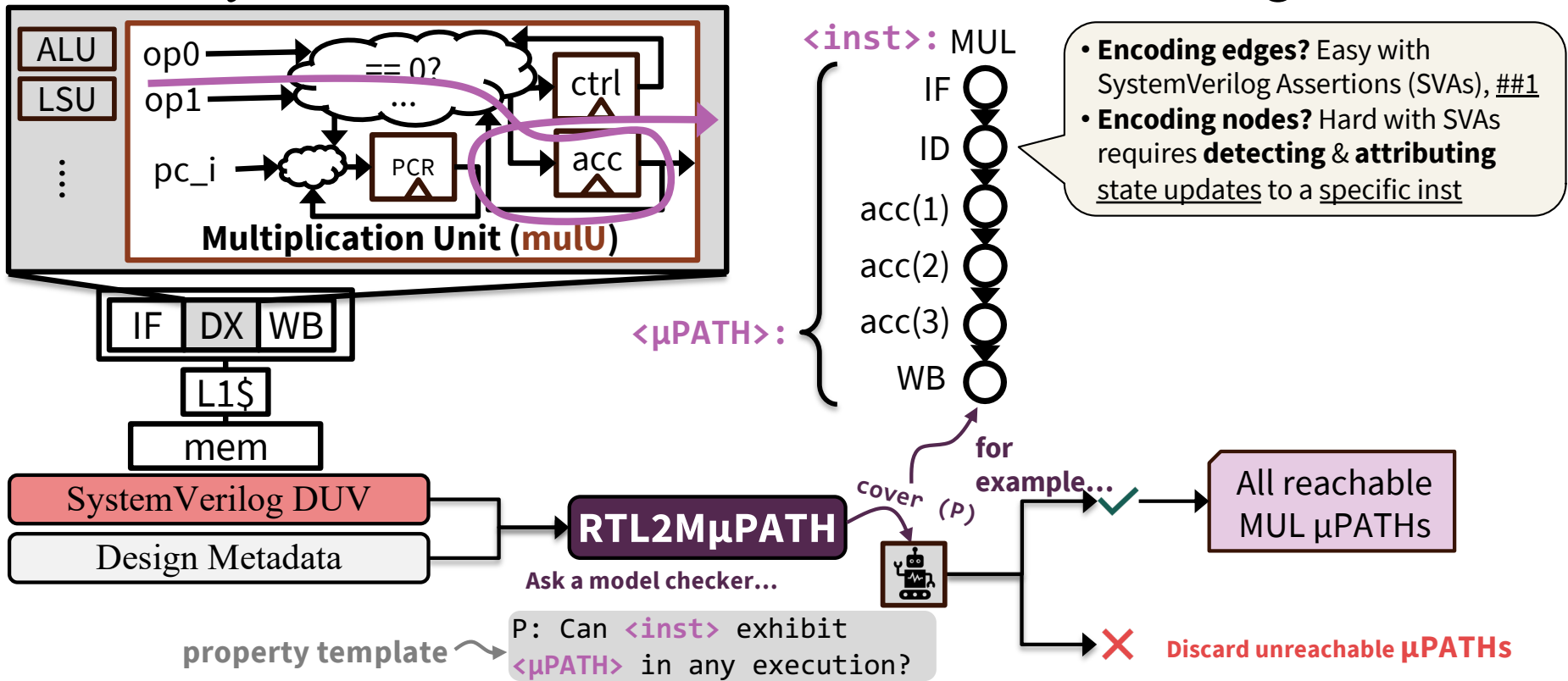
Overview: Synthesizing formally verified **microarchitectural execution paths (μ PATHs)** from SystemVerilog RTL



Example: Synthesizing formally verified MUL μ PATHs from a simple processor

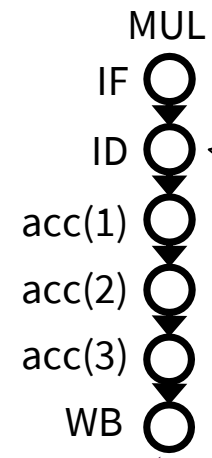
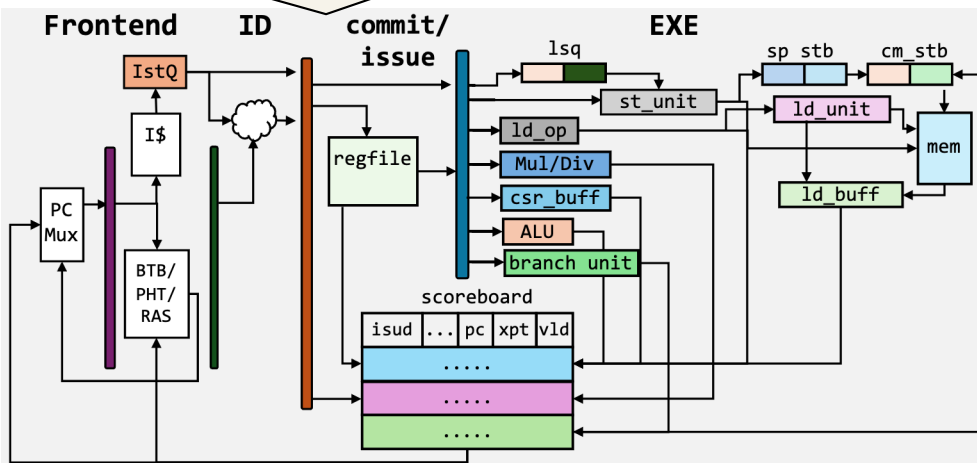


Key Challenge: **Encoding a μhb node**—as a set of state updates induced by some instruction—as a function of DUV signals is hard

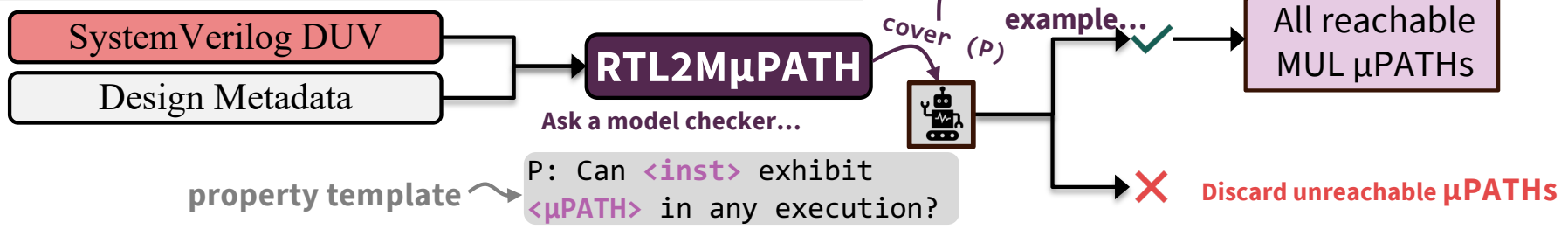


Key Challenge: Encoding a μ hb node—as a set of state updates induced by some instruction—as a function of DUV signals is hard

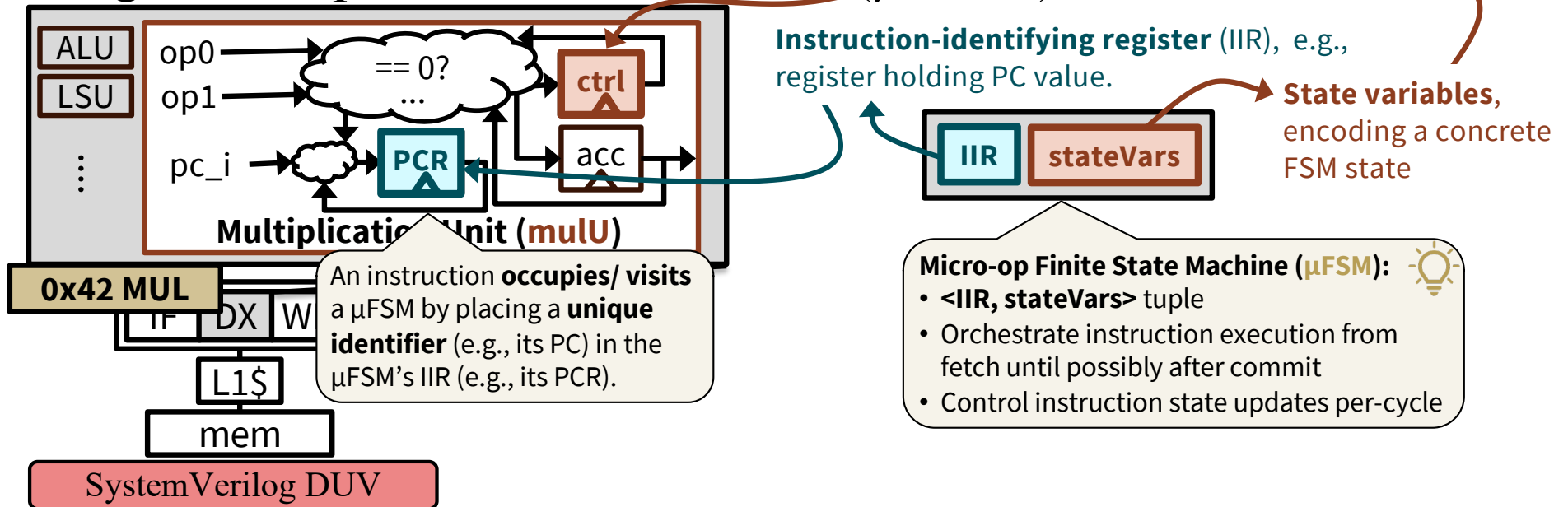
Why? Many instructions (colors) in-flight simultaneously!



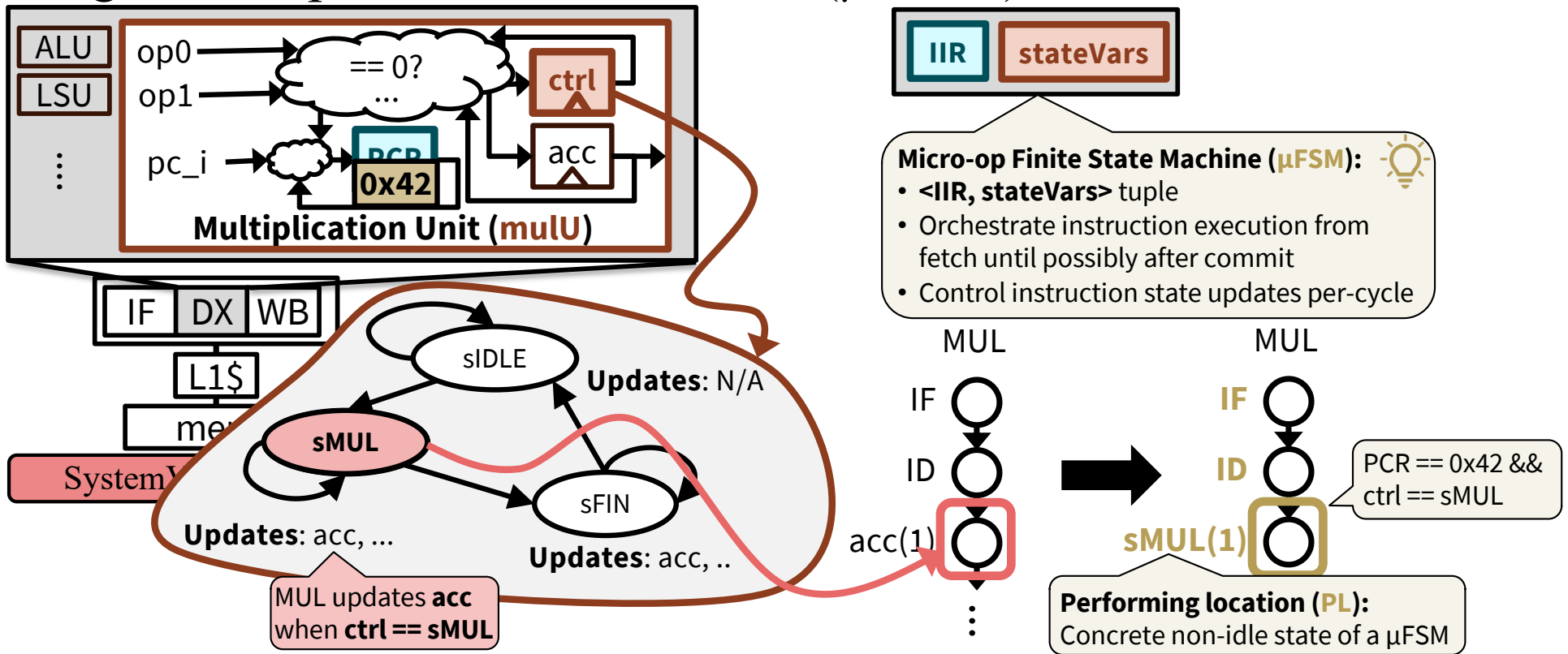
- **Encoding edges?** Easy with SystemVerilog Assertions (SVAs), ##1
- **Encoding nodes?** Hard with SVAs requires **detecting & attributing** state updates to a specific inst



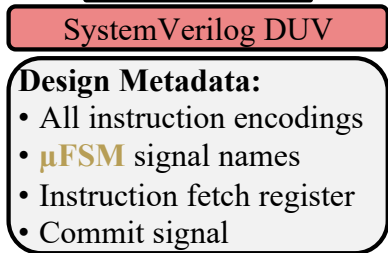
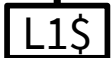
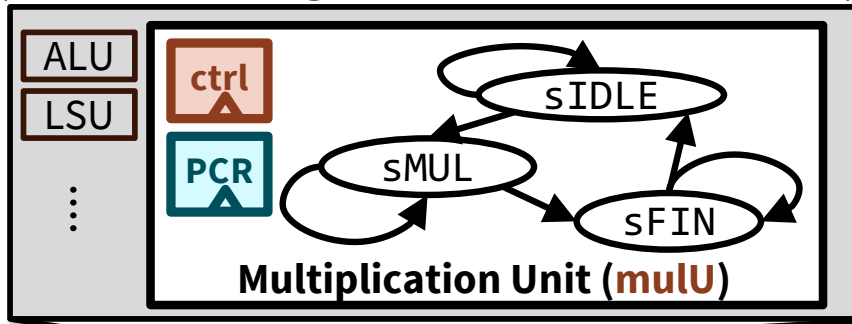
Our Solution: Encoding μ hb nodes as performing locations (PLs) using micro-op finite state machines (μ FSMs)



Our Solution: Encoding μhb nodes as performing locations (PLs) using micro-op finite state machines (μFSMs)



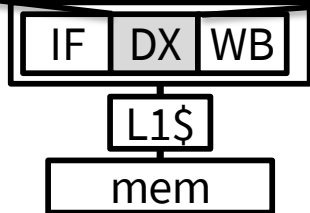
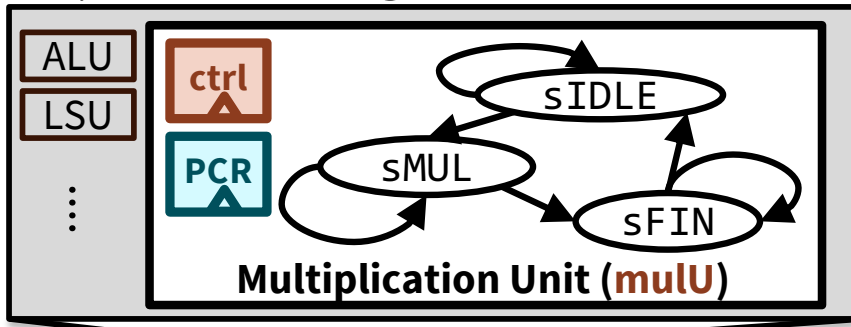
Our Procedure: Uncover node μ PATH backbones \rightarrow uncover μ PATH edges \rightarrow uncover full μ PATHs



RTL2M μ PATH

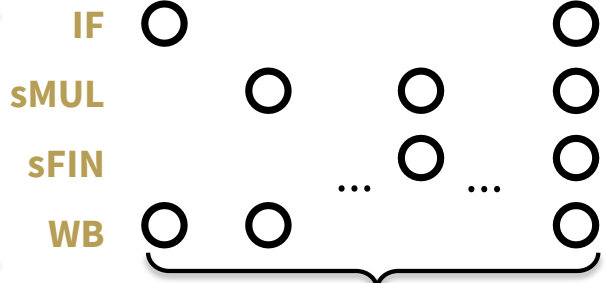
Step 1: Synthesizing **sets of nodes** that can form reachable μ PATHs

Our Procedure: Uncover node μPATH backbones → uncover μPATH edges → uncover full μPATHs



- SystemVerilog DUV
- Design Metadata:**
- All instruction encodings
 - μFSM signal names
 - Instruction fetch register
 - Commit signal

n PLs



Worst case: 2^n sets ($n > 40$)

Step 1A: Enumerate all possible PLs (concrete μFSM states) w/ netlist analysis

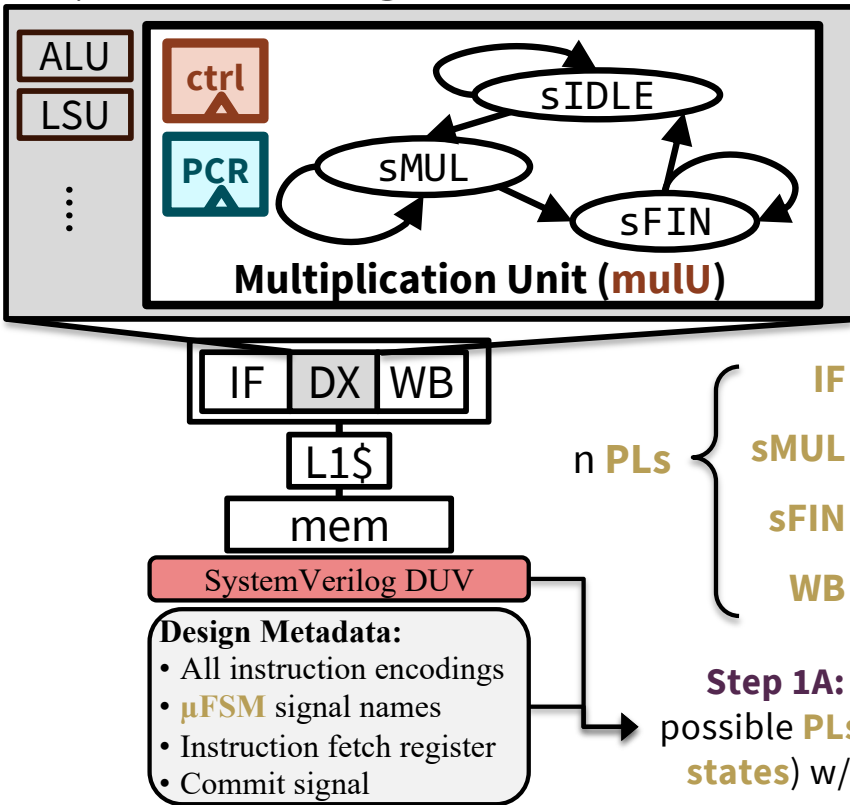
property templates

Ask a model checker...

- Can any inst visit <PL>?
- Can <inst> visit <PL>?
- Can <inst> visit <PL0> and not <PL1> in some μPATH?
- Can <inst> visit <PL0> and <PL1> in some μPATH?

Step 1B: SVA property-driven μPATH pruning

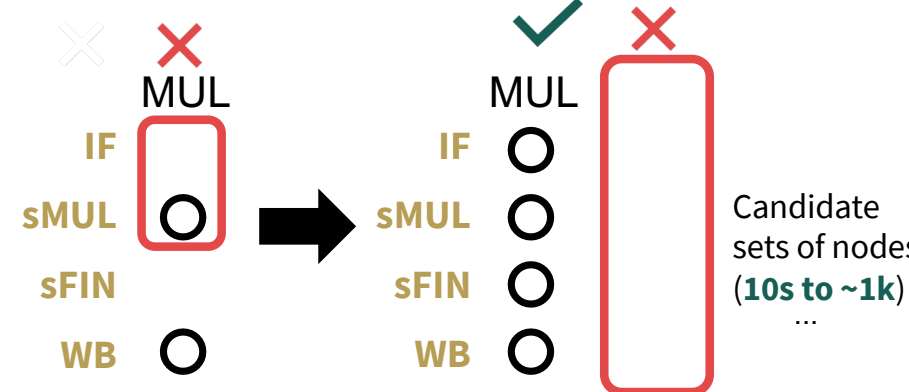
Our Procedure: Uncover node μPATH backbones → uncover μPATH edges → uncover full μPATHs



Step 1: Synthesizing sets of nodes that can form reachable μPATHs

Step 2: Synthesizing full μPATHs by adding edges to reachable node sets

Ask a model checker... Details in the paper!



Step 1A: Enumerate all possible PLs (concrete μFSM states) w/ netlist analysis

Step 1B: SVA property-driven μPATH pruning

Step 1C: Embed node sets as SVA properties to deduce reachability

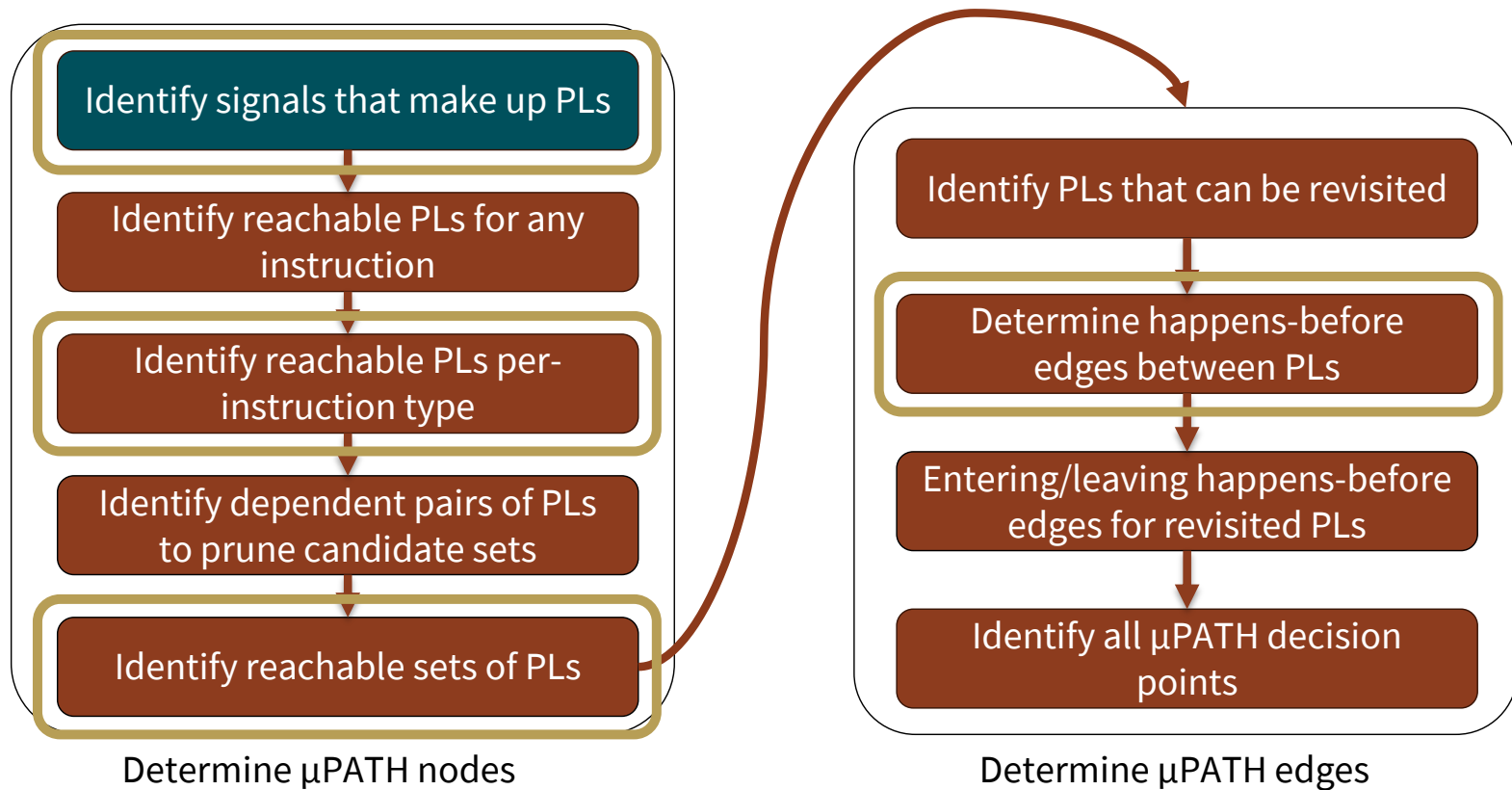
Candidate sets of nodes (10s to ~1k) ...



Functional Verification: RTL2M μ PATH (Hands-On)

Yao

RTL2M μ PATH for μ PATH Synthesis



Roadmap: Apply RTL2M μ PATH on CVA6

- **Step 1: [Input] μ FSM annotation**
- Step 2: [Inside] Per-instruction PL reachability
- Step 3: [Inside] PL set (node set) discovery per instruction
- Step 4: [Inside] Happens-before edge discovery

All examples in this section use the CVA6 (Ariane) processor.
We will work under rtl2mupath/ folder:

```
$ cd ~/fava_isca2026/rtl2mupath/fv && . ./setup_scripts.sh && cd ../
```

[Hands-On] Finding and Annotating μ FSMs

Step 1: Supply μ FSM design metadata

- **PCR:** reg that holds the PC of the instruction occupying this μ FSM
- **State vars:** regs that encode this μ FSM's concrete state

```
$ vim fv/annotation_pcr_u fsm s.txt
```

Input Metadata

```
1 // (name, pcr, state_var1|commit_cond, state_var2|commit_cond,...)
2 // one line per field and each unique tuple is separated by empty lines
3
4 serdiv_unit_divide // User-defined  $\mu$ FSM name
5 ex_stage_i.i_mult.i_div.pcr_q // PCR for serdiv unit
6 ex_stage_i.i_mult.i_div.state_q,0 // State variable 1, idle state 0
7
8 id_stage // user-define
9
10 id_stage_i.issue_q.valid,0
11
12 issue
...
```

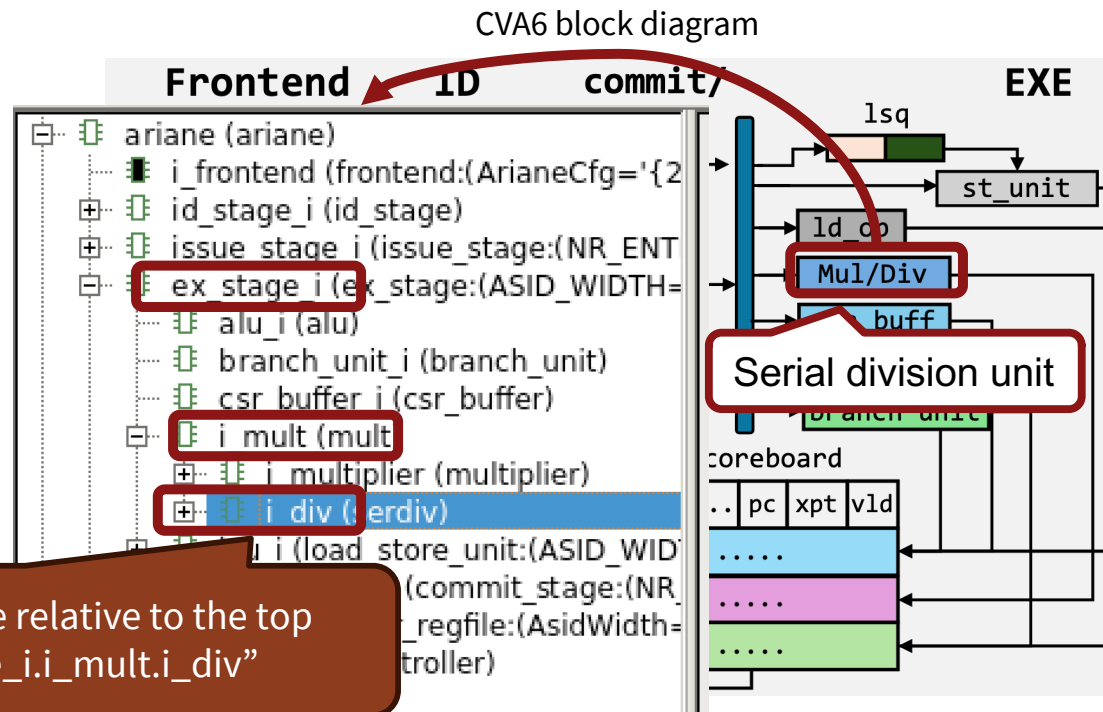
fv/annotation_pcr_u fsm s.txt

[Hands-On] Finding and Annotating μ FSMs

Step 1: Supply μ FSM design metadata

- **Example 1:** Hierarchical name of PCR and state variables in the serial division unit

Signal instantiated in the file relative to the top module has prefix “ex_stage_i.i_mult.i_div”



Opening RTL hierarchy in Jasper

[Hands-On] Finding and Annotating μ FSMs

Step 1: Supply μ FSM design metadata

- Example 1:** Hierarchical name of PCR and state variables in the **serial division unit**

```
$ vim cva6/core/serdiv.sv
```

Input Metadata

```
1 // (name, pcr, state_var1|commit_cond,  
state_var2|commit_cond,...)  
2 // one line per field and each unique  
tuple is separated by empty lines  
3  
4 serdiv unit divide // user-defined  
5 ex_stage i.i mult.i div.pc_q  
6 ex_stage_i.i_mult.i_div.state_d,0
```

fv/annotation_pcr_ufsms.txt

```
18 module serdiv import ariane_pkg::*; #(
19     parameter WIDTH      = 64
20 ) (
...
45     enum logic [1:0] {IDLE, DIVIDE, FINISH} state_d, state_q;
54     logic [riscv::VLEN-1:0] pc_q, pc_d;
...
162     unique case (state_q)
163         IDLE: begin
...
171         state_d = DIVIDE;
...
174         DIVIDE: begin
175             if(~div_res_zero_q) begin
176                 a_reg_en = ab_comp;
177                 b_reg_en = 1'b1;
...
181             if(div_res_zero_q) begin
182                 state_d = FINISH;
...
230     assign op_a_d = (a_reg_en) ? add_out : op_a_q;
231     assign op_b_d = (b_reg_en) ? b_mux : op_b_q;
232     assign res_d  = (load_en) ? '0 :
233     (res_reg_en) ? {res_q[$high(res_q)-1:0],
```

[Hands-On] Finding and Annotating μ FSMs

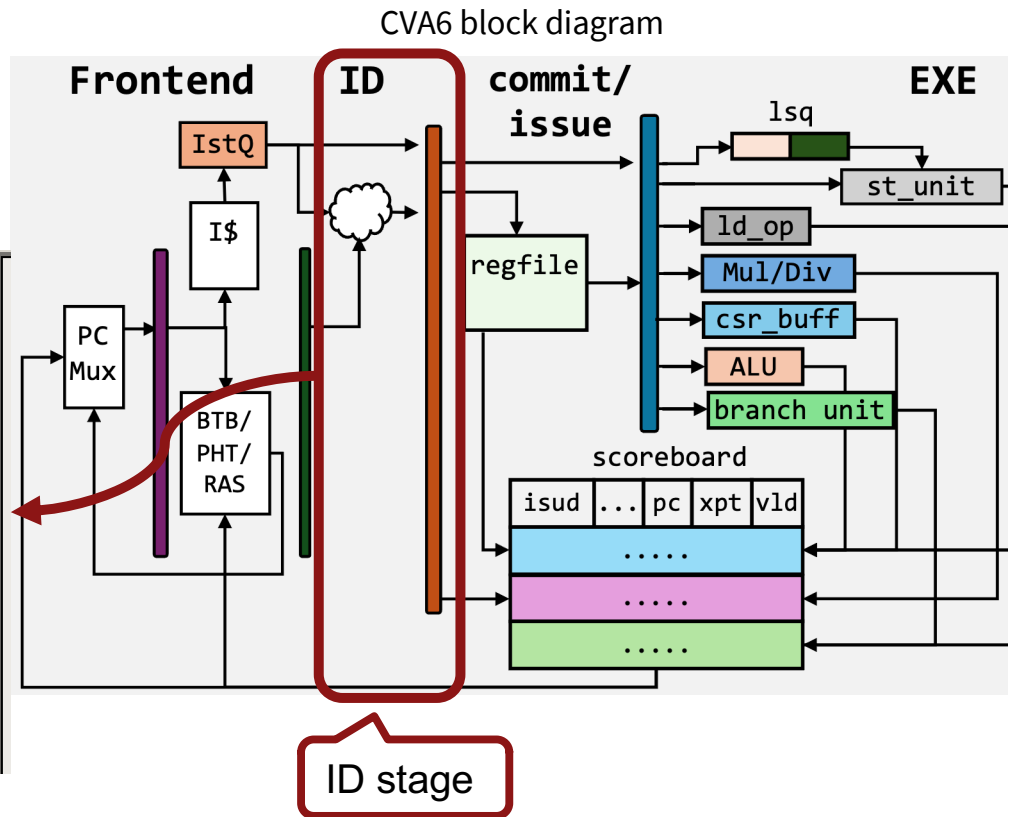
Step 1: Supply μ FSM design metadata

- **Example 2:** Find PCR for the decode pipeline stage

```
ariane (ariane)
├── i_frontend (frontend/ArianeCfg='{2
│   ├── id_stage_i (id_stage)
│   ├── issue_stage (issue_stage:(NR_ENT
│   └── ... (ASID_WIDTH=
└── Packages
```

Signal instantiated in the file relative to the top module has prefix "id_stage_i"

Opening RTL hierarchy in Jasper



[Hands-On] Finding and Annotating μ FSMs

Step 1: Supply μ FSM design metadata

- Example 2:** Find PCR for the decode pipeline stage

```
$ vim -o cva6/core/id_stage.sv  
cva6/core/include/ariane_pkg.sv  
fv/annotation_pcr_ufsms.txt
```

Input Metadata

```
1 // (name, pcr, state_var1|commit_cond,  
state_var2|commit_cond,...)  
2 // one line per field and each unique  
tuple is separated by empty lines  
...  
8 id_stage // user-define  
9  
10 id_stage_i.issue_q.valid,0
```

fv/annotation_pcr_ufsms.txt

```
16 module id_stage (  
17     input logic      clk_i,  
...  
42     // ID/ISSUE register stage  
43     struct packed {  
44         logic      valid;  
45         ariane_pkg::scoreboard_entry_t sbe;  
46         logic      is_ctrl_flow;  
47     } issue_n, issue_q;  
...  
120     always_ff @(posedge clk_i or negedge rst_ni) begin  
...  
124         issue_q <= issue_n;  
125     end  
126 end
```

cva6/core/id_stage.sv

```
590 // -----  
591 // ID/EX/WB Stage  
592 // -----  
593 typedef struct packed {  
594     logic [riscv::VLEN-1:0] pc;  
595     logic [TRANS_ID_BITS-1:0] trans_id;  
...  
614 } scoreboard_entry_t;
```

cva6/core/include/ariane_pkg.sv

[Hands-On] Finding and Annotating μ FSMs

Step 1: Supply μ FSM design metadata

- Example 2:** Find PCR for the decode pipeline stage

```
$ vim -o cva6/core/id_stage.sv
cva6/core/include/ariane_pkg.sv
fv/annotation_pcr_ufsms.txt
```

Input Metadata

```
1 // (name, pcr, state_var1|commit_cond,
state_var2|commit_cond,...)
2 // one line per field and each unique
tuple is separated by empty lines
...
8 id_stage // user-define
9 id_stage.i.issue_q.sbe.pc
10 id_stage.i.issue_q.valid,0
```

fv/annotation_pcr_ufsms.txt

```
16 module id_stage (
17     input logic      clk_i,
...
42     // ID/ISSUE register stage
43     struct packed {
44         logic
45         ariane_pkg::scoreboard_entry_t sbe;
46         logic
47         } issue_n, issue_q;
...
120     always_ff @(posedge clk_i or negedge rst_ni) begin
...
124         issue_q <= issue_n;
125     end
126 end
```

cva6/core/id_stage.sv

```
590 // -----
591 // ID/EX/WB Stage
592 // -----
593 typedef struct packed {
594     logic [riscv::VLEN-1:0] pc;
595     logic [TRANS_ID_BITS-1:0] trans_id;
...
614 } scoreboard_entry_t;
```

cva6/core/include/ariane_pkg.sv

Roadmap: Apply RTL2M μ PATH on CVA6

- Step 1: [Input] μ FSM annotation
- **Step 2: [Inside] Per-instruction PL reachability**
- Step 3: [Inside] PL set (node set) discovery per instruction
- Step 4: [Inside] Happens-before edge discovery

[Hands-On] Per-instruction PL reachability

Step 2a: Enumerate all possible PLs (concrete widths of the annotated μ FSM signals)

```
$ vim -o fv/annotation_pcr_u fsm s.txt  
fv/xDUVPLs/perf_loc.sv
```

Input Metadata

```
1 // (name, pcr, state_var1|commit_cond,  
state_var2|commit_cond,...)  
2 // one line per field and each unique  
tuple is separated by empty lines  
3  
4 serdiv_unit_divide // user-de idle state  
5 ex_stage_i.i_mult.i_div.pc_q  
6 ex_stage_i.i_mult.i_div.state_q,0
```

fv/annotation_pcr_u fsm s.txt

Intermediate Output

```
//  $\mu$ FSM variable name, signal width  
1 ex_stage_i.i_mult.i_div.state_q,2  
2 id_stage_i.issue_q.valid,1
```

fv/xDUVPLs/sig_width.txt

```
18 module serdiv import ariane_pkg::*; #(  
19     parameter WIDTH      = 64  
20 ) (  
...  
45     enum logic [1:0] {IDLE, DIVIDE, FINISH}  
state_d, state_q;  
54     logic [riscv::VLEN-1:0]    pc_q, pc_d;  
...
```

cva6/core/serdiv.sv

Intermediate Output

```
1 wire serdiv_unit_divide_s1 =  
2     (ex_stage_i.i_mult.i_div.state_q == 2'd1) &&  
3     1'b1;  
4 wire serdiv_unit_divide_s2 =  
5     (ex_stage_i.i_mult.i_div.state_q == 2'd2) &&  
6     1'b1;  
7 wire serdiv_unit_divide_s3 =  
8     (ex_stage_i.i_mult.i_div.state_q == 2'd3) &&  
9     1'b1;  
...
```

fv/xDUVPLs/perf_loc.sv

[Hands-On] Per-instruction PL reachability

Step 2b: Uncover per-instruction PLs: An inst visits a PL by placing its PC in the μ FSM's PCR and assigning its concrete non-idle state to the μ FSM's state variables

- **Example:** Fill in expression to encode a LW inst visits serdiv_unit_divide_s1
`$ vim -o fv/synthlc/i_LW_out/xCoverAPerflocDiv/out/cover_individual.sv`

Intermediate Output

LW
○
serdiv_unit_
 divide_s1
(div in progress)
serdiv_unit_
 divide_s2
(div finished)

```
55 pc0_i0_assoc_1: assume property (@(posedge clk_i)
56   id_stage_i.fetch_entry_i.address == pc0 |-> id_stage_i.instruction == i0);
...
82 wire serdiv_unit_divide_s1 =
83   _____ &&
84   _____ &&
85   1'b1;
...
318 i_LW_0: assume property (i0[14:12] == 3'b010);
319 i_LW_1: assume property (i0[11:7] != 5'd0);
320 i_LW_2: assume property (i0[6:0] == 7'b0000011);
...
321 C_0: cover property (@(posedge clk_i) serdiv_unit_divide_s1);
```

fv/synthlc/i_LW_out/xCoverAPerflocDiv/out/cover_individual.sv

[Hands-On] Per-instruction PL reachability

Step 2b: Uncover per-instruction PLs: An inst visits a PL by placing its PC in the μ FSM's PCR and assigning its concrete non-idle state to the μ FSM's state variables

- Example:** Fill in expression to encode a LW inst visits serdiv_unit_divide_s1
`$ vim -o fv/synthlc/i_LW_out/xCoverAPerflocDiv/out/cover_individual.sv`

LW ○

```
serdiv_unit_
  divide_s1
(div in progress)
serdiv_unit_
  divide_s2
(div finished)
```

Intermediate Output

```
55 pc0_i0_assoc_1: assume property (@posedge clk_i)
56   id_stage_i.fetch_entry_i.address == pc0 |-> id_stage_i.instruction == i0;
...
82 wire serdiv_unit_divide_s1 =
83   _____ &&
84   _____ &&
85   1'b1;
...
318 i_LW_0: assume property (i0[14:12] == 3'b010);
319 i_LW_1: assume property (i0[11:7] != 5'd0);
320 i_LW_2: assume property (i0[6:0] == 7'b0000011);
...
321 C_0: cover property (@(posedge clk_i) serdiv_unit_divide_s1);
```

fv/synthlc/i_LW_out/xCoverAPerflocDiv/out/cover_individual.sv

Annotations:

- same-cycle implication
- its encoding is i0
- symbolic pc0 is at fetch stage
- i0 visits serdiv_unit_s1 PL
- i0 constrained as a LW

[Hands-On] Per-instruction PL reachability

Step 2b: Uncover per-instruction PLs: An inst visits a PL by placing its PC in the μ FSM's PCR and assigning its concrete non-idle state to the μ FSM's state variables

- **Example:** Fill in expression to encode a LW inst visits serdiv_unit_divide_s1
`$ vim -o fv/synthlc/i_LW_out/xCoverAPerflocDiv/out/cover_individual.sv`

Intermediate Output

LW
○
serdiv_unit_
 divide_s1
(div in progress)
serdiv_unit_
 divide_s2
(div finished)

```
55 pc0_i0_assoc_1: assume property (@(posedge clk_i)
56   id_stage_i.fetch_entry_i.address == pc0 |-> id_stage_i.instruction == i0);
...
82 wire serdiv_unit_divide_s1 =
83   (ex_stage_i.i_mult.i_div.pc_q == pc0) &&
84   (ex_stage_i.i_mult.i_div.state_q == 2'd1) &&
85   1'b1;
...
318 i_LW_0: assume property (i0[14:12] == 3'b010);
319 i_LW_1: assume property (i0[11:7] != 5'd0);
320 i_LW_2: assume property (i0[6:0] == 7'b0000011);
...
321 C_0: cover property (@(posedge clk_i) serdiv_unit_divide_s1);
```

fv/synthlc/i_LW_out/xCoverAPerflocDiv/out/cover_individual.sv

[Hands-On] Per-instruction PL reachability

Step 2b: Uncover per-instruction PLs: An inst visits a PL by placing its PC in the μ FSM's PCR and assigning its concrete non-idle state to the μ FSM's state variables

- Example:** Determine whether a LW inst visits `serdiv_unit_divide_s1`

```
$ cd fv && mkdir xEval
```

```
$ ./RUN_JG.sh -j xEval -s synthlc/i_LW_out/xCoverAPerflocDiv/out/cover_individual.sv
```

Click "Task Tree"

Type	Name	Engine	Bound	Traces	Time	Task
Assume	ariane.ex_stage_i.lsu_i.i_store_un...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_un...	?		0	0.0	mytask
✗ Cover	ariane.C_0	AD (7)	Infinite	0	1.1	mytask
✗ Cover	ariane.C_1	AD (8)	Infinite	0	0.2	mytask
✓ Cover	ariane.C_10	Tri	10	1	2.9	mytask
✓ Cover	ariane.C_11	AM	6	1	0.3	mytask
✗ Cover	ariane.C_12	AD (9)	Infinite	0	1.1	mytask
✓ Cover	ariane.C_13	Tri	2 - 3	1	2.9	mytask
✓ Cover	ariane.C_14	Tri	8	1	1.5	mytask

Total: 192 Filtered: 81 Selected: 1 Validity: 18:6:16:41 Run: 41:0:16:24

```
321 C_0: cover property (@(posedge clk_i) serdiv_unit_divide_s1);
```

```
fv/synthlc/i_LW_out/xCoverAPerflocDiv/out/cover_individual.sv
```



Roadmap: Apply RTL2M μ PATH on CVA6

- Step 1: [Input] μ FSM annotation
- Step 2: [Inside] Per-instruction PL reachability
- **Step 3: [Inside] PL set (node set) discovery per instruction**
- Step 4: [Inside] Happens-before edge discovery



[Hands-On] PL set (node set) discovery per instruction

Step 3: For each candidate PL set, check if an instruction can visit exactly the nodes in the set, but no others in some reachable execution.

Example: Fill in the property to determine if a LW inst visits the depicted PL set

```
$ vim synthlc/i_LW_out/xPerfLocSubsetDiv/covertest/coverset_0.sv
```

- LW
- id_stage_s1
- issue_s16
- mem_req_s1
- scb_0_s8
- scb_0_s12
- scb_0_s13
- load_unit_s1
- load_unit_buff_s1

Intermediate Output

```

55 pc0_i0_assoc_1: assume property (@(posedge clk_i)
56   id_stage_i.fetch_entry_i.address == pc0 |-> id_stage_i.instruction == i0);
...
90 wire id_stage_s1 =
91   (id_stage_i.issue_q.sbe.pc == pc0) &&
92   (id_stage_i.issue_q.valid == 1'd1) &&
...
322 reg id_stage_s1_hpn;
323 always @(posedge clk_i) begin
324   if (!rst_ni)
325     id_stage_s1_hpn <= 1'b0;
326   else if (id_stage_s1)
327     id_stage_s1_hpn <= 1'b1;
328 end
441 C_0_N: cover property (@(posedge clk_i) id_stage_s1_hpn & _____
                                     & 1'b1 & !(id_stage_s1
                                     | issue_s16 | scb_0_s13 | scb_0_s8 | load_unit_s1 | load_unit_buff_s1 | mem_req_s1 | 1'b0));

```

Symbolic instruction with pc0 with symbolic encoding being i0

(id_stage_i.issue_q.sbe.pc == pc0) && (id_stage_i.issue_q.valid == 1'd1) &&

Symbolic instruction i0 visiting id_stage_s1 PL

i0 visited id_stage_s1 PL in past

Ever a cycle where visited signals for the PLs in the set are true

fv/synthlc/i_LW_out/xPerfLocSubsetDiv/d and the i0 execution already ends



[Hands-On] PL set (node set) discovery per instruction

Step 3: For each candidate PL set, check if an instruction can visit exactly the nodes in the set, but no others in some reachable execution.

Example: Fill in the property to determine if a LW inst visits the depicted PL set

```
$ vim synthlc/i_LW_out/xPerfLocSubsetDiv/covertest/coverset_0.sv
```

	LW
id_stage_s1	<input type="radio"/>
issue_s16	<input type="radio"/>
mem_req_s1	<input type="radio"/>
scb_0_s8	<input type="radio"/>
scb_0_s12	<input type="radio"/>
scb_0_s13	<input type="radio"/>
load_unit_s1	<input type="radio"/>
load_unit_buff_s1	<input type="radio"/>

Intermediate Output

```
55 pc0_i0_assoc_1: assume property @(posedge clk_i)
56   id_stage_i.fetch_entry_i.address == pc0 |-> id_stage_i.instruction == i0);
...
90 wire id_stage_s1 =
91   (id_stage_i.issue_q.sbe.pc == pc0) &&
92   (id_stage_i.issue_q.valid == 1'd1) &&
...
322 reg id_stage_s1_hpn;
323 always @(posedge clk_i) begin
324   if (!rst_ni)
325     id_stage_s1_hpn <= 1'b0;
326   else if (id_stage_s1)
327     id_stage_s1_hpn <= 1'b1;
328 end
441 C_0_N: cover property @(posedge clk_i) id_stage_s1_hpn & issue_s16_hpn & mem_req_s1_hpn &
scb_0_s13_hpn & scb_0_s8_hpn & load_unit_s1_hpn & load_unit_buff_s1_hpn & 1'b1 & !(id_stage_s1 |
issue_s16 | scb_0_s13 | scb_0_s8 | load_unit_s1 | load_unit_buff_s1 | mem_req_s1 | 1'b0));
```

```
fv/synthlc/i_LW_out/xPerfLocSubsetDiv/covertest/coverset_0.sv
```



[Hands-On] PL set (node set) discovery per instruction

Step 3: For each candidate PL set, check if an instruction can visit exactly the nodes in the set, but no others in some reachable execution.

Example: Cover property to determine if a LW inst visits the depicted PL set

```
$ ./RUN_JG.sh -j xEval -s synthlc/i_LW_out/xPerfLocSubsetDiv/covertest/coverset_0.sv
```

- id_stage_s1 ○ LW
- issue_s16 ○
- mem_req_s1 ○
- scb_0_s8 ○
- scb_0_s12 ○
- scb_0_s13 ○
- load_unit_s1 ○
- load_unit_buff_s1 ○

Type	Name	Engine	Bound	Traces	Time	Task
Assume	ariane.issue_stage_i.i_scoreboar...	?		0	0.0	mytask
Assume	ariane.issue_stage_i.i_scoreboar...	?		0	0.0	mytask
Assume	ariane.issue_stage_i.i_scoreboar...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_ord_sra...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_un...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_u...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_u...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_un...	?		0	0.0	mytask
Cover	ariane.C_0_N	Tri	7	1	1.5	mytask

```
441 C_0_N: cover property (@(posedge clk_i) id_stage_s1_hpn & issue_s16_hpn & scb_0_s13_hpn &
scb_0_s8_hpn & load_unit_s1_hpn & load_unit_buff_s1_hpn & mem_req_s1_hpn & 1'b1 & !(id_stage_s1
| issue_s16 | scb_0_s13 | scb_0_s8 | load_unit_s1 | load_unit_buff_s1 | mem_req_s1 | 1'b0));
```

fv/synthlc/i_LW_out/xPerfLocSubsetDiv/covertest/coverset_0.sv

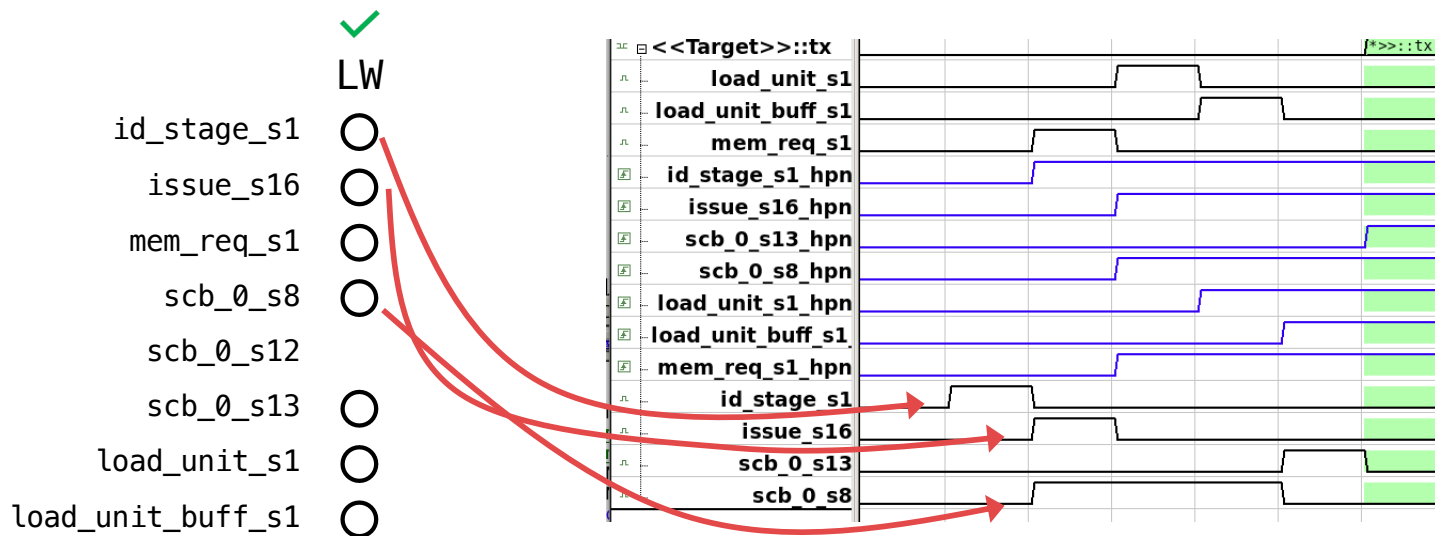


[Hands-On] PL set (node set) discovery per instruction

Step 3: For each candidate PL set, check if an instruction can visit exactly the nodes in the set, but no others in some reachable execution.

Example: Cover property to determine if a LW inst visits the depicted PL set

```
$ ./RUN_JG.sh -j xEval -s synthlc/i_LW_out/xPerfLocSubsetDiv/covertest/coverset_0.sv
```



Roadmap: Apply RTL2M μ PATH on CVA6

- Step 1: [Input] μ FSM annotation
- Step 2: [Inside] IUV PL reachability
- Step 3: [Inside] PL set (node set) discovery per instruction
- **Step 4: [Inside] Happens-before edge discovery**

[Hands-On] Happens-before edge discovery

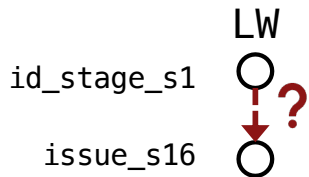
Step 4: Netlist analysis derives candidate happens-before edges among PLs. RTL2M μ PATH encodes them as SVAs to check whether each is a true HB relation.

Example: A property that asserts a LW always visits id_stage_s1 before issue_s16

```
$ vim synthlc/i_LW_out/xHBPerfG_dfg_v3_div/out/HB_59.sv
```

Happens-before assertion template:

```
HB_<NUM>: assert property (@(posedge <CLK>
  ((<PL1>) && !<PL1>_hpn) |-> !(<PL2>_hpn || (<PL2>)));
```



Instruction visiting
PL1 for the 1st time

SVA syntax:
Same-cycle implication

Instruction is not currently in PL2
and has never visited PL2 before

[Hands-On] Happens-before edge discovery

Step 4: Netlist analysis derives candidate happens-before edges among PLs. RTL2M μ PATH encodes them as SVAs to check whether each is a true HB relation.

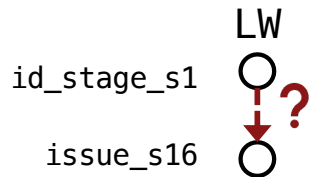
Example: A property that asserts a LW always visits id_stage_s1 before issue_s16

```
$ vim synthlc/i_LW_out/xHBPerfG_dfg_v3_div/out/HB_59.sv
```

Happens-before assertion template:

```
HB_<NUM>: assert property (@(posedge <CLK>)
    ((<PL1>) && !<PL1>_hpn) |-> !(<PL2>_hpn || (<PL2>)));
```

Intermediate Output



```
322 reg id_stage_s1_hpn;
...
326     else if (id_stage_s1)
327         id_stage_s1_hpn <= 1'b1;
...
334     else if (issue_s16)
335         issue_s16_hpn <= 1'b1;
...
339 HB_59: assert property (@(posedge clk_i) ((id_stage_s1) && !id_stage_s1_hpn) |->
    !(issue_s16_hpn || (issue_s16)));
```

Instruction is visiting
id_stage for the 1st time

Instruction is not visiting issue_s16
and has not visited issue_s16 before

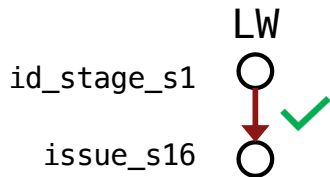
fv/synthlc/i_LW_out/xHBPerfG_dfg_v3_div/out/HB_59.sv

[Hands-On] Happens-before edge discovery

Step 4: Netlist analysis derives candidate happens-before edges among PLs. RTL2M μ PATH encodes them as SVAs to check whether each is a true HB relation.

Example: A property that asserts a LW always visits `id_stage_s1` before `issue_s16`

```
$ ./RUN_JG.sh -j xEval -s synthlc/i_LW_out/xHBPerfG_dfg_v3_div/out/HB_59.sv
```



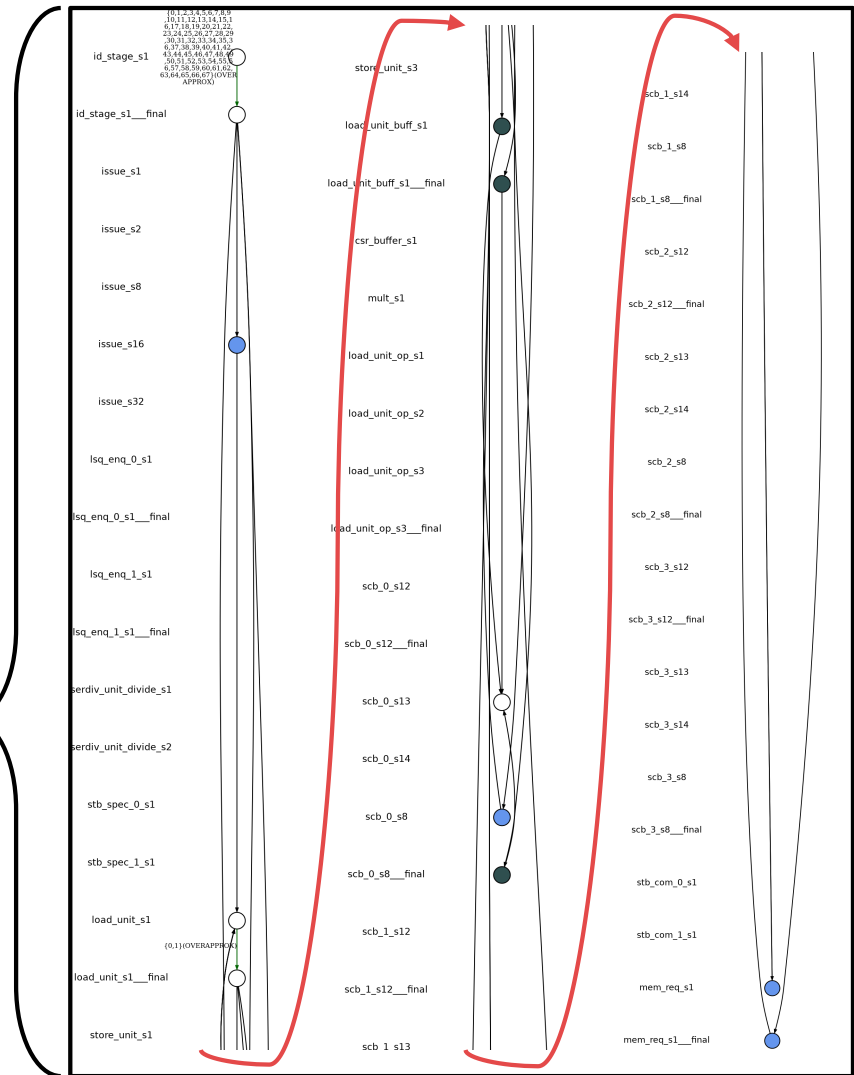
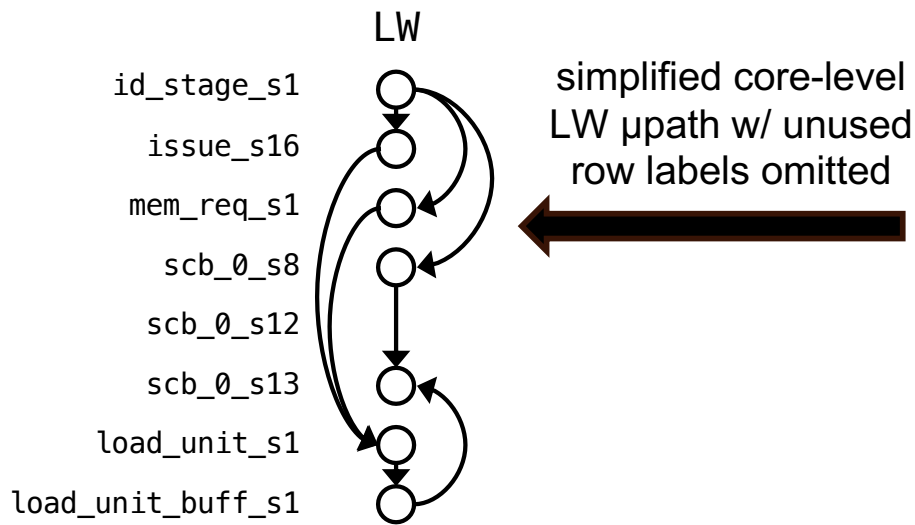
Type	Name	Engine	Bound	Traces	Time	Task
Assume	ariane.issue_stage_i.i_scoreboar...	?		0	0.0	mytask
Assume	ariane.issue_stage_i.i_scoreboar...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_ord_sra...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_un...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_un...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_un...	?		0	0.0	mytask
Assume	ariane.ex_stage_i.lsu_i.i_store_un...	?		0	0.0	mytask
Assert	ariane.HB_59	AD (6)	Infinite	0	0.2	mytask

```
339 HB_59: assert property (@(posedge clk_i) ((id_stage_s1) && !id_stage_s1_hpn) |-> !(issue_s16_hpn || (issue_s16)));
```

fv/synthlc/i_LW_out/xHBPerfG_dfg_v3_div/out/HB_59.sv

[Hands-On] μ PATH visualization

```
$ cd ~/fava_isca2026/rtl2mupath
$ xdg-open
all_paths_html/IA/i_LW_III/xSummarize/nonisograph
/com_46_0_0.png
```



Other outputs

Run RTL2M μ PATH end-to-end:

- `./run_an_inst.sh <instr>.sv`

Per-instruction outputs are in directories:

- `fv/synthlc/i_LW_out/`
- `fv/synthlc/i_DIV_out/`
- `fv/synthlc/i_SW_out/`
- `...`

Per instruction directory, all μ PATH outputs are depicted in .png files:

- `fv/synthlc/i_<instr>_out/xSummarize/nonisograph/*.png`