

Random $\square$ Direct

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Agenda

- Why random?
- Why direct?
- Methodology for Random

Why random?

- Stability
 - 10X improvement in stability
 - Reuse
 - Robust
- Easy to check and regress changes
- Flexibility
- Reaching unexpected corners
- Reaching complex corners

Why direct

- Feeling of control
- Easy to review
 - In random simulation Environment is required to be self-checking
 - Self checking is good overall, but requires more effort

Methodology for Random

- When to start?
- Incremental
- How much Random?
 - What is the completion criteria?
- How to review What is the random doing?
- Change random ☐ direct
- Corners
 - improve random or write new direct?
- Random with default - Knobs