Design for Testability

Basic Concept

- Design for testability (DFT)
 - Design techniques that make test generation and test application cost-effective.
- DFT methods for digital circuits:
 - Ad-hoc methods
 - Structured methods
 - Scan path
 - Level sensitive scan design
 - Random access scan
 - •

Ad-Hoc DFT Methods

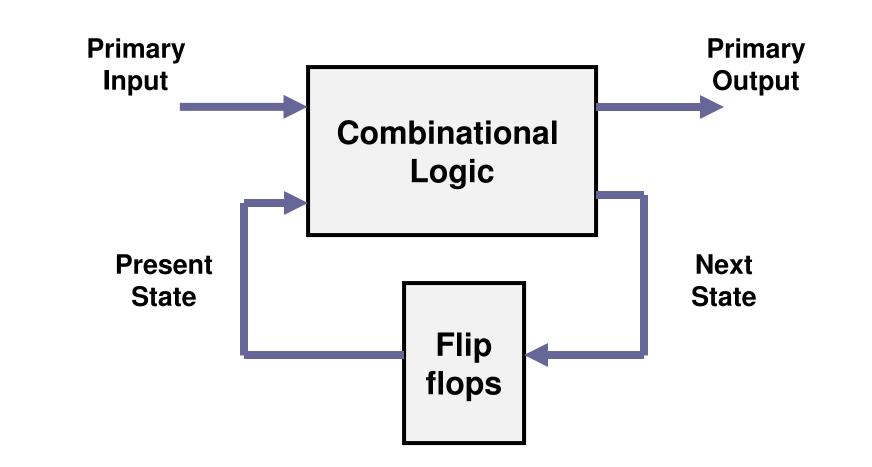
- Good design practices learned through experience are used as guidelines:
 - Don't-s and Do-s
 - Avoid asynchronous (unclocked) feedback.
 - Avoid delay dependant logic.
 - Avoid parallel drivers.
 - Avoid monostables and self-resetting logic.
 - Avoid gated clocks.
 - Avoid redundant gates.

- Avoid high fanin fanout combinations.
- Make flip-flops initializable.
- Separate digital and analog circuits.
- Provide test control for difficult-to-control signals.

- Experts and tools are not always available.
- Test generation is often manual, and so high fault coverage is not guaranteed.
- Design iterations may be required.
- Difficult to automate.

- Helps to provide good controllability and observability of internal state variables for testing.
 - Converts the sequential test generation problem into a combinational one.
- Major approaches:
 - Scan path
 - LSSD
 - Random access scan
 - Variations to above ……

A Sequential Circuit



Scan Path Design

- Basic Problem
 - Test generation for sequential circuits is difficult.
- Objective
 - Make all the flip-flops directly controllable and observable.
- What do we gain?
 - Combinational circuit test generation can be used.
 - A few additional tests to test the flip-flops (shift register).

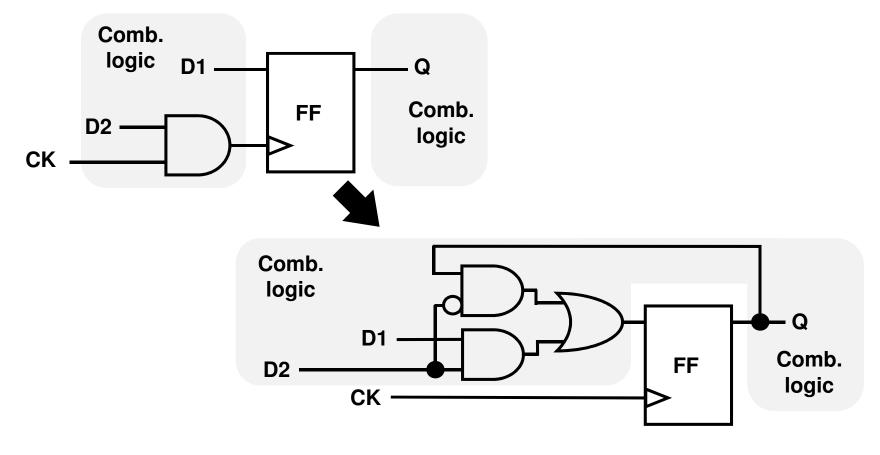
Scan Design (contd.)

- Pre-specified design rules.
- Test structure added to the verified design.
 - Add one (or more) *test control* (TC) primary input.
 - Replace flip-flops by scan flip-flops.
 - Connect scan flip-flops to form one or more shift registers in test mode.
 - Add SCANIN and SCANOUT pins to shift register.
- Add shift register test and convert ATPG tests into scan sequences for use in manufacturing test.

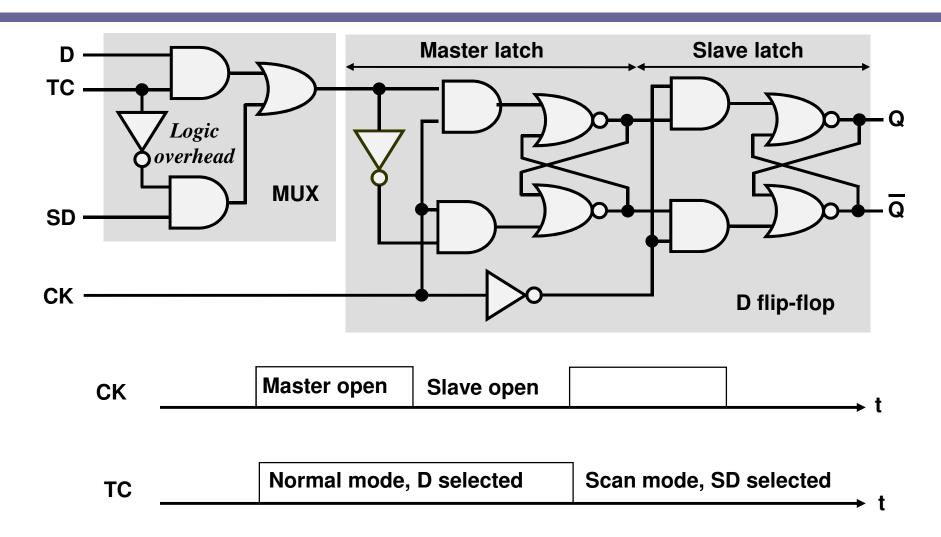
- Use only clocked D-type master-slave flipflops for all state variables.
- At least one PI pin must be available for test; more pins, if available, can be used.
- All clocks must be controlled from PIs.
 - Necessary for flip-flops to work in scan registers.
- Clocks must not feed data inputs of flipflops.
 - May lead to race condition.

Correcting a Rule Violation

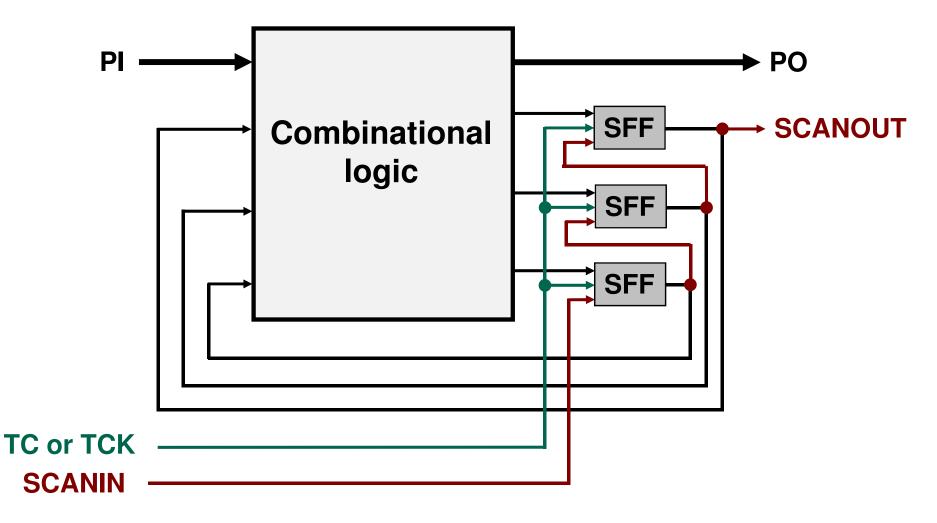
• All clocks must be controlled from PIs.



Scan Flip-Flop (master-slave)



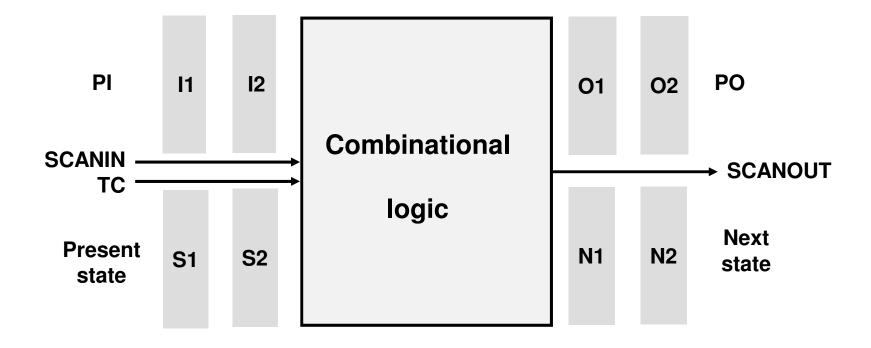
Adding Scan Structure



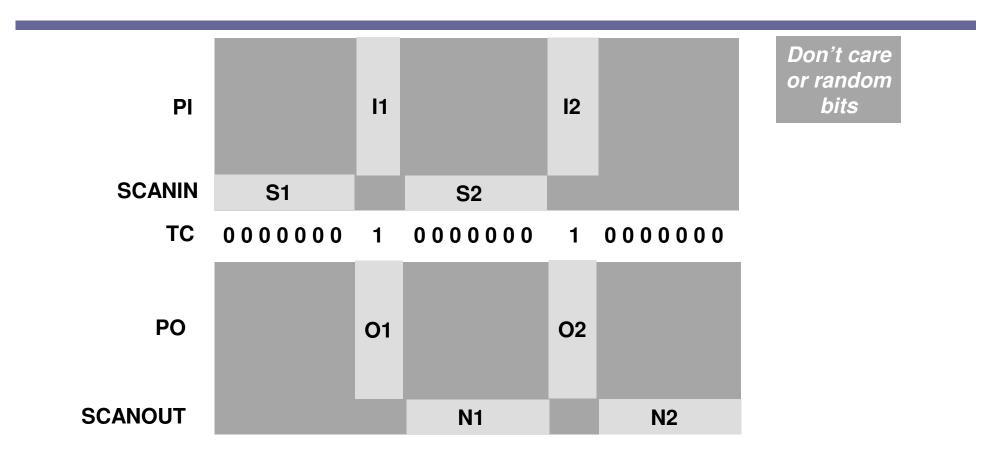
• Application of the test vectors:

PI	Present State	ΡΟ	Next State
I1	S1	01	N1
I2	S2	02	N2
I3	S3	O 3	N3
	•••	••••	•••

Combinational Test Vectors



Combinational Test Vectors



Scan sequence length:

$(n_s + 1) n_c + n_s$ clock periods

where n_c : number of combinational test vectors n_s : number of scan flip-flops

An example: the I/O specifications

3 inputs, 2 outputs, and 3 state variables

PI	Present State	РО	Next State
010	100	0 1	101
011	010	11	001
101	100	10	111
001	101	0 1	010

contd. : corresponding scan sequence

Clock	ΡΙ	SCANIN	TC	PO	SCANOUT	
1	XXX	1	0	XX	X	
2	XXX	0	0	XX	X	
3	XXX	0	0	XX	x x	
4	010	X	1	01	X	
5	XXX	0	0	XX	1	
6	XXX	1	0	XX	0	
7	XXX	0	0	xx 1		
8	011	X	1	11	X	

Scan Testing Time

- Scan register has to be tested prior to the application of scan test sequences.
 - A shift sequence 00110011... of length n_s+4 .
 - Produces all possible transitions in all flip-flops.
- Total scan test length:

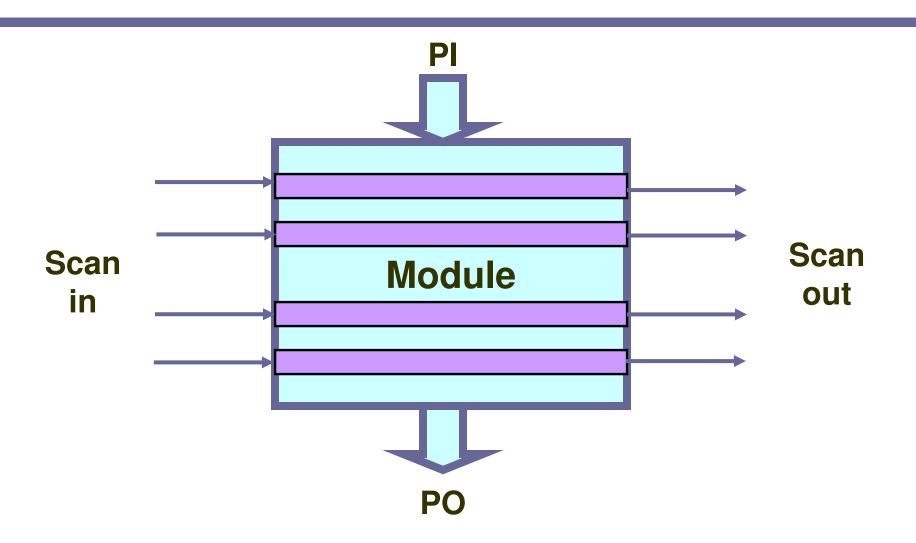
 $(n_s + 1) n_c + n_s + (n_s + 4)$

n_s : number of scan flip-flops

n_c : number of combinational test vectors

 $n_s=2000, n_c=500 \rightarrow Test length = 10^6$

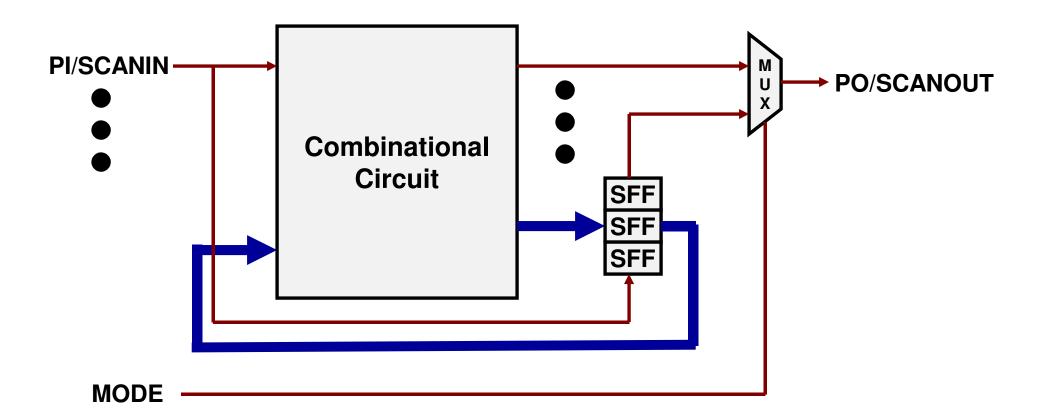
A Typical Module With Scan Chains



Multiple Scan Paths

- Scan flip-flops can be distributed among any number of shift registers, each having a separate SCANIN and SCANOUT pin.
 - PI and PO pins can be shared with SCANIN and SCANOUT pins respectively.
- Test sequence length is determined by the longest scan shift register.
- Just one test control (TC) pin is essential.

Multiple Scan Path Example



Only one scan path is shown; others can be added similarly

Other Issues

- Multiple scan paths can reduce test application time.
- Scan overhead:
 - One additional pin (TC)
 - Other pins can be multiplexed with functional input and output pins.
 - Area overhead
 - Replacing flip-flops by scan flip-flops.
 - Performance overhead
 - Additional MUX-es in critical path.
 - Increase in fanout for the flip-flops.

Scan Overheads

- IO pins:
 - One pin necessary.
- Area overhead:

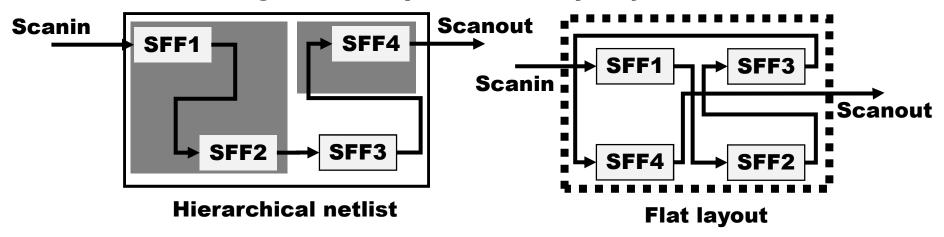
Gate overhead = [4 *n*_s / (*n*_q + 10*n*_s)] x 100%

- where n_g = number of gates in combinational logic n_s = number of flip-flops
- Example:
 - $n_g = 100k$ gates, $n_s = 2k$ flip-flops, overhead = 6.7%.
- More accurate estimate must consider scan wiring and layout area.

- Performance overhead:
 - Multiplexer delay added in combinational path; approx. two gate-delays.
 - Flip-flop output loading due to one additional fanout; approx. 5-6%.

Hierarchical Scan

- Scan flip-flops are chained within subnetworks before chaining subnetworks.
- Advantages:
 - Automatic scan insertion in netlist
 - Circuit hierarchy preserved helps in debugging and design changes
- Disadvantage: Non-optimum chip layout.



ATPG Example: S5378

	Original	Full-scan
Number of combinational gates	2,781	2,781
Number of non-scan flip-flops (10 gates each)	179	0
Number of scan flip-flops (14 gates each)	0	179
Gate overhead	0.0%	15.66%
Number of faults	4,603	4,603
PI/PO for ATPG	35/49	214/228
Fault coverage	70.0%	99.1%
Fault efficiency	70.9%	100.0%
CPU time on SUN Ultra II, 200MHz processor	5,533 s	5 s
Number of ATPG vectors	414	585
Scan sequence length	414	105,662

Summary

- Scan is the most popular DFT technique:
 - Rule-based design
 - Automated DFT hardware insertion
 - Combinational ATPG
- Advantages:
 - Design automation
 - High fault coverage; helpful in diagnosis
 - Hierarchical scan-testable modules are easily combined into large scan-testable systems
 - Moderate area (~10%) and speed (~5%) overheads

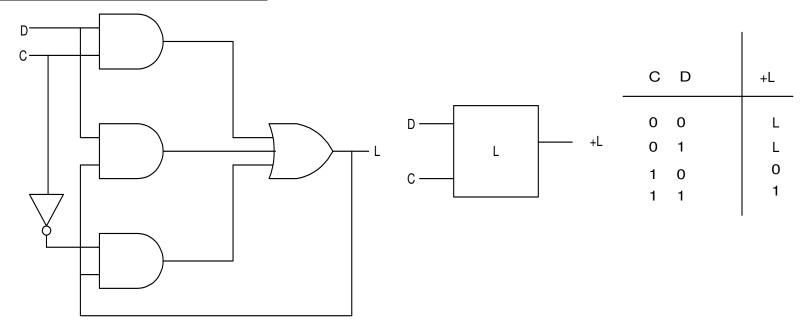
- Disadvantages:
 - Large test data volume and long test time
 - Basically a slow speed (DC) test

Level Sensitive Scan Design

- Similar to scan path in concept; uses level sensitive latches.
- Main issues:
 - Absence of races and hazards.
 - Insensitive to rise time, fall time, delay, etc.
 - Lower hardware complexity as compared to scan path design.
 - More complex design rules.

LSSD

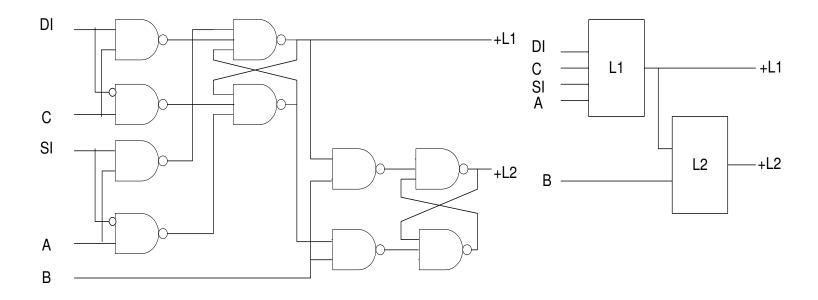
Polarity-Hold Latch:



 The correct change of the latch output (L) is not dependent on the rise/fall time of C, but only on C being '1' for a period of time ≥ data propagation and stabilization time.

LSSD

Polarity-Hold Shift-Register Latch (SRL):

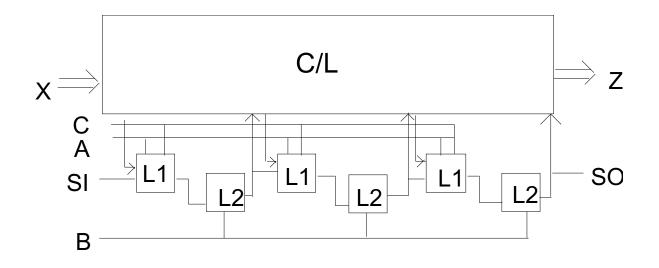


- Normal mode: $A = B = 0, C = 0 \rightarrow 1$.
- SR (test) mode: C =0, AB = 10 \rightarrow 01 to shift SI through L₁ and L₂.

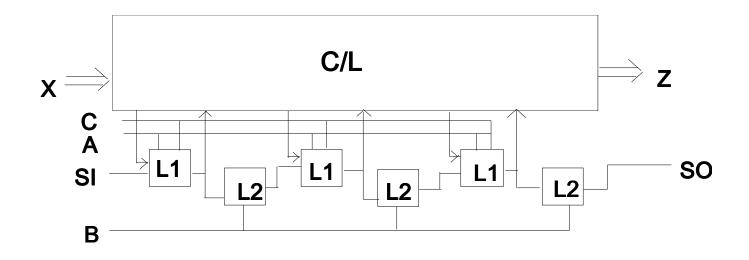
LSSD

- Polarity-Hold, hazard-free, and levelsensitive.
- To be race-free, clocks C & B as well as A & B must be non-overlapping.
- Avoids performance degradation introduced by the MUX in shift-register modification.

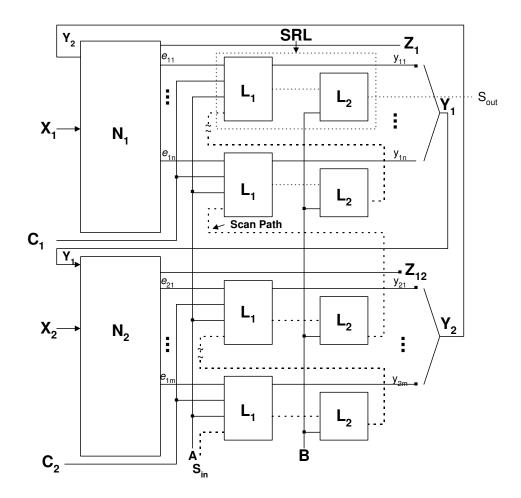
Double-Latch LSSD



Single-Latch LSSD

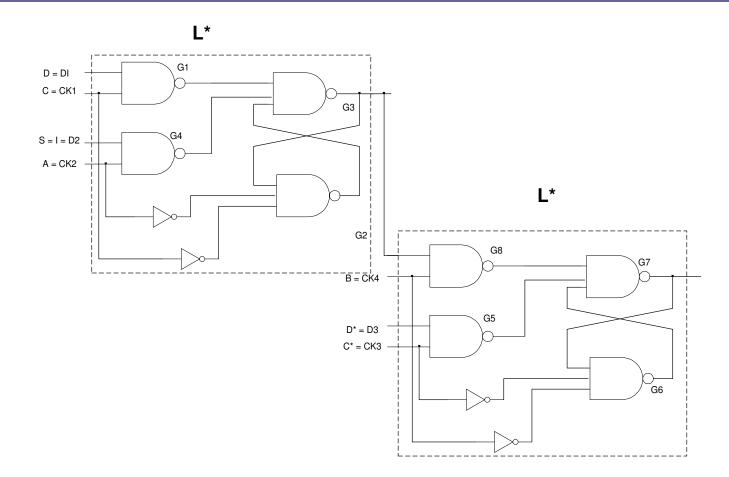


Single-Latch LSSD With Conventional SRLs



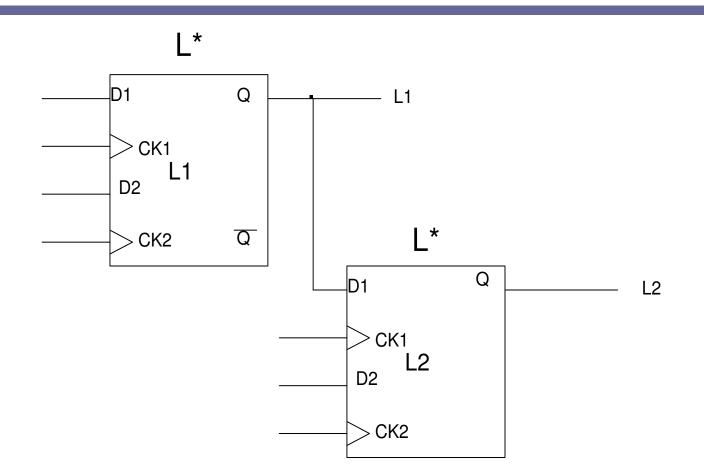
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SRL Using Two-Port L₂^{*}



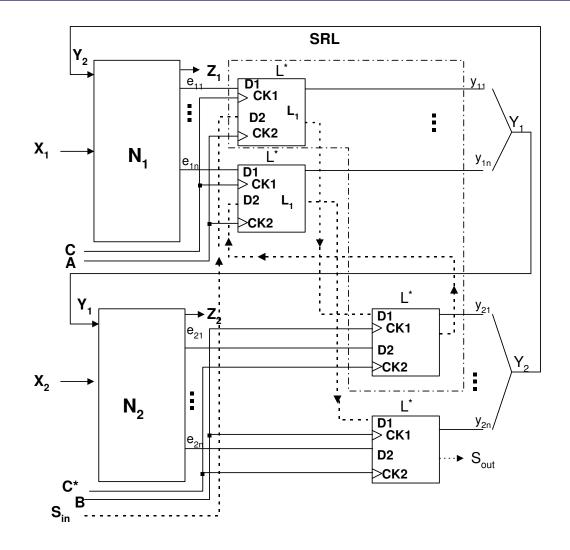
(a) Gate model

SRL Using Two-Port L^{*}₂



(b) Symbol

Single-Latch LSSD With L₂* Latches



LSSD Design Rules

- 1. Internal storage elements must be polarity-hold latches.
- 2. Latches can be controlled by 2 or more nonoverlapping clocks that satisfy:
 - A latch X may feed the data port of another latch Y iff the clock that sets the data into Y does not clock X.
 - A latch X may gate a clock C to produce a gated clock C_g , which drives another latch Y iff C_g , or any other clock C_{1g} , produced from C_g , does not clock X.

- There must exist a set of clock primary inputs from which the clock inputs to all SRLs are controlled either through (1) single-clock distribution tree, or (2) logic that is gated by SRLs and/or non-clock primary inputs. In addition, the following conditions must hold:
 - All clock inputs to SRLs must be OFF when clock PIs are OFF.
 - Any SRL clock input must be controlled from one or more clock PIs.
 - No clock can be ANDed with either the true or the complement of another clock.

LSSD Design Rules (contd.)

- 4. Clock PIs cannot feed the data inputs to latches, either directly or through combinational logic.
- 5. Every system latch must be part of an SRL; each SRL must be part of some scan chain.
- 6. A scan state exists under the following conditions:
 - Each SRL or scan-out PO is a function of only the preceding SRL or scan-in PI in its scan chain during the scan operation.
 - All clocks except the shift clocks are disabled at the SRL inputs.

LSSD Design Rules (contd.)

- 7. Any shift clock to an SRL can be turned ON or OFF by changing the corresponding clock PI.
 - A network that satisfies rules 1-4 is levelsensitive.
 - Race-free operation is guaranteed by rules
 2(1) & 4.
 - Rule 3 allows a tester to turn off system clocks and use the shift clocks to force data into and out of the scan chain.
 - Rules 5 & 6 are used to support scan.

- Correct operation independent of AC characteristics.
- Reducing FSM to C/L as far as testing is concerned.
- Eliminating hazards & races; simplifying test generation and fault simulation.

- Design rules imposed on designers --- no freedom to vary from the overall schemes, and higher design and hardware costs (4-20% more h/w & 4 extra pins).
- No asynchronous designs.
- Sequential routing of latches can introduce irregular structures.
- Faults changing combinational function to sequential may cause trouble, e.g., bridging, CMOS stuck-open.
- Slow test application; normal-speed testing is impossible.
- Not good for memory intensive designs.