

ECE/CS 5745/6745

Testing and Verification of Digital Circuits

Lecture Slides for ATPG: Reducing Test Generation Effort, the Check-Point Theorems
and Issues with Multiple Stuck-Faults

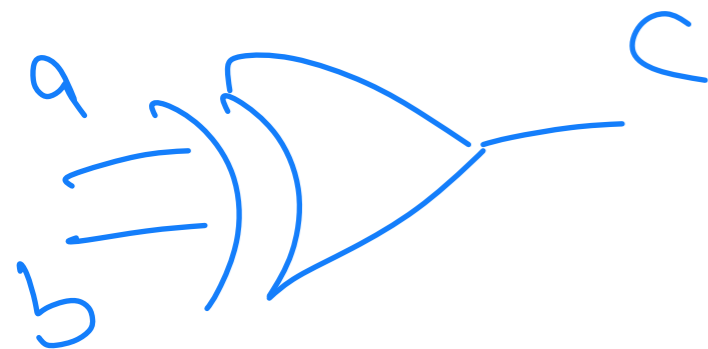
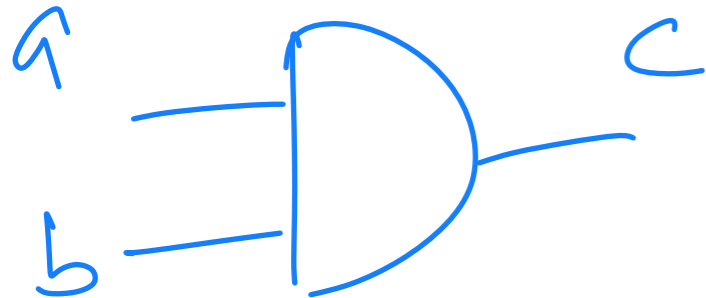


Priyank Kalla
Professor
Electrical & Computer Engineering

Fault Collapsing

- We have to derive s/0, s/1 tests for the entire circuit
 - Each net, including fanout stems and branches
- Primary goal is test detection
- Deriving a test for a fault at each net is too much work
- Thankfully, we can exploit the concept of fault equivalence and fault dominance to reduce the test generation effort
- Analyze fault equivalence and dominance “structurally”
- Equivalent faults cannot be distinguished, so test only one of these from the equivalence class
- Reduce the number of tests required to test the whole circuit

Structural Fault Equivalence



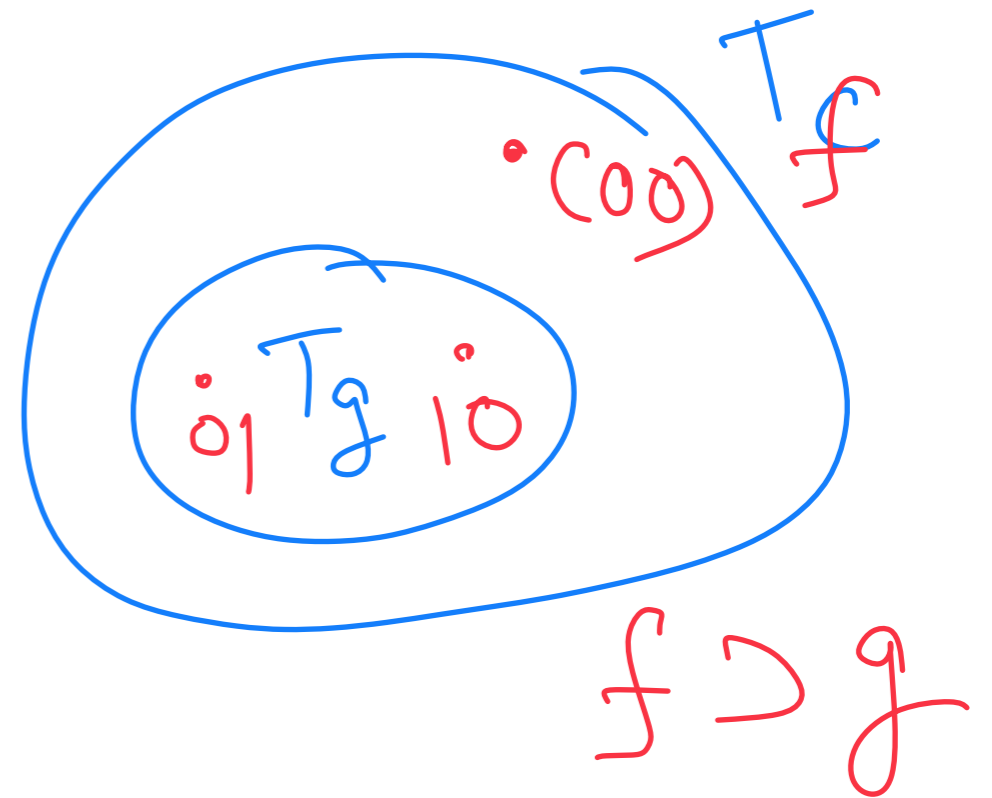
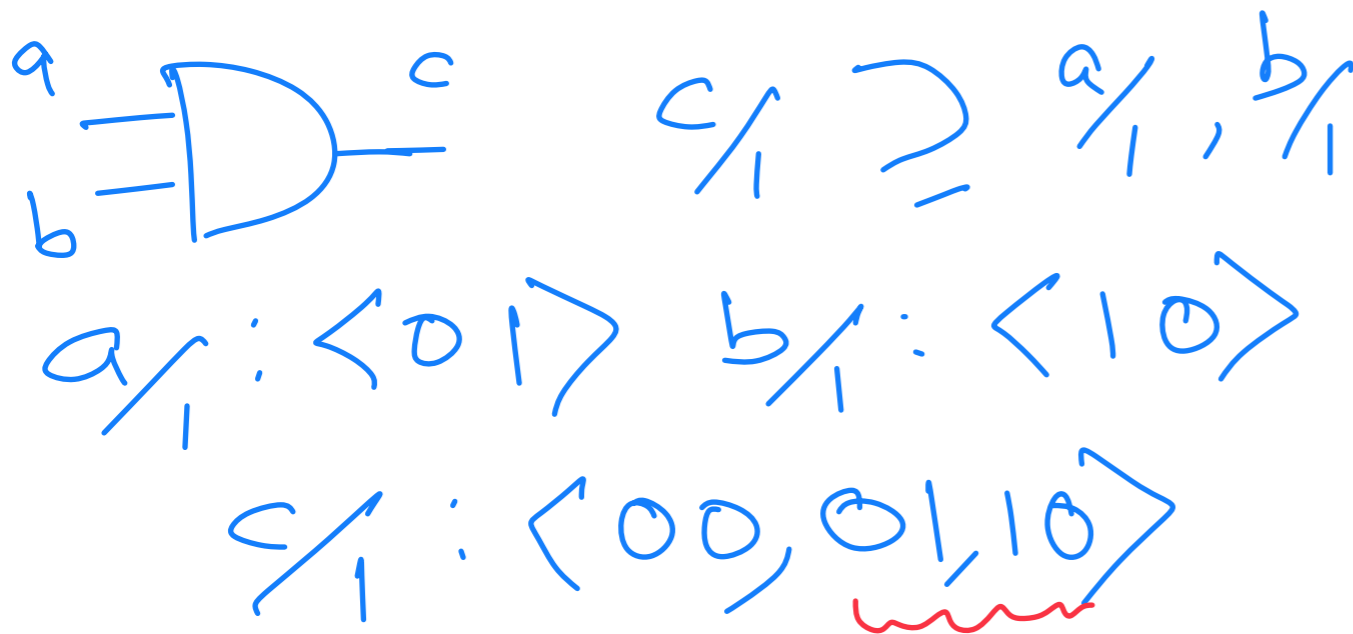
Handwritten equations below the XOR gate diagram:

$$a/0 : a=0, c=b \quad | \quad b/0 : b=0, c=a$$

- For an AND gate: $a/0 = b/0 = c/0$ (equivalent faults)
 - Same test vector, and same fault effect
 - Test only one of these
- NAND gate: $a/0 = b/0 = c/1$
- OR gate: $a/1 = b/1 = c/1$
- XOR gate:
 - $a/0$ implies output $c = b$; $a/1$ implies $c=b'$
 - $b/0$ implies $c = a$; $b/1$ implies $c = a'$
 - $c/0$ implies $c=0$; $c/1$ implies $c = 1$
 - No fault equivalence at all

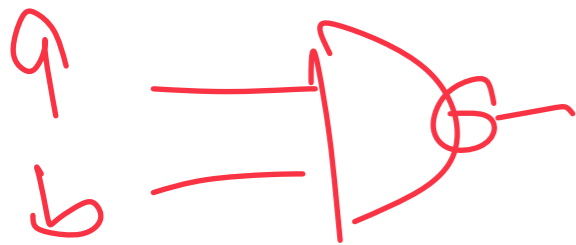
Fault Dominance

- Let T_g be the set of all tests that detect fault g
- Fault f dominates fault g if $Z_f(t) = Z_g(t) \quad \forall t \in T_g$
- Clearly $T_f \supseteq T_g$.
- If the goal is fault detection (and not fault distinguishing/diagnosis), then T_f is not needed, T_g suffices to detect fault f



Fault Dominance for NAND/NOR Gates

- Let T_g be the set of all tests that detect fault g
- Fault f dominates fault g if $Z_f(t) = Z_g(t) \quad \forall t \in T_g$
- Clearly $T_f \supseteq T_g$.
- If the goal is fault detection (and not fault distinguishing/diagnosis), then T_f is not needed, T_g suffices to detect fault f



$$a/0 = b/0 = c/1$$

$$a/1 = \langle 01 \rangle$$

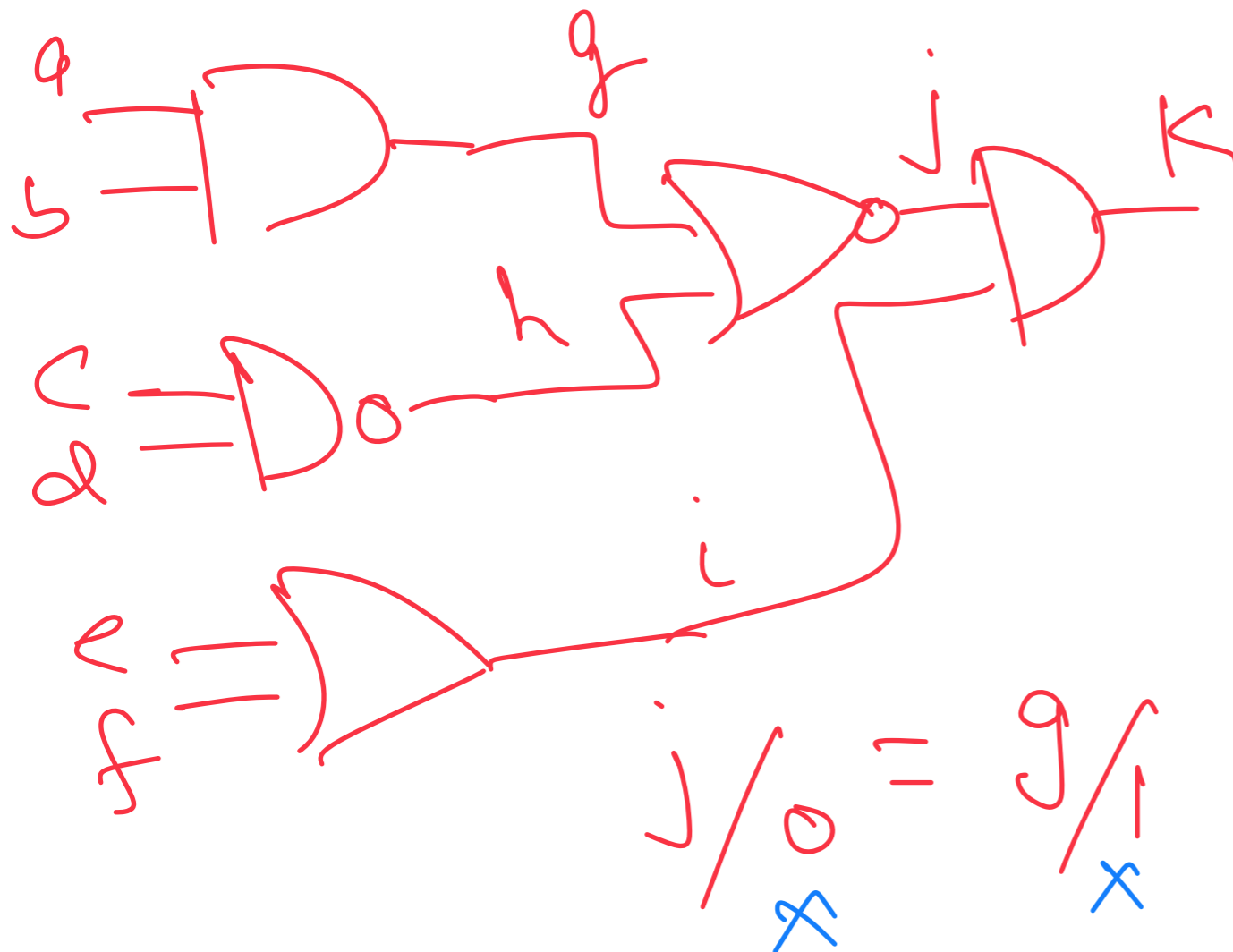
$$b/1 = \langle 10 \rangle$$

$$c/0 : \langle 00, 01, 10 \rangle$$

$$c/0 \supset a/1, b/1$$

Fault Collapsing on a Fanout-Free Circuit

- If a test set T detects all $s/0$ and $s/1$ faults on the primary inputs (PIs) in a fanout-free circuit with AND/OR/INV gates, the T detects all $s/0$ and $s/1$ faults in the circuit!
 - Gate output fault is either equivalent to gate input faults, or it dominates gate input faults.
 - Tests for gate output faults need not be derived!



$$x \cdot g/0 = a/0$$

$$x \cdot x \cdot g/1 \supset a/1$$

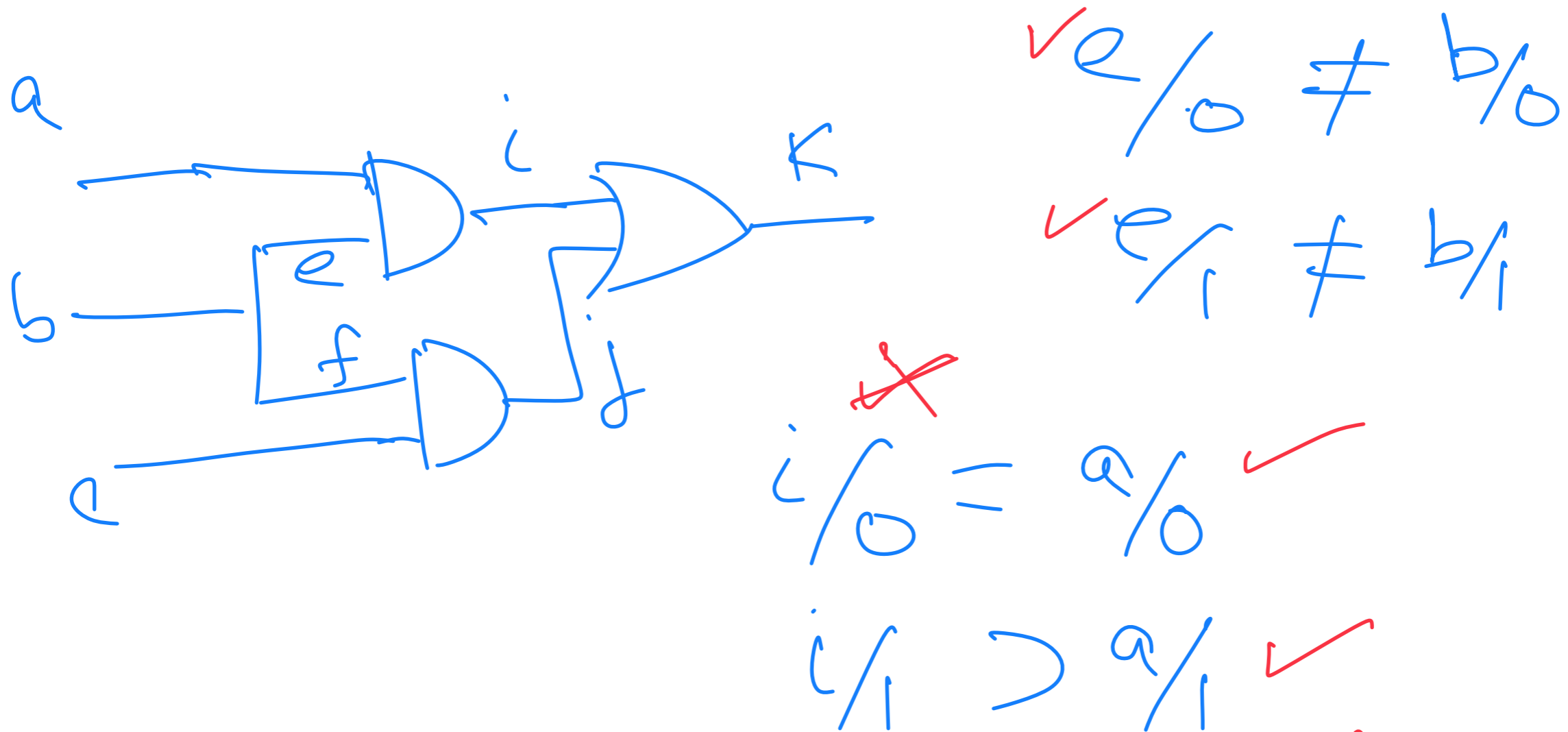
$$h/1 = c/0 \quad h/0 \supset c/1$$

$$j/0 = g/1$$

$$j/1 \supset g/0$$

But What about Fanouts? The Check Point Theorem!

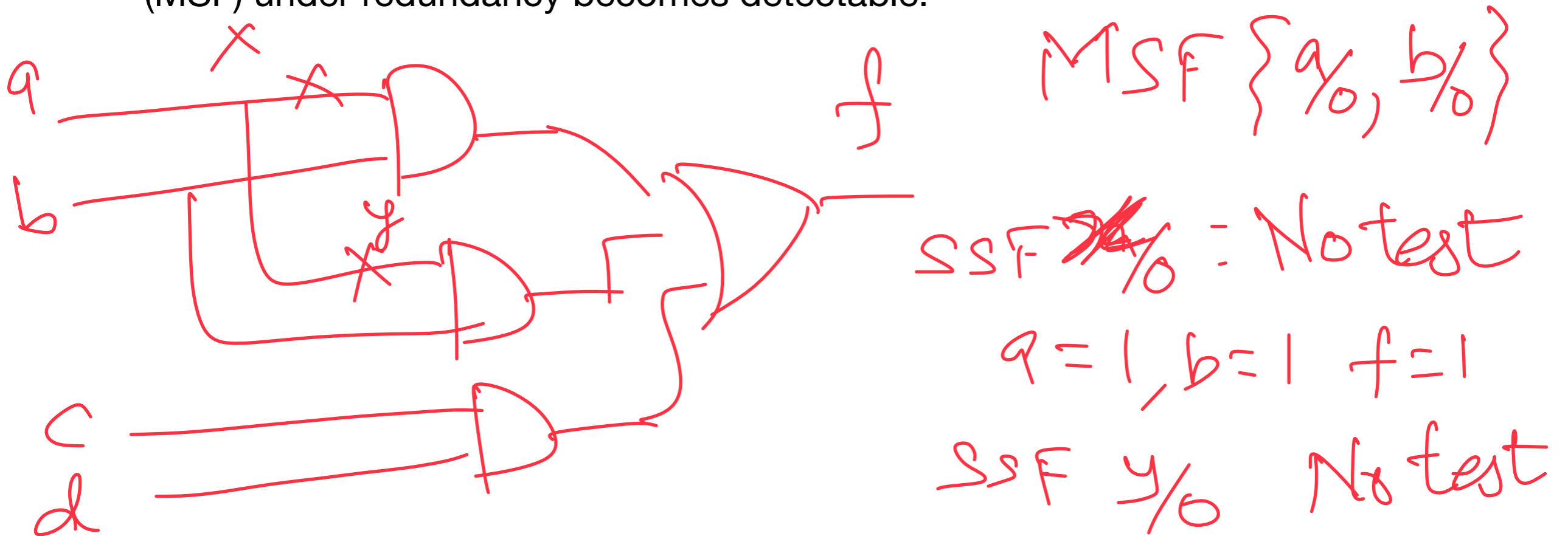
- Check points of a circuit = PIs + fanout branches!
 - Fanout stems = gate outputs or PIs
 - If T detects all checkpoint faults, T detects all single-stuck faults in the circuit



~~X~~ But $e/0 = a/0$: \checkmark Chk pts = sufficient
 not necessary.

Multiple-Stuck Faults

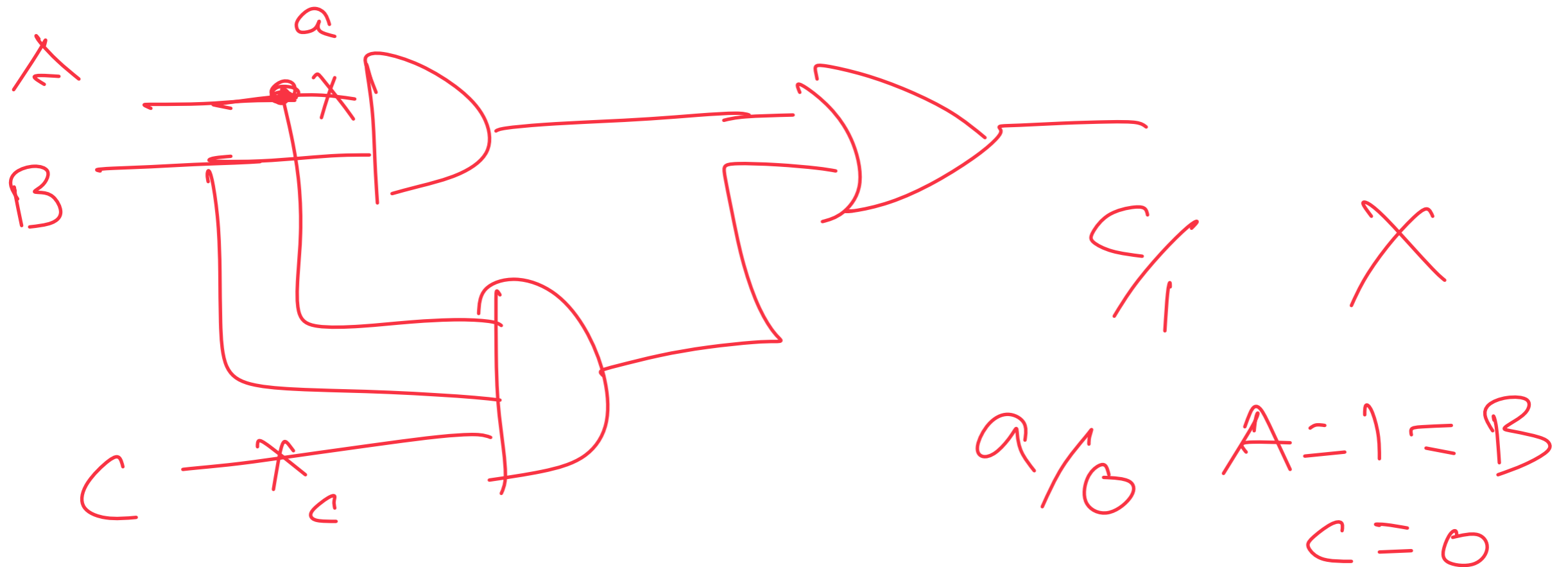
- Case 1: Let a SSF be undetectable. This implies redundancy. A multi-stuck-fault (MSF) under redundancy becomes detectable!



MSF. $x \Rightarrow D, y \Rightarrow D. \rightarrow f \Rightarrow D. \checkmark$
 $b=1, c=0$

Multiple-Stuck Faults

- Case 2: Let a SSF f be detectable, and another SSF g be undetectable. Then the MSF (f, g) becomes undetectable.
- This is called “test invalidation” in the presence of redundancies. That’s why we prefer to do SSF tests, under a frequent testing strategy.



$\{c/1, a/0\}$

No test

ATPG Fault Coverage

- Fault coverage = $F_{cov} = \frac{\text{\# of detectable faults}}{\text{\#of total faults}}$
- Fault efficiency of an ATPG tool
 - = $\frac{\text{total detectable faults} - \text{aborted faults}}{\text{total faults}}$
- In moderns ATPG tools, fault coverage is very high 95+%
- In the early days, ATPG algorithms D-algorithm, PODEM, FAN. Now a days, SAT solver based ATPG is very efficient
 - Miter model: Fault free (spec), faulty (with a stuck-line) implementation