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# **Lecture 17: Introduction to Design For Testability (DFT) & Manufacturing Test**

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# Agenda

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- **Introduction to testing**
- **Logical faults corresponding to defects**
- **DFT**

# Outline

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- **Testing**
  - Logic Verification
  - Silicon Debug
  - Manufacturing Test
- **Fault Models**
- **Observability and Controllability**
- **Design for Test**
  - Scan
  - BIST
- **Boundary Scan**

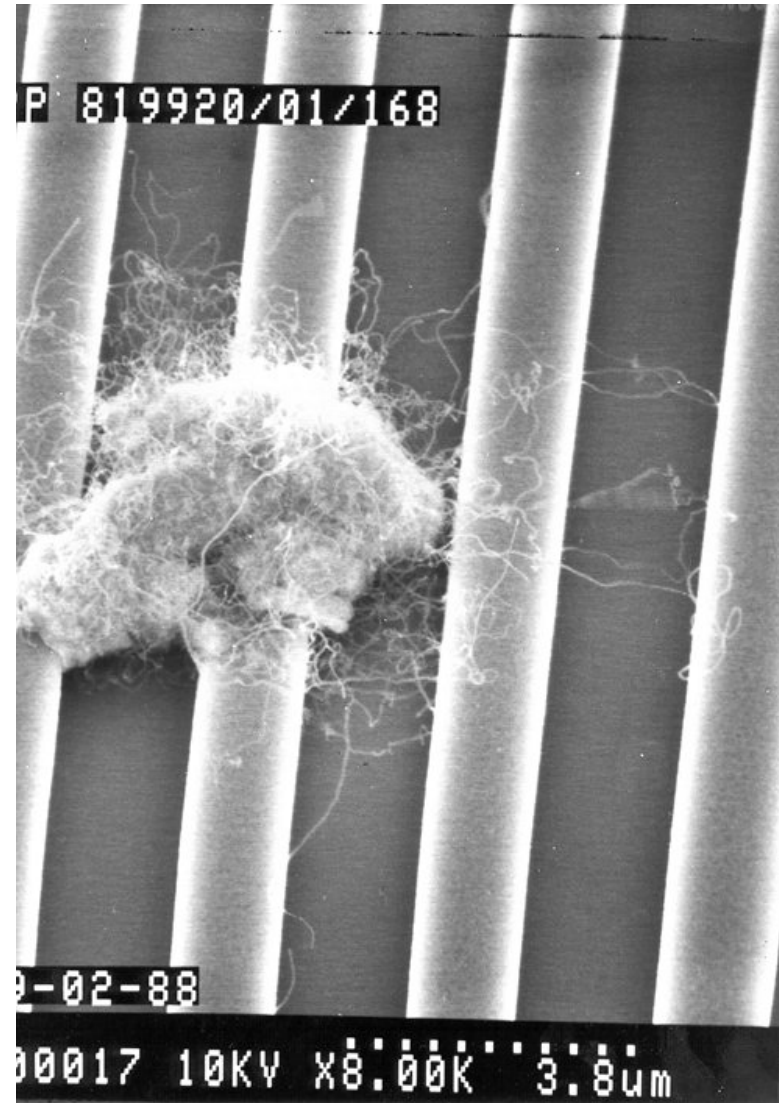
# Testing

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- **Testing is everything when it comes to making \$\$\$\$\$.**
  - Selling bad silicon can bankrupt a company.
  
- **Three main categories**
  - **Functionality test or logic verification (before tapeout)**
    - **Make sure functionality is correct**
  - **Silicon debug (on first batch of chips from fab)**
    - **“detective” work**
    - **You don’t want to mass-produce “bad” chips**
  - **Manufacturing test (on each mfg’d chip before shipping)**
    - **You don’t want to ship “bad” chips**

# The Manufacturing Process is Imperfect

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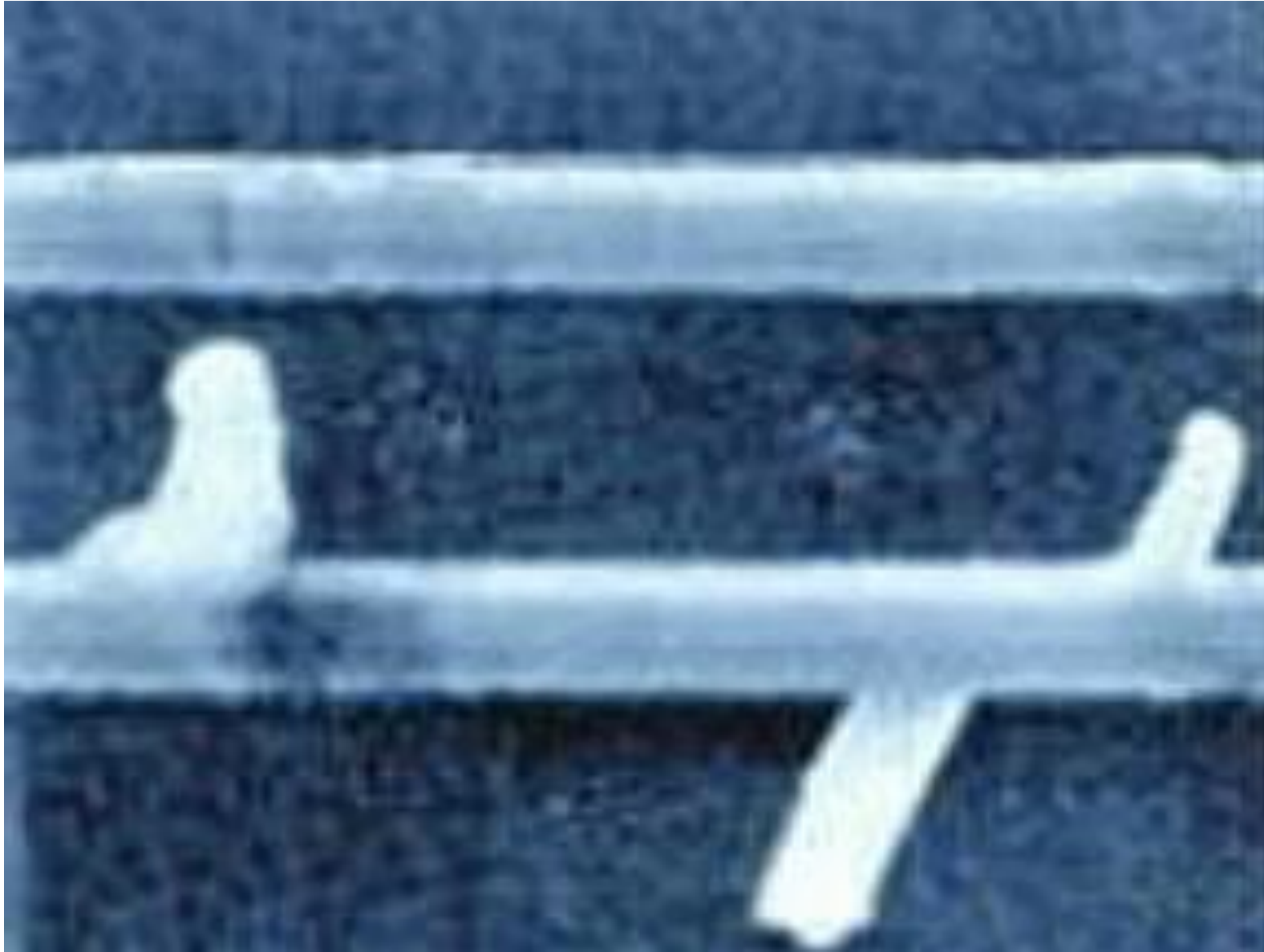
# The Manufacturing Process is Imperfect

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# The Manufacturing Process is Imperfect

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# Testing

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- **Testing and/or debugging a chip costs at various levels**

**Wafer level**                      \$0.01-\$0.10

**Packaged chip level**        \$0.10-\$1

**Board level**                     \$1-\$10

**System level**                  \$10-\$100

**Field level**                     \$100-\$1000

- **Cost goes up exponentially if fault detected at later stages**



# Testing

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- **Testing is one of the most expensive parts of chips**
  - Logic verification accounts for > 60% of design effort for many chips
  - Debug time after fabrication has enormous opportunity cost
  - Shipping defective parts can sink a company
- **Example: Intel FDIV bug**
  - Logic error not caught until > 1M units shipped
  - Recall cost >> \$450M
  - **Was this a verification problem or a testing problem?**

# Logic Verification

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- **Does the chip simulate correctly?**
  - Usually done at HDL level
  - Verification engineers write test bench for HDL
    - Can't test all cases
    - Look for corner cases
    - Try to break logic design
- **Ex: 32-bit adder**
  - Test all combinations of corner cases as inputs:
    - 0, 1, 2,  $2^{31}-1$ , -1,  $-2^{31}$ , a few random numbers
- **Good tests require ingenuity**

# Silicon Debug

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- **Test the first chips back from fabrication**
  - If you are lucky, they work the first time
  - If not...
- **Logic bugs vs. electrical failures**
  - Most chip failures are logic bugs from inadequate simulation
  - But some are electrical failures
    - Crosstalk
    - Dynamic nodes: leakage, charge sharing
    - Ratio failures
  - A few are tool or methodology failures (e.g. DRC)
- **Fix the bugs and fabricate a corrected chip**

# Shmoo Plots

## How to diagnose failures?

- Hard to access chips
  - Picoprobes
  - Electron beam
  - Laser voltage probing
  - Built-in self-test

## Shmoo plots

- Vary voltage, frequency, temperature
- Look for cause of electrical failures

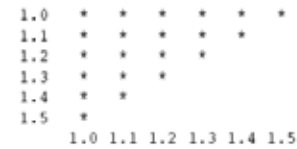
*Al Capp's Shmoo, an odd character from "Li' Abore," amused up to audiences in NEC's The New Shmoo and Fred and Barney Meet the Shmoo in 1979.*



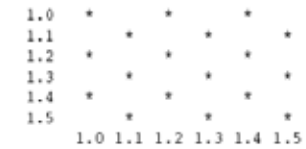
© Hanna-Barbera Productions

*Clock period in ns on the left, frequency increases going up  
Voltage on the bottom, increase left to right*

*\* indicates a failure*



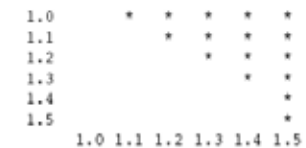
Normal  
Well-behaved shmoo  
Typical Speedpath



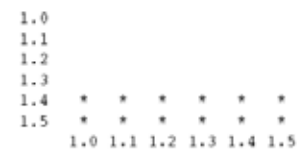
"Brick Wall"  
Bistable  
Initialization



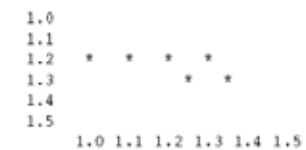
"Wall"  
Fails at a certain voltage  
Coupling, charge share, races



"Reverse speedpath"  
Increase in voltage reduces frequency  
Speedpath, leakage



"Floor"  
Works at high but not low frequency  
Leakage

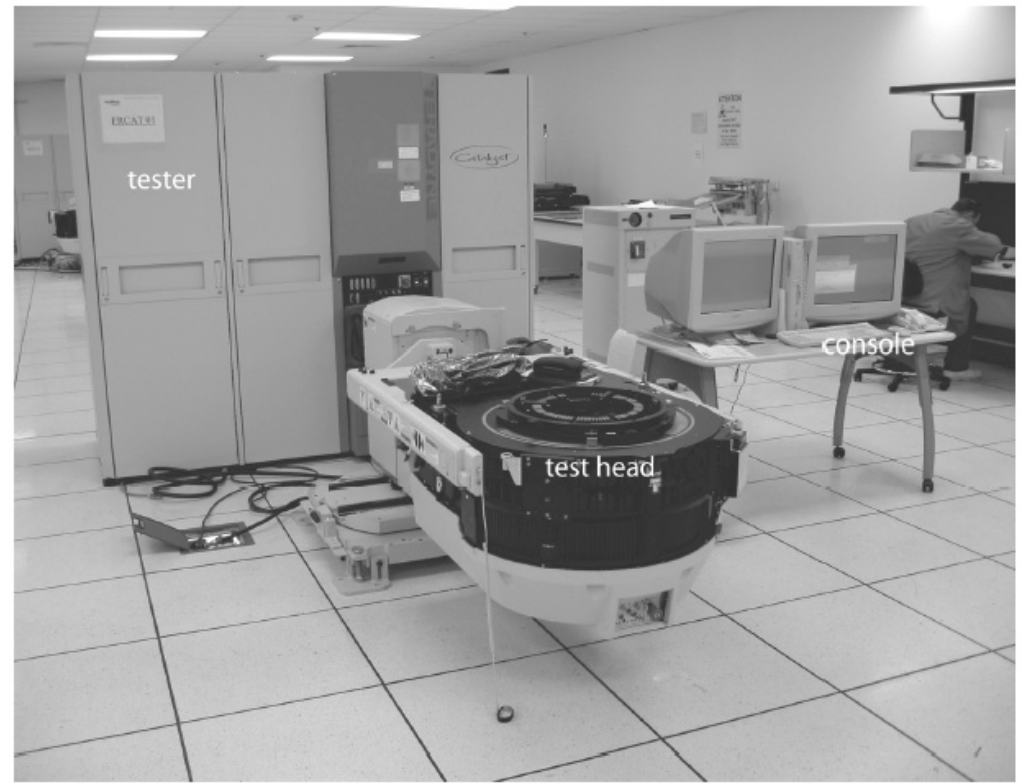


"Finger"  
Fails at a specific point in the shmoo  
Coupling

# Manufacturing Test

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- **A speck of dust on a wafer is sufficient to kill chip**
- ***Yield of any chip is < 100%***
  - **Must test chips after manufacturing before delivery to customers to only ship good parts**
- **Manufacturing testers are very expensive**
  - **Minimize time on tester**
  - **Careful selection of *test vectors***



# Cheap Testers

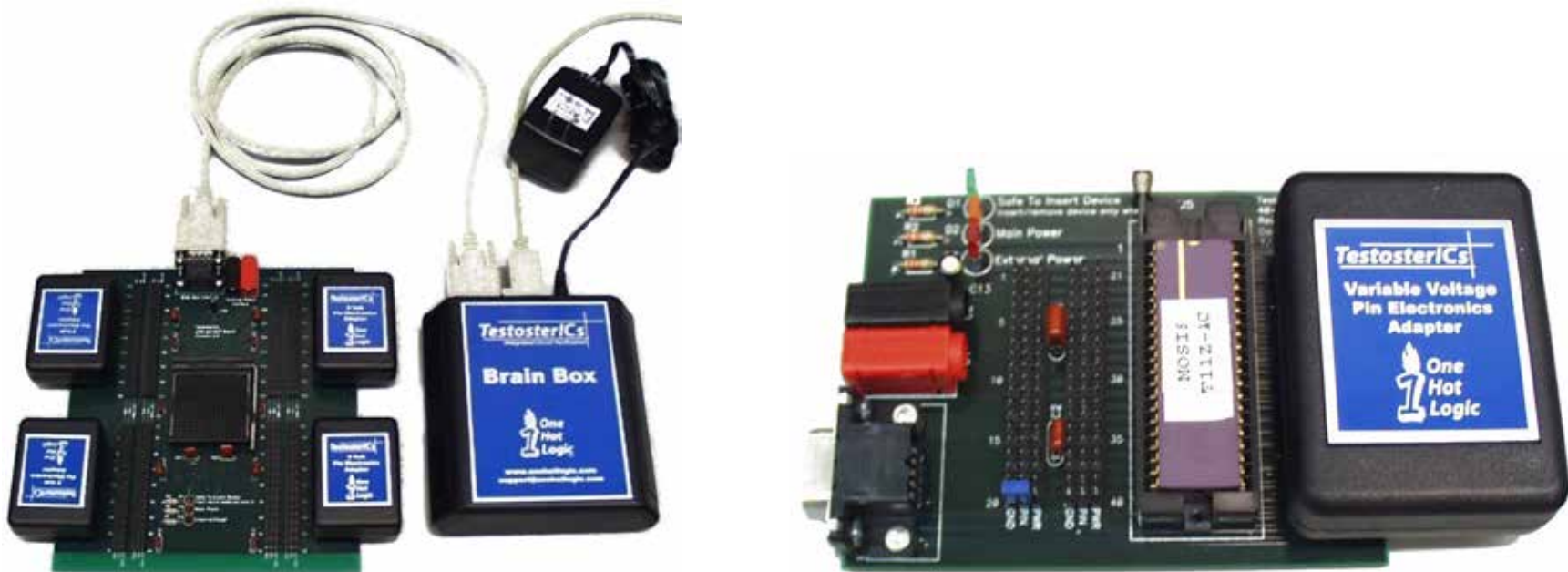
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- **Tester and test fixtures**
  - Can be very expensive (e.g., \$1-2M)
- **If you don't have a multimillion dollar tester:**
  - Build a breadboard with LED's and switches
  - Hook up a logic analyzer and pattern generator
  - Or use a low-cost functional chip tester

# TeststerICs

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- **Ex: TeststerICs functional chip tester**
  - Reads test vectors, applies them to your chip, and reports assertion failures
  - A low cost digital VLSI tester



# Stuck-At Faults

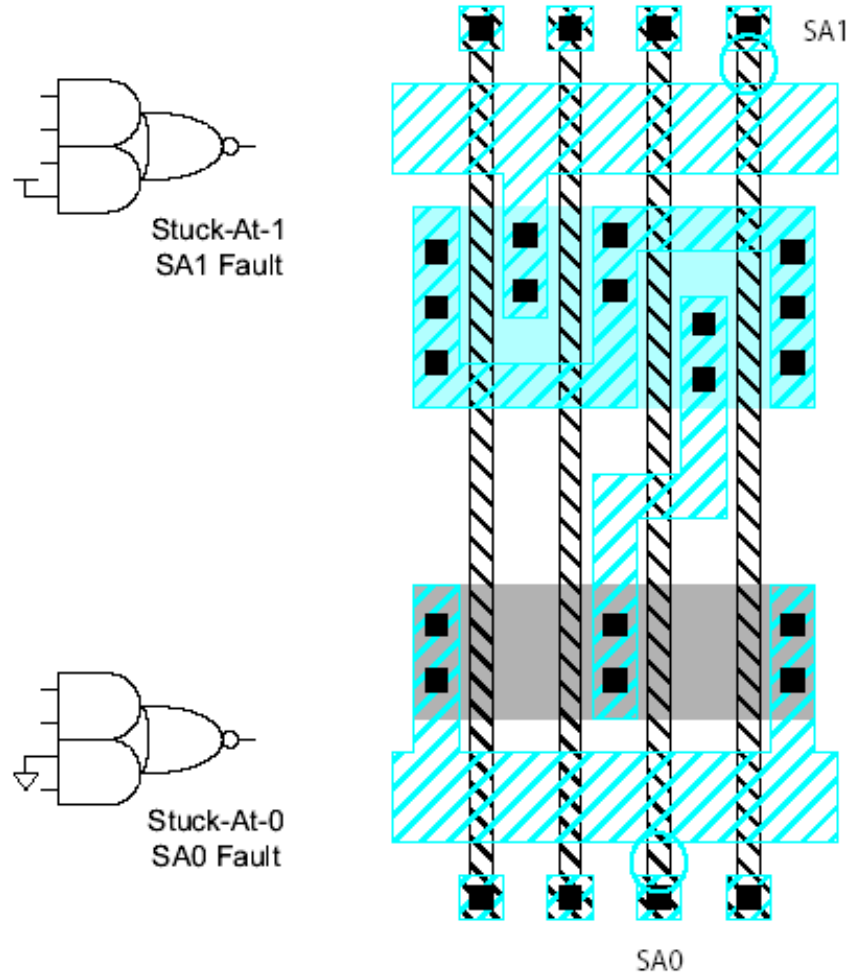
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- **How does a chip fail?**
  - Need “fault model”
  - Usually failures are shorts between two conductors or opens in a conductor
  - This can cause very complicated behavior
  
- **A simpler model: *Stuck-At***
  - Assume all failures cause nodes to be “stuck-at” 0 or 1, i.e. shorted to GND or  $V_{DD}$
  - Not quite true, but works well in practice



# Examples

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# Observability & Controllability

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- **Observability:** ease of observing a node by watching external output pins of the chip
- **Controllability:** ease of forcing a node to 0 or 1 by driving input pins of the chip
- **Combinational logic is usually easy to observe and control**
- **Finite state machines can be very difficult, requiring many cycles to enter desired state**
  - **Especially if state transition diagram is not known to the test engineer**

# Test Pattern Generation

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- **Manufacturing test ideally would check every node in the circuit to prove it is not stuck.**
- **Apply the smallest sequence of test vectors necessary to prove each node is not stuck.**
- **Good observability and controllability reduces number of test vectors required for manufacturing test.**
  - **Reduces the cost of testing**
  - **Motivates design-for-test**

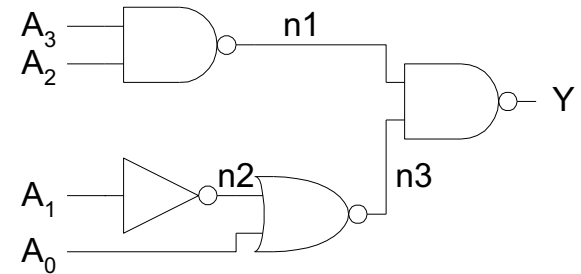
# Test Example

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SA1

SA0

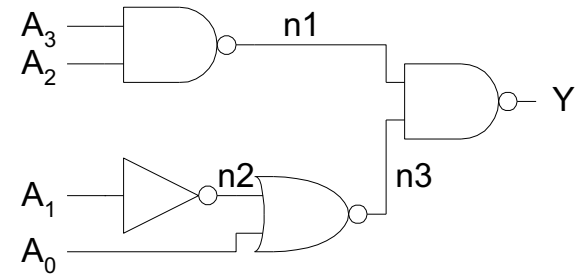
- $A_3$
  - $A_2$
  - $A_1$
  - $A_0$
  - n1
  - n2
  - n3
  - Y
- 
- Minimum set:



# Test Example

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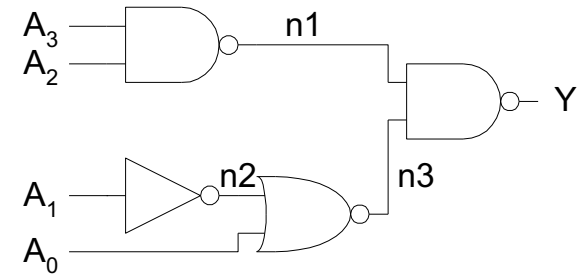
- |         | SA1           | SA0           |
|---------|---------------|---------------|
| ■ $A_3$ | <b>{0110}</b> | <b>{1110}</b> |
| ■ $A_2$ |               |               |
| ■ $A_1$ |               |               |
| ■ $A_0$ |               |               |
| ■ $n1$  |               |               |
| ■ $n2$  |               |               |
| ■ $n3$  |               |               |
| ■ $Y$   |               |               |
- 
- **Minimum set:**



# Test Example

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	SA1	SA0
■ $A_3$	{0110}	{1110}
■ $A_2$	{1010}	{1110}
■ $A_1$		
■ $A_0$		
■ n1		
■ n2		
■ n3		
■ Y		

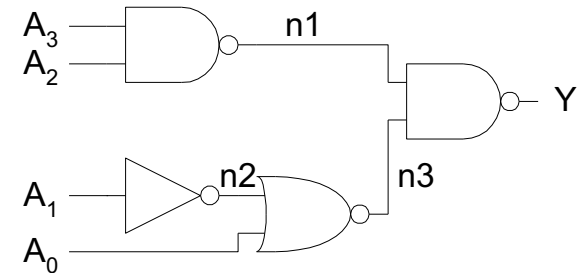


■ **Minimum set:**

# Test Example

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	SA1	SA0
■ $A_3$	{0110}	{1110}
■ $A_2$	{1010}	{1110}
■ $A_1$	{0100}	{0110}
■ $A_0$		
■ n1		
■ n2		
■ n3		
■ Y		

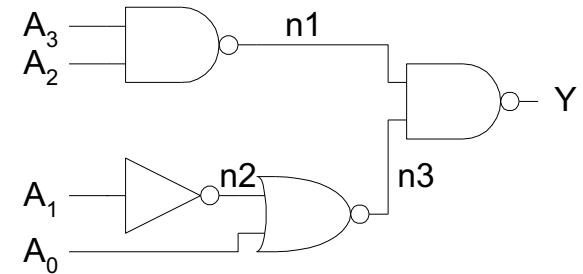


■ Minimum set:

# Test Example

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	SA1	SA0
■ $A_3$	{0110}	{1110}
■ $A_2$	{1010}	{1110}
■ $A_1$	{0100}	{0110}
■ $A_0$	{0110}	{0111}
■ n1		
■ n2		
■ n3		
■ Y		



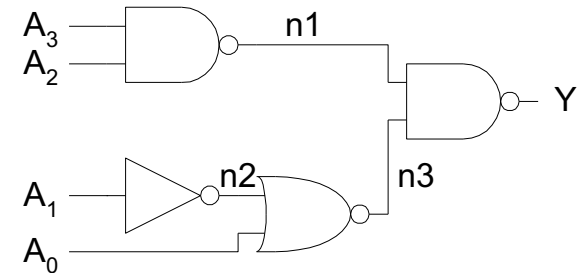
■ Minimum set:



# Test Example

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	SA1	SA0
■ $A_3$	{0110}	{1110}
■ $A_2$	{1010}	{1110}
■ $A_1$	{0100}	{0110}
■ $A_0$	{0110}	{0111}
■ n1	{1110}	{0110}
■ n2		
■ n3		
■ Y		



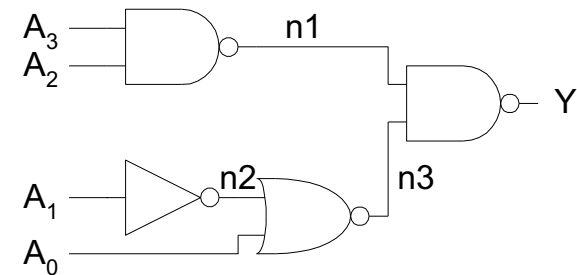
■ Minimum set:

# Test Example

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	SA1	SA0
■ $A_3$	{0110}	{1110}
■ $A_2$	{1010}	{1110}
■ $A_1$	{0100}	{0110}
■ $A_0$	{0110}	{0111}
■ n1	{1110}	{0110}
■ n2	{0110}	{0100}
■ n3		
■ Y		

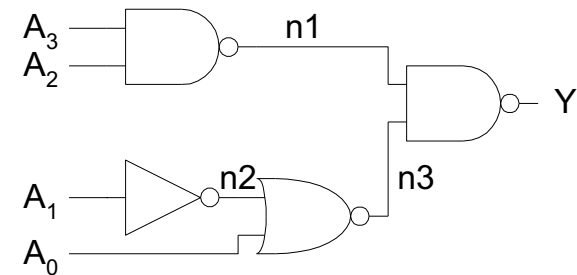
■ Minimum set:



# Test Example

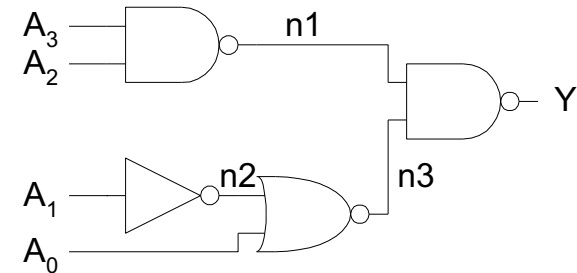
	SA1	SA0
■ $A_3$	{0110}	{1110}
■ $A_2$	{1010}	{1110}
■ $A_1$	{0100}	{0110}
■ $A_0$	{0110}	{0111}
■ n1	{1110}	{0110}
■ n2	{0110}	{0100}
■ n3	{0101}	{0110}
■ Y		

■ Minimum set:



# Test Example

	SA1	SA0
■ $A_3$	{0110}	{1110}
■ $A_2$	{1010}	{1110}
■ $A_1$	{0100}	{0110}
■ $A_0$	{0110}	{0111}
■ n1	{1110}	{0110}
■ n2	{0110}	{0100}
■ n3	{0101}	{0110}
■ Y	{0110}	{1110}



- Minimum set: {0100, 0101, 0110, 0111, 1010, 1110}

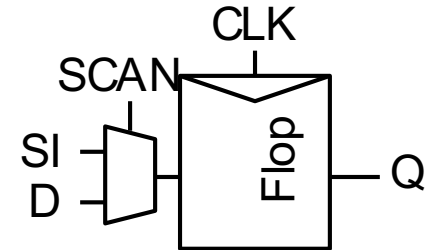
# Design for Test

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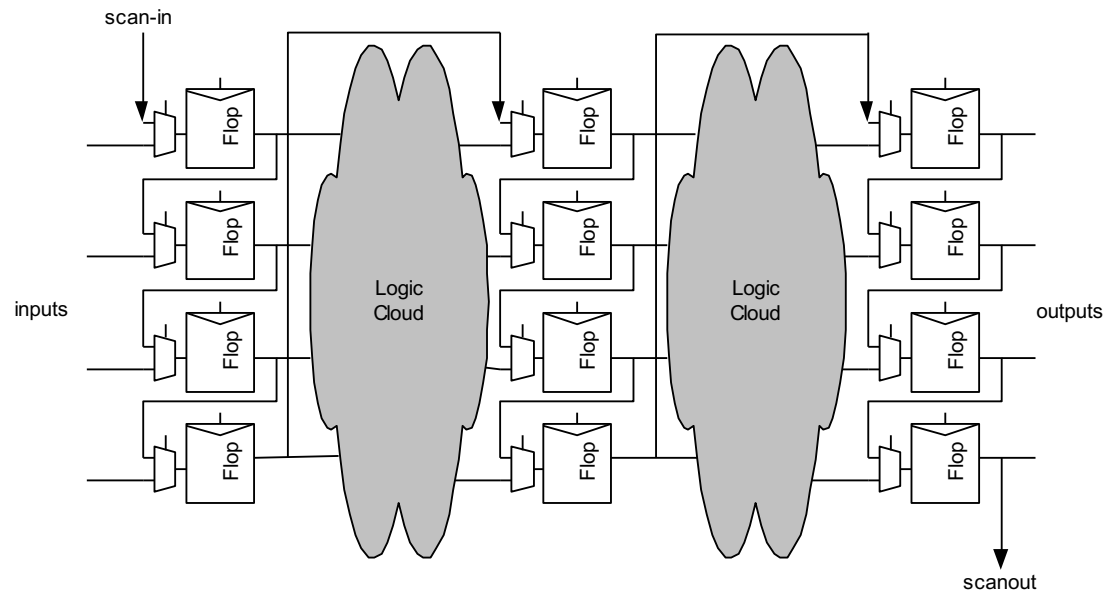
- **Design the chip to increase observability and controllability**
- **If each register could be observed and controlled, test problem reduces to testing combinational logic between registers.**
- **Better yet, logic blocks could enter test mode where they generate test patterns and report the results automatically.**

# Scan

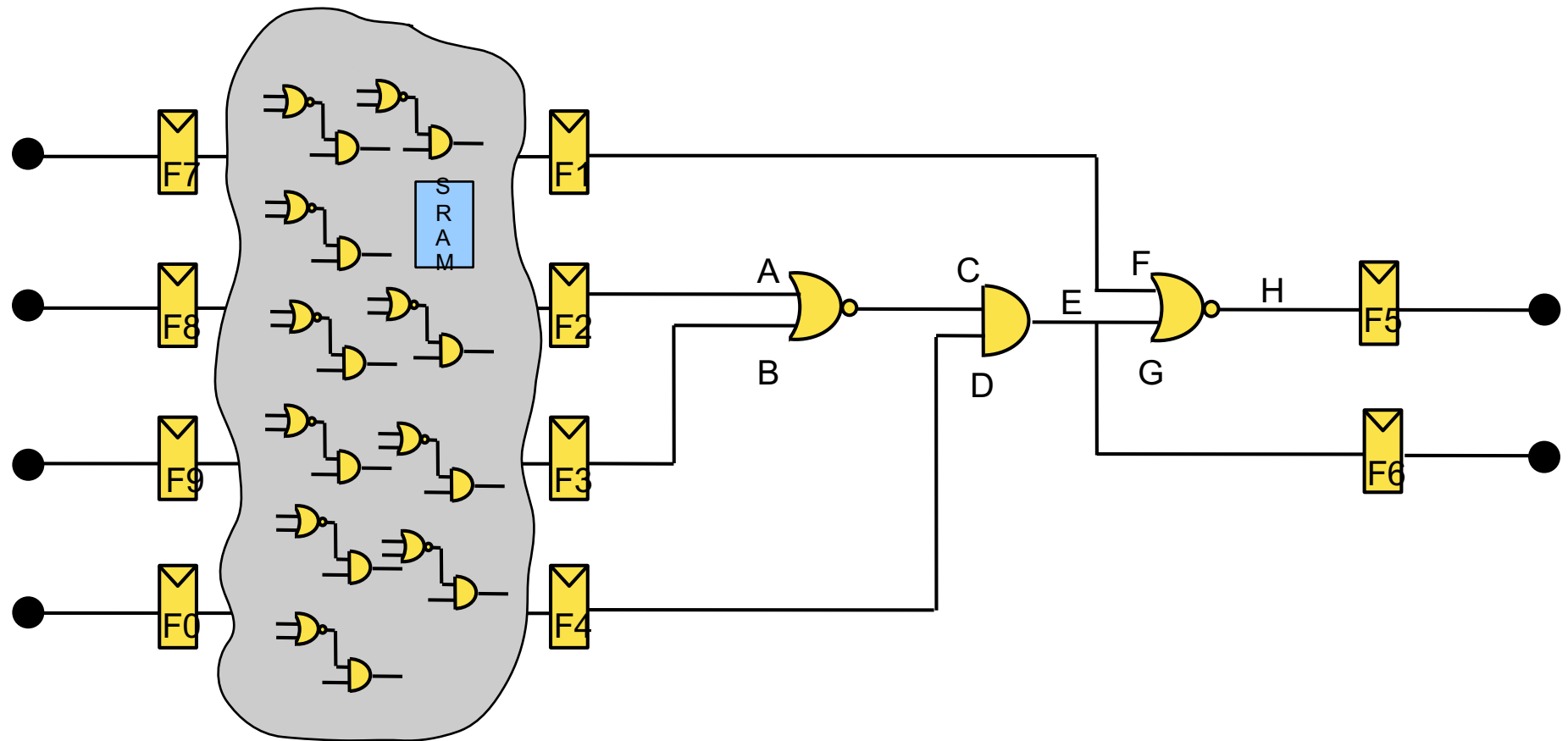
- **Convert each flip-flop to a scan register**
  - Only costs one extra multiplexer
- **Normal mode: flip-flops behave as usual**
- **Scan mode: flip-flops behave as shift register**



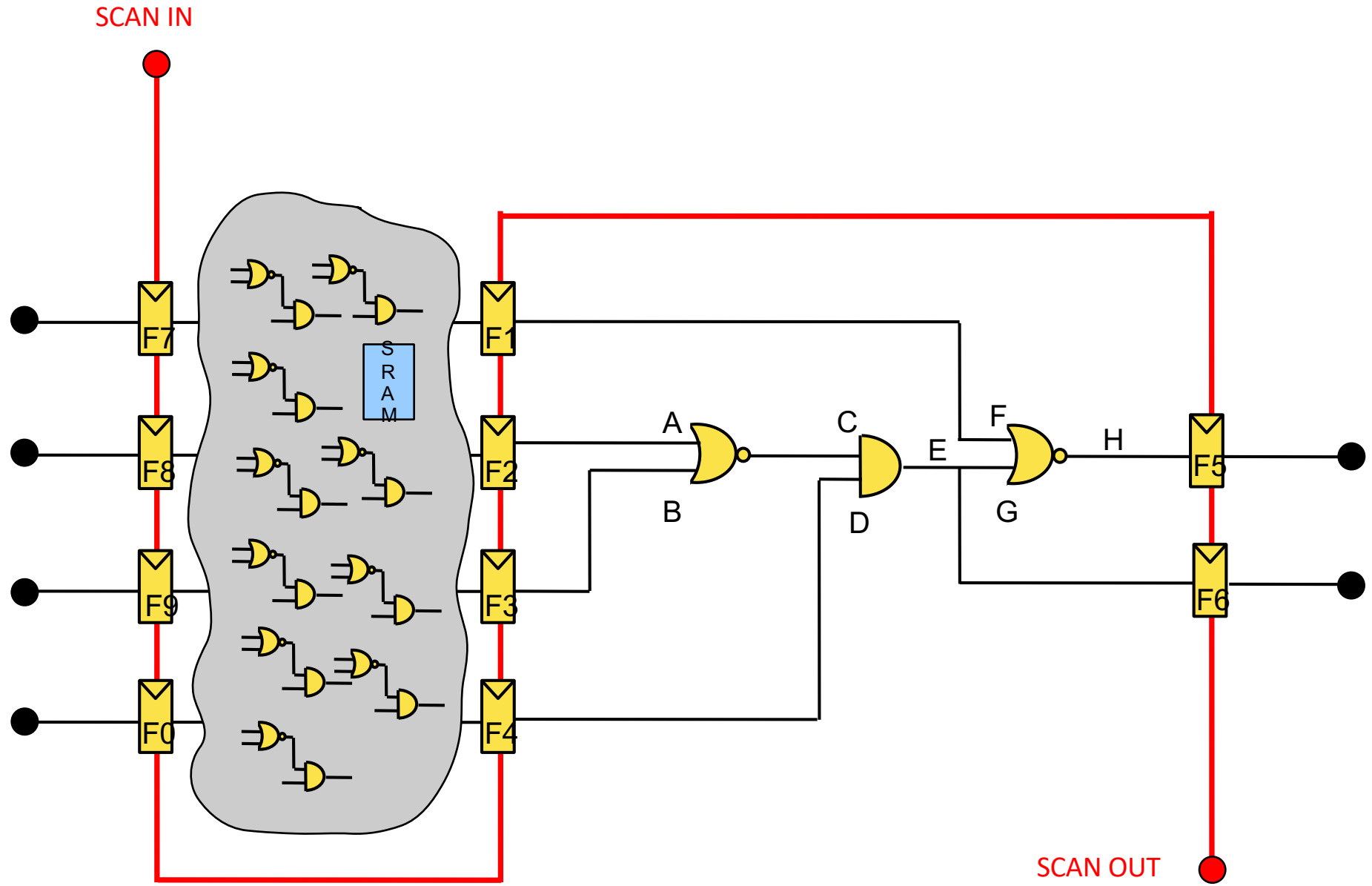
- **Contents of flops can be scanned out and new values scanned in**



# Basics of Scan

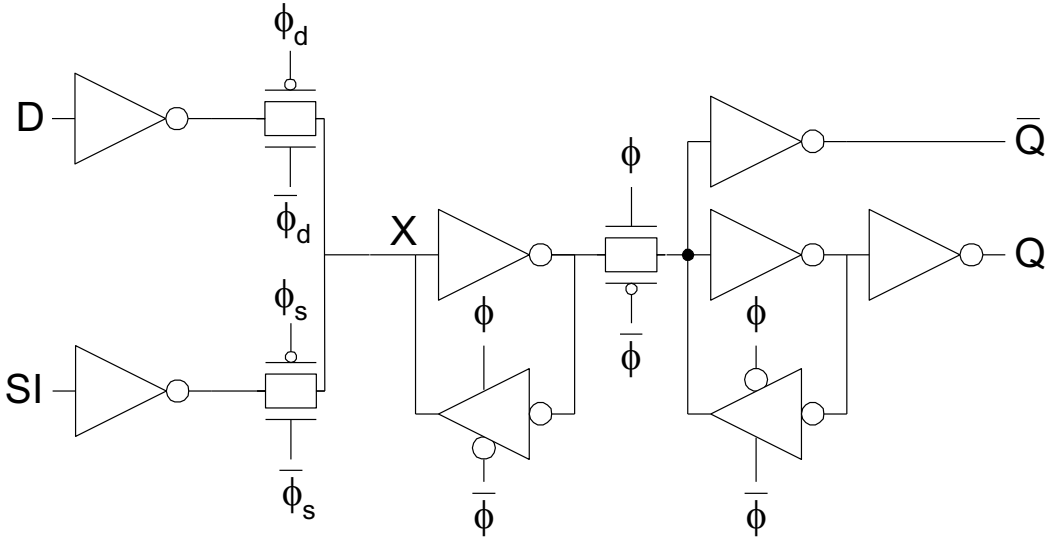
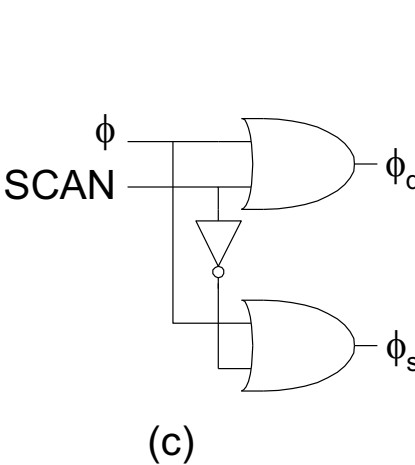
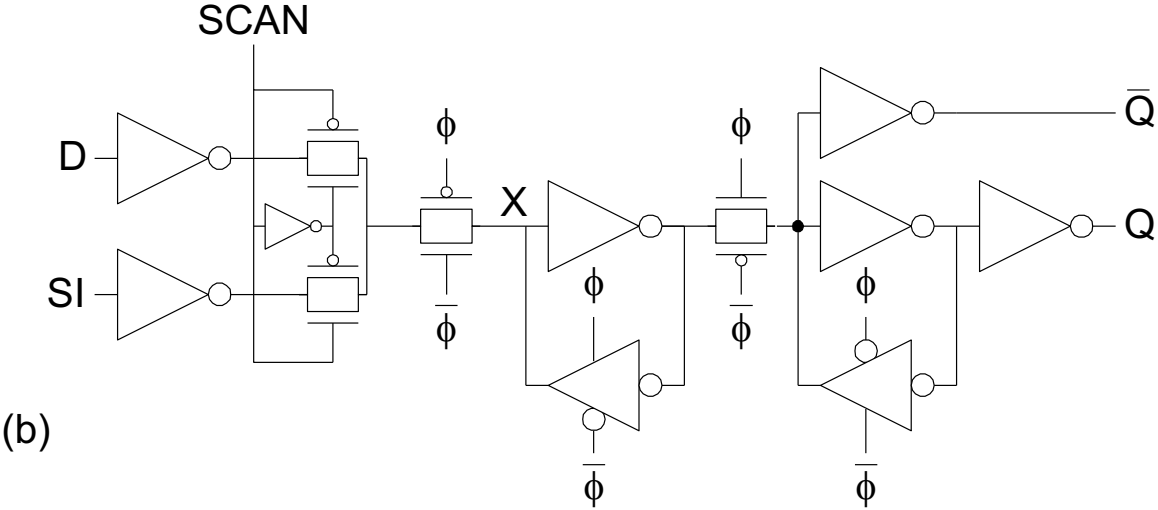
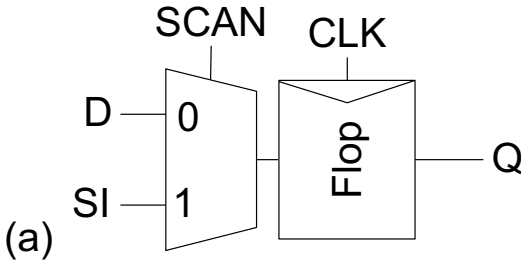


# Basics of Scan





# Scannable Flip-flops

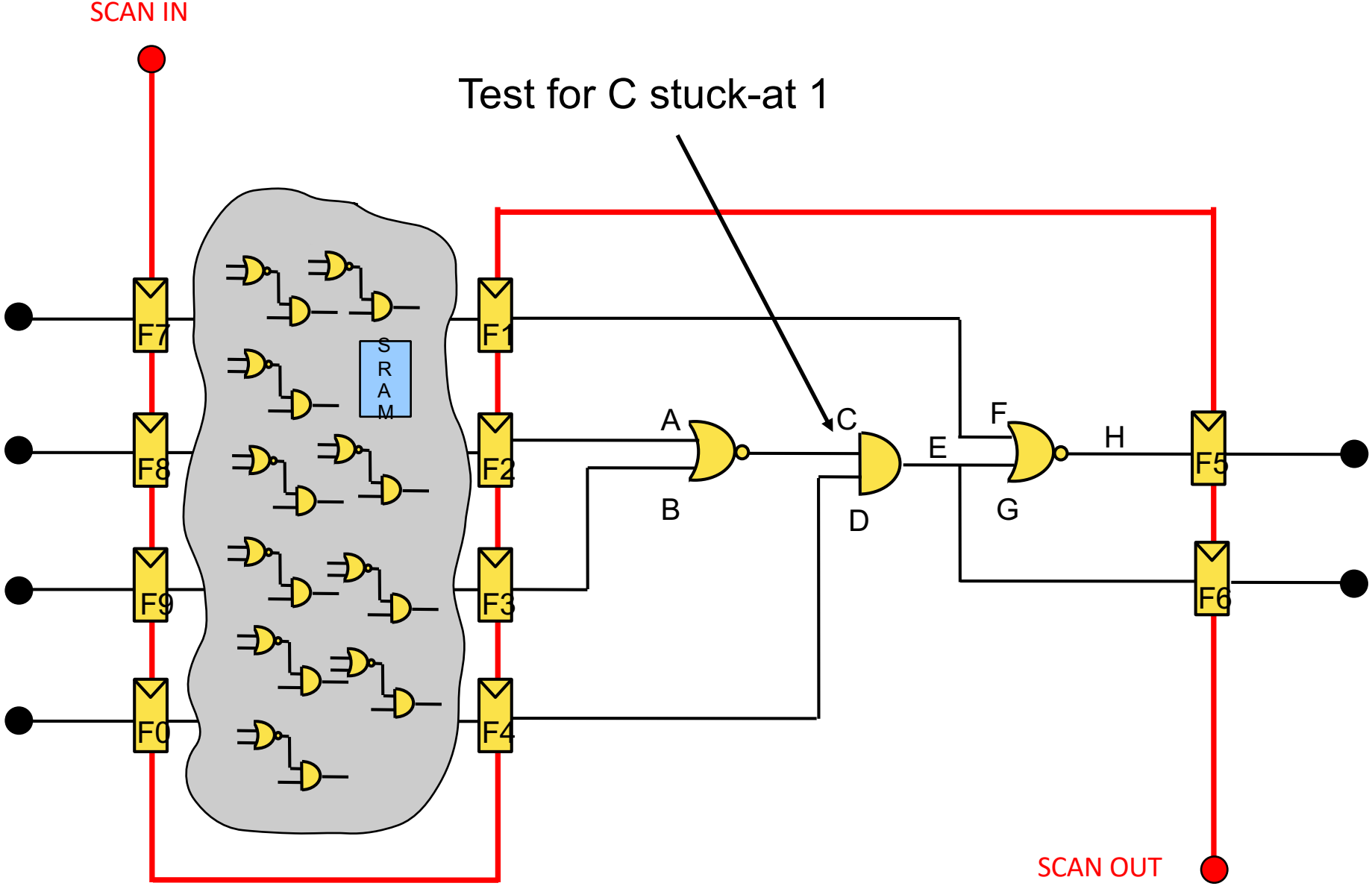


# Why Scan design?

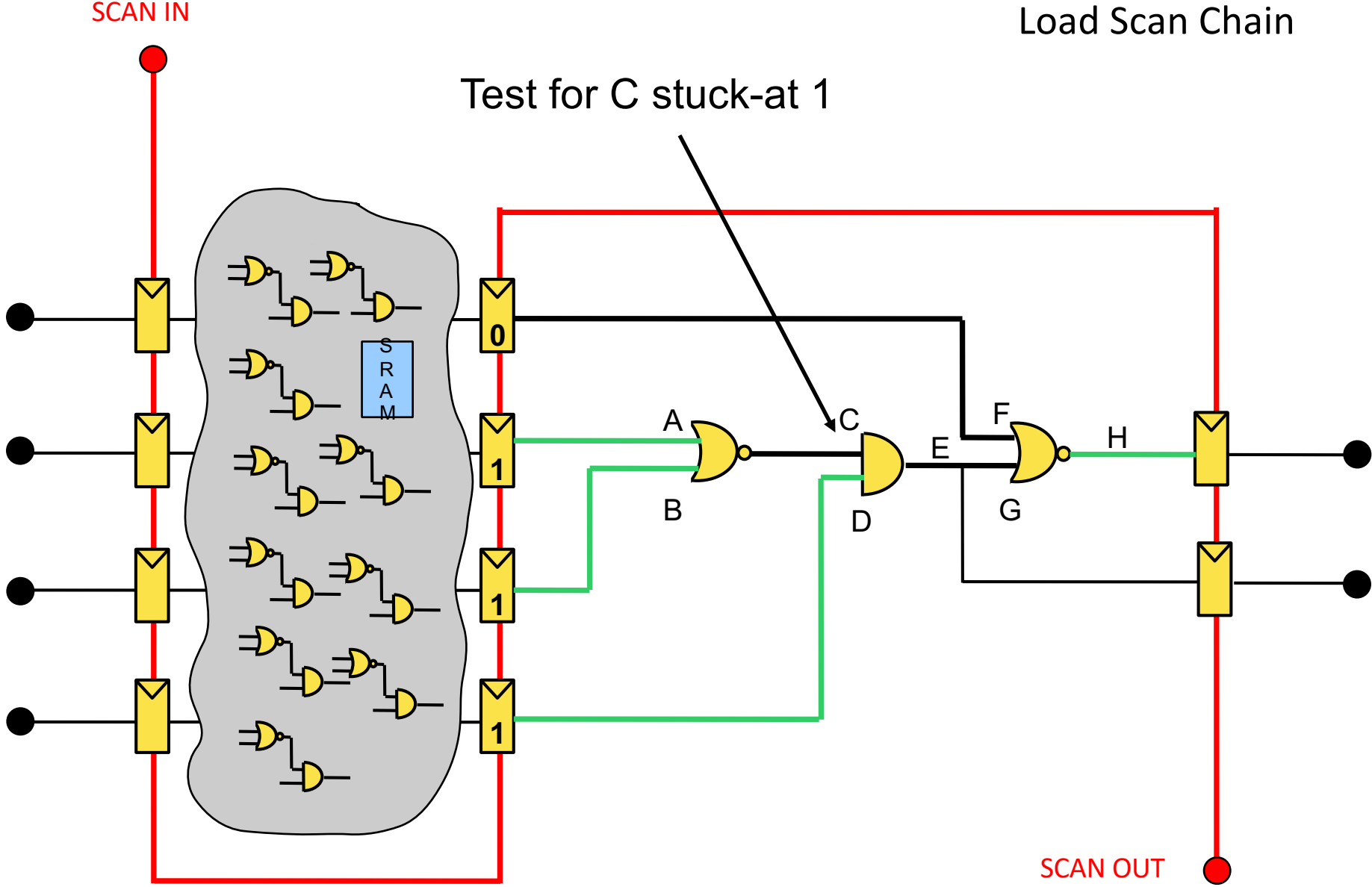
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- Makes internal circuit access much more direct to allow for *controllability* and *observability*
- Converts a *sequential* test generation problem into a *combinational* test generation problem
- Enables automatic test pattern generation (**ATPG**)
- Enables use of low-pincount, low cost testers (**ATE**)

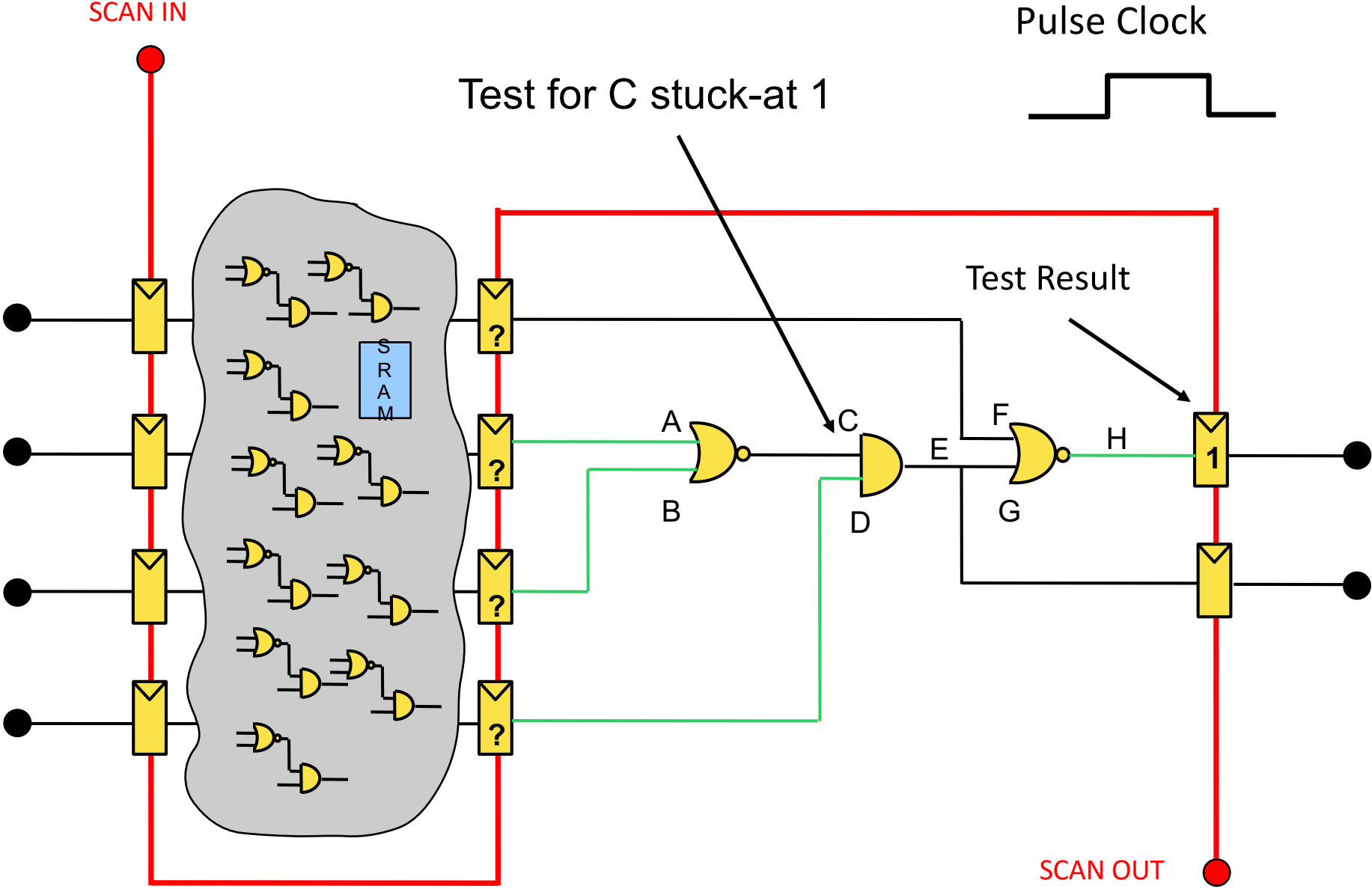
# Stuck-At Testing



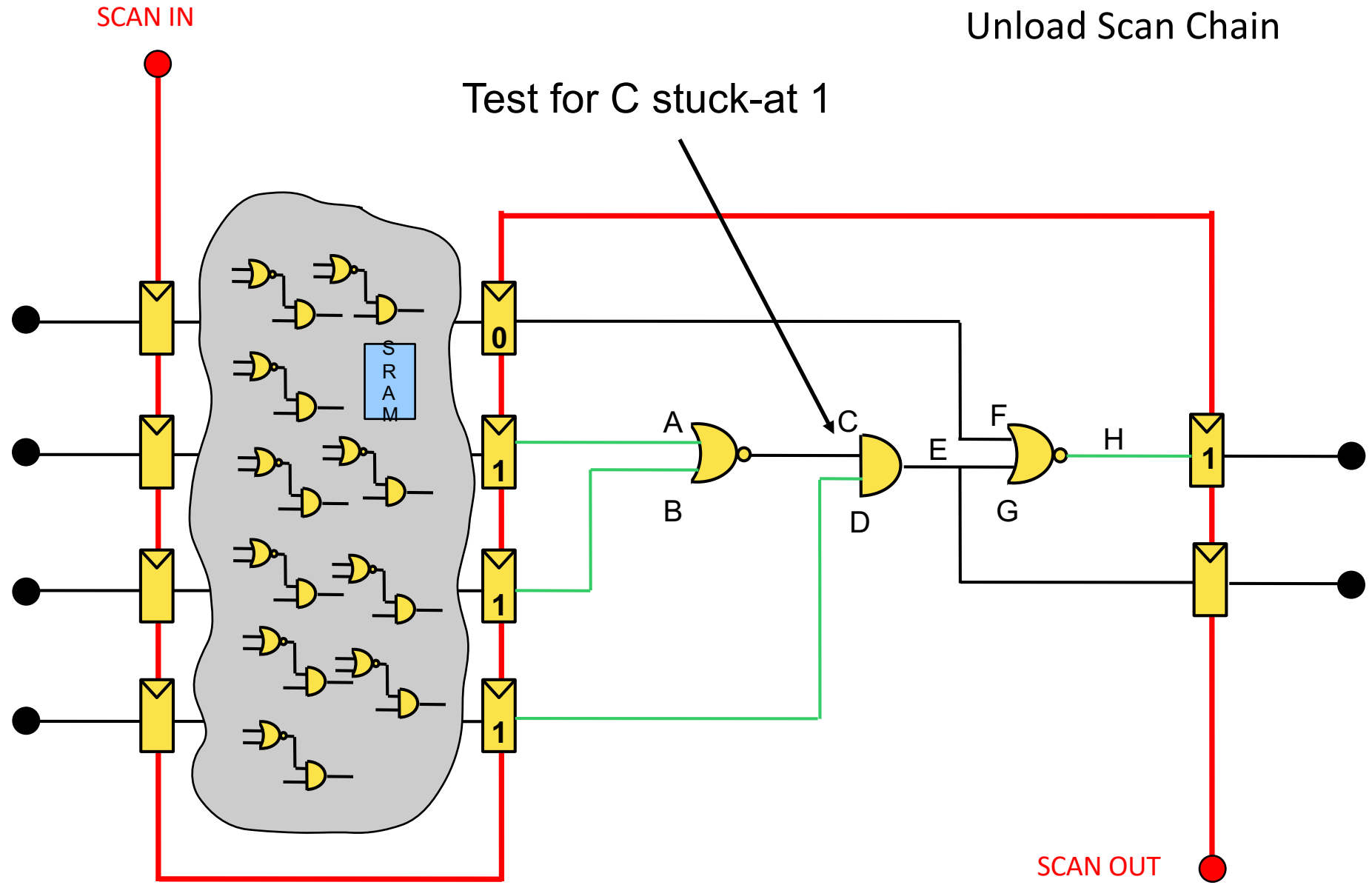
# Stuck-At Testing



# Stuck-At Testing



# Stuck-At Testing



# Built-in Self-test

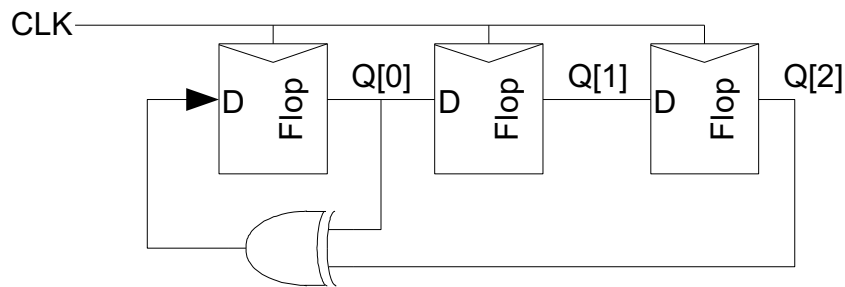
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- **Built-in self-test lets blocks test themselves**
  - Generate pseudo-random inputs to combinational logic
  - Combine outputs into a *syndrome*
  - With high probability, block is fault-free if it produces the expected syndrome

# PRSG

## ■ *Linear Feedback Shift Register*

- Shift register with input taken from XOR of state
- *Pseudo-Random Sequence Generator*



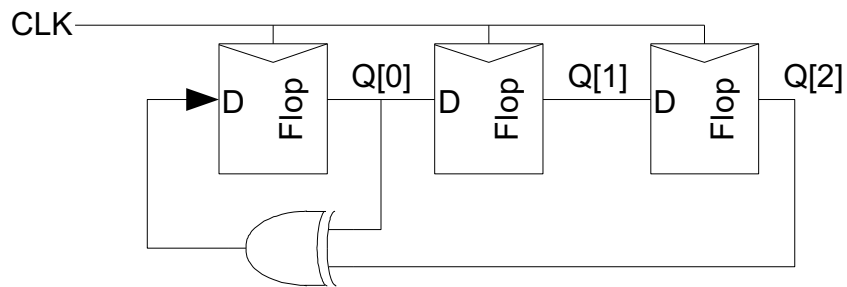
Step	Q
0	111
1	
2	
3	
4	
5	
6	
7	



# PRSG

## ■ *Linear Feedback Shift Register*

- Shift register with input taken from XOR of state
- *Pseudo-Random Sequence Generator*

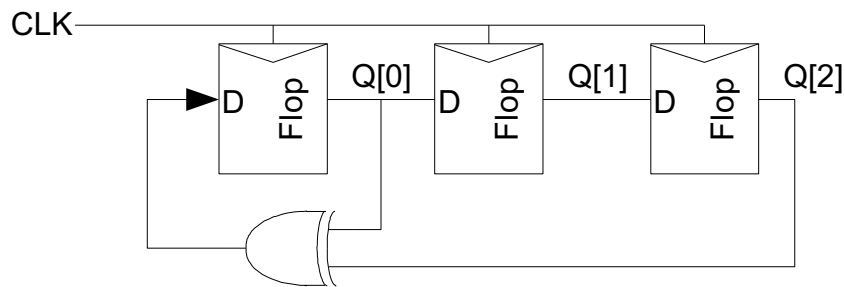


Step	Q
0	111
1	110
2	
3	
4	
5	
6	
7	

# PRSG

## ■ *Linear Feedback Shift Register*

- Shift register with input taken from XOR of state
- *Pseudo-Random Sequence Generator*

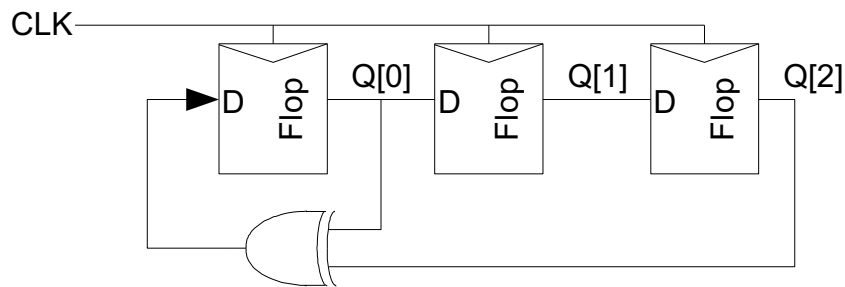


Step	Q
0	111
1	110
2	101
3	
4	
5	
6	
7	

# PRSG

## ■ *Linear Feedback Shift Register*

- Shift register with input taken from XOR of state
- *Pseudo-Random Sequence Generator*

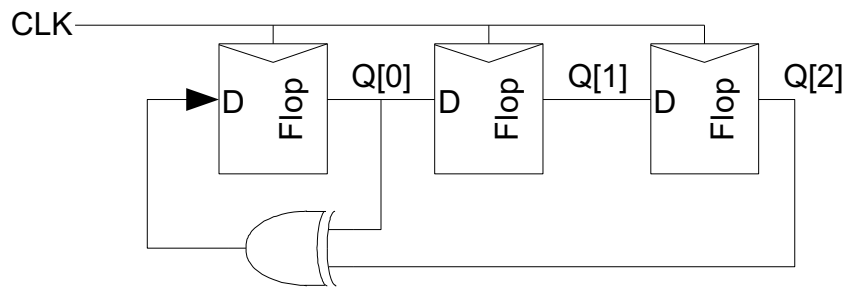


Step	Q
0	111
1	110
2	101
3	010
4	
5	
6	
7	

# PRSG

## ■ *Linear Feedback Shift Register*

- Shift register with input taken from XOR of state
- *Pseudo-Random Sequence Generator*

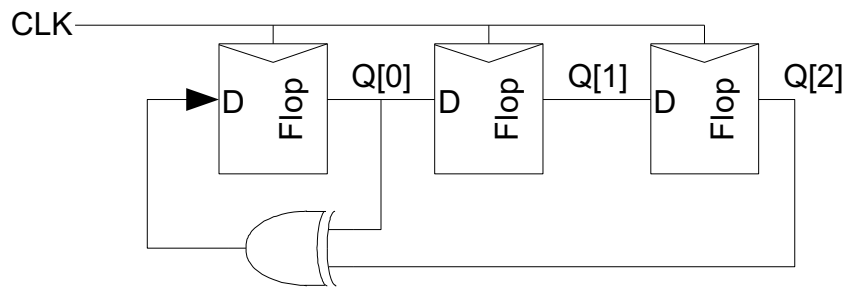


Step	Q
0	111
1	110
2	101
3	010
4	100
5	
6	
7	

# PRSG

## ■ *Linear Feedback Shift Register*

- Shift register with input taken from XOR of state
- *Pseudo-Random Sequence Generator*

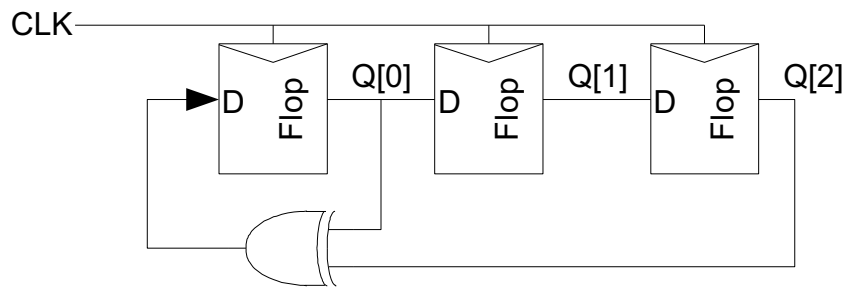


Step	Q
0	111
1	110
2	101
3	010
4	100
5	001
6	
7	

# PRSG

## ■ *Linear Feedback Shift Register*

- Shift register with input taken from XOR of state
- *Pseudo-Random Sequence Generator*

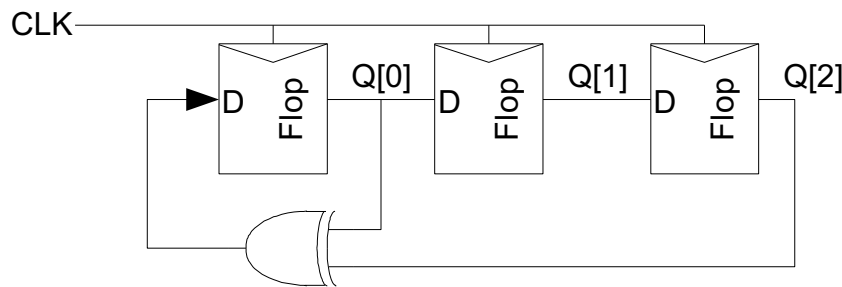


Step	Q
0	111
1	110
2	101
3	010
4	100
5	001
6	011
7	

# PRSG

## ■ *Linear Feedback Shift Register*

- Shift register with input taken from XOR of state
- *Pseudo-Random Sequence Generator*

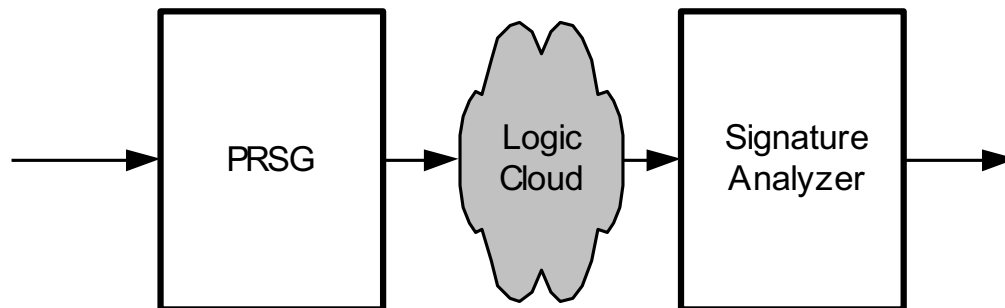
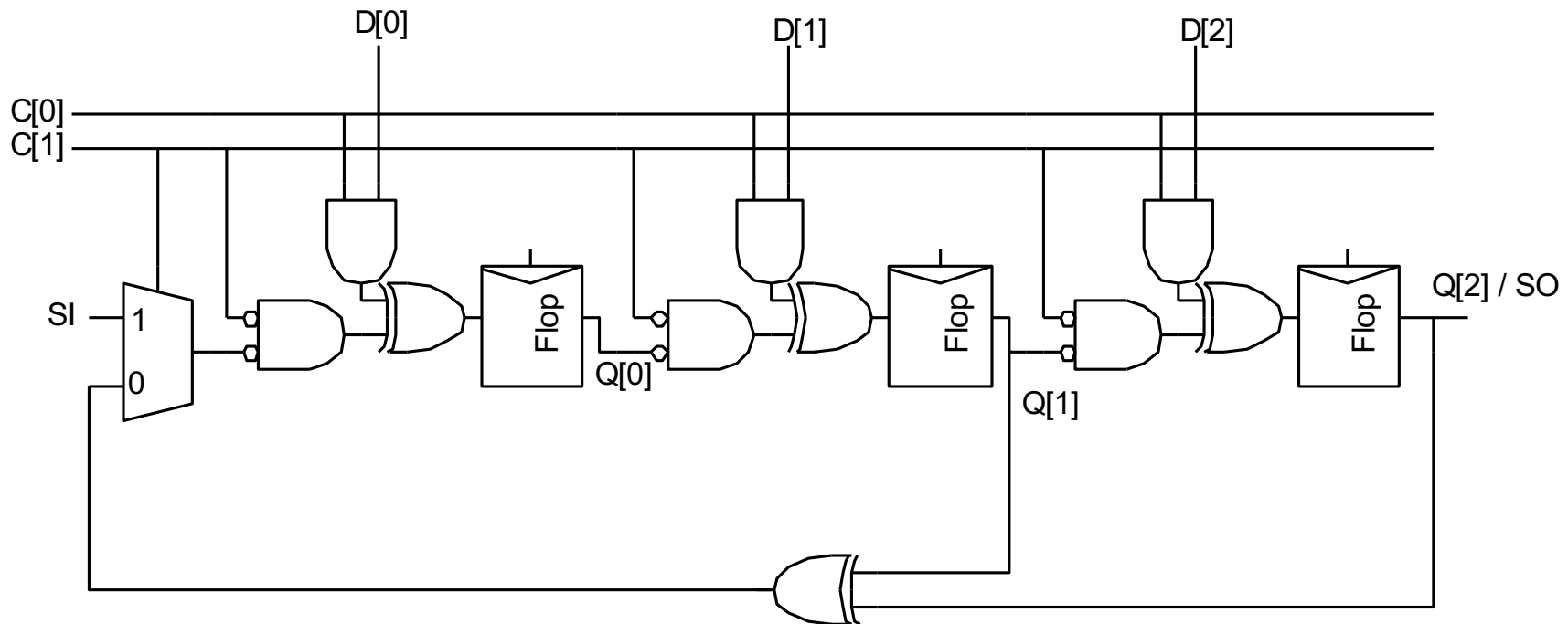


Step	Q
0	111
1	110
2	101
3	010
4	100
5	001
6	011
7	111 (repeats)

# BILBO

## ■ Built-in Logic Block Observer

- Combine scan with PRSG & signature analysis



MODE	C[1]	C[0]
Scan	0	0
Test	0	1
Reset	1	0
Normal	1	1

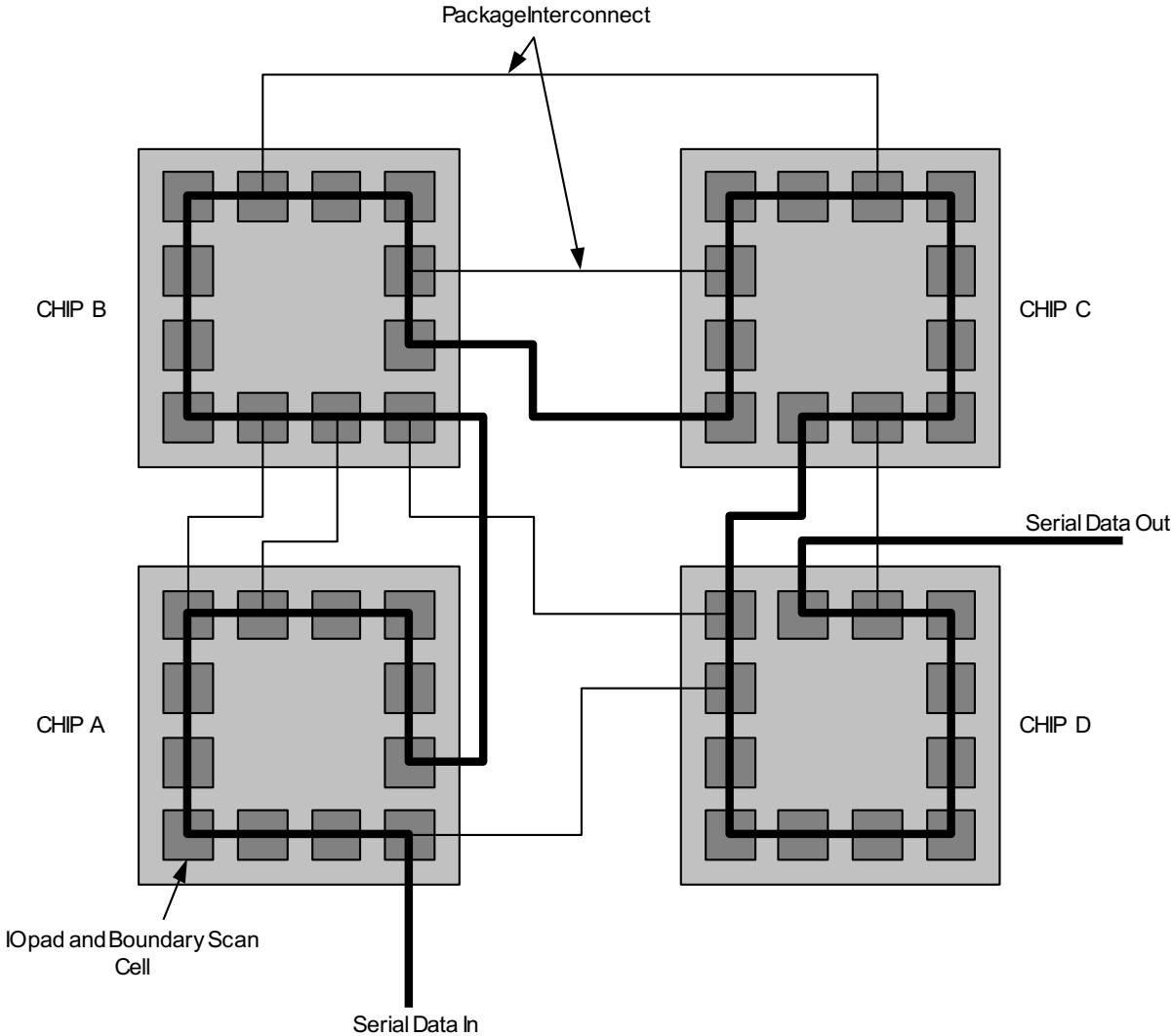


# Boundary Scan

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- **Testing boards is also difficult**
  - **Need to verify solder joints are good**
    - Drive a pin to 0, then to 1
    - Check that all connected pins get the values
- **Through-hole boards used “bed of nails”**
- **SMT and BGA boards cannot easily contact pins**
- **Build capability of observing and controlling pins into each chip to make board test easier**

# Boundary Scan Example



# Boundary Scan Interface

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- **Boundary scan is accessed through five pins**
  - **TCK:** test clock
  - **TMS:** test mode select
  - **TDI:** test data in
  - **TDO:** test data out
  - **TRST\*:** test reset (optional)
  
- **Chips with internal scan chains can access the chains through boundary scan for unified test strategy.**

# Summary

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- **Think about testing from the beginning**
  - Simulate as you go
  - Plan for test after fabrication
  
- **“If you don’t test it, it won’t work! (Guaranteed)”**