


Testing Digital Systems I

Lecture 6: Fault Simulation

Instructor: M. Tahoori

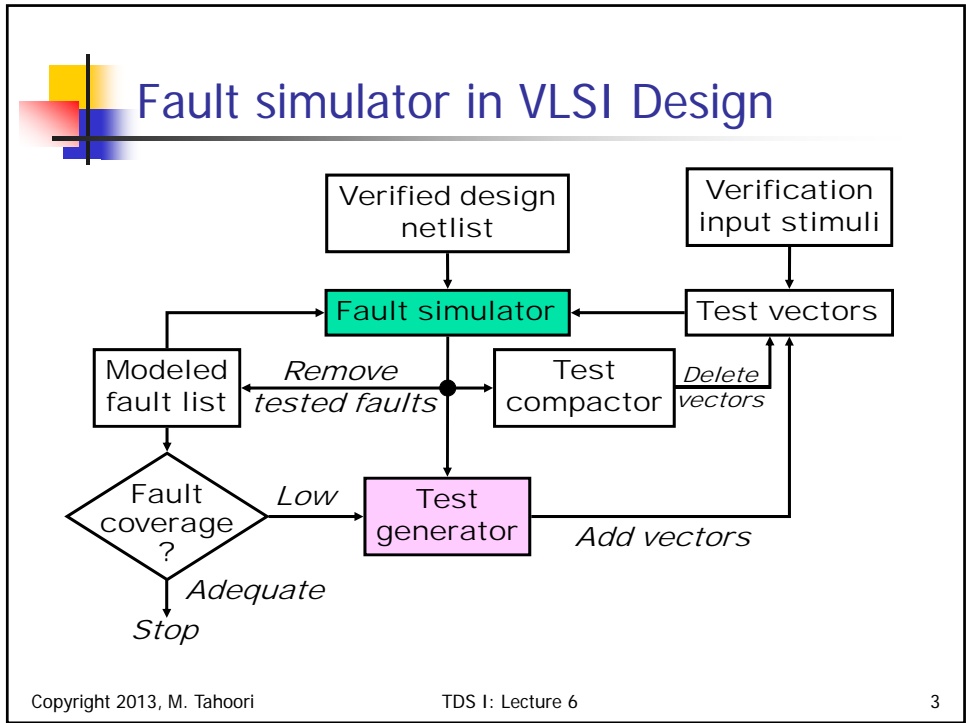
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Definition

- **Fault Simulator**
 - A program that models a design with fault present
- **Inputs:**
 - A circuit
 - A sequence of test vectors
 - A fault model
 - Usually single-stuck faults
 - Sometimes multiple-stuck, bridging faults,...
- **Determines**
 - Fault coverage (fault grading)
 - Set of undetected faults (Areas of Low Fault Coverage)
 - Generates fault dictionary (Fault diagnosis)
 - Test compaction

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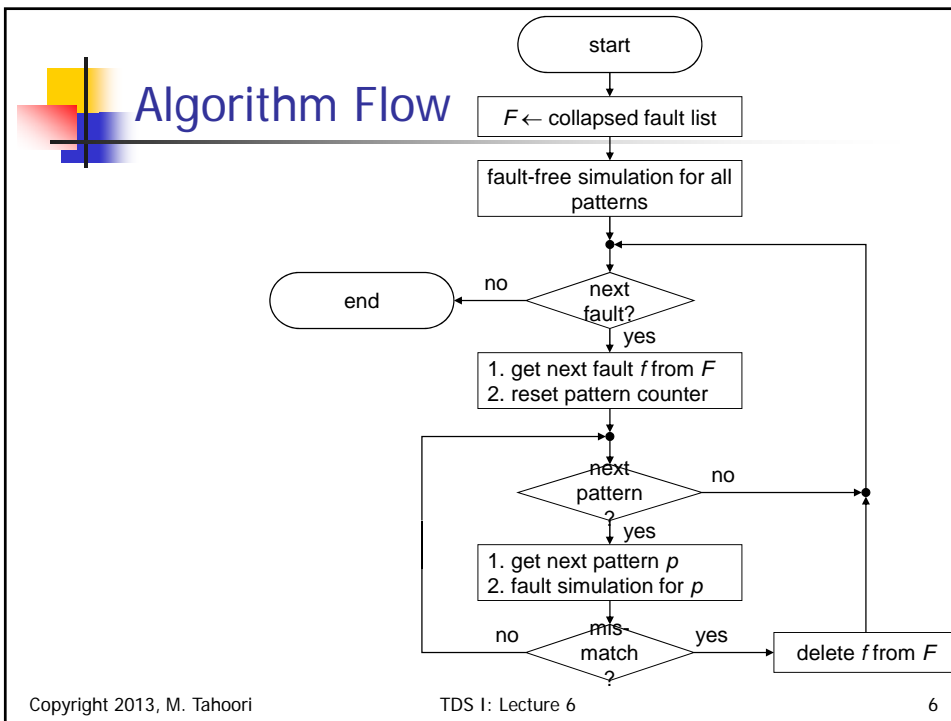


- ### Fault Simulation Algorithms
- Serial
 - Parallel
 - Deductive
 - Concurrent
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Serial Fault Simulation

- First, perform fault-free logic simulation on the original circuit
 - Good (fault-free) response
- For each fault, perform fault injection and logic simulation
 - Modify Circuit by Introducing Fault i
 - Obtain faulty circuit N_i
 - Simulate modified netlist, vector by vector, comparing responses with good responses

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Example


Pat. #	Input			Internal					Output		
	A	B	C	E	F	L	J	H	K_{good}	K_f	K_g
<i>P1</i>	0	1	0	1	1	1	0	0	1	0	1
<i>P2</i>	0	0	1	1	1	1	0	0	1	0	1
<i>P3</i>	1	0	0	0	0	0	1	0	0	0	1

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Fault Dropping

- Halting simulation of the detected fault
- Example
 - Suppose we are to simulate P_1, P_2, P_3 in order
 - Fault f is detected by P_1
 - Do not simulate f for P_2, P_3
- For fault grading
 - Most faults are detected after relatively few test patterns have been applied
- For fault diagnosis
 - Avoided to obtain the entire fault simulation results


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Pro and Con

- Advantages:
 - Easy to implement
 - Compatible with hardware accelerator
 - Ability to handle a wide range of fault models
 - (stuck-at, delay, Br, ...)
 - Very fast combinational simulation
 - Simulate many input patterns in parallel
- Disadvantage
 - Many simulation runs required
 - CPU time prohibitive for VLSI circuits

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Parallel Fault Simulation

- Compiled-code method; best with two-states (0,1)
- Exploits inherent bit-parallelism of logic operations on computer words
- Each Signal Line is Represented by a Vector
 - Bit 0 of Computer Word Represents Good Circuit
 - Value of Same Signal in Good Circuit
 - Remaining Bits i of Computer Word represent
 - Values of Same Signal in Faulty Circuits N_i
- Multi-pass simulation:
 - Each pass simulates $w-1$ faults, where w is the machine word length
- Speed up over serial method $\sim w-1$

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Parallel Fault Simulation

- How about 3-valued signals?
 - Use two vectors for each signal line
 - Signal Value 0 1 X
 - Vector V^1 bit value 0 1 0
 - Vector V^2 bit value 0 1 1
 - AND Gate with inputs A, B; output C
 - $C^1 = A^1B^1$; $C^2 = A^2B^2$;
 - Inverter with inputs A; output B
 - $B^1 = (A^2)'$; $B^2 = (A^1)'$
- Fault Insertion Masks
 - Presence of fault on each line
 - The value of faulty line

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Parallel Fault Simulation

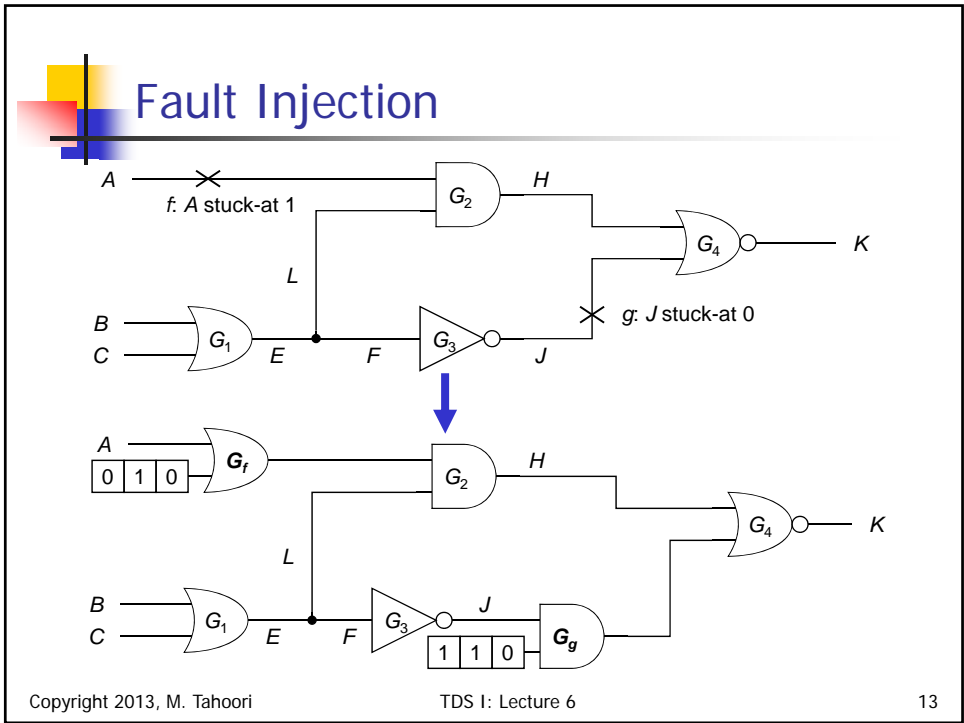
Bit 0: fault-free circuit
 Bit 1: circuit with c s-a-0
 Bit 2: circuit with f s-a-1

Inputs: a (1 1 1), b (1 1 1 1 0 1)

Intermediate signals: e (1 0 1), d (0 0 0), f (0 0 1)

Output: g (1 0 1) — c s-a-0 detected

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Example

Pat #	Input				Internal						Output	
		A	A_f	B	C	E	F	L	J	J_g		H
P_1	FF	0	0	1	0	1	1	1	0	0	0	1
	f	0	1	1	0	1	1	1	0	0	1	0
	g	0	0	1	0	1	1	1	0	0	0	1
P_2	FF	0	0	0	1	1	1	1	0	0	0	1
	f	0	1	0	1	1	1	1	0	0	1	0
	g	0	0	0	1	1	1	1	0	0	0	1
P_3	FF	1	1	0	0	0	0	0	1	1	0	0
	f	1	1	0	0	0	0	0	1	1	0	0
	g	1	1	0	0	0	0	0	1	0	0	1

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Pro and Con

- Advantages
 - A large number of faults are detected by each pattern when simulating the beginning of test sequence
- Disadvantages
 - Only applicable to the unit or zero delay models
 - Faults cannot be dropped unless all $(w-1)$ faults are detected



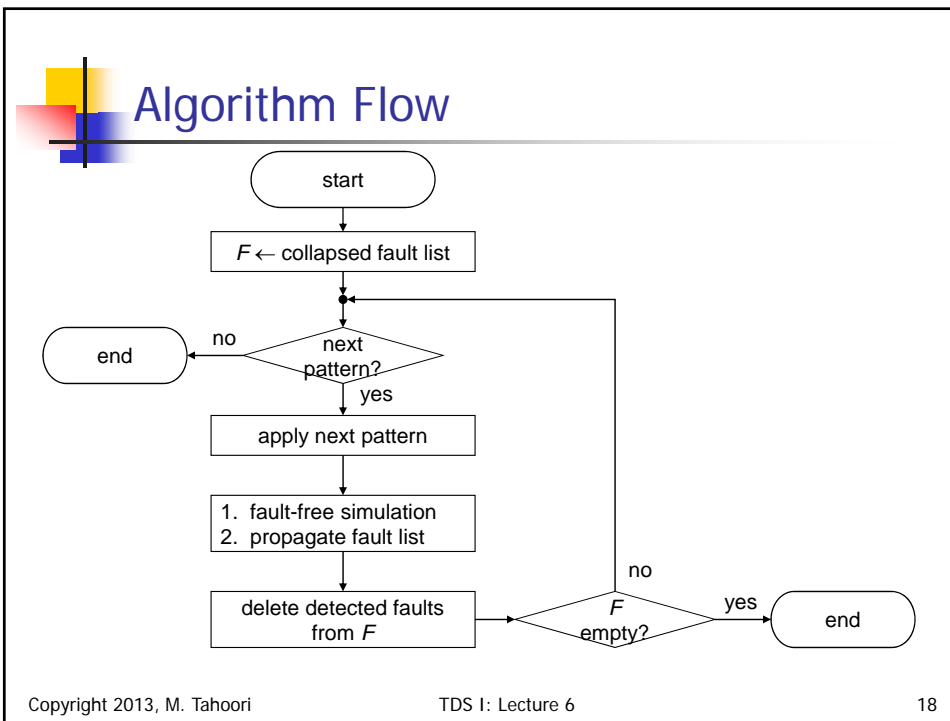
Deductive Fault Simulation

- Only good circuit is explicitly simulated
 - Deduce from good signals all detectable faults
 - Each circuit line i has list L_i of faults
 - Each fault causes line- i error for current input state
 - Lists propagated from primary inputs to outputs
 - Lists updated for each input state change
 - Event driven (selective trace)
 - logic event — signal value changes
 - fault event — fault list changes
 - Recompute list wherever either event occurs
- + One pass for each input pattern (in principle)
- Set-theoretic rules difficult to derive for non-Boolean gates
 - Gate delays are difficult to use
 - Memory Space Needed Cannot be Predicted

Fault List Propagation Rules

Gate type	inputs		Output	Output fault list
	a	b	c	L_c
AND	0	0	0	$[L_a \cap L_b] \cup C_1$
	0	1	0	$[L_a \cap L_b'] \cup C_1$
	1	0	0	$[L_a' \cap L_b] \cup C_1$
	1	1	1	$[L_a \cup L_b] \cup C_0$
OR	0	0	0	$[L_a \cup L_b] \cup C_1$
	0	1	1	$[L_a' \cap L_b] \cup C_0$
	1	0	1	$[L_a \cap L_b'] \cup C_0$
	1	1	1	$[L_a \cap L_b] \cup C_0$
NOT	0	-	1	$L_a \cup C_0$
	1	-	0	$L_a \cup C_1$

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Deductive Fault Simulation

Notation: L_k is fault list for line k
 k_n is s-a-n fault on line k

$L_e = L_a \cup L_c \cup \{e_0\}$
 $= \{a_0, b_0, c_0, e_0\}$

$L_g = (L_e \cap \overline{L_f}) \cup \{g_0\}$
 $= \{a_0, c_0, e_0, g_0\}$


Faults detected by the input vector

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Pro and Con

- Advantages
 - Very efficient
 - Simulate all faults in one pass
- Disadvantages
 - Not easy to handle unknowns
 - Only for zero-delay timing model
 - Potential memory management problem


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Concurrent Fault Simulation

- Simulate only differential parts of whole circuit
- Event-driven simulation with fault-free and faulty circuits simulated altogether
- Concurrent fault list for each gate
 - Consist of a set of bad gates
 - Fault index & associated gate I/O values
 - Initially only contains local faults
 - Fault propagate from previous stage

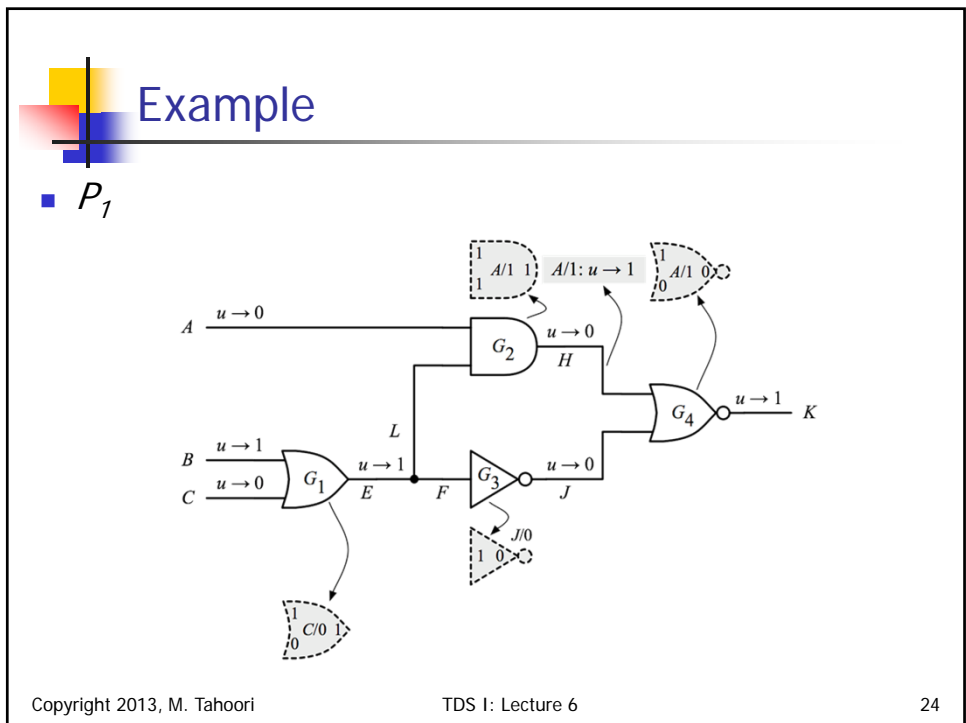
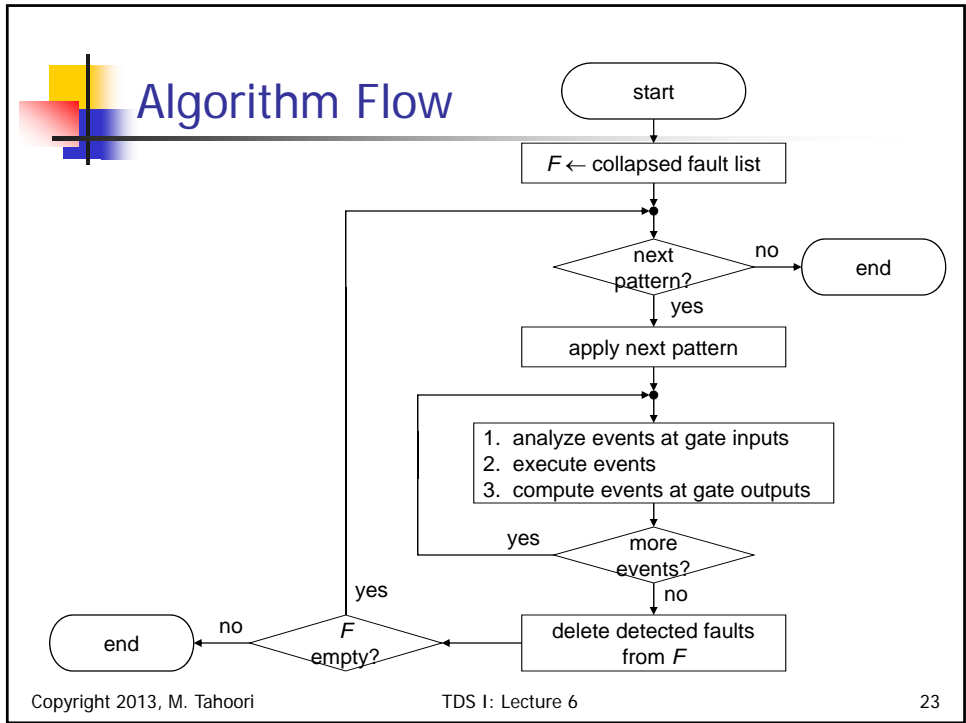
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Good Event and Bad Event

- Good event
 - Events that happen in good circuit
 - Affect both good gates and bad gates
- Bad event
 - Events that occur in the faulty circuit of corresponding fault
 - Affect only bad gates
- Diverge
 - Addition of new bad gates
- Converge
 - Removal of bad gates whose I/O signals are the same as corresponding good gates

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Example (cont'd)


■ P_2

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Example (cont'd)

■ P_3


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Pro and Con

- Advantages
 - Efficient
 - Faults can be simulated in any modeling style or detail supported in true-value simulation (offers most flexibility.)
 - Faster than other methods
- Disadvantages
 - Potential memory problem
 - Size of the concurrent fault list changes at run time

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Comparison of Fault Simulation Techniques

- Speed
 - Serial fault simulation: slowest
 - Parallel fault simulation: $O(n^3)$, n : num of gates
 - Deductive fault simulation: $O(n^2)$
 - Concurrent fault is faster than deductive fault simulation
- Memory usage
 - Serial fault simulation, parallel fault simulation: no problem
 - Deductive fault simulation: dynamic allocate memory and hard to predict size
 - Concurrent fault simulation: more severe than deductive fault simulation

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Comparison of Fault Simulation Techniques

- Multi-valued fault simulation to handle unknown (X) and/or high-impedance (Z)
 - Serial fault simulation, concurrent fault simulation:
 - easy to handle
 - Parallel fault simulation: difficult
- Delay and functional modeling capability
 - Serial fault simulation: no problem
 - Parallel fault simulation, deductive fault simulation: not capable
 - Concurrent fault simulation: capable



Alternative to Fault Simulation

- Toggle Coverage
- Fault Sampling
- Critical Path Tracing
- Statistical Fault Analysis



Summary

- Fault simulation is very important for
 - ATPG
 - Diagnosis
 - Fault grading
- Popular techniques
 - Serial, Parallel, Deductive, Concurrent
- Requirements for fault simulation
 - Fast speed, efficient memory usage, modeling functional blocks, sequential circuits