

# Robust Test Generation for Power Supply Noise induced Path Delay Faults

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# Outline

- Introduction
- Fault Model
- ATPG
- Experimental Results
- Conclusion

# Introduction

Two Parts of PSN

Our Main Concern

Inductive  $\Delta I$  noise:  $L \cdot di/dt$

Power net resistance  
induced voltage variation

Parasitic inductance and  
change of current

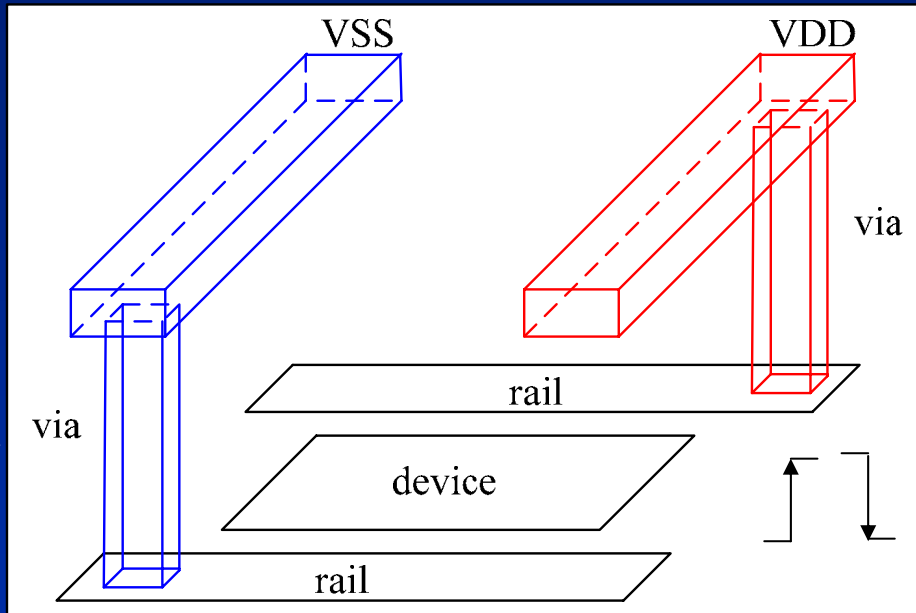
Current through resistive  
power and ground stripes

# Impact of PSN: performance degradation

**Power Supply IR Drop  
Ground Bounce**

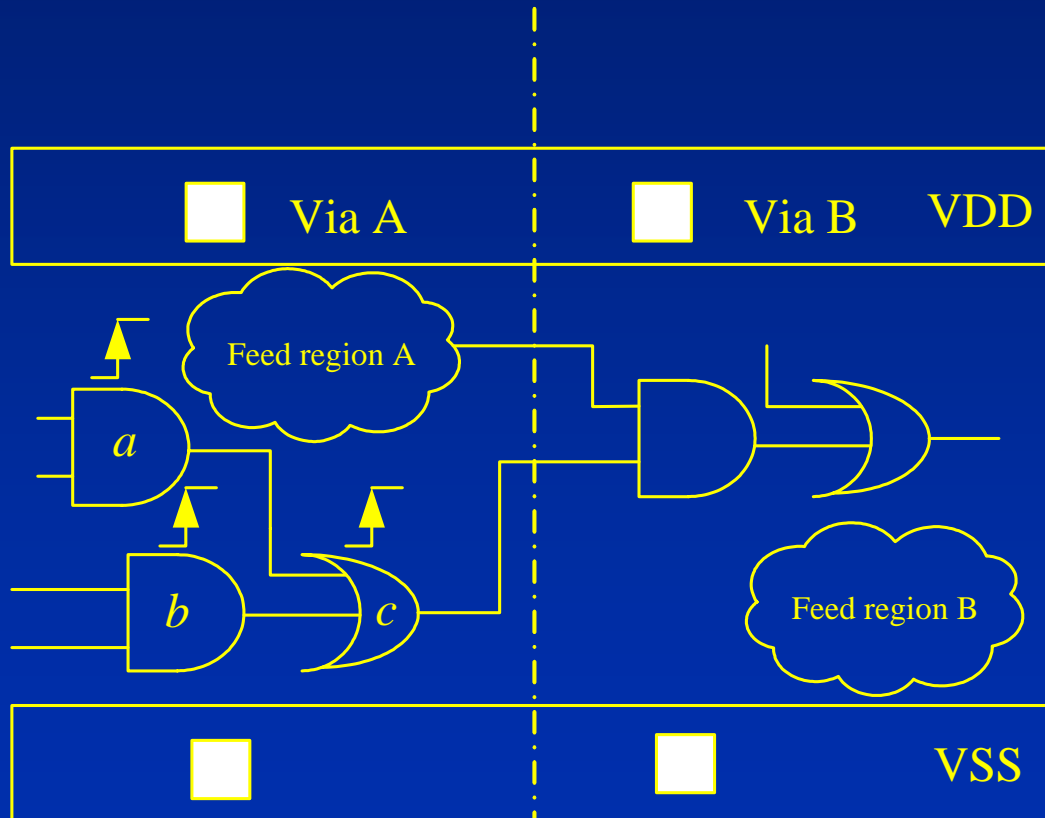
**Cause voltage variation**

**Increase the delay**



# Characteristics of PSN

1. PSN is a local phenomenon.
2. PSN is highly pattern dependent.



# Goal of ATPG Considering PSN

## Designers' Perspective

- Design Phase: noise margin
- Test Phase: chips should be fully tested

## Possible Solution

- Fault model that takes PSN into account

## Goal

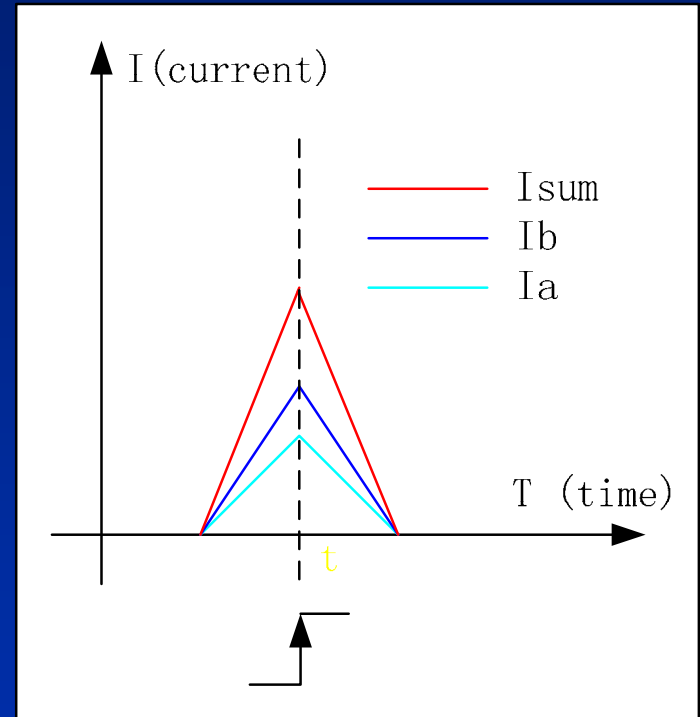
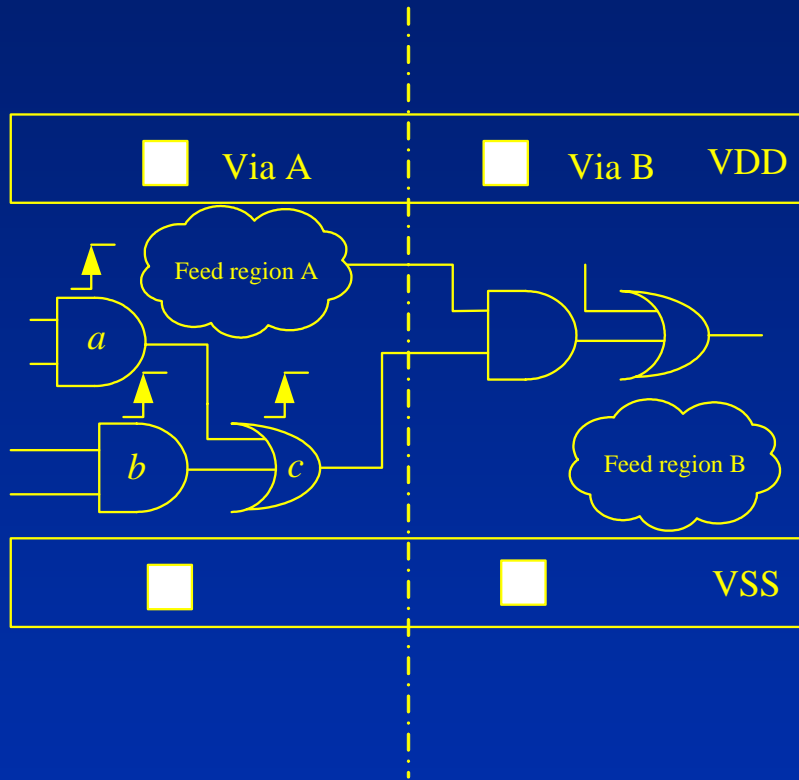
- Generate patterns that could maximize PSN induced delay

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# PSN-induced path delay Fault (PSNPDF)

PSNPDF: Timing window is incorporated





# PSN-induced path delay Fault (PSNPDF)

PSNPDF: Timing window is incorporated

PSNPDF: victim/aggressor model  $F(LP, sp-a)$

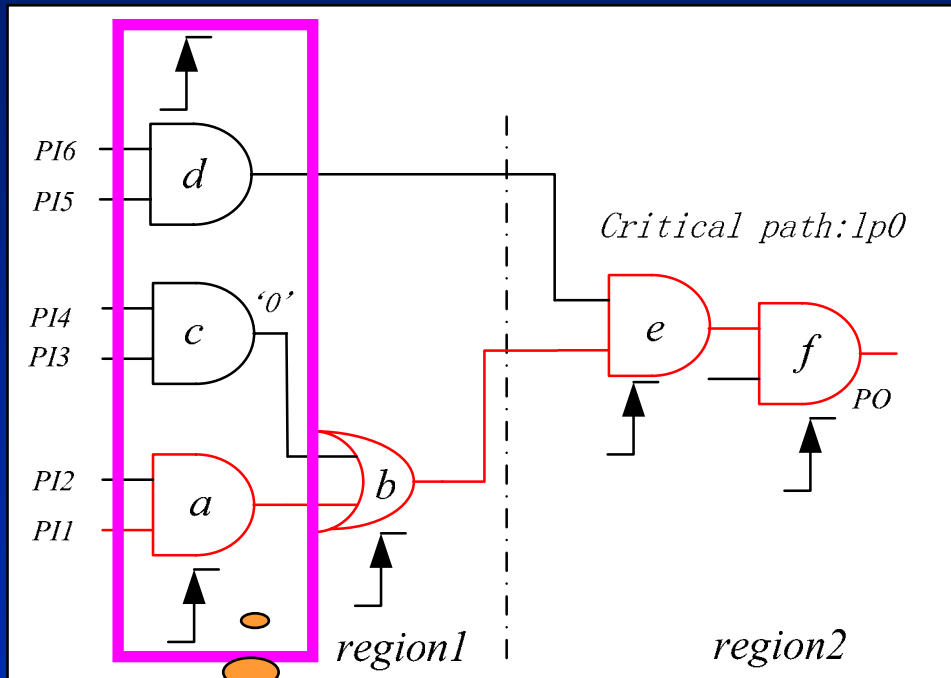
**Victim:**  **Critical path of CUT, robustly testable**  
**LP**

- **Gate  $v$ : an on-path gate of LP**

**Aggressor:**  **A sub-path ends at Gate  $a$ , also denoted as  $sp(a, v)$**   
 **$sp-a$**

- **Gate  $a$ : an off-path gate in the same timing window and feed region of Gate  $v$**

# Example of Aggressor List Generation



Victim: critical path *lp0*

Aggressor:

- $sp-d: sp(d, a)$
- $sp-c: sp(c, a)$

$F(lp0, sp-d)$

*lp0* should be robustly tested.

Overlapped  
Timing  
Window

# Outline

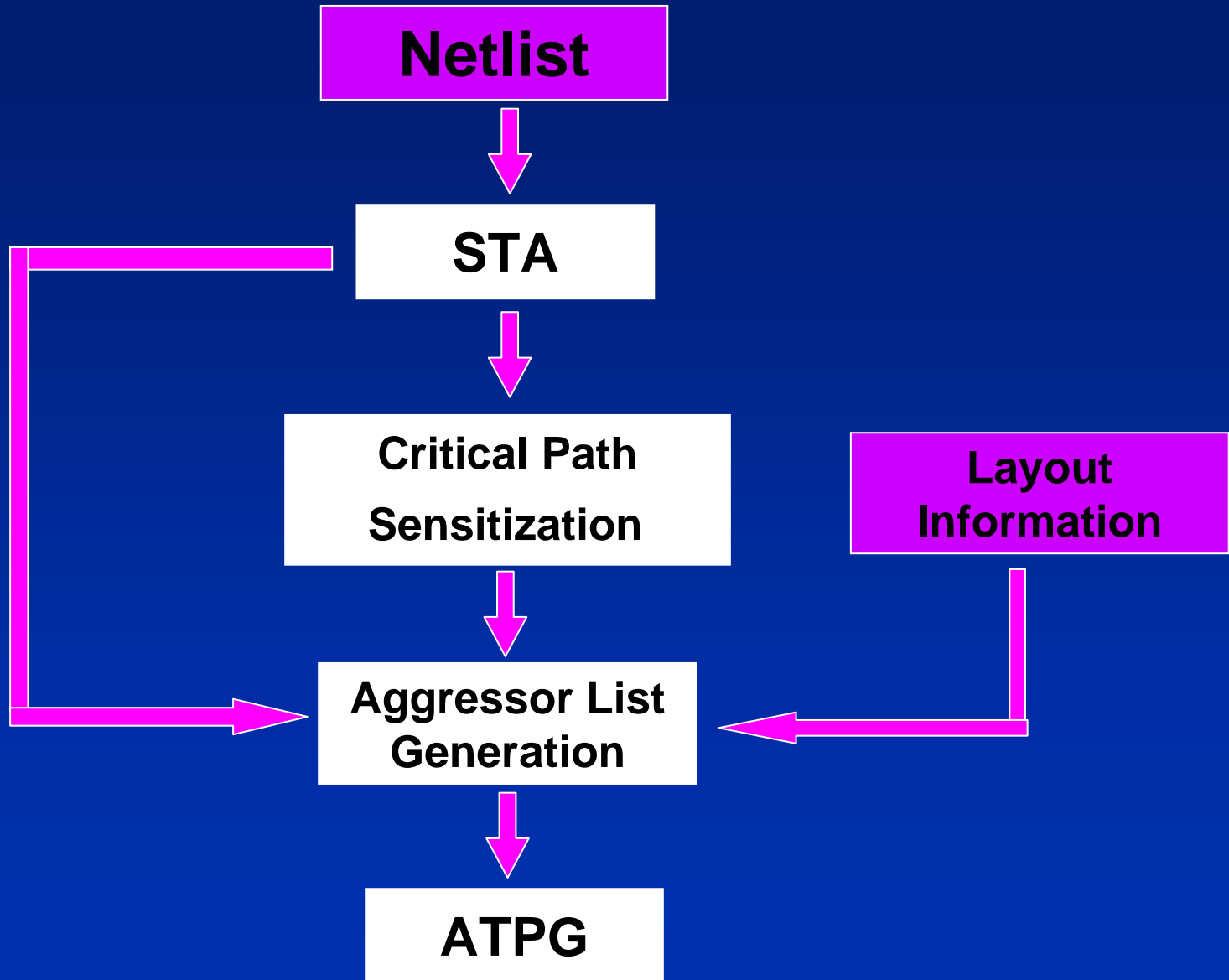
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# Path Sensitization

Two parts of  $F(LP, sp-a)$

- $LP$ : Robust path sensitization criterion
- Sub path  $sp-a$ : relaxed to functional sensitization criterion

# ATPG Flow



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# Experimental Results

- Applied to ISCAS'89 circuits
- Fanout weighted delay model
- Feed region: devices selected randomly

Circuit Names	# of target faults	Testable Faults			Fault Efficiency (%)	Fault coverage (%)	CPU time (secs)
		#TFs	#UTF	#AFs			
s208	79	69	10	0	100.00	87.34	0.187
s386	454	219	235	0	100.00	48.24	0.296
s526	22	20	2	0	100.00	90.91	0.171
s820	187	101	82	4	97.86	54.01	0.281
s953	156	132	24	0	100.00	84.62	0.343
s1196	127	55	72	0	100.00	43.31	0.281
s1488	68	34	34	0	100.00	50.00	0.265
s1494	62	31	31	0	100.00	50.00	0.265
s5378	3103	2965	123	6	99.80	95.55	5.546

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# Conclusion

- PSNPDF is introduced
  - *A fault model considering PSN-induced delay*
- High coverage
  - *Almost 100%*
- Acceptable CPU run time
  - *In a few seconds*