

# Work hard, sleep well - Avoid irreversible IC wearout with proactive rejuvenation

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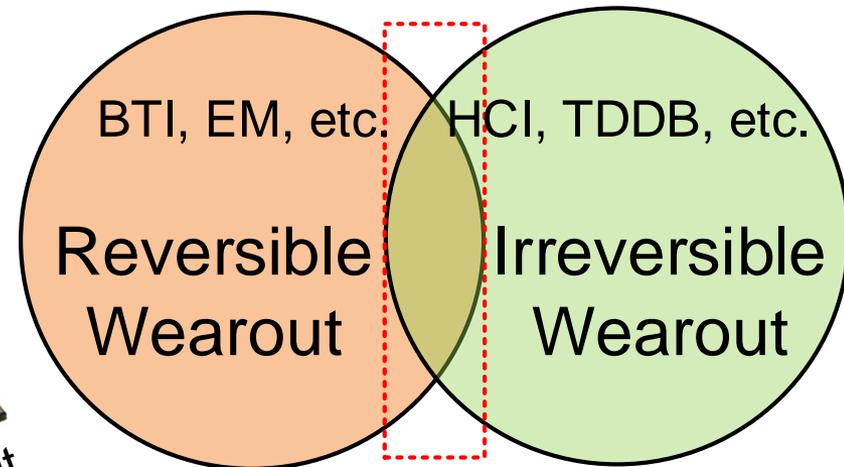
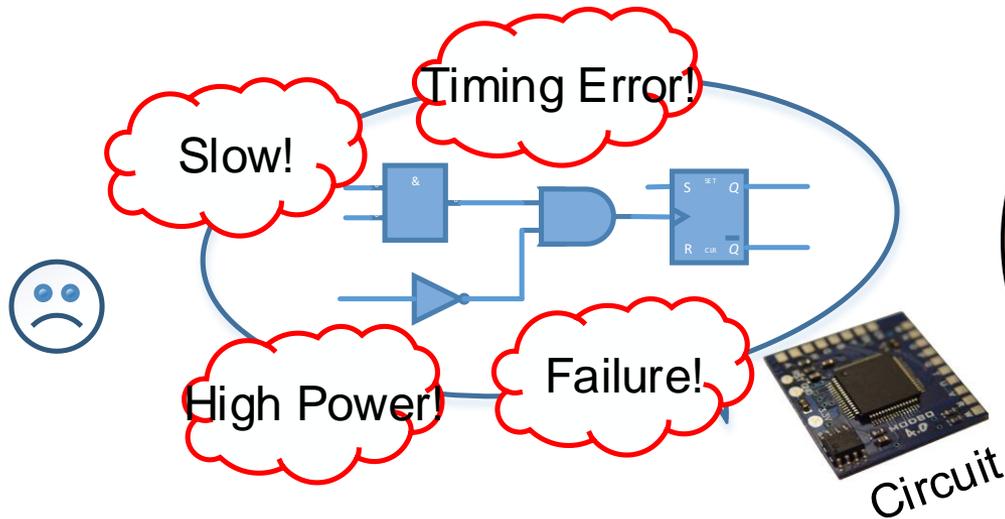
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# Wearout/Aging



- Front-end of line: BTI, HCI, etc.
- Back-end of line: EM
- A Cross-layer Issue
- **Both Reversible and Irreversible part**

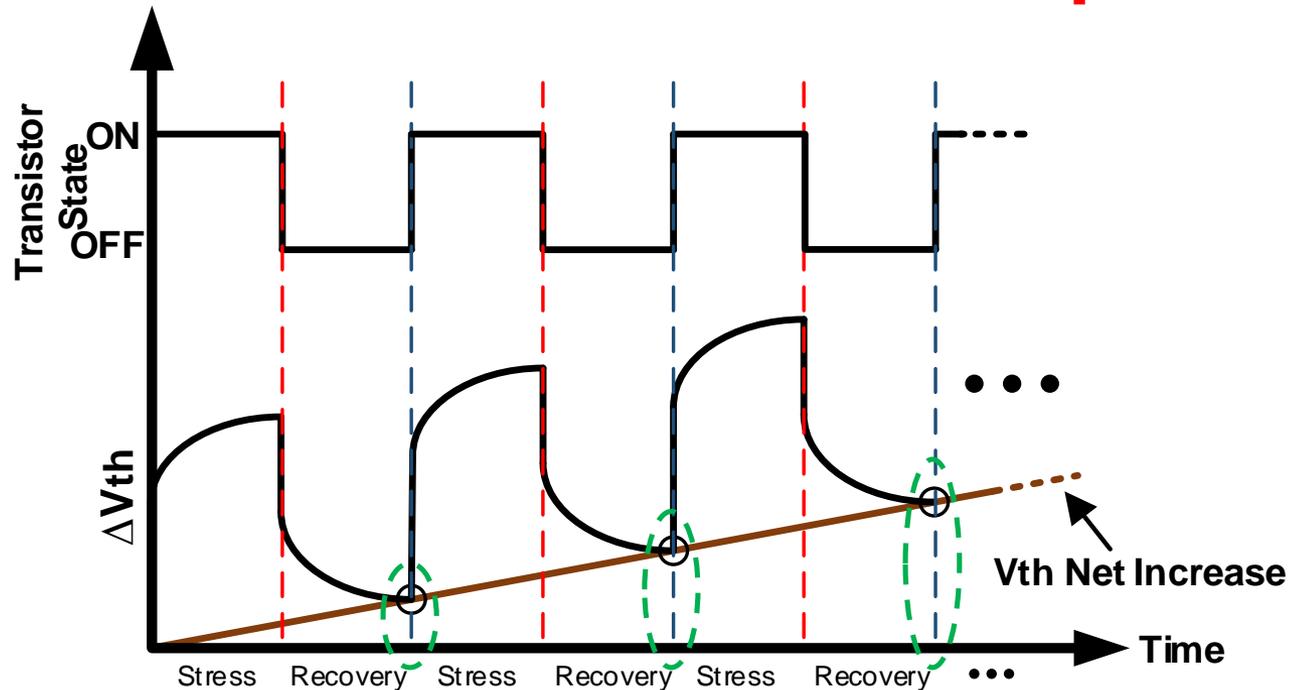


**Boundary?**

# Irreversible Component

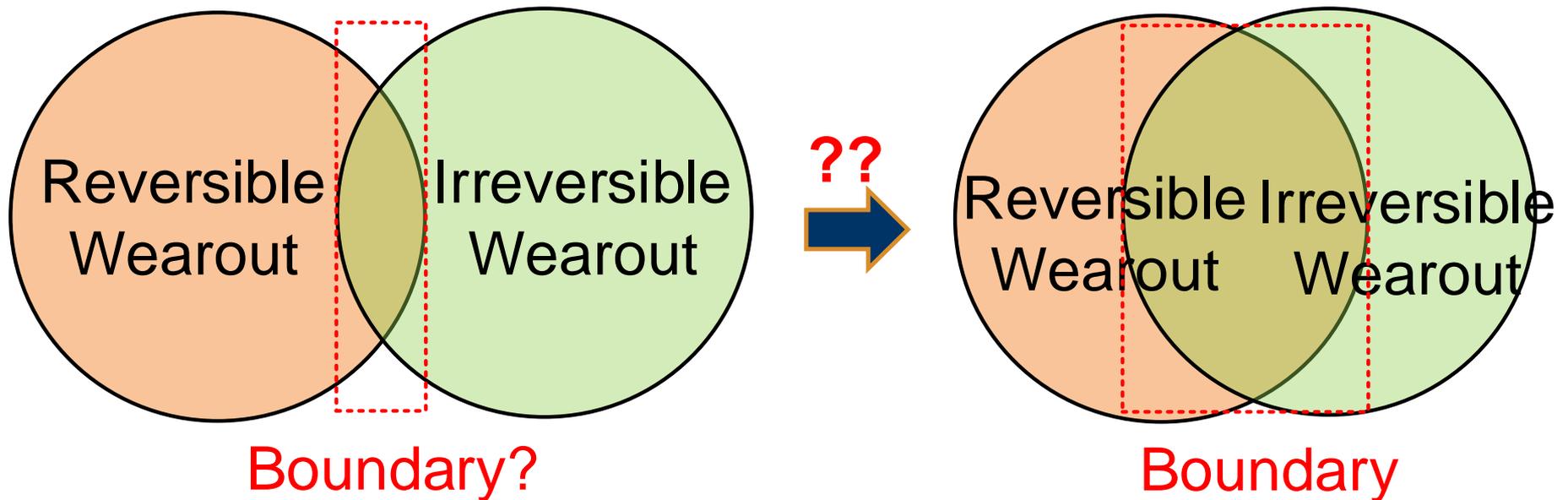
- Biased Temperature Instability (BTI) – Reversible wearout

**BUT still with irreversible component**



# Overview

- The boundary is “soft”
- The boundary can be “controlled” & shifted
- The irreversible part can be **FULLY** avoided

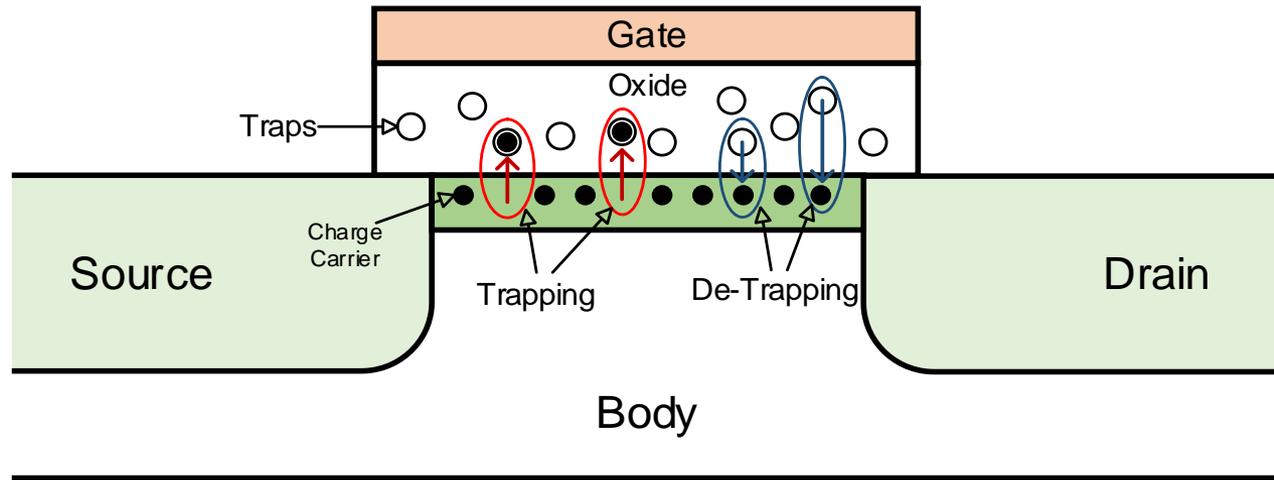


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# Outline

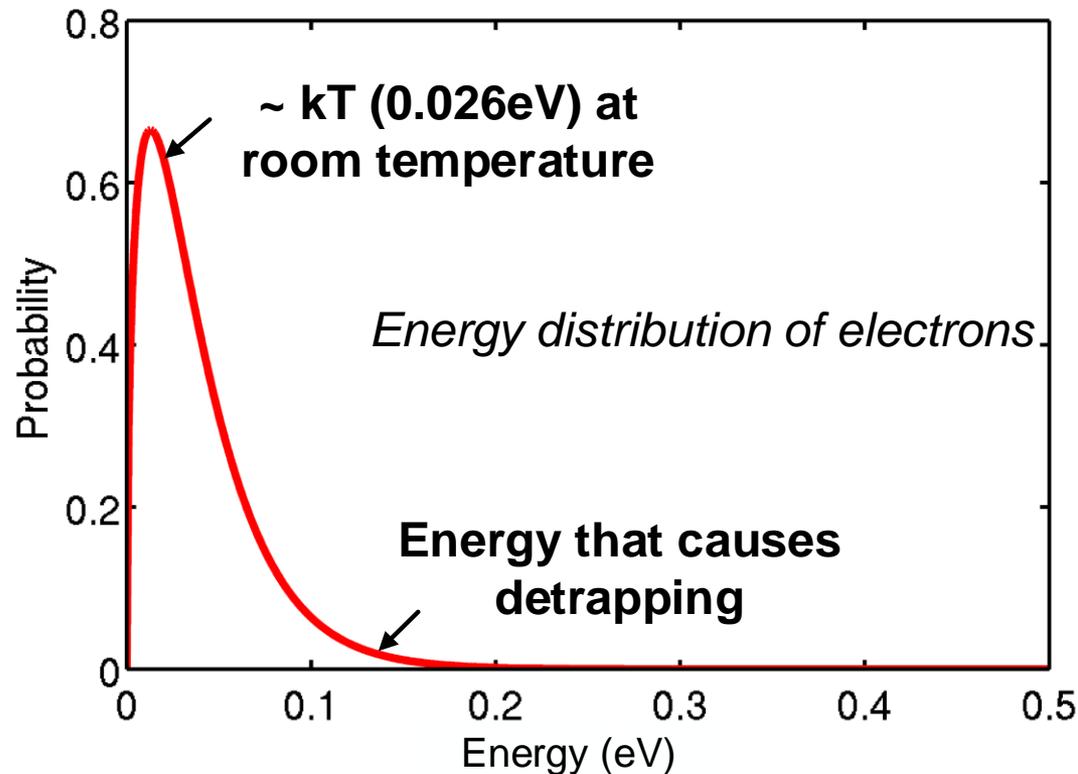
- Overview
- Mechanisms
- Experiments
- Proposed Solution
- Results
- Implementations
- Conclusion

# Recovery mechanism (1/2)



- **Trapping** – Charge carriers overcome a potential barrier
- **Detrapping** – Trapped charge carriers with a certain probability to escape

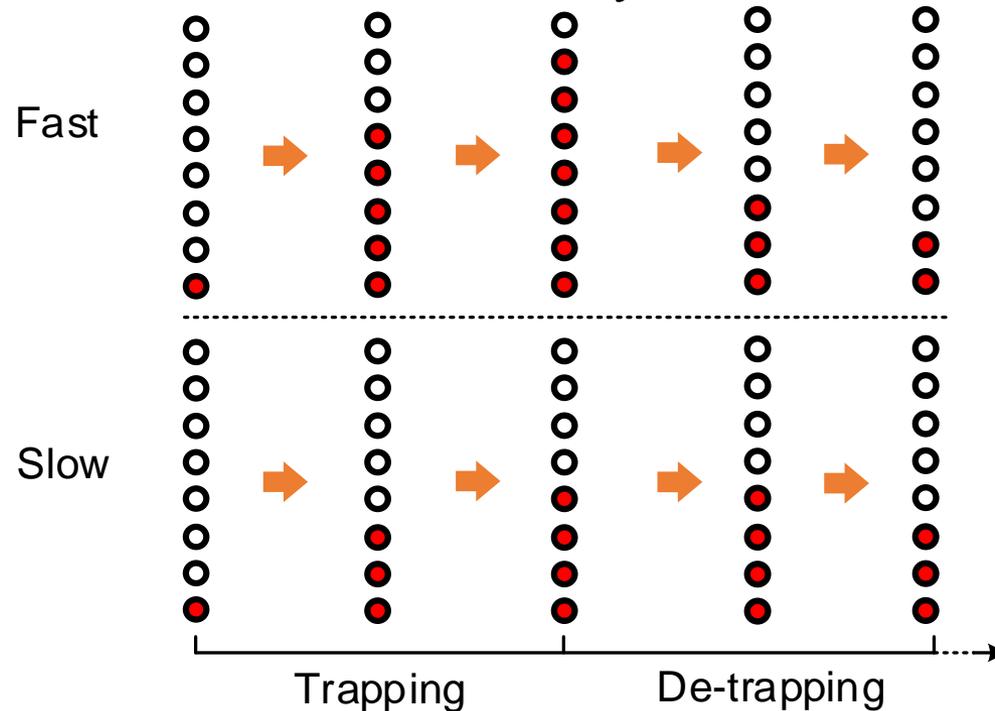
# Recovery mechanism (2/2)



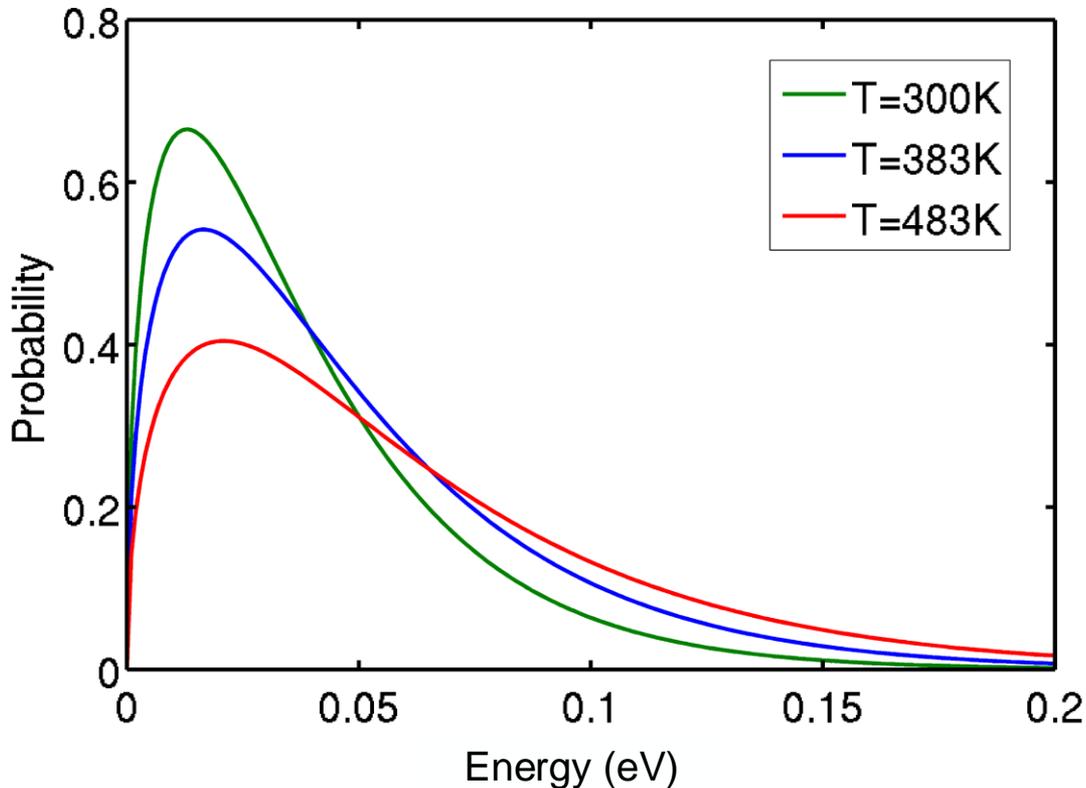
- The probability is high if their energy is higher and the trap energy barrier is lower, and vice-versa.

# Fast traps vs. Slow traps

- Fast traps → Lower trap energy barrier → Easier to escape → Fast Recovery → **Reversible wearout**
- Slow traps → Higher trap energy barrier → Very difficult to escape → Slow/No Recovery → **Irreversible wearout**



# Temperature impact



- Temperature can skew the distribution
- Voltage also affects the detrapping via the electrical field

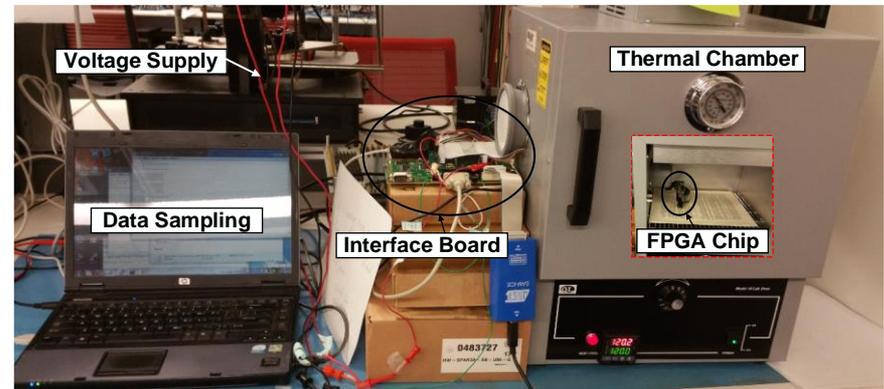
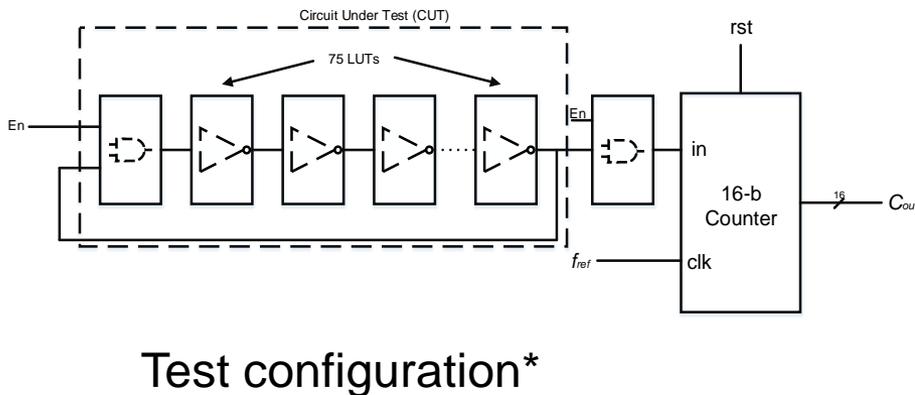
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# Outline

- Motivation
- Mechanisms
- **Experiments**
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# Experimental Setup

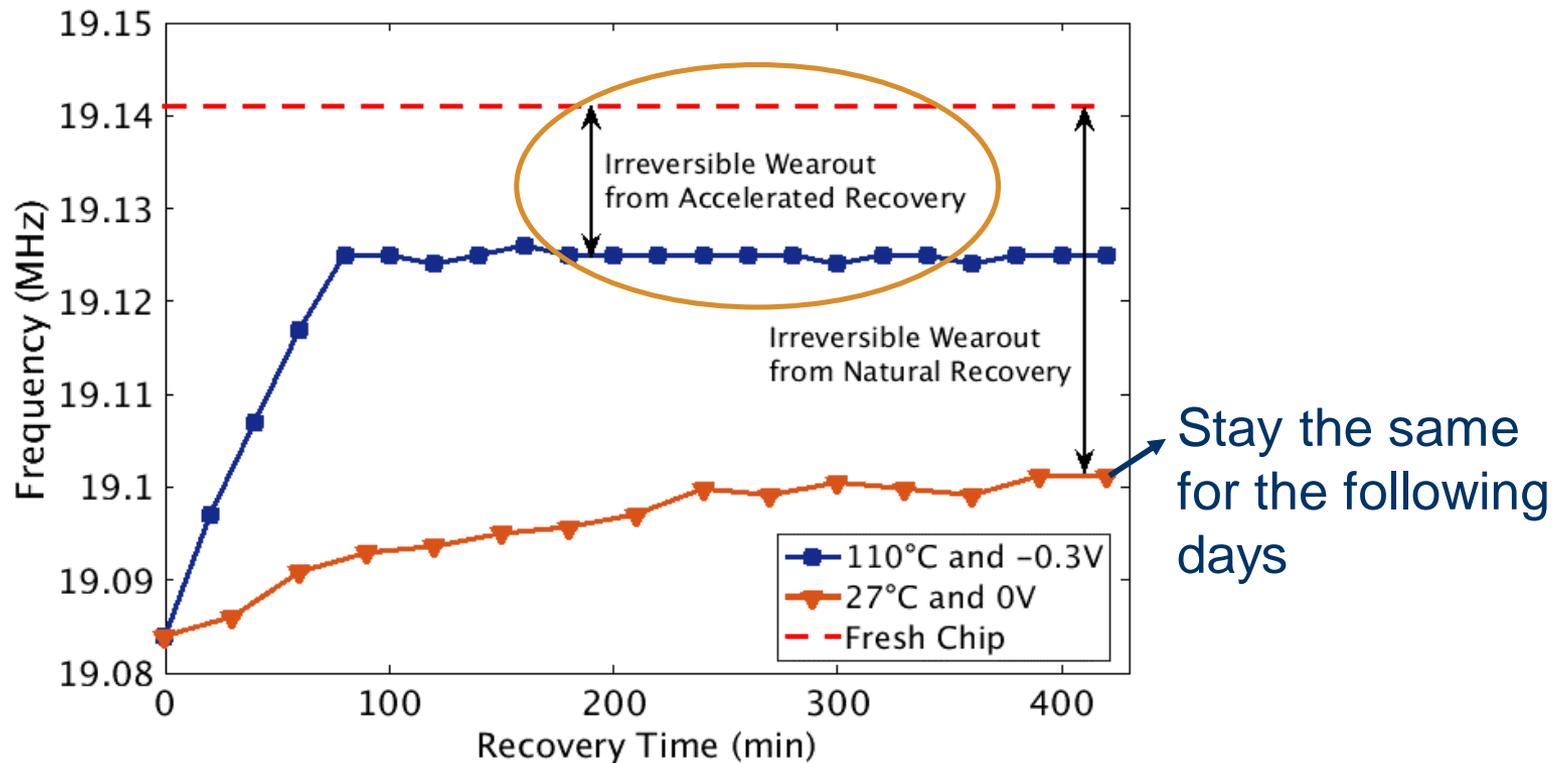
- Accelerated testing methodology
- *40nm* FPGA chips
- Ring Oscillator based test structure
- Measure the oscillation frequency degradation/increase



Test setup

# Accelerated & Active Recovery

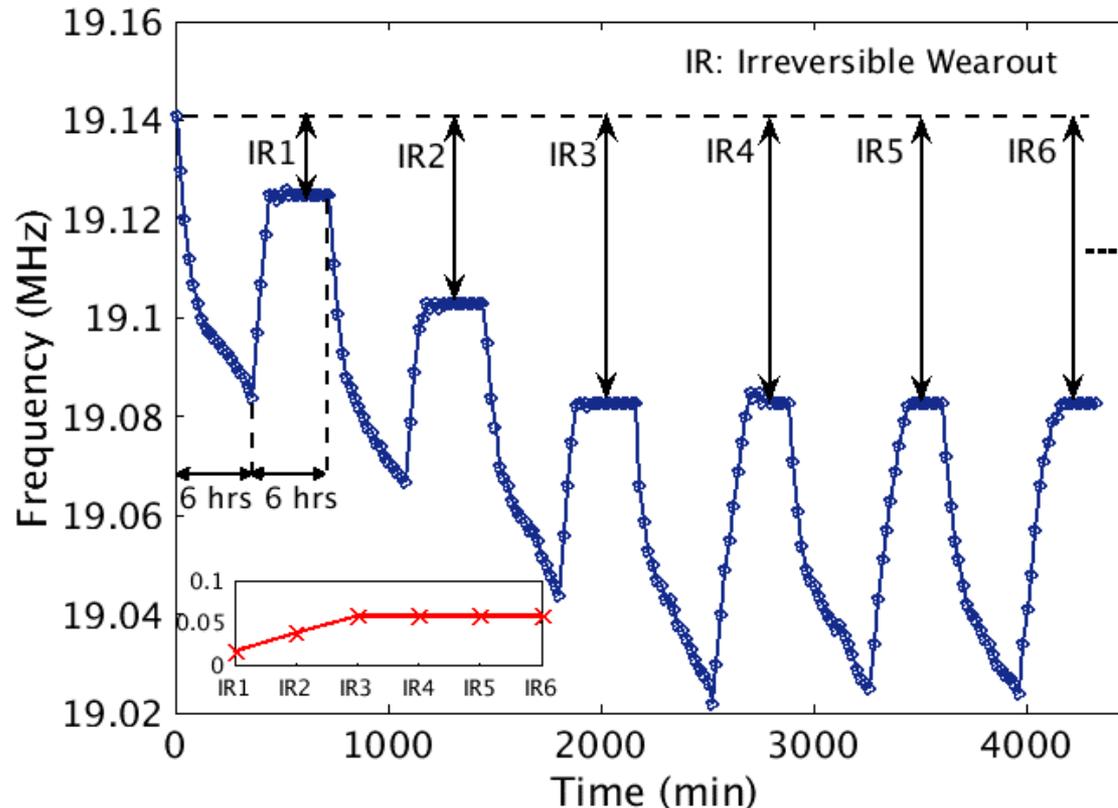
- Natural recovery → **Passive** recovery
- Negative Voltage → **Activate** Recovery
- High Temperature → **Accelerated** Recovery



**The boundary is not fixed and is controllable!**

# Irreversible Wearout During Accelerated & Active Recovery

- Recovery saturates in each cycle
- Irreversible wearout accumulates



IR $x$ : Irreversible  
Wearout after  $x$ th  
cycle

Can we further “remove” or “avoid” all IRs?

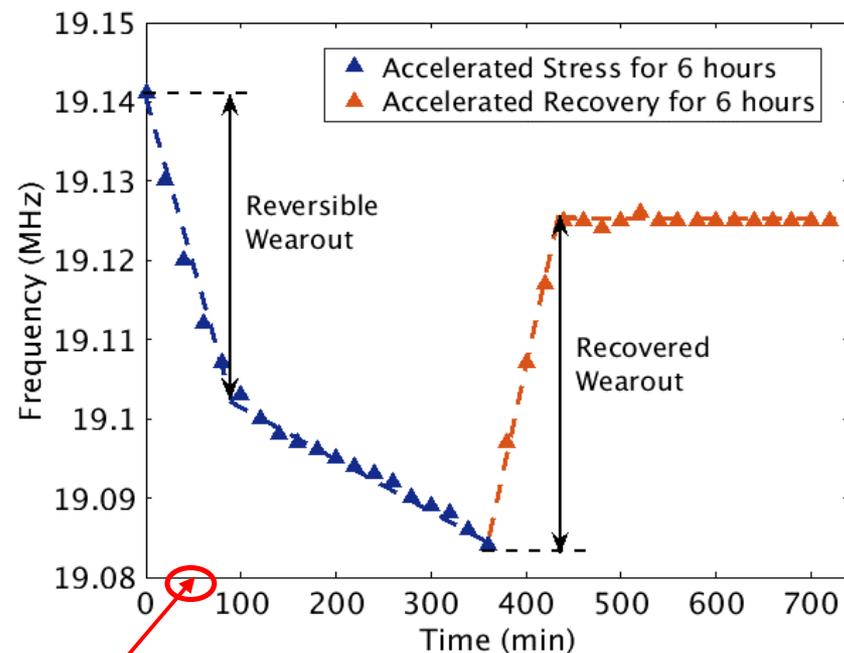
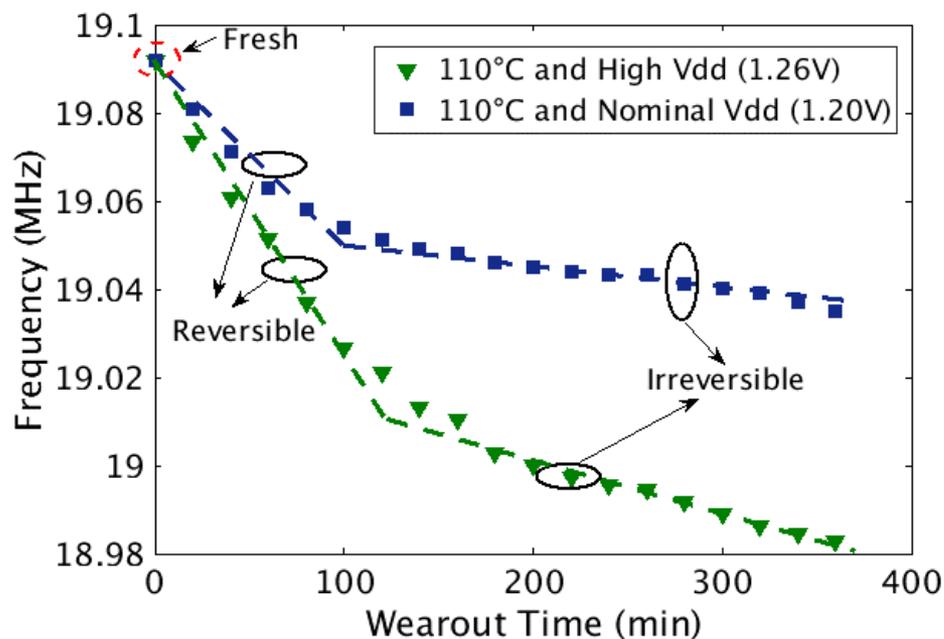
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# Sequentiality of reversible and irreversible wearout

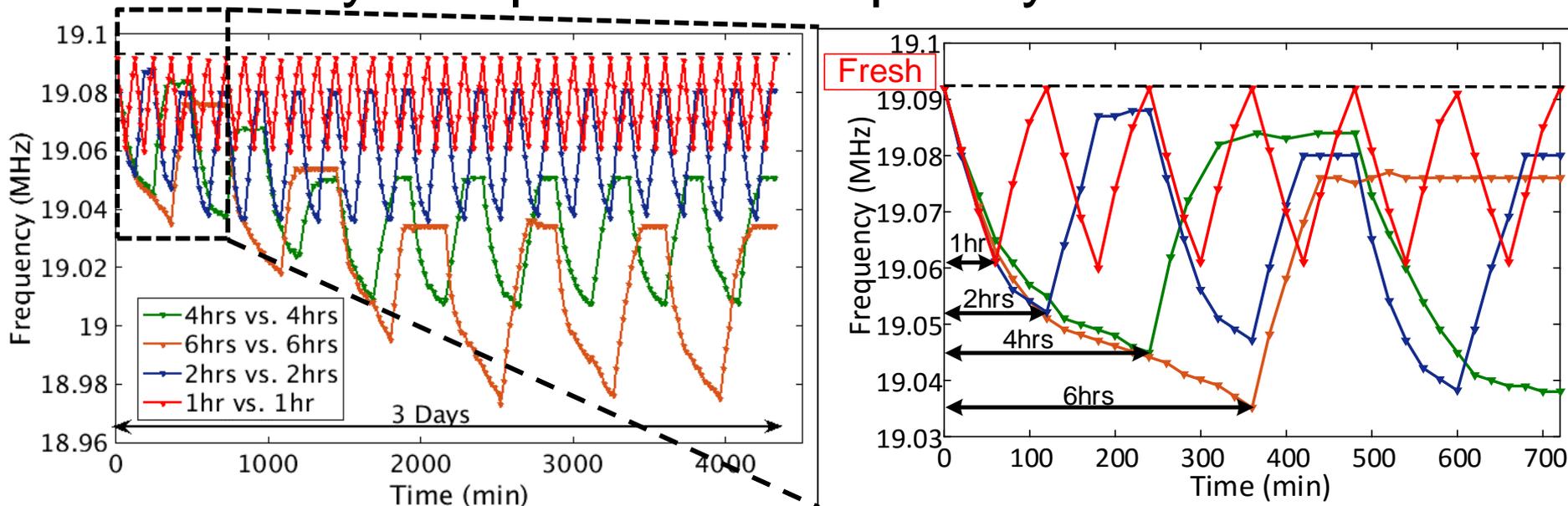
- Irreversible wearout follows reversible wearout
- Accelerated Active Recovery saturates



**What if we apply the accelerated recovery earlier?**

# Sleep when getting tired

- Frequency dependency of wearout and recovery
- For *1hr. vs. 1hr.* case, wearout and accelerated recovery compensate completely!

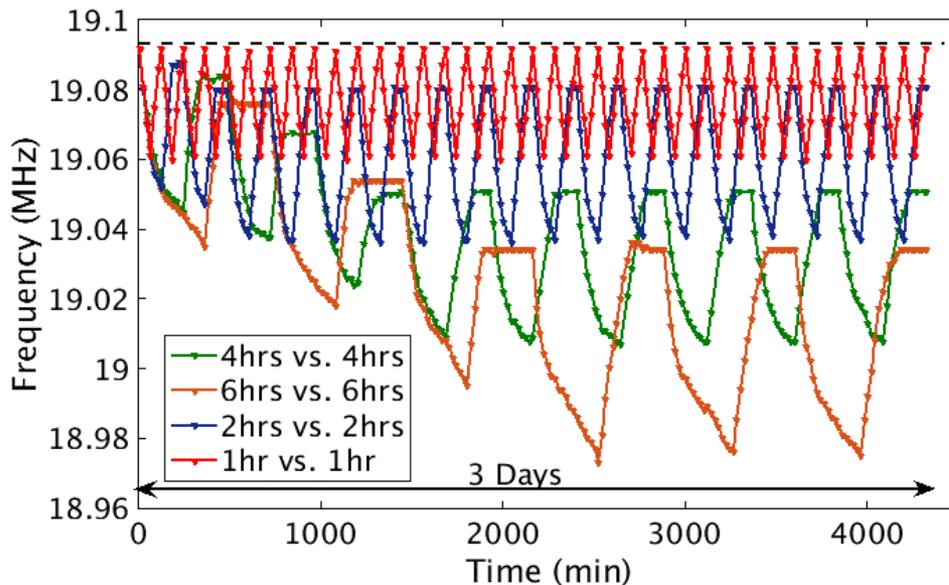


Different “circadian rhythms”

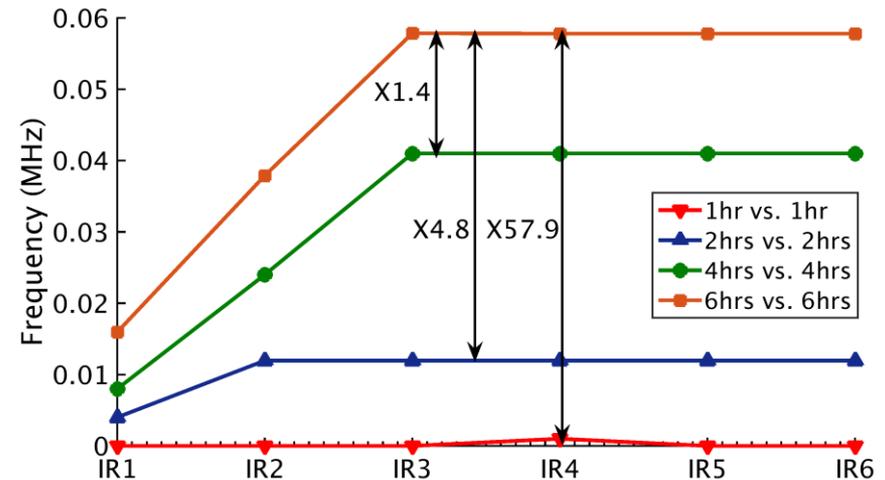
1 hr. Accelerated Wearout ↔ 31 hrs. Normal Operation

# Sleep when getting tired

- Frequency dependency of wearout and recovery
- For *1hr. vs. 1hr.* case, wearout and accelerated recovery compensate completely!



Different “circadian rhythms”



Irreversible wearout for the first 6 cycles

1 hr. Accelerated Wearout ↔ 31 hrs. Normal Operation

# What does this mean?

- Irreversible Wearout is completely avoided!
- Operation time  $\leq 31$  hours, and then followed by  $\geq 1$  hour of *Accelerated Active Recovery*
- Reduction of Design Margin (Guardband)
- Higher Average Performance  $\rightarrow$  Higher levels of performance and power efficiency most of the lifetime

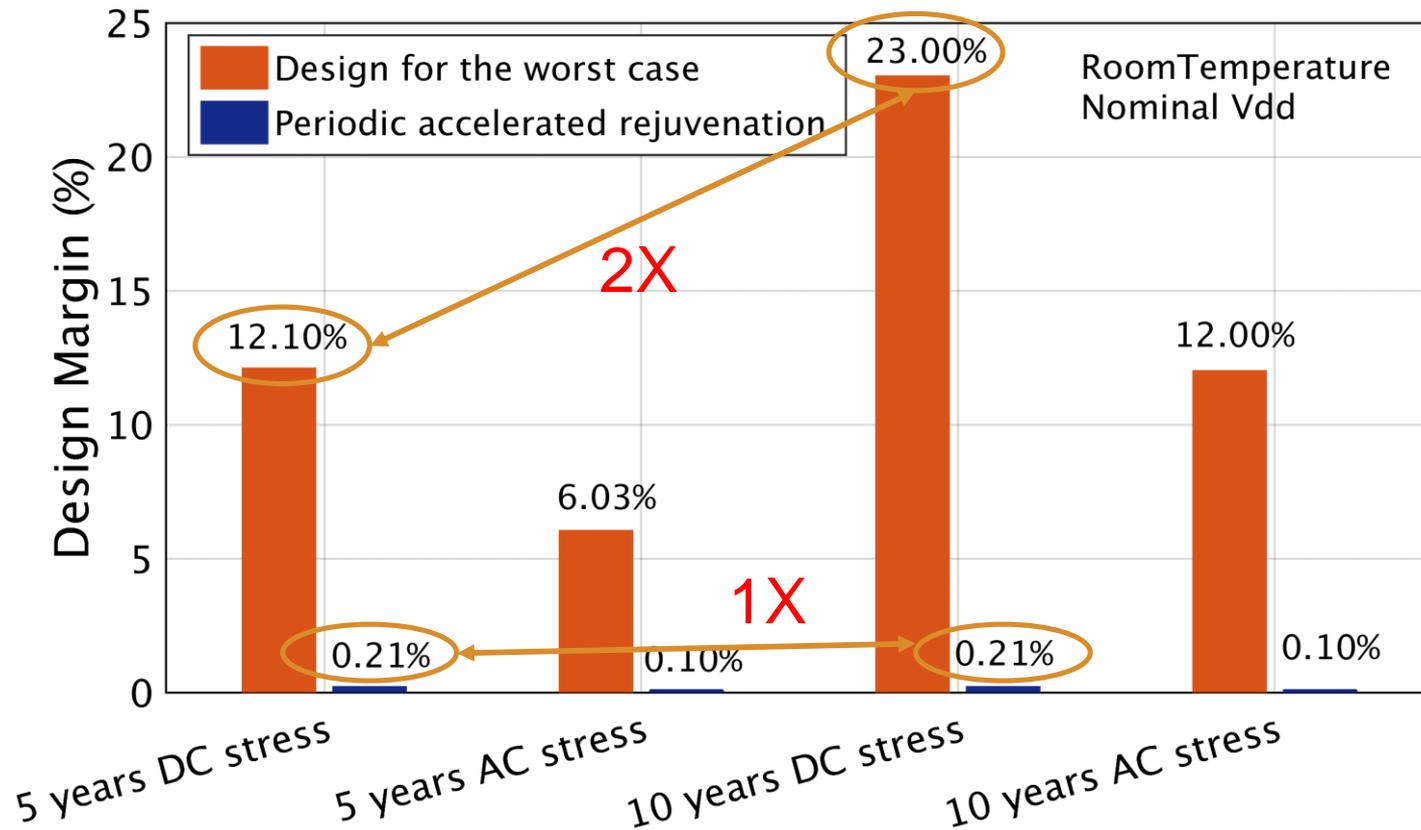
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# Reduction of Design Margin

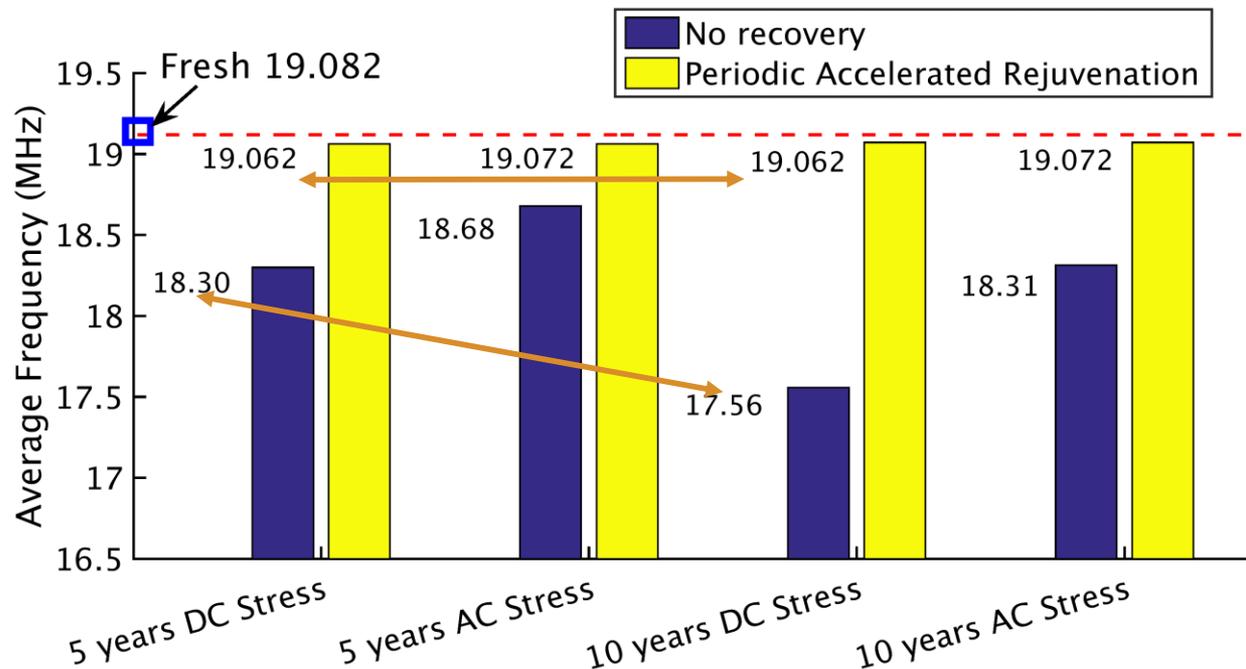
- >60X Reduction for all cases \*
- Almost the same margin for any lifetime constraint



\* Modeled based on the device wearout model in [Y. Cao, et al. TCAD '14] and [V. Huard, et al. Springer '15]

# Performance Improvement

- The average performance is close to the fresh during the whole lifetime
- The average performance doesn't scale with the increase of the lifetime constraint



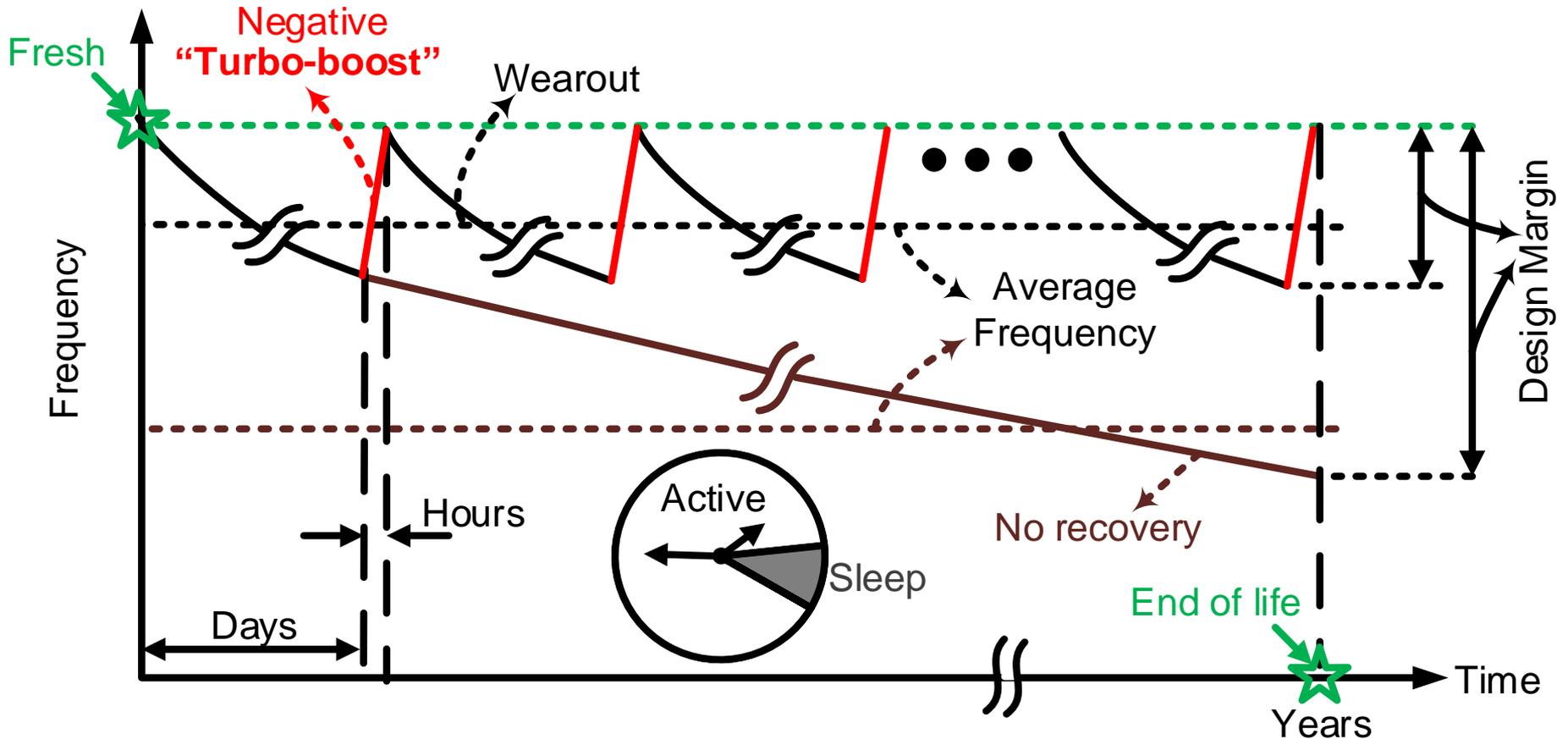
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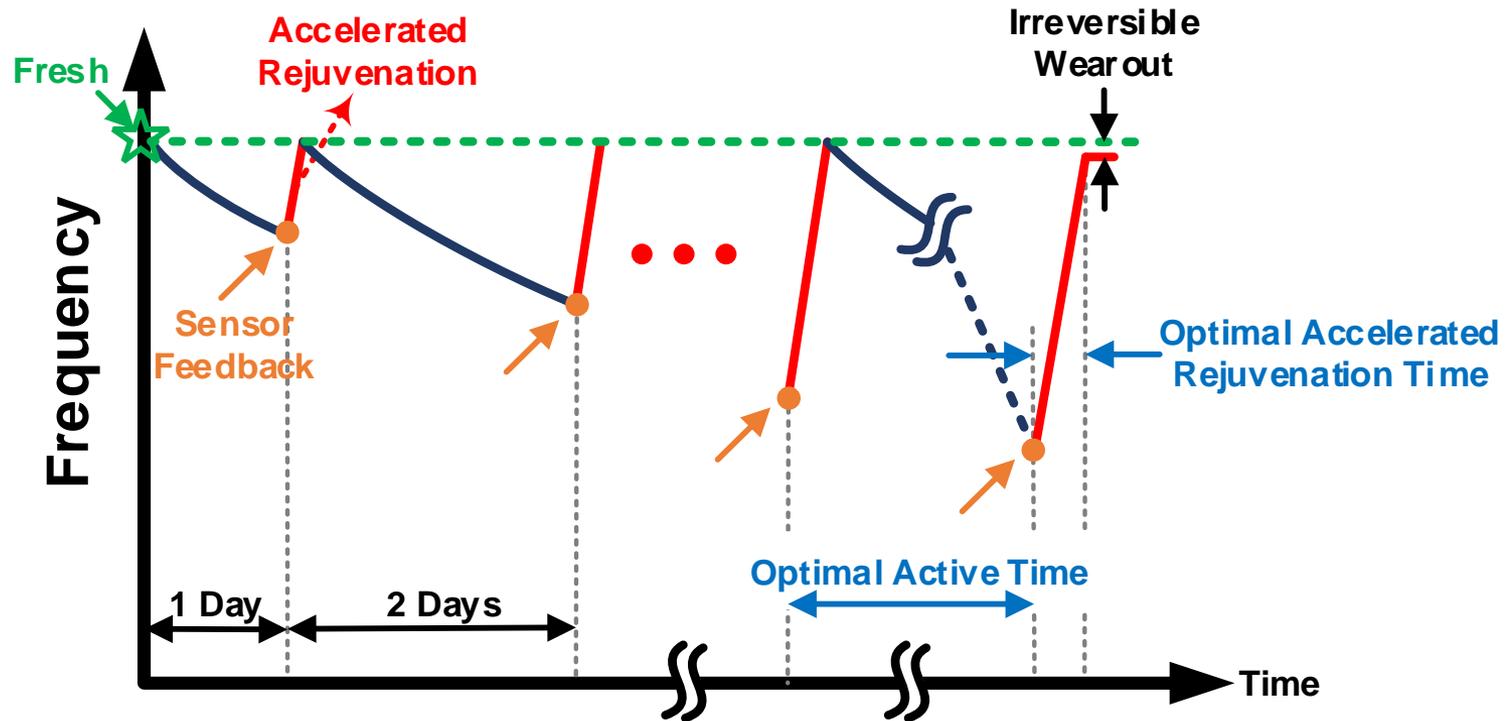
# Negative “Turbo Boost”

- Schedule Accelerated Recovery Proactively

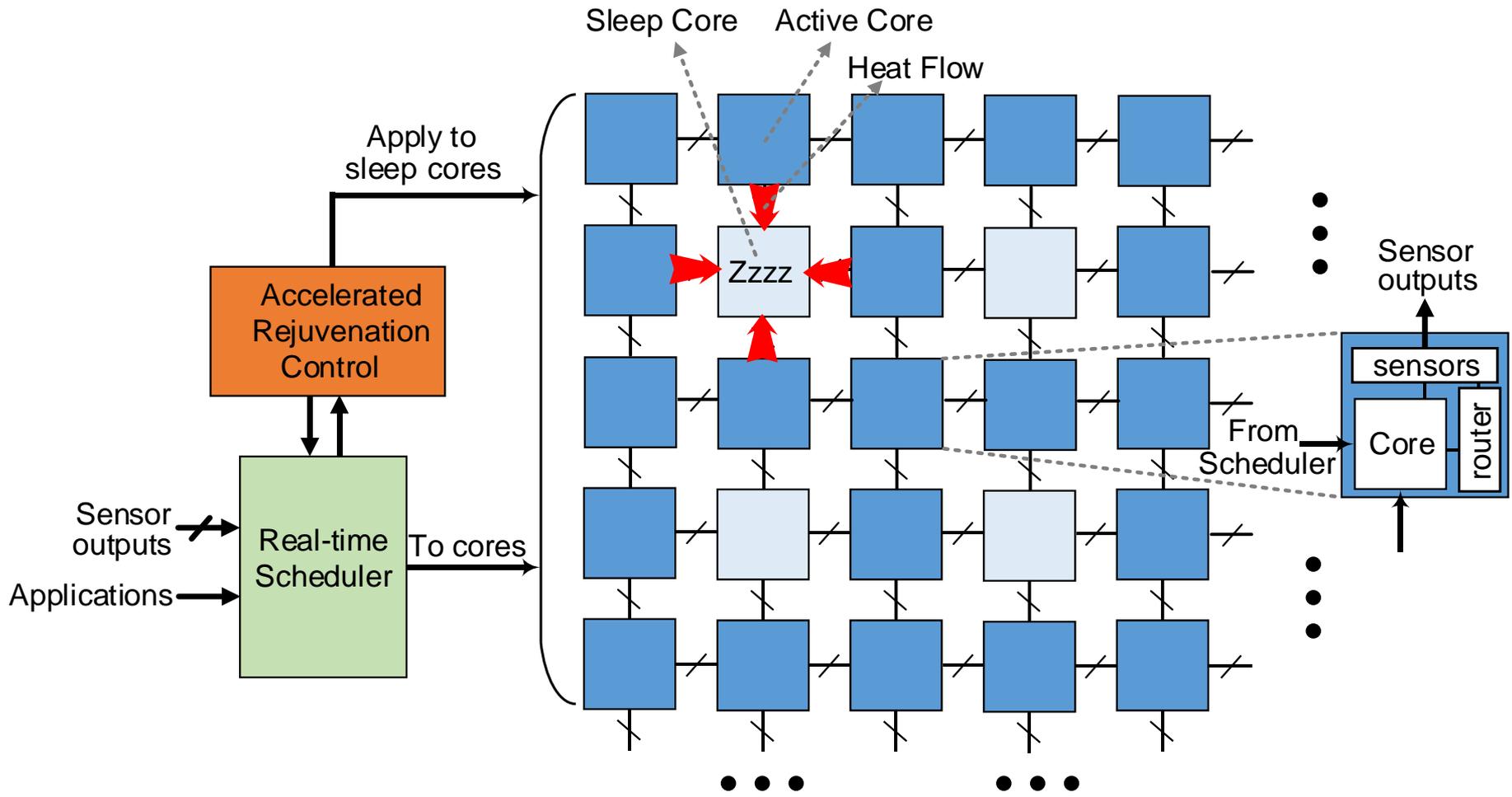


# Right balance

- Mobile devices: Human Circadian Rhythms
- Server applications: Utilize **core redundancy** and employ **novel scheduling**



# The big picture



# Conclusion

- **Irreversible** vs. Reversible Wearout
- **Frequency dependency**
- *Sleep-when-getting-tired* Strategy
- Reduce guardband & Maintain high performance
- Negative “Turbo-boost”
- **Future Work:** Optimized scheduling method that considers power, thermal and wearout budgets together

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Thank you!

Q & A

*This work is funded by NSF, SRC and C-FAR.*

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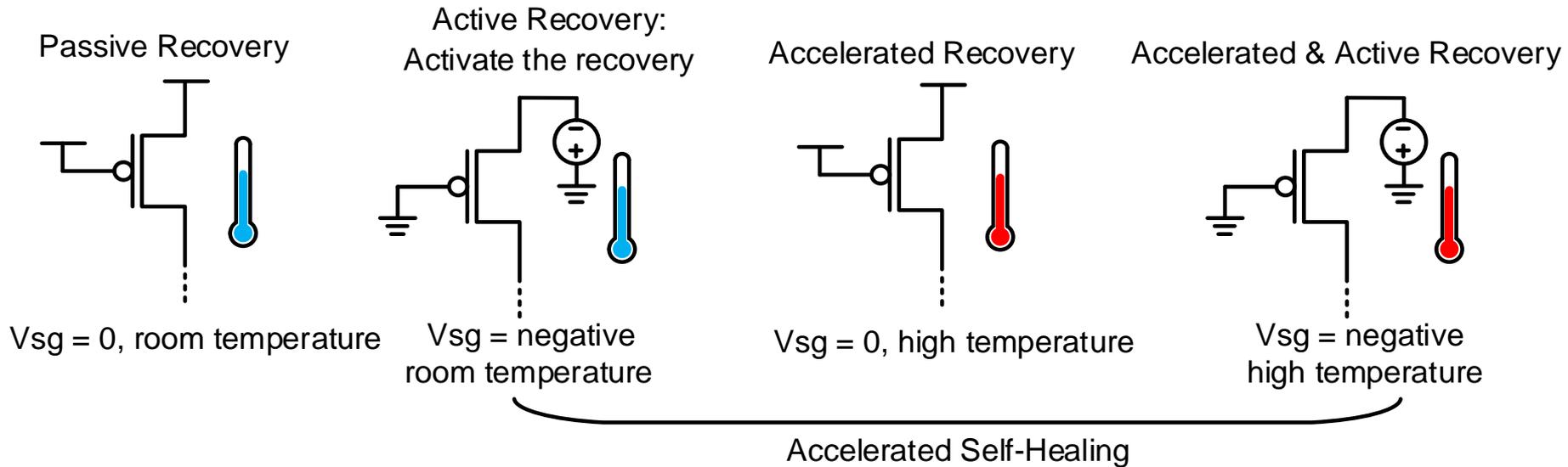
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# Backup Slides

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# Accelerated Self-Healing

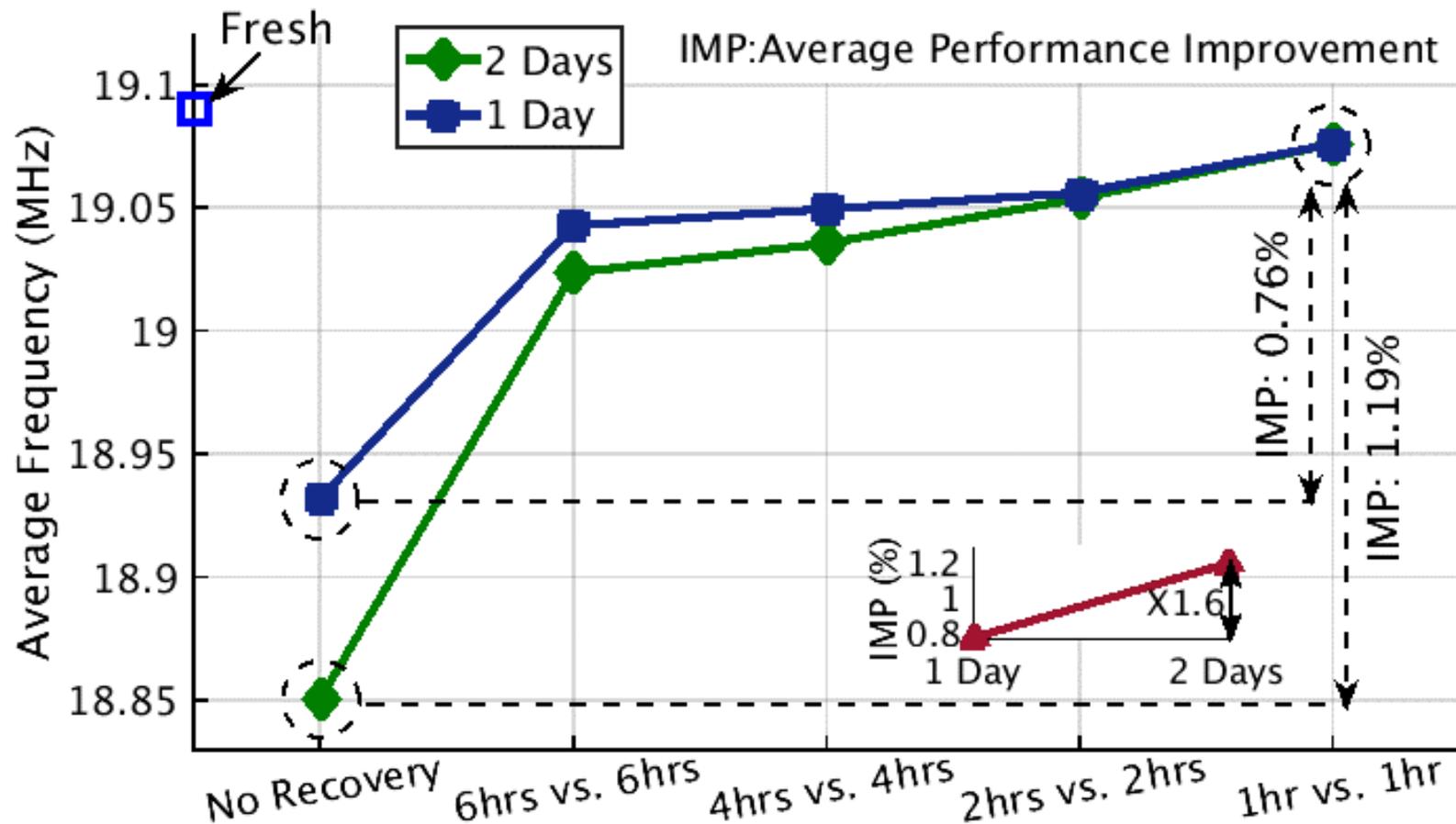


# The distribution of kinetic energies

$$f_E(E) = A \times \left(\frac{1}{kT}\right)^{3/2} \times \sqrt{E} \times \exp\left(-\frac{E}{kT}\right)$$

- Majority of the electrons are at low energy in *meV* range
- The center energy of even the lowest energy of the trap is in order of several *kT*

# Measured Average performance improvement (IMP) for 1 day and 2 days



# Test cases

- All start from fresh
- Total test time: **3 days**

TABLE I Summary of periodic accelerated rejuvenation test cases

Case Name	Chip No.	Cycle stress time	Cycle accelerated recovery time	# of cycles
6 hrs vs. 6 hrs	1	6 hours	6 hours	6
4 hrs vs. 4 hrs	2	4 hours	4 hours	9
2 hrs vs. 2 hrs	3	2 hours	2 hours	18
1 hr vs. 1 hr	4	1 hours	1 hours	32