



# VLSI Testing

## 積體電路測試

### ***Logic Built-In Self Test (BIST)***

#### ***Part 1: Test Pattern Generator***

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**Lab. of Dependable Systems**

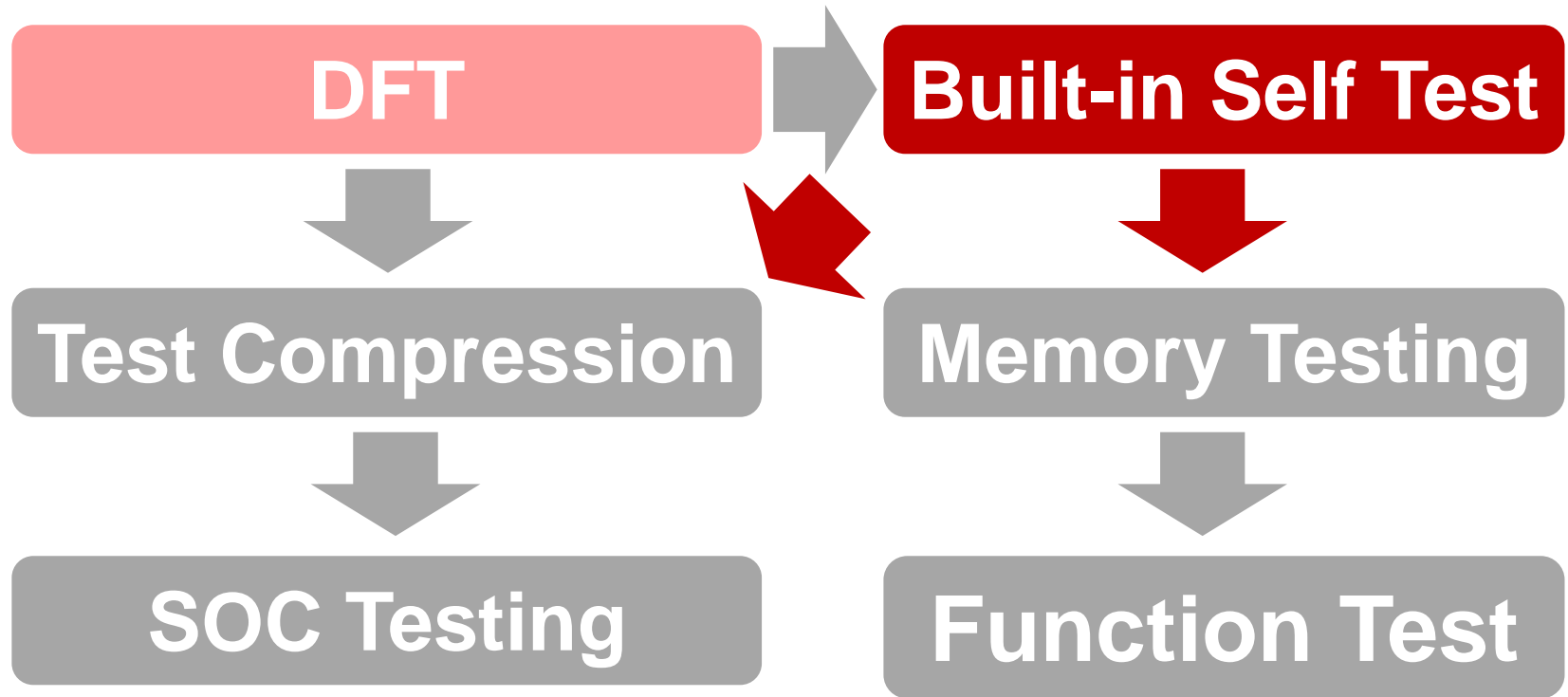
**Graduate Institute of Electronics Engineering**

**National Taiwan University**

\* Some pictures are courtesy of Prof. Shi-yu Huang, NTHU

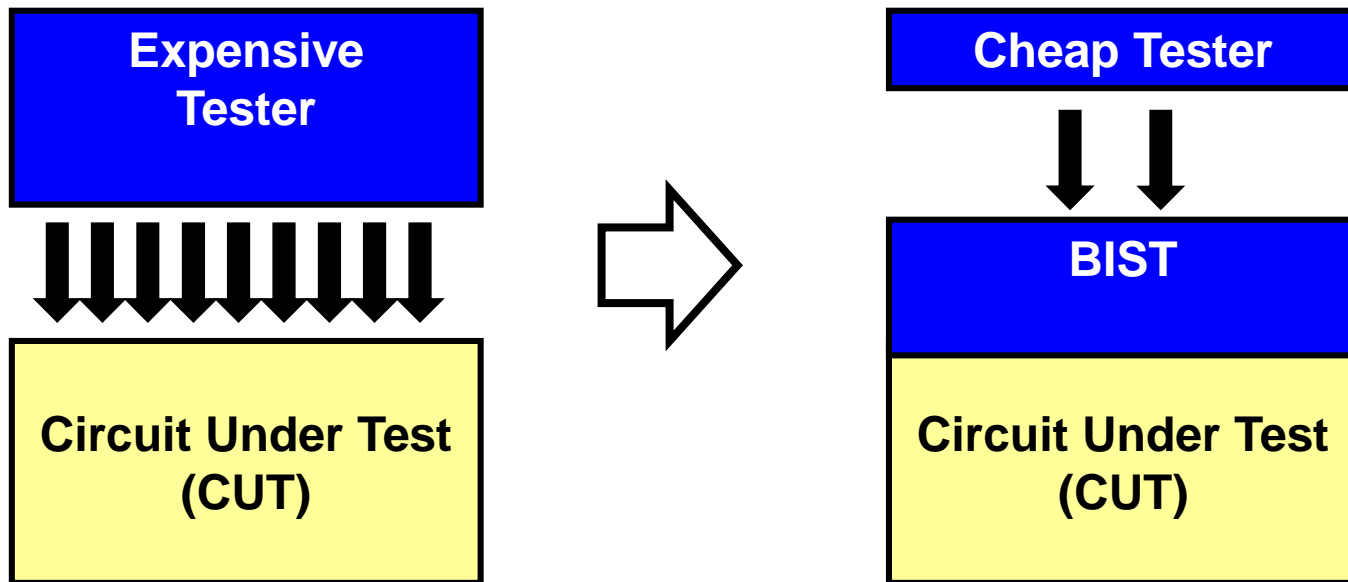
VLSI Test 13.1 © National Taiwan University

# Course Roadmap (Design Topics)



# Motivating Problem

- Your manager complains tester is too expensive.
- Please design a circuit to test the chip itself!



# Why Am I Learning This?

- Built-in Self Test (BIST) can
  - ◆ Remove large expensive testers
  - ◆ Test chips at high speed
  - ◆ Test chips online

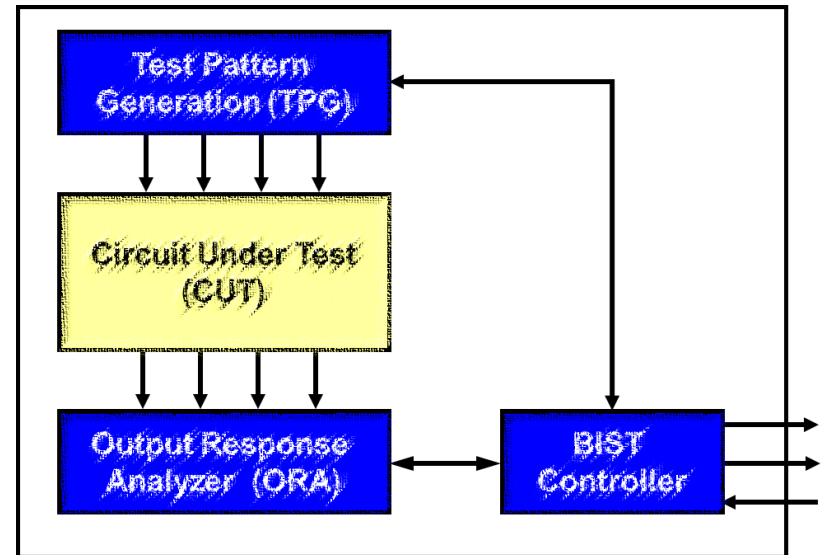
***“Testing oneself is best when done alone.”***

君子慎其獨也

***(Jimmy Carter)***

# BIST Outline

- Part 1
  - ◆ Introduction
  - ◆ Test Pattern Generation
- Part 2 (Next chapter)
  - ◆ Output Response Analysis
  - ◆ BIST Architecture
  - ◆ Problems and solutions
  - ◆ Conclusions



# Built-in Self Test

- Definition
  - ◆ Capability of hardware/software to carry out explicit test of itself
- Levels of BIST
  - ◆ **System-level self test**
    - \* system self test of mainframe computer
  - ◆ **Board-level self test**
    - \* so we can replace a bad board in a system
  - ◆ **Chip-level self test**
    - \* focus of this lecture



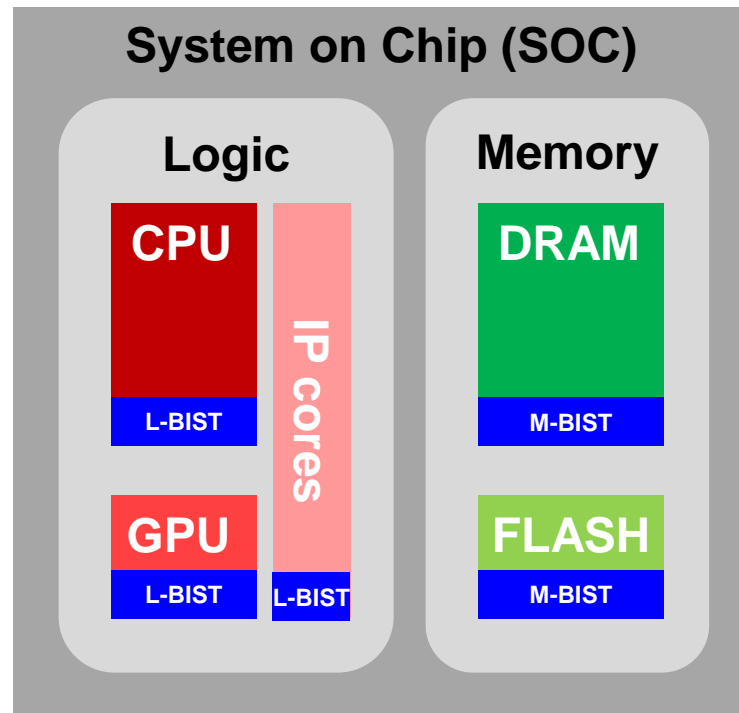
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IBM Blue Gene

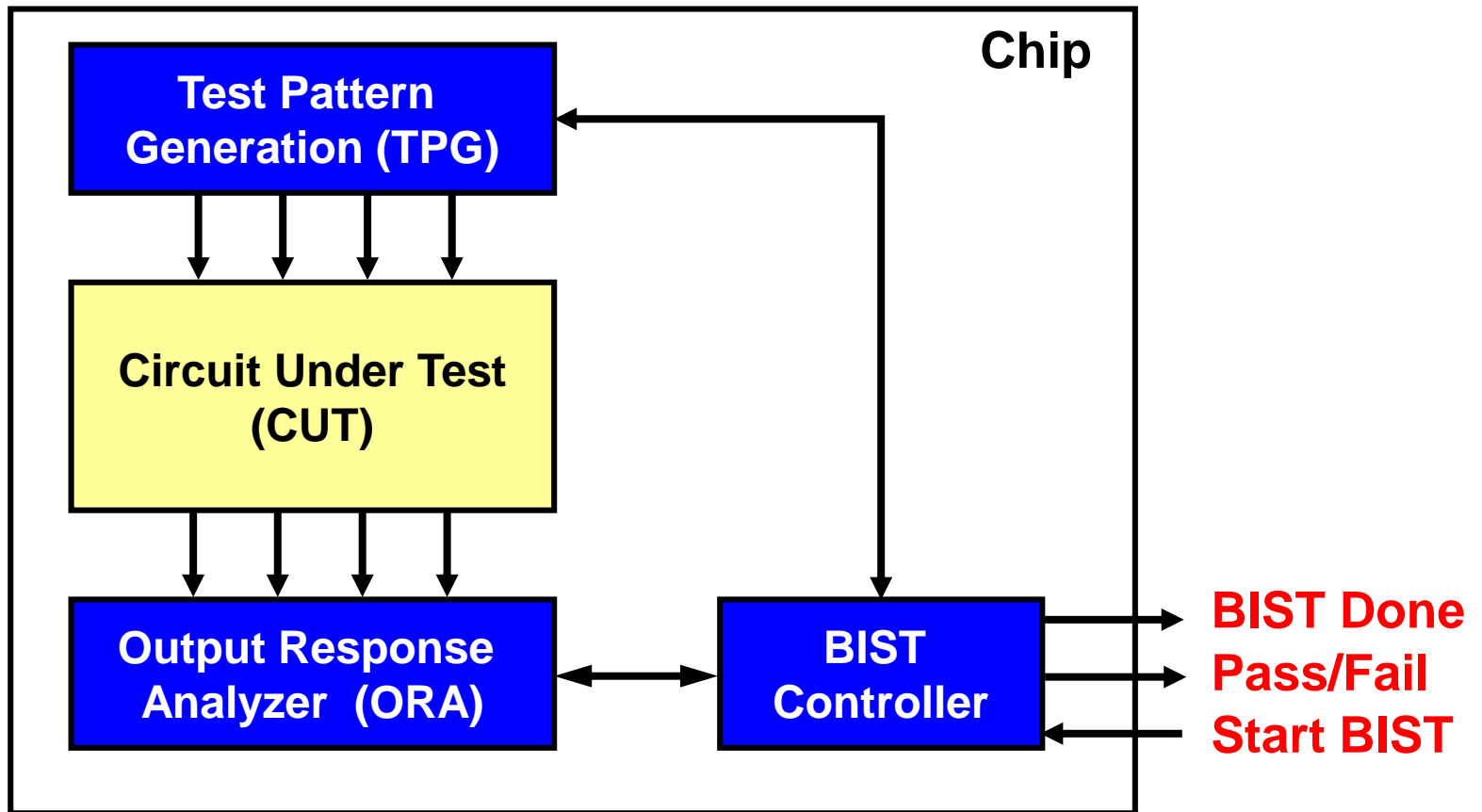
# Categories of Chip-level BIST

- Based time of test
  - ◆ **On-line BIST**
    - \* On-line testing while chip in normal operation
    - \* e.g. error detection and correction for RAM
  - ◆ **Off-line BIST**
    - \* Off-line testing while chip not in normal operation
    - \* Focus of this talk
- Based on CUT
  - ◆ **Logic BIST**
  - ◆ **Memory BIST**



# Architecture of BIST

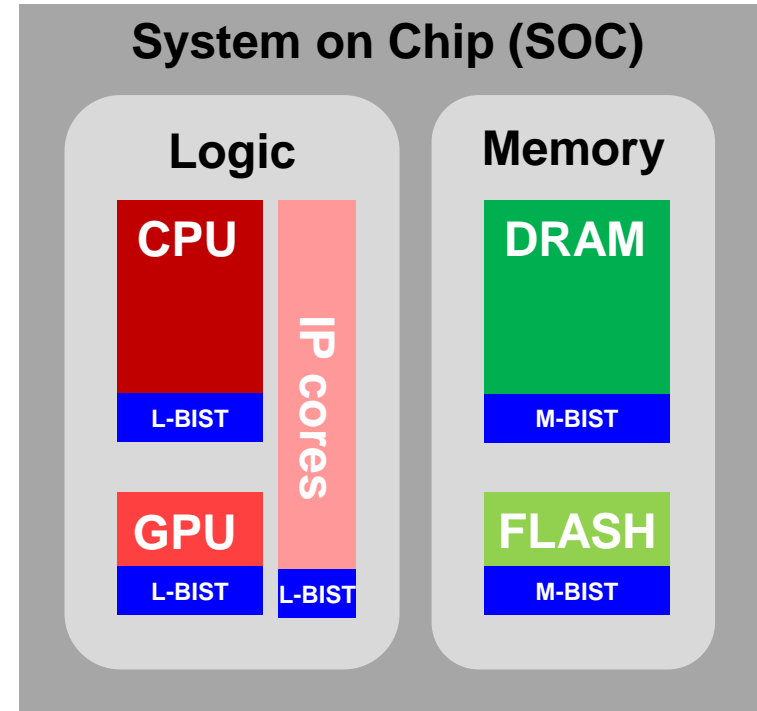
- Three components: **BIST Controller, TPG, ORA**
- Three I/O Pins: **Start BIST, BIST Done, Pass/Fail**





# Why BIST?

- 1. Save ATE cost
  - ♦ Smaller test pattern storage
  - ♦ Fewer DFT pins
  - ♦ Slower tester speed
- 2. Better IC quality
  - ♦ Test speed higher than ATE
- 3. Easier integration of tests
  - ♦ *Intellectual Property* (IP) cores
- 4. Easier test access
  - ♦ Test embedded memory in SOC
- 5. Enable on-line testing
  - ♦ Ensure reliability



**BIST Has Many Unique Advantages**

# ATE Cost w/wo BIST

- Consider a 1 GHz  $\mu$ P with 1000 pins.
- Test w/o BIST
  - ♦ 1 GHz ATE:  $\$3,000/\text{pin} \times 1,000\text{pins} = \$3,000,000 \text{ USD}$
  - ♦ Huge initial capital cost
- Test w/ BIST
  - ♦ 20 MHz ATE:  $\$400/\text{pin} \times 1,000\text{pins} = \$400,000 \text{ USD}$ 
    - \* Test I/O pad contact
    - \* Provide test commands, and read out test results



**BIST Reduced ATE Cost**

# Disadvantages of BIST

- 1. Area Overhead
  - ♦ Yield loss due to BIST circuitry
- 2. Performance degradation
  - ♦ Extra hardware
- 3. Extra design effort
  - ♦ Test point insertion, BIST insertion, verification ...
- 4. Lack information for debug and diagnosis
  - ♦ Need to bypass BIST when diagnosis
- 5. Long test length but fault coverage may not good enough
  - ♦ Random test patterns not as good as ATPG patterns
  - ♦ Mixed solution (**BIST + ATE**) is often needed

**BIST can NOT Solve All Problems**

# Quiz

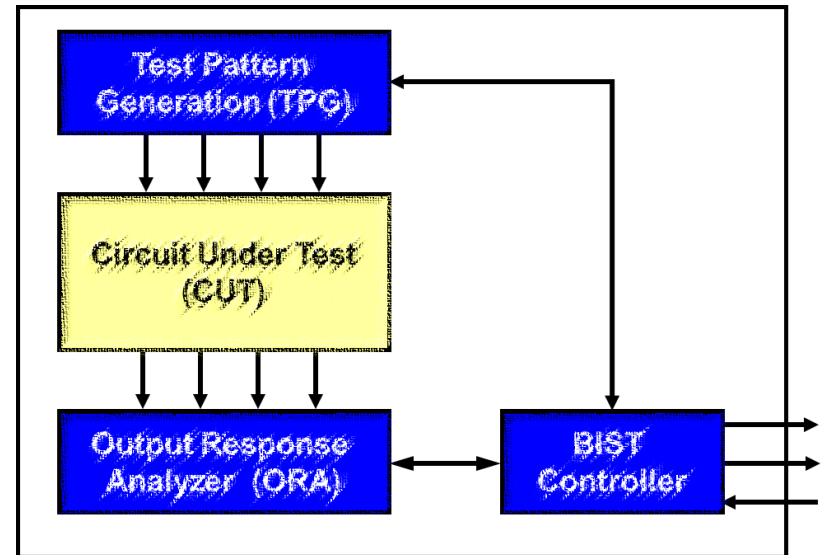
**Q: Which of the following is NOT true for BIST?**

- A. BIST reduces test cost because of good fault coverage**
- B. BIST reduces DFT pins required**
- C. BIST improve test quality because test speed is higher**

**ANS:**

# BIST Part1 - TPG

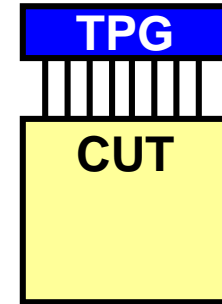
- Introduction
- Test Pattern Generation (TPG)
  - ◆ Deterministic: ROM, Algorithm, Counter
  - ◆ Pseudo Random:
    - \* Linear Feedback Shift Register (LFSR)
    - \* Cellular Automata (CA)



# ROM/Algorithm as TPG

- **ROM as TPG**

- ◆ Store test patterns in ROM
- ◆ Very expensive for chip-level BIST
- ◆ Maybe doable for system-level BIST
  - \* e.g. self test program in BIOS (Basic Input/Output System)



- **Algorithm as TPG**

- ◆ Test pattern generation based on certain mathematical rule
- ◆ Suitable for regular structure like memory, FPGA
  - \* Not very useful for random logic

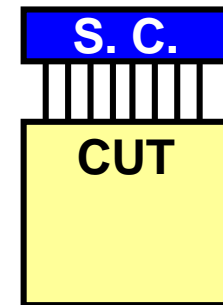
**No Good for Logic BIST**

# Shift Counters as TPG

- Generates regular test sequences
  - ♦ Such as walking sequence for interconnect testing
- Advantage: **Linear test time**
- Disadvantage: Too regular, not useful for random logic

Walking Sequence								
cycle								
1	1	0	0	0	0	0	0	0
2	0	1	0	0	0	0	0	0
3	0	0	1	0	0	0	0	0
4	0	0	0	1	0	0	0	0
5	0	0	0	0	1	0	0	0
6	0	0	0	0	0	1	0	0
7	0	0	0	0	0	0	1	0
8	0	0	0	0	0	0	0	1

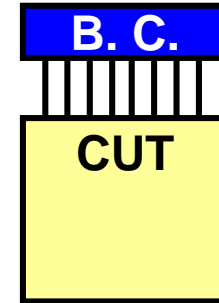
line 1 2 3 4 5 6 7 8



← Bridging faults between lines can be detected

# Binary Counters as TPG

- N-stage binary counters
  - ♦ Generate test patterns in sequence
    - \* from 0 to  $2^N-1$ , or from  $2^N-1$  to 0
- Advantage
  - + Simple design
  - + Exhaustive test is high quality
- Disadvantages
  - Exhaustive test length is very long
    - ⇒ No randomness, deterministic pattern sequence
    - ⇒ e.g. Need  $2^{N-1}$  test length to reach a 1 at MSB
  - Large area overhead (compared to LFSR)



**Need Random Counter for Logic BIST**



# Summary

- Introduction
  - ◆ BSIT components: **TPG, ORA, and controller**
  - ◆ Pros: **reduced pins, tester cost, on-line testing**
  - ◆ Cons: **area overhead, performance degradation, lower FC**
- Test Pattern Generation
  - ◆ Deterministic: **ROM, Algorithm, Counter**

