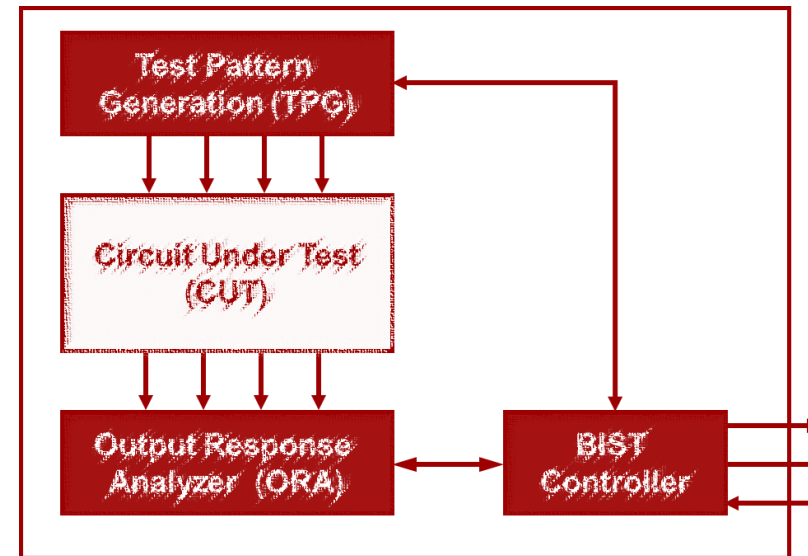


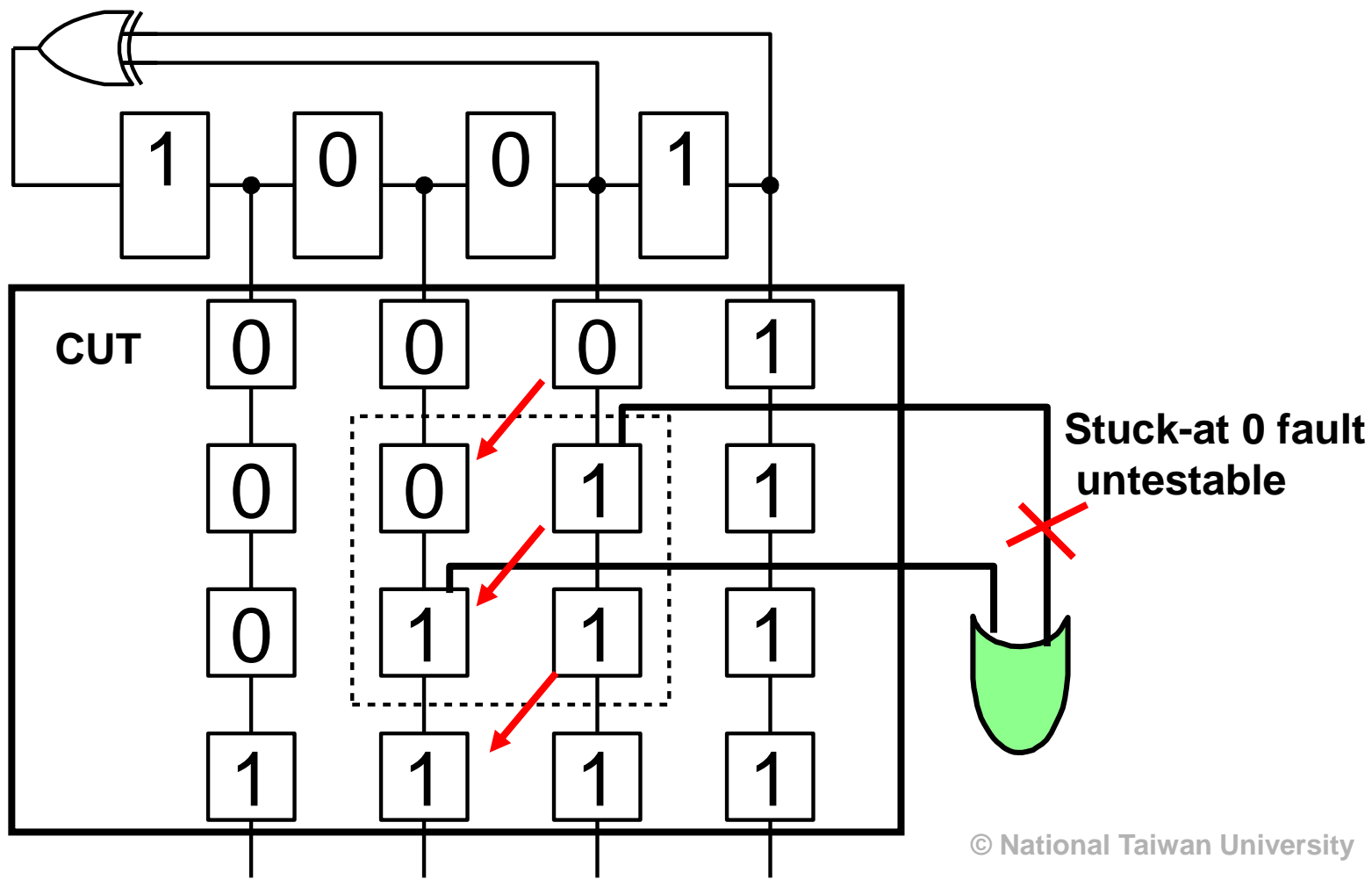
# BIST Part 2

- Introduction
- Pattern Generation
- Output Response Analysis
- BIST Architecture
- **Problems and Solutions**
  - ◆ Fault coverage not high enough
    - \* Structure Dependency
    - \* Linear Dependency
    - \* Random Pattern Resistant Fault
  - ◆ “X” Problem
  - ◆ Area overhead
  - ◆ Long Test length
  - ◆ Diagnosis/Debug
- Conclusions



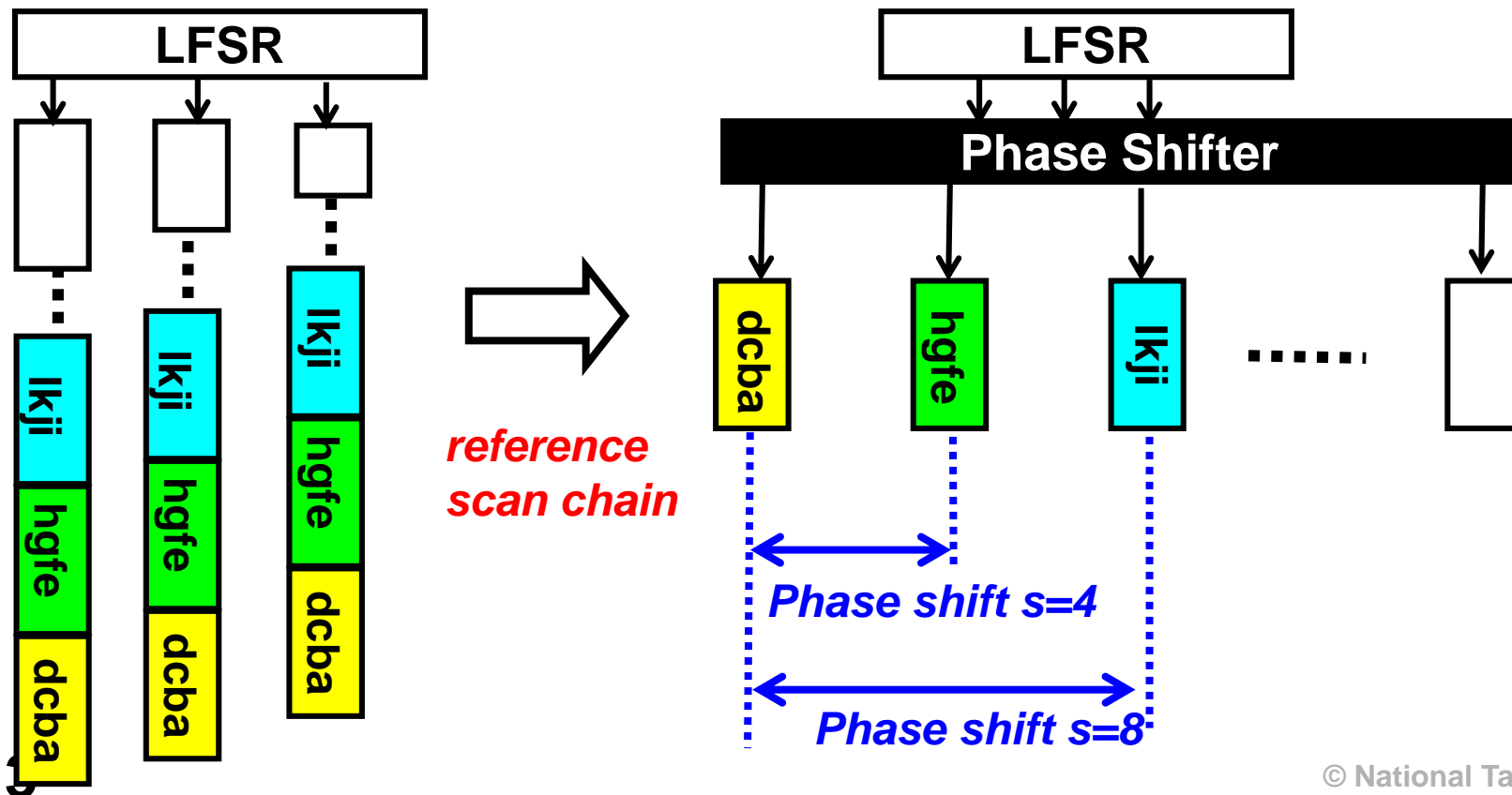
# Structure Dependency Problem

- A chain is shifted version of another chain
  - ♦ Some faults become untestable due to structure dependency



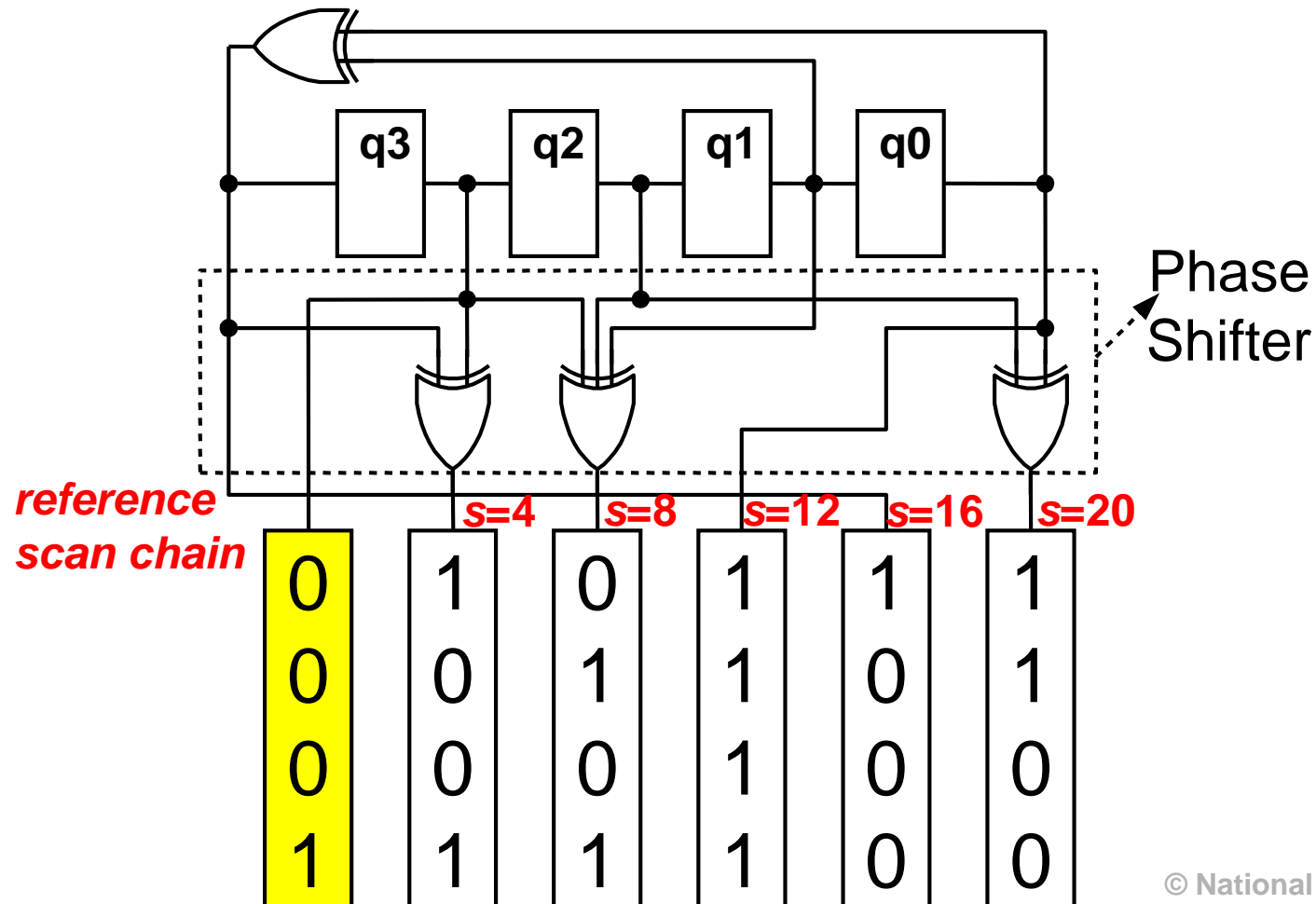
# Solution: *Phase Shifter* [Bardell 87]

- Modified *STUMPS* : insert phase shifter between LFSR and CUT
- Phase shifter is a *serial to parallel converter*
  - ♦ Each scan chain is phase shifted **s** cycles
    - \* w.r.t. *reference scan chain*



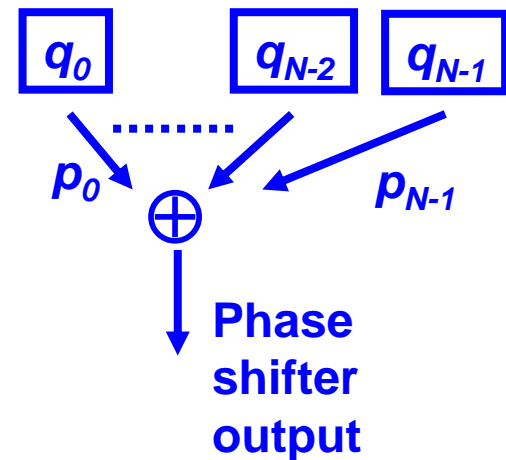
# What Is Inside a Phase Shifter?

- PS is simply implemented by XOR net work
- Why? M-sequence property:
  - ♦  $\text{M-sequence}_{\text{PS1}} + \text{M-sequence}_{\text{PS2}} = \text{M-sequence}_{\text{PS3}}$



# Design a Phase Shifter

- Given an  $N$ -degree LFSR ,  $T$  is companion matrix
  - $Q = [q_0 \ q_1 \ q_2 \ \dots \ q_{N-1}]^T$ ,  $Q$  is a column vector of FF states
  - LFSR after  $s$  cycles  $T^s Q$
- Given a reference scan chain
  - $B$  is selection vector,  $B = [b_0 \ b_1 \ b_2 \ \dots \ b_{N-1}]$ 
    - $b_i = 1$  means  $q_i$  is reference scan chain
    - Reference scan chain output =  $BQ$
- Phase shifter row vector  $P = [p_0 \ p_1 \ p_2 \ \dots \ p_{N-1}]$ 
  - $p_i = 1$  is a tap point from flip-flop  $q_i$
  - Phase shifter output =  $PQ$
- PS output shifted by  $s$  cycles w.r.t. reference scan chain
  - So,  $PQ = BT^s Q$



$$\text{Phase Shifter : } P = BT^s$$

# Example

- Given LFSR  $1+x+x^4$ 
  - Reference scan output from  $q_3$

- $N=4, s=4, T=$ 

$$\begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 1 & 0 & 0 \end{bmatrix}$$

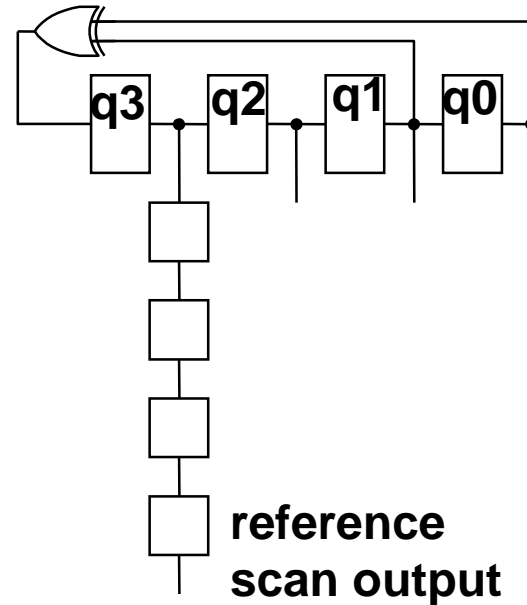
- $B = [0 \ 0 \ 0 \ 1]$

- $P_{s=4} = BT^4 = [0 \ 0 \ 0 \ 1]$ 

$$\begin{bmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 1 & 0 & 0 \end{bmatrix}^4$$

$$= [0 \ 0 \ 0 \ 1] \begin{bmatrix} 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \\ 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 \end{bmatrix}^2$$

$$= [1 \ 1 \ 0 \ 1] \quad \text{tap points } q_0, q_1, q_3$$

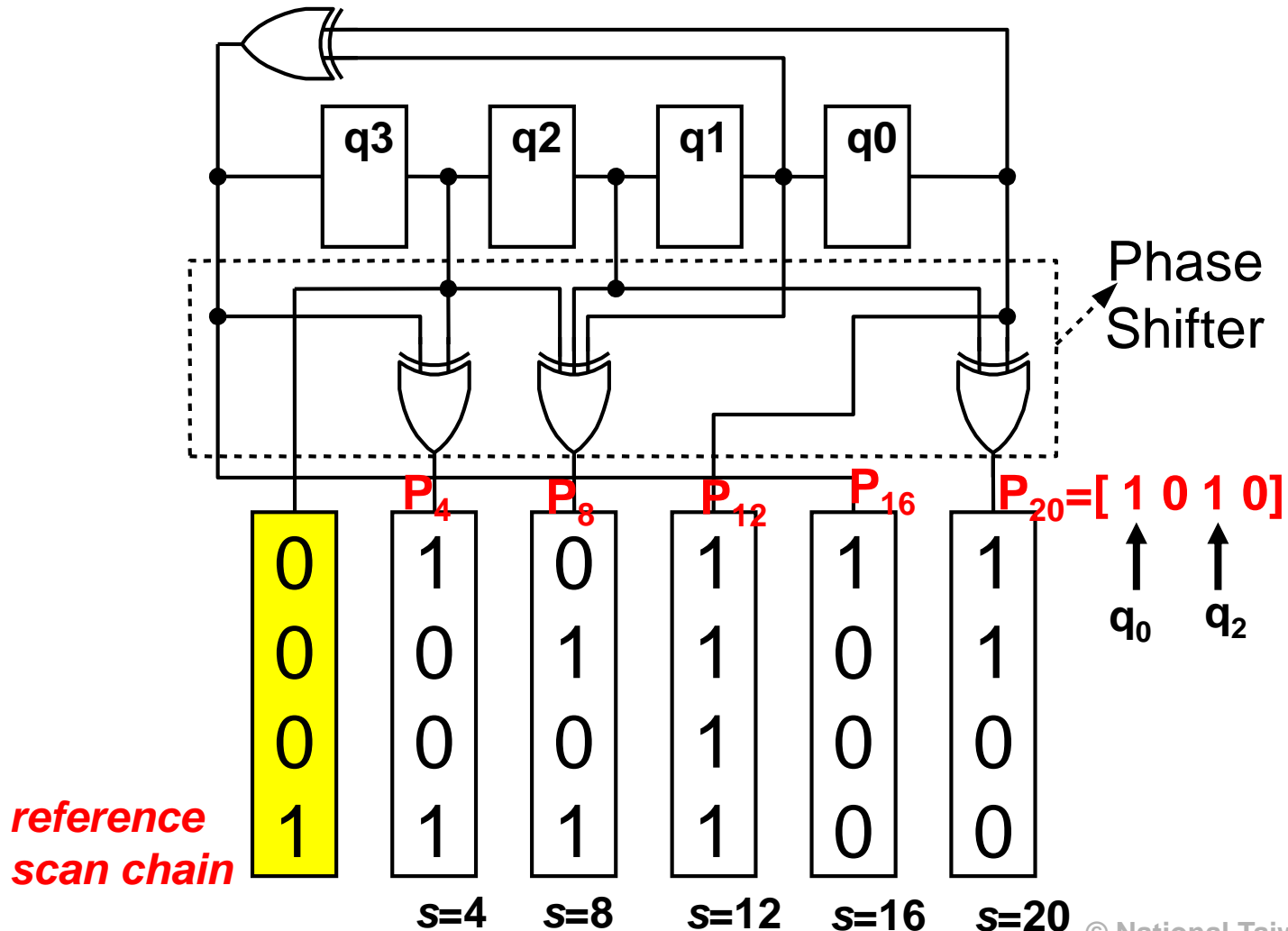


6 Similarly,  $P_{s=8} = BT^4T^4 = [0 \ 1 \ 1 \ 1]$

# Example (cont'd)

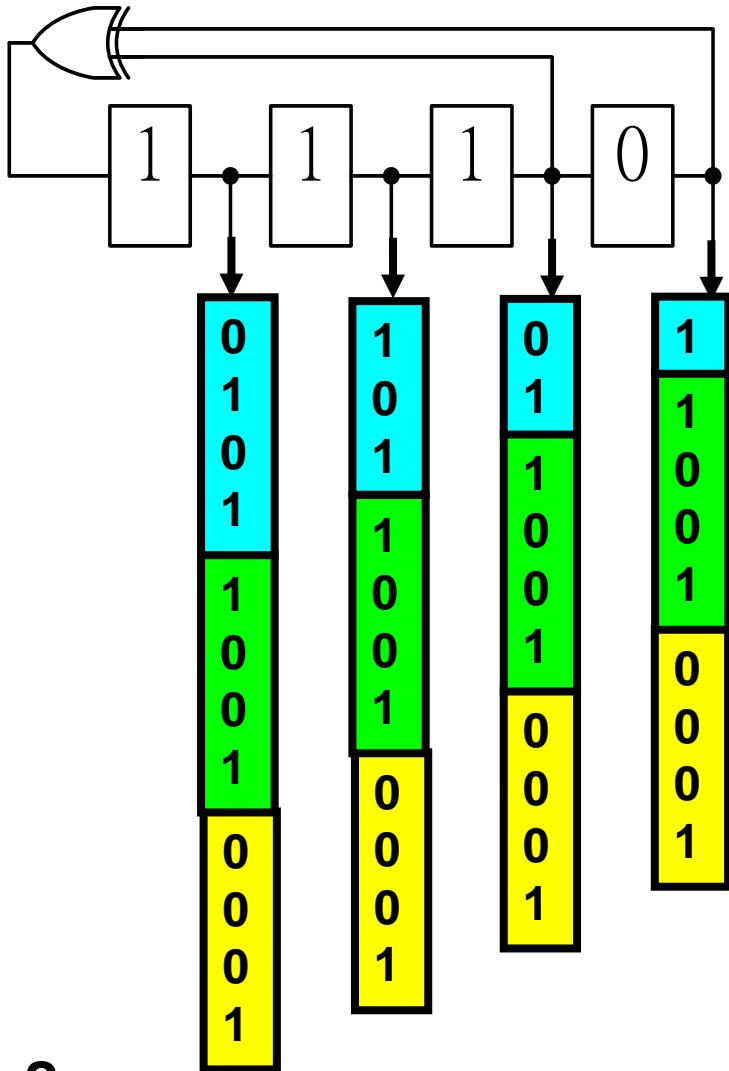
$$P_{s=4} = [1101] \quad P_{s=8} = BT^8 = [0111] \quad P_{s=12} = BT^{12} = [1000]$$

$$P_{s=16} = BT^{16} = [1100] \quad P_{s=20} = BT^{20} = [1010]$$

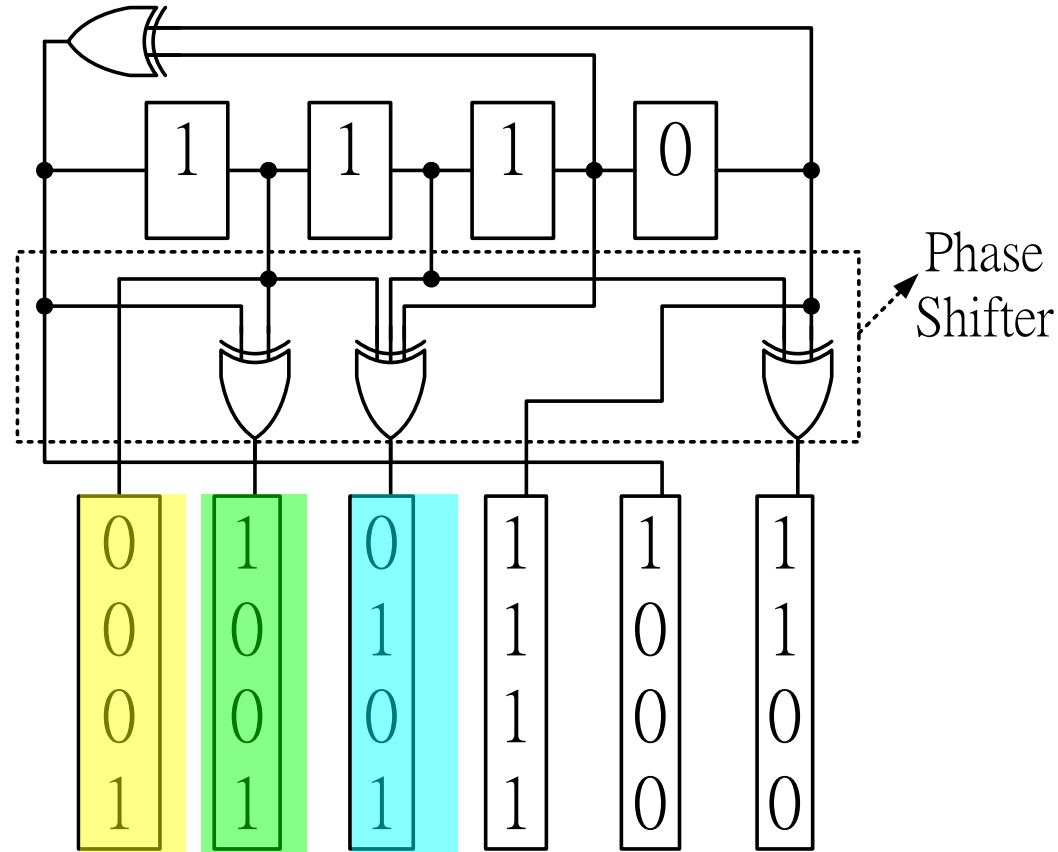


# Comparison

- Without Phase Shifter



- With Phase Shifter





# Phase Shifter Summary

- Phase Shifter benefits
  - ◆ Reduce structure dependency, increase randomness
  - ◆ Small area overhead
  - ◆ Support more scan chains than LFSR degree  $N$
- Some research claims **LFSR + phase shifter**
  - ◆ provides similar randomness as **CA**

**PS Increases Randomness at Small cost**