

# TCE User Group Meeting Working With FLUSH

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#### **Overview**

- What's FLUSH
- FLUSH Syntax
- Experiment on FLUSH API
  - Changes to Setup Data Without Flush
  - Changes to Hardware Without Flush
  - Changes to Setup Data With Flush
  - Changes to Hardware With Flush
  - Changes to Hardware With Flush APRM
  - Changes to Hardware With Functional Test
- Summary of FLUSH Effect
- APIs contained operation of FLUSH
- Things to Remember



#### What's FLUSH

FLUSH is a semi-automatic mean to minimize HW access and to optimize HW setups to achieve better test time.

 This API reflects the changes specified by the following APIs to the setup data or hardware:

ANALOG\_STATUS ROUTING STATUS

 And also, this reflects the changes specified by the following APIs to the MCD (firmware level):

PRIMARY\_STATUS
TIMING\_SPEC / LEVEL\_SPEC / SPECIFICATION



# **FLUSH Syntax**

#### Syntax

```
void FLUSH();
void FLUSH(const TM::FLUSH_POST_ACTION action);
```

#### Parameters

action	This parameter controls how the setup data will be					
	downloaded to the hardware.					
	You can leave it empty or use TM::APRM.					
	When using the TM:APRM option, the APRM CNL					
	firmware command will be issued following the normal					
	FLUSH() actions.					

#### **APRM**, **APRM**? - (Activate PRiMary sets)

The APRM command activates primary sets in the hardware

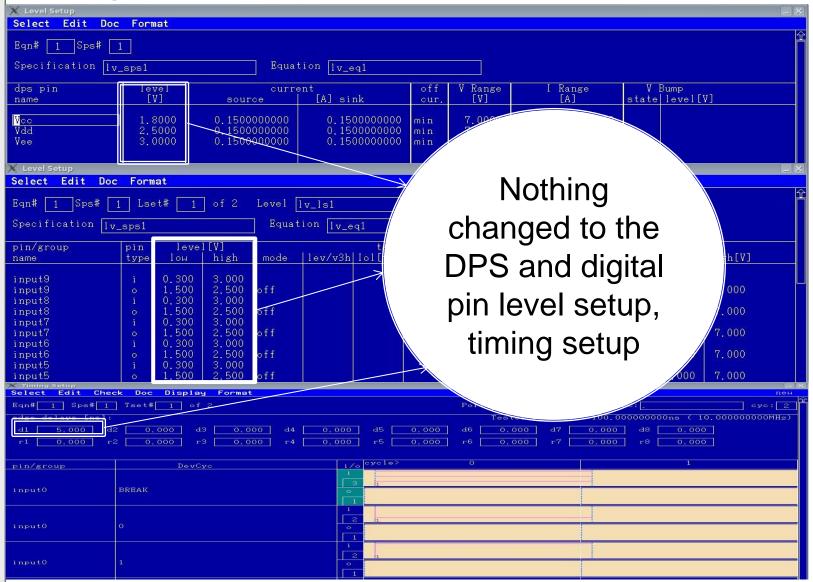


# **Experiment on FLUSH API**

```
virtual void run()
48
49
     //Add your test code here.
50
51
                                                                In the testmethod, Change the
52
       CONNECT();
53
                                                      SpecVariable values by timing_spec
       //Primary status ,timing Spec, level Spec, specificati
54
55
       Primary.getLevelSpec().change("vdd1",1);
                                                       and level_spec API, specify the
56
       Primary.getLevelSpec().change("vdd2",2);
57
       Primary.getLevelSpec().change("vdd3",3);
                                                       routing setting data by Routing API,
58
       Primary.getLevelSpec().change("vil lel", 0.5);
59
                                                       Create Analog set using analog API.
       Primary.getLevelSpec().change("vih lel", 3.3);
60
       Primary.getLevelSpec().change("voh lel",3);
61
62
       Primary.getLevelSpec().change("vol lel",2);
                                                              Check the different effect to
63
64
       Primary.getTimingSpec().change("t1",10);
                                                       setup data and hardware with or
       Primary.getTimingSpec().change("t2",30);
65
66
                                                       without FLUSH and FLUSH APRM,
67
       //Routing status
       Routing.util("ut101").on();
68
                                                       Functional Test APL
       Routing.pin("Ain p").connect();
69
70
71
       //Analog status
       Analog.AWG("Ain p").enable();
72
       ANALOG SET AnalogSet 01("AnalogSet 01");
73
       ANALOG WAVEFORM Wave Adc Sine("ADC Sine");
74
       Wave Adc Sine.definition(TM::SINE).periods(7).phase(180).min(-1.25).max(1.25).samples(2048);
75
76
       ANALOG_SEQUENCER Seq_ADC_Sine_seq("ADC_Sine_seq");
77
       Seq ADC Sine seq.add(TM::RPT, Wave Adc Sine, 5);
78
       Seq_ADC_Sine_seq.add(TM::RPT,Wave_Adc_Sine,5);
79
       AnalogSet_01.CLOCK_DOMAIN(2,TM::ANALOG).clock(TM::MCLK_AUTO);
80
       AnalogSet 01.AWG("Ain p").clockDomain(2).rule(TM::FIXFS).frequency(100E6);
       AnalogSet 01.AWG("Ain p").coreFunction(TM::HF).attn(10).vOffset(0.1 V).filter("15M").sequencerProgram(Seq ADC Sine seq);
81
82
```

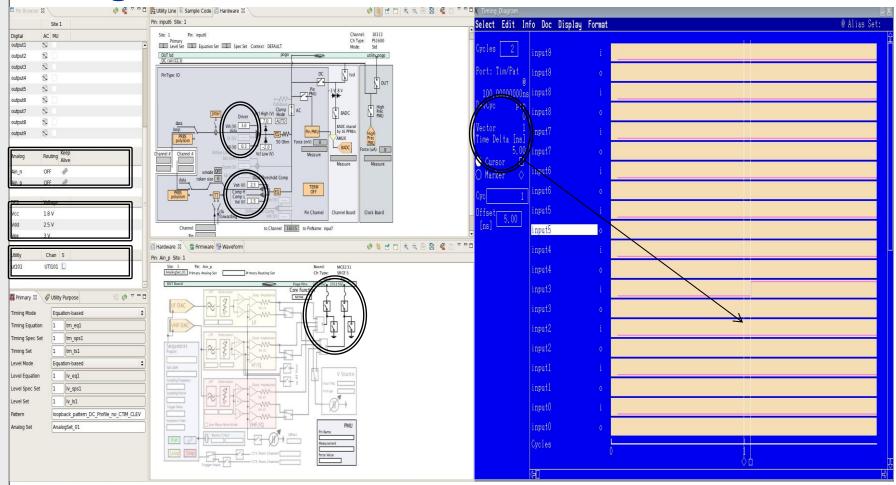


#### **Changes to Setup Data Without Flush**





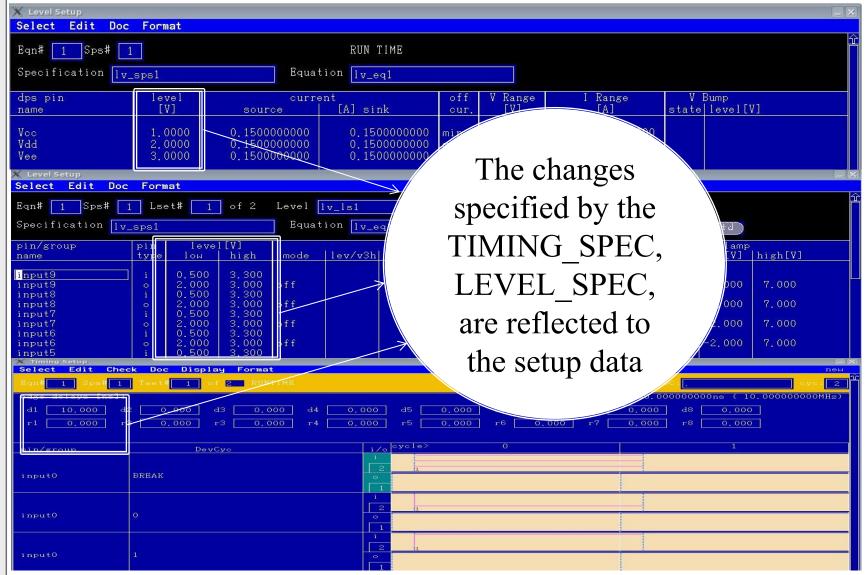
### **Changes to Hardware Without Flush**



The changes specified by the TIMING\_SPEC, LEVEL\_SPEC, and Routing, Analog APIs are not reflected to the hardware.

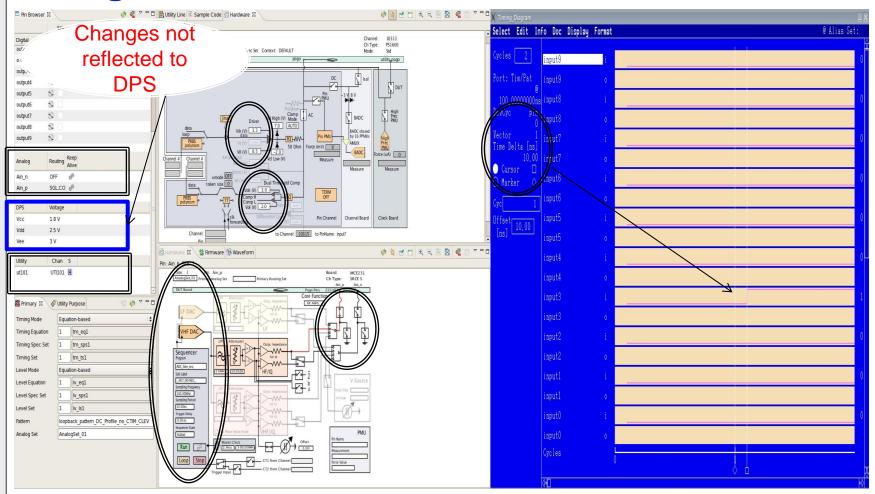


# **Changes to Setup Data With Flush**





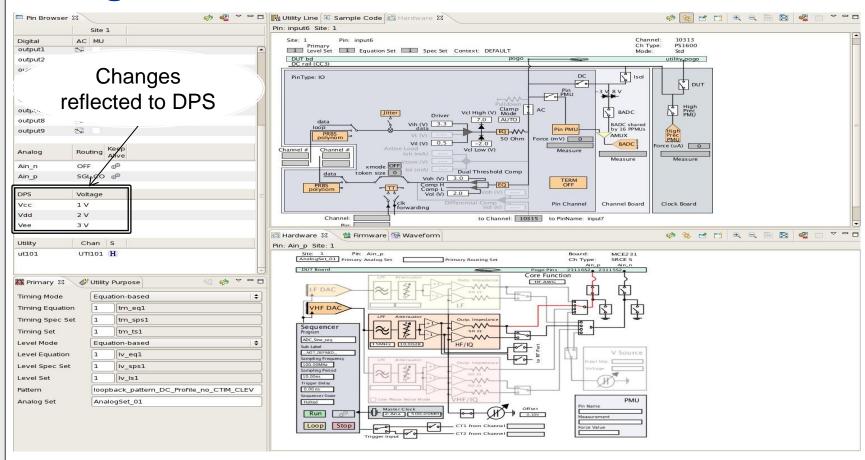
## **Changes to Hardware With Flush**



The changes specified by the TIMING\_SPEC, LEVEL\_SPEC, and Routing, Analog APIs are reflected to the hardware except for the changes to DPS.



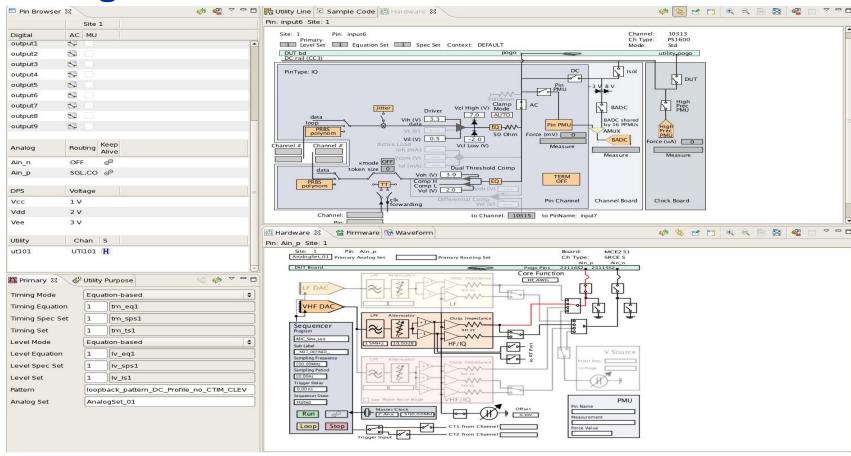
### **Changes to Hardware With Flush APRM**



The changes specified by the TIMING\_SPEC, LEVEL\_SPEC, and Routing, Analog APIs are reflected to the setup data and hardware including the changes to DPS.



### **Changes to Hardware With Functional Test**



The similar effect with FLUSH APRM API, The changes are reflected to the setup data and hardware including the changes to DPS.



# **Summary of FLUSH Effect**

Change Spec with APIs	Execute without Flush		Execute with FLUSH()		Execute with FLUSH(TM:: APRM)		Execute with FUNCTIONAL_TEST()	
	Changes reflect to Setup Data	Changes reflect to Hardware	Changes reflect to Setup Data	Changes reflect to Hardware	Changes reflect to Setup Data	Changes reflect to Hardware	Changes reflect to Setup Data	Changes reflect to Hardware
Primary.getLevelSpec ( for DPS)	No	No	Yes	No	Yes	Yes	Yes	Yes
Primary.getLevelSpec (for digital channel)	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Primary.getTimingSpec	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Routing.util	No	No	Yes	Yes	Yes	Yes	Yes	Yes
Analog set	No	No	Yes	Yes	Yes	Yes	Yes	Yes



#### **APIs contained operation of FLUSH**

The changes specified by the PRIMARY\_STATUS, TIMING\_SPEC, LEVEL\_SPEC, and SPECIFICATION are actually reflected to the hardware when any of the following APIs is executed.

- EXECUTE\_TEST
- START\_TEST
- DIGITAL\_CAPTURE\_TEST
- NB\_DIGITAL\_CAPTURE\_START
- FUNCTIONAL\_TEST
- FLUSH then SPEC\_SEARCH (execute() member function)
- FLUSH then SEQUENCER\_STATUS (run() member function)
- FLUSH then PMU\_IFVM (execute() member function)
- FLUSH then PMU\_VFIM (execute() member function)
- FLUSH then TASK\_LIST (execute() member function)
- FLUSH then DPS\_VFIM (execute() member function)

The FLSH also reads the buffered setting data in the current analog set and routing setting data in the primary routing set and defined by the <u>ACMD "CNCT"</u> command from the MCD, and downloads the contents to the hardware.



#### Things to Remember...

#### When using the FLUSH API, the following points should be considered:

- Each HW access takes time. Analog setups may get cached and activated (flushed) in a single shot when performing a FLUSH(). In addition the internal wait time can be optimized, which would be otherwise required for each single HW access.
- HW setup optimization means that FLUSH may recognize situations where it can avoid redundant setups (e.g. a disconnect, if the next test suite is performing a connection again).
- FLUSH() execution time is in a range of 1 to 10 and more ms dependant on the complexity of the HW changes.
- It scales with number of cores, actions, sequencer program length and tester period. MSE is in the range of 60%.
- Although FLUSH() tries to optimize execution time, unnecessary calls of FLUSH() will add test time.
- Debugging may require to put additional FLUSH()'s in the code to force immediate activation to allow visibility in debug tools, which needs to be removed later for production.

#### Example

Test program with 500 testsuites with one unnecessary FLUSH() each may end up with an overhead of  $500 \times 3ms = 1.5s$ 



