

Random Access Scan

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EE 709: Testing & Verification of VLSI Circuits

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Should Serial Scan Continue?

- Three Problems with serial-scan
 - Test power
 - Test application time
 - Test data volume
- Efforts and limitations
 - ATPG for low test power consumption
 - Test power ↓ Test length ↑
 - Reducing scan clock frequency
 - Test power ↓ Test application time ↑
 - Scan-chain re-ordering (with additional logic insertion)
 - Test power/time ↓ Design time ↑
 - Test Compression
 - Test time/data size ↓ Has **limited capability for Compacted test**
- Orthogonal attack
 - **Random access scan** instead of *Serial-scan*
 - Hardware overhead? **Silicon cost << Testing cost**

Random Access Scan

- First proposed by **Ando** in **1980**
- It was considered impractical due to large area overhead.
- Baik et al. revisited it in 2004 [ITC'04]
- Proposed as a simultaneous solution to test power, test time, and test data volume
- Baik, 2005, proposed PRAS which showed around 3x speed up, reduction in test data volume with only minor increase in area compared to Serial Scan, thus making RAS **practical**

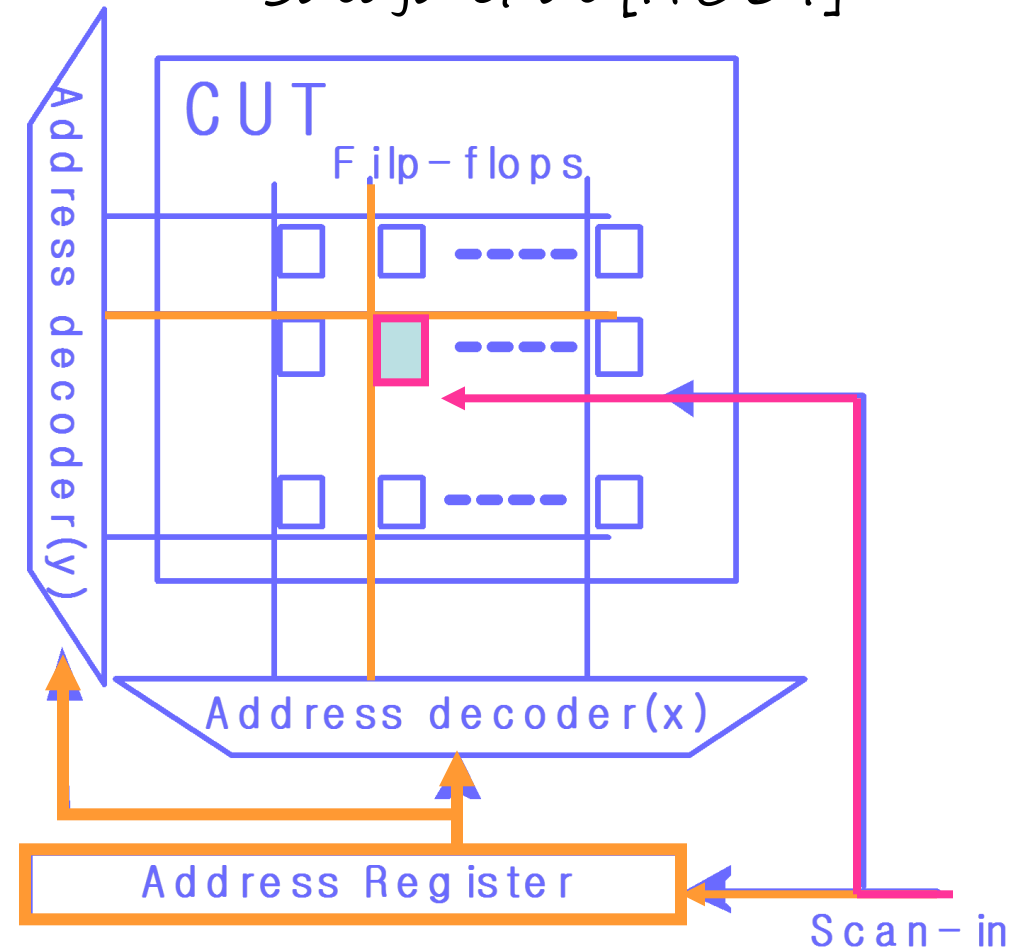
Random Access Scan: Architecture

A solution to test power, test time and test data volume

Saluja et al [ITC'04]

❖ Architecture

- ❖ Each FF has unique address
- ❖ Address shift register
- ❖ X-Y Decoder
- ❖ Select FF to write/read

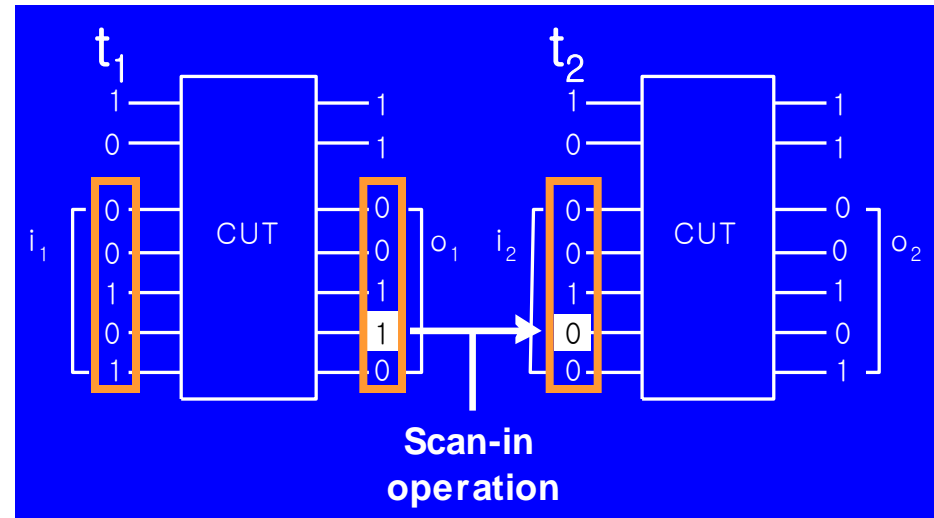


Scan Operation Example

- Test vector

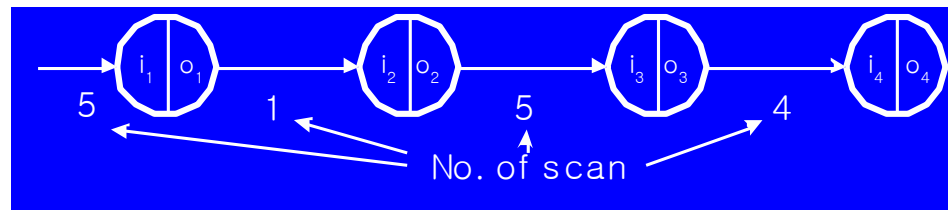
Test	PPI(i_i)	PPO(o_i)
t1	00101	00110
t2	00100	00101
t3	11010	11010
t4	00111	01011

- Scan operation for t_2



- Complete test application

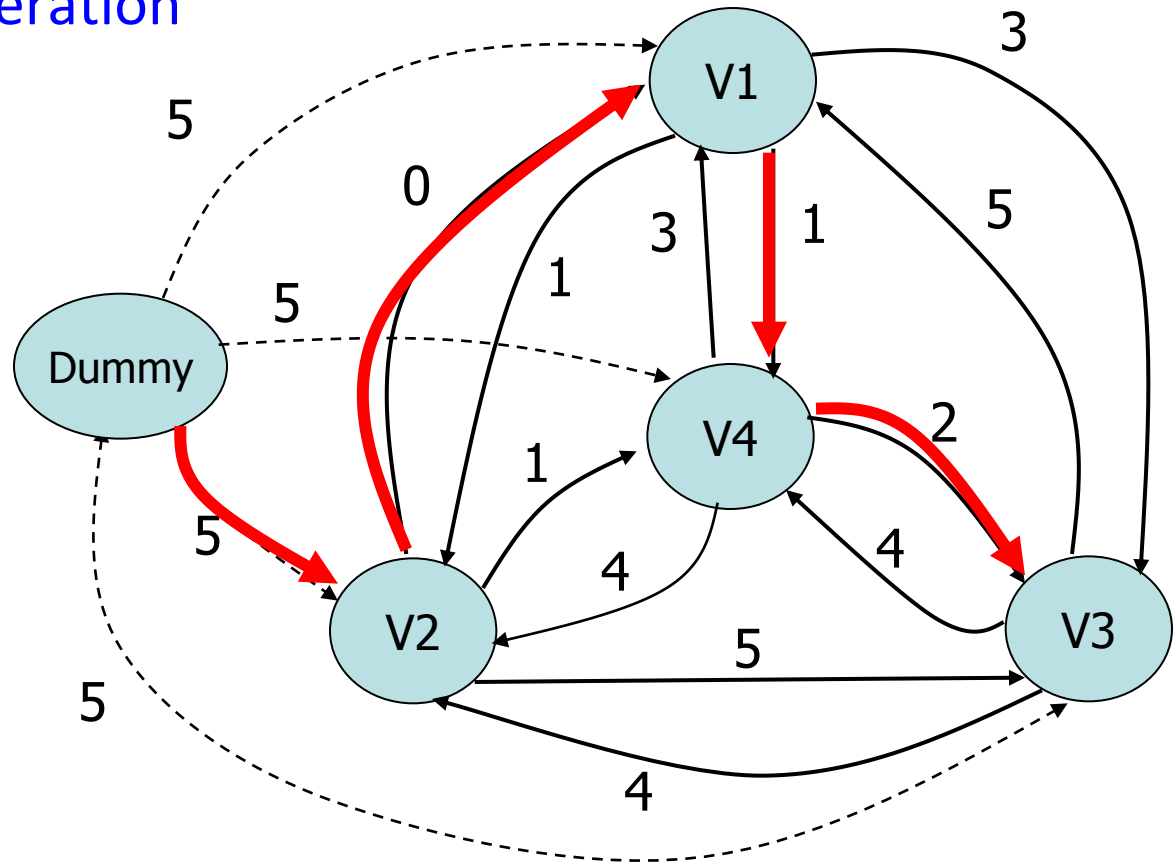
Total number of scan operation = 15



Test Vector Ordering

- Test data volume and Test application time is proportional to the random access scan operation
- **Goal:** Reduce # scan operation

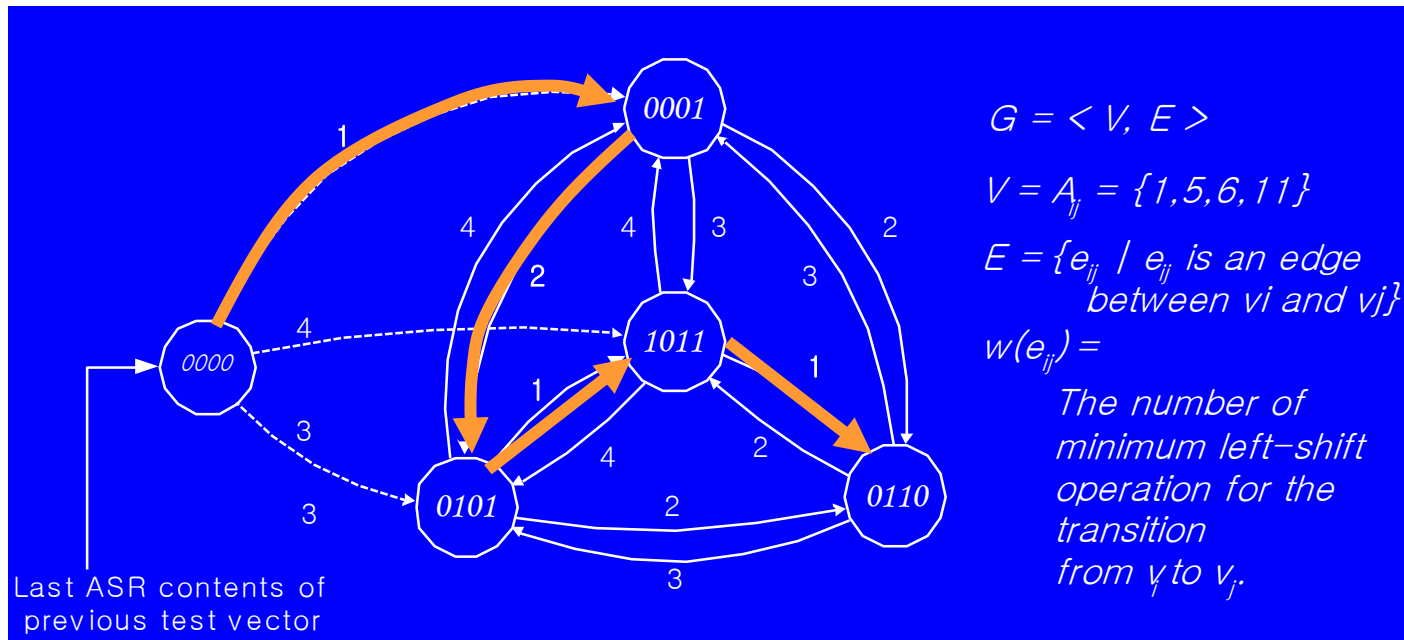
Test	PPI(i_j)	PPO(o_i)
t1	00101	00110
t2	00100	00101
t3	11010	11010
t4	00111	01011



Scan operation = 8

Optimizing Address Scan

- The cost of address shifting
 - # of scan operation x ASR width
 - Example address set = { 1, 5, 6, 11 } for 4-bit ASR
 - $4 \times 4 = 16$
- Proper ordering of address can minimize shifting cost
 - Apply 11(1011) after 5(0101) \rightarrow needs only 1 left-shift
- Minimizing address shifting cost
 - Construct Address Shifting Distance Graph (ASD-graph)
 - Find min-cost Hamiltonian path using ATSP algorithm (Result : 5 shifts)



Thank You

