ELE 491 Senior Design Project Proposal

These slides are loosely based on the book Design for Electrical and Computer Engineers by Ford and Coulston. I have used the sources referenced in the book freely and without re-attribution. Please see the book for full source attribution

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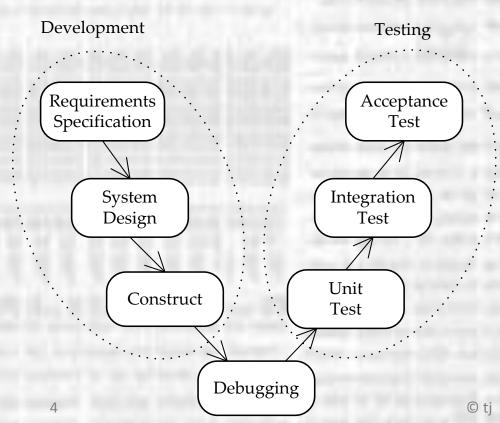
Class 11 - Test

Overview

- Why Test
 - Uncover design errors
 - Validate specifications
 - Debug
 - Can provide independent verification
 - Design and test done by different people / organizations

Overview

- When to Test
 - All through the design process
 - Concept tests
 - Block tests
 - Module tests
 - Integration tests
 - System tests
 - Final test
 - Acceptance testing



Overview

- Who Tests
 - Designers
 - Test engineers
 - Quality engineers
 - Customers
 - Standards organizations
 - Regulatory agencies

Methodologies

- Various Types of Testing Methodologies
 - Black Box
 - No knowledge of internals
 - Test to spec
 - Input A → output 1
 - Input B → output 2
 - Common when the blocks are abstracted
 - White Box
 - Utilize knowledge of internal construction
 - E.g.

Internal node F (digital) is set by inputs A,B,C such that F = A+B+C F then drives "other" circuitry

To test the "other" circuitry need only exercise input A

To test node F, need only pick 1 path through the "other" circuitry

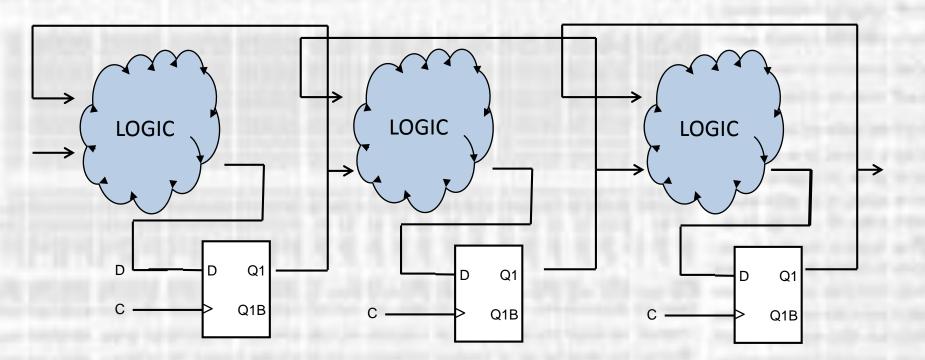
Methodologies

Design for Test

- Controllability
 - Ability to set the value of internal nodes in the design
 - Extra inputs (test inputs or secondary inputs)
 - Bypass circuitry
 - Special state circuitry
 - Break a feedback loop and force unity forward gain
- Observability
 - Ability to see the value of internal nodes in the design
 - Extra outputs (test outputs or secondary outputs)
 - Bypass circuitry
 - Reverse path testing

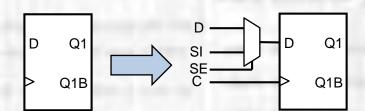
Methodologies

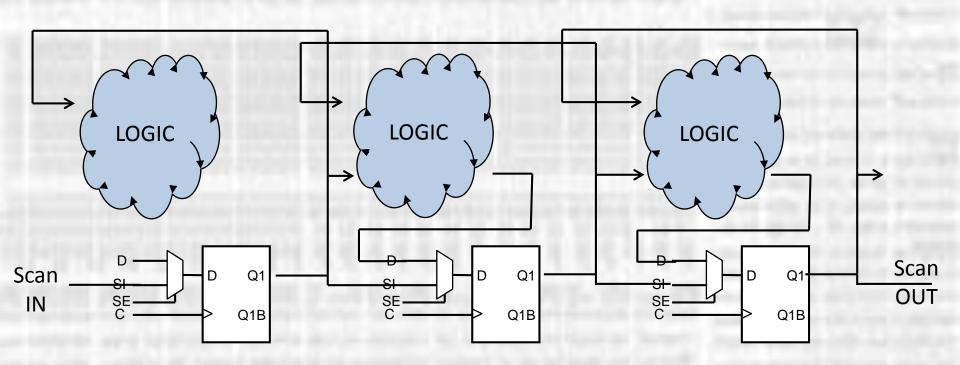
- Design for Test
 - Example Scan Chain



Methodologies

- Design for Test
 - Example Scan Chain





Methodologies

Various Types of Tests

- Exhaustive
 - Every possible input, over temp, voltage, process, ...
- Corner
 - Choose extremes to run tests influenced by design knowledge
 - High voltage, low temp, high frequency, ...
 - Low voltage, high temp, low frequency, ...
- Functional
 - Validate function at nominal temperature, voltage, frequency, ...
- Parametric
 - Test a given parameter across a range of temperatures, voltages, frequencies, ...

Methodologies

- Test Case Properties
 - Accurate
 - Economical
 - Repeatable
 - Traceable
 - To a specification or functional requirement
 - Non-harmful
 - The system must be able to return to a known acceptable state

Test Types

- Debug
 - Device not working as expected Why?
 - Bohrbugs
 - Repeatable error
 - Same test case, inputs, output
 - Heisenbugs
 - Somewhat random
 - Notorious for pointing to the wrong place
 - Debugging is highly iterative
 - If stuck seek a second opinion

Test Types

- Unit
 - Complete test of a block or module
 - Suite of tests that verify all each piece of functionality/specification
 - Typically used to verify the design
 - · For module completion
 - For higher level integration
 - Focus on test coverage
 - All paths
 - All cases
 - All conditions

TestTest Types

- Integration
 - Test final system or subsystems of modules/blocks
 - Verify interfaces working correctly
 - Verify higher level functional and parametric performance
 - Focus on test coverage
 - All Interfaces
 - All block level paths
 - All cases
 - All conditions

TestTest Types

- Manufacturing
 - Final product test to supplier acceptance criteria
 - Verify product will work correctly
 - Detect potential early failure units
 - Heavy use of guard-banding
 - Temp
 - Voltage
 - Frequency
 - Focus on efficiency (\$)

TestTest Types

- Acceptance
 - Final system test to customer acceptance criteria
 - Verify full system working correctly
 - Often a joint supplier / customer effort
 - Includes one time and manufacturing tests

TestSummary

- Good Designs
 - Account for testability from the start
 - Include extra circuitry to:
 - Improve observability
 - Improve controllability
 - Reduce production test time
- Good Designers
 - Respect the test process
 - Test early and often

In Class Activity