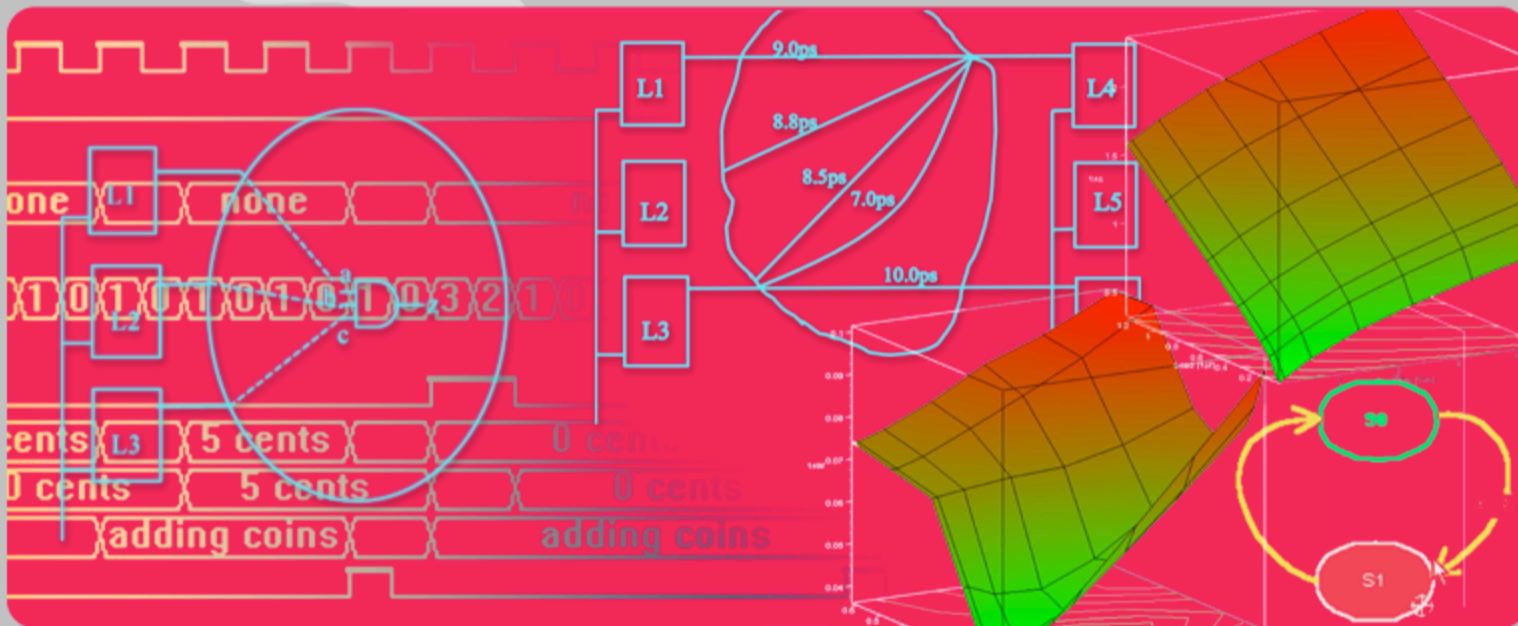


# HyperFault Mixed-Level Fault Simulator



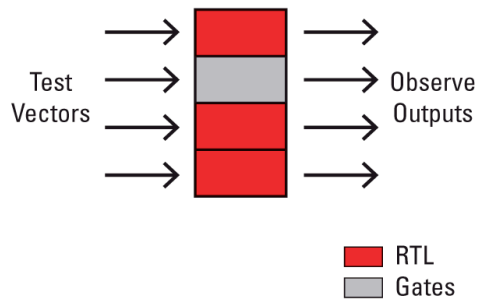


# What is HyperFault?

- HyperFault Mixed-Level Fault Simulator is a Verilog IEEE-1364-2001 compliant fault simulator that analyses test vectors' ability to detect faults
- Supports mixed levels of gate, behavioral, and switch with SDF timing. HyperFault's proven algorithms enable efficient multi-pass fault simulation over distributed CPUs to achieve accurate results with excellent runtime performance

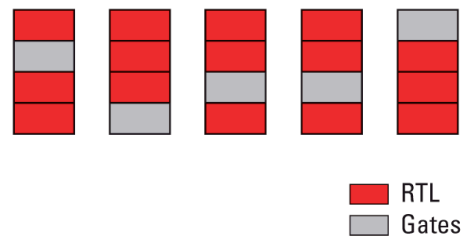
# Mixed-Level Fault Simulation: From Block to System

## Mixed-Level Fault Simulation



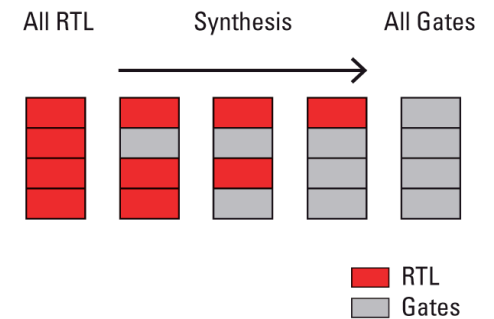
Mixed level fault simulation analyses a gate level block within an RTL design.

## Fault Simulation of Each Block After Synthesis



Multiple designers can analyze their blocks independently.

## Design Flow



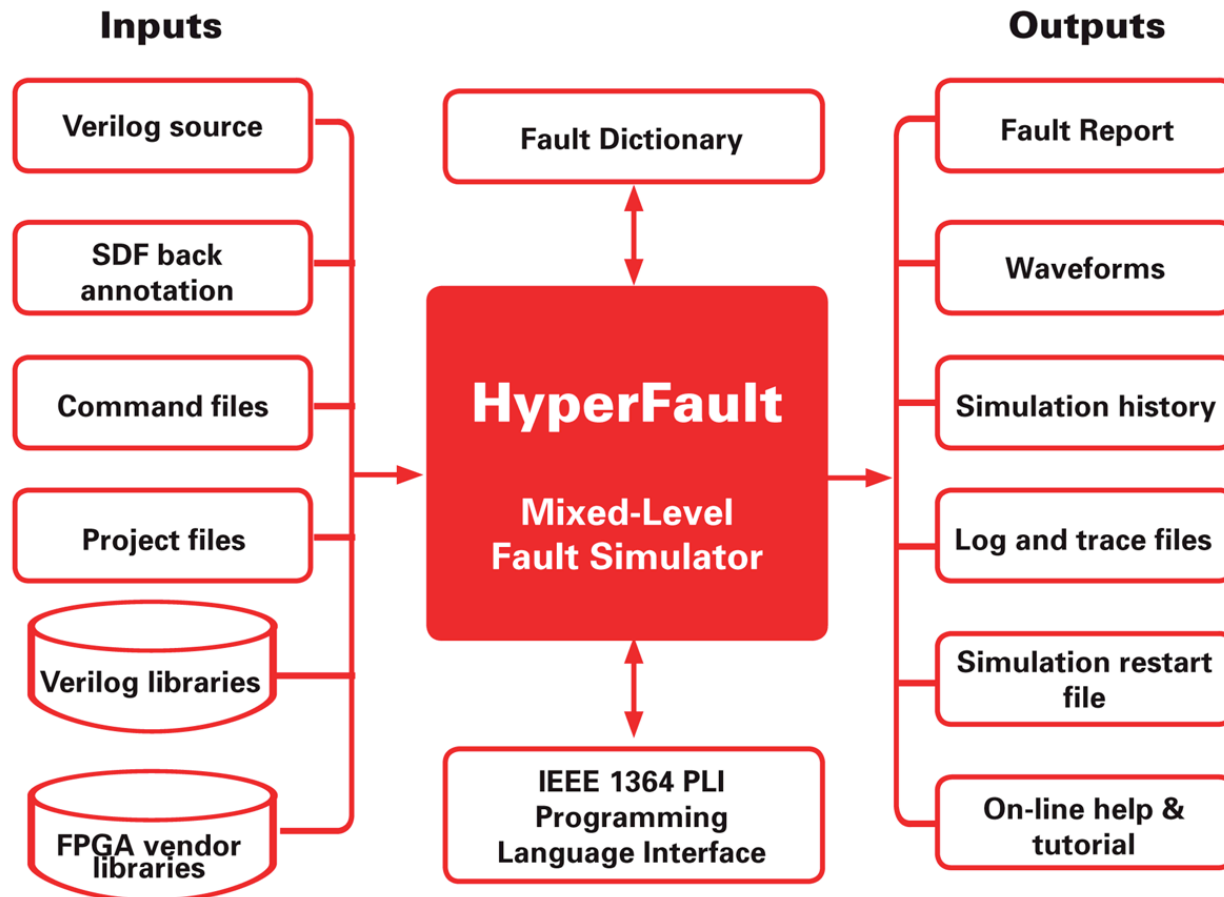
Merged results yield system fault coverage.



# Key Features and Benefits of HyperFault

- Verilog HDL IEEE 1364-2001 compliant fault simulator
- Uses standard Verilog source files and libraries for mixed-level fault simulation with gate, behavioral and switch devices
- Complements BIST and ATPG in finding interconnect faults for critical missions
- Efficient multi-pass concurrent fault simulation algorithm with iterative fault collapsing gives optimal memory allocation, excellent runtime performance and accurate fault detection
- Automatic design partitioning supports distributed CPUs with load balancing for fast grading of large designs
- Accurate fault grading models include stuck-at high/low output and input faults
- Full timing fault simulation encompasses SDF back annotation for post-route delay analysis

# HyperFault Inputs/Outputs





# Accurate Fault Detection for Mission Critical Products

- Full timing fault simulation encompasses SDF back annotation for post-route delay analysis
- Accurate fault grading models include stuck-at high/low output and input faults
- Manageable fault simulation runtimes are achieved using fault sampling
- Random sampling algorithm provides for accurate fault grading
- Because there is no need to modify any design files or libraries, no new errors are introduced



# Verilog Compliance

- IEEE 1364-2001 Verilog language compliant for designs, libraries and test benches
- Enhancements in the Verilog Programming Language Interface (PLI) provide greater simulation control and improved interoperability
- Compliant Standard Delay Format (SDF) for back annotation
- Mixed-level fault simulation with gate, behavioral and switch devices
- Accepts standard Verilog cell, I/O, memory, and other IP libraries



# Applications for Fault Simulation When BIST and ATPG is Not Enough

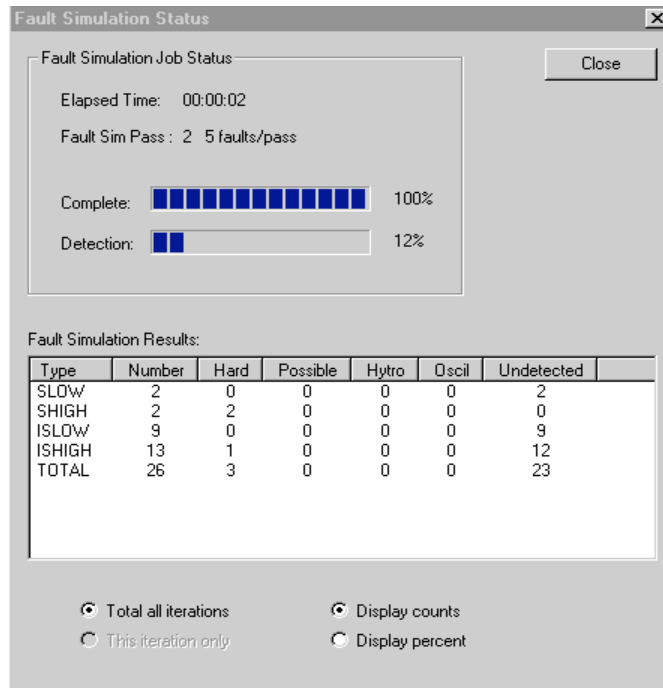
- Critical paths hand coded for speed that cannot have scan chains inserted
- Designs for low power consumption that cannot tolerate additional gates.
- Legacy designs that were not built with BIST or scan chains
- Asynchronous paths that are not static such as an input port that is also an asynchronous reset or an input used as both a data signal and clock
- When full post-route timing is required to correctly simulate fault behavior
- Feedback paths such as an internal ring oscillator, where inserting control to break the feedback loops would disturb the element balancing
- Libraries that do not support ATPG
- Cost of ATPG software is greater than cost of fault simulation software
- Finding interconnect faults in mission critical designs between individual IP blocks constructed with BIST and ATPG

The logo for HyperFault, featuring a stylized circuit board with various components and binary code (0s and 1s) overlaid on it.

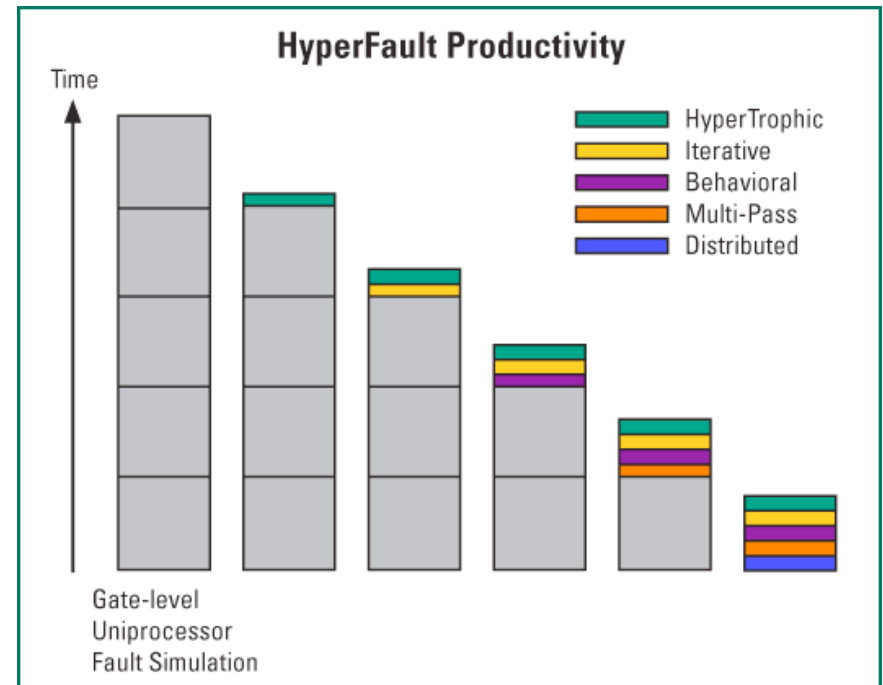
# HyperFault is Easy to Use

- HyperFault is used by both design engineers and test engineers
- No need to modify any design files and possibly introduce errors
- No need to create or modify any library files
- Choice of intuitive graphic user interface, Unix shell prompt for batch operation
- Regular expressions can be used to select faults from specific design blocks, or all of the faults in the device under test (DUT) can be selected
- Supports PLI driven test benches with appropriate code to support the multiple pass strategy of fault simulation
- Runs on Windows, Solaris and Linux platforms

# HyperFault Algorithms Minimize Run-Time



Complete runtime control shows simulation progress in real time.



Five HyperFault algorithms work together to drastically reduce simulation time.



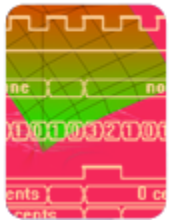
# Fault Simulation Algorithms

- HyperTrophic fault simulation algorithm minimizes processing of fault effects—significantly reducing runtime by 10X
- Efficient multi-pass concurrent fault simulation algorithm with fault collapsing gives optimal memory allocation, excellent runtime performance and accurate fault detection
- Value Change Dump (VCD) input of test vectors is supported
- Fault reporting is listed by instance in hierarchy for easy recognition
- Fault Injection can be scheduled after DUT is power up, eliminating false detections

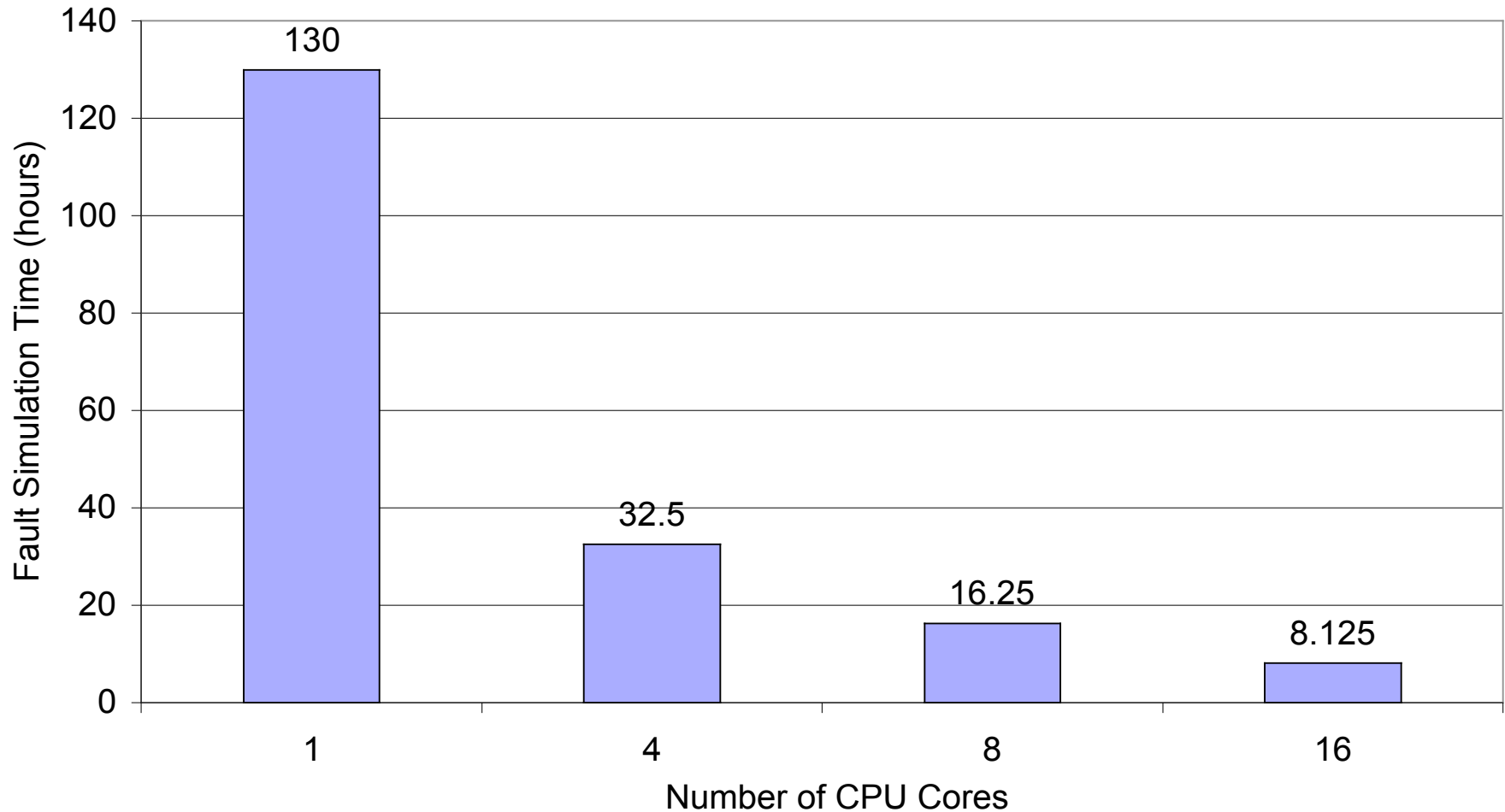


# HyperFault Supports Scaleable Performance

- Automatic design partitioning supports multi-core computers with load balancing for fast grading of large designs
- Iterative Fault Simulation accumulates fault coverage as successive test patterns are applied
- Master process divides up the fault simulation job among multiple cores for a linear decrease in fault simulation time (eight cores reduce fault simulation time by a factor of 8)
- Multi-Pass assures all faults will be processed in the memory available. Faults that do not “fit into memory” are deferred from fault simulation into a subsequent pass
- Large design simulations finish overnight instead of a weeks



# Hyperfault Performance on Multi-Core Computers





# Benefits of Multi-core Fault Simulation

- Runs on inexpensive, fast multi-core 32 and 64 bit computers
- Optimal use of computer memory
- No network overhead between master/slave processes
- Multi-core license provides cost effective solution