



# An Analysis of Heavy-Ion Single Event Effects for a Variety of Finite State-Machine Mitigation Strategies



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# Acronyms

- **Device Under Test (DUT)**
- **Edge-triggered flip-flops (DFFs)**
- **Error Correction and Detection (EDAC)**
- **Finite state machine: (FSM)**
- **Field programmable gate array (FPGA)**
- **Input – output (I/O)**
- **Linear energy transfer (LET)**
- **Localized triple mode redundancy (LTMR)**
- **Low cost digital tester (LCDT)**
- **Probability of logic masking ( $P_{\text{logic}}$ )**
- **Radiation Effects and Analysis Group (REAG)**
- **Single event transient (SET)**
- **Single event upset (SEU)**
- **Single event upset cross-section ( $\sigma_{\text{SEU}}$ )**

# FSMs Implemented in FPGAs Targeted for Critical Applications



- FSMs are used to control operational flow in FPGA devices.
- Because of their ease of interpretation, FSMs simplify the design and verification process and consequently are significant components in a synchronous design.
- By definition, the current state of an FSM is stored in DFFs
- **Significance: can be detrimental to system operation if an FSM were to change its state due to an SEU in one of its DFFs**



# Motivation: FSM Mitigation and SEU Testing



- **Techniques have been employed to FSMs that either:**
  - **correct the current state of an FSM,**
  - **detect incorrect state transition, or**
  - **Auto-transition to a new state if an un-mapped state is reached (“safe state-machine” which is very UNSAFE).**
- **Currently no heavy-ion or proton SEU studies have been performed that measure the efficacy of any of these mitigation approaches.**

# Overview

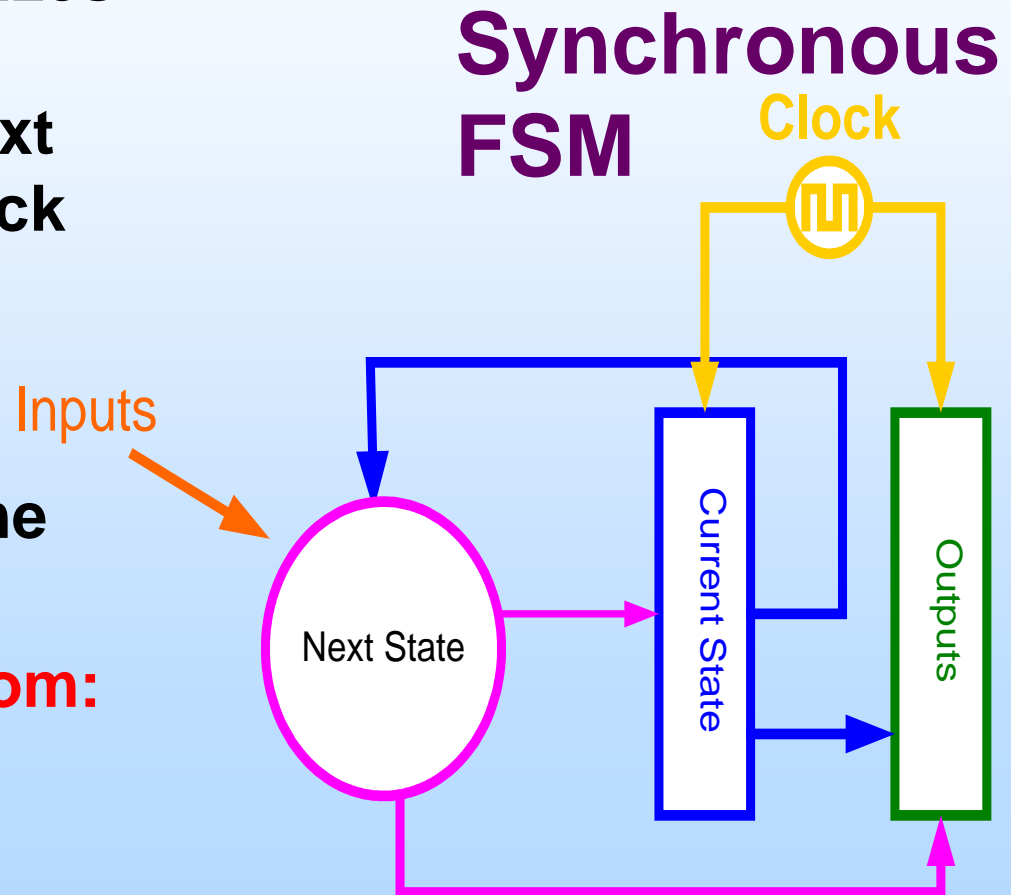


- **Define FSMs and various mitigation strategies that can be applied to them.**
- **Discuss Goal of SEU testing: to investigate mitigation efficacy while varying frequency and giving attention to global route SEEs.**
- **Discuss a scheme that can be used to test the efficacy of SEU FSM mitigation strategies and provide corresponding SEU test data**

**We used the Microsemi ProASIC3 and the Virtex-5QV as DUTs. Data presented is from the ProASIC3 SEU testing.**

# Synchronous FSMs and SEUs

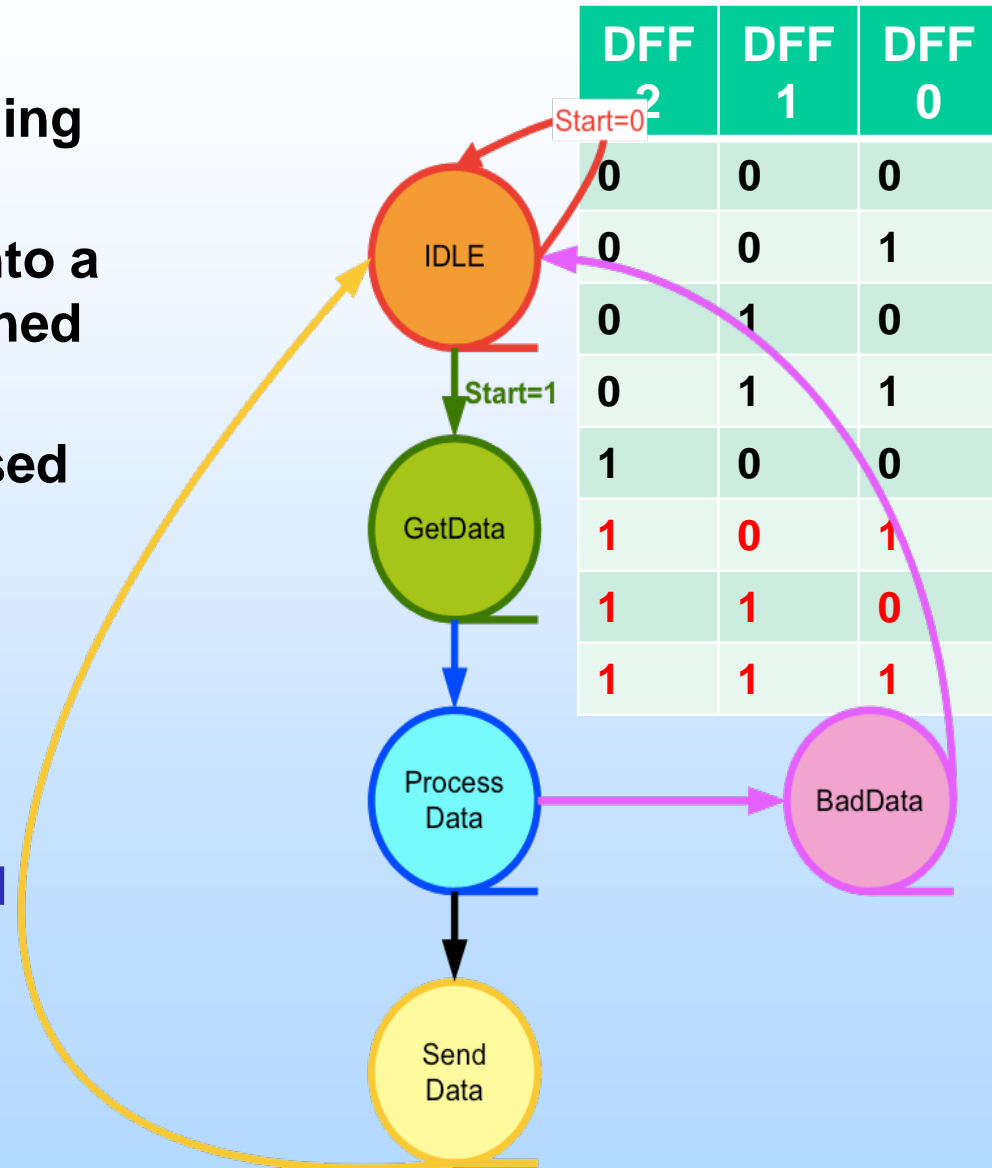
- A synchronous FSM is designed to deterministically transition through a pattern of defined states
- A synchronous FSM utilizes DFFs to hold its current state, transitions to a next state controlled by a clock edge and combinatorial logic, and only accepts inputs that have been synchronized to the same clock
- **FSM SEUs can occur from:**
  - Caught data-path SETs
  - DFF SEUs
  - Clock/Reset SETs





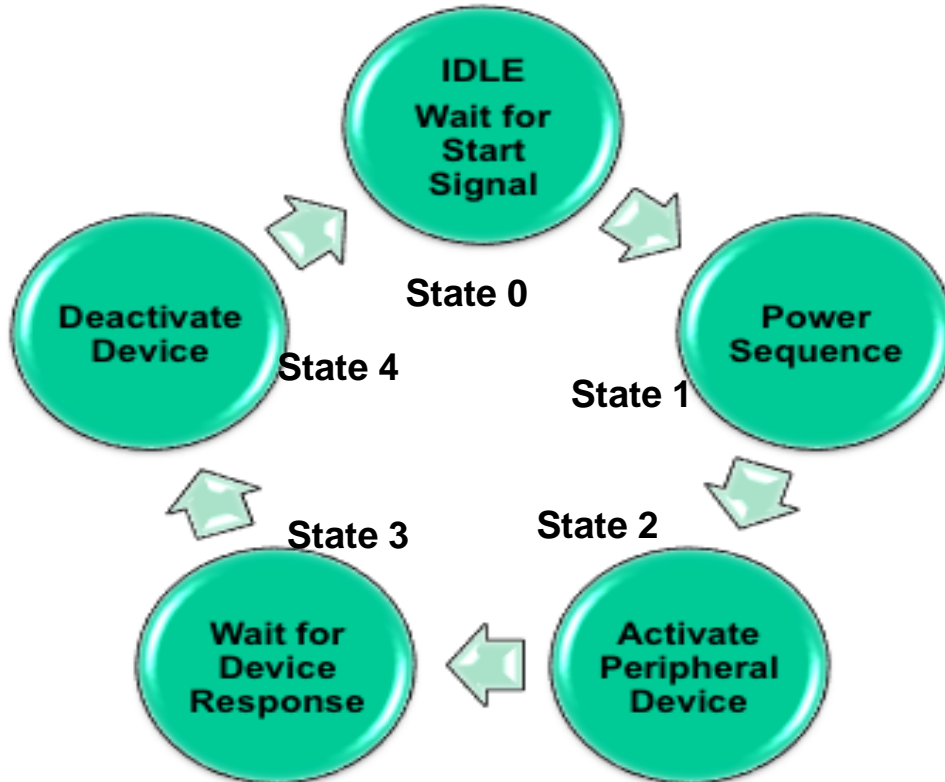
# Mapping States into DFFs

- Each state of an FSM must be mapped into some type of encoding (pattern of bits) stored in DFFs
- Once the FSM state is mapped into a DFF state, it is considered a defined (legal) state
- Based on the number of DFFs used (N), the total number of available DFF state mappings is  $2^N$
- Unmapped DFF states are considered illegal states
  - $2^3=8$  available DFF states
  - 5 out of the 8 states are mapped
  - 3 out of the 8 states are unused
- Other encoding schemes can be employed that use more than 3 DFFs.

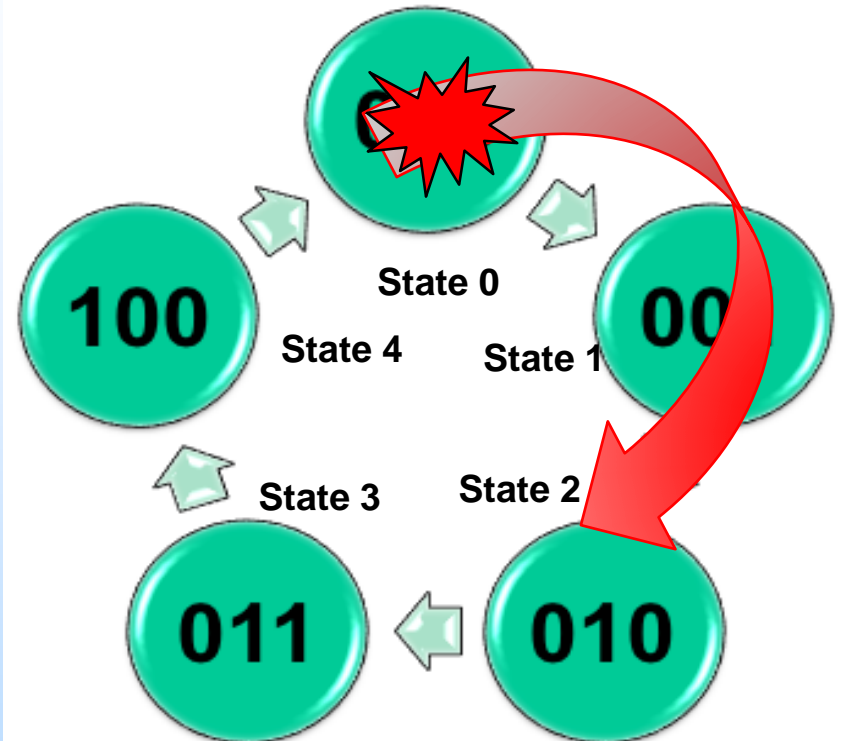


# 5-State FSM Binary Encoding Example

## 5-State Finite State-Machine



## 5-State Finite State-Machine Binary Encoding



Example of an FSM used to control a peripheral device

5-State FSM with each state encoded as binary numbers.

**An SEU can change current state and cause a catastrophic event**





# EDAC: Corrective FSM Mitigation

- **Corrective FSM mitigation (as defined in this presentation) is a scheme that masks and corrects SEUs so that incorrect FSM state transitions do not occur**
- **Scope of presentation focuses on two corrective mitigation approaches:**
  - **Localized triple modular redundancy (LTMR)**
  - **Hamming Code-3**
- **Auto transitioning (“safe state-machine” ) is a reaction to a small subset of incorrect transitions (unmapped states). They do not protect against incorrect transitioning and are not in the scope of this presentation**

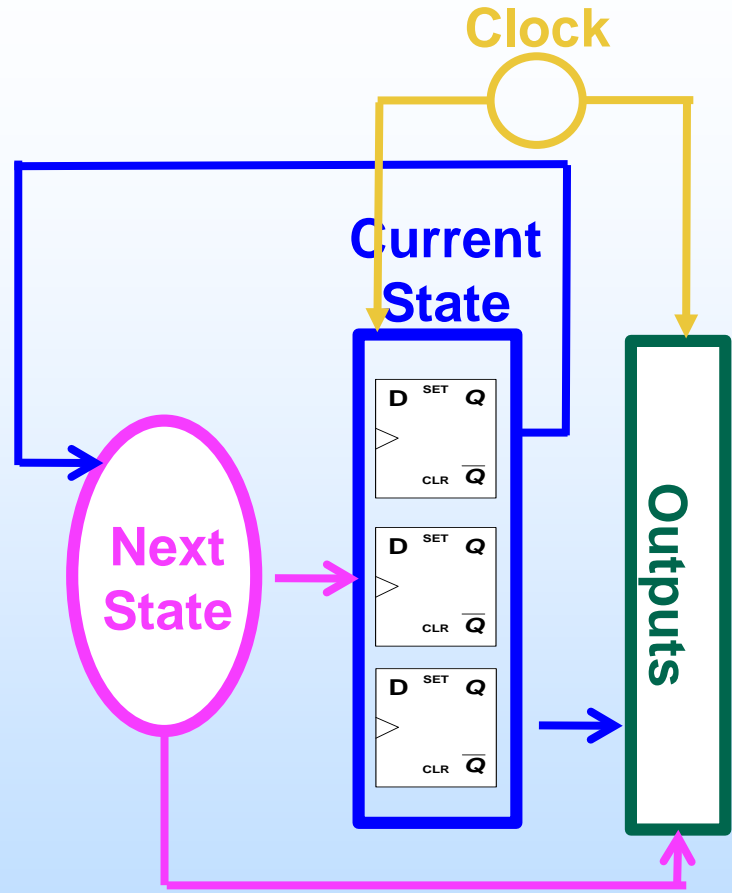


# Adding Corrective Mitigation

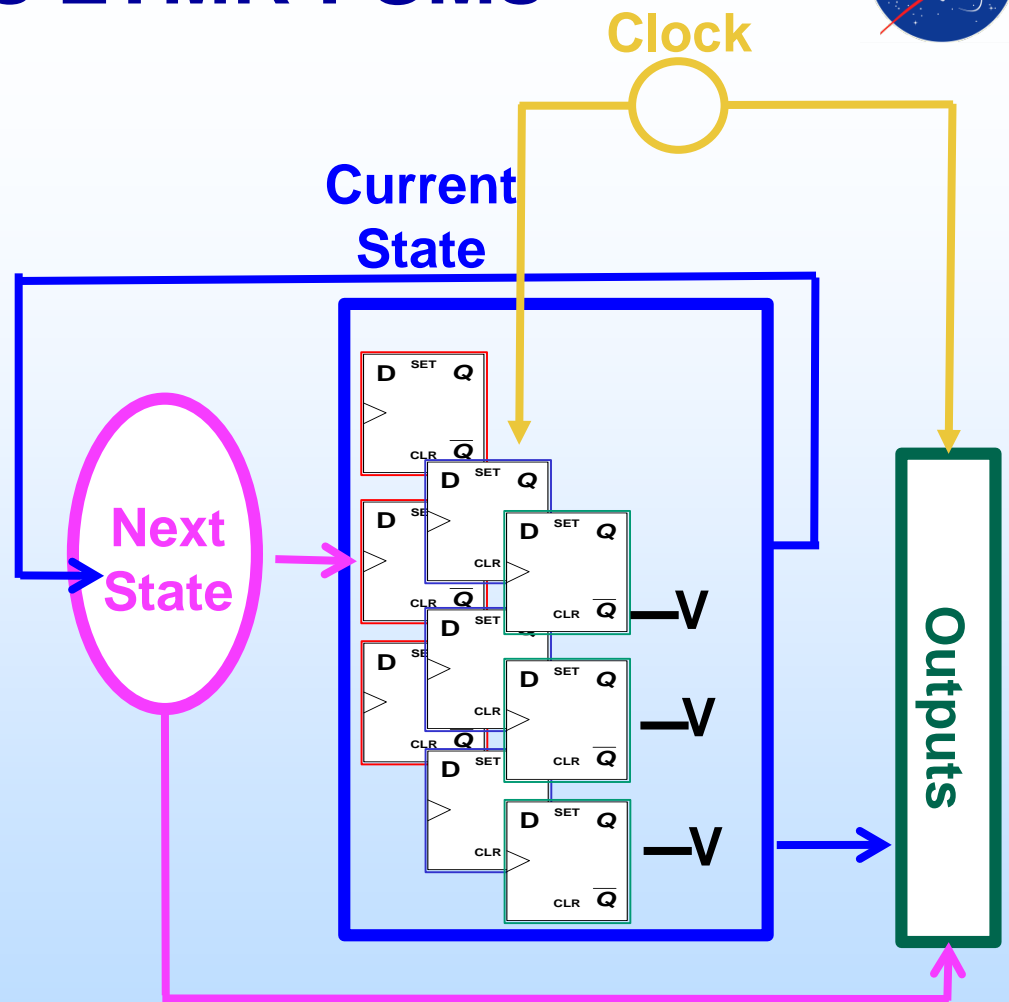
- **LTMR: Triplicate each DFF and use a majority voter.**
  - The triplication + voter is treated as one DFF
  - Encoding doesn't change
  - Resultant FSM has 3 times the number of DFFs than the original encoding scheme.
  - Combinatorial logic (not including the voters) does not change
- **Hamming Code-3: requires a new encoding scheme.**



# Binary versus LTMR FSMs



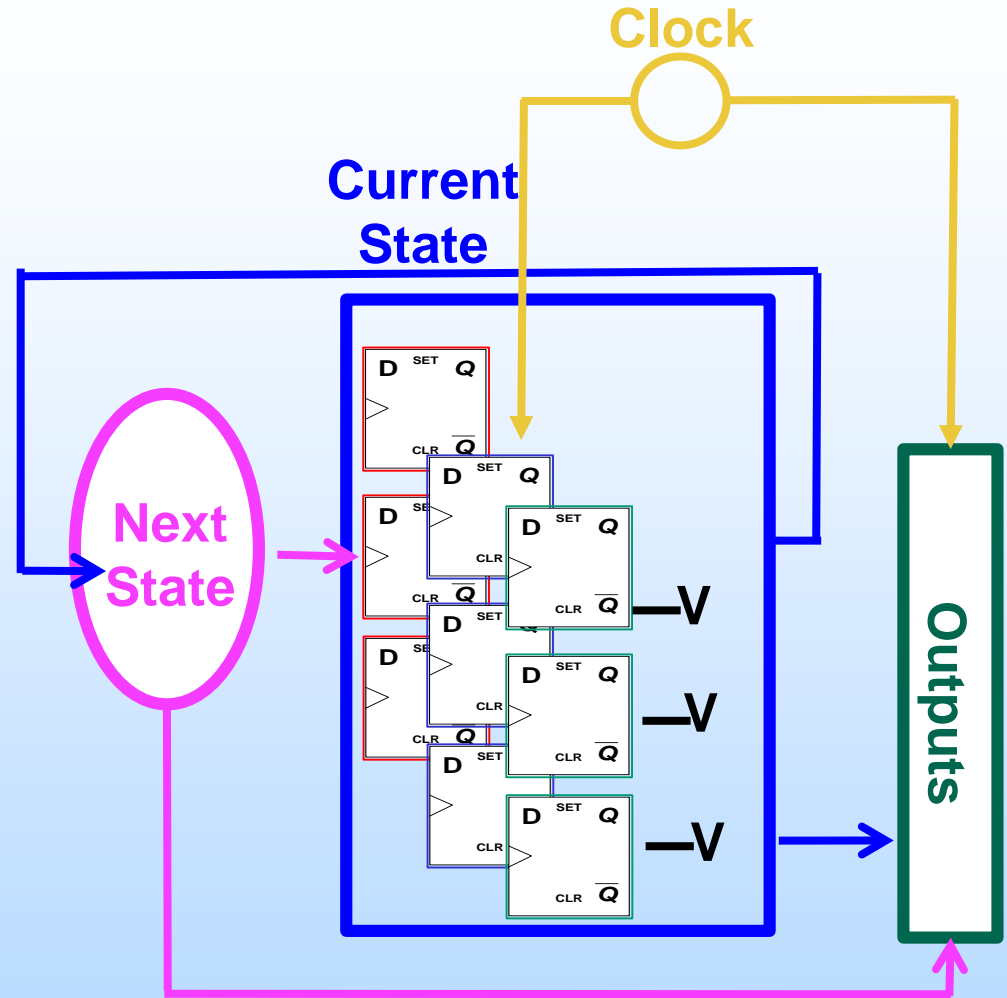
Binary implementation



**LTMR implementation : only change is each DFF is triplicated. Majority voter is used across the triplication.**

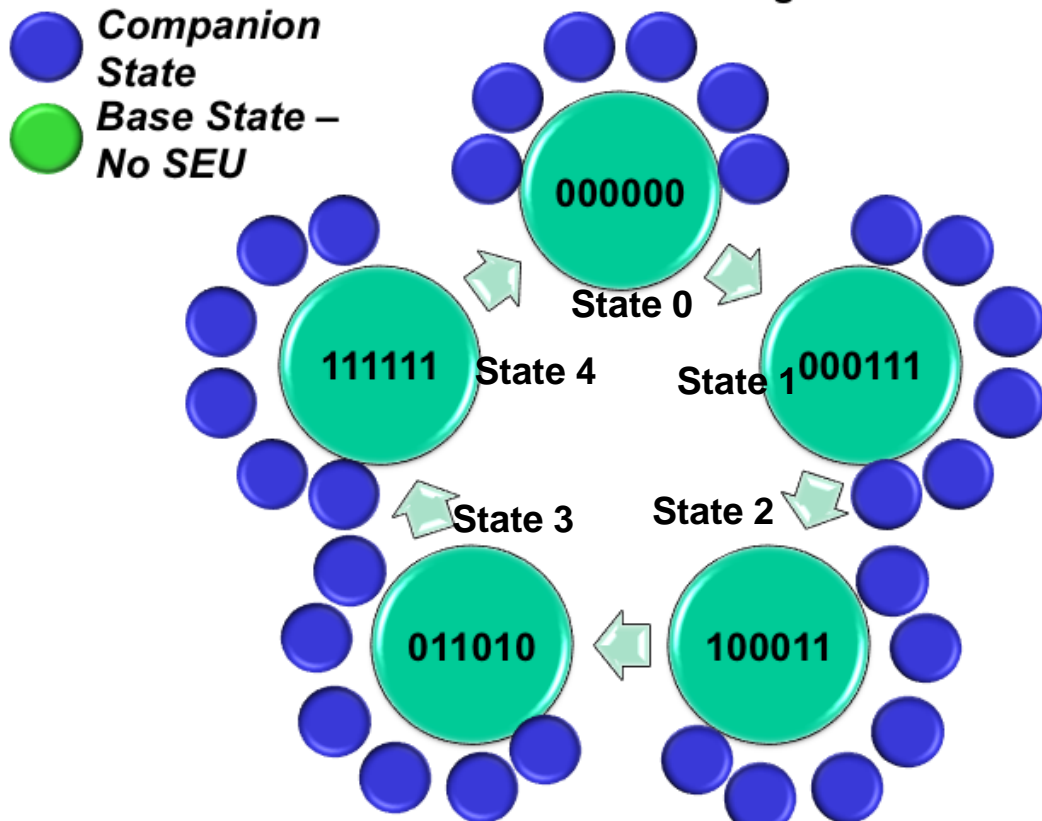
# Synchronous LTMR FSMs and SEUs

- Triplication plus majority voter protects against SEUs in DFFs
- No mitigation in Data-path, consequently, data-path SETs can get caught by DFFs.
- If global routes (clocks and resets) are not hardened, then SETs can global affect DFF states

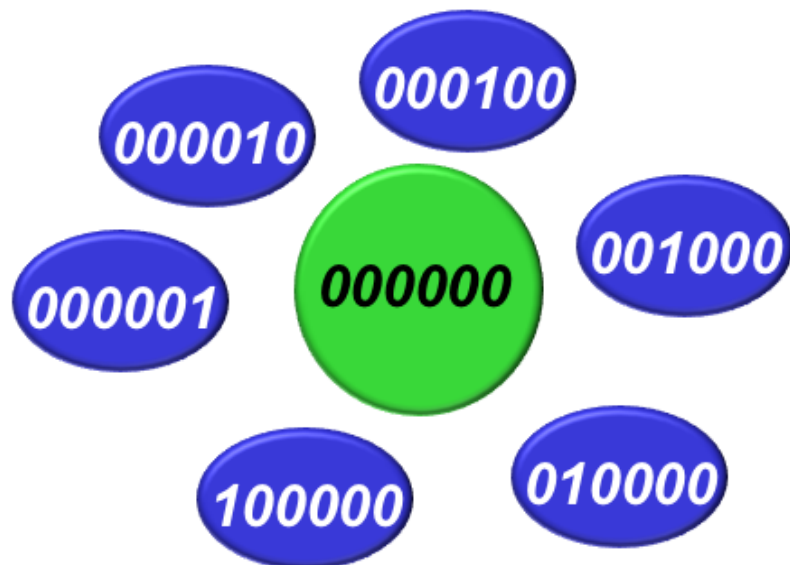


# FSM Fault Tolerance: 5-State Conversion to a Hamming Code-3 FSM

*5-State Binary Finite State-Machine  
Converted to Hamming -3 FSM*

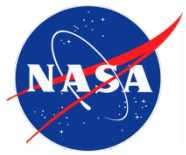


*State 0 (State IDLE) and Its  
Hamming-3 Companion States*



**Hamming Code-3 FSM Diagram for a 5  
Base-State FSM: Would need  $5 \times 7 = 35$   
FSM states to be represented... 6 DFFs**

**A closer look at a base-state  
(state 0) and its companion-  
states**



# **SEU Testing of FSMs: Efficacy of mitigation while investigating how frequency and global routing affect FSM $\sigma_{SEU}$ s**

***LETs lower than  $10\text{MeV}\cdot\text{cm}^2/\text{mg}$  are used.  
Otherwise, global route SEUs dominate.***



# ProASIC3 SEU Heavy-Ion Test Structures:



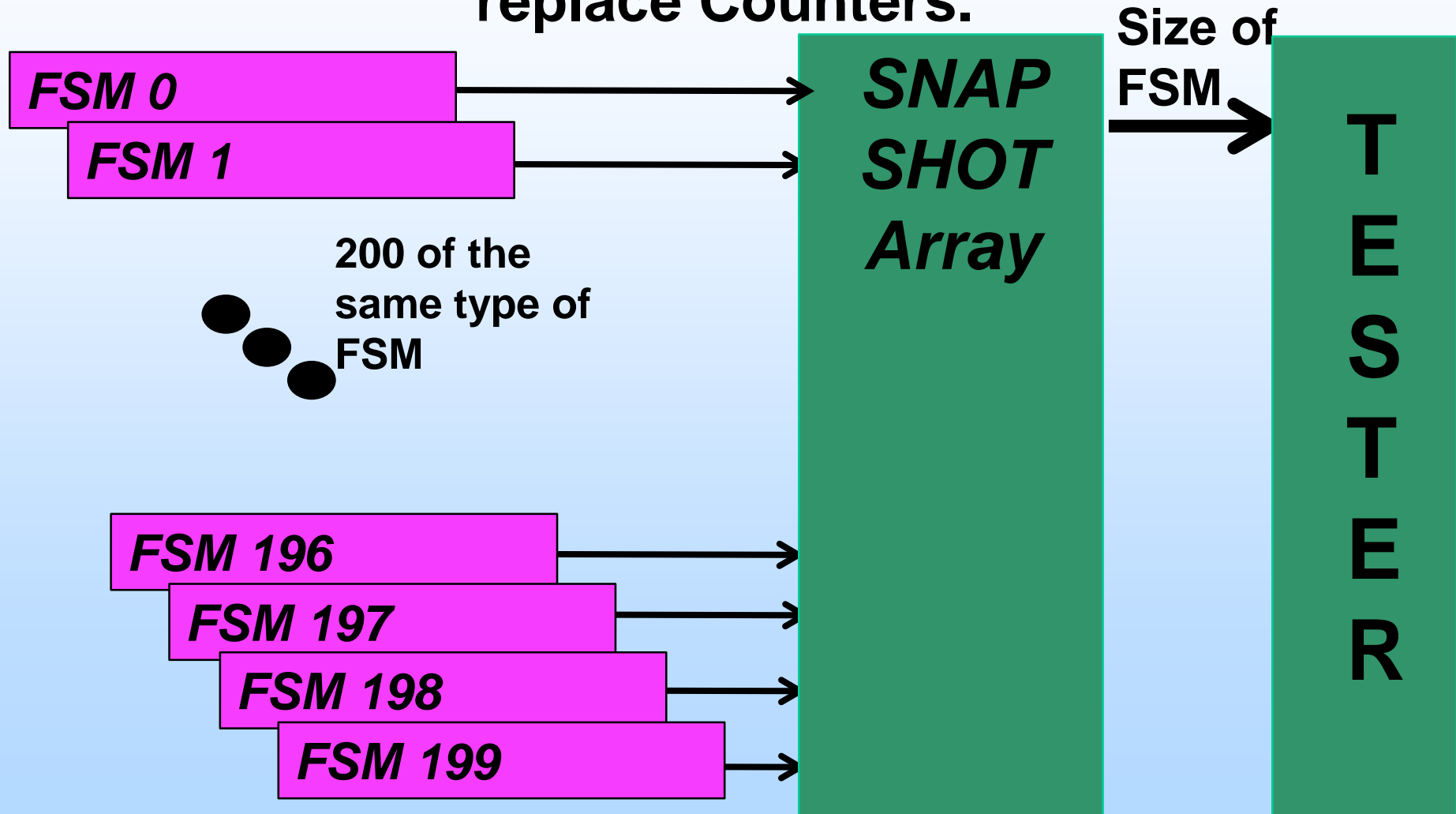
- **No error detection and correction: 8-bit Binary Encoding:**
  - 256 FSM states total
  - Binary: 1 DFF per bit requires 8 DFFs
- **Local triple modular redundancy (LTMR): 8-bit Binary Encoding:**
  - 256 FSM states total
  - LTMR: 3 DFFs per bit requires 24 DFFs
- **Hamming Code-3: 5-bit encoding:**
  - 32 FSM states total
  - Hamming Code-3 must represent all states plus their companion states and requires 9 DFFs

**For statistical analysis, a large number of each of these FSMs are implemented.**



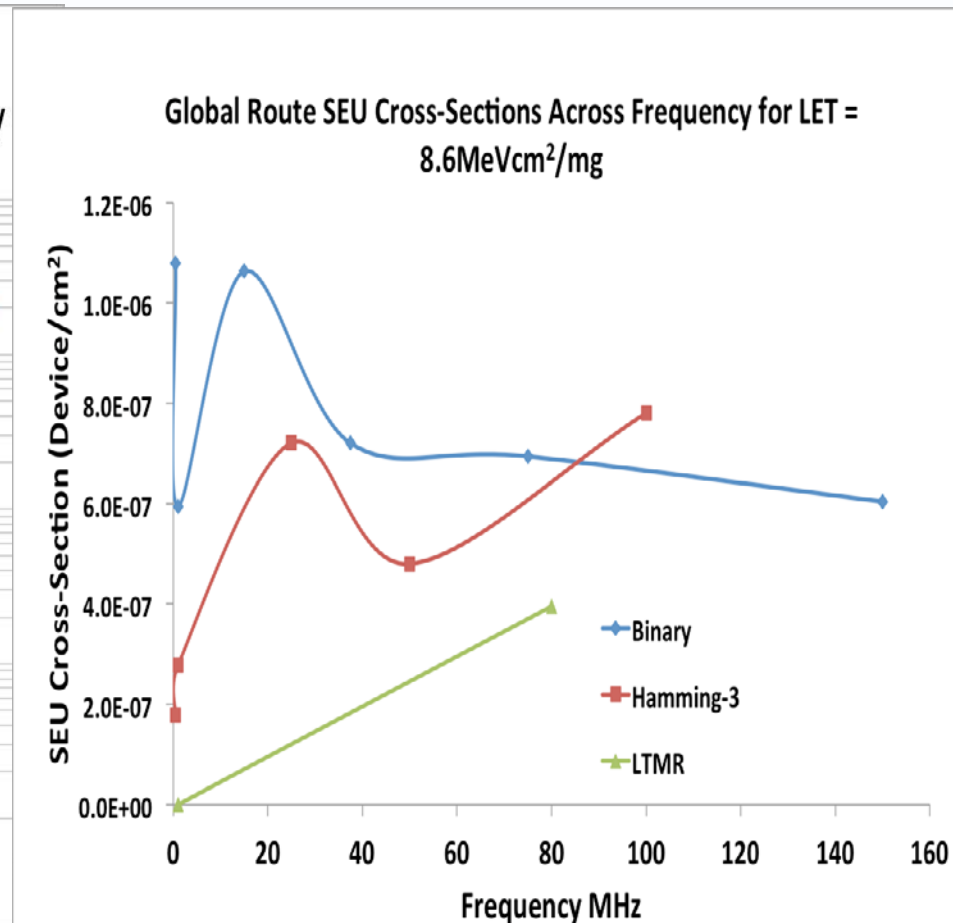
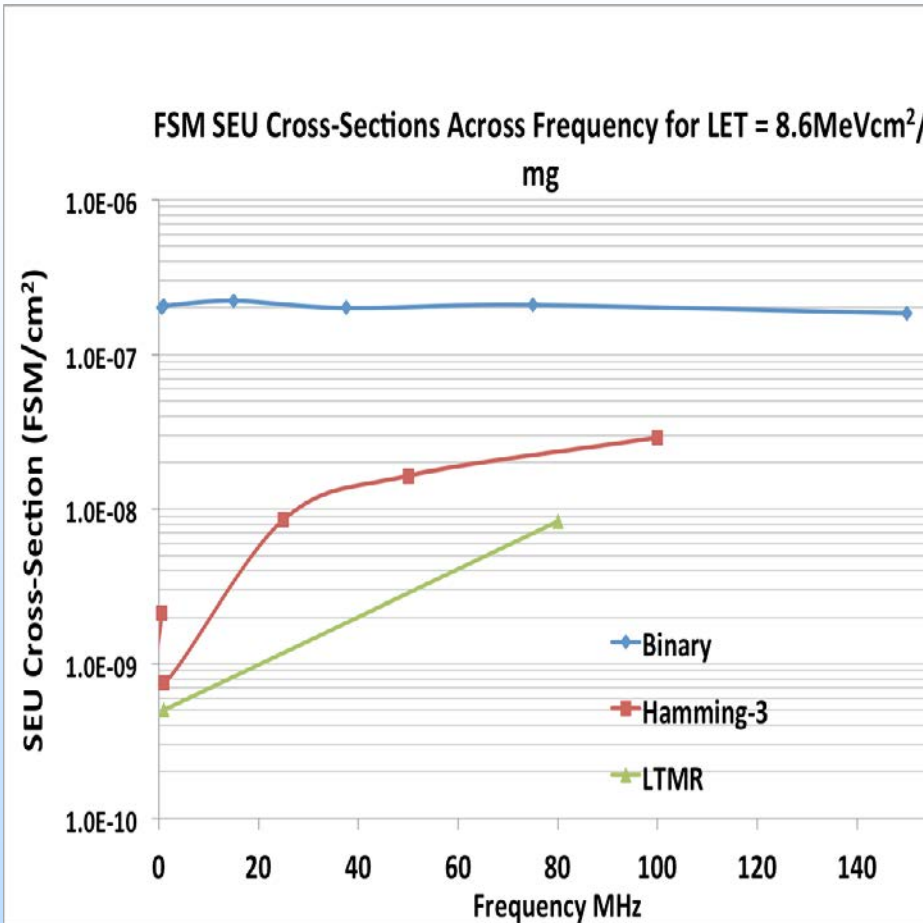
# ProASIC3 FSM Heavy-Ion SEU General Test Structure Diagram

REAG Counter Array concept is used. FSMs replace Counters.





# ProASIC3 Heavy-Ion FSM SEU Testing



***SEU cross-sections per FSM.  
Scale is Log-Linear***

***SEU cross-sections for global routes: (clocks and resets). Scale is linear-linear***



# Novelty of SEU FSM Results

- **The efficacy of previous EDAC+FSM studies was proven by means of theory or by fault injection in soft-configuration SRAM Based FPGAs. Problems:**
  - **Theory doesn't take into account data-path SETs and global route upsets**
  - **EDAC implementations with FSMs are not worth-while schemes in soft configuration devices. This cannot be uncovered using fault injection because global route SETs and frequency response cannot be fully investigated with fault injection.**
  - **In general, previous studies have no regard to LET (size of SET), global routes, or frequency of operation**
- **This is the first study to investigate FSM SEU response to heavy-ions while taking into account frequency, SETs, and global routing effects.**



# Conclusions

- Utilizing the Snap-Shot test scheme has shown to be a reliable approach for investigating FSM SEEs.
- Analysis of non-mitigated FSM data shows that it cannot be assumed that the  $\text{FSM-}\sigma_{\text{SEU}}$ s will increase across frequency.
  - Well mitigated (e.g., LTMR and Hamming-3)  $\text{FSM-}\sigma_{\text{SEU}}$ s increase across frequency
  - Non-mitigated  $\text{FSM-}\sigma_{\text{SEU}}$ s decrease across frequency
- Well-mitigated  $\text{FSM-}\sigma_{\text{SEU}}$ s will be lower than non-mitigated  $\text{FSM-}\sigma_{\text{SEU}}$ s
- Global routing:
  - A trade should be made prior to deciding whether to use mitigation because the global routing SEUs may be significant enough to erase the gains from additional mitigation circuitry
  - At lower frequencies, mitigation will reduce global routing  $\sigma_{\text{SEU}}$ s