

Characterization of an Radiation Hard RISC-V Microcontroller

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Introduction

Many custom ASICs have a similar structure:

- Design and verification of a custom ASIC is complex and time consuming
- Reuse of generic blocks possible (ADC, voltage regulators, etc.)
- Adaptation of internal logic difficult, custom to original application
- Internal data processing logic replaced by with RISC-V processing system
	- Adaptation to new application / Bugfixes via firmware updates
- Hybrid detector with RISC-V-based microprocessor SoC

STRV-R1 – Architecture

- 2mm x 2mm in 65nm Technology
- RV32-IMC Core
	- 3 stage pipeline
	- Multiplication extensions
	- 50 MHz @ 1.2V
	- Fully triplicated Core
- TMR Strategy in RISC-V Core:
	- Triplication of
		- All sequential elements
		- All combinational logic
	- Majority voters after each sequential Element
	- Additional feedback path
	- Three separate clock-trees
- TMR SRAM Strategy:
	- 3 Dual-Port SRAM Instances
	- Scrubbing on second SRAM port
	- 3x 32Kbyte

Heavy-Ion Irradiation

- Heavy-Ion irradiation results
	- Effective SEU cross-section is larger than in test-structures for sequential elements
	- TMR protection scheme in RISC-V core achieves up to 8000x improvement
		- SEFI cross-section directly compared to the SEU cross-section
- Residual functional error rate remains
- Observed types of SEFIs during Irradiation:
	- **Silent Data Corruption (SDC)**
	- **Timing Deviation**
	- **Timeout** (Reset or reprogramming required)

- Data or Instructions in the SRAM corrupted
- Reprogramming of the SRAM required
- Reprogramming rate:
	- For low LET (<16 MeV.cm²/mg): Reprogramming required in 30% of SEFIs
	- For higher LET (>16 MeV.cm²/mg): Reprogramming required for >50% of SEFIs

SRAM Heavy-Ion Irradiation

- Analysis of SRAM as SEFI error source
	- SRAM isolated analyzed under irradiation
	- RISC-V core deactivated
- Reduction of non-correctable SEUs in SRAM through:
	- Triplication of the SRAM
	- Scrubbing of the SRAM
- Residual error rate remains
	- Same order of magnitude as the system's SEFI rate
- Error pattern can be reproduced in SEE injection simulation
	- Occurrence of SEUs between two clock cycles
	- Incorrect scrubber correction can occur
- 17% of all permanent SEUs in SRAM lead to trap of the RISC-V core
	- E.g. invalid instructions or addresses
	- Dhrystone benchmark
	- Dependent on distribution of data / instructions
- Remaining permanent SEUs lead to SDCs or are masked by software

SEE-Injection Simulation Framework

- Designed to replicate real-world impact of SEE
- Intended for simulations with synthesis or place and route netlists
- Ability to include information about the physical placement of the cells in the design
- Automatic generation of SystemVerilog assertion
- No modification of design or netlist required
	- modification of cell library required
- VPI Functions used to communicate with simulator

SEE-Injection Signal Selection

- Randomization
- Reproducibility and random stability
	- Framework uses PRNG with one-time seed provided by simulator
- Fault intent specification
	- Scope to be covered by injection (top level of injection)
	- Type of fault to inject (SET / SEU / Macro specific)
- Filtering options
	- Nodes to be injected on
	- Netlist exclusions (string manipulation)
	- Cell type selection (with DEF mapping)

SEE-Injection Layout Information

- Additional to randomized selection from netlist
- Layout Information from DEF
	- Positions mapped to faultable node objects
	- Distance from faulted node to other nodes calculated
	- Interaction probability determines secondary SEEs
	- Additional nodes upset

Runtime SEU | SET Modelling

- SET are less meaningful in RTL
	- Synthesis and place & route netlist used
- SEU Injection requires instrumentation of the STD cell library
	- Added internal signal for flipping the stored value
- Select (randomized) node and SEE duration
- Read state of selected node via VPI functions from simulator
- Invert state of the net using VPI put value function with force flag
- Create a callback for the SEE duration
- Simulator continues for the given amount of time
- Callback from Simulator when time elapsed
- Release the net using VPI function
- SEE duration in SEUs: Time the upset is actively forced
	- Upset is kept until next valid sequential activity

Standard Cell Library Instrumentation

- Timing of SEE independent of clock (randomized)
- SET in the combinational logic or clock-tree
	- \rightarrow Timing violations in sequential logic possible
	- Setup, Hold, Width violations
- Typical standard cell models set sequential output to X (unknown)
- Propagation through netlist according to simulator settings

SET in comb. logic (setup / hold violation)

- Modified standard cell library to replicate real-world behavior
	- Randomized valid output propagated to next cells

SET in comb. logic (setup / hold violation), output randomized

SET in clock-tree (setup / hold / width violation)

Standard Cell Library Instrumentation

- Timing violation propagation instrumentation:
	- Replicate real-world behavior of cell
	- Separate probability calculation for
		- Setup / Hold
		- Width (clock)
	- Randomized output
	- Modified primitives required
- SEE Injection instrumentation:
	- Introduction of Keyword
	- Detected by node extraction step of framework
	- SEU: Additional signal for inverting the stored value
	- Original STD cell primitives may be reused

SRAM Macro Cell Instrumentation

- SRAM macros handled differently than standard cells
	- Depending on SRAM Cells used, location information not available
	- Interleaving architecture, the bits in a data word are not physically adjacent
	- Multiple-bit upset (MBU) distribution can be used
		- Randomized distribution across multiple bits & multiple words
- Typical foundry HDL SRAM models assume worst case
	- Read operations are generally not critical regarding internal state
	- Write operation to unknown address invalidates entire memory
- Foundry SRAM models modified to replicate real-world behavior
- Timing violation handling
	- Control Signals: Assume random operation
	- Address: Assume single randomized address
	- Data input: Store randomized word

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STRV-R1 SEU Contributing Sources

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- **Apart from direct hits, data in sequential elements can be modified by:**
- SETs in clock buffers / inverter of the clock tree
	- Depending on the level in the clock tree large number of leafs affected
	- Additional clock pulses inserted
- Additional clock pulses can be masked by inactive / static data path
	- Static data paths common in general purpose circuits such as RISC-V core
- Clock pulse timing width violation in sequential logic
	- Sequential element may not store new state
	- Reduced impact compared to SET in clock signals
- Capture of SET in data path
	- Masked by combinational logic and application-specific state
	- Setup-Hold violations can mask impact of SET
- Simulation constraints for simulating additional contributing SEU sources:
	- Dhrystone Benchmark executed by RISC-V core
	- SETs equally distributed across clock cycle
	- Shown randomized distribution of SET pulse duration used

SET Capture in sequential logic

- Single Event Transients captured by endpoint sequential Logic
- Cone of logic as input to sequential Logic
	- Dissipation during propagation through design
	- Elongation during propagation through design
	- Masking via other combinational logic
- Application-specific designs contain a significantly number of masked data paths
	- SET capture rate in specific test structure is higher
- Simulation constraints for SETs in data paths:
	- Different application software executed
	- SETs equally distributed across clock cycle

Summary | Conclusion

- **Heavy-Ion irradiation results**
	- Effective SEU cross-section is larger than in test-structures for sequential elements
	- TMR protection scheme in RISC-V core achieves up to 8000x improvement
	- Residual error rate remains, SEFIs present
	- Second irradiation, SRAM individually analyzed
		- Despite SRAM triplication and SRAM, errors present in data stored in SRAM
		- Errors present without RISC-V core activity, cause in SRAM itself, not RISC-V core
- **SEE-Injection simulation framework has been developed**
	- Designed to replicate the real-world impact of SEE
	- Intended for simulations using synthesis or place and route netlists
	- Ability to incorporate physical placement information
		- Simulation of multiple concurrent SEEs