Proceedings Archive



Burn-in & Test Strategies Workshop

www.bitsworkshop.org

March 6-9, 2016

Presentation / Copyright Notice

The presentations in this publication comprise the pre-workshop Proceedings of the 2016 BiTS Workshop. They reflect the authors' opinions and are reproduced here as they are planned to be presented at the 2016 BiTS Workshop. Updates from this version of the papers may occur in the version that is actually presented at the BiTS Workshop. The inclusion of the papers in this publication does not constitute an endorsement by the BiTS Workshop or the sponsors.

There is NO copyright protection claimed by this publication. However, each presentation is the work of the authors and their respective companies: as such, it is strongly encouraged that any use reflect proper acknowledgement to the appropriate source. Any questions regarding the use of any materials presented should be directed to the author/s or their companies.

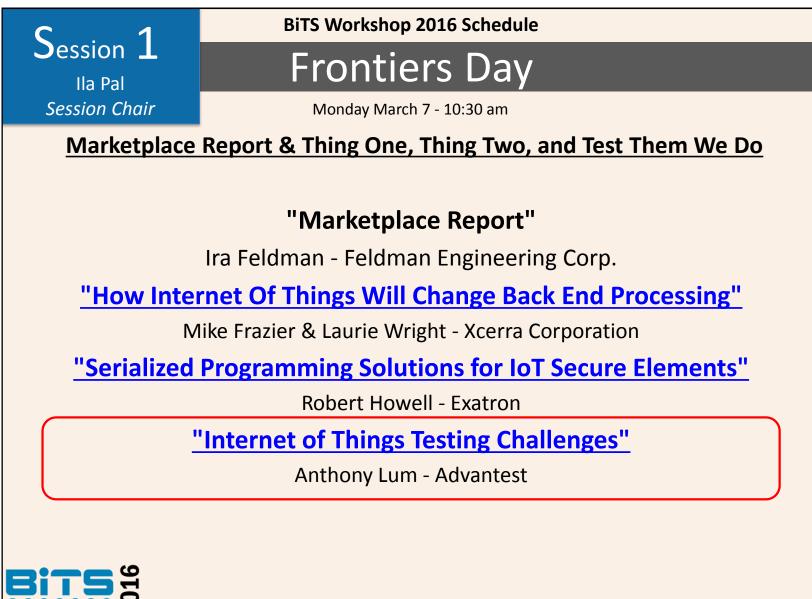
The BiTS logo and 'Burn-in & Test Strategies Workshop' are trademarks of BiTS Workshop.



2

Bits 2016

Proceedings Archive



Burn-in & Test Strategies Workshop

Burn-in & Test Strategies Wo

Thing One, Thing Two, and Test Them We Do - Internet of Things

Internet of Things Testing Challenges

Anthony Lum & Dave Armstrong Advantest



2016 BiTS Workshop March 6 - 9, 2016

ADVANTEST

Burn-in & Test Strategies Workshop

www.bitsworkshop.org

March 6-9, 2016

Thing One, Thing Two, and Test Them We Do - Internet of Things

Device Size

Device Type

Small Size Devices

Smart Sensors Personal Sensors Medical Sensors

Medium Size Device

Cell phones Automotive devices APUs / GPUs/ MPUs

Large Size Device

Communications infrastructure components Server devices FPGAs



Internet of Things Testing Challenges

Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things



Bits 2016

Thing One, Thing Two, and Test Them We Do - Internet of Things

Sensor Testing

Creative solutions are needed to test the various sensors on the industry's roadmap. There is a very long list of anticipated sensors:

- Accelerometer •
- Magnetometer Conductivity Humidity

- Light
- Pressure
- Touch
- Fingerprint
- Health •
- Environmental
- UV & RGB •
- Humidity
- Microphone
- Radiation



- Temperature

- Ambient Micro-Speakers
 - eNose

- bН
- Gyroscope Camera/Optical Galvanic Skin Response
 - Blood chemistry / DNA



Accelerometers and gyroscope testing requires elaborate fixtures.

(courtesy of Multi-Test)

Internet of Things Testing Challenges

Thing One, Thing Two, and Test Them We Do - Internet of Things

Low Cost Testing

There are two solutions to the cost of test question:

- 1. Higher site counts on existing ATE
 - + Most effective for small pin-count devices.
 - + Supports the testing of very complex devices.
 - + Often times leverages existing hardware.
 - + May require "massive multi-site testing" to be cost effective
- 2. Lower cost testing hardware
 - + Lower tester costs but possibly higher handler costs.
- + Easier test programming costs looks and feels like a bench instrument.
- + Easier and lower cost fixturing.
 - + Most effective when volumes don't justify a multi-site ATE solution.



Internet of Things Testing Challenges

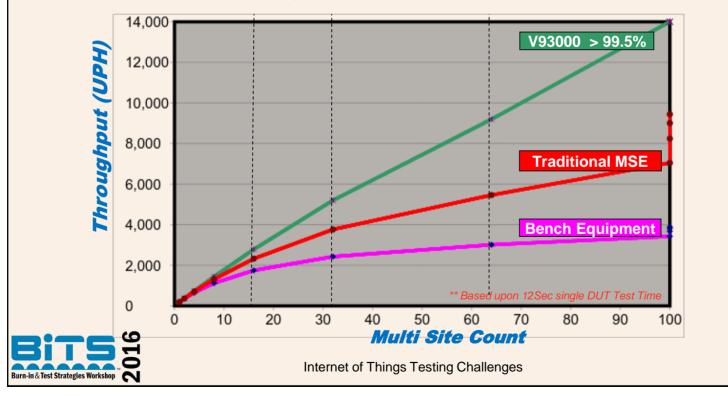
Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

High Site Count ATE

Small IoT device testing requires new levels of multi-site testing. This in turn requires new levels of multi-site efficiency.

- Multi-site testing is moving is pushing to higher site counts.
- Multi-site efficiencies (MSE) needs to be > 99.5% in order to support this trend cost effectively.



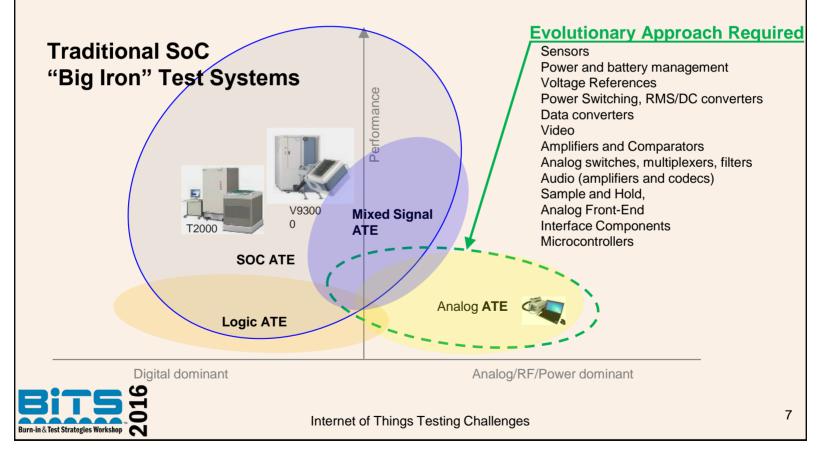
Burn-in & Test Strategies Workshop

6

Thing One, Thing Two, and Test Them We Do - Internet of Things

Lower Cost Test Hardware

Need for a low-cost highly-capable test system as an evolutionary step for the industry. Example: EVA (Evolutionary Analog Test) modular test system



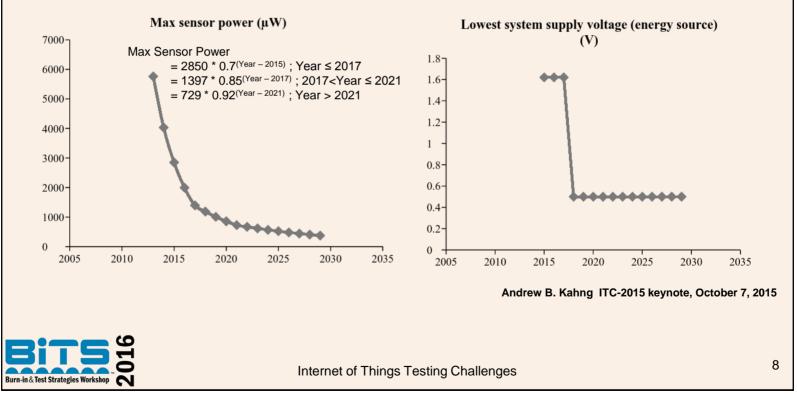
Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

Long Term Trends for Small Sensors

• Sensor supply voltages are expected to scale down significantly in the future. This will result in test challenges with lower voltages and noise levels.

• Energy harvesting will also complicate device testing when they no longer require external power.



Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

Medium Size IoT Devices

Automotive Electronics



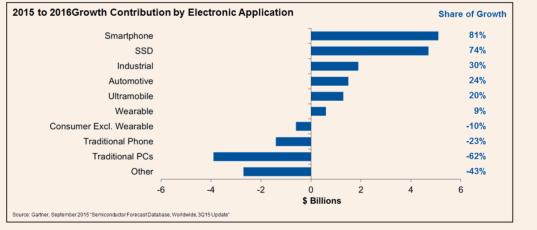
[source] U.S. NHTSA, August 2014

Gaming Electronics





Smartphone and Automotive testing is critical.





Internet of Things Testing Challenges

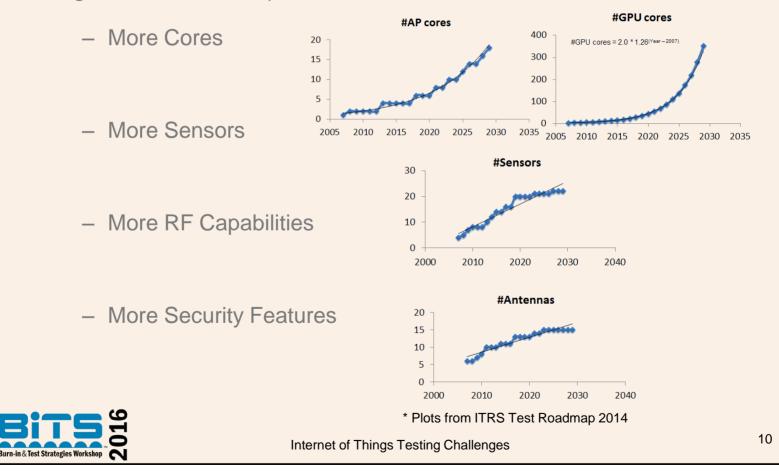
9

Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

Smartphone Testing Needs

• Smartphone capabilities and complexity is expected to continue to grow. In the 2014 update the ITRS showed the trends below.



Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

Automotive Device Types

- Four key device types are driving the automotive market:
 - Autonomous Driving
 - → Radar
 - → Vision recognition
 - → GPS, local intelligence
 - Connectivity
 - → Ethernet communications
 - → Car-to-car communications
 - Infotainment
 - → GPS, mapping
 - → Video interfaces
 - → Stereo
 - Security
 - → Collision avoidance
 - → Security is critical for connectivity
 - → Vehicle & Driver status monitoring

Automotive Testing Trends

- More Scan Vectors
- More Analog
- More RF
 - More Tests
- More Temperature Testing

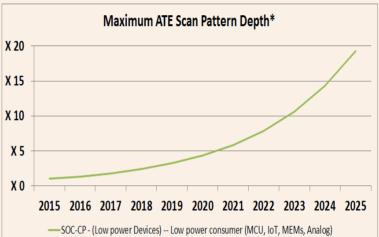


Internet of Things Testing Challenges

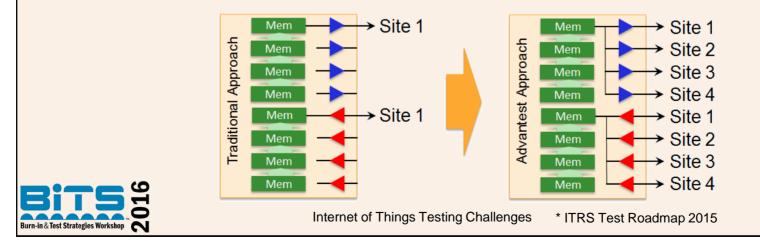
Thing One, Thing Two, and Test Them We Do - Internet of Things

Digital Testing Needs

- Scan depths are expected to double every three years.*
- Memory pooling provided necessary scan depths but can cost pins and limit #sites.



 Broadside scan together with memory pooling provides super deep (multi-Gb) scan on multiple sites without loosing any pins.



Burn-in & Test Strategies Workshop

www.bitsworkshop.org

12

Thing One, Thing Two, and Test Them We Do - Internet of Things

RF / Analog Testing Needs

RF

- LTE-A & LTE Cat 10+
- True parallel RF testing
- Higher site counts

Analog

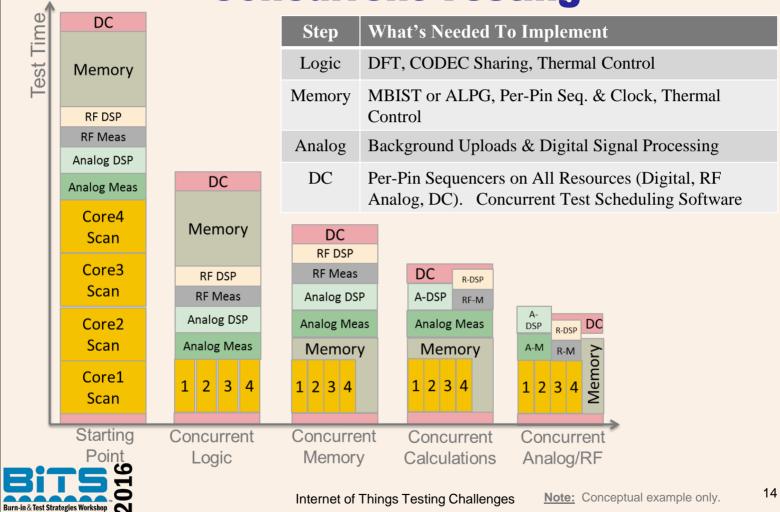
- Many more power supplies per DUT
- Floating supplies
- Lower operating voltages drive finer precision
- Higher site counts



Internet of Things Testing Challenges

Thing One, Thing Two, and Test Them We Do - Internet of Things

Test Time Reduction Needs Met by Concurrent Testing



Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

Device Handling Needs (Sites/Temperature)

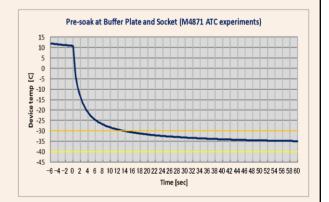
- SOC Handling
 - More Sites (16 or more)
 - Finer pitch < 0.3 mm
 - Thinner parts < 500um
- Thermal
 - Wide temperature range (-40C to 175C)
 - Ability to handle high power (>200W)



Flexible SOC Device Handler

Key technologies:

- Fast responding high-capacity ATC
- Junction temperature feedback
- Tight integration with ATE = TestCell
- Fine pitch with Vision Alignment
- "SoftTouch" socket insertion

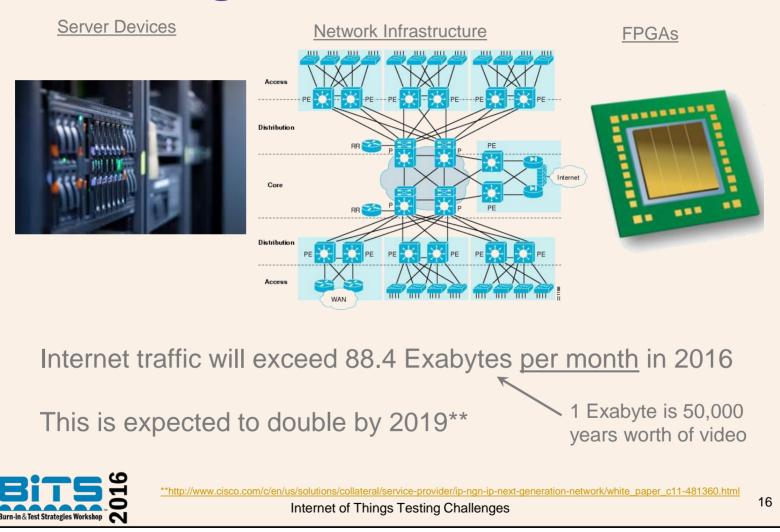




Internet of Things Testing Challenges

Thing One, Thing Two, and Test Them We Do - Internet of Things

Large Size IoT Devices



Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

Large Device Product Trends

The Need for <u>More Data</u> is driving this class of devices.

- Interface speeds

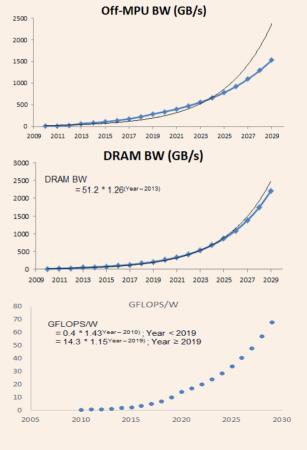
Higher and Higher Speeds Pushing the need for Optical I/O

- Memory bandwidth

The internet uses lots of data

Power constraints

Adding more intelligence is only possible if less power is used or better thermal solutions are pursued.





* Plots from ITRS Test Roadmap 2014 & 2015

Internet of Things Testing Challenges

17

Burn-in & Test Strategies Workshop

Bits 2016

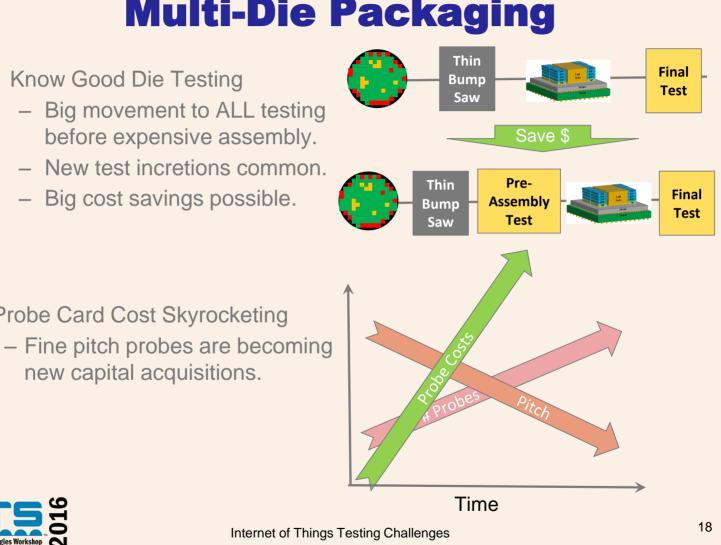
Thing One, Thing Two, and Test Them We Do - Internet of Things

Multi-Die Packaging

- Know Good Die Testing
 - Big movement to ALL testing before expensive assembly.
 - New test incretions common.
 - Big cost savings possible.

Probe Card Cost Skyrocketing

new capital acquisitions.

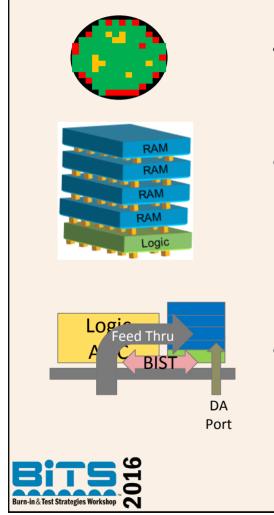




Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

Testing the Memory in Large IoT Devices



- Wafer memory test is mature:
 - ≻ Test times will increase with density.
- Stacked memory test methods are being developed:
 - As speeds increase performance matching between die could be an issue.
 - Concerns for Known-Good-Stack
- Final assembly memory test is a big concern:
 - ➢ BIST from ASIC?
 - ➤ Memory test feed through ASIC?
 - \succ DA port testing?
 - ➤ or ???

Internet of Things Testing Challenges

19

Burn-in & Test Strategies Workshop

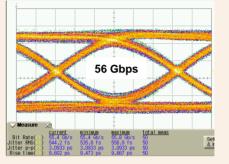
Thing One, Thing Two, and Test Them We Do - Internet of Things

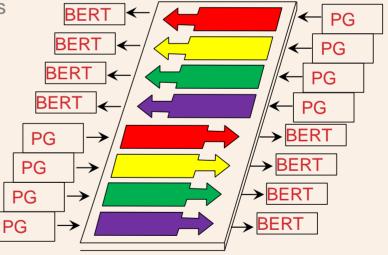
High Speed I/O Is At The Core of the Internet

• Electrical signaling requirements are up to 50Gbps requiring specialized test solutions.

 Optical signaling test requirements are up to 100Gbps. Optical I/O and fixturing greatly complicate these test solutions.

• Further challenges occur when high speed I/O get integrated in 2.5D DUT.





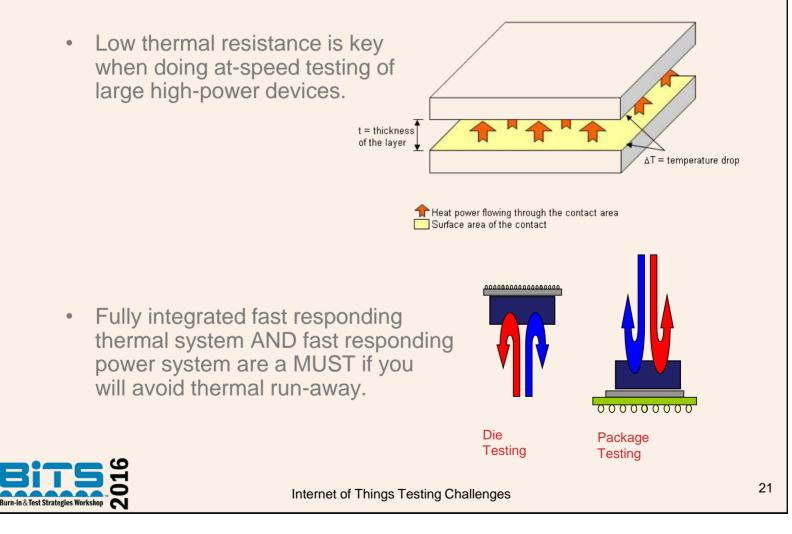


Internet of Things Testing Challenges

Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

Cooling High-Power Large IoT Devices



Burn-in & Test Strategies Workshop

Thing One, Thing Two, and Test Them We Do - Internet of Things

