

Tunable Fault Tolerance via Test and Reconfiguration

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1.0 Introduction

The advent of reconfigurable hardware as a computing medium creates a multi-dimensional design space where trade-offs between power, speed, cost, and reliability are now possible. Dynamic reconfiguration allows these trade-offs to be made on-line to adapt to various environmental changes. Furthermore, the cost of designing reliable circuits is greatly reduced since varying levels of reliability can be added to any circuit, even if it was not originally designed to run reliably, either at the time of application start-up or during application execution.

This paper briefly discusses two ways that reconfiguration and hardware virtualization [1,2] can be used to produce or modify the level of circuit reliability. The first method addresses Single-Event-Upset (SEU) faults by allowing the level of redundancy in the circuit to be dynamically varied. Detection and retry mechanisms provide a level of reliability similar to that of triple modular redundancy, at a cost of only two times (instead of the traditional three times) the original hardware or 50% performance. The second technique described provides reliability in the presence of local hardware faults. This technique works by rotating a built-in self-test (BIST) operation around the reconfigurable hardware periodically, while continuing to execute the application.

Both methods may be used to modulate the amount of reliability provided on an application-by-application basis or during application execution. The former case is used when a single field programmable gate array (FPGA) is used for many different applications and applies to both current commercial FPGAs as well as more modern architectures. When an application is loaded on the reconfigurable hardware, a level of reliability is specified. The latter case, which is more powerful, is suited only to newer architectures which support high-speed reconfiguration such as PipeRench [1,2].

2.0 Variable Fault Tolerance

Figure 1 illustrates our approach to addressing SEU failures through varying levels of redundancy. In this scenario, applications that require high performance and/or low power and no fault tolerance are represented by the single module of Figure 1a. Here, the original design is configured by the fabric controller and compiler for optimal performance. Applications that require some degree of fault tolerance can be implemented as shown in Figure 1b.

This mode of operation (termed error-detect mode) requires that the original module be duplicated and operated in parallel with the original. A comparison module is also added to detect any discrepancies between the two module outputs. The duplication of the module and the addition of the comparator can take place at configuration time using the original circuit (from Figure 1a). For the highest level of fault-tolerant operation the circuit can be configured to use N-way modular redundancy (NMR) as shown in Figure 1d. Any of these three modes can be specified at application load time.

Figure 1c shows a more dynamic method of providing N-way modular redundancy without requiring N copies of the module to be present at all times. The circuit is originally configured in error-detect mode (Figure 1b). If an error is detected in the circuit, the fabric is reconfigured to operate in NMR mode and the failed computation is retried, as illustrated in Figure 1c. After all N circuits agree on the result for some time, the circuit is reconfigured back to error-detect mode. We call this method error-detect, rollback, and N-way modular redundancy (EDRNMR).

EDRNMR requires a reconfiguration time that is less than the maximum latency allowed by the system. This will preclude the use of commercial FPGAs, which have typical reconfiguration times in the range of 1 to 100 milliseconds. Newer architectures such as PipeRench [1,2] can completely reconfigure in less than a half a microsecond, making this technique feasible for many real-time systems. This technique will allow for reliability that approaches NMR, while usually requiring only the hardware associated with error-detect mode.

Hardware virtualization enables the execution of hardware designs that exceed the capacity of the device by time multiplexing the design. In PipeRench, hardware virtualization is made possible by reconfiguring a pipeline stage of an application in a single clock cycle. This allows a pipeline of any depth to execute on any size PipeRench. Thus, a given fabric of fixed size will support larger designs, but at lower performance.

Without hardware virtualization, all of the actual hardware is required to meet the performance requirements at the highest level of fault tolerance. Moreover, when lower levels of reliability are acceptable, it is difficult to take advantage of the extra hardware. With virtualized hardware, the performance of a smaller hardware

