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Editor

Robust Computing with Nano-scale Devices

Progresses and Challenges

Fault Tolerant Nano-Computing

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Fault Tolerant Nanocomputing

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Abstract This chapter provides an overview of fault tolerant nanocomputing. In general, fault tolerant computing can be defined as the process by which a computing system continues to perform its specified tasks correctly in presence of faults with the goal of improving the dependability of the system. Principles of fault tolerant nanocomputing as well as applications of the fault tolerant nanocomputers are discussed. The chapter concludes by observing trends in the fault tolerant nanocomputing.

Keywords Availability · Coverage · Dependability · Fault tolerance · Redundancy
Reliability

Introduction

Fault tolerant computing can be defined as the process by which a computing system continues to perform its specified tasks correctly in presence of faults. These faults could be transient, permanent, or intermittent faults. A fault is said to be transient if it occurs for a very short duration of time. While permanent faults are the faults that continue to exist in the system, intermittent faults repeatedly appear for a period of time. They could be either hardware or software faults caused by errors in specification, design, or implementation, or faults caused by manufacturing defects. They could also be caused by external disturbances or simply due to ageing of the components in a system.

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A good viable alternative approach for fault tolerance would be to mimic biological systems. There is some activity in this area, but it is still in its infancy. For example, an approach to design complex computing systems with inherent fault tolerance capabilities based on the embryonics was recently proposed. Similarly, a fault detection, location, and reconfiguration strategy was proposed last year based on cell signaling, membrane trafficking, and cytokinesis [10].

Furthermore, the existing external infrastructure, such as Automatic Test Equipment (ATE), are not capable of dealing with the new defect levels that nanometer scale technologies create in terms of fault diagnosis, test time, and handling the amount of test data generated. In addition, continual development of ATE facilities that can deal with the new manufacture issues is not realistic. This has considerably slowed down the design of various system-on-a-chip efforts [62]. For example, while the embedded memory typically occupies half of the integrated circuits area their defect densities tend to be twice that of logic. Thus, to achieve and maintain cost advantages requires improving memory yields. As described earlier, one commonly used strategy to increase yield is to incorporate redundant elements that can replace the faulty elements during repair phase. The existing external infrastructure cannot perform these tasks in a cost effective way. Thus, there is a critical need for on-chip (internal) infrastructure to resolve these issues effectively. The semiconductor industry has attempted to address this problem by introducing embedded intellectual property blocks called the infrastructure intellectual property (IPP). For embedded memory, the IPP may consist of various types of test and repair capabilities.

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