

COMBINATIONAL LOGIC CIRCUITS FOR  
WHICH TESTS CAN BE GENERATED  
IN  $N^2$  TIME

BY

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I dedicate this piece of work to my wonderful wife Taraneh, my wonderful son Abteen, and the memory of my wonderful father.

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## CHAPTER 1

### INTRODUCTION

Digital systems are subject to physical faults during their life time. With the increased complexity of digital systems, with huge numbers of elements in an IC chip, the problem of testing digital systems for reliable performance has become more important. In general, a fault in a system can be considered as anything which makes a system to behave in a different way than for which it was designed. Faults can occur during manufacture, assembly, storage, or operation. Faults which alter circuit parameters such as current, voltage, or speed are known as parametric faults. Faults which alter logical behavior of a circuit are known as logical faults. Since faults can occur in a system at any time, the system must be tested during its life time.

Testing consists of applying a set of logical values to inputs of a circuit and observing the output to see if it is different from what was expected. To test a circuit there must be a fault model to identify the period of time that the fault will be present, the number of such faults present at the same time, and the effect of the fault on operation of the circuit. The most common logical fault model is a single permanent stuck-at model which assumes a line in the circuit is permanently stuck-at-logic zero or logic one (this model will be used throughout this research study).

One way to test a circuit is to apply all possible input combinations and observe the output. This method is not reasonable to apply for circuits with large numbers of inputs because possible input combinations grow exponentially with increasing numbers of inputs. Then it is desirable to find a subset of input combinations which detects all faults in the circuits. In a circuit consisting of  $N$  lines ( $N$  includes primary inputs and outputs, and internal lines) there are  $2N$  single stuck-at-0/1 type faults.

Attention in this research study is focused on combinational circuits. Basic elements of these kinds of circuits are called gates and there are no feedbacks or memory elements in combinational circuits. Different gates under consideration will be AND, OR, NAND, NOR, and INVERTER. Because of the complex topology (interconnection of lines) that combinational circuits may have, there is no known algorithm which generates tests in polynomial time for an arbitrary combinational circuit. In general, it is accepted that there exist no such algorithms. With the growing number of gates on a single chip, even high order (greater than 2) polynomial in time algorithms are not desirable. Then it becomes important that a designer designs a circuit in such a topological form for which tests can be generated in  $N$  or  $N^2$  time.

Redundancy is one of the reasons that test generation is time consuming. A circuit is redundant if one or more lines of it cannot be tested. Redundancy is an unwanted feature in most designs and a good design rarely suffers this problem except in fault tolerant systems. Then if topologies for irredundant circuits can be identified which make circuits testable in  $N^2$  time, a designer may keep circuit topology close to those identified topologies and save a great deal of time in the test

generation process. It would even be more desirable if a method for design can be found which makes any circuit testable in  $N^2$  time. An effort has been made in this research to identify the topology of circuits which can be tested in  $N^2$  time. Also a design method is introduced which makes any circuit (even redundant circuits) testable in  $N^2$  time. A program has been written which generates tests for circuits designed according to the proposed design method.

During test generation for a given fault it is possible that a value assignment on a line be inconsistent with other value assignments in the circuit. Then that value assignment must be removed and another choice must be considered. This process is called backtracking. It is this process which makes the process of test generation exponential in time because without the need for backtracking, each single stuck type fault can be detected by at most  $N$  value assignments in the circuit. If there are no reconvergent paths in the circuit then there will be no need for backtracking. For this reason reconvergent paths are the main subject of this research. Every two reconvergent paths will be referred to as a loop.

In this research an attempt has been made to identify relative positions and properties of the loops for which circuit can be tested in time proportional to  $N^2$ . The most general topology which has been identified with the above property in this research consists of reconvergent paths which do not reconverge on more than one gate if they originated from the same fanout origin, and they do not share gates with other reconvergent paths if there is no path between their fanout origins. Also it is shown that any circuit can be tested in time proportional to  $N^2$  if certain gates and inputs, called blocking gates and

control inputs respectively, are placed in specific locations in the circuit.

## CHAPTER II

### REVIEW OF RELATED LITERATURE

The two most widely used methods of test generation for single permanent stuck at logic values (0/1) are the D-algorithm (Roth, 1966) and critical path sensitization (Thomas, 1971). These methods use the path sensitization concept to propagate a fault signal from the sight of the fault to the output(s) of the circuit under test, where it can be compared with the expected value in the normal circuit. Since this concept will be used throughout this research study, it will be reviewed here. Consider Figure 1 and the fault line "a" stuck at 0 (a s-a-0). In fact it must be determined if this line can be set to a logic 1. For this purpose a logic value 1 must be assigned to line "a". Other lines in the circuit must be set to values such that the effect of the value assignment of line "a" can be seen on the output of the circuit. In other words the fault signal can be propagated to the output. To achieve this goal, line 5 must be set to logic 1. If this line is set to 0, then the output of the gate 14 will be 0 regardless of the value assignment on line "a". For the similar reason line 8 must be set to logic 1. With these value assignments the value of the output will be 0 if line "a" is not stuck at 0 and the value of the output will be 1 if line "a" is stuck at 0. This process is called path sensitization. To generate a test for this fault (an input vector); logic values on the inputs of the circuit must be determined such that they set the internal

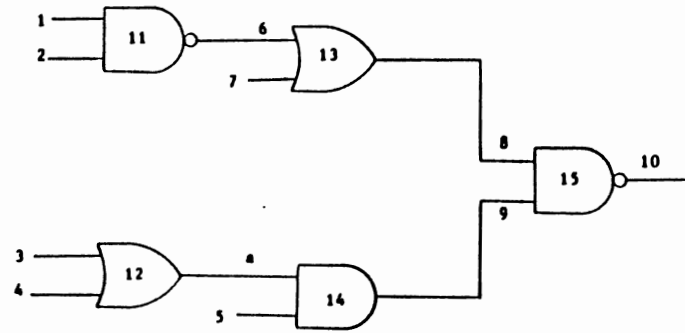


Figure 1. Path Sensitization and Line Justification

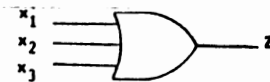


Figure 2. Example for Controllability and Observability

lines of the circuit to the desired values found in the path sensitization process. This is called a justification process. In order to have a 1 on line "a", either line 3 or line 4 can be set to 1. To have a 1 on line 8, either line 6 or line 7 can be set to 1. If line 6 is selected then either line 1 or line 2 (or both) must be set to 0.

It is known that the following fault detection problems:

1. Can all single faults be detected in a combinational circuit (is the circuit irredundant)?
2. Can a fault in a particular input line  $x_i$  be detected by input-output experiments?
3. Can all single input faults be detected by I/O experiments?
4. Can faults in the output line be detected by I/O experiments?

are NP-complete (Ibarra and Sahni, 1975), i.e. there is a polynomial time algorithm to decide if the above single faults are detectable if and only if there is a polynomial time algorithm for problems such as the traveling salesman problem. Then it seems very unlikely that a polynomial time algorithm can be found (in terms of the number of inputs, gates, or lines) to detect single faults. In fact, it would appear that only algorithms with a computing time linear or at most a square of the number of input lines and gates would be feasible for large combinational circuits (Ibarra and Sahni, 1975). Even for relatively simple circuits such as monotone and unate circuits these problems are NP-complete if the numbers of levels in those circuits are greater than 2 (Fujiwara and Toida, 1982). A circuit is said to be monotone if all the variables appear unnegated in the expression describing the function of the circuit. A circuit is said to be unate



if all the variables appear either negated or unnegated.

In the processes of path sensitization and line justification, it is possible that a test generation algorithm has to select a choice among several choices. Also it is possible that some or all of those choices lead to conflicting assignments of values to nodes in the circuits. Then the algorithm has to backtrack and try different choices until either a test is generated or there is no choice left. This backtracking is the reason that the time complexity of test generation algorithms is exponential, because in general an algorithm has to try an exponential number of value assignment combinations until it finds a test. Sometimes there is no test for a certain fault. In this case the circuit is said to be redundant. If a circuit is not redundant then it is called irredundant (Breuer and Friedman, 1976) or nonredundant. Test generation for redundant circuits is more time consuming because all possible choices must be tried by the algorithm before it can decide that no test exists for a certain fault.

A great deal of work has been done to simplify the process of test generation for logic circuits and several methods of design for testability have been proposed since 1970. There are two key concepts in design for testability, controllability and observability (Williams and Parker, 1983). Controllability is the ability to apply test patterns to internal circuitry by exercising the input pins of that circuitry. Observability is the ability to determine the internal states of a circuit by observing the output pins. All methods of design for testability try to enhance the controllability and observability of a system by some means. To appreciate the problem consider the simple OR gate in Figure 2. In order to generate a test for the input fault  $X_1$  s-a-0, it

is necessary to control  $X_2$  and  $X_3$  to 0 and  $X_1$  to 1. Also it is necessary that  $z$  can be observed to determine if this fault actually exists in the circuit. In this case it is possible to control the inputs to the desired values and observe the output. In general it is not always possible to control a line in a circuit or observe states of a circuit on the output. For example in Figure 3, line "a" cannot be controlled to 1 and the effect of any value assignment on "b" cannot be observed from the output. One way to enhance controllability and observability of a circuit is to use test points. If a test point is used as a primary input to the network, then that functions to enhance controllability. If a test point is used as a primary output, then that can be used to enhance the observability of a network. In Figure 3, if the test point "c" is added to the circuit then, the value on line "b" can be observed through "c". The use of input test points has been discussed by Hayes (1974) for circuits consisting of 2-input NAND gates and inverters. An example of the circuits consisting of NAND gates and inverters is shown in Figure 4. Hayes has discussed that if a circuit with a structure like this is changed to another circuit according to the following rules:

1. Every inverter is replaced by an EX-OR gate while the other input of the EX-OR gate is connected to logic 1 for normal operation of the circuit.

2. Each NAND gate has only two input lines.

3. One EX-OR gate is placed on input lines of each NAND gate if no inverter is preceding that line. The other input of the EX-OR gate is connected to logic 0 for the normal operation of the circuit.

then the resulting circuit needs only five tests for complete testing of

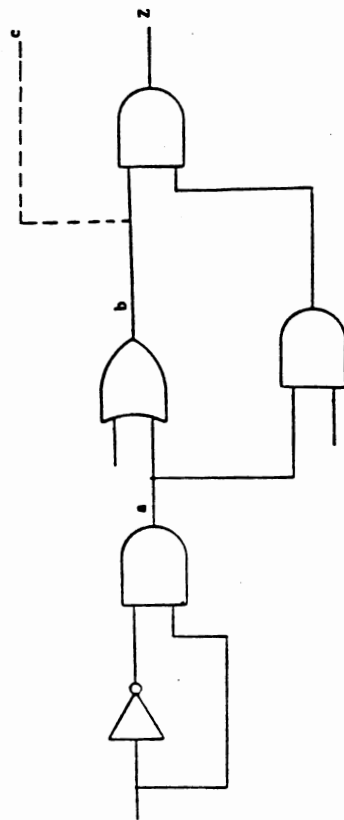


Figure 3. Example for Uncontrollable and Unobservable Points

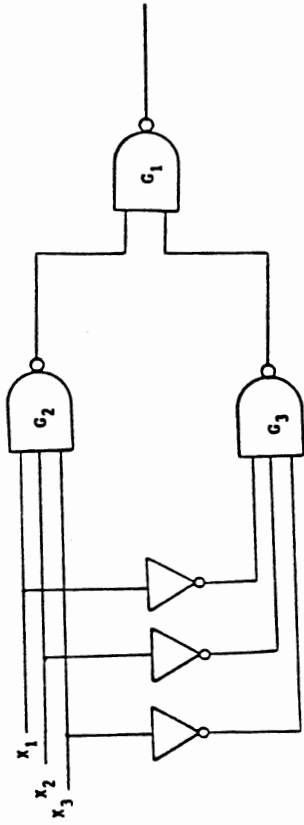


Figure 4. Example of Circuits Consisting of NAND Gates and INVERTER'S

the circuit single stuck at faults. The basic building block of such circuits is shown in Figure 5, and the circuit in Figure 4 is shown in Figure 6 after modifications. The second inputs of the EX-OR gates are used as control inputs to put desired values for test generation on the internal lines of the circuit. Drawbacks in this method are that a circuit must be changed to a circuit with the properties mentioned before and a great amount of circuitry must be added to the circuit.

Another method of design for testability is partitioning. Goel (1980) has shown by imperical results that the computer run time to do test generation is approximately proportional to the number of logic gates used in a circuit to the power of 3. Then partioning a circuit into modules which can be tested seperately seems to decrease the time required for test generation (Williams and Parker, 1983). Drawbacks for this method are cost, space, and it is in contradiction with the purpose of integration.

Another method of design for testability, which has received much attention, is Level Sensitive Scan Design (Berglund, 1978). This method of design for testability is for sequential circuits but it is important to be mentioned here because it reduces the complexity of the test generation to that for combinational circuits. This design methodology also uses the concept of controlling inputs. The only type of storage element permitted in this technique is a shift register latch (SRL), which is a pair of D flip-flops, as shown in Figure 7. The output of the first latch ( $L_1$ ) serves as data input to the second latch ( $L_2$ ).  $L_1$  is used as storage element and  $L_2$  is used to enhance testing of the circuit. The D input of  $L_1$  comes from the output of a  $L_2$  and the output of  $L_2$  is an input to another  $L_1$ . Then all latches in the circuit are

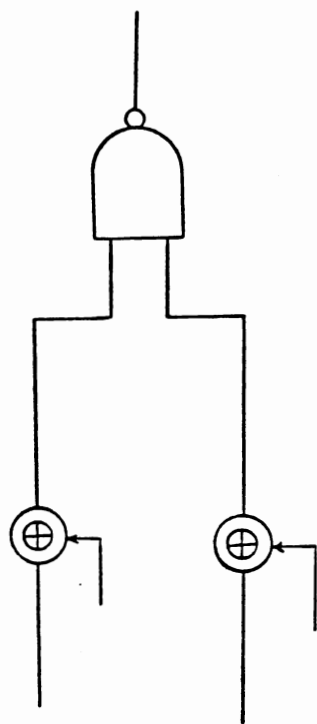


Figure 5. Basic Building Block

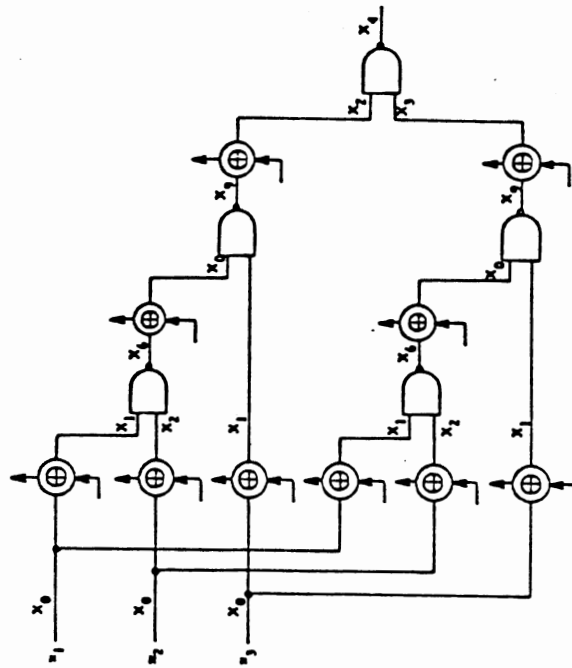


Figure 6. Example of Circuits Consisting of NAND Gates with Added Control Inputs

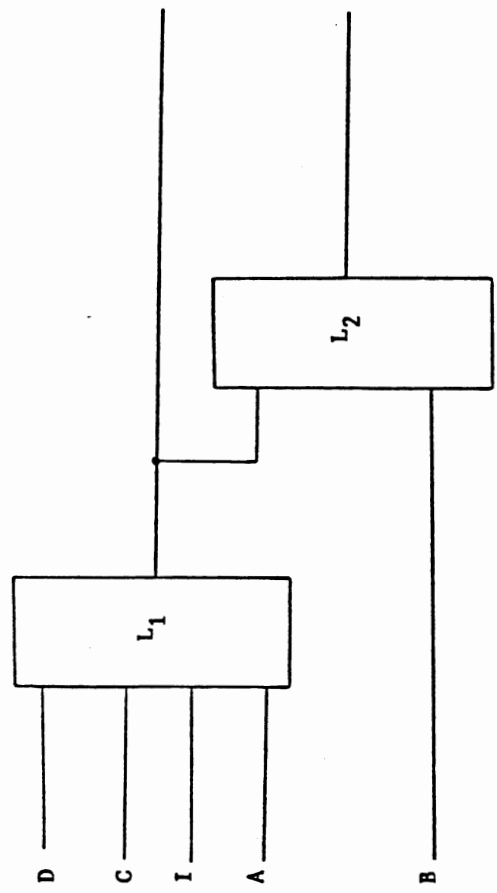


Figure 7. Shift Register Latch



chained together by this scheme. The first  $L_1$  in this chain is connected to an input pin called SDI (Scan Data In) and the output of the last  $L_2$  is connected to an output pin called SDO (Scan Data Out). There are four input to each  $L_1$  which have the following functions. Input D is connected to a  $L_2$  latch, input A is a clock which is used to clock D into  $L_1$ , input I is a data line for the use of the designer, and input C is a clock which clocks data from the I into  $L_1$ . Input B to  $L_2$  is a clock used to clock the data output from  $L_1$  into  $L_2$ . Figure 8 is typical to circuits which use LSSD technique. In this figure, if the output of a combinational circuit is directly connected to a primary output then that output can be used to detect faults in the combinational part, and if the output of the combinational part is input to a latch then this output signal can be run through the chain of latches until it reaches the SDO pin. Thus, using this technique reduces the complexity of testing to that for combinational circuits.



## CHAPTER III

### CLASSIFYING CIRCUIT TOPOLOGIES FOR EASY TESTING

In this chapter different topologies for combinational circuits which make them testable in  $N^2$  time and restrictions on these topologies will be discussed. In chapter IV a simple design method will be presented so that if a combinational circuit is designed according to that method, then it will be testable in  $N^2$  time. There are some terms which will be used throughout this chapter and chapter IV. The following definitions are needed to understand the meaning of each term.

DEFINITION: A propagation value is a value which must be assigned to some inputs of a gate in order that fault(s) on other input(s) of that gate can be propagated through that gate. This value is "0" for OR and NOR gates "1" for AND and NAND gates.

DEFINITION: A path in a circuit from a point to an output is sensitized if all inputs to the gates in that path (other than those on the path) are set to propagation values.

DEFINITION: A point in a circuit is justified for a logic value if inputs of the circuit have values which generate that logic value on that point.

DEFINITION: A circuit is redundant if it contains untestable nodes.

DEFINITION: A circuit is totally irredundant if all subcircuits of that circuit are irredundant. A subcircuit consists of a subset of

gates in the circuit and the inputs to those gates.

DEFINITION: The path sensitization process is the process of sensitizing a single path and finding all the forced values in the circuit because of the assignment of propagation values on the sensitized path.

DEFINITION: The justification process is the process of assigning proper values to the inputs of a circuit in order to justify the values on the outputs of the gates which some values have been assigned to their outputs during the path sensitization process but the inputs to those gates have not been forced to propagation values because of the values on the outputs of those gates.

DEFINITION: A "fanout origin" is a point in a circuit with more than one line exiting from it. Lines which exit from this point are called "fanout branches" of that fanout origin.

DEFINITION: A "reconvergent gate" is a gate that at least two branches from the same fanout origin have a path to that gate.

DEFINITION: A loop is part of a logic circuit which consists of two branches of a fanout origin which reconverge on a gate. This includes the fanout origin, the gates, and the outputs of all gates on the two branches.

DEFINITION: A "simple loop" is a loop which has no fanout origin on outputs of gates on any of its branches and does not share any gate with other loops with different fanout origins or reconvergent gates. Then loops with the same fanout origin and reconvergent gate can share gates. Figure 9 shows a circuit consisting of four simple loops. The four simple loops include the following set of points and the gates between each two points: (E,A,D), (E,A,C), (D,A,C), (G,B,F).

DEFINITION: A point in a circuit is "blocked" for a certain value

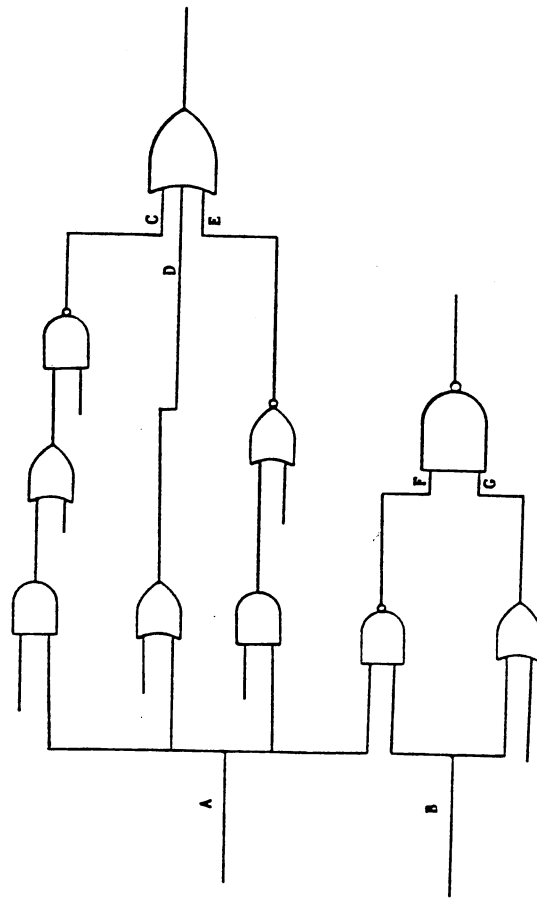


Figure 9. Simple Loops

if that value cannot be propagated through gates to primary outputs.

DEFINITION: A conflict occurs during the path sensitization or justification process if the assignment of a value at some point in the circuit be inconsistent with previous value assignment(s) in the circuit.

DEFINITION: A point which is part of a loop is marked as conflict for a value if assigning that value to that point forces the input to the reconvergent gate on the other branch of the loop to a value which is not a propagation value for that gate.

DEFINITION: A circuit is called "path independent fault detecting" (pifd) if a fault can be detected through any path from the sight of the fault to the primary output(s) without facing any conflict.

LEMMA 1: In any logic circuit if "A is true" implies "B is true" then "complement of B is true" implies "complement of A is true".

PROOF: The proof for this lemma is a direct conclusion from Venn diagrams for logic functions. Figure 10 shows this property.

From Lemma 1 it can be concluded that if assigning a value "a" at some point "A" of a logic circuit forces another point "B" to value "b" then assigning the complement of "b" to "B" forces the value of "A" to complement of "a".

EXAMPLE: In Figure 11 assigning a logic "1" to "A" forces "B" to logic "0" and assigning logic "1" to "B" forces "A" to logic "0".

THEOREM 1: Consider a circuit with reconvergent fanouts restricted to simple loops and initially all lines have don't care values. If assigning a value on one branch of a fanout origin forces a value at some point of another branch of the same fanout origin then this dependency

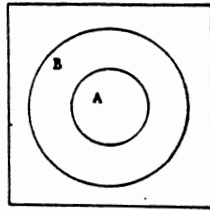


Figure 10. Venn Diagram

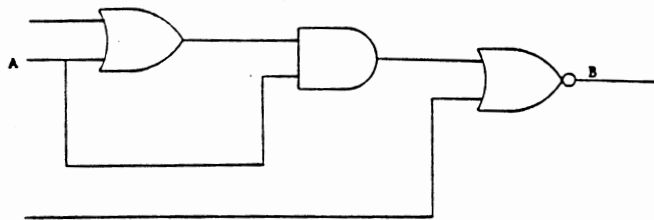


Figure 11. Example for Lemma 1

can be found in time proportional to  $N$  where  $N$  is the number of lines in a circuit.

PROOF: If a value assignment on one branch of a fanout origin forces a value on the other branch of the same fanout origin, then it must force the fanout origin to some value which in turn forces the point on the other branch to some value. The reason that the fanout origin will be forced to some value is that since initially all lines in the circuit are set to don't care values then the first value assignment on a branch of a fanout origin does not have to satisfy any condition with respect to the other value assignments in the circuit. Then the only way that a point on the other branch can be forced to some value is by forcing the fanout origin to some value first and then propagating the effect of this value on the other branch. Then using Lemma 1, assigning the complement of the value on the fanout origin forces the point in the first branch to the complement of the value it has. According to this conclusion there is a procedure which can find this dependency as follows:

1. Put a "0" on a fanout origin and find forced values on branches of the fanout origin (call them branch one and two).

2. Put a "1" on the fanout origin and find forced values on branches of the fanout origin.

3. Consider the set of points on branch one which were forced to some values in step 1. If the complement of values in step 1 are assigned to any of these points, then by Lemma 1, the fanout origin must be forced to a "1" which forces the points found in step 2 on the second branch to the values found in step 2. The same thing is true for branch 2.



Since this process needs at most  $2N$  value assignments then this process can be done in time proportional to  $N$ . This process is called "preprocessing of fanout origins".

EXAMPLE: In Figure 12 assigning a "0" on point "H" forces points "A" and "B" to "0", and points "C" and "D" to "1". Assigning a "1" on point "H" forces points "E" and "F" to "1", and point "G" to "0". Then assigning a "0" on points "C" or "D" or a "1" on points "B" or "A" forces points "E" and "F" to "1" and point "G" to "0".

NOTE 1: Assume only one reconvergent gate exists for branches of some fanout origin. If assigning a value on one branch of a fanout origin which has a path to the reconvergent gate, forces one or more of inputs of the reconvergent gate on other branches to values which are not propagation values, then faults on the original point for the complement of the assigned value cannot be tested through the output of the reconvergent gate. This point is marked as a "conflict" for that value.

NOTE 2: Theorem 1 does not indicate that all forced values in a circuit due to a value assignment can be found in  $N^2$  time because it was assumed that all lines were initially set to don't cares.

NOTE 3: Theorem 1 can be applied to any circuit topology as long as the propagation of a value assignment on one branch of a fanout origin in the forward direction does not force a value on the other branch(es) of the fanout origin. In general the preprocessing of fanout origins can be used to predict some of the sources of backtracking before starting the test generation.

THEOREM 2: The process of test generation, which consists of sensitization and justification of a single path for each fault, for irredundant circuits with reconvergent fanouts restricted to simple loops is

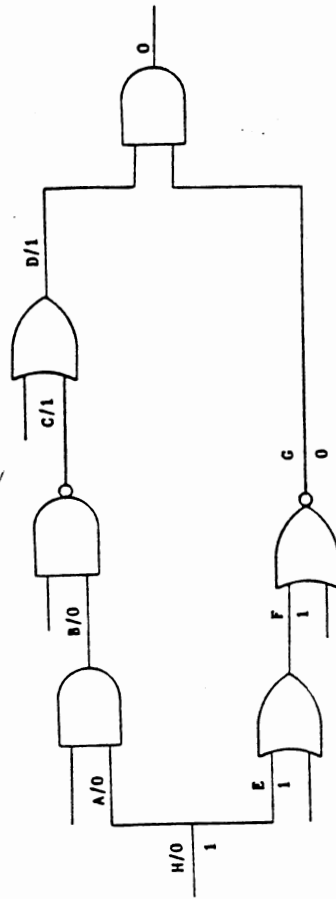


Figure 12. Example for Theorem 1

proportional to  $N^2$  in time where  $N$  is the number of inputs to all the gates in a circuit (number of lines). It is assumed that all the lines in the circuit have don't care values prior to test generation and the fault signal on an input of a gate will not be propagated to the output of that gate until the backward effect of value assignments on all inputs of the gate is found throughout the circuit (the two latter conditions will be considered for the other theorems as well).

PROOF: Consider Figure 13 which can be part of a larger combinational circuit. Suppose a test is to be generated for a fault on line A by propagating the value on A to the output through the gates  $G_3, \dots, G_R, \text{OUT}$ . First, only the value assignments necessary for sensitization of the path will be considered. If value assignment on A forces C to some value  $C_V$  then A and C must be on a loop with  $G_R$  as reconvergent gate. Notice that there are two ways that value assignment on A can force C to some value without being on a loop with it. The first one is to force the output of  $G_R$  to some value which in turn forces C to some value. The second one is to force a fanout origin, in the forward direction, to some value which in turn forces C to some value. If the first case happens then it means that there is either a feedback from the output of a gate  $G_N$ , to which  $G_R$  has a path, to A or the output of the two gates  $G_N$  and  $G_M$  are connected together as shown in Figure 14. It is obvious that both connections are in contradiction with the definition of (topology of) combinational circuits. For the second case consider Figure 14. If a value assignment on A forces F' to some value which in turn forces C to a nonpropagation value then at least one of the faults on one of the branches of F is undetectable which is in contradiction with the assumptions made in this theorem. If  $C_V$  is not a

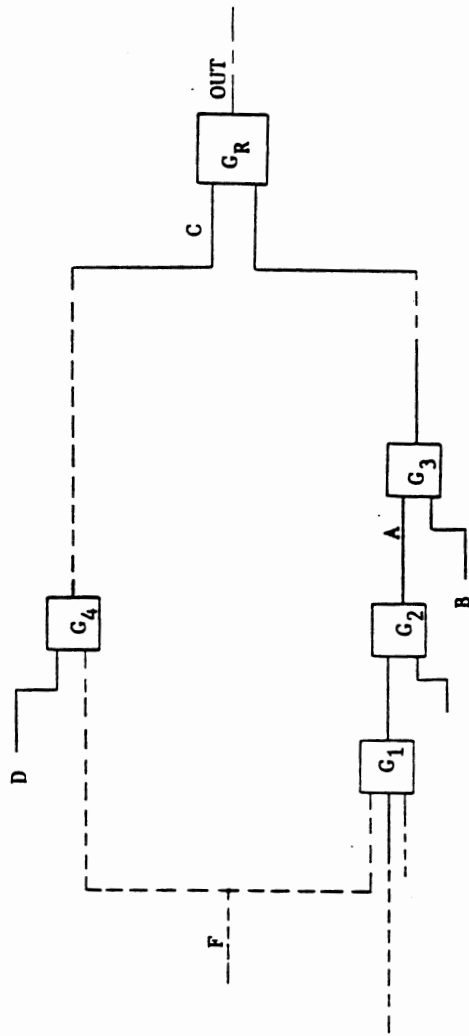


Figure 13. Path Sensitization in Circuits Consisting of Simple Loops

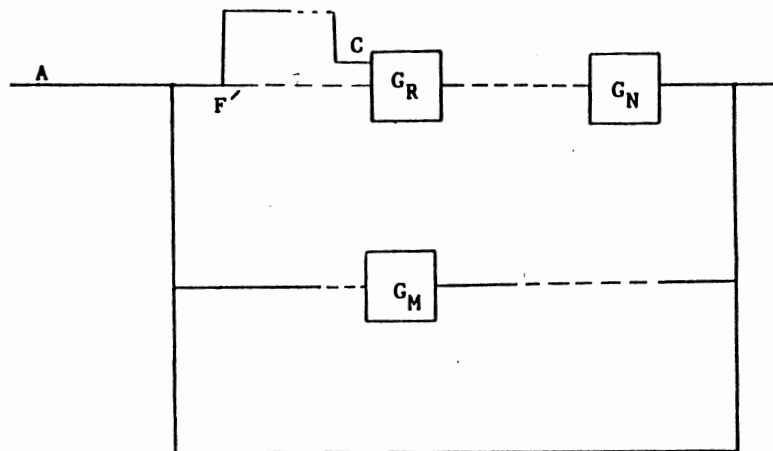


Figure 14. Conflict on a Reconvergent Gate because of Feedback Loops and Fanout Origins

propagation value then the fault on A cannot be propagated through  $G_R$ . Since all the loops are simple, then there is no other way for the fault on A to be detected through, which means fault on A cannot be detected which is in contradiction with the assumptions made in this theorem. Notice that inputs like D, which are not part of the loop but are inputs to the gates on the loop, cannot be set to any value because if value assignment on A forces D to some value then it means that two inputs to  $G_4$  are on a loop which indicates that two loops with reconvergent gates  $G_4$  and  $G_R$  are sharing gates. Then no conflict can occur because of the value assignments on inputs like D. If value assignment on B, or any line which is set to propagation value on the sensitized path, forces C to a non-propagation value then  $G_R$  is a reconvergent gate for two different loops, one with  $(A,C,G_R)$  and the other one with  $(B,C,G_R)$ . If A and C are not on a loop but B and C are and C is forced to a nonpropagation value because of the value assignment on B, then at least one fault on B cannot be detected. If a propagation value on a line like B, which is forced to a value in order to satisfy the requirements for path sensitization, needs the requirements which cannot be satisfied, for example if B is the output of an AND gate and has the value "1" but a "1" on one the inputs of this gate forces another input of this gate to a "0", then there is a redundancy in the circuit (line B is stuck at some value) which is in contradiction with the assumptions made in this theorem. Since no value assignment in path sensitization can create conflict then there is no need for backtracking.

Now suppose there are two gates  $G_1$  and  $G_2$  with some values on their outputs but the inputs to  $G_1$  and  $G_2$  are not justified for those values, as shown in Figure 15. Consider one of the inputs to  $G_1$ , "A", which is

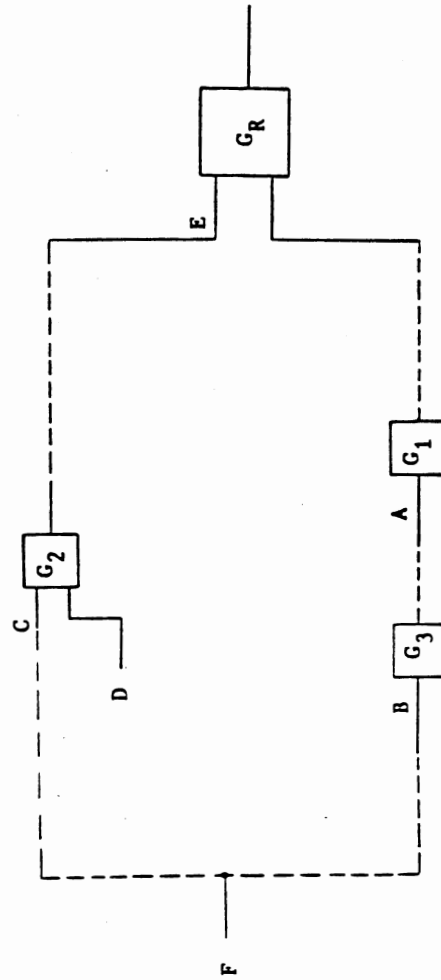


Figure 15. Line Justification in Circuits Consisting of Sample Loops

to take a value in order to partly (part of the condition for justifying the value on the output of  $G_1$ ) or completely justify the value on the output of  $G_1$ . Suppose that because of value assignments from A to a primary input, a value assignment on a point B forces the input C of gate  $G_2$  to some value  $C_V$ . Since both  $G_1$  and  $G_2$  have a path to a gate which is (or its output is) part of the sensitized path, and also there is a different path from B to C, then it means that they are on a loop. Since all the loops are simple, again no input such as D can be set to a value by value assignment from A to B or there will be two loops which are sharing gates. If  $C_V$  does not have a correct value to justify the value on the output of  $G_2$ , then D can be set to that value and no value assignment from A to primary inputs can set D to some other value or loop (E,C,B,A, $G_R$ ) is sharing gates with another loop. The reason that only a correct value on one input of  $G_2$  is enough to justify the value on the output of  $G_2$  comes from the fact that the value on the output of  $G_2$  does not force all the inputs to  $G_2$  to propagation values according to the definition of justification process given at the beginning of this chapter. Then a nonpropagation value on one of the inputs of  $G_2$  is enough to justify the value on the output. Then no conflict can occur during the line justification and there is no need for backtracking.

Since both processes of path sensitization and line justification are conflict free then to detect each fault in the circuit not more than N value assignments are necessary and since there can be 2N such faults then the whole process can be done in time proportional to  $N^2$ .

EXAMPLE: Consider the circuit in Figure 16. To detect faults on "d", the two other inputs of  $G_5$  must be set to logic "1". To justify a "1"



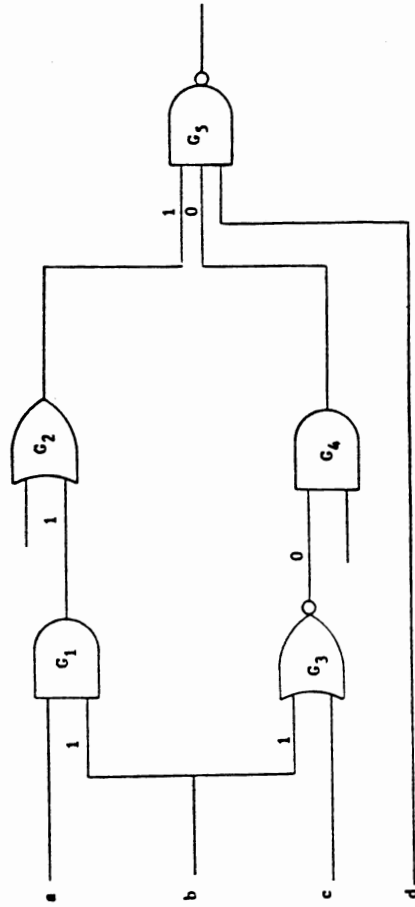


Figure 16. Example of Theorem 2

on the output of  $G_2$ , a "1" is required on either of the inputs of  $G_2$ . Suppose the output of  $G_1$  is selected in this step. Now to justify a "1" on the output of  $G_1$  requires logic "1" on "a" and "b". A "1" on "b" will force the output of  $G_3$  to logic "0" which in turn will force the output of  $G_4$  to logic "0" which is a conflict for propagating a fault on "d" through  $G_5$ . According to theorem 1, such a circuit must be redundant and at least the fault on the input of  $G_1$  which is a branch of "b" cannot be detected through  $G_5$  for the complement value on this line. The value on this input of  $G_1$  is a "1". To detect a s-a-0 on this line a "1" must be assigned to "b". Assigning a "1" to "b" forces the output of  $G_4$  to "0" which violates the propagation rules on  $G_5$ . Then the fault s-a-0 on the branch of "b" which is an input to  $G_1$  cannot be detected which makes the circuit redundant.

NOTE 1: In Figure 13 since the fault on "F" can be propagated through both branches, and the type of circuits presented in Theorem 2 consist of only isolated simple loops, then faults on any point of this kind of circuit can be propagated and detected through any path which includes that point. Then this type of circuit is path independent fault detecting.

NOTE 2: There is no limit on the number of fanout branches as long as assumptions made in Theorem 2 hold.

NOTE 3: A circuit with the topology given in Theorem 2 is redundant if a value assignment on a fanout origin forces one or more of the inputs of a reconvergent gate to a value other than the propagation value for that reconvergent gate. This is a direct result from Theorem 2.

Now an upper bound will be found for the number of tests for path independent fault detecting circuits.

LEMMA 2: The number of paths in a combinational circuit with no reconvergent fanout from one of the primary inputs to any of the primary outputs is equal to:

$$A-B+1$$

where

A = # of fanout branches on the paths which connect the primary input to primary outputs

B = # of fanout origins on the paths from primary input to primary outputs.

PROOF: A circuit as described above can be considered as a free tree where a free tree is defined to be a finite connected graph with no simple cycle (Standish). The fanout origins and the primary input and outputs are vertices of the tree and lines connecting vertices are edges of the tree.

In a free tree we have the relation  $e=v-1$  where "e" is the number of edges and "v" the number of vertices. In a tree as shown in Figure 17, the number of paths is equal to the number of primary outputs. The reason for this is that any distinct path (two paths are distinct if they are different in at least one edge) originated from the primary input will end with one primary output in a free tree.

If vertices other than primary outputs are called "internal nodes" then we have:

$$e = \# \text{ of paths} + \# \text{ of internal nodes} - 1$$

or

$$\# \text{ of paths} = e - \# \text{ of internal nodes} + 1$$

but "e" in a combinational circuit is nothing other than the number of fanout branches and internal nodes are fanout origins. Then we have:

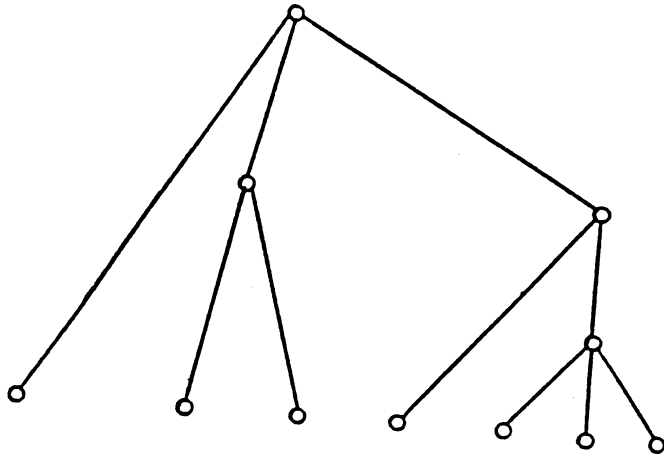


Figure 17. A Free Tree

# of paths = # of fanout branches - # of fanout origins + 1

or

# of paths = A - B + 1

NOTE: In circuits with one primary input and the topology given in Lemma 2, only two tests are necessary to detect all single stuck at faults on a given path. Then, the maximum number of tests in these circuits is as follow:

max # of tests = 2(A - B + 1)

THEOREM 3: The maximum number of tests to detect all single stuck at faults for path independent fault detecting circuits is as follows:

2(# of fanout branches - # of fanout origins + # of primary inputs)

PROOF: Consider Figure 18 which without dotted lines has no reconvergent fanout as required to apply Lemma 2. To detect all single stuck at faults on the dotted sub-path no more than two tests are needed because it is enough to select a path which covers this line from a primary input to a primary output and generate tests for this path. Since one additional fanout branch is added and two more tests are needed then the maximum number of tests for circuit in Figure 3.8 including the dotted line is still :

2(# of fanout branches - # of fanout origins + 1)

Now assume we have a circuit with n primary inputs. For the first input we find all the paths which connect this input to primary outputs. For input  $i > 1$ , we find all paths which connect that input to primary outputs which have at least one edge that has not appeared in paths found for primary inputs 1 to  $i-1$ . There could be edges on the paths originating from input  $i$  and merging to one of the paths covered by those for primary inputs 1 to  $i-1$ . For each of these edges, which

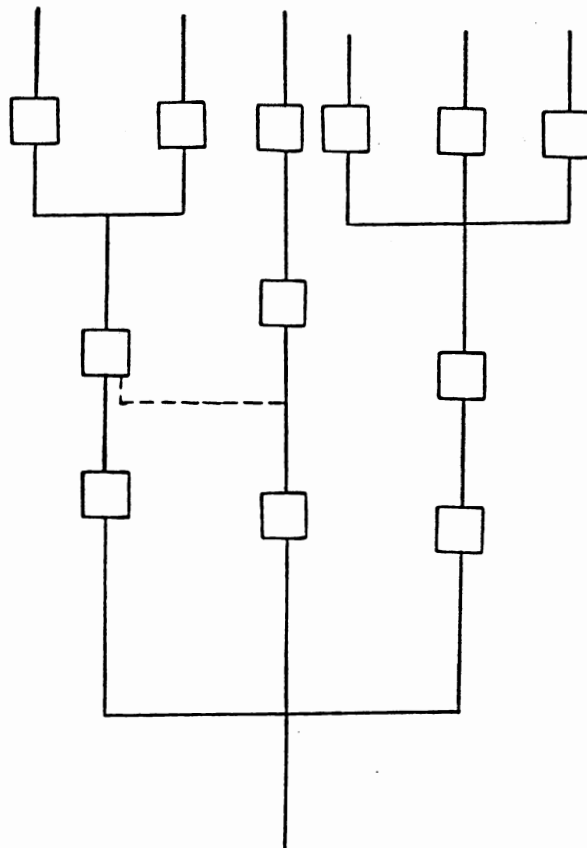


Figure 18. A Logic Circuit with only one input

are fanouts with paths to input  $i$  and are not covered by paths found for inputs 1 to  $i-1$ , we need two tests (the same thing as for the dotted line). Then there is no line in the circuit which is not covered and no path from primary inputs to primary outputs which has all its edges covered more than one time. Then for the paths found for input  $i$  with fanouts which do not merge in to any path covered by another input we have the same relation for maximum number of tests as in Figure 18 and for each fanout merging to another path covered by another input we need at most two tests. Then for the paths found for input  $i$  and merging edges on these paths we have:

$$\text{max \# of test}(i) = 2(\text{\# of fanouts}(i) - \text{\# of fanout origins}(i) + 1)$$

Adding up "max # of test( $i$ )" for  $i=1$  to  $n$  we will have:

$$\text{max \# of tests} = 2(\text{\# of fanouts} - \text{\# of fanout origins} + \text{\# of primary inputs})$$

Now the process of test generation for redundant circuits with reconvergent fanouts restricted to simple loops will be studied. It should be kept in mind that because of the properties stated in the proof of Theorem 2 for the circuits with the same topology, Theorem 1 can be applied to these circuits.

**THEOREM 4:** The blocking process (determining the blocked points) for redundant circuits with reconvergent fanouts restricted to simple loops is proportional to  $N^2$  in time.

**PROOF:** First the preprocessing of fanout origins presented in Theorem 1 should be applied to all fanout origins of the loops in order to find all the points in a loop which cannot be tested for some values. For each point found this way and marked as conflict for a propagation value consider all the other inputs to the gate that has this point as its

input if those inputs are not affected by the assignment of propagation value on the conflict point. Because this input can be one of the inputs to the reconvergent gate and some of the inputs to the reconvergent gate are affected by this value assignment. Conflicts on the other branch will be found separately. For each of those inputs travel backward on all the possible paths and mark all those points as "blocked" until a fanout origin is faced. If all branches of a fanout origin are marked as blocked again travel backward and mark those points as "blocked" until another fanout origin or a primary input is faced. Using preprocessing of fanout origins, all the outputs of the reconvergent gates which are stuck at some value can be identified and their effects can be propagated throughout the circuit, and using backward traveling on the inputs of the affected gates the points which are blocked can be identified (if an input of a gate is stuck at a non-propagation value then the other inputs are blocked). If all inputs of a gate are marked as stuck at some value then its output must be marked as "stuck at value", if it is not already marked, and the effect must be propagated throughout the circuit and all blocked points must be found. If all inputs of a gate are marked as "conflict" and "stuck at value" then the input marked as "conflict" (there is only one such input because loops are simple) must be treated as if it were a fanout origin for the loop on which it lies if the output of the gate is not marked as stuck as a value, and preprocessing of fanout origins must be done for that input and all blocked points due to this situation must be identified. Notice that the forced values which are already found do not need to be found again. Since the preprocessing of all fanout origins requires time proportional to  $N^2$  and the rest of the process does not



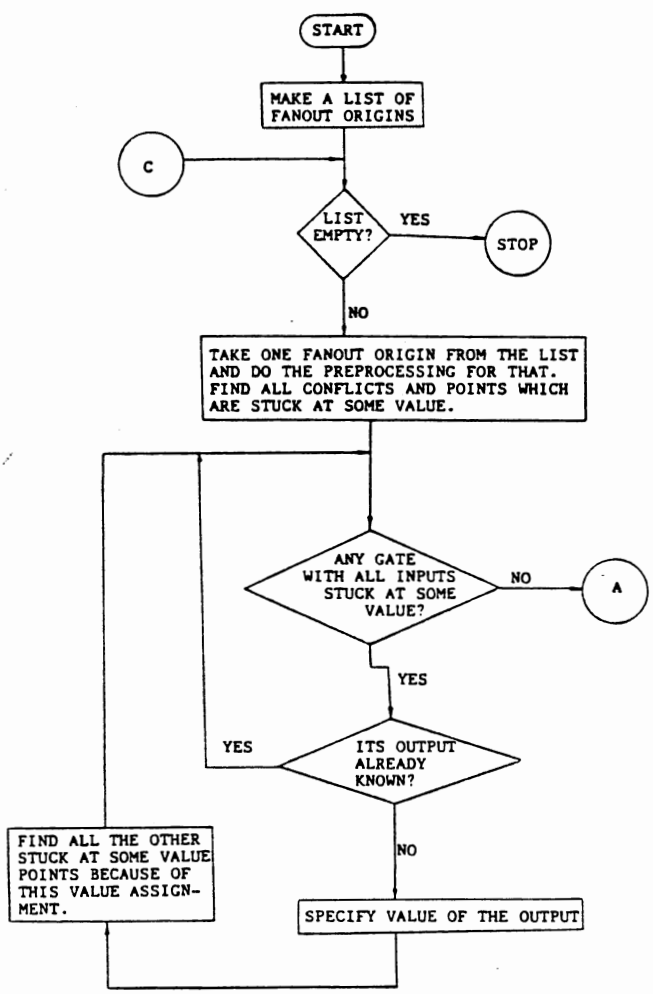


Figure 19. Algorithm for Theorem 4

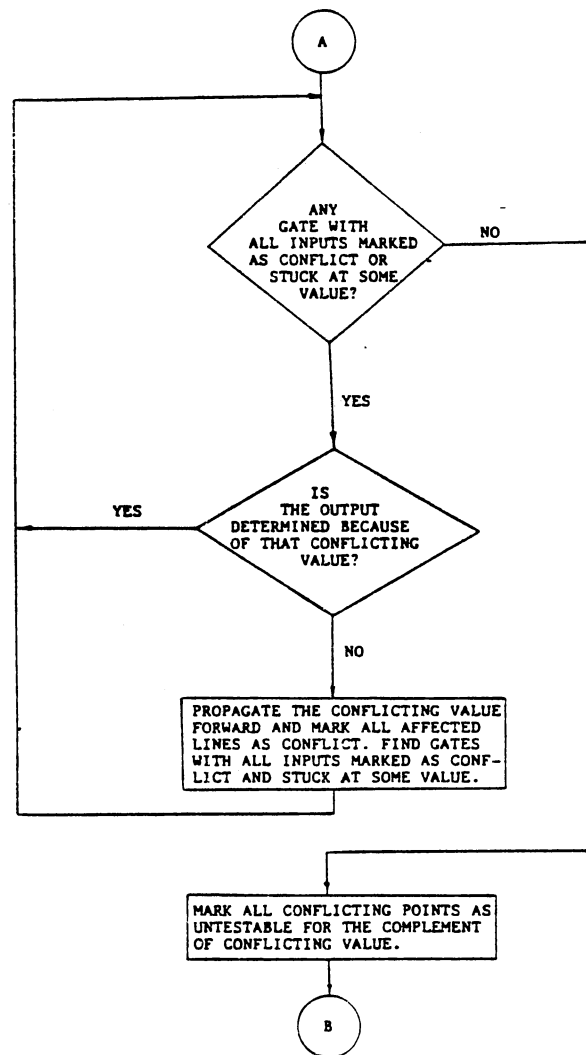


Figure 19. (Continued)

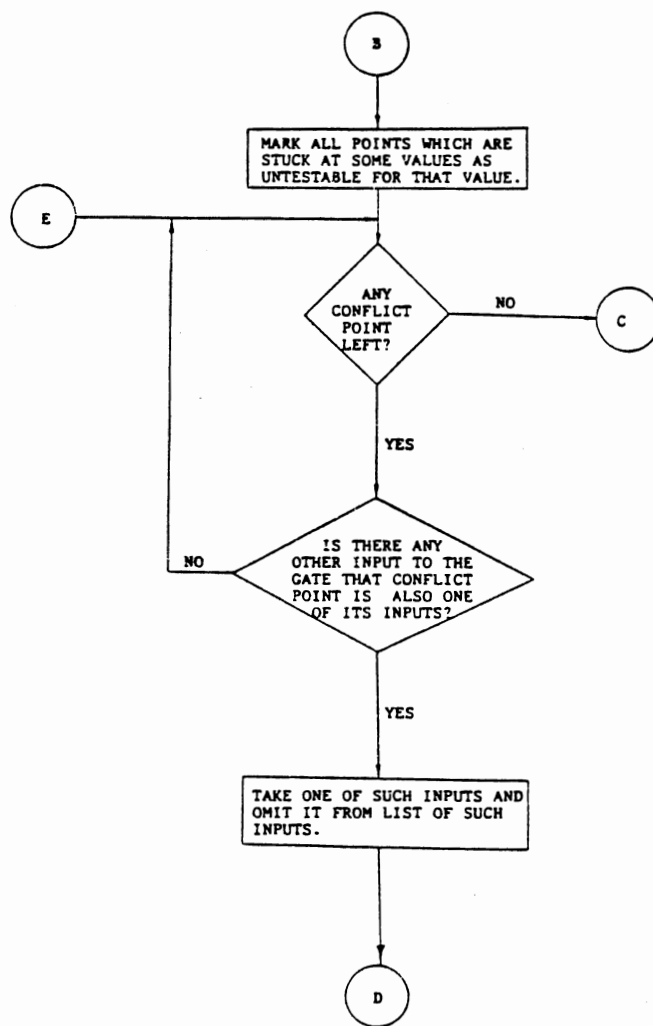


Figure 19. (Continued)

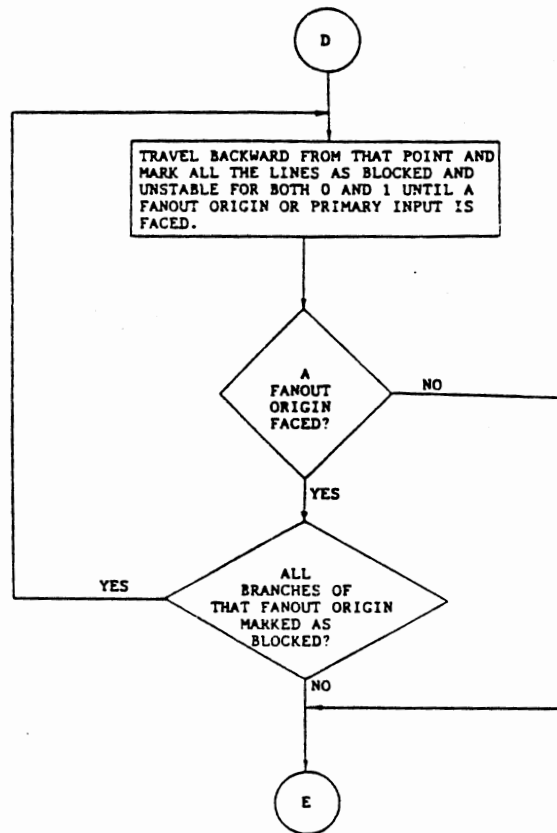


Figure 19. (Continued)

need marking more than  $N$  points as "conflict", "stuck at value", or "blocked" then this process is proportional to  $N^2$  in time. An algorithm is given for Theorem 4 in Figure 19.

**THEOREM 5:** The process of test generation for redundant circuits with reconvergent fanouts restricted to simple loops is proportional to  $N^2$  in time.

**PROOF:** Using "blocking process" presented in Theorem 4, all paths which are blocked for certain faults can be found in time proportional to  $N$ . In the justification process there will be no conflict because all the choices for justifying a value on output of a gate which cause conflicts are already marked and will not be chosen. Since to detect each fault no more than  $N$  value assignments are required and at most for  $2N$  faults (factor of 2 is for stuck-at-1 and stuck-at-0 faults) tests must be generated separately, then the time for the whole process is proportional to  $N^2$ .

**EXAMPLE:** Figure 20 shows a redundant circuit with reconvergent fanouts restricted to simple loops. Applying the preprocessing of fanout origins and the blocking process on the circuit in this figure give the results shown in Table I. As can be seen in this figure, all the points which are not testable or must not be chosen in the justification process are marked.

#### Identifying Reconvergent Gates in Circuits Consisting of Simple Loops:

One of the requirements for making the table in the previous example is to identify reconvergent gates. The following procedure presents a method by which reconvergent gates can be identified in time proportional to  $N^2$ :

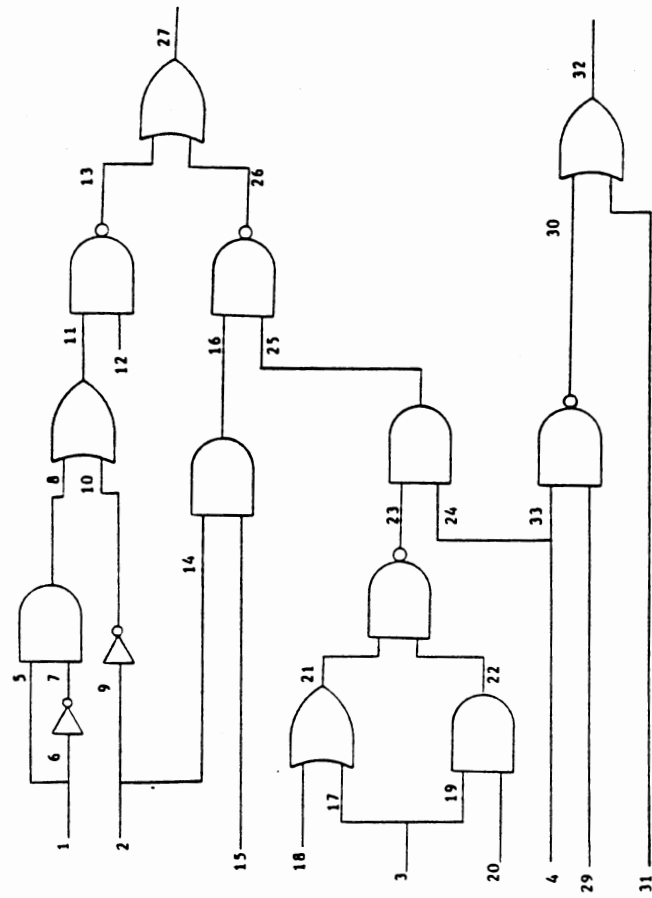


Figure 20. Example of Redundant Circuits Consisting Simple Loops

TABLE I

THE INFORMATION FOUND USING THE ALGORITHM  
IN FIGURE 19

LINE #	STUCK AT	BLOCKED FOR	CONFLICT FOR VALUE	CONFLICT ON RECON. GATE	NOT TESTABLE FOR STUCK AT
1	-	-	-	-	-
2	-	-	-	-	-
3	-	1,0	-	-	1,0
4	-	-	-	-	-
5	-	1	1	8	0
6	-	0	0	8	1
7	-	1	1	8	0
8	0	-	-	-	0
9	-	0	0	8	1
10	-	1	1	27	0
11	-	1	1	27	0
12	-	1,0	-	-	1,0
13	-	0	0	27	1
14	-	1	1	27	0
15	-	1,0	-	-	1,0
16	-	1	1	27	0
17	-	1,0	0	23	1,0
18	-	1,0	-	-	1,0
19	-	1,0	-	-	1,0
20	-	1,0	-	-	1,0
21	-	1,0	0	23	1,0
22	-	1,0	-	-	1,0
23	-	1,0	-	-	1,0
24	-	1,0	-	-	1,0
25	-	1,0	-	-	1,0
26	-	0	0	27	1
27	1	0	-	-	1
28	-	-	-	-	-
29	-	-	-	-	-
30	-	-	-	-	-
31	-	-	-	-	-
32	-	-	-	-	-
33	-	-	-	-	-

For all fanout origins do the following:

Travel on all branches of a fanout origin until a primary output, a fanout origin, or a reconvergent gate is faced. Mark all gates in between by the number assigned to the branch which has been traveled. If a gate which is already marked by another branch is faced, mark that as a reconvergent gate of those branches on which this gate lies. Stop the process on that branch and process a new branch.

As can be seen from the above procedure, at most marking  $N$  gates is necessary to identify the reconvergent gate and the corresponding fanout branches of a simple fanout origin, and a reconvergent gate will be marked at most  $N$  times. Then this process is proportional to  $2N$  for one fanout origin. Since there are no more than  $N$  fanout origins then the whole process can be done in time proportional to  $N^2$ .

**DEFINITION:** A simple nested loop is a simple loop with the exception that it can share gates with loops with different reconvergent gates.

An example of circuits consisting of simple nested loops is given in Figure 21. An example of the topology of the loops in such circuits is given in Figure 22.

**THEOREM 6:** The process of test generation for irredundant circuits with reconvergent fanouts restricted to simple nested loops is proportional to  $N^2$  in time.

**PROOF:** Consider Figure 23 in which the fault on line  $A$  is supposed to be propagated through the path  $(G_2, \dots, G_3, \dots, G_R, \dots, \text{OUT})$ . If the value assignment on  $A$  forces  $E$  to some value  $E_V$  then as it was shown in the proof of Theorem 2,  $A$  and  $E$  must be on a loop with  $G_R$  as reconvergent



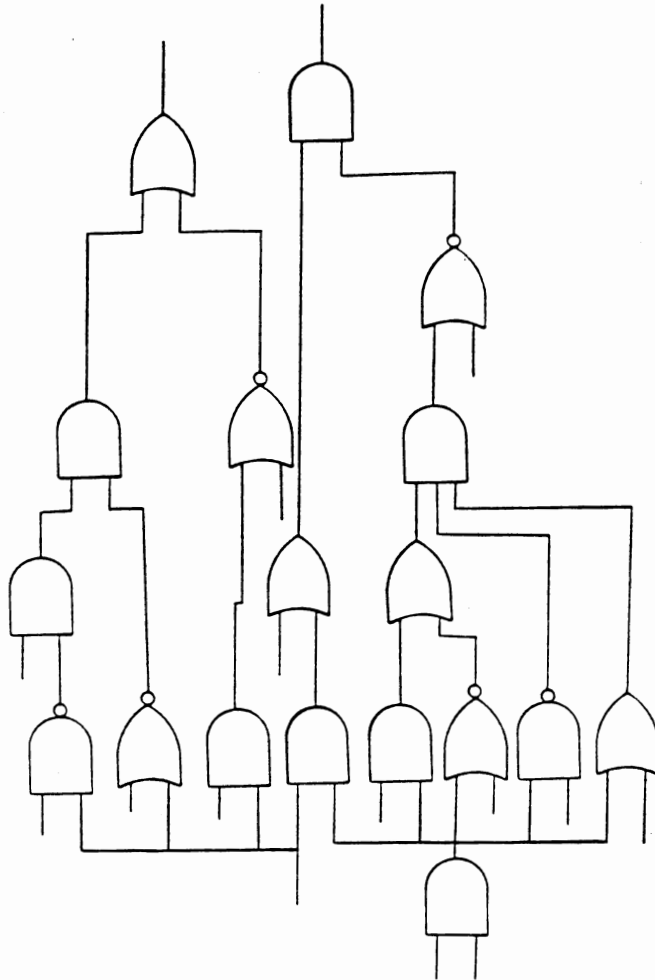


Figure 21. A Circuit Consisting of Simple Nested Loops

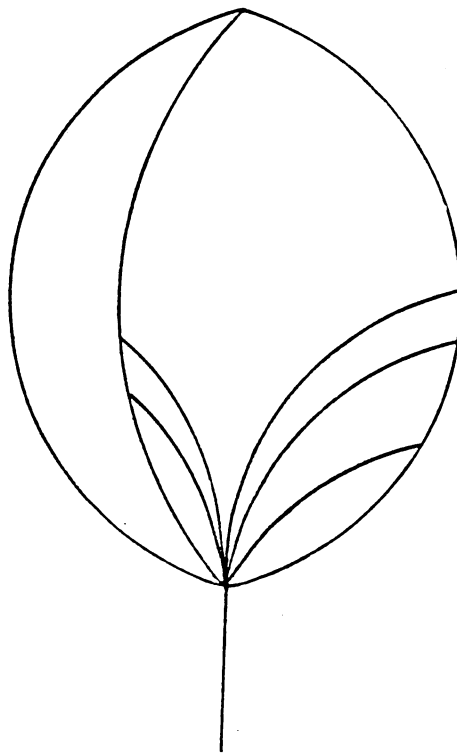


Figure 22. Topology of Simple Nested Loops

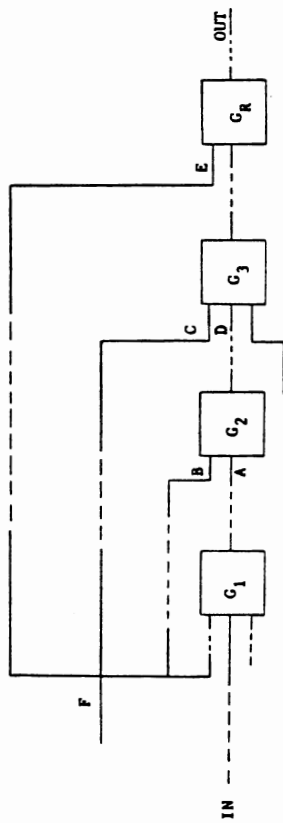


Figure 23. Path Sensitization in Circuits Consisting of Simple Nested Loops

gate. If  $E_V$  is not a propagation value then the fault on A will be undetectable because there is no fanout origin between  $G_2$  and  $G_R$  which introduces a different path from A to a primary output. It is true because reconvergent fanouts are restricted to simple nested loops. If value assignment on B forces E to a nonpropagation value then at least one fault on B cannot be detected for the same reason stated for A. The same reasoning can be used to show that if value assignment on C or D forces E to a nonpropagation value then there are undetectable faults on C or D. Now suppose that value assignment on E ( $E_V$ ) is inconsistent with the values on C or D. Then E is on a loop with C or D (or both). The values  $C_V$  and  $D_V$  on C and D force E to  $E_V$  which is a nonpropagation value, then at least one fault on C or D cannot be detected because it cannot be propagated through  $G_R$ . The rest of the proof for path sensitization is the same as stated in Theorem 2. Since no value assignment can create a conflict during the path sensitization then there will be no need for backtracking.

For the proof during the justification process, consider Figure 15. Since there are simple nested loops in the circuit, it is possible because of a value assignment on B that both lines C and D be forced to propagation values which are inconsistent with the value on the output of  $G_2$ . But if that happens then there is at least one fault on B which cannot be propagated through  $G_R$  (notice that the only way that a value assignment on B and the other lines from B to the primary inputs can force C and D to some value is through F) and since due to the topology of the simple nested loops there is no other path for the fault on B to be detected through, this fault is undetectable which means the circuit is redundant, which is in contradiction with the assumptions made in

this theorem. Then there is no need for backtracking in the line justification.

Since there is no need for backtracking in path sensitization and line justification then at most  $N$  value assignments in the circuit are necessary to detect a fault. At most there are  $2N$  such faults, then there is no need for more than  $2N$  value assignment in the circuit which means the required time for test generation is proportional to  $N^2$ .

NOTE: Since the faults on a fanout origin can be propagated and detected through any branch of that fanout origin then circuits of this kind are path independent fault detecting.

The next topology of loops which will be considered is "simple totally nested loops."

DEFINITION: Simple totally nested loops are loops with the following characteristics:

1. They can have fanout origins on their branches providing that the branches of these fanout origins must reconverge on the gates which have paths to the reconvergent gate of the loop from which they are originated.
2. No two loops may share gates if in forward traveling of paths in the circuit there is no path between their fanout origins.
3. No two branches of a fanout origin may reconverge on more than one gate.

An example of the above topology is given in Figure 24 and an example of the circuit consisting of simple totally nested loops is given in Figure 25.

The conditions in the definition of simple totally nested loops eliminate the possibility that if a point on a loop cannot be tested

through the reconvergent gate of that loop then it may be tested through another path. Figure 26 shows an example of what may happen if condition 1 is eliminated. In this figure the fault a-s-0 cannot be propagated through "c" but it can be detected through "b" while the circuit is irredundant. Elimination of condition 2 makes it possible for a gate which is on different loops to be affected by value assignments on fanout origins of those loops. Although all the loops are irredundant, those value assignments may cause a conflict to occur on a reconvergent gate and the test generation process may not be conflict free. An example of such a situation is given in Figure 27. Suppose "a" must be justified for value "1" and arbitrary choices have assigned a "1" on "b", "g", and "c". Then "d" and "e" will be forced to "0" and "1" respectively for a "1" on "h" and "i". These value assignments put a "0" on "f" which is a conflict. Note that no value assignment on a single fanout origin causes a conflict on a reconvergent gate, but to justify "g" for a "1" a certain combination of value assignments on fanout origins are required although the whole circuit is totally irredundant. Condition three guarantees that no two branches of a fanout origin can reconverge on more than one gate because if two branches of a fanout origin reconverge on more than one gate then it is possible that not all paths in a circuit can be sensitized even in totally irredundant circuits as will be discussed later where the definition of simple totally nested loops will be modified for totally irredundant circuits with more complex topology.

**THEOREM 7:** The process of test generation for irredundant circuits consisting of simple totally nested loops is proportional to  $N^2$  in time.

**PROOF:** Consider Figure 28 and assume that a test is to be generated for

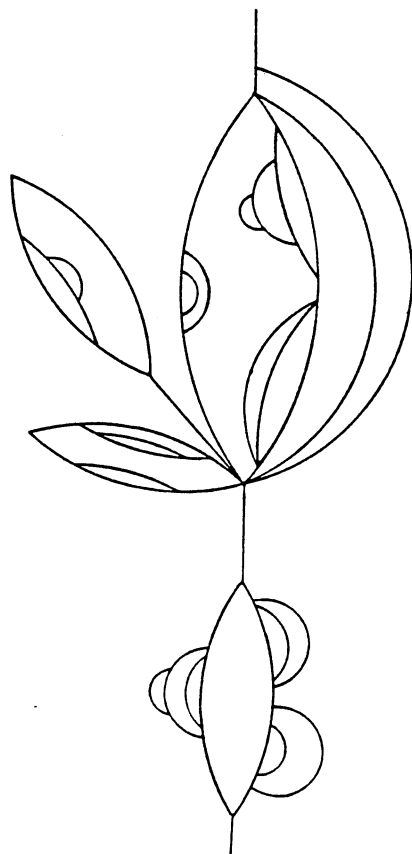


Figure 24. Topology of Simple Totally nested Loops

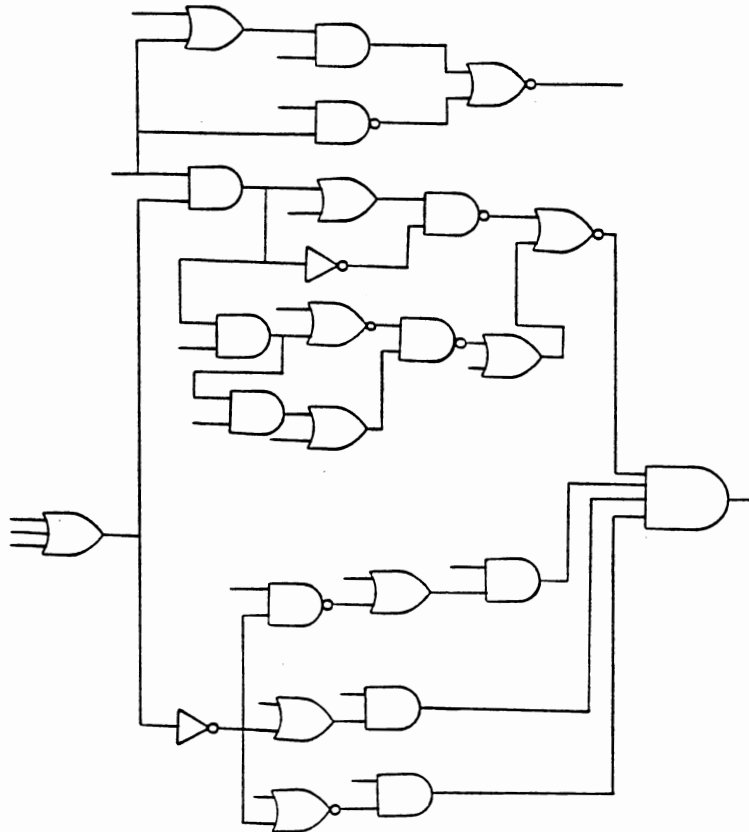


Figure 25. An Example of Circuits Consisting of Simple Totally nested Loops





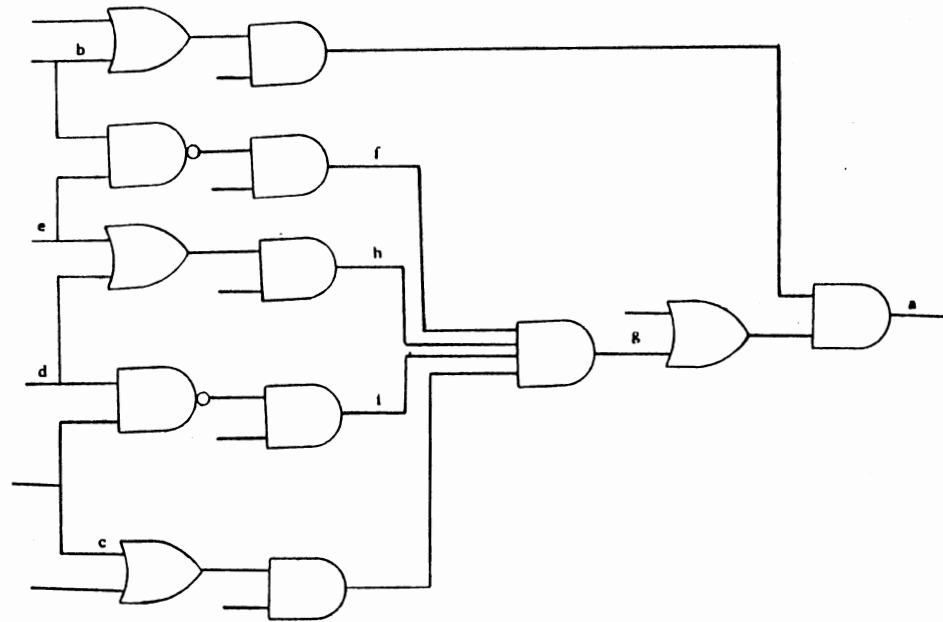


Figure 27. Conflict in Test Generation for the Loops with Unconnected Fanout Origins

the fault on line A. Suppose that the fault signal is to be propagated through  $G_R$ . If value assignment on A forces C to a nonpropagation value, then A and C are on a loop as was stated in the proof of Theorem 2. Although there can be fanout origins between A and  $G_R$ , according to the definition of simple totally nested loops the fault on A must be propagated through  $G_R$ . Then the fault on A will be undetectable which is in contradiction with the assumptions made in this theorem. If value assignment on B forces C to a nonpropagation value then B and C are on a loop and at least one fault on B is undetectable because the fault has to be propagated through  $G_R$ . If value assignment on a line between  $G_1$  and  $G_R$  forces C to nonpropagation value, such as D or E, since it has to be on a loop with C then at least one fault on that line remains undetectable. This effect is independent of other value assignments during the path sensitization. For example, if value assignment on B forces one input to  $G_2$  to a propagation value and value assignment on D forces the other input of  $G_2$  to a propagation value which forces the output of  $G_2$  to a value which in turn forces C to a nonpropagation value, then it means that there are two loops, (B,  $G_2$ ,  $G_R$ ) and (D,  $G_2$ ,  $G_R$ ), with unconnected fanout origins which share gates which is in contradiction with the assumptions made in this theorem. Then there is no conflict during the path sensitization. The proof for line justification is similar to the one for Theorem 6. Since there is no backtracking in path sensitization and line justification then only N value assignment is necessary to generate a test for a given fault which makes the time complexity of the test generation proportional to  $N^2$ .

NOTE: Irredundant circuits consisting of any combination of topologies discussed so far can be tested in time proportional to  $N^2$  because they

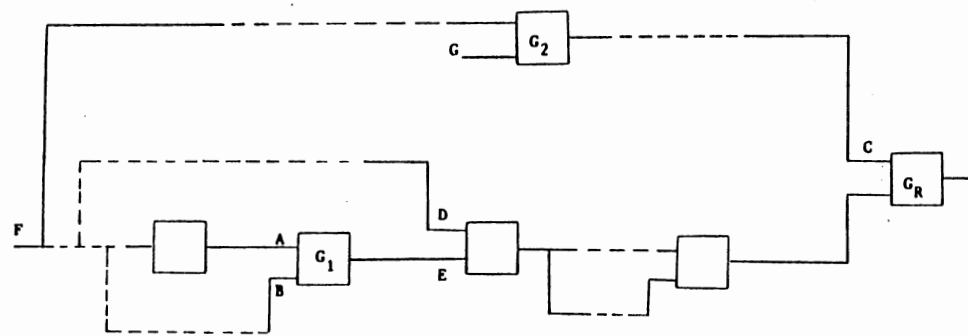


Figure 28. Path Sensitization in Circuits Consisting of Simple Totally nested Loops

all share the property that if a value assignment on one branch of a loop causes a conflict on the reconvergent gate of that loop then that point is not testable for the complement of the value it has.

If the circuits with the topologies discussed so far are irredundant then it means that each loop in the circuit is irredundant. But a circuit can be irredundant with some redundant loops as was shown in Figure 26. Now one of the conditions can be omitted from the definition of simple totally nested loops and still circuit with the topology in the modified definition can be testable in time proportional to  $N^2$  if all loop are irredundant. The condition which can be omitted is condition 1 which expands the topology under consideration to circuits of which one example is given in Figure 29. An example of the topology of circuits with the above definition is given in Figure 30. Notice that condition three in the modified definition is necessary because there are circuits which are totally irredundant but not path-independent fault-detecting since two branches of a fanout origin reconverge on more than one gate. An example of this kind of circuits is given in Figure 31. In this figure the fault a-s-0 cannot be detected through the path ( $G_1, G_3, G_5$ ) although the circuit is totally irredundant. The class of circuits recognized by the modified definition of simple totally nested loops is called "SIMPLE CONNECTED LOOPS".

**THEOREM 8:** The process of test generation for the circuits consisting of simple connected loops in which all loops are irredundant is proportional to  $N^2$  in time.

**PROOF:** Consider Figure 32. Suppose that the fault on A is to be propagated through  $G_1, G_2, G_3,$  and  $G_R$ . Suppose that G is forced to a nonpropagation value at some point during the path sensitization because

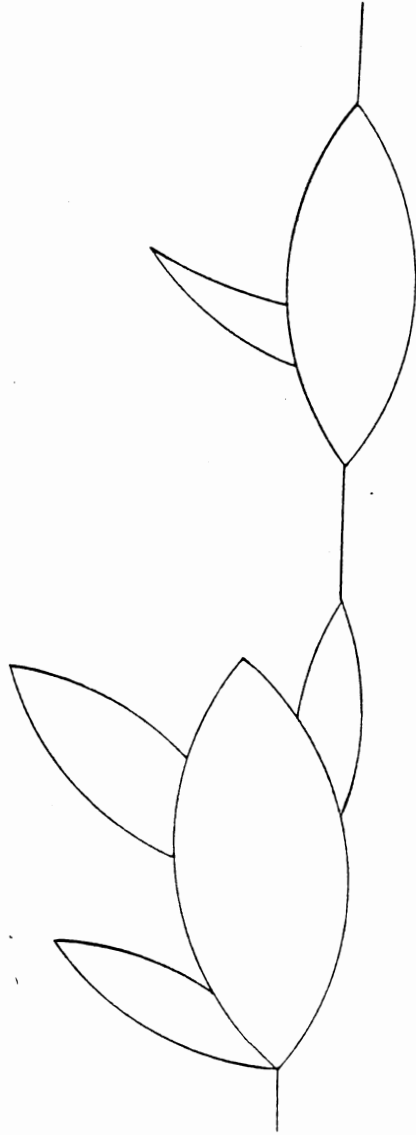


Figure 29. Topology of Simple Connected Loops

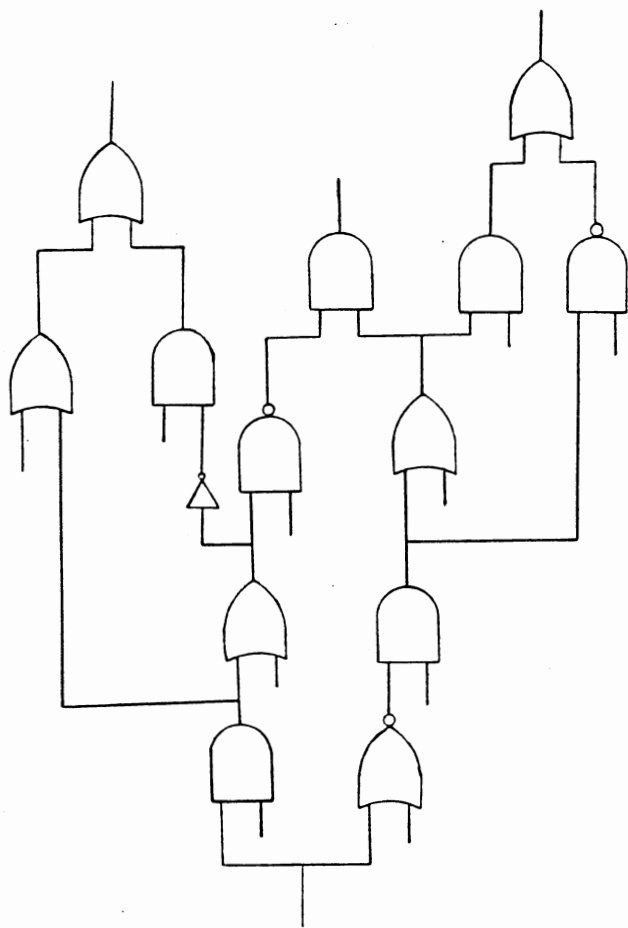


Figure 30. An example of Circuits Consisting of Simple Connected Loops

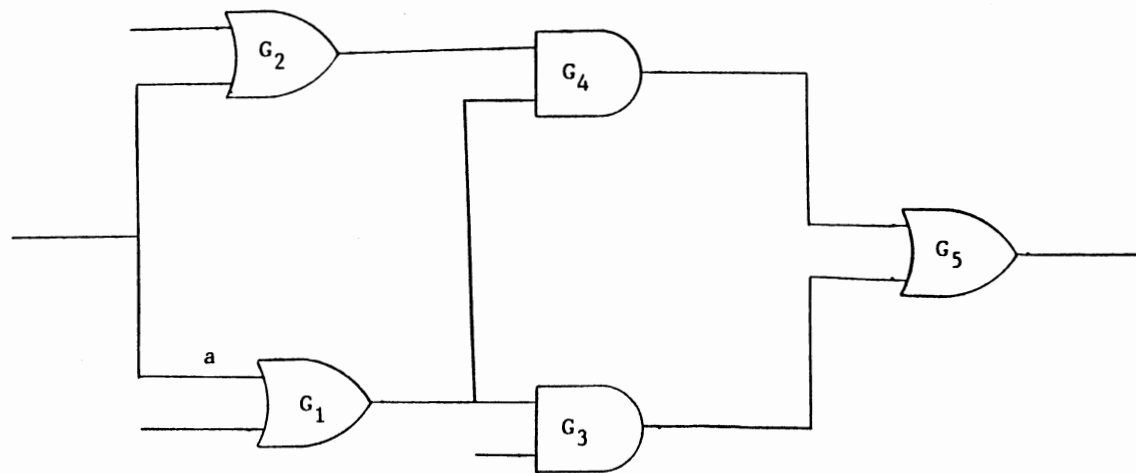


Figure 31. Conflict if two Branches of a Fanout Origin  
Reconverge on More than one Gate



of value assignment on some lines such as A,B,..., and E. Then either value assignment on one of these lines, for example C, has forced G to the nonpropagation value independent of the other value assignments in the circuit or value assignments on several or all of lines (A,B,..,F) have forced G to that value. In the first case if G and C are on a loop, then at least one fault is not detectable through  $G_R$  which is in contradiction with the assumption that all loops are irredundant. If C and G are not on a loop then C has to force a fanout origin to some value which in turn the value assignment on this fanout origin forces G to a nonpropagation value. In this case at least one of the faults on one of the branches of this fanout origin cannot be detected through  $G_R$  which means that there is a redundant loop in the circuit. If value assignments on several points forces G to a nonpropagation value and those points are on some loops with G, then as it can be seen from Figure 32, two branches of a fanout origin reconverge on more than one gate,  $G_4$  and  $G_R$ , and loops which their fanout origins have no path to each other are sharing gates, which is in contradiction with the assumptions made in this theorem. If all of those value assignments forces only one fanout origin to some value which in turn forces G to a nonpropagation value, then at least one fault on one of the branches of the fanout origin cannot be detected through  $G_R$  which means there is at least one redundant loop in the circuit. If A, B,..., and F are not on a loop with G, then either they have to force one fanout origin to some value which in turn creates a conflict on G or they force several fanout origins to some value which in turn force the line G to a nonpropagation value. In the first case there is a redundant loop in the circuit and in the second case one of the rules for simple connected loops has been

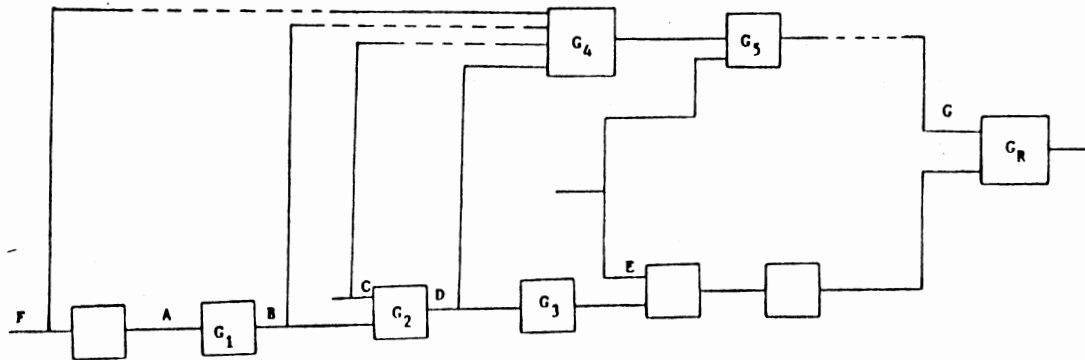


Figure 32. Path Sensitization in Circuits Consisting of Simple Connected Loops

violated. Then there is no need for backtracking in path sensitization.

Now it will be shown that the line justification process is also conflict free. Consider Figure 33 and suppose that the lines A and B are to be justified for the values that they have. Also assume that the lines A and B are outputs of the gates  $G_A$  and  $G_B$ . Then only assigning nonpropagation values on one of the inputs of  $G_A$  and  $G_B$  is enough to justify the values on A and B. Suppose that because of the value assignment on a point C, for justifying the value on A, all the inputs to  $G_B$  which have don't cares be changed to propagation values. If that happens then it means that A and B are on a loop because both can be merged to the sensitized path through some paths. If the value on C forces the inputs of  $G_B$  to some value then it must first forces a fanout origin(s) to a value which in turn forces the inputs of  $G_B$  to some value (or other fanout origin(s) which forces the inputs of  $G_B$  to some value). If more than one fanout origins,  $F_1$  and  $F_2$ , are forced to some values then as it can be seen from the Figure 33 the two loops  $(A, F_1, B, G_R)$  and  $(A, F_2, B, G_R)$  which have no path between their fanout origins are sharing gates which is in contradiction with the assumptions made in this theorem. Suppose that value assignment on  $F_1$  and  $F_3$  have forced all the inputs of  $G_B$  which have don't cares to propagation values. If that happens then consider the other input of  $G_B$ , D, which has been assigned a value during the path sensitization or line justification to justify a value on a line E. Then D and E must be on a loop, as it is shown in Figure 33, and the loops  $(B, D, E, G_Q)$  and  $(A, F_1, B, G_R)$  which have no path between their fanout origins are sharing gates which is in contradiction with the assumptions made in this theorem. Now suppose that during the line justification for point A, a

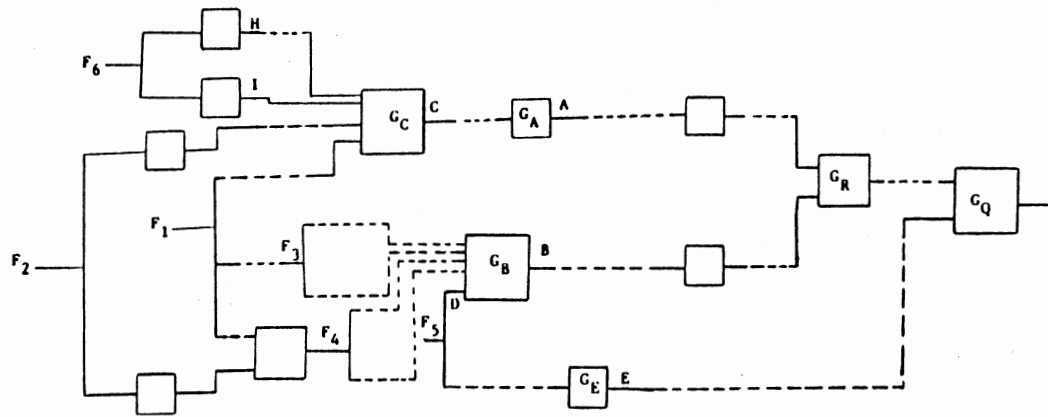


Figure 33. Line Justification in Circuits Consisting of Simple Connected Loops

value assignment on C forces all the inputs to  $G_C$  to propagation values but because of the value assignment on H, the input I to  $G_C$  be forced to a nonpropagation value. If that happens then at least one fault on the branch of  $F_G$  which has a path to H is undetectable through  $G_C$  which means a loop in the circuit is redundant which is in contradiction with the assumptions made in this theorem. Then there is no conflict during the line justification. Since only N value assignments are necessary to generate a test for a given fault and there are no more than 2N such faults in the circuit, then the required time for test generation is proportional to  $N^2$ .

## CHAPTER IV

### DESIGN FOR TESTABILITY

Now attention will be focused on circuits such that two branches of a fanout origin may reconverge on more than one reconvergent gate, and loops whose fanout origins have no path to each other may share gates. Different comments can be made, as design aids, on the topology of these kinds of circuits such that all paths can be sensitized and no conflict be faced in the justification process. For example "loops with unconnected fanout origins must not reconverge on gates which have paths to each other". But none of these comments seems to be easy to apply when designing a circuit and will put restrictions on the topology of a circuit and may not be always applicable. Instead a design method will be introduced which makes any circuit testable in time proportional to  $N^2$ .

It is obvious that there cannot be any inconsistency in value assignments in the path sensitization and justification process for the circuits with no reconvergent fanouts providing that any value assignment in the circuit is for the purpose of sensitizing a path or justifying a line. By adding reconvergent fanouts to the circuit, there could be inconsistency in value assignments when generating tests for the circuit. Since this inconsistency in value assignments is only because of the existence of the reconvergent fanouts in the circuit, then any conflict in value assignments can be transferred to a conflict on a

reconvergent gate. And that reconvergent gate is either part of a sensitized path or is to be justified for some value on its output. Then if the value assignments on the inputs of the reconvergent gates in the circuit can be controlled, any inconsistency in value assignments can be avoided. If a reconvergent gate is part of a sensitized path then a value which is not a propagation value for that gate must not reach the gate. If this gate is to be justified for some value on its output which forces all its inputs to propagation values then, like the previous case, no nonpropagation values must reach the gate. If the inputs of a reconvergent gate must be justified for values which are not propagation values then not all the inputs of the reconvergent gate must be forced to propagation values.

To see how the situations mentioned above can be avoided consider the loop in Figure 34 and add two gates after  $G_{N1}$  and  $G_{M2}$  according to the following rules:

1. If  $G_R$  is an OR or NOR gate then the two gates must be AND gates. If  $G_R$  is an AND or NAND gate then the two gates must be OR gates. Call these gates "BLOCKING GATES".

2. Each blocking gate has two inputs. One is the output of  $G_{N1}$  or  $G_{M2}$  and the other input is called the "CONTROL" or "TEST" input. This input can be treated as a primary input.

By adding the blocking gates to the circuit, no inconsistency in value assignments can occur during sensitizing a path because the control inputs can be set to the values needed on the inputs of the reconvergent gates. The same thing is true for the case that the output of a reconvergent gate must be justified for a value which needs assignments of propagation values on all the inputs of that gate. Now

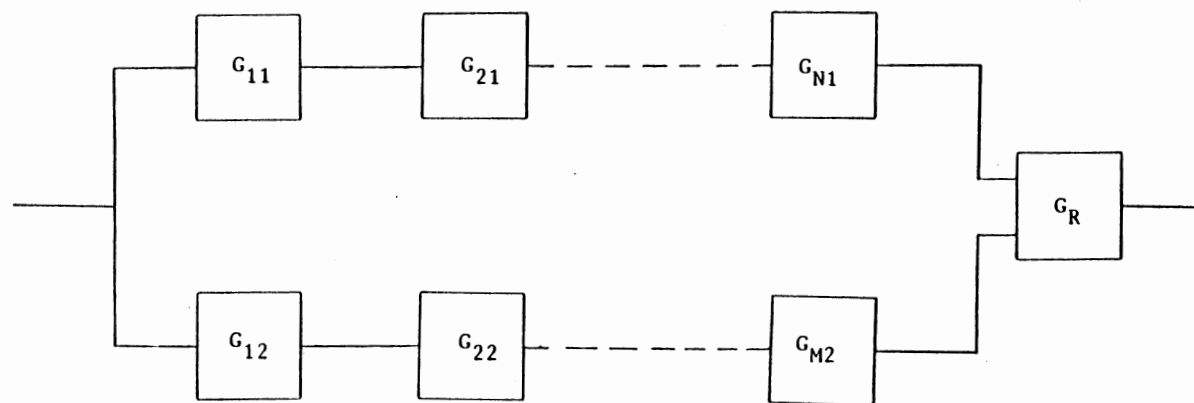


Figure 34. Example of Two Reconvergent Paths



consider a reconvergent gate which has a value on its output that needs at least a nonpropagation value assignment on one of its inputs. Also assume that all the inputs to this gate are set to propagation values because of a value assignment on a point "P" (the last value assignment which set all the inputs of the reconvergent gate with don't care values to propagation values is important, otherwise there are still choices available on the inputs of the reconvergent gate). Since the value on the output of this gate has been determined independent of values on its inputs, then it means that the reconvergent gate itself is on another loop with "P" (if it is not true then either the value assignment on the output of the reconvergent gate or the value assignment on "P" is arbitrary and not forced by the requirements for the path sensitization or justification process). Then this inconsistency or conflict could be transferred to the reconvergent gate of this new loop where it could have been avoided by controlling a test input. This suggests that improper use of test inputs could cause problems. Notice that adding the blocking gates and the test inputs to a circuit guarantee that no conflict may arise in path sensitization for a certain fault because nonpropagation values can not reach reconvergent gates. But propagation values may reach reconvergent gates and cause conflicts if test inputs are not used properly. An example of such a situation is given in Figure 35. Suppose "a" is to be tested for s-a-0, then a series of value assignments on b, c, and d (all of them have value "1") forces "a" to "0" which is a conflict. This situation can be taken care of and tests can be generated in one of the three following ways:

1. Whenever there is a choice between a test input and the other input of a blocking gate, take the test input. This gives freedom to

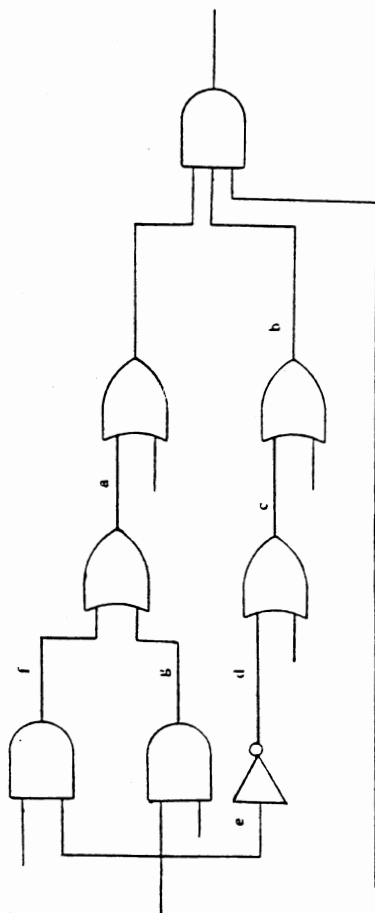


Figure 35. Conflict because of improper use of Test Inputs

the other input of a blocking gate to be set to any logic value (prevents the improper use of the test inputs).

2. Completely justify a given point for a value until primary inputs are faced before continuing path sensitization or justifying any other line. Since no value assignment on fanout origins is able to force the inputs of the reconvergent gates in the sensitized path to nonpropagation values, then no conflict occurs and test inputs can be set to appropriate values for the path sensitization or justification process. This solution has the advantage that there will be no need to make special use of test inputs when choices occur.

3. Start test generation for the circuit by sensitizing paths beginning at primary inputs and cover all paths in the circuit. The justification process must be finished entirely for a line before justification of another line is started. This solution has the advantage that longer paths will be covered, the number of tests will be reduced, and there will be no need to make special use of (to keep track of) test inputs when choices occur.

Since there is no conflict in the path sensitization and line justification process, then no more than  $N$  value assignments are necessary to generate a test for a given fault. Since there are no more than  $2N$  stuck at 0/1 faults in the circuit then the time complexity of the test generation in the worst case will be proportional to  $N^2$ .

In general test inputs can be treated as primary inputs to the circuit, but for chips with built-in test facilities they do not have to appear on the external input pins. This issue will be discussed later. The value of a test input is a propagation value for the normal operation of a circuit.

Note that the number of test inputs and blocking gates cannot be more than  $N$ , and consequently, the number of lines in the circuit can not exceed  $2N$ . The only thing needed to identify places where blocking gates and test inputs must be placed is identifying reconvergent gates and inputs to that gate which are part of a loop.

The process of identifying reconvergent gates is proportional to  $N^2$  in time according to the following procedure:

Take one fanout origin and travel on all paths from that fanout origin to primary outputs and mark all the gates and gates' inputs which are traveled. If in this process a gate which has already been marked is found, mark it as a reconvergent gate. Also mark the inputs to this gate which are on a loop. Repeat this for all fanout origins.

Since there are no more than  $N$  fanout origins and the above process for each of them does not need marking more than  $N$  gates, then the whole process can be done in time proportional to  $N^2$ . The example in Figure 31 is redrawn in Figure 36 with the exception that the blocking gates and the test inputs are added. When it is worthwhile to have built-in test facilities a shift register can be used to load desired values for test inputs when the circuit is under test. In normal operation test inputs have propagation values. Figure 37 demonstrates this scheme. For faster testing, the scheme shown in Figure 38 can be used. The ROM in this figure can be used to save the whole test pattern or only the values of the test inputs for each test. Notice that the latter scheme is faster because all the test inputs can be set to desired values at the same time. In Figure 37 and 38, only one input is added to the pins of the chip.

It is obvious that a designer of a circuit prefers not to add blocking gates and test inputs as much as possible. One way to decrease

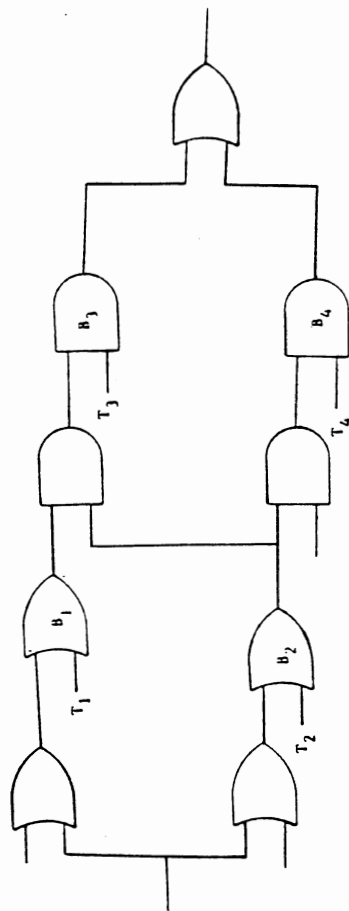


Figure 36. A Circuit with Added Blocking Gates and Test Inputs

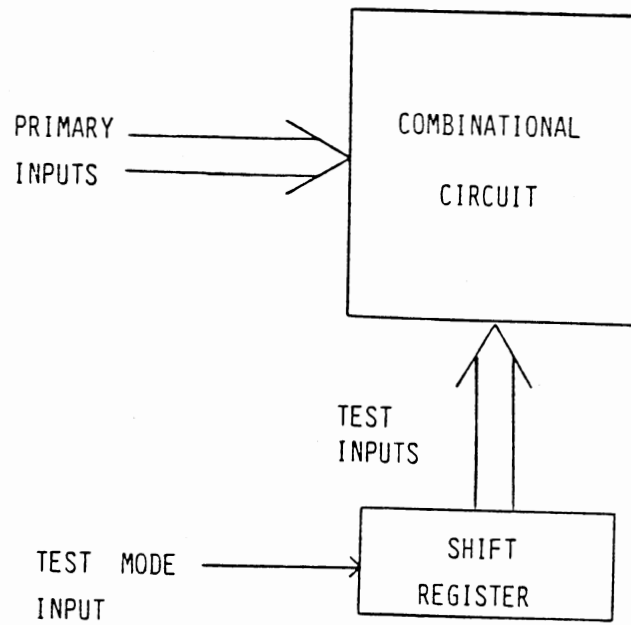


Figure 37. Use of Shift Registers for Test Generation

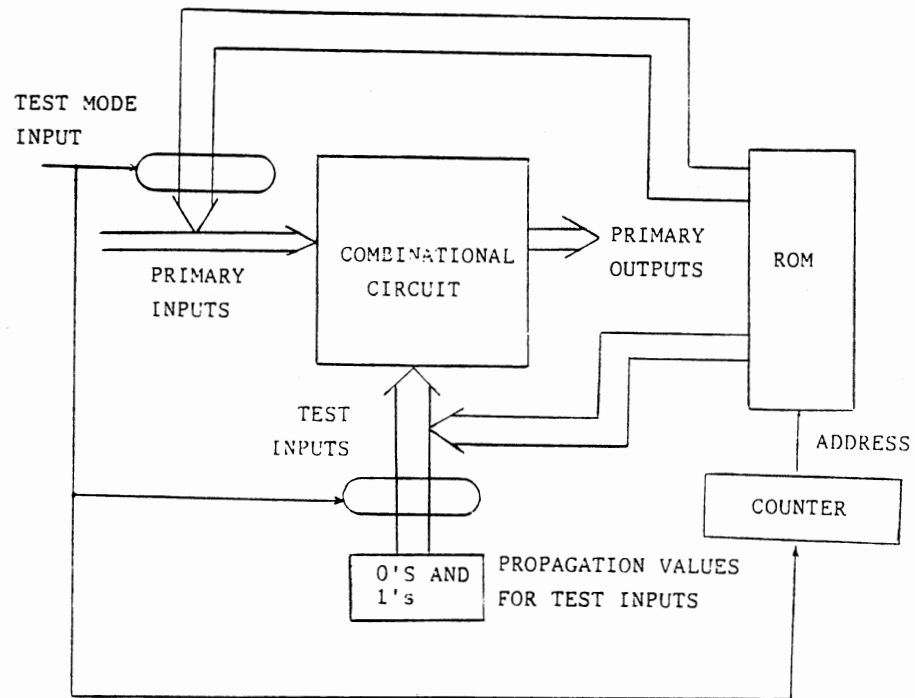


Figure 38. Saving the Test Vectors inside the Chip

the number of blocking gates is to identify the type of the gate placed in a loop immediately before the reconvergent gate. If this gate has the type which matches the required gate type for the blocking gate, then only one extra input need be added to that gate as a test input and there is no need to add an extra blocking gate. An example of this situation is given in Figure 39. In this figure no blocking gates need to be added after gates 1,2,3, and 4. Only one extra input to each gate is enough. There are other alternatives for blocking gates that some of them are shown in Figure 40.

There can be even a more drastic improvement to the design if one of the gates identified in the previous paragraph has an input which is not a part of any loop. Then this input can be considered as a test input and there will be no need to add any extra input to the circuit. An example of such situation is given in Figure 41. In this figure lines "A", "B", "C", and "D" can be considered as test inputs because none of them are on any loop and they can be set to appropriate values to control the values on the inputs of reconvergent gates. These inputs are called "FREE INPUTS".

One thing which can be done to halve the number of attempts to generate tests, and eventually the time required for the test generation, is to set all the control inputs which are not on the sensitized path to their nonpropagation values whenever a blocking gate is faced during the path sensitization process. The reason for this is that control inputs can be either set to nonpropagation values or don't cares and the value assignment on the sensitized path has no effect neither on the set of gates which should be considered for justification process nor on the values on the output of these gates. Then if the program



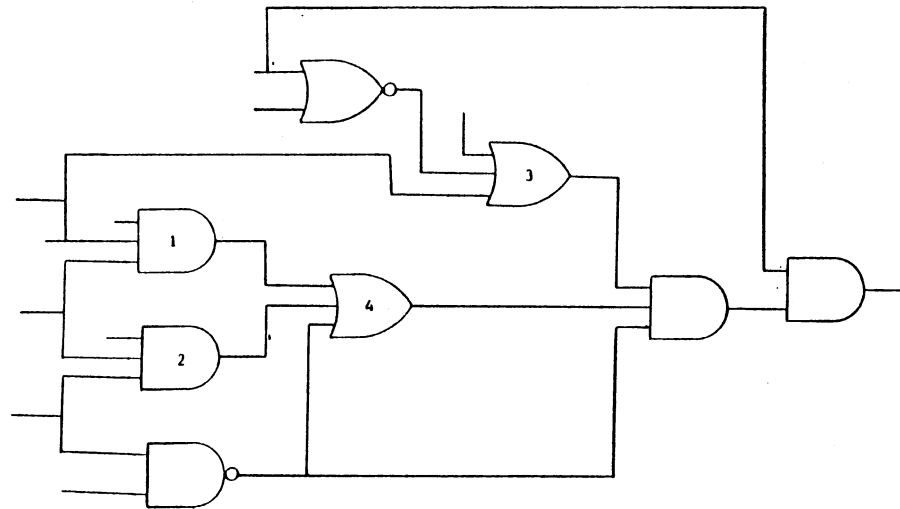
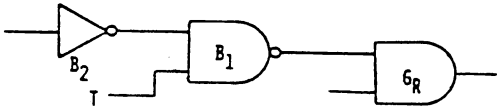
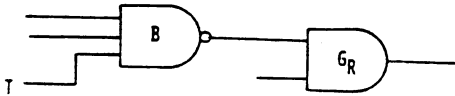


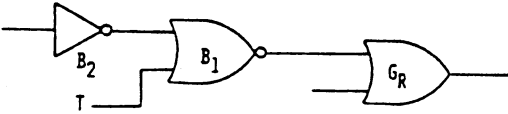
Figure 39. Example of Gates which can be used as Blocking Gates



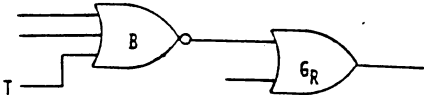
(A)



(B)



(C)



(D)

Figure 40. Alternatives for Blocking Gates

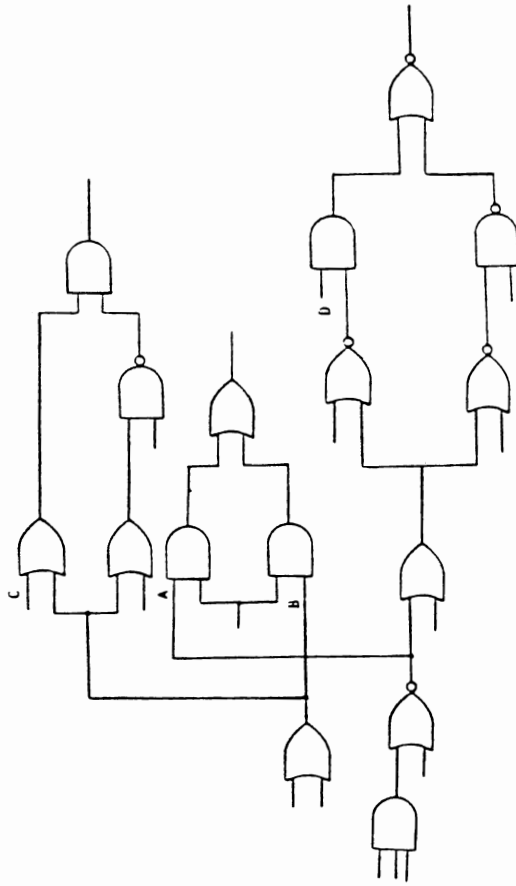


Figure 41. Example of Inputs which can be used as Test Inputs

chooses the same paths to propagate both s-a-0 and s-a-1 faults on a primary input to the outputs of the circuit (like the one written for this research study), a test for primary input s-a-0/1 is the same for the fault s-a-1/0 on the same primary input except that the value on that primary input is complemented.

A program has been written in PASCAL programming language which generates tests for the circuits with the added blocking gates and test inputs, or having the same property. This program starts test generation from the primary inputs and covers all the distinct paths in the circuit. If a conflict is found during the path sensitization, it will be flagged out and another choice will be tried. A choice is either a primary input or a branch of a fanout origin. Since this program generates tests only for the complete paths from the primary inputs to the primary outputs, then if a conflict is found in the path sensitization process, it may be that no tests will be generated for some of the lines on that path. In the other words there is no guarantee that test will be generated for all the testable lines in the circuit. In the justification process, all the choices will be considered until either a test is generated or no test exist for the path. However, any conflict will be reported. The following information should be provided for each gate in the circuit for the use of program by a user:

1. Gate number (an integer)
2. Gate type (ANDE, ORE, NAND, NOR, INV, INPUTE OUTPUTE)
3. # of inputs to the gate
4. Fanin numbers (to what gates the inputs are connected)
5. Number of fanout branches
6. To what gate each fanout branch is connected

It should be kept in mind that the input to an INPUT gate is itself and the output of an OUTPUT gate is also itself. A listing of this program is given in appendix A which includes a sample input data in the second page. The general performance of the program can be described as follows. A primary input will be considered as the starting point. It will be tried to find a sensitized path from that input to a primary output. Whenever a value is assigned in this process, the effect will be propagated forward and backward. It means that if a value is assigned to the output of a gate, then it will be determined if any of the inputs to that gate has to be set to a certain value because of the value assignment on the output of that gate. This is called the backward propagation. If any of the inputs of that gate is fanout origin and that input is forced to some value because of the backward propagation of the value on the output of that gate, then effect of that value assignment on that origin must be found on all the other branches of that fanout origin. This is called the forward propagation. If there is no inconsistency in value assignments then the program proceeds to complete the sensitized path, otherwise a flag will be set and another choice will be considered and all the value assignments due to the last choice will be erased. After successful completion of the path sensitization, the gates which have been found during the path sensitization for the justification process will be processed. If a conflict is found in this process then the program reports that conflict and tries other choices until either a test is found or no choice is remained.

Figure 42 shows a redundant circuit and Figure 43 shows the same circuit in Figure 42 with the exception that blocking gates and test

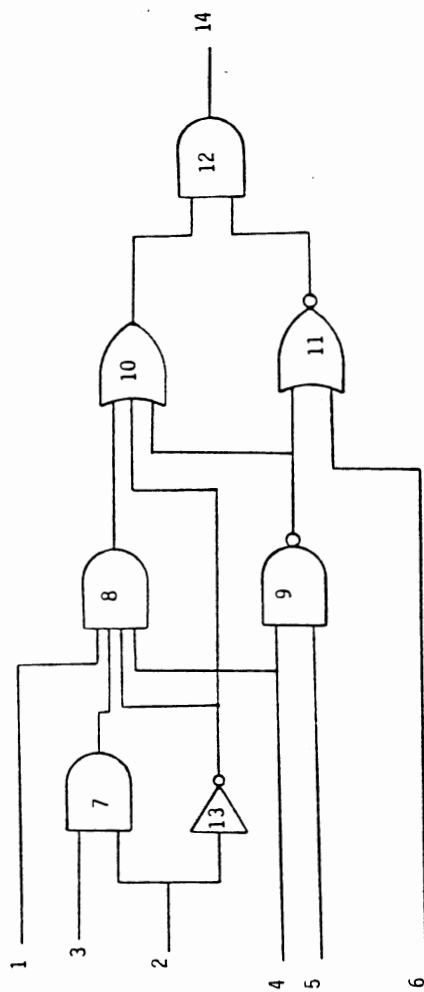


Figure 42. Example of a Combinational Circuit

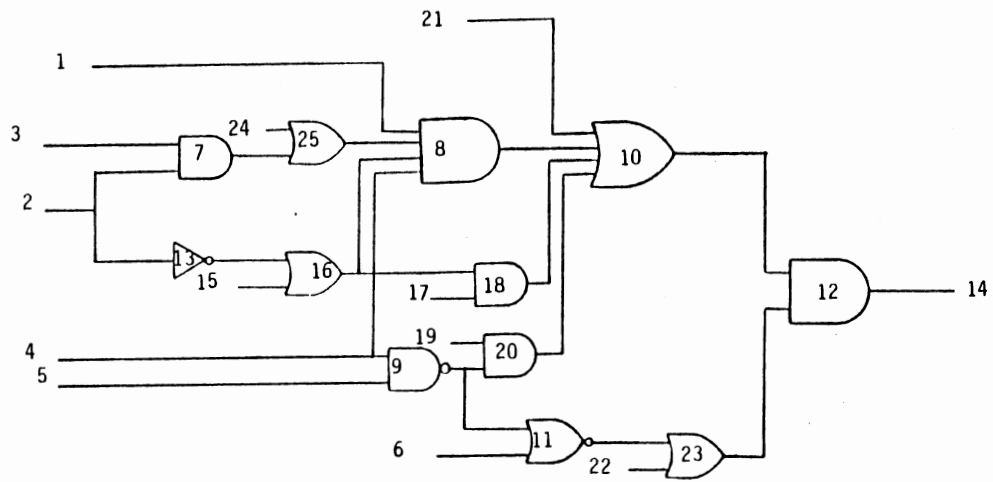


Figure 43. The Circuit in Figure 42 with Added Blocking Gates and Test Inputs

inputs are added. The results from the test generation program after running on these two circuits are given in the appendix C. From those results it can be seen that how the testability of the circuit has been improved.

In Figure 44 the normalized measured times for the circuits, which are designed according to the proposed design method, with different numbers of gates are shown. Figure 45 shows a plot of the data shown in Figure 44. From this figure it can be seen that the required time for test generation is growing proportional to  $N^2$ . In Figure 45, the data points marked by circles correspond to the different combinations of TI arithmetic logic unit/function generator, type SN54181, and look-ahead carry generator, type SN54182. Each circuit was changed to a pifd circuit using the program on appendix B. The data points marked by crosses correspond to an arbitrary pifd circuit which was duplicated each time and the outputs of one circuit were used as inputs to some of the gates of the other circuit to make a larger circuit. Each circuit was made a pifd circuit using the program in appendix B. One of the advantages of this method is that a designer can freely design the desired circuit without considering this design method and after the design is complete then necessary blocking gates and test inputs can be added to the circuit. The disadvantage of this design method is the addition of gates and inputs which sometimes can be very large. One way to cope with this problem is to identify the reconvergent gates that most of the conflicts occurs on them and add the blocking gates and test inputs only to those reconvergent gates.



NUMBER OF GATES	NORMALIZED TIME
18	1
36	1.7
78	6.45
209	46.58
458	324.65
875	1153

Figure 44. Timing Results from the Test Generation Program

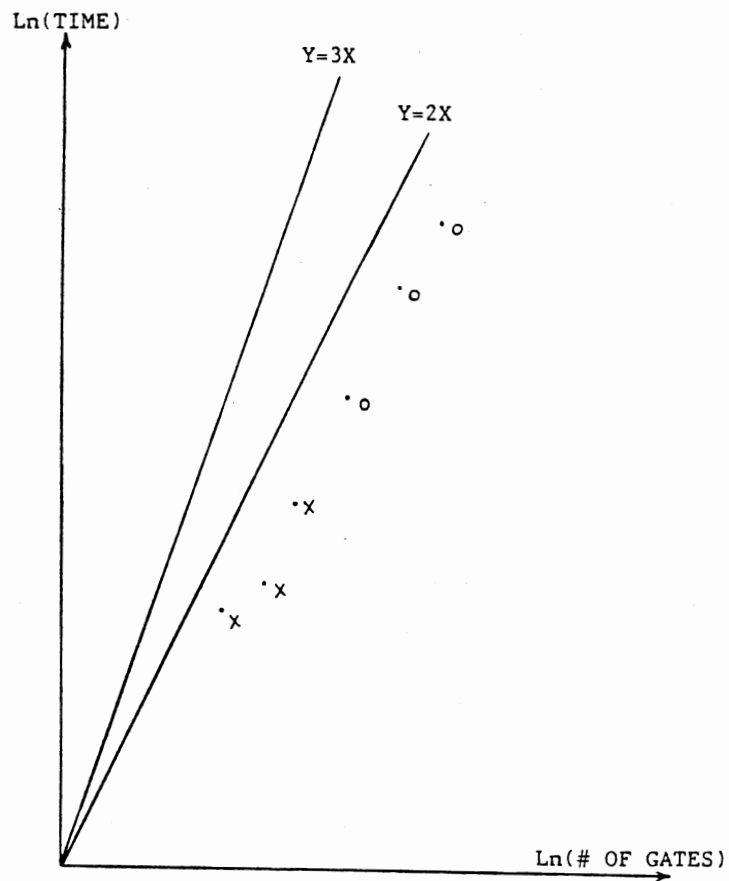


Figure 45. The Plot of the Time for Test Generation Versus Number of Gates (In Ln-Ln Scale). Circles Represent the Data from ALU Function Generator. Crosses Represent the Date from Arbitrary Circuits.

## CHAPTER V

### CONCLUSIONS AND RECOMMENDATION

In the last two chapters, several circuit topologies have been identified for which tests can be generated in  $N^2$  time. The concept of preprocessing of fanout origins has been introduced which for a certain type of circuit make the behavior of a circuit completely conflict free regarding the test generation process. The path-independent fault-detecting (pifd) circuits have been introduced for which tests can be generated in  $N^2$  time. Also an upper bound has been found for the number of tests for such circuits. A simple design method has been proposed which can change any arbitrary combinational circuit to a pifd circuit. Also it has been shown that the required time for the test generation will be halved if a circuit is designed according to the proposed design method. It has been shown that by using some of the properties of a circuit, it is possible to reduce the number of gates and inputs which must be added to the circuit. Also it has been shown that it is possible to have only one extra input to a chip for all the added gates and inputs to the circuit.

Experimental results show that the number of gates and inputs added to a circuit using the the proposed design method can be excessive. Further research is needed to extract the properties of pifd circuits which may be used to improve the proposed design method. Also there may be other circuit topologies which are testable in  $N^2$  time for which

further research is needed to identify such topologies. The preprocessing of fanout origins seems to be a powerful tool for predicting the behavior of the circuits regarding the test generation process. In this research, this process was used only for a simple topology for the loops but actually for many of the other circuit topologies this process is applicable. Further research is needed to identify the further application of this process.

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APPENDIXES

APPENDIX A

LISTING OF THE TEST GENERATION PROGRAM

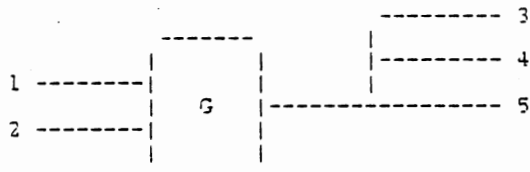
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PROGRAM TESTLOGICCIRCUIT(INPUT,OUTPUT,INFILE,OUTFILE);

(\*THE PURPOSE OF THIS PROGRAM IS TO GENERATE TESTS FOR LOGIC CIRCUITS IN WHICH NO BACK-TRACKING IS NEEDED NEITHER IN PATH SENSITIZATION NOR IN JUSTIFICATION PROCESSES.THIS PROGRAM GENERATES TESTS ONLY FOR COMBINATIONAL CIRCUITS. THIS PROGRAM STARTS GENERATING TESTS FROM PRIMARY INPUTS,BUT IT WILL COVER ALL THE DISTINCT PATHS IN THE CIRCUIT.IF A CONFLICT IS FOUND DURING THE PATH SENSITIZATION IT FLAGS OUT THAT CONFLICT AND TRIES ANOTHER CHOICE.IN THE JUSTIFICATION PROCESS ALL THE CHOICES WILL BE CONSIDERED UNTIL A TEST IS GENERATED.HOWEVER,ANY CONFLICT WILL BE REPORTED.THIS PROGRAM DOES NOT GENERATE TESTS FOR THE REMAINING NETS WHICH HAVE NOT BEEN TESTED EVEN THERE EXIST TESTS FOR THEM.THE WAY THAT CHOICES ARE MADE IN PATH SENSITIZATION IS AS FOLLOWING.THE FIRST CHOICES ARE PRIMARY INPUTS. WHENEVER A FANOUT ORIGIN IS FACED,DEPENDING ON THE NUMBER OF INPUTS TO THE GATE WHICH HAS THAT FANOUT ORIGIN ON ITS OUTPUT OR NUMBER OF FANOUT BRANCHES WHICH HAVE NOT BEEN TESTED YET,ONE OR MORE BRACHES OF THE FANOUT ORIGIN WILL BE ADDED TO THE CHOICES.FOR EXAMPLE CONSIDER THE FOLLOWING GATE WITH 2 INPUTS AND THE FANOUT ORIGIN WITH 3 BRANCHES.IF LINE 1 IS UNDER TEST AND LINE 2 HAS NOT BEEN TESTED BEFORE,THEN THE TWO OF BRANCHES WILL BE CONSIDERED AS CHOICES FOR LINE 1 AND THE THIRD BRANCH WILL BE CONSIDERED WHEN LINE 2 IS GOING TO BE TESTED.



THEN FOR THE FIRST TIME IF THE NUMBER OF FANOUT BRANCHES ARE MORE THAN THE NIMBER OF INPUTS TO THE GATE,#OF FANOUT BRANCHES-#OF INPUTS+1 OF FANOUT BRANCHES WILL BE CONSIDERED FOR ONE OF THE INPUTS AND EACH OF THE REMAINING INPUTS WILL TAKE ONE OF THE REMAINING FANOUT BRANCHES WHICH HAS NOT BEEN TESTED BEFORE. WHENEVER AN INPUT TO A GATE IS CONSIDERED FOR PATH SENSITIZATION,FIRST THE OTHER INPUTS WILL BE SET TO PROPAGATION VALUES ONE AT A TIME AND THE EFFECT OF THIS VALUE ASSIGNMENT WILL BE FOUND FORWARD AND BACKWARD IN THE CIRCUIT.IF NO CONFLICT IS FACED THEN THE ERROR SIGNAL WILL BE PROPAGATED TO THE OUTPUT OF THE GATE AND THE PROCESS CONTINUES,OTHERWISE ALL THE VALUE ASSIGNMENTS SINCE THE LAST CHOICE WILL BE ERASED AND ANOTHER CHOICE WILL BE CONSIDERED.AT THE END USER WILL BE PROVIDED WITH THE FOLLOWING INFORMATION.

1. TESTS GENERATED.
2. CRITICAL VALUES AND NON-CRITICAL VALUES OF ALL INTERNAL LINES OF THE CIRCUIT FOR EACH TEST.
3. ALL THE CONFLICTS FACED DURING THE PATH SENSITIZATION AND THE JUSTIFICATION PROCESS.
4. LIST OF THE INCOMPLETE TESTS.
5. LIST OF LINES THAT NO TESTS HAVE BEEN GENERATED FOR THEM.

\*\*\*\*\*  
 INPUT FORMAT:

FOR EACH GATE IN THE CIRCUIT THE FOLLOWING INFORMATION MUST BE PROVIDED BY THE USER TO THE PROGRAM:

1. LINE NUMBER
2. GATE TYPE (AND, OR, NAND, NOR, INV, INPUT, OUTPUT)



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3.#OF INPUTS  
 4.TO WHAT GATE EACH INPUT IS CONNECTED  
 5.#OF FANOUT BRANCHES  
 6.TO WHAT GATE EACH FANOUT BRANCH FANS IN

## EXAMPLE:

```
3 ANDE 2 8 9 4 10 15 25 30
8 INPUTE 1 8 2 7 27
14 OUTPUTE 1 12 1 14
```

IN THE INPUT FILE TWO OTHER ITEMS MUST ALSO APPEAR BEFORE ANYTHING ELSE. THE FIRST ONE IS NAME OF THE CIRCUIT AND THE SECOND ONE THE NUMBER OF GATES IN THE CIRCUIT, WHICH MUST BE AN INTEGER. THE PROGRAM WILL PROMPT A MESSAGE ASKING FOR THE NAME OF THE INPUT FILE.

\*\*\*\*\*

## OUTPUT:

THE OUTPUT INCLUDES ALL THE INFORMATION MENTIONED ABOVE, AND THE NAME OF OUTPUT FILE IS 'OUTFILE'.

\*\*\*\*\*

## DATA STRUCTURE:

## 'TEST' ARRAY:

FOR EACH GATE IN THE INPUT FILE A RECORD IS DEFINED WHICH KEEPS ALL THE INFORMATION PROVIDED BY THE USER AND OTHER INFORMATION PROVIDED BY THE PROGRAM WHEN EXECUTED. THESE INFORMATION CONSIST OF THE VALUE ON THE OUTPUT OF EACH GATE, THE VALUE(S) THAT THAT OUTPUT HAS BEEN TESTED FOR, AND THE STATUS OF THE VALUE ON THE OUTPUT OF THE GATE (WHETHER OR NOT THAT VALUE IS A CRITICAL VALUE) FOR A PARTICULAR TEST. AN ARRAY OF THIS RECORD TYPE KEEPS SUCH INFORMATION ON ALL THE GATES IN THE CIRCUIT. THIS ARRAY IS CALLED 'TEST'.

## 'WLIST' ARRAY:

AN IMPORTANT ARRAY USED BY THIS PROGRAM IS 'WLIST' (WAITING LIST). AT THE BEGINNING IT CONTAINS INPUTE-GATES IN A CODED FORM (INPUTE#\*MAX3+INPUT#). THE REASON FOR ENCODING THE INPUTE GATES IS COMPATIBILITY WITH THE OTHER INFORMATION WHICH WILL BE ADDED TO THE 'WLIST' ENCODED IN THE SAME FORM. AS THE PROGRAM FACES DIFFERENT CHOICES IN THE PATH SENSITIZATION, IT WILL ADD THEM TO THE 'WLIST'. IF A PATH HAS BEEN SENSITIZED SUCCESSFULLY THEN THE JUSTIFICATION PROCESS STARTS. THE SAME 'WLIST' ARRAY WILL BE USED TO KEEP TRACK OF THE CHOICES ENCOUNTERED IN THIS PROCESS, AND THE PROGRAM REMEMBER WHERE IT LEFT THE PATH SENSITIZATION PROCESS. THE POINTER TO THE 'WLIST' ARRAY WILL BE RESTORED WHEN THE JUSTIFICATION PROCESS IS FINISHED. THE POINTER TO THIS ARRAY IS CALLED 'FWLIST'.

```
CONST MAX1=10;
      MAX2=100;
      MAX3=1000;
```

```
TYPE GTYPE=(ANDE,ORE,NAND,NOR,INPUTE,OUTPUTE,INV);
```

```
CIRCUITDES=
```

```
RECORD
```

```
      GATETYPE :GTYPE;
      GATENUM  :1..MAX2;
```

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```

NOINPUTS      :1..MAX1;
INPUTS        :ARRAY[1..MAX1] OF INTEGER;
INVALU        :ARRAY[1..MAX1] OF INTEGER;
FANOUTNUM     :1..MAX1;
FANOUTS       :ARRAY[1..MAX1] OF INTEGER;
OUTVALUE      :INTEGER;
CRITICAL      :ARRAY[1..MAX1] OF INTEGER;(*0&1
FOR CRITICAL 0&1.2 FOR BOTH*)
TEMPCV        :ARRAY[1..MAX1] OF INTEGER;
END;

VAR TEST       :ARRAY[1..MAX2] OF CIRCUITDES;
WLIST         :ARRAY[1..MAX2] OF INTEGER;(*KEEPS TRACK OF LINES
WAITING TO BE USED IN PATH SENSITIZATION OR
JUSTIFICATION PROCESS.*)
FWLIST        :INTEGER; (*POINTER TO WLIST*)
ADAR          :ARRAY[1..MAX2] OF INTEGER;(*THIS ARRAY KEEPS THE
STARTING ADDRESS OF THE SET OF LINES
ON 'ASAR' FOR EACH ENTRY OF 'WLIST'.*)
ADJADAR       :ARRAY[1..MAX2] OF INTEGER;
ASAR          :ARRAY[1..MAX2] OF INTEGER;(*KEEPS TRACK OF THE
LINES THAT SOME VALUES ARE ASSIGNED TO THEM.*)
FASAR         :INTEGER;(*POINTER TO ASAR*)
MCRITVAL      :INTEGER;
CRITVAL       :INTEGER;
I1,J1,K1      :INTEGER;
FLAGP         :INTEGER;(*THIS FLAG IS SET TO '1' IF THERE IS A
CONFLICT.*)
NOOFNODES     :INTEGER;
FARRAY        :ARRAY[1..MAX2] OF INTEGER;(*KEEPS THE LIST OF
FANOUTS TO BE IMPLEMENTED FOR FORWARD
PROCEDURE.*)
FPOINTER      :INTEGER;(*POINTER TO FARRAY*)
ADJUST        :ARRAY[1..MAX2] OF INTEGER;(*KEEPS TRACK OF THE
NODES WITH THE VALUE OF THE OUTPUTS SPECIFIED
BUT THE INPUTS ARE NOT JUSTIFIED FOR THAT
VALUE.*)
FADJUST       :INTEGER;(*POINTER TO ADJUST ARRAY.*)
INPUTLIST     :ARRAY[1..MAX2] OF INTEGER;
INPUTCOUNT   :INTEGER;
GUT           :INTEGER;
IUT           :INTEGER;
FLAGC         :INTEGER;
CADAR         :ARRAY[1..MAX2] OF INTEGER;(*FOR EACH ENTRY OF THE
WLIST KEEPS POINTER TO 'CGATES' ARRAY WHERE THE
CRITICAL GATES ADDED TO 'CGATES' ARRAY AFTER THAT
ENTRY MUST BE ERASED WHEN THAT ENTRY OF THE 'WLIST'
IS GOING TO BE PROCESSED.*)
CGATES        :ARRAY[1..MAX2] OF INTEGER;(*KEEPS TRACK OF
CRITICAL GATES.*)
CVALUES       :ARRAY[1..MAX2] OF INTEGER;(*KEEPS THE OUTPUT
VALUE OF CGATES.*)
FCGATES       :INTEGER;(*POINTER TO 'CGATES' ARRAY.*)
TEMPCRITVAL   :INTEGER;
NAME          :PACKED ARRAY[1..40] OF CHAR;
PCOUNT        :INTEGER;(*KEEPS TRACK OF TEST-NUMBER IN
PRINTTEST PROCEDURE.*)
INFILE        :TEXT;
OUTFILE       :TEXT;

```

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PROCEDURE STATUS;

VAR PS,FS:INTEGER;

BEGIN

FOR PS:=1 TO NOOFNODES DO

BEGIN

WRITELN('TESTI',PS:2,'I.OUTVALUE',TESTI[PS].OUTVALUE:2);

FOR FS:=1 TO TESTI[PS].NOINPUTS DO

BEGIN

WRITELN('TESTI',PS:2,'I.INVALUEI',FS:2,'I=',

TESTI[PS].INVALUEI[FS]:2,'-----',

'TESTI',PS:2,'I.TEMPCVI',FS:2,'I=',

TESTI[PS].TEMPCVI[FS]:2,'-----',

'TESTI',PS:2,'I.CRITICALI',FS:2,'I=',

TESTI[PS].CRITICALI[FS]:2);

END;

END;

FOR PS:=1 TO FWLIST DO

WRITELN('WLISTI',PS:2,'I=',WLISTI[PS]:6,'-----','ADARCI',PS:2,'I='

,ADARCI[PS]:2);

FOR FS:=1 TO FASAR DO

WRITELN(FS:2,'-----','ASARCI',FS:2,'I=',ASARCI[FS]:6);

END;

PROCEDURE INITIALIZE;

VAR CIRCUITNAME:PACKED ARRAY[1..40] OF CHAR;

I,J,K :INTEGER;

BEGIN

FWLIST:=0;

FASAR:=0;

FADJUST:=0;

FCGATES:=0;

FCOUNT:=0;

READ(INFILE,CIRCUITNAME);

WRITELN(OUTFILE,CIRCUITNAME);

READ(INFILE,NOOFNODES);

FOR K:=1 TO NOOFNODES DO

BEGIN

READ(INFILE,I);

TESTI[I].GATENUM:=I;

READ(INFILE,TESTI[I].GATETYPE,TESTI[I].NOINPUTS);

IF(TESTI[I].GATETYPE=INPUTE)THEN

BEGIN

FWLIST:=FWLIST+1;

WLISTI[FWLIST]:=I\*MAX3+I;

INPUTLISTI[FWLIST]:=I\*MAX3+I;

WRITELN('WL=',WLISTI[FWLIST]);

END;

FOR J:=1 TO TESTI[I].NOINPUTS DO

READ(INFILE,TESTI[I].INPUTS[IJ]);

READ(INFILE,TESTI[I].FANOUTNUM);

FOR J:=1 TO TESTI[I].FANOUTNUM DO

READ(INFILE,TESTI[I].FANOUTS[IJ]);

END;

INPUTCOUNT:=FWLIST;

FOR J:=1 TO NOOFNODES DO

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```

      BEGIN
        FOR K:=1 TO MAX1 DO
          BEGIN
            TESTIJJ.CRITICAL[K]:=-1;
            TESTIJJ.TEMPCV[K]:=-1;
            TESTIJJ.INVALUE[K]:=-1
          END;
          TESTIJJ.OUTVALUE:=-1
        END;
      FOR J:=1 TO FWLIST DO
        BEGIN
          ADAR[CJ]:=1;
          ADJADAR[CJ]:=0;
          CADAR[CJ]:=0;
        END;
      END;

(*THE FOLLOWING PROCEDURE ADDS ONE ELEMENT TO 'ASAR' ARRAY AND
ASSIGNS THE DESIRED VALUE TO THAT LINE. GATENUMBER=X,GATEINPUT=Y*)

      PROCEDURE ADDONETOASAR(VAR
        GATENUMBER,GATEINPUT,FLAGCORRECT:INTEGER);
        VAR JAA :INTEGER;

        BEGIN
          JAA:=1;
          WRITELN('GATENUMBER=',GATENUMBER:3,
            'GATEINPUT=',GATEINPUT:3);
          WHILE(TESTI[GATENUMBER].INPUTS[JAA]<>GATEINPUT)DO
            JAA:=JAA+1;
            TESTI[GATENUMBER].INVALUE[JAA]:=TESTI[GATEINPUT].OUTVALUE;
            FASAR:=FASAR+1;
            ASAR[FASAR]:=FLAGCORRECT*(GATENUMBER*MAX3+GATEINPUT);
          END;

      PROCEDURE MAINFORWARD(VAR GATENO,INPUTNUM:INTEGER);FORWARD;
      PROCEDURE BACKWARD(VAR BGUT,BVALUE:INTEGER);FORWARD;

(*THE FOLLOWING PROCEDURE CHECKS THE VALUE ASSIGNMENT ON THE INPUT
OF A GATE (FCGATE=X) TO SEE IF IT IS COMPATIBLE WITH THE OUTPUT
VALUE OF THAT GATE WHICH IS NOT A PROPAGATION VALUE. THIS
PROCEDURE IS CALLED FROM THE 'FIRSTFORWARD' PROCEDURE.
FCGATE=X,FCINPUT=Y,FCINVAL=0 FOR AND & NAND,1 FOR OR & NOR.*)

      PROCEDURE FORWARDCORRECTION(VAR FCGATE,FCINPUT,FCINVAL:INTEGER);
        VAR JFC,COUNTF,KFC:INTEGER;

        BEGIN
          FLAGF:=0;
          JFC:=1;
          WHILE((TESTIFCGATE].INVALUE[JFC]<>FCINVAL)AND
            (JFC<TESTIFCGATE].NOINPUTS))DO
            JFC:=JFC+1;
            IF(TESTIFCGATE].INVALUE[JFC]<>FCINVAL)THEN
              BEGIN
                COUNTF:=0;
                FOR JFC:=1 TO TESTIFCGATE].NOINPUTS DO
                  IF(TESTIFCGATE].INVALUE[JFC]=-1)THEN
                    COUNTF:=COUNTF+1;

```

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```

IF(COUNTF=1)THEN(*THIS CASE MAY
NEVER OCCURES.JUST FOR INSURANCE*)
BEGIN
  IF(TESTIFCINPUTJ.OUTVALUE
=FCINVAL)THEN
    BEGIN
      KFC:=-1;
      ADDONETOASAR(FCGATE,
        FCINPUT,KFC);
    END
  ELSE
    FLAGP:=1;
END
ELSE(*IF COUNTF>=1*)
BEGIN
  IF(COUNTF=2)THEN
    BEGIN
      IF(TESTIFCINPUTJ.OUTVALUE=
FCINVAL)THEN
        BEGIN
          KFC:=-1;
          ADDONETOASAR(FCGATE,
            FCINPUT,KFC);
        END
      ELSE
        BEGIN
          KFC:=-1;
          ADDONETOASAR(FCGATE,
            FCINPUT,KFC);
          JFC:=1;
          WHILE(TESTIFCGATEJ
            .INVALUE[JFC]<>-1)DO
            JFC:=JFC+1;
          TESTIFCGATEJ.INPUTS
            [JFC].OUTVALUE:=FCINVAL;
          KFC:=-1;
          ADDONETOASAR(FCGATE,
            TESTIFCGATEJ.
            INPUTS[JFC],KFC);
          FOR KFC:=1 TO TESTITEST
            [FCGATE].INPUTS[JFC]
            .FANOUTNUM DO
            IF(TESTITESTIFCGATEJ
            .INPUTS[JFC].
            FANOUTS[KFC]<>
            FCGATE)THEN
            MAINFORWARD(TESTIFCGATEJ.INPUTS[JFC].TESTITESTIFCGATEJ.
            INPUTS[JFC].FANOUTS[KFC]);
            BACKWARD(TESTIFCGATEJ.INPUTS[JFC],FCINVAL);
        END;(*OF ELSE*)
      END(*OF COUNTF=2*)
    ELSE(*COUNTF>2*)
      BEGIN
        KFC:=-1;
        ADDONETOASAR(FCGATE,
          FCINPUT,KFC);
      END;
    END;(*OF IF COUITF>1*)
  END
ELSE
  BEGIN

```

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```

                KFC:=-1;
                ADDONETOASAR(FCGATE,FCINPUT,KFC);
            END;
    END;(*END OF FORWARDCORRECTION*)

```

(\*THE FOLLOWING PROCEDURE CHECKS THE VALUE ASSIGNMENT ON ONE INPUT OF A GATE TO SEE IF IT IS COMPATIBLE WITH THE OUTPUT VALUE OF THAT GATE WHICH HAS BEEN ALREADY ASSIGNED AND IT IS A PROPAGATION VALUE.\*)

```

PROCEDURE FIRSTFORWARDCORRECTION(VAR
                                FFCGATE,FFCINPUT,FFCINVAL:INTEGER);

    VAR KFFC:INTEGER;

    BEGIN
        IF((TEST(FFCGATE).GATETYPE=ANDE)
           OR(TEST(FFCGATE).GATETYPE=ORE))THEN
            BEGIN
                IF(TEST(FFCGATE).OUTVALUE=1-FFCINVAL)THEN
                    BEGIN
                        IF(TEST(FFCINPUT).OUTVALUE=FFCINVAL)THEN
                            FLAGP:=1
                        ELSE
                            BEGIN
                                KFFC:=-1;
                                ADDONETOASAR(FFCGATE,FFCINPUT,KFFC);
                            END;
                        END
                    ELSE
                        FORWARDCORRECTION(FFCGATE,FFCINPUT,FFCINVAL);
                    END
                ELSE(*NAND&NOR*)
                    BEGIN
                        IF(TEST(FFCGATE).OUTVALUE=FFCINVAL)THEN
                            BEGIN
                                IF(TEST(FFCINPUT).OUTVALUE=FFCINVAL)THEN
                                    FLAGP:=1
                                ELSE
                                    BEGIN
                                        KFFC:=-1;
                                        ADDONETOASAR(FFCGATE,FFCINPUT,KFFC);
                                    END;
                                END
                            ELSE
                                FORWARDCORRECTION(FFCGATE,FFCINPUT,FFCINVAL);
                            END;
                        END;
                    END;
                END;
            END;(*END OF FIRSTFORWARDCORRECTION*)

```

(\*THE FUNCTION OF THE FOLLOWING PROCEDURE IS AS FOLLOWS:  
 IF OUTPUT OF GATE Y IS INPUT TO GATE X; THEN ACCORDING TO VALUES ON Y AND OTHER INPUTS TO X; THE VALUE ON THE OUTPUT OF THE GATE X WILL BE DETERMINED AND THE LINE CONNECTING Y TO X WILL BE KEPT ON ARRAY 'ASAR'. WHEN THIS ENTRY OF 'ASAR' IS TO BE REMOVED; THEN IF THE OUTPUT OF X WAS FORCED TO SOME VALUE BECAUSE OF THE VALUE ASSIGNMENT ON THE LINE CONNECTING X TO Y; THE VALUE ON THE OUTPUT OF THE X SHOULD BE ERASED AS WELL AS THE VALUE ON THE LINE CONNECTING X AND Y. ONLY THE VALUE ON THE LINE CONNECTING X TO Y MUST BE ERASED OTHERWISE. VARIABLE FLAGP IS SET TO 1 AND -1 TO INDICATE

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WHETHER THE OUTPUT OF X IS FORCED TO SOME VALUE BY THE VALUE  
 ASSIGNMENT ON THE LINE CONNECTING Y TO X (THE OUTPUT OF Y). ENTRIES  
 OF THE 'ASAR' ARRAY HAVE THE FOLLOWING FORM: (X\*MAX3+Y). FGATENO=X,  
 FGATEINPUT=Y\*

```
PROCEDURE FORWARD(VAR FGATENO,FGATEINPUT:INTEGER);
```

```
VAR J,INVAL,FLAGR : INTEGER;
```

```
BEGIN
```

```
IF((TESTIFGATENOJ.OUTVALUE<>-1)AND  
(TESTIFGATENOJ.GATETYPE<>OUTPUTE)) THEN  
BEGIN
```

```
IF((TESTIFGATENOJ.GATETYPE=ANDE)OR  
(TESTIFGATENOJ.GATETYPE=NAND))THEN
```

```
INVAL:=0
```

```
ELSE
```

```
INVAL:=1;
```

```
FIRSTFORWARDCORRECTION(  
FGATENO,FGATEINPUT,INVAL);
```

```
END
```

```
ELSE(*TESTIFGATENOJ.OUTVALUE=-1*)
```

```
BEGIN
```

```
IF(TESTIFGATENOJ.GATETYPE=OUTPUTE) THEN
```

```
BEGIN
```

```
TESTIFGATENOJ.OUTVALUE:=
```

```
TESTIFGATEINPUTJ.OUTVALUE;
```

```
TESTIFGATENOJ.INVALUEI1J:=
```

```
TESTIFGATEINPUTJ.OUTVALUE;
```

```
FASAR:=FASAR+1;
```

```
ASARCFASARJ:=FGATENO*MAX3+FGATEINPUT;
```

```
END;
```

```
IF(TESTIFGATEINPUTJ.OUTVALUE=0) THEN
```

```
BEGIN
```

```
IF(TESTIFGATENOJ.GATETYPE=ANDE) THEN
```

```
BEGIN
```

```
TESTIFGATENOJ.OUTVALUE:=0;
```

```
J:=1;
```

```
WHILE(TESTIFGATENOJ.INPUTS[J]<>
```

```
FGATEINPUT)DO
```

```
J:=J+1;
```

```
TESTIFGATENOJ.INVALUEIJJ:=0;
```

```
FASAR:=FASAR+1;
```

```
ASARCFASARJ:=FGATENO*MAX3+FGATEINPUT;
```

```
END;
```

```
IF((TESTIFGATENOJ.GATETYPE=NAND)OR
```

```
(TESTIFGATENOJ.GATETYPE=INV)) THEN
```

```
BEGIN
```

```
TESTIFGATENOJ.OUTVALUE:=1;
```

```
J:=1;
```

```
WHILE(TESTIFGATENOJ.INPUTS[J]<>
```

```
FGATEINPUT)DO
```

```
J:=J+1;
```

```
TESTIFGATENOJ.INVALUEIJJ:=0;
```

```
FASAR:=FASAR+1;
```

```
ASARCFASARJ:=FGATENO*MAX3+FGATEINPUT;
```

```
END;
```

```
IF((TESTIFGATENOJ.GATETYPE=ORE)OR
```

```
(TESTIFGATENOJ.GATETYPE=NOR)) THEN
```

```
BEGIN
```

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```

        FLAGR:=1;
        J:=1;
        WHILE(TESTIFGATEN0J.INPUTS[J]<>
              FGATEINPUT)DO
            J:=J+1;
        TESTIFGATEN0J.INVALIDEIJJ:=0;
        FOR J:=1 TO TESTIFGATEN0J.NOINPUTS DO
            BEGIN
                IF(TESTIFGATEN0J.INVALIDEIJJ
                  <>0)THEN
                    FLAGR:=-1;
                END;
            IF(FLAGR=1)THEN
                IF(TESTIFGATEN0J.GATETYPE=NOR)THEN
                    TESTIFGATEN0J.OUTVALUE:=1
                ELSE
                    TESTIFGATEN0J.OUTVALUE:=0;
                FASAR:=FASAR+1;
                ASARCFASARJ:=
                    FLAGR*(FGATEN0*MAX3+FGATEINPUT);
            END;
        END;
    IF(TESTIFGATEINPUTJ.OUTVALUE=1)THEN
        BEGIN
            IF(TESTIFGATEN0J.GATETYPE=ORE)THEN
                BEGIN
                    TESTIFGATEN0J.OUTVALUE:=1;
                    J:=1;
                    WHILE(TESTIFGATEN0J.INPUTS[J]
                          <>FGATEINPUT)DO
                        J:=J+1;
                    TESTIFGATEN0J.INVALIDEIJJ:=1;
                    FASAR:=FASAR+1;
                    ASARCFASARJ:=FGATEN0*MAX3+FGATEINPUT;
                END;
            IF((TESTIFGATEN0J.GATETYPE=NOR)OR
              (TESTIFGATEN0J.GATETYPE=INV))THEN
                BEGIN
                    TESTIFGATEN0J.OUTVALUE:=0;
                    J:=1;
                    WHILE(TESTIFGATEN0J.INPUTS[J]<>
                          FGATEINPUT)DO
                        J:=J+1;
                    TESTIFGATEN0J.INVALIDEIJJ:=1;
                    FASAR:=FASAR+1;
                    ASARCFASARJ:=FGATEN0*MAX3+FGATEINPUT
                END;
            IF((TESTIFGATEN0J.GATETYPE=ANDE)OR
              (TESTIFGATEN0J.GATETYPE=NAND))THEN
                BEGIN
                    FLAGR:=1;
                    J:=1;
                    WHILE(TESTIFGATEN0J.INPUTS[J]<>
                          FGATEINPUT)DO
                        J:=J+1;
                    TESTIFGATEN0J.INVALIDEIJJ:=1;
                    FOR J:=1 TO TESTIFGATEN0J.NOINPUTS DO
                        BEGIN
                            IF(TESTIFGATEN0J.INVALIDEIJJ
                              <>1)THEN

```



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```

                                FLAGR:=-1
                                END;
                                IF(FLAGR=1)THEN
                                IF(TESTIFGATENOJ.GATETYPE=ANDE)THEN
                                TESTIFGATENOJ.OUTVALUE:=1
                                ELSE
                                TESTIFGATENOJ.OUTVALUE:=0;
                                FASAR:=FASAR+1;
                                ASAR[FASARJ]:=
                                (FGATENO*MAX3+FGATEINPUT)*FLAGR;
                                END;
                                END;
                                END;
                                END; (*END OF FORWARD*)

```

(\*THE FUCTION OF THE FOLOOWING PROCEDURE IS TO TAKE THE VALUE ON ONE BRANCH OF A FANOUT ORIGIN AND PROPAGATE IT FORWARD AS FAR AS POSSIBLE. ENTRIES OF THE 'FARRAY HAVE THE FOLLOWING FORMAT: (INPUTNUM\*MAX3+GATENO)\*

```
PROCEDURE MAINFORWARD; (*INPUTNUM=X,GATENO=Y*)
```

```
VAR X,Y,FLAG,J :INTEGER;
```

```

BEGIN
  FPOINTER:=0;
  FPOINTER:=FPOINTER+1;
  FARRAY[FPOINTER]:=INPUTNUM*MAX3+GATENO;
  WHILE(FPOINTER>0)DO
    BEGIN
      X:=TRUNC(FARRAY[FPOINTER]/MAX3);
      Y:=FARRAY[FPOINTER]-X*MAX3;
      (*
      WRITELN('X:',X:2,'Y:',Y:2);*)
      FPOINTER:=FPOINTER-1;
      FLAG:=0;
      IF(TESTIXJ.OUTVALUE=-1)THEN
        FLAG:=1;
        FORWARD(X,Y);
        IF((FLAG=1)AND(TESTIXJ.OUTVALUE<>-1))THEN
          BEGIN
            IF(X<>TESTIXJ.FANOUTS[1])THEN
              (*IF X IS NOT AN OUTPUT*)
              FOR J:=1 TO TESTIXJ.FANOUTNUM DO
                BEGIN
                  FPOINTER:=FPOINTER+1;
                  FARRAY[FPOINTER]:=
                    TESTIXJ.FANOUTS[J]*MAX3+X;
                END;
            END;
          END;
        END;
      END;
      END; (*END OF MAINFORWARD*)

```

(\*THE FOLLOWING PROCEDURE "BACKWARD" IS A RECURSIVE PROCEDURE WHICH TAKES A GATE AND FINDS THE EFFECT OF THE VALUE ASSIGNMENT ON THE OUTPUT OF THAT GATE BACKWARD AS FAR AS POSSIBLE. WHEN A FANOUT ORIGIN IS FACED THE EFFECT WILL BE FOUND FORWARD ON THE BRANCHES

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OF THAT FANOUT ORIGIN. IF A VALUE ASSIGNMENT ON THE OUTPUT OF A GATE CANNOT BE PROPAGATED BACKWARD ANYMORE, THEN THAT GATE WILL BE ADDED TO ADJUSTMENT ARRAY FOR JUSTIFICATION PROCESS.\*)

PROCEDURE BACKWARD; (\*BGUT:A GATE NUMBER, BVALUE:VALUE OF OUTPUT OF BGUT\*)

VAR JB, JJB, AVAL, BCOUNT : INTEGER;

```

BEGIN
  IF (TEST[BGUT].GATETYPE=INPU) THEN
    BEGIN
      TEST[BGUT].INVALU[E] := BVALUE;
      FASAR := FASAR + 1;
      ASAR[FASAR] := BGUT * MAX3 + BGUT;
    END
  ELSE (*TEST[BGUT].GATETYPE(<>INPU*)
    BEGIN
      IF (BVALUE=0) THEN
        BEGIN
          IF ((TEST[BGUT].GATETYPE=ORE) OR
              (TEST[BGUT].GATETYPE=NAND) OR
              (TEST[BGUT].GATETYPE=INV)) THEN
            BEGIN
              FOR JB:=1 TO
                TEST[BGUT].NOINPUTS DO
                BEGIN
                  IF (TEST[BGUT].
                      INVALU[E][JB]=-1) THEN
                    BEGIN
                      IF (TEST[BGUT].
                          GATETYPE=ORE) THEN
                        BEGIN
                          TEST[BGUT].
                            INVALU[E][JB] := 0;
                          AVAL := 0;
                          TEST[TEST[BGUT].
                              INPUTS[JB]].
                            OUTVALUE := 0;
                          FASAR := FASAR + 1;
                          ASAR[FASAR] :=
                            BGUT * MAX3 +
                            TEST[BGUT].
                              INPUTS[JB];
                        END;
                      IF ((TEST[BGUT].
                          GATETYPE=NAND) OR
                          (TEST[BGUT].
                          GATETYPE=INV)) THEN
                        BEGIN
                          TEST[BGUT].
                            INVALU[E][JB] := 1;
                          TEST[TEST[BGUT].
                              INPUTS[JB]].
                            OUTVALUE := 1;
                          AVAL := 1;
                          FASAR := FASAR + 1;
                          ASAR[FASAR] :=
                            BGUT * MAX3 +

```

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```

TEST[ BGUT ].
INPUTS[ JBJ ];
END;
FOR JJB:=1 TO TEST[ TEST[ BGUT ]. INPUTS[ JBJ ]. FANOUTNUM DO
IF FLAGP=0 THEN
IF ( TEST[ TEST[ BGUT ]. INPUTS[ JBJ ]. FANOUTS[ JJB ] (> BGUT) THEN
MAINFORWARD( TEST[ BGUT ]. INPUTS[ JBJ ], TEST[ TEST[ BGUT ].
INPUTS[ JBJ ]. FANOUTS[ JJB ] );
IF FLAGP=0 THEN
BACKWARD( TEST[ BGUT ]. INPUTS[ JBJ ], AVAL );
END;
END;
END;
ELSE (* BVALUE=0 AND TEST[ BGUT ]. GATETYPE=NOR, ANDE*)
BEGIN
BCOUNT:=0;
FOR JB:=1 TO TEST[ BGUT ]. NOINPUTS DO
BEGIN
IF ( TEST[ BGUT ]. INVALUE[ JBJ ] (>-1) THEN
BCOUNT:=BCOUNT+1;
END;
IF ( ( TEST[ BGUT ]. NOINPUTS - BCOUNT ) (>1) THEN
(* NOT ALL INPUTS OF 'BGUT' CAN BE
SPECIFIED NOW. THEN ADD IT TO THE
ADJUSTMENT ARRAY FOR JUSTIFICATION
PROCESS. *)
BEGIN
FADJUST:=FADJUST+1;
ADJUST[ FADJUST ]:=BGUT; (* ADD ONE
GATE TO ADJUSTMENT ARRAY *)
FASAR:=FASAR+1;
ASAR[ FASAR ]:=BGUT; (* PUT ONLY
THE GATE NUMBER OF BGUT
IN 'ASAR' ARRAY TO INDICATE
THAT ONLY THE VALUE ASSIGNMENT
ON THE OUTPUT 'BGUT' MUST BE
ERASED WHEN 'ERASE' PROCEDURE
IS CALLED. *)
END
ELSE
BEGIN
JB:=1;
WRITELN( ' BGUT=' , BGUT:3 );
WHILE ( TEST[ BGUT ]. INVALUE[ JBJ ]
(>-1) DO
JB:=JB+1;
WRITELN( ' BACKWARDJB=' , JB:2 );
END;
IF ( TEST[ BGUT ]. GATETYPE=ANDE ) THEN
BEGIN
TEST[ BGUT ]. INVALUE[ JBJ ]:=0;
AVAL:=0;
TEST[ TEST[ BGUT ]. INPUTS[ JBJ ].
OUTVALUE:=0;
FASAR:=FASAR+1;
ASAR[ FASAR ]:=BGUT*
MAX3+TEST[ BGUT ]. INPUTS[ JBJ ];

```



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```

INPUTS[JBJ].
OUTVALUE:=0;
AVAL:=0;
FASAR:=FASAR+1;
ASARCFASARJ:=
  BGUT*MAX3+
  TEST[BGUT].
  INPUTS[JBJ];
END;
FOR JJB:=1 TO TEST[TEST[BGUT]].INPUTS[JBJ].FANOUTNUM DO
IF FLAGP=0 THEN
IF (TEST[TEST[BGUT]].INPUTS[JBJ].FANOUTS[JJB]<>BGUT) THEN
  MAINFORWARD(TEST[BGUT].INPUTS[JBJ],TEST[TEST[BGUT]].
    INPUTS[JBJ].FANOUTS[JJB]);
IF FLAGP=0 THEN
  BACKWARD(TEST[BGUT].INPUTS[JBJ],AVAL);
END;
END;
END
ELSE (*BGUT IS 'OR' GATE OR 'NAND' GATE*)
BEGIN
  BCOUNT:=0;
  FOR JB:=1 TO TEST[BGUT].NOINPUTS DO
  BEGIN
    IF (TEST[BGUT].INVALUE[JBJ]<>-1) THEN
      BCOUNT:=BCOUNT+1;
    END;
  IF (TEST[BGUT].NOINPUTS-BCOUNT<>1) THEN
  BEGIN
    FADJUST:=FADJUST+1;
    ADJUST[FADJUST]:=BGUT;
    FASAR:=FASAR+1;
    ASARCFASARJ:=BGUT;
  END
  ELSE
  BEGIN
    JB:=1;
    WHILE (TEST[BGUT].INVALUE[JBJ]<>-1) DO
      JB:=JB+1;
    IF (TEST[BGUT].GATETYPE=ORE) THEN
    BEGIN
      TEST[BGUT].INVALUE[JBJ]:=1;
      AVAL:=1;
      TEST[TEST[BGUT]].INPUTS[JBJ].
        OUTVALUE:=1;

      FASAR:=FASAR+1;
      ASARCFASARJ:=BGUT*MAX3+
        TEST[BGUT].INPUTS[JBJ];
    END
  ELSE
  BEGIN
    TEST[BGUT].INVALUE[JBJ]:=0;
    AVAL:=0;
    TEST[TEST[BGUT]].
      INPUTS[JBJ].OUTVALUE:=0;
    FASAR:=FASAR+1;
    ASARCFASARJ:=BGUT*MAX3+
      TEST[BGUT].INPUTS[JBJ];
  END;
END;

```

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```

FOR JJB:=1 TO TESTI[TESTI[BGUT]].
  INPUTS[JJB].FANOUTNUM DO
  IF FLAGP=0 THEN
    IF(TESTI[TESTI[BGUT]].INPUTS[JJB].
      FANOUTS[JJB]<>BGUT)THEN
MAINFORWARD(TESTI[BGUT].INPUTS[JJB],
  TESTI[TESTI[BGUT]].INPUTS[JJB].FANOUTS[JJB]);
  IF FLAGP=0 THEN
BACKWARD(TESTI[BGUT].INPUTS[JJB],AVAL);
  END;
  END;
END;
END;
END;
END;(*END OF BACKWARD*)

```

(\*THE FUNCTION OF THE FOLLOWINGPROCEDURE IS AS FOLLOWS: SUPPOSE THAT THE OUTPUT OF THE GATE Y=GUTC IS CONNECTED TO THE INPUT OF THE GATE X=IUTC. THIS PROCEDURE PUTS PROPAGATION VALUES ON THE INPUTS OF X OTHER THAN THE ONE CONNECTED TO Y, AND FINDS THE EFFECT OF THESE VALUE ASSIGNMENTS FORWARD AND BACKWARD. IF NO CONFLICT IS FOUND THEN VALUE ON THE OUTPUT OF X WILL BE DETERMINED AND GATE X WILL BE ADDED TO THE CRITICAL GATE ARRAY(CGATES). THE CORRESPONDING CRITICAL VALUE WILL BE KEPT ON 'CVALUES' ARRAY. THE INPUT OF THE X CONNECTED TO Y WILL BE MARKED AS CRITICAL FOR THE VALUE ON THE OUTPUT OF Y(CRITICAL VALUE) IN THE CORRESPONDING FIELD IN THE RECORD OF EACH GATE.\*)

```

PROCEDURE CRITICALPATH(VAR GUTC,IUTC,CVALC:INTEGER);
  VAR JCP,KCP :INTEGER;
  BEGIN
  WRITELN('CRITICALPATH ENTERY');
  FLAGP:=0;
  IF(TESTI[IUTC].OUTVALUE<>-1)THEN
  BEGIN
  FLAGP:=1;(*THIS PATH CANNOT BE SESITIZED.*)
  WRITELN('FLAGP=',FLAGP:1,' TESTI',IUTC:1,'1.OUTVALUE=',
    TESTI[IUTC].OUTVALUE:1);
  END
  ELSE
  BEGIN
  IF(TESTI[IUTC].GATETYPE=INV)THEN
  BEGIN
  TESTI[IUTC].INVALUE[1]:=CVALC;
  TESTI[IUTC].OUTVALUE:=1-CVALC;
  TESTI[IUTC].TEMPCV[1]:=CVALC;
  FCGATES:=FCGATES+1;
  CGATES[FCGATES]:=IUTC;
  CVALUES[FCGATES]:=1-CVALC;
  FASAR:=FASAR+1;
  ASAR[FASAR]:=IUTC*MAX3+TESTI[IUTC].INPUTS[1];
  CRITVAL:=1-CVALC;
  END
  ELSE
  BEGIN
  JCP:=1;

```

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```

WHILE((JCP<=TEST[IUTC].NOINPUTS)AND(FLAGP=0))DO
  BEGIN
    IF(TEST[IUTC].INPUTS[JCP]<>GUTC)THEN
      BEGIN
        WRITELN('E1');
        IF((TEST[IUTC].GATETYPE=
          ANDE)OR(TEST[IUTC].
          GATETYPE=NAND))THEN
          BEGIN
            WRITELN('E2');
            IF(TEST[TEST[IUTC].
              INPUTS[JCP]].
              OUTVALUE=0)THEN
              FLAGP:=1
            ELSE
              BEGIN
                WRITELN('E3');
                IF(TEST[TEST[IUTC].INPUTS[JCP]].OUTVALUE=-1)THEN
                  BEGIN
                    WRITELN('E4');

                    FASAR:=FASAR+1;
                    ASAR[FASAR]:=- (IUTC*MAX3+TEST[IUTC].INPUTS[JCP]);
                    TEST[IUTC].INVALU[EJCP]:=-1;
                    TEST[TEST[IUTC].INPUTS[JCP]].OUTVALUE:=1;
                    FOR KCP:=-1 TO TEST[TEST[IUTC].INPUTS[JCP]].FANOUTNUM DO
                      IF(TEST[TEST[IUTC].INPUTS[JCP]].FANOUTS[KCP]<>IUTC)THEN
                        MAINFORWARD(TEST[IUTC].INPUTS[JCP],
                          TEST[TEST[IUTC].INPUTS[JCP]].FANOUTS[KCP]);
                        KCP:=1;
                        IF FLAGP=0 THEN
                          BACKWARD(TEST[IUTC].INPUTS[JCP],KCP);
                        END;
                        JCP:=JCP+1;
                      END;
                    END;
                  ELSE(*IF(TEST[IUTC].GATETYPE=ORE
                    OR NOR)THEN*)
                    BEGIN
                      IF(TEST[TEST[IUTC].
                        INPUTS[JCP]].
                        OUTVALUE=1)THEN
                        FLAGP:=1
                      ELSE
                        BEGIN
                          IF(TEST[TEST[IUTC].INPUTS[JCP]].OUTVALUE=-1)THEN
                            BEGIN
                              FASAR:=FASAR+1;
                              ASAR[FASAR]:=- (IUTC*MAX3+TEST[IUTC].INPUTS[JCP]);
                              TEST[IUTC].INVALU[EJCP]:=0;
                              TEST[TEST[IUTC].INPUTS[JCP]].OUTVALUE:=0;
                              FOR KCP:=-1 TO TEST[TEST[IUTC].INPUTS[JCP]].FANOUTNUM DO
                                IF(TEST[TEST[IUTC].INPUTS[JCP]].FANOUTS[KCP]<>IUTC)THEN
                                  MAINFORWARD(TEST[IUTC].INPUTS[JCP],
                                    TEST[TEST[IUTC].INPUTS[JCP]].FANOUTS[KCP]);
                                  KCP:=0;
                                  IF FLAGP=0 THEN
                                    BACKWARD(TEST[IUTC].INPUTS[JCP],KCP);
                                  END;
                                  JCP:=JCP+1;
                                END;
                              END;
                            END;
                          END;
                        END;
                      END;
                    END;
                END;
              END;
            END;
          END;
        END;
      END;
    END;
  END;

```

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```

                END
            ELSE
                JCP:=JCP+1;
            END;
        IF(FLAGP=0) THEN
            BEGIN
                IF((TEST[IUTC].GATETYPE=ANDE)OR(TEST[IUTC].GATETYPE=ORE))THEN
                    BEGIN
                        CRITVAL:=CVALC;
                        TEST[IUTC].OUTVALUE:=CVALC;
                        FCGATES:=FCGATES+1;
                        CGATES[FCGATES]:=IUTC;
                        CVALUES[FCGATES]:=CVALC;
                    END;
                IF((TEST[IUTC].GATETYPE=NAND)OR(TEST[IUTC].GATETYPE=NOR))THEN
                    BEGIN
                        TEST[IUTC].OUTVALUE:=1-CVALC;
                        CRITVAL:=1-CVALC;
                        FCGATES:=FCGATES+1;
                        CGATES[FCGATES]:=IUTC;
                        CVALUES[FCGATES]:=1-CVALC;
                    END;
                FASAR:=FASAR+1;
                ASAR[ASAR]:=IUTC*MAX3+GUTC;
                JCP:=1;
                WHILE(TEST[IUTC].INPUTS[JCP]<>GUTC)DO
                    JCP:=JCP+1;
                TEST[IUTC].INVALU[E][JCP]:=CVALC;
                TEST[IUTC].TEMPCV[JCP]:=CVALC;
            END;
        END;
    END;
END;(*END OF CRITICALPATH*)

PROCEDURE ERASE;
    VAR CHECKFLAG,JE,M,N,Q,WLISTEMPTY:INTEGER;
    BEGIN
        (* STATUS;*)
        IF(FWLIST=0)THEN(*THIS OCCURES WHEN NO TEST EXIST FOR LAST
            ENTRY OF WLIST.*)
            BEGIN
                WLISTEMPTY:=1;
                FWLIST:=1;
                ADAR[FWLIST]:=1;
                ADJADAR[FWLIST]:=0;
                CADAR[FWLIST]:=0;
            END;
        FOR JE:=ADAR[FWLIST] TO FASAR DO
            BEGIN
                IF((ASAR[JE]<MAX3)AND(ASAR[JE]>0))THEN
                    BEGIN
                        TEST[ASAR[JE]].OUTVALUE:=-1
                    END
                ELSE
                    BEGIN
                        CHECKFLAG:=1;
                        IF(ASAR[JE]<0)THEN
                            CHECKFLAG:=-1;
                    END
            END
        END
    END

```



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```

M:=TRUNC((CHECKFLAG*ASARCJEJ)/MAX3);
N:=CHECKFLAG*ASARCJEJ-M*MAX3;
Q:=1;
WHILE(TESTMJ.INPUTS[Q]<>N)DO
  Q:=Q+1;
TESTMJ.INVALUE[Q]:=-1;
IF(CHECKFLAG=1)THEN
  BEGIN
    TESTMJ.TEMPCV[Q]:=-1;
    TESTMJ.OUTVALUE:-1;
  END;
END;
END;
FASAR:=ADAR[FWLIST]-1;
FADJUST:=ADJADAR[FWLIST];
FCGATES:=CADAR[FWLIST];
IF WLISTEMPTY=1 THEN
  FWLIST:=0;
  WLISTEMPTY:=0;
END; (*END OF 'ERASE'*)

PROCEDURE PRINTTEST;FORWARD;

PROCEDURE ADJUSTMENT;(*CALLED FROM PROCEDURE TESTGENERATION*)

LABEL 100;
VAR ADJFASAR,ADJFWLIST,ADJUSTVALUE,TEMPGATE,TEMPINPUT
  ,MAINADJVALUE,ADJGATE,JADJ:INTEGER;

BEGIN
  (* ADJFASAR:=FASAR;*)
  ADJFWLIST:=FWLIST;
  FLAGP:=0;
  WHILE((FADJUST>0)AND(FLAGP=0))DO (*WHILE NOT ALL GATES
    WAITING FOR JUSTIFICATION ARE PROCESSED DO*)
    BEGIN
      ADJGATE:=ADJUST[FADJUST];
      FADJUST:=FADJUST-1;
      IF((TEST[ADJGATE].GATETYPE=ANDE)OR
        (TEST[ADJGATE].GATETYPE=NAND))THEN
        ADJUSTVALUE:=0
      ELSE
        ADJUSTVALUE:=1;
      MAINADJVALUE:=ADJUSTVALUE;
      JADJ:=1;
      WHILE((TEST[ADJGATE].INVALUE[JADJ]<>ADJUSTVALUE)AND
        (JADJ<TEST[ADJGATE].NOINPUTS))DO
        JADJ:=JADJ+1;
      IF(TEST[ADJGATE].INVALUE[JADJ]<>ADJUSTVALUE)THEN
        FOR JADJ:=1 TO TEST[ADJGATE].NOINPUTS DO
          IF(TEST[ADJGATE].INVALUE[JADJ]=-1)THEN
            BEGIN
              FWLIST:=FWLIST+1;
              WLIST[FWLIST]:=ADJGATE*MAX3+
                TEST[ADJGATE].INPUTS[JADJ];
              ADAR[FWLIST]:=FASAR+1;
              ADJADAR[FWLIST]:=FADJUST;(*FOR USE
                OF 'ERASE' ONLY*)
            END;
          IF(FWLIST>ADJFWLIST)THEN

```

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```

      BEGIN
        FLAGP:=0;
        TEMPGATE:=TRUNC(WLIST\FWLIST)/MAX3;
        TEMPINPUT:=WLIST\FWLIST-TEMPGATE*MAX3;
        FWLIST:=FWLIST-1;
        IF((TEST(TEMPGATE).GATETYPE=ANDE)OR
          (TEST(TEMPGATE).GATETYPE=NAND))THEN
          ADJUSTVALUE:=0
        ELSE
          ADJUSTVALUE:=1;
          IF(TEMPINPUT.OUTVALUE=1-ADJUSTVALUE)THEN
            (*THIS CHECK IS NECESSARY BECAUSE MAY BE IN ADJUSTMENT PROCESS SOME
              OF THE VALUES ON INPUTS OF GATES FOR ADJUSTMENT ARE CHANGED TO
              VALUES OTHER THAN DON'T CARES.*)
            GOTO 100
          ELSE
            IF(TEMPINPUT.OUTVALUE=-1)THEN
              BEGIN
                JADJ:=1;
                WHILE(TEMPGATE.INPUTS[JADJ]
                  (>)TEMPINPUT)DO
                  JADJ:=JADJ+1;
                TEST(TEMPGATE).INVALUE[JADJ]:=ADJUSTVALUE;
                TEST(TEMPINPUT).OUTVALUE:=ADJUSTVALUE;
                FASAR:=FASAR+1;
                ASAR(FASAR):=TEMPGATE*MAX3+TEMPINPUT;
                JADJ:=1;
                WHILE(JADJ<=TEST(TEMPINPUT).
                  FANOUTNUM)AND(FLAGP=0) DO
                  BEGIN
                    MAINFORWARD(TEMPINPUT,TEST(TEMPINPUT).FANOUTS[JADJ]);
                    JADJ:=JADJ+1;
                  END;
                  IF(FLAGP=0)THEN
                    BACKWARD(TEMPINPUT,ADJUSTVALUE);
                  IF(FLAGP=1)THEN
                    IF(FWLIST>ADJFWLIST)THEN
                      BEGIN
                        WRITELN(OUTFILE,'CONFLICT FOUND INJUSTIFICATION PROCESS BETWEEN GATES',
                          TEMPINPUT:2,' ',TEMPGATE:2,' FOR VALUE ',ADJUSTVALUE:1,'
                          IN JUSTIFYING ',ADJGATE:2,' FOR VALUE ',MAINADJVALUE:1);
                        ERASE;
                        GOTO 100;
                      END
                    ELSE
                      WRITELN(OUTFILE,'GATE ',ADJGATE:2,
                        ' WAS NOT JUSTIFIED FOR ',MAINADJVALUE:1,'');
                      END;
                END;
              END;
            PRINTTEST;
            FWLIST:=ADJFWLIST;
            END>(*END OF ADJUSTMENT*)
          END
        END
      END
    
```

```

PROCEDURE ADDONEFANOUTTOWLIST(VAR GUTAW,JAF:INTEGER);

```

```

  BEGIN
    FWLIST:=FWLIST+1;
  
```

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```

WLIST[FWLIST]:= (TEST[GUTAW].FANOUTS[JAF])*MAX3+GUTAW;
ADAR[FWLIST]:=FASAR+1;
ADJADAR[FWLIST]:=FADJUST;
CADAR[FWLIST]:=FCGATES;
END;

```

```

FUNCTION FINDFANOUTFORWLST(VAR GATE:INTEGER):INTEGER;

```

```

VAR JA,KA :INTEGER;

```

```

BEGIN
  JA:=1;
  WHILE(JA<=TEST[GATE].FANOUTNUM)DO
    BEGIN
      KA:=1;
      WHILE( TEST[TEST[GATE].FANOUTS[KA]].INPUTS[KA]<>GATE)DO
        KA:=KA+1;
      IF( (TEST[TEST[GATE].FANOUTS[KA]].CRITICAL[KA]=CRITVAL)
        OR( TEST[TEST[GATE].FANOUTS[KA]].CRITICAL[KA]=2))THEN
        BEGIN
          IF (JA=TEST[GATE].FANOUTNUM)THEN
            FINDFANOUTFORWLST:=JA;
          JA:=JA+1;
        END
      ELSE
        BEGIN
          FINDFANOUTFORWLST:=JA;
          JA:=TEST[GATE].FANOUTNUM+1;
        END;
      END;
    END;
  END;

```

```

PROCEDURE PUTFANOUTSINWLST(VAR GUTP:INTEGER);

```

```

VAR JP,KP:INTEGER;

```

```

BEGIN
  WRITELN('ENTERED PUTFANOUTSINWLST');
  JP:=1;
  IF( (TEST[GUTP].GATETYPE=ANDE)OR( TEST[GUTP].GATETYPE=ORE)
    OR( TEST[GUTP].GATETYPE=INPTE))THEN
    BEGIN
      WHILE( ( (TEST[GUTP].CRITICAL[JP]<>CRITVAL)AND
        (TEST[GUTP].CRITICAL[JP]<>2))
        AND( JP<TEST[GUTP].NOINPUTS))DO
        JP:=JP+1;
      IF( (TEST[GUTP].CRITICAL[JP]=CRITVAL)OR
        (TEST[GUTP].CRITICAL[JP]=2)
        OR( (TEST[GUTP].FANOUTNUM-TEST[GUTP].NOINPUTS)<=0))THEN
        BEGIN
          KP:=FINDFANOUTFORWLST(GUTP);
          WRITELN('GUTP=',GUTP:3,' ',KP:3);
          ADDONEFANOUTTOWLIST(GUTP,KP);
        END
      ELSE
        FOR JP:=1 TO (TEST[GUTP].FANOUTNUM-
          TEST[GUTP].NOINPUTS+1)DO

```

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```

      BEGIN
        KP:=JP;
        ADDONEFANOUTTOWLIST(GUTP,KP);
      END;
    END
  ELSE(*TESTIGUTPJ.GATETYPE=NAND,NOR,INVERTER*)
    BEGIN
      (* WRITELN('CRITVAL=',CRITVAL:2,' ','TESTI',GUTP:2,'J.GATETYPE=',
        TESTIGUTPJ.GATETYPE);*)
      WHILE((TESTIGUTPJ.CRITICALIJPJ<)
        1-CRITVAL)AND(TESTIGUTPJ.CRITICALIJPJ<>2)
        AND(JP<TESTIGUTPJ.NOINPUTS))DO
        JP:=JP+1;
      (* WRITELN('JP=',JP:2);*)
      IF((TESTIGUTPJ.CRITICALIJPJ=
        1-CRITVAL)OR(TESTIGUTPJ.CRITICALIJPJ=2)
        OR((TESTIGUTPJ.FANOUTNUM-
        TESTIGUTPJ.NOINPUTS)<=0))THEN
        BEGIN
          KP:=FINDFANOUTFORWLIST(GUTP);
          (*WRITELN('KP=',KP:2);*)
          ADDONEFANOUTTOWLIST(GUTP,KP);
        END
      ELSE
        FOR JP:=1 TO (TESTIGUTPJ.FANOUTNUM+1-
          TESTIGUTPJ.NOINPUTS)DO
          BEGIN
            KP:=JP;
            (*WRITELN('KPALL=',KP:2);*)
            ADDONEFANOUTTOWLIST(GUTP,KP);
          END;
        END;
      END;
    END;
  END;

```

PROCEDURE MAKECRITICAL;

```

  VAR JM,KM:INTEGER;
  BEGIN
    FOR JM:=1 TO NOOFNODES DO
      FOR KM:=1 TO TESTIJMJ.NOINPUTS DO
        IF((TESTIJMJ.TEMPCVICKMJ<>-1)
          AND(TESTIJMJ.CRITICALIKMJ<>2))THEN
          IF((TESTIJMJ.CRITICALIKMJ<>-1)AND
            (TESTIJMJ.TEMPCVICKMJ<>TESTIJMJ.CRITICALIKMJ))THEN
            TESTIJMJ.CRITICALIKMJ:=2
          ELSE
            TESTIJMJ.CRITICALIKMJ:=TESTIJMJ.TEMPCVICKMJ;
          END;
        END;
      END;
    END;
  END;

```

PROCEDURE PRINTTEST;

```

  VAR JPR:INTEGER;
  BEGIN
    WRITELN(OUTFILE,'*****');
    IF(FLAGP=1)THEN
      WRITELN(OUTFILE,'CRITICAL PATH NOT COMPLETED FOR THE FOLLOWING GATES:');
    END;
  END;

```

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```

IF (FLAGP=0) THEN
  BEGIN
    PCOUNT:=PCOUNT+1;
    WRITELN(OUTFILE,'TEST NUMBER ',PCOUNT,',');
  END;
  WRITELN(OUTFILE,'CRITICAL-GATE NUMBER',',','CRITICAL-GATE OUTPUT-VALUE')
  FOR JPR:=1 TO FCGATES DO
    WRITELN(OUTFILE,',CGATES{JPR}:3,',',CVALUES
  WRITELN(OUTFILE,'GATE NUM',',','OUTPUT VALUE');
  FOR JPR:=1 TO NOGFNODES DO
    WRITELN(OUTFILE,JPR:3,',',TEST{JPR}.OUTVALUE:1);
  IF FLAGP=0 THEN
    BEGIN
      WRITELN(OUTFILE,'TEST VECTOR:');
      WRITELN(OUTFILE,'INPUT NUMBER-----VALUE');
      FOR JPR:=1 TO INPUTCOUNT DO
        BEGIN
          I1:=TRUNC(INPUTLIST{JPR}/MAX3);
          WRITELN(OUTFILE,I1:2,'----->',TEST{I1}.INVALUEI
        END;
      END;
    END;
  END;(*END OF PRINTTEST*)

```

PROCEDURE TESTGENERATION;

VAR JT,JTT:INTEGER;

BEGIN

```

  FOR MCRITVAL:=0 TO 1 DO
    BEGIN
      IF (MCRITVAL=1) THEN
        BEGIN
          FOR JT:=1 TO INPUTCOUNT DO
            BEGIN
              FWLIST:=FWLIST+1;
              WLIST{FWLIST}:=INPUTLIST{JT};
              ADAR{FWLIST}:=1;
              CADAR{FWLIST}:=0;
              ADJADAR{FWLIST}:=0;
            END;
          END;
        END;
      WHILE (FWLIST>0) DO
        BEGIN
          GUT:=WLIST{FWLIST}-TRUNC(WLIST{FWLIST}/MAX3)*MAX3;
          IUT:=TRUNC(WLIST{FWLIST}/MAX3);
          IF (TEST{IUT}.GATETYPE(<) INPUTE) THEN
            CRITVAL:=TEST{GUT}.OUTVALUE;
          IF (TEST{IUT}.GATETYPE=INPUTE) THEN
            BEGIN
              CRITVAL:=MCRITVAL;
              FWLIST:=FWLIST+1;
              TEST{GUT}.INVALUEI1:=CRITVAL;
              TEST{GUT}.OUTVALUE:=CRITVAL;
              TEST{GUT}.TEMPCVL1:=CRITVAL;
              FCGATES:=FCGATES+1;
              CGATES{FCGATES}:=GUT;
              CVALUES{FCGATES}:=CRITVAL;
              FASAR:=FASAR+1;
              ASAR{FASAR}:=IUT*MAX3+IUT;
            END;
          END;
        END;
      END;
    END;
  END;

```

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```

PUTFANOUTSINWLIST(IUT);(*ADD FANOUTS OF THIS INPU
END
ELSE
BEGIN
IF(TEST[IUT].GATETYPE=OUTPUT)THEN
BEGIN
TEST[IUT].INVALUE[1]:=CRITVAL;
TEST[IUT].OUTVALUE:=CRITVAL;
TEST[IUT].TEMPCV[1]:=CRITVAL;
FCGATES:=FCGATES+1;
CGATES[FCGATES]:=IUT;(*ADD
THE GATE MADE CRITICAL TO
'CGATES' ARRAY.*)
CVALUES[FCGATES]:=CRITVAL;(*KEEP
THE CRITICAL VALUE OF THIS GATE
IN 'CVALUES' ARRAY.*)
FASAR:=FASAR+1;
ASAR[ASAR]:=IUT*MAX3+GUT;(*ADD
THIS OUTPUT TO 'ASAR' ARRAY.*)
ADJUMENT;(*DO THE JUSTIFICATION*)
IF FLAGP=0 THEN
MAKECRITICAL;(*MARK ALL THE LINES
WHICH HAVE BEEN MADE CRITICAL
AND SEE IF THEY TESTED
COMPLETELY.*)
FWLIST:=FWLIST-1;
ERASE;
FLAGP:=0;
END
ELSE(*IT MEANS THAT ONE BRANCH OF A FANOUT
ORIGIN IS GOING TO BE TAKEN.*)
BEGIN
FWLIST:=FWLIST-1;
FOR JT:=1 TO TEST[GUT].FANOUTNUM DO
(*FIND THE INPUT TO THE 'IUT' WHICH IS CONNECTED TO THE FANOUT ORIGIN AND
FOR THE OTHER BRANCH OF THAT FANOUT ORIGIN PROPAGATE THE VALUE FORWARD.*)
IF(TEST[GUT].FANOUTS[JT]
<>IUT)THEN
MAINFORWARD(GUT,TEST[GUT].
FANOUTS[JT]);
IF FLAGP=0 THEN
BEGIN
TEMPCRITVAL:=CRITVAL;
CRITICALPATH(GUT,IUT,TEMPCRITVAL);
END;
IF(FLAGP=1)THEN (*A CONFLICT WAS FOUND IN THE PATH SENSITIZATION PROCESS.*)
BEGIN
PRINTTEST;
ERASE;
FLAGP:=0;
END
ELSE(*IF(FLAGP=0)THEN*)
PUTFANOUTSINWLIST(IUT);
END;
END;
END;
END;
END;
END;
END;
(* PROCEDURE CPUTIMER;EXTERN;*)

```

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(\*MAIN PROGRAM\*)

BEGIN

```

(* CPUTIMER;*)
WRITELN('TYPE NAME OF THE INPUT FILE:');
READ(NAME);
OPEN(FILE_VARIABLE:=INFILE,FILE_NAME:=NAME,HISTORY:=OLD);
RESET(INFILE);
REWRITE(OUTFILE);
INITIALIZE;
TESTGENERATION;
(* CPUTIMER;*)
(*
  FOR I1:=1 TO NCOFNODES DO
  BEGIN
  WRITE(TESTI1J.GATENUM:2,TESTI1J.GATETYPE:8,TESTI1J.NOINPUTS:2);
  FOR J1:=1 TO TESTI1J.NOINPUTS DO
  WRITE(TESTI1J.INPUTS[J1]:2,' ',TESTI1J.CRITICAL[J1]:3,' ',
        TESTI1J.TEMPCV[J1]:3,' ', 'INVALUE',J1:2,'J='
        ,TESTI1J.INVALUE[J1]:2);
  WRITE(' ',TESTI1J.FANOUTNUM:2);
  FOR J1:=1 TO TESTI1J.FANOUTNUM DO
  WRITE(' ',TESTI1J.FANOUTS[J1]:2);
  WRITE(' ',TESTI1J.OUTVALUE:3);
  WRITELN;
  END;*)
WRITELN(OUTFILE,'LIST OF NODES WHICH ARE NOT COMPLETELY TESTED:');
WRITELN(OUTFILE,'          FROM GATE
          TO GATE          VALUE TESTED FOR');
K1:=0;
FOR I1:=1 TO NCOFNODES DO
  FOR J1:=1 TO TESTI1J.NOINPUTS DO
  BEGIN
    IF(TESTI1J.CRITICAL[J1]<>2)THEN
    BEGIN
      WRITELN(OUTFILE,' ',TESTI1J.INPUTS[J1]:2,
              '-----',I1:2,
              '-----',
              TESTI1J.CRITICAL[J1]:2);
      K1:=K1+1;
    END;
  END;
IF(K1=0)THEN
  WRITELN(OUTFILE,'CIRCUIT WAS COMPLETELY TESTED.');
```

END.

APPENDIX B

LISTING OF THE PROGRAM WHICH CHANGES  
A COMBINATIONAL LOGIC CIRCUIT  
TO A PIFD LOGIC CIRCUIT



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PROGRAM FINDLOOPS(INPUT,OUTPUT);

(\*THE PURPOSE OF THIS PROGRAM IS TO IDENTIFY THE RECONVERGENT GATES AND ADD THE BLOCKING GATES AND TEST INPUTS WHERE THEY ARE NEEDED.THE INPUT FILE MUST HAVE THE FORMAT AS THOSE NEEDED FOR THE TEST GENERATION PROGRAM.THE OUTPUT FILE WILL BE IN A FORMAT USABLE BY THE TEST GENERATION PROGRAM.AT THE END OF THE OUTPUT FILE THERE WILL BE SOME INFORMATION ABOUT THE ADDED BLOCKING GATES AND TEST INPUTS.THIS PROGRAM ALWAYS PROCESSES FIRST THE BRANCHES OF FANOUT ORIGINS WHICH ARE FACED FIRST IN THE FORWARD TRAVELING OF THE CIRCUIT.THIS GUARANTEES THAT THE RECONVERGENT GATES WILL BE FOUND IN TIME PROPORTIONAL TO N2.ALSO IT GUARANTEES THAT THE GATES OR LINES WHICH ARE PART OF LOOP CAN BE FOUND IN TIME PROPORTIONAL TO N2.\*)

```
CONST  MAX1=20;
       MAX2=4000;
```

```
TYPE  GTYPE=(ANDE,ORE,NAND,NOR,INPUTE,OUTPUTE,INV);
```

```
(*THE RECORD WHICH KEEPS NECESSARY INFORMATION FOR EACH GATE.*)
```

```
  CIRCUITDES=
    RECORD
      GATETYPE      :GTYPE;
      GATENUM       :1..MAX2;
      NOINPUTS      :1..MAX1;
      FACED         :INTEGER;
      INPUTS        :ARRAY[1..MAX1] OF INTEGER;
      FACEDINPUT    :ARRAY[1..MAX1] OF INTEGER;
      LOOP          :ARRAY[1..MAX1] OF INTEGER;
      FANOUTNUM     :1..MAX1;
      FANOUTS       :ARRAY[1..MAX1] OF INTEGER;
      PROCESSED     :INTEGER;
      LOOPS         :INTEGER;(*'1' IF THE GATE IS ON A LOOP*)
      RECON         :INTEGER;(*'1' IF THE GATE IS A
                              RECONVERGENT GATE*)
      PERRECON      :INTEGER;(*KEEP THE NUMBER OF TIMES THAT
                              A GATE HAS BEEN MARKED AS
                              RECONVERGENT GATE*)
      PERLOOPS      :INTEGER;(*KEEP THE NUMBER OF TIMES THAT
                              A GATE HAS BEEN MARKED AS BEING
                              ON A LOOP*)
      PERLOOP       :ARRAY[1..MAX1] OF INTEGER;
      MAKELOOP      :ARRAY[1..MAX1] OF INTEGER;
                   (*'1' IF IT IS ONE OF THE BRANCHES OF
                   A FANOUT ORIGIN WHICH CREATES A
                   RECONVERGENT PATH*)
    END;
```

```
  RECONGATES=
    RECORD
      RG  :INTEGER;
      BG  :INTEGER;
      FG  :INTEGER;
    END;
```

```
  FANBRANCH=
    RECORD
      FAN      :INTEGER;
      BRANCH   :INTEGER;
    END;
```

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```

VAR TEST          :ARRAY[1..MAX2] OF CIRCUITDES;
    RGATE         :ARRAY[1..MAX2] OF RECONGATES;
    FOUTLIST      :ARRAY[1..MAX2] OF INTEGER;
    FANOUT        :ARRAY[1..MAX2] OF FANBRANCH;
    NAME          :PACKED ARRAY[1..40] OF CHAR;
    INFILE        :TEXT;
    OUTFILE       :TEXT;
    I,J,K,L,M,N   :INTEGER;
    FANOUTF       :INTEGER; (*POINTER TO FANOUT ARRAY*)
    FOUTLISTF     :INTEGER; (*POINTER TO FOUTLIST ARRAY*)
    FRONTIERGATE  :INTEGER; (*THE HEAD GATE UNDER PROCESS ON A PATH*)
    BLOCKGATE     :INTEGER; (*THE GATE BEFORE FRONTIERGATE ON A PATH*)
    NOOFNODES     :INTEGER; (*NUMBER OF GATES IN THE CIRCUIT*)
    OLDNOOFNODES :INTEGER; (*# OF NODES BEFORE ADDING ANY TEST INPUT
    OR BLOCKING GATE*)
    FOGATE        :INTEGER; (*A FANOUT GATE*)
    BACKTRACE     :INTEGER; (*KEEPS THE GATE IN BACKTRACING*)
    RGATEP        :INTEGER; (*POINTER TO RGATE ARRAY*)
    F.B           :INTEGER;
    LFO           :INTEGER; (*LAST FANOUT ORIGIN UNDER PROCESS*)
    FORMERBT      :INTEGER; (*FORMER BACKTRACE GATE*)

```

```

PROCEDURE INITIALIZE;

```

```

(*INITIALIZE THE NECESSARY RECORDS,FILES,AND VARIABLES.*)

```

```

BEGIN
    FOUTLISTF:=0;
    READ(INFILE,NAME);
    WRITELN(OUTFILE,NAME);
    READ(INFILE,NOOFNODES);
    FOR K:=1 TO NOOFNODES DO
        BEGIN
            READ(INFILE,I);
            TEST[I].GATENUM:=I;
            TEST[I].FACED:=0;
            TEST[I].PROCESSED:=0;
            TEST[I].LOOPS:=0;
            TEST[I].PERLOOPS:=0;
            TEST[I].RECON:=0;
            TEST[I].PERRECON:=0;
            READ(INFILE,TEST[I].GATETYPE,TEST[I].NOINPUTS);
            FOR J:=1 TO TEST[I].NOINPUTS DO
                BEGIN
                    READ(INFILE,TEST[I].INPUTS[J]);
                    TEST[I].LOOP[J]:=0;
                    TEST[I].PERLOOP[J]:=0;
                    TEST[I].FACEDINPUT[J]:=0;
                END;
            READ(INFILE,TEST[I].FANOUTNUM);
            FOR J:=1 TO TEST[I].FANOUTNUM DO
                BEGIN
                    READ(INFILE,TEST[I].FANOUTS[J]);
                    TEST[I].MAKELOOP[J]:=0;
                END;
            END;
        END;
    FOR K:=1 TO NOOFNODES DO
        IF TEST[K].GATETYPE=INPUTE THEN

```

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```

      BEGIN
        B:=K;
        WHILE (TESTIBJ.FANOUTNUM=1) AND
              (TESTIBJ.GATETYPE<>OUTPUT) DO
          B:=TESTIBJ.FANOUTS[IJ];
          IF TESTIBJ.FANOUTNUM>1 THEN
            BEGIN
              FOUTLISTP:=FOUTLISTP+1;
              FOUTLIST[FOUTLISTP]:=B;
            END;
          END;
        END;
      END; (*INITIALIZE*)

PROCEDURE BACKTRACING;
(*IF A RECONVERGENT GATE IS FOUND, THEN TRAVEL BACKWARD AND MARK
ALL THE GATE AND LINES WHICH HAVE BEEN FACED IN THE LAST ATTEMPT
AS BEING ON A LOOP UNTIL A FANOUT ORIGIN, A RECONVERGENT GATE, OR
A PRIMARY INPUT IS FACED.*)
BEGIN
  FOR L:=1 TO TESTIFRONTIERGATEJ.NOINPUTS DO
    IF (TESTIFRONTIERGATEJ.FACEDINPUT[IJ]=1)
      AND (TESTIFRONTIERGATEJ.LOOP[LI]=0) THEN
      BEGIN
        J:=0;
        TESTIFRONTIERGATEJ.LOOP[LI]=1;
        BACKTRACE:=TESTIFRONTIERGATEJ.INPUTS[LI];
        WHILE (TESTIBACKTRACEJ.RECON=0) AND
              (BACKTRACE<>LFO) AND (BACKTRACE<>FOGATE) DO
          BEGIN
            J:=1;
            M:=1;
            WHILE NOT(TESTIBACKTRACEJ.FACEDINPUT[M]=1) DO
              M:=M+1;
            TESTIBACKTRACEJ.LOOP[M]=1;
            TESTIBACKTRACEJ.LOOPS:=1;
            FORMERBT:=BACKTRACE;
            BACKTRACE:=TESTIBACKTRACEJ.INPUTS[M];
          END;
          IF BACKTRACE=LFO THEN
            BEGIN
              IF J=0 THEN
                FORMERBT:=FRONTIERGATE;
              M:=1;
              WHILE NOT(TESTIBACKTRACEJ.FANOUTS[M]=FORMERBT) DO
                M:=M+1;
              TESTIBACKTRACEJ.MAKELOOP[M]=1;
            END;*)
        END;
      END;
    END;
  END; (*BACKTRACING*)

(*THE FOLLOWING PROCEDURE IS SUPPOSED TO IDENTIFY THE INPUTS TO THE BLOCKING
GATES (THE GATES RIGHT BEFORE A RECONVERGENT GATE WHICH ARE ON A LOOP WITH
THAT RECONVERGENT GATE) WHICH ARE ON A LOOP. ALSO IT IDENTIFIES ALL THE OTHER
GATES AND GATES' INPUTS WHICH ARE ON A LOOP.*)

PROCEDURE LOOP;

```

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LABEL 1000:

```

BEGIN
  FOR I:=1 TO FOUTLISTF DO
    BEGIN
      FOGATE:=FOUTLIST(I);
      FANOUTP:=0;
      FOR M:=1 TO NOOFNODES DO
        BEGIN
          FOR L:=1 TO TEST(M).NOINPUTS DO
            BEGIN
              TEST(M).PERLOOP(L):=TEST(M).PERLOOP(L)+
                TEST(M).LOOP(L);
              TEST(M).LOOP(L):=0;
              TEST(M).FACEDINPUT(L):=0;
            END;
            TEST(M).PERLOOPS:=TEST(M).PERLOOPS+TEST(M).LOOPS;
            TEST(M).LOOPS:=0;
            TEST(M).FACED:=0;
            TEST(M).PERRECON:=TEST(M).PERRECON+TEST(M).RECON;
            TEST(M).RECON:=0;
          END;
          IF TEST(FOUTLIST(I)).PROCESSED=0 THEN
            BEGIN
              TEST(FOUTLIST(I)).PROCESSED:=1;
              FOR J:=1 TO TEST(FOGATE).FANOUTNUM DO
                BEGIN
                  FANOUTP:=FANOUTP+1;
                  FANOUT(FANOUTP).BRANCH:=TEST(FOGATE).FANOUTS(J);
                  FANOUT(FANOUTP).FAN:=FOGATE;
                END;
                N:=0;
                WHILE NOT(N=FANOUTP) DO
                  BEGIN
                    N:=N+1;
                    BLOCKGATE:=FANOUT(N).FAN;
                    LFO:=FANOUT(N).FAN;
                    TEST(FANOUT(N).FAN).PROCESSED:=1;
                    FRONTIERGATE:=FANOUT(N).BRANCH;
                    IF TEST(FRONTIERGATE).FACED>1 THEN
                      (*THIS GATE HAS BEEN FACED AT LEAST TWO MORE TIMES WHEN PROCESSING
                        THE SAME FOGATE. THEN IT HAS BEEN ALREADY MARKED AS RECON. GATE*)
                      BEGIN
                        (*KEEP TRACK OF RECONVERGENT GATES AND THEIR CORRESPONDING BLOCKING
                          GATES. IF THE BLOCKING GATE HAS MOR THAN ONE FANOUT, THEN MAY BE
                          IT CANNOT BE CONSIDERED AS A BLOCKING GATE ALTHOUGH IT MAY HAVE
                          THE GATE TYPE. THEN KEEP ITS GATE NUMBER NEGATED IN ORDER TO
                          REMEMBER THIS CASE.*)
                        RGATEP:=RGATEP+1;
                        RGATE(RGATEP).RG:=FRONTIERGATE;
                        M:=1;
                        WHILE (TEST(FRONTIERGATE).INPUTS(M)<
                          BLOCKGATE) OR
                          (TEST(FRONTIERGATE).FACEDINPUT(M)=1)
                          DO
                            M:=M+1;
                        TEST(FRONTIERGATE).FACEDINPUT(M):=1;
                        IF TEST(BLOCKGATE).FANOUTNUM=1 THEN
                          RGATE(RGATEP).BG:=BLOCKGATE
                        ELSE

```

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```

      RGATE[RGATEP].BG:=-BLOCKGATE;
      TESTIFRONTIERGATEJ.RECON:=
        TESTIFRONTIERGATEJ.RECON+1;
      BACKTRACING;
    END;
    IF TESTIFRONTIERGATEJ.FACED=1 THEN
      (*RG HAS BEEN FACED JUST ONE TIME BUT IT WAS NOT MARKED AS RG&BLOCKGATE*)
      BEGIN
        M:=1;
        WHILE (TESTIFRONTIERGATEJ.INPUTS[M]<>
          BLOCKGATE) OR
          (TESTIFRONTIERGATEJ.FACEDINPUT[M]=1)
          DO
            M:=M+1;
            TESTIFRONTIERGATEJ.FACEDINPUT[M]:=1;
            FOR K:=1 TO TESTIFRONTIERGATEJ.NOINPUTS DO
              IF (TESTIFRONTIERGATEJ.INPUTS[K]
                .FACED>0) OR
                (TESTIFRONTIERGATEJ.INPUTS[K]=FOGATE)
                OR
                (TESTIFRONTIERGATEJ.INPUTS[K]=LFO)
                THEN
                  BEGIN
                    RGATEP:=RGATEP+1;
                    RGATE[RGATEP].RG:=FRONTIERGATE;
                    RGATE[RGATEP].FG:=FOGATE;
                    IF TESTIFRONTIERGATEJ.
                      INPUTS[K].FANOUTNUM=1 THEN
                      RGATE[RGATEP].BG:=
                        TESTIFRONTIERGATEJ.INPUTS[K]
                    ELSE
                      RGATE[RGATEP].BG:=
                        -TESTIFRONTIERGATEJ.INPUTS[K];
                    TESTIFRONTIERGATEJ.RECON:=1;
                    TESTIFRONTIERGATEJ.LOOPS:=
                      TESTIFRONTIERGATEJ.LOOPS+1;
                    BACKTRACING;
                  END;
                  TESTIFRONTIERGATEJ.FACED:=
                    TESTIFRONTIERGATEJ.FACED+1;
                END;
            END;
            IF TESTIFRONTIERGATEJ.FACED=0 THEN
              BEGIN
                WHILE (TESTIFRONTIERGATEJ.FACED=0) DO
                  BEGIN
                    TESTIFRONTIERGATEJ.FACED:=1;
                    M:=1;
                    WHILE (TESTIFRONTIERGATEJ.INPUTS[M]<>BLOCKGATE) OR
                      (TESTIFRONTIERGATEJ.FACEDINPUT[M]<>0) DO
                      BEGIN
                        BEGIN
                          WRITELN('FR=',FRONTIERGATE:4,' M=',M:2,'BLOCKGATE=',BLOCKGATE:4);
                          WRITELN('TFIM=',TESTIFRONTIERGATEJ.INPUTS[M]);
                          M:=M+1;
                        END;
                        TESTIFRONTIERGATEJ.FACEDINPUT[M]:=1;
                        IF TESTIFRONTIERGATEJ.GATETYPE
                          <>OUTPUT THEN
                          BEGIN
                            BLOCKGATE:=FRONTIERGATE;
                            IF TESTIFRONTIERGATEJ.
                              FANOUTNUM>1 THEN

```

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```

FOR L:=2 TO TEST
  [FRONTIERGATE].FANOUTNUM DO
  BEGIN
    FANOUTP:=FANOUTP+1;
    FANOUTIFANOUTP].BRANCH:=TESTIFRONTIERGATE].FANOUTS[L];
    FANOUTIFANOUTP].FAN:=FRONTIERGATE;
    END;
    FFRONTIERGATE:=TESTIFRONTIERGATE].FANOUTS[L];
    END;
    END;
    IF TESTIFRONTIERGATE].GATETYPE<>OUTPUTE THEN
      GOTO 1000;
    END;
  END;
END;
END;
END;
END;

```

```

PROCEDURE ADDETESTINPUT;
(*IF THE GATES BEFORE RECONVERGENT GATES HAVE THE RIGHT TYPE FOR
BLOCKING GATES, THEN ONLY ADD TEST INPUTS TO THEM.*)

```

```

  BEGIN
    TEST[BJ].NOINPUTS:=TEST[BJ].NOINPUTS+1;
    NOOFNODES:=NOOFNODES+1;
    TEST[BJ].INPUTS[TEST[BJ].NOINPUTS]:=NOOFNODES;
    TEST[NOOFNODES].GATENUM:=NOOFNODES;
    TEST[NOOFNODES].GATETYPE:=INPUTE;
    TEST[NOOFNODES].NOINPUTS:=1;
    TEST[NOOFNODES].INPUTS[1]:=NOOFNODES;
    TEST[NOOFNODES].FANOUTNUM:=1;
    TEST[NOOFNODES].FANOUTS[1]:=B;
  END;

```

```

PROCEDURE ADDELOCKINGGATE;
(*ADD BLOCKING GATES BEFORE RECONVERGENT GATES.*)

```

```

  BEGIN
    FOR J:=1 TO TEST[BJ].FANOUTNUM DO
      IF TEST[BJ].FANOUTS[J]=R THEN
        BEGIN
          NOOFNODES:=NOOFNODES+1;
          IF (TEST[R].GATETYPE=ORE) OR
            (TEST[R].GATETYPE=NOR) THEN
            TEST[NOOFNODES].GATETYPE:=ANDE
          ELSE
            TEST[NOOFNODES].GATETYPE:=ORE;
          TEST[BJ].FANOUTS[J]:=NOOFNODES;
          TEST[NOOFNODES].GATENUM:=NOOFNODES;
          TEST[NOOFNODES].NOINPUTS:=2;
          TEST[NOOFNODES].INPUTS[1]:=B;
          TEST[NOOFNODES].INPUTS[2]:=NOOFNODES+1;
          TEST[NOOFNODES].FANOUTNUM:=1;
          TEST[NOOFNODES].FANOUTS[1]:=R;
          M:=1;
          WHILE TEST[R].INPUTS[M]<>B DO
            M:=M+1;
        END;
      END;
    END;
  END;

```

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```

TESTIRJ.INPUTSIMJ:=NOOFNODES;
NOOFNODES:=NOOFNODES+1;
TESTINOOFNODESJ.GATETYPE:=INPUTE;
TESTINOOFNODESJ.GATENUM:=NOOFNODES;
TESTINOOFNODESJ.NOINPUTS:=1;
TESTINOOFNODESJ.INPUTS[1]:=NOOFNODES;
TESTINOOFNODESJ.FANOUTNUM:=1;
TESTINOOFNODESJ.FANOUTS[1]:=NOOFNODES-1;
END;
END;

PROCEDURE INSERTGATES;
(*INSERT BLOCKING GATES AND TEST INPUTS WHERE THEY ARE NEEDED.*)
BEGIN
  OLDNOOFNODES:=NOOFNODES;
  FOR I:=1 TO NOOFNODES DO
    TESTI[1].PROCESSED:=0;
    WHILE RGATEF>0 DO
      IF (TESTIRGATEIRGATEFJ.RGJ.PROCESSED=1) AND
        (TESTIABS(RGATEIRGATEFJ.BG)J.PROCESSED=1) THEN
        RGATEF:=RGATEF-1
      ELSE
        BEGIN
          R:=RGATEIRGATEFJ.RG;
          R:=ABS(RGATEIRGATEFJ.BG);
          TESTIRJ.PROCESSED:=1;
          TESTIBJ.PROCESSED:=1;
          K:=0;
          FOR J:=1 TO TESTIBJ.FANOUTNUM DO
            IF TESTIBJ.FANOUTS[J]=R THEN
              K:=K+1;
          N:=0;
          IF (((TESTIRJ.GATETYPE=ORE) OR (TESTIRJ.GATETYPE=NOR))
            AND (TESTIBJ.GATETYPE=ANDE)) OR
            (((TESTIRJ.GATETYPE=ANDE) OR (TESTIRJ.GATETYPE=NAND))
            AND (TESTIBJ.GATETYPE=ORE)) THEN
            IF K=1 THEN
              BEGIN
                FOR M:=1 TO TESTIBJ.FANOUTNUM DO
                  IF (TESTI[TESTIBJ.FANOUTS[M]].PERLOOPS>0) AND
                    (TESTIBJ.FANOUTS[M]>R) THEN
                    FOR J:=1 TO TESTI[TESTIBJ.FANOUTS[M]].NOINPUTS DO
                      IF (TESTI[TESTIBJ.FANOUTS[M]].INPUTS[J]=B) AND
                        (TESTI[TESTIBJ.FANOUTS[M]].PERLOOP[J]>0) THEN
                        N:=1;
                    IF N=0 THEN (*NO ADDITIONAL BLOCKING GATE IS NECESSARY.*)
                      BEGIN
                        L:=1;
                        WHILE (TESTIBJ.PERLOOP[L]>0) AND
                          (L<=TESTIBJ.NOINPUTS) DO
                          L:=L+1;
                        IF L>TESTIBJ.NOINPUTS THEN
                          (*ADD AN EXTRA INPUT TO THE BLOCKING GATE.*)
                          ADDTESTINPUT;
                        END;
                        IF N>0 THEN (*ADD BLOCKING GATE AND TEST INPUT*)
                          ADDBLOCKINGGATE;
                      END
                    ELSE
                      ADDBLOCKINGGATE
                END
              END
            END
          END
        END
      END
    END
  END

```

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```

        ELSE
          ADDBLOCKINGGATE;
          RGATEP:=RGATEP-1;
      END;
  END;
END;

```

```

(*****MAIN PROGRAM*****

```

```

BEGIN
  WRITELN('TYPE NAME OF THE INPUTFILE');
  READLN(NAME);
  OPEN(FILE_VARIABLE:=INFILE,FILE_NAME:=NAME,HISTORY:=OLD);
  RESET(INFILE);
  WRITELN('TYPE NAME OF THE OUTPUTFILE');
  READLN(NAME);
  OPEN(FILE_VARIABLE:=OUTFILE,FILE_NAME:=NAME,HISTORY:=NEW);
  REWRITE(OUTFILE);
  INITIALIZE;
  LOOP;
  (*FOR I:=1 TO RGATEP DO
  WRITELN(OUTFILE,'RGATE.RG=',RGATEI.IJ.RG:3,'  RGATE.BG=',RGATEI.IJ.BG:3);*)
  INSERTGATES;
  WRITELN(OUTFILE,NOOFNODES);
  FOR I:=1 TO NOOFNODES DO
    BEGIN
      WRITE(OUTFILE,TESTI.IJ.GATENUM:5,TESTI.IJ.GATETYPE,
        TESTI.IJ.NOINPUTS:2);
      FOR J:=1 TO TESTI.IJ.NOINPUTS DO
        WRITE(OUTFILE,TESTI.IJ.INPUTS(IJ):5,' ');
      WRITE(OUTFILE,TESTI.IJ.FANOUTNUM:3);
      FOR J:=1 TO TESTI.IJ.FANOUTNUM DO
        WRITE(OUTFILE,TESTI.IJ.FANOUTS(IJ):5,' ');
      WRITELN(OUTFILE);
    END;
  WRITELN(OUTFILE,
    'ALL THE GATES WITH THE GATE NUMBER GREATER THAN',OLDNOOFNODES);
  WRITELN(OUTFILE,
    'ARE THE GATES ADDED TO THE ORIGINAL CIRCUIT. THEN THE INPUTS');
  WRITELN(OUTFILE,
    'WITH THE GATE NUMBERS GREATER THAN THIS VALUE ARE TEST_INPUTS. ');
END.

```



APPENDIX C

COMPUTER RESULTS FROM THE TEST

GENERATIONS PROGRAM FOR

TWO EXAMPLES

TES.DAT;3

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SAMPLE

14								
1	INPUTE	1	1	1	8			
2	INPUTE	1	2	2	7	13		
3	INPUTE	1	3	1	7			
4	INPUTE	1	4	2	8	9		
5	INPUTE	1	5	1	9			
6	INPUTE	1	6	1	11			
7	ANDE	2	2	3	1	8		
8	ANDE	4	1	7	4	13	1	10
9	NAND	2	4	5	2	10	11	
10	ORE	3	8	13	9	1	12	
11	NOR	2	9	6	1	12		
12	ANDE	2	10	11	1	14		
13	INV	1	2	1	10			
14	OUTPUTE	1	12	1	14			

OBJFILE.DAT;3

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SAMPLE

\*\*\*\*\*

TEST NUMBER 1:

CRITICAL-GATE NUMBER CRITICAL-GATE OUTPUT-VALUE

6	0
11	1
12	1
14	1

GATE NUM OUTPUT VALUE

1	-1
2	0
3	-1
4	1
5	1
6	0
7	0
8	0
9	0
10	1
11	1
12	1
13	1
14	1

TEST VECTOR:

INPUT NUMBER-----VALUE

1	-1
2	0
3	-1
4	1
5	1
6	0

\*\*\*\*\*

CRITICAL PATH NOT COMPLETED FOR THE FOLLOWING GATES:

CRITICAL-GATE NUMBER CRITICAL-GATE OUTPUT-VALUE

5	0
9	1
10	1

GATE NUM OUTPUT VALUE

1	-1
2	1
3	-1
4	1
5	0
6	-1
7	-1
8	0
9	1
10	1
11	0
12	0
13	0
14	0

\*\*\*\*\*

CRITICAL PATH NOT COMPLETED FOR THE FOLLOWING GATES:

CRITICAL-GATE NUMBER CRITICAL-GATE OUTPUT-VALUE

4	0
9	1
10	1

GATE NUM OUTPUT VALUE

1	-1
2	1

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3	-1
4	0
5	1
6	-1
7	-1
8	0
9	1
10	1
11	0
12	0
13	0
14	0

\*\*\*\*\*  
 CRITICAL PATH NOT COMPLETED FOR THE FOLLOWING GATES:  
 CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE

4	0
GATE NUM	OUTPUT VALUE
1	1
2	1
3	1
4	0
5	-1
6	-1
7	1
8	-1
9	1
10	1
11	0
12	0
13	0
14	0

\*\*\*\*\*  
 CRITICAL PATH NOT COMPLETED FOR THE FOLLOWING GATES:  
 CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE

3	0
7	0
GATE NUM	OUTPUT VALUE
1	1
2	1
3	0
4	1
5	-1
6	-1
7	0
8	-1
9	-1
10	-1
11	-1
12	-1
13	0
14	-1

\*\*\*\*\*  
 TEST NUMBER                      2:  
 CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE

2	0
13	1
10	1
12	1
14	1
GATE NUM	OUTPUT VALUE
1	-1

OUTFILE.DAT;3

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2	0
3	-1
4	1
5	1
6	0
7	0
8	0
9	0
10	1
11	1
12	1
13	1
14	1

## TEST VECTOR:

INPUT NUMBER-----VALUE

1----->	-1
2----->	0
3----->	-1
4----->	1
5----->	1
6----->	0

\*\*\*\*\*

CRITICAL PATH NOT COMPLETED FOR THE FOLLOWING GATES:

CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE

2	0
7	0
8	0

GATE NUM      OUTPUT VALUE

1	1
2	0
3	1
4	1
5	-1
6	-1
7	0
8	0
9	-1
10	1
11	-1
12	-1
13	1
14	-1

\*\*\*\*\*

CRITICAL PATH NOT COMPLETED FOR THE FOLLOWING GATES:

CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE

1	0
---	---

GATE NUM      OUTPUT VALUE

1	0
2	1
3	1
4	1
5	-1
6	-1
7	1
8	-1
9	-1
10	-1
11	-1
12	-1
13	0
14	-1

OUTFILE.BAT:3

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```

*****
TEST NUMBER          3:
CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE
      6                      1
      11                     0
      12                     0
      14                     0

```

```

GATE NUM      OUTPUT VALUE
  1             -1
  2              0
  3             -1
  4              1
  5              1
  6              1
  7              0
  8              0
  9              0
 10             1
 11             0
 12             0
 13             1
 14             0

```

TEST VECTOR:

INPUT NUMBER-----VALUE

```

1-----> 1
2-----> 0
3-----> -1
4-----> 1
5-----> 1
6-----> 1

```

```

*****
TEST NUMBER          4:
CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE
      5                      1
      9                      0
     10                     0
     12                     0
     14                     0

```

```

GATE NUM      OUTPUT VALUE
  1             -1
  2              1
  3             -1
  4              1
  5              1
  6              0
  7             -1
  8              0
  9              0
 10             0
 11             1
 12             0
 13             0
 14             0

```

TEST VECTOR:

INPUT NUMBER-----VALUE

```

1-----> 1
2-----> 1
3-----> -1
4-----> 1
5-----> 1
6-----> 0

```

001FILE.CH1:7

10-10-1974 10:14

10:14

16	0
8	0
10	0
12	0
14	0

GATE NUM	OUTPUT VALUE
1	1
2	1
3	-1
4	1
5	-1
6	-1
7	-1
8	0
9	-1
10	0
11	-1
12	0
13	0
14	0
15	0
16	0
17	-1
18	0
19	0
20	0
21	0
22	1
23	1
24	1
25	1

TEST VECTOR:

INPUT NUMBER	VALUE
1	1
2	1
3	1
4	1
5	1
6	1
15	0
17	-1
19	0
21	0
22	1
24	1

\*\*\*\*\*

TEST NUMBER 7:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
6	0
11	1
23	1
12	1
14	1

GATE NUM	OUTPUT VALUE
1	-1
2	-1
3	-1
4	1
5	1
6	0
7	-1

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8	-1
9	0
10	1
11	1
12	1
13	-1
14	1
15	-1
16	-1
17	-1
18	-1
19	-1
20	0
21	1
22	0
23	1
24	-1
25	-1

## TEST VECTOR:

INPUT NUMBER-----VALUE

1----->	-1
2----->	-1
3----->	-1
4----->	1
5----->	1
6----->	0
15----->	-1
17----->	-1
19----->	-1
21----->	1
22----->	0
24----->	-1

\*\*\*\*\*

TEST NUMBER

8:

CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE

5	0
9	1
20	1
10	1
12	1
14	1

GATE NUM      OUTPUT VALUE

1	-1
2	1
3	-1
4	1
5	0
6	-1
7	-1
8	0
9	1
10	1
11	0
12	1
13	0
14	1
15	0
16	0
17	0
18	0
19	1



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```

20          1
21          0
22          1
23          1
24         -1
25         -1

```

## TEST VECTOR:

INPUT NUMBER-----VALUE

```

1----->-1
2-----> 1
3----->-1
4-----> 1
5-----> 0
6----->-1
15-----> 0
17-----> 0
19-----> 1
21-----> 0
22-----> 1
24----->-1

```

\*\*\*\*\*

TEST NUMBER 9:

CRITICAL-GATE NUMBER CRITICAL-GATE OUTPUT-VALUE

```

      4          0
      9          1
     11          0
     23          0
     12          0
     14          0

```

GATE NUM OUTPUT VALUE

```

 1          -1
 2          -1
 3          -1
 4           0
 5           1
 6           0
 7          -1
 8           0
 9           1
10           1
11           0
12           0
13          -1
14           0
15          -1
16          -1
17          -1
18          -1
19          -1
20          -1
21           1
22           0
23           0
24          -1
25          -1

```

## TEST VECTOR:

INPUT NUMBER-----VALUE

```

1----->-1
2----->-1
3----->-1
4-----> 0

```

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```

5-----> 1
6-----> 0
15-----> 1
17-----> 1
19-----> 1
21-----> 1
22-----> 0
24-----> 1
    
```

\*\*\*\*\*

TEST NUMBER 10:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
4	0
8	0
10	0
12	0
14	0

GATE NUM	OUTPUT VALUE
1	1
2	-1
3	-1
4	0
5	-1
6	-1
7	-1
8	0
9	1
10	0
11	0
12	0
13	-1
14	0
15	1
16	1
17	0
18	0
19	0
20	0
21	0
22	1
23	1
24	1
25	1

TEST VECTOR:

INPUT NUMBER-----VALUE

```

1-----> 1
2-----> -1
3-----> -1
4-----> 0
5-----> -1
6-----> -1
15-----> 1
17-----> 0
19-----> 0
21-----> 0
22-----> 1
24-----> 1
    
```

\*\*\*\*\*

TEST NUMBER 11:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
3	0
7	0

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25	0
8	0
10	0
12	0
14	0

GATE NUM	OUTPUT VALUE
1	1
2	1
3	0
4	1
5	-1
6	-1
7	0
8	0
9	-1
10	0
11	-1
12	0
13	0
14	0
15	1
16	1
17	0
18	0
19	0
20	0
21	0
22	1
23	1
24	0
25	0

TEST VECTOR:

INPUT NUMBER	-----	VALUE
1	----->	1
2	----->	1
3	----->	0
4	----->	1
5	----->	-1
6	----->	-1
15	----->	1
17	----->	0
19	----->	0
21	----->	0
22	----->	1
24	----->	0

\*\*\*\*\*

TEST NUMBER	12:	
CRITICAL-GATE NUMBER		CRITICAL-GATE OUTPUT-VALUE
2		0
13		1
16		1
8		1
10		1
12		1
14		1

GATE NUM	OUTPUT VALUE
1	1
2	0
3	-1
4	1
5	-1

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6	-1
7	0
8	1
9	-1
10	1
11	1
12	1
13	1
14	1
15	0
16	1
17	0
18	0
19	0
20	0
21	0
22	1
23	1
24	1
25	1

## TEST VECTOR:

INPUT NUMBER-----VALUE

1----->	1
2----->	0
3----->	-1
4----->	1
5----->	-1
6----->	-1
15----->	0
17----->	0
19----->	0
21----->	0
22----->	1
24----->	1

\*\*\*\*\*

TEST NUMBER 13:

CRITICAL-GATE NUMBER CRITICAL-GATE OUTPUT-VALUE

2	0
7	0
25	0
8	0
10	0
12	0
14	0

GATE NUM OUTPUT VALUE

1	1
2	0
3	1
4	1
5	-1
6	-1
7	0
8	0
9	-1
10	0
11	-1
12	0
13	1
14	0
15	-1
16	1

CUIFILE.BAT;7

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```

17          0
18          0
19          0
20          0
21          0
22          1
23          1
24          0
25          0

```

## TEST VECTOR:

INPUT NUMBER-----VALUE

```

1-----> 1
2-----> 0
3-----> 1
4-----> 1
5-----> -1
6-----> -1
15-----> -1
17-----> 0
19-----> 0
21-----> 0
22-----> 1
24-----> 0

```

\*\*\*\*\*

TEST NUMBER 14:

CRITICAL-GATE NUMBER CRITICAL-GATE OUTPUT-VALUE

```

1          0
8          0
10         0
12         0
14         0

```

GATE NUM OUTPUT VALUE

```

1          0
2         -1
3         -1
4          1
5         -1
6         -1
7         -1
8          0
9         -1
10         0
11        -1
12         0
13        -1
14         0
15         1
16         1
17         0
18         0
19         0
20         0
21         0
22         1
23         1
24         1
25         1

```

## TEST VECTOR:

INPUT NUMBER-----VALUE

```

1-----> 0
2-----> -1

```

QUIFILE.SAI;7

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```

3----->-1
4-----> 1
5----->-1
6----->-1
15-----> 1
17-----> 0
19-----> 0
21-----> 0
22-----> 1
24-----> 1

```

\*\*\*\*\*

TEST NUMBER 15:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
24	1
25	1
8	1
10	1
12	1
14	1

GATE NUM	OUTPUT VALUE
1	1
2	-1
3	0
4	1
5	-1
6	-1
7	0
8	1
9	-1
10	1
11	-1
12	1
13	-1
14	1
15	1
16	1
17	0
18	0
19	0
20	0
21	0
22	1
23	1
24	1
25	1

TEST VECTOR:

INPUT NUMBER	VALUE
1	1
2	-1
3	0
4	1
5	-1
6	-1
15	1
17	0
19	0
21	0
22	1
24	1

```

1-----> 1
2----->-1
3-----> 0
4-----> 1
5----->-1
6----->-1
15-----> 1
17-----> 0
19-----> 0
21-----> 0
22-----> 1
24-----> 1

```

\*\*\*\*\*

TEST NUMBER 16:

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CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE

22	1
23	1
12	1
14	1

GATE NUM      OUTPUT VALUE

1	-1
2	-1
3	-1
4	-1
5	-1
6	1
7	-1
8	-1
9	-1
10	1
11	0
12	1
13	-1
14	1
15	-1
16	-1
17	-1
18	-1
19	-1
20	-1
21	1
22	1
23	1
24	-1
25	-1

TEST VECTOR:

INPUT NUMBER-----VALUE

1	-1
2	-1
3	-1
4	-1
5	-1
6	1
15	-1
17	-1
19	-1
21	1
22	1
24	-1

\*\*\*\*\*

TEST NUMBER      17:

CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE

21	1
10	1
12	1
14	1

GATE NUM      OUTPUT VALUE

1	-1
2	1
3	-1
4	-1
5	-1
6	-1
7	-1
8	0

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```

 9          -1
10          1
11         -1
12          1
13          0
14          1
15          0
16          0
17          0
18          0
19          0
20          0
21          1
22          1
23          1
24         -1
25         -1
    
```

TEST VECTOR:

```

INPUT NUMBER-----VALUE
1----->-1
2-----> 1
3----->-1
4----->-1
5----->-1
6----->-1
15-----> 0
17-----> 0
19-----> 0
21-----> 1
22-----> 1
24----->-1
    
```

\*\*\*\*\*

TEST NUMBER 18:

```

CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE
      19                   1
      20                   1
      10                   1
      12                   1
      14                   1
    
```

```

GATE NUM      OUTPUT VALUE
 1           -1
 2            1
 3           -1
 4           -1
 5            0
 6           -1
 7           -1
 8            0
 9            1
10            1
11            0
12            1
13            0
14            1
15            0
16            0
17            0
18            0
19            1
20            1
21            0
    
```



QUIFILE.DAI;7

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```

22          1
23          1
24         -1
25         -1

```

## TEST VECTOR:

INPUT NUMBER-----VALUE

```

1----->-1
2-----> 1
3----->-1
4----->-1
5-----> 0
6----->-1
15-----> 0
17-----> 0
19-----> 1
21-----> 0
22-----> 1
24----->-1

```

\*\*\*\*\*

TEST NUMBER 19:

CRITICAL-GATE NUMBER CRITICAL-GATE OUTPUT-VALUE

```

17          1
18          1
10          1
12          1
14          1

```

GATE NUM OUTPUT VALUE

```

1          -1
2          -1
3          -1
4           0
5          -1
6          -1
7          -1
8           0
9           1
10         1
11         0
12         1
13        -1
14         1
15         1
16         1
17         1
18         1
19         0
20         0
21         0
22         1
23         1
24        -1
25        -1

```

## TEST VECTOR:

INPUT NUMBER-----VALUE

```

1----->-1
2----->-1
3----->-1
4-----> 0
5----->-1
6----->-1
15-----> 1

```

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17-----> 1  
 19-----> 0  
 21-----> 0  
 22-----> 1  
 24----->-1

\*\*\*\*\*

TEST NUMBER 20:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
15	1
16	1
18	1
10	1
12	1
14	1

GATE NUM	OUTPUT VALUE
1	-1
2	1
3	-1
4	0
5	-1
6	-1
7	-1
8	0
9	1
10	1
11	0
12	1
13	0
14	1
15	1
16	1
17	1
18	1
19	0
20	0
21	0
22	1
23	1
24	-1
25	-1

TEST VECTOR:

INPUT NUMBER-----VALUE

1----->-1  
 2-----> 1  
 3----->-1  
 4-----> 0  
 5----->-1  
 6----->-1  
 15-----> 1  
 17-----> 1  
 19-----> 0  
 21-----> 0  
 22-----> 1  
 24----->-1

\*\*\*\*\*

TEST NUMBER 21:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
6	1
11	0
23	0
12	0

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GATE NUM	OUTPUT VALUE
1	-1
2	-1
3	-1
4	1
5	1
6	1
7	-1
8	-1
9	0
10	1
11	0
12	0
13	-1
14	0
15	-1
16	-1
17	-1
18	-1
19	-1
20	0
21	1
22	0
23	0
24	-1
25	-1

TEST VECTOR:

INPUT NUMBER	VALUE
1	-1
2	-1
3	-1
4	1
5	1
6	1
15	-1
17	-1
19	-1
21	1
22	0
24	-1

\*\*\*\*\*

TEST NUMBER 22:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
5	1
9	0
20	0
10	0
12	0
14	0

GATE NUM	OUTPUT VALUE
1	-1
2	1
3	-1
4	1
5	1
6	-1
7	-1
8	0
9	0
10	0

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```

11      -1
12      0
13      0
14      0
15      0
16      0
17      0
18      0
19      1
20      0
21      0
22      1
23      1
24     -1
25     -1

```

TEST VECTOR:

```

INPUT NUMBER-----VALUE
1----->-1
2-----> 1
3----->-1
4-----> 1
5-----> 1
6----->-1
15-----> 0
17-----> 0
19-----> 1
21-----> 0
22-----> 1
24----->-1

```

\*\*\*\*\*

TEST NUMBER 23:

```

CRITICAL-GATE NUMBER    CRITICAL-GATE OUTPUT-VALUE
      4                   1
      9                   0
     11                   1
     23                   1
     12                   1
     14                   1

```

```

GATE NUM    OUTPUT VALUE
  1         -1
  2         -1
  3         -1
  4          1
  5          1
  6          0
  7         -1
  8         -1
  9          0
 10          1
 11          1
 12          1
 13         -1
 14          1
 15         -1
 16         -1
 17         -1
 18         -1
 19         -1
 20          0
 21          1
 22          0

```

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23           1  
 24           -1  
 25           -1

TEST VECTOR:

INPUT NUMBER-----VALUE  
 1----->-1  
 2----->-1  
 3----->-1  
 4----->  1  
 5----->  1  
 6----->  0  
 15----->-1  
 17----->-1  
 19----->-1  
 21----->  1  
 22----->  0  
 24----->-1

\*\*\*\*\*

TEST NUMBER       24:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
4	1
8	1
10	1
12	1
14	1

GATE NUM	OUTPUT VALUE
1	1
2	-1
3	-1
4	1
5	-1
6	-1
7	-1
8	1
9	-1
10	1
11	-1
12	1
13	-1
14	1
15	1
16	1
17	0
18	0
19	0
20	0
21	0
22	1
23	1
24	1
25	1

TEST VECTOR:

INPUT NUMBER-----VALUE  
 1----->  1  
 2----->-1  
 3----->-1  
 4----->  1  
 5----->-1  
 6----->-1  
 15----->  1  
 17----->  0

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19-----> 0  
 21-----> 0  
 22-----> 1  
 24-----> 1

\*\*\*\*\*

TEST NUMBER 25:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
3	1
7	1
25	1
8	1
10	1
12	1
14	1

GATE NUM OUTPUT VALUE

1	1
2	1
3	1
4	1
5	-1
6	-1
7	1
8	1
9	-1
10	1
11	-1
12	1
13	0
14	1
15	1
16	1
17	0
18	0
19	0
20	0
21	0
22	1
23	1
24	0
25	1

TEST VECTOR:

INPUT NUMBER-----VALUE

1-----> 1  
 2-----> 1  
 3-----> 1  
 4-----> 1  
 5-----> -1  
 6-----> -1  
 15-----> 1  
 17-----> 0  
 19-----> 0  
 21-----> 0  
 22-----> 1  
 24-----> 0

\*\*\*\*\*

TEST NUMBER 26:

CRITICAL-GATE NUMBER	CRITICAL-GATE OUTPUT-VALUE
2	1
13	0
16	0
18	0

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	10	0
	12	0
	14	0
<b>GATE NUM</b>		<b>OUTPUT VALUE</b>
1		-1
2		1
3		-1
4		-1
5		-1
6		-1
7		-1
8		0
9		-1
10		0
11		-1
12		0
13		0
14		0
15		0
16		0
17		1
18		0
19		0
20		0
21		0
22		1
23		1
24		-1
25		-1

TEST VECTOR:

<b>INPUT NUMBER</b>	<b>-----</b>	<b>VALUE</b>
1	----->	-1
2	----->	1
3	----->	-1
4	----->	-1
5	----->	-1
6	----->	-1
15	----->	0
17	----->	1
19	----->	0
21	----->	0
22	----->	1
24	----->	-1

\*\*\*\*\*

TEST NUMBER 27:

<b>CRITICAL-GATE NUMBER</b>	<b>CRITICAL-GATE OUTPUT-VALUE</b>
2	1
7	1
25	1
8	1
10	1
12	1
14	1

<b>GATE NUM</b>	<b>OUTPUT VALUE</b>
1	1
2	1
3	1
4	1
5	-1
6	-1
7	1

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```

8      1
9      -1
10     1
11     -1
12     1
13     0
14     1
15     1
16     1
17     0
18     0
19     0
20     0
21     0
22     1
23     1
24     0
25     1
    
```

TEST VECTOR:

```

INPUT NUMBER-----VALUE
1-----> 1
2-----> 1
3-----> 1
4-----> 1
5-----> -1
6-----> -1
15-----> 1
17-----> 0
19-----> 0
21-----> 0
22-----> 1
24-----> 0
    
```

\*\*\*\*\*

TEST NUMBER 28:

```

CRITICAL-GATE NUMBER      CRITICAL-GATE OUTPUT-VALUE
      1                      1
      8                      1
     10                      1
     12                      1
     14                      1
    
```

```

GATE NUM      OUTPUT VALUE
1              1
2              -1
3              -1
4              1
5              -1
6              -1
7              -1
8              1
9              -1
10             1
11             -1
12             1
13             -1
14             1
15             1
16             1
17             0
18             0
19             0
20             0
    
```



2  
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