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10th IEEE EAST-WEST DESIGN & TEST SYMPOSIUM (EWDTS 2012)

Kharkov, Ukraine, September 14-17, 2012

The main target of the **IEEE East-West Design & Test Symposium (EWDTS)** is to exchange experiences between scientists and technologies of Eastern and Western Europe, as well as North America and other parts of the world, in the field of design, design automation and test of electronic circuits and systems. The symposium is typically held in countries around the Black Sea, the Baltic Sea and Central Asia region. We cordially invite you to participate and submit your contributions to EWDTS'12 which covers (but is not limited to) the following topics:

- Analog, Mixed-Signal and RF Test
- Analysis and Optimization
- ATPG and High-Level Test
- Built-In Self Test
- Debug and Diagnosis
- Defect/Fault Tolerance and Reliability
- Design for Testability
- Design Verification and Validation
- EDA Tools for Design and Test
- Embedded Software Performance
- Failure Analysis, Defect and Fault
- FPGA Test
- HDL in test and test languages
- High-level Synthesis
- High-Performance Networks and Systems on a Chip
- Low-power Design
- Memory and Processor Test
- Modeling & Fault Simulation
- Network-on-Chip Design & Test
- Modeling and Synthesis of Embedded Systems
- Object-Oriented System Specification and Design
- On-Line Testing
- Power Issues in Design & Test
- Real Time Embedded Systems
- Reliability of Digital Systems
- Scan-Based Techniques
- Self-Repair and Reconfigurable Architectures
- Signal and Information Processing in Radio and Communication Engineering
- System Level Modeling, Simulation & Test Generation
- System-in-Package and 3D Design & Test
- Using UML for Embedded System Specification
- CAD and EDA Tools, Methods and Algorithms
- Design and Process Engineering
- Logic, Schematic and System Synthesis
- Place and Route
- Thermal, Timing and Electrostatic Analysis of SoCs and Systems on Board
- Wireless and RFID Systems Synthesis
- Digital Satellite Television

The Symposium will take place in Kharkov, Ukraine, one of the biggest scientific and industrial center. Venue of EWDTS 2012 is Kharkov National University of Radioelectronics was founded 81 years ago. It was one of the best University of Soviet Union during 60th - 90th in the field of Radioelectronics. Today University is the leader among technical universities in Ukraine.

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Qubit Model for Solving the Coverage Problem

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Abstract

Qubit (quantum) structures of data and computational processes for significantly improving performance when solving problems of discrete optimization and fault-tolerant design are proposed. We describe a hardware-focused models for parallel (one cycle) calculating the power set (the set of all subsets) on the universe of n primitives for solving coverage problems, minimization of Boolean functions, data compression, analysis and synthesis of digital systems through the implementation of the processor structure in the form of the Hasse diagram. A prototype of quantum device, implemented by programmable logic, is described.

1. Introduction

A quantum computer is designed for fault-tolerant design and solving optimization problems by way of the brute-force method through the use of set theory. Considering the discreteness and multiple-valuedness of the alphabets for description of information processes, the parallelism, inherent in the quantum computing, is particularly actual when developing effective and intelligent engines for data retrieval in cyberspace or Internet [5], tools for synthesis of fault-tolerant digital primitives and systems [4], designing and testing digital systems-on-chips [5-7], tools for solving problems of discrete optimization [3]. It does not cover the physical basis of quantum computing, originally planted in the works of scientists, focused on the use of non-deterministic quantum interactions within the atom [8-9].

2. Qubit-processor of optimal coverage (quantum processor)

Qubit (quantum) structures of data and computational processes are proposed to significantly improve performance, when solving discrete

optimization problems. We describe hardware-focused models for parallel (one cycle) calculating the power set (the set of all subsets) in the universe of n primitives for solving problems of coverage, minimization of Boolean functions, data compression, analysis and synthesis of digital systems through the implementation of the processor structure in the form of the Hasse diagram.

The aim of creating the qubit-processor is significant reduction the time, when solving optimization problems by way of parallel computing vector logical operations on the set of all subsets of the primitive components through increasing the memory for storing intermediate data.

The problems are the following: 1) Definition of data structures to determine the power set, when solving the coverage problem of the columns of the matrix

$$M = \{M_{ij} | i = \overline{1, m}; j = \overline{1, n}\}$$

by unit values of rows. In particular, when $m=n=8$, it is necessary to perform a logical operation in parallel by 256 variants of all possible combinations of the vectors (matrix rows), which constitute the power set. 2) The instruction set of the processor must include the following operations (and, or, xor) on vectors (words) of the dimension m . 3) Development of a qubit processor architecture for parallel computing $2^n - 1$ combinations, focused on the optimal solving the NP-complete coverage problem. 4) Implementation of a qubit processor prototype, based on programmable PLD logic, and verification (validation) of hardware solution on the examples of minimizing Boolean functions. 5) Reduction of other practical problems of discrete optimization to a form of coverage problem for subsequent solving on the qubit-processor.

As an example, we propose to solve the problem of searching the optimal unit coverage of all the columns by minimal number of rows of the matrix M , represented below:

M	1	2	3	4	5	6	7	8
a	1	1	.	.
b	.	.	1	.	.	.	1	.
c	1	.	.	.	1	.	1	.
d	.	1	.	1	.	.	.	1
e	.	1	.	.	1	.	.	.
f	1	.	1	.	.	1	1	.
g	.	1	.	1	.	.	.	1
h	.	.	1	.	1	.	.	.

To do this, it is necessary to make search of all 255 combinations: from eight of one row, two, three, four, five, six, seven and eight. The minimum number of primitives (rows), forming the coverage, is the optimal solution. There can be several such decisions. The Hasse diagram is a compromise proposal with respect to time and memory. This is a strategy for addressing the coverage problem, when the previously obtained result is used to create a more complex superposition. Therefore, for each coverage table, containing n primitives (rows), it is necessary to generate their own multiprocessor structure in the form of the Hasse diagram, which then must be used to solve almost parallel NP-complete problem. For instance, for four rows of the coverage table the Hasse diagram – multiprocessor structure – will have the form, shown in Fig. 1.

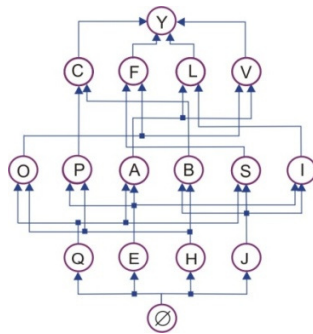


Fig. 1. Quantum structure of computational processes

The optimal solutions for the coverage problem of the matrix M , which generates 255 possible combinations, are presented by rows in the form of DNF: $C = fgh \vee efg \vee cdf$. Control automaton of the computing process for the quantum structure by means of bottom-up analysis of graph nodes is based on the following sequential steps:

1. Storing information about the primitives in the registers (the matrix) of the first level $L_i^1 = P_i$ with subsequent analysis of the coverage quality of each primitive in a binary format (1 – there is a coverage, 0 – there is not a coverage). If one of the primitive provides the coverage $\bigwedge_{j=1}^m L_{ij}^1 = 1$, analysis of the Hasse

structure ends. Otherwise, go to the next level ($r = r + 1$) of the graph:

$$L_i^1 = P_i \rightarrow \bigwedge_{j=1}^m L_{ij}^1 = \begin{cases} 0 \rightarrow n = n + 1; \\ 1 \rightarrow \text{end.} \end{cases}$$

2. Initiating instruction for processing the next (second) level. Consistent executing the vector (matrix)

operations (or $L_i^r = L_{ij}^{r-1} \bigwedge_{j=1}^m L_{tj}^{r-1}$, and $\bigwedge_{j=1}^m L_{ij}^r = 1$) to

analyze the coverability of combinations of primitive elements of r -level. Here $t = \overline{1, m}$, $i = \overline{1, n}$, $r = \overline{1, n}$, n – the number of layers or rows in a coverage table; m – the number of columns in it. If on the considered level there exist a combination, determining a complete coverage and forming estimation equal to 1, the processing of all subsequent processor levels is not performed. Otherwise, go to analysis of the next processor level:

$$L_i^r = L_{ij}^{r-1} \bigwedge_{j=1}^m L_{tj}^{r-1} \rightarrow \bigwedge_{j=1}^m L_{ij}^r = \begin{cases} 0 \rightarrow r = r + 1; \\ 1 \rightarrow \text{end.} \end{cases}$$

To search an optimal coverage always enough two elements of the low level; this means that all operational nodes have two register (matrix) inputs, which significantly reduces the hardware expenses. The number of time cycles for processing the processor structure in the worst case is n . An algorithm for searching the optimal coverage through top-down analysis of the graph nodes can be created. In this case, if complete coverage is found in one of the layers it is necessary one more descent by the structure to make sure that there is not complete coverage in bottom layer. If a positive answer to this question the optimal solution is obtained. Otherwise, it is necessary to carry out the descent to such level, where next bottom layer will not contain complete coverage.

The nodes of the processor structure can have more than one binary (unary) register logic operation. Then it is necessary to create a simple instruction decoder to activate, for example, the operations: and, or, xor, not.

Thus, the advantages of Qubit Hasse Processor (QHP) is the ability to use no more than two input circuits for vector logical operations (and, or, xor), and hence substantial reduction the Quine's cost of implementing processor elements (nodes) and memory through the use of sequential computation and slight increase the processing time of all Hasse graph nodes. For each node the criterion of coverage quality is used – presence of all 1's in the coordinates of the result vector. If the quality criterion is satisfied, then all the other calculations cannot be produced, because the Hasse diagram is a strictly hierarchical structure according to the number of combinations in each layer.

This means the best solution is at lower level of the hierarchy. Variants of the same level are equal by implementation (cost), so obtained first quality

coverage ($Q = \sum_{i=1}^n q_i = n$) is the best solution,

suggesting finish all subsequent calculations by the strategy of the Hasse diagram. According to a series-parallel strategy of node analysis, time (cycle) of processing all primitives of QH-processor is determined by the number of hierarchy levels (the number of bits (primitives, rows in the coverage table) in the qubit variable) multiplied by the analysis time of a single node: $T = \log_2 2^n \times t = t \times n$. At that the length m of the coverage table row does not influence on the estimation of performance. Node analysis includes two instructions: logical one (and, or, xor) and calculation of the criterion of coverage quality in the form of a scalar by applying function «and» to all bits of the result vector:

$$m_{ir,j} = M_{i,j} \vee M_{r,j}, (j = \overline{1,n}; \{i \neq r\} = \overline{1,m});$$

$$m_{ir}^S = \wedge m_{ir,j} = \wedge (M_{i,j} \vee M_{r,j})$$

The hardware cost of implementing QH-processor depends on the total number of Hasse graph nodes and the number of bits (digits) in the row of coverage table:

$$H = 2^n \times k \times m,$$

where k – coefficient of hardware implementation (complexity) of a single bit of binary vector logical operation and subsequent instruction for calculating the coverage quality criterion.

Thus, high performance of solving coverage problem is achieved by increasing hardware cost (in $2^n \times k \times m / k \times m \times n = 2^n / n$ times compared to sequential processing of graph nodes), which provides a compromise between a fully parallel structure of computational processes (here hardware cost is determined by the number of primitives in each node

$H = k \times m \times n \times 2^n$, increasing hardware will be in 2^n times) and serial calculations of uniprocessor computer (performance of processing Hasse graph is equal to $T = t \times 2^n$, and hardware cost is equal $H^* = k \times m \times n$). Reduction of hardware compared to the parallel graph processing is equal to

$Q^H = k \times m \times n \times 2^n / k \times m \times 2^n = n$. Due to significant hardware redundancy reducing the analysis time of graph nodes compared to the serial structure processing has the following estimate:

$$Q^T = \frac{t \times 2^n}{t \times n} = \frac{2^n}{n}.$$

3. Implementation of a qubit processor of optimal coverage

The model of a quantum device is developed by Verilog language. The processor cell consists of two register gates, Fig. 2. Register element “or” performs a logical operation by two vectors, forming the vector result. Register gate “and” performs convolution of all the bits of the vector by the operation “and”, forming a single-bit element that identifies the optimal solution of coverage problem.

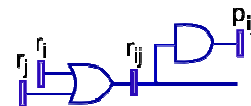


Fig 2. The unit cell of a quantum processor

A fragment of a simplified circuit of a quantum processor is shown in Fig. 3. Forming values for the Hasse diagram nodes of six levels is presented here. Each element of the circuit involves the primitive of coverage quality analysis as function “and”.

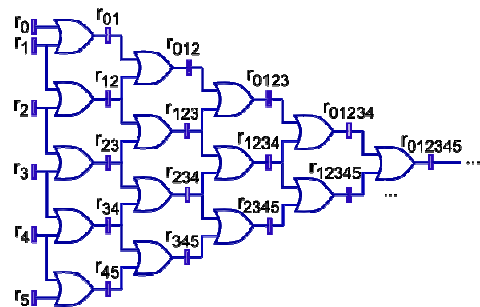


Fig.3. Fragment of the circuit of RTL-level

Implementation of the computing unit is based on FPGA of Xilinx xc3s1600e-4-fg484, the main parameters of which are as follows:

Map-report.
 Logic Utilization:
 Number of Slice Flip Flops: 2,286 out of 29,504 7%
 Number of 4 input LUTs: 2,715 out of 29,504 9%
 Logic Distribution:
 Number of occupied Slices: 1,514 out of 14,752 10%
 Number of Slices containing only related logic: 1,514 out of 1,514 100%
 Number of Slices containing unrelated logic: 0 out of 1,514 0%
 *See NOTES below for an explanation of the effects of unrelated logic.
 Total Number of 4 input LUTs: 2,715 out of 29,504 9%
 Number of bonded IOBs: 321 out of 376 85%
 Number of BUFGMUXs: 1 out of 24 4%
 Timing parameters of project:
 Tclk_to_clk = 4.672 ns
 Tclk_to_pad_max = 11.552 ns
 Period = max{ Tclk_to_clk , Tclk_to_pad_max };
 Period = 11.552 ns
 Fclk = 86,5 МГц

4. Conclusion

The implementation of a quantum processor based on the Hasse structure allows reducing hardware cost in n times, compared with the parallel implementation, but it reduces the processor speed as well as in n times too. Conclusion: it is necessary to create new data structures to reduce the hardware cost for quantum computing, or more intelligent algorithms for solving coverage problem by using Hasse diagrams.

The scientific novelty lies in first proposed data model and structure of hardware implementation of a quantum computer, which is characterized by the use of Hasse structure, which enables to improve significantly ($\times 100$) speed of solving practical problems of discrete optimization.

The practical value is significant increase in speed of solving coverage problems and other problems of discrete optimization by means of increasing the hardware cost for parallel execution of vector logic operations by using Hasse-structure of quantum computing device.

Synthesis of digital Hasse structure on chip based on components (LUT, Slice, CLB) is of particular interest for its industrial use.

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