# Proceedings of IEEE East-West Design & Test Symposium (EWDTS'2014)

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Kiev, Ukraine, September 26 – 29, 2014

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Prof. Vladimir Hahanov Design Automation Department Kharkov National University of Radio Electronics, 14 Lenin ave, Kharkov, 61166, Ukraine. Tel.: +380 (57)-702-13-26 E-mail: hahanov@kture.kharkov.ua Web: www.ewdtest.com/conf/

# 12th IEEE EAST-WEST DESIGN & TEST SYMPOSIUM (EWDTS 2014) Kiev, Ukraine, September 26-29, 2014

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'14 which covers (but is not limited to) the following topics:

- Analog, Mixed-Signal and RF Test
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- Defect/Fault Tolerance and Reliability
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- EDA Tools for Design and Test
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- Failure Analysis, Defect and Fault
- FPGA Test
- HDL in test and test languages
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- Low-power Design
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#### **Qubit Modeling Digital Systems**

Irina Hahanova, Igor Emelyanov, Tamer Bani Amer National University of Radioelectronics, Kharkov, Ukraine, hahanov@kture.kharkov.ua

variables.

#### Abstract

The data structures, effective from the viewpoint of software or hardware implementation of fault-free interpretative modelling discrete systems described in the form of qubit vectors of primitive output states are considered.

#### 1. A model for analyzing digital system

To describe digital circuit shown in Fig. 1, the structure of interrelated elements and cubic coverage (truth tables) of logic elements are used [1-2].



Figure 1. Fragment of digital circuit

The aim of the proposed method for qubit simulation is to replace the truth tables of digital device components by vectors of output states. Let functional primitive with number  $P_6$  has the following truth table:

	X1	X2	Y
	0	0	1
$P_6 =$	0	1	1
	1	0	1
	1	1	0

This coverage of a logic element can be transformed by unitary encoding input vectors based on the use of two-stroke alphabet [4-7]. Symbols and their codes for describing automaton variables are the power set (the set of all subsets) on the universe of four primitives that corresponds to the format of vector containing two qubits:

$$\begin{split} B^*(Y) &= \{Q = (1000), E = (0100), H = (0010), J = (0001), \\ O &= \{Q, H\} = (1010), I = \{E, J\} = (0101), A = \{Q, E\} = (1100), \\ B &= \{H, J\} = (0011), S = \{Q, J\} = (1001, P = \{E, H\} = (0110), \end{split}$$

By using two-stroke alphabet any coverage of the functional primitive can be represented by two or one cube through encoding input sets and subsequent combining symbols, given that the cubes are mutually inverse:

$$P_{6} = \begin{bmatrix} 00 & 1 \\ 01 & 1 \\ 10 & 1 \\ 11 & 0 \end{bmatrix} = \begin{bmatrix} Q & 1 \\ E & 1 \\ H & 1 \\ J & 0 \end{bmatrix} = \begin{bmatrix} V & 1 \\ J & 0 \end{bmatrix} = \begin{bmatrix} 1110 & 1 \\ 0001 & 0 \end{bmatrix} \rightarrow \begin{bmatrix} 1 & 1 & 1 & 0 \end{bmatrix}$$

Two cubes show not only all the solutions, but also the inverse output signal that is interesting from the point of activation of all logical paths in the circuit structure, when synthesizing tests. For example, to change the output state we can create a pair of consecutive terms  $1110 \ 1001 \ 0$ , where in the first cycle the first three input vectors 00, 01,10 are written in the form of qubit (11101), and in second one - fourth vector (00010) formed by values 11 of two input

To simulate fault-free behaviour it is enough to have a single cube (zero or unit), since the second one is always a complement to the first cube. Consequently, focusing, for example, to the unit cube, forming 1 at the output, we can remove a bit of primitive output state, reducing the dimension of the cube or primitive model up to the number of addressable primitive states, where address is a vector composed of the binary values of the input variables, which identifies the primitive state of the output.

Qubit Q-coverage is the vector form of interpretative description of the functionality where the coordinate value determines the state of the function output corresponding to the binary input word, forming a cell address. Q-coverage of 1-output primitive is always represented by two mutually inverse cubes (vectors) whose dimension is equal to a power of two the number of input variables, where a single coordinate value defines the usage of the address of considered bit in the formation of the corresponding (0,1) state of the primitive output. Qubit models of primitives require the creation of a novel theory for modelling, direct and inverse implication, test synthesis, fault simulation, fault detection. Here and below we present the main procedures for fault-free simulation based on manipulating addresses implicitly represented in cube coordinates of Q-coverage.

Model for analyzing digital system based on the use of qubit data structures can be described by four components:

$$\begin{split} F = & (L,M,X,Q), \\ L = & (L_1,L_2,...,L_j,...,L_n); \\ M = & (M_1,M_2,...,M_j,...,M_n); \\ X = & (X_{n_X+1},X_{n_X+2},...,X_{n_X+i},...,X_n); \\ Q = & (Q_{n_X+1},Q_{n_X+2},...,Q_{n_X+i},...,Q_n). \end{split}$$

The following designations are used here: L - vector of identifiers for equipotential lines of digital circuit, which, because of its triviality can be excluded from the model, but it is necessary to know a number of input variables of a device and total number of lines; M - state modeling vector for all circuit lines; X – the ordered set of input variable vectors for each circuit primitive associated with the output numbers; Q - a set of Q-coverages for the primitives, strictly associated with the output numbers and the input variables of the

primitives; n - the number of lines in the circuit;  $n_x$  – the number of input variables.

As an example of qubit model of digital device  $F = \langle L,M,X,Q \rangle$  represented in Fig. 3 a variant of the circuit description table for analyzing fault-free behavior (fault free simulation) is given below:

L	1	2	3	4	5	6	7	8	9	А	В
Μ	1	1	1	1	1	0	1	0	1	1	0
Χ						13	34	27	75	68	89
Q						1	0	1	1	1	1
						1	1	0	0	0	0
						1	1	0	0	1	1
						0	1	0	1	0	1

The method of qubit fault-free simulation is reduced to the definition of output value for the element at the address generated by concatenation of binary states of input variables for each primitive of digital circuit  $M(Y_i) = Q_i[M(X_{i1} * X_{i2} ... * X_{ij} ... * X_{ik_i})]$ . Here  $k_i - a$  number of input lines in the primitive i.

If the variables create non-binary address, in this case, there is a possibility of forming non-binary

output state of the primitive, which is defined in the ternary alphabet by symbol X. The output states are formed by consistent modeling, based on simple iterations or Seidel iterations [1]. In the second case a preprocessor procedure for ranking lines and circuit primitives is necessary, which considerably reduces the number of passes on the circuit primitives to achieve convergence when the equality of the states of all circuit lines in two adjacent iterations is fixed. In addition, the ranking of primitives on the levels of forming outputs allows significantly improving the performance of simulation due to parallel processing functional elements of one level. For example, for the circuit shown in Fig. 3, we can handle concurrently the elements with the numbers 6, 7, and then -8, 9 and beyond - A, B. In the first case, when simple iterations are used ranking is not required, but cost for simplicity of simulation algorithm is significantly greater number of iterative passes through the circuit primitives to achieve the convergence criterion.

Because of the outputs of processed primitives uniquely identify numbers of non-input lines of the vector L, the formula for modeling can be reduced to the loop determining the status of all non-input variables:

$$\begin{split} M_{i} &= Q_{i}[M(X_{i1} * X_{i2} ... * X_{ij} ... * X_{ik_{i}}] = Q_{i}[M(A_{i})], \\ i &= \overline{n_{x} + 1, n}. \end{split}$$

Here the modeling process is associated with obtaining bit address in a functionality qubit by concatenation and determining the status of the primitive or non-input line of a digital structure, starting with the number  $i = n_x + 1$ . If the variables create non-binary address, in this case, there is possibility of forming the output state of the logic element in the ternary alphabet by symbol X. The output states are formed by the primitive procedure for processing a primitive qubit  $M_i = Q_i[M(X_i)]$ , based on simple iterations or Seidel iterations [1]. In the second case a preprocessor procedure for ranking lines and circuit primitives is necessary, which considerably reduces the number of passes on the circuit primitives to achieve convergence when the equality of the states of all circuit lines in two adjacent iterations is fixed. In addition, the ranking of primitives on the levels of forming outputs allows significantly improving the performance of simulation due to parallel processing functional elements of the same level. For example, for the circuit shown in Fig. 1, we can handle concurrently the elements with the numbers 6, 7, and then -8, 9 and beyond - A, B. In the first case, when simple iterations are used ranking is not required, but cost for simplicity of simulation algorithm is significantly greater number of iterative passes through the circuit primitives to achieve the convergence criterion. Computational complexity of the proposed Q-method for modeling based on qubit functionalities is determined by the procedures for generating an address (input vector), containing  $k_i$  variables for each i-th primitive  $(r+w) \times k_i$ , reading a bit from qubit vector at concatenated address and writing (r+w) for given bit to the modeling vector:

$$\begin{split} \eta &= \sum_{i=n_X+1}^n \{ [(r+w) \times k_i] + (r+w) \} = \sum_{i=n_X+1}^n [(r+w) \times (k_i+1)] = \\ &= \sum_{i=n_X+1}^n (k_i+1)] \end{split}$$

The modeling time for a test vector by the Qmethod at the condition that a digital circuit composed of 900 4-input primitives is characterized by the parameters: r=w=5ns,  $k_i = 4$ ,  $n_x = 100$ , n=1000, is equal to 45 microseconds:

$$\begin{split} \eta = & (r + w) \times \sum_{i=n_X+1}^{n} (k_i + 1) = (5 + 5) \times 900 \times (4 + 1) = \\ = & 45000 \text{ns} = 45 \, \mu\text{s} \end{split}$$

This means that the performance of an interpretative Q-method for modeling allows processing 22 222 input vectors per second for a given circuit. At that a digital device has a significant advantage - the service function for repairing failure primitive online by readdressing it on the spare element.

For the synthesis of quasi-optimal data structures of a combinational device it is necessary to use the following rules:

1) To simulate by using Seidel's method, the ranked circuit of a digital device on the structural depth must have the same type of primitives as possible in each level (layer) of operation.

2) It is desirable to have the same number of primitives at each level that means - synthesis of digital device has to be focused on creating a rectangular or matrix like structure of similar logical elements.

3) Implementation of the combinational primitives provides for using addressable memory elements existing in programmable logic devices (FPGA, CPLD), widely used for prototyping. 4) Providing spare primitives for each level of the combinational device for online repairing - one spare element for each type of component that is used in the level.

5) Hardware cost for implementing highperformance combinational device should be determined by the sum of all the primitives associated with the levels of combinational device, extended by set of spares, one for each layer (assuming the existence of the same primitives in each layer):

$$Q = \sum_{i=1.n}^{j=\overline{1,m}} P_{ij} + n.$$

6) Implementation of the combinational device based on minimizing hardware cost is determined by the sum of all types of primitives, which are invariant to the levels of combinational device and extended by set of spares, one for each type:

$$\mathbf{Q} = \sum_{i=1}^{m} \mathbf{P}_i + \mathbf{m}.$$

7) Processing the matrix of the combinational elements by using the processor line of primitives, the number of which is equal to the power of maximum level or layer in rectangular structure, which provides the possibility for parallel processing all primitives in each element level in order to improve the performance of the combinational prototype, implemented in the PLD.

#### 3. Conclusion

The novelty of the proposed Q-method for interpretative fault-free simulating digital circuits lies in significantly increasing the performance and reducing the volume of data structures through replacing the truth tables by the Q-coverage that provides the competitiveness of the proposed development in comparison with compilation simulation.

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