

# Playing with Time and Space in Circuits and Programs

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COLL GE  
DE FRANCE  
—1530—

# *Agenda*

1. 2-adic numbers and space / time exchange in synchronous circuits
2. Never determinize non-deterministic automata !
3. Use hierarchical automata for another exponential gain in space and timing optimization

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# *Source of the 2-adic Part*



J. Vuillemin. *On circuits and numbers*,  
IEEE Trans. on Computers, 43:8:868-79, 1994

# 2-adic Numbers (Hensel, ~1900)

- $\mathbb{R}$  is a completion of  $\mathbb{Q}$ . Is it the only one ?  
No : **p-adic numbers** for **p** prime  
infinite numbers written **low-order bits first**
- Beautiful, but **physical** ? *cf. Matière à Pensée, p. 32*  
*Alain Connes / JP Changeux*
- **Jean Vuillemin** : 2-adiques integers are the right model  
of arithmetic digital circuits  
*Let us create their physics!*

2-adic numbers unify computable arithmetic  
with Boolean logic

# ${}_2\mathbb{Z}$ : the Ring of 2-adic Numbers

$x = {}_2x_0x_1x_2 \dots$  low-order bits first

operations  $+$  and  $\times$  from left to right

$$0 = {}_200000\dots = {}_2(0)$$

$$1 = {}_210000\dots = {}_21(0) \quad -1 = {}_211111\dots = {}_2(1)$$

$$2 = {}_201000\dots = {}_201(0) \quad -2 = {}_201111\dots = {}_20(1)$$

$$x = {}_2101010\dots = {}_2(10)$$

$$= {}_2100000\dots + {}_2001010\dots$$

$$= 1 + 4x$$

$$x = -1/3$$

$$y = {}_2010101\dots = {}_2(01)$$

$$y = 2x$$

$$\text{or } x + y = -1$$

$$y = -2/3$$

# ${}_2\mathbb{Z}$ : the Ring of 2-adic Numbers

$\pm p/q$  exists for all integer  $p$ ,  $q$  iff  $q$  est odd  
(cf. Euclide)

$1/2$  does not exist  
because  $x_0 + x_0$  cannot have value  $1$

No order compatible with the operations

$$\cancel{-1 \leq 0 \leq 1}$$

# ${}_2Z$ as a Boolean Algebra

- 2-adic  $x$  seen as the set  $\{ i \mid x_i = 1 \}$

example:  $-1/3 = {}_2101010\dots = \{ i \mid i \text{ even} \}$

- pointwise Boolean operations

$$x \wedge y \quad x \vee y \quad \neg x$$

$$(x \wedge y)_n = x_n \wedge y_n \text{ etc.}$$

- Fundamental arithmetico-logical equality :

$$x + \neg x = -1$$

$$\begin{array}{r} {}_2100011\dots \\ {}_2011100\dots \\ \hline {}_2111111\dots \end{array}$$



# Cantor Metric Space

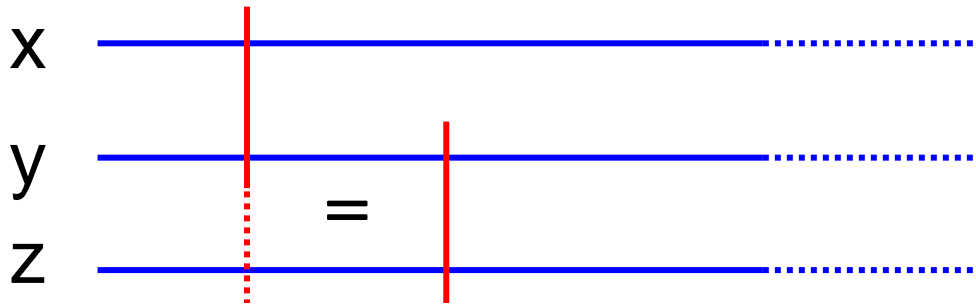
$$d(x,x) = 0$$

$$d(x,y) = 2^{-n} \quad n \text{ minimal s.t. } x_n \neq y_n$$

Example :  $d({}_2011\underline{1}1\dots, {}_2011\underline{0}1\dots) = 1/8$

- Lemma :  ${}_2Z$  is ultrametric :

$$d(x,z) \leq \max(d(x,y), d(y,z))$$



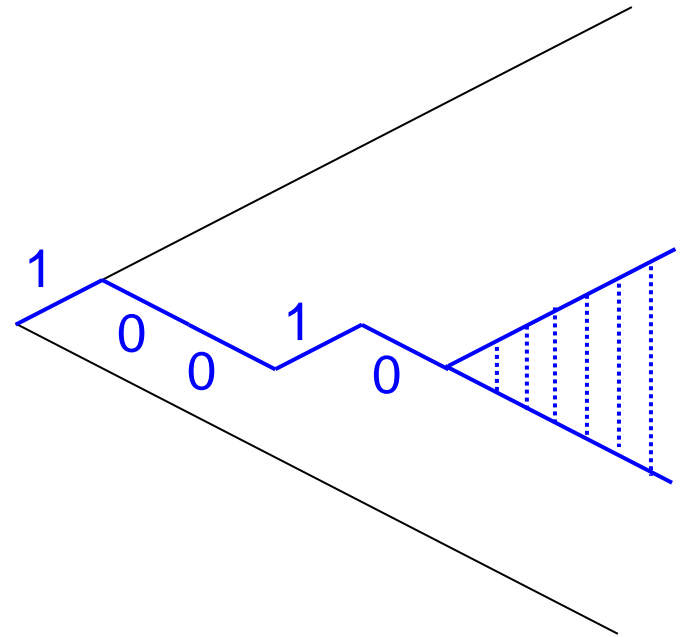
$$d(x,z) = \min(d(x,y), d(y,z))$$

# Cantor Metric Space

- Open set basis : finite prefixes

$$x_0 x_1 \dots x_n \rightarrow \{ {}_2x_0 x_1 \dots x_n y_0 y_1 \dots y_n \dots \mid y \in {}_2\mathbb{Z} \}$$

ex.: open set for  ${}_210010$



- **Compact** – very different from reals !

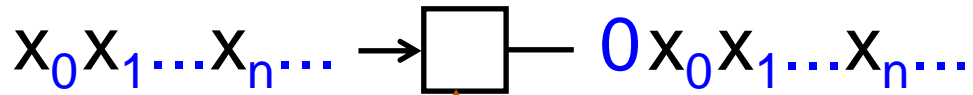
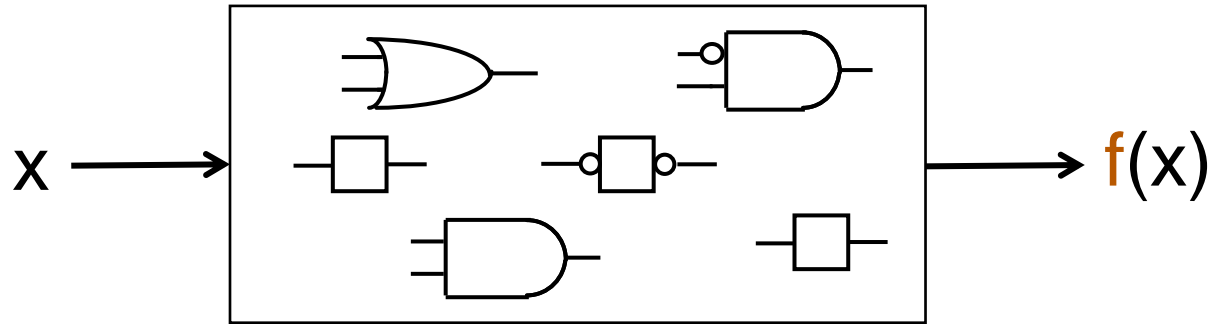
# Continuous functions

Lemma :  $f : {}_2Z \rightarrow {}_2Z$  continuous iff  
 $f(x)_n$  depends on a finite number of  $x_m$

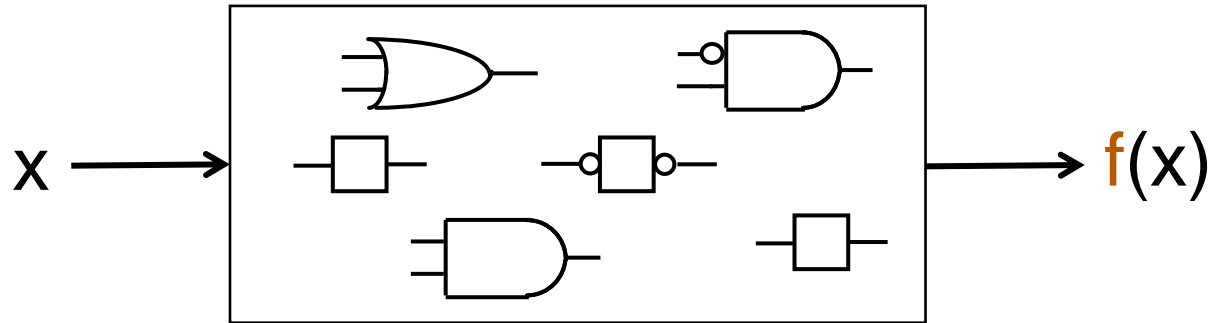


Continuity =  
preservation of information finiteness

# Synchronous Functions



# Synchronous and Contracting Functions



- Definition :  $f : {}_2\mathbb{Z} \rightarrow {}_2\mathbb{Z}$  **synchronous** iff computable by a synchronous circuit (with finite or infinite memory)
- Theorem :  $f : {}_2\mathbb{Z} \rightarrow {}_2\mathbb{Z}$  is synchronous iff  $f(x)_n$  only depends on  $x_0x_1\dots x_n$ , i.e., iff  $f$  is contracting

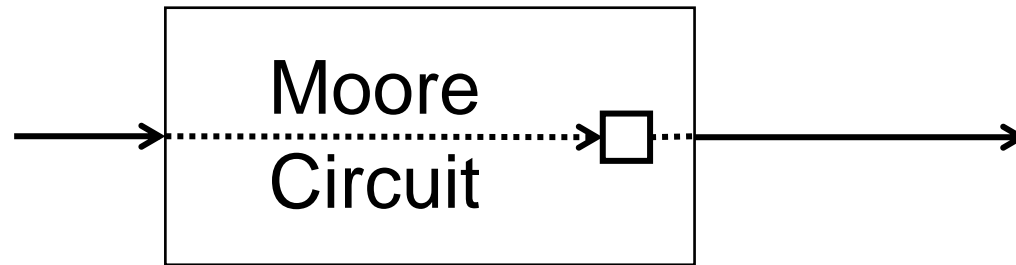
$$\forall x, y. d(f(x), f(y)) \leq d(x, y)$$

Preuve : « only if » trivial,

for « if » see SDD construction later on

# Moore Circuits and Strict Contraction

- A **Moore** synchronous circuit is such that any wire between an input and an output traverses a register

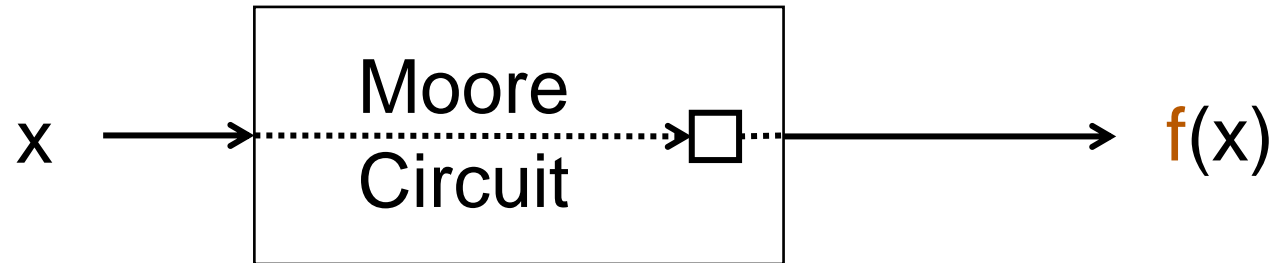


- A function  $f : {}_2Z \rightarrow {}_2Z$  is **strictly contracting** iff  $f(x)_n$  only depends on  $x_0x_1\cdots x_{n-1}$

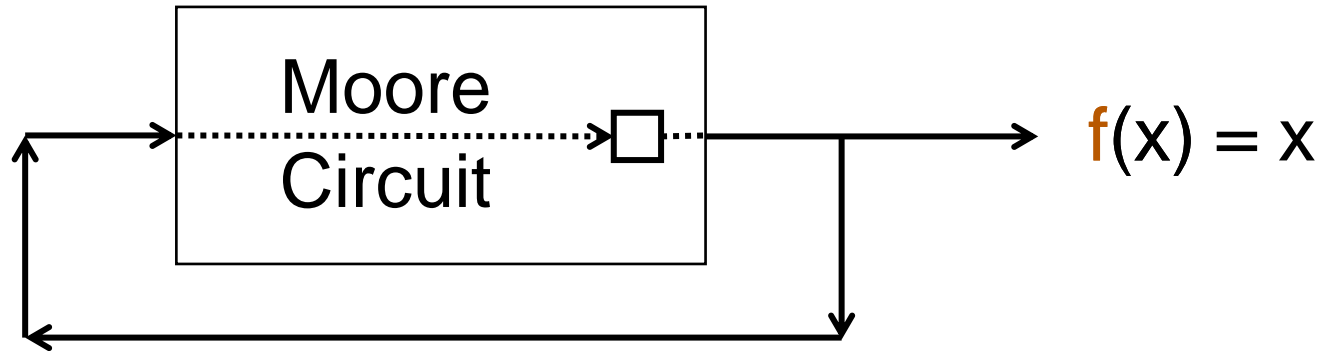
$$\forall x, y. d(f(x), f(y)) < d(x, y)$$

Theorem : a function is computable by a Moore circuit if and only if it is contracting

# *Feedbacks in Moore Circuits are Legal*



# Feedbacks in Moore Circuits are Legal



$$\forall x, y. d(f(x), f(y)) < d(x, y)$$

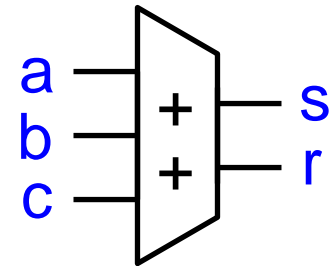
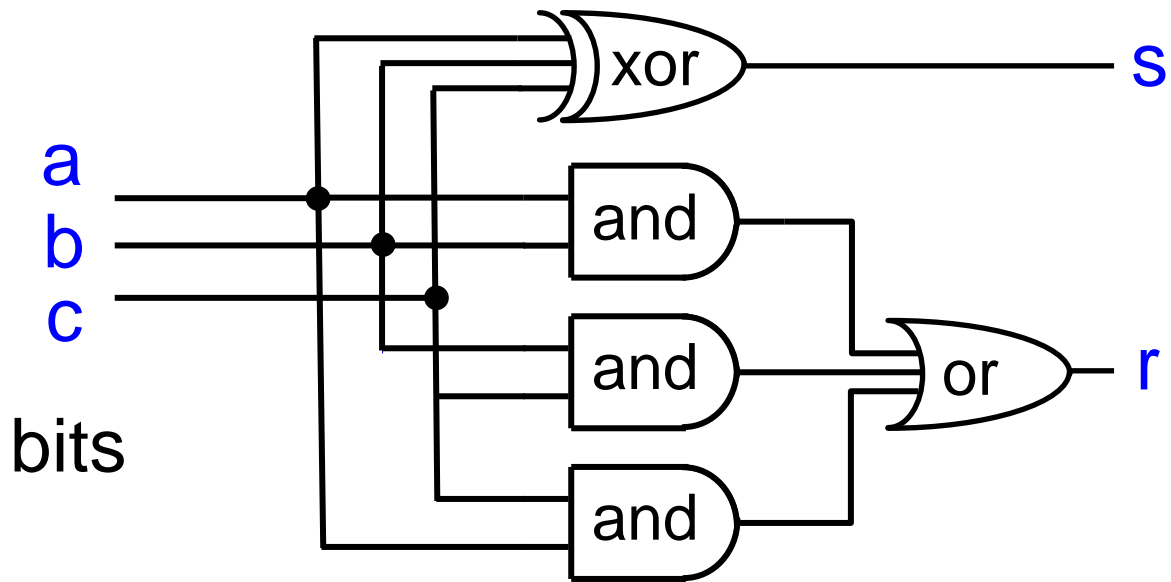


$$\forall x, y. d(f(x), f(y)) < 0,6 d(x, y) \leftarrow \text{Lipschitz}$$

Banach theorem: any Lipschitzian function over a compact set has a unique fixpoint



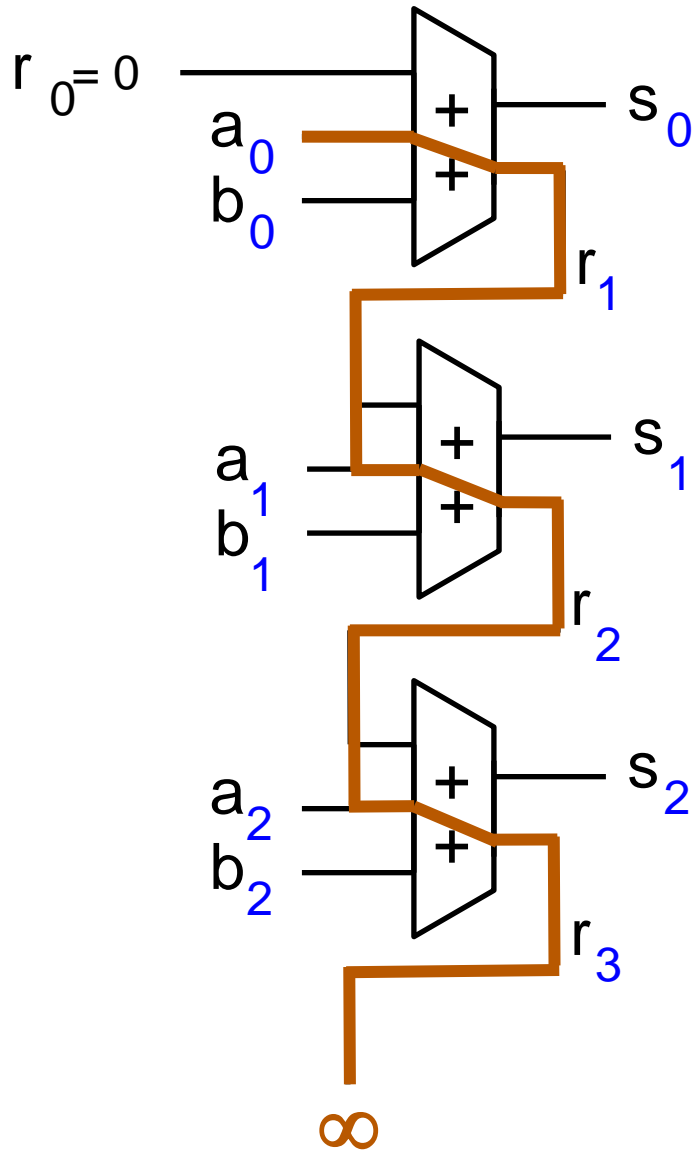
# Full Adder



$$s = a \text{ xor } b \text{ xor } c$$

$$r = (a \text{ and } b) \text{ or } (b \text{ and } c) \text{ or } (c \text{ and } a)$$

# Addition in Space



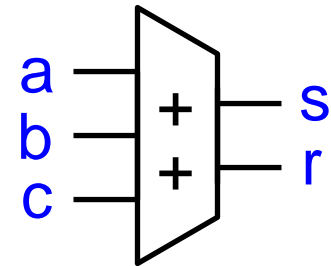
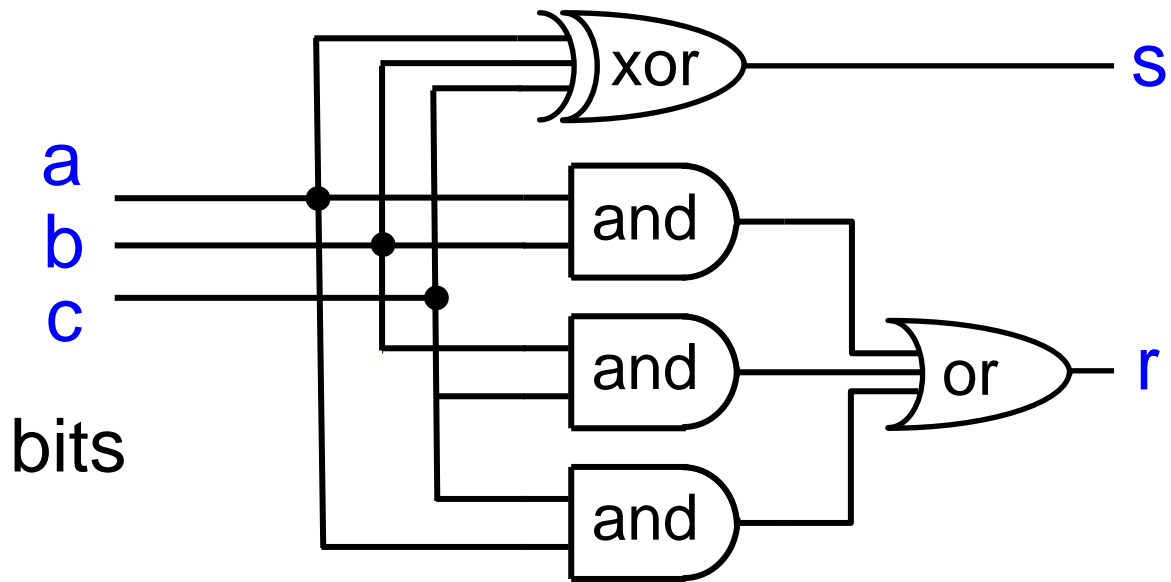
$s = a + b$   
but within **infinite time!**

continuity:  
cut at  $n$  bits  
for  $n$  output bits

$$x \cdot 2^n = x \bmod 2^n$$

$$s \cdot 2^{n+1} = a \cdot 2^n + b \cdot 2^n$$

# Full Adder

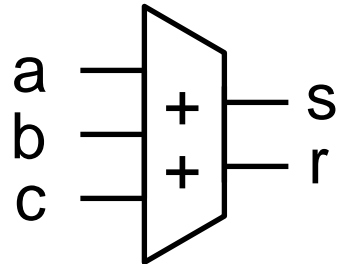


$$a + b + c = s + 2r$$

$$s = a \text{ xor } b \text{ xor } c$$

$$r = (a \text{ and } b) \text{ or } (b \text{ and } c) \text{ or } (c \text{ and } a)$$

# Basic 2-adic Operators



$$a + b + c = s + 2r$$

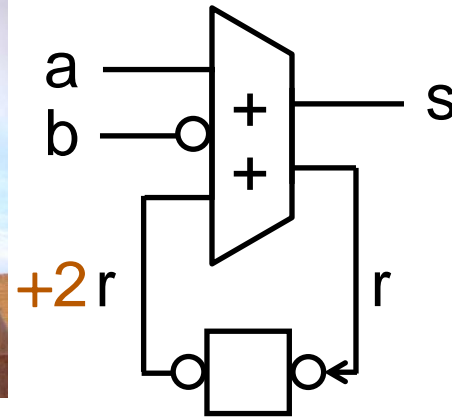
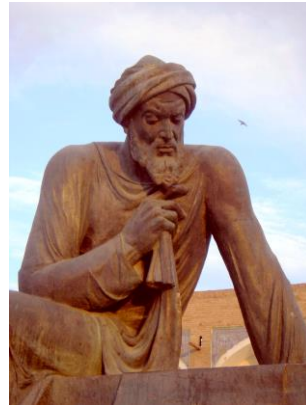
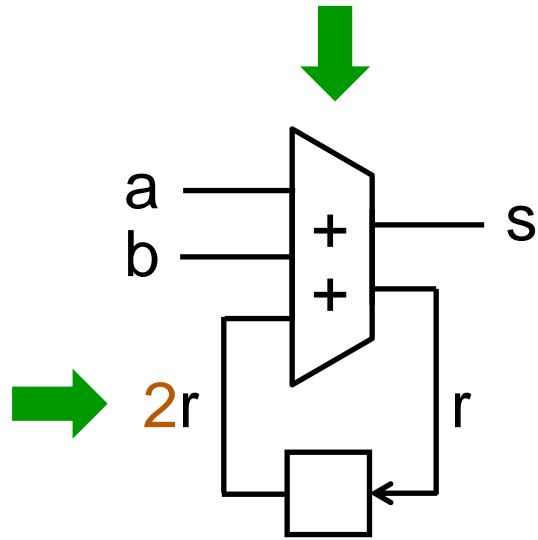
$${}_2x_0x_1\dots x_n\dots \rightarrow \square \rightarrow {}_20x_0x_1\dots x_n\dots$$

$$x \rightarrow \square \rightarrow 2x$$

$${}_2x_0x_1\dots x_n\dots \rightarrow \circ \square \circ \rightarrow {}_21x_0x_1\dots x_n\dots$$

$$x \rightarrow \circ \square \circ \rightarrow 1 + 2x$$

# Addition and Subtraction Over Time



$$a + b + \cancel{2r} = s + \cancel{2r}$$

$$s = a + b$$

same equation  
as over space!

$$a + \neg b + 1 + \cancel{2r} = s + \cancel{2r}$$

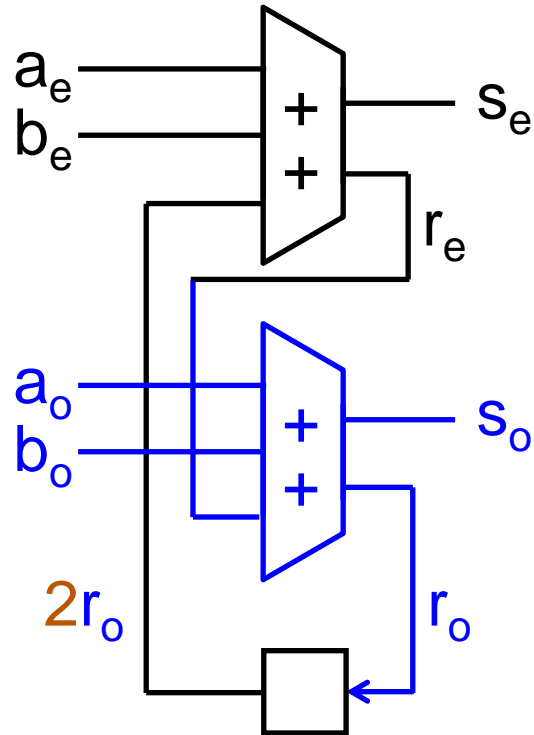
$$b + \neg b = -1$$

$$\neg b + 1 = -b$$

$$a - b = s$$

$$s = a - b$$

# Mixed Space / Time Addition



$$x \odot y = {}_2x_0 y_0 x_1 y_1 \dots$$

$$a = a_e \odot a_o$$

$$b = b_e \odot b_o$$

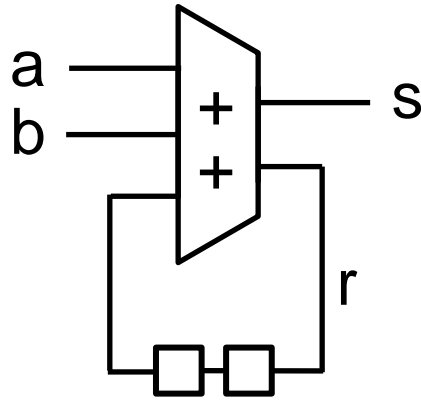
$$s = s_e \odot s_o$$

$$s = a + b$$

still the same  
equation !

Same source code  
for any space / time tradeoff

# Stereo Addition

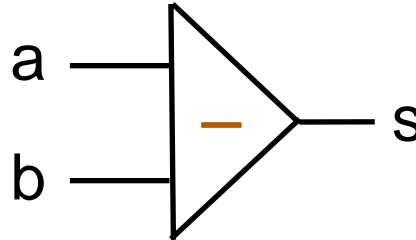
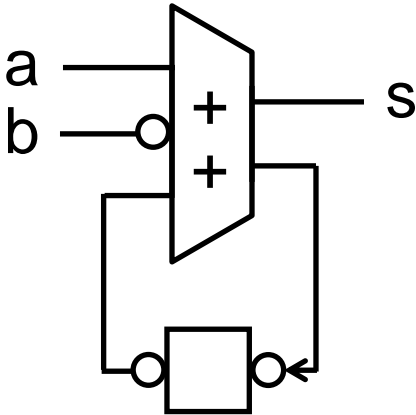
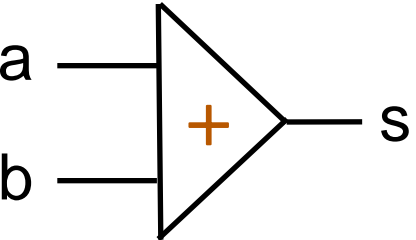
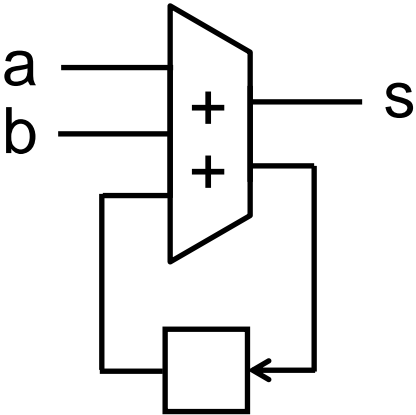


stereo  
adder

$$s_e \odot s_o = (a_e + b_e) \odot (a_o + b_o)$$

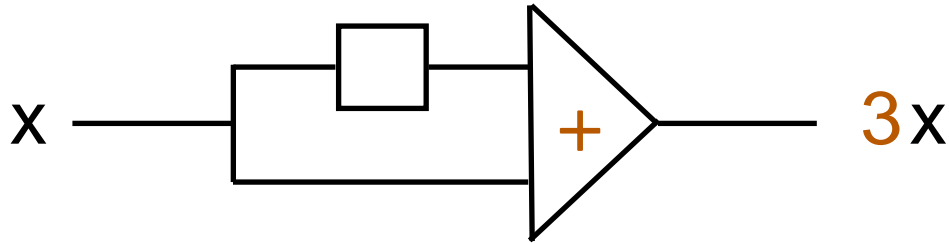
Alternates 2 additions over time (even / odd bits)  
stereo = left / right channels

# Addition and Subtraction Over Time

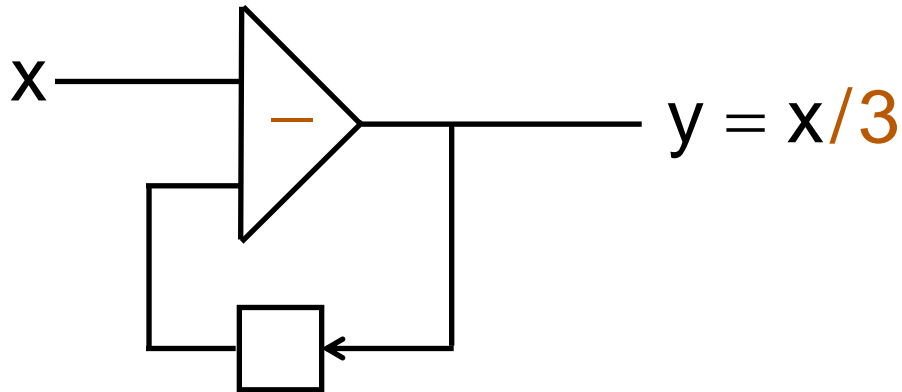




# Multiplication and division by a constant



$$\text{proof : } x + 2x = 3x$$



$$\text{proof : } y = x - 2y$$

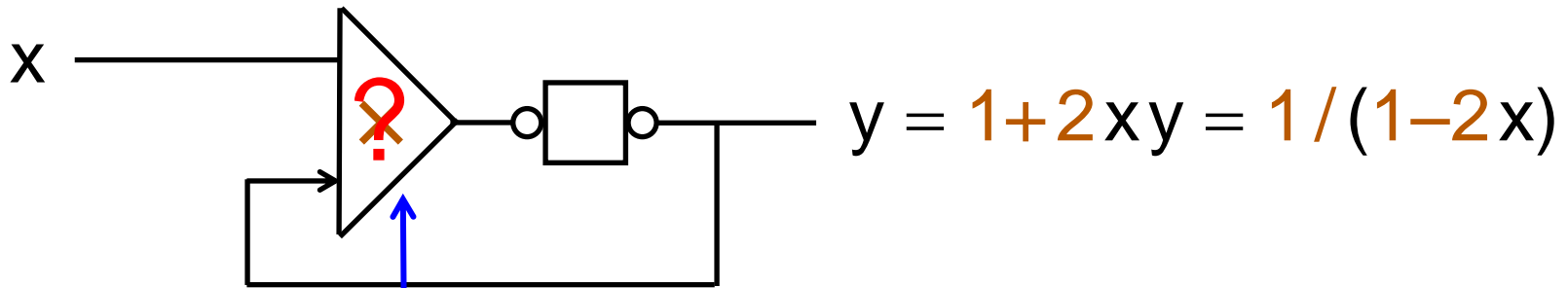
division only  
by odd integers!

# Quasi-inverse

$$y = 1 / (1 - 2x)$$

$$y - 2xy = 1$$

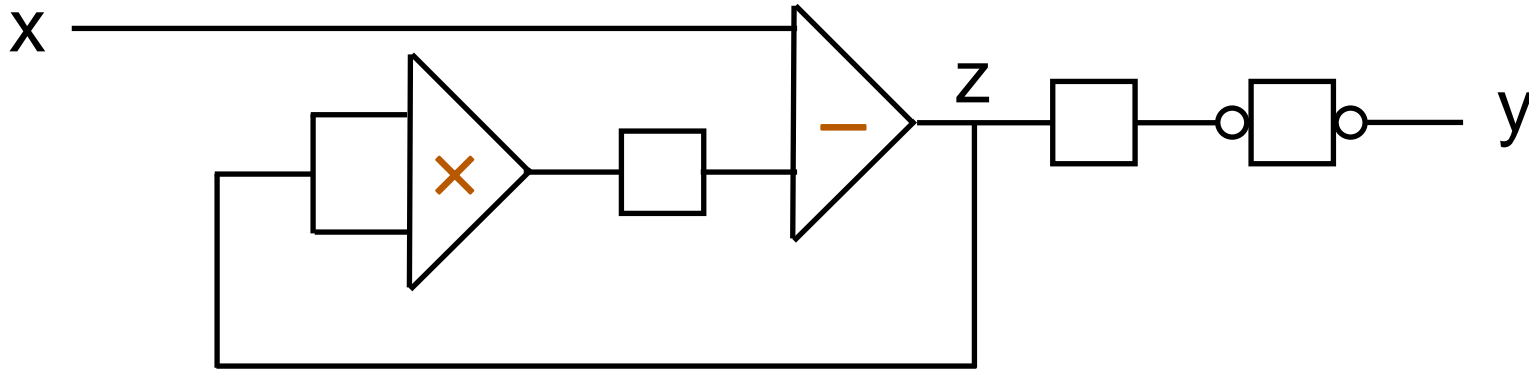
$$y = 1 + 2xy$$



contracting  $\Rightarrow$  synchronous  
but infinite memory  
(cf. SDD construction)

# Quasi Square Root

$$y = \sqrt{1+8x}$$



$$y = 1 + 4z$$

$$y^2 = 1 + 8z + 16z^2$$

$$z = x - 2z^2$$

$$y^2 = 1 + 8x - \cancel{16z^2} + \cancel{16z^2}$$

... but tells us nothing about bit transformations!



# *Spatio-Temporal Decomposition of $f$ Synchronous*

$f \cdot 0$  = first bit output by  $f$  for inputs  $0 \dots$

$f \cdot 1$  = ...  $1 \dots$

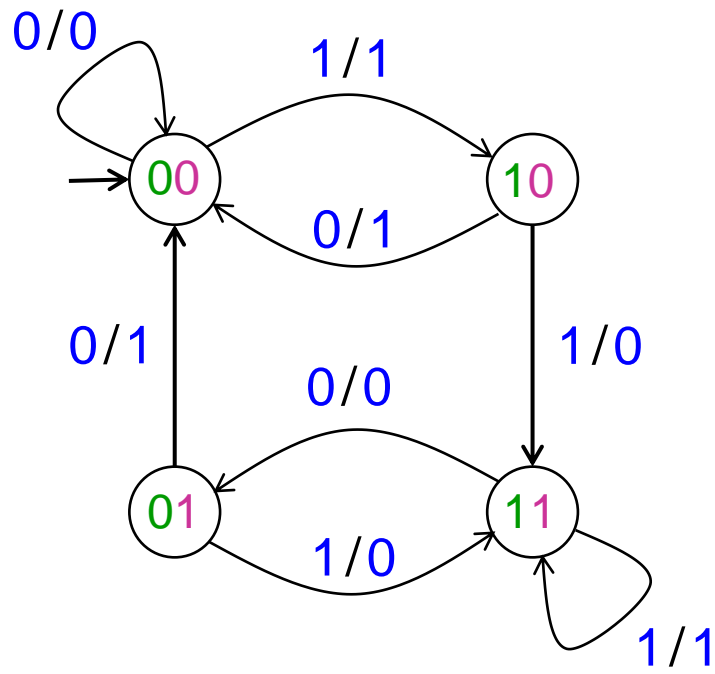
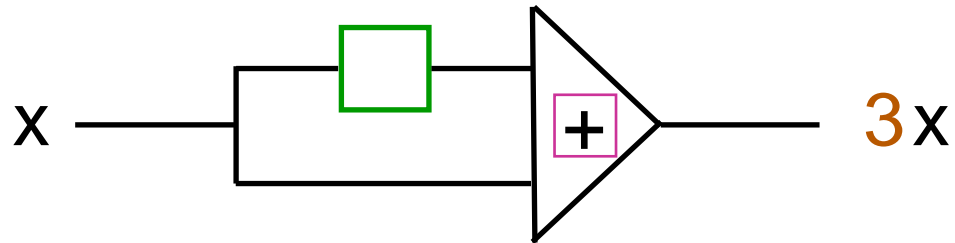
$f \cdot w$  = last bit output by  $f$  for the finite word  $w$

$f^0$  = 0-predictor :  $f^0 \cdot w = f \cdot (w0)$  for any word  $w$

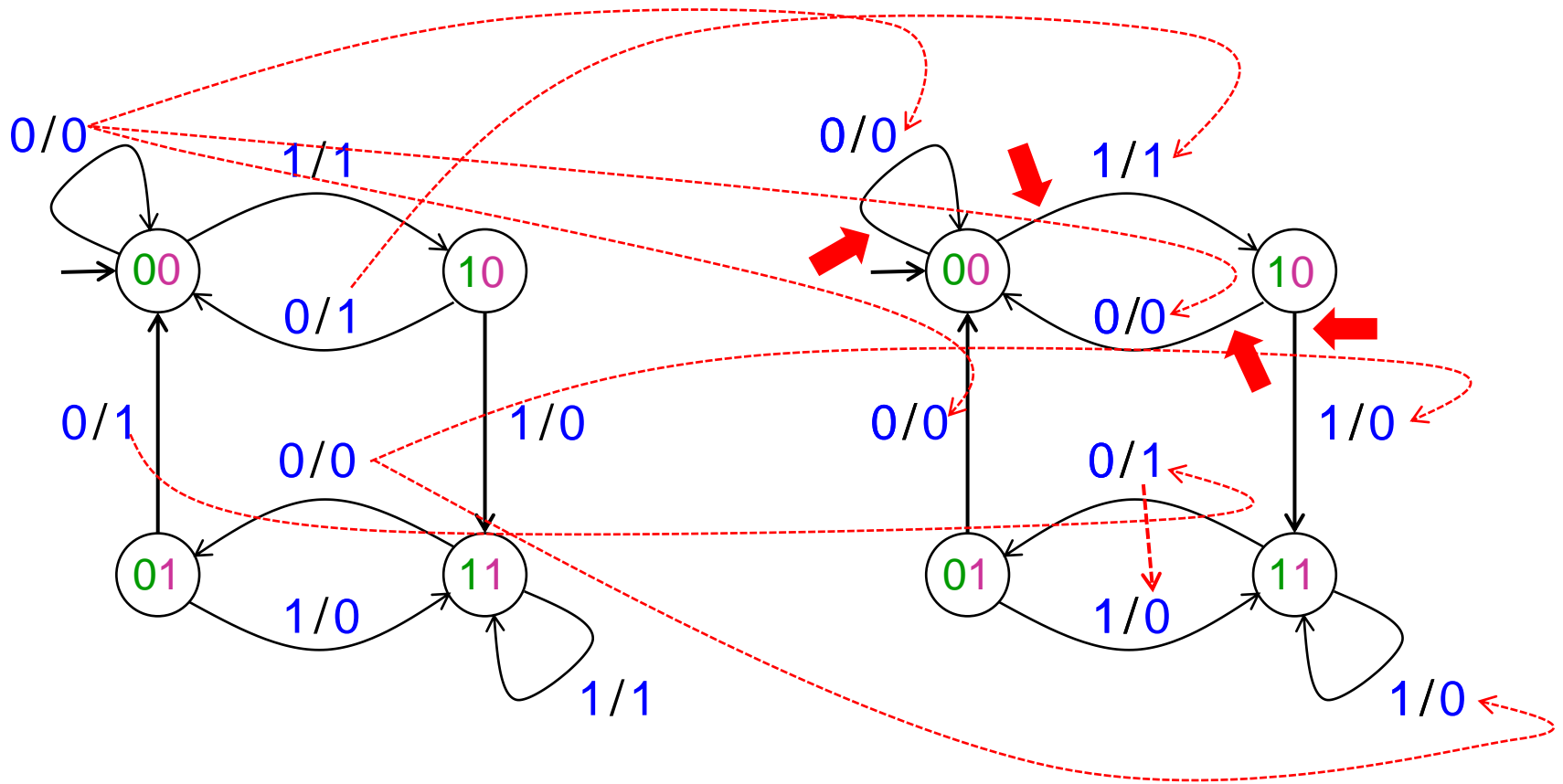
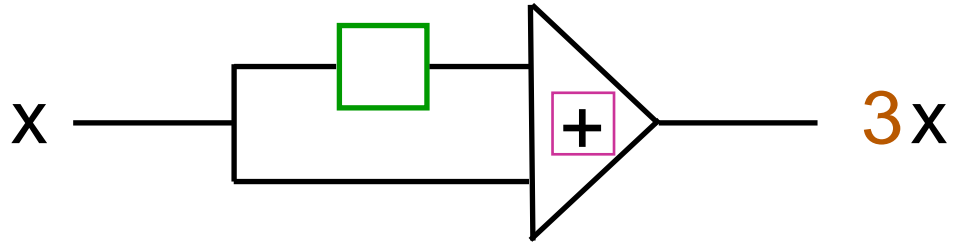
$f^1$  = 1-predictor :  $f^1 \cdot w = f \cdot (w1)$

$f^u$  =  $u$ -predictor :  $f^u \cdot w = f \cdot (wu)$  for any words  $w, u$

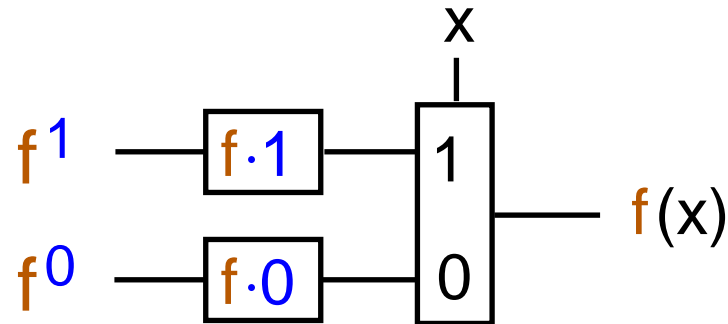
# Automaton of $x \rightarrow 3x$



# Predictor 0 of $x \rightarrow 3x$

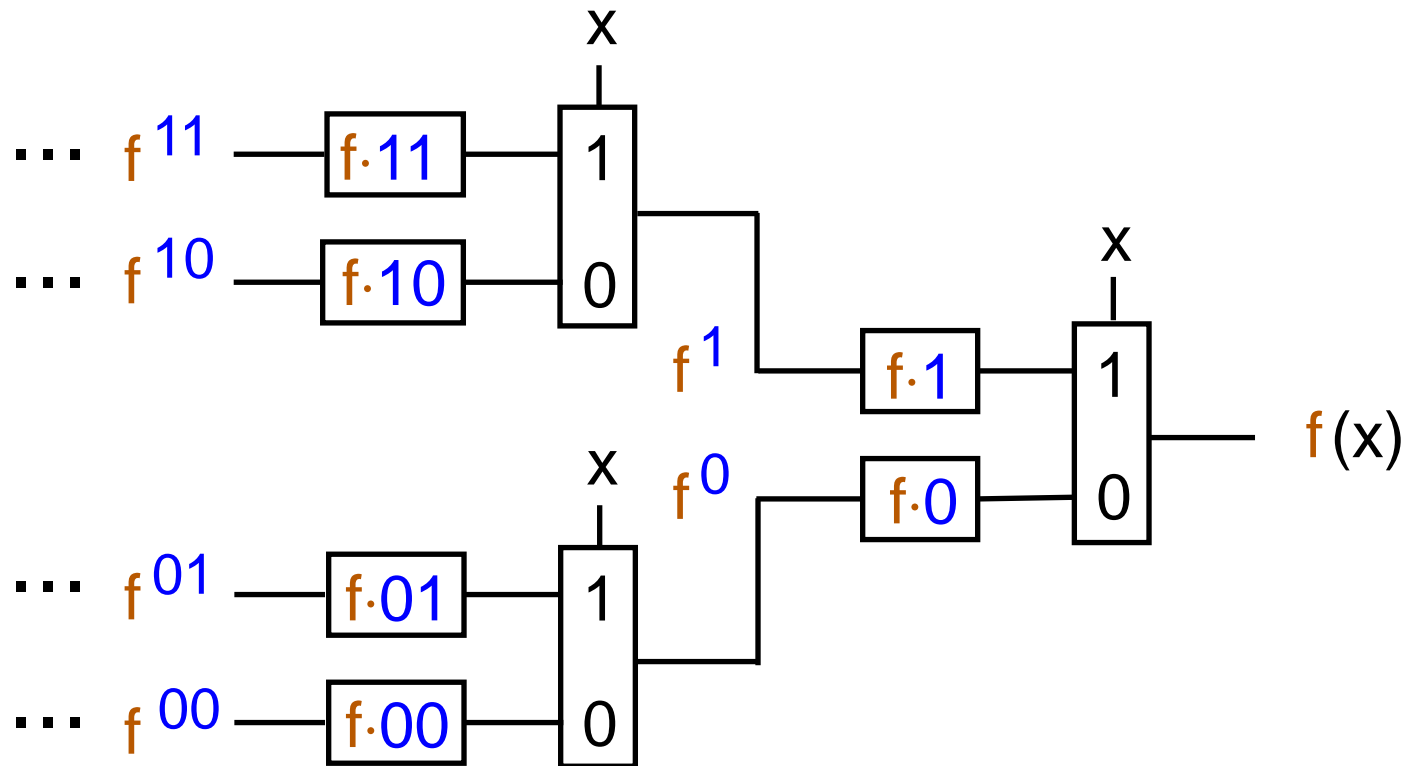


# SDD Decomposition Step



$$f(x) = \text{mux}(x, f \cdot 1 + 2f^1(x), f \cdot 0 + 2f^0(x))$$

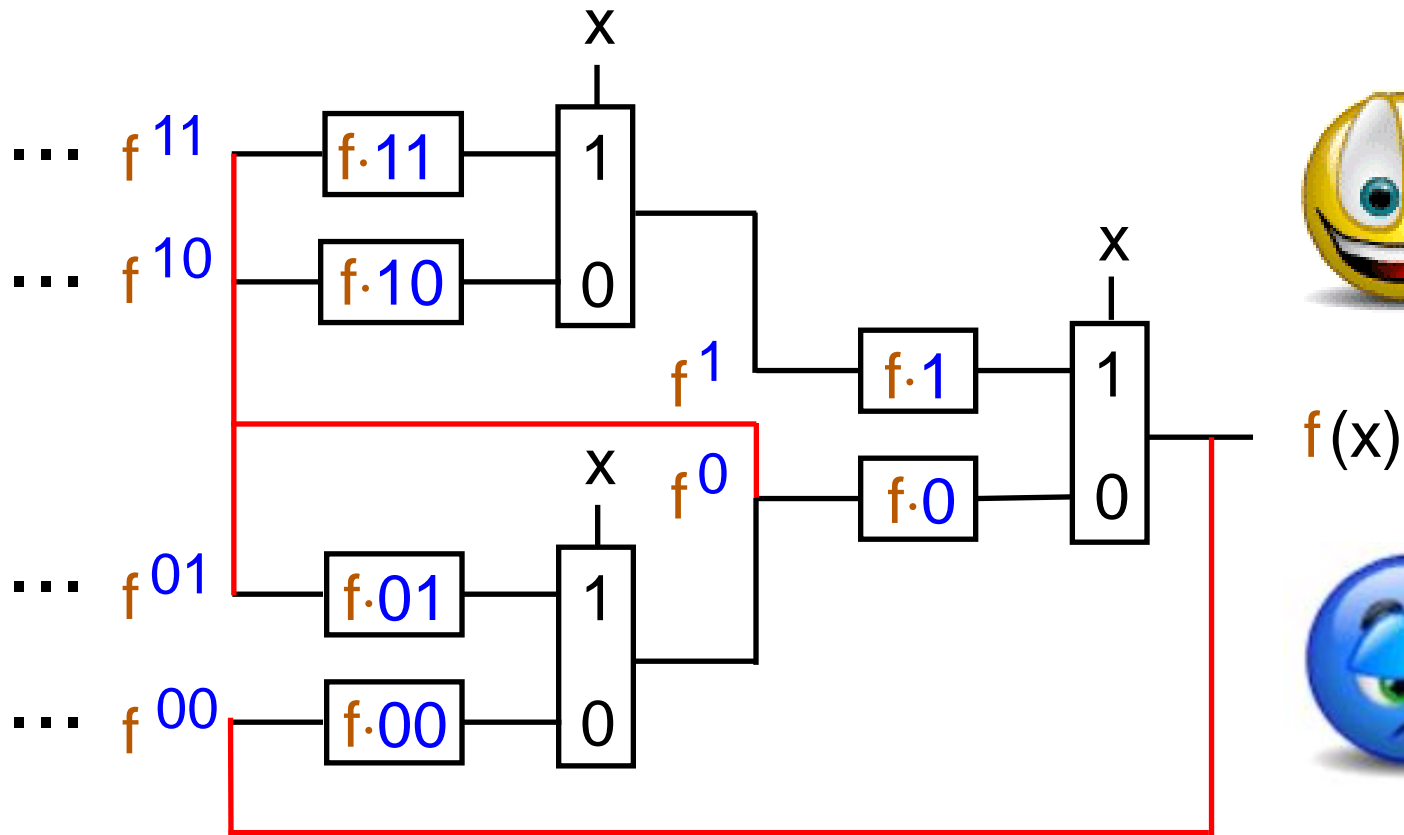
# SDD Space/Time Normal Form of $f$



Truth-table in space and time  
ultra-fast : critical path = one mux  
Half of the bits disappear at each cycle



# Shared SDD of $f$ with Finite Memory



$f$  finite memory  $\Rightarrow$  finitely many distinct predictors  $f^u$

$f$  with  $n$  registers  $\Rightarrow$  SDD( $f$ ) may have  $2^{2^n}$  registers

# From continuous functions to circuits

- f** continuous but not synchronous:
- over space : trivial if infinite space
  - over time : **expand the time**

2-adic number :  $\langle \text{value}, \text{validity} \rangle$

—————	0	0	1	0	1	1	0	1	1	1	0	0	...
—————	0	1	1	0	0	1	1	0	0	1	1	0	...
—————	0	1				1	0			1			

Theorem : every continuous function can be realized by a synchronous circuit with validity

# Trace of a Synchronous Function

$$\begin{aligned}\text{Tr}(f) &= {}_2f \cdot 0 \ f \cdot 1 \ f \cdot 00 \ f \cdot 01 \ f \cdot 10 \ f \cdot 11 \ f \cdot 000 \ f \cdot 001 \ \dots \\ &= f \cdot 0 + 2 f \cdot 1 + 4 (\text{Tr}(f^0) \oplus \text{Tr}(f^1))\end{aligned}$$

Application of a trace  $\text{Tr}(f)$  to an argument  $x$  is continuous  $\Rightarrow$   $\lambda$ -calculus ?

Power series over  $\mathbb{Z}/2\mathbb{Z}$  :  $S(f) = \sum_n \text{Tr}(f)_n z^n$

Theorem :  $f: {}_2\mathbb{Z} \rightarrow {}_2\mathbb{Z}$  synchronous has finite memory iff  $S(f)$  is algebraic over  $\mathbb{Z}/2\mathbb{Z}$

# *From Synchronous Traces to Transcendental Numbers*

Theorem (Van der Porten) : if  $f$  has finite memory, then the real number

$0, f \cdot 0 \ f \cdot 1 \ f \cdot 00 \ f \cdot 01 \ f \cdot 10 \ f \cdot 11 \ f \cdot 000 \ f \cdot 001 \dots$

is either rational or transcendental

Almost any finite automaton generates a transcendental number!

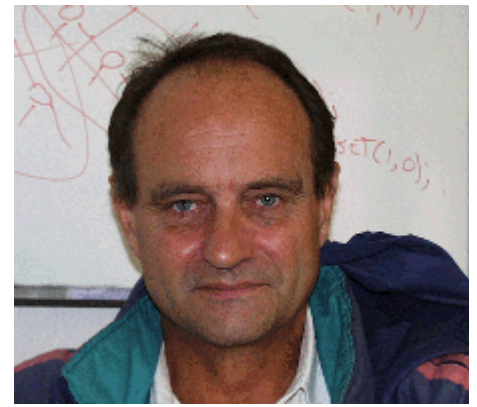
*Automatic Sequences: Theory, Applications, Generalizations*

Jean-Paul Allouche et Jeffrey Shallit

Cambridge University Press (21 juillet 2003)

# Conclusion

Thanks to Jean Vuillemin



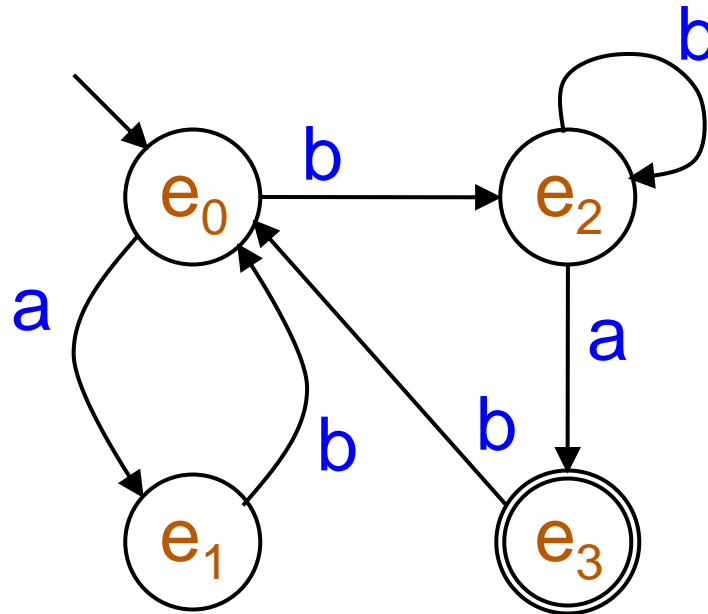
- 2-adic numbers are the good model of arithmetic synchronous circuits (only?)
- the 2-adic metric, continuity, and synchronism are fundamental notions to explore further
- The structure of the predictor space is largely unknown
- The relation between continuous functions and validity-circuits remains to be studied ( $\lambda$ -calculus?)

# *Agenda*

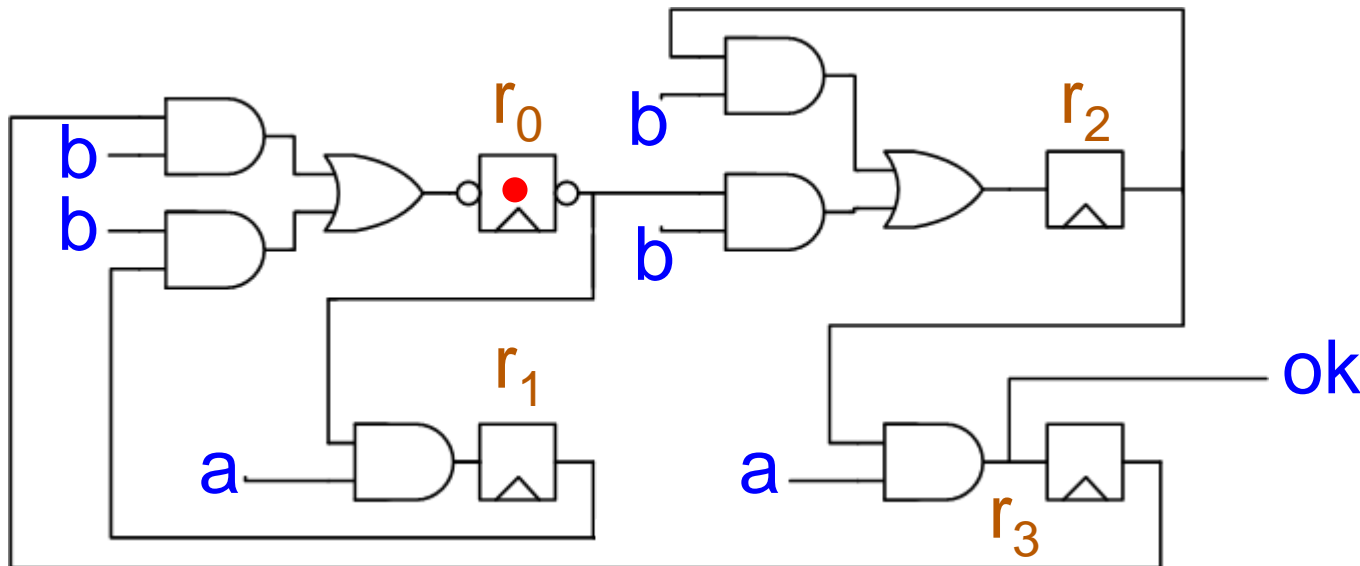
1. 2-adic numbers and space / time exchange in synchronous circuits
2. Never determinize non-deterministic automata !
3. Use hierarchical automata for another exponential gain in space and timing optimization

# From Deterministic Automata to Circuits

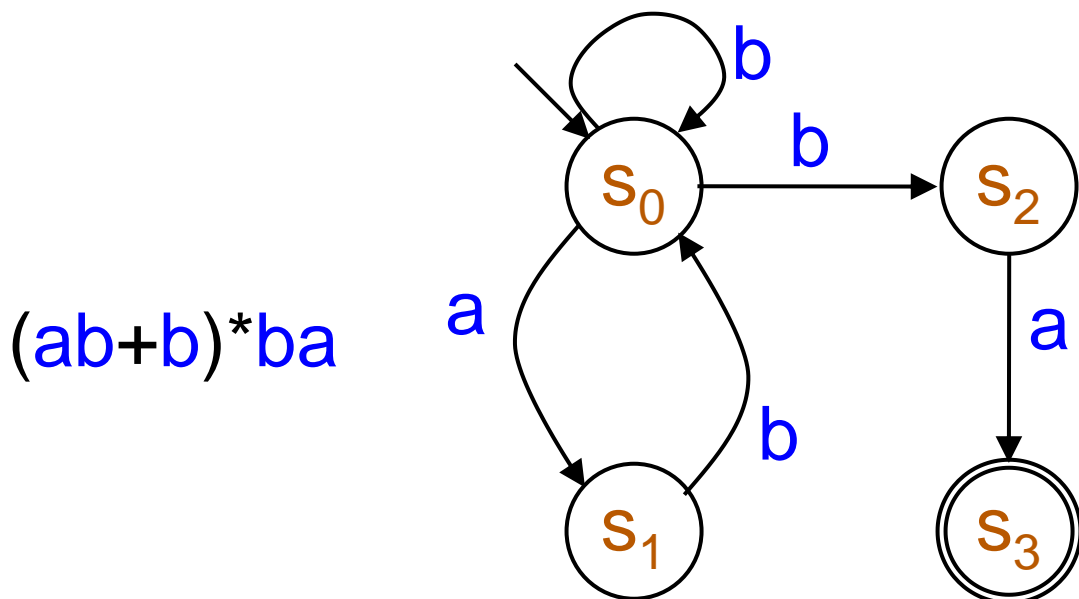
$(ab+b)^*ba$



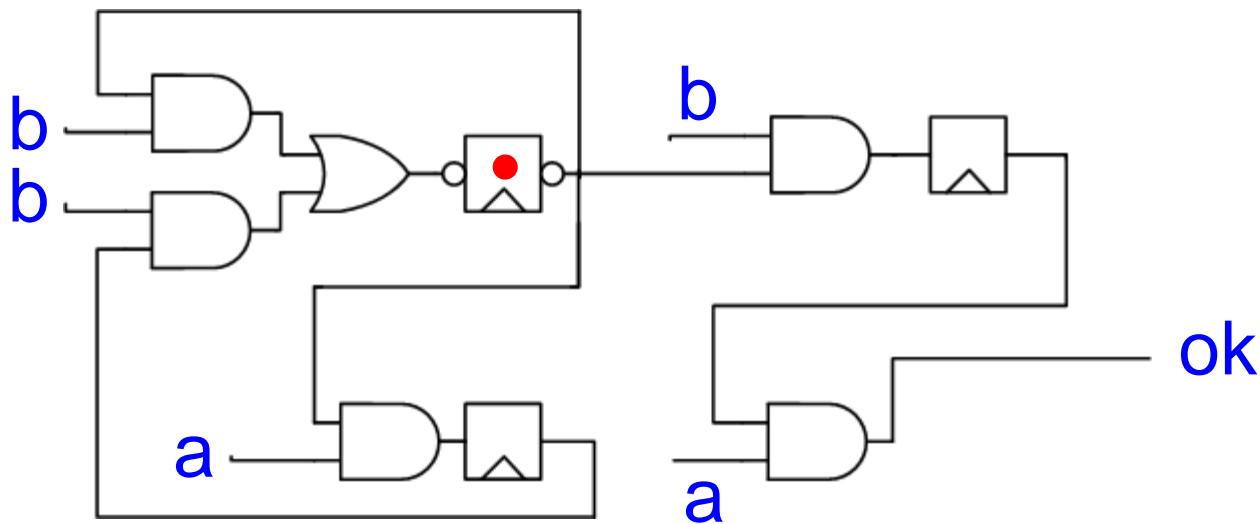
1-hot encoding  
(only one  $r_i$  to 1)  
**size explosion!**



# The Non-Deterministic Case

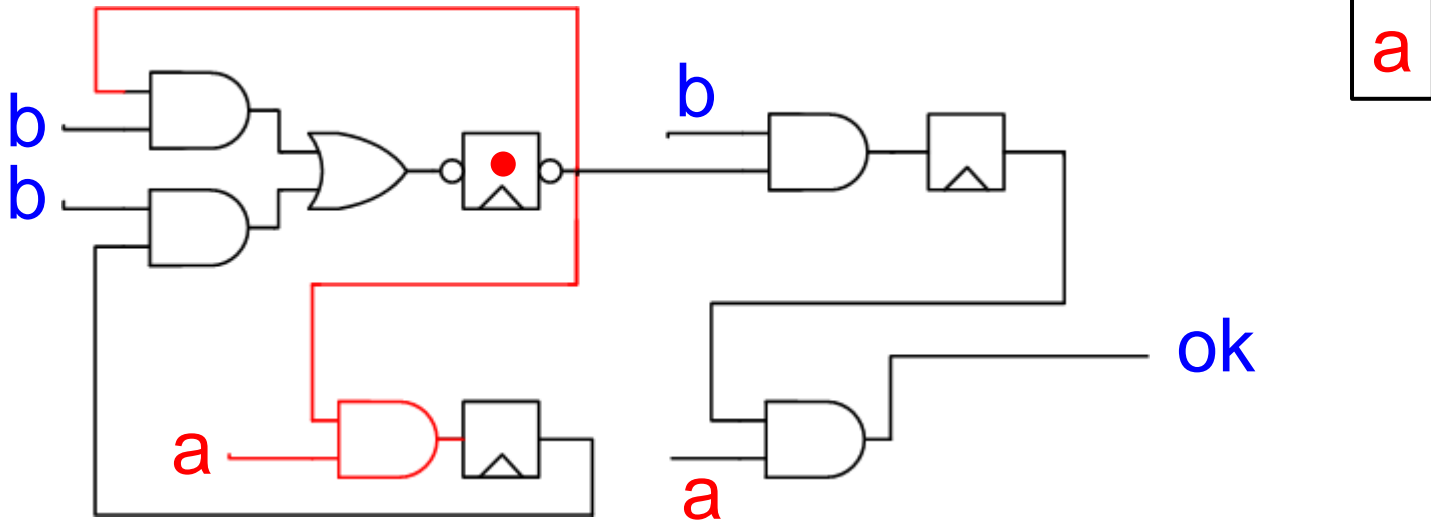
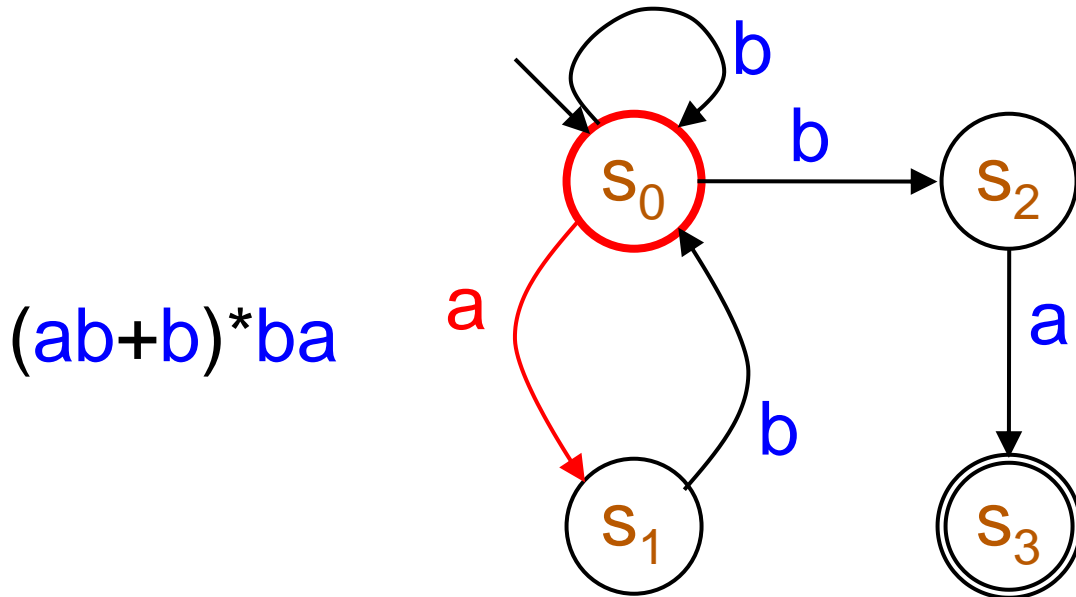


no size explosion  
⇒ much better!

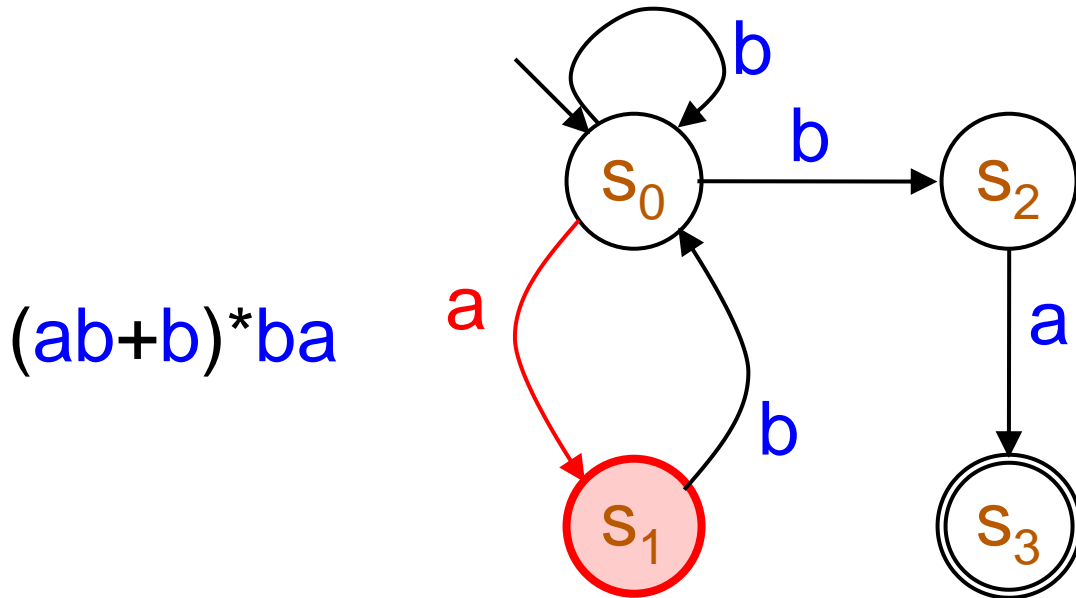




# Electrical Subset Construction

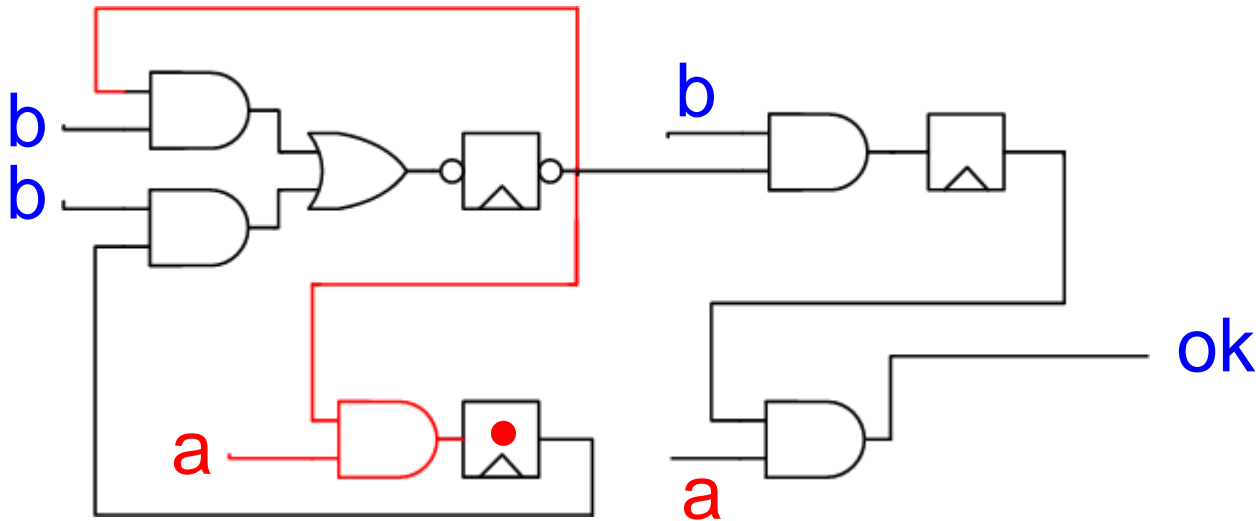


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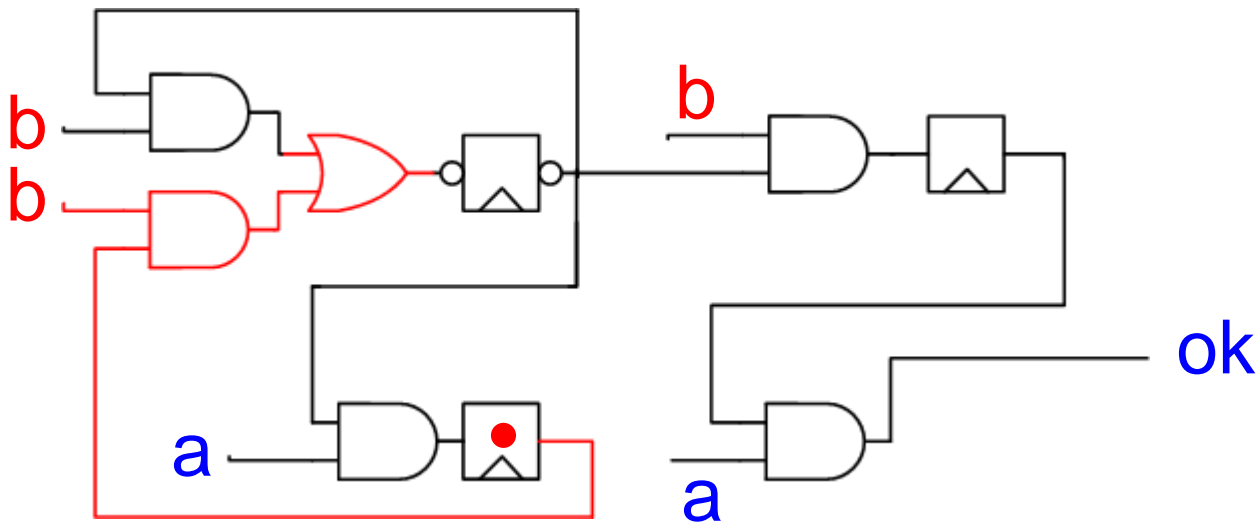
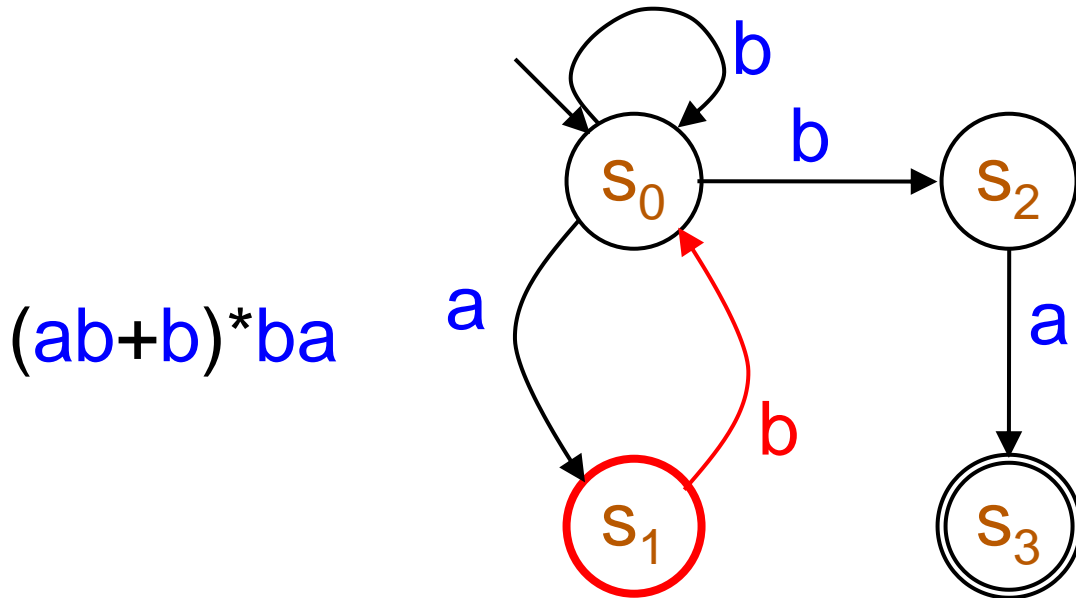


tick!

a

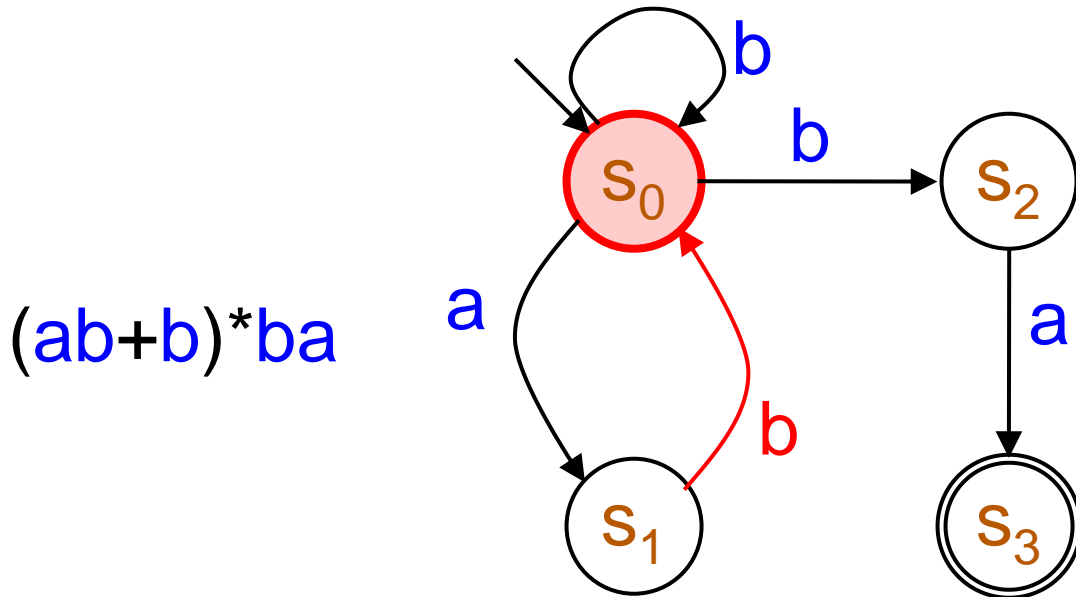


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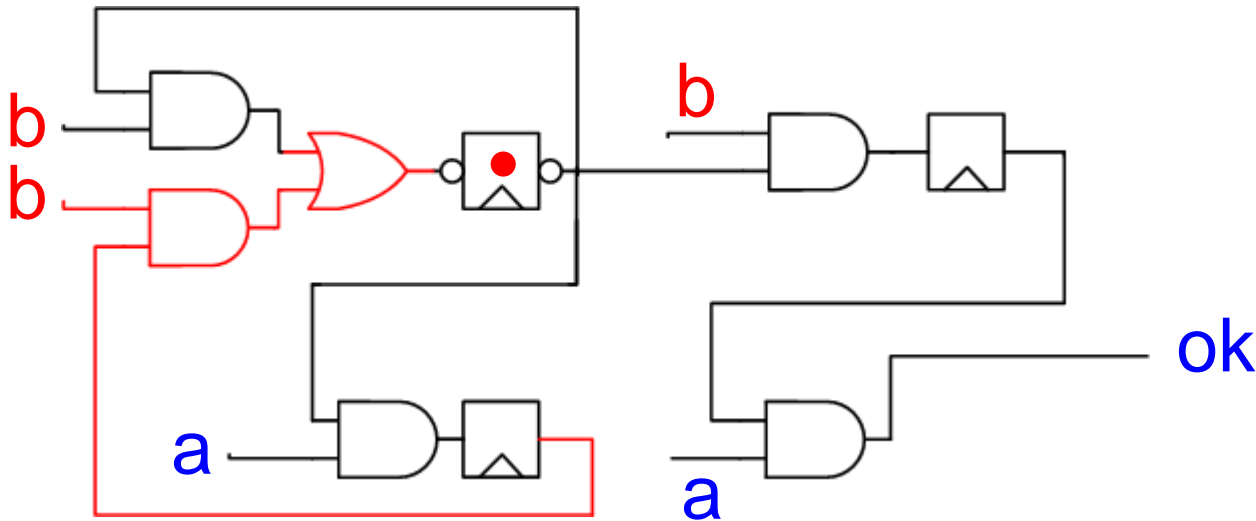


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# Electrical Subset Construction

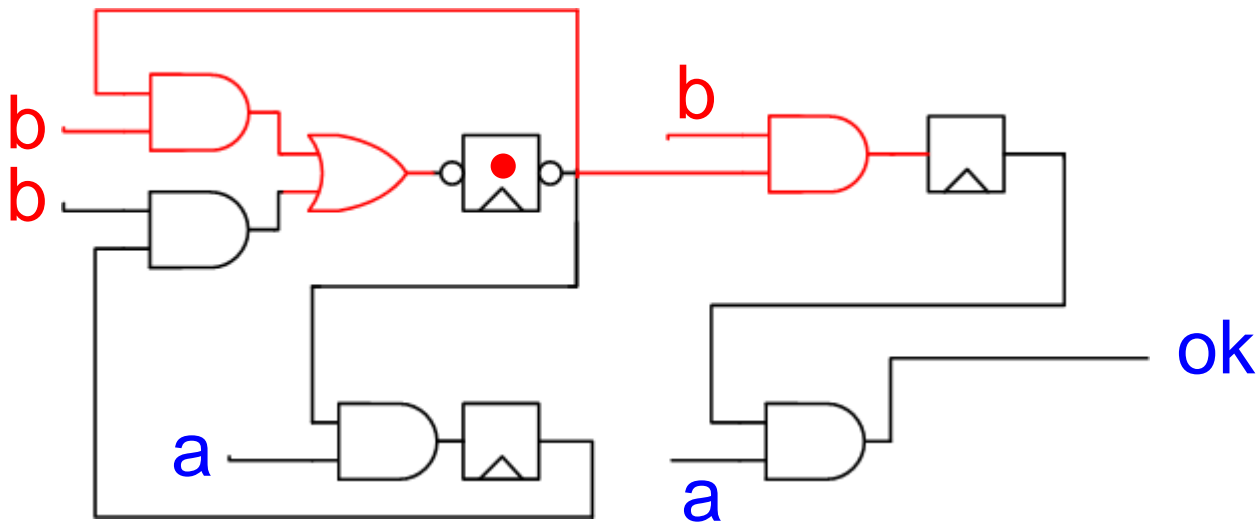
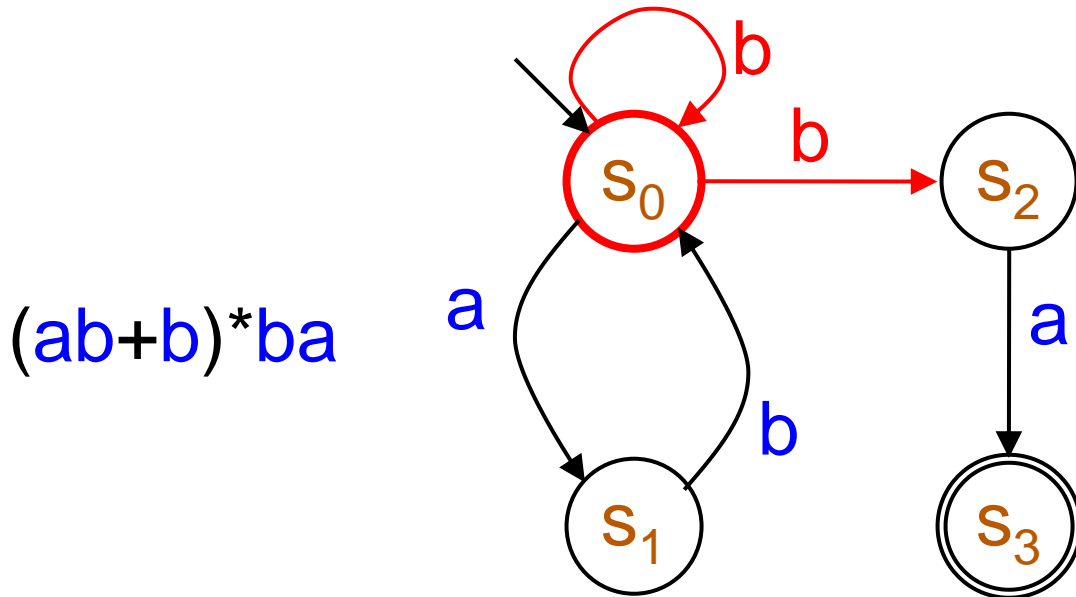


tick!



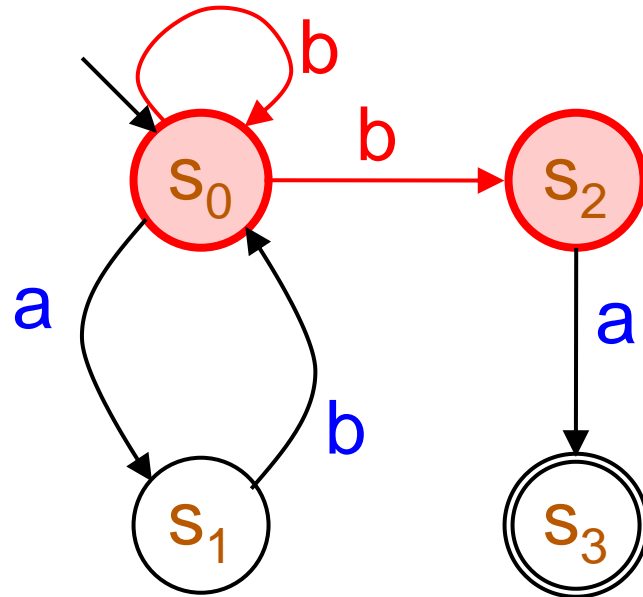
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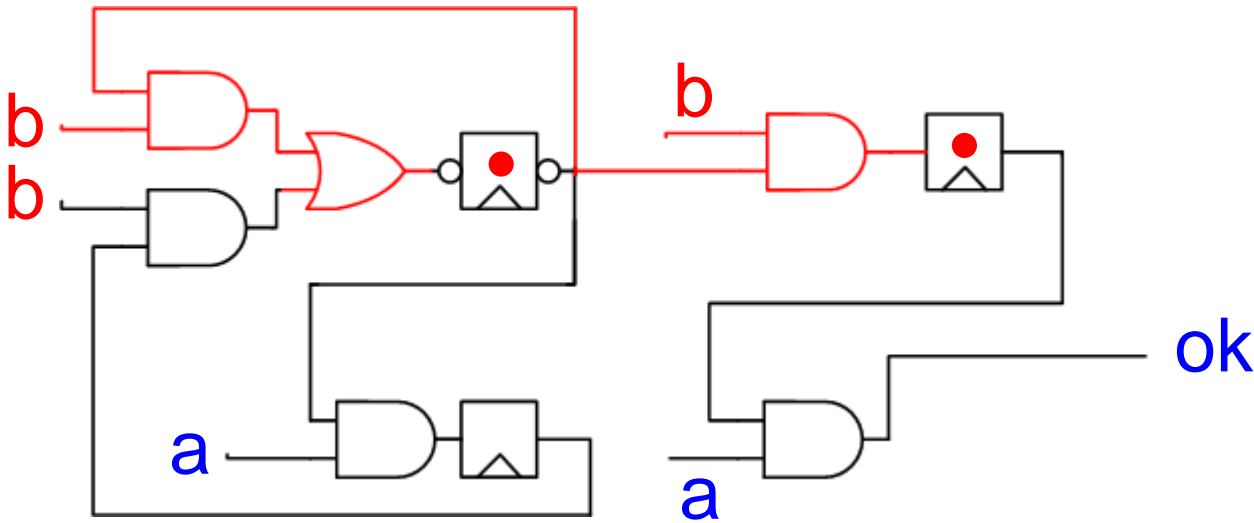


abb

# Electrical Subset Construction

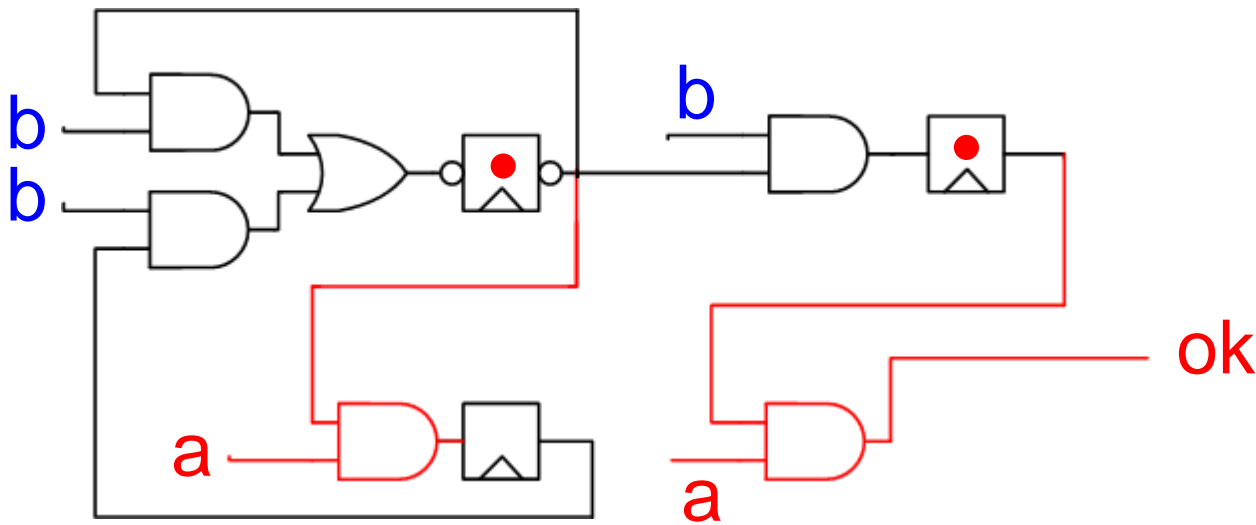
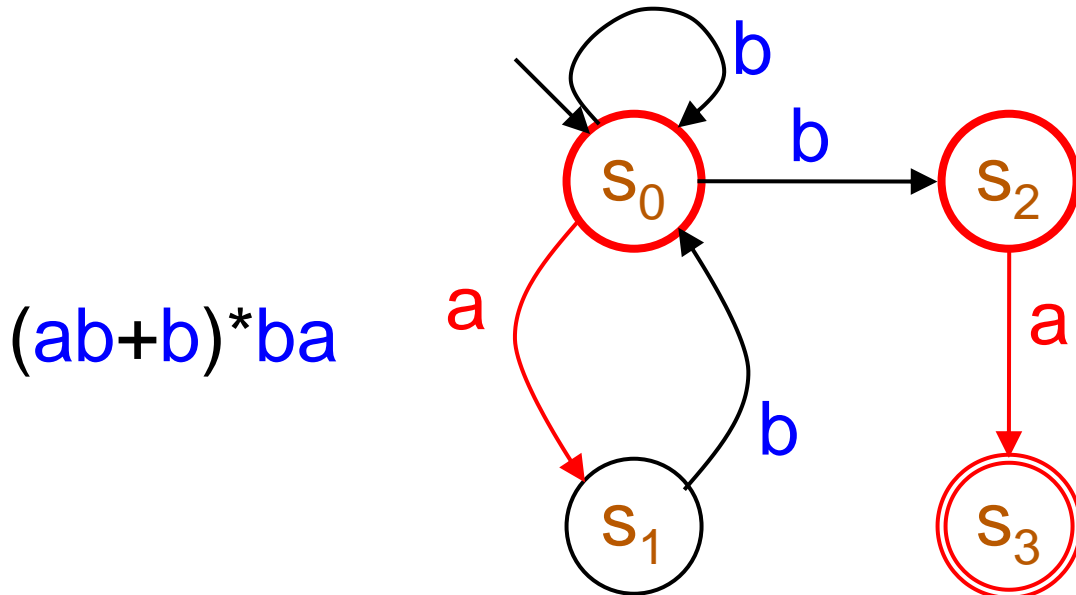


tick!



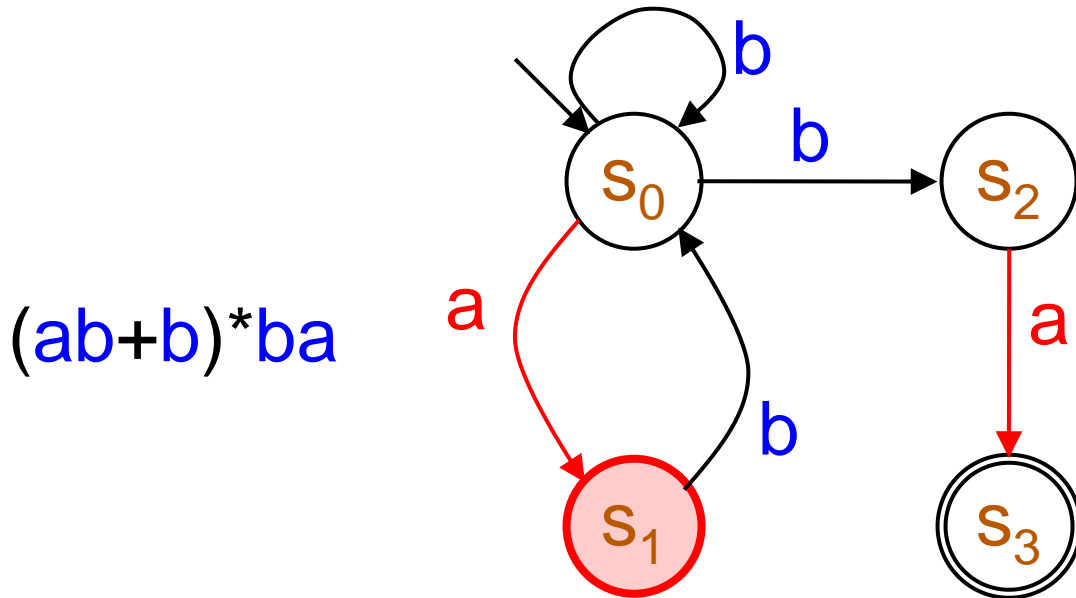
abb

# Electrical Subset Construction



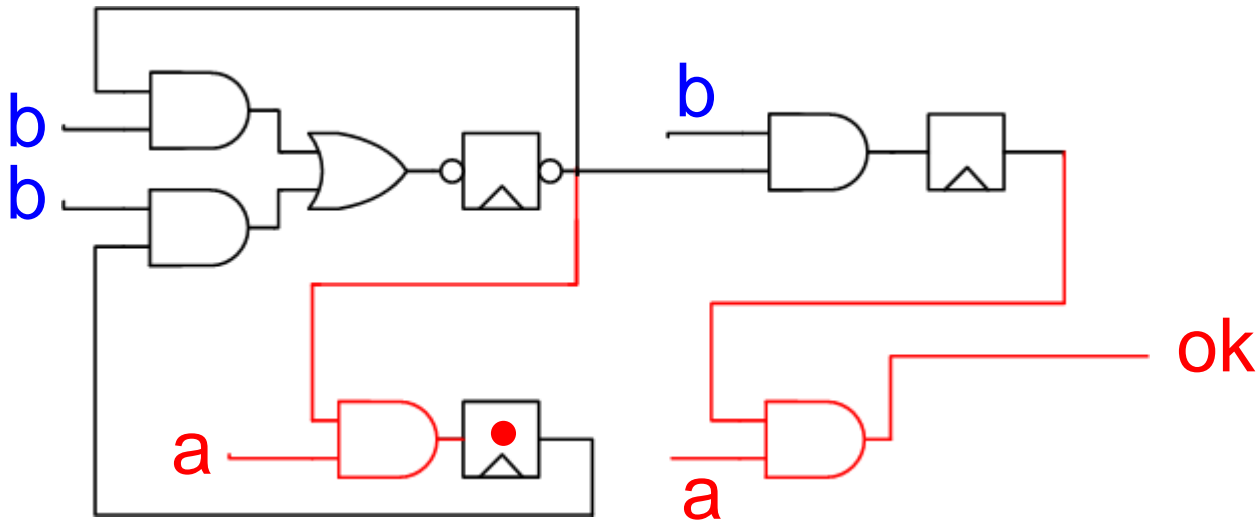
abba

# Electrical Subset Construction



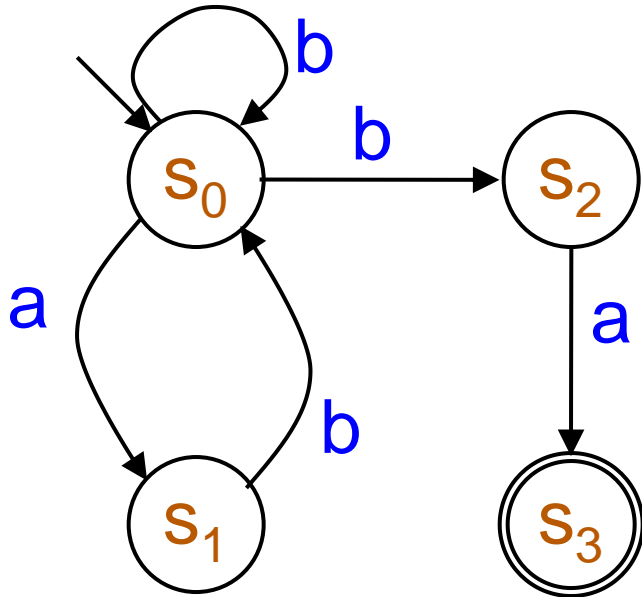
tick!

abba





# Esterel v7 implementation



```
module Autom :  
input a, b ;  
output ok ;  
local {r0, r1, r2, r3} : reg ;  
refine r0 : init true ;  
sustain {  
  next r0 <= (r0 or r1) and b ,  
  next r1 <= r0 and a ,  
  next r2 <= r0 and b ,  
  next r3 <= r2 and a ,  
  ok <= next r3 }  
end module
```

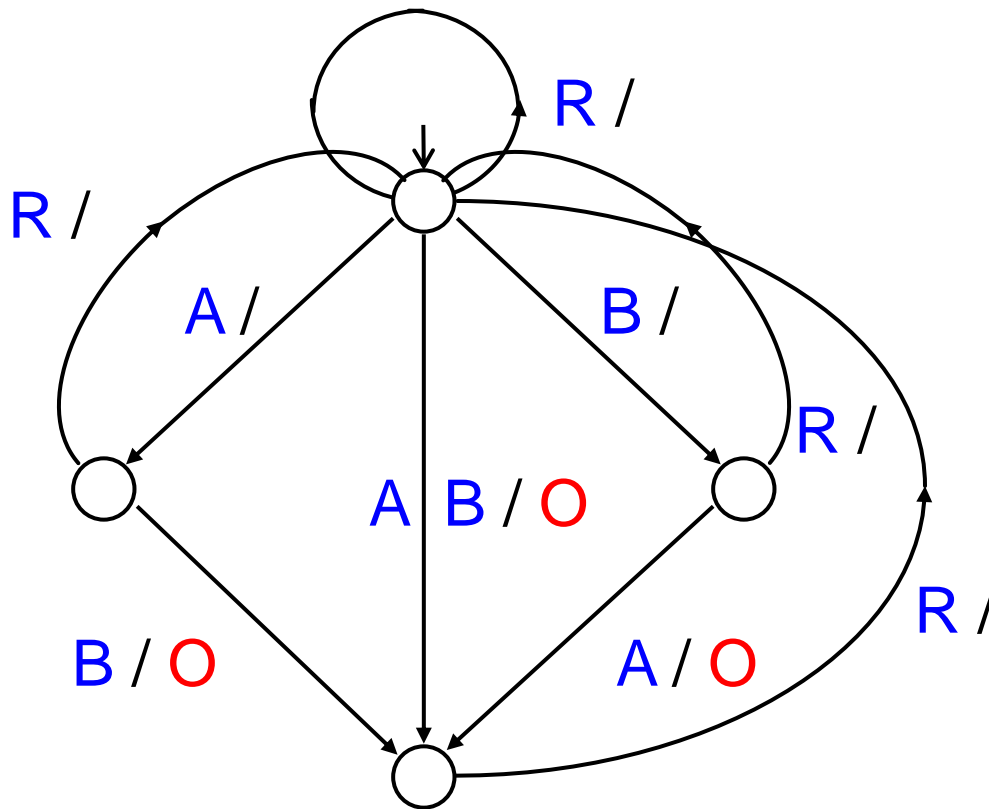
Compiled into C, C++, VHDL, Verilog, etc.

# *Agenda*

1. 2-adic numbers and space / time exchange in synchronous circuits
2. Never determinize non-deterministic automata !
3. Use hierarchical automata for another exponential gain in space and timing optimization

# The ABRO Example

Emit **O** as soon as **A** and **B** have arrived  
Reset behavior each time **R** is received



Memory write

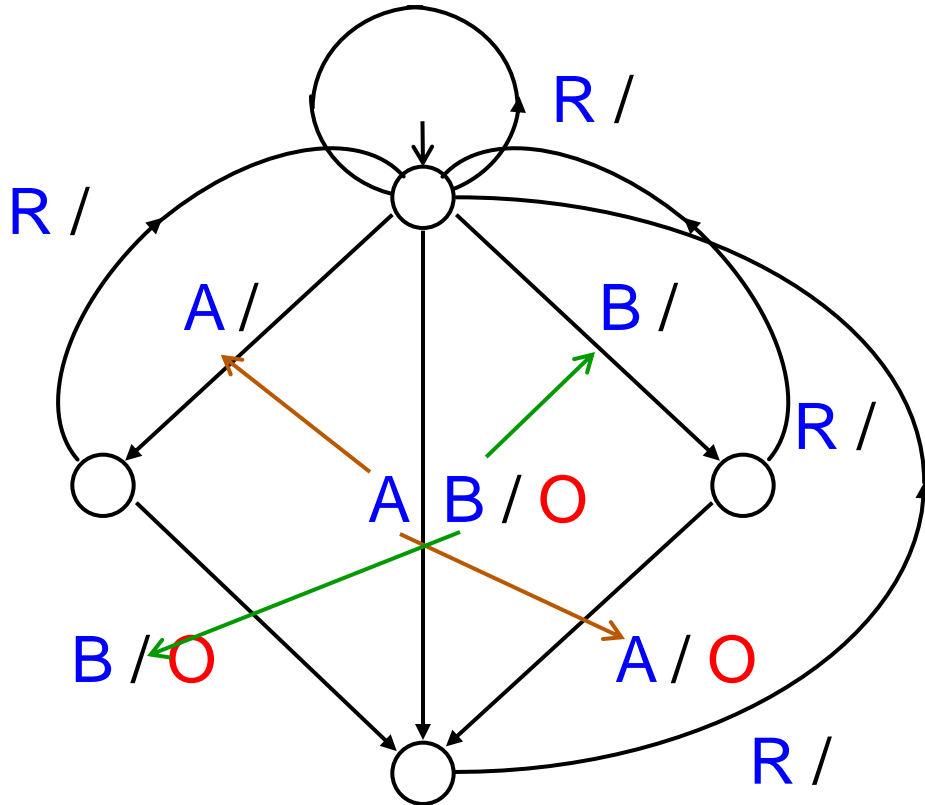
**R** : Request

**A** : Address

**B** : Data

**O** : Write

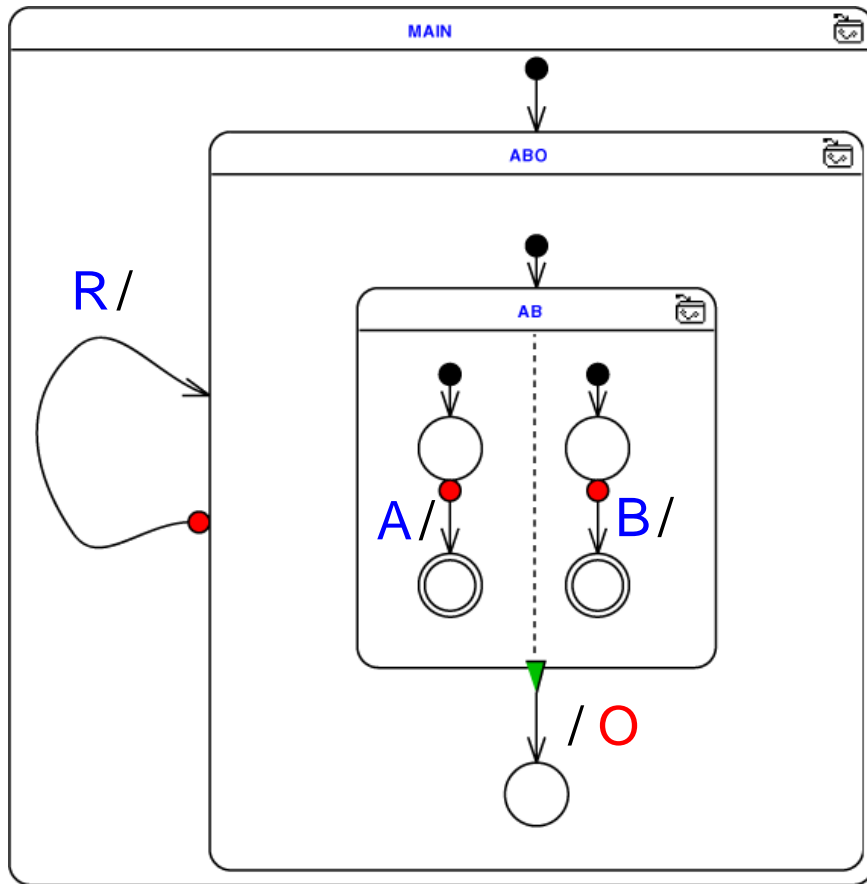
# Esterel : Linear Program



```
loop
  abort
  { await A || await B };
  emit O;
  halt
when R
end loop
```

copies = residuals !  
Esterel = sharing residuals

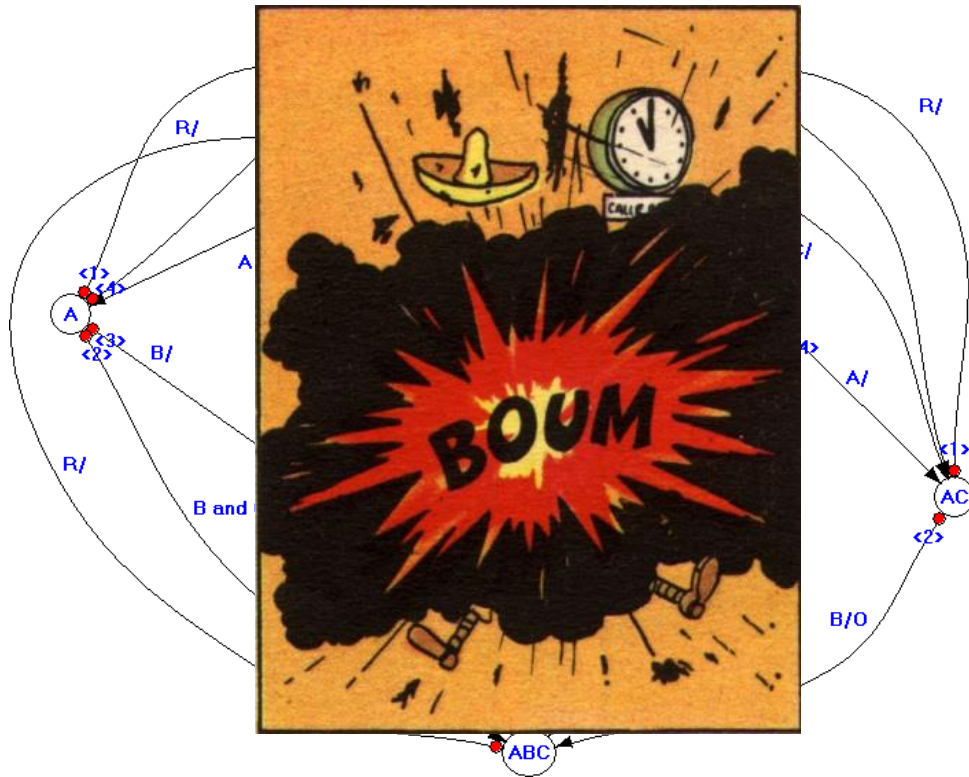
# SyncCharts (Charles André)



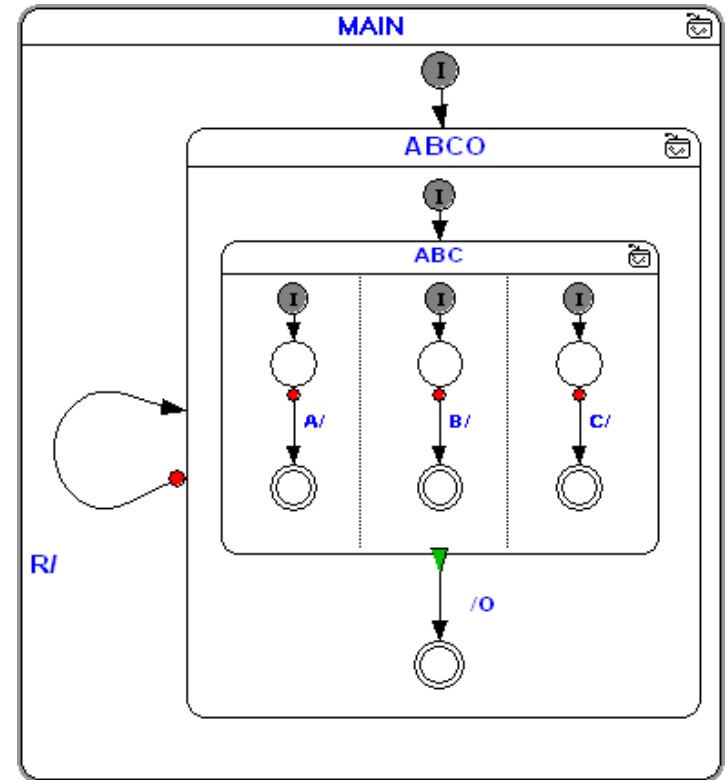
```
loop
  abort
  { await A || await B };
  emit O;
  halt
  when R
end loop
```

Hierarchical synchronous  
concurrent automata  
(Synchronous Statecharts)

# The ABCRO example

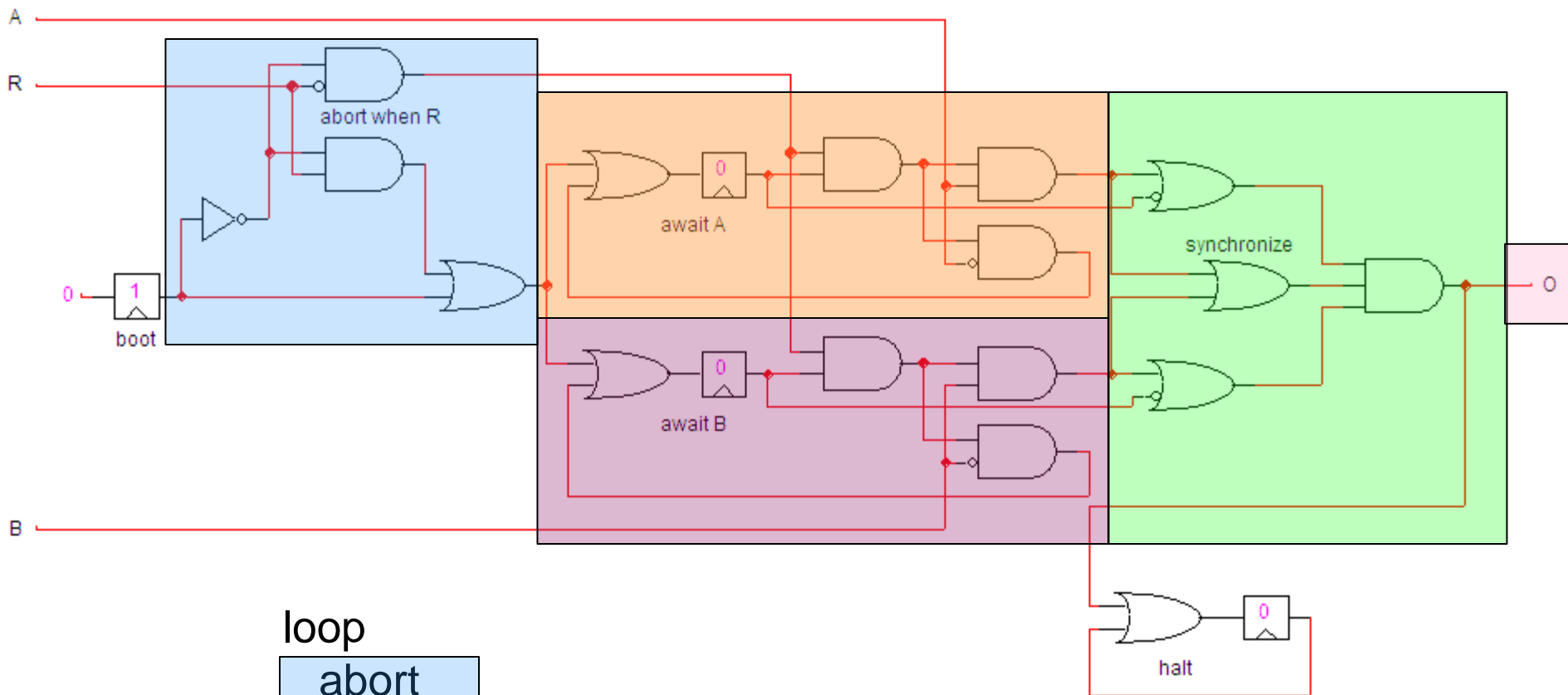


flat automaton



Hierarchical automaton  
linear

# From Esterel to Circuits



```

loop
  abort
  { await A || await B };
  emit O;
  halt
  when R
end loop
    
```

Circuit =  
constructive proof network

# Group-Hot Coding and Optimization

```
loop
  { await A || await B } ;
  emit O
each R
```

parallel threads => independent groups  
sequence => group-hot  
1-hot: 4 bits  
log: 2 bits  
group-hot: 3 bits – better scaling

