

# 2<sup>n</sup> Uses for a Live/Dead Cat



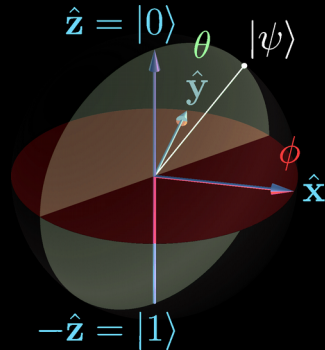
College of  
Engineering  
*Electrical and Computer Engineering*



# $2^n$ Uses for a Live/Dead Cat



## Quantum Computing



$$\begin{aligned} |\psi\rangle &= \cos(\theta/2)|0\rangle + e^{i\phi} \sin(\theta/2)|1\rangle \\ &= \cos(\theta/2)|0\rangle + \\ &\quad (\cos \phi + i \sin \phi) \sin(\theta/2)|1\rangle \end{aligned}$$

where  $0 \leq \theta \leq \pi$  and  $0 \leq \phi < 2\pi$

- Superposition: 0, 1, or  $2^n$  probability amplitudes
- Entanglement can link  $n$  Qubit values together
- Qubit values can interfere

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## Parallel Bit Pattern Computing

SEE WHAT'S  
*Wildly Possible*

- A new model: **Pattern Bits**, not Qubits
- $n$ -way entangled **pbit** is  $2^n$  bits (1 of  $2^{2^n}$  patterns)
- A **regular expression** encodes a **pbit** value
- A **conventional gate** can produce  $2^n$  results!

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## Parallel Bit Pattern Computing

- **KREQC**: Kentucky's Rotationally Emulated Quantum Computer
- **16-pbit** HW executing 7 "Q"-bit adder per Cuccarro et al, [arXiv:quant-ph/0410184v1](https://arxiv.org/abs/quant-ph/0410184v1)

SEE WHAT'S  
*Wildly Possible*

```
input:  Ai = ai  Bi = bi  Z = z      X = 0
output: Ai = ai  Bi = si  Z = z ⊕ sn  X = 0
circuit:
  for i = 1 to n - 1:  Bi ⊕= Ai
  X ⊕= A1
  X ⊕= A0B0 ; A1 ⊕= A2
  A1 ⊕= X B1 ; A2 ⊕= A3
  for i = 2 to n - 3:
    Ai ⊕= Ai-1Bi ; Ai+1 ⊕= Ai+2
  An-2 ⊕= An-3Bn-2 ; Z ⊕= An-1
  Z ⊕= An-2Bn-1 ; for i = 1 to n - 2:  Negate Bi
  B1 ⊕= X ; for i = 2 to n - 1:  Bi ⊕= Ai-1
  An-2 ⊕= An-3Bn-2
  for i = n - 3 down to 2:
    Ai ⊕= Ai-1Bi ; Ai+1 ⊕= Ai+2 ; Negate Bi+1
  A1 ⊕= X B1 ; A2 ⊕= A3 ; Negate B2
  X ⊕= A0B0 ; A1 ⊕= A2 ; Negate B1
  X ⊕= A1
  for i = 0 to n - 1:  Bi ⊕= Ai
```

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**pint sqrt (29929)** in 310 gates:

```
int main(int argc, char **argv) {
  pbit_init();
  pint a = pint_mk(16, 29929); // 16-pbit value 29929
  pint b = pint_h(8, 0xff); // all 8-bit values
  pint c = pint_mul(b, b); // square them
  pint d = pint_eq(c, a); // where square is 29929
  pint e = pint_mul(d, b); // make non-sqrts all 0
  pint_measure(e); // prints 0, 173
}
```

# Some Older Work @SC

- 2017: Gate-level compiler optimization to minimize power
- 2013: Time Domain Continuous Imaging (TDCI)
- 2012: KY Network Implementation Topology Tool (KNITT)
- 2008: MIMD On GPU (MOG)
- 2003: Cluster/Beowulf Design Rules tool (CDR/BDR), KASY0
- 2000: Flat Neighborhood Networks (FNNs), Bell Award for KLAT2
- 1996: SIMD Within A Register (SWAR), Video Walls (VWLib)
- 1994: Aggregate Function Networks (AFNs), 1<sup>st</sup> Linux PC Clusters
- 1992: PCCTS/ANTLR compiler construction tools
- 1989: Barrier synchronization for SIMD on MIMD