



Non-determinism

Rajit Manohar

Asynchronous VLSI and Architecture (AVLSI) Group
Computer Systems Lab, Yale University

<https://cs1.yale.edu/~rajit/>
<https://avlsi.cs1.yale.edu/act>

Non-deterministic selection

```
* [ [ | #A -> A?x
    [ ] #B -> B?x
    | ] ;
    Z!x
  ]
```

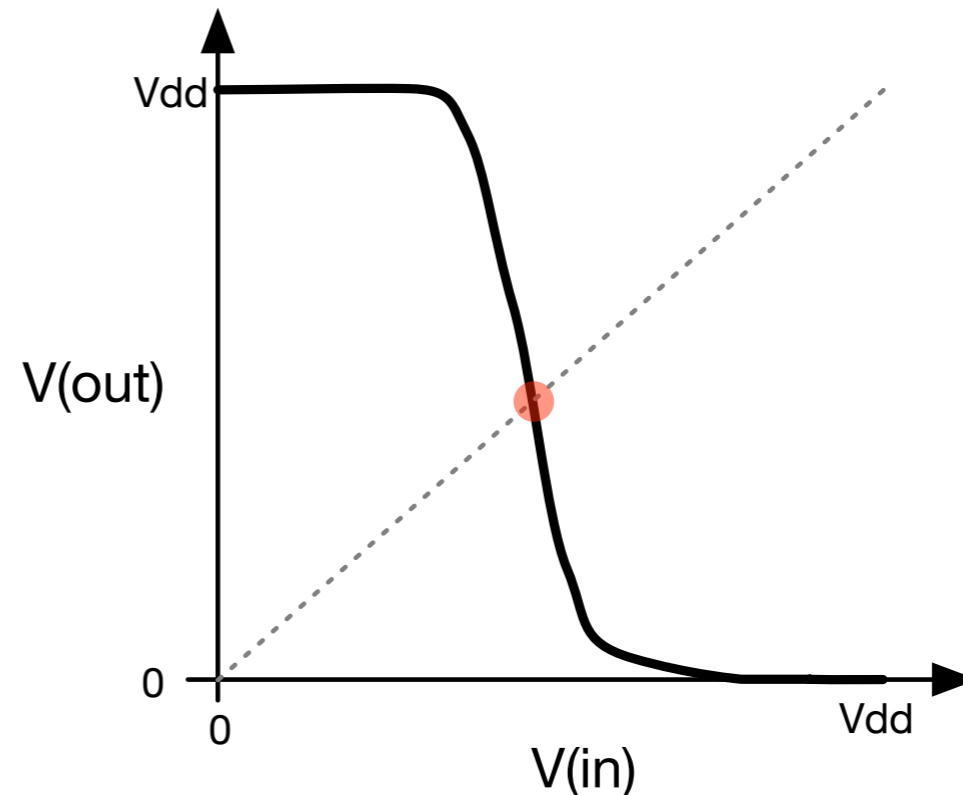
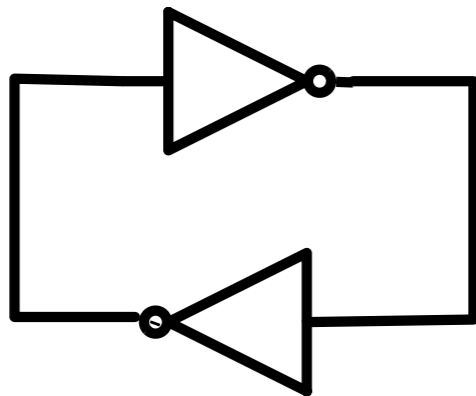
- When a communication is pending on both A and B
 - ❖ We can pick either
 - ... but we have to make a choice
 - ❖ The **arbitration** problem

Should two courses be judged equal, then the will cannot break the deadlock, all it can do is to suspend judgement until the circumstances change, and the right course of action is clear.

— Jean Buridan, c. 1340

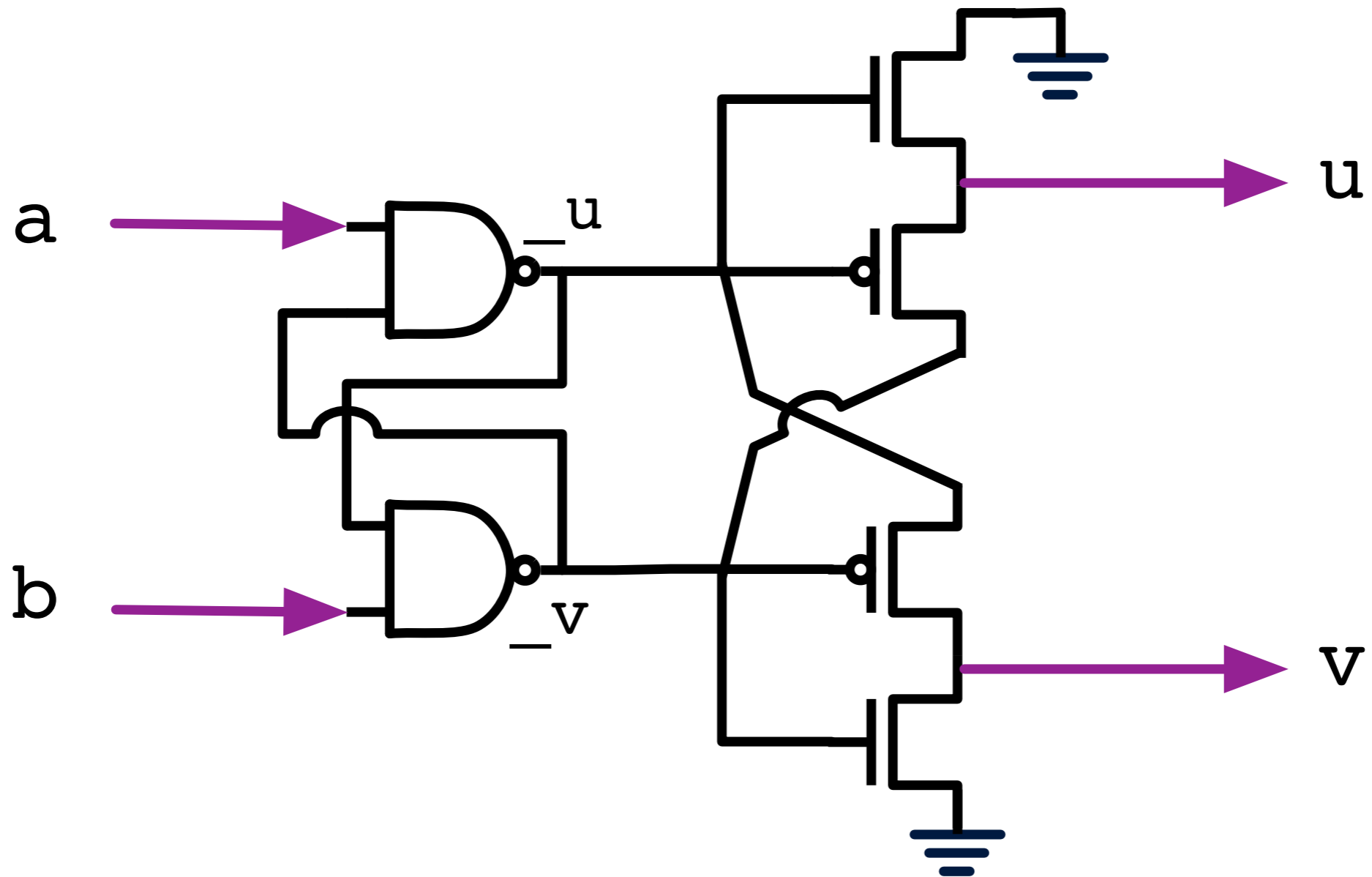
Metastable state

- Unstable equilibrium
 - ❖ Inverted pendulum
 - ❖ Balancing a pencil on its tip

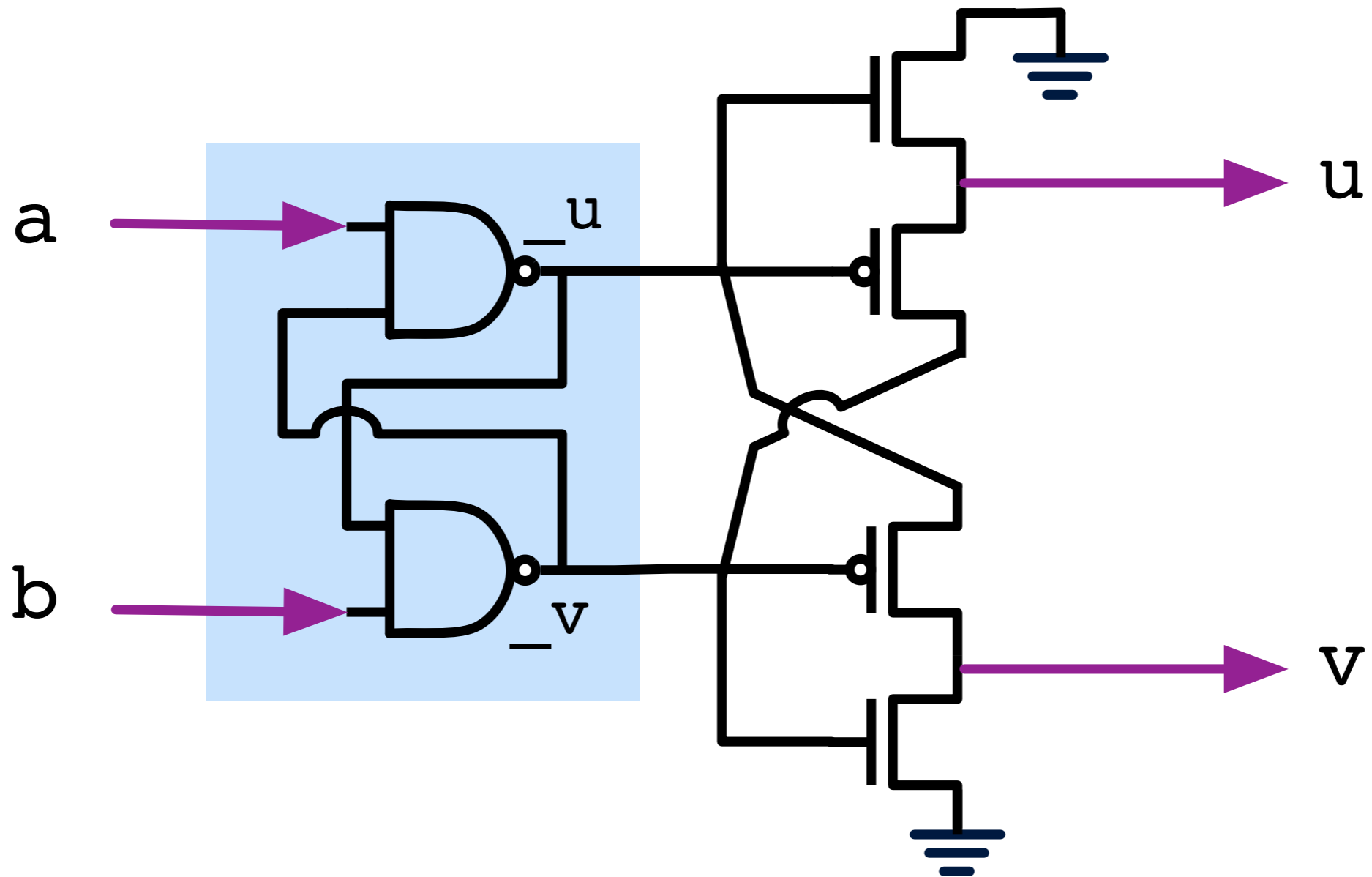


- Another example: cross-coupled inverter
 - ❖ Stable states: 0/1 and 1/0
 - ❖ Metastable state: $V(\text{out}) = V(\text{in})$

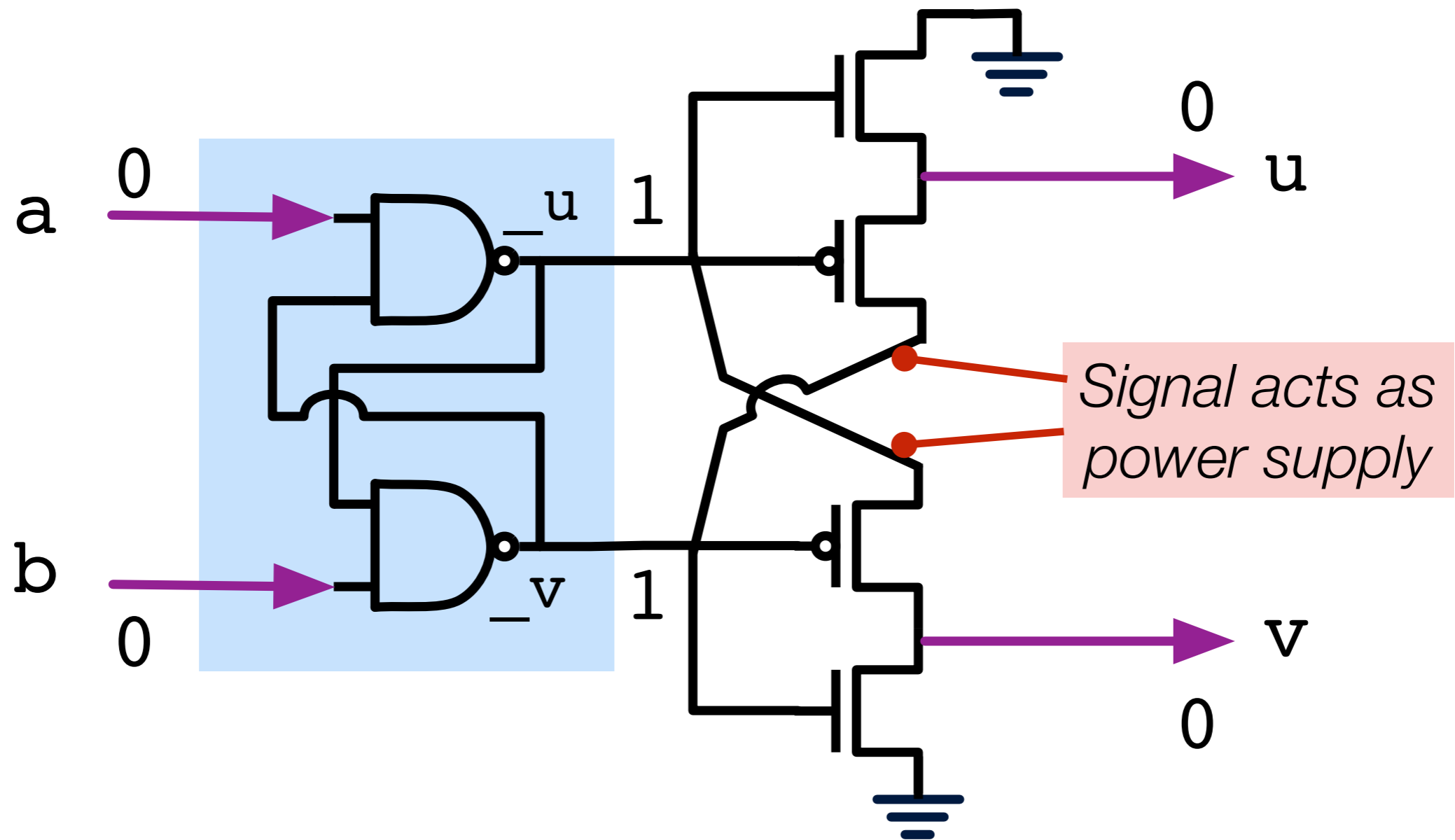
Arbiter



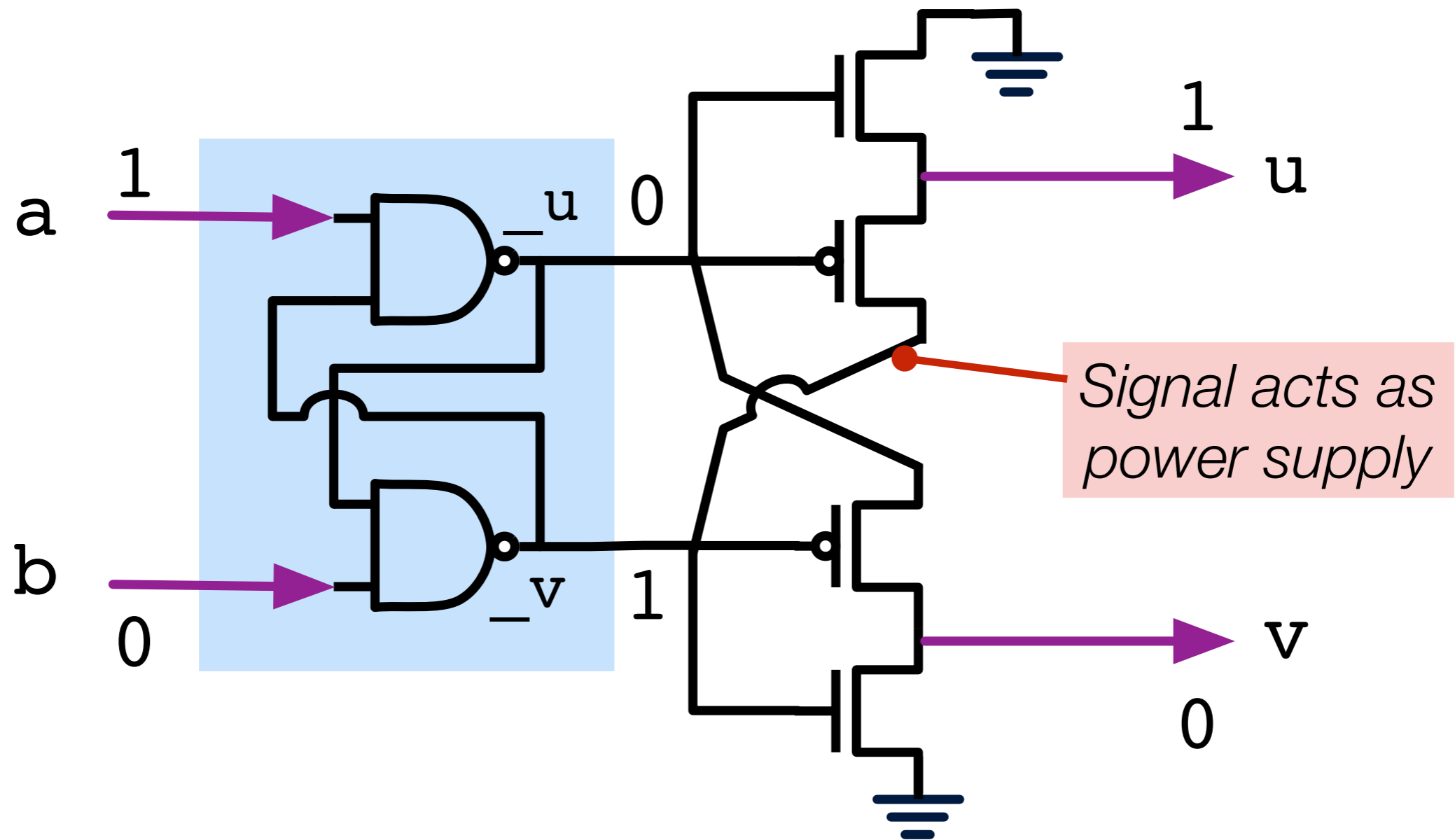
Arbiter



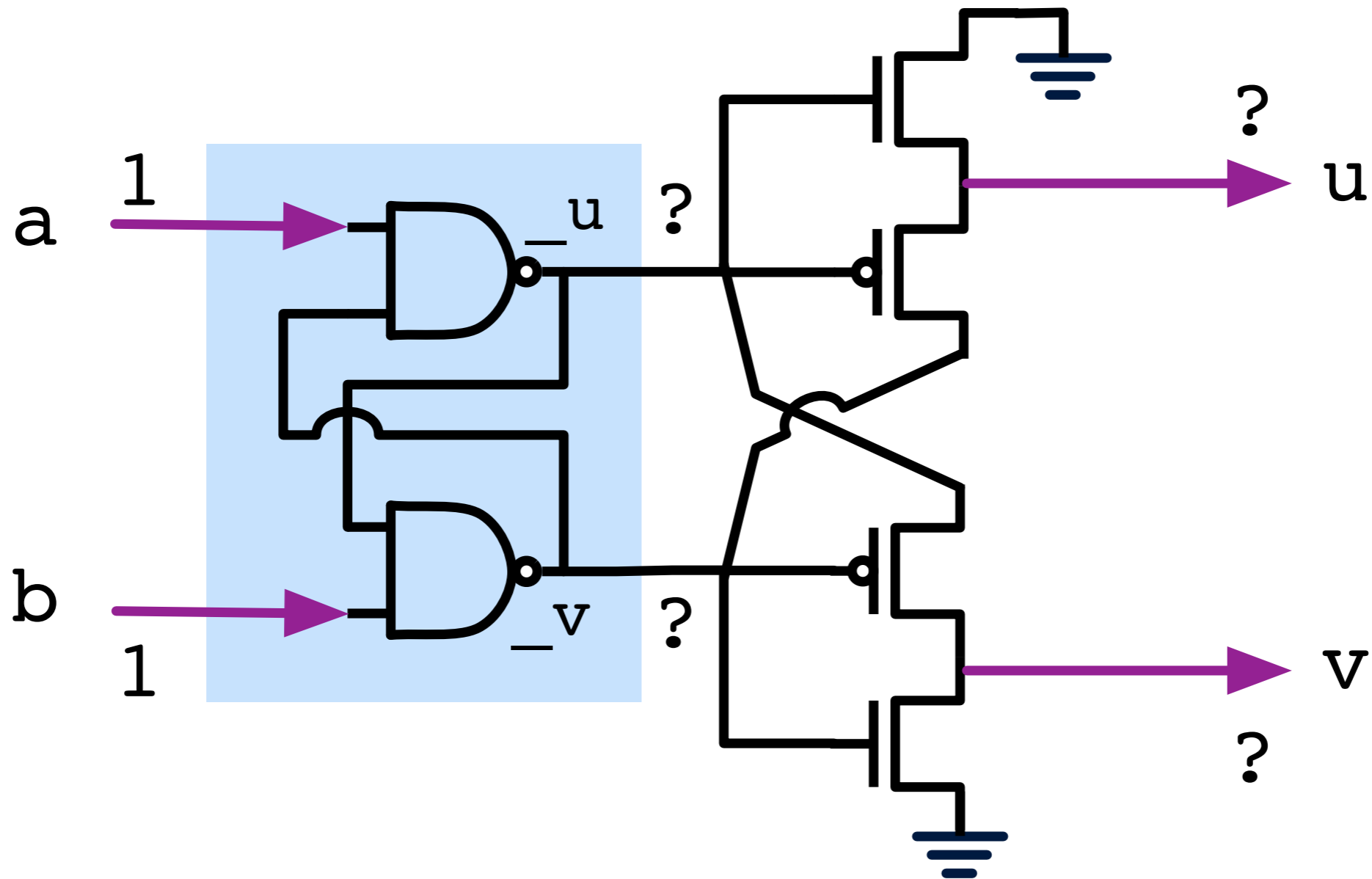
Arbiter



Arbiter

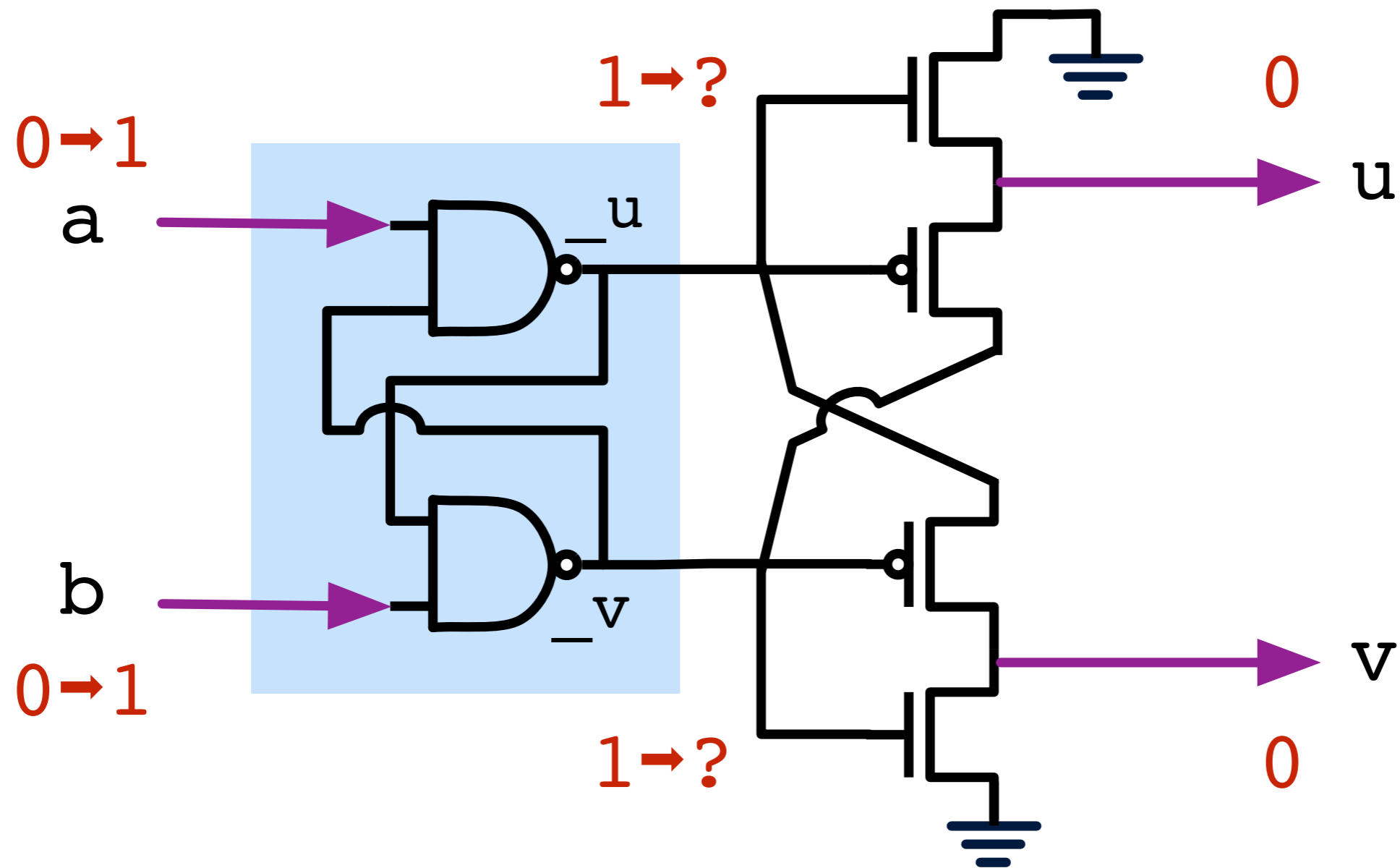


Arbiter



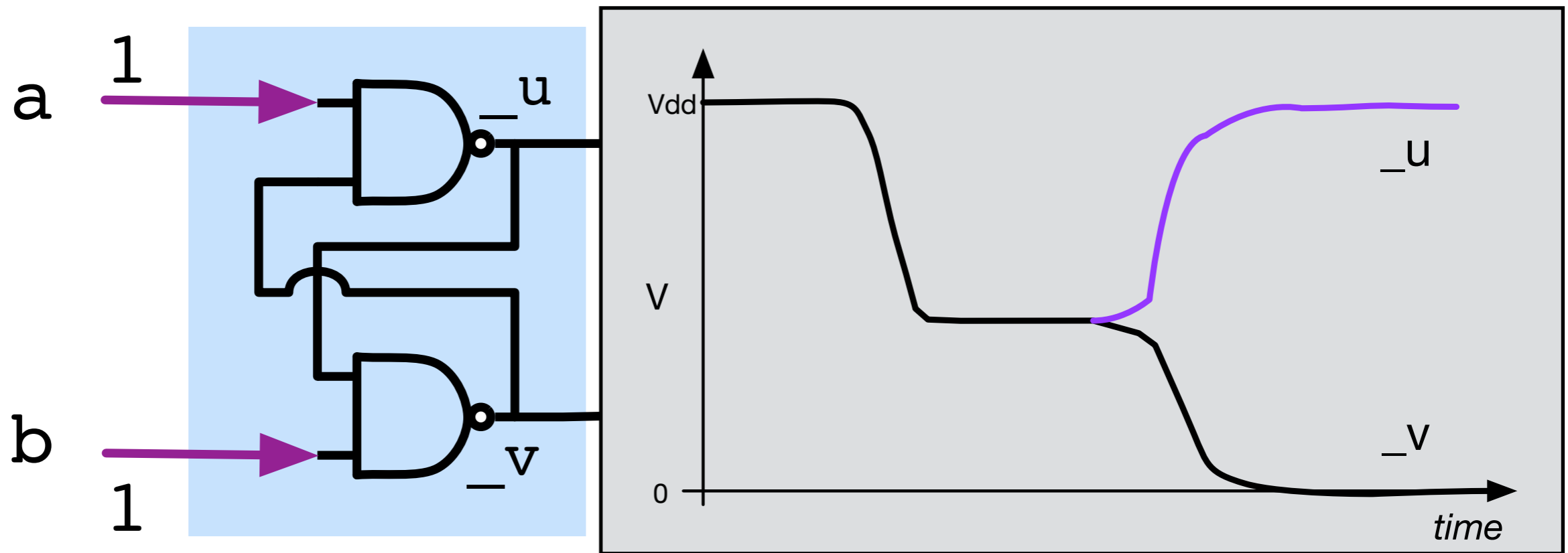
$$\Pr[\text{time} \geq t] = Ae^{-t/\tau}$$

Arbiter



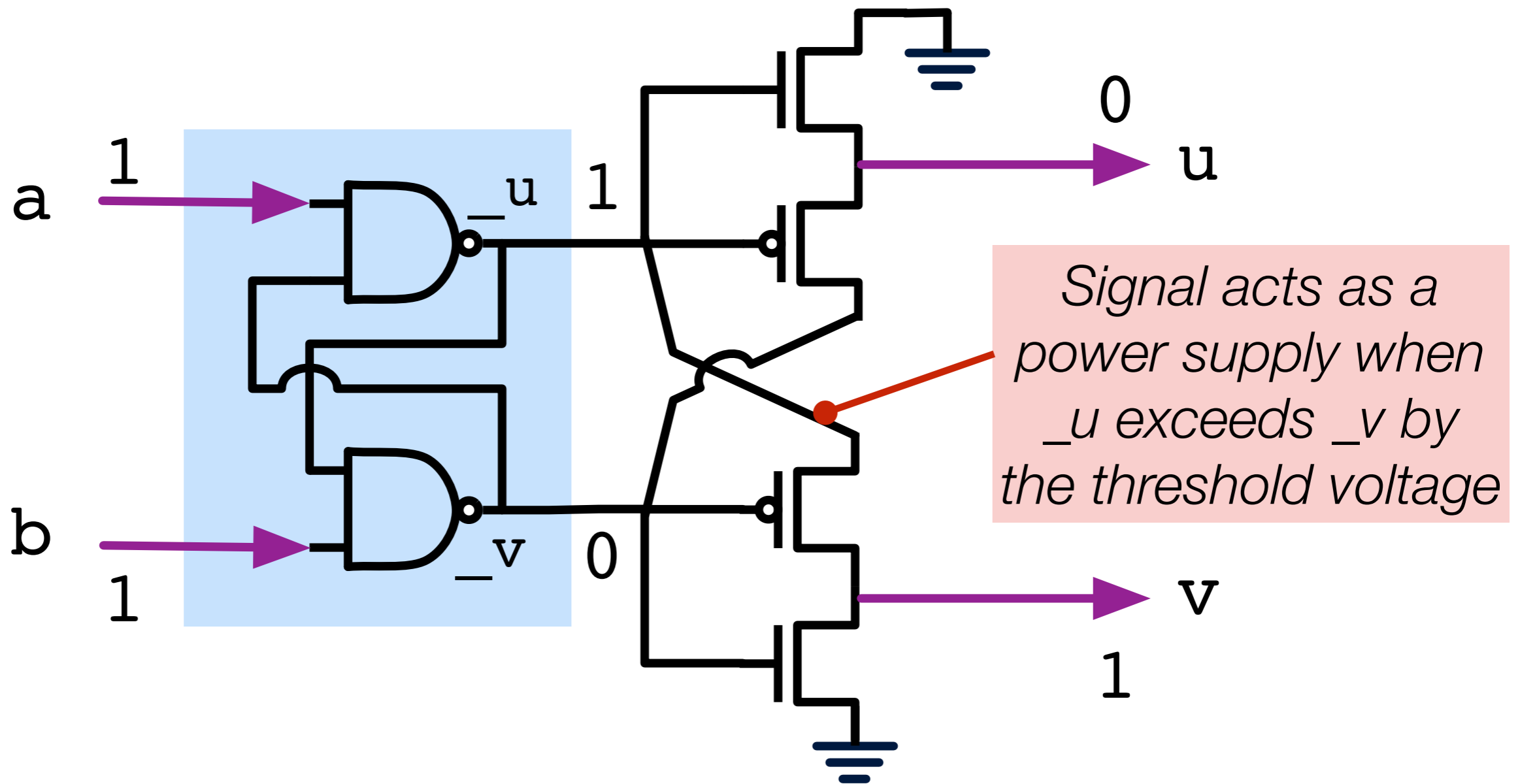
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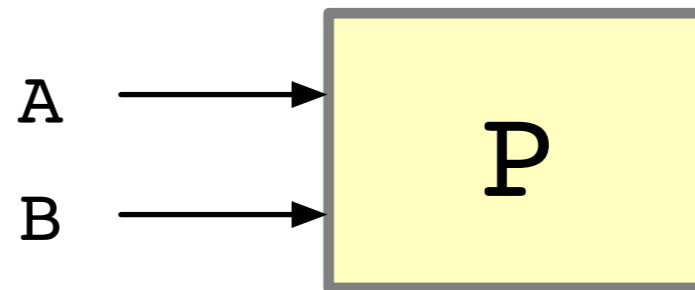


$$\Pr[\text{time} \geq t] = Ae^{-t/\tau}$$

Translating non-deterministic selections

- Basic idea

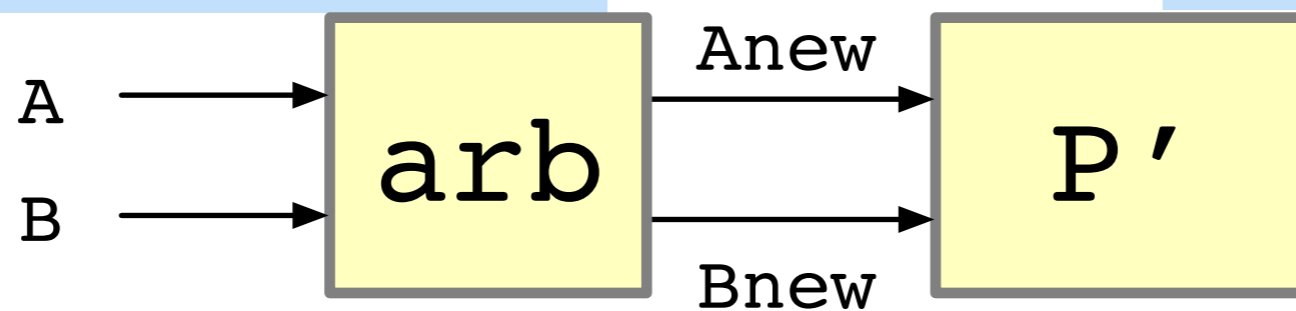
```
[ | #A -> A?x  
[ ] #B -> B?x  
| ]
```



- ❖ Factor out non-deterministic execution

```
* [  
[ | #A -> Anew!A;A?  
[ ] #B -> Bnew!B;B?  
| ]  
]
```

```
[ #Anew -> Anew?x  
[ ] #Bnew -> Bnew?x  
]
```



Example circuit

```
* [  
  [ | #A -> Anew!A;A?  
  [ ] #B -> Bnew!B;B?  
  | ]  
  ]
```

