

# Table of contents

## Problem Statement

### Computable bijections on $\{0, 1\}^6$

4\*16 property

Combine

Conclude

### Computable almost-bijections on $\{0, 1\}^6$

2\*161517 property

Conclusion

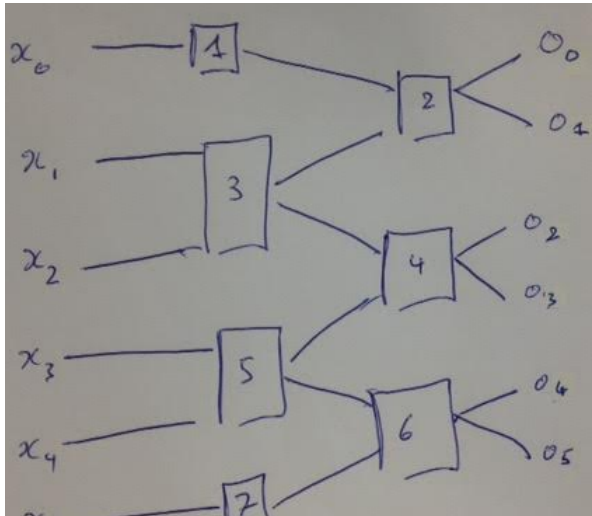
## Conclusion

# Does a 6 bit counter exists ?

Can we create a **deterministic** network that will iterate over all 6 bits string – in any order – ?

**Problem Statement**  
Computable bijections on  $\{0,1\}^6$   
Computable almost-bijections on  $\{0,1\}^6$   
**Conclusion**

Does a 6 bit counter exists ?



# Can we bruteforce that problem ?

There are  $2^{44}$  different networks which is approximately 17000 billions.

We could hope for an answer in a few days.

**But** we can drastically restrict our search space with a **few** observations.

**Main idea** : we are going to bruteforce on **sub networks** and select those who respect a **necessary** condition.

# Problem Statement

Computable bijections on  $\{0,1\}^6$

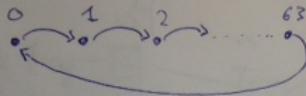
Computable almost-bijections on  $\{0,1\}^6$

Conclusion

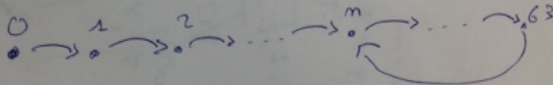
## How such a network's dynamic would look like ?

There are only two possibilities (up to any permutation):

Case 1:



Case 2:



## Implication on the computed function by the network

The function that our counting network computes is either:

- ▶ **A bijection**
- ▶ **An almost-bijection**  $f$  i.e,  $\exists! x_0, y_0 \in \{0, 1\}^6$  such that  $f'$  is a bijection where:

$$\begin{aligned}\forall x \neq x_0 \quad f'(x) &= f(x) \\ f'(x_0) &= y_0\end{aligned}$$

We are going to check on both cases.







## The $4 * 16$ property

Let get rid of the last 4 bits:

0000000000000000	0000000000000000	1111111111111111	1111111111111111
0000000000000000	1111111111111111	0000000000000000	1111111111111111

We see that each of the 2 bits patterns: **00, 01, 10, 11** occurs **16** times in this enumeration.

It's the  **$4 * 16$  property**.

## The $4 * 16$ property

**Hence** the sub network responsible for these 2 bits must have the **4\*16** property to be eligible as a being a sub network of a 6 bits bijective counter network.

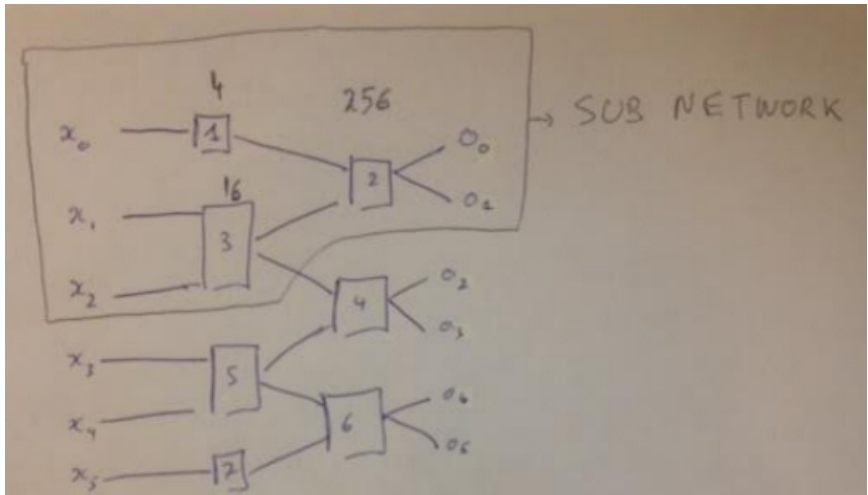
Problem Statement  
 Computable bijections on  $\{0,1\}^6$   
 Computable almost-bijections on  $\{0,1\}^6$   
 Conclusion

4\*16 property

Combine

Conclude

## The 4 \* 16 property

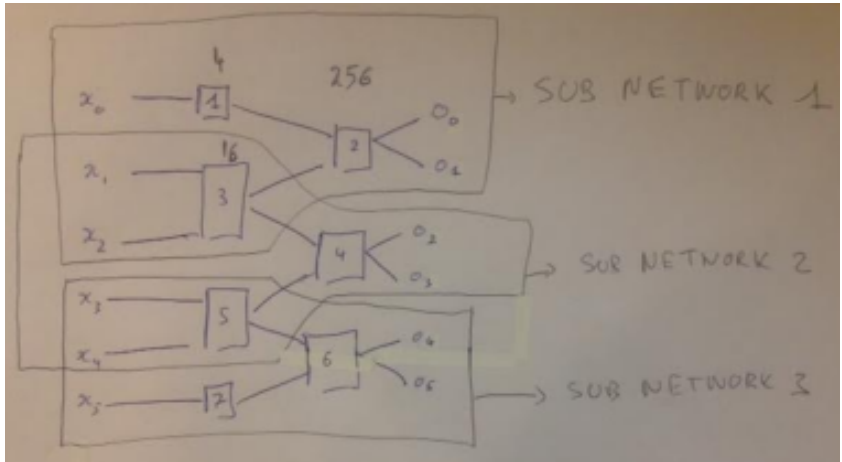


## Compute all the $4 * 16$ sub networks

By exhaustive search we find **288** (over  $4 * 16 * 256 = 16384$ ) sub networks with this property.

By removing equivalent networks we are left with **72 circuits for the first 2 bits**.

4\*16 holds for middle and ending bits



## 4\*16 holds for middle and ending bits

- ▶ **72** networks for the first 2 bits
- ▶ **216** networks for the middle 2 bits
- ▶ **72** networks for the last 2 bits

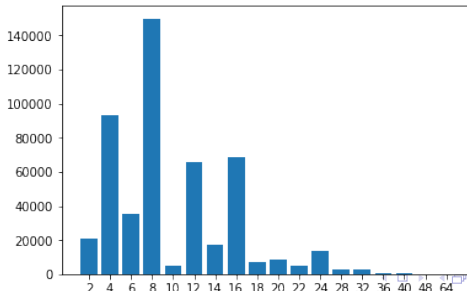
## How to conclude I ? Combine it !

**Hence** by combining these we have  $72 * 216 * 72 \simeq 10^6$   
6 bits networks to test.

## How to conclude II ? Count orbits !

Over all these potential networks we count **497664** bijections.  
For each of these bijections we have to **count their orbits**, we  
have a winner **iff it has only 1 orbit**.

We do not find such a network, here there's the histogram of  
orbits:





# Conclusion

**Conclusion:** There are no bijective 6bits counters.

## 2\*161517 property

If we have an almost-bijection **all 6 bits sequences will be reached by our network but one.**

Also one bit string will be reached **twice.**

It means that **at least one** of our sub network will see:

- ▶ 2 patterns **16** times
- ▶ 1 pattern **15** times
- ▶ 1 pattern **17** times

## 2\*161517 property

We call this the **2\*161517 property**.

# $2^{*161517}$ does not occur !

By enumeration, **there exist no sub network with the  $2^{*161517}$  property.**

**Hence**, we cannot hope for an **almost-bijective counter**.

## No 6bit counter network :'(

By case distinction, **there's no 6bit counter network.**

But there are **0 to 62** counters and this kind of methods helps to exhibit **at least 24**.

## Sources ?

All our sources for these computations are available here:

`https://github.com/cosmo-sterin/ER\_MolProg\_Project2/  
tree/master/circuit\_sim`