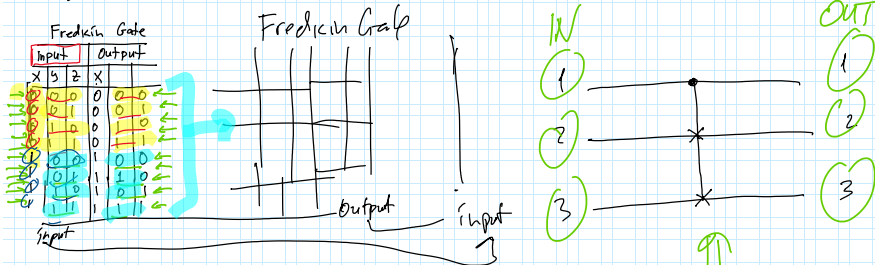


The Fredkin Gate

- Three inputs and three outputs
- 1st input is a control bit
 - o (1st, 2nd inputs) are not changed
 - o (1st, 2nd inputs) swap (2nd, 3rd inputs)

$$\begin{cases} F(0, y, z) = (0, y, z) \\ F(1, y, z) = (1, z, y) \end{cases}$$

- Logical/truth table



- Fredkin Gate is invertible. ✓

+ Number of 1's is conserved

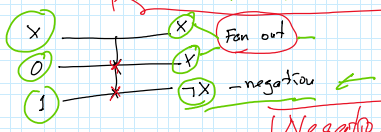
Knew NAND

- It is its own inverse ✓

- Notice $F(0, 0, 1) = (0, 0, 1)$ and $F(1, 0, 1) = (1, 1, 0)$

$$F(x, 0, 1) = (x, x, \neg x)$$

$F(x, 0, 1) = (x, x, \neg x)$
 Fan out
 negation
 Invert



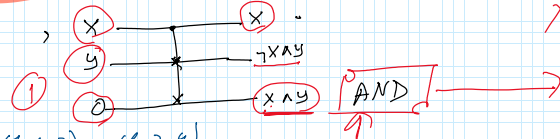
- Set $z=0$
 $F(0, y, 0) = (0, 0, 0)$, $F(0, 1, 0) = F(0, 0, 0)$, $F(1, 1, 0) = (1, 1, 1)$
 $F(x, y, 0) = (x, \neg x \wedge y, x \wedge y)$ - AND

[Negator]

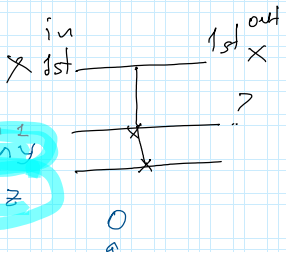
$$F(x, y, 0) = (x, \neg x \wedge y, x \wedge y)$$

NAND

- Fredkin Gate is universal



- $F(0, y, z) = (0, y, z)$, $F(1, y, z) = (1, z, y)$



- 1st output number is always equals to 1st input x

- 2nd output will be z if in the input $y=0$ and $y=1$

or $y=1$, and $z=1$
 $(\neg x \wedge y) \vee (x \wedge z)$

- 2nd output will be 0, if in the input $x=0$ and $y=0$ $\neg x \wedge y$ $1 \wedge 0$
 or $x=1$ and $z=0$ $x \wedge \neg z$ $1 \wedge 0 \rightarrow 0$
 2nd $\rightarrow (\neg x \wedge y) \vee (x \wedge \neg z)$

- 3rd output will be 1, if the input $x=0$ and $z=1$ $\neg x \wedge z$ $1 \wedge 1 \rightarrow 1$
 or $x=1$ and $y=1$ $x \wedge y$ $1 \wedge 1 \rightarrow 1$
 $(\neg x \wedge z) \vee (x \wedge y)$

- 3rd output will be 0, if the input $x=0$ and $z=0$ $\neg x \wedge \neg z$
 or $x=1$ and $y=0$ $x \wedge \neg y$
 3rd $\rightarrow (\neg x \wedge \neg z) \vee (x \wedge \neg y)$

\Rightarrow All together

$$F(x, y, z) = (x, (\neg x \wedge y) \vee (x \wedge \neg z), (\neg x \wedge \neg z) \vee (x \wedge y)) \leftarrow$$

$$P \vee Q = \neg(\neg P \wedge \neg Q)$$

