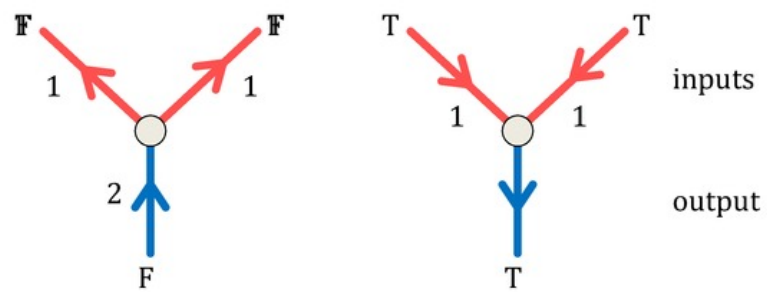


Gadget Framework

written by Hypersurreal on Functor Network
original link: <https://functor.network/user/425/entry/197>

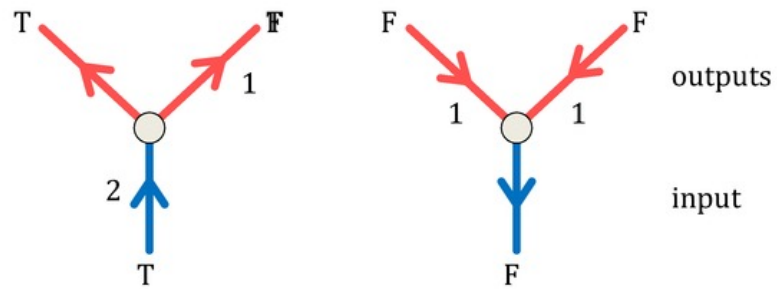
AND vertex



not your usual
AND gate!

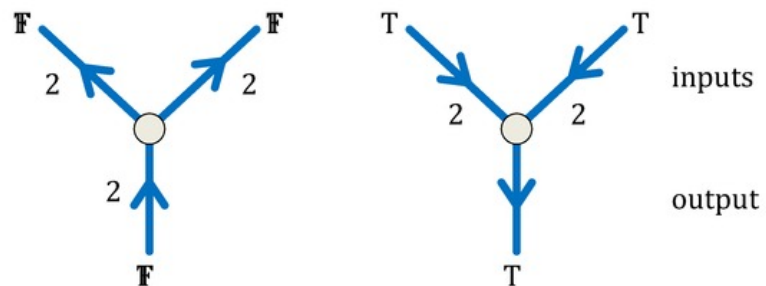
Rule: at least 2 units
incoming at a vertex

SPLIT vertex



Rule: at least 2 units incoming at a vertex

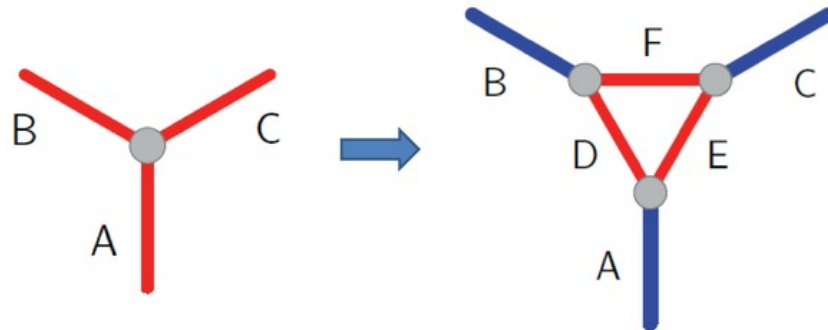
OR vertex



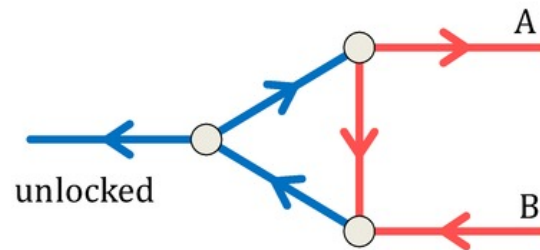
not your usual
OR gate!

Rule: at least 2 units incoming at a vertex

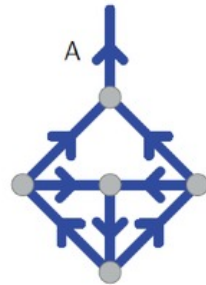
CHOICE vertex



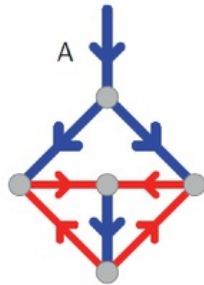
Latch



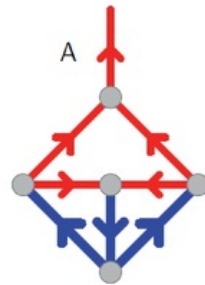
Wire Terminators



unconstrained
blue terminator

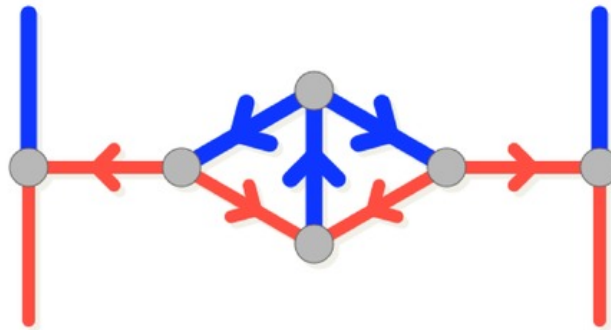


forced-inward
blue terminator



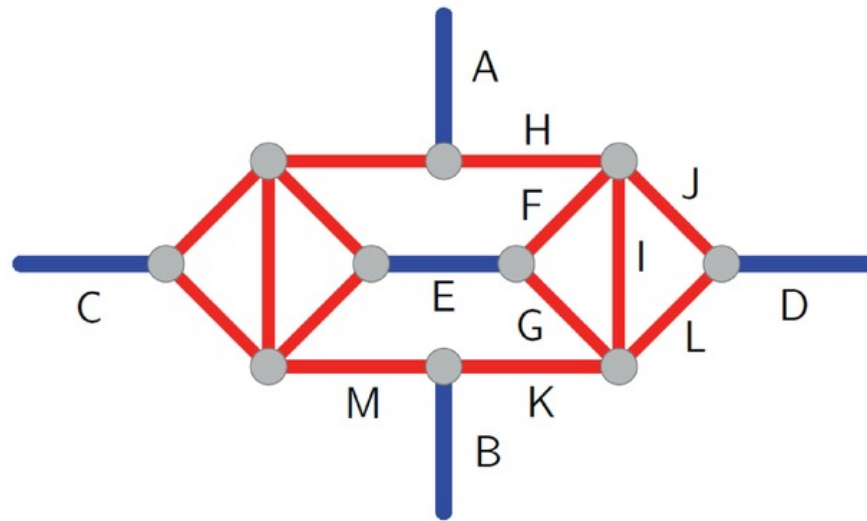
unconstrained
red terminator

Red-Blue Conversion

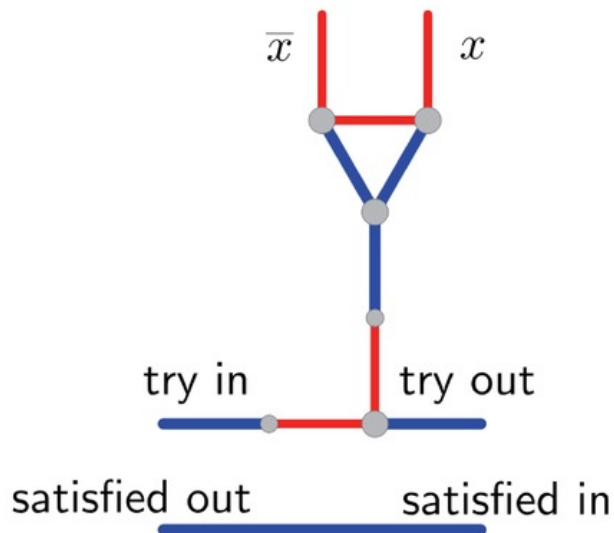


assume an even number of conversions

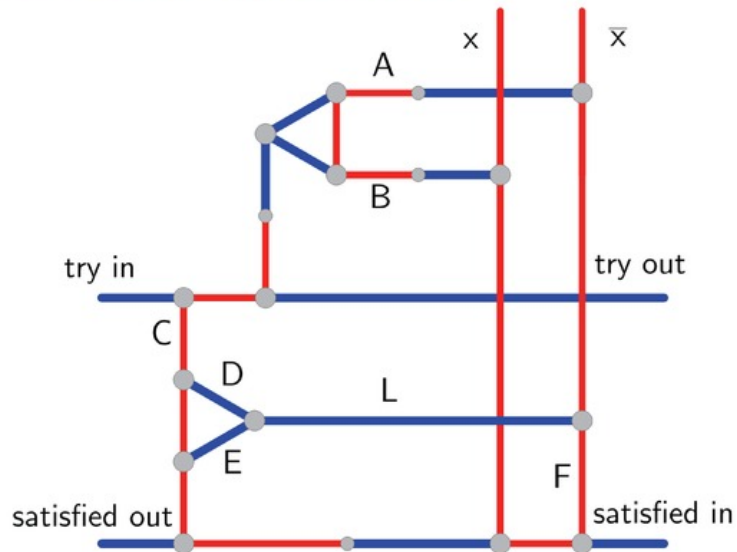
Crossover Gadget



Existential Quantifier

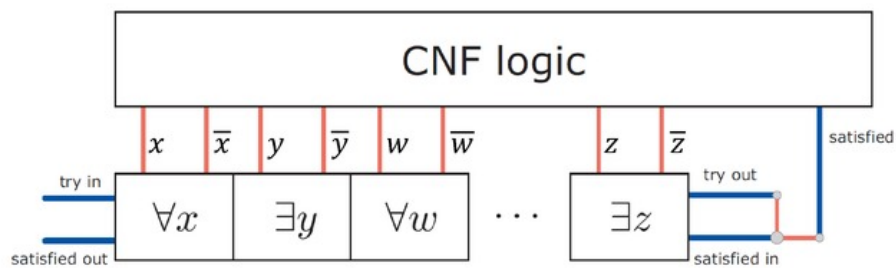


Universal Quantifier



Quantified Boolean Formulas (QBF/QSAT)

$$\forall x \exists y \forall w \cdots \exists z [(x \vee y) \wedge \cdots \wedge (\bar{z} \vee x \vee \bar{w})]$$



Source: Visual Overview of Algorithmic Lower Bounds - Demaine