

**Homework Problem 1.2**  
 (10 points)

**Due Thursday, February 2**  
 (at lecture)

**1.2 Three-bit reversible classical gates.**

The most general three-bit classical gate can be written as

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} \longrightarrow \begin{pmatrix} x' \\ y' \\ z' \end{pmatrix} = \begin{pmatrix} a \\ b \\ c \end{pmatrix} \oplus M \begin{pmatrix} x \\ y \\ z \end{pmatrix} \oplus N \begin{pmatrix} yz \\ xz \\ xy \end{pmatrix} \oplus \begin{pmatrix} p \\ q \\ r \end{pmatrix} xyz ,$$

where  $M$  and  $N$  are  $3 \times 3$  matrices, and all the constants and entries in the matrices can be either 0 or 1. Notice that a three-bit gate is specified by 24 binary parameters, giving  $2^{24} = (2^3)^{2^3}$  gates, as required. We introduce a vector notation,

$$\mathbf{M}_j = \begin{pmatrix} M_{1j} \\ M_{2j} \\ M_{3j} \end{pmatrix} \quad \mathbf{N}_j = \begin{pmatrix} N_{1j} \\ N_{2j} \\ N_{3j} \end{pmatrix} \quad \mathbf{p} = \begin{pmatrix} p \\ q \\ r \end{pmatrix} ,$$

where the vectors  $\mathbf{M}_j$  and  $\mathbf{N}_j$  are the columns of the matrices  $M$  and  $N$ . In this problem we consider the restrictions imposed by requiring that the gate be reversible.

(a) Show that to be reversible, the three columns of  $M$  must be linearly independent or be the three nonzero vectors in a two-dimensional subspace.

Throughout the following, we will concentrate on the first of these cases; i.e., we will assume that the columns of  $M$  are linearly independent.

(b) Show that  $\mathbf{p} = 0$ . (Hint: Think in terms of the vectors  $\mathbf{V}_1 = \mathbf{M}_2 \oplus \mathbf{M}_3$ ,  $\mathbf{V}_2 = \mathbf{M}_1 \oplus \mathbf{M}_3$ ,  $\mathbf{V}_3 = \mathbf{M}_1 \oplus \mathbf{M}_2$ , and  $\mathbf{V}_4 = \mathbf{M}_1 \oplus \mathbf{M}_2 \oplus \mathbf{M}_3$ .)

(c) Characterize the seven classes of transformations that can be produced by the columns of  $N$ . [Hint: Think in terms of permutations of the vectors introduced in part (c).]

(d) Show how FREDKIN and TOFFOLI fit into your characterization from part (c).