

Multi-run quads

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I. INTRODUCTION

II. RESULTS

2-runs/0-aux case:

$$b_1 b_2 b_3 b_4 = \min(b_1 b_2, b_3 b_4) \quad (1)$$

3-runs/0-aux case to be applied in Computer Vision and LHZ lattice:

$$b_1 b_2 b_3 b_4 + b_3 b_4 b_5 b_6 = \min(b_2 b_3 + b_3 b_6, b_1 b_4 + b_4 b_5, b_1 b_2 + b_5 b_6 - b_3 - b_4 + 2) \quad (2)$$

Linearization:

$$b_1 b_2 b_3 \dots b_k = \min(b_1, b_2, b_3, \dots, b_k) \quad (3)$$

III. EXAMPLES

IV. DISCUSSION

V. ACKNOWLEDGMENTS
