AND with Cubical Binary Codes

by Sven Nilsen, 2020

In this paper I show how to encode the Propositional Logic interpretation of generalized AND for Answered Modal Logic, using the simplest Cubical Binary Codes that fits the modal set.

The generalized AND gate using the Propositional Logic interpretation of Answered Modal Logic can be encoded with Cubical Binary Codes as following:

```
and(00, 00) = 00
                                                   and(! \diamond, ! \diamond) = ! \diamond
                                                   and(! \diamondsuit, \square) = ! \diamondsuit
and(00, 01) = 00
and(00, 10) = 00
                                                   and(! \diamond, \neg ! \diamond) = ! \diamond
and(00, 11) = 00
                                                   and(! \diamondsuit, \neg \Box) = ! \diamondsuit
and(01, 00) = 00
                                                   and(\square, !\diamond) = !\diamond
and(01, 01) = 01
                                                   and(\square, \square) = \square
                                                   and(\square, \neg!\diamond) = \neg!\diamond
and(01, 10) = 10
and(01, 11) = 11
                                                   and(\square, \neg\square) = \neg\square
and(10, 00) = 00
                                                   and(\neg! \diamondsuit, !\diamondsuit) = !\diamondsuit
and(10, 01) = 10
                                                   and(\neg! \diamondsuit, \Box) = \neg! \diamondsuit
and(10, 10) = 10
                                                   and(\neg!\diamondsuit, \neg!\diamondsuit) = \neg!\diamondsuit
and(10, 11) = 10
                                                   and(\neg! \diamondsuit, \neg \Box) = \neg! \diamondsuit
and(11, 00) = 00
                                                   and(\neg \Box, ! \diamond) = ! \diamond
and(11, 01) = 11
                                                   and(\neg \Box, \Box) = \neg \Box
                                                   and(\neg \Box, \neg! \diamond) = \neg! \diamond
and(11, 10) = 10
and(11, 11) = 11
                                                   and(\neg\Box, \neg\Box) = \neg\Box
```

For the right-most bit, one can use logical AND:

```
and(?0, ?0) = ?0
and(?0, ?1) = ?0
and(?1, ?0) = ?0
and(?1, ?1) = ?1
```

For the left-most bit, one can use `and(a_l , b_l) v and(a_l , b_r) v and(a_r , b_l)`:

```
and(0?, 0?) = 0?
and(00, 10) = 0?
and(00, 11) = 0?
and(01, 10) = 1?
and(01, 11) = 1?
and(10, 00) = 0?
and(10, 01) = 1?
and(11, 00) = 0?
and(11, 01) = 1?
and(1?, 1?) = 1?
```