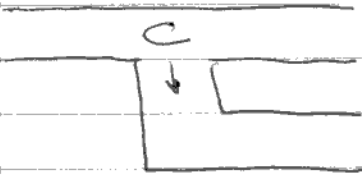
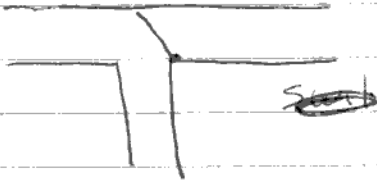


one way



classifier

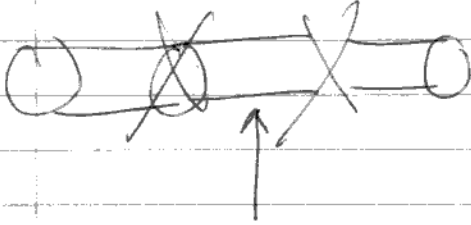


Switch

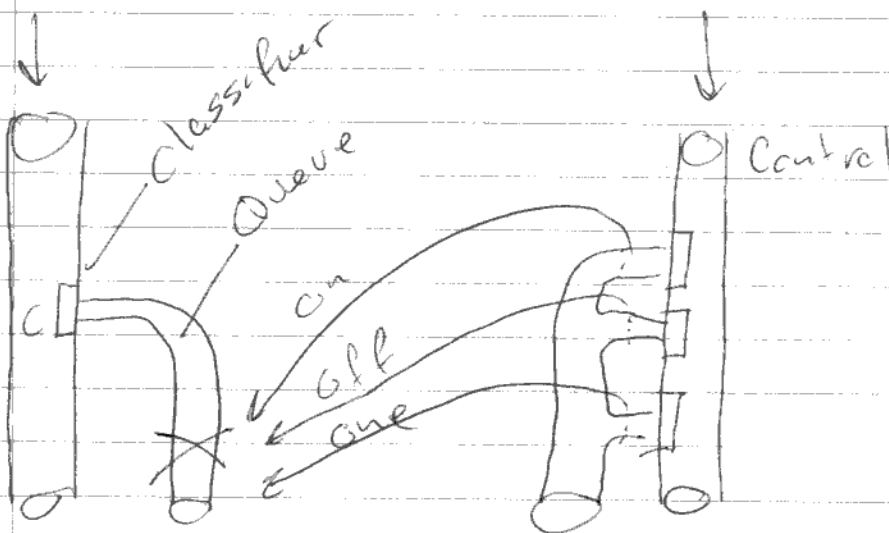
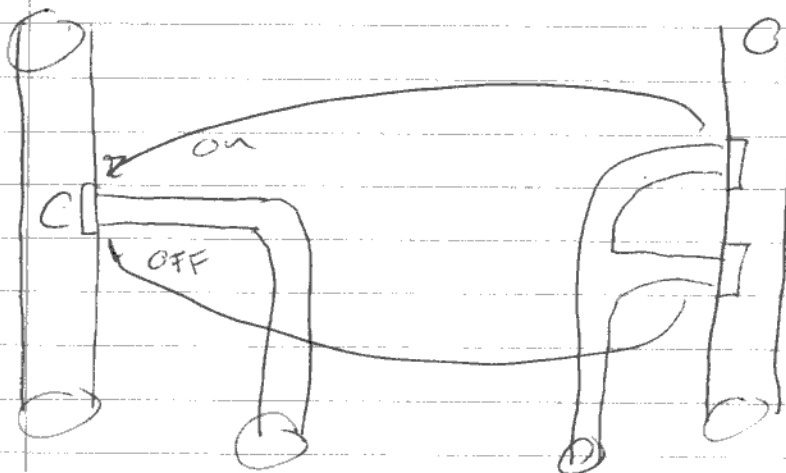


Queue

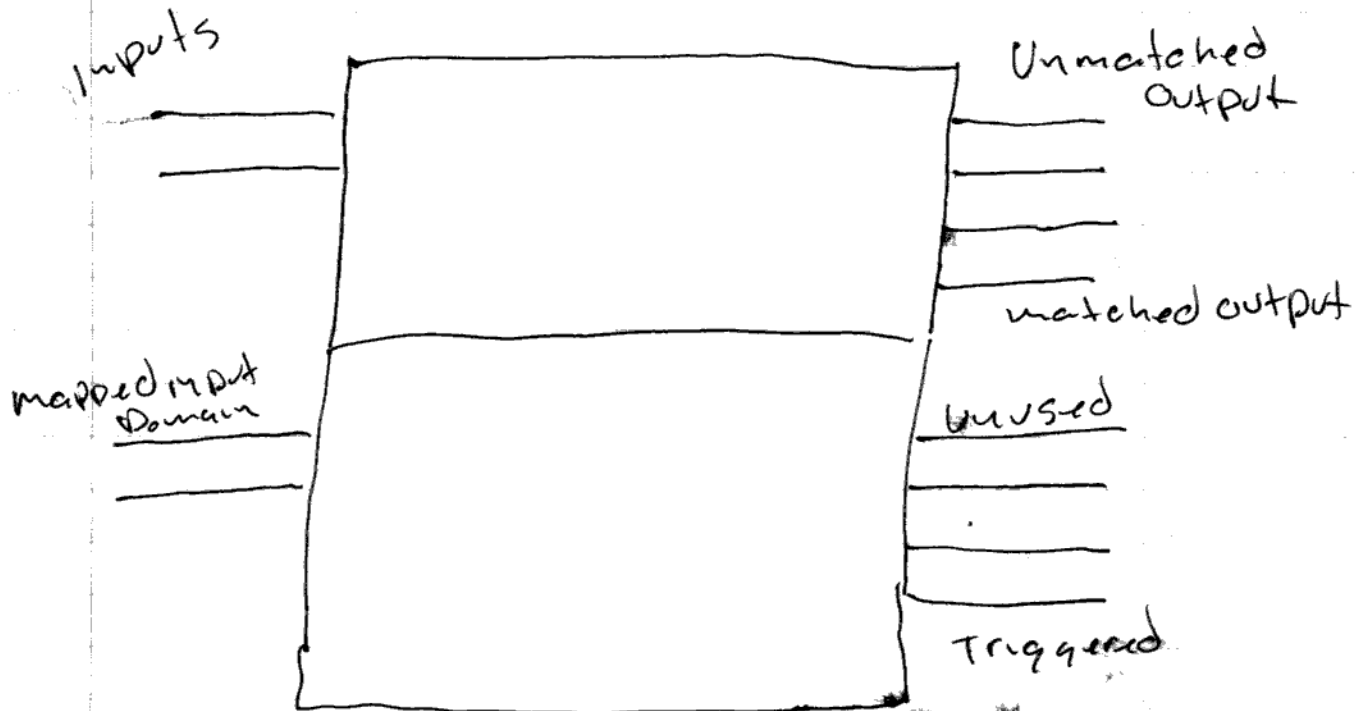
How do we do memory bits?

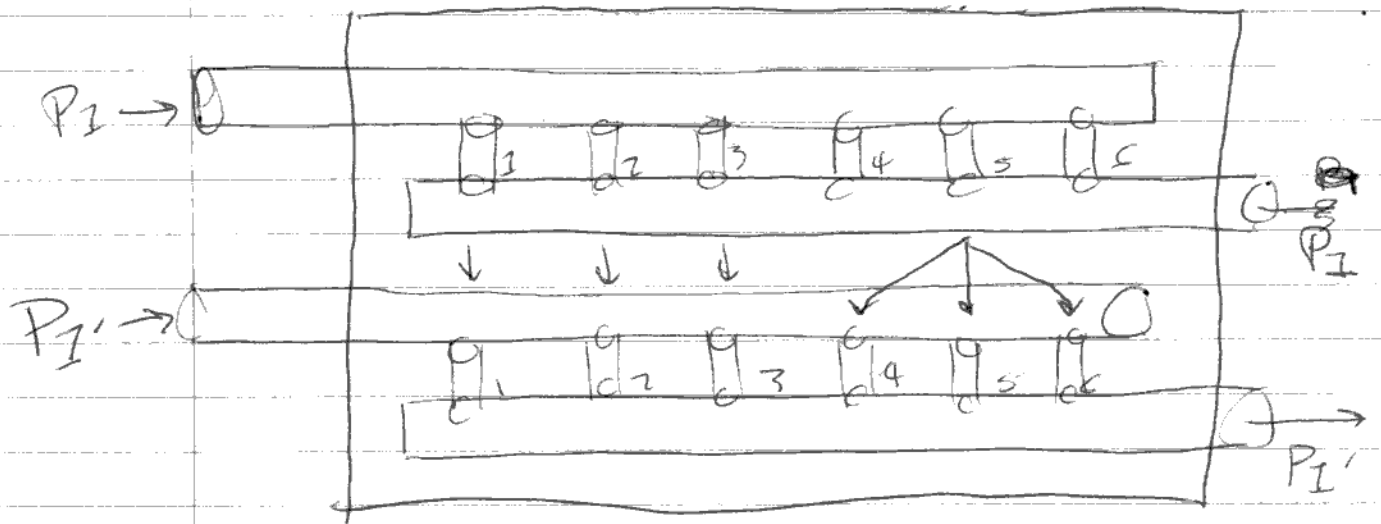


1 element
Queue



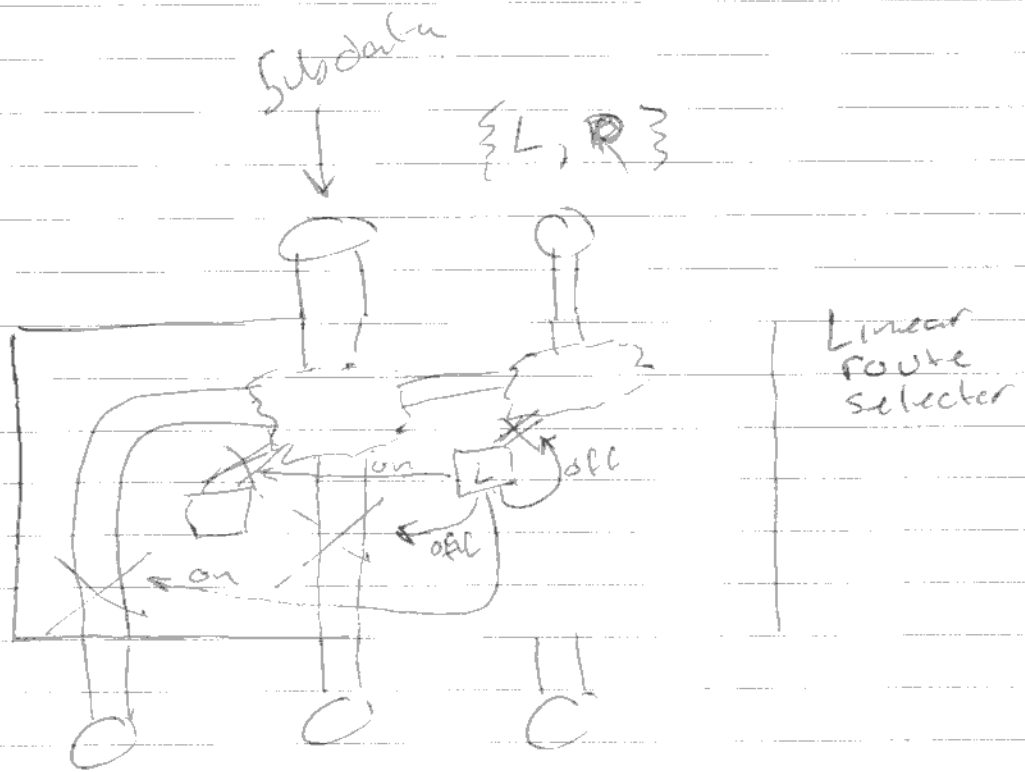
1 to many trigger





Acts as

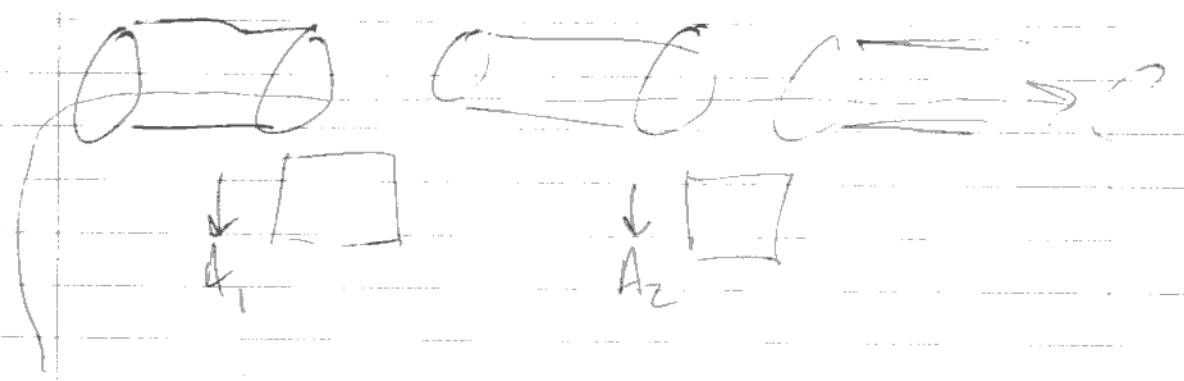
- 1 way
- 1 to many

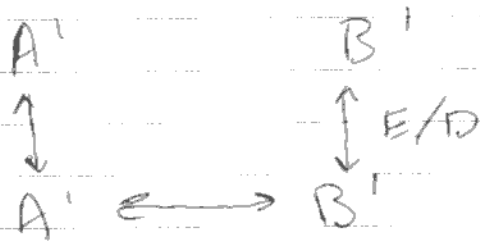
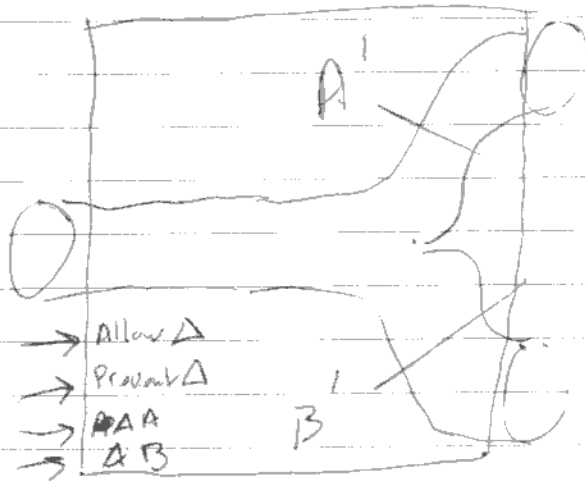


	Current main	Current Control	Left main	Left Control	R main	R Ctl
L	0	0	1	1		
R	0	0			1	1



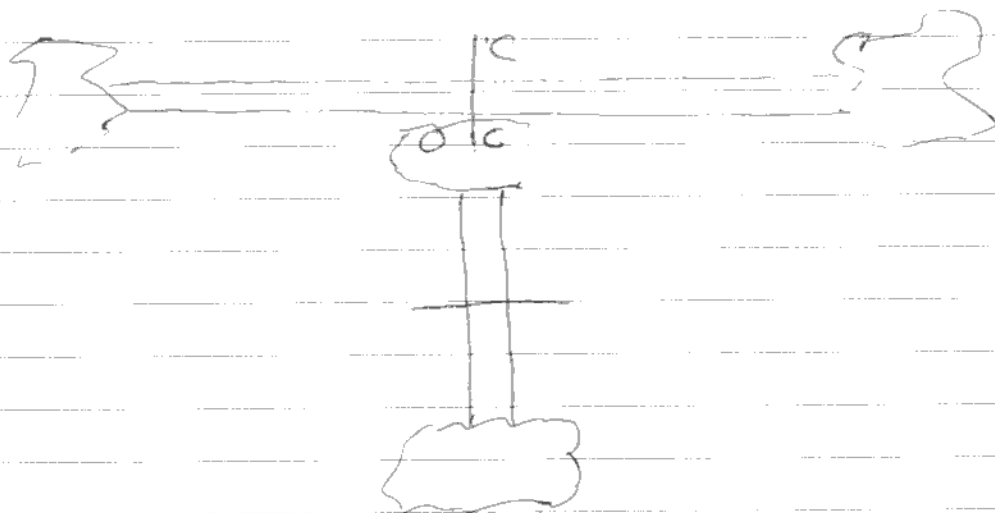
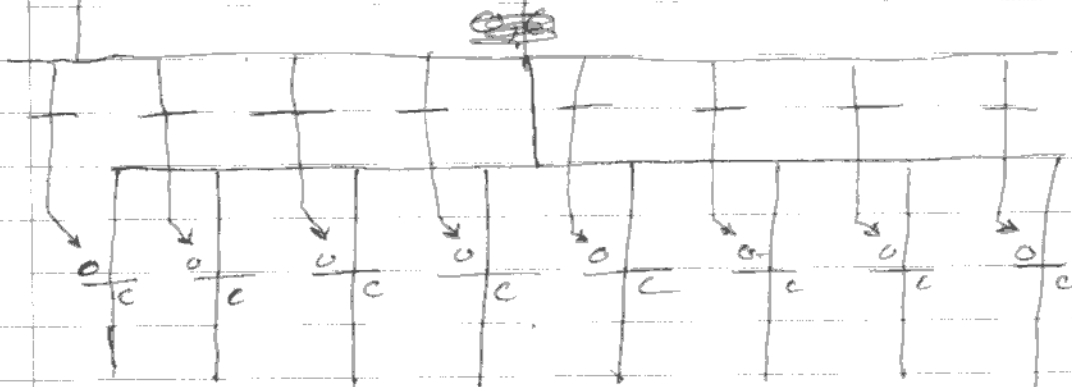
Query Particle





OC

Subspace
access



Thu 29 - 12:30
Wed 30 12: 12:30

Top Control Port

Top Port

Bottom Ports

L Particle

R Particle

Control Exhaust Port

L particle goes in the Control Port
and out the exhaust Port