Type 1: And gate as vertices (node) Invertor gate as Edge. One-not encoding
[0001] trample: one expression of SR3 No de: 1. Input (Virtual gingle input) -2. Literal (# wed variables) -[0000] Edge: 0: straight-shrough 2. virtual edge -[100] (from Input node to Literal rode) Propagation: (x, 1 72) Scathiand [001] > hi h' = cat (h1, [0 01]) & R. 7 goted output = qiqmoid (FC(hi)) ER64 magnerio wout = FC (hi) & R64 Scaled (hi) = R64 > Scaled ( hz) ERM. > hin = Scaled(hi) + Scaled(hz)

h3 = GRU (X3, hin) [0 (00) Outsined before. Updated the midden state of AND Gate. : I wenter: gated(h!) = sigmoid (FC(h1, T010]) Keasons Non-Invertor: gotel (hi) = sigmoid (FC(hi, [0 0 1]) Such one-hot vector can act as Indicentor. Make the hidden state of previous nodes art differently. Same idea: C-VAE. the class information is also encoded as one-hot vector and concatenated with hidden states. Type 2 And gate as vertices (node) Invertor gate as Edge. Just Negate, the hidden state. Invertor: quite (h2) = signoid (FC (h2)) = signoid (FC(h)) mapper (h2) = { C (h2) mapper (Li) = tc(hi)

Type 3 And gate high high rentices. ) h3 = GRU (X3, h2) Invartor h3. EP64 And > h4= GRM (X4, h4) ht = 5 pated (hi) @ mapper (hi)

X11 X2