

Circuit Symmetry

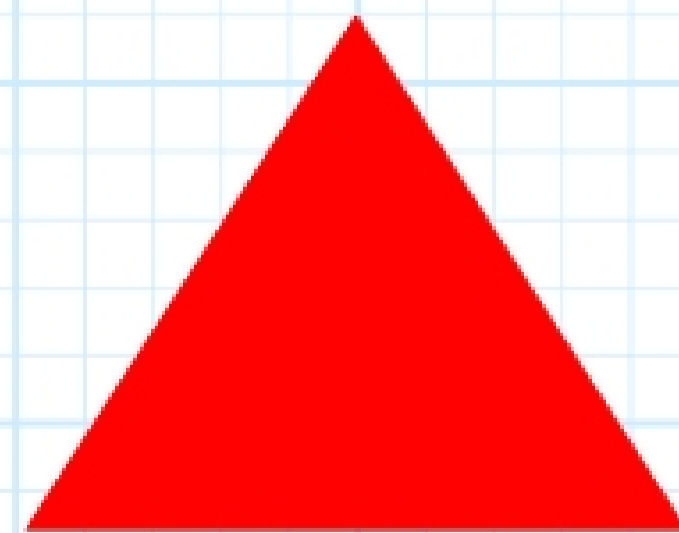
One of the most powerful concepts in for evaluating circuits is that of symmetry. **Normal** humans have a **conceptual** understanding of symmetry, based on an **esthetic** perception of structures and figures.



On the other hand, **mathematicians** (as they are wont to do) have defined symmetry in a very precise and unambiguous way. Using a branch of mathematics called **Group Theory**, first developed by the young genius **Évariste Galois** (1811-1832), **symmetry** is defined by a set of operations (a group) that leaves an object **unchanged**.

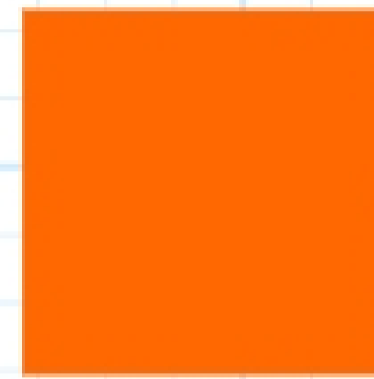
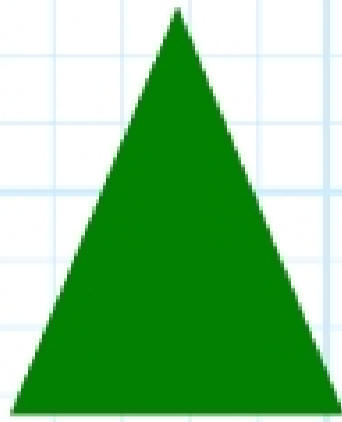
Initially, the symmetric "objects" under consideration by Galois were **polynomial functions**, but group theory can likewise be applied to evaluate the symmetry of **structures**.

For example, consider an ordinary **equilateral triangle**; we find that it is a highly **symmetric** object!

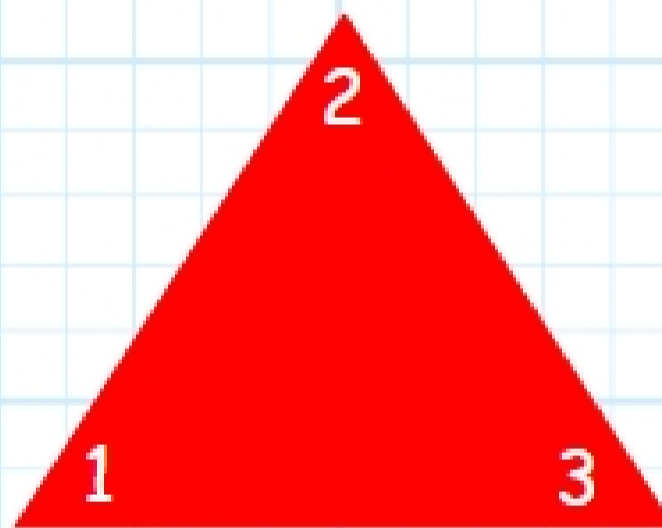


Q: *Obviously this is true. We don't need a mathematician to tell us that!*

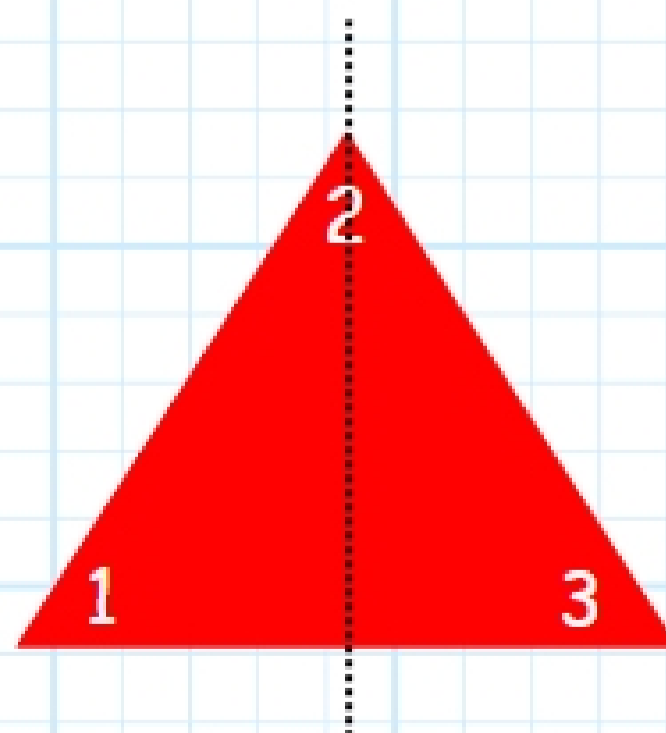
A: Yes, but **how** symmetric is it? How does the symmetry of an equilateral triangle **compare** to that of an isosceles triangle, a rectangle, or a square?



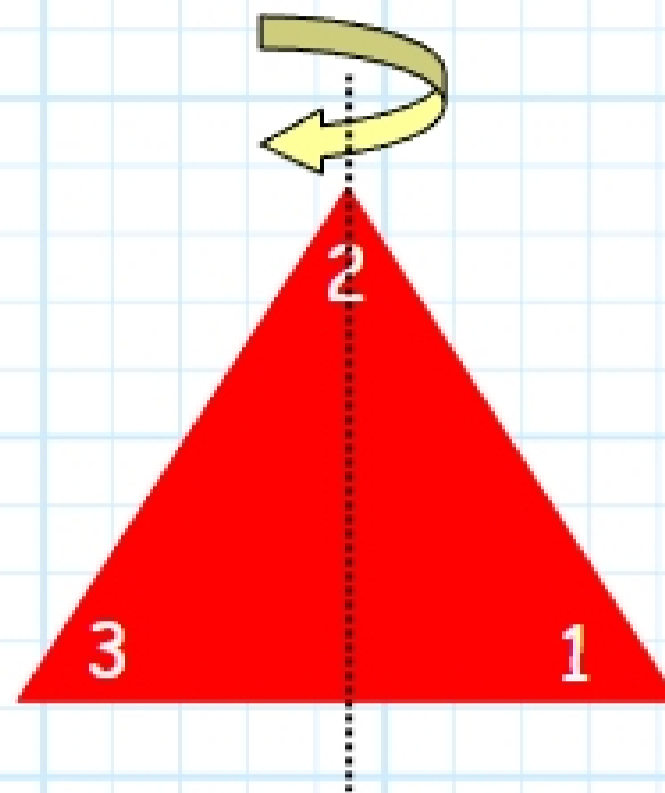
To determine its level of symmetry, let's first label each corner as corner 1, corner 2, and corner 3.



First, we note that the triangle exhibits a plane of **reflection symmetry**:



Thus, if we "reflect" the triangle across this plane we get:



Note that although corners 1 and 3 have changed places, the triangle itself remains **unchanged**—that is, it has the same **shape**, same **size**, and same **orientation** after reflecting across the symmetric plane!

Mathematicians say that these two triangles are **congruent**.

Note that we can write this reflection operation as a **permutation** (an exchange of position) of the corners, defined as:

$$1 \rightarrow 3$$

$$2 \rightarrow 2$$

$$3 \rightarrow 1$$

Q: *But wait! Isn't there is more than just one plane of reflection symmetry?*

A: Definitely! There are **two more**: