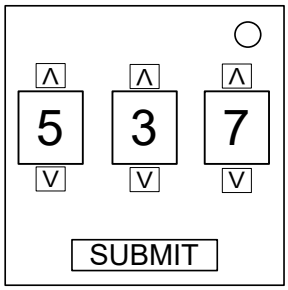
On the Subject of Securely Solving Skewed Slots



Step 1

no RCA or PS/2 port	#lit - #unlit						
	-3	-2	-1	0	1	2	3
0	1	-1	0+b	4	0+b	1	7
1	-1	1+b	4	1+b	1	7	1+b
2	1	7	2+b	2+b	10	2+b	16
3	4	3+b	1	7	3+b	3+b	10
4	4+b	1	7	4+b	4+b	10	4+b
5	1	7	5+b	5+b	10	5+b	16
6	7	6+b	6+b	10	6+b	16	13
7	1	-1	7+b	4	7+b	1	7
8	8+b	10	8+b	16	13	20	22
9	10	9+b	16	13	20	22	16

RCA or PS/2 port	#lit - #unlit						
	-3	-2	-1	0	1	2	3
0	1	-1	-1	4	1	1	7
1	-1	-1	4	1	1	7	4
2	1	7	4	5	10	7	16
3	4	1	1	7	4	5	10
4	1	1	7	4	5	10	7
5	1	7	4	5	10	7	16
6	7	4	5	10	7	16	13
7	1	-1	-1	4	1	1	7
8	5	10	7	16	13	20	22
9	10	7	16	13	20	22	16

Step 2

Slot #1	par port	Slot #2 odd	else	#2 unlit BOB
				keep
				else
-1	1	-1	-3	7
0	0	0	-2	=#1
1	9	1	-1	2
2	2+L	2+L	2+L	5
3	3+L	3+L	3+L	8
4	6	4	2	2
5	5+L	5+L	5+L	3
6	3	3	3	8
7	7+L	7+L	7+L	1
8	4	4	4	1
9	1	9	7	3
10	5	5	5	4
11	11+L	11+L	11+L	5
12	6	6	6	6
13	13+L	13+L	13+L	4
14	7	7	7	8
15	5	15	13	9

(L = last digit of the serial number)

Slot #3	
serial port	+greatest digit in serial number
#1=#3 or #2=#3	keep
≥ 5	binary digits in original number
else	+1