Salidas Y de Moore en distintas formas:

Normal:

$$Y_1 = W'.y_2.y_1' + W.y_3'.y_2'.y_1'$$

$$Y_2 = W.y_3 + W'.y_2.y_1' + W.y_2'.y_1$$

$$Y_3 = W.y_2.y_1$$

$$Y_2 = W.y_3 + W'.y_2.y'_1 + W.y'_2.y_1$$

$$Y_3 = W.y_2.y_1$$

$$Z = y_3$$

Con Código Gray:

$$Y_1 = W.(y_3 + y_2)$$

Conf Codigo Gray.

$$Y_1 = W.(y_3 + y_2')$$

$$Y_2 = W.(y_2.y_1' + y_2'.Y_1) + W'.y_2.y_1$$

$$Y_3 = W.y_3'.y_2.y_1'$$

$$Z = y_3$$

$$Y_3 = W.y_3'.y_2.y$$

$$Z=y_{z}$$

One Hote Encoding: $Y_1 = W.y_3 + W'.y_3'$

$$Y_2 = W.y_1$$

One Hote Enco
$$Y_2 = W.y_1$$
 $Y_3 = W.y_2 + W.y_5$
 $Y_4 = W'.y_3$
 $Y_5 = W.y_4$
 $Z = Y_5$

$$Y_4 = W'.y_1$$

$$Y_5 = W.u_4$$

$$Z=Y_{\rm E}$$