Filtrage d'un signal codé en Jeu de la vie

Numéro SCEI: 56401

Filtrage d'un signal codé en Jeu de la vie

I. Présentation du modèle choisi

- 1. Règles du jeu de la vie de Connway
- 2. Représentation discrète en base 2
- 3. Faisceaux de gliders

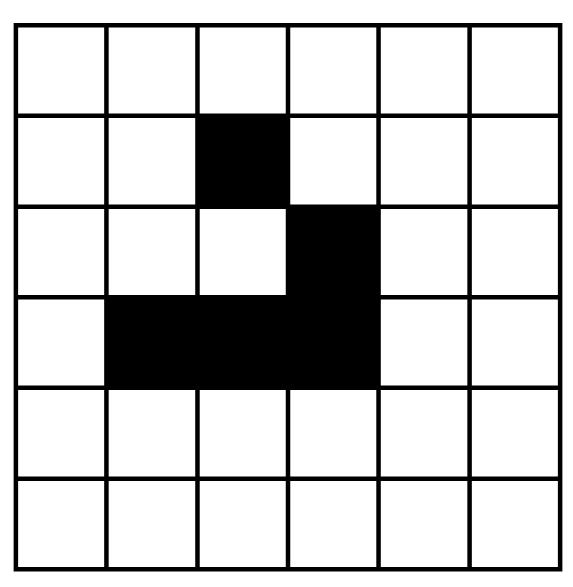
II. Outils necessaires et composition du filtre

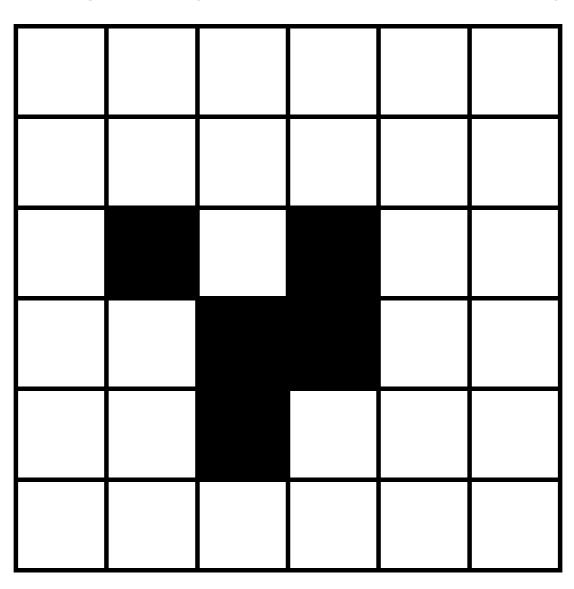
- 1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)
- 2. Portes logiques
- 3. Additionneur et multiplicateur
- 4. Un filtre modulable

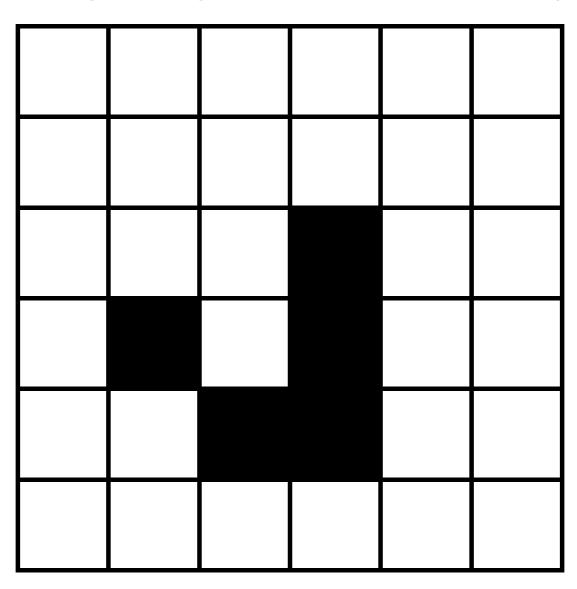
III. Experiences et implémentation en C

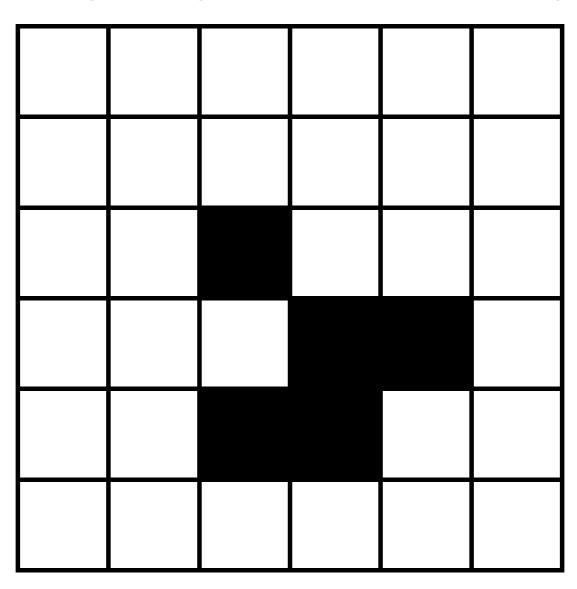
- 1. Essai de différentes fréquences fondementales (Amplitude fixée) appliqués à ces différenents filtres
- 2. Nombre de générations nécessaires pour arriver au resultat
- 3. Implémentation en C

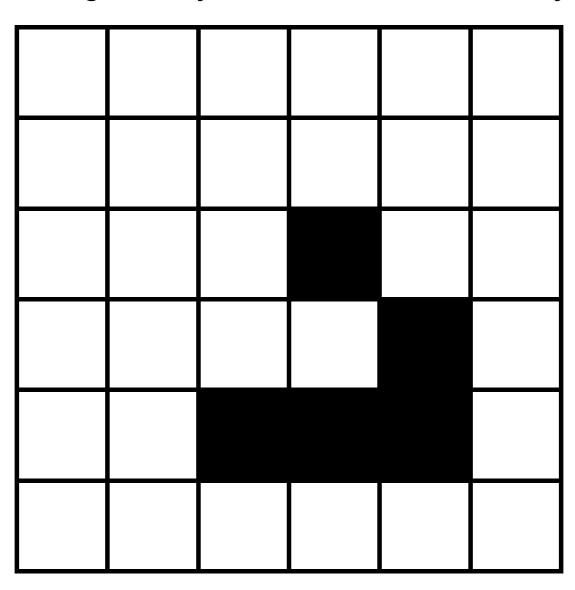
- Si une cellule a trois voisines vivantes (sans se compter elle même), elle est vivante à l'étape suivante.
- Si une cellule a exactement deux voisines vivantes, elle reste dans son état à l'étape suivante.
- Sinon, elle est morte à l'étape suivante.











2. Représentation discrète en base 2

Chaque couple (Amplitude, fréquence)

$$e(t) = \sum_{n=1}^{+\infty} A_{n-1} \sin(2\pi n f_0 t + \varphi_{n-1})$$

$$\downarrow^{+\infty}$$

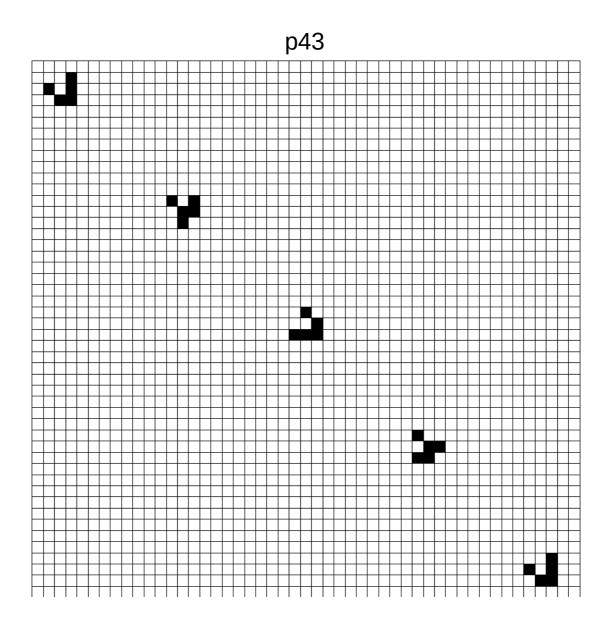
$$s(t) = \sum_{n=1}^{+\infty} G(A_{n-1}) \sin(2\pi n f_0 t + \varphi_{n-1})$$

2. Représentation discrète en base 2

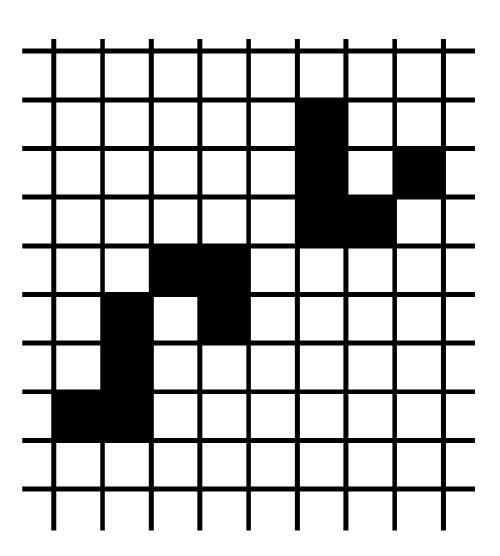
$$G(A_n) = \frac{A_n}{2^{f(n)}}$$

Filtre passe bas :
$$G(A_n) = \frac{A_n}{2^n}$$

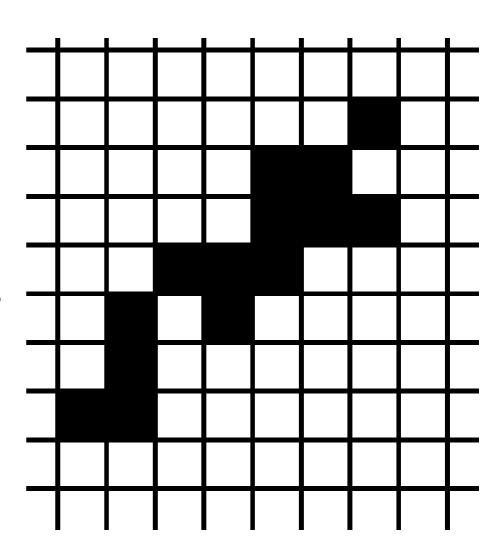
3. Faisceaux de gliders



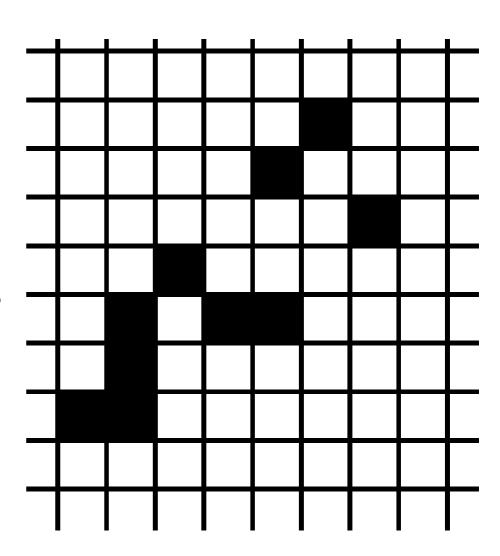
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)



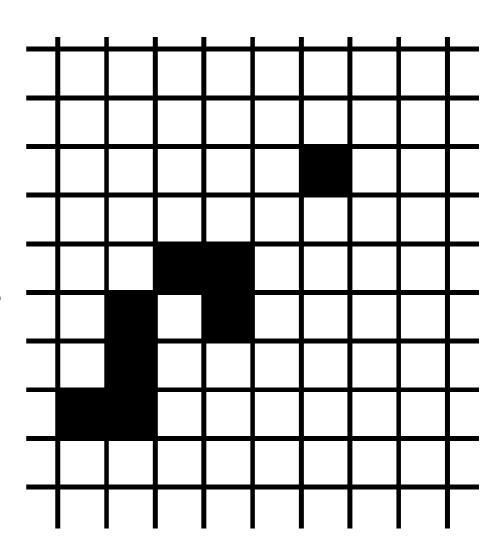
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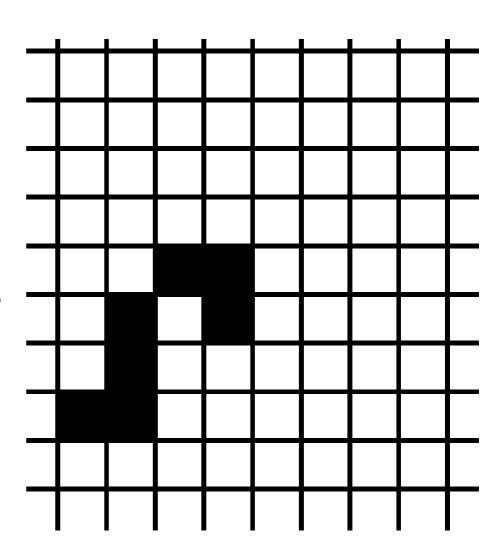
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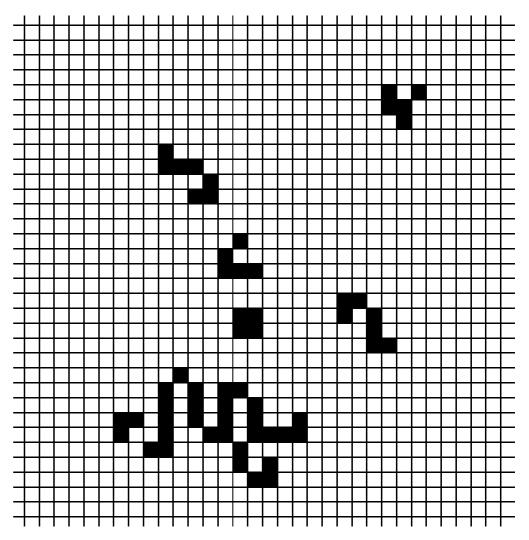
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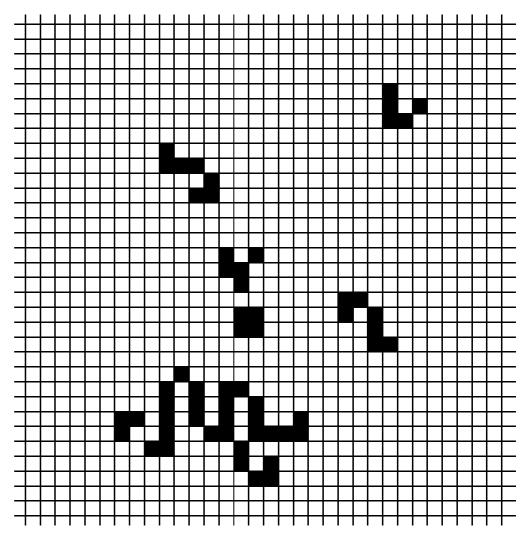
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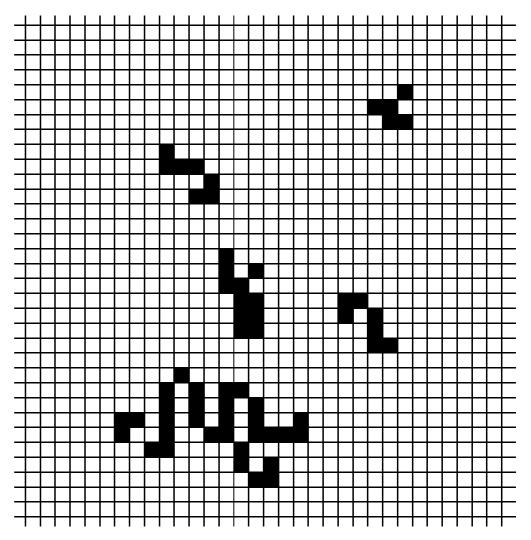
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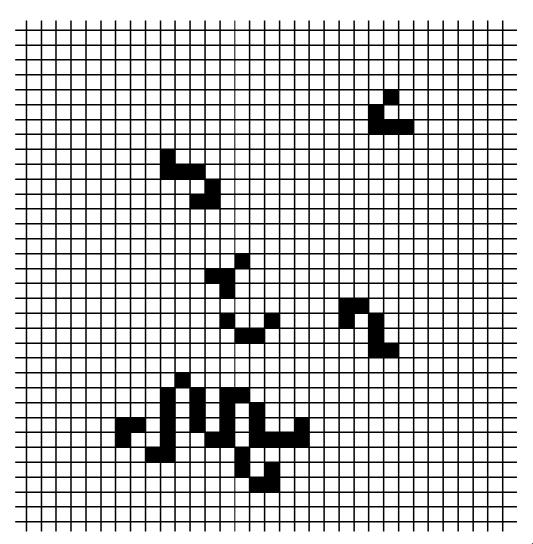
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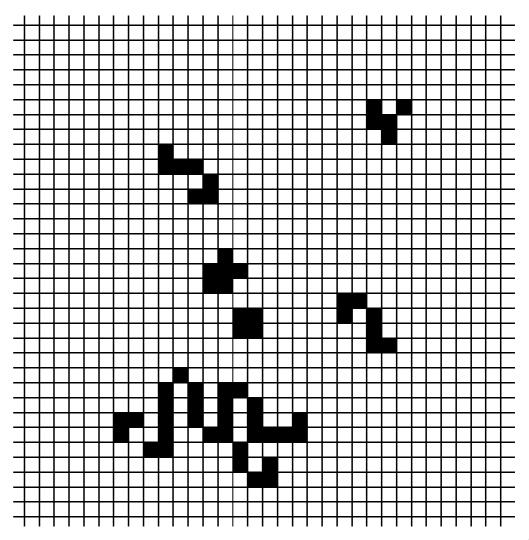
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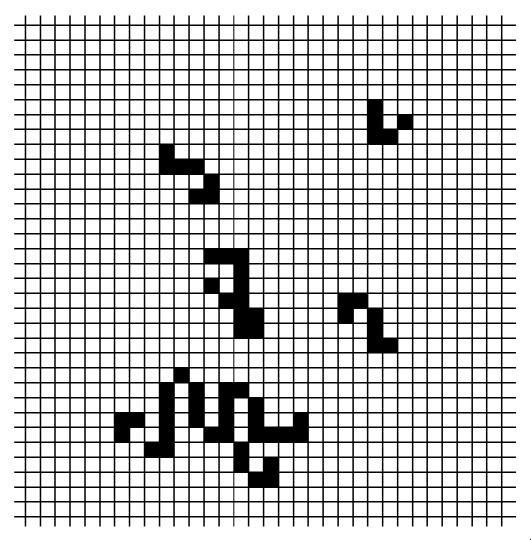
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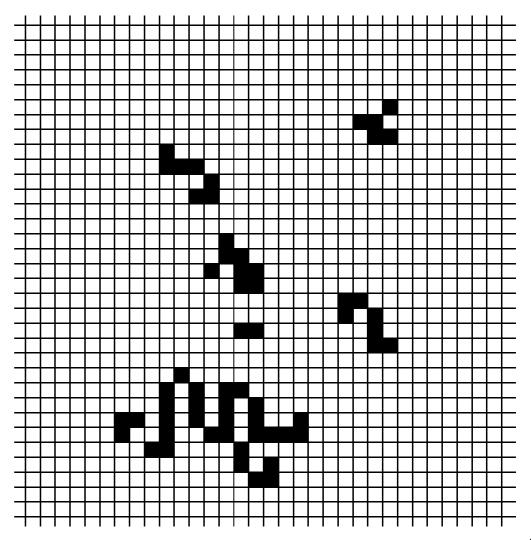
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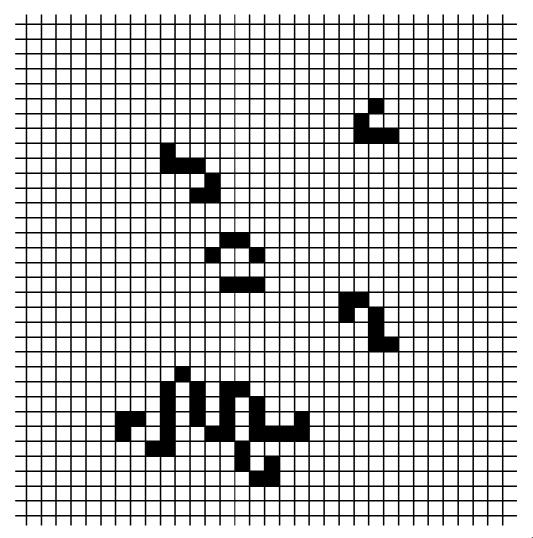
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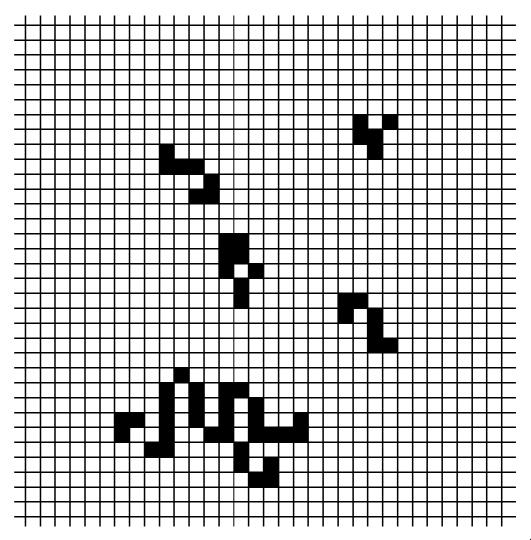
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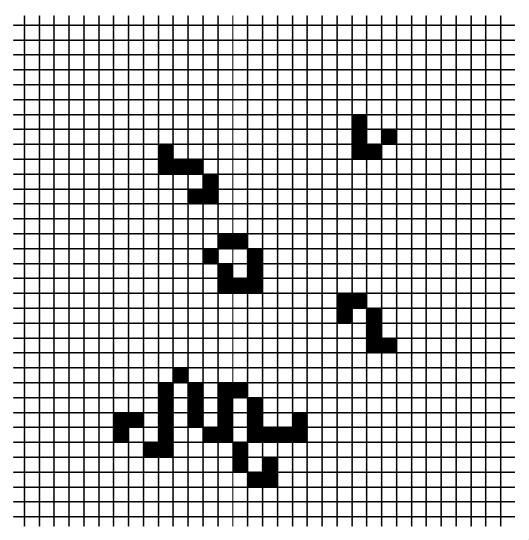
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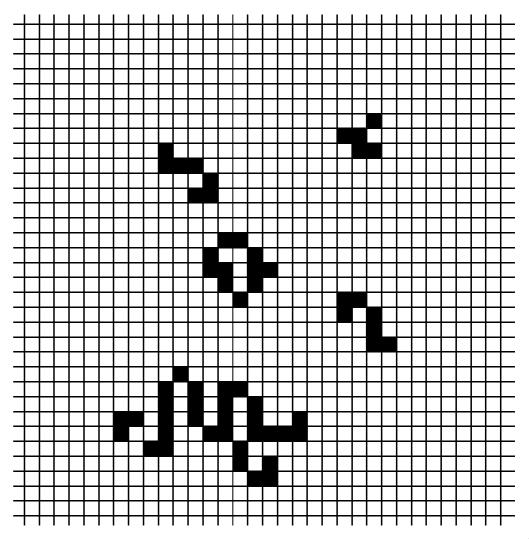
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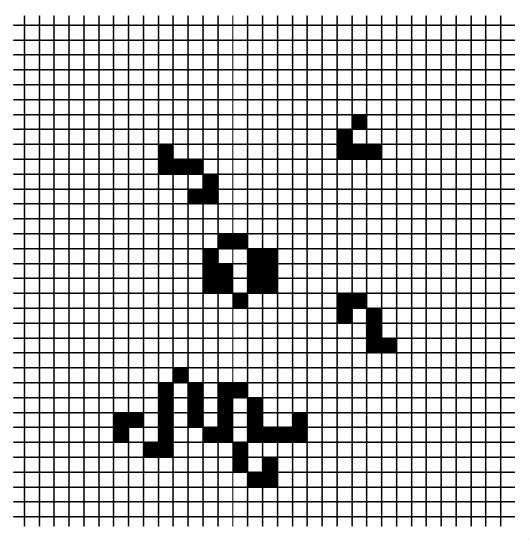
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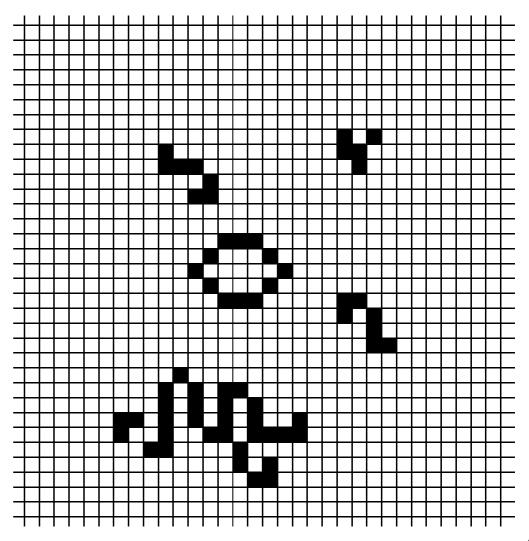
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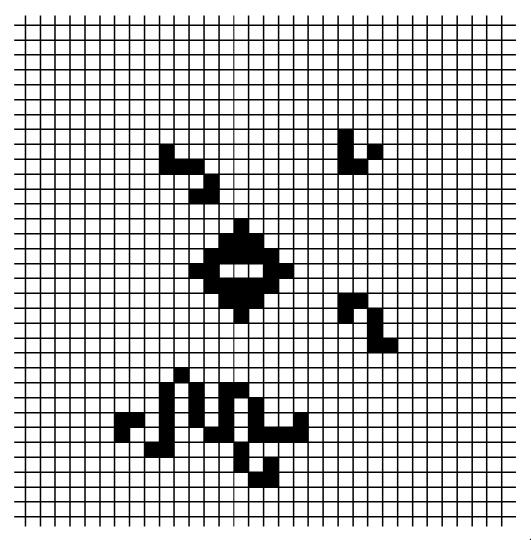
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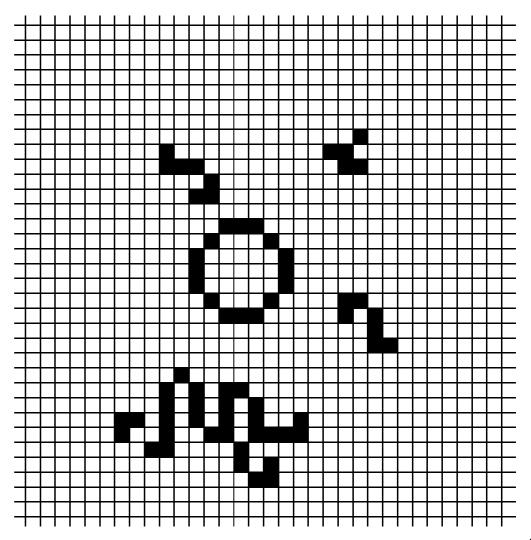
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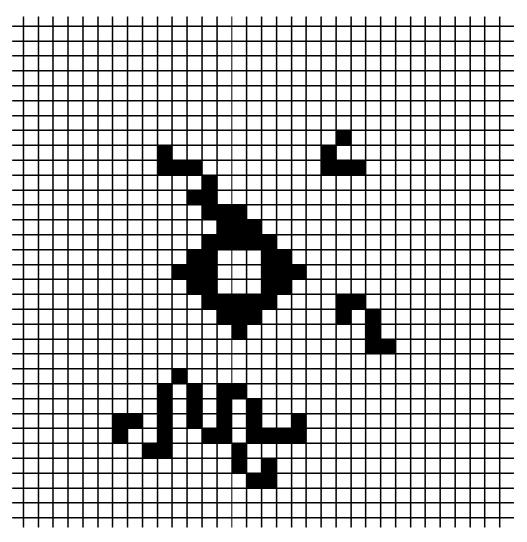
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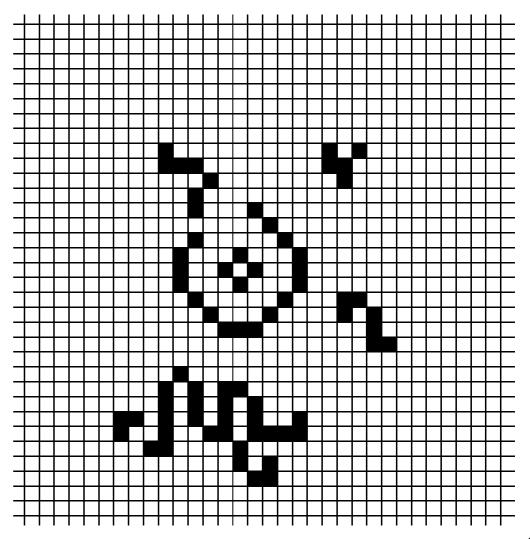
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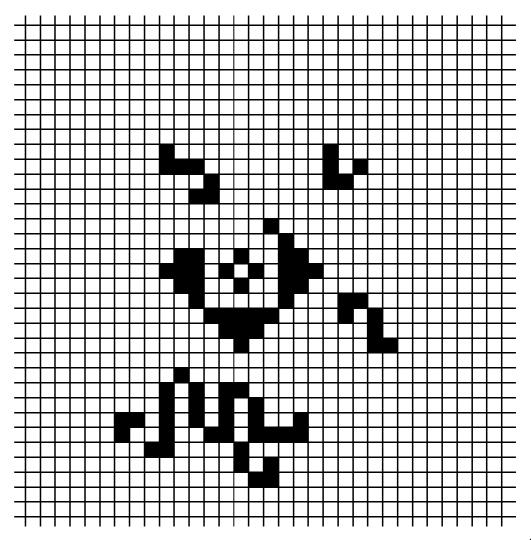
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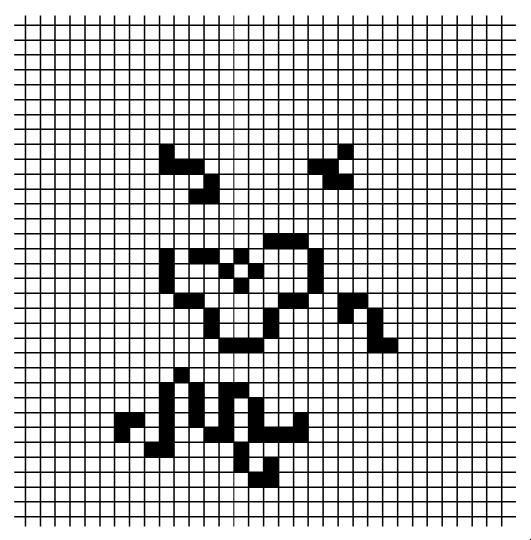
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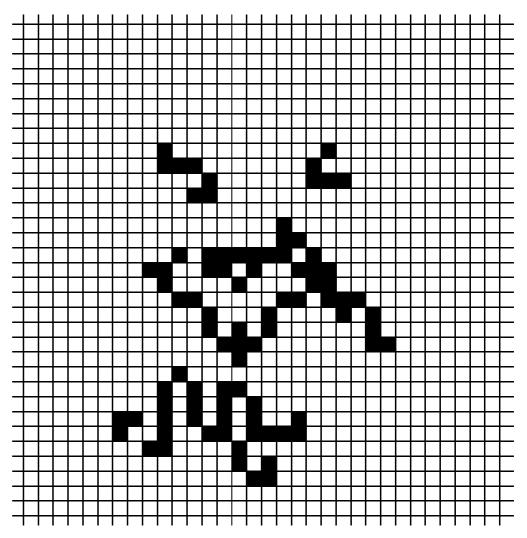
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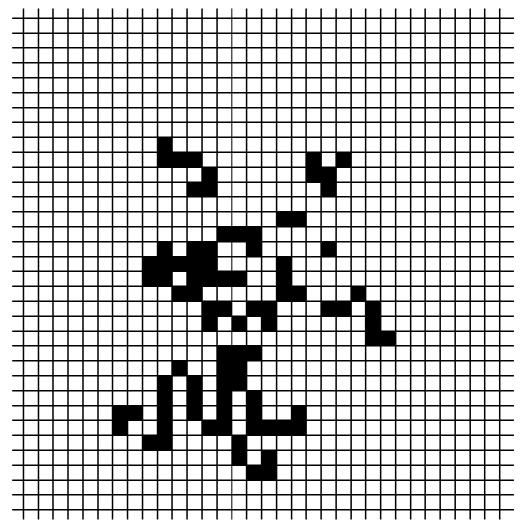
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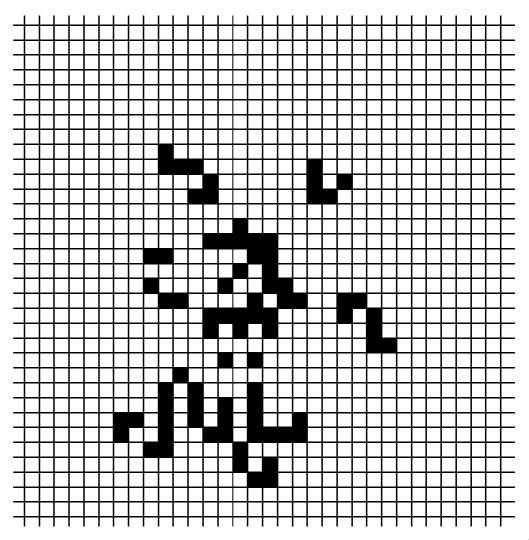
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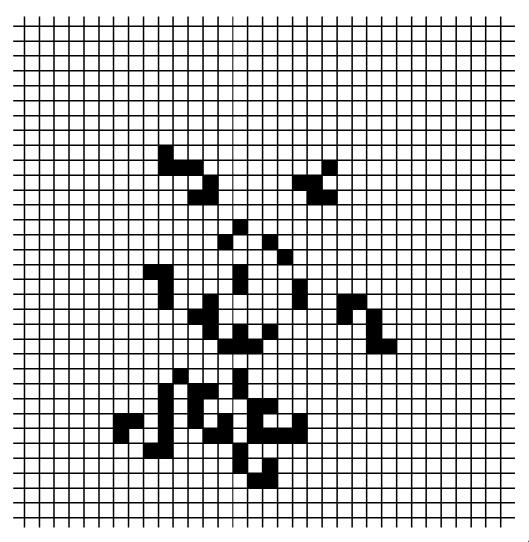
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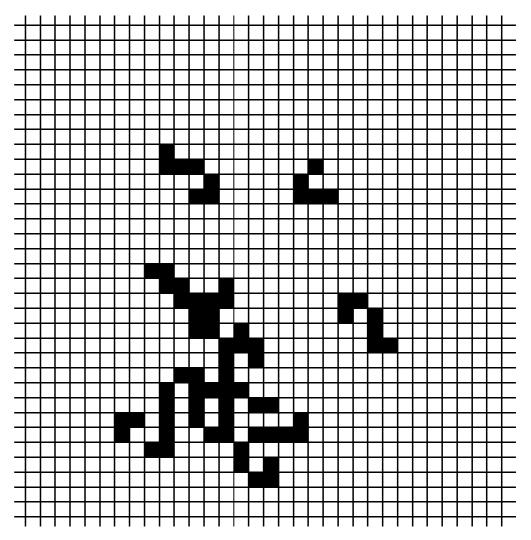
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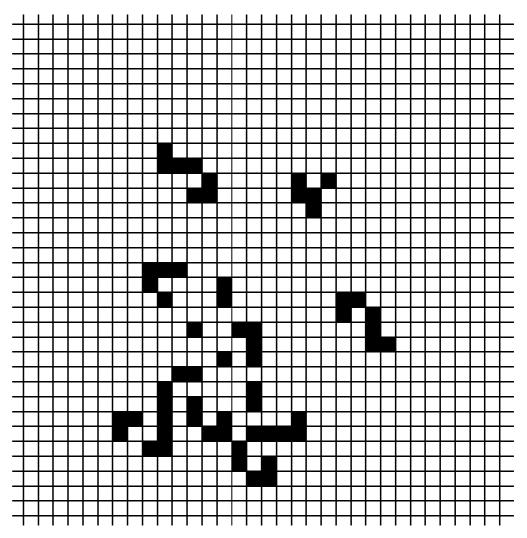
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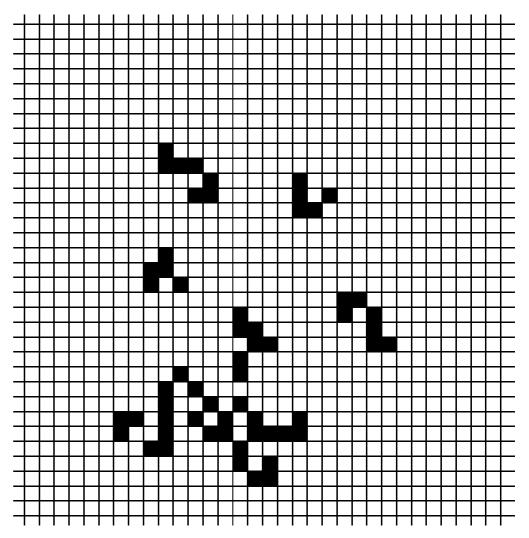
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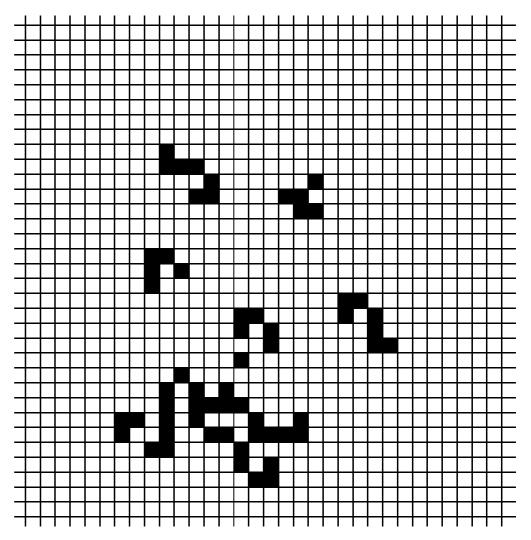
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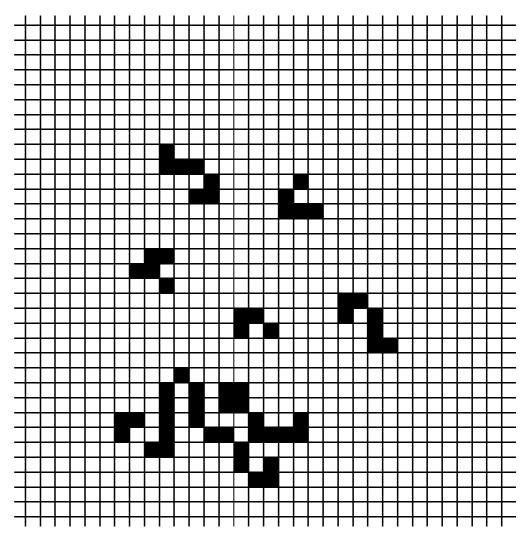
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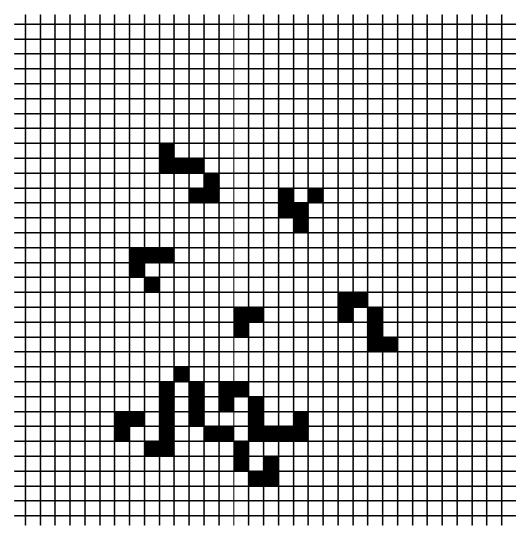
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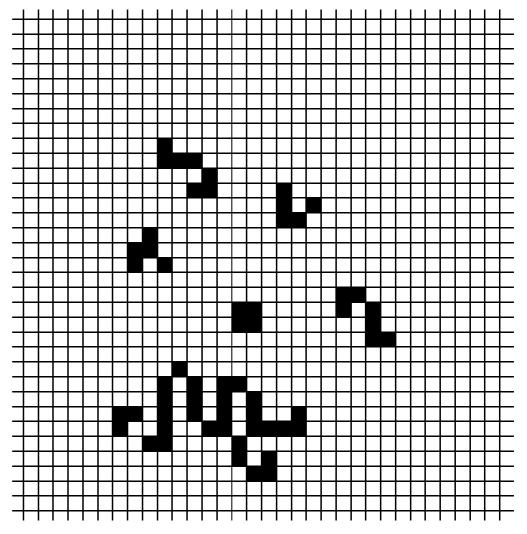
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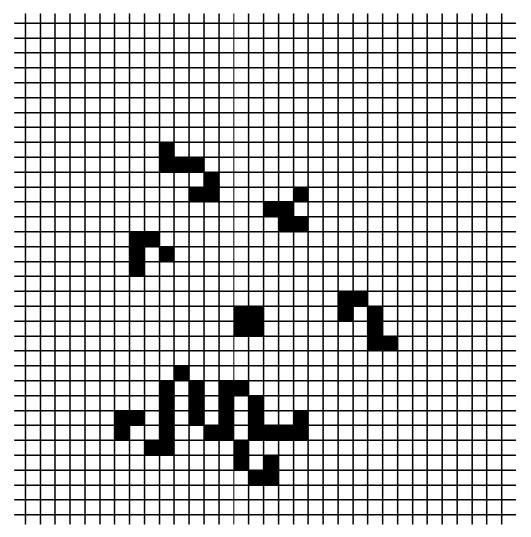
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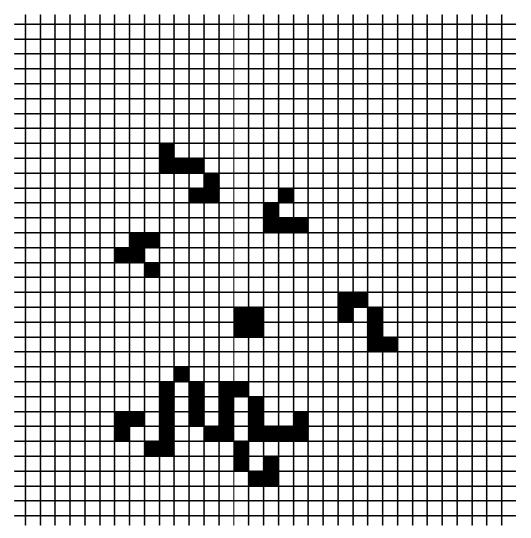
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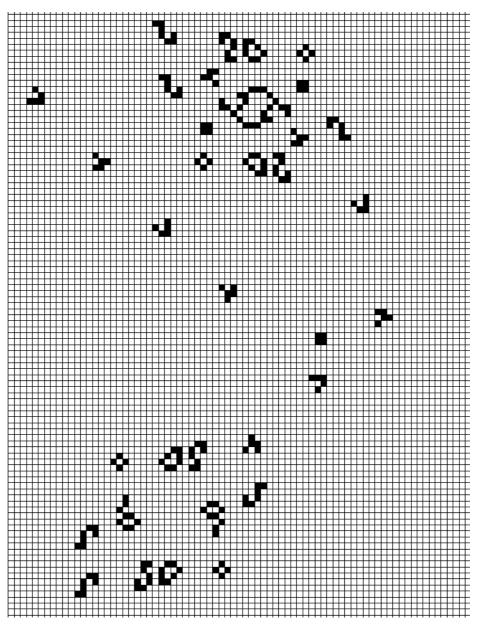
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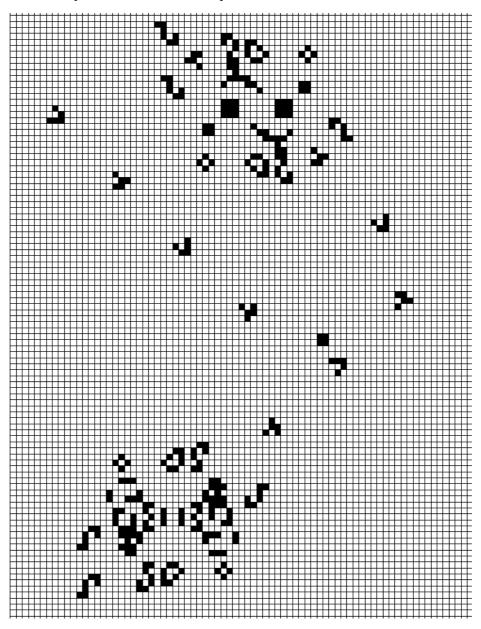
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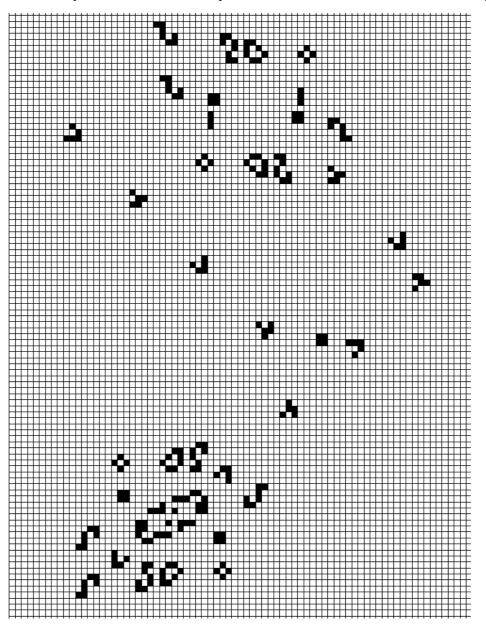
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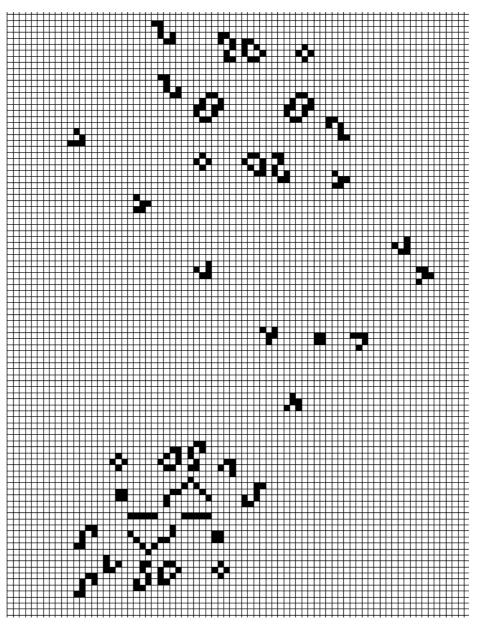
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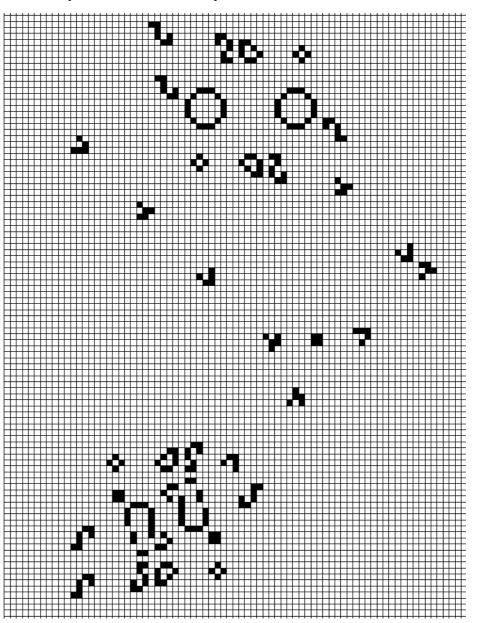
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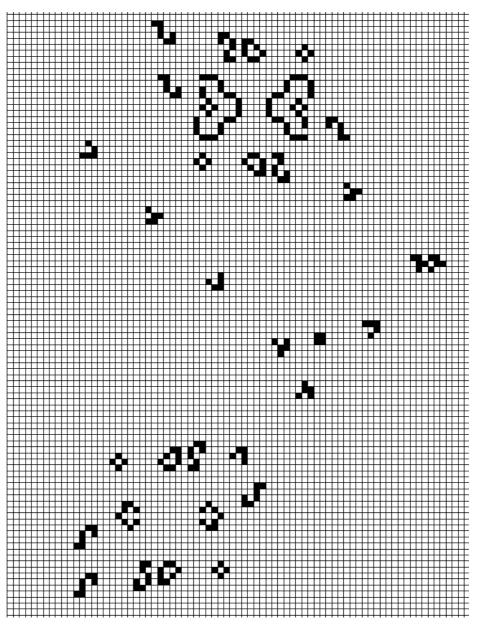
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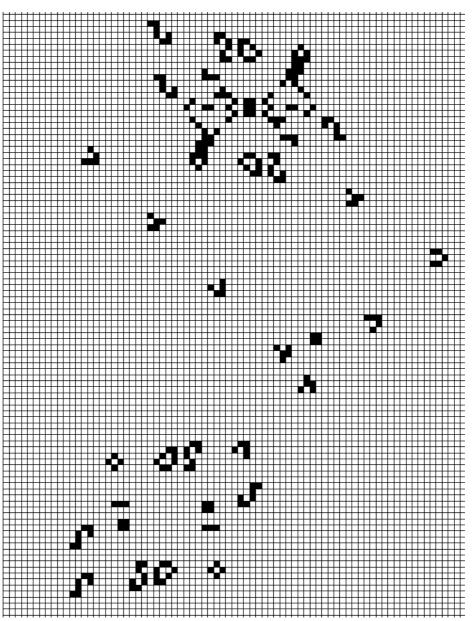
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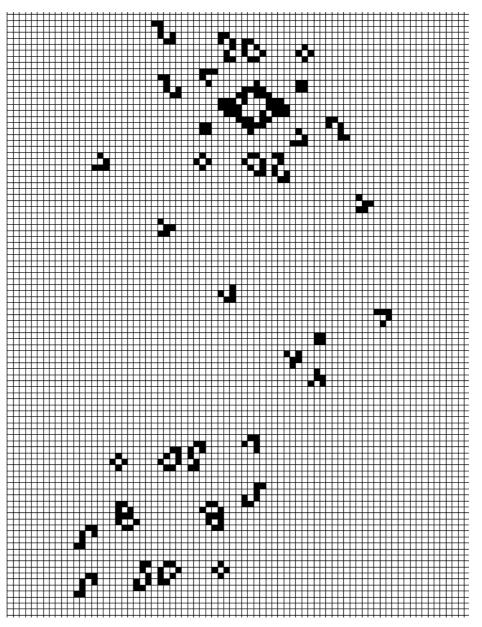
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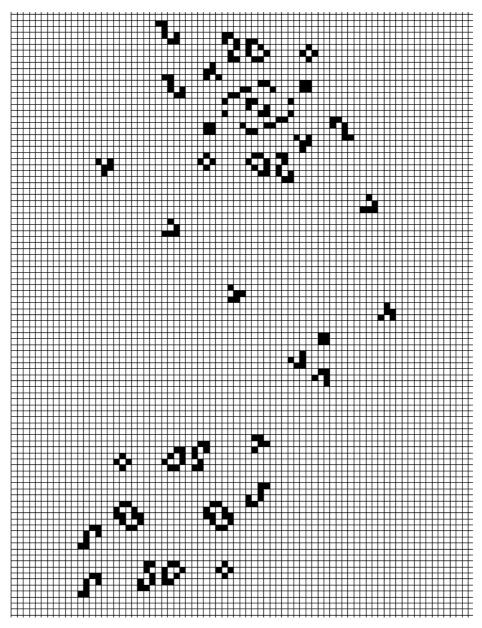
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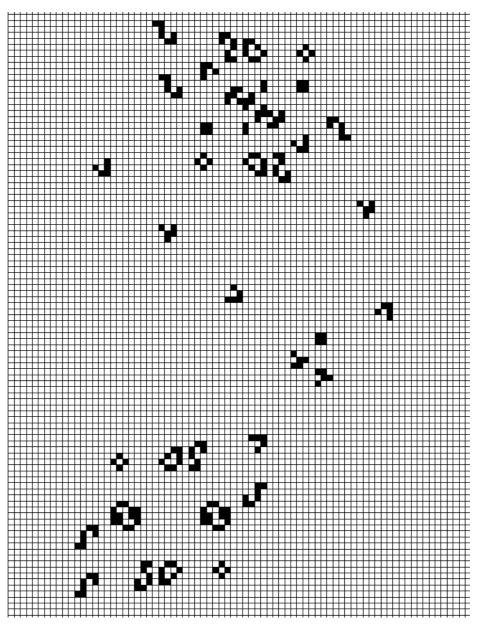
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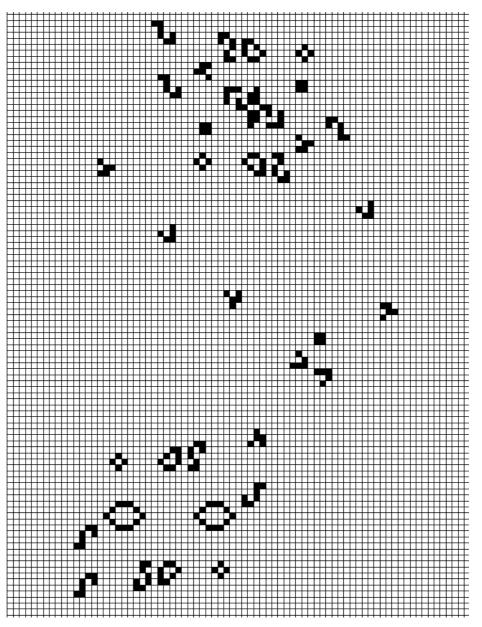
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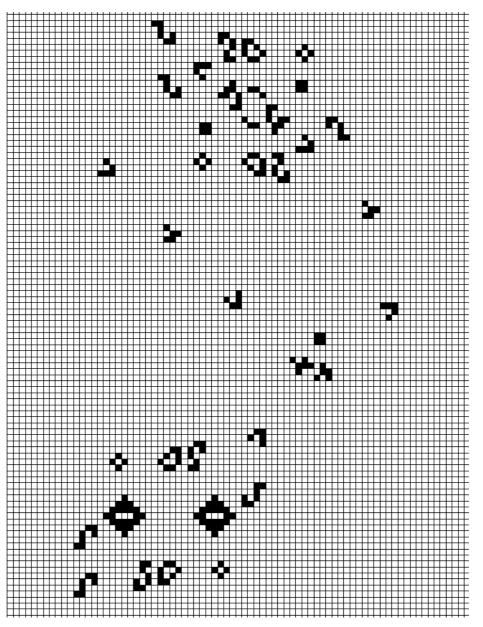
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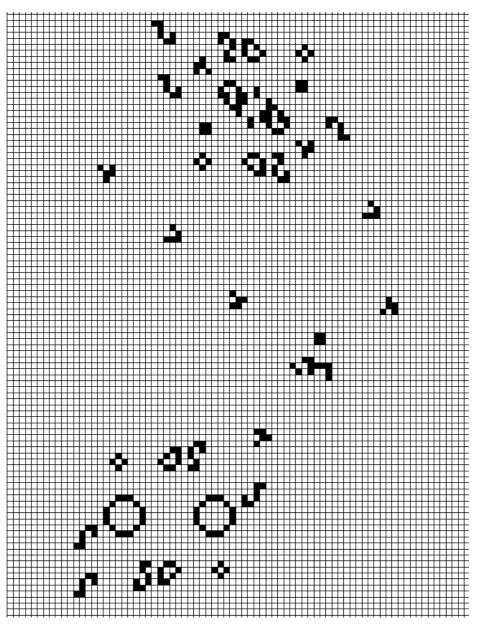
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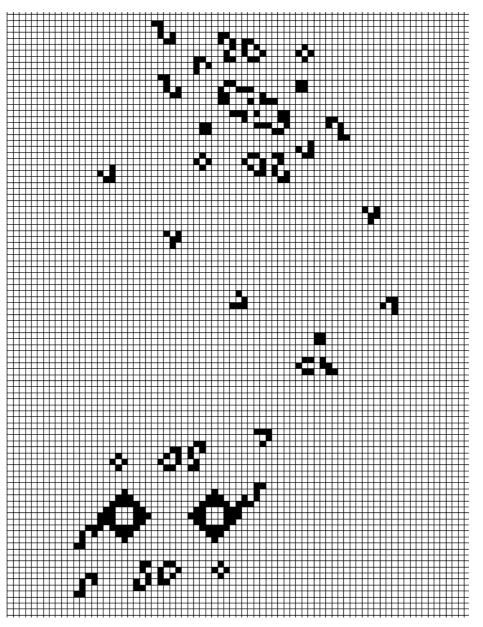
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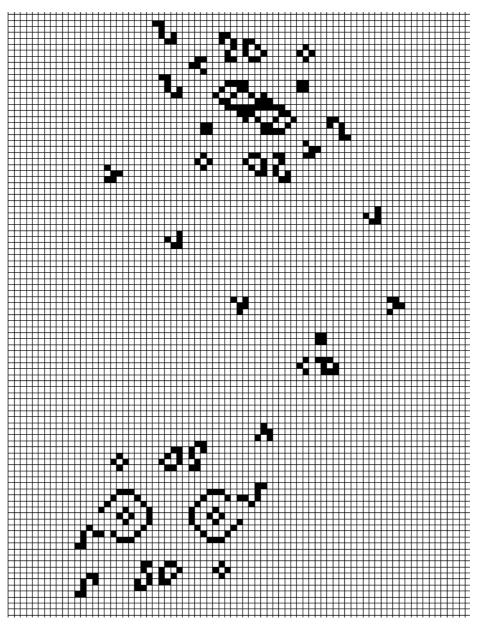
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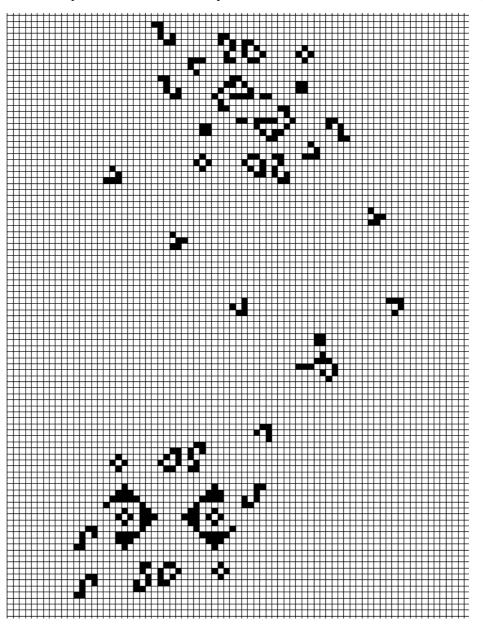
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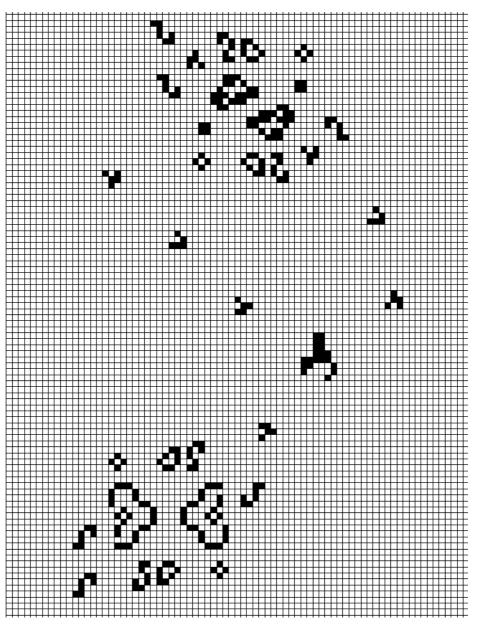
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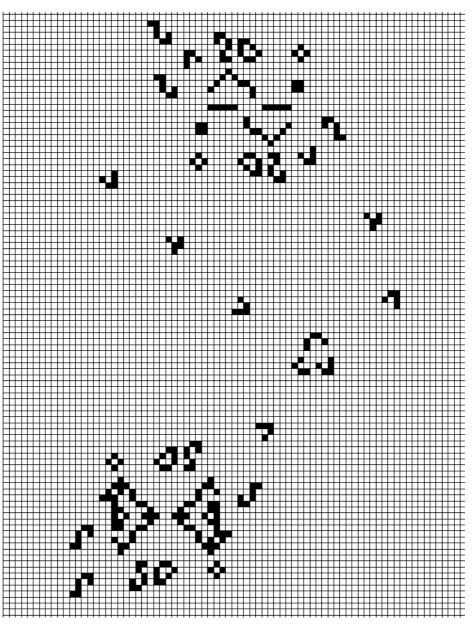
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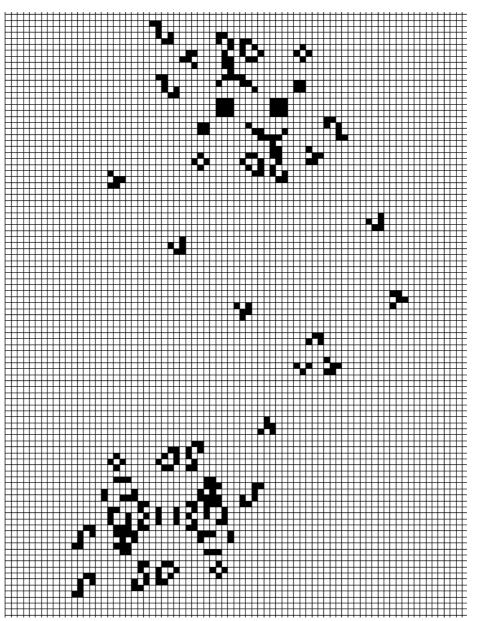
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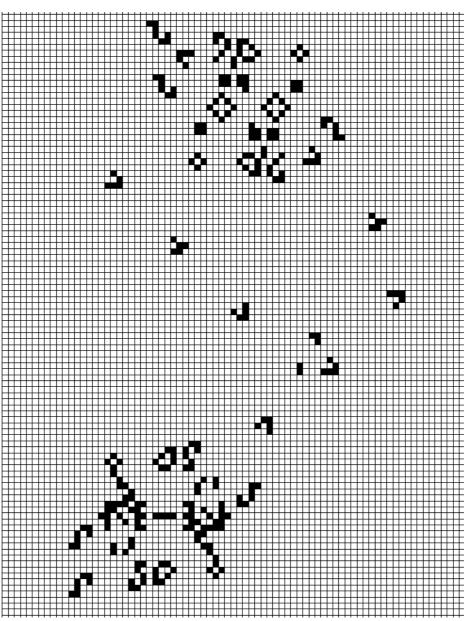
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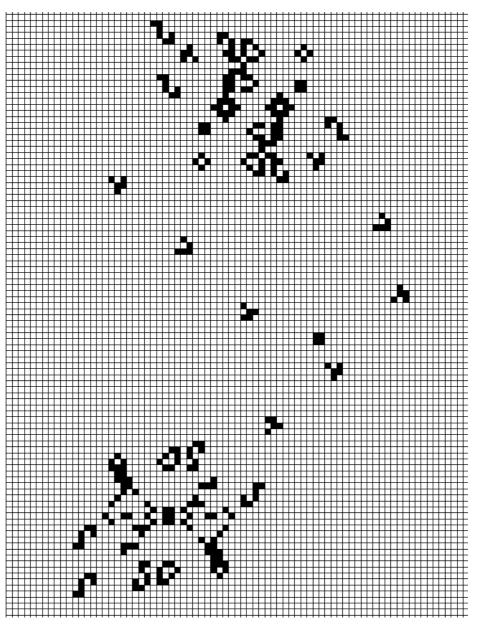
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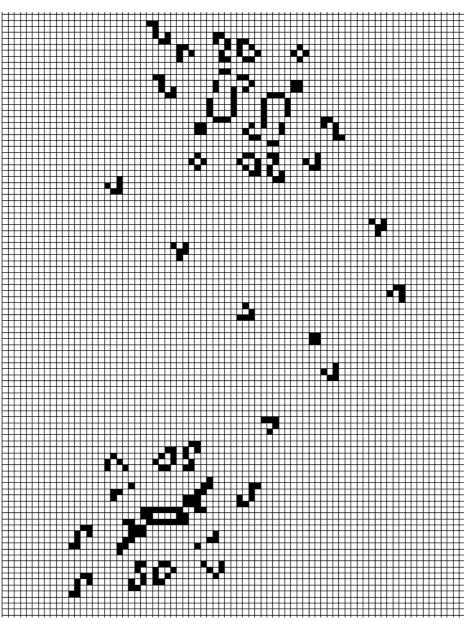
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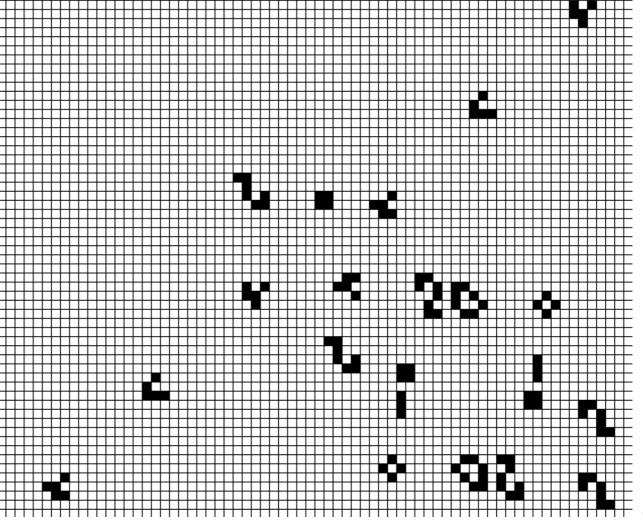


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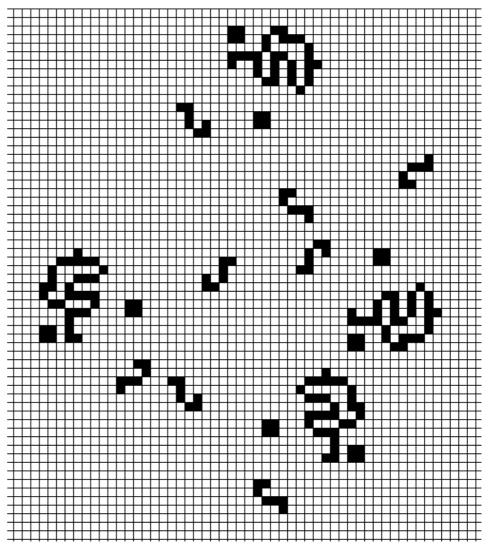
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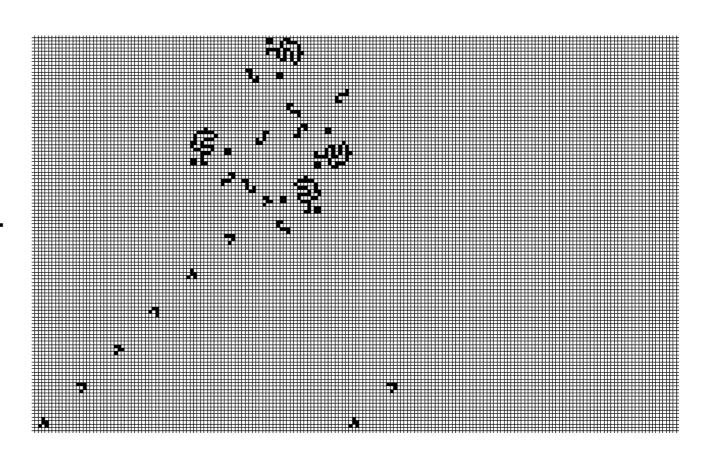
Trombone Slide:



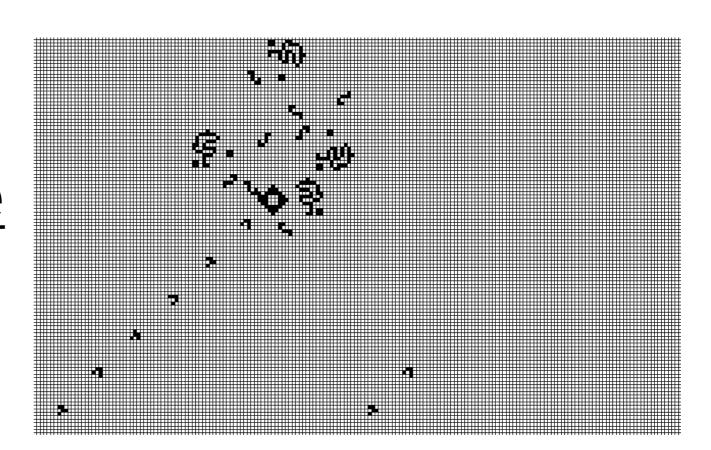
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)

Trombone Slide:

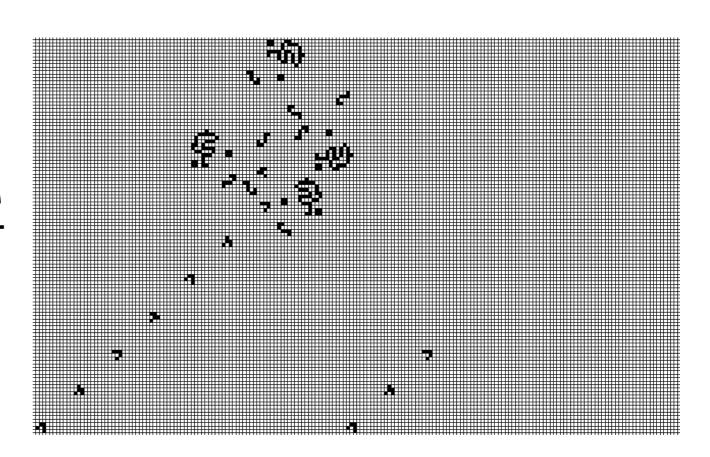
90 cases horizontales



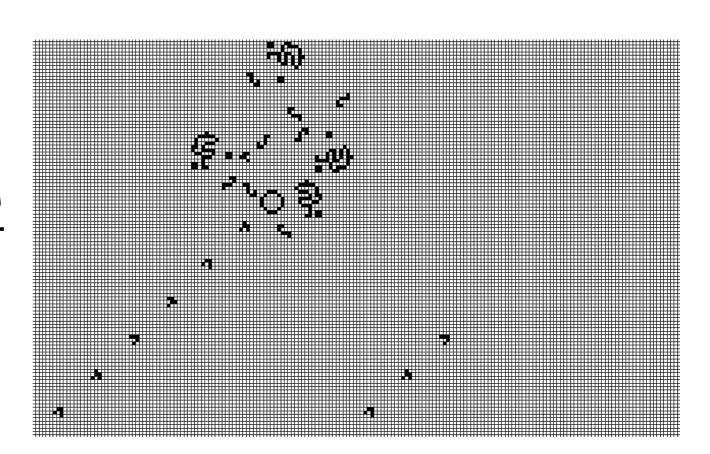
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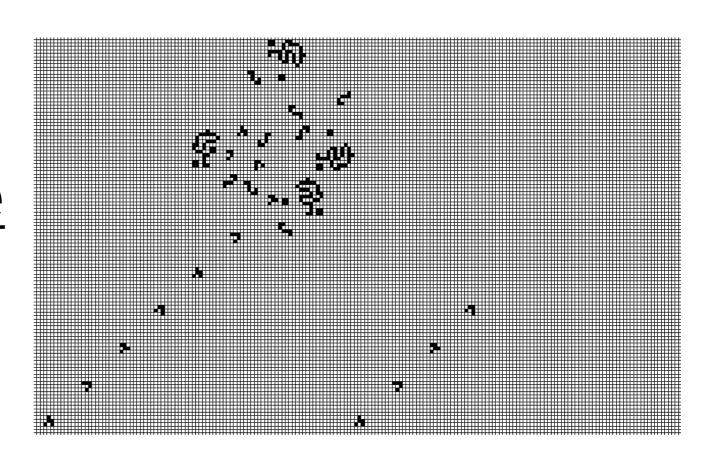
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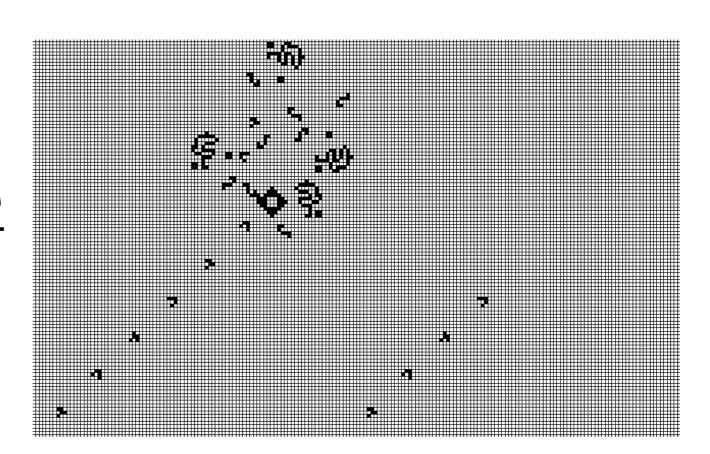
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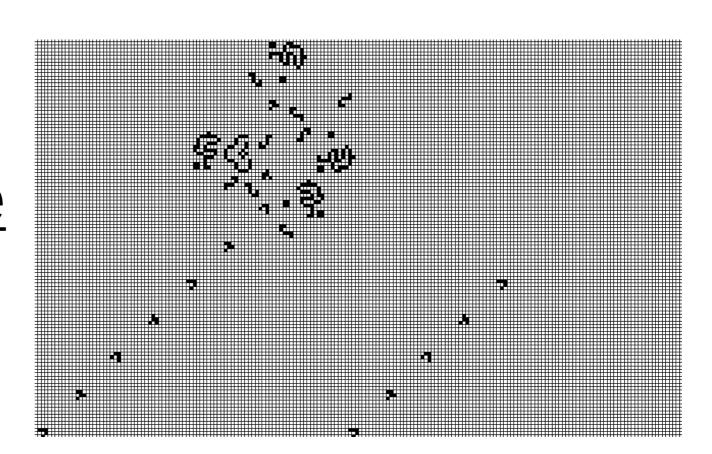
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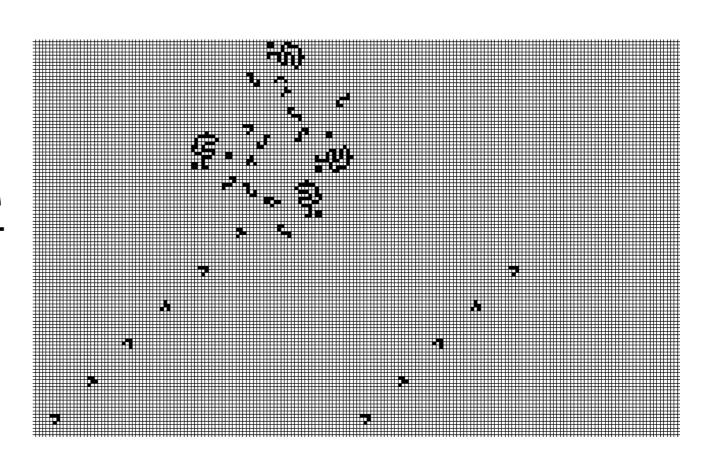
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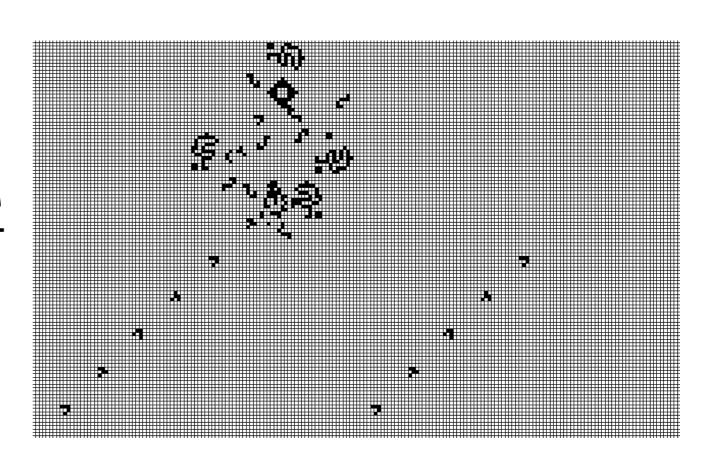
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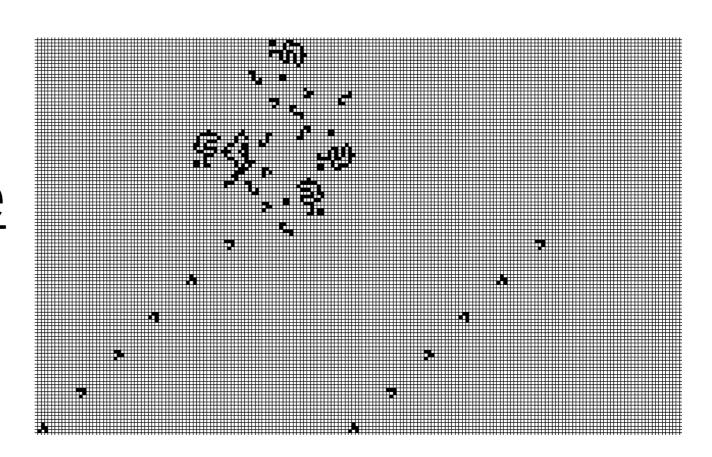
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)



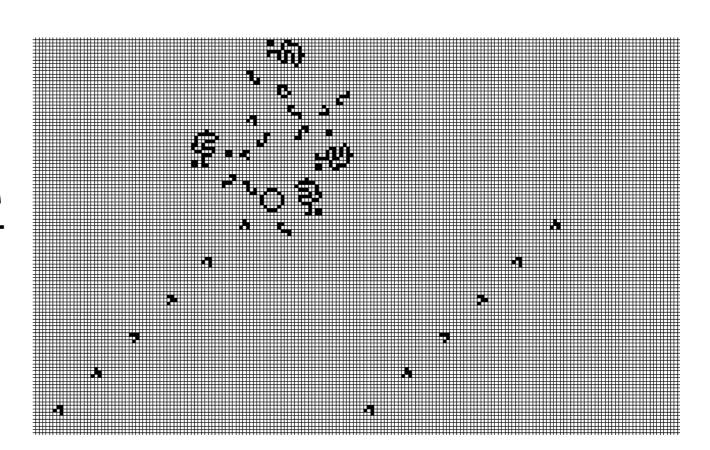
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)



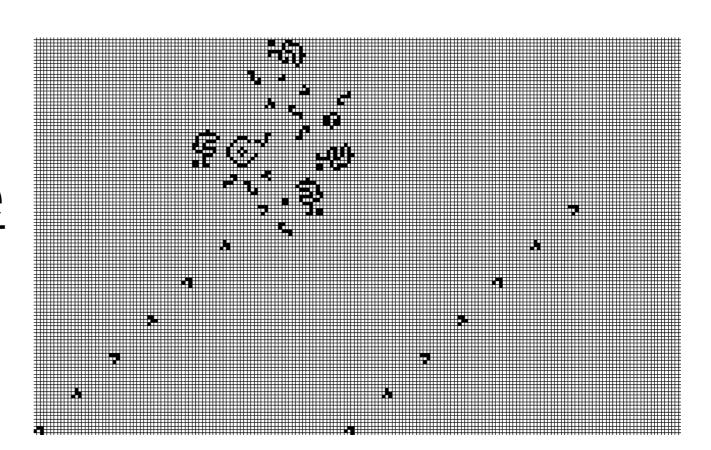
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)



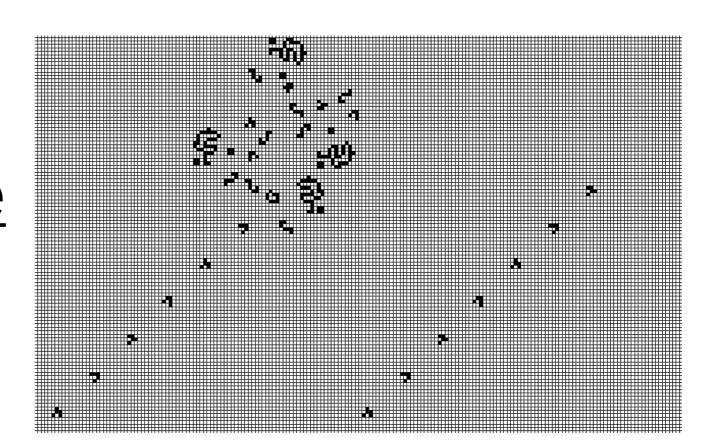
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)



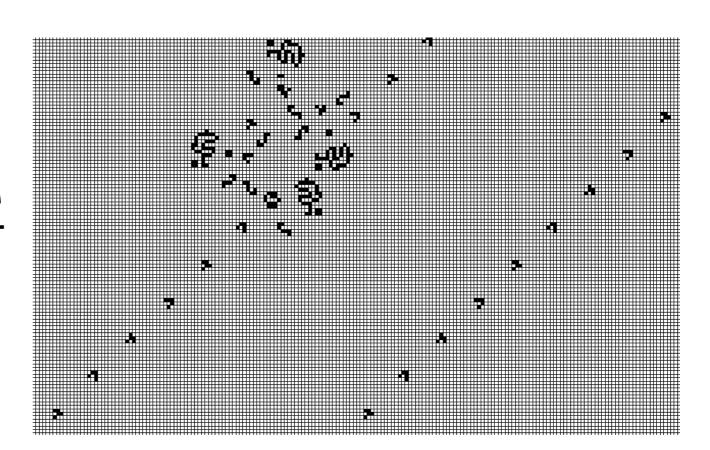
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)



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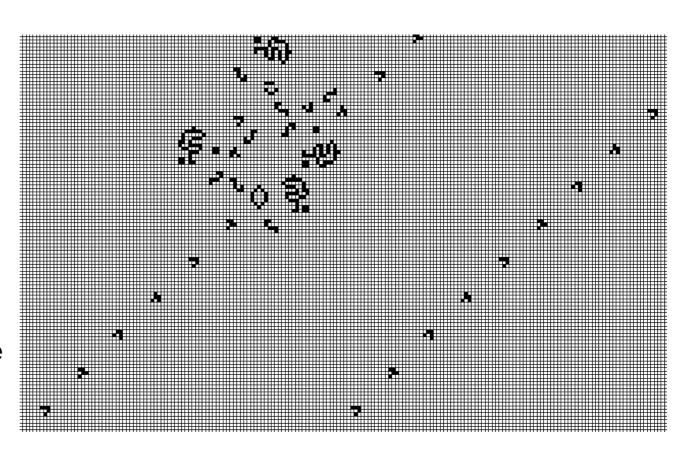


1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)

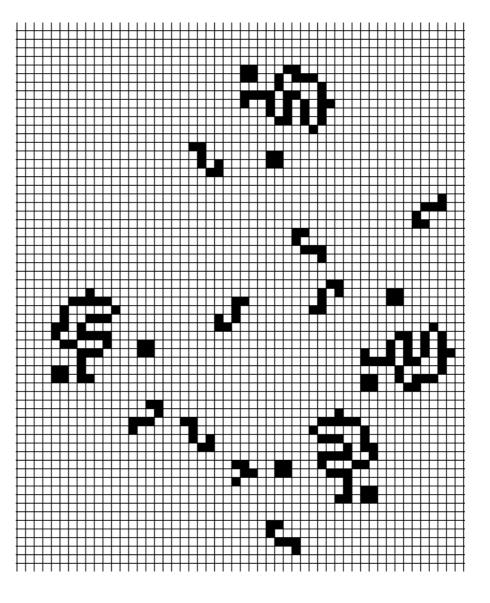
Trombone Slide:

Soit $d \in \mathbb{Z}/43\mathbb{Z}$ le nombre de génération qui sépare le faisceau sortant (43) du faisceau entrant (43)

 $\mathrm{Ici}: d\!\equiv\!-1\,[43]$



1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)

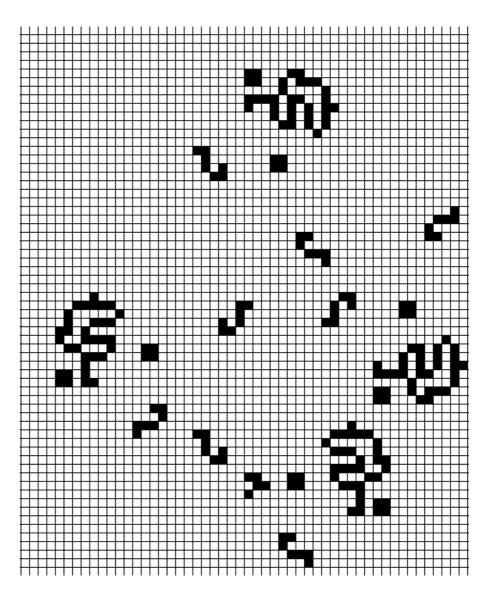


1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)

Trombone Slide:

+8 Delai

 $d \equiv 7 [43]$



1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)

Trombone Slide:

À chaque déplacement de cette partie du Trombone Slide, d augmente de 8 alors, si on cherche : n le nombre de fois que l'on a besoin de déplacer cette partie pour que l'on ait un décalage d :

$$d \equiv -1 + 8n[43] \Leftrightarrow 8n \equiv d + 1[43]$$

On cherche alors à trouver l'inverse de 8 dans \mathbb{Z} / 43 \mathbb{Z} , on applique alors l'algorithme d'euclide étendu pour résoudre : $8k \equiv 1$ [43]

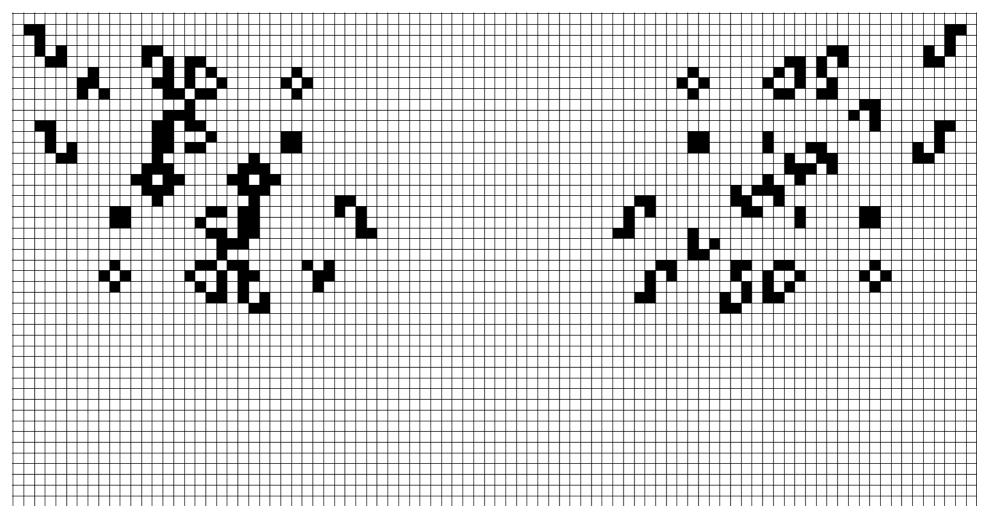
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)

Donc,
$$k \equiv -16 [43] \equiv 27 [43]$$

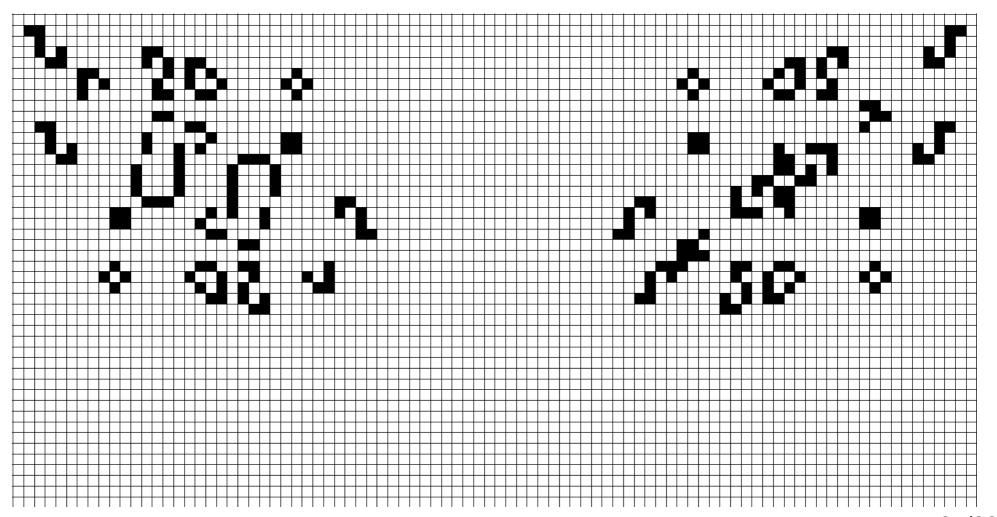
1. Gestion des faisceaux de gliders (avec l'exemple du Trombone Slide)

$$n \equiv 27(d+1)[43]$$

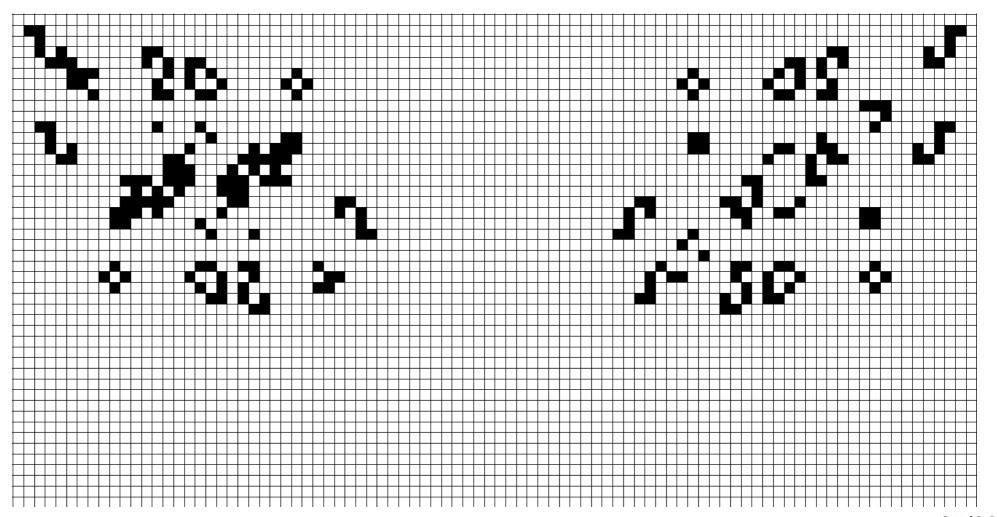
2. Portes logiques



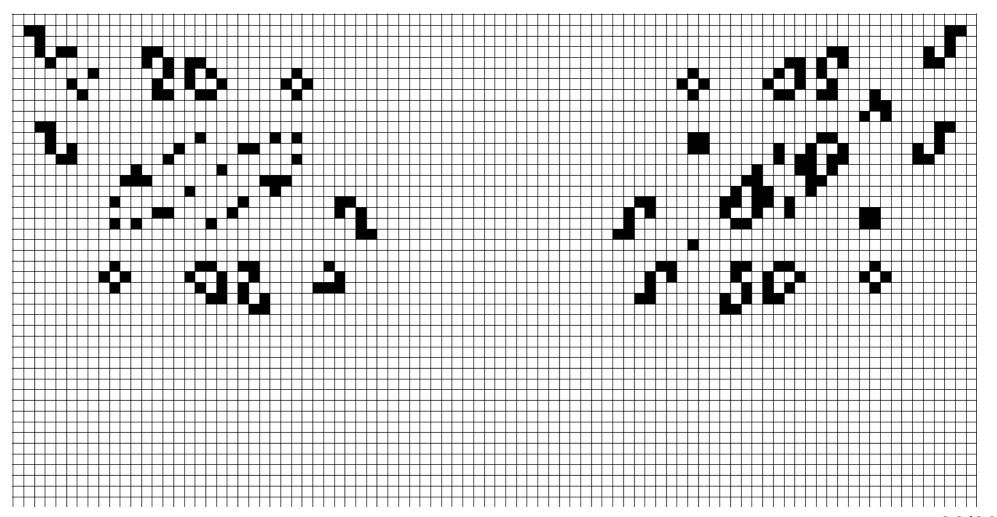
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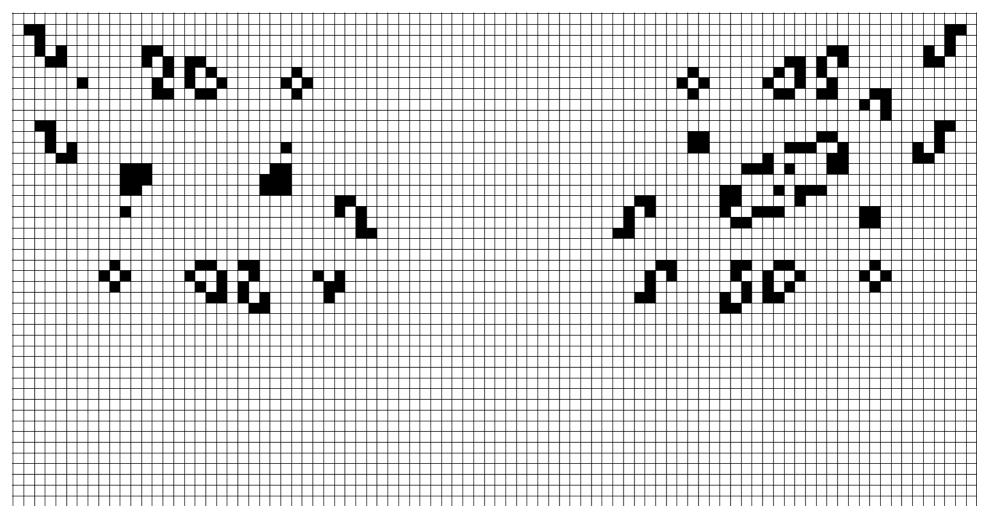
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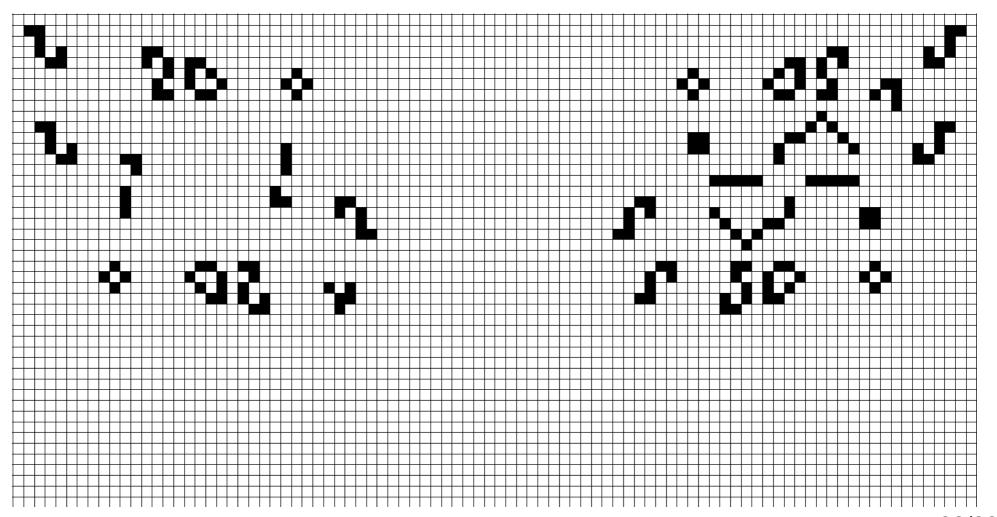
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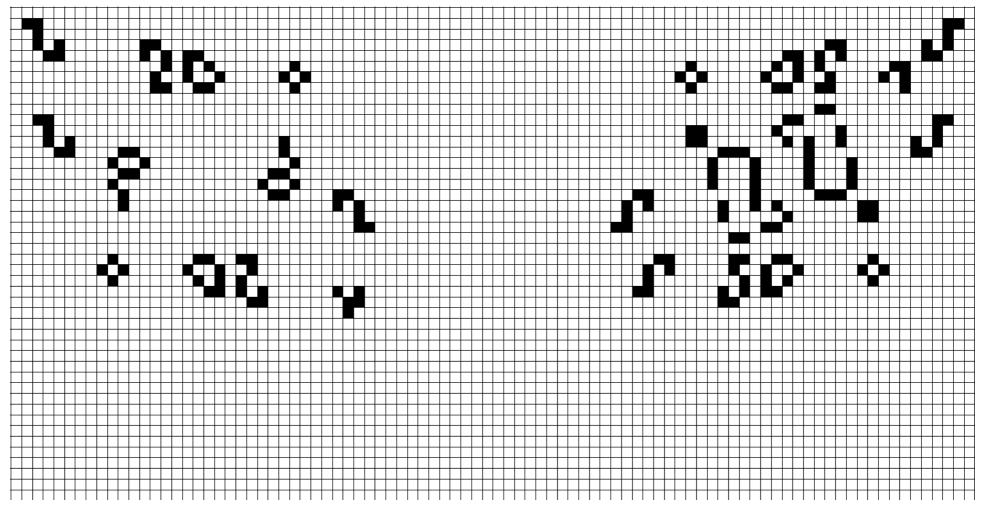
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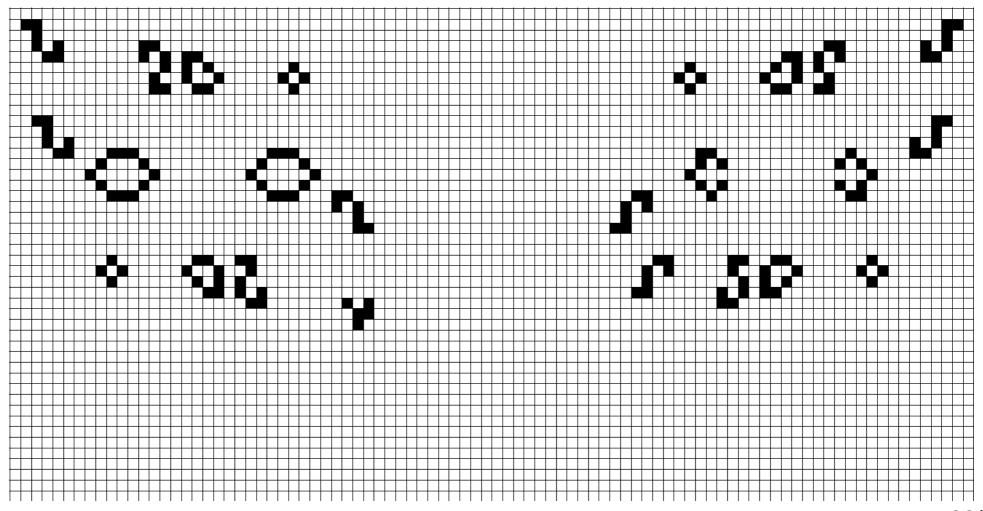
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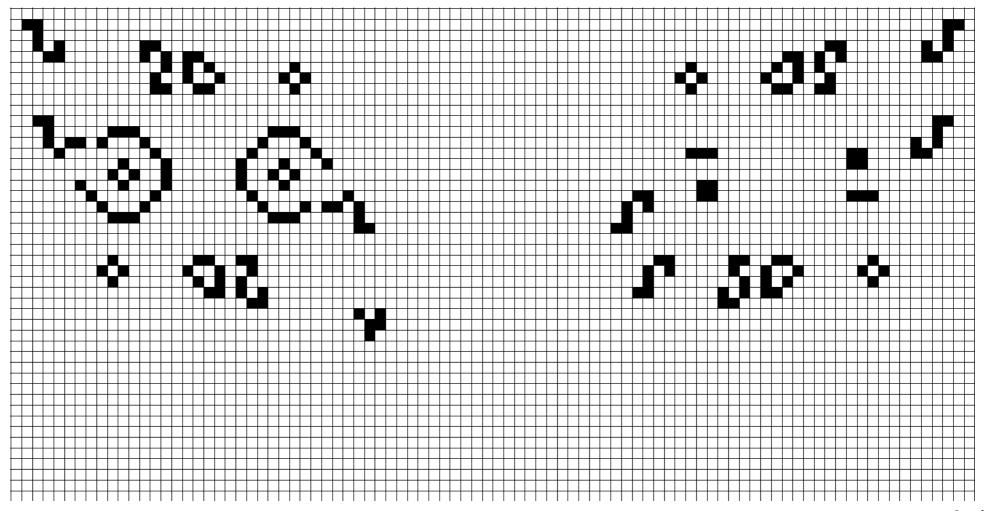
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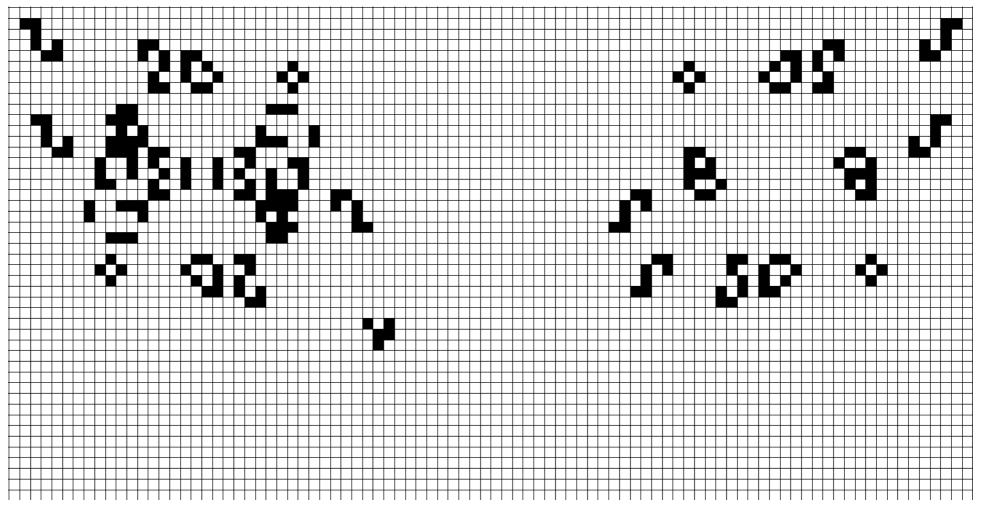
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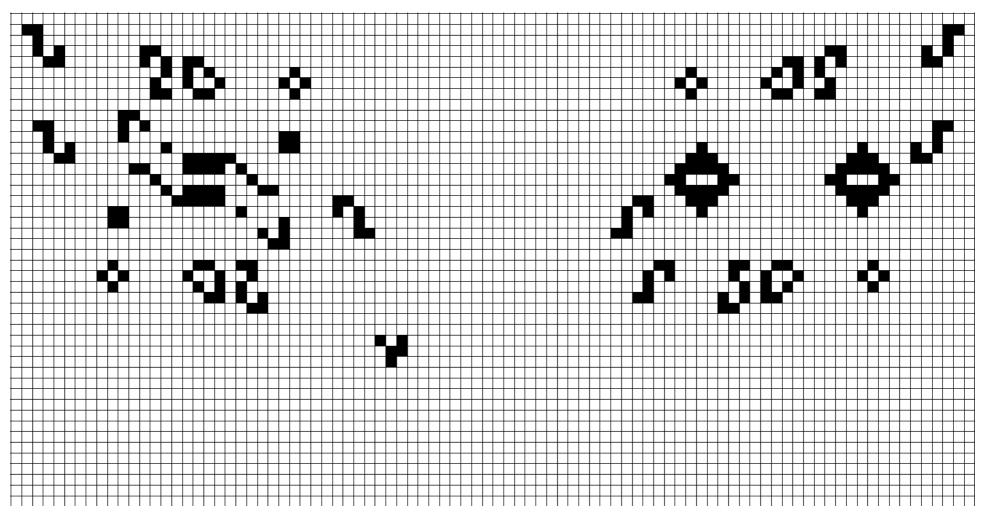
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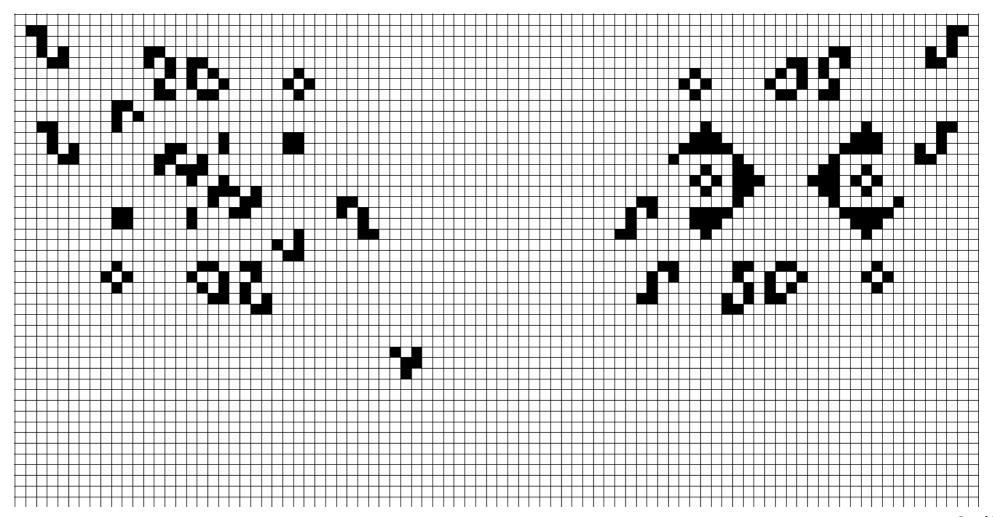
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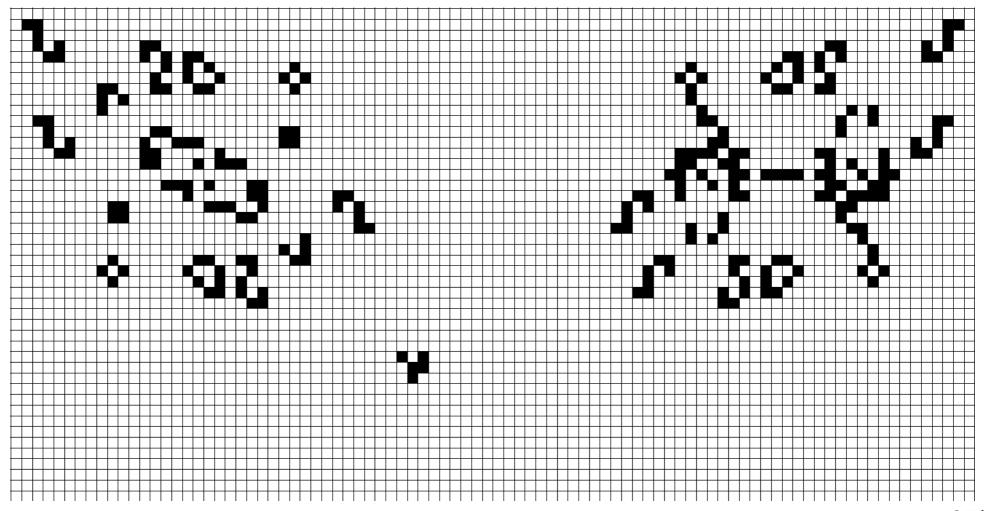
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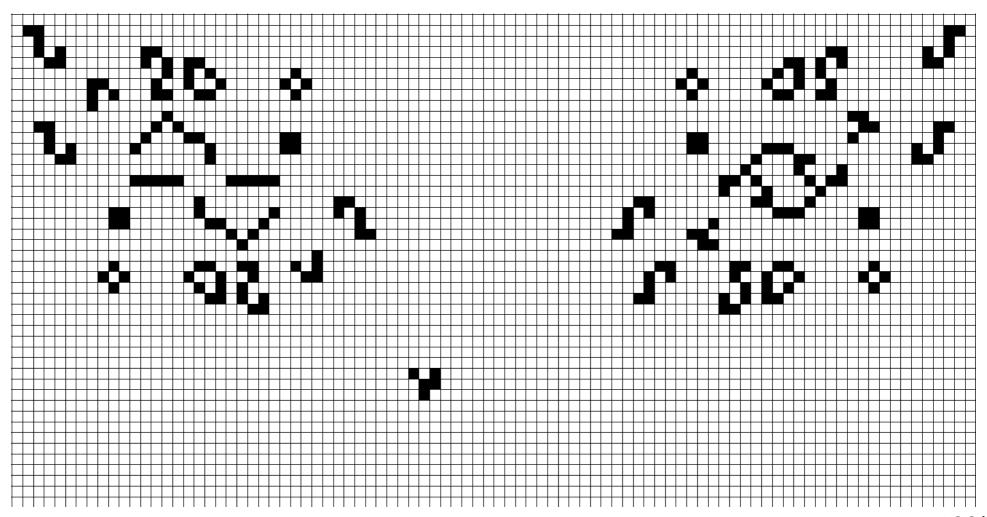
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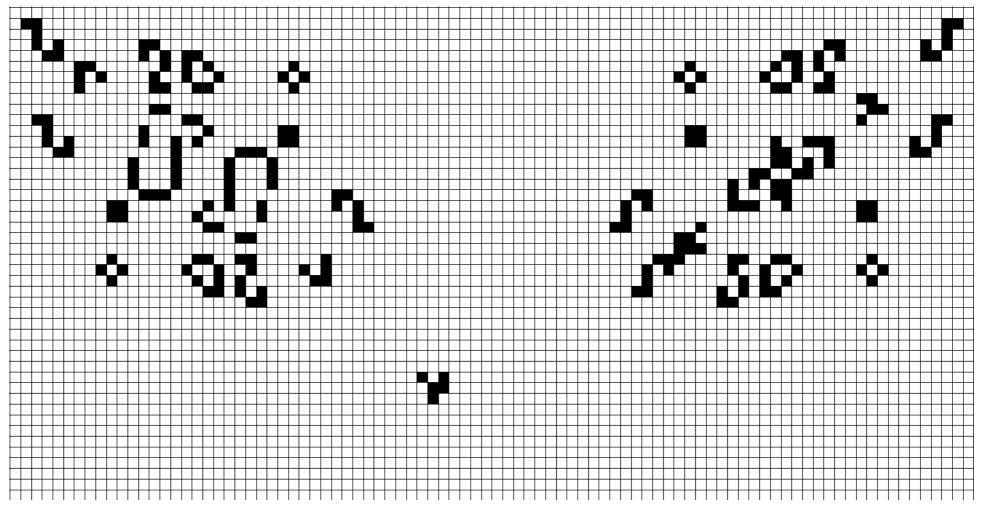
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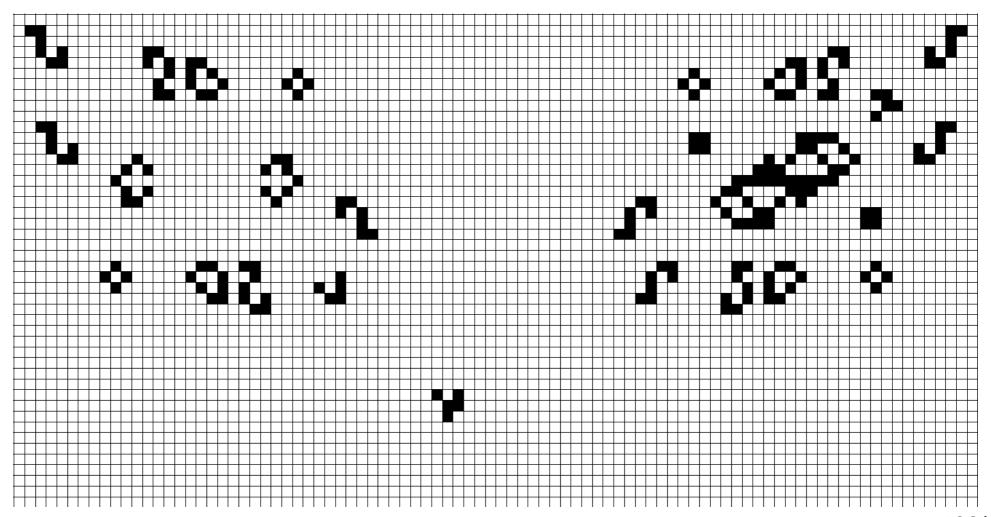
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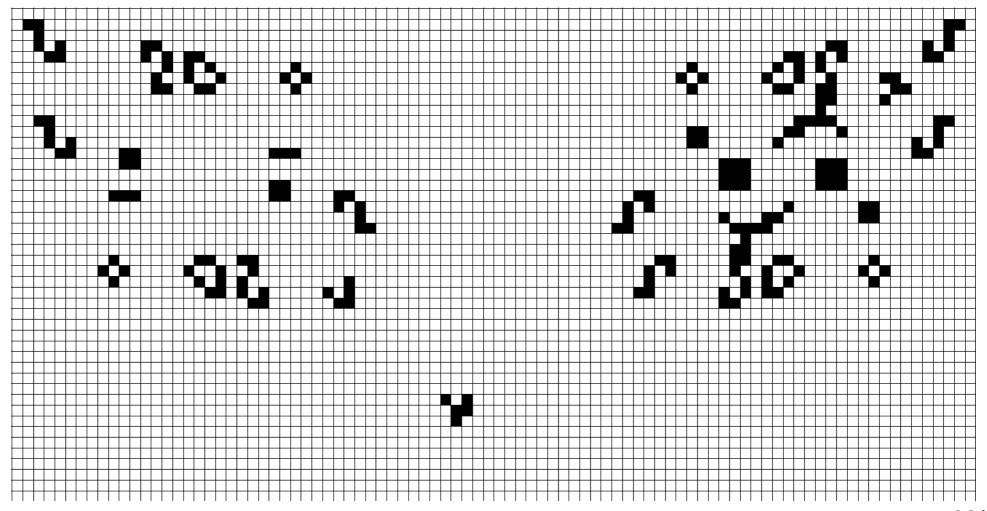
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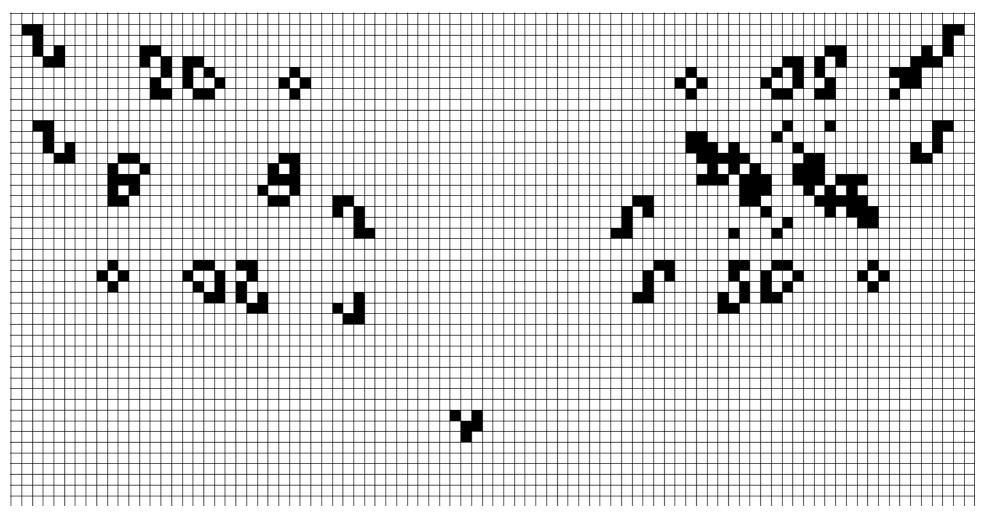
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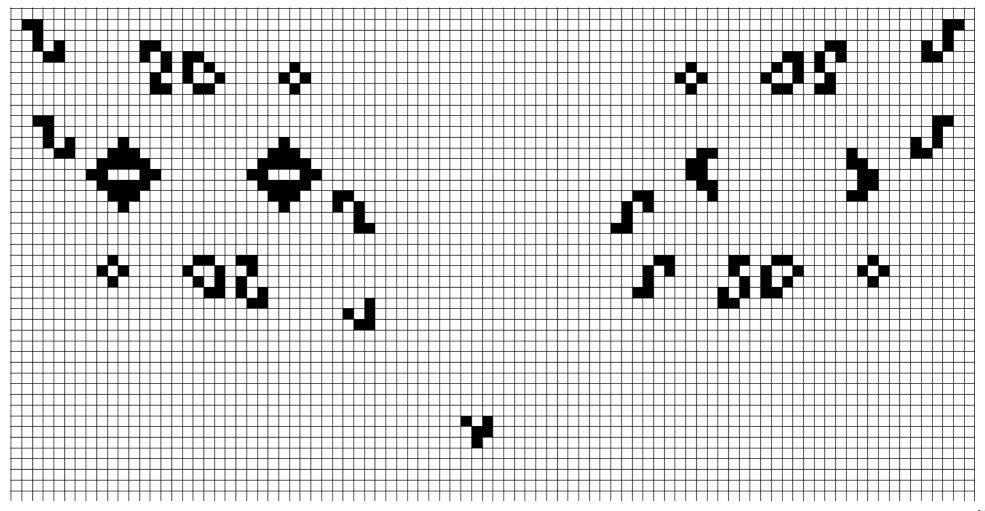
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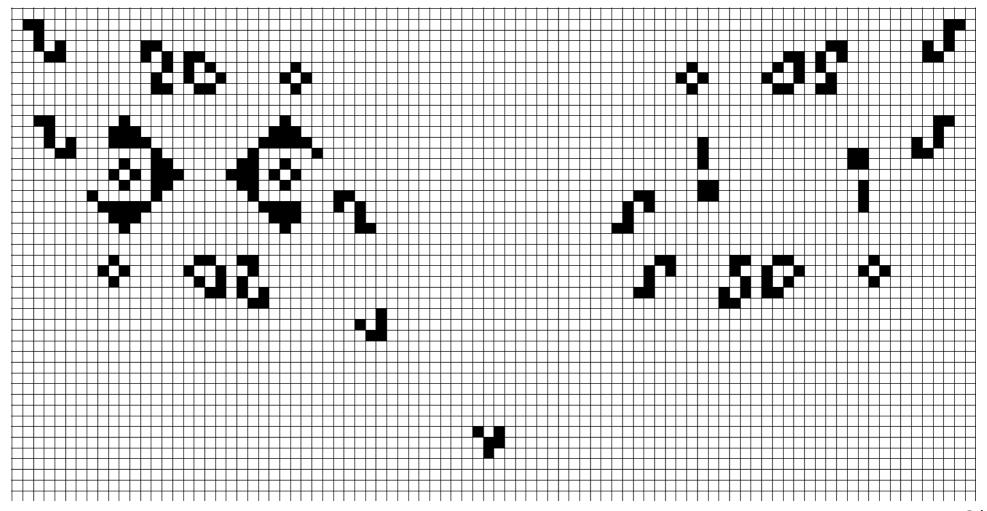
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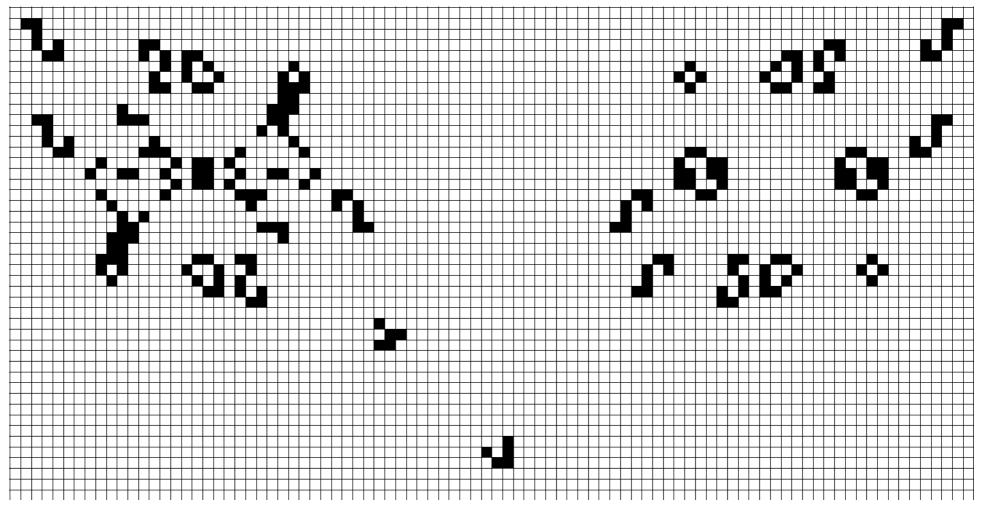
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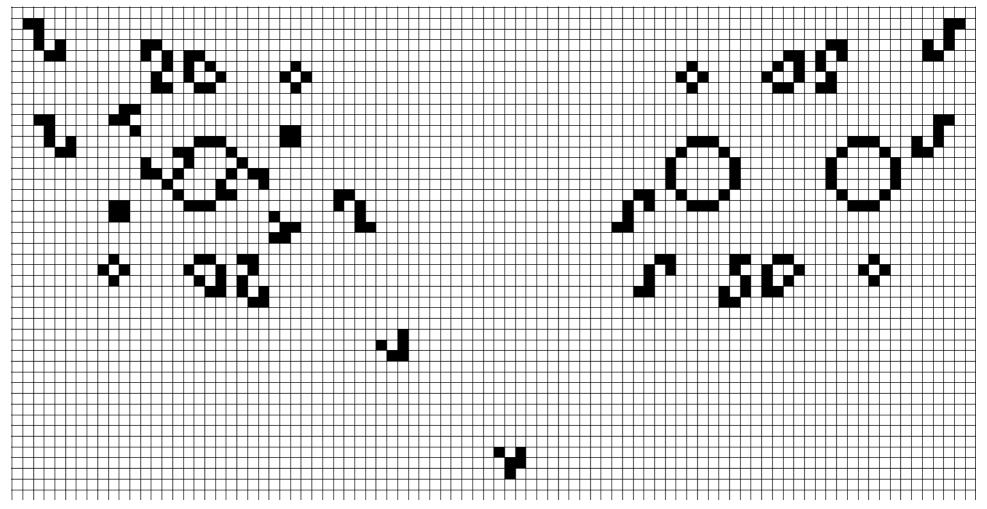
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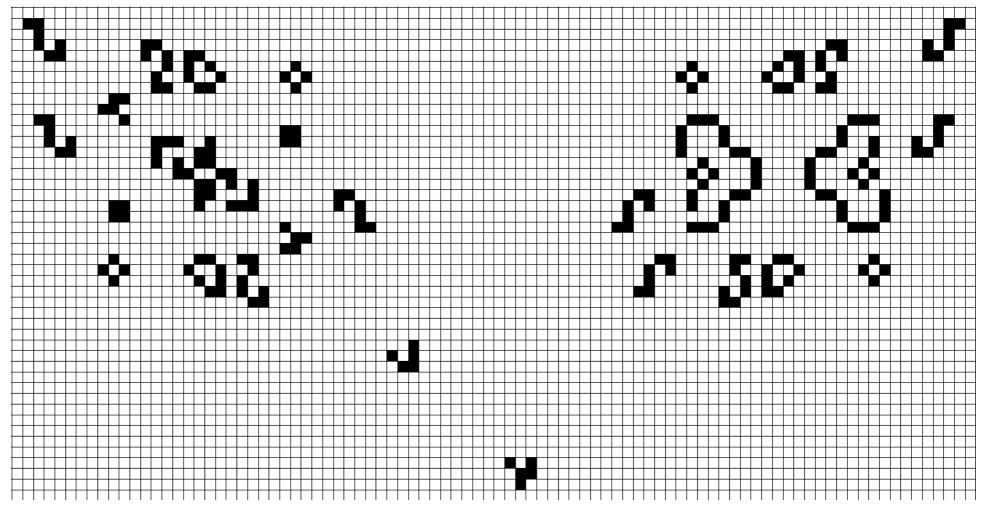
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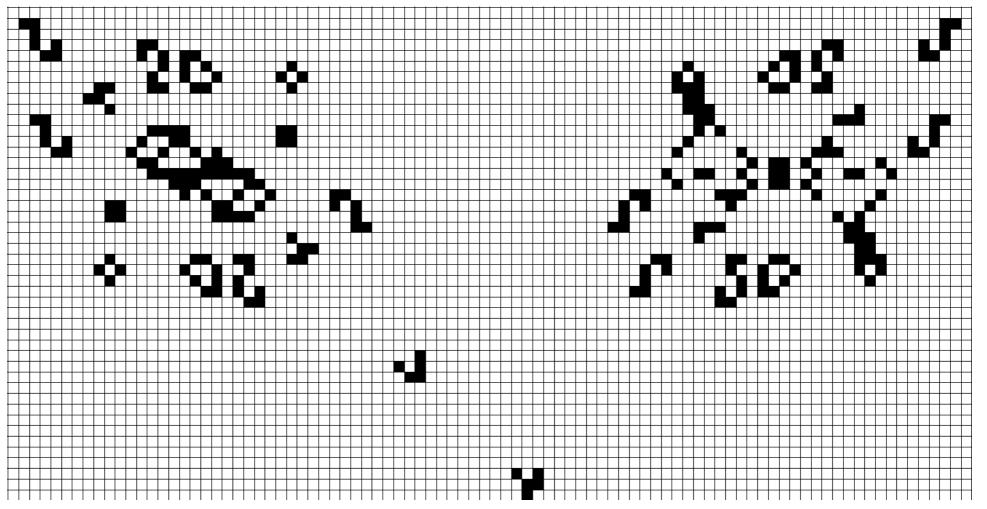
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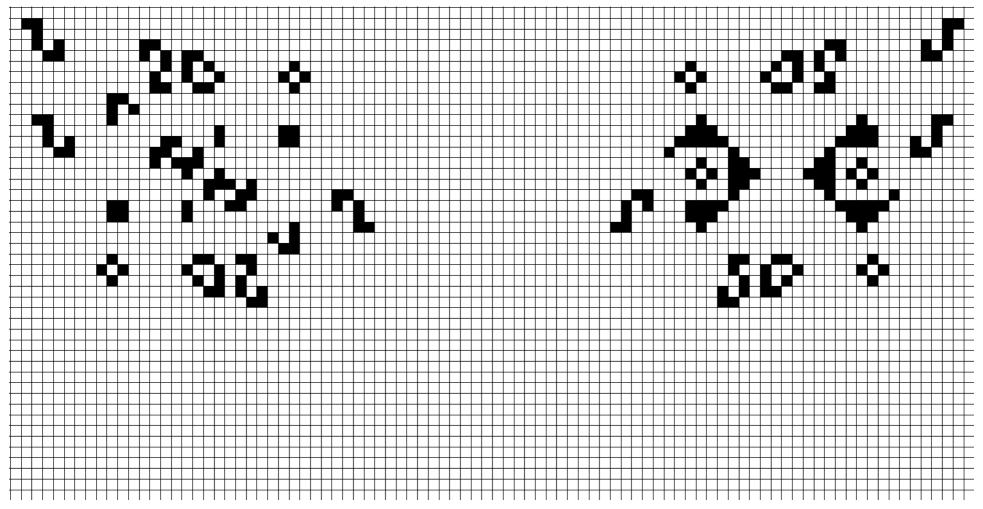
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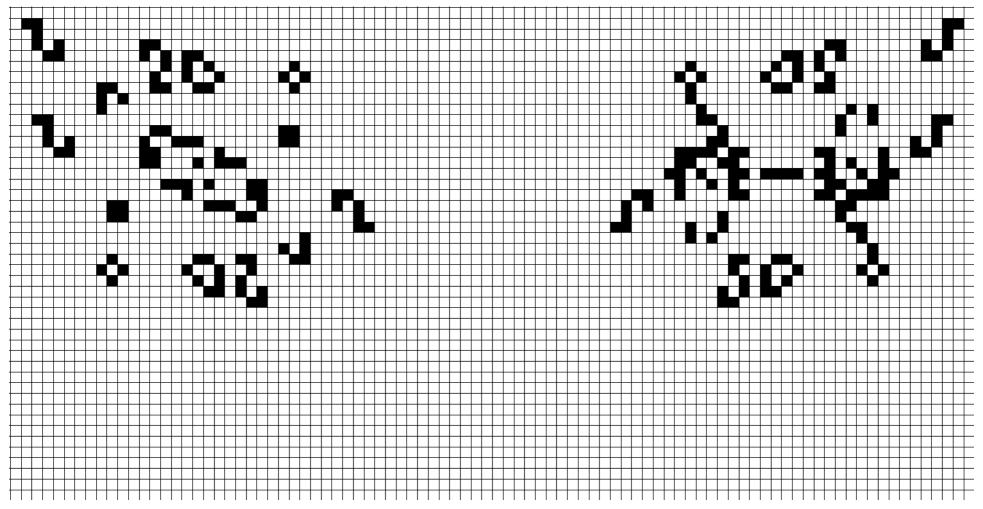
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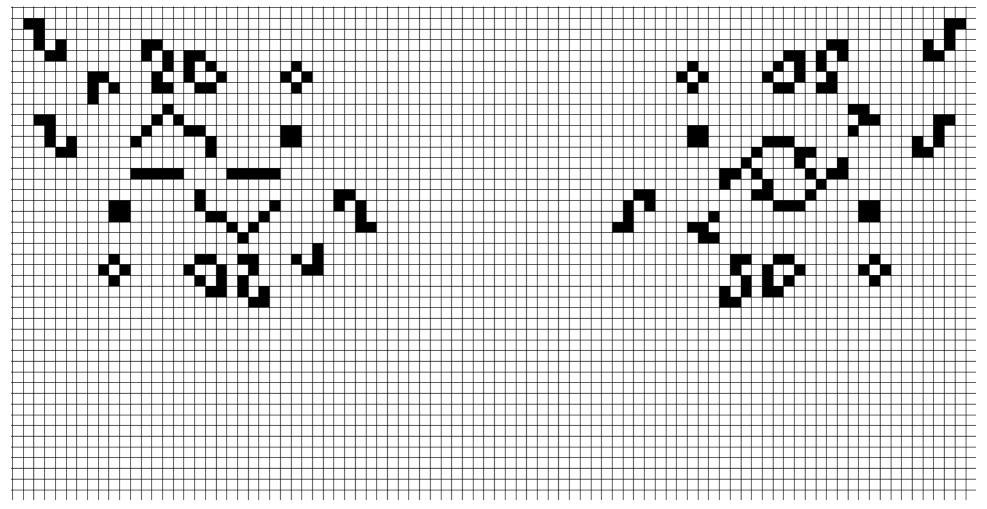
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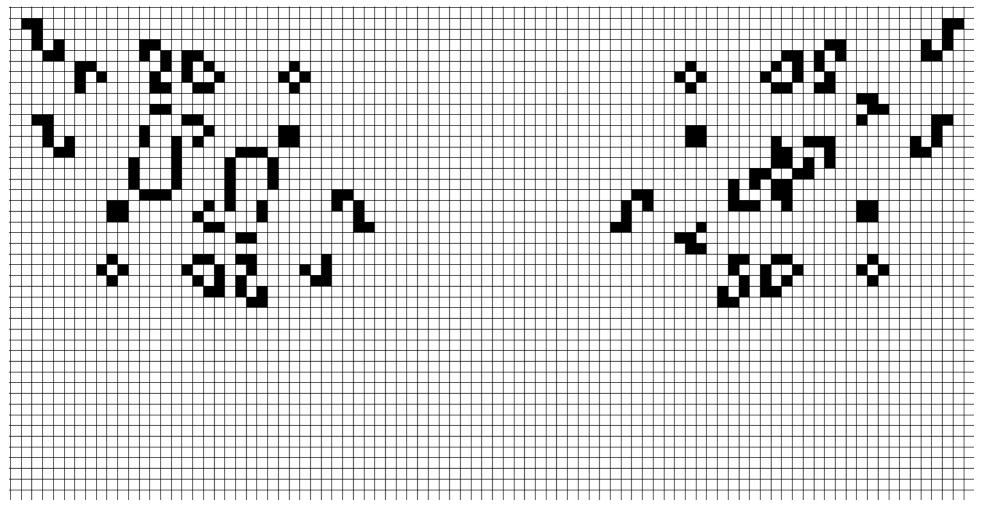
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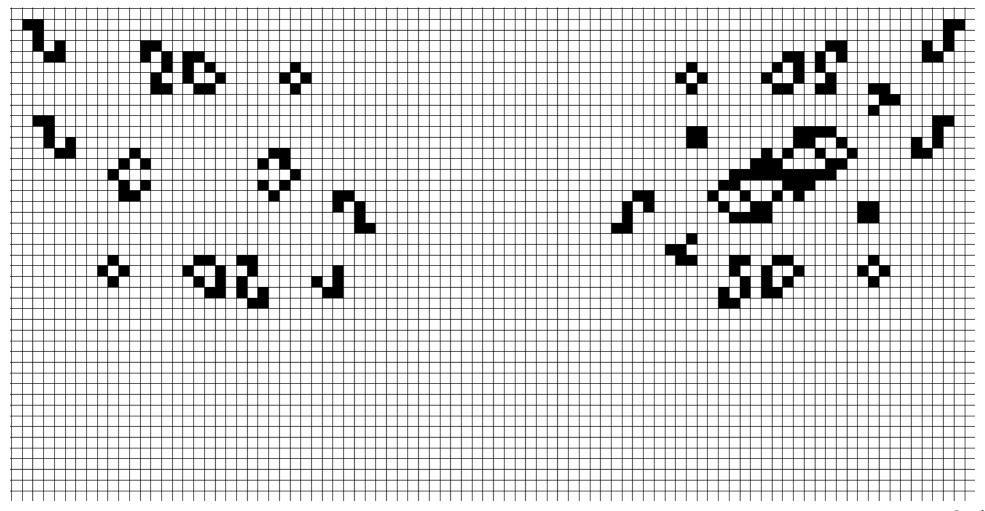
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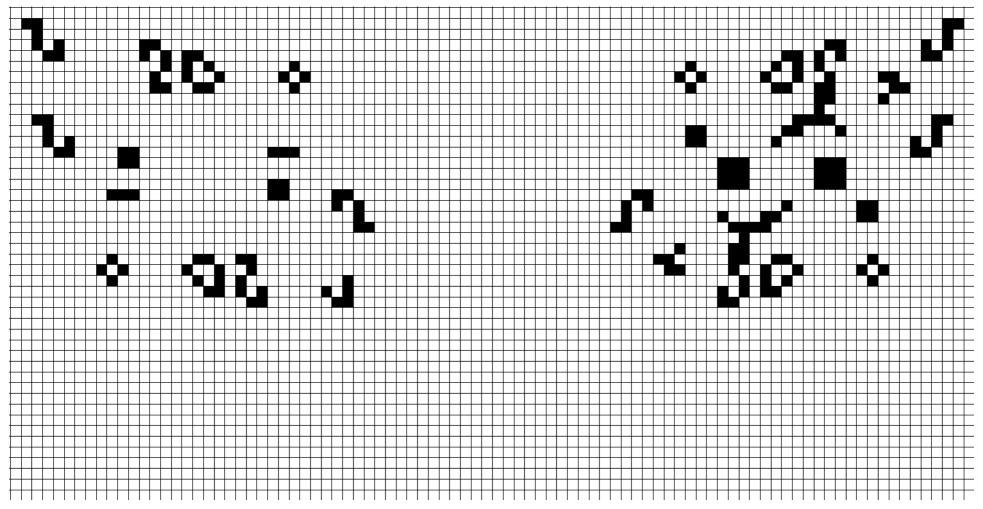
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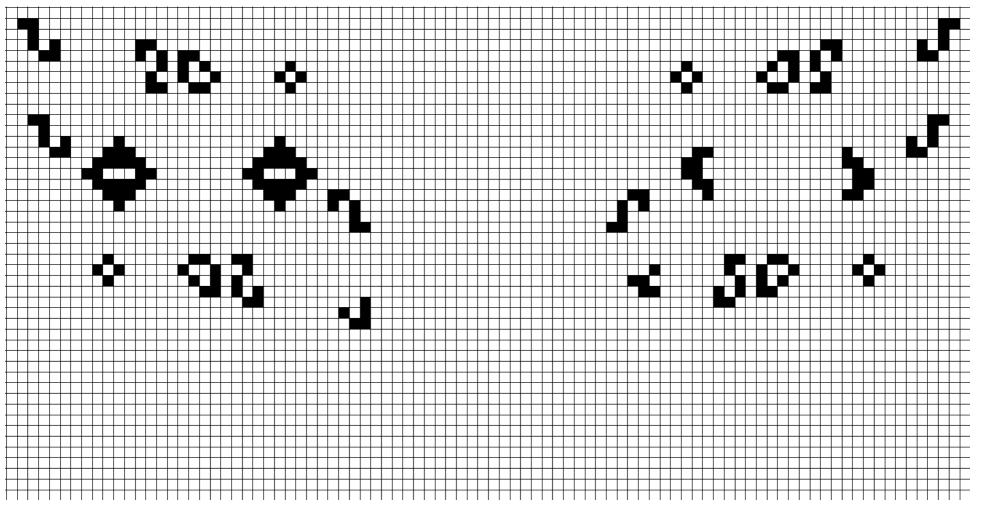
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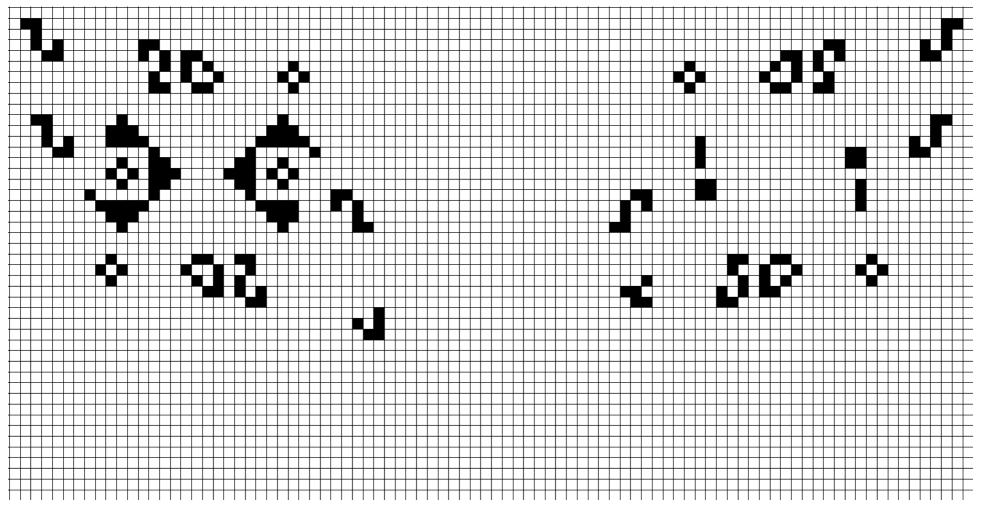
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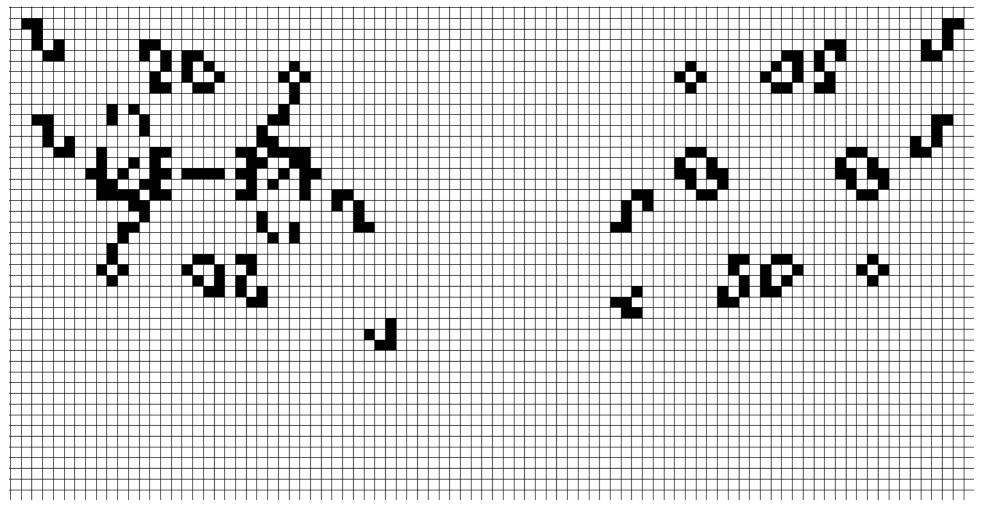
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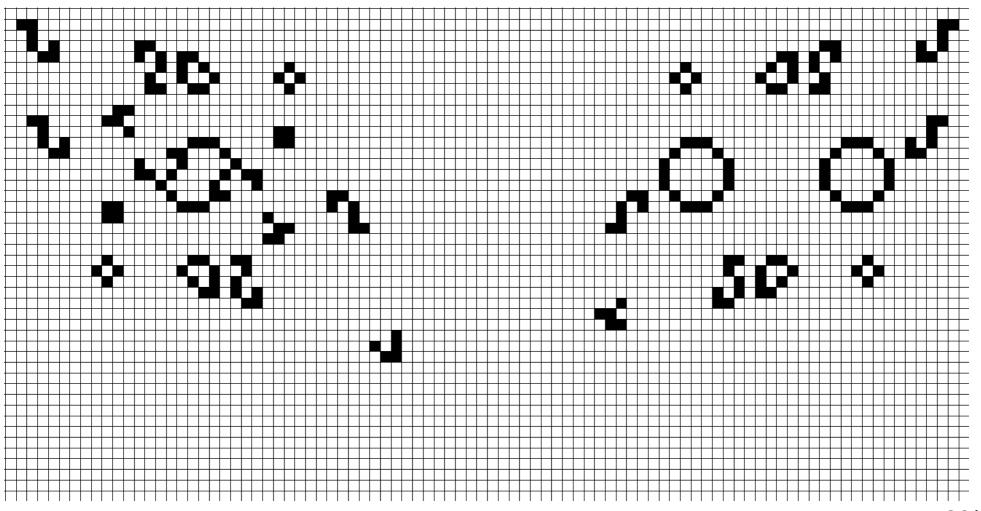
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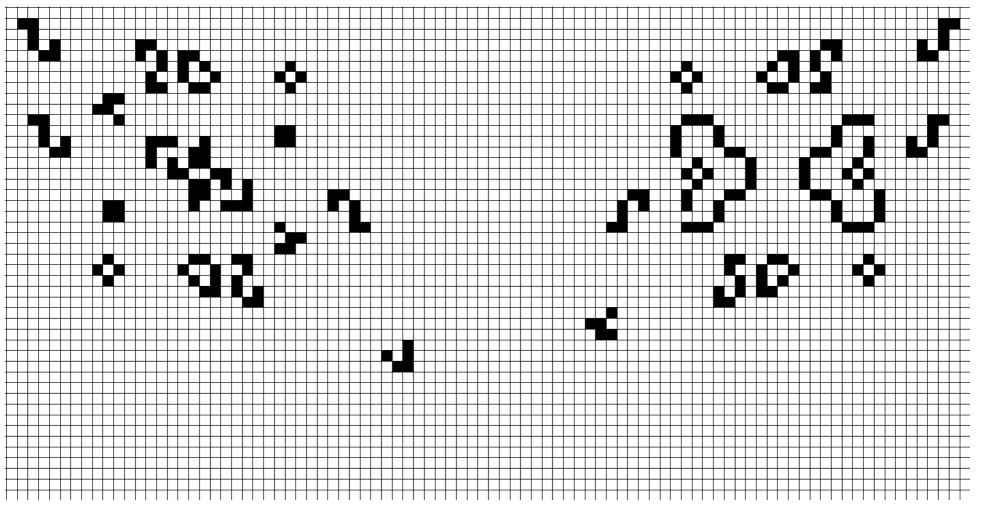
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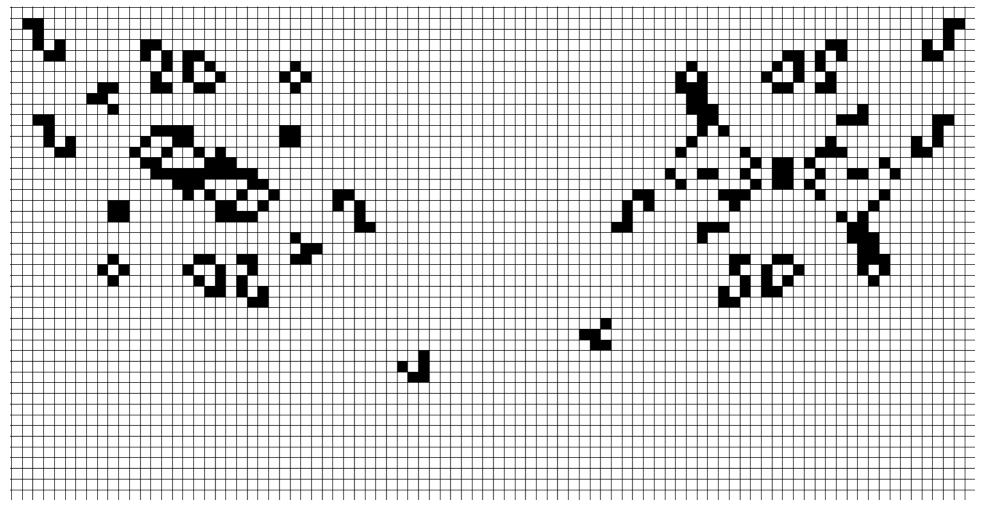
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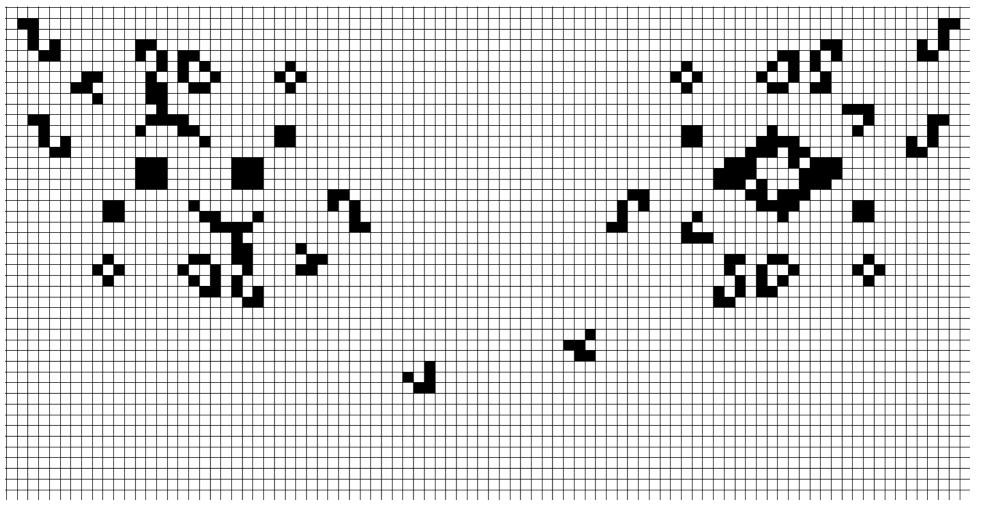
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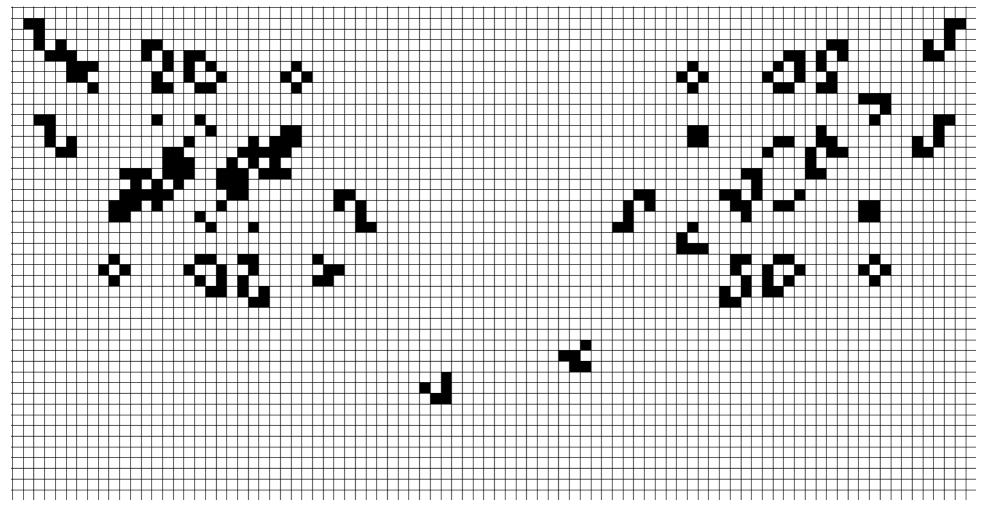
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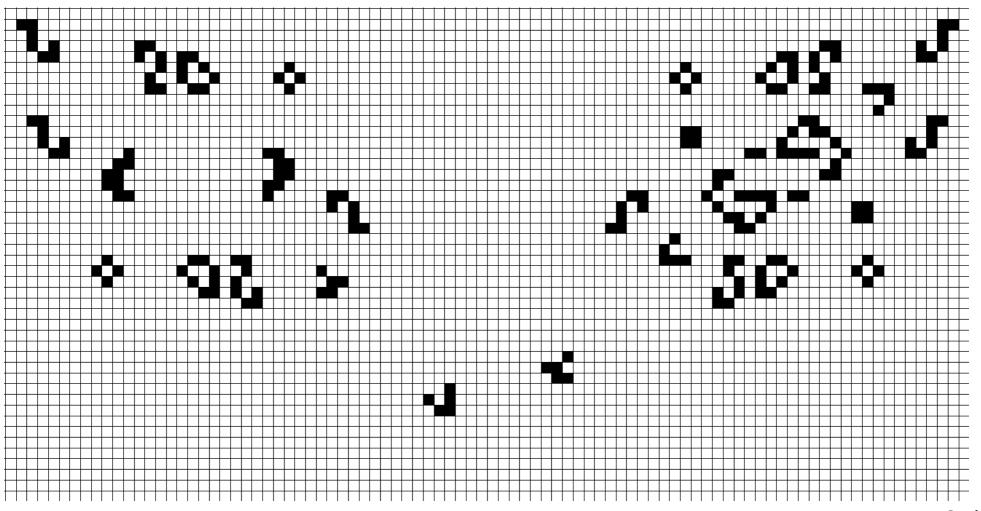
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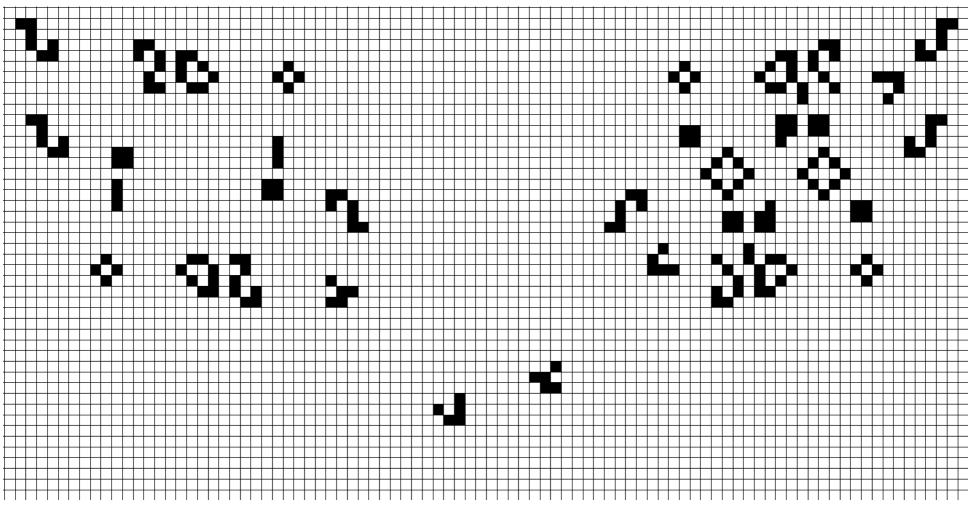
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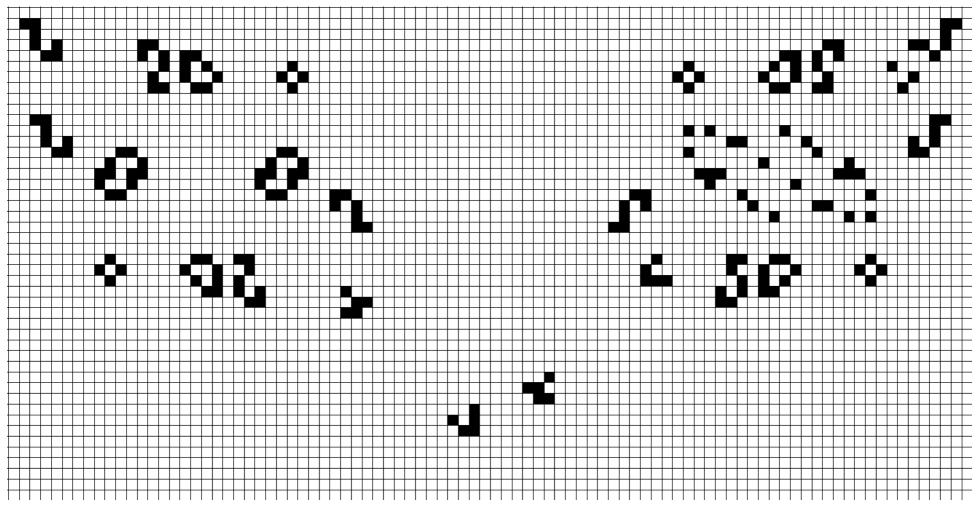
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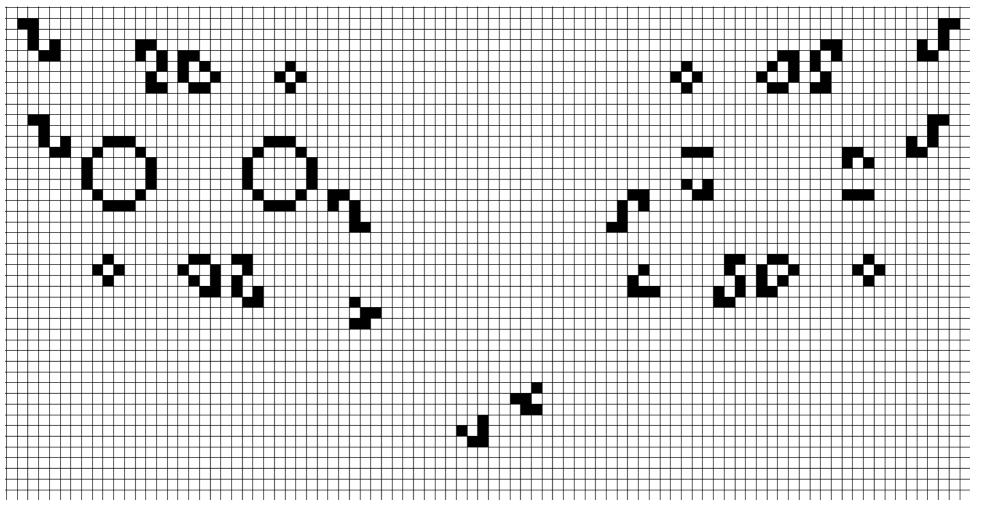
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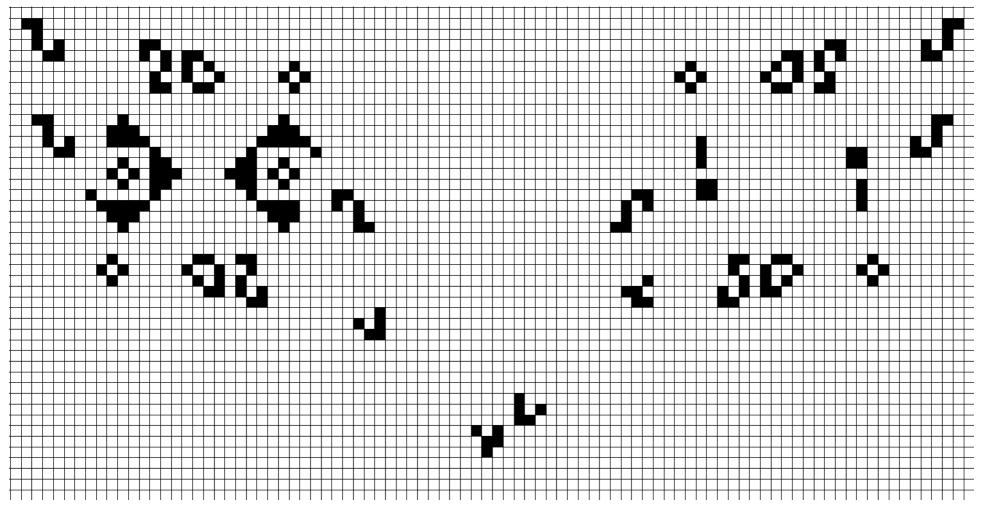
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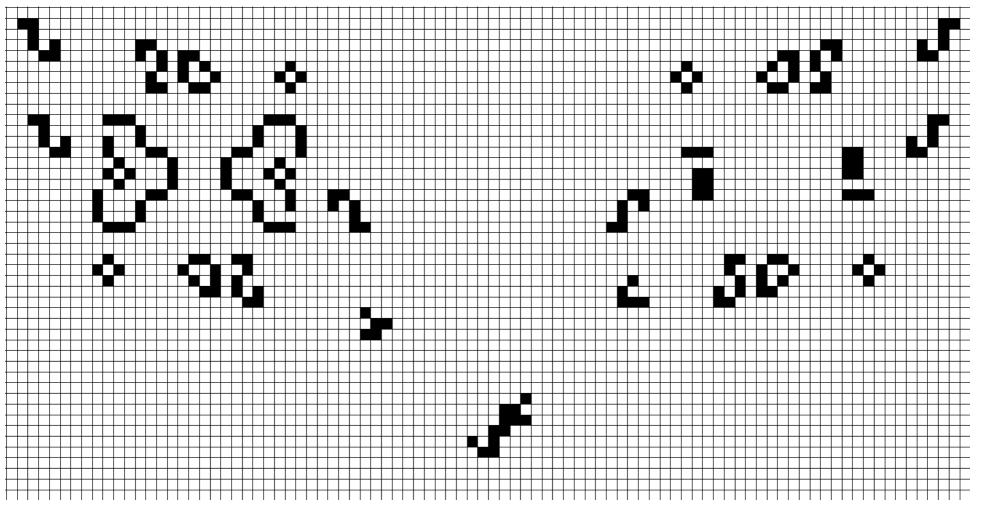
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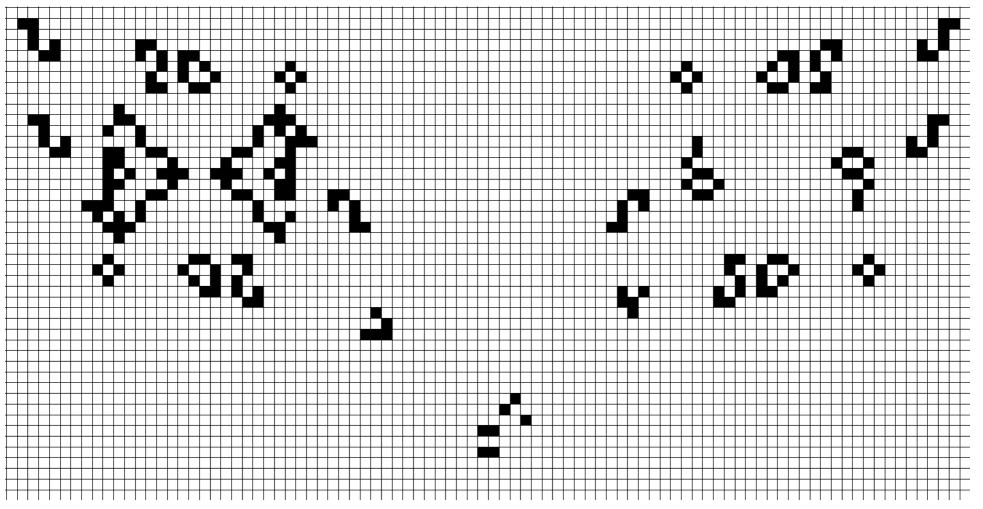
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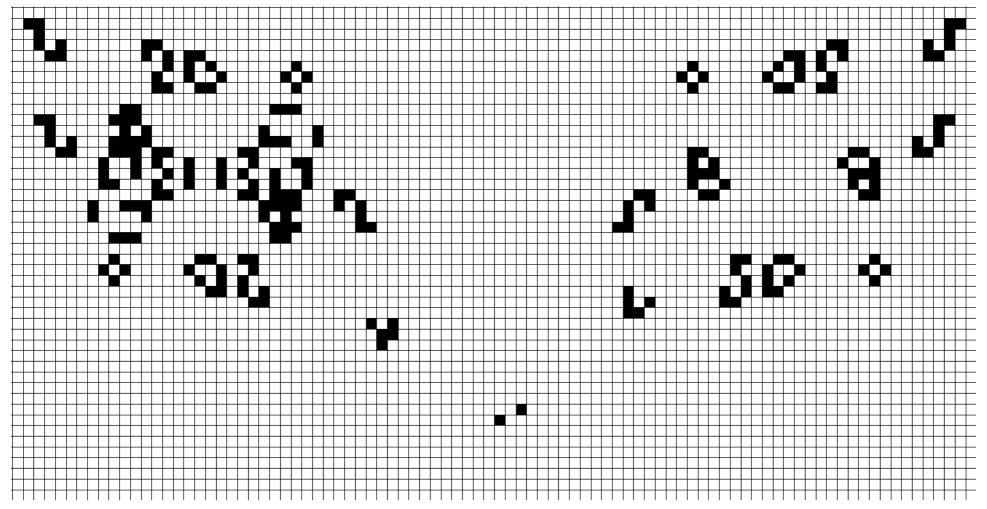
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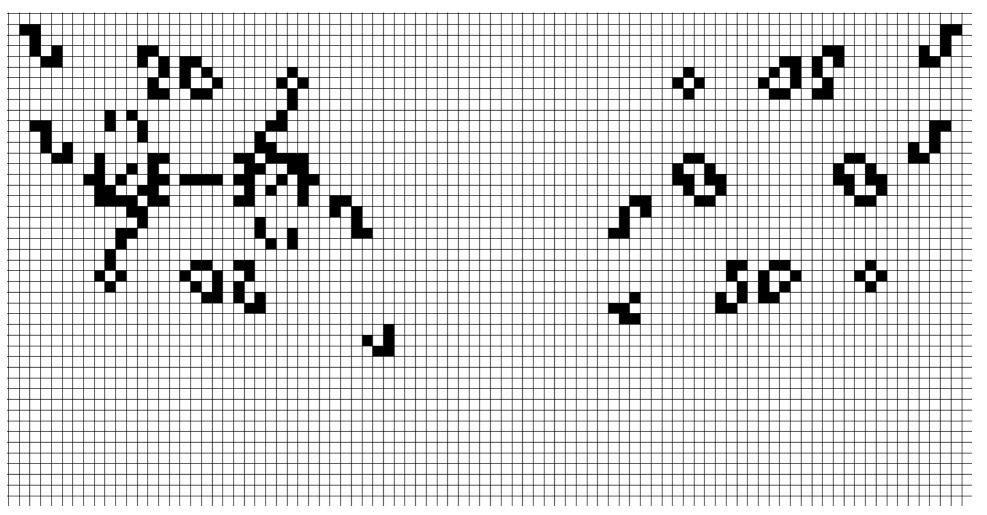
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2. Portes logiques

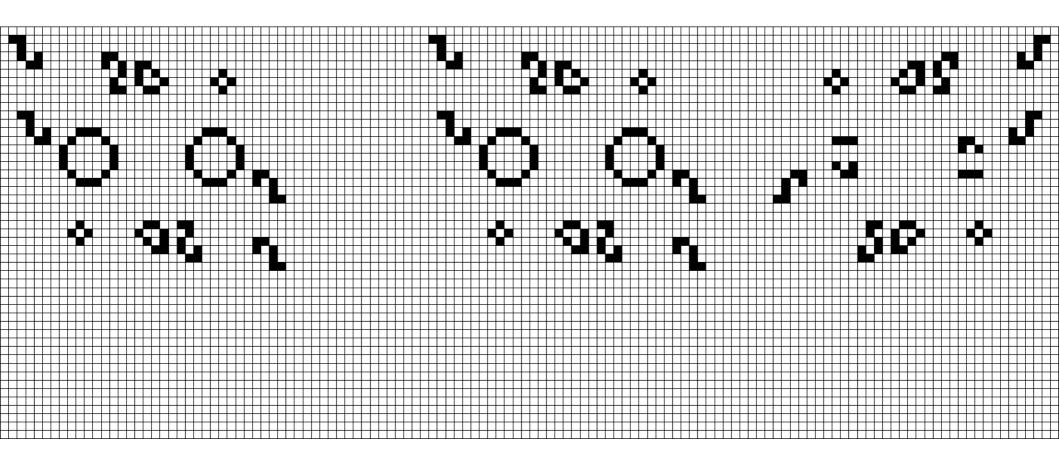


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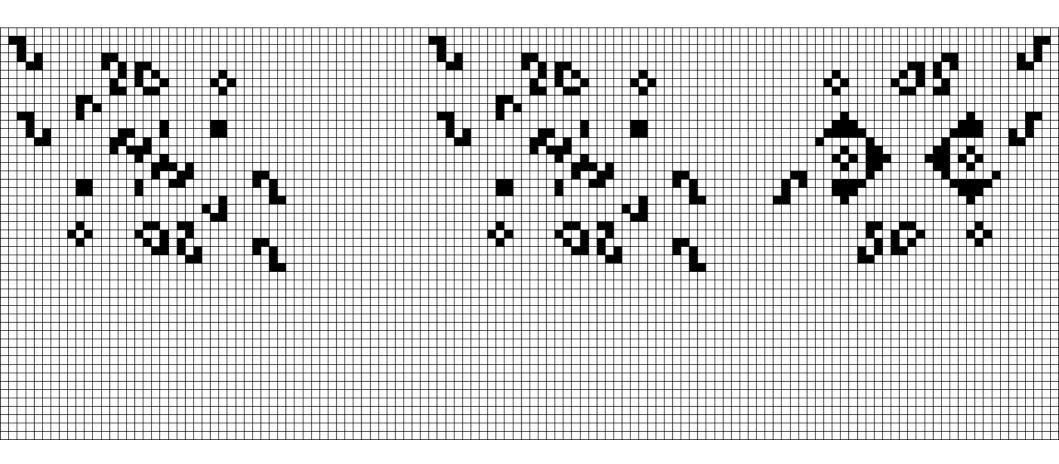


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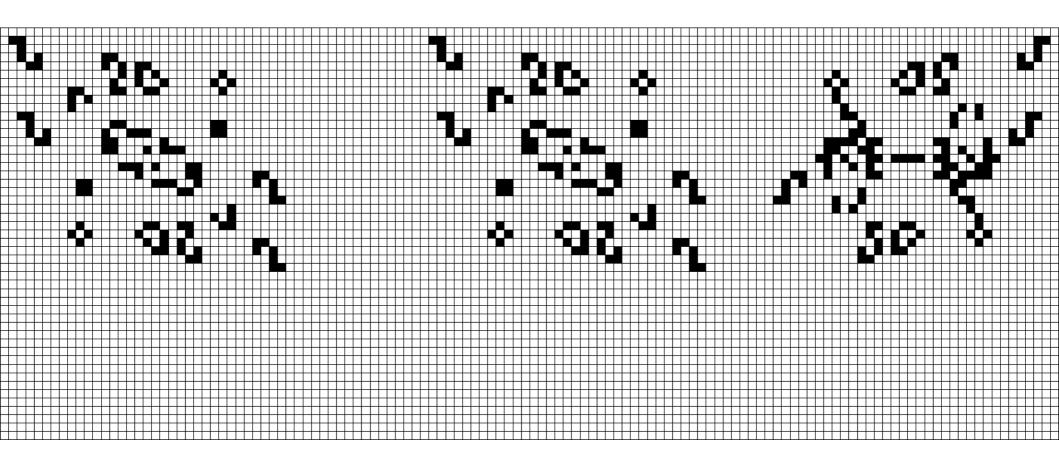
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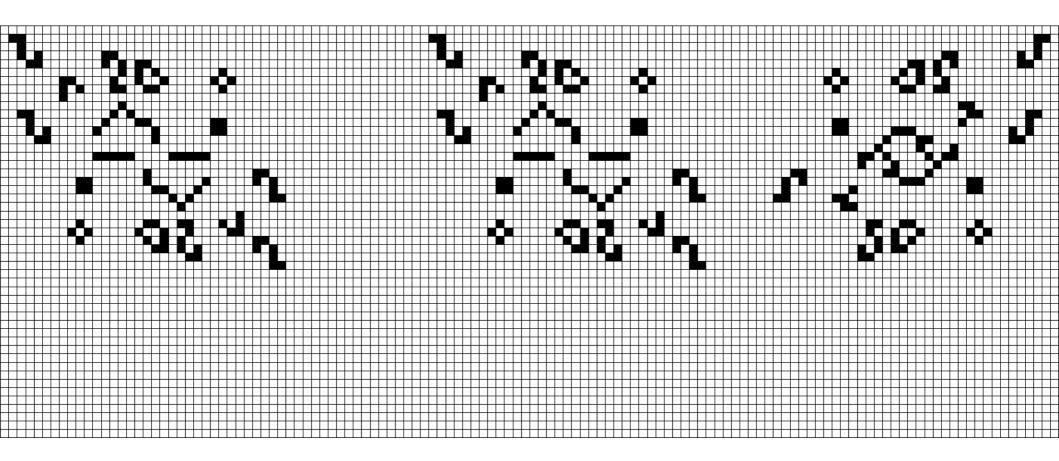
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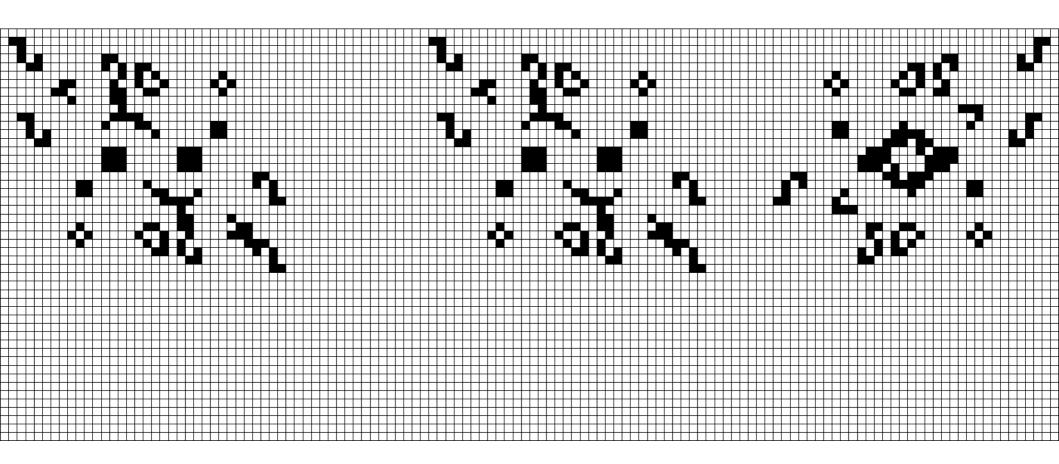
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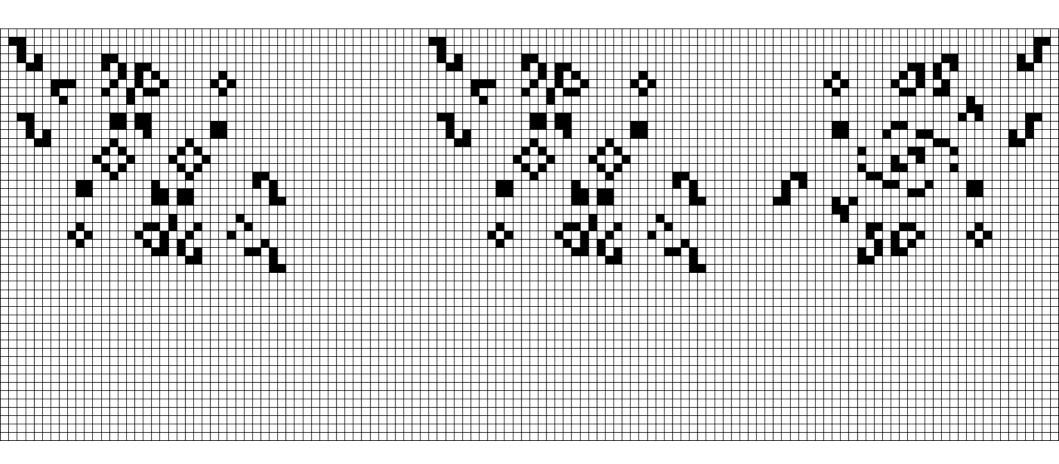
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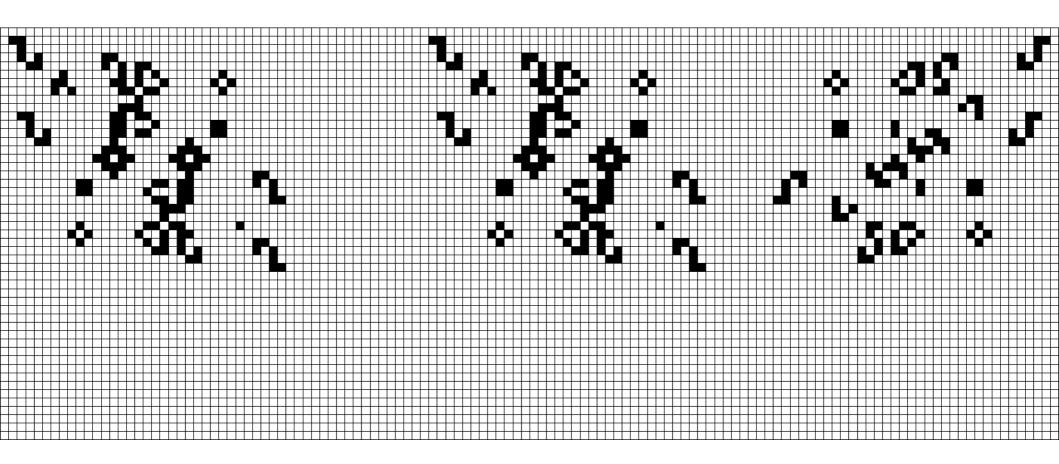
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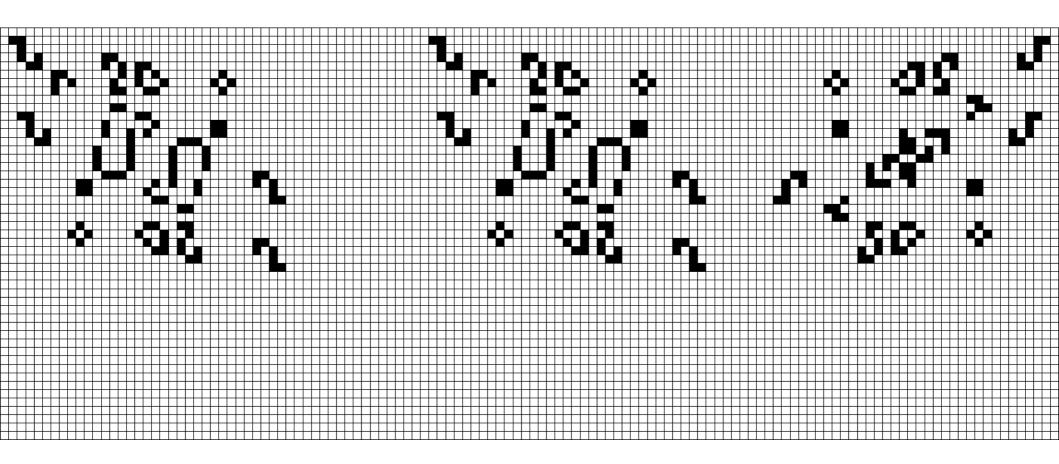
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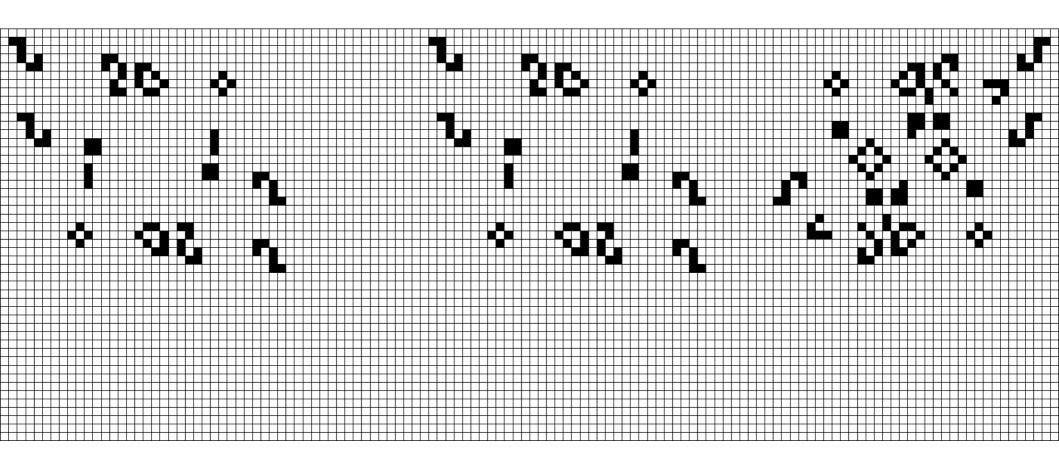
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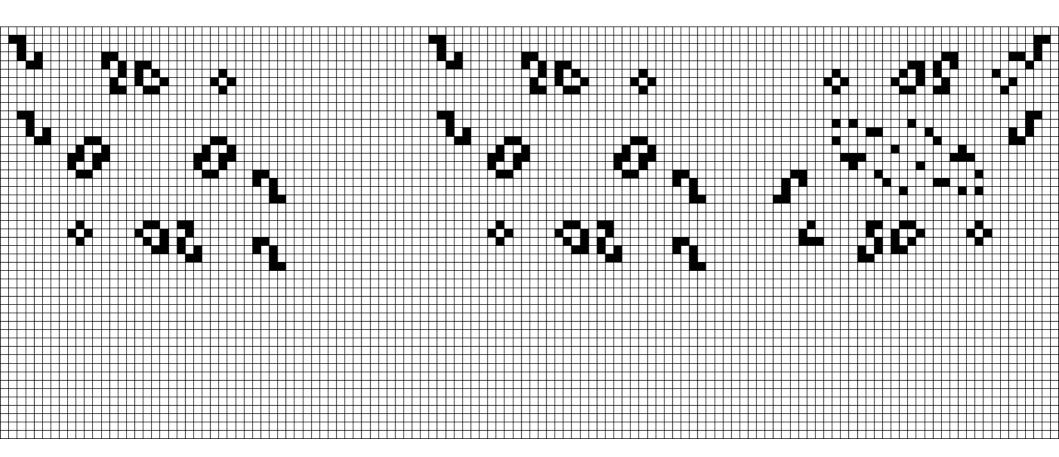
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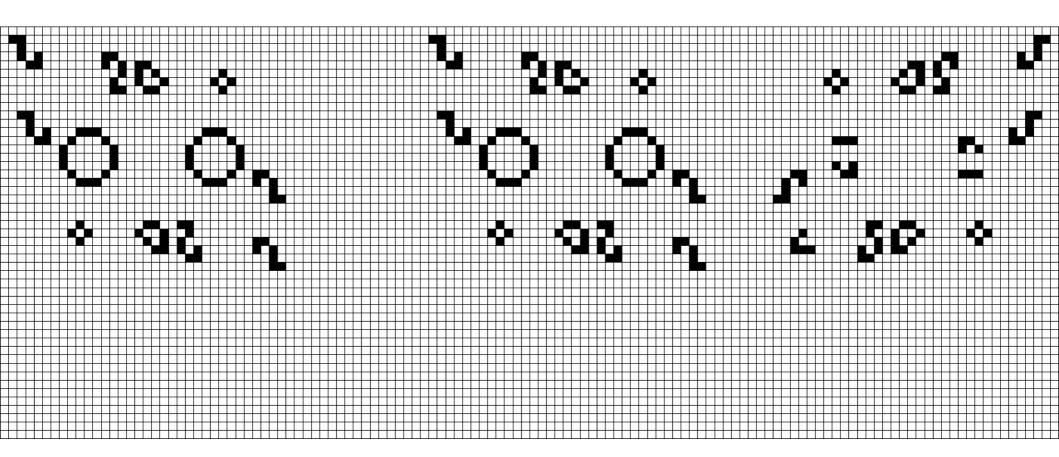
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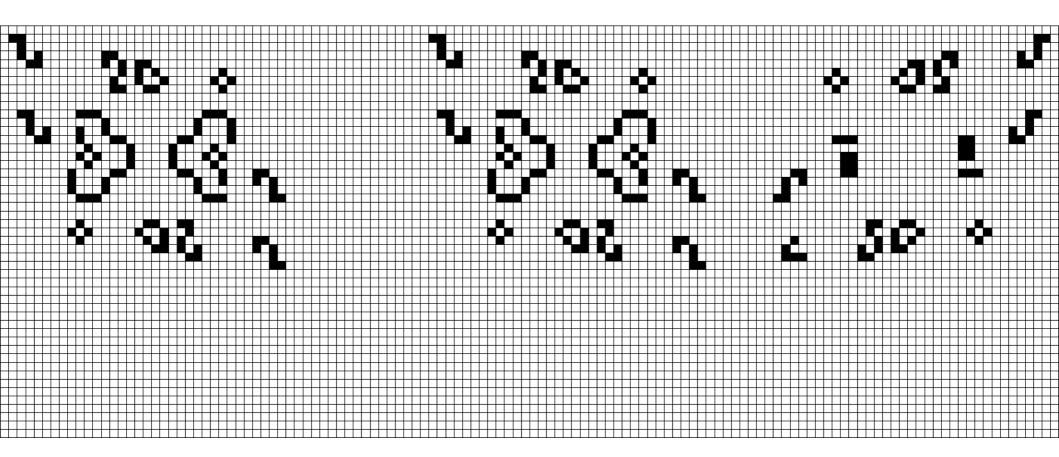
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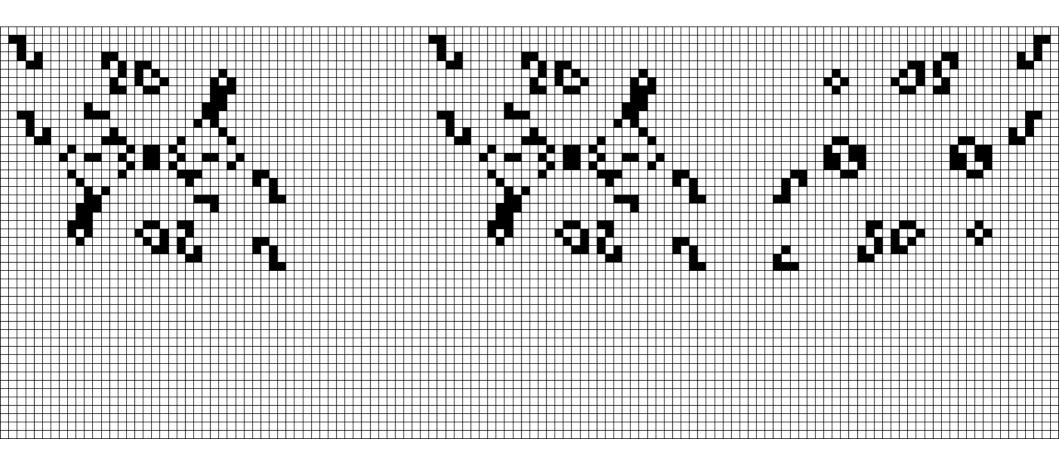
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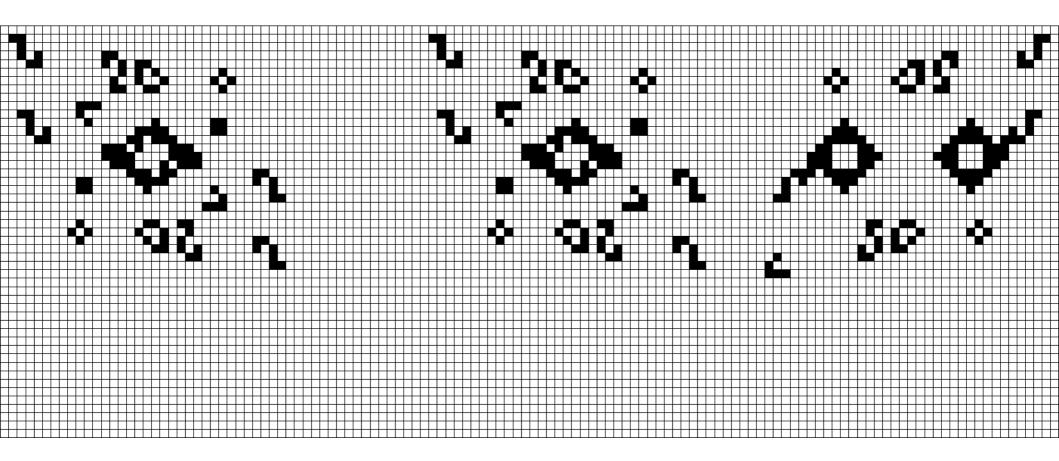
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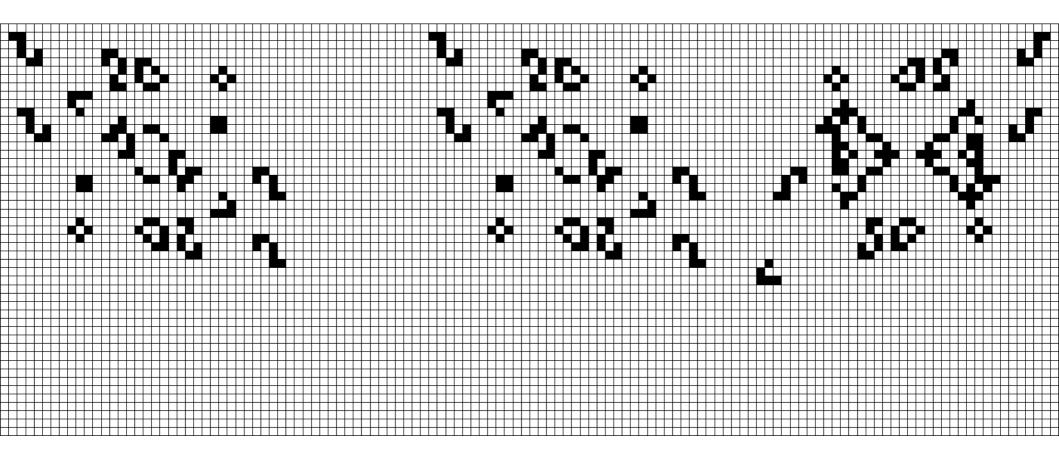
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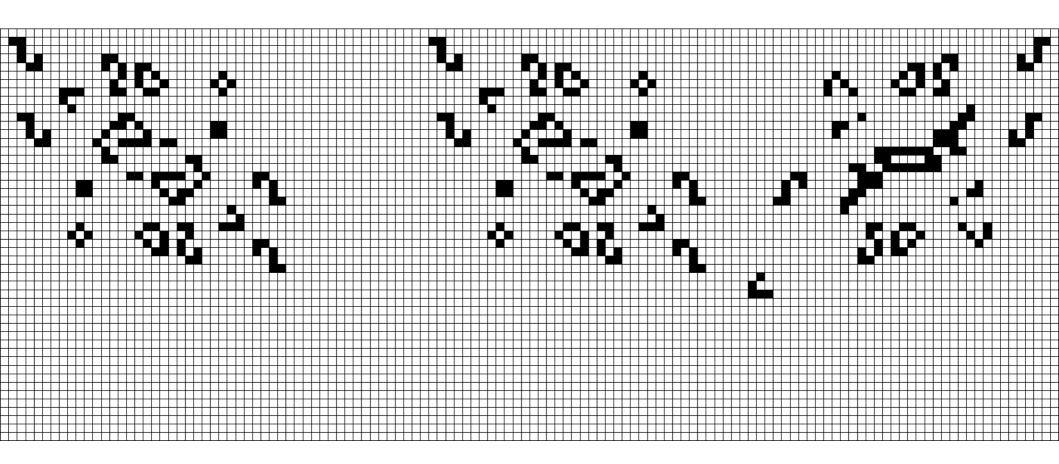
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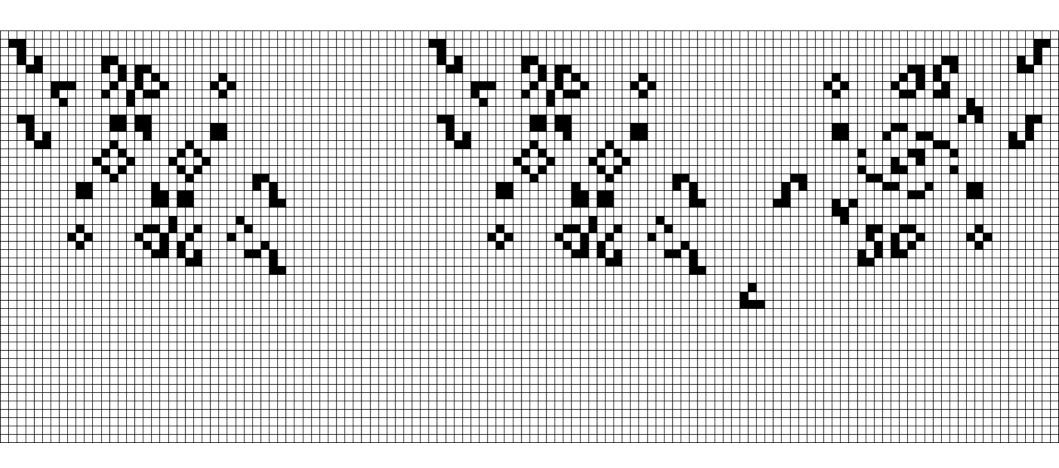
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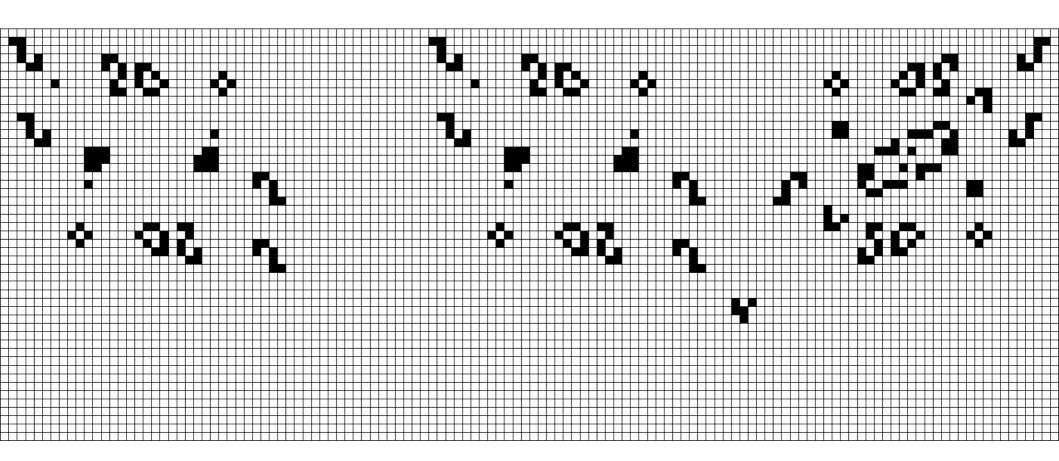
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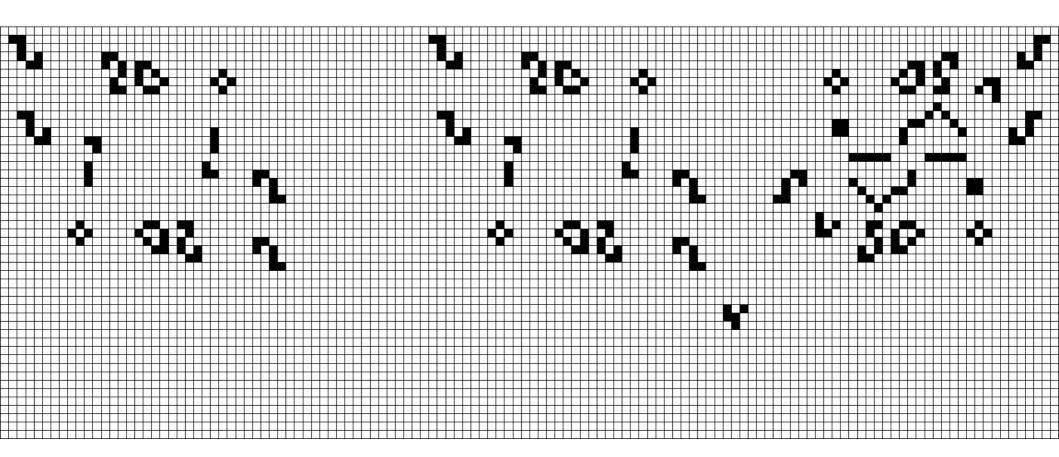
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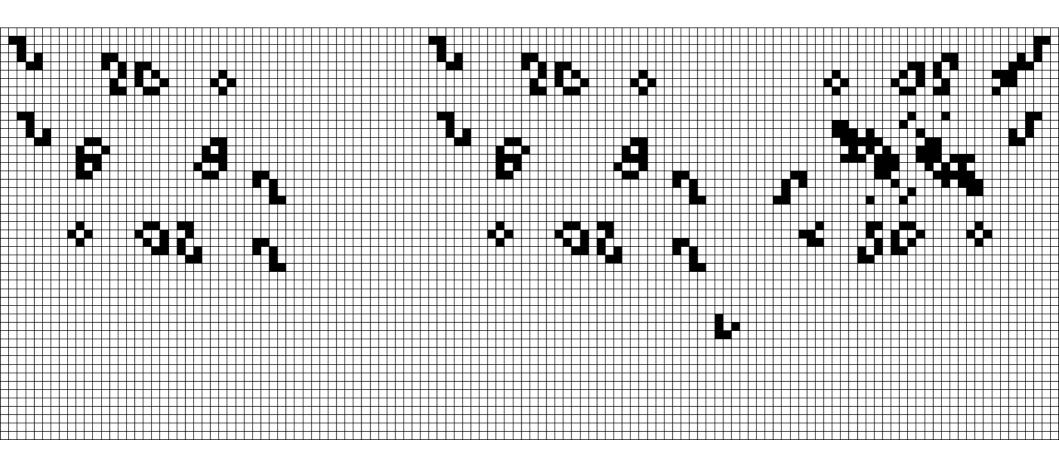
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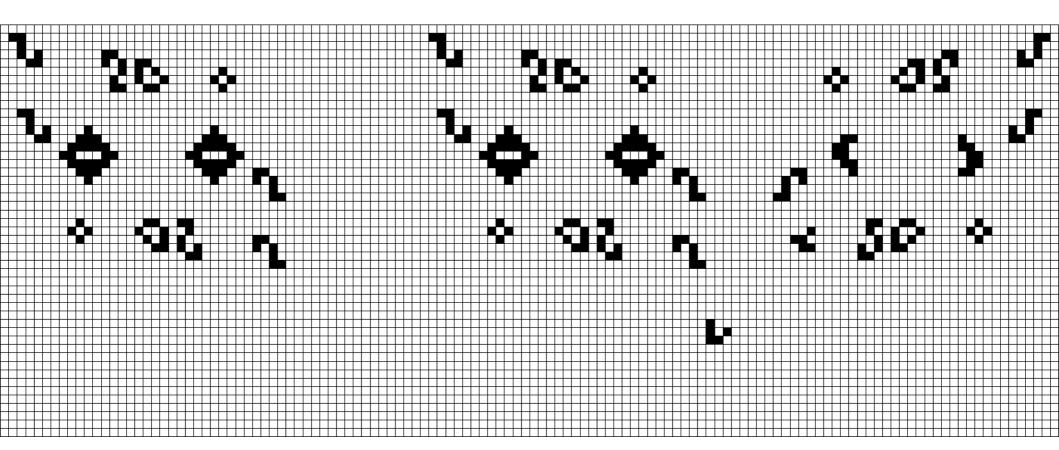
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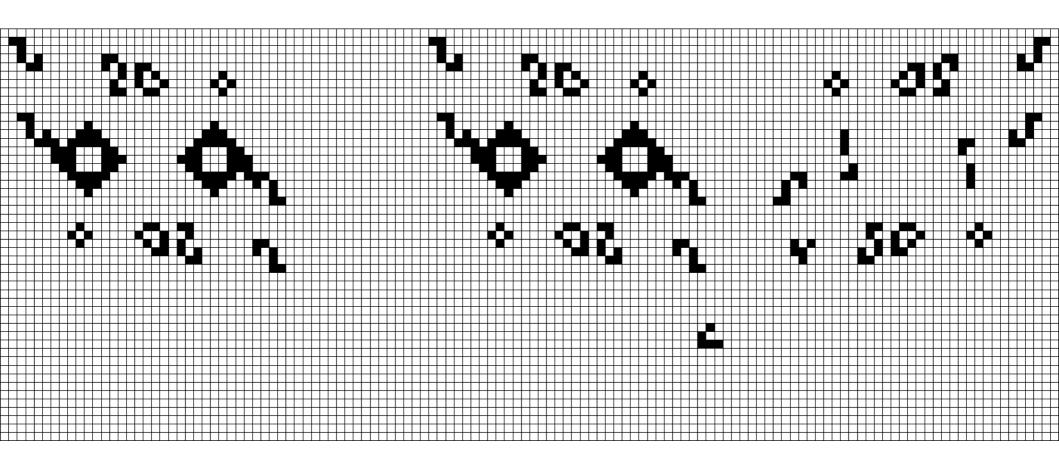
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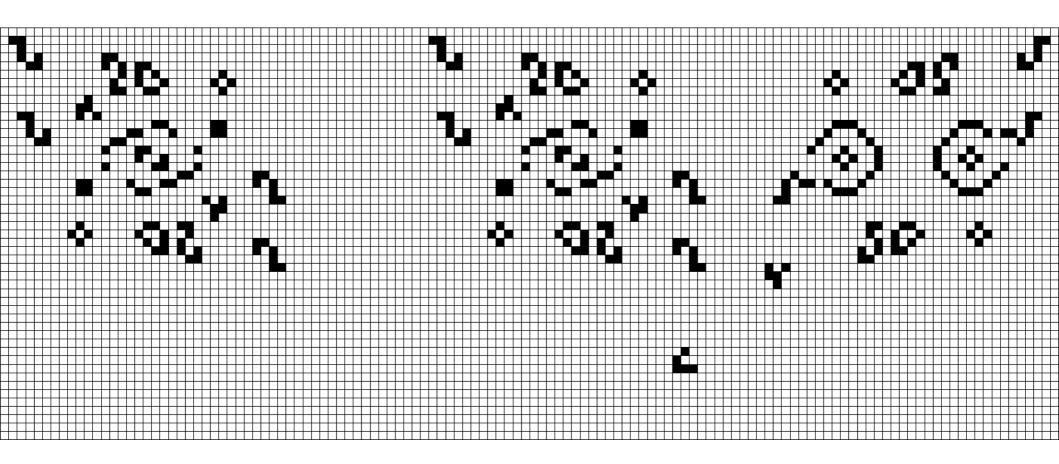
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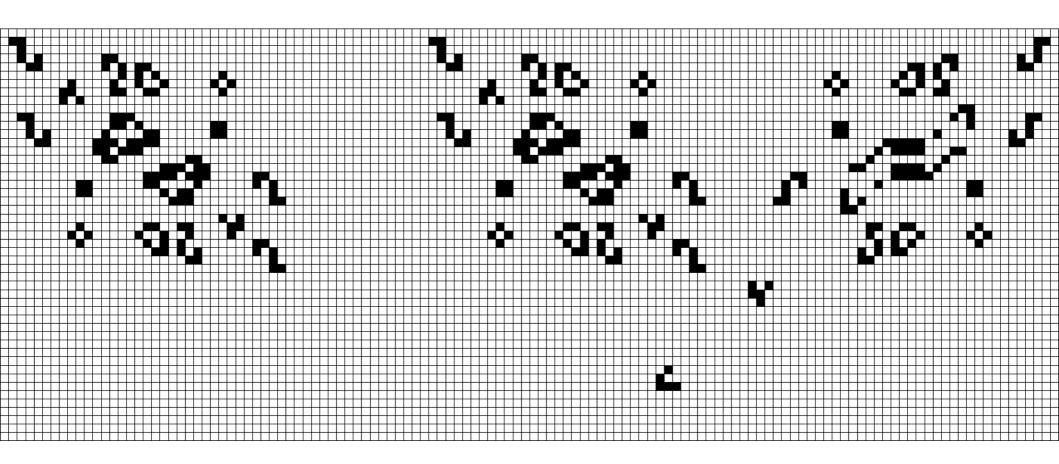
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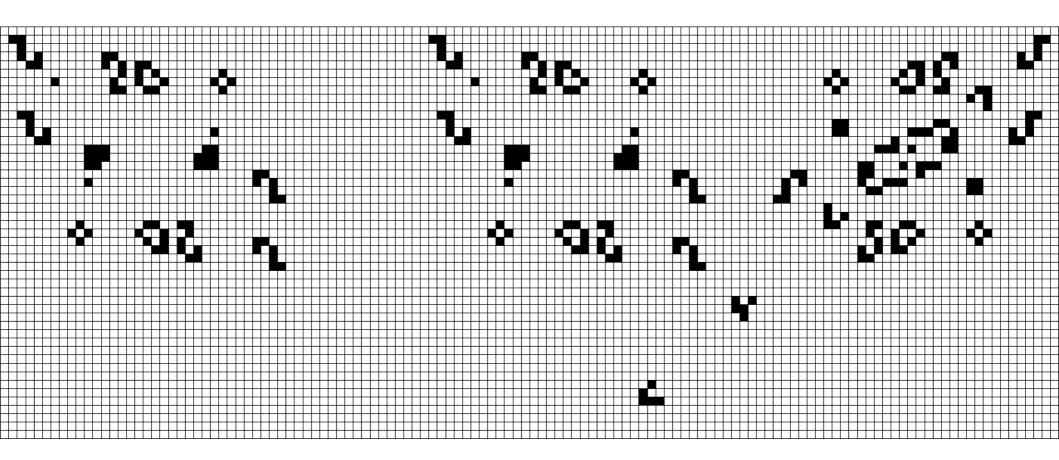
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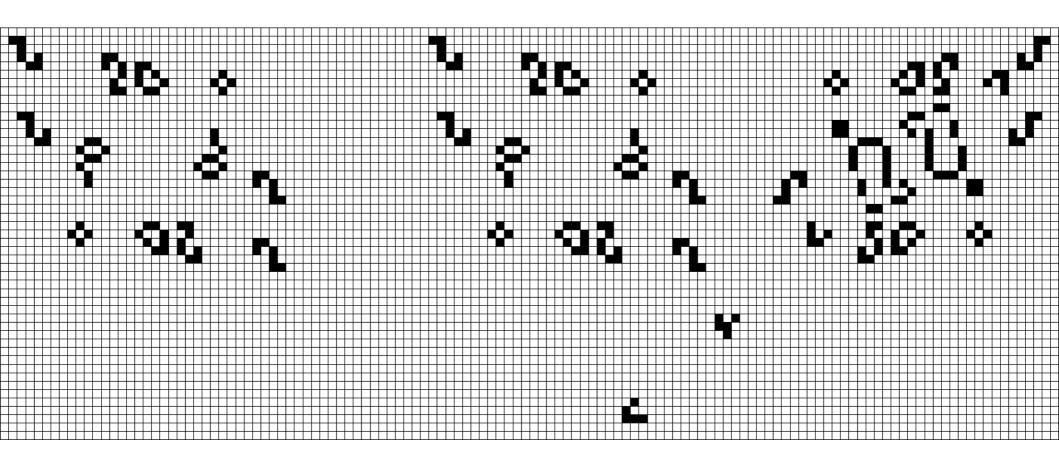
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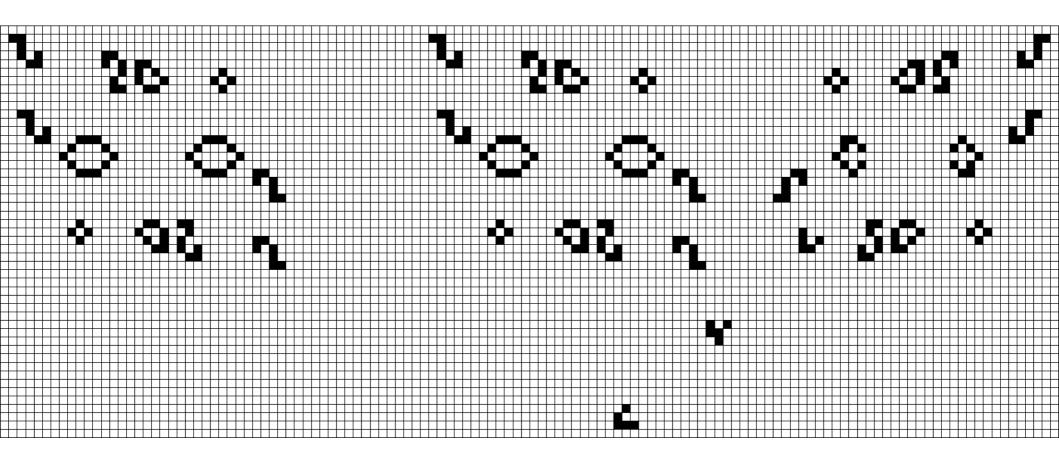
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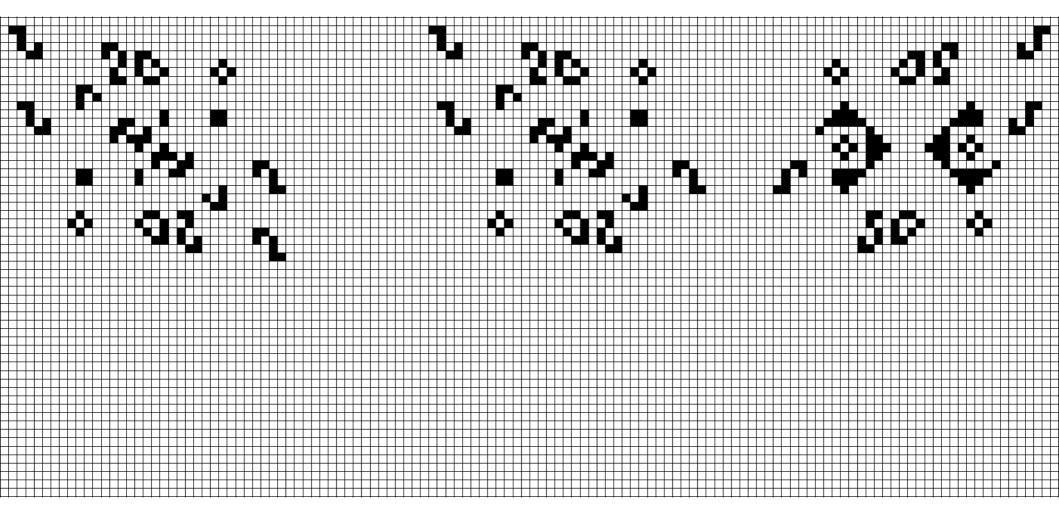
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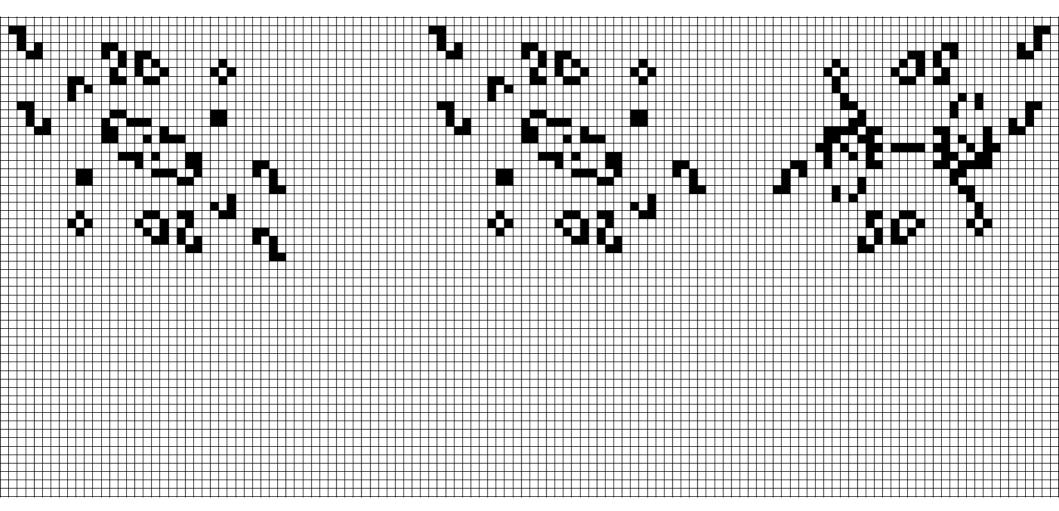
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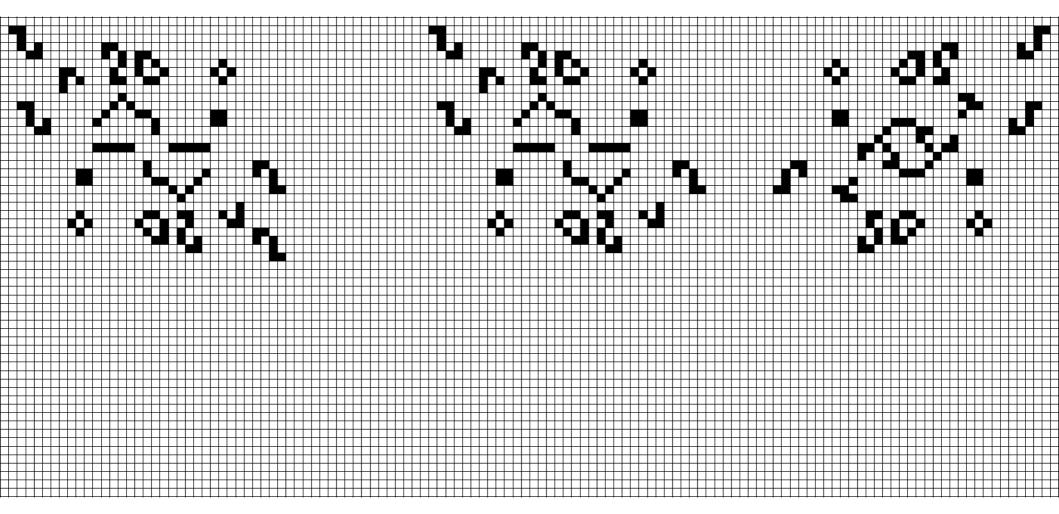
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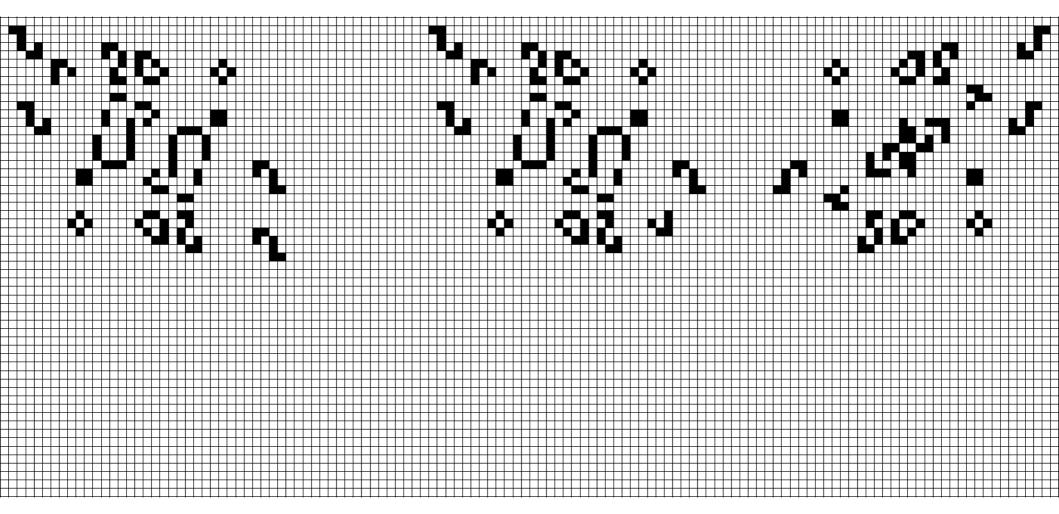
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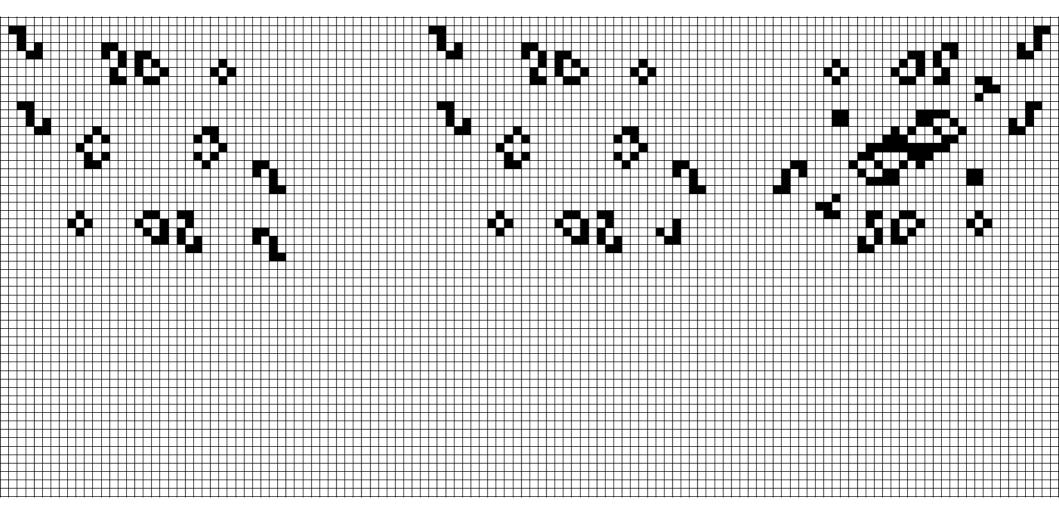
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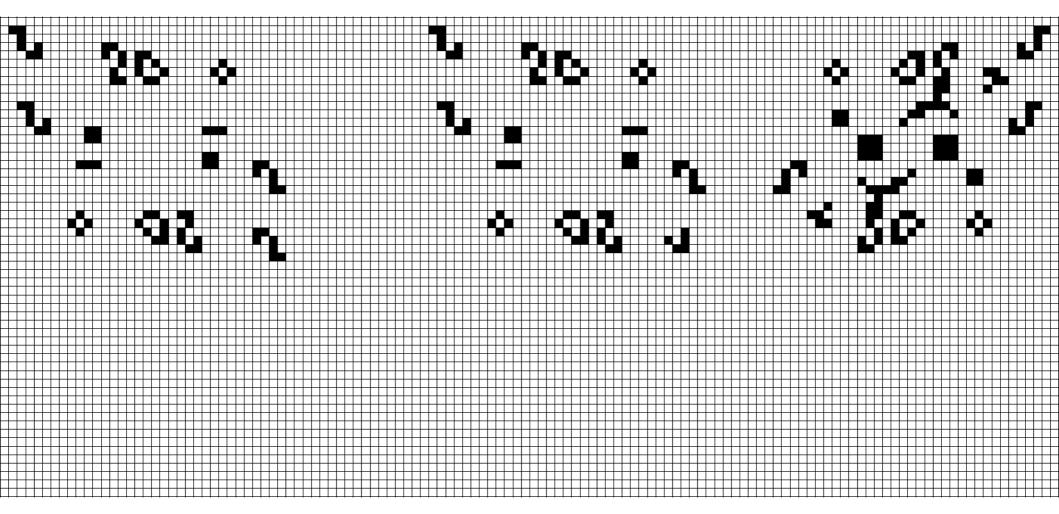
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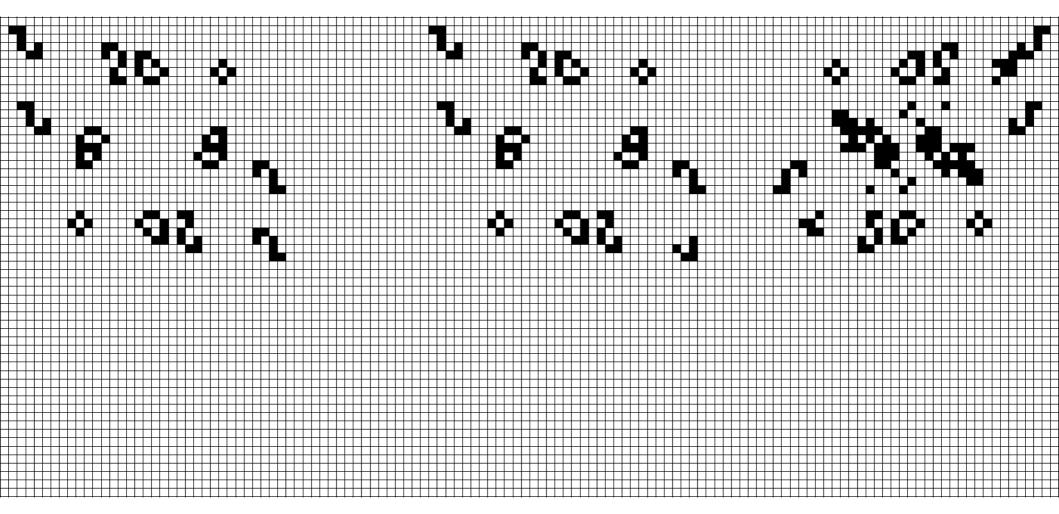
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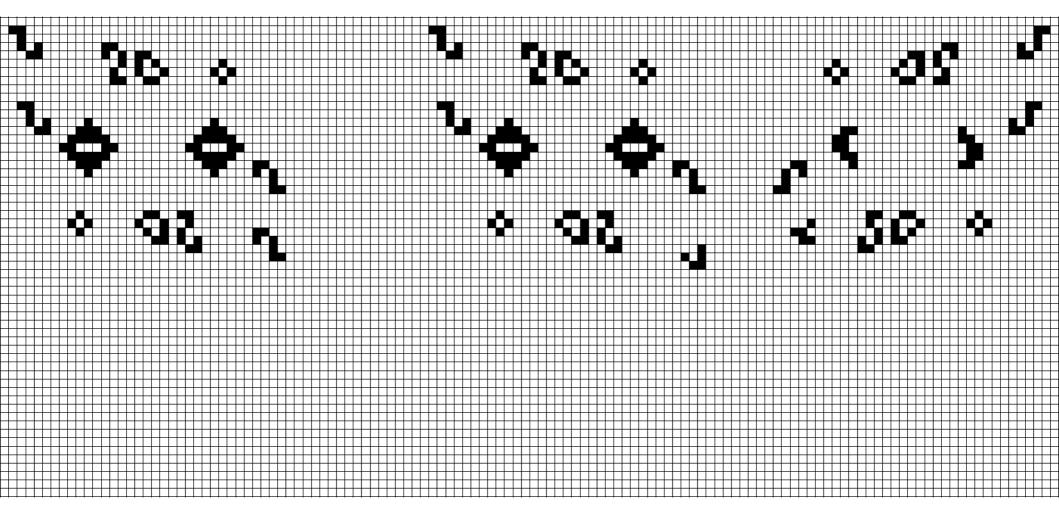
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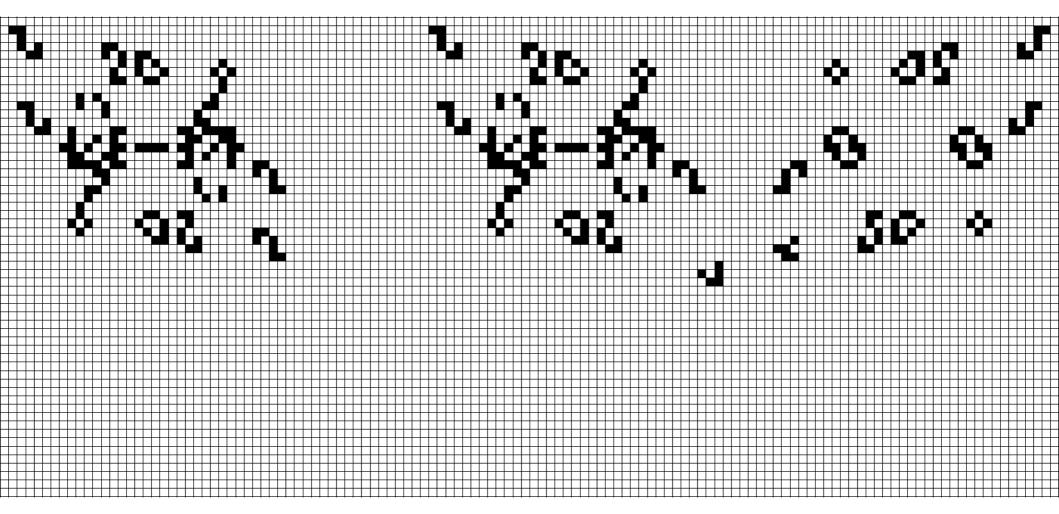
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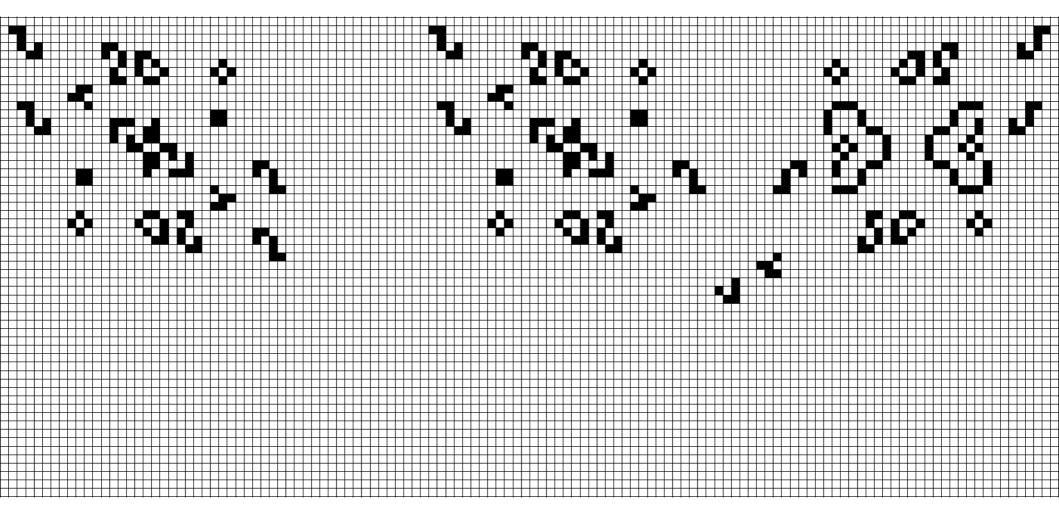
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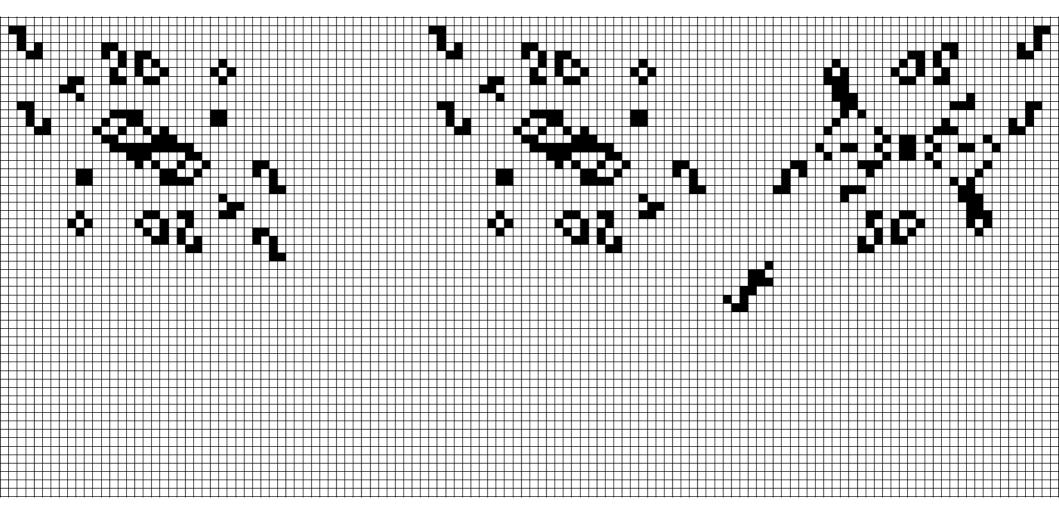
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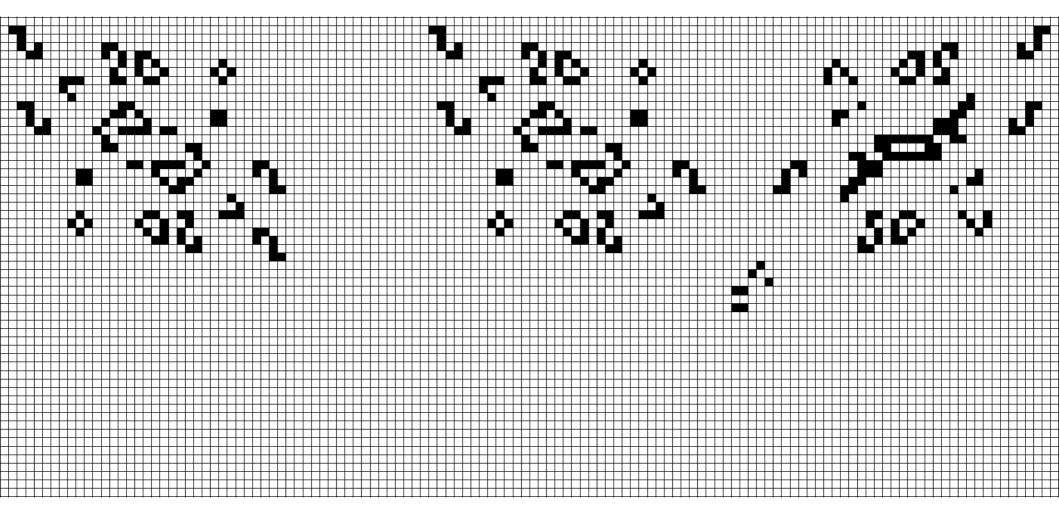
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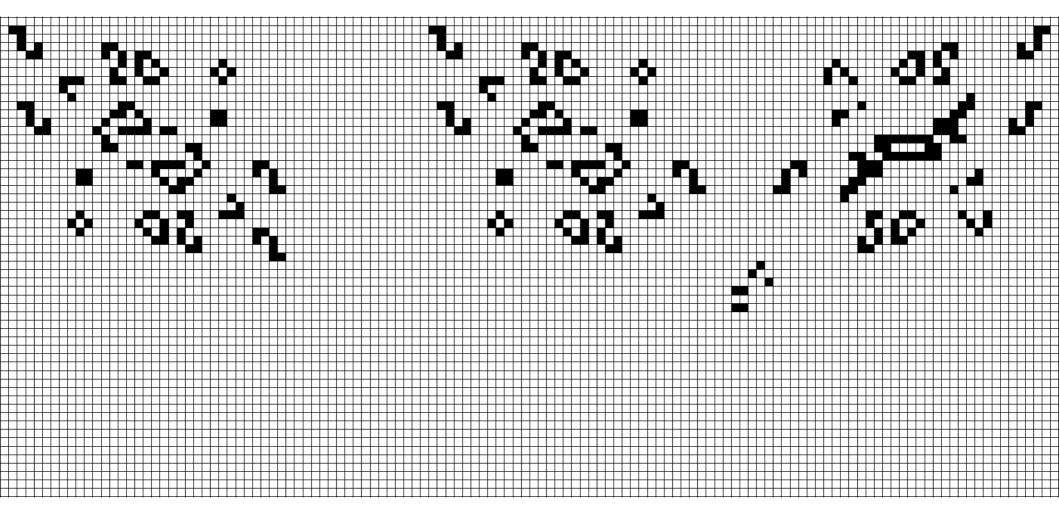
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2. Portes logiques



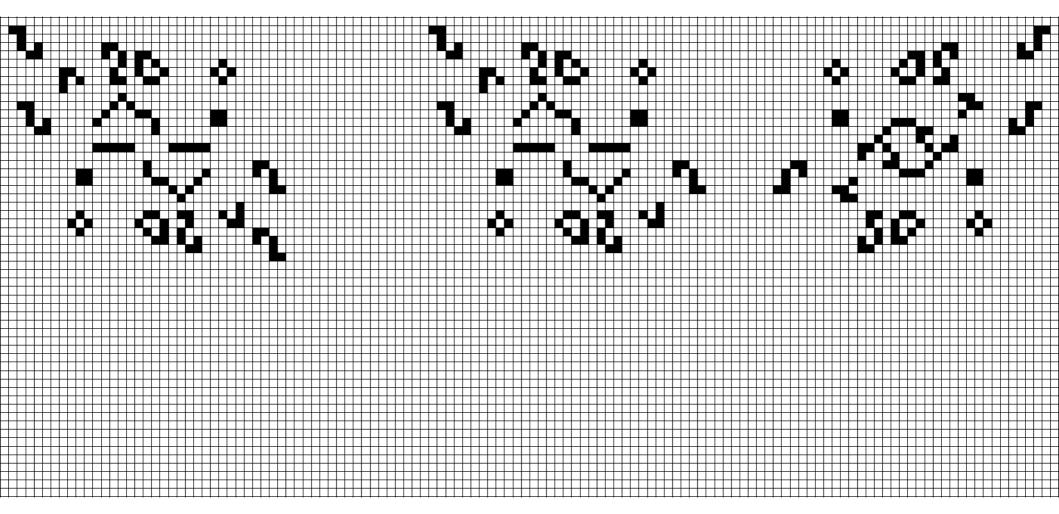
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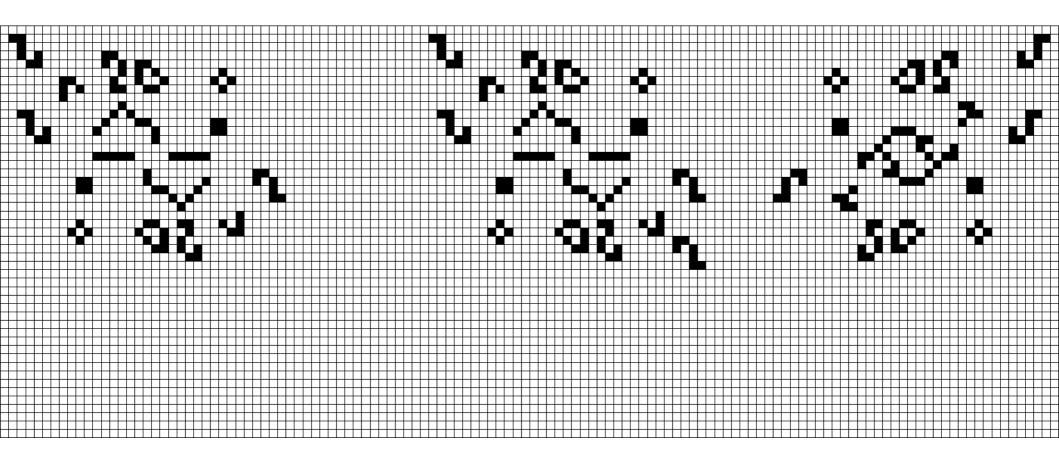
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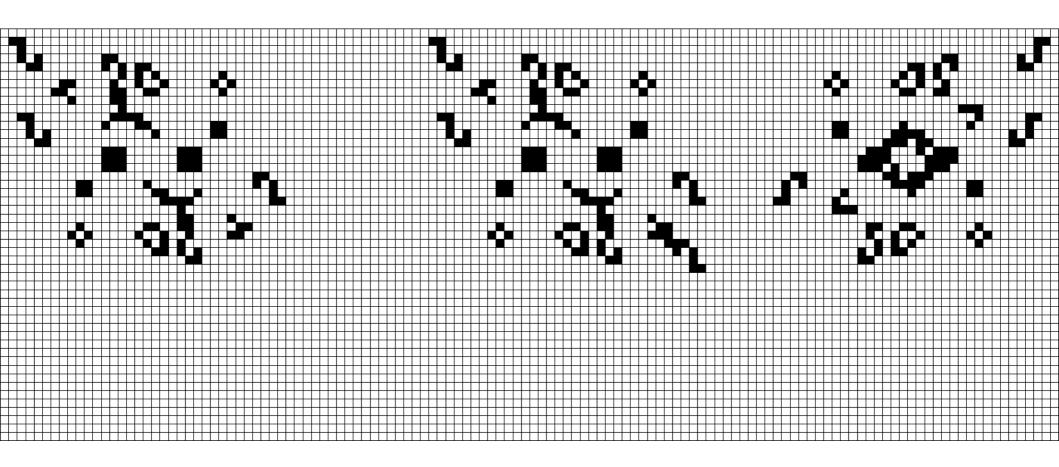
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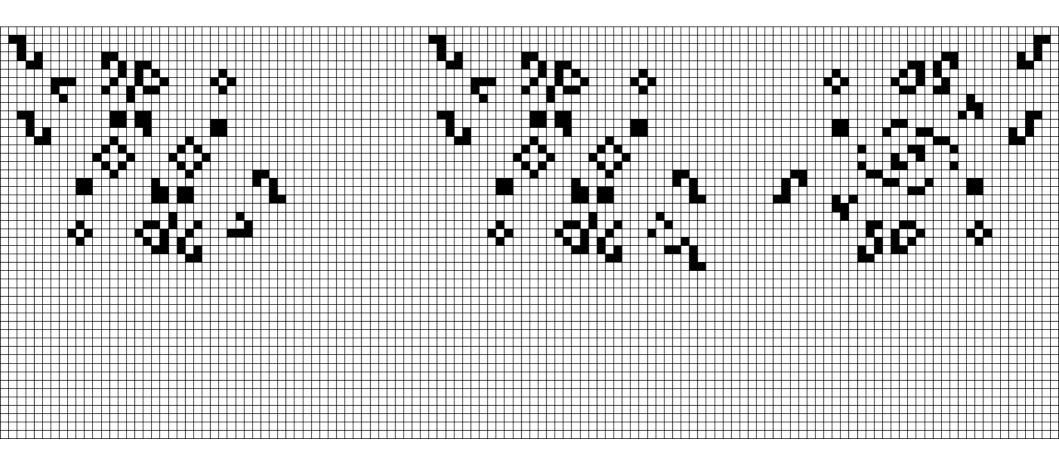
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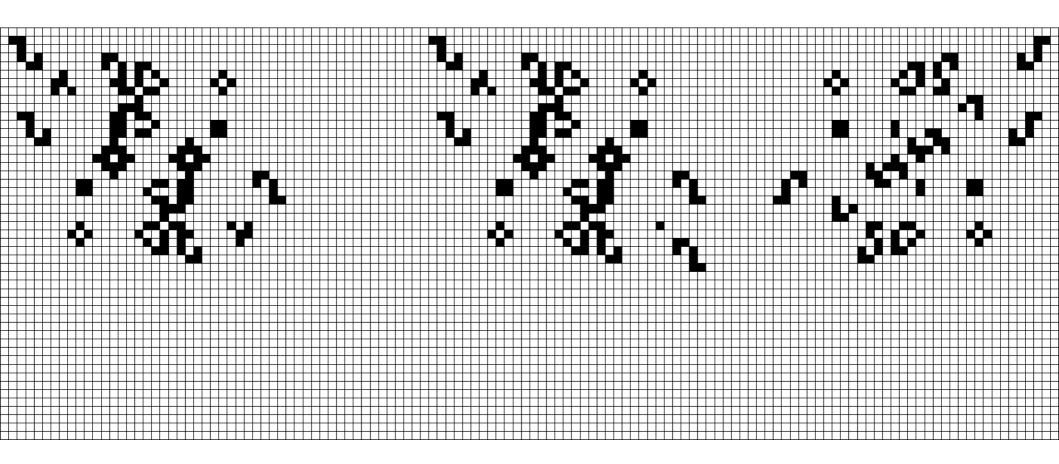
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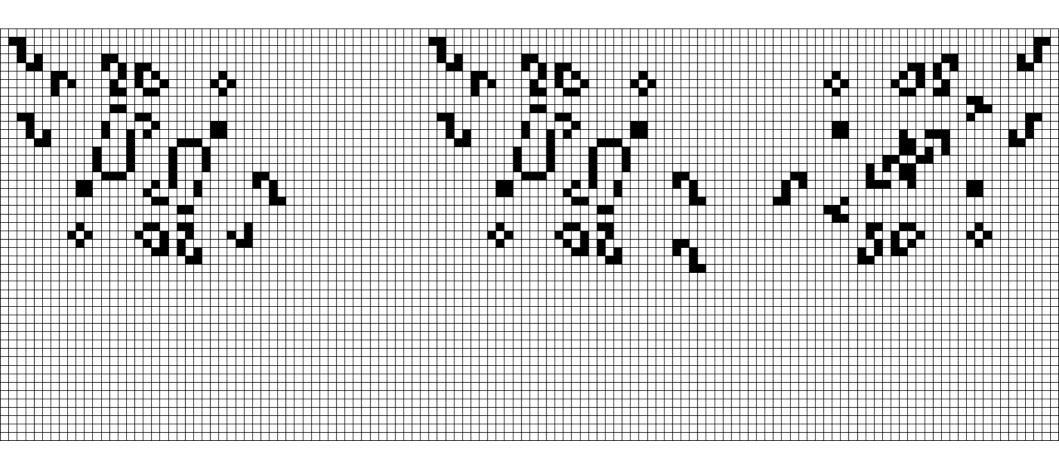
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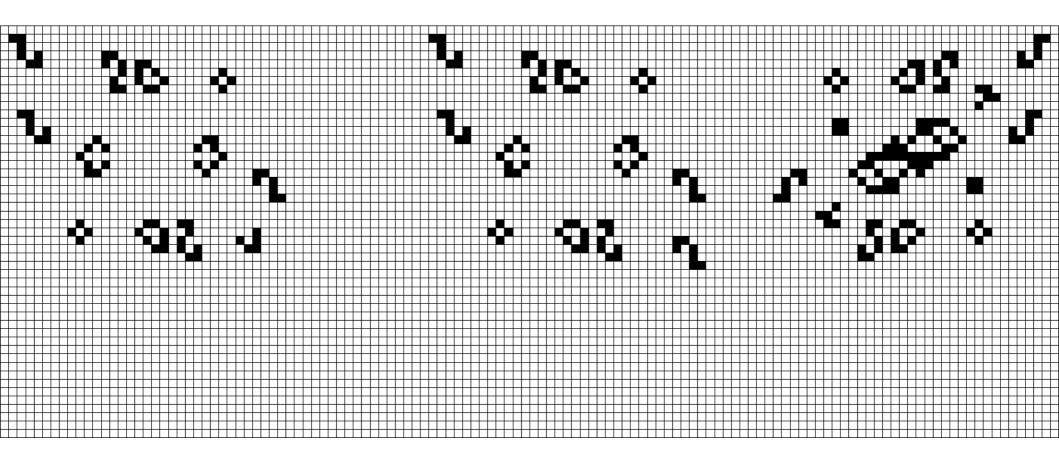
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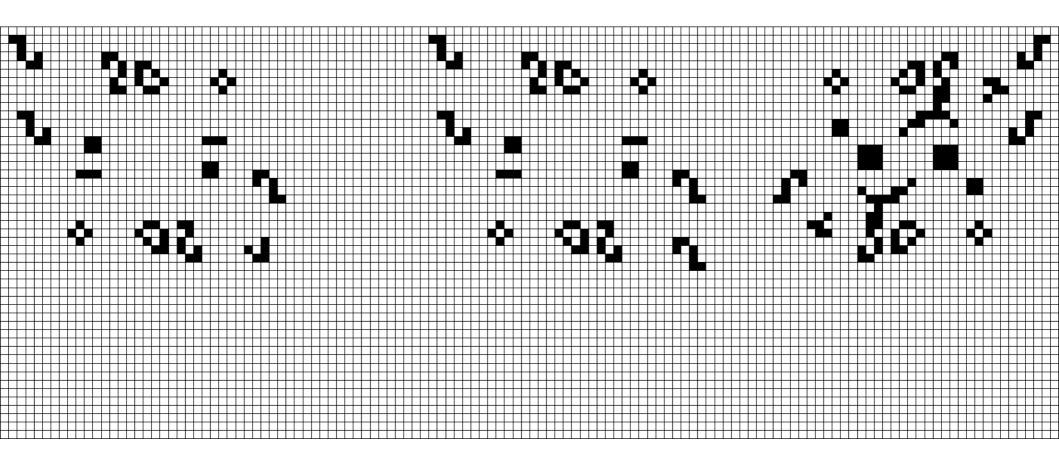
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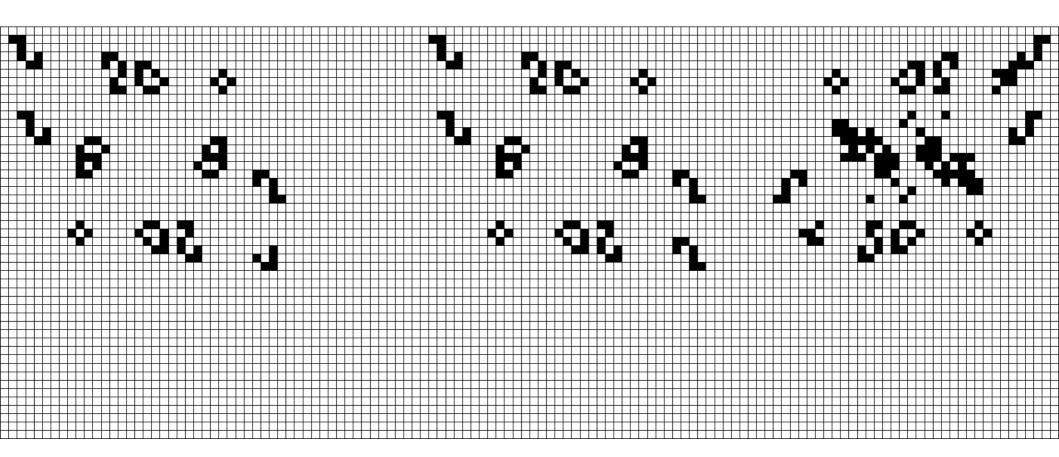
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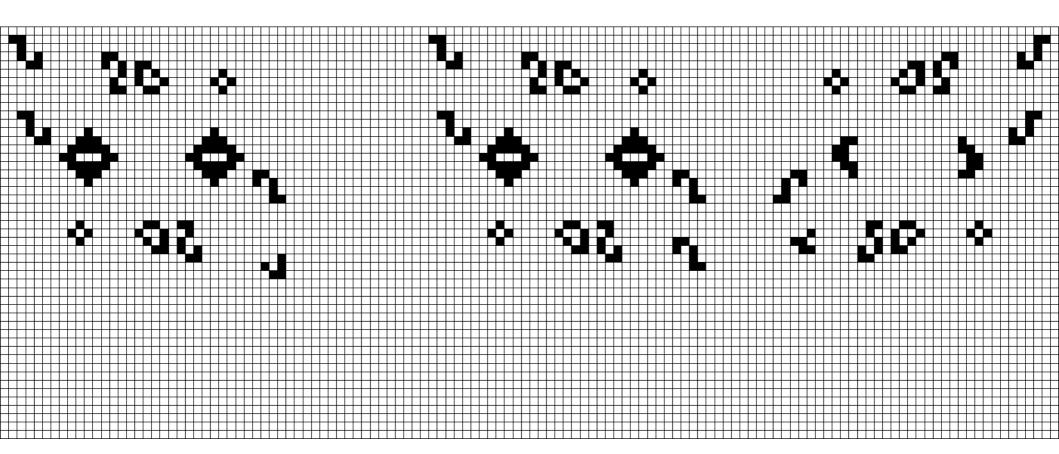
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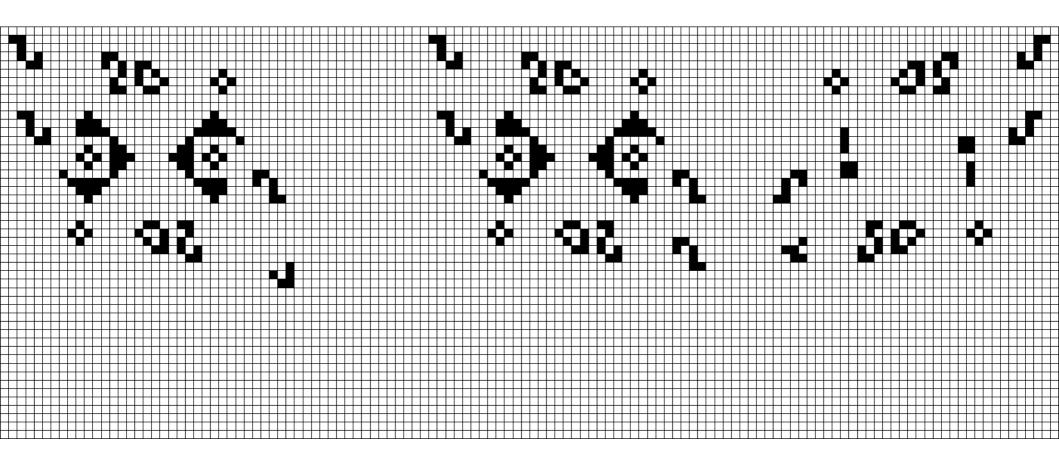
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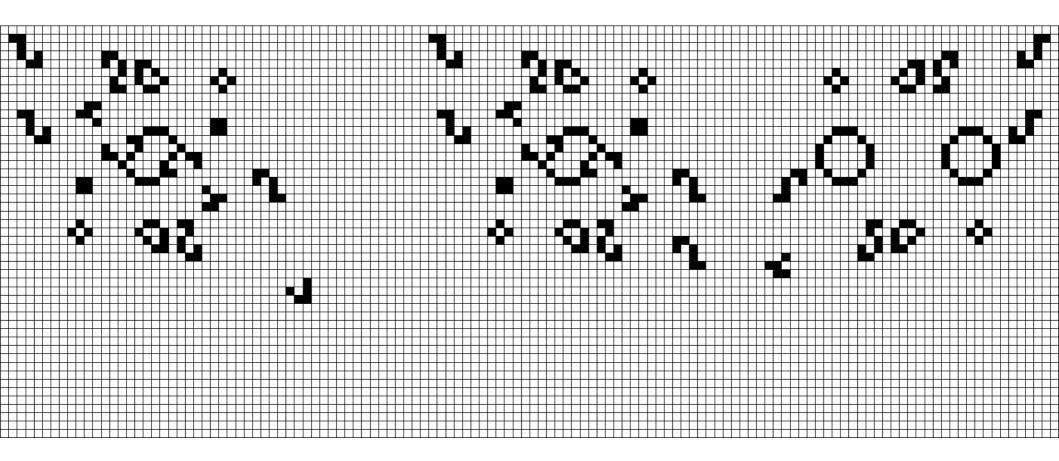
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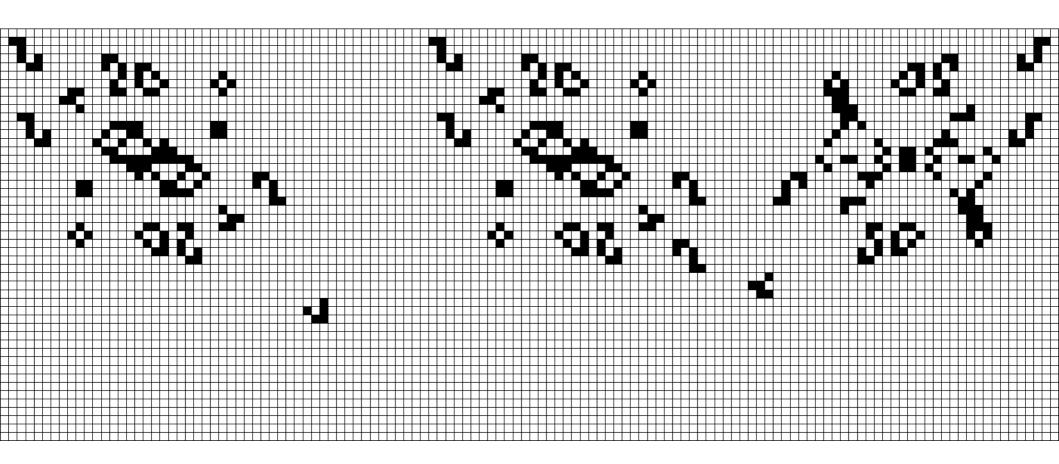
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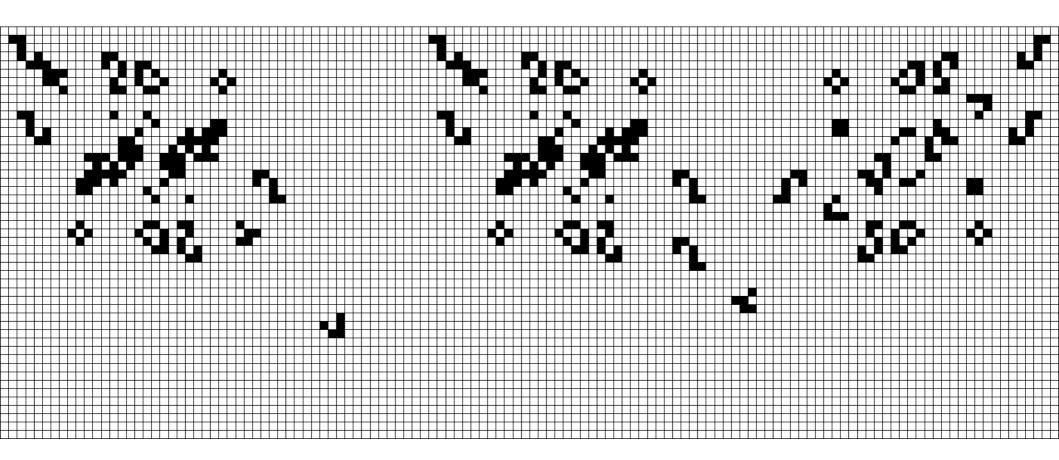
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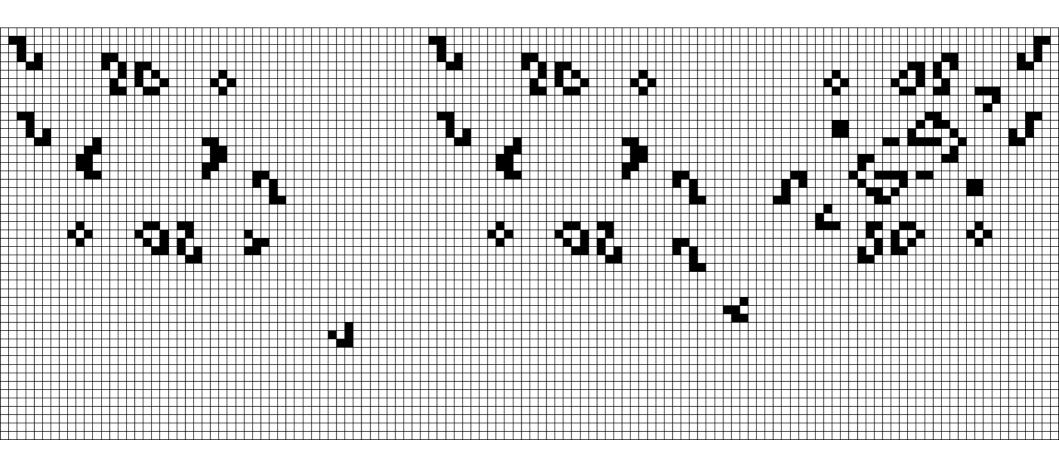
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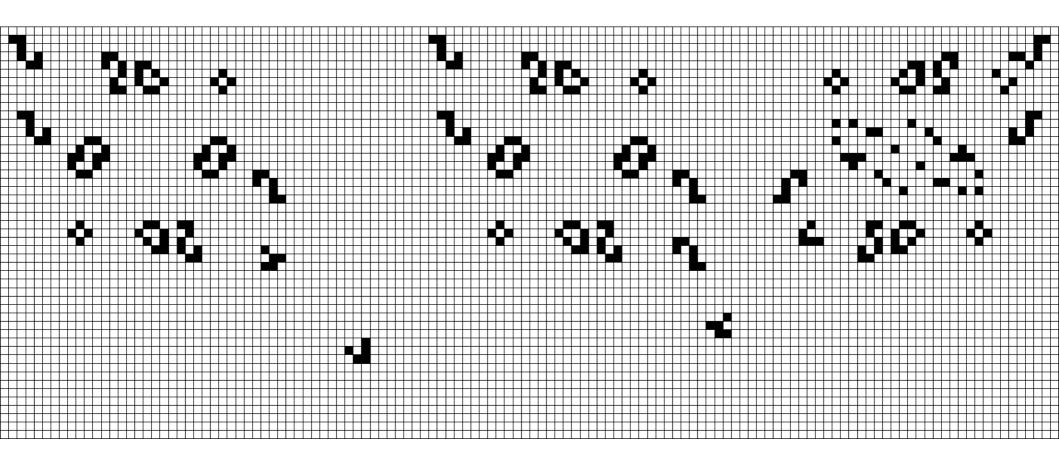
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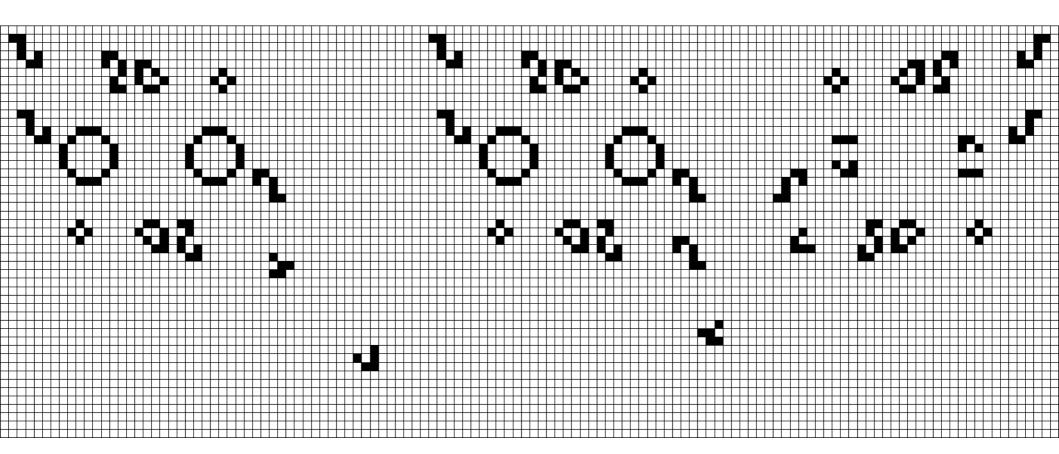
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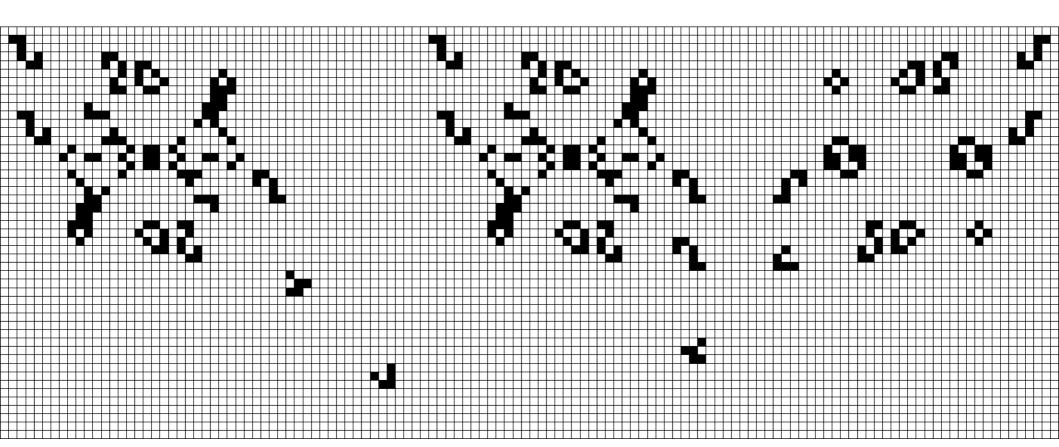
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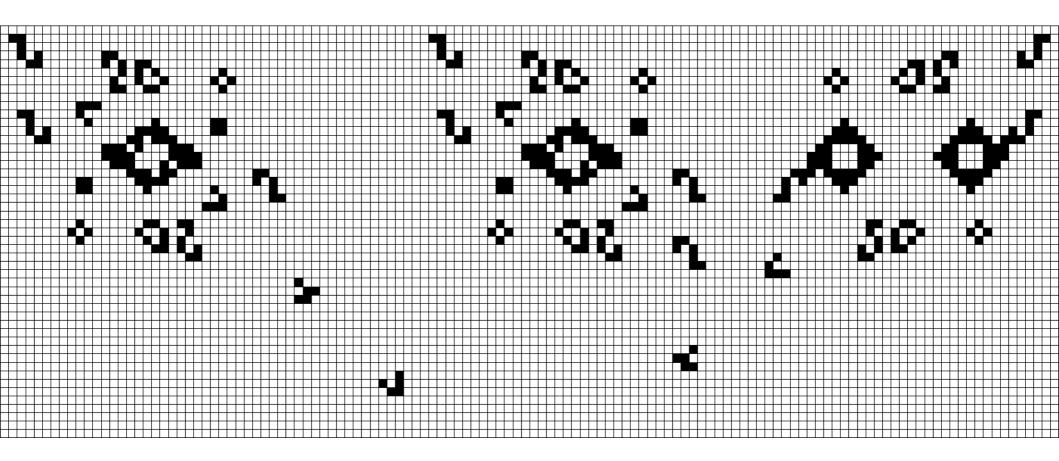
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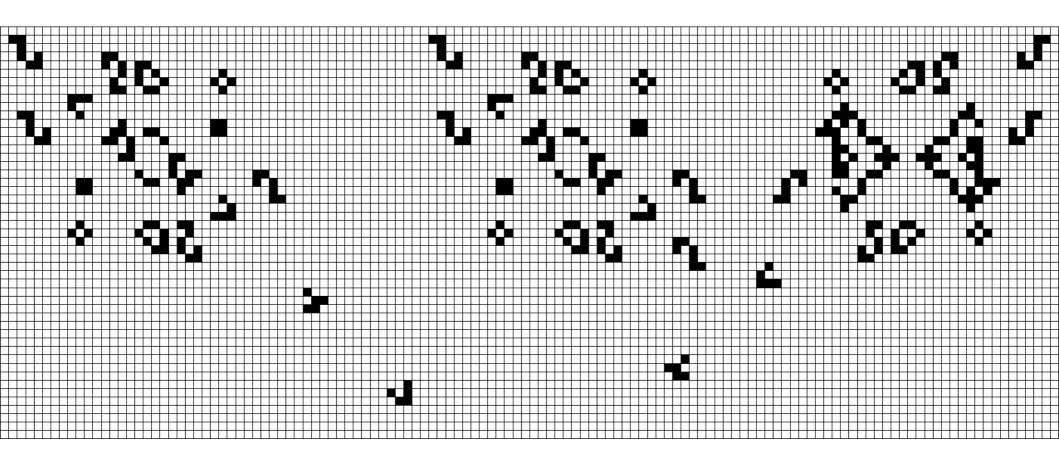
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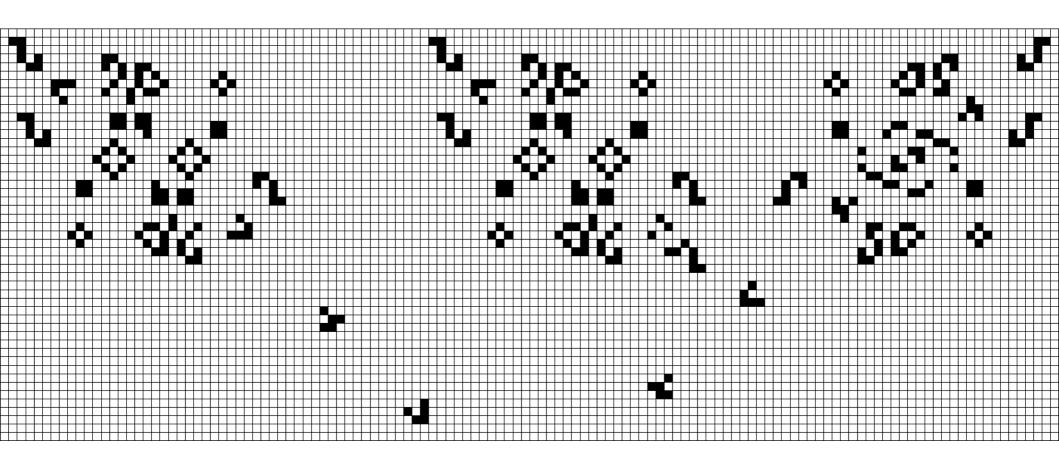
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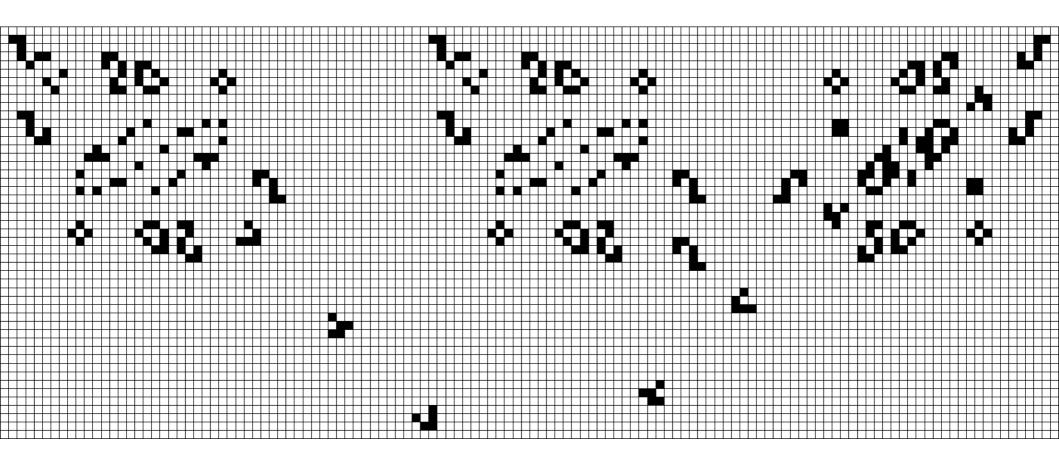
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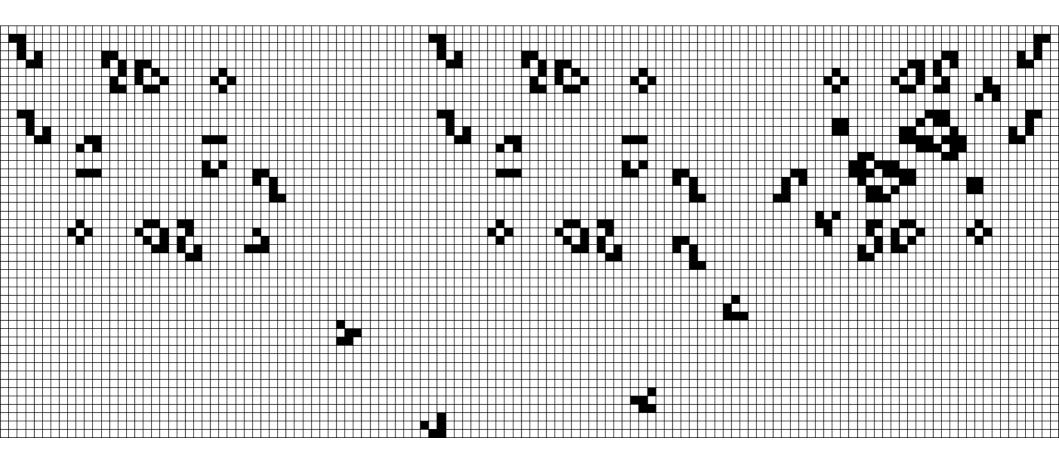
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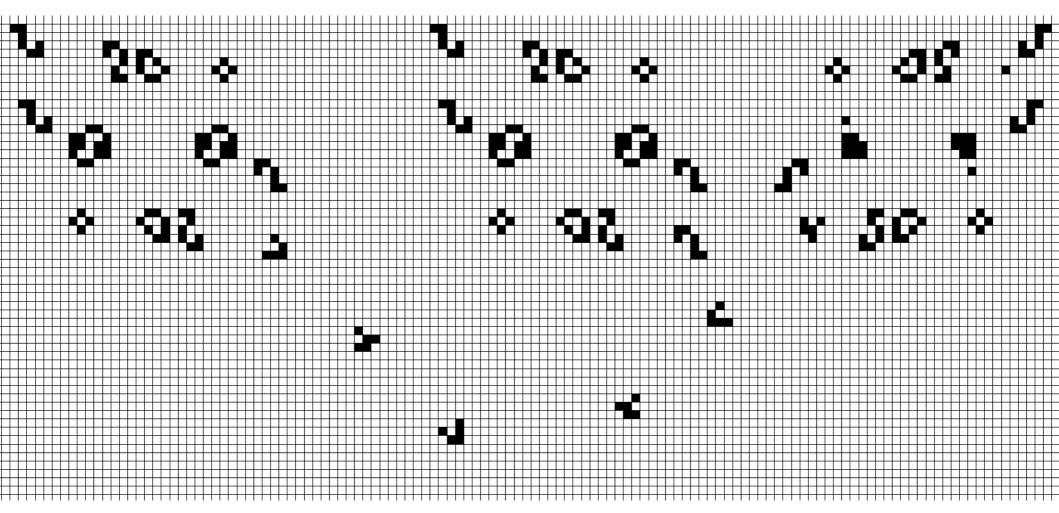
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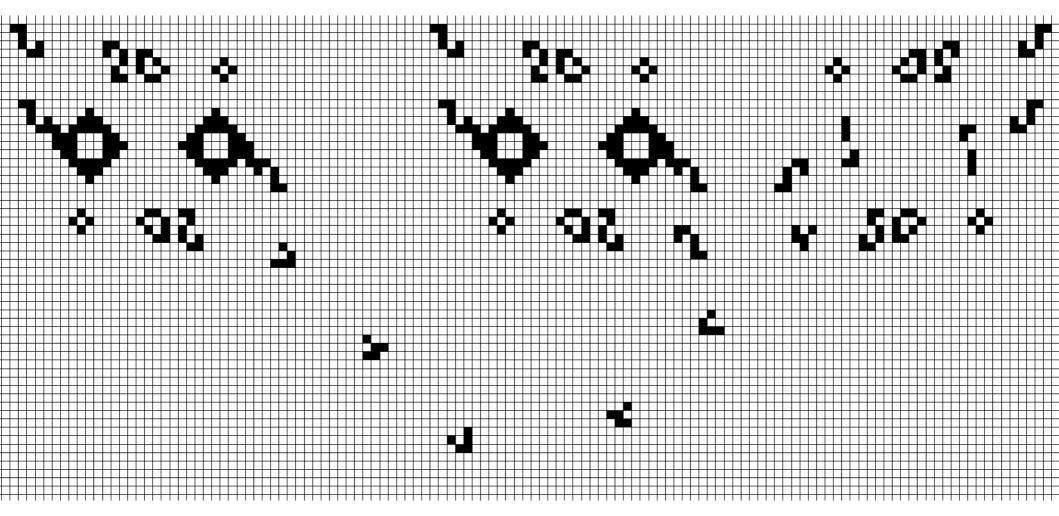
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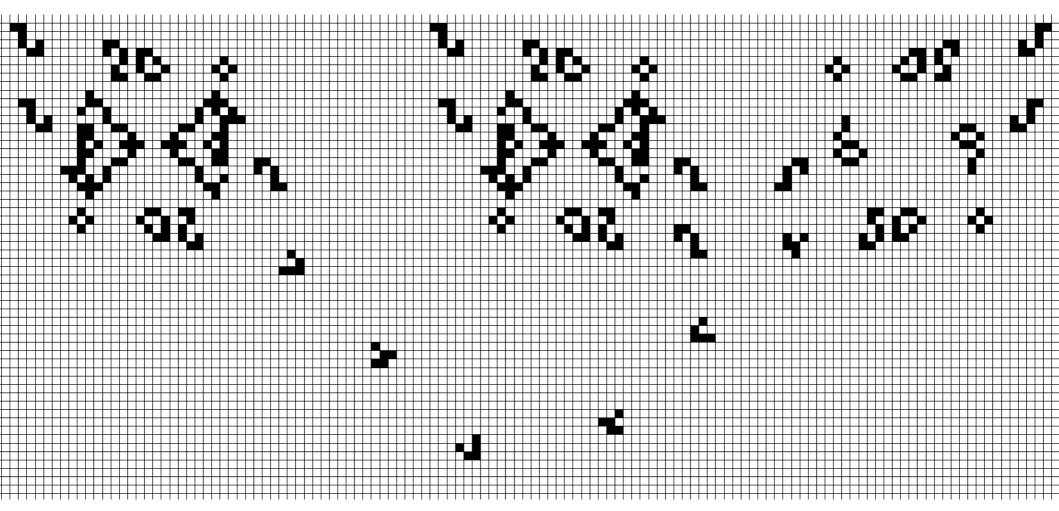
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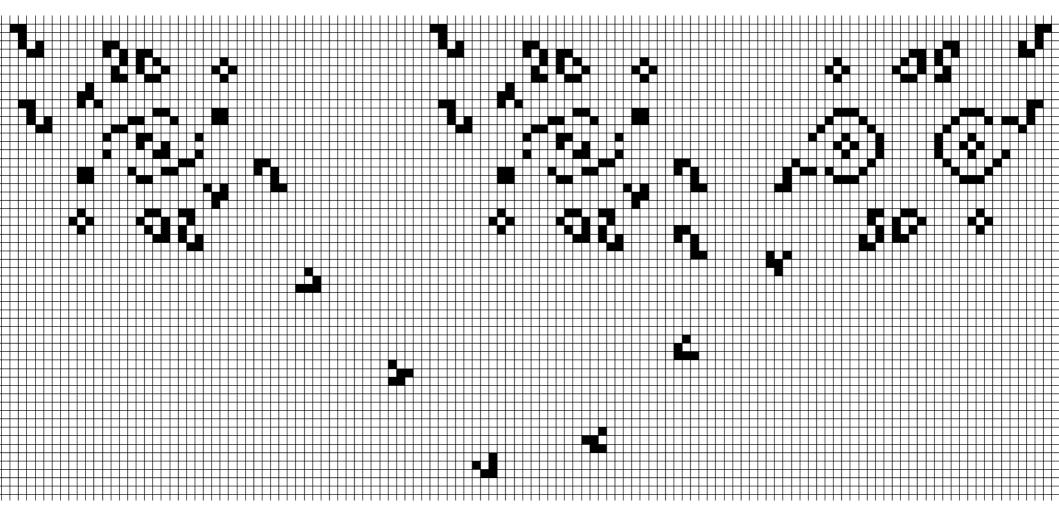
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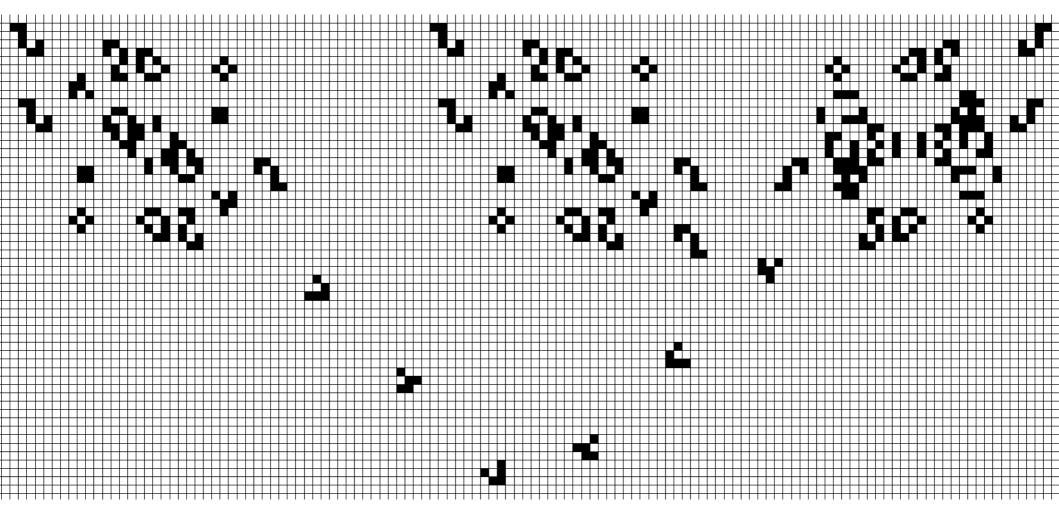
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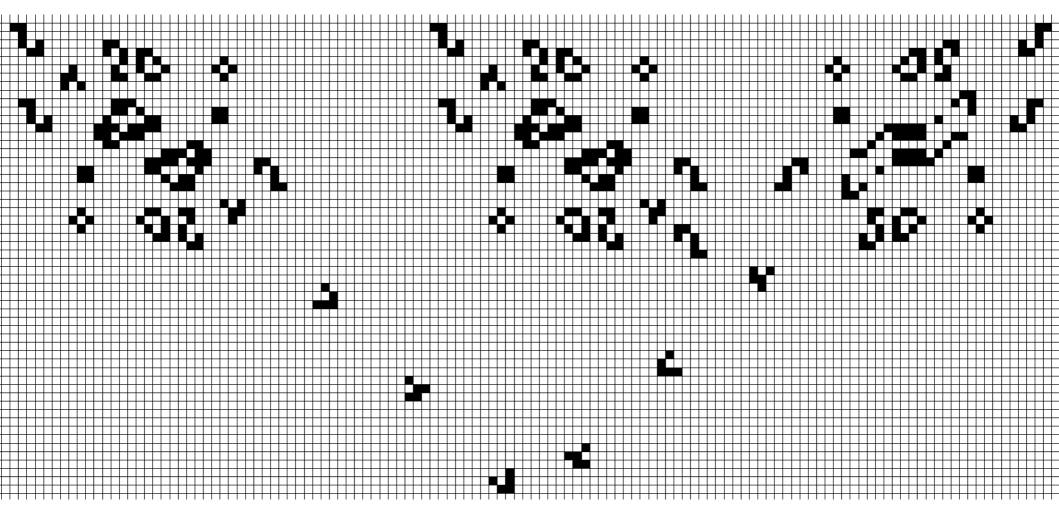
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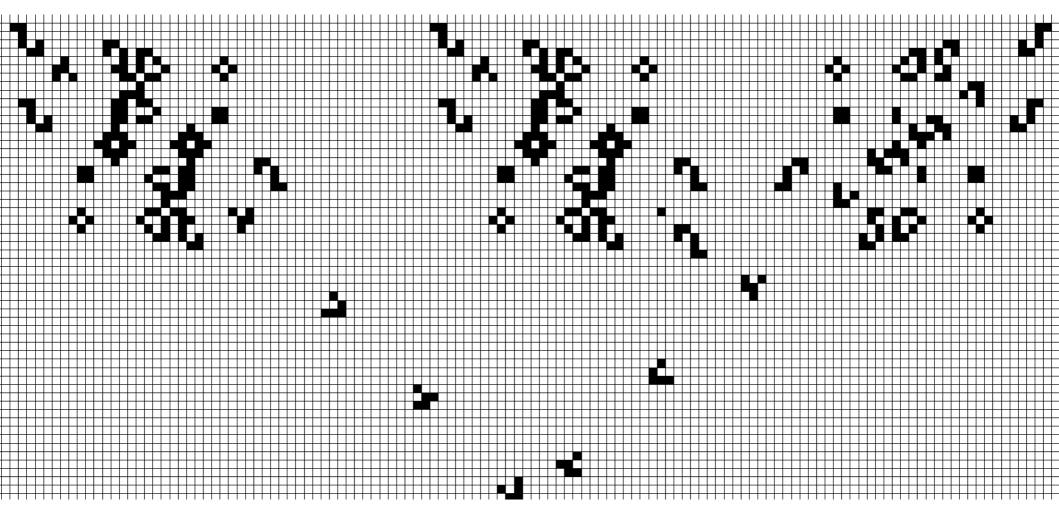
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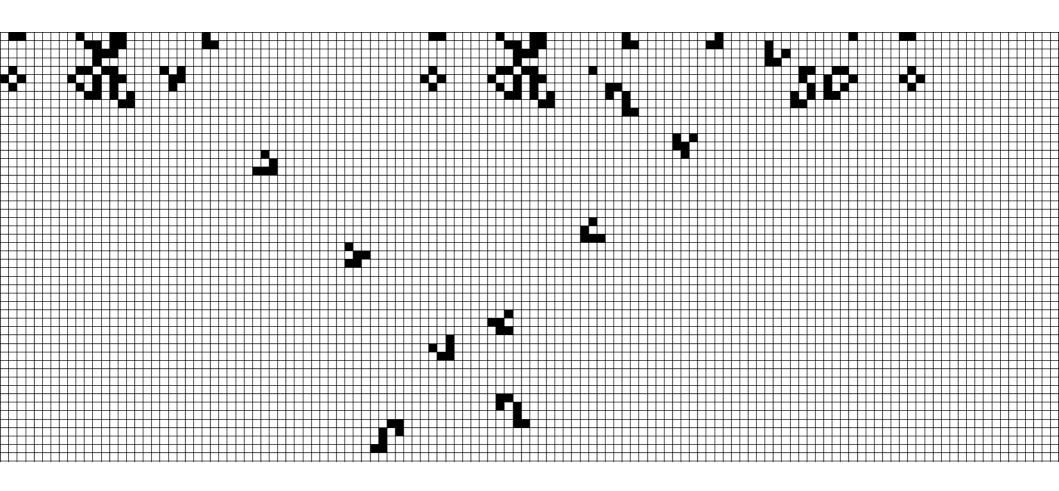
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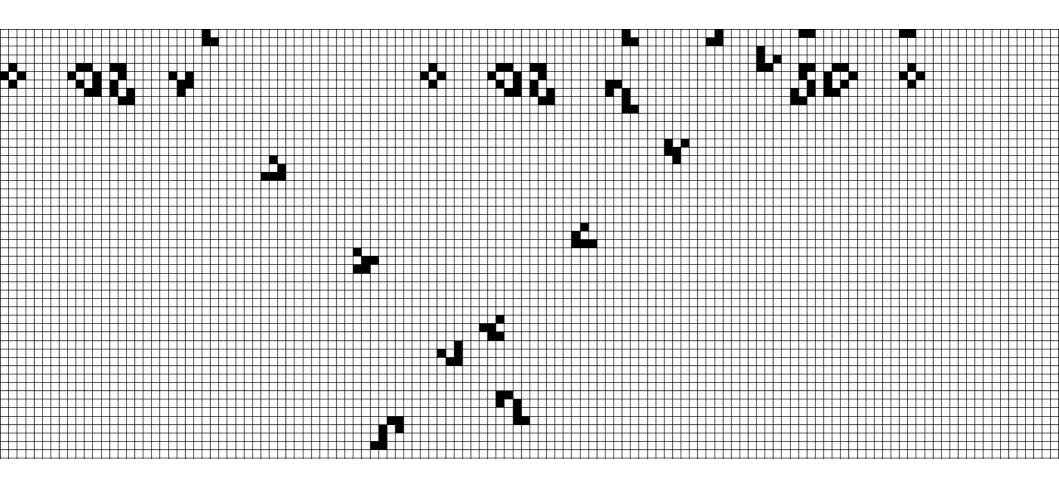
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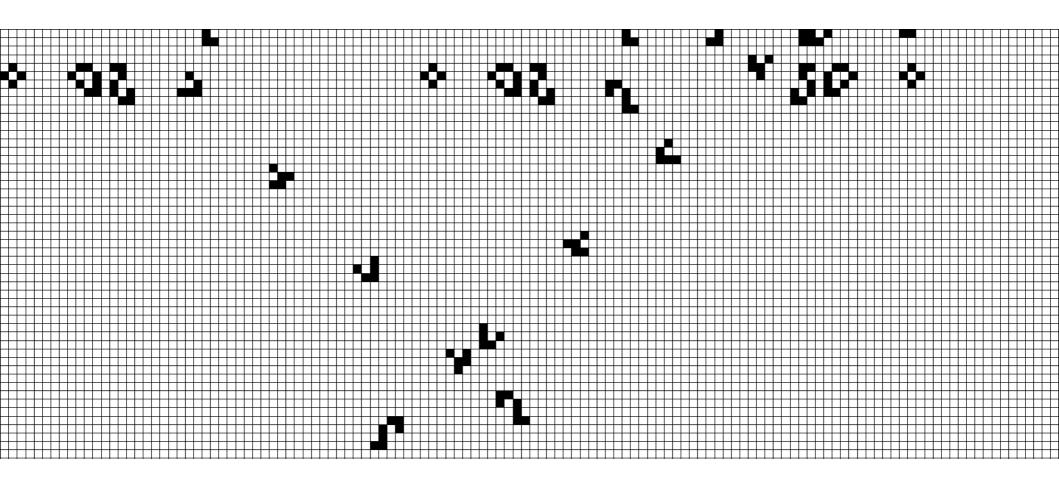
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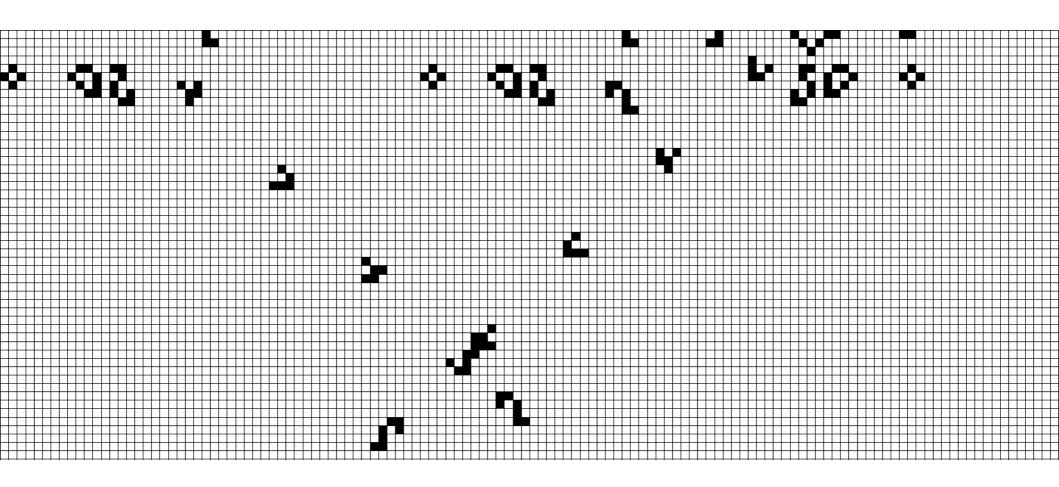
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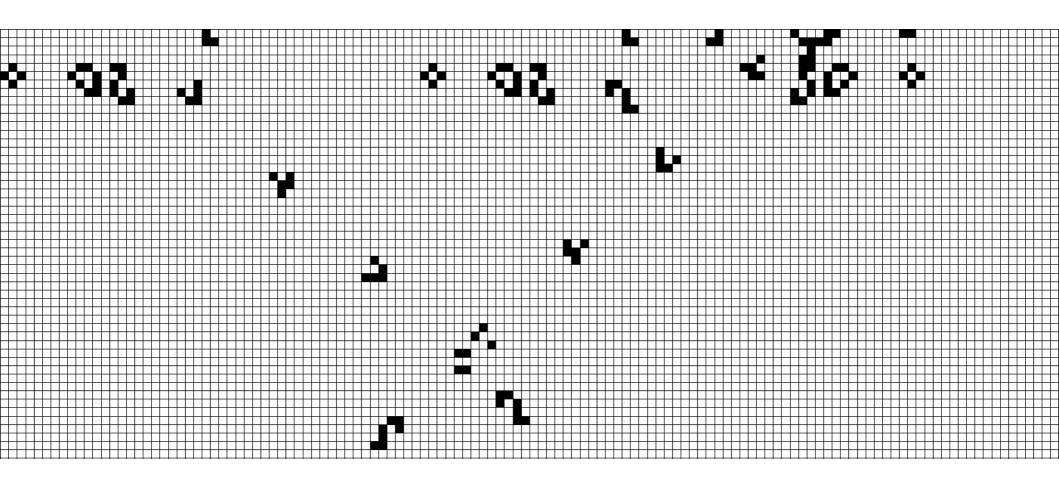
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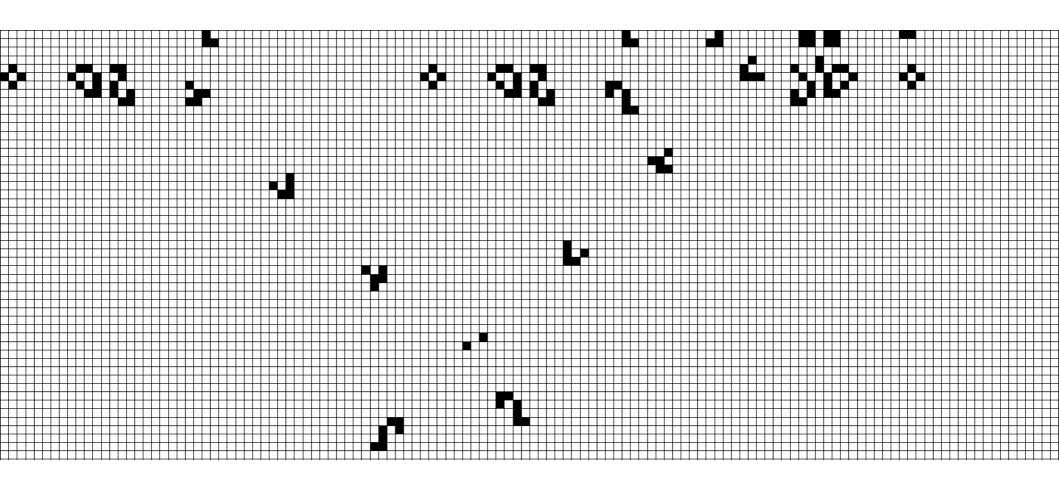
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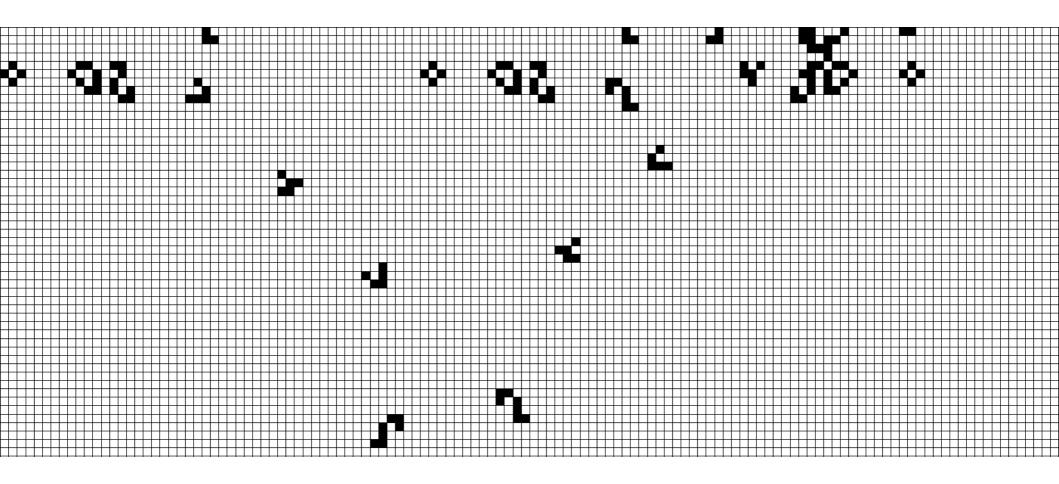
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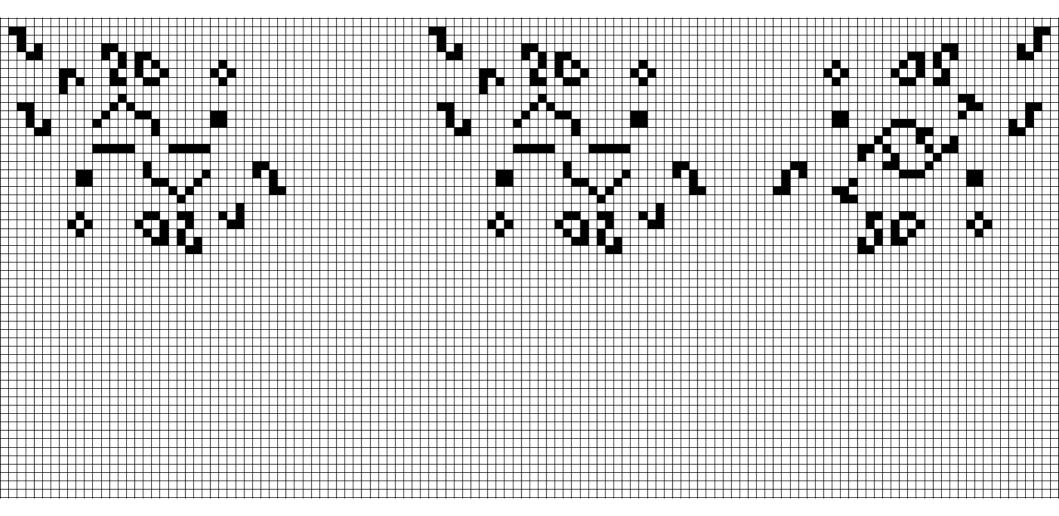
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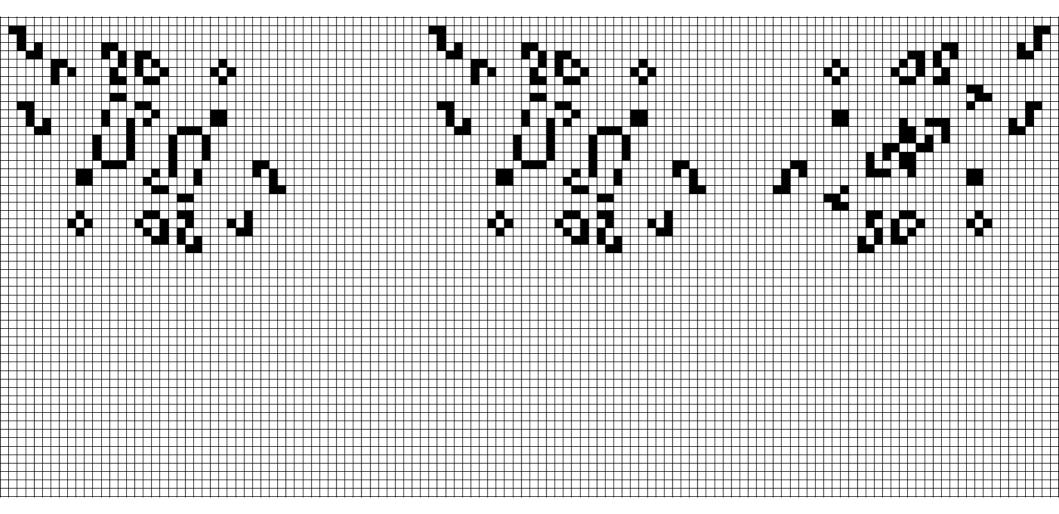
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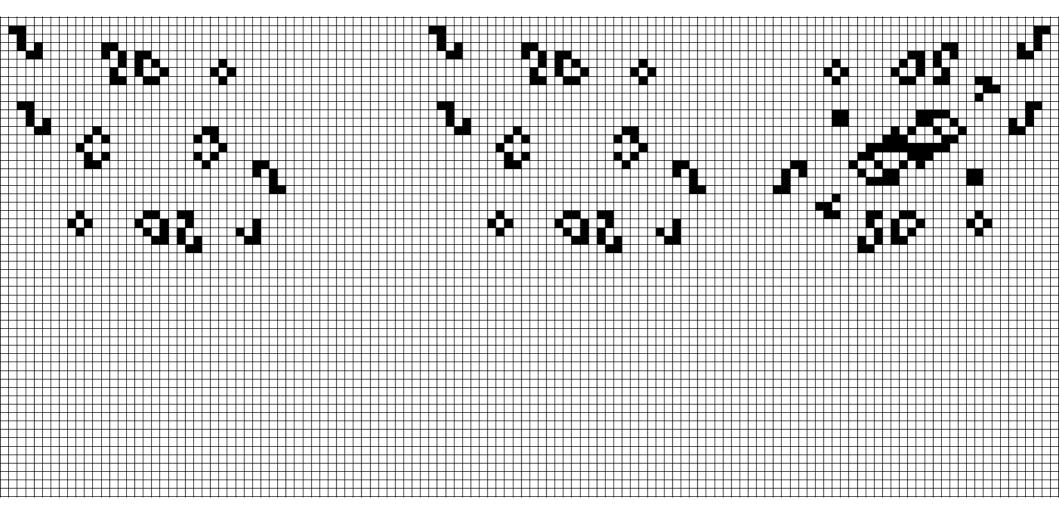
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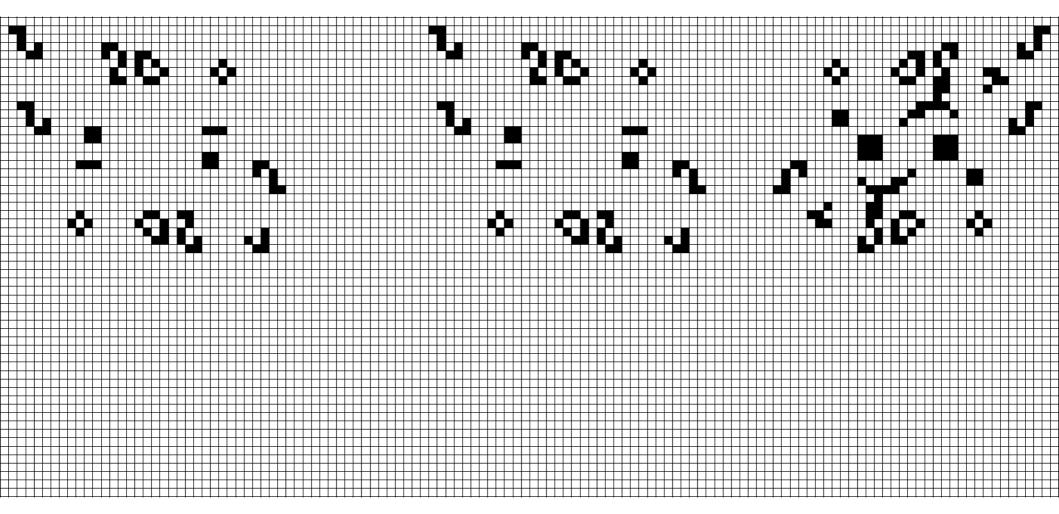
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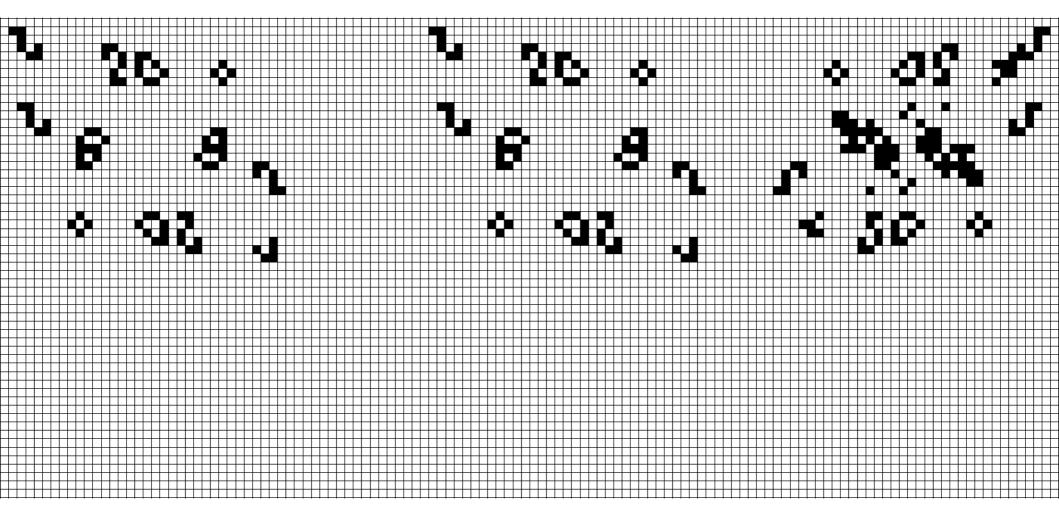
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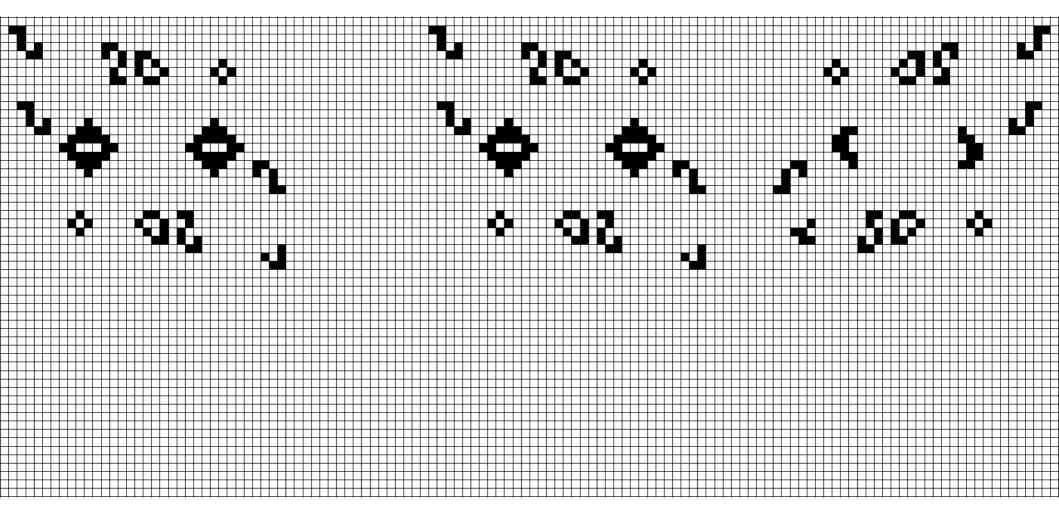
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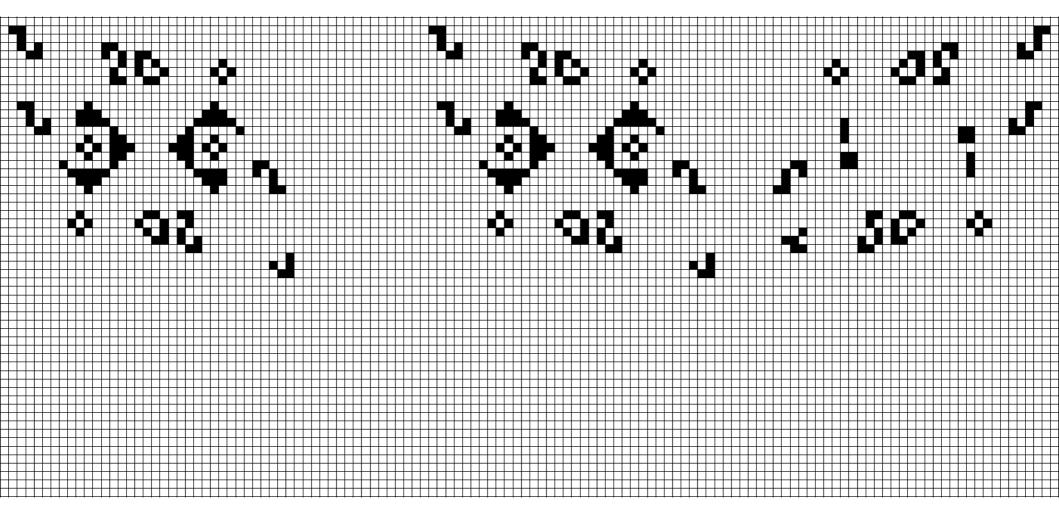
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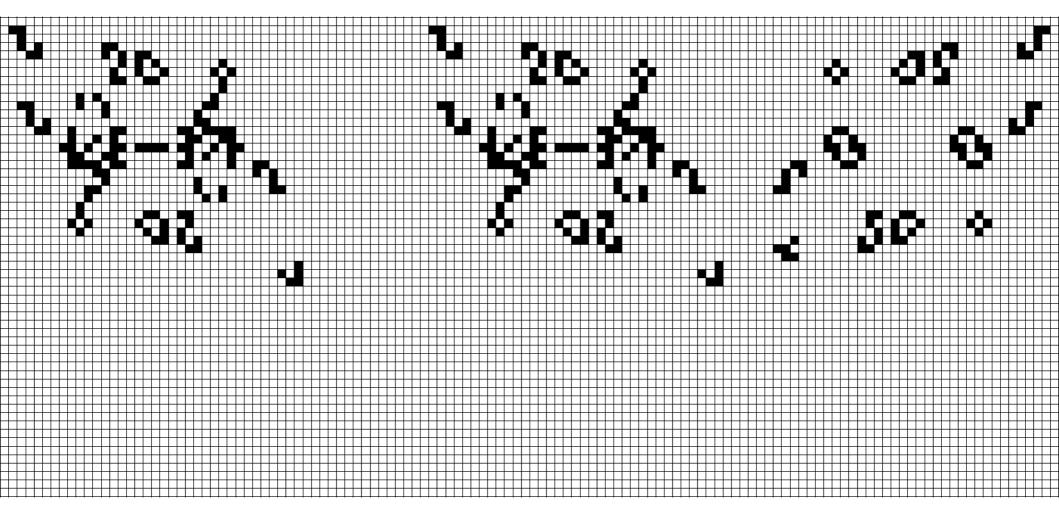
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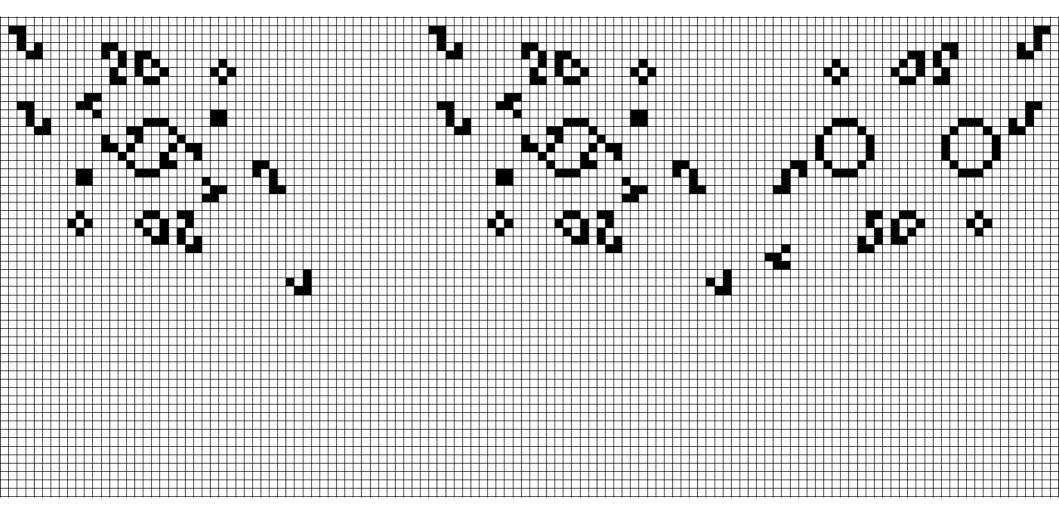
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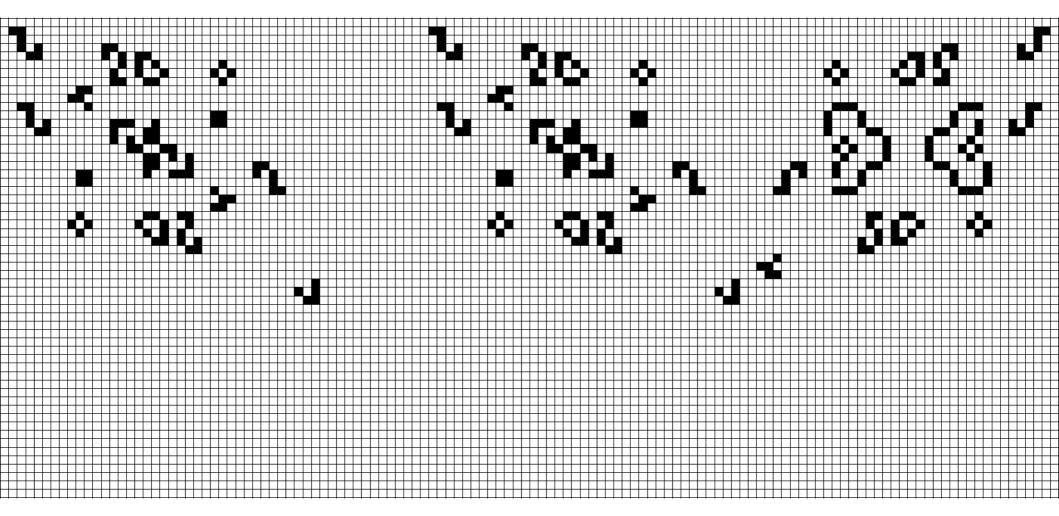
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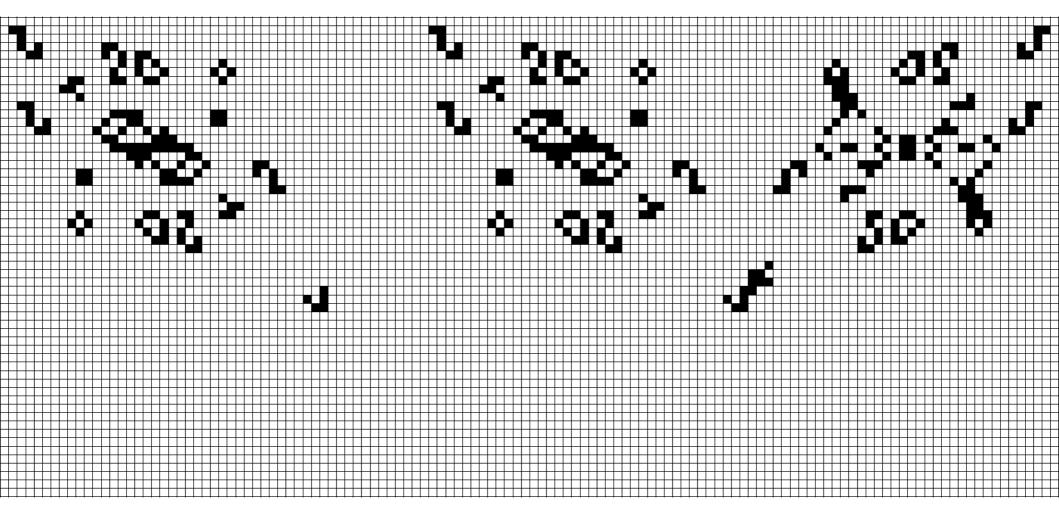
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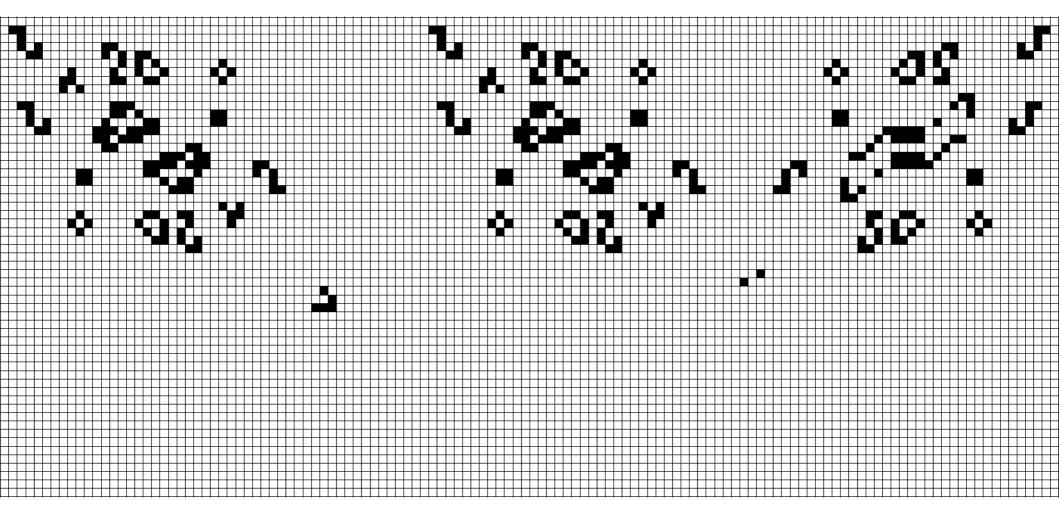
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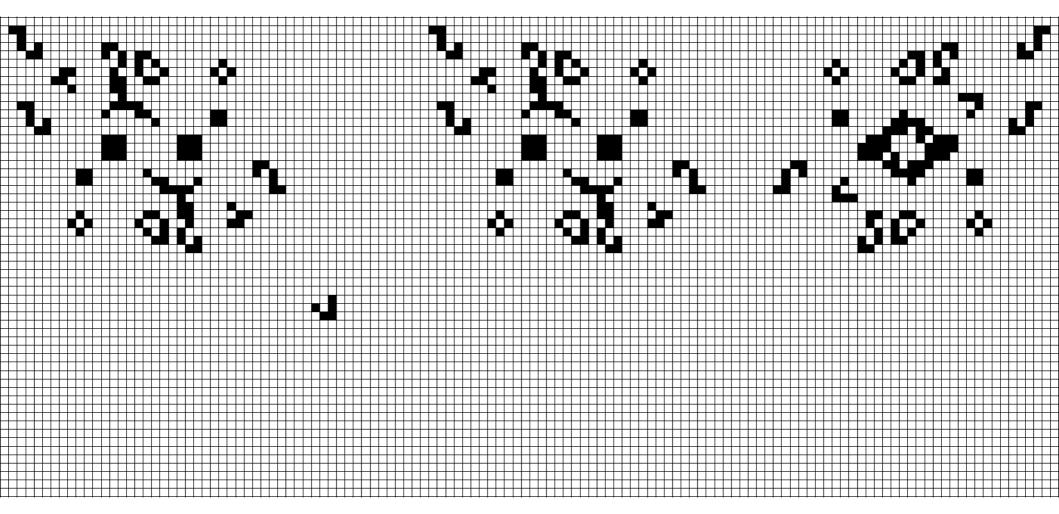
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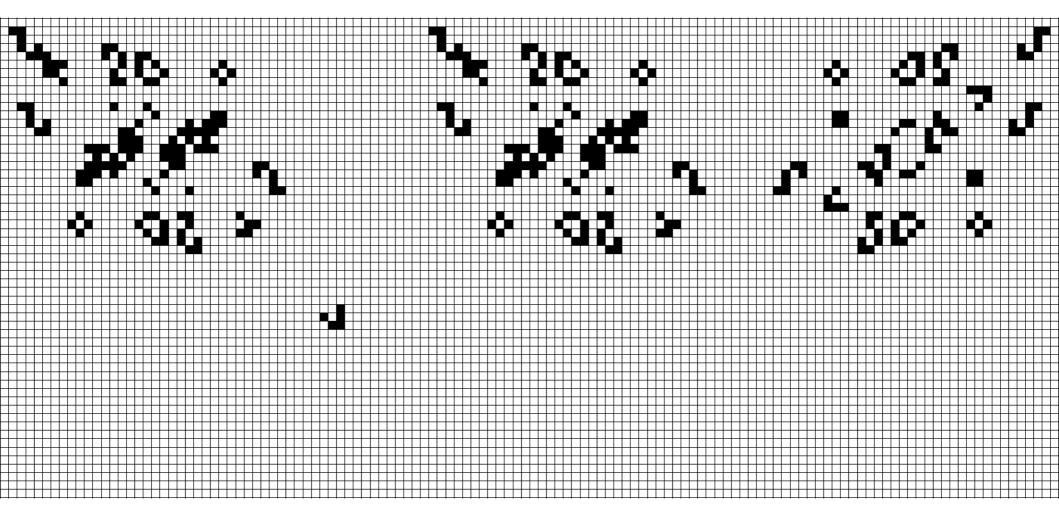
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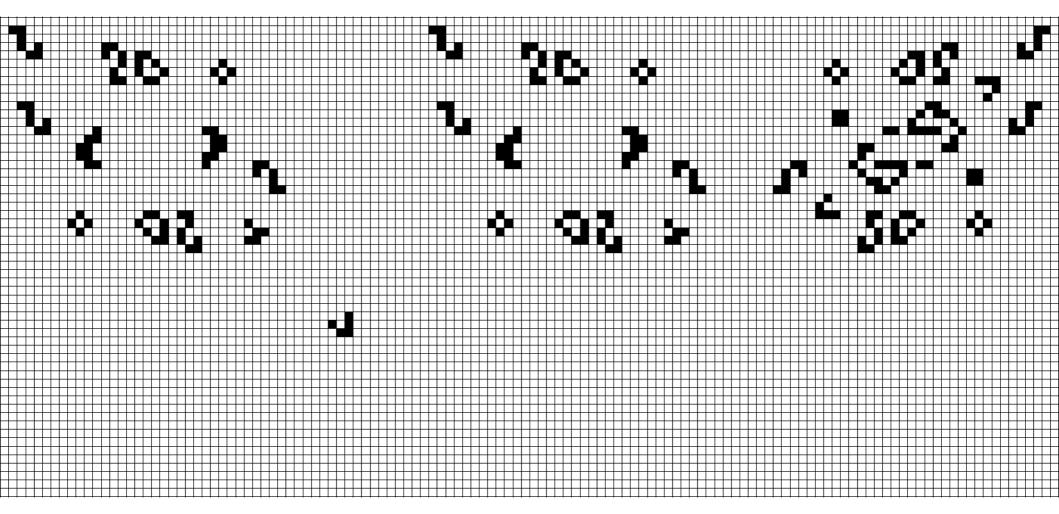
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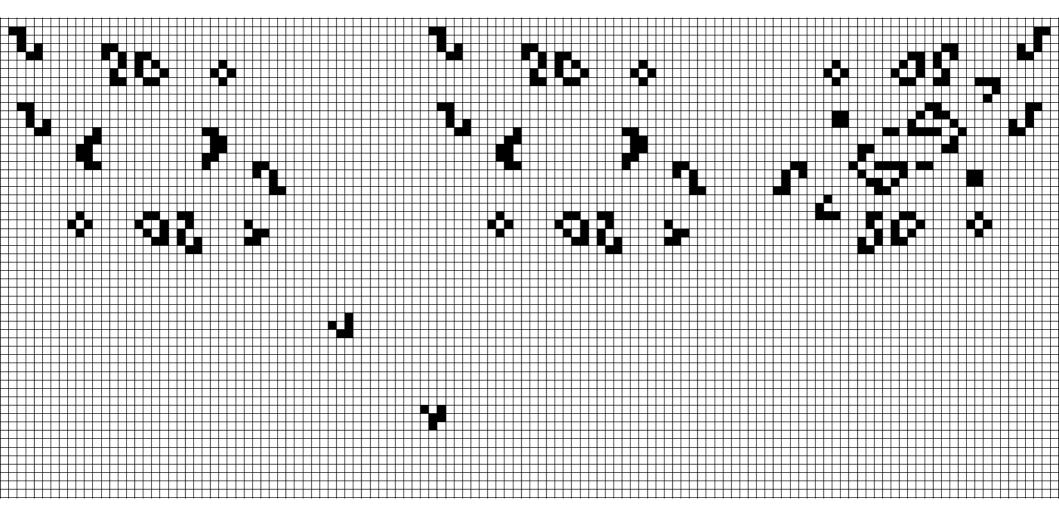
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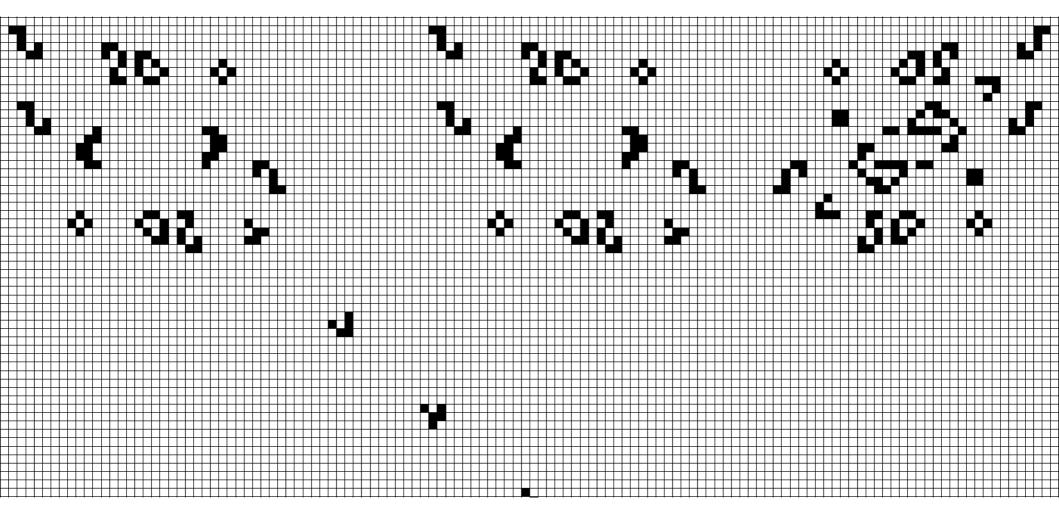
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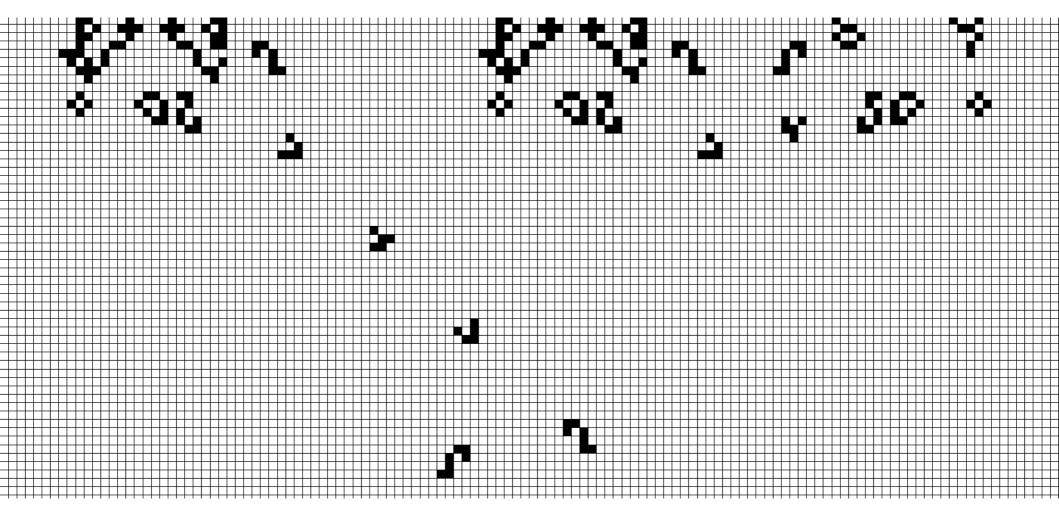
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2. Portes logiques



2. Portes logiques



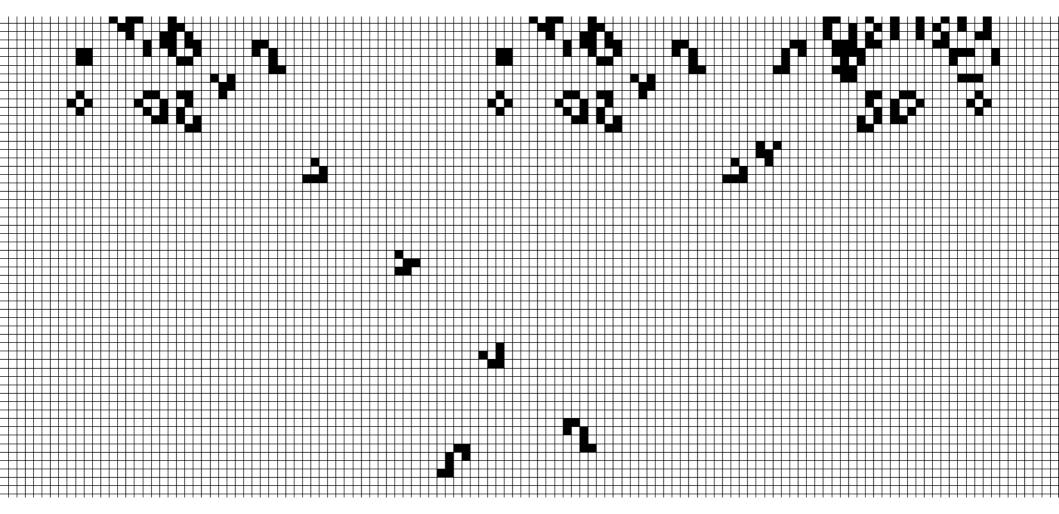
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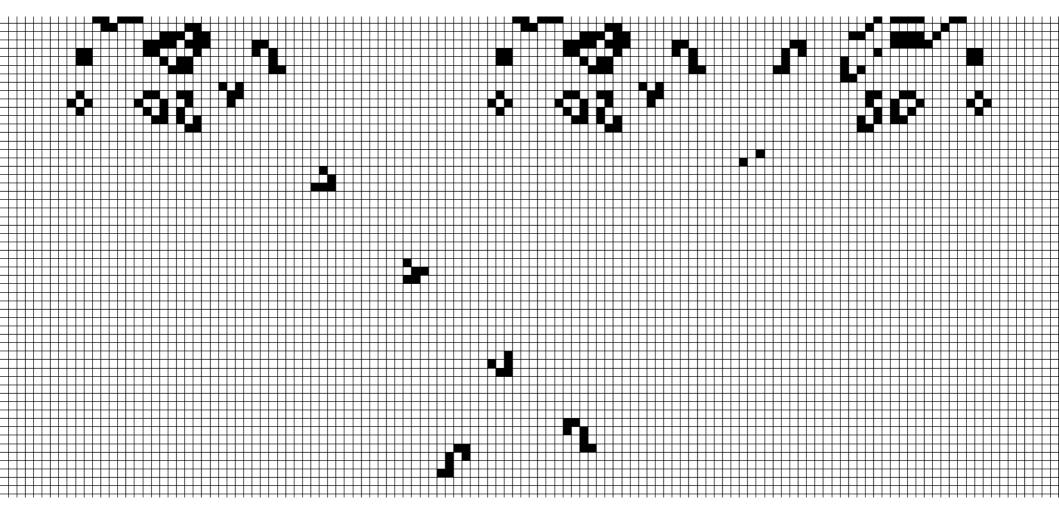
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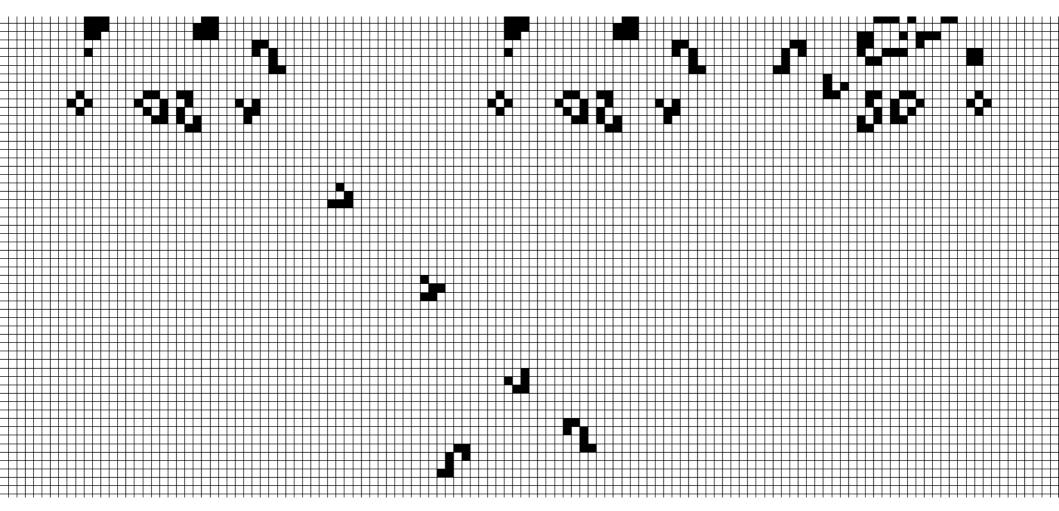
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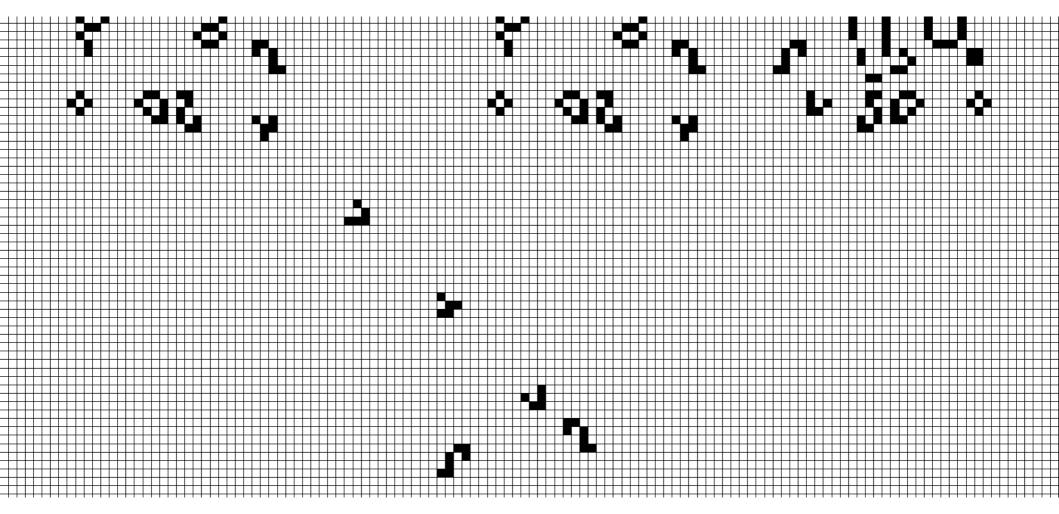
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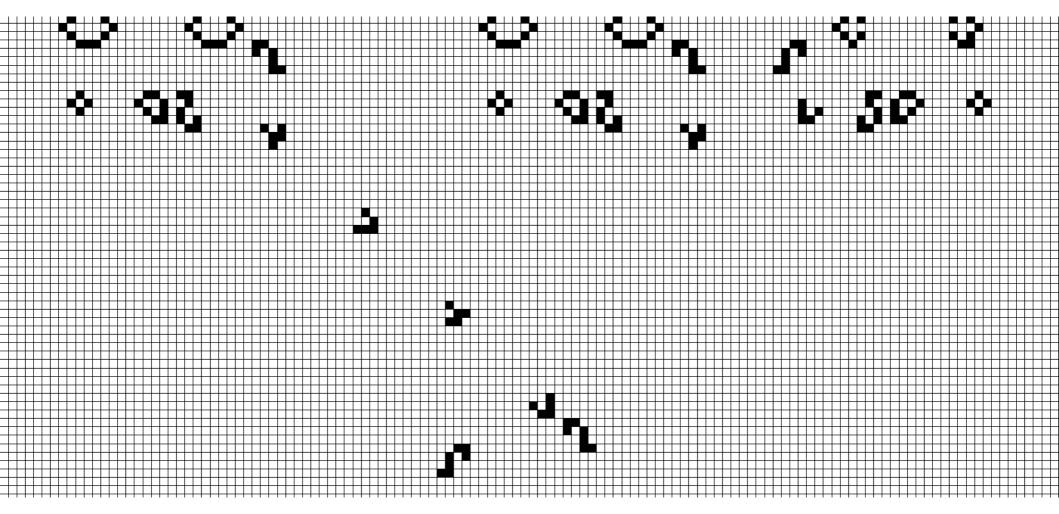
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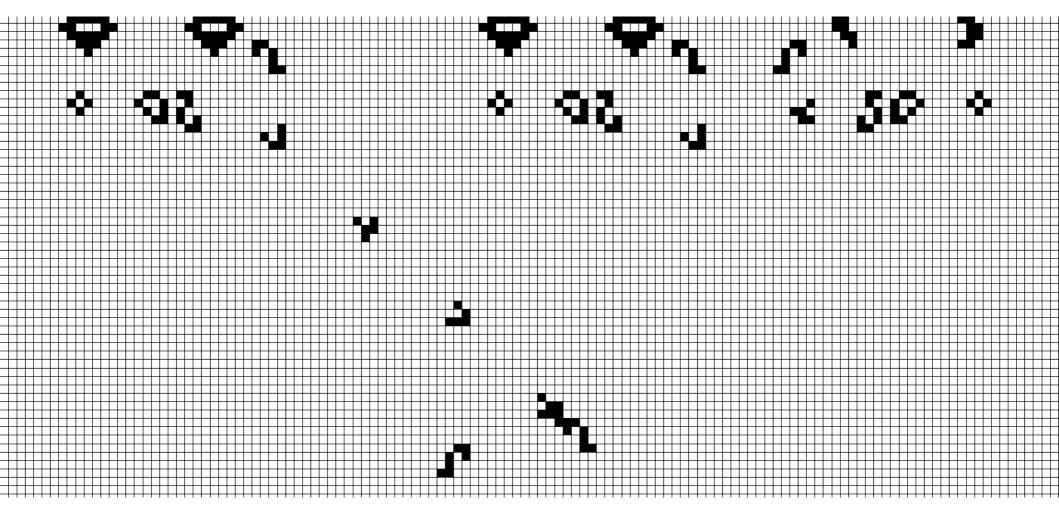
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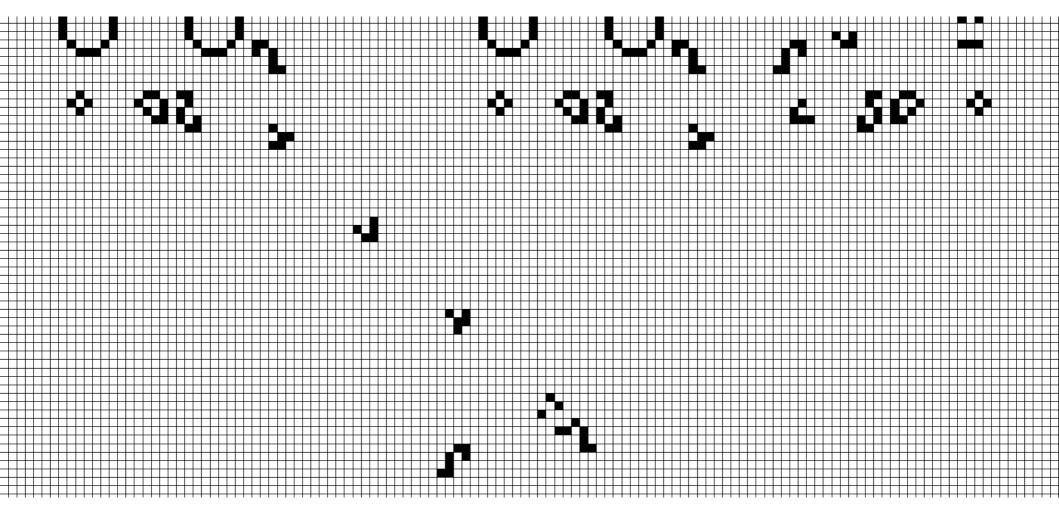
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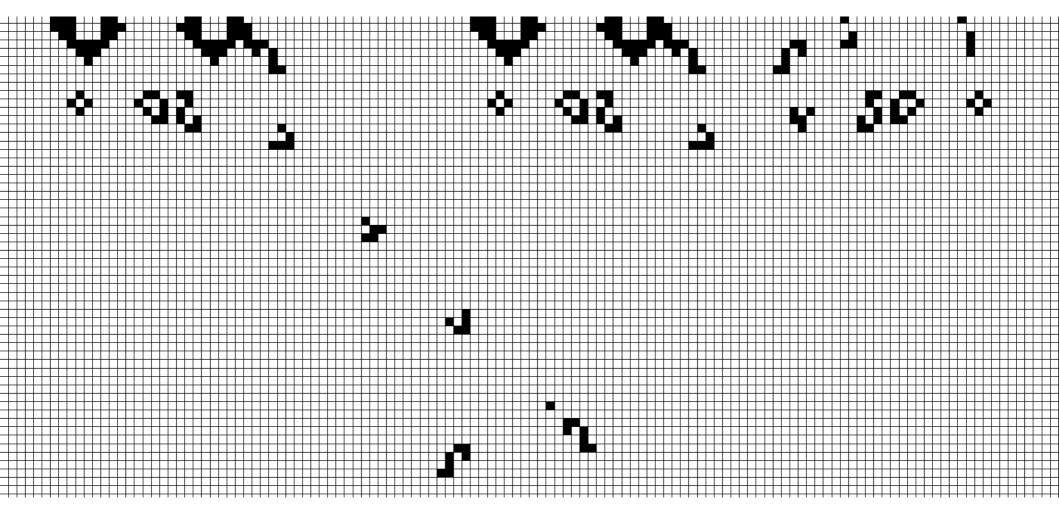
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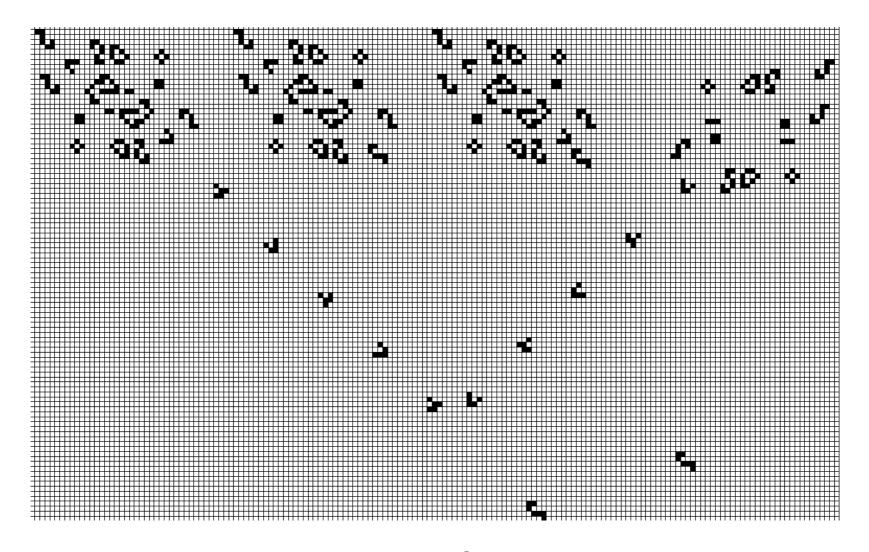
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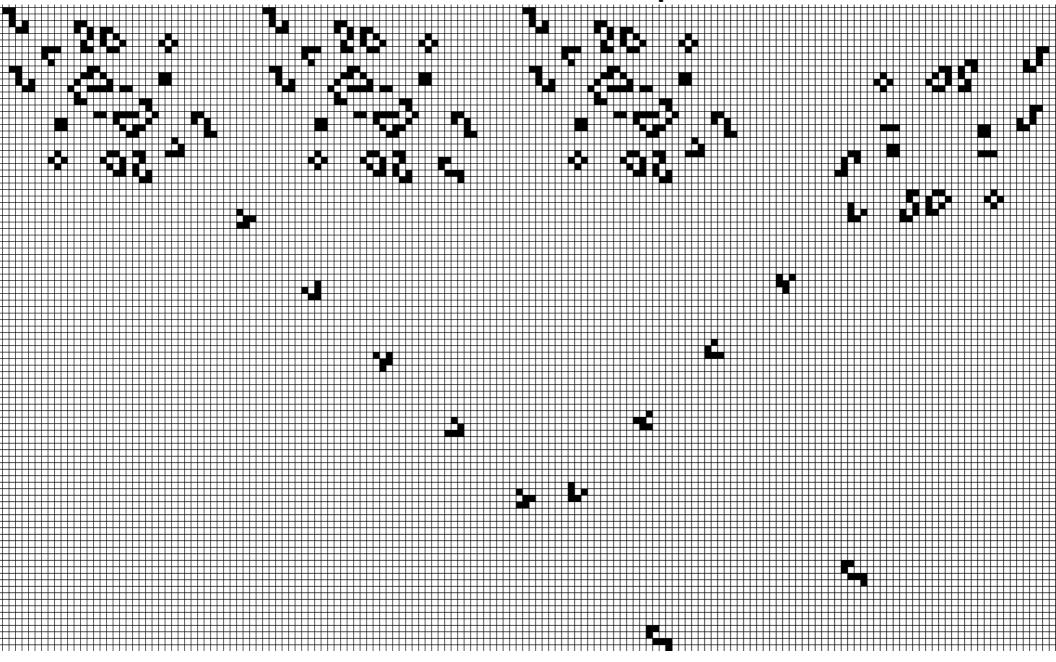


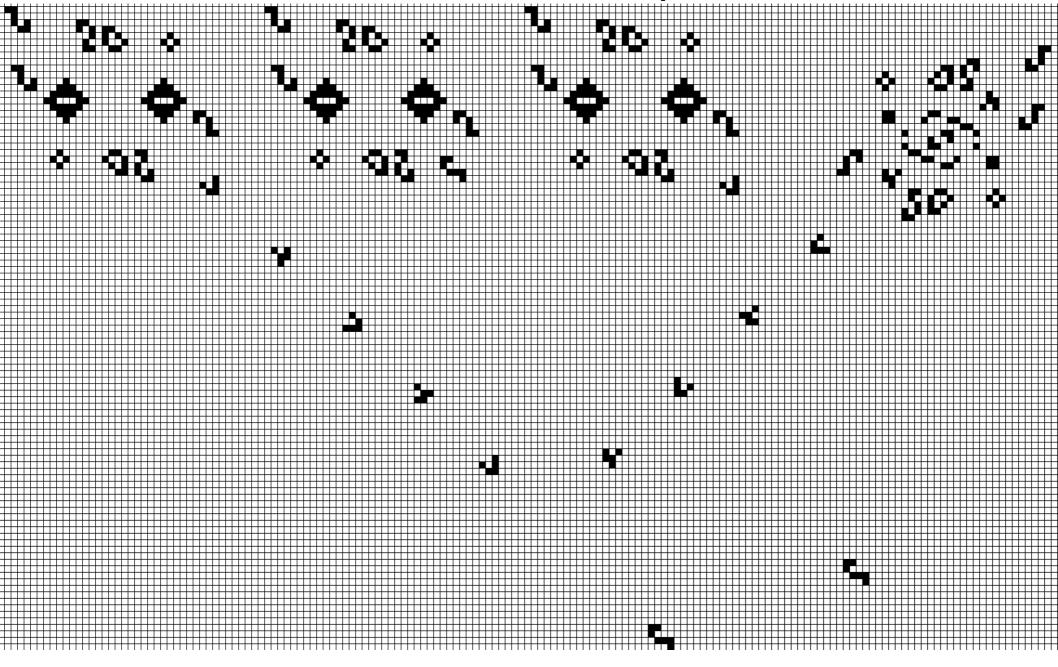
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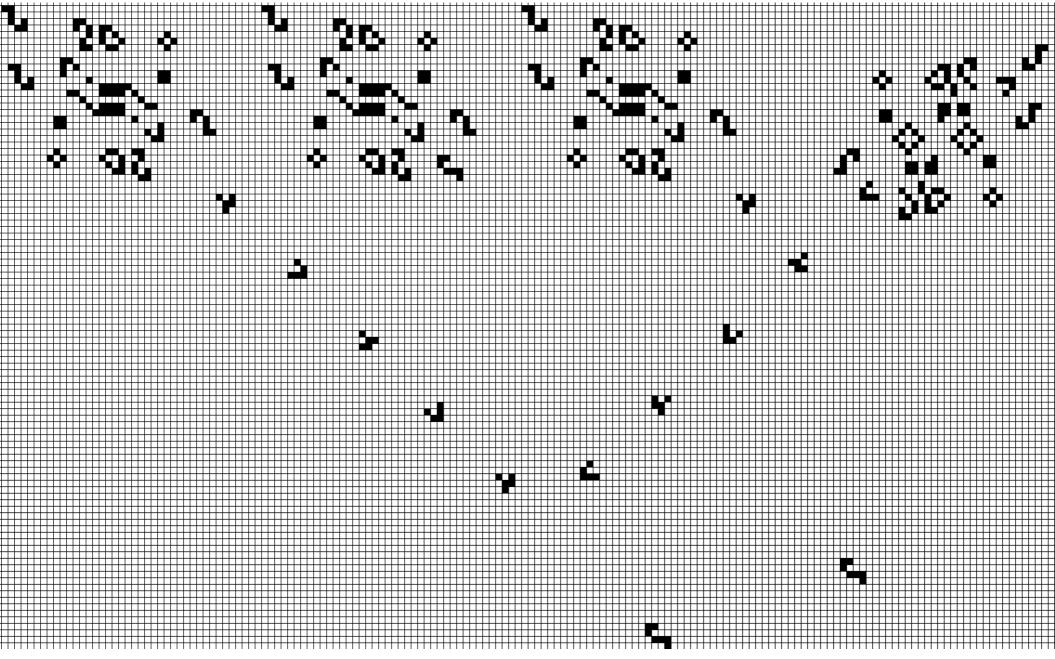


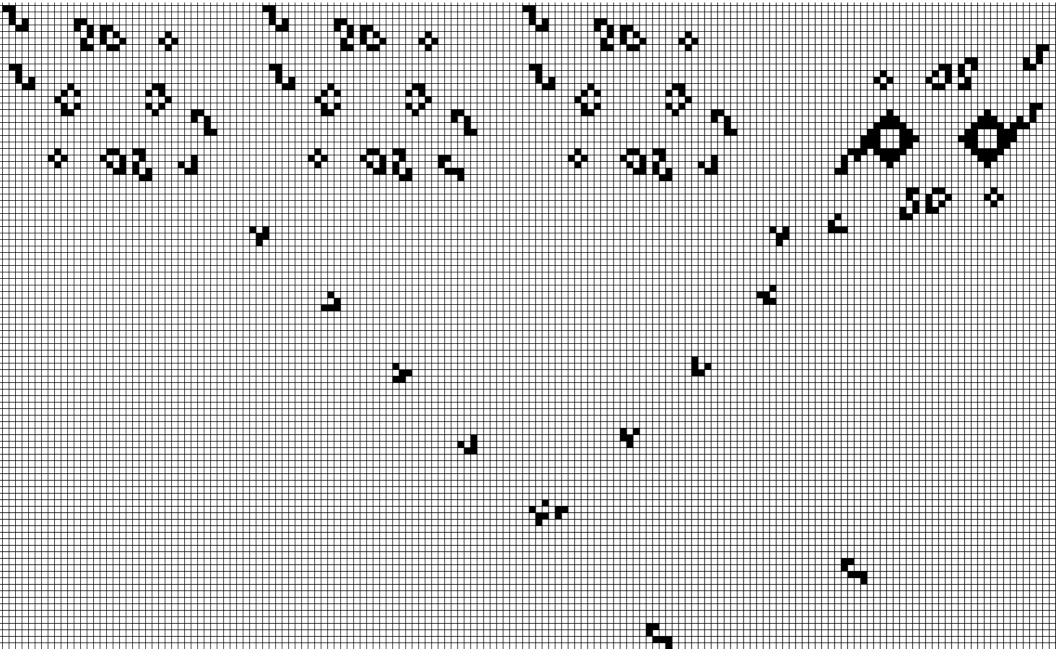
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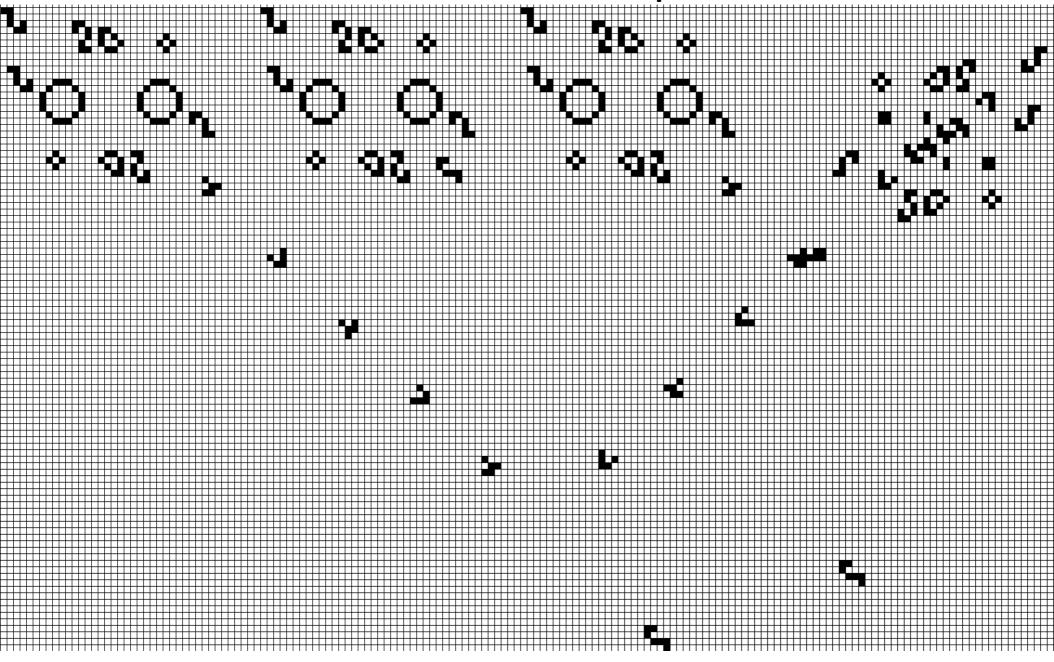


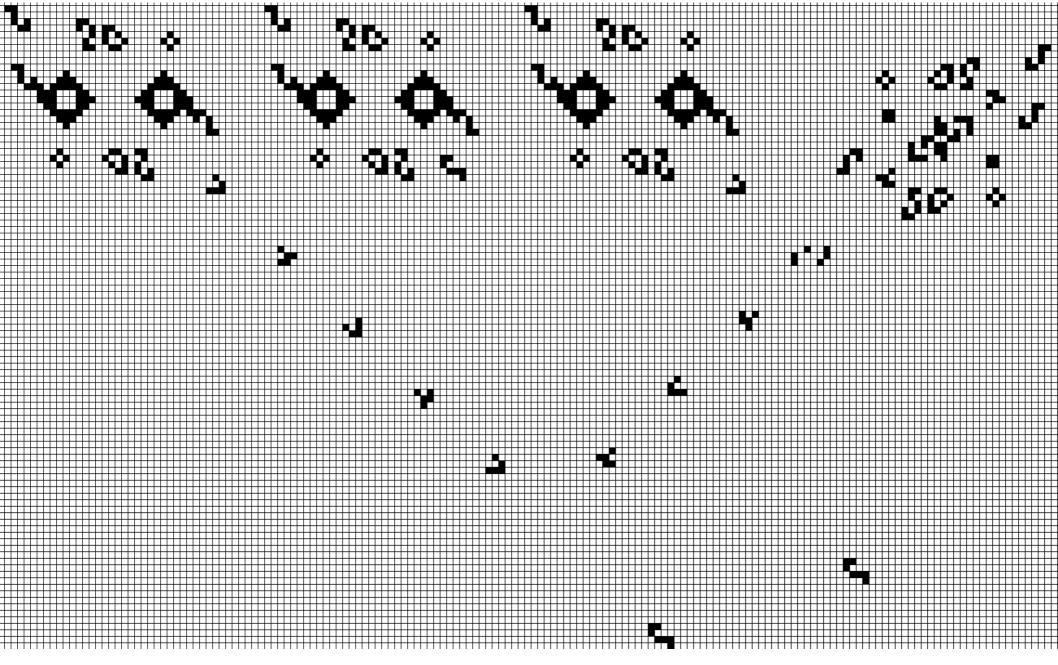


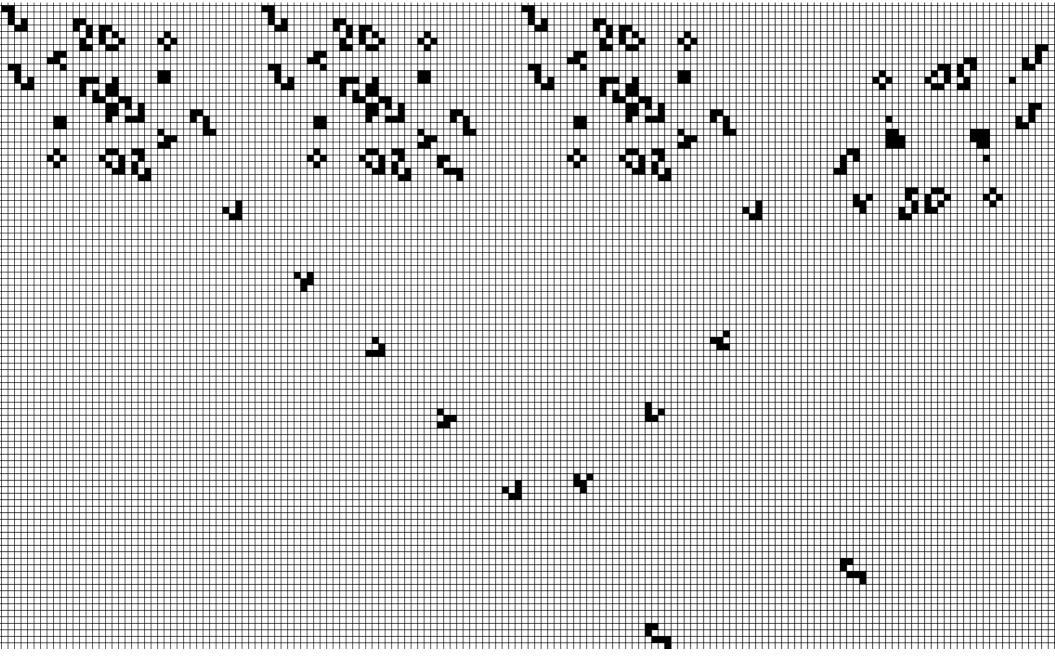


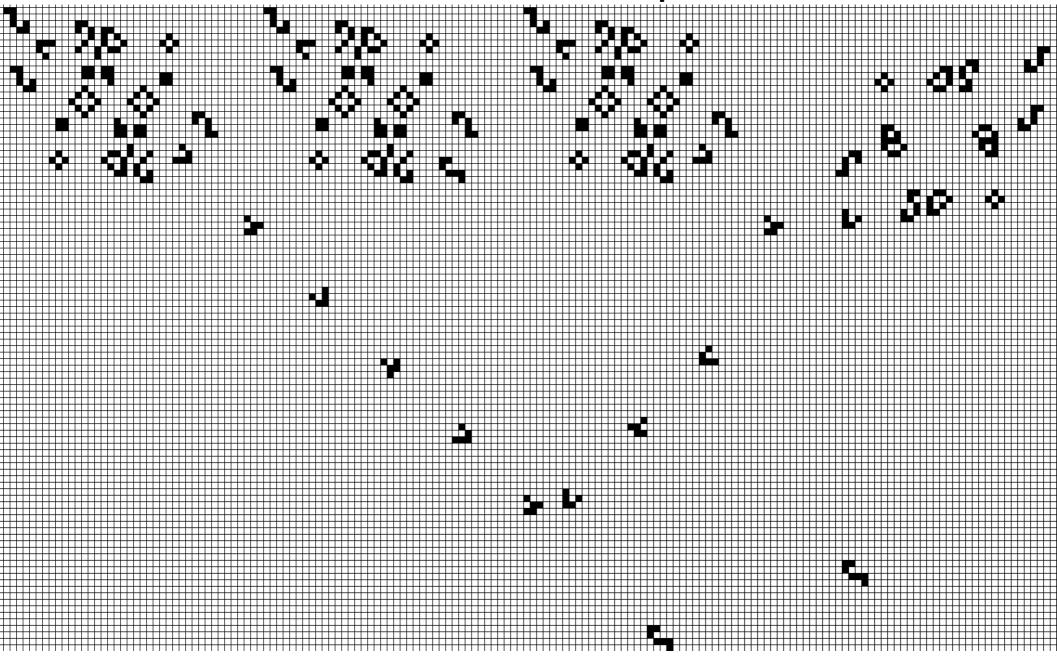


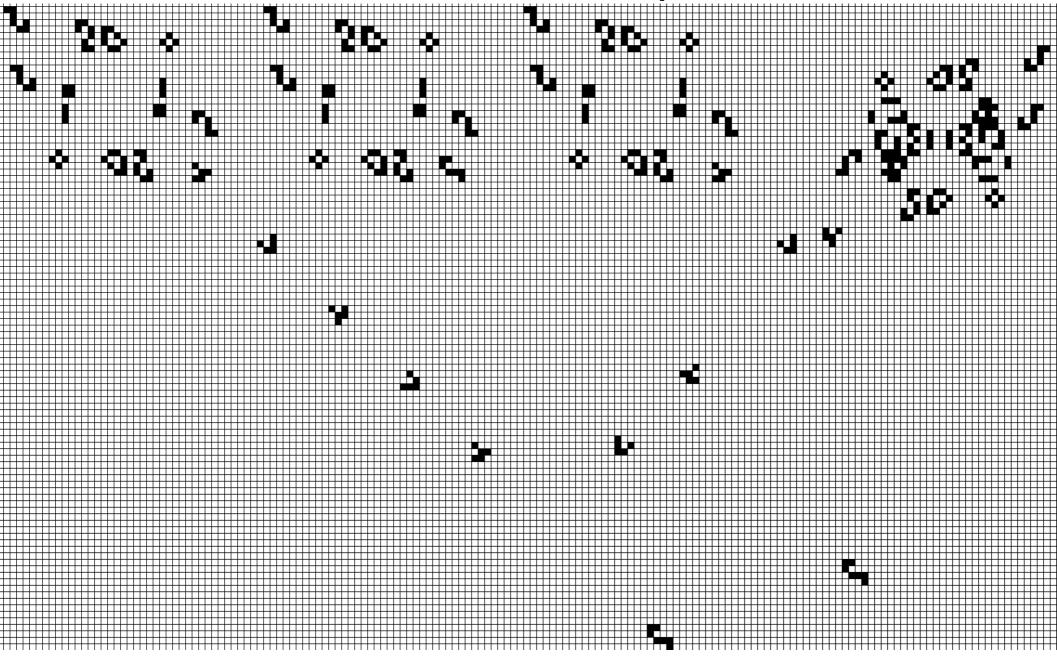


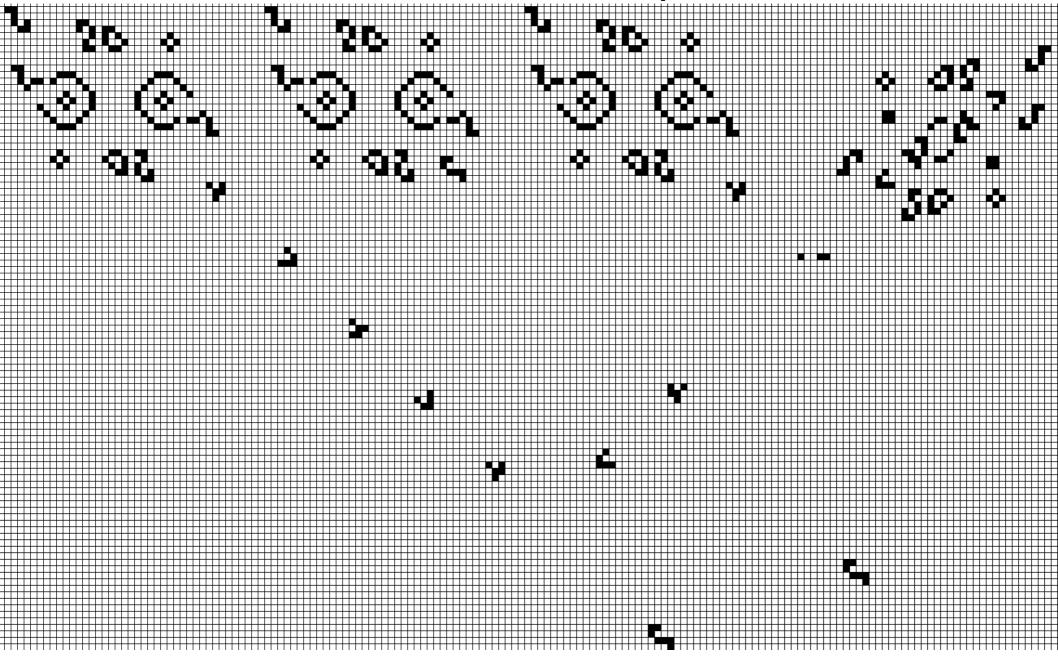


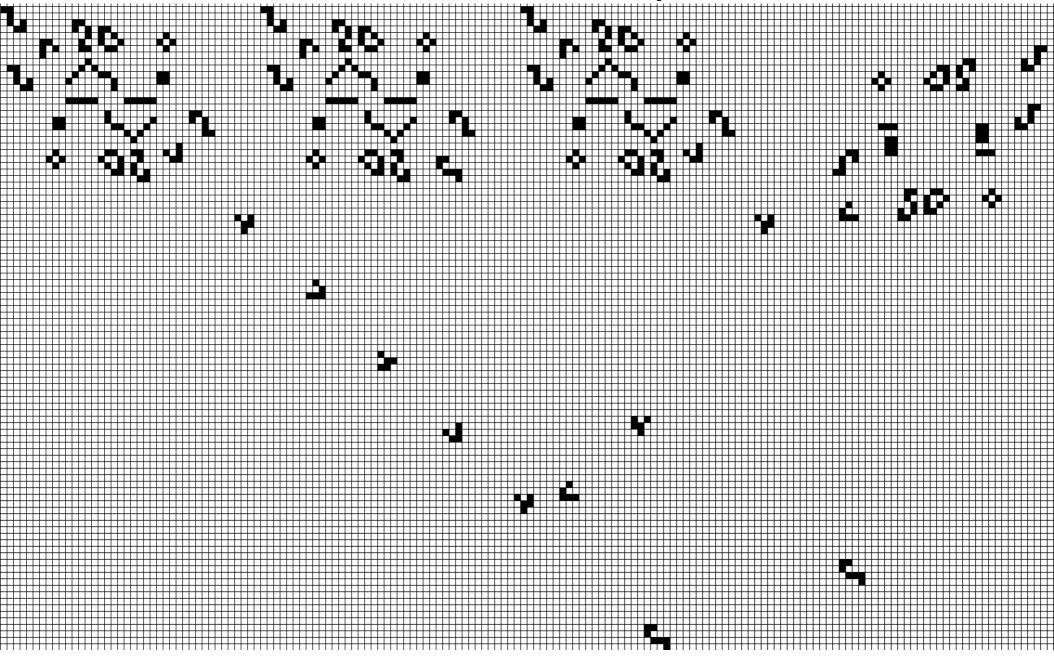


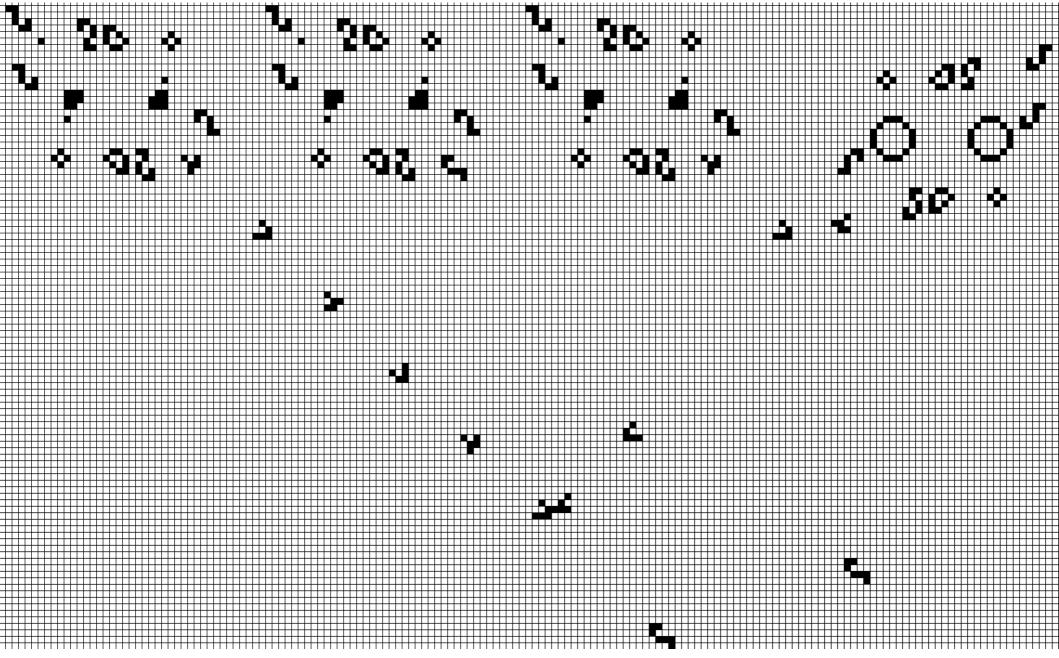


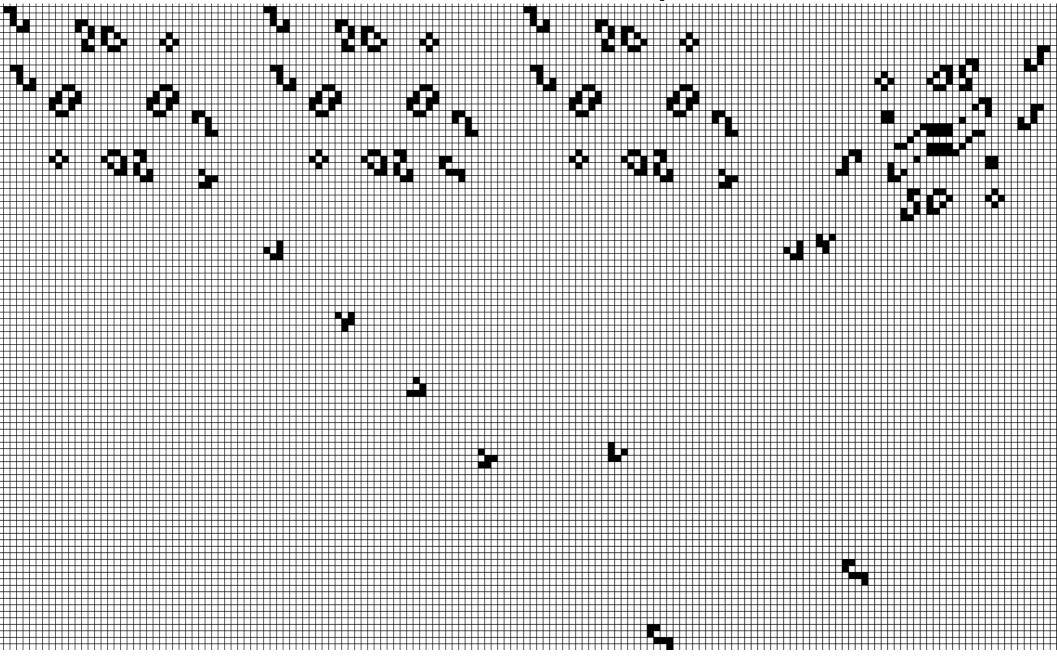


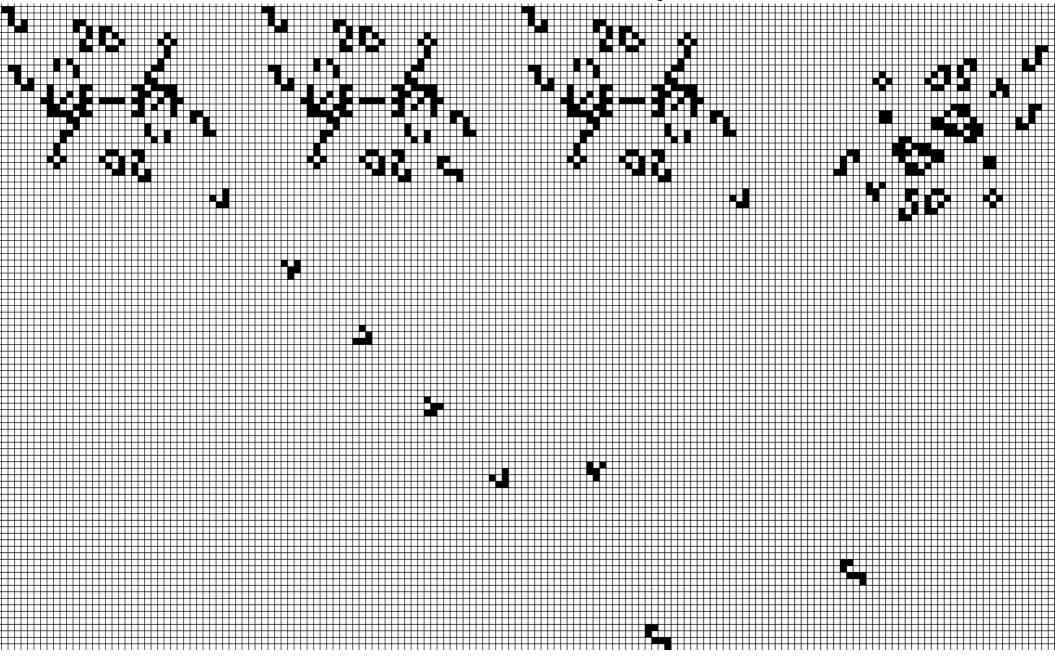


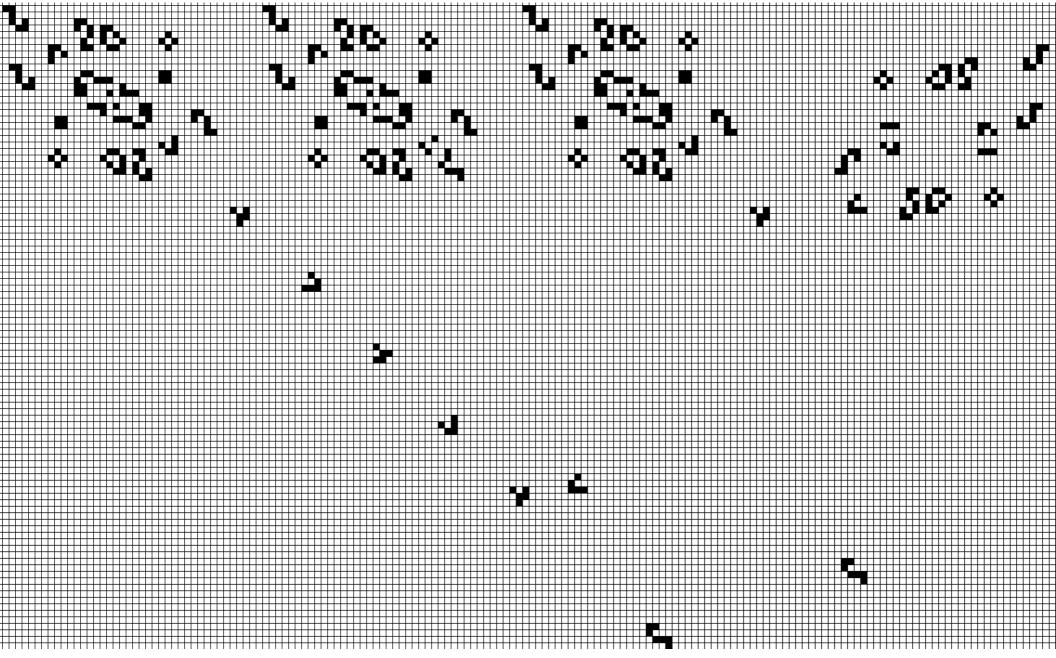


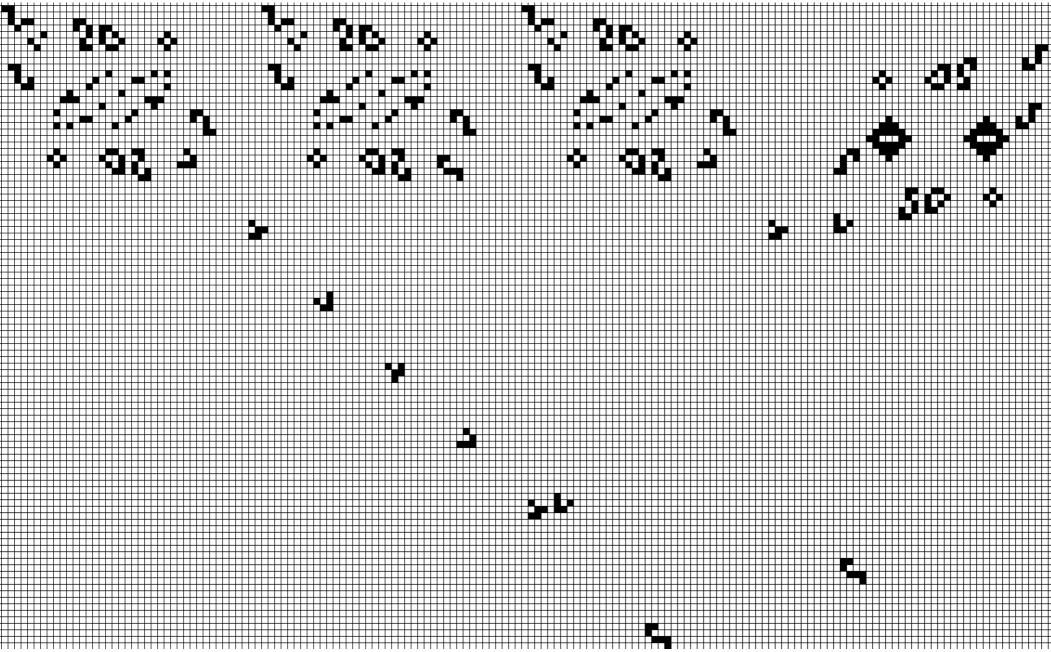


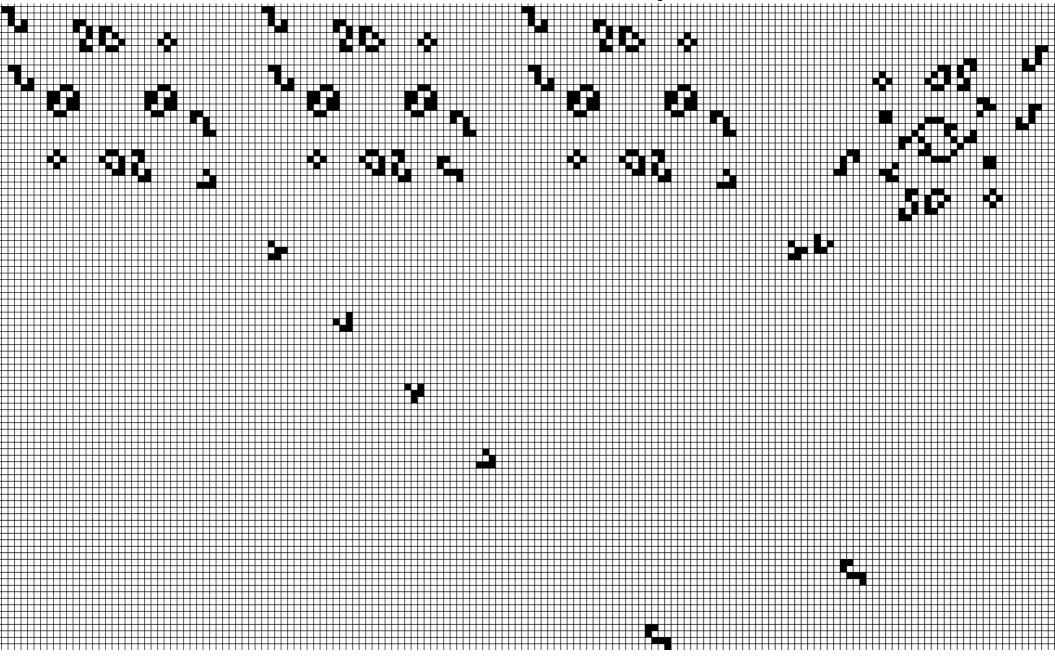


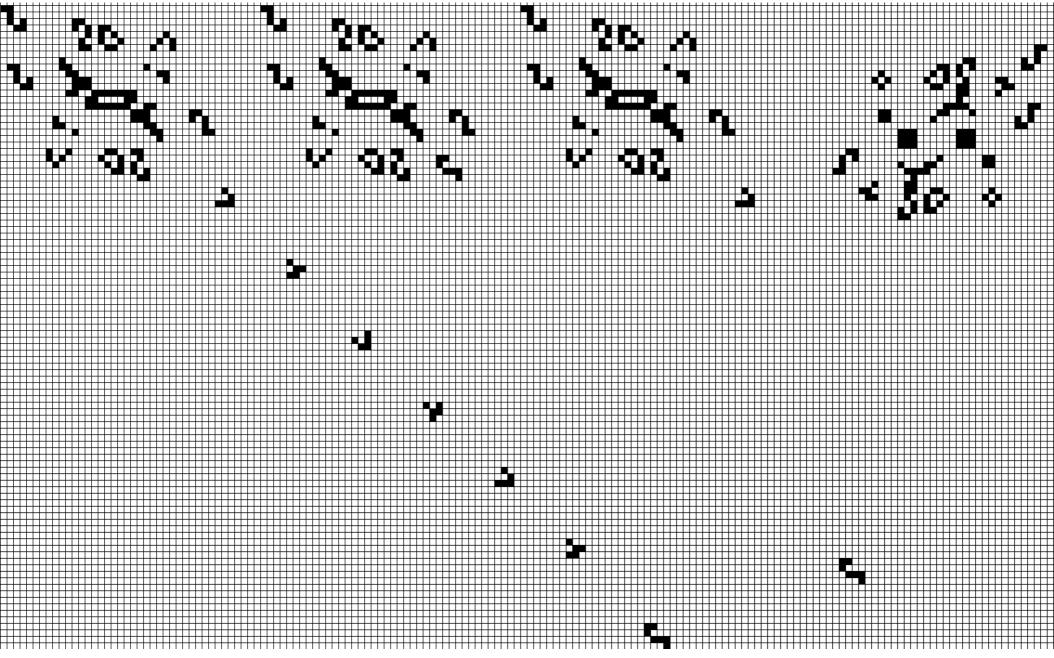


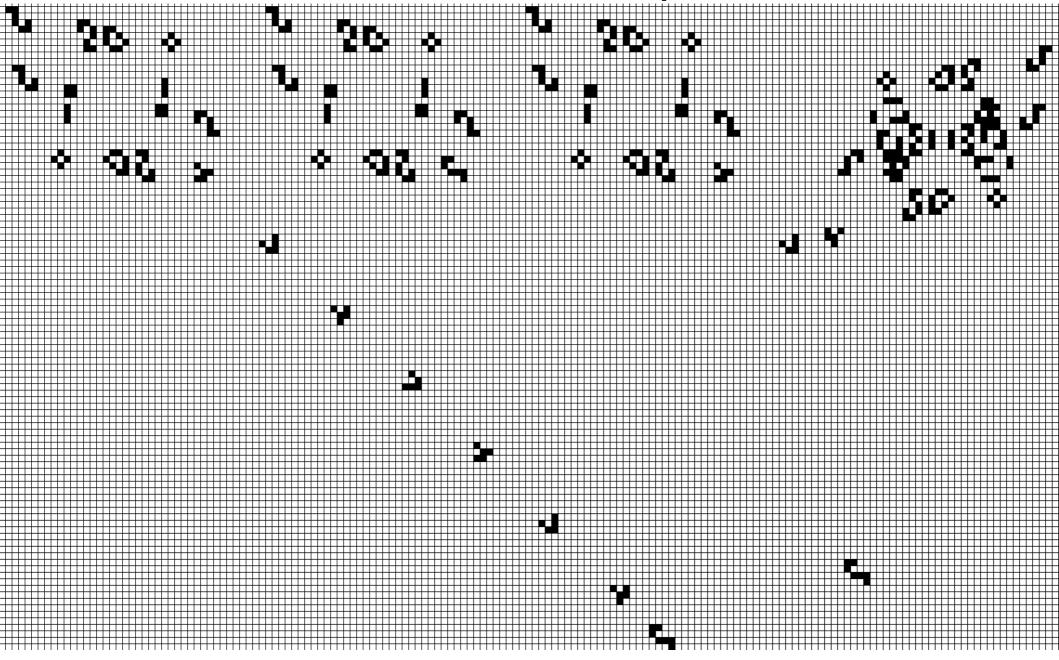


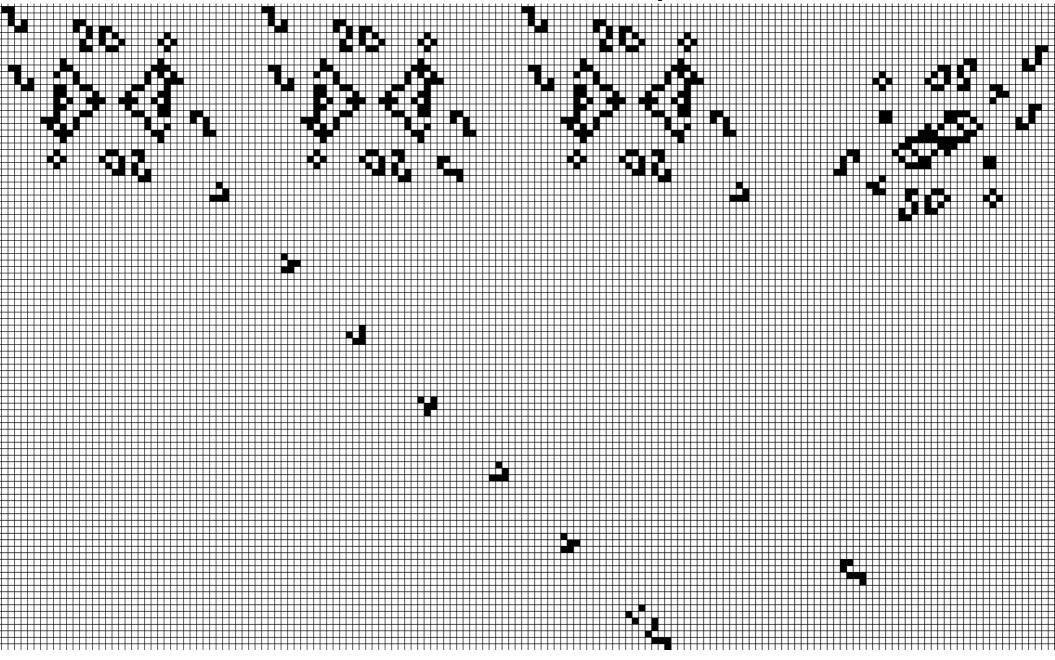


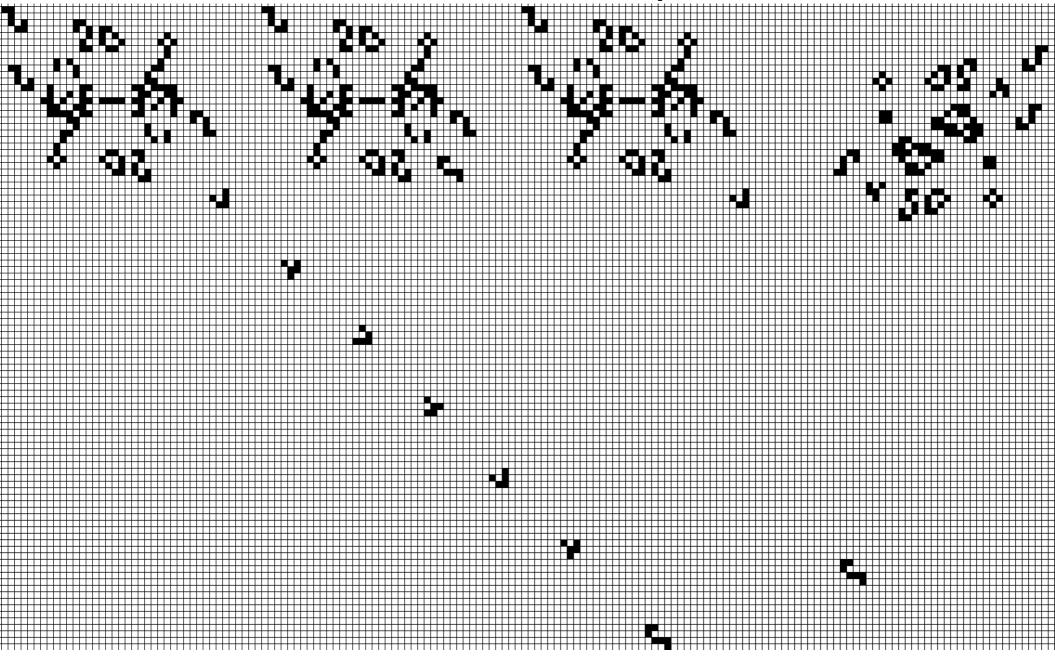


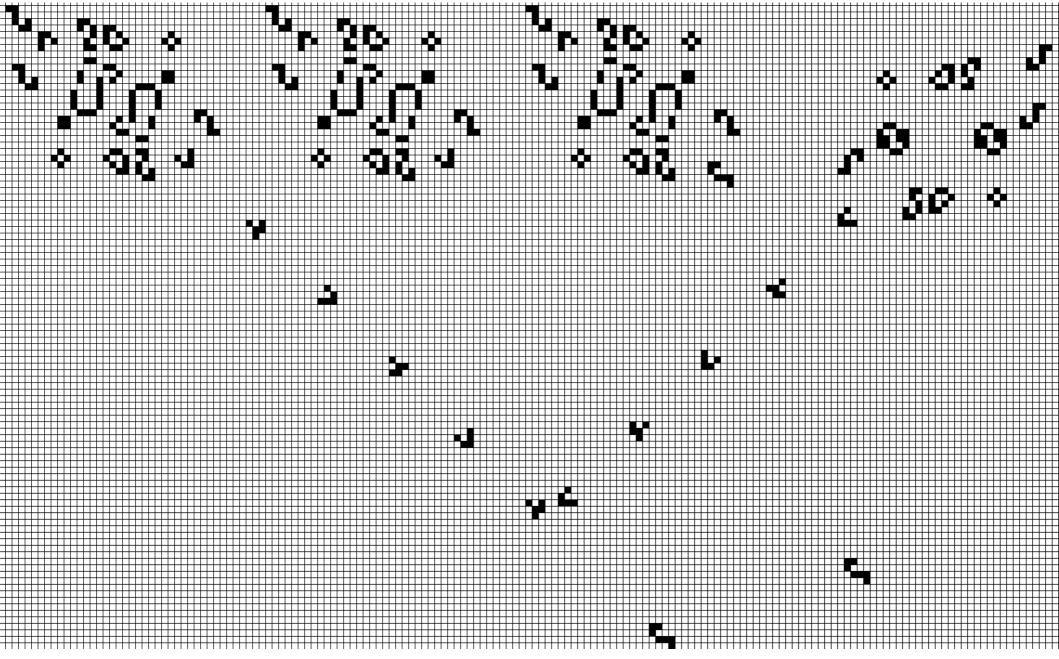


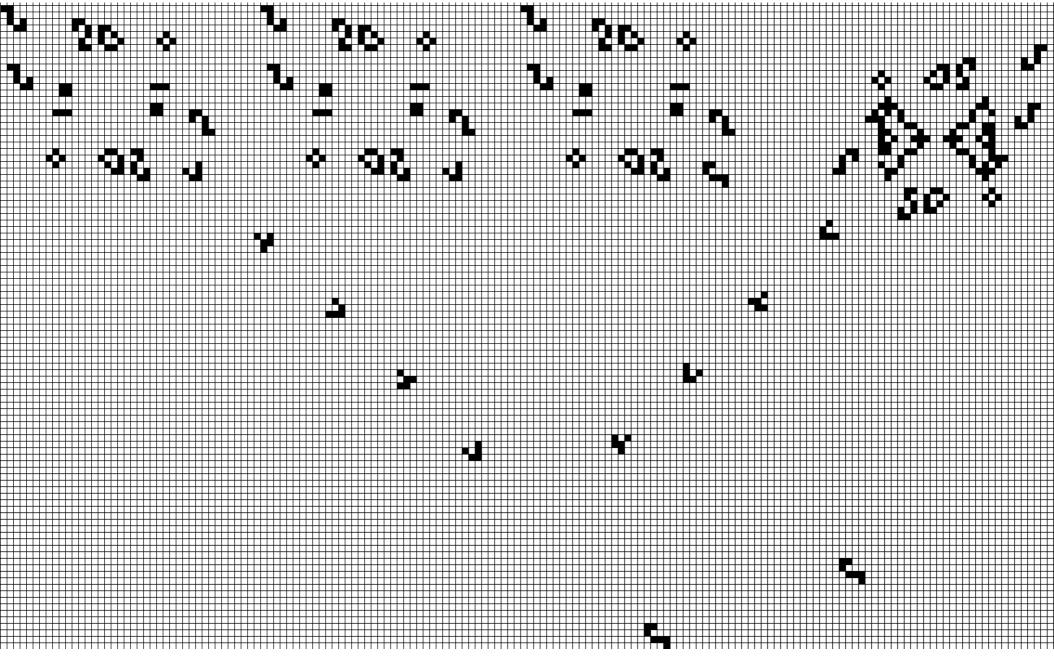


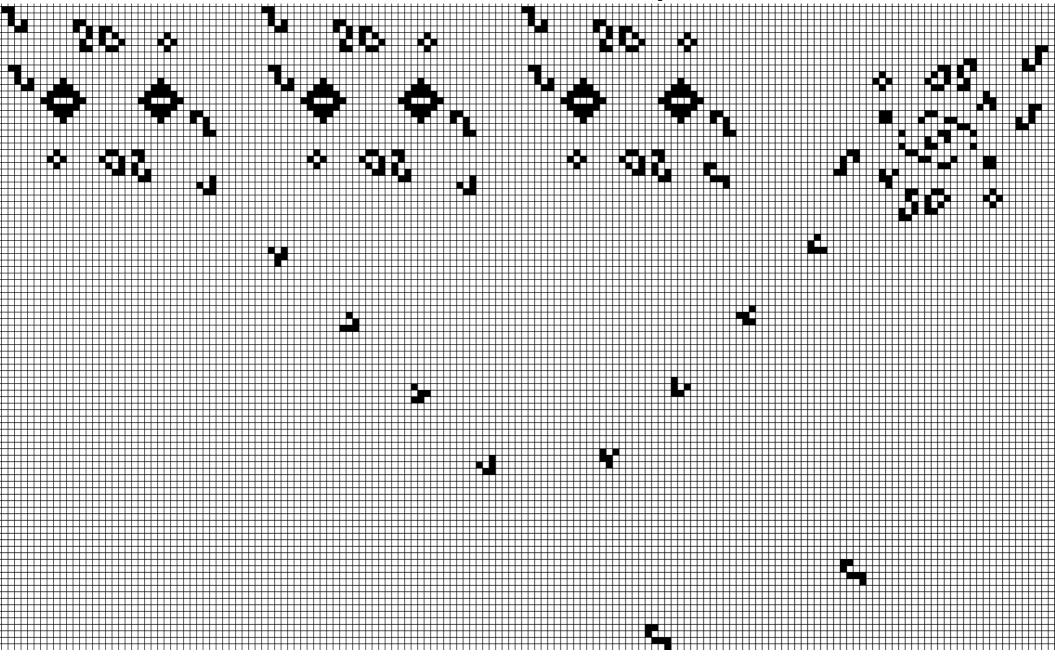


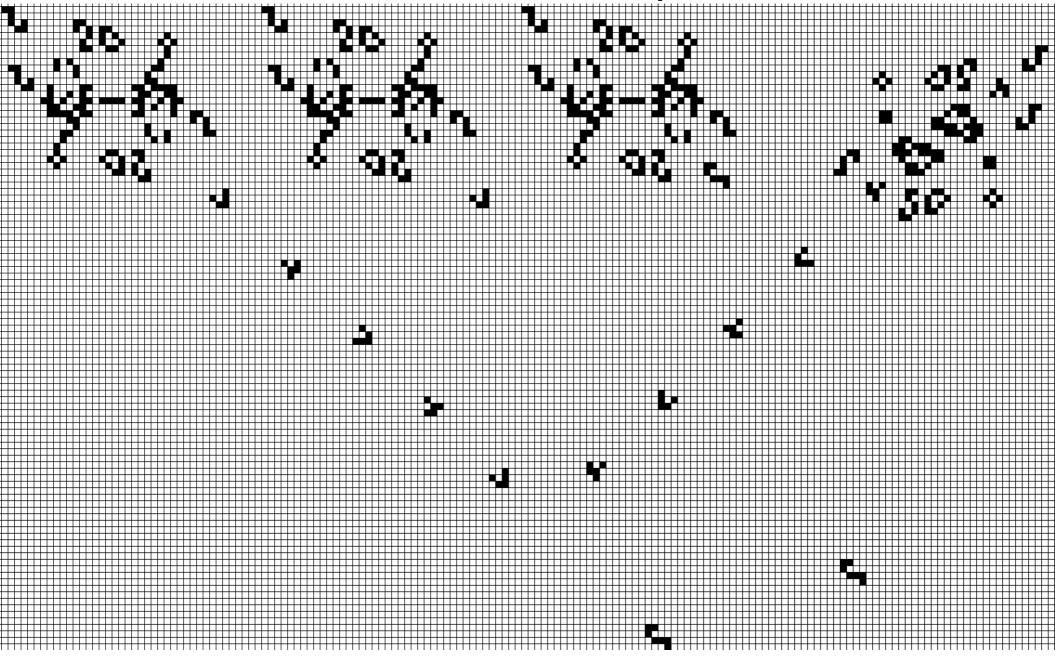


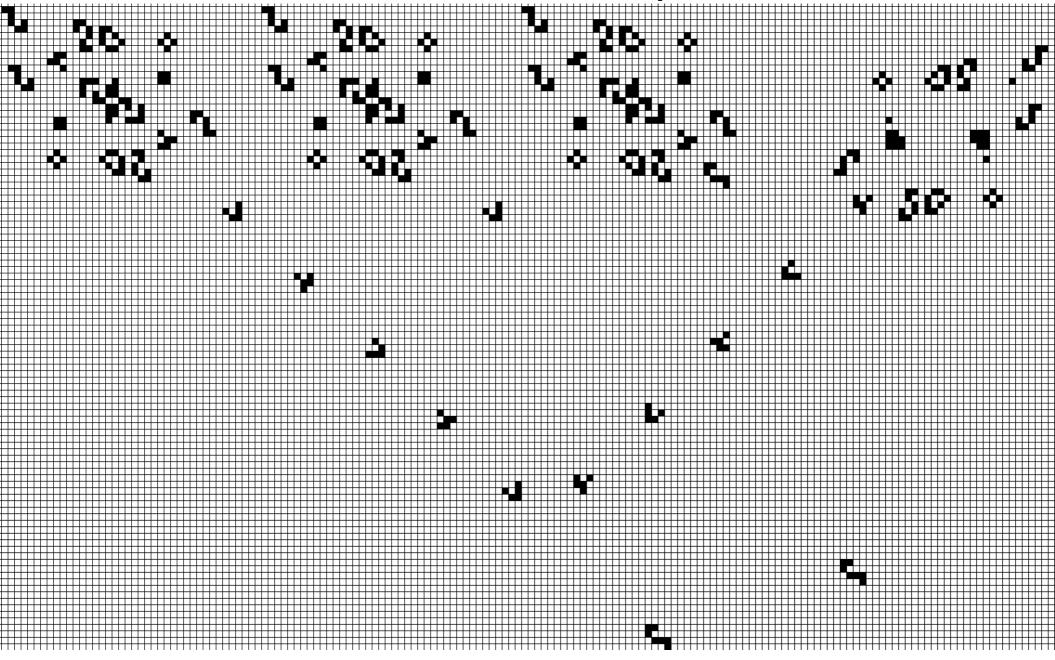


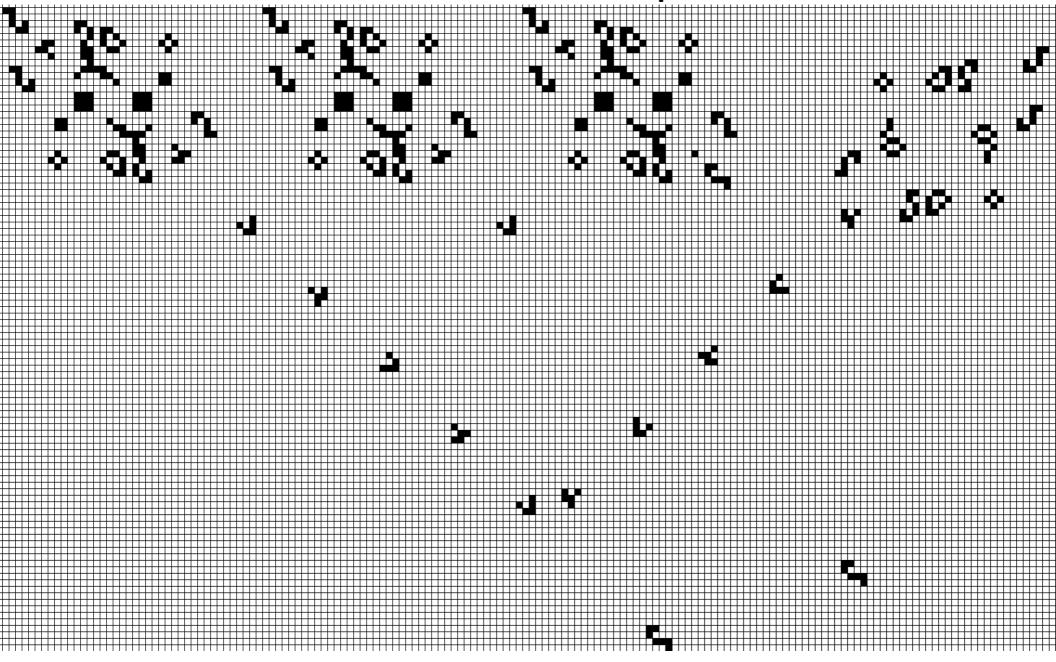


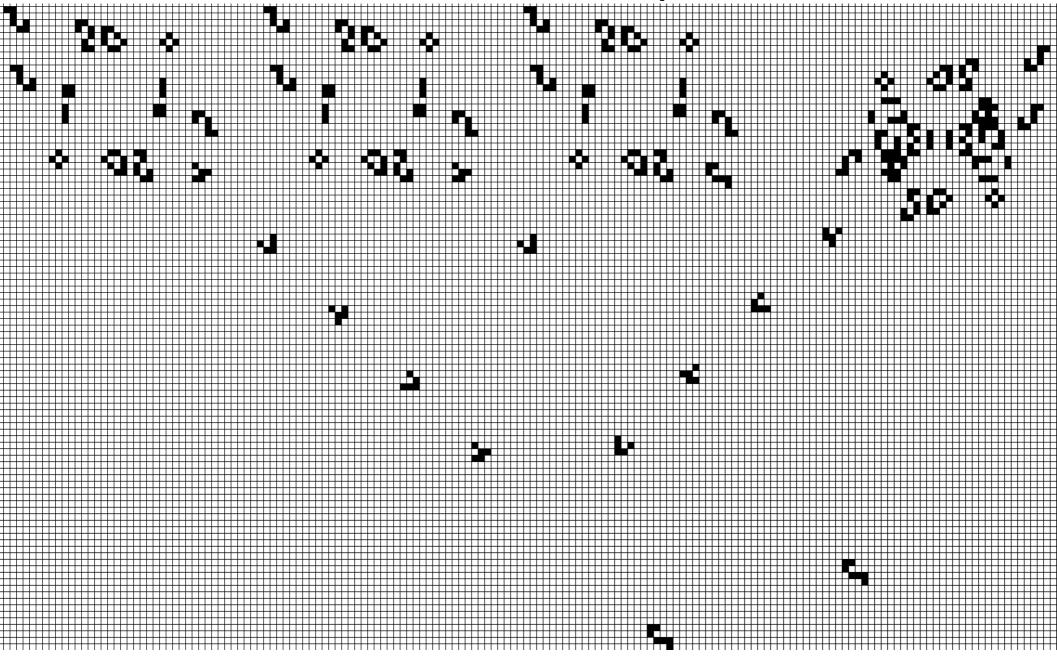


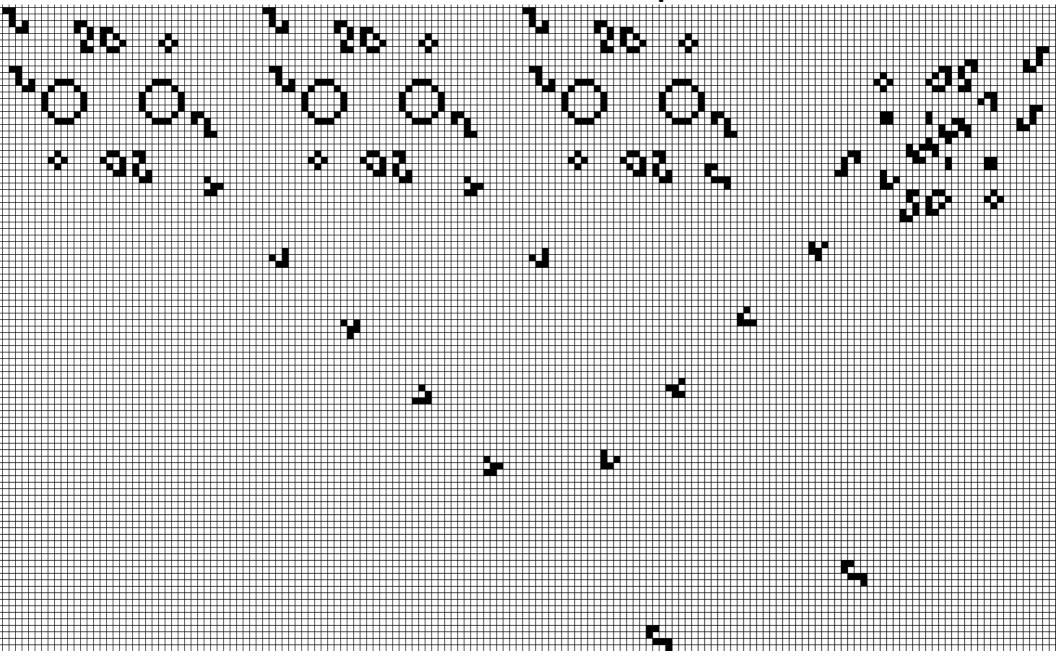


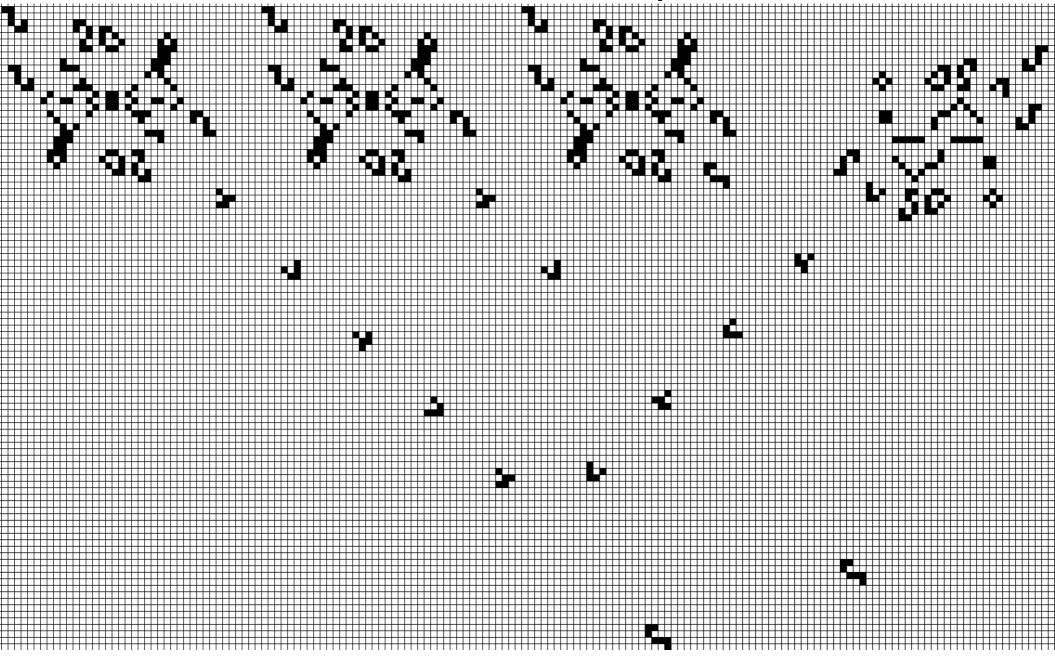


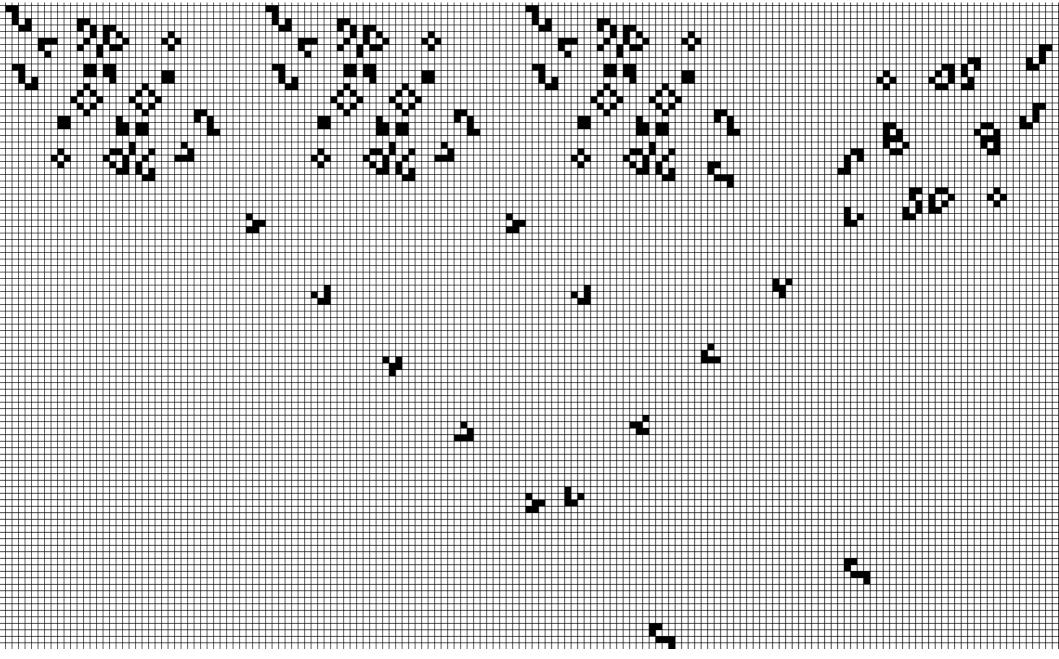


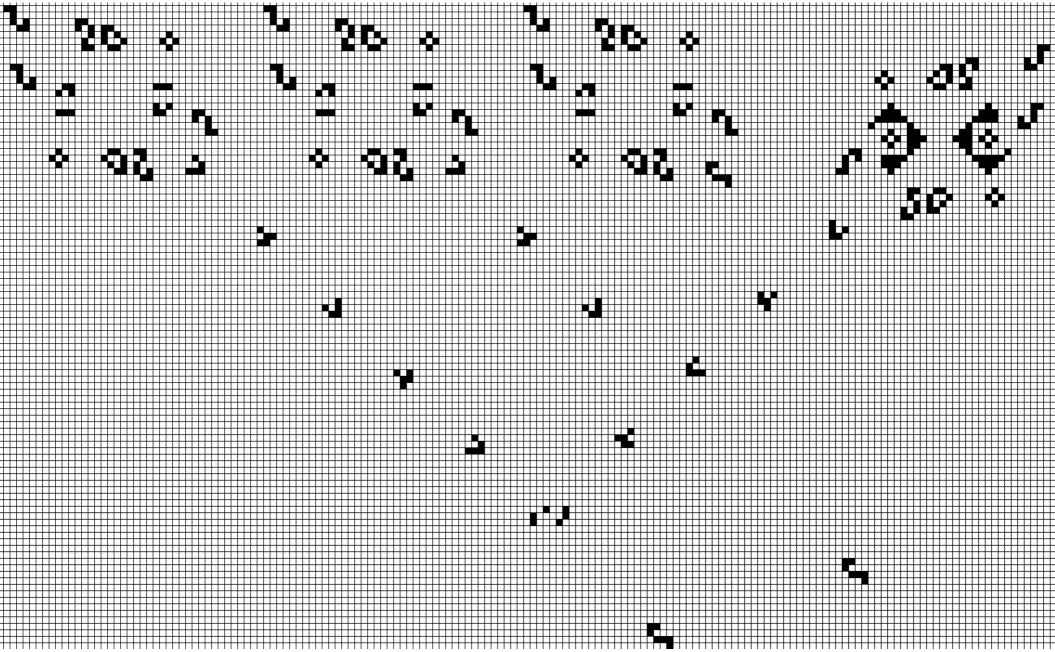


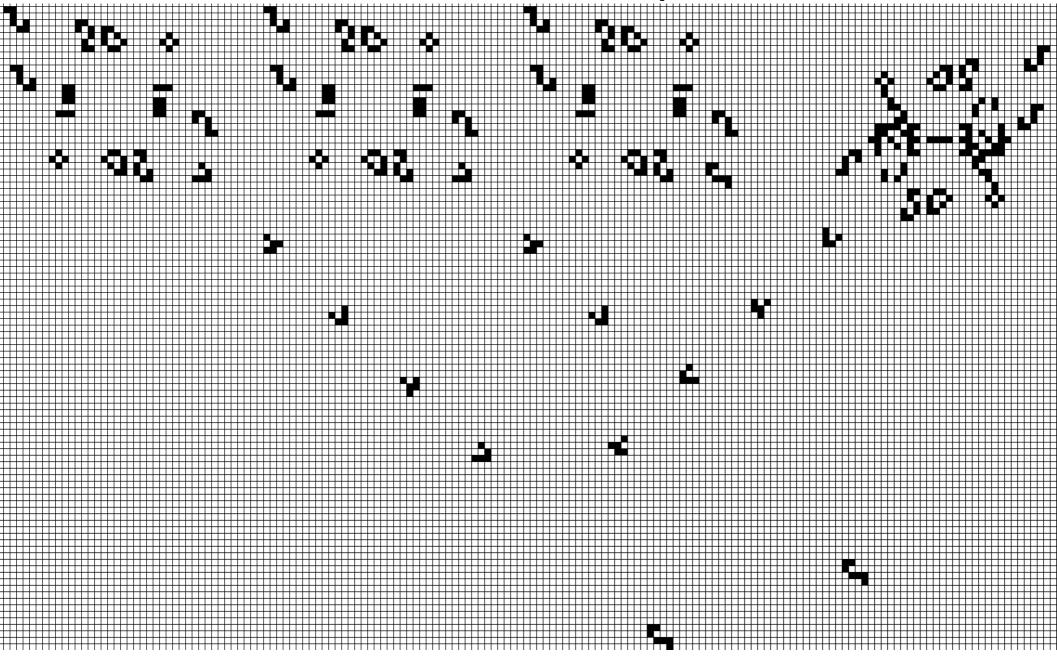


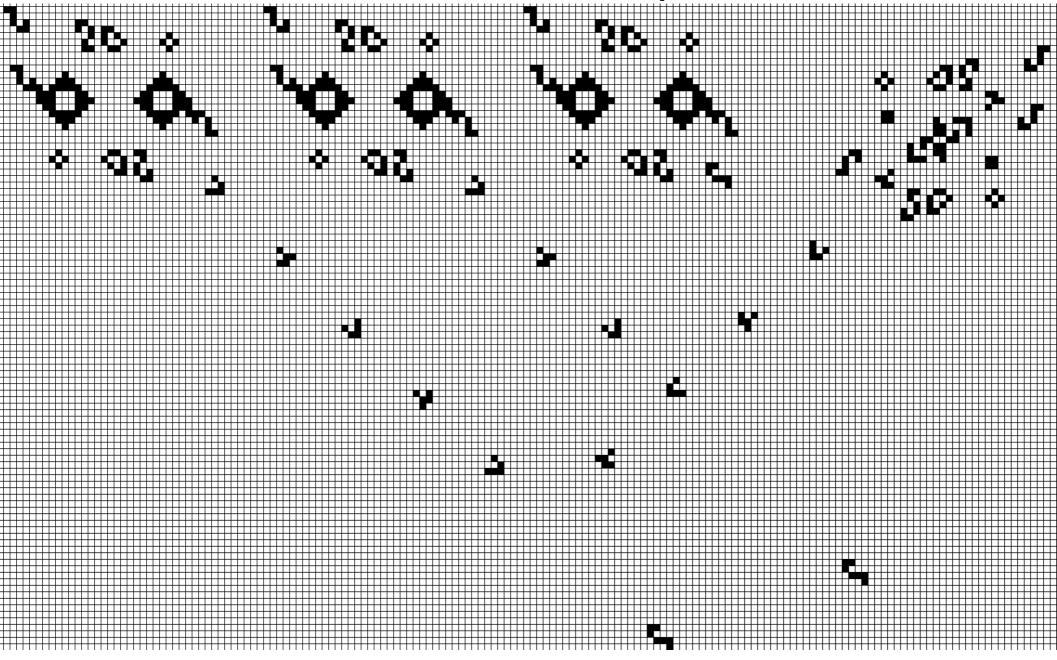


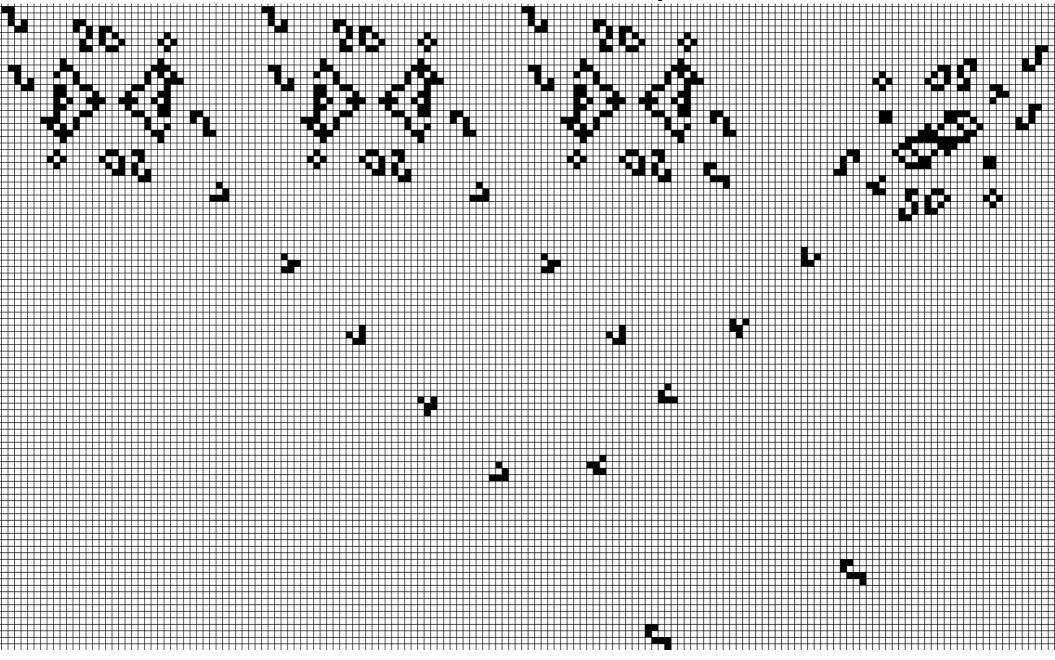


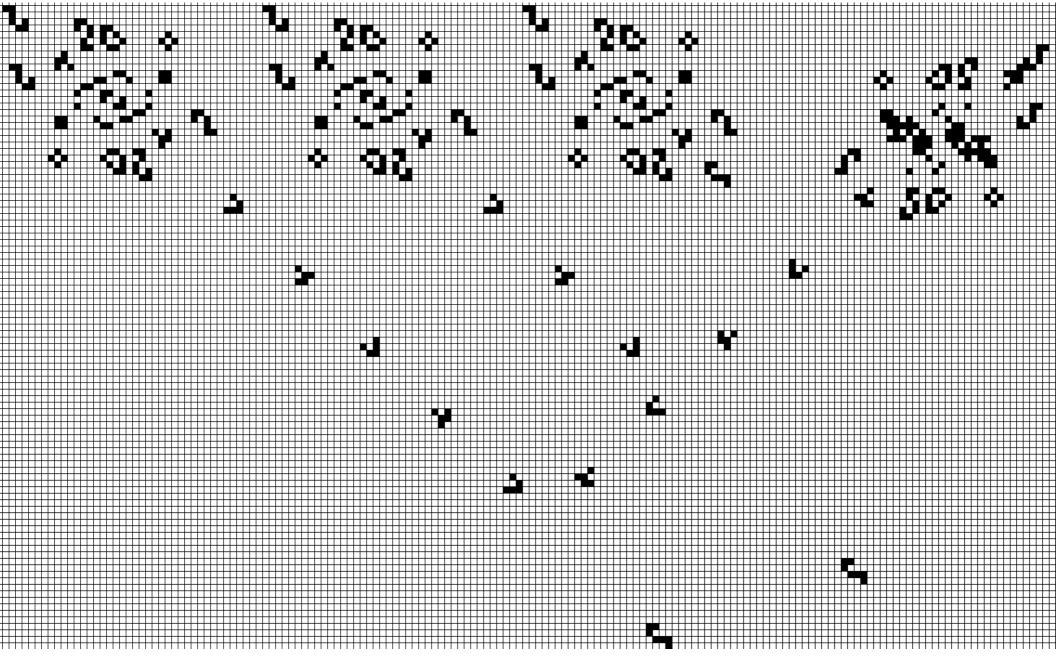


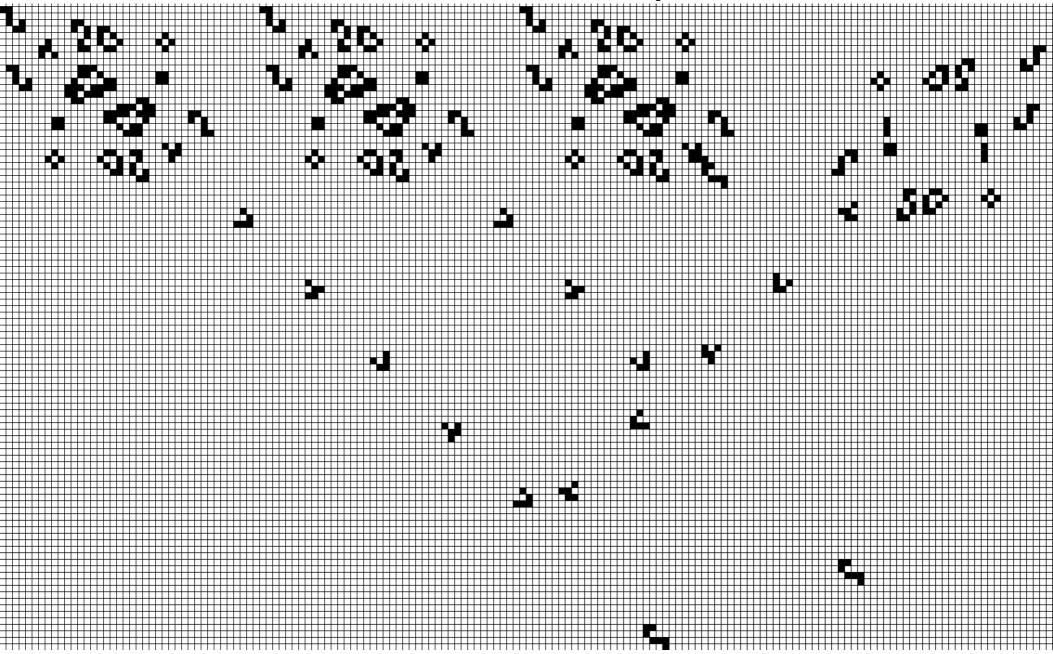


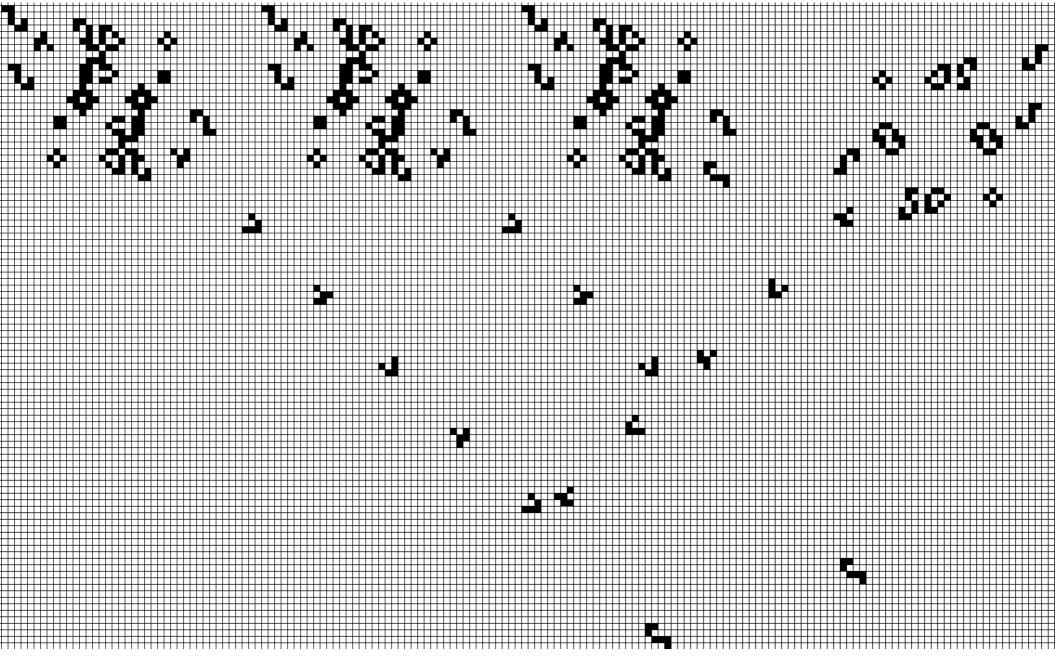


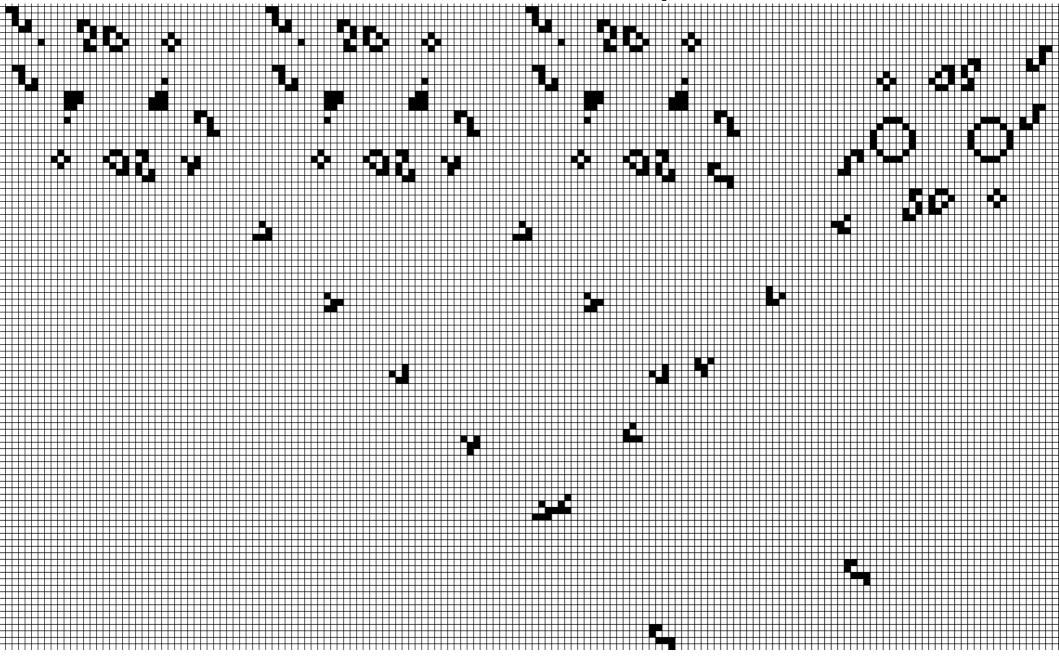


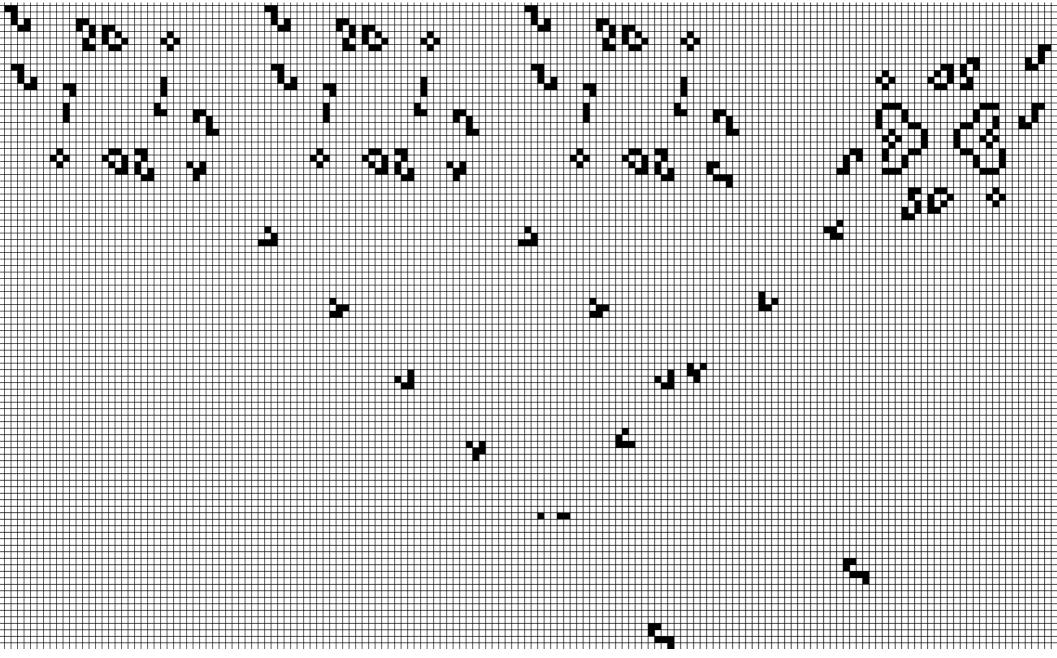


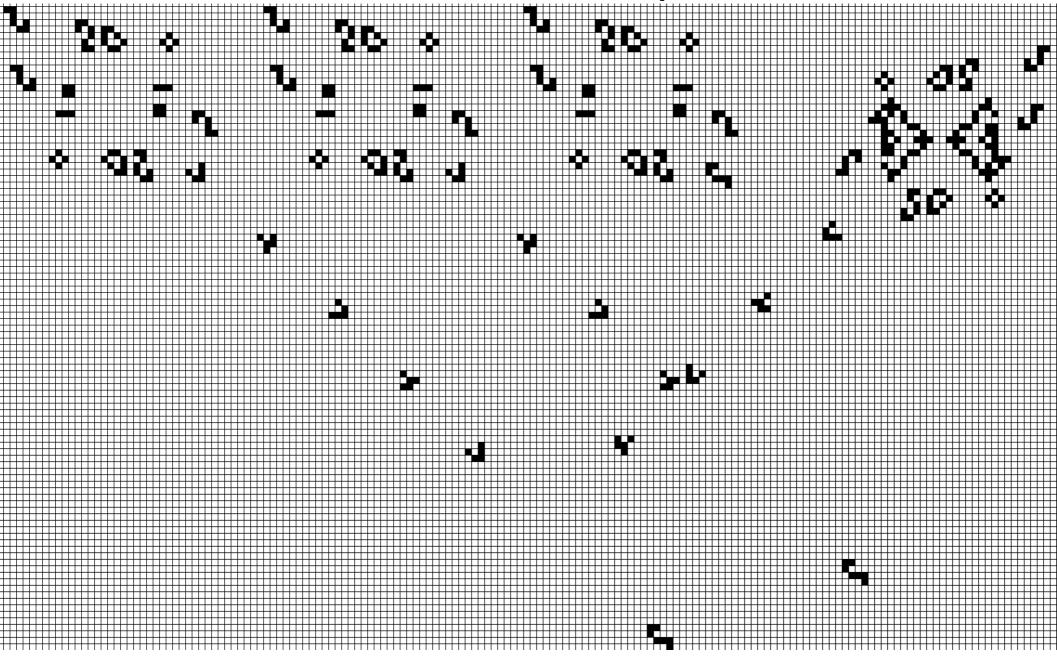


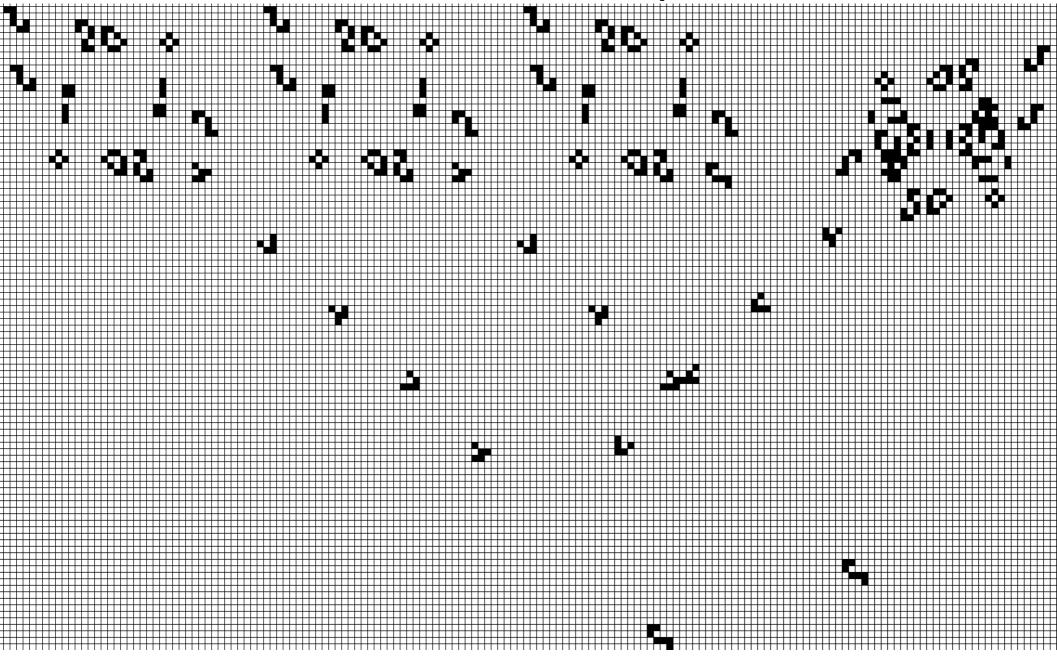


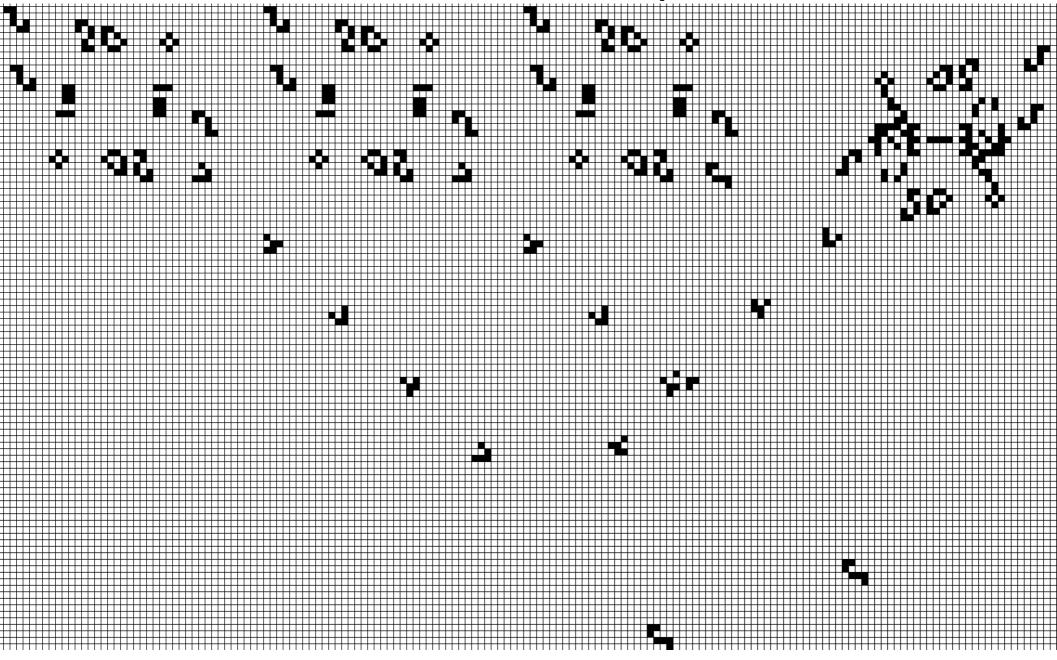


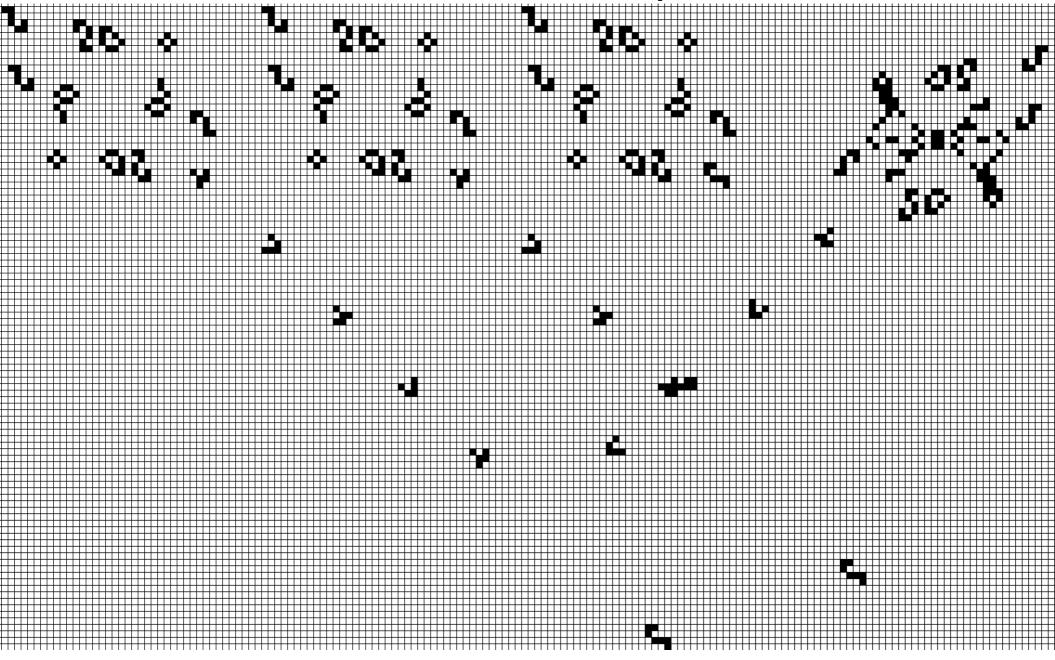


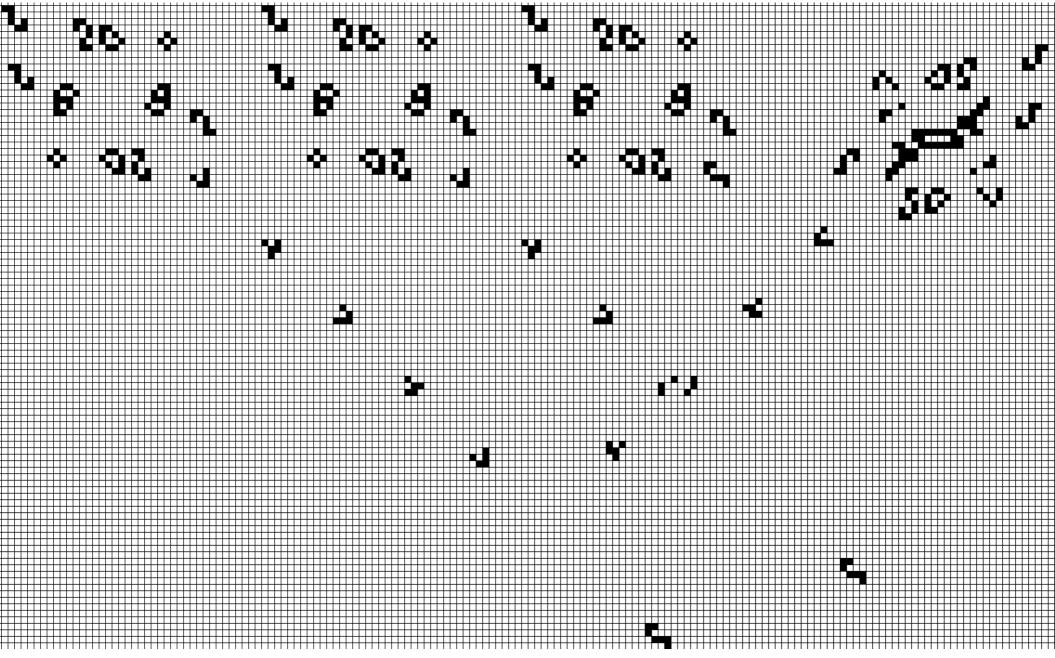


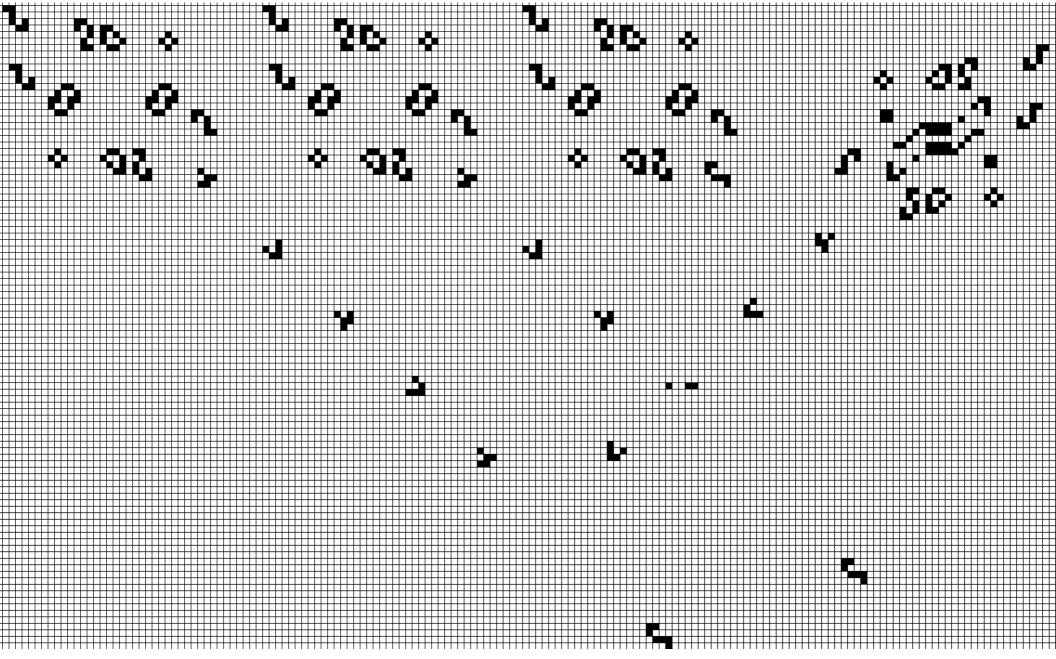


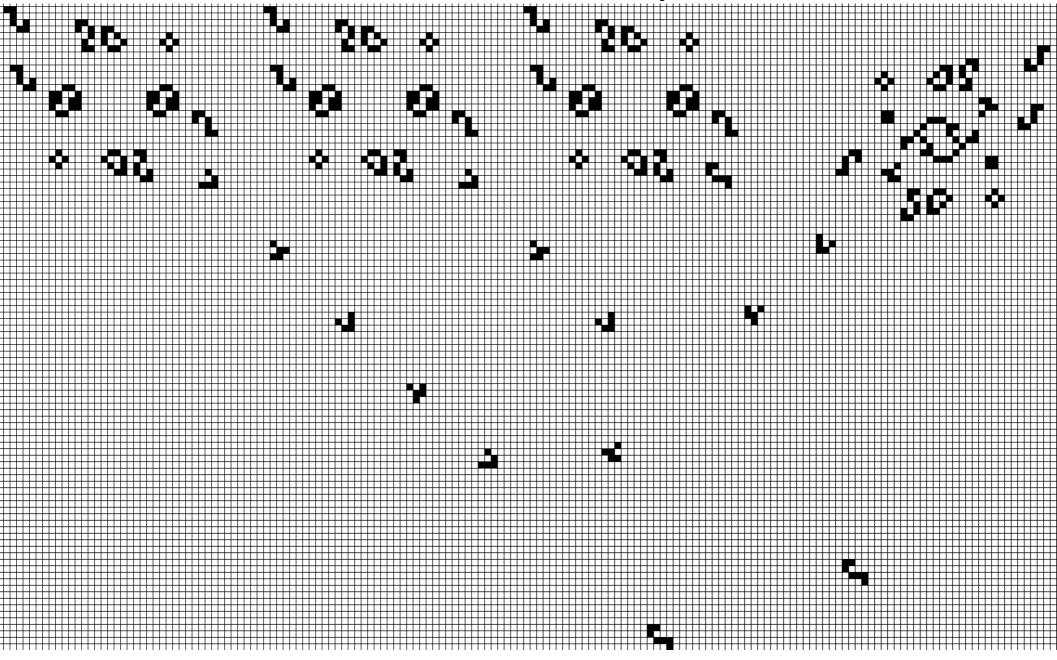


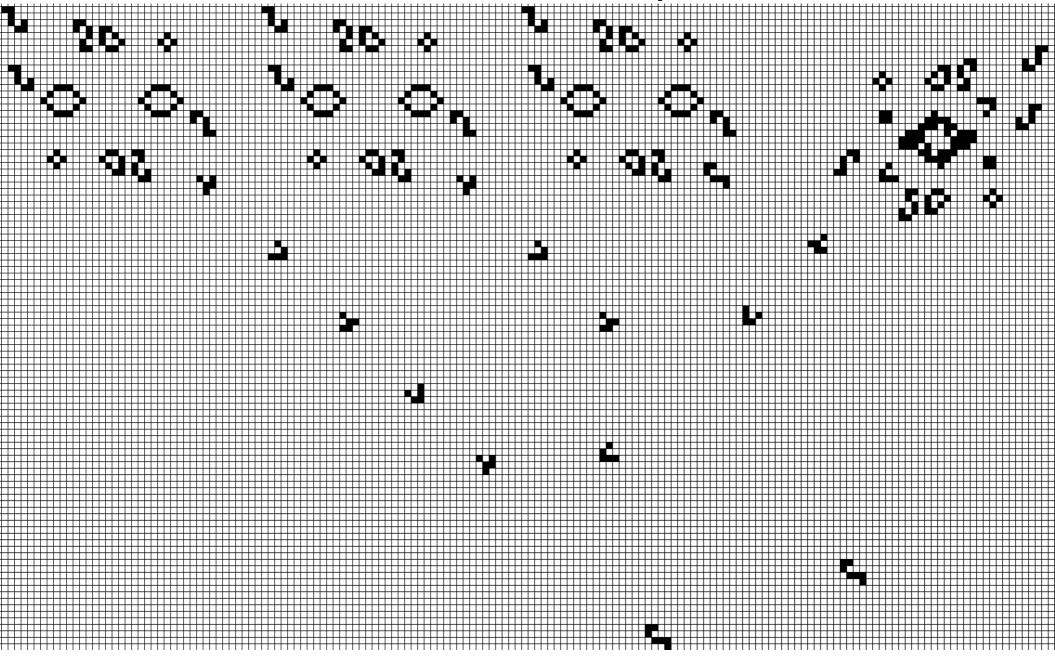


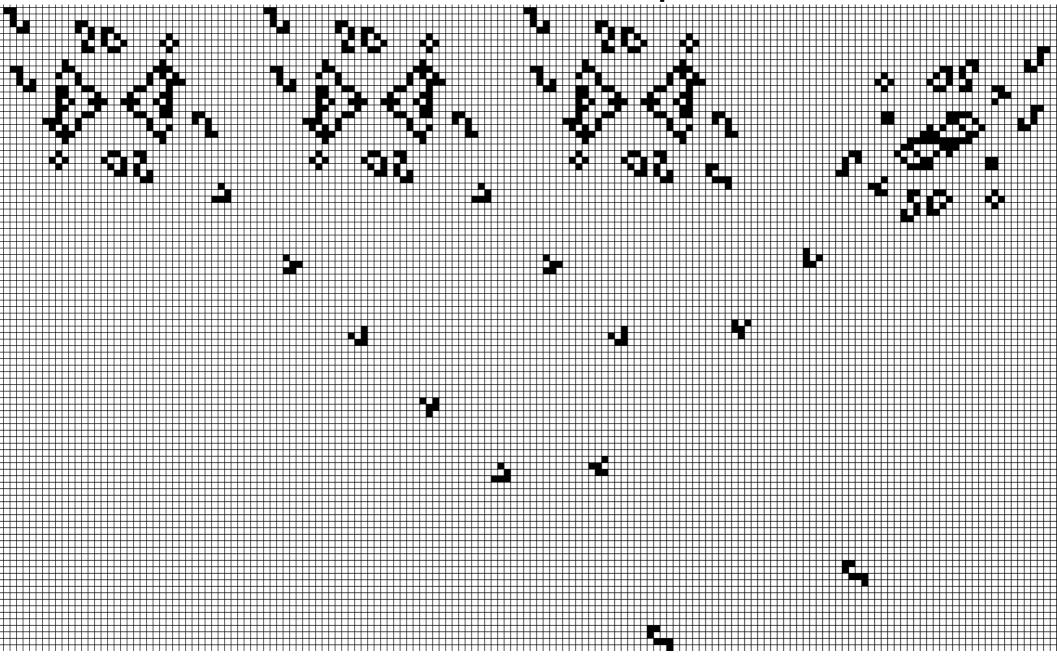


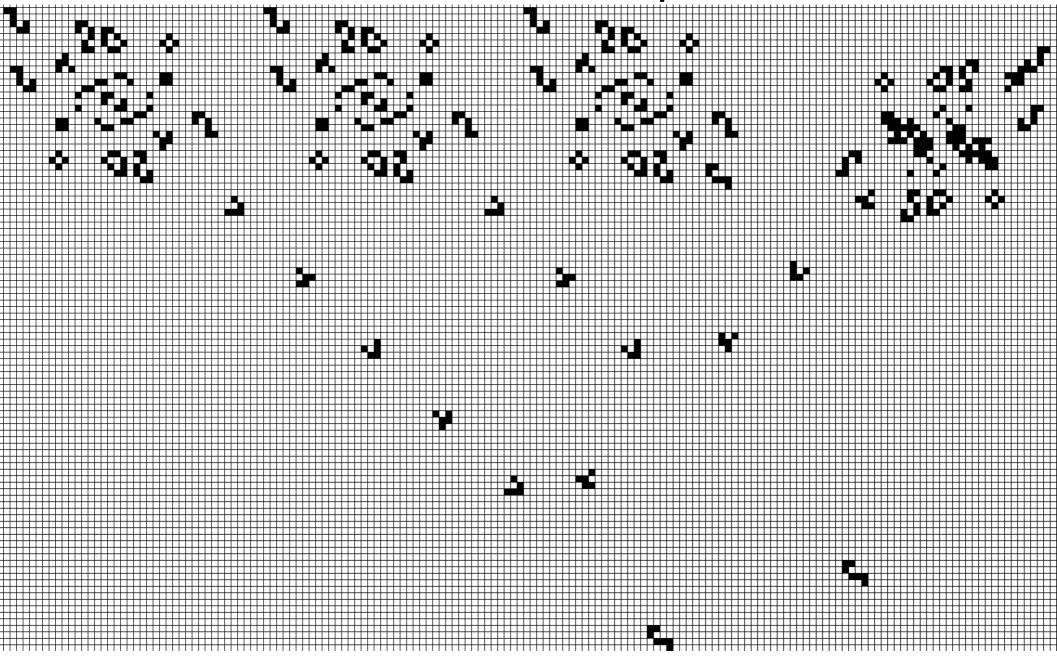


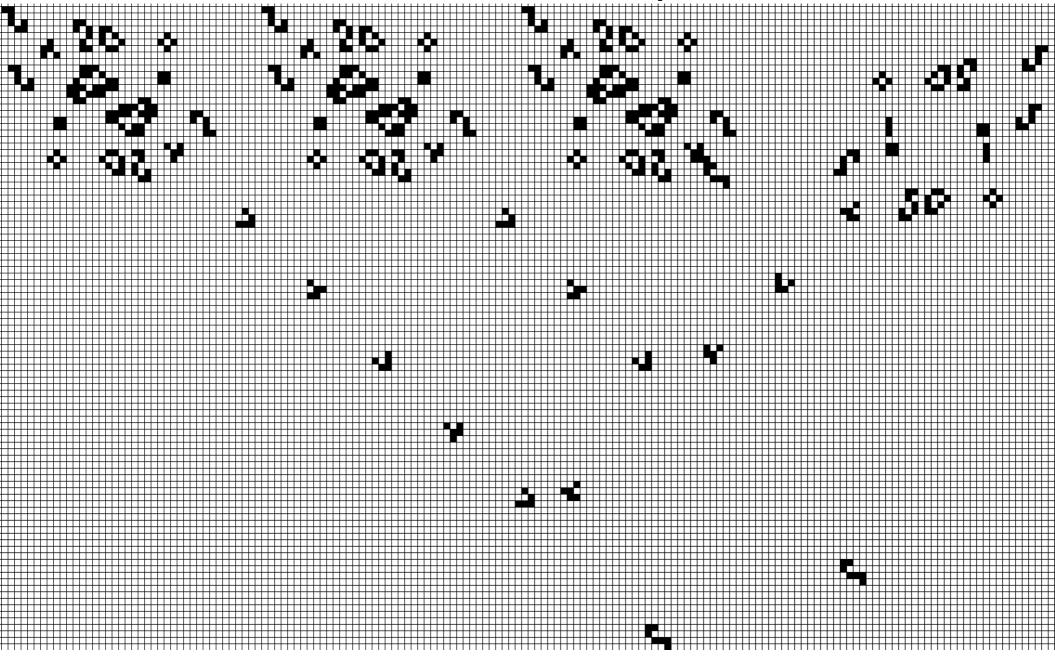


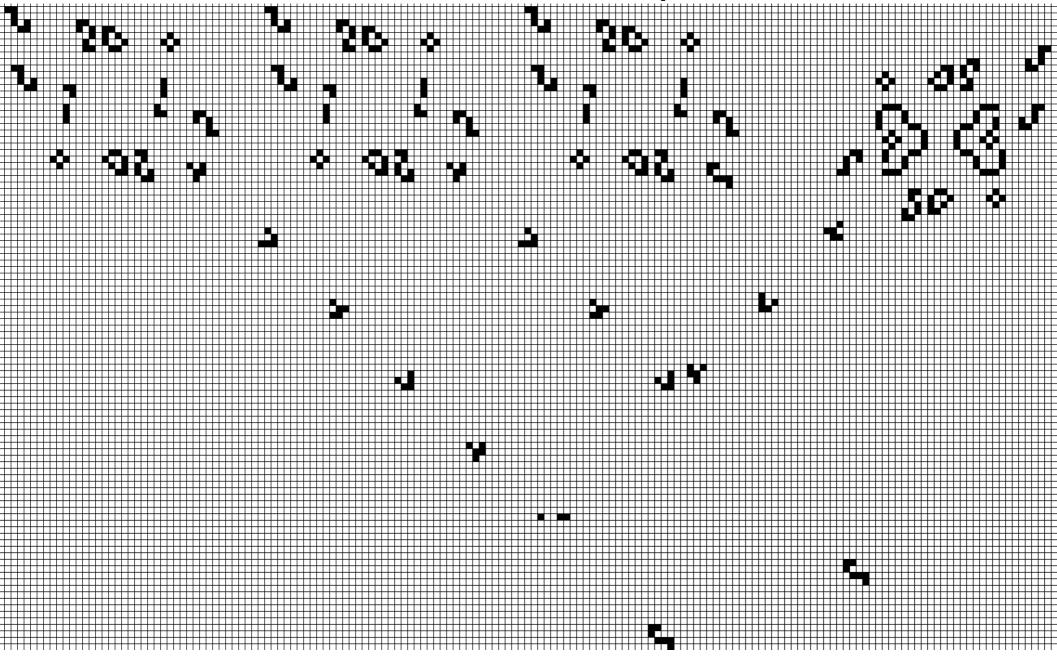


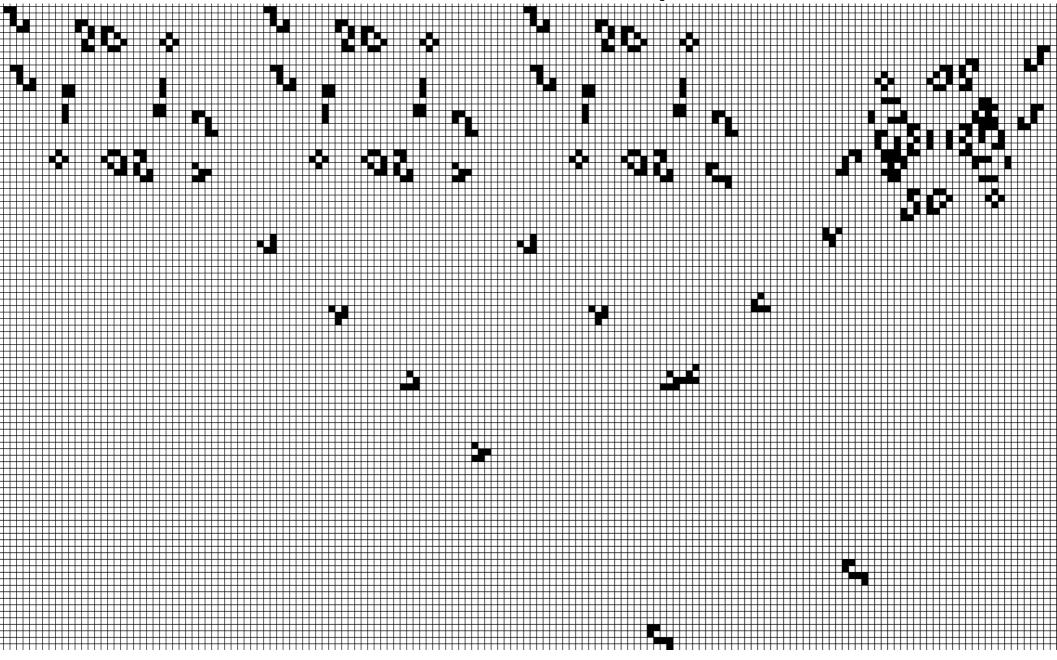


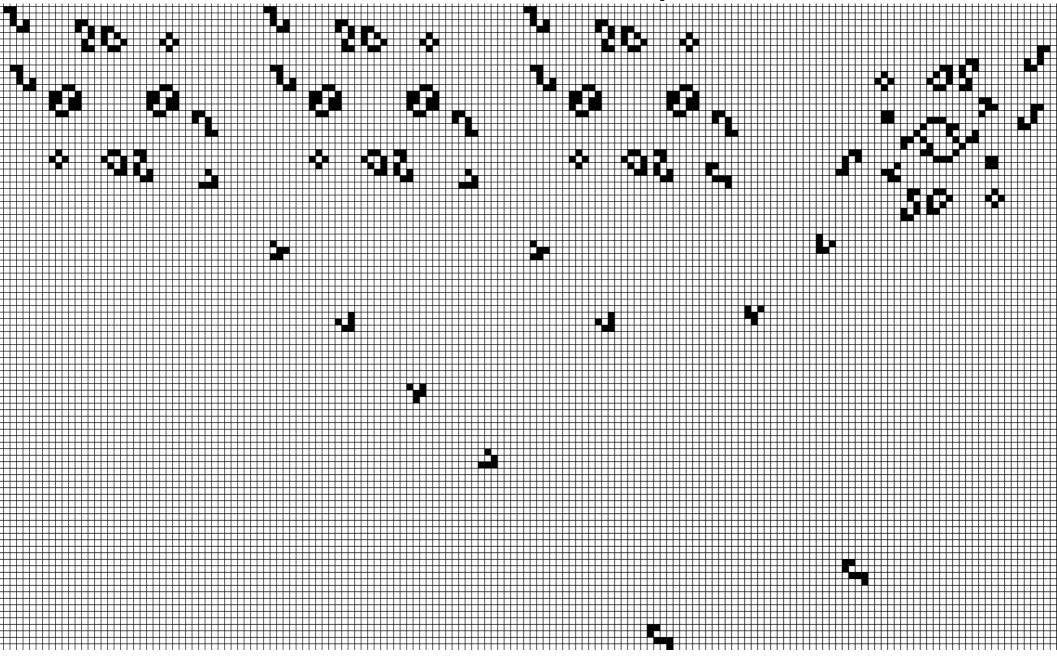


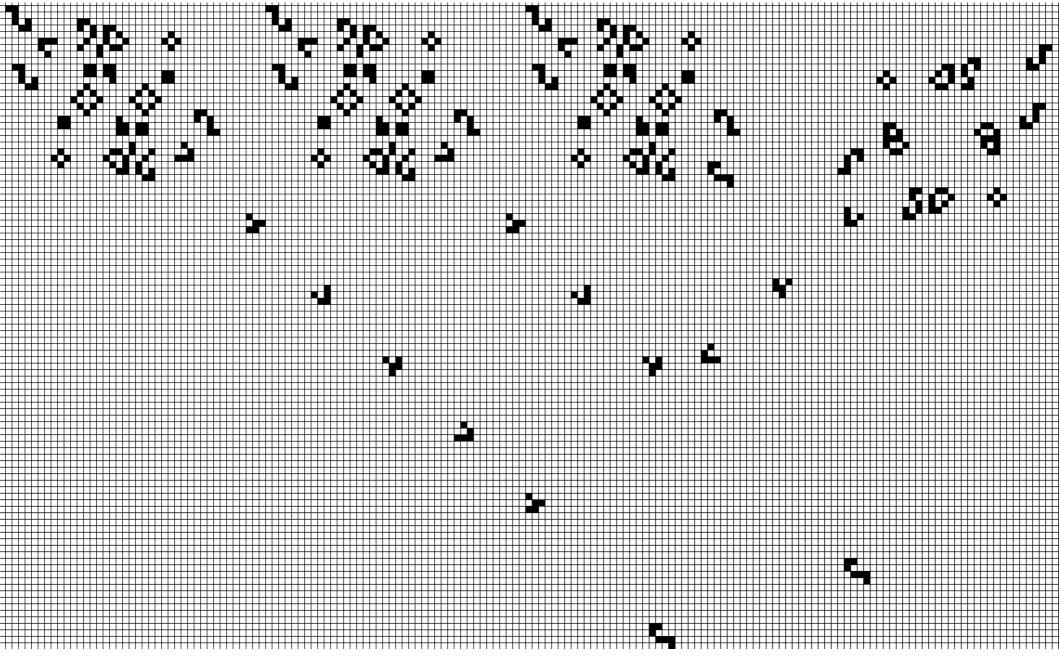


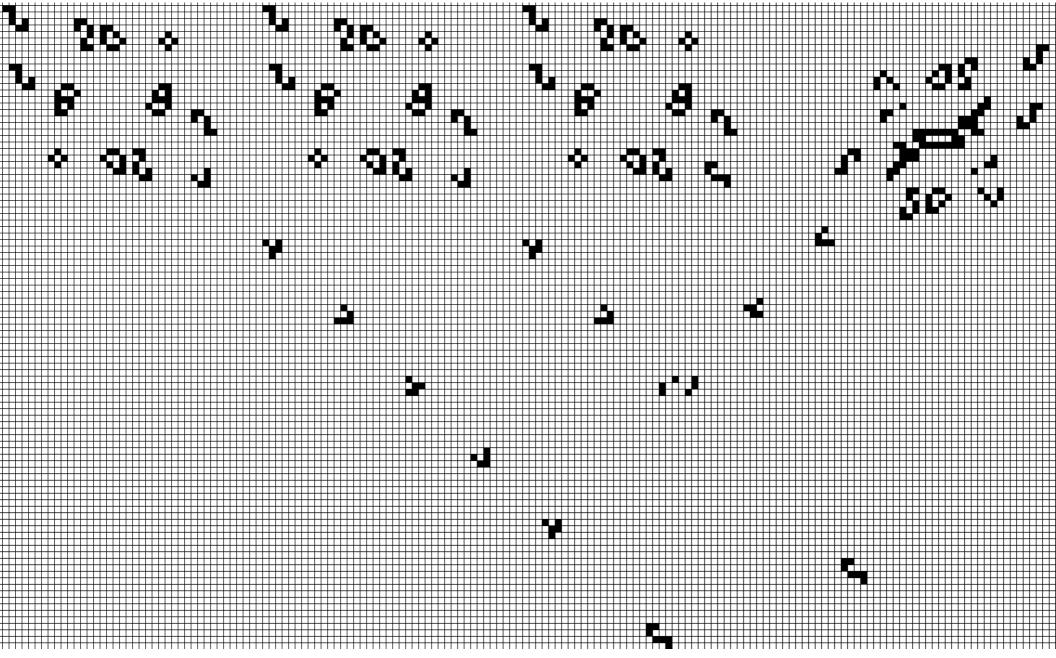


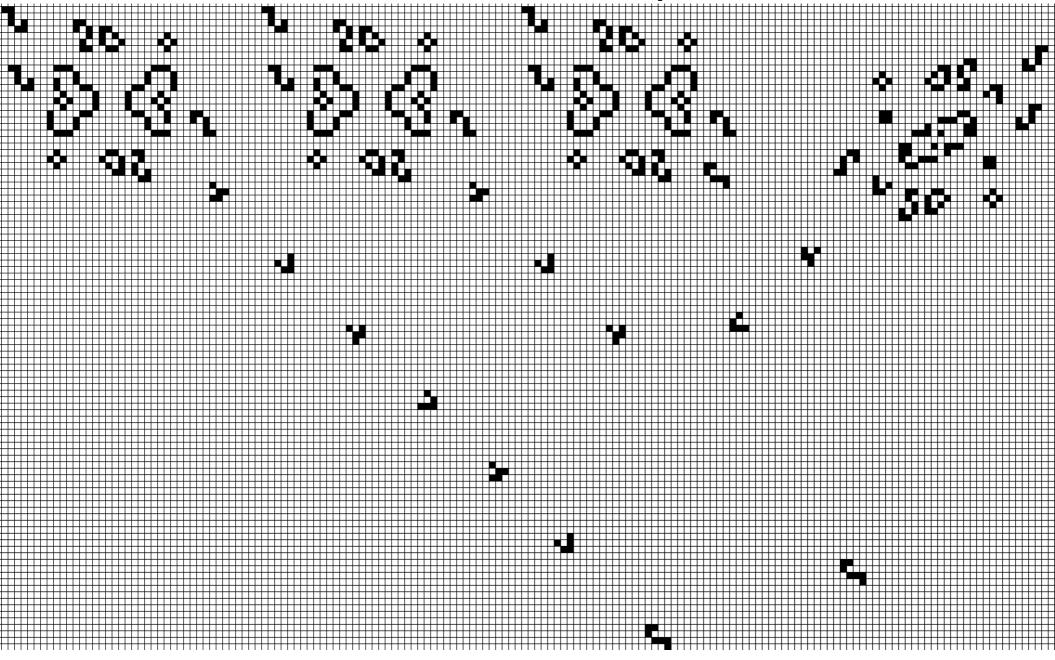


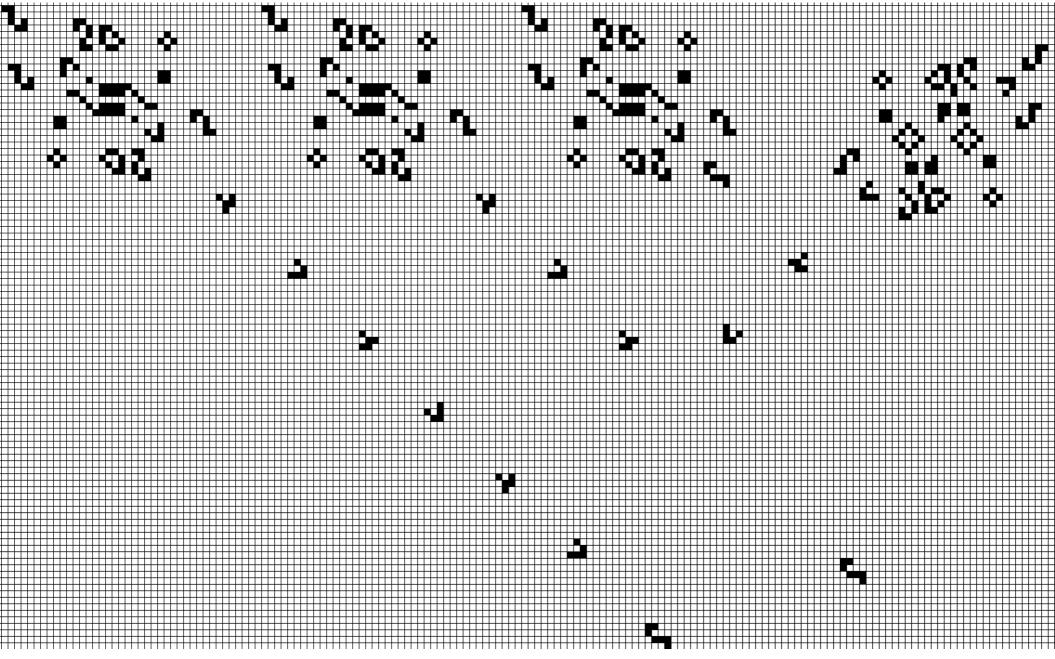


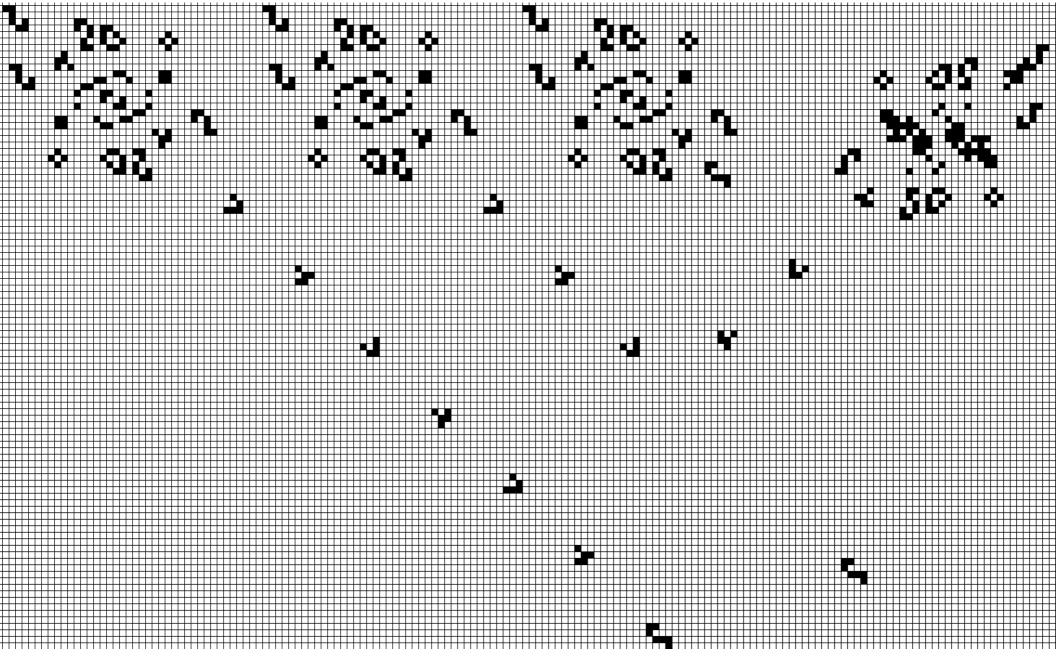


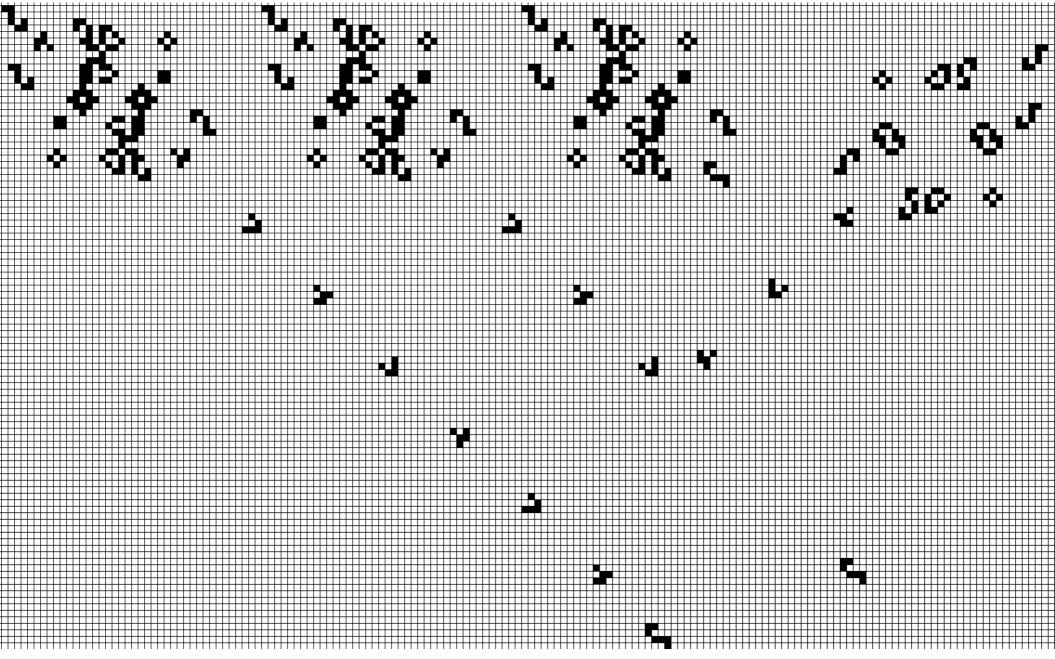


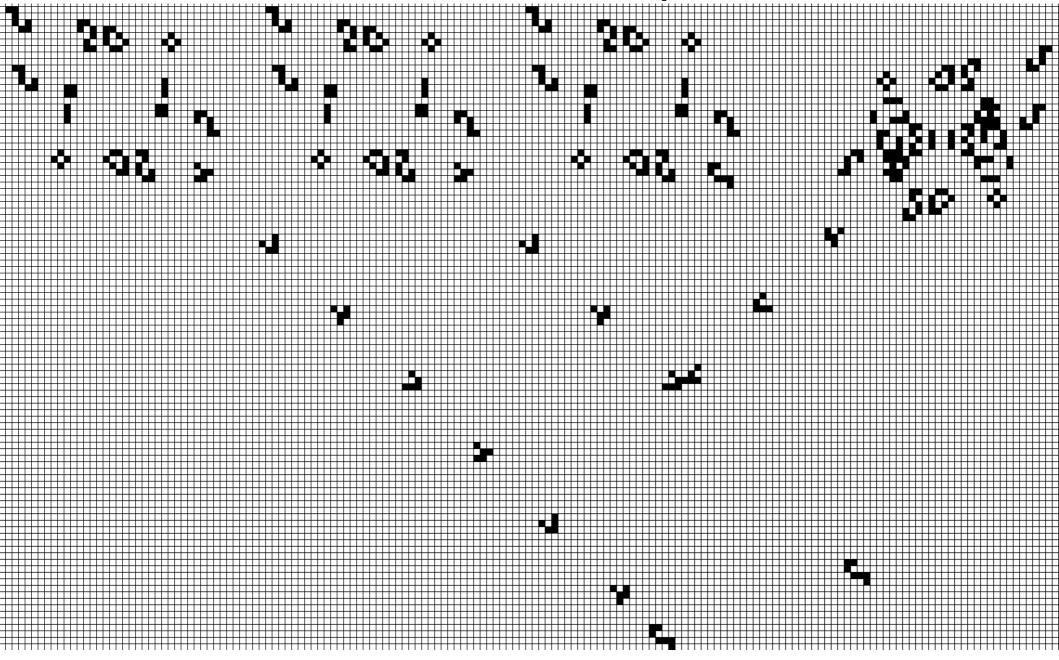


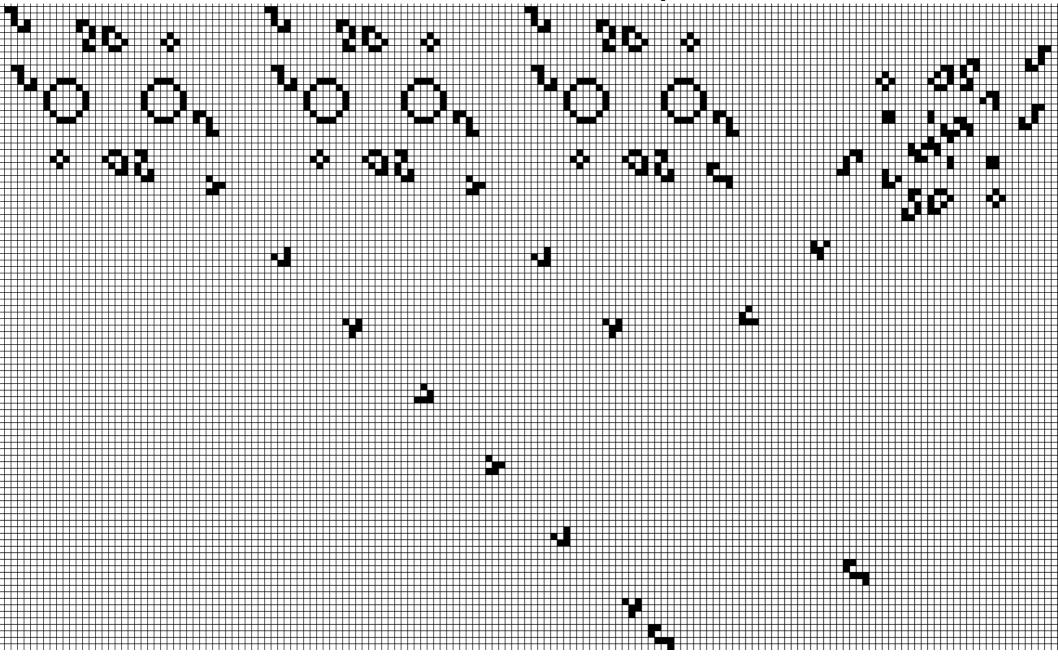


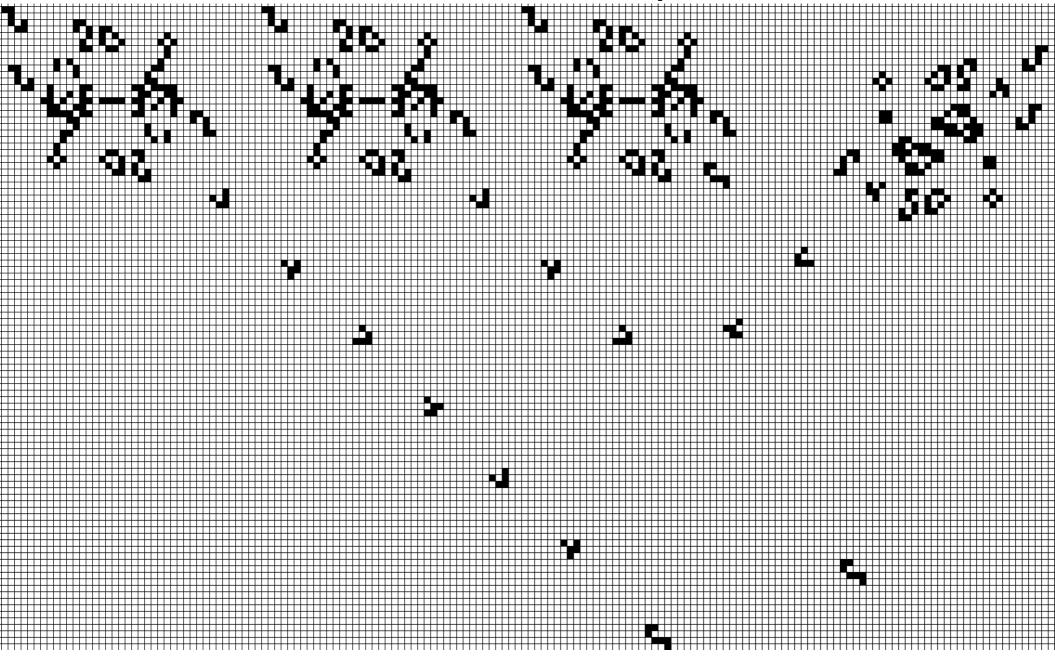


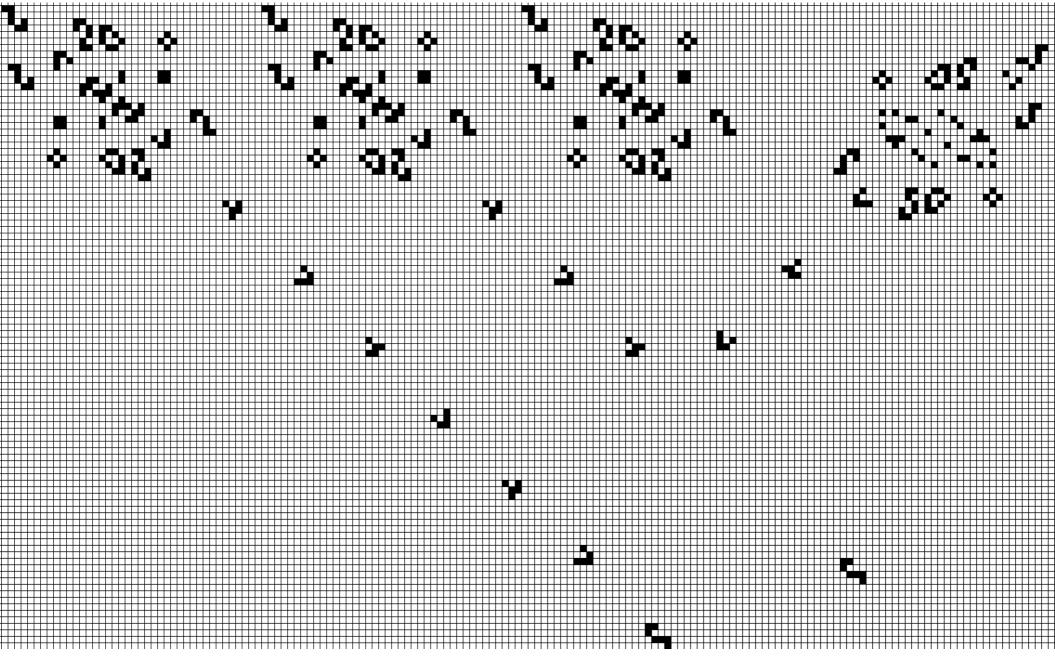


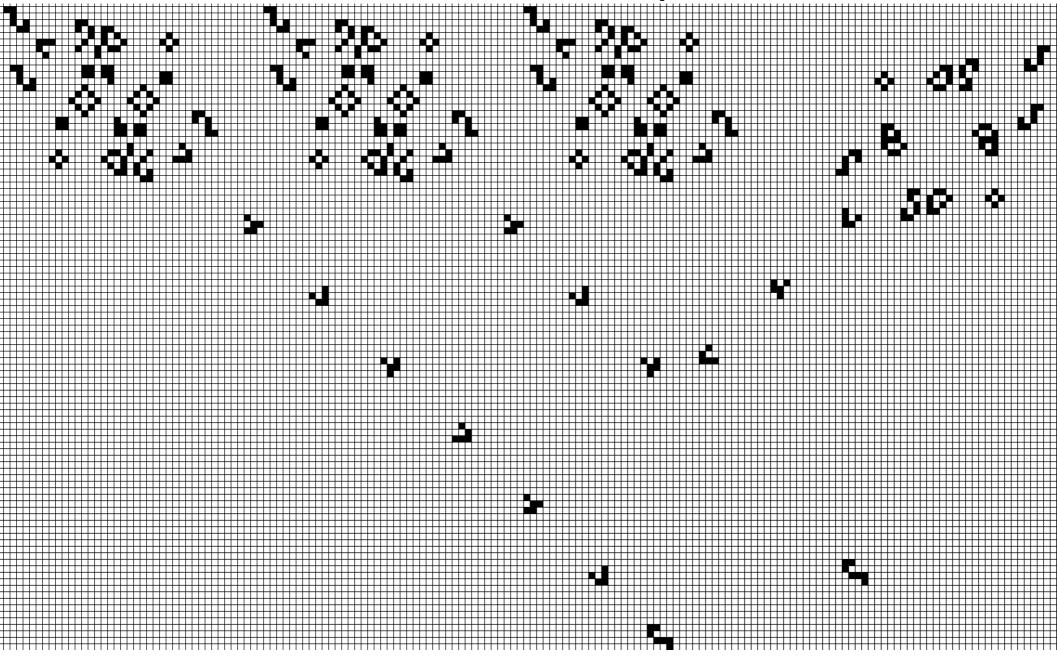


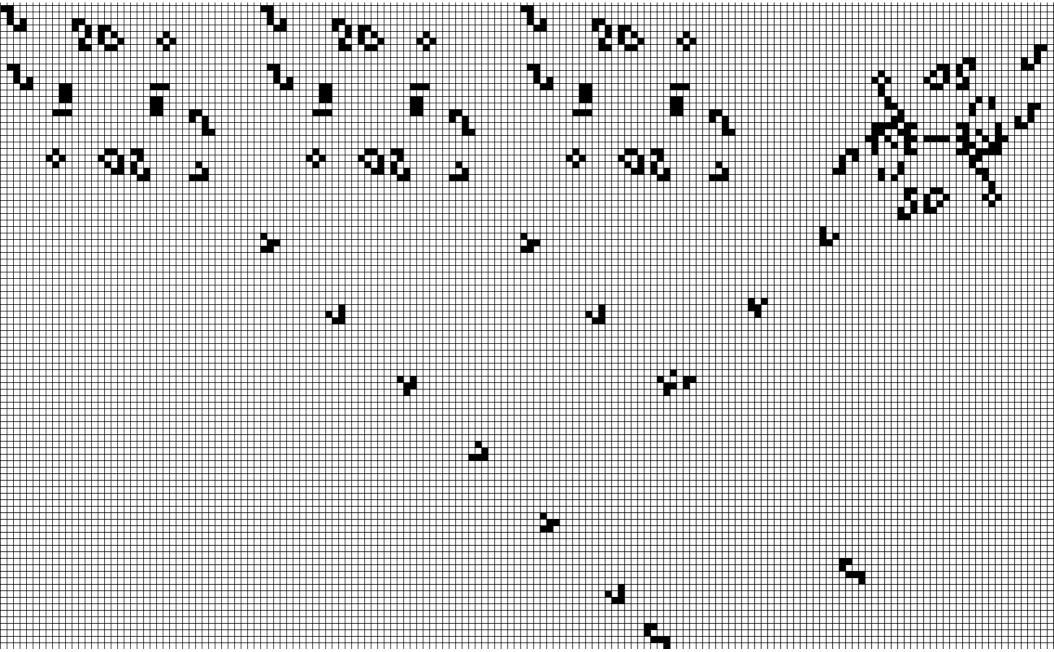


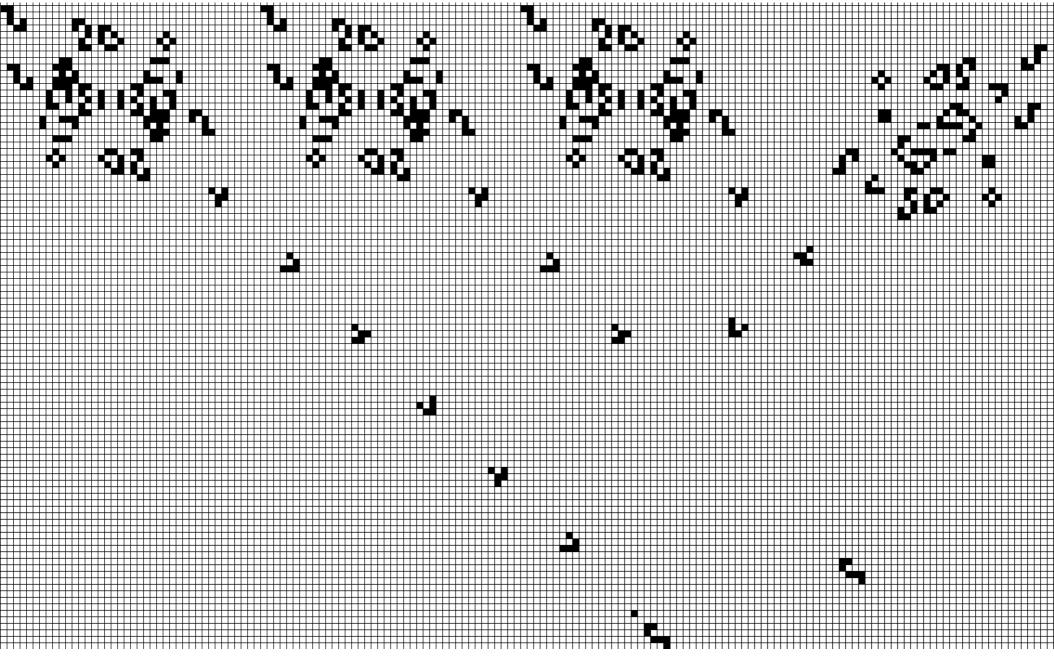


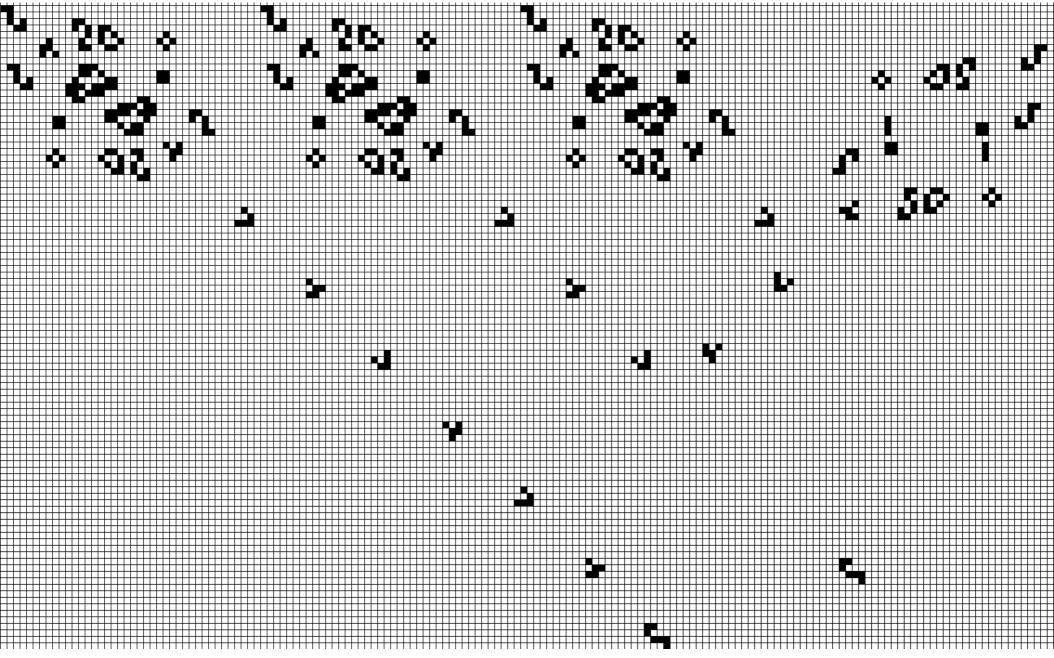


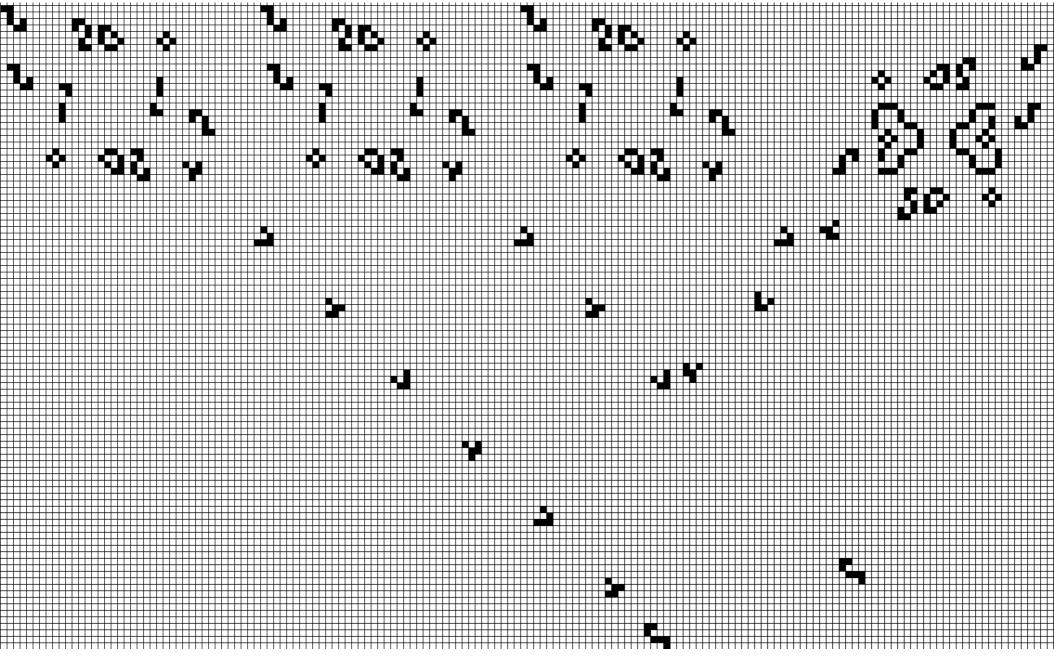


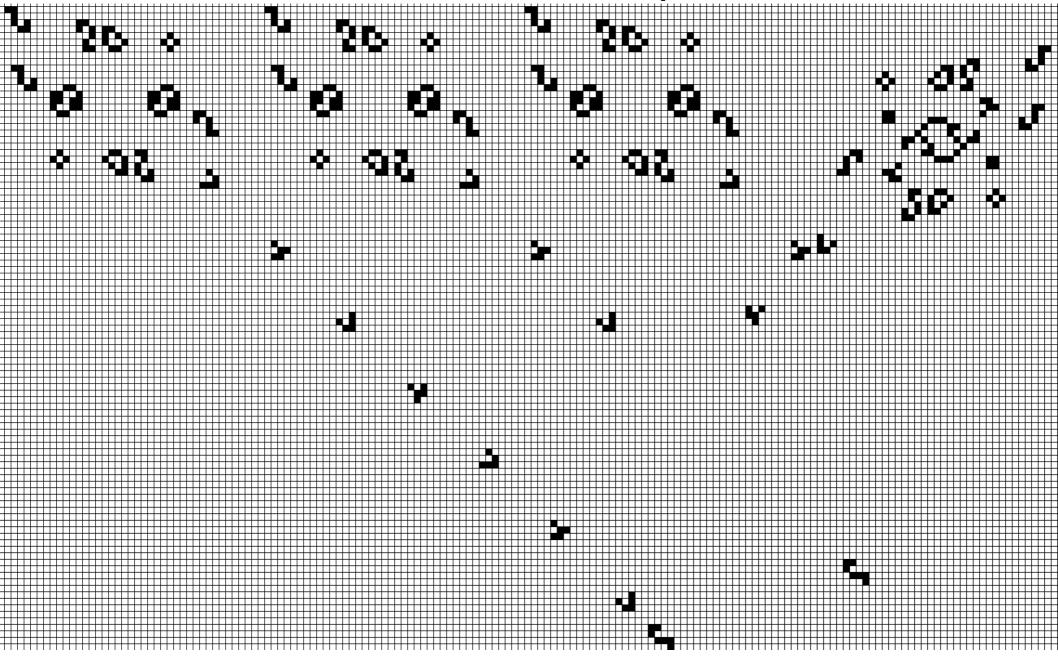


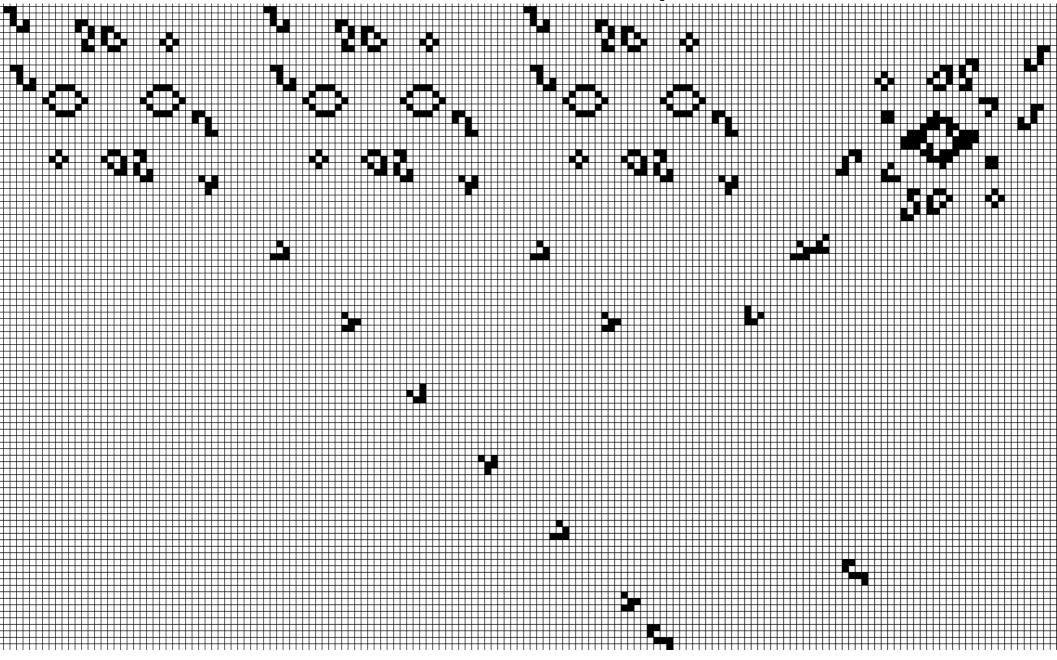


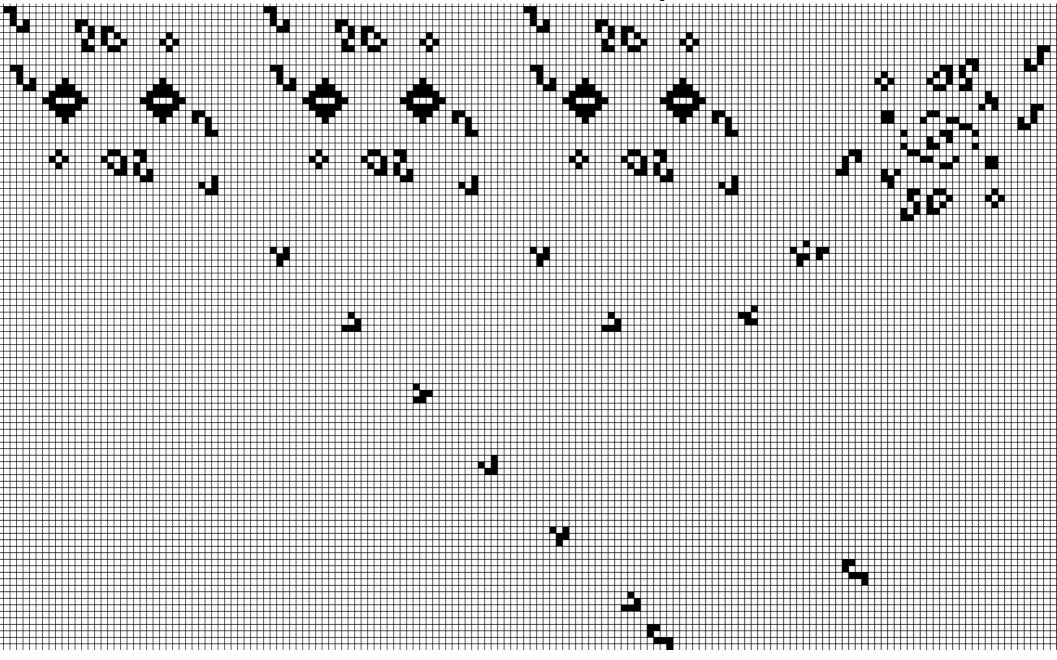


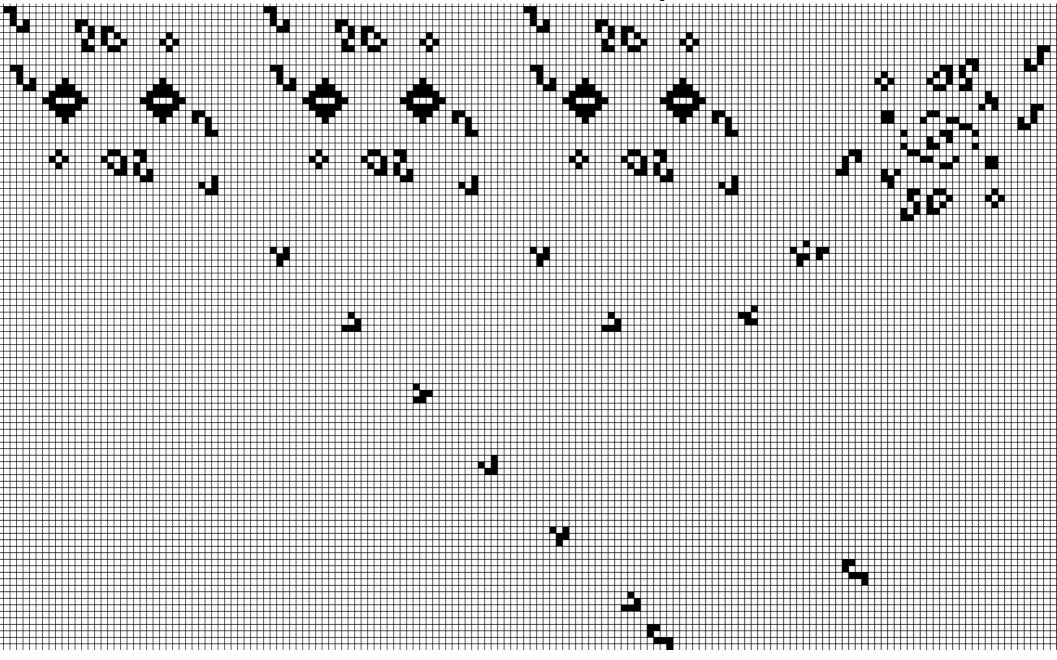


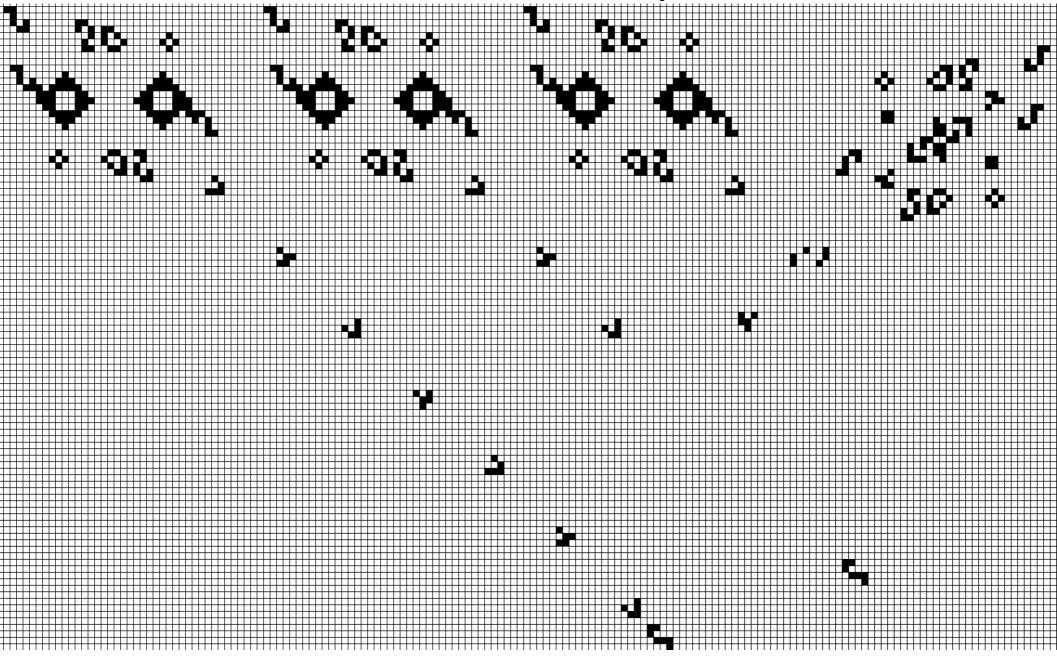


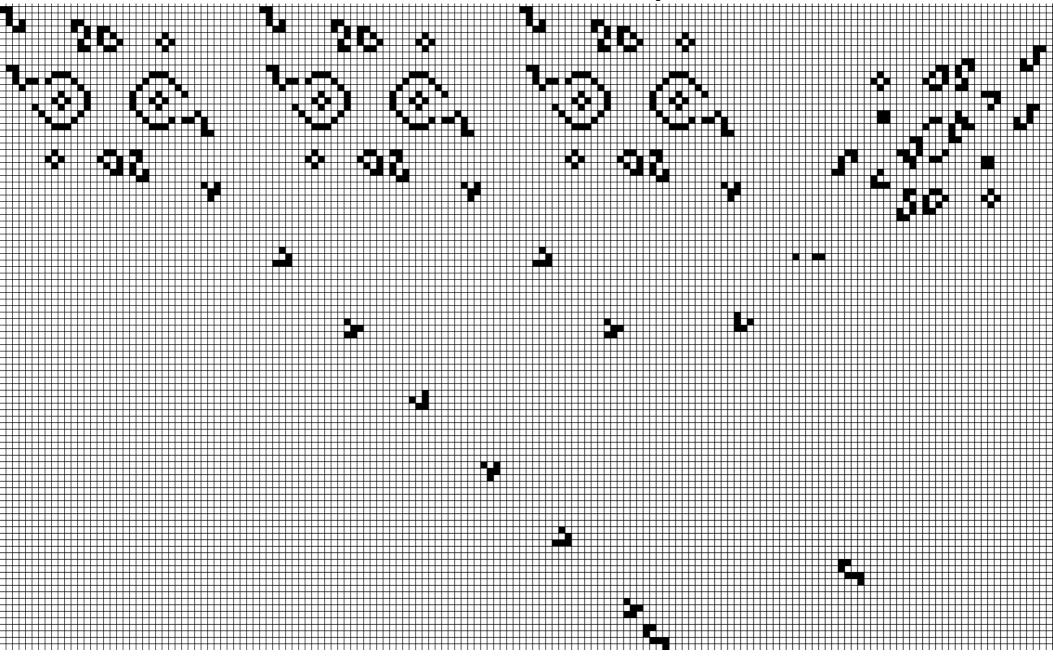


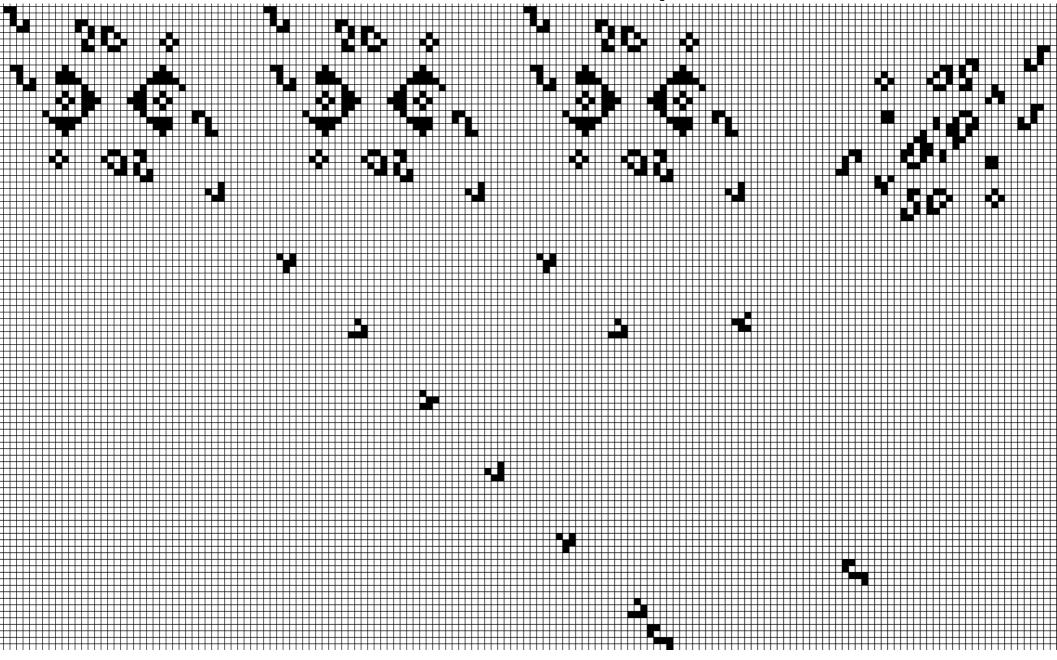


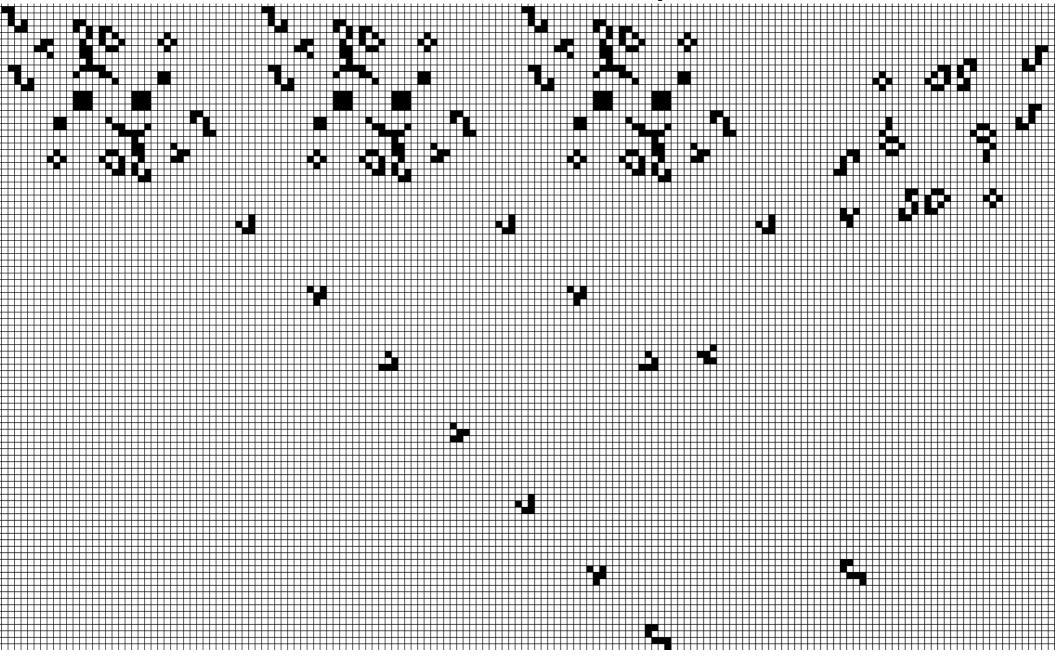


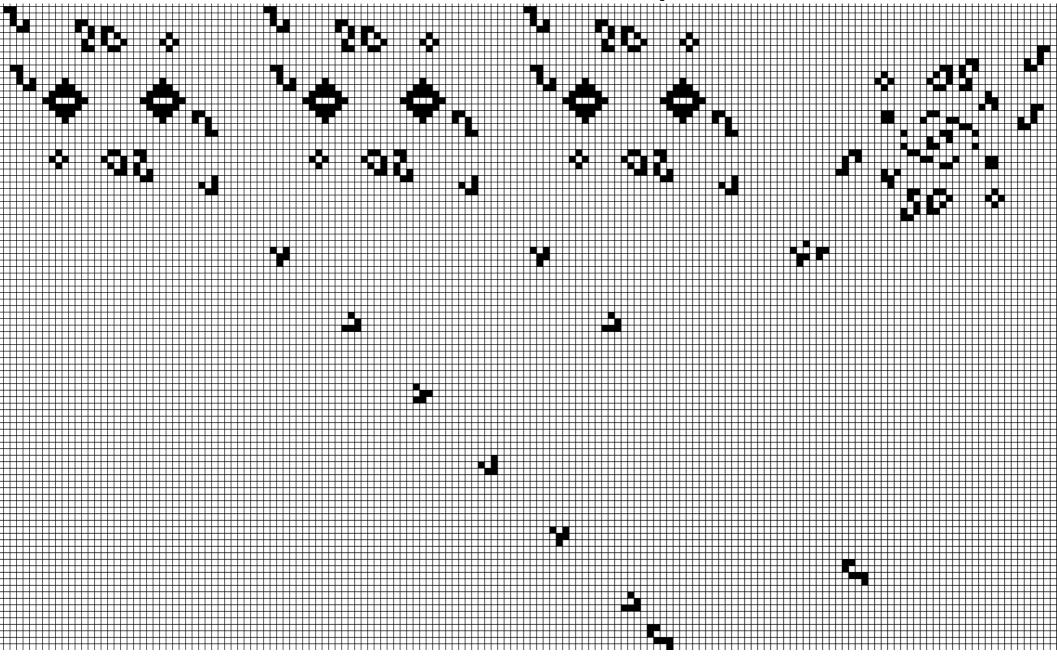


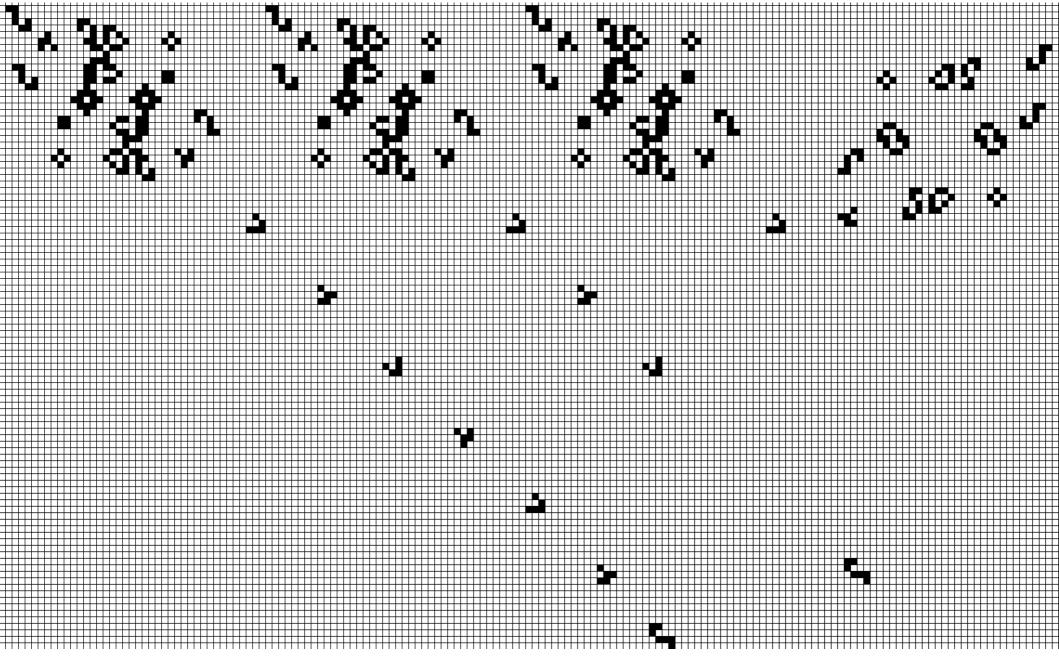


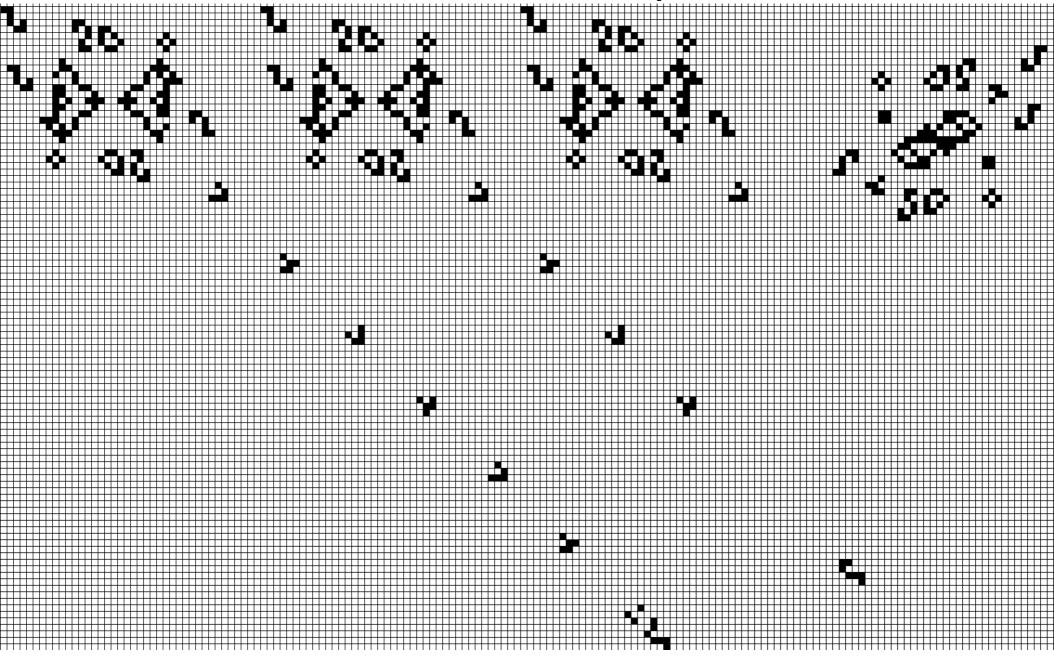


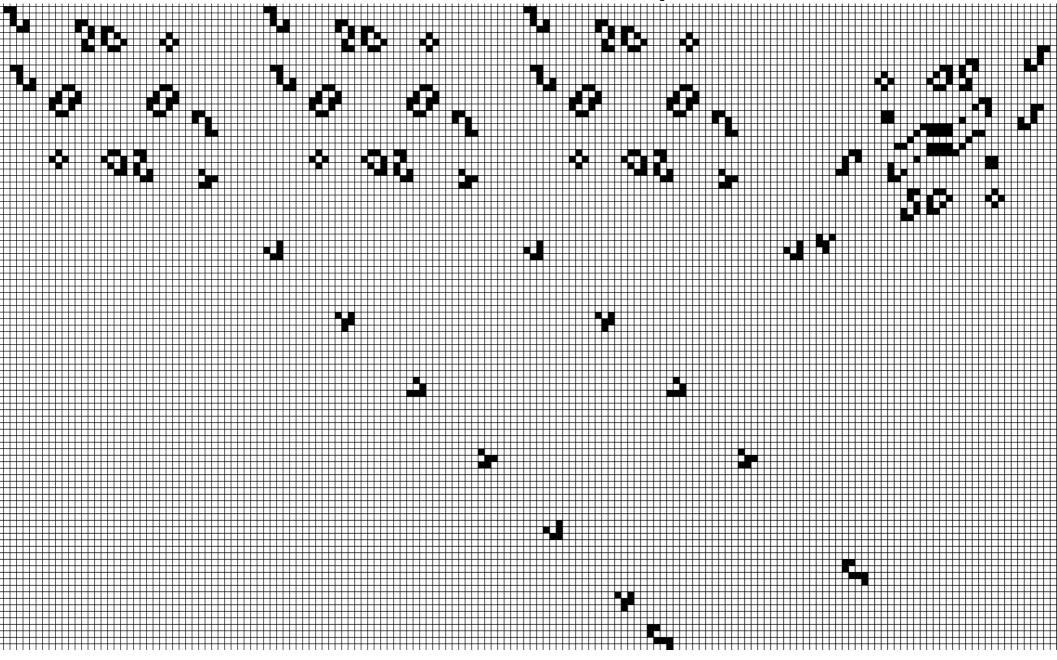


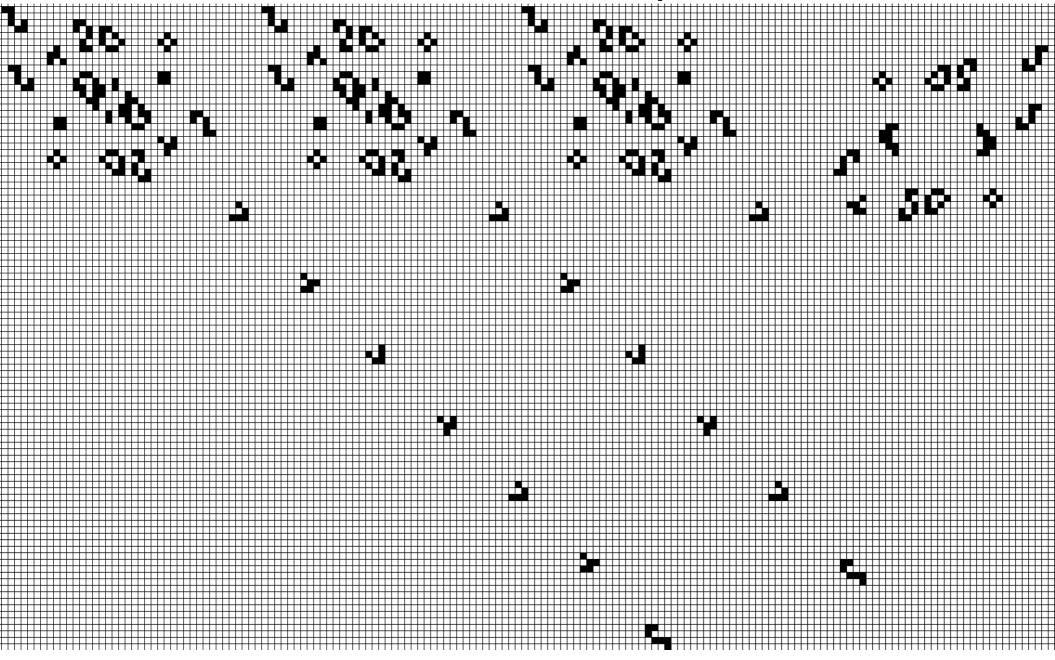


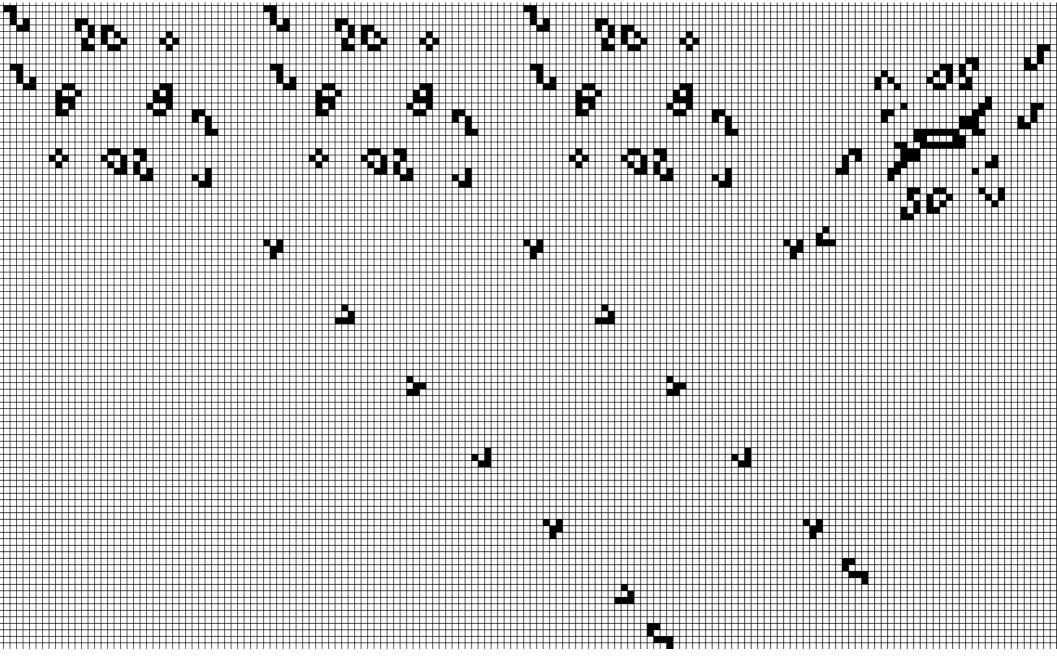


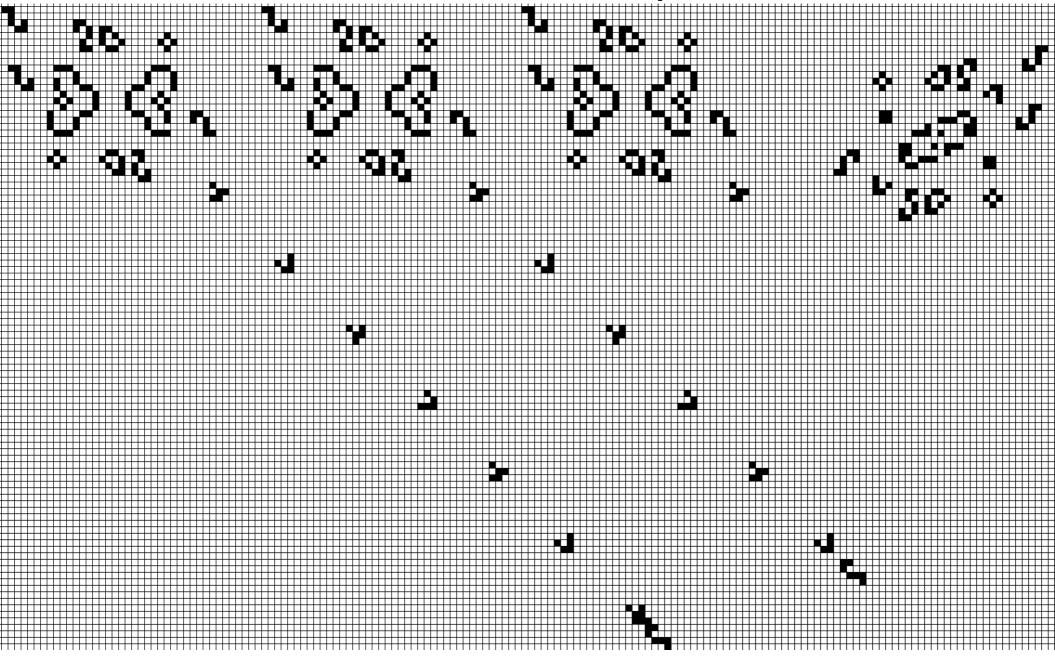


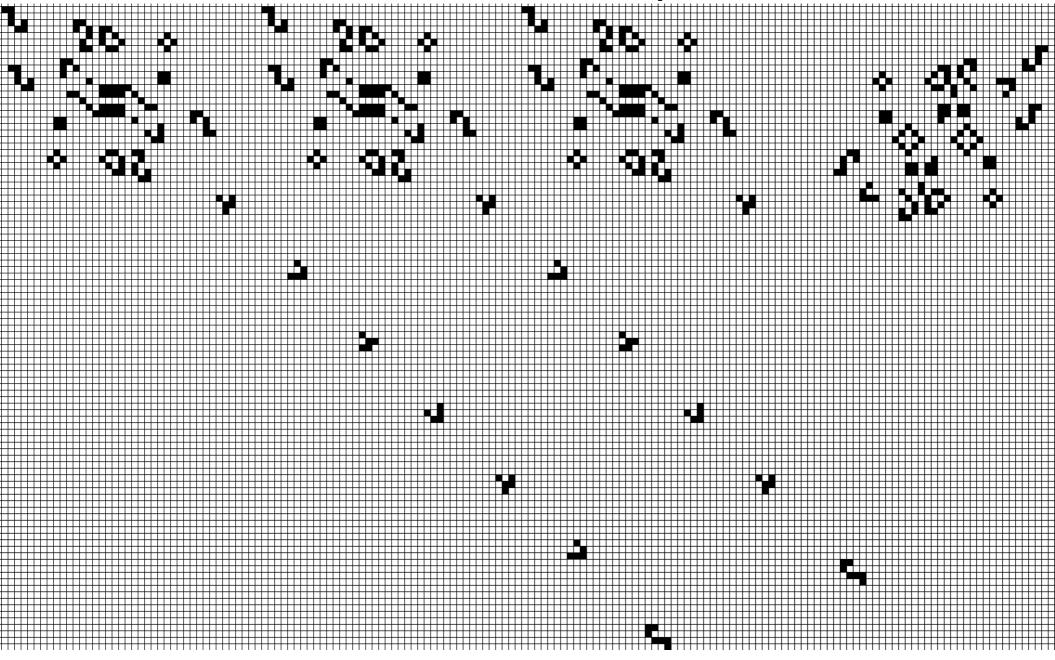












3. Additionneur et multiplicateur