

Figure 1: State machine(s) (a) at position 1, (b) at position 2, (c) at position 3.

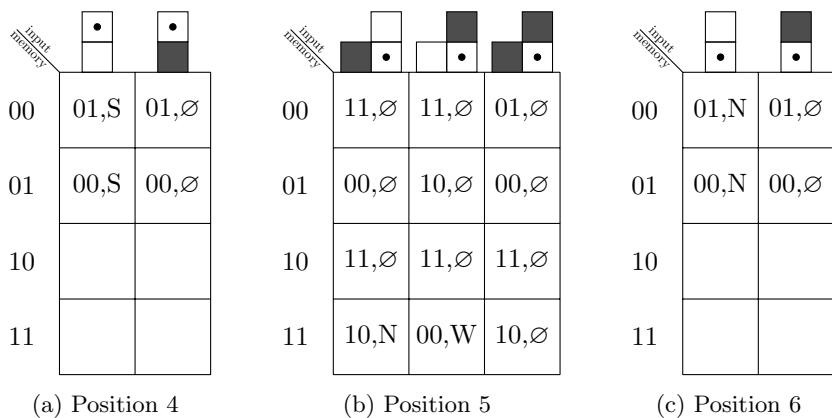


Figure 2: State machine(s) (a) at position 4, (b) at position 5, (c) at position 6.

Figure 3 displays three state machine configurations, (a), (b), and (c), showing transitions between four states: 00, 01, 10, and 11. The input memory values are represented by binary patterns: 01 (top dot), 10 (bottom dot), 00 (top square), and 11 (bottom square).

(a) Position 7

	01,∅	11,S	01,∅
00	01,∅	11,S	01,∅
01	10,∅	00,∅	00,∅
10	01,E	11,∅	11,∅
11	10,∅	10,∅	10,∅

(b) Position 8

	01,S	01,∅
00	01,S	01,∅
01	00,S	00,∅
10		
11		

(c) Position 9

	01,S	11,∅	01,∅
00	01,S	11,∅	01,∅
01	00,∅	00,∅	00,∅
10	11,∅	11,∅	01,∅
11	00,∅	10,N	10,∅

Figure 3: State machine(s) (a) at position 7, (b) at position 8, (c) at position 9.