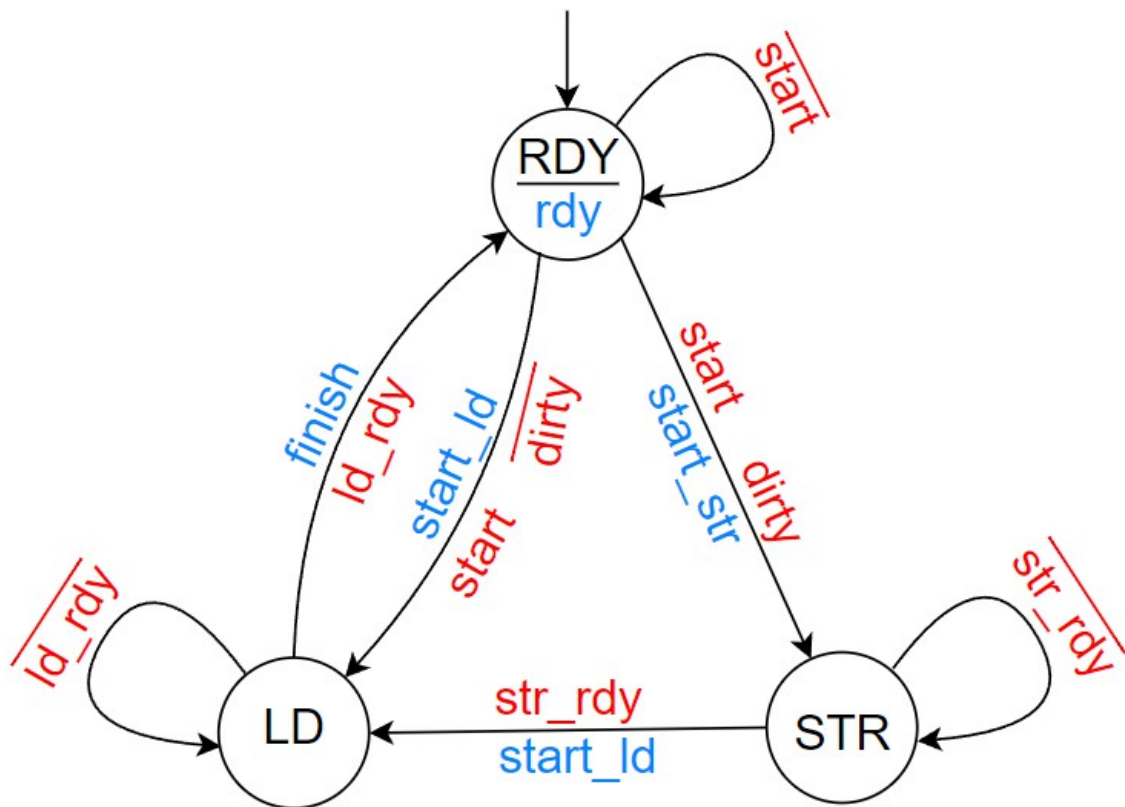


FSM :



Transition Table :

S ₁	S ₀	Start	dirty	Str rdy	Ld rdy	S ₁	S ₀
0	0	0				0	0
0	0	0				0	0
0	0	0				0	0
0	0	0				0	0
0	0	0				0	0
0	0	0				0	0
0	0	0				0	0
0	0	0				0	0
0	0	0				0	0
0	0	1	0			1	0
0	0	1	0			1	0
0	0	1	0			1	0
0	0	1	0			1	0
0	0	1	1			0	1
0	0	1	1			0	1
0	0	1	1			0	1
0	0	1	1			0	1

0	1			0		0	1
0	1			0		0	1
0	1			1		1	0
0	1			1		1	0
0	1			0		0	1
0	1			0		0	1
0	1			1		1	0
0	1			1		1	0
0	1			0		0	1
0	1			0		0	1
0	1			1		1	0
0	1			1		1	0
0	1			0		0	1
0	1			0		0	1
0	1			1		1	0
0	1			1		1	0
0	1			0		0	1
0	1			0		0	1
0	1			1		1	0
0	1			1		1	0
1	0				0	1	0
1	0				1	0	0
1	0				0	1	0
1	0				1	0	0
1	0				0	1	0
1	0				1	0	0
1	0				0	1	0
1	0				1	0	0
1	0				0	1	0
1	0				1	0	0
1	0				0	1	0
1	0				1	0	0
1	0				0	1	0
1	0				1	0	0
1	0				0	1	0
1	0				1	0	0

States Formulas :

$$S_1 = \bar{S}_1 \bar{S}_0 S \bar{D} + \bar{S}_1 S_0 R + S_1 \bar{S}_0 \bar{L}$$

$$S_0 = \bar{S}_1 \bar{S}_0 S D + \bar{S}_1 S_0 \bar{R}$$

Output Table :

S ₁	S ₀	Start	dirty	Str rdy	Ld rdy	SR	SL	finish
0	0	0				0	0	0
0	0	0				0	0	0
0	0	0				0	0	0
0	0	0				0	0	0
0	0	0				0	0	0
0	0	0				0	0	0
0	0	0				0	0	0
0	0	0				0	0	0
0	0	1	0			0	1	0
0	0	1	0			0	1	0
0	0	1	0			0	1	0
0	0	1	0			0	1	0
0	0	1	1			1	0	0
0	0	1	1			1	0	0
0	0	1	1			1	0	0
0	0	1	1			1	0	0
0	1			0		0	0	0
0	1			0		0	0	0
0	1			1		0	1	0
0	1			1		0	1	0
0	1			0		0	0	0
0	1			0		0	0	0
0	1			1		0	1	0
0	1			1		0	1	0
0	1			0		0	0	0
0	1			0		0	0	0
0	1			1		0	1	0
0	1			1		0	1	0
0	1			0		0	0	0
0	1			0		0	0	0
0	1			1		0	1	0
0	1			1		0	1	0

1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1
1	0				0	0	0	0
1	0				1	0	0	1

Output Formulas :

Start Store = $\overline{S_1}\overline{S_0}SD$
Start Load = $\overline{S_1}\overline{S_0}SD + \overline{S_1}S_0R$
Finishing = S_1L