HLED = (¬D0 \* ¬D1 \* D2 \* ¬D3 \* ¬I0 \* ¬I1 \* I2 \* ¬I3) + (D0 \* D1 \* D2 \* ¬D3 \* ¬I0 \* I2 \* ¬I3) + (D0 \* ¬D2 \* ¬D3 \* I0 \* I1 \* ¬I2 \* ¬I3) + (D0 \* ¬D1 \* ¬D2 \* ¬I0 \* I2 \* ¬I3) + (¬D0 \* D1 \* ¬D2 \* I1 \* ¬I2 \* ¬I3) + (¬D0 \* ¬D2 \* D3 \* ¬I0 \* I2 \* ¬I3) + (D0 \* ¬D1 \* ¬D2 \* I1 \* ¬I3) + (D1 \* ¬D2 \* ¬D3 \* ¬I0 \* ¬I1 \* I2 \* ¬I3) + (¬D1 \* ¬D2 \* D3 \* I1 \* ¬I3)

SLED = (D0 \* ¬D1 \* ¬D2 \* D3 \* I0 \* I1 \* I2 \* ¬I3) + (D0 \* ¬D1 \* ¬D2 \* ¬D3 \* I0 \* ¬I1 \* ¬I2 \* I3) + (D0 \* D1 \* D2 \* ¬D3 \* I0 \* ¬I1 \* ¬I2 \* I3) + (¬D0 \* D1 \* ¬D2 \* D3 \* I0 \* ¬I1 \* ¬I2 \* I3)

DLED = (D0 \* ¬D1 \* D2 \* ¬D3 \* ¬I0 \* ¬I1 \* I2 \* ¬I3) + (¬D0 \* D1 \* D2 \* ¬D3 \* ¬I0 \* ¬I1 \* I2 \* ¬I3)

RLED = D0 \* ¬D1 \* ¬D2 \* D3 \* I0 \* I1 \* I2 \* ¬I3

PLED = (¬D0 \* ¬D1 \* ¬D2 \* D3 \* I0 \* I1 \* ¬I3) + (D0 \* ¬D1 \* ¬D2 \* ¬I0 \* ¬I1 \* ¬I2 \* I3) + (¬D0 \* ¬D2 \* D3 \* ¬I0 \* ¬I1 \* ¬I2 \* I3) + (¬D0 \* D2 \* ¬D3 \* I0 \* ¬I1 \* ¬I2) + (¬D0 \* D2 \* ¬D3 \* ¬I0 \* I2 \* ¬I3) + (D0 \* ¬D3 \* I0 \* ¬I1 \* ¬I2 \* ¬I3) + (D1 \* ¬D2 \* ¬D3 \* I0 \* ¬I1 \* ¬I2) + (¬D1 \* ¬D2 \* D3 \* I0 \* ¬I1 \* ¬I2) + (¬D1 \* D2 \* ¬D3 \* ¬I0 \* I2 \* ¬I3) + (¬D1 \* D2 \* ¬D3 \* ¬I1 \* ¬I2 \* I3) + (D1 \* ¬D3 \* ¬I0 \* ¬I1 \* ¬I2 \* I3) + (D1 \* ¬D3 \* I1 \* ¬I3) + (D2 \* ¬D3 \* I1 \* ¬I3)

PLED = (¬D0 \* ¬D1 \* ¬D2 \* D3 \* I0 \* I1 \* ¬I3) + (D0 \* ¬D1 \* ¬D2 \* ¬I0 \* ¬I1 \* ¬I2 \* I3) + (¬D0 \* ¬D2 \* D3 \* ¬I0 \* ¬I1 \* ¬I2 \* I3) + (¬D0 \* D1 \* ¬D3 \* I0 \* ¬I1 \* ¬I2) + (¬D0 \* D2 \* ¬D3 \* ¬I0 \* I2 \* ¬I3) + (D0 \* ¬D3 \* I0 \* ¬I1 \* ¬I2 \* ¬I3) + (¬D1 \* D2 \* ¬D3 \* I0 \* ¬I1 \* ¬I2) + (¬D1 \* ¬D2 \* D3 \* I0 \* ¬I1 \* ¬I2) + (¬D1 \* D2 \* ¬D3 \* ¬I0 \* I2 \* ¬I3) + (D1 \* ¬D2 \* ¬D3 \* ¬I1 \* ¬I2 \* I3) + (D1 \* ¬D3 \* I1 \* ¬I3) + (D2 \* ¬D3 \* ¬I0 \* ¬I1 \* ¬I2 \* I3) + (D2 \* ¬D3 \* I1 \* ¬I3)