Read a
Write a

```
        ...
Reg1 = a            ▶
a = Reg1 + 1        ✗
-out of energy-     ⚡
        ...
```

1 initial state
Reg1=∅; a=4;

3 after restart
Reg1=∅; a=5;

2 before power off
Reg1=4; a=5;
correct: a=5;

4 after re-execution
Reg1=5; a=6;
error: expected a=5;

Reg1 = **volatile**   a = **non-volatile**
▶ **restore** location   ⚡ **power off** location   ✗ **incorrect** after re-execution