

WAR example

R
W

```
...  
Reg1 = a  
a = Reg1 + 1  
-power off-  
...
```

1 initial state

Reg1=∅; a=4;

2 before power off

Reg1=4; a=5;

correct: a=5;

3 after restart

Reg1=∅; a=5;

4 after re-execution

Reg1=5; a=6;

error: expected a=5;

► restore location

⚡ power off location

✗ incorrect after re-execution