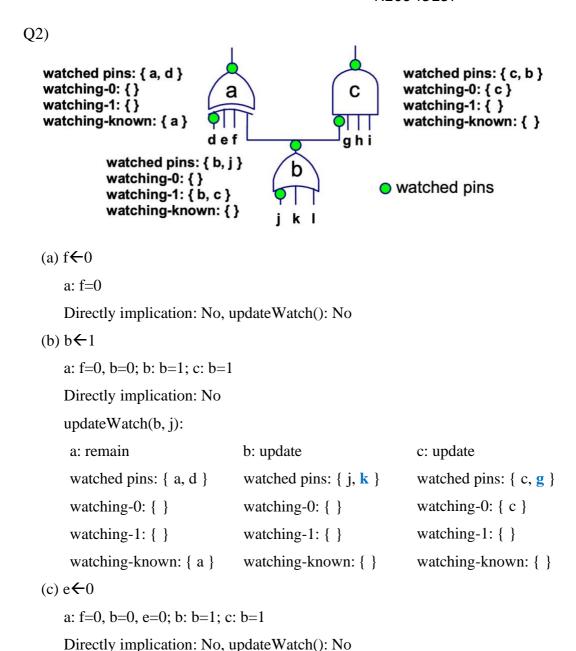
## **SoC Verification HW4**

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```
(d) a←1
  a: f=0, b=0, e=0, a=1; b: b=1; c: b=1
   updateWatch(a, d):
    a: no new pin
                               b: remain
                                                          c: remain
    watched pins: { a, d }
                               watched pins: { j, k }
                                                          watched pins: { c, g }
                               watching-0: { }
    watching-0: { }
                                                          watching-0: { c }
    watching-1: { }
                               watching-1: { }
                                                          watching-1: { }
    watching-known:{a}
                               watching-known: { }
                                                          watching-known: { }
   implication: f=0, b=0, e=0, a=1 implies d=0
(e) 1←1
    a: f=0, b=0, e=0, a=1 (imply: d=0); b: b=1, l=1; c: b=1
   Directly implication: b=1, updateWatch(): No
(f) j←0
  a: f=0, b=0, e=0, a=1 (imply: d=0); b: b=1, l=1, j=0; c: b=1
   updateWatch(j, k):
    a: remain
                               b: update
                                                          c: remain
    watched pins: { a, d }
                               watched pins: { k, l }
                                                          watched pins: { c, g }
    watching-0: { }
                               watching-0: { }
                                                          watching-0: { c }
    watching-1: { }
                               watching-1: { }
                                                          watching-1: { }
    watching-known:{a}
                               watching-known: { }
                                                          watching-known: { }
(g) g←0
    a: f=0, b=0, e=0, a=1 (imply: d=0); b: b=1, l=1, j=0; c: b=1, g=0 (imply: c=0)
   Directly implication: c=0
   updateWatch(c, g):
    a: remain
                               b: remain
                                                          c: update
    watched pins: { a, d }
                               watched pins: { k, 1 }
                                                          watched pins: { g, h }
    watching-0: { }
                                                          watching-0: { }
                               watching-0: { }
    watching-1: { }
                               watching-1: { }
                                                          watching-1: { }
    watching-known:{a}
                               watching-known: { }
                                                          watching-known: { }
```

## (h) h**←**1

```
a: f=0, b=0, e=0, a=1 (imp: d=0); b: b=1, l=1, j=0, h=1; c: b=1, g=0 (imp: c=0)
Directly implication: No
updateWatch(g, h):
                                                      c: update
 a: remain
                           b: remain
 watched pins: { a, d }
                           watched pins: { k, l }
                                                      watched pins: { g, i }
 watching-0: { }
                           watching-0: { }
                                                      watching-0: { }
                           watching-1: { }
                                                      watching-1: { }
 watching-1: { }
 watching-known:{a}
                           watching-known: { }
                                                      watching-known: { }
```