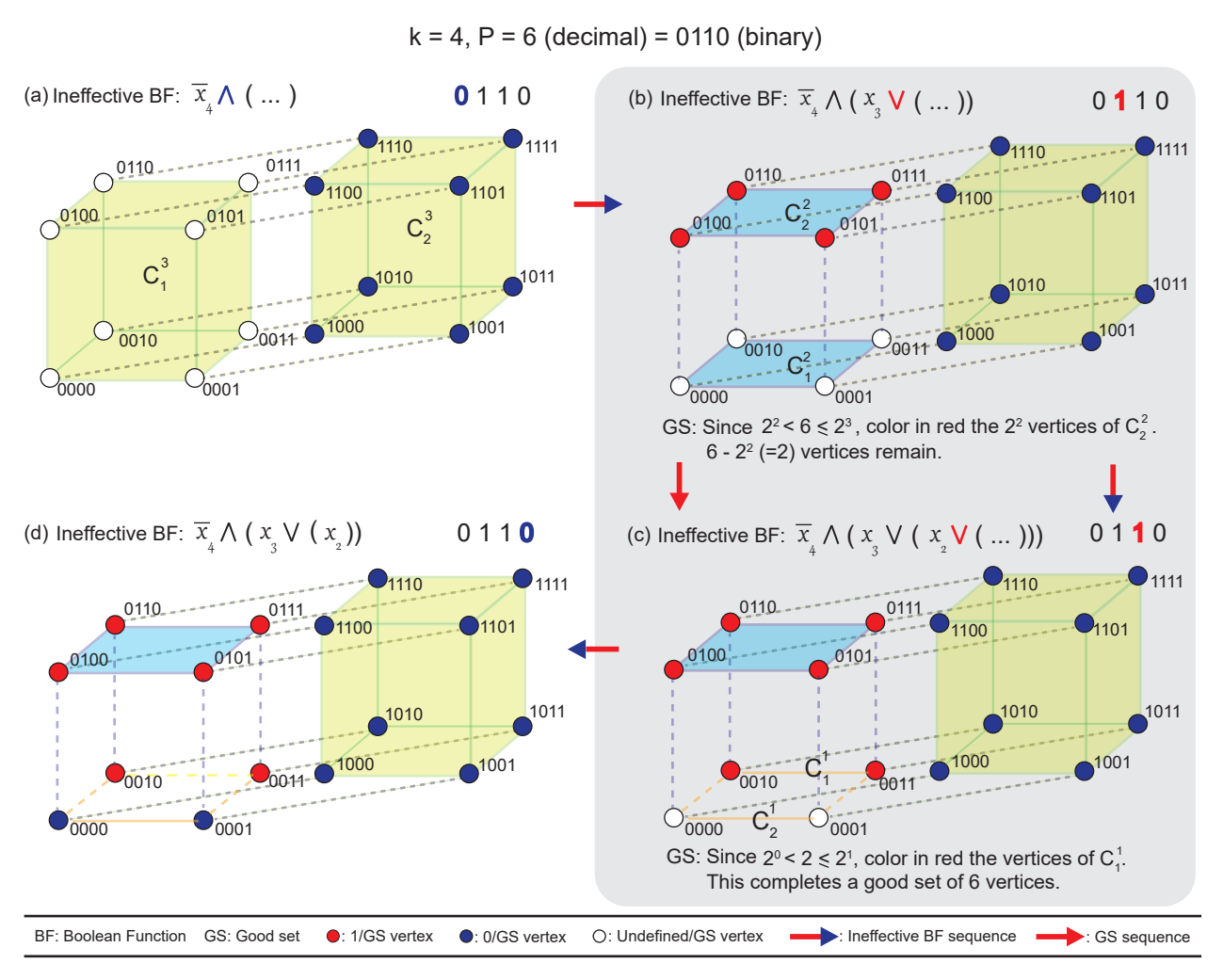
k = 4, P = 6 (decimal) = 0110 (binary)
(a) Ineffective BF: $\overline{x}_4 \wedge (\ldots)$
0 1 1 0
0110
0111
1110
1111
0100
0101
1100
1101
C_2^3
C_1^3
1010
1011
0010
0011
1000
1001
0000
0001
(b) Ineffective BF: $\overline{x}_4 \wedge (x_3 \vee (\ldots))$
0 1 1 0
C_2^2
C_1^2
GS: Since $2^2 < 6 \leq 2^3$, color in red the 2^2 vertices of C_2^2.
6 - 2^2 (=2) vertices remain.
(c) Ineffective BF: $\overline{x}_4 \wedge (x_3 \vee (x_2 \vee (\ldots)))$
0 1 1 0
C_1^1
C_2^1
GS: Since $2^0 < 2 \leq 2^1$, color in red the vertices of C_1^1.
This completes a good set of 6 vertices.
(d) Ineffective BF: $\overline{x}_4 \wedge (x_3 \vee (x_2))$
0 1 1 0
BF: Boolean Function
GS: Good set
: 1/GS vertex
: 0/GS vertex
: Undefined/GS vertex
: Ineffective BF sequence
: GS sequence