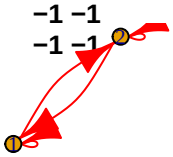
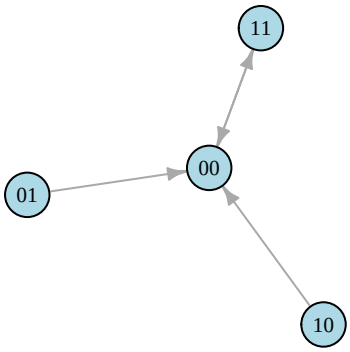
Adjacency Matrix:
−1 −1
−1 −1

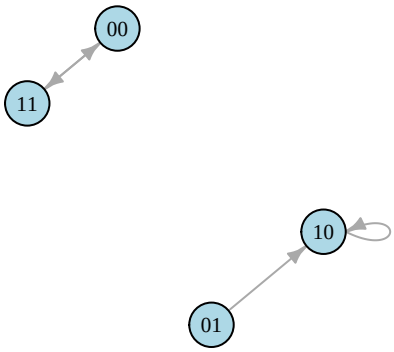


Network 107 STG



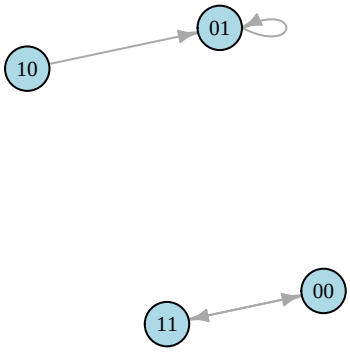
Network 107 (GATES: NOR)
Boolean Update Rules:
A: !A & !B
B: !A & !B
Truth Table:
00 => 11
10 => 00
01 => 00
11 => 00

Network 108 STG



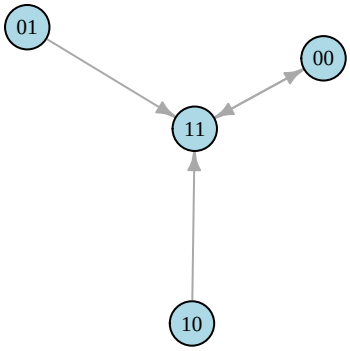
Network 108 (GATES: NAND, NOR)
Boolean Update Rules:
A: !A | !B
B: !A & !B
Truth Table:
00 => 11
10 => 10
01 => 10
11 => 00

Network 109 STG



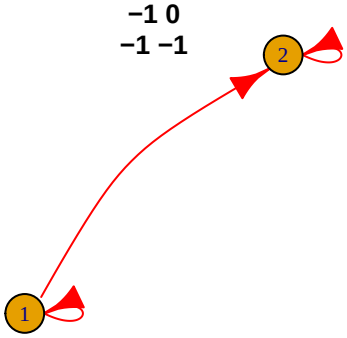
Network 109 (GATES: NOR, NAND)
Boolean Update Rules:
A: !A & !B
B: !A | !B
Truth Table:
00 => 11
10 => 01
01 => 01
11 => 00

Network 110 STG

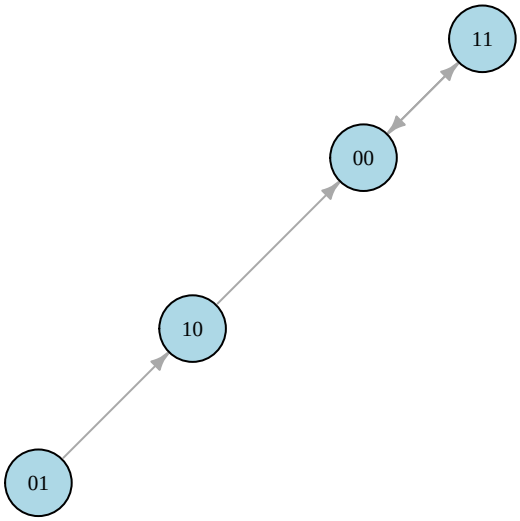


Network 110 (GATES: NAND)
Boolean Update Rules:
A: !A | !B
B: !A | !B
Truth Table:
00 => 11
10 => 11
01 => 11
11 => 00

Adjacency Matrix:
−1 0
−1 −1

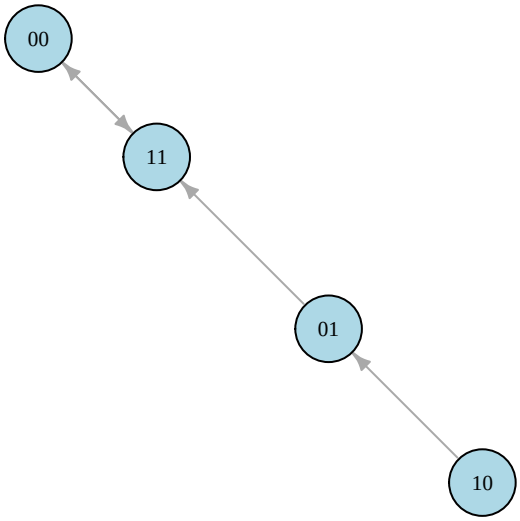


Network 97 STG



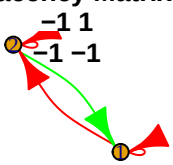
Network 97 (GATES: NOR)
Boolean Update Rules:
A: !A
B: !A & !B
Truth Table:
00 => 11
10 => 00
01 => 10
11 => 00

Network 98 STG

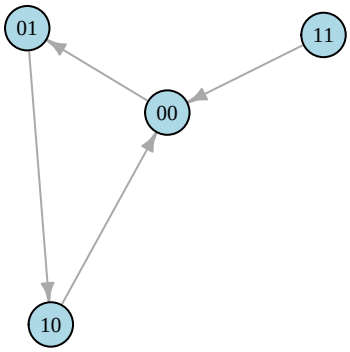


Network 98 (GATES: NAND)
Boolean Update Rules:
A: !A
B: !A | !B
Truth Table:
00 => 11
10 => 01
01 => 11
11 => 00

Adjacency Matrix:

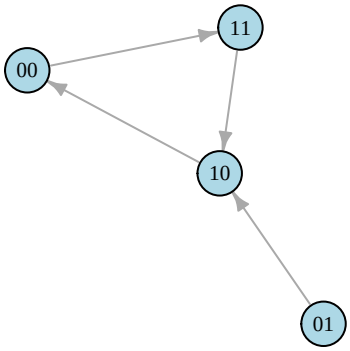


Network 103 STG



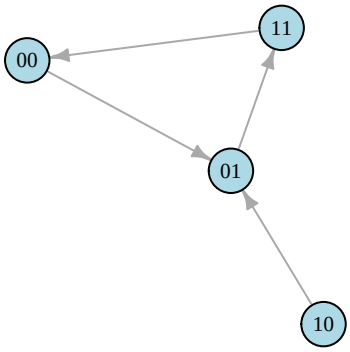
Network 103 (GATES: NOR)
Boolean Update Rules:
A: B & !A
B: !A & !B
Truth Table:
00 => 01
10 => 00
01 => 10
11 => 00

Network 104 STG



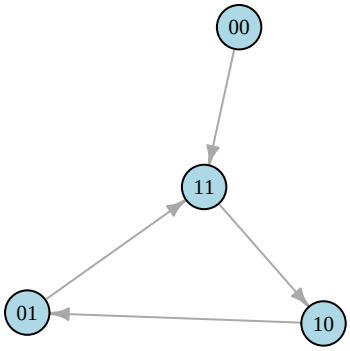
Network 104 (GATES: NOR)
Boolean Update Rules:
A: !A | B
B: !A & !B
Truth Table:
00 => 11
10 => 00
01 => 10
11 => 10

Network 105 STG



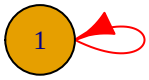
Network 105 (GATES: NAND)
Boolean Update Rules:
A: B & !A
B: !A | !B
Truth Table:
00 => 01
10 => 01
01 => 11
11 => 00

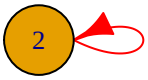
Network 106 STG



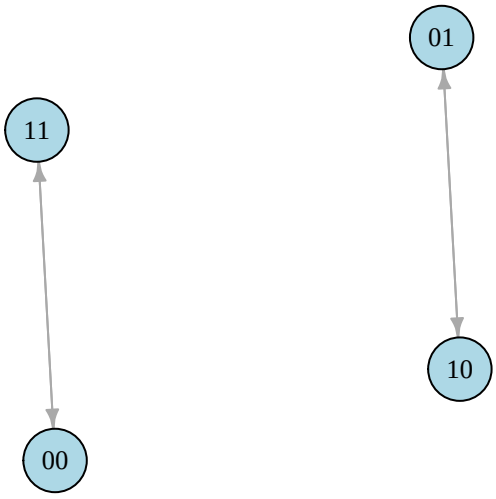
Network 106 (GATES: NAND)
Boolean Update Rules:
A: !A | B
B: !A | !B
Truth Table:
00 => 11
10 => 01
01 => 11
11 => 10

Adjacency Matrix:
−1 0
0 −1



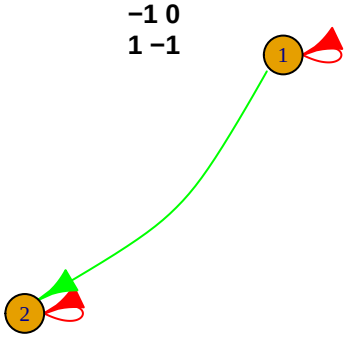


Network 94 STG

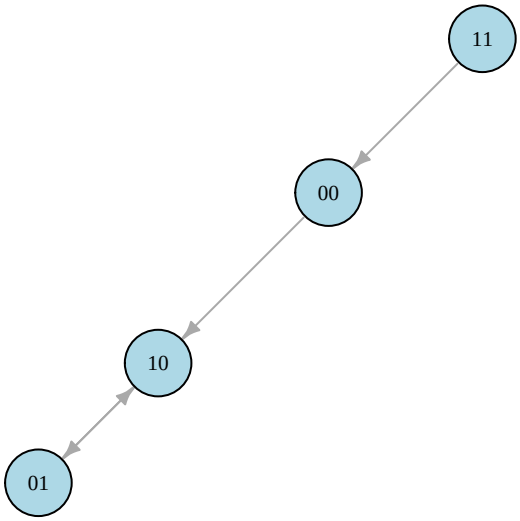


Network 94 (GATES: NONE)
Boolean Update Rules:
A: !A
B: !B
Truth Table:
00 => 11
10 => 01
01 => 10
11 => 00

Adjacency Matrix:
−1 0
1 −1

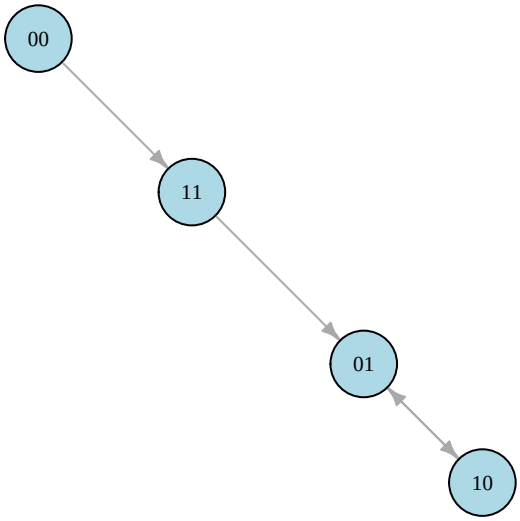


Network 95 STG



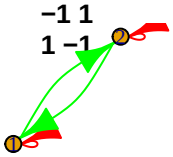
Network 95 (GATES: NONE)
Boolean Update Rules:
A: !A
B: A & !B
Truth Table:
00 => 10
10 => 01
01 => 10
11 => 00

Network 96 STG

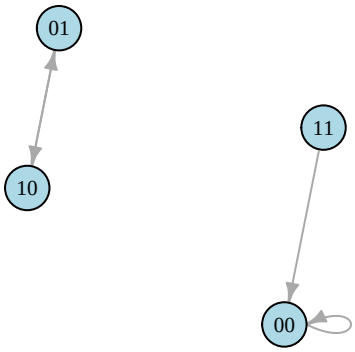


Network 96 (GATES: NONE)
Boolean Update Rules:
A: !A
B: !B | A
Truth Table:
00 => 11
10 => 01
01 => 10
11 => 01

Adjacency Matrix:
−1 1
1 −1

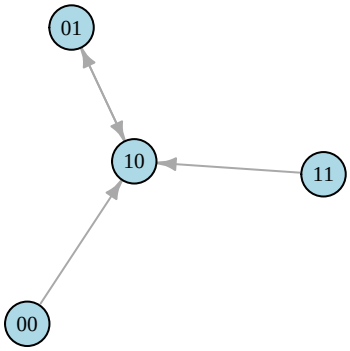


Network 99 STG



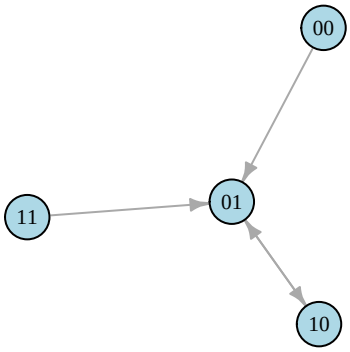
Network 99 (GATES: NONE)
Boolean Update Rules:
A: B & !A
B: A & !B
Truth Table:
00 => 00
10 => 01
01 => 10
11 => 00

Network 100 STG



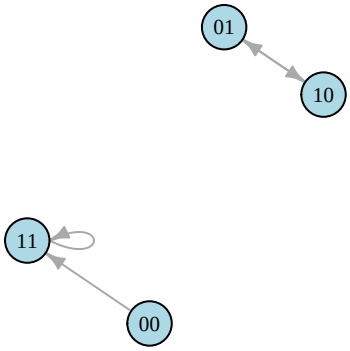
Network 100 (GATES: NONE)
Boolean Update Rules:
A: !A | B
B: A & !B
Truth Table:
00 => 10
10 => 01
01 => 10
11 => 10

Network 101 STG



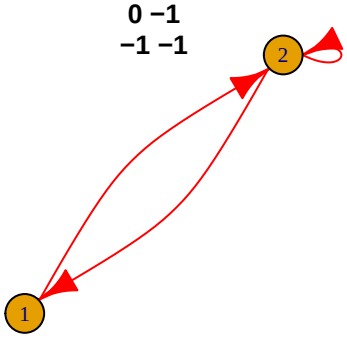
Network 101 (GATES: NONE)
Boolean Update Rules:
A: B & !A
B: !B | A
Truth Table:
00 => 01
10 => 01
01 => 10
11 => 01

Network 102 STG

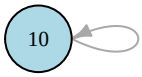


Network 102 (GATES: NONE)
Boolean Update Rules:
A: !A | B
B: !B | A
Truth Table:
00 => 11
10 => 01
01 => 10
11 => 11

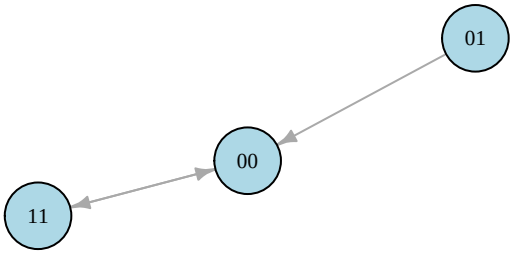
Adjacency Matrix:
0 −1
−1 −1



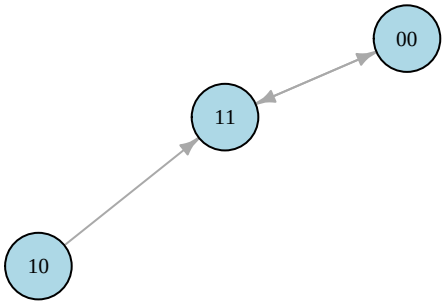
Network 50 STG



Network 50 (GATES: NOR)
Boolean Update Rules:
A: !B
B: !A & !B
Truth Table:
00 => 11
10 => 10
01 => 00
11 => 00

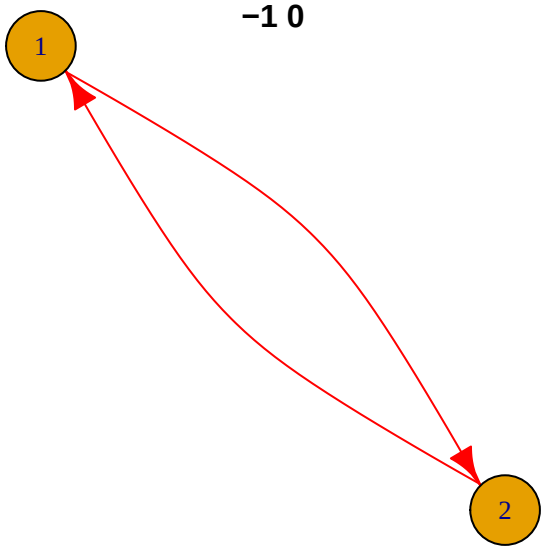


Network 51 STG

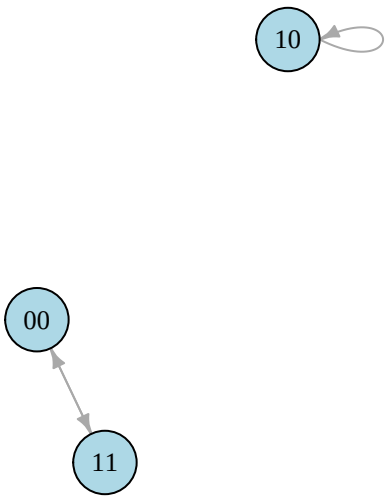


Network 51 (GATES: NAND)
Boolean Update Rules:
A: !B
B: !A | !B
Truth Table:
00 => 11
10 => 11
01 => 01
11 => 00

Adjacency Matrix:
0 −1
−1 0

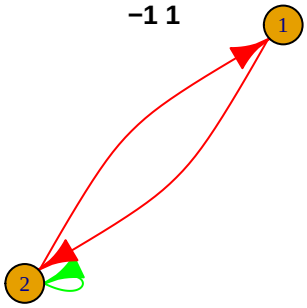


Network 47 STG

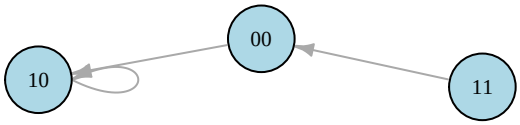


Network 47 (GATES: NONE)
Boolean Update Rules:
A: !B
B: !A
Truth Table:
00 => 11
10 => 10
01 => 01
11 => 00

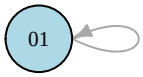
Adjacency Matrix:
0 −1
−1 1



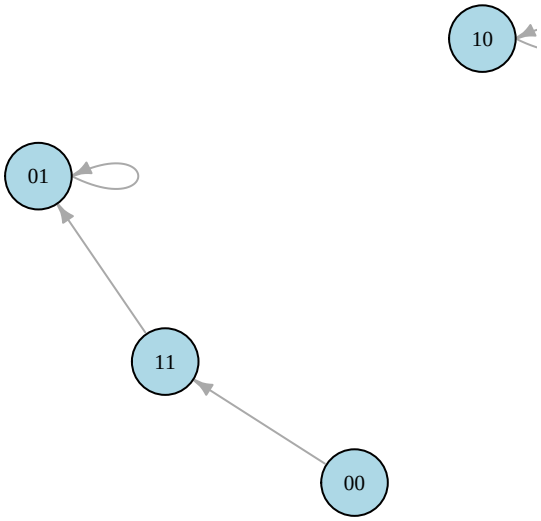
Network 48 STG



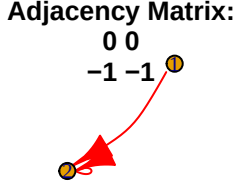
Network 48 (GATES: NONE)
Boolean Update Rules:
A: !B
B: B & !A
Truth Table:
00 => 10
10 => 10
01 => 01
11 => 00



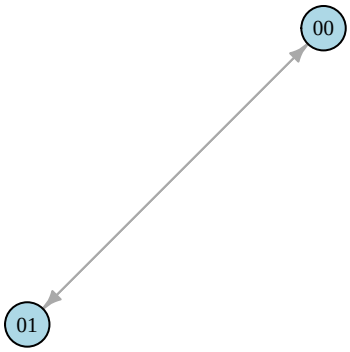
Network 49 STG



Network 49 (GATES: NONE)
Boolean Update Rules:
A: !B
B: !A | B
Truth Table:
00 => 11
10 => 10
01 => 01
11 => 01

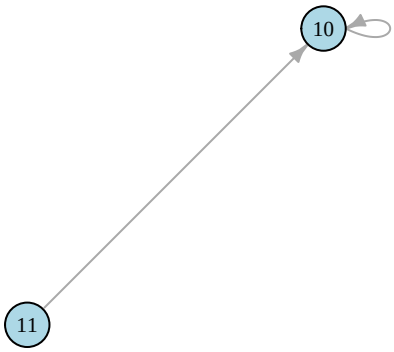


Network 25 STG



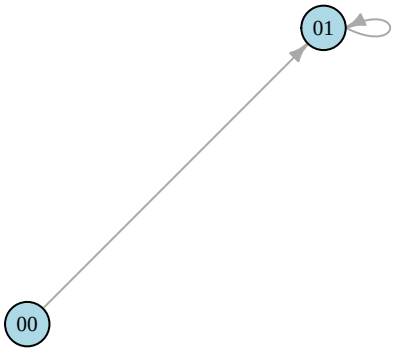
Network 25 (GATES: NOR)
Boolean Update Rules:
A: 0
B: !A & !B
Truth Table:
00 => 01
10 => 00
01 => 00
11 => 00

Network 26 STG



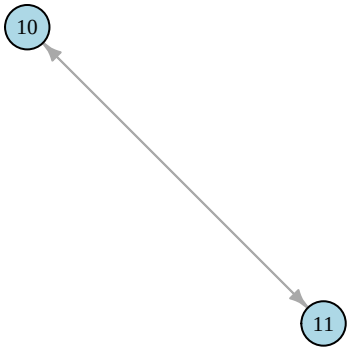
Network 26 (GATES: NOR)
Boolean Update Rules:
A: 1
B: !A & !B
Truth Table:
00 => 11
10 => 10
01 => 10
11 => 10

Network 27 STG

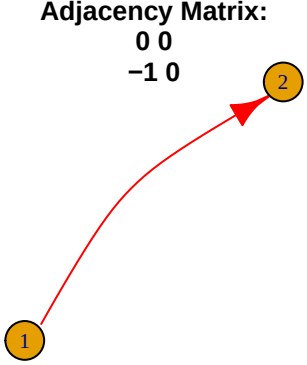


Network 27 (GATES: NAND)
Boolean Update Rules:
A: 0
B: !A | !B
Truth Table:
00 => 01
10 => 01
01 => 01
11 => 00

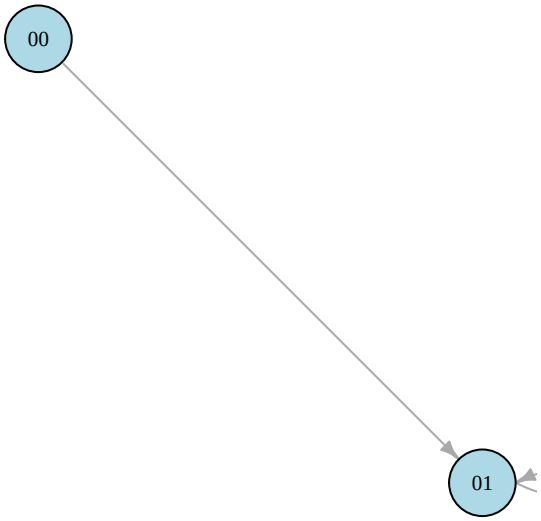
Network 28 STG



Network 28 (GATES: NAND)
Boolean Update Rules:
A: 1
B: !A | !B
Truth Table:
00 => 11
10 => 11
01 => 11
11 => 10

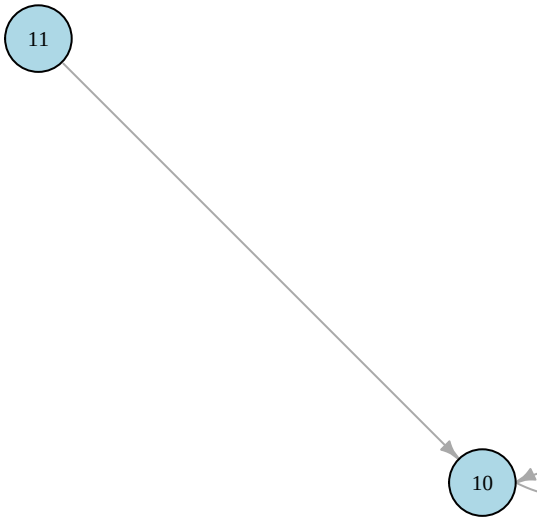


Network 19 STG



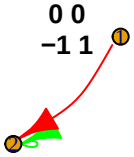
Network 19 (GATES: NONE)
Boolean Update Rules:
A: 0
B: !A
Truth Table:
00 => 01
10 => 00
01 => 01
11 => 00

Network 20 STG

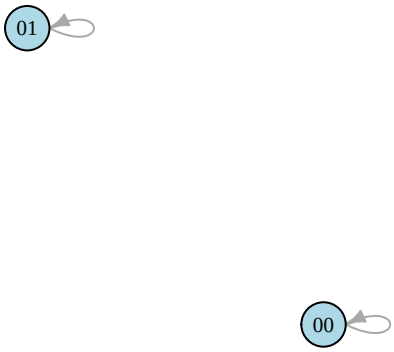


Network 20 (GATES: NONE)
Boolean Update Rules:
A: 1
B: !A
Truth Table:
00 => 11
10 => 10
01 => 11
11 => 10

Adjacency Matrix:
0 0
−1 1

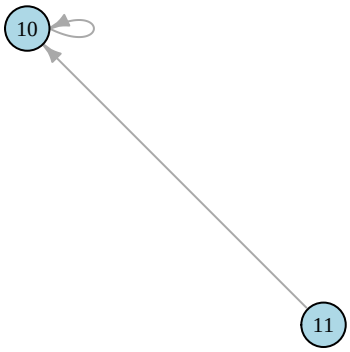


Network 21 STG



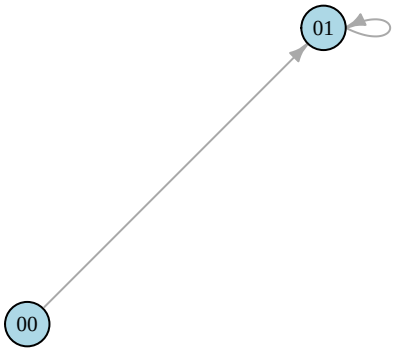
Network 21 (GATES: NONE)
Boolean Update Rules:
A: 0
B: B & !A
Truth Table:
00 => 00
10 => 00
01 => 01
11 => 00

Network 22 STG



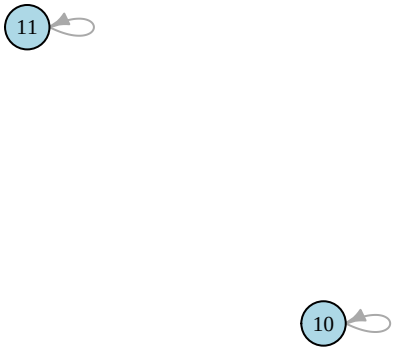
Network 22 (GATES: NONE)
Boolean Update Rules:
A: 1
B: B & !A
Truth Table:
00 => 10
10 => 10
01 => 11
11 => 10

Network 23 STG



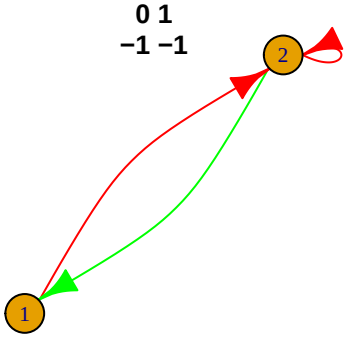
Network 23 (GATES: NONE)
Boolean Update Rules:
A: 0
B: !A | B
Truth Table:
00 => 01
10 => 00
01 => 01
11 => 01

Network 24 STG

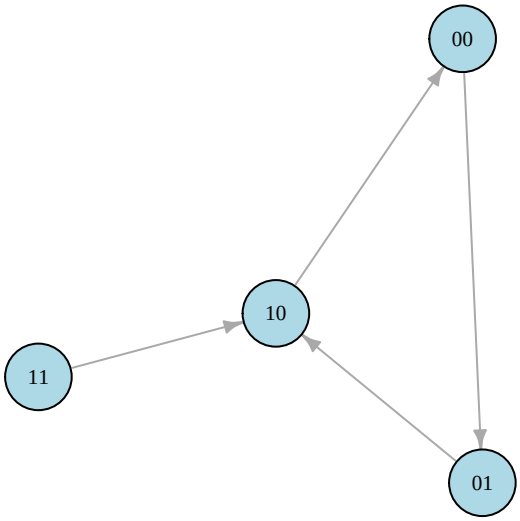


Network 24 (GATES: NONE)
Boolean Update Rules:
A: 1
B: !A | B
Truth Table:
00 => 11
10 => 10
01 => 11
11 => 11

Adjacency Matrix:
0 1
−1 −1

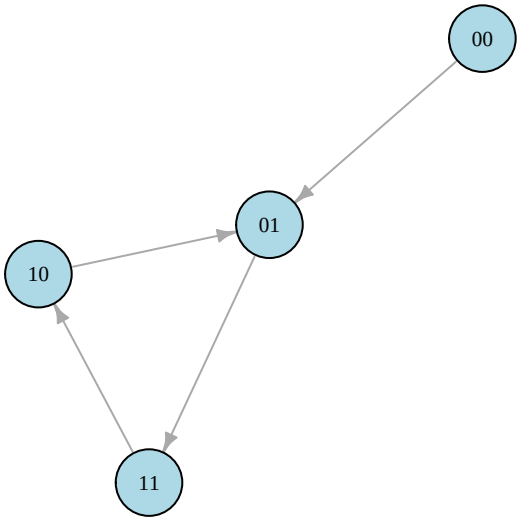


Network 39 STG



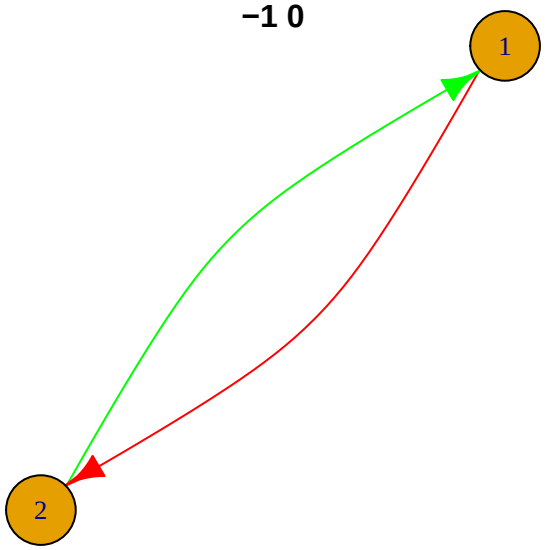
Network 39 (GATES: NOR)
Boolean Update Rules:
A: B
B: !A & !B
Truth Table:
00 => 01
10 => 00
01 => 10
11 => 10

Network 40 STG

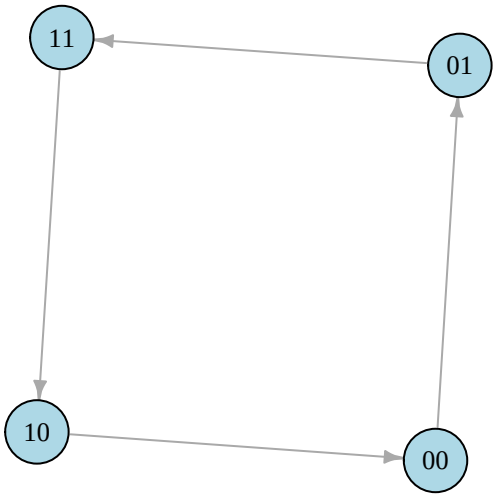


Network 40 (GATES: NAND)
Boolean Update Rules:
A: B
B: !A | !B
Truth Table:
00 => 01
10 => 01
01 => 11
11 => 10

Adjacency Matrix:
0 1
−1 0

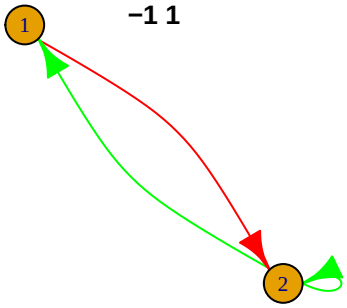


Network 36 STG

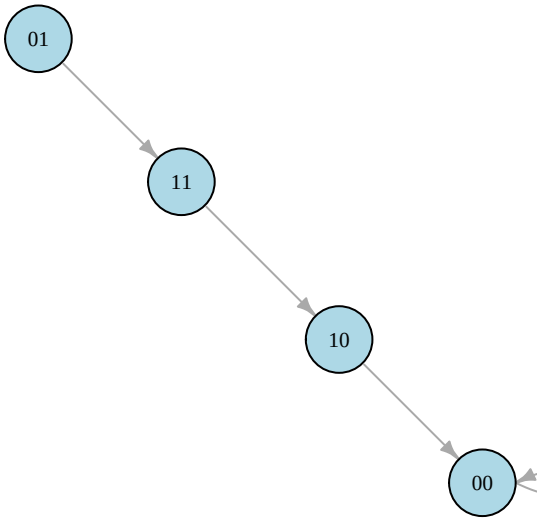


Network 36 (GATES: NONE)
Boolean Update Rules:
A: B
B: !A
Truth Table:
00 => 01
10 => 00
01 => 11
11 => 10

Adjacency Matrix:
0 1
−1 1

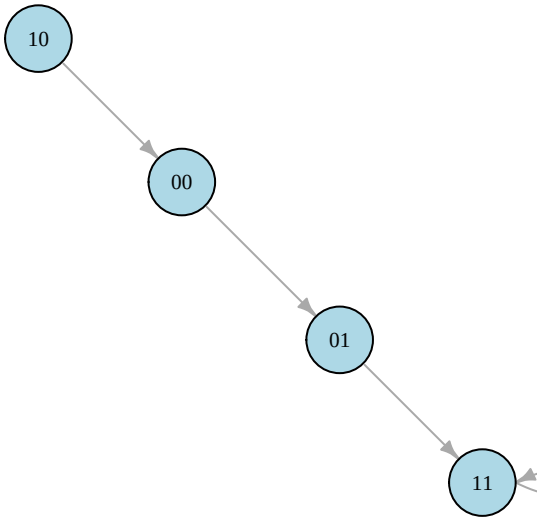


Network 37 STG



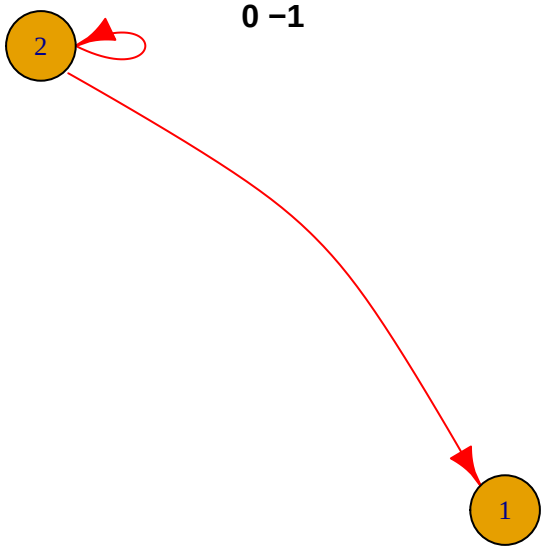
Network 37 (GATES: NONE)
Boolean Update Rules:
A: B
B: B & !A
Truth Table:
00 => 00
10 => 00
01 => 11
11 => 10

Network 38 STG

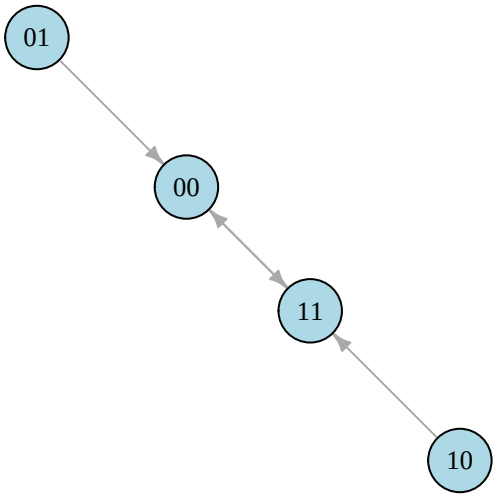


Network 38 (GATES: NONE)
Boolean Update Rules:
A: B
B: !A | B
Truth Table:
00 => 01
10 => 00
01 => 11
11 => 11

Adjacency Matrix:
0 −1
0 −1

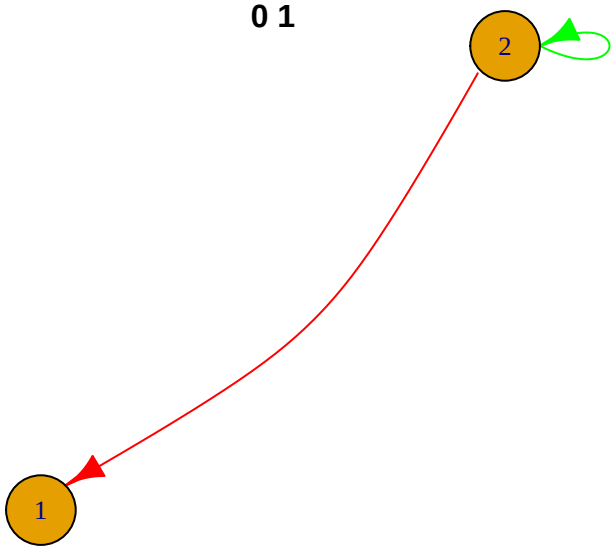


Network 42 STG

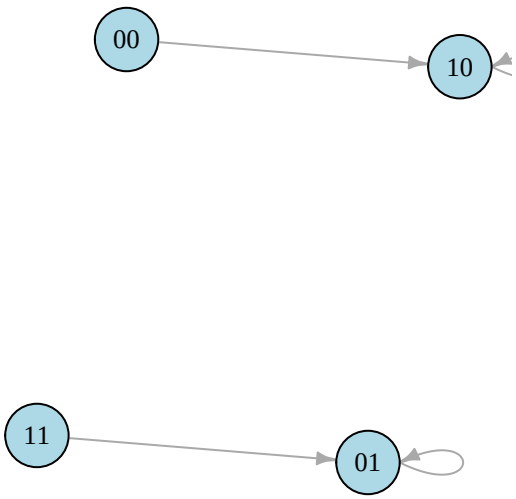


Network 42 (GATES: NONE)
Boolean Update Rules:
A: !B
B: !B
Truth Table:
00 => 11
10 => 11
01 => 00
11 => 00

Adjacency Matrix:
0 −1
0 1



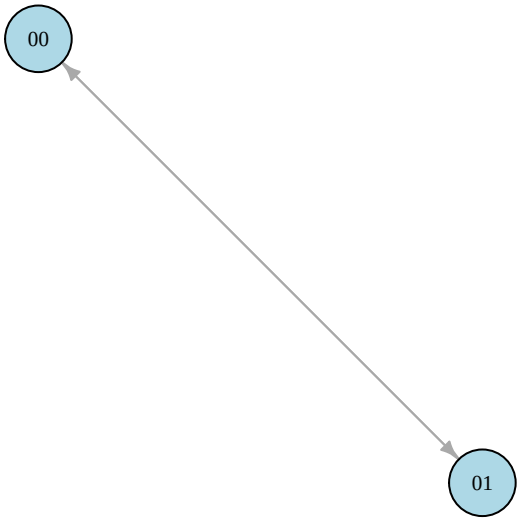
Network 41 STG



Network 41 (GATES: NONE)
Boolean Update Rules:
A: !B
B: B
Truth Table:
00 => 10
10 => 10
01 => 01
11 => 01

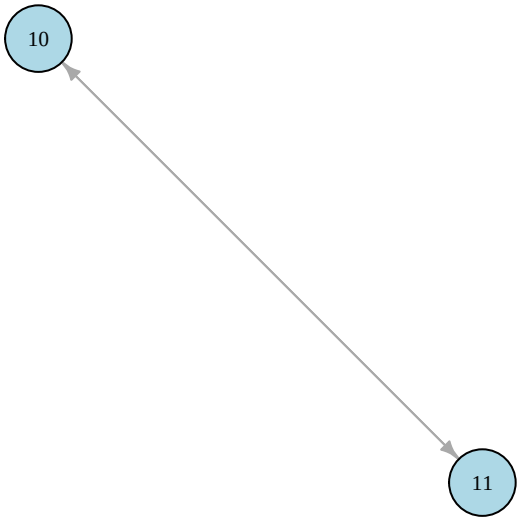
Adjacency Matrix:
0 0
0 −1

Network 7 STG



Network 7 (GATES: NONE)
Boolean Update Rules:
A: 0
B: !B
Truth Table:
00 => 01
10 => 01
01 => 00
11 => 00

Network 8 STG



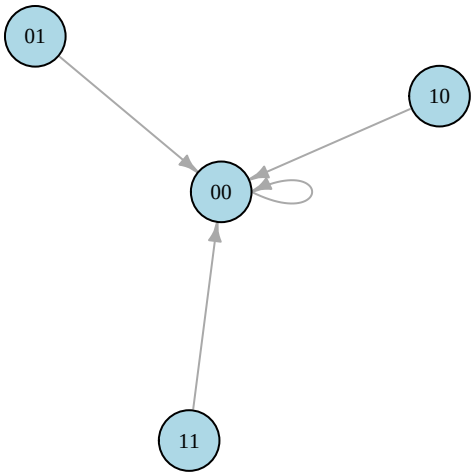
Network 8 (GATES: NONE)
Boolean Update Rules:
A: 1
B: !B
Truth Table:
00 => 11
10 => 11
01 => 10
11 => 10

Adjacency Matrix:

0 0

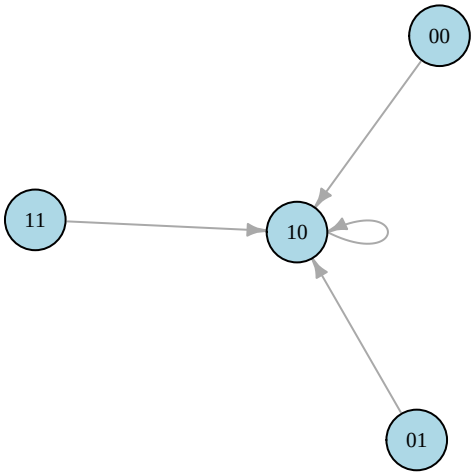
0 0

Network 1 STG



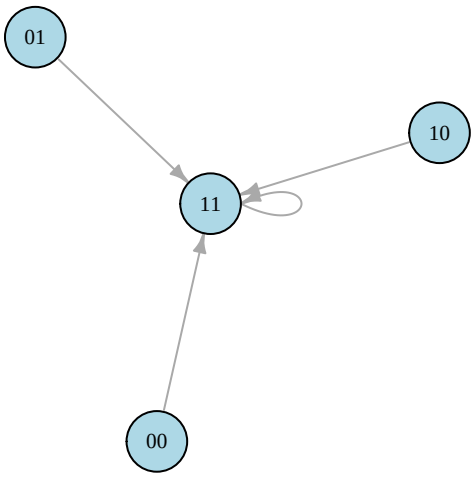
Network 1 (GATES: NONE)
Boolean Update Rules:
A: 0
B: 0
Truth Table:
00 => 00
10 => 00
01 => 00
11 => 00

Network 2 STG



Network 2 (GATES: NONE)
Boolean Update Rules:
A: 1
B: 0
Truth Table:
00 => 10
10 => 10
01 => 10
11 => 10

Network 4 STG

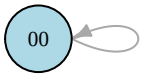


Network 4 (GATES: NONE)
Boolean Update Rules:
A: 1
B: 1
Truth Table:
00 => 11
10 => 11
01 => 11
11 => 11

Adjacency Matrix:
0 0
0 1

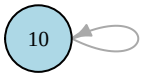
Network 5 STG

Network 5 (GATES: NONE)
Boolean Update Rules:
A: 0
B: B
Truth Table:
00 => 00
10 => 00
01 => 01
11 => 01

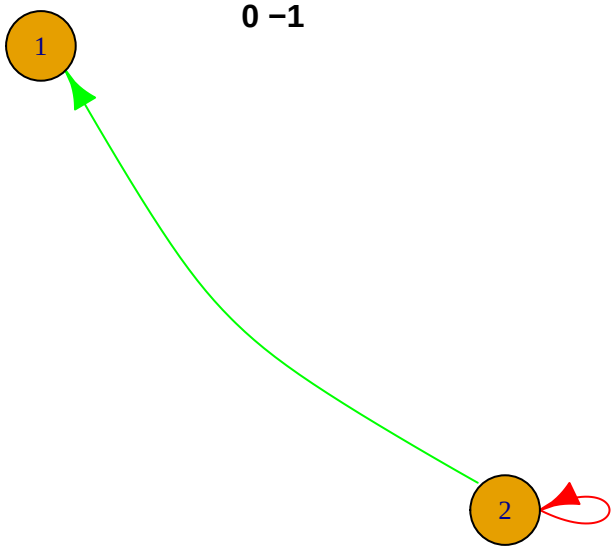


Network 6 STG

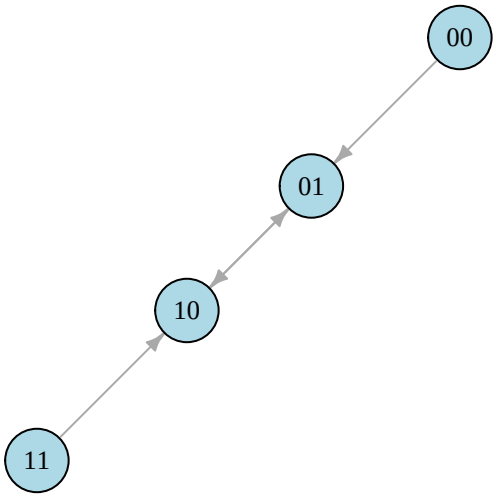
Network 6 (GATES: NONE)
Boolean Update Rules:
A: 1
B: B
Truth Table:
00 => 10
10 => 10
01 => 11
11 => 11



Adjacency Matrix:
0 1
0 −1



Network 30 STG

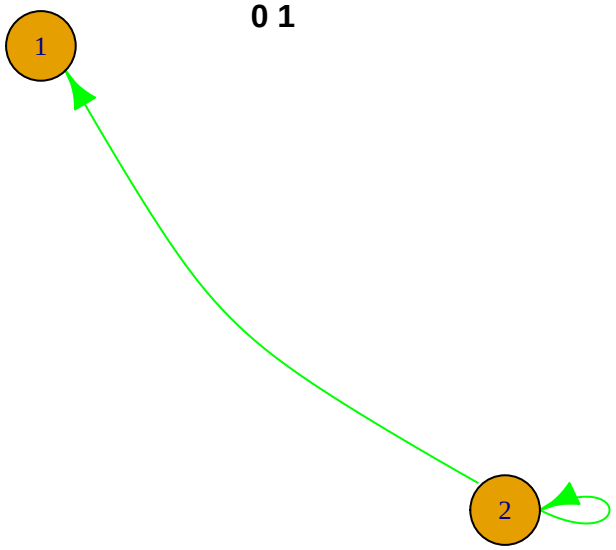


Network 30 (GATES: NONE)
Boolean Update Rules:
A: B
B: !B
Truth Table:
00 => 01
10 => 01
01 => 10
11 => 10

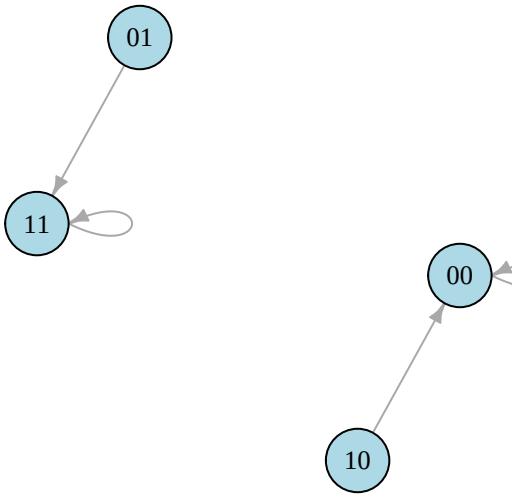
Adjacency Matrix:

0 1

0 1

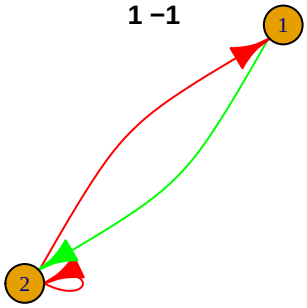


Network 29 STG

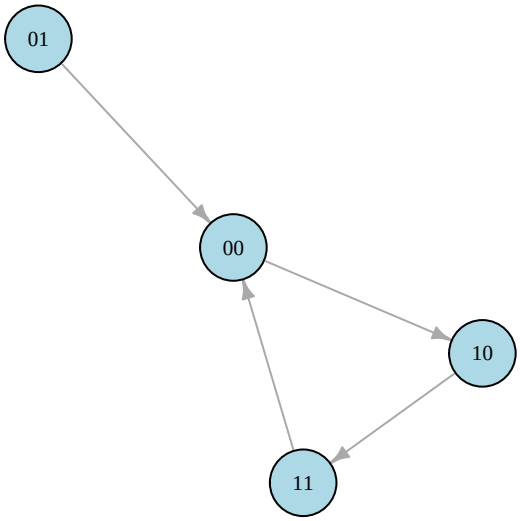


Network 29 (GATES: NONE)
Boolean Update Rules:
A: B
B: B
Truth Table:
00 => 00
10 => 00
01 => 11
11 => 11

Adjacency Matrix:
0 −1
1 −1

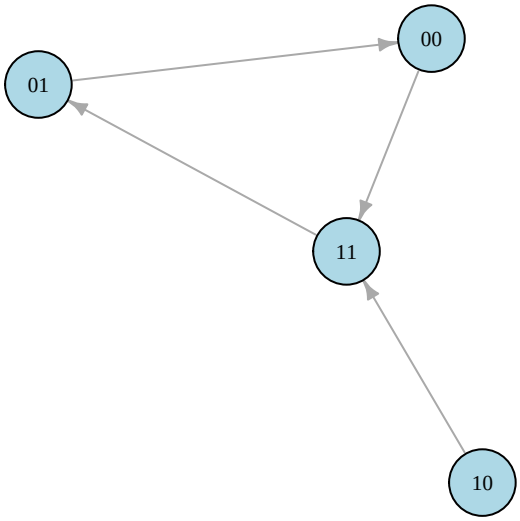


Network 45 STG



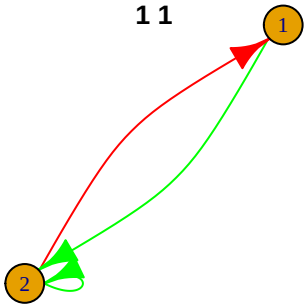
Network 45 (GATES: NONE)
Boolean Update Rules:
A: !B
B: A & !B
Truth Table:
00 => 10
10 => 11
01 => 00
11 => 00

Network 46 STG

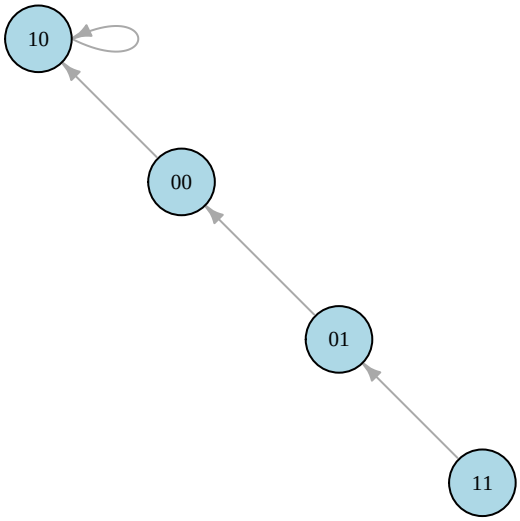


Network 46 (GATES: NONE)
Boolean Update Rules:
A: !B
B: !B | A
Truth Table:
00 => 11
10 => 11
01 => 00
11 => 01

Adjacency Matrix:
0 −1
1 1

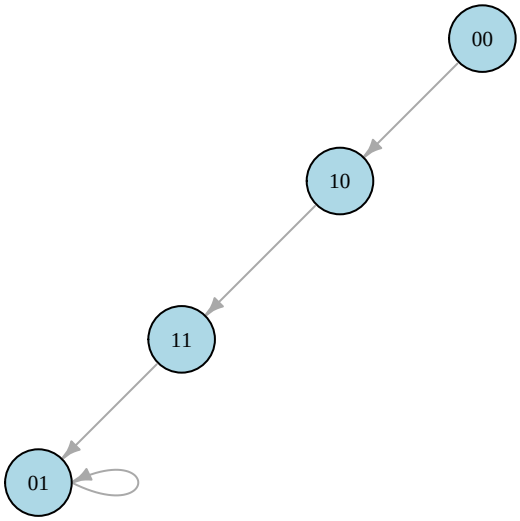


Network 43 STG



Network 43 (GATES: AND)
Boolean Update Rules:
A: !B
B: A & B
Truth Table:
00 => 10
10 => 10
01 => 00
11 => 01

Network 44 STG

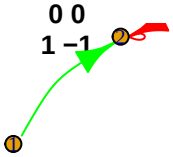


Network 44 (GATES: OR)
Boolean Update Rules:
A: !B
B: A | B
Truth Table:
00 => 10
10 => 11
01 => 01
11 => 01

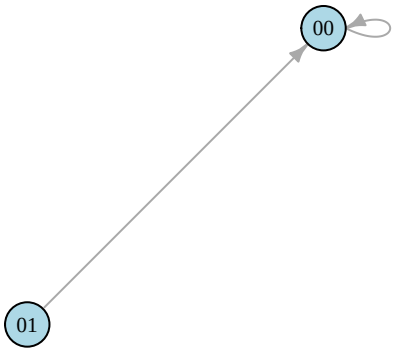
Adjacency Matrix:

0 0

1 −1

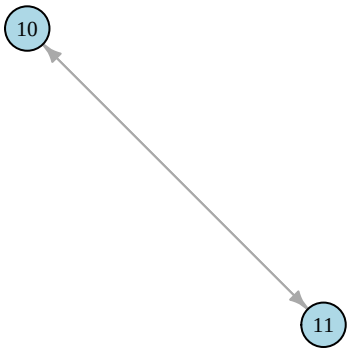


Network 15 STG



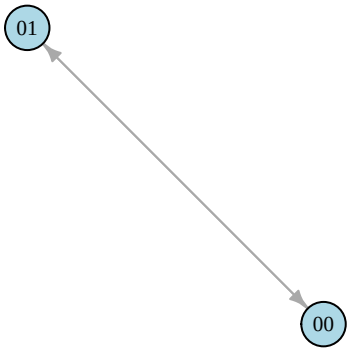
Network 15 (GATES: NONE)
Boolean Update Rules:
A: 0
B: A & !B
Truth Table:
00 => 00
10 => 01
01 => 00
11 => 00

Network 16 STG



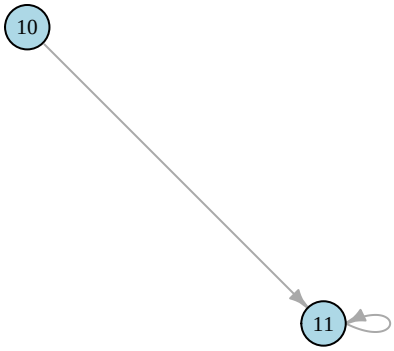
Network 16 (GATES: NONE)
Boolean Update Rules:
A: 1
B: A & !B
Truth Table:
00 => 10
10 => 11
01 => 10
11 => 10

Network 17 STG

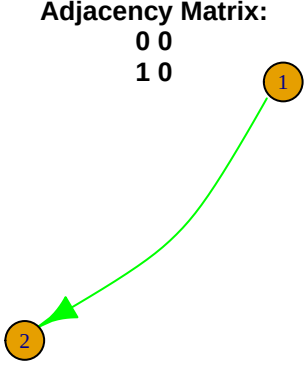


Network 17 (GATES: NONE)
Boolean Update Rules:
A: 0
B: !B | A
Truth Table:
00 => 01
10 => 01
01 => 00
11 => 01

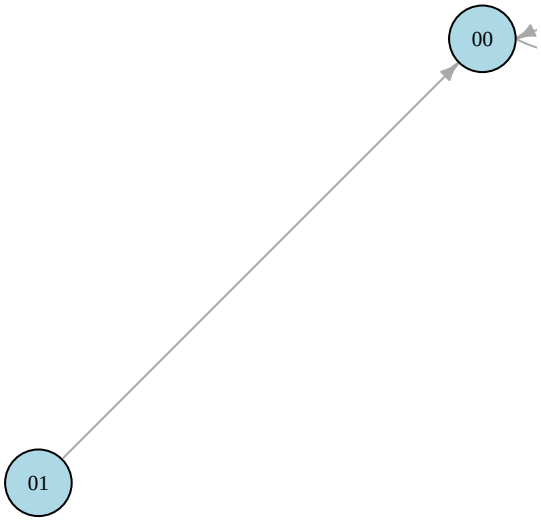
Network 18 STG



Network 18 (GATES: NONE)
Boolean Update Rules:
A: 1
B: !B | A
Truth Table:
00 => 11
10 => 11
01 => 10
11 => 11

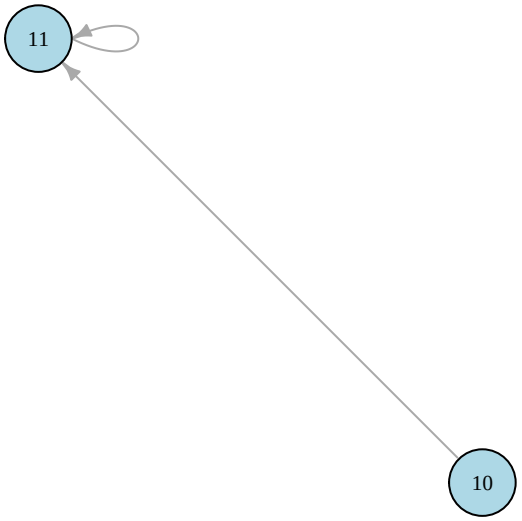


Network 9 STG



Network 9 (GATES: NONE)
Boolean Update Rules:
A: 0
B: A
Truth Table:
00 => 00
10 => 01
01 => 00
11 => 01

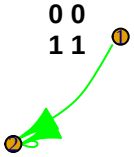
Network 10 STG



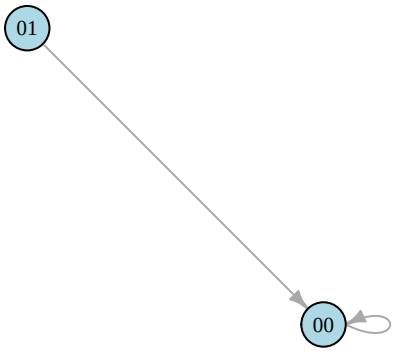
Network 10 (GATES: NONE)
Boolean Update Rules:
A: 1
B: A
Truth Table:
00 => 10
10 => 11
01 => 10
11 => 11

Adjacency Matrix:

0 0
1 1

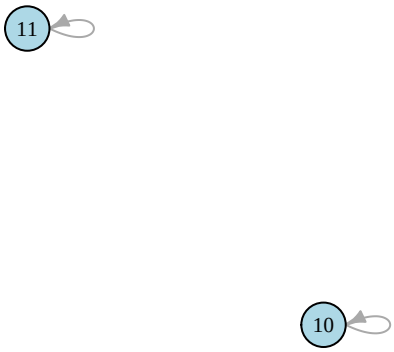


Network 11 STG



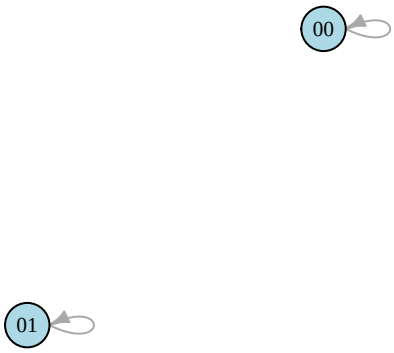
Network 11 (GATES: AND)
Boolean Update Rules:
A: 0
B: A & B
Truth Table:
00 => 00
10 => 00
01 => 00
11 => 01

Network 12 STG



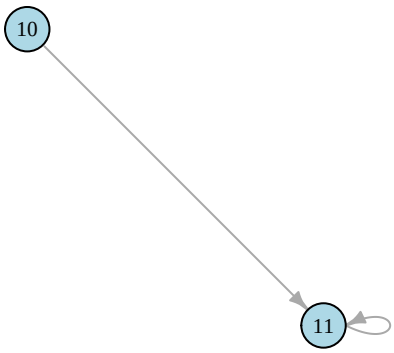
Network 12 (GATES: AND)
Boolean Update Rules:
A: 1
B: A & B
Truth Table:
00 => 10
10 => 10
01 => 10
11 => 11

Network 13 STG



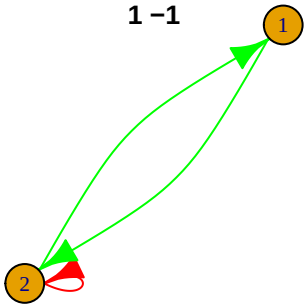
Network 13 (GATES: OR)
Boolean Update Rules:
A: 0
B: A | B
Truth Table:
00 => 00
10 => 01
01 => 01
11 => 01

Network 14 STG

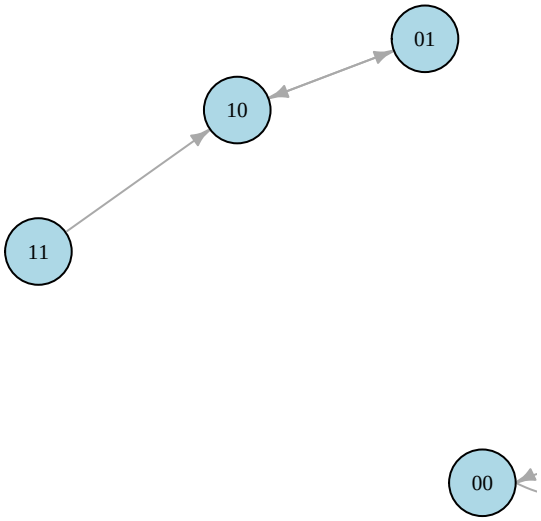


Network 14 (GATES: OR)
Boolean Update Rules:
A: 1
B: A | B
Truth Table:
00 => 10
10 => 11
01 => 11
11 => 11

Adjacency Matrix:
0 1
1 −1

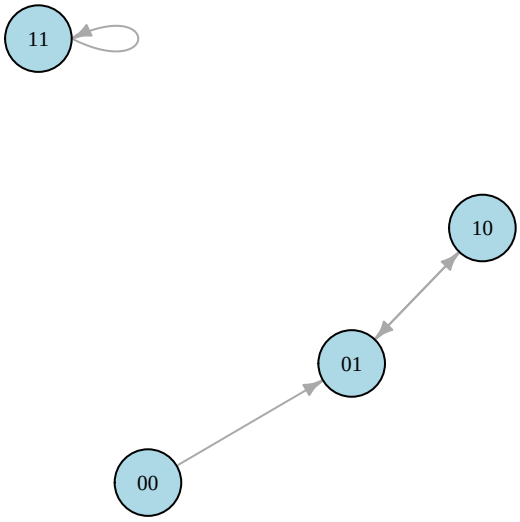


Network 34 STG



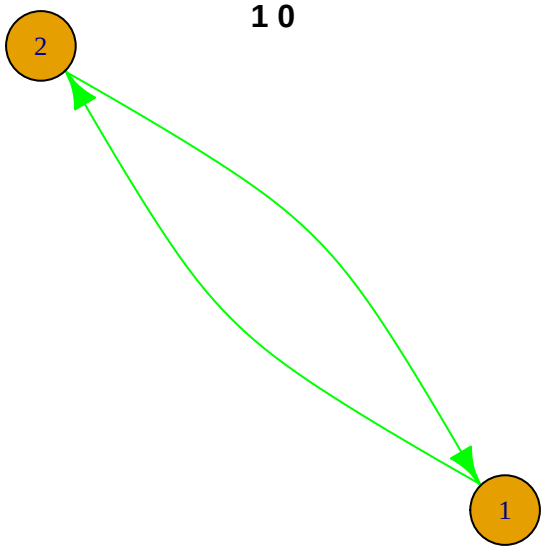
Network 34 (GATES: NONE)
Boolean Update Rules:
A: B
B: A & !B
Truth Table:
00 => 00
10 => 01
01 => 10
11 => 10

Network 35 STG

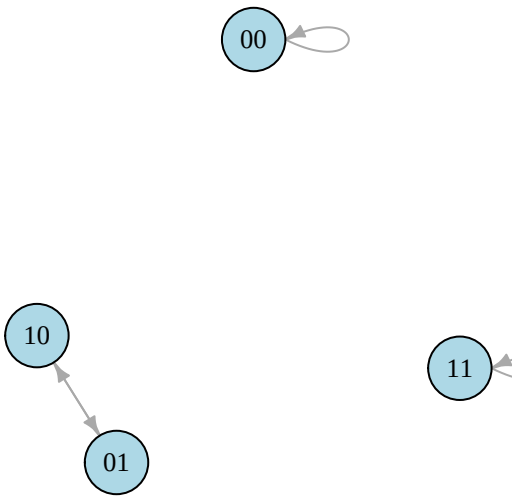


Network 35 (GATES: NONE)
Boolean Update Rules:
A: B
B: !B | A
Truth Table:
00 => 01
10 => 01
01 => 10
11 => 11

Adjacency Matrix:
0 1
1 0

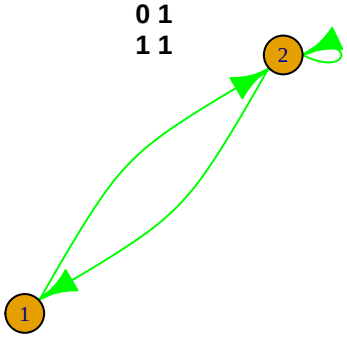


Network 31 STG

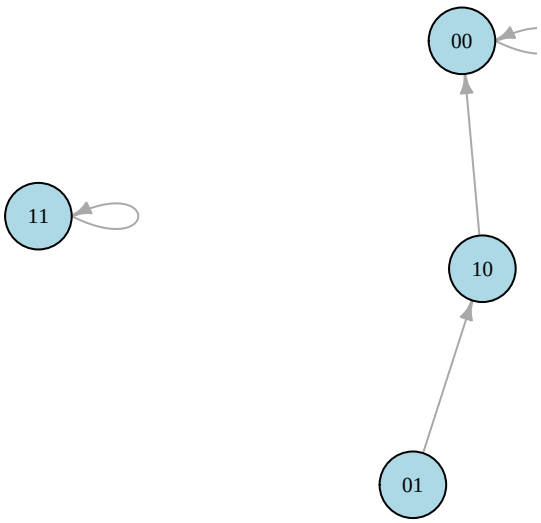


Network 31 (GATES: NONE)
Boolean Update Rules:
A: B
B: A
Truth Table:
00 => 00
10 => 01
01 => 10
11 => 11

Adjacency Matrix:
0 1
1 1

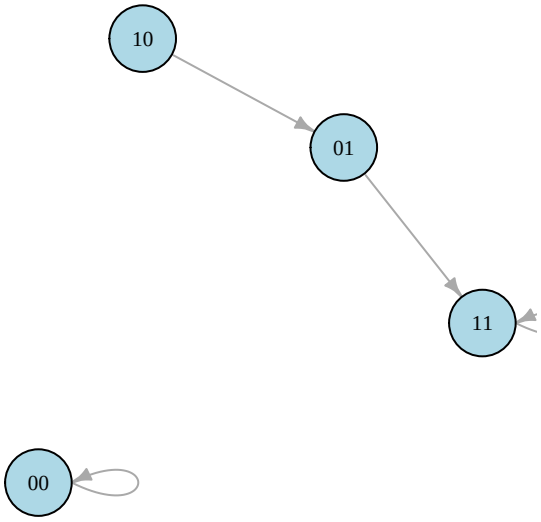


Network 32 STG



Network 32 (GATES: AND)
Boolean Update Rules:
A: B
B: A & B
Truth Table:
00 => 00
10 => 00
01 => 10
11 => 11

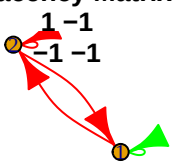
Network 33 STG



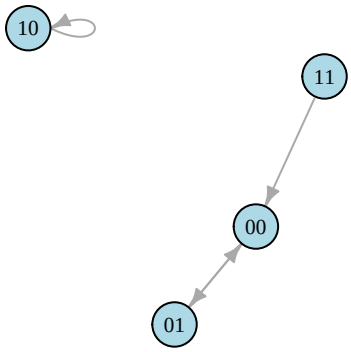
Network 33 (GATES: OR)
Boolean Update Rules:
A: B
B: A | B
Truth Table:
00 => 00
10 => 01
01 => 11
11 => 11

Adjacency Matrix:

1 −1
−1 −1

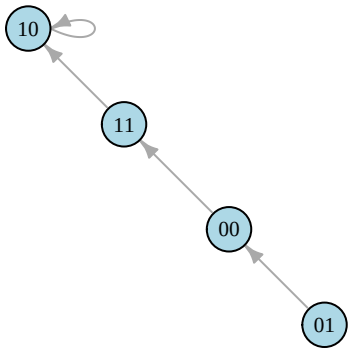


Network 90 STG



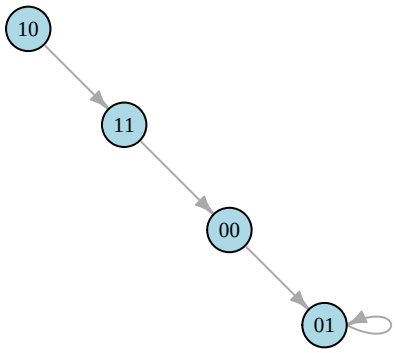
Network 90 (GATES: NOR)
Boolean Update Rules:
A: A & !B
B: !A & !B
Truth Table:
00 => 01
10 => 10
01 => 00
11 => 00

Network 91 STG



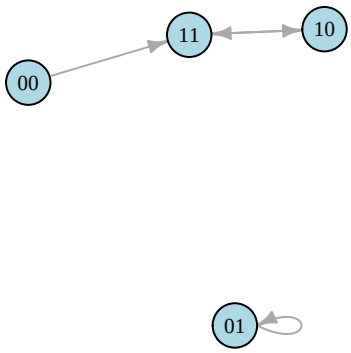
Network 91 (GATES: NOR)
Boolean Update Rules:
A: !B | A
B: !A & !B
Truth Table:
00 => 11
10 => 10
01 => 00
11 => 10

Network 92 STG



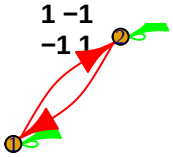
Network 92 (GATES: NAND)
Boolean Update Rules:
A: A & !B
B: !A | !B
Truth Table:
00 => 01
10 => 11
01 => 01
11 => 00

Network 93 STG

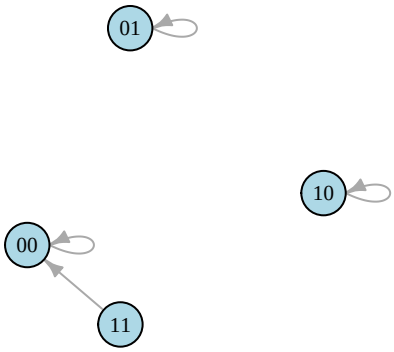


Network 93 (GATES: NAND)
Boolean Update Rules:
A: !B | A
B: !A | !B
Truth Table:
00 => 11
10 => 11
01 => 01
11 => 10

Adjacency Matrix:
1 −1
−1 1

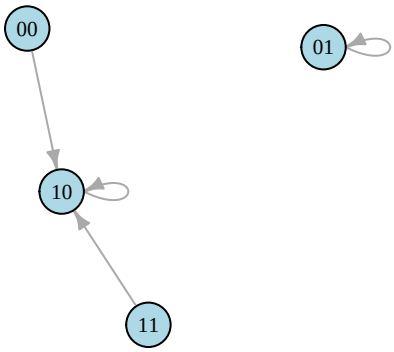


Network 86 STG



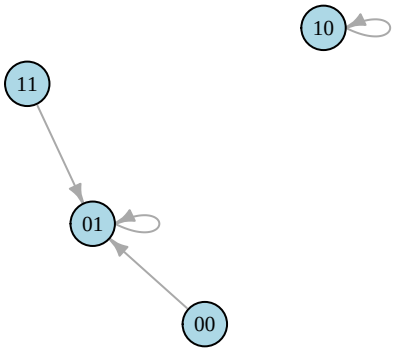
Network 86 (GATES: NONE)
Boolean Update Rules:
A: A & !B
B: B & !A
Truth Table:
00 => 00
10 => 10
01 => 01
11 => 00

Network 87 STG



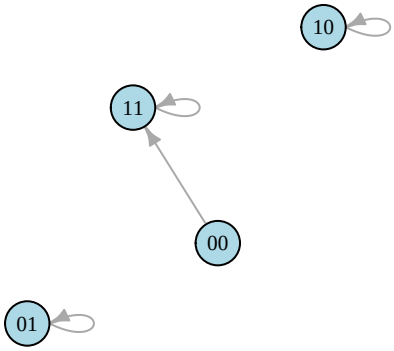
Network 87 (GATES: NONE)
Boolean Update Rules:
A: !B | A
B: B & !A
Truth Table:
00 => 10
10 => 10
01 => 01
11 => 10

Network 88 STG



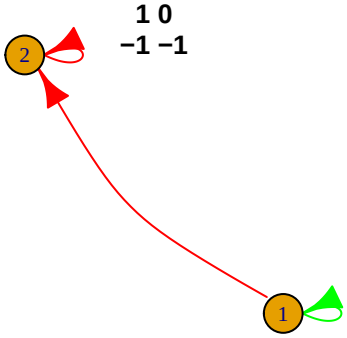
Network 88 (GATES: NONE)
Boolean Update Rules:
A: A & !B
B: !A | B
Truth Table:
00 => 01
10 => 10
01 => 01
11 => 01

Network 89 STG

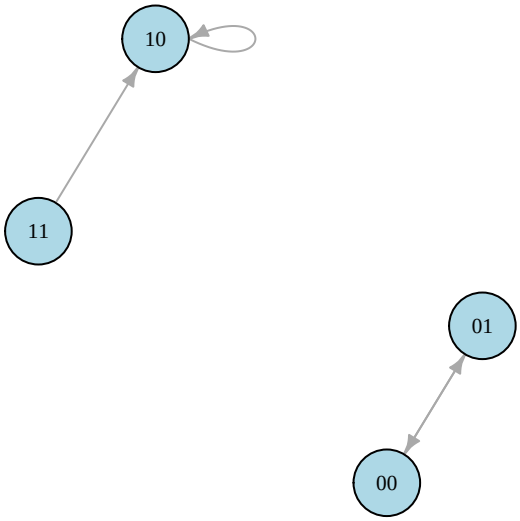


Network 89 (GATES: NONE)
Boolean Update Rules:
A: !B | A
B: !A | B
Truth Table:
00 => 11
10 => 10
01 => 01
11 => 11

Adjacency Matrix:
1 0
−1 −1

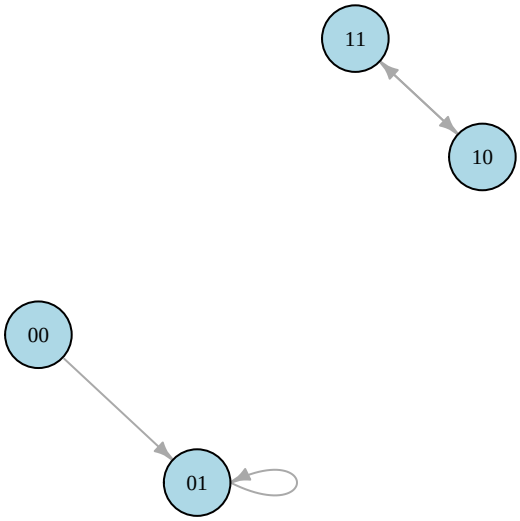


Network 60 STG

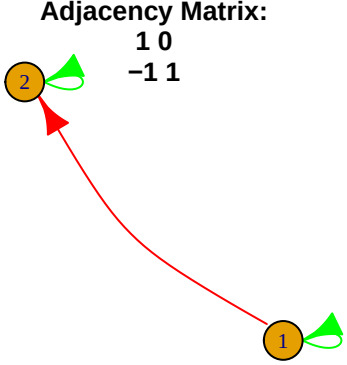


Network 60 (GATES: NOR)
Boolean Update Rules:
A: A
B: !A & !B
Truth Table:
00 => 01
10 => 10
01 => 00
11 => 10

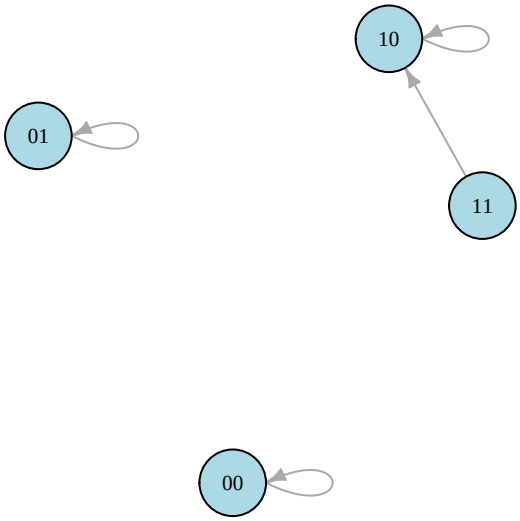
Network 61 STG



Network 61 (GATES: NAND)
Boolean Update Rules:
A: A
B: !A | !B
Truth Table:
00 => 01
10 => 11
01 => 01
11 => 10

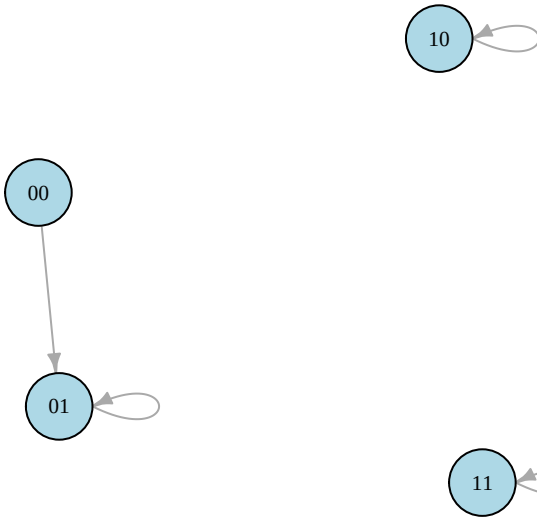


Network 58 STG



Network 58 (GATES: NONE)
Boolean Update Rules:
A: A
B: B & !A
Truth Table:
00 => 00
10 => 10
01 => 01
11 => 10

Network 59 STG

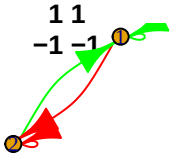


Network 59 (GATES: NONE)
Boolean Update Rules:
A: A
B: !A | B
Truth Table:
00 => 01
10 => 10
01 => 01
11 => 11

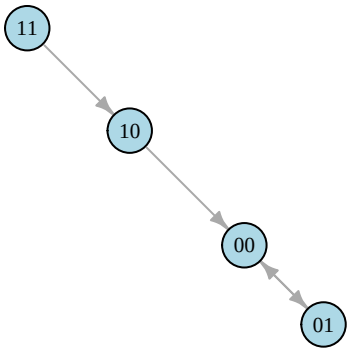
Adjacency Matrix:

1 1

−1 −1

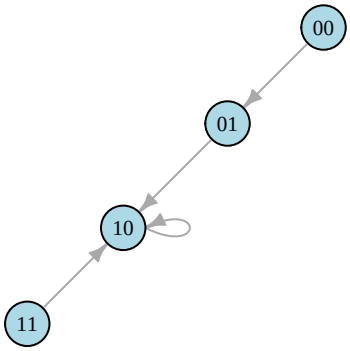


Network 76 STG



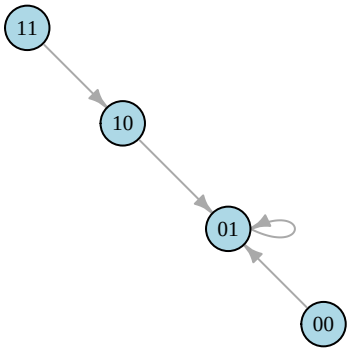
Network 76 (GATES: AND, NOR)
Boolean Update Rules:
A: A & B
B: !A & !B
Truth Table:
00 => 01
10 => 00
01 => 00
11 => 10

Network 77 STG



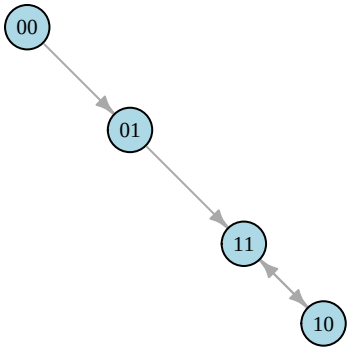
Network 77 (GATES: OR, NOR)
Boolean Update Rules:
A: A | B
B: !A & !B
Truth Table:
00 => 01
10 => 10
01 => 10
11 => 10

Network 78 STG



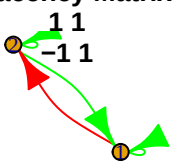
Network 78 (GATES: AND, NAND)
Boolean Update Rules:
A: A & B
B: !A | !B
Truth Table:
00 => 01
10 => 01
01 => 01
11 => 10

Network 79 STG

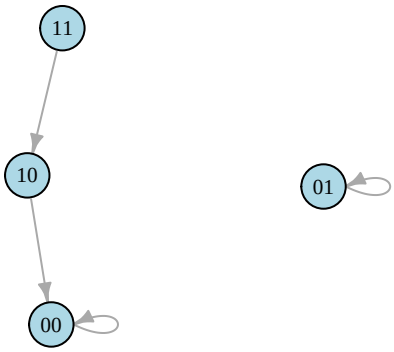


Network 79 (GATES: OR, NAND)
Boolean Update Rules:
A: A | B
B: !A | !B
Truth Table:
00 => 01
10 => 11
01 => 11
11 => 10

Adjacency Matrix:

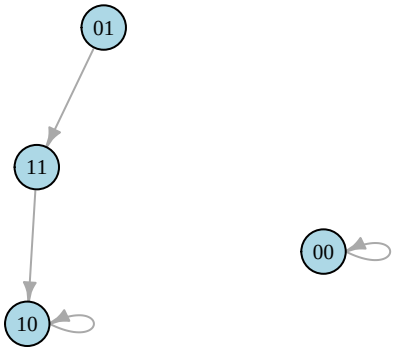


Network 72 STG



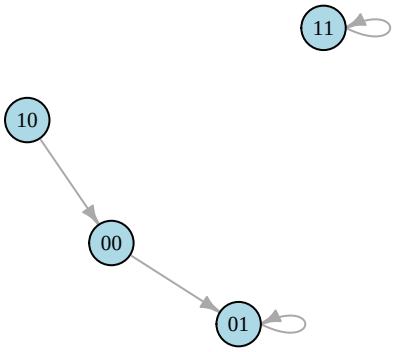
Network 72 (GATES: AND)
Boolean Update Rules:
A: A & B
B: B & !A
Truth Table:
00 => 00
10 => 00
01 => 01
11 => 10

Network 73 STG



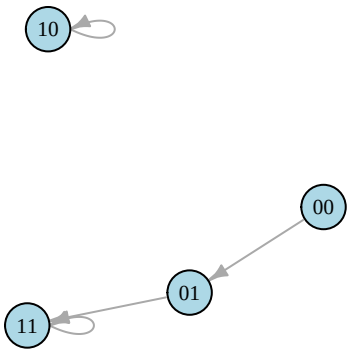
Network 73 (GATES: OR)
Boolean Update Rules:
A: A | B
B: B & !A
Truth Table:
00 => 00
10 => 10
01 => 11
11 => 10

Network 74 STG



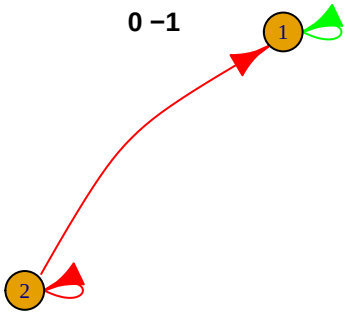
Network 74 (GATES: AND)
Boolean Update Rules:
A: A & B
B: !A | B
Truth Table:
00 => 01
10 => 00
01 => 01
11 => 11

Network 75 STG

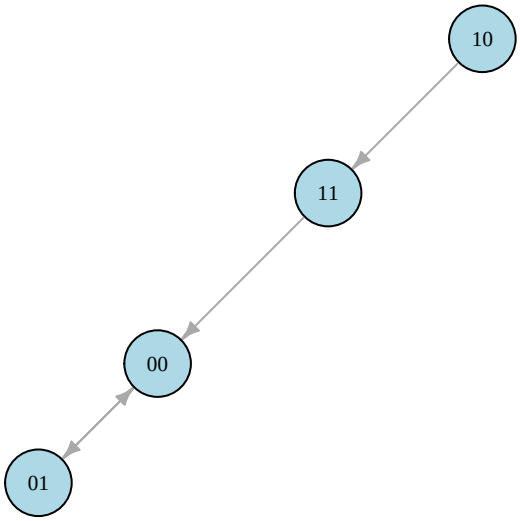


Network 75 (GATES: OR)
Boolean Update Rules:
A: A | B
B: !A | B
Truth Table:
00 => 01
10 => 10
01 => 11
11 => 11

Adjacency Matrix:
1 −1
0 −1

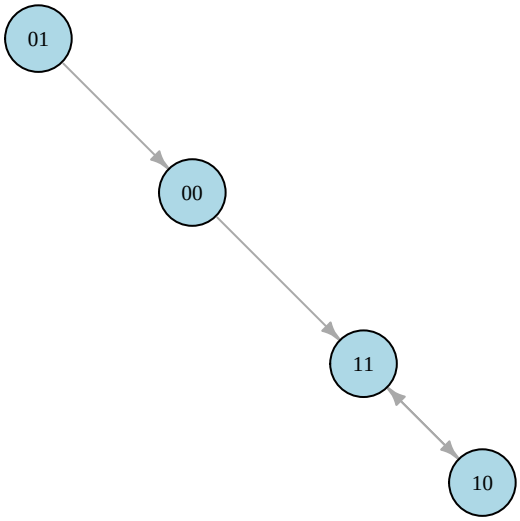


Network 80 STG



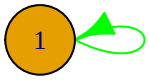
Network 80 (GATES: NONE)
Boolean Update Rules:
A: A & !B
B: !B
Truth Table:
00 => 01
10 => 11
01 => 00
11 => 00

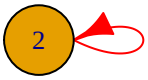
Network 81 STG



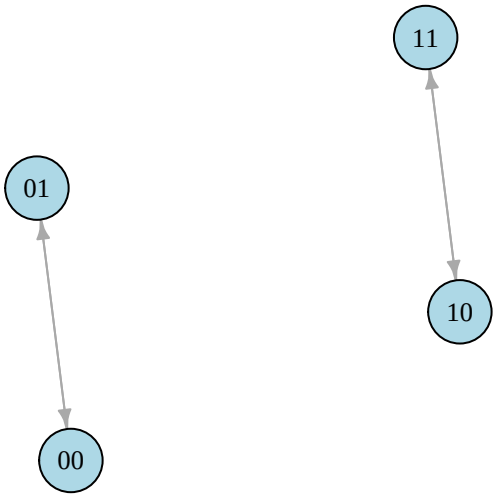
Network 81 (GATES: NONE)
Boolean Update Rules:
A: !B | A
B: !B
Truth Table:
00 => 11
10 => 11
01 => 00
11 => 10

Adjacency Matrix:
1 0
0 −1





Network 53 STG

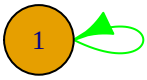


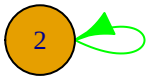
Network 53 (GATES: NONE)
Boolean Update Rules:
A: A
B: !B
Truth Table:
00 => 01
10 => 11
01 => 00
11 => 10

Adjacency Matrix:

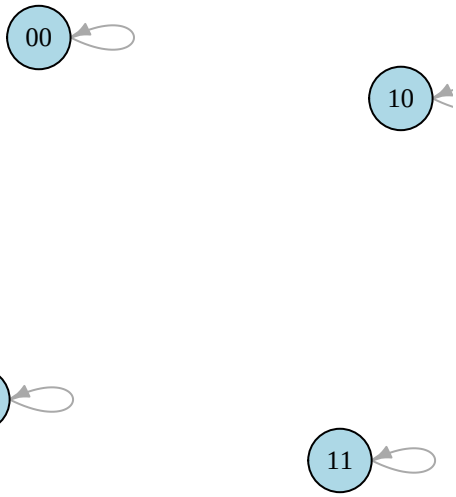
1 0

0 1



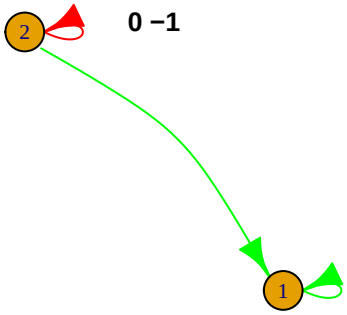


Network 52 STG

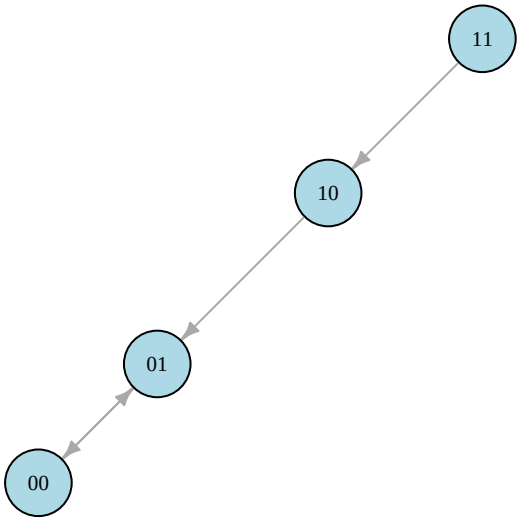


Network 52 (GATES: NONE)
Boolean Update Rules:
A: A
B: B
Truth Table:
00 => 00
10 => 10
01 => 01
11 => 11

Adjacency Matrix:
1 1
0 −1

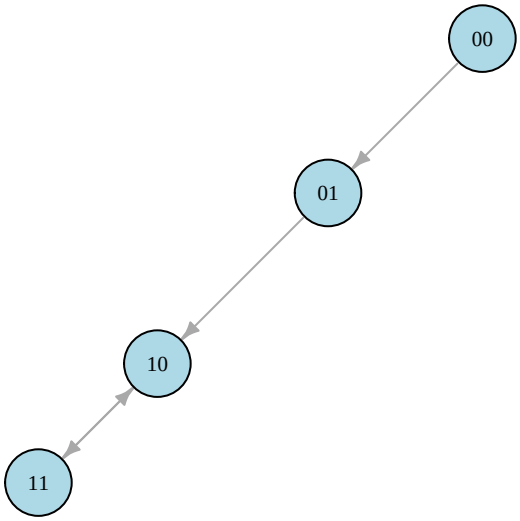


Network 62 STG



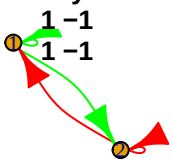
Network 62 (GATES: AND)
Boolean Update Rules:
A: A & B
B: !B
Truth Table:
00 => 01
10 => 01
01 => 00
11 => 10

Network 63 STG

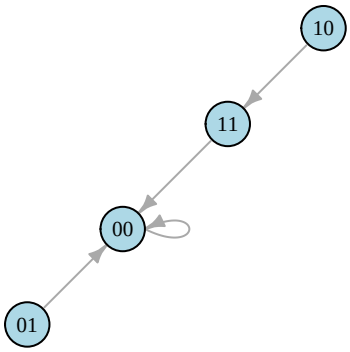


Network 63 (GATES: OR)
Boolean Update Rules:
A: A | B
B: !B
Truth Table:
00 => 01
10 => 11
01 => 10
11 => 10

Adjacency Matrix:

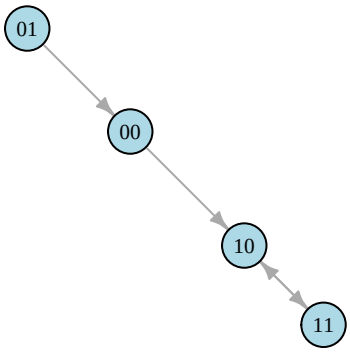


Network 82 STG



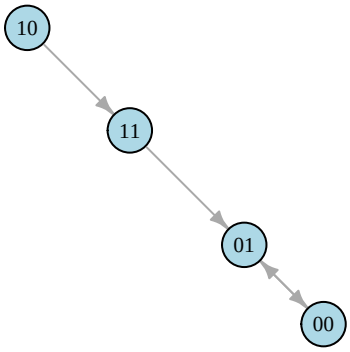
Network 82 (GATES: NONE)
Boolean Update Rules:
A: A & !B
B: A & !B
Truth Table:
00 => 00
10 => 11
01 => 00
11 => 00

Network 83 STG



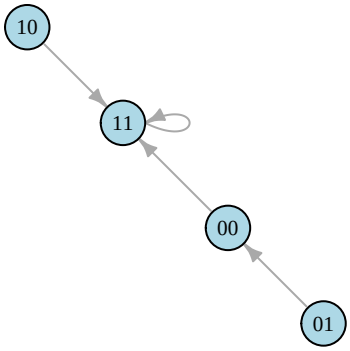
Network 83 (GATES: NONE)
Boolean Update Rules:
A: !B | A
B: A & !B
Truth Table:
00 => 10
10 => 11
01 => 00
11 => 10

Network 84 STG



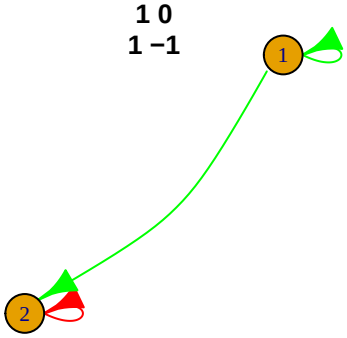
Network 84 (GATES: NONE)
Boolean Update Rules:
A: A & !B
B: !B | A
Truth Table:
00 => 01
10 => 11
01 => 00
11 => 01

Network 85 STG

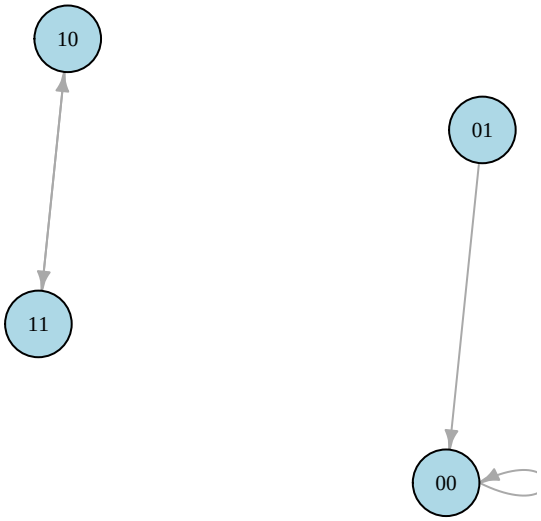


Network 85 (GATES: NONE)
Boolean Update Rules:
A: !B | A
B: !B | A
Truth Table:
00 => 11
10 => 11
01 => 00
11 => 11

Adjacency Matrix:
1 0
1 −1

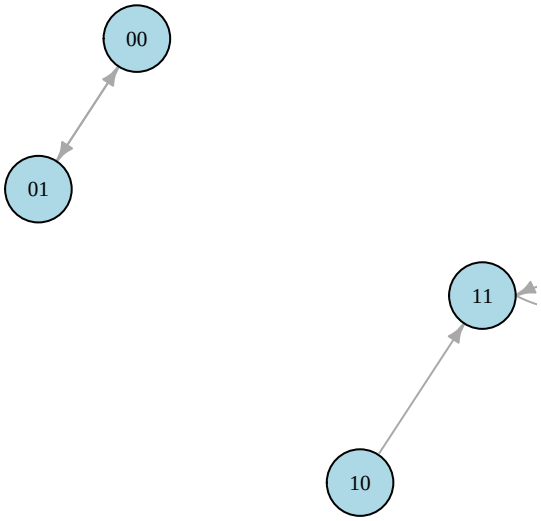


Network 56 STG



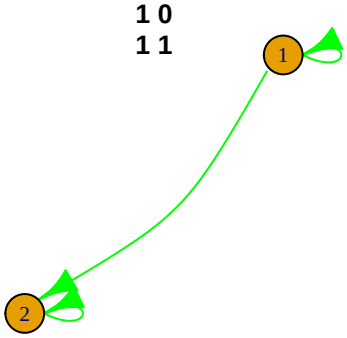
Network 56 (GATES: NONE)
Boolean Update Rules:
A: A
B: A & !B
Truth Table:
00 => 00
10 => 11
01 => 00
11 => 10

Network 57 STG

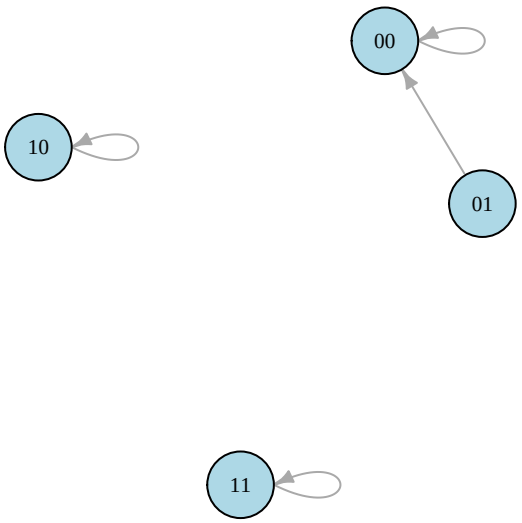


Network 57 (GATES: NONE)
Boolean Update Rules:
A: A
B: !B | A
Truth Table:
00 => 01
10 => 11
01 => 00
11 => 11

Adjacency Matrix:
1 0
1 1

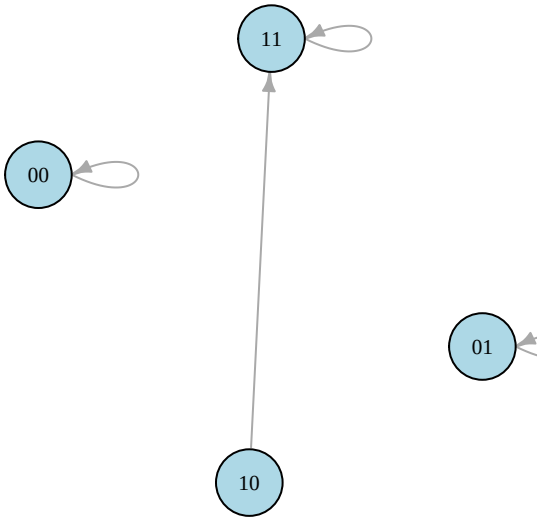


Network 54 STG



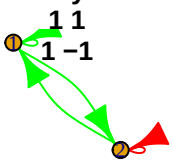
Network 54 (GATES: AND)
Boolean Update Rules:
A: A
B: A & B
Truth Table:
00 => 00
10 => 10
01 => 00
11 => 11

Network 55 STG

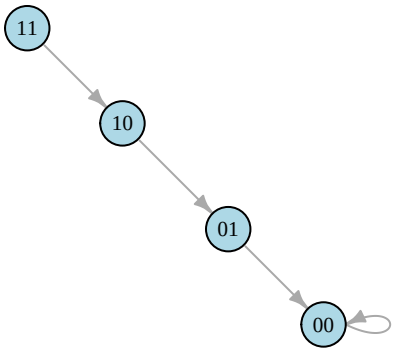


Network 55 (GATES: OR)
Boolean Update Rules:
A: A
B: A | B
Truth Table:
00 => 00
10 => 11
01 => 01
11 => 11

Adjacency Matrix:

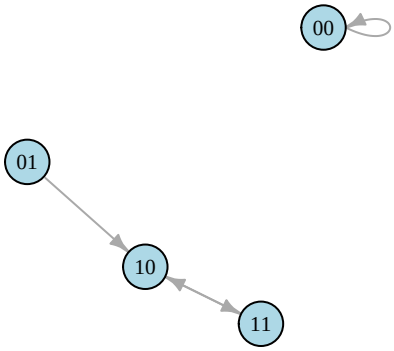


Network 68 STG



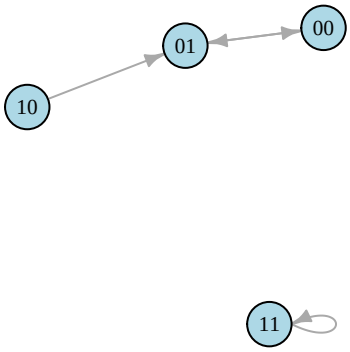
Network 68 (GATES: AND)
Boolean Update Rules:
A: A & B
B: A & !B
Truth Table:
00 => 00
10 => 01
01 => 00
11 => 10

Network 69 STG



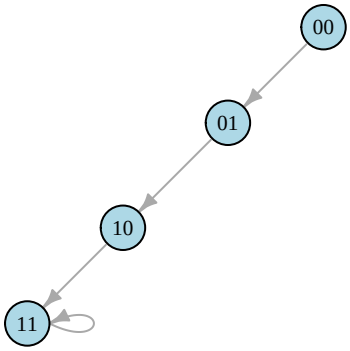
Network 69 (GATES: OR)
Boolean Update Rules:
A: A | B
B: A & !B
Truth Table:
00 => 00
10 => 11
01 => 10
11 => 10

Network 70 STG



Network 70 (GATES: AND)
Boolean Update Rules:
A: A & B
B: !B | A
Truth Table:
00 => 01
10 => 01
01 => 00
11 => 11

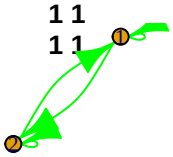
Network 71 STG



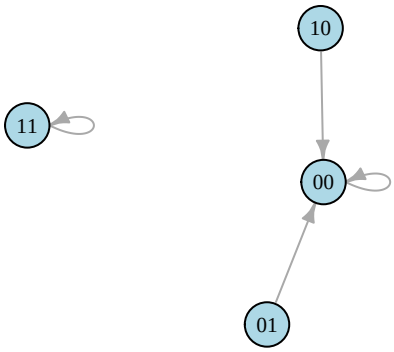
Network 71 (GATES: OR)
Boolean Update Rules:
A: A | B
B: !B | A
Truth Table:
00 => 01
10 => 11
01 => 10
11 => 11

Adjacency Matrix:

1 1
1 1

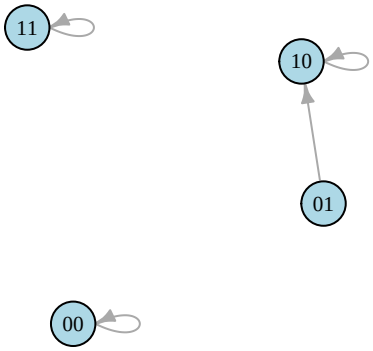


Network 64 STG



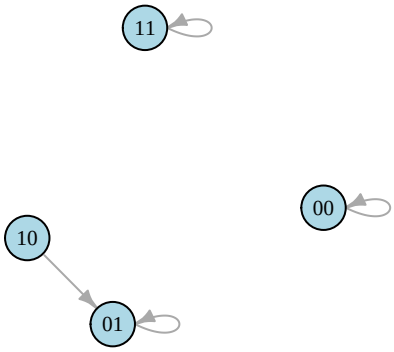
Network 64 (GATES: AND)
Boolean Update Rules:
A: A & B
B: A & B
Truth Table:
00 => 00
10 => 00
01 => 00
11 => 11

Network 65 STG



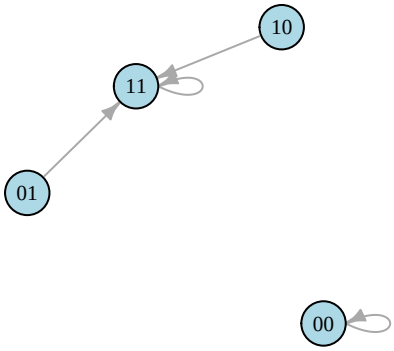
Network 65 (GATES: OR, AND)
Boolean Update Rules:
A: A | B
B: A & B
Truth Table:
00 => 00
10 => 10
01 => 10
11 => 11

Network 66 STG



Network 66 (GATES: AND, OR)
Boolean Update Rules:
A: A & B
B: A | B
Truth Table:
00 => 00
10 => 01
01 => 01
11 => 11

Network 67 STG



Network 67 (GATES: OR)
Boolean Update Rules:
A: A | B
B: A | B
Truth Table:
00 => 00
10 => 11
01 => 11
11 => 11