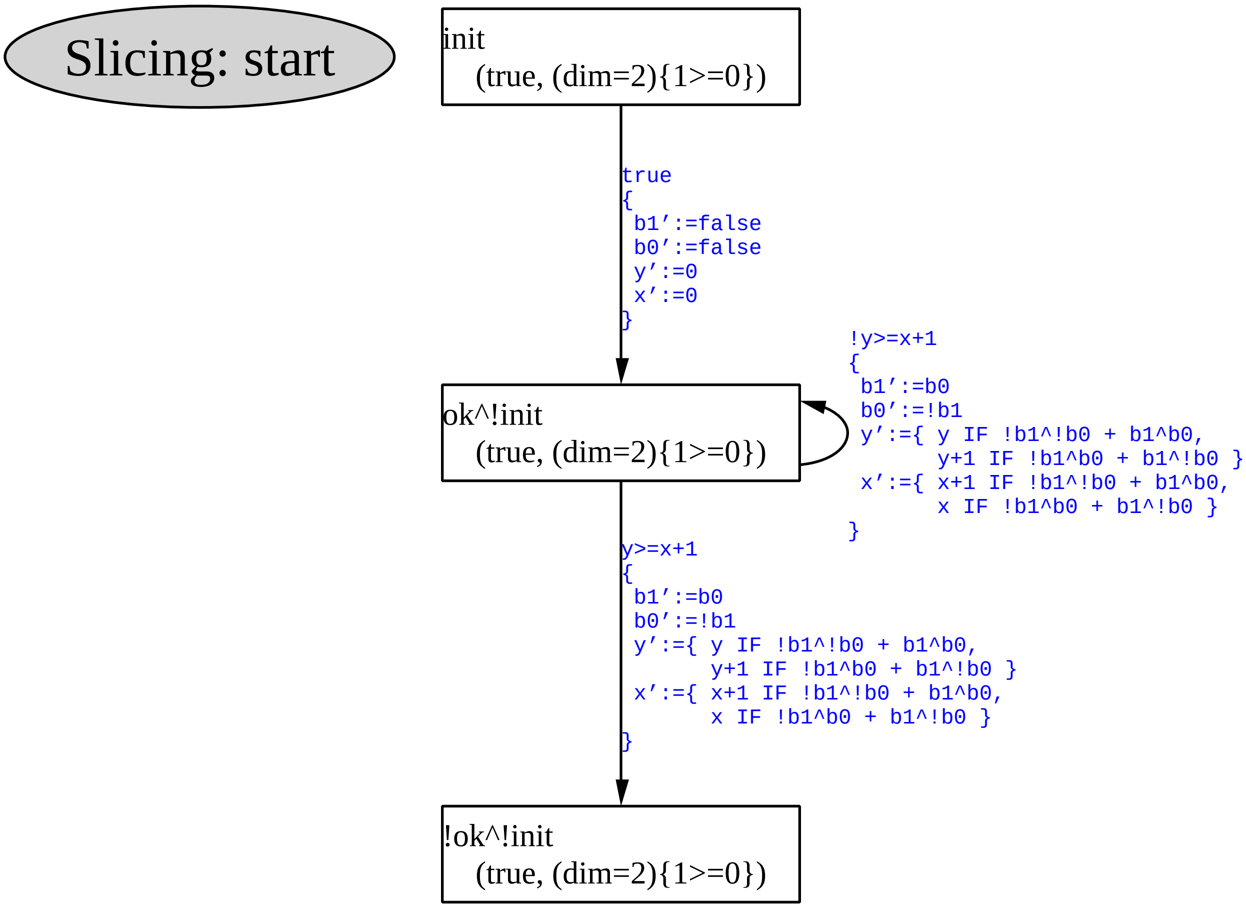
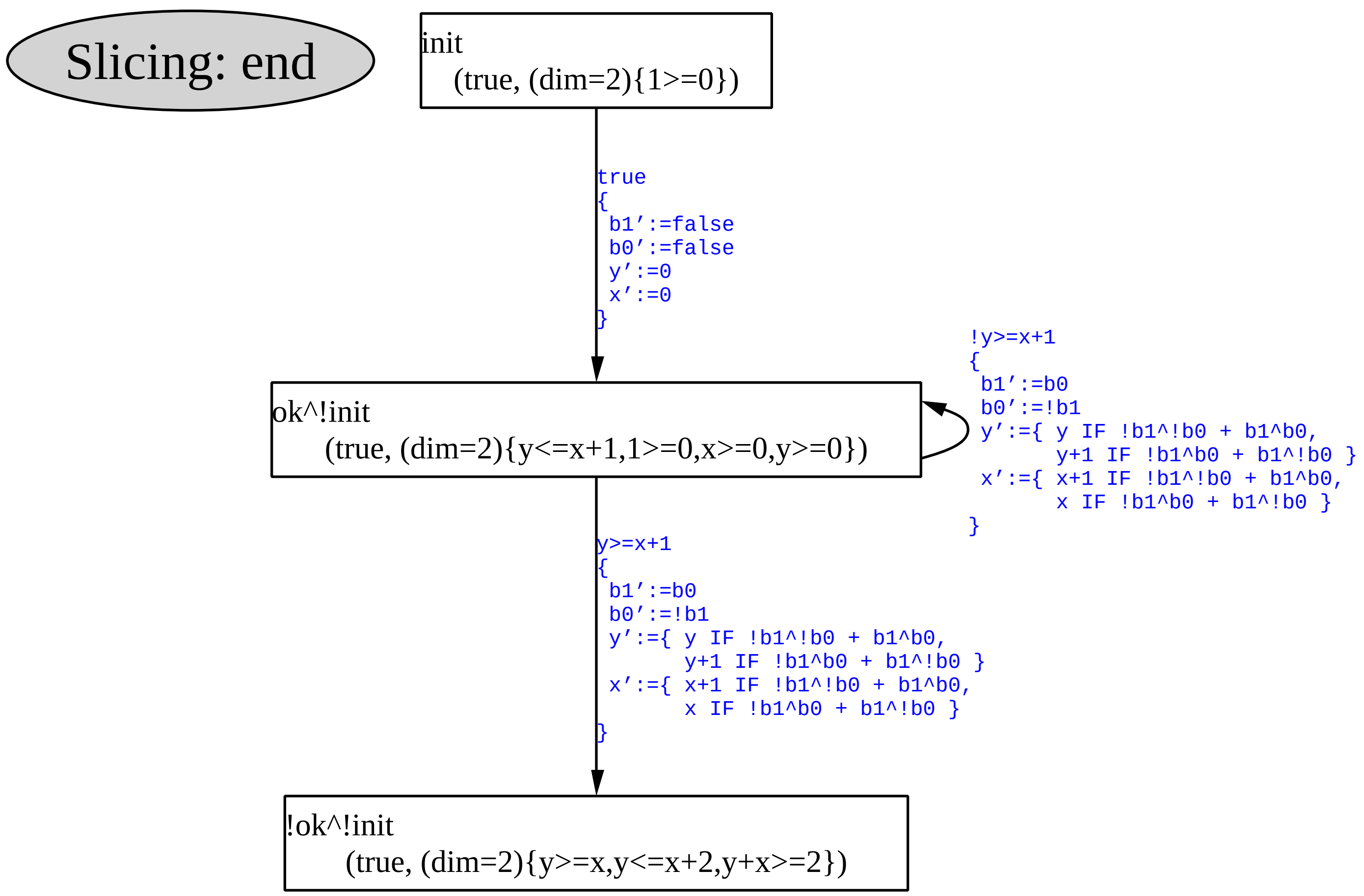
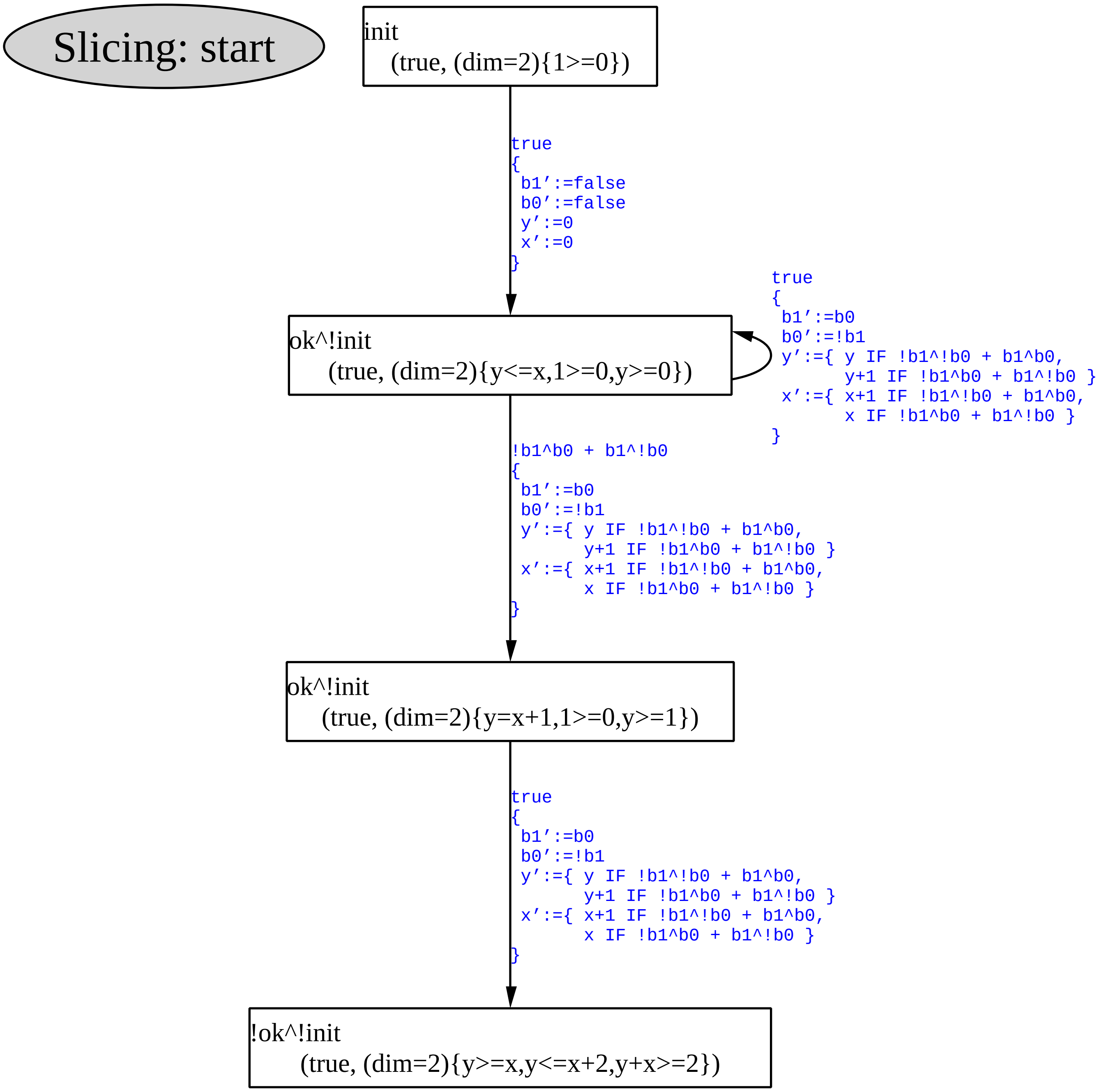

Slicing: start
init
(true, (dim=2){1>=0})
true
{
b1':=false
b0':=false
y':=0
x':=0
}
ok^!init
(true, (dim=2){1>=0})
!y>=x+1
{
b1':=b0
b0':=!b1
y':={ y IF !b1^!b0 + b1^b0,
y+1 IF !b1^b0 + b1^!b0 }
x':={ x+1 IF !b1^!b0 + b1^b0,
x IF !b1^b0 + b1^!b0 }
}
y>=x+1
{
b1':=b0
b0':=!b1
y':={ y IF !b1^!b0 + b1^b0,
y+1 IF !b1^b0 + b1^!b0 }
x':={ x+1 IF !b1^!b0 + b1^b0,
x IF !b1^b0 + b1^!b0 }
}
!ok^!init
(true, (dim=2){1>=0})


Slicing: end
init
(true, (dim=2){1>=0})
true
{
b1':=false
b0':=false
y':=0
x':=0
}
ok^!init
(true, (dim=2){y<=x+1,1>=0,x>=0,y>=0})
!y>=x+1
{
b1':=b0
b0':=!b1
y':={ y IF !b1^!b0 + b1^b0,
y+1 IF !b1^b0 + b1^!b0 }
x':={ x+1 IF !b1^!b0 + b1^b0,
x IF !b1^b0 + b1^!b0 }
}
y>=x+1
{
b1':=b0
b0':=!b1
y':={ y IF !b1^!b0 + b1^b0,
y+1 IF !b1^b0 + b1^!b0 }
x':={ x+1 IF !b1^!b0 + b1^b0,
x IF !b1^b0 + b1^!b0 }
}
!ok^!init
(true, (dim=2){y>=x,y<=x+2,y+x>=2})



Slicing: start
init
(true, (dim=2){1>=0})
true
{
b1':=false
b0':=false
y':=0
x':=0
}
ok^!init
(true, (dim=2){y<=x,1>=0,y>=0})
true
{
b1':=b0
b0':=!b1
y':={ y IF !b1^!b0 + b1^b0,
y+1 IF !b1^b0 + b1^!b0 }
x':={ x+1 IF !b1^!b0 + b1^b0,
x IF !b1^b0 + b1^!b0 }
}
!b1^b0 + b1^!b0
{
b1':=b0
b0':=!b1
y':={ y IF !b1^!b0 + b1^b0,
y+1 IF !b1^b0 + b1^!b0 }
x':={ x+1 IF !b1^!b0 + b1^b0,
x IF !b1^b0 + b1^!b0 }
}
ok^!init
(true, (dim=2){y=x+1,1>=0,y>=1})
true
{
b1':=b0
b0':=!b1
y':={ y IF !b1^!b0 + b1^b0,
y+1 IF !b1^b0 + b1^!b0 }
x':={ x+1 IF !b1^!b0 + b1^b0,
x IF !b1^b0 + b1^!b0 }
}
!ok^!init
(true, (dim=2){y>=x,y<=x+2,y+x>=2})