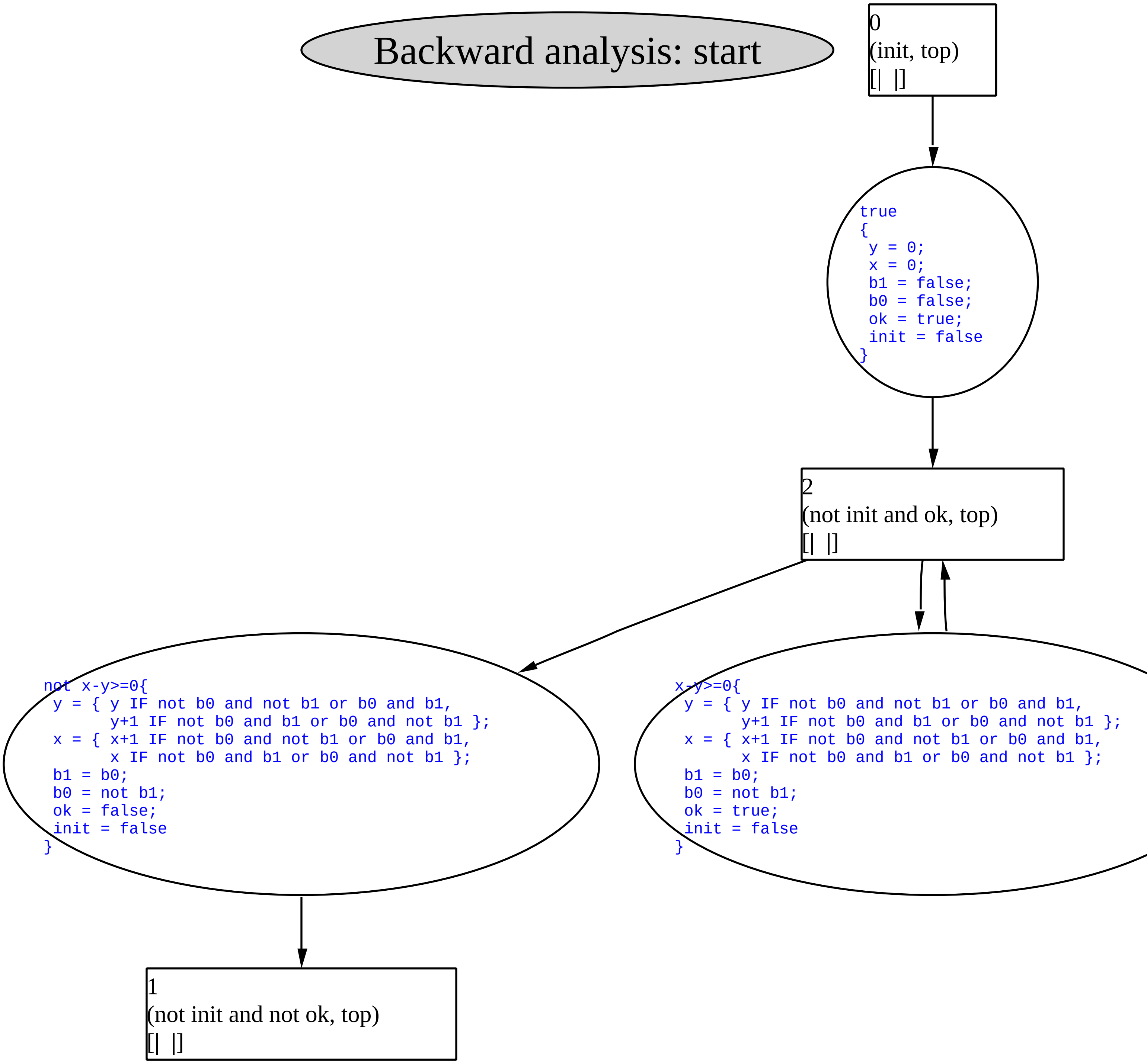
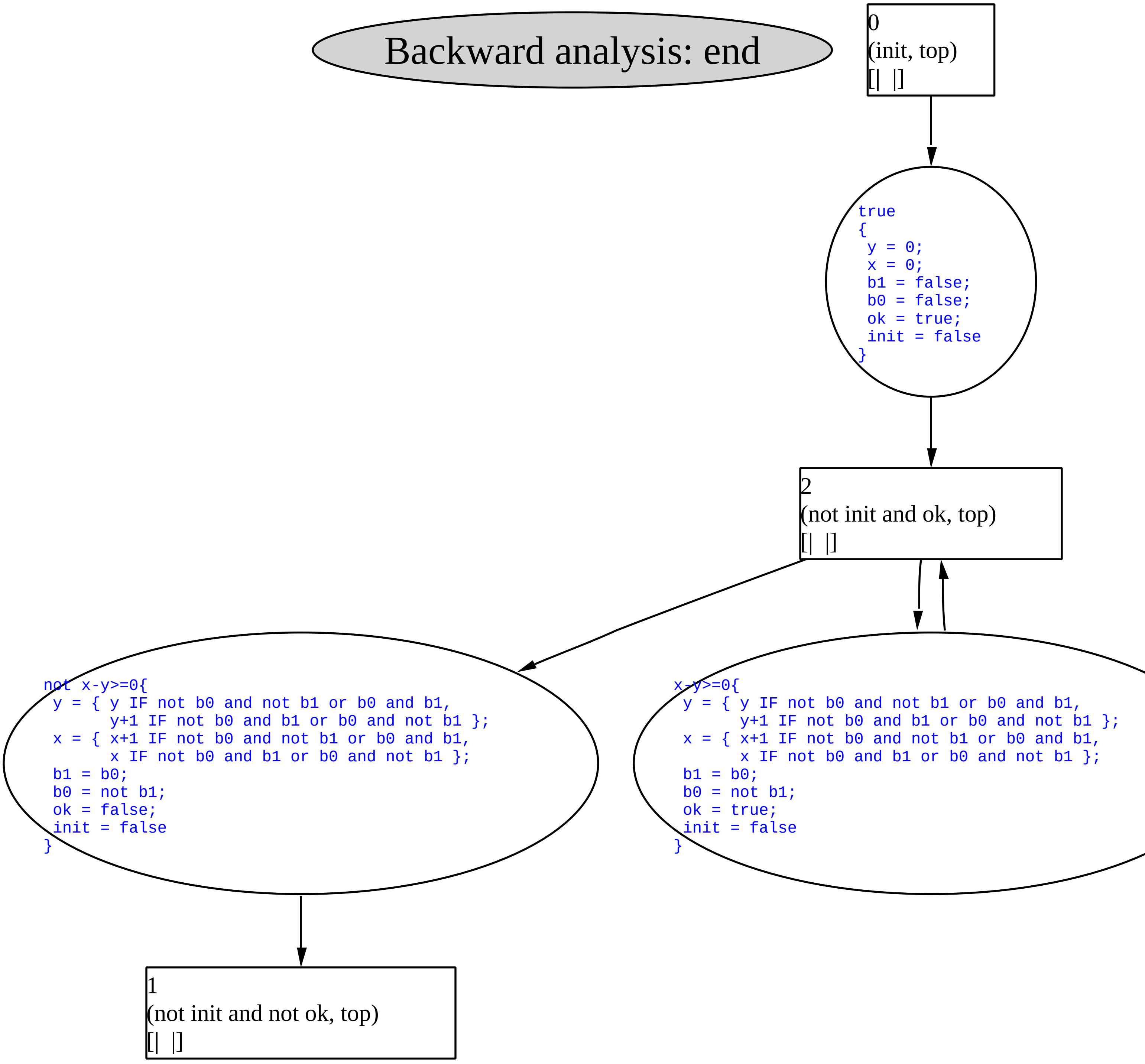
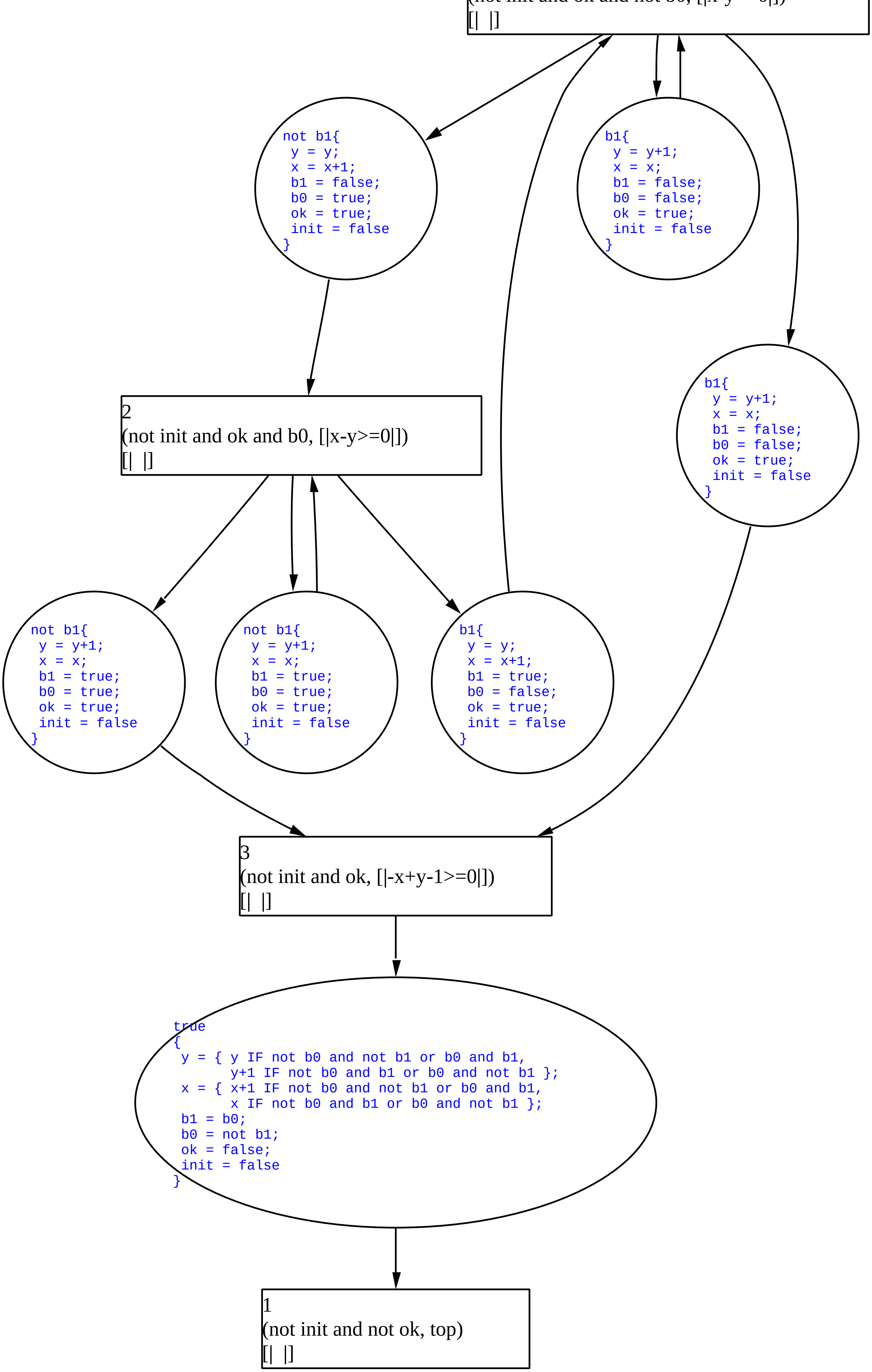

Backward analysis: start
0
(init, top)
[| |]
true
{
y = 0;
x = 0;
b1 = false;
b0 = false;
ok = true;
init = false
}
2
(not init and ok, top)
[| |]
not x-y>=0{
y = { y IF not b0 and not b1 or b0 and b1,
y+1 IF not b0 and b1 or b0 and not b1 };
x = { x+1 IF not b0 and not b1 or b0 and b1,
x IF not b0 and b1 or b0 and not b1 };
b1 = b0;
b0 = not b1;
ok = false;
init = false
}
x-y>=0{
y = { y IF not b0 and not b1 or b0 and b1,
y+1 IF not b0 and b1 or b0 and not b1 };
x = { x+1 IF not b0 and not b1 or b0 and b1,
x IF not b0 and b1 or b0 and not b1 };
b1 = b0;
b0 = not b1;
ok = true;
init = false
}
1
(not init and not ok, top)
[| |]


Backward analysis: end
0
(init, top)
[| |]
true
{
y = 0;
x = 0;
b1 = false;
b0 = false;
ok = true;
init = false
}
2
(not init and ok, top)
[| |]
not x-y>=0{
y = { y IF not b0 and not b1 or b0 and b1,
y+1 IF not b0 and b1 or b0 and not b1 };
x = { x+1 IF not b0 and not b1 or b0 and b1,
x IF not b0 and b1 or b0 and not b1 };
b1 = b0;
b0 = not b1;
ok = false;
init = false
}
x-y>=0{
y = { y IF not b0 and not b1 or b0 and b1,
y+1 IF not b0 and b1 or b0 and not b1 };
x = { x+1 IF not b0 and not b1 or b0 and b1,
x IF not b0 and b1 or b0 and not b1 };
b1 = b0;
b0 = not b1;
ok = true;
init = false
}
1
(not init and not ok, top)
[| |]


[| |]
not b1{
y = y;
x = x+1;
b1 = false;
b0 = true;
ok = true;
init = false
}
b1{
y = y+1;
x = x;
b1 = false;
b0 = false;
ok = true;
init = false
}
b1{
y = y+1;
x = x;
b1 = false;
b0 = false;
ok = true;
init = false
}
2
(not init and ok and b0, [|x-y>=0|])
[| |]
not b1{
y = y+1;
x = x;
b1 = true;
b0 = true;
ok = true;
init = false
}
not b1{
y = y+1;
x = x;
b1 = true;
b0 = true;
ok = true;
init = false
}
b1{
y = y;
x = x+1;
b1 = true;
b0 = false;
ok = true;
init = false
}
3
(not init and ok, [|-x+y-1>=0|])
[| |]
true
{
y = { y IF not b0 and not b1 or b0 and b1,
y+1 IF not b0 and b1 or b0 and not b1 };
x = { x+1 IF not b0 and not b1 or b0 and b1,
x IF not b0 and b1 or b0 and not b1 };
b1 = b0;
b0 = not b1;
ok = false;
init = false
}
1
(not init and not ok, top)
[| |]