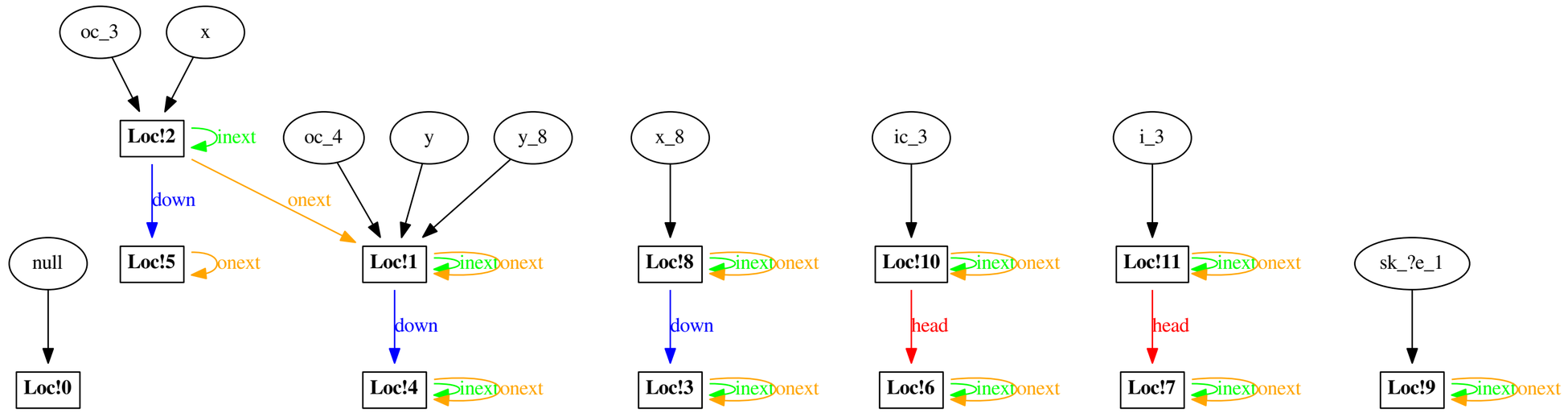

sets
Alloc == {Loc!1, Loc!2, Loc!3, Loc!7, Loc!8, Loc!10}
Alloc_1 == {Loc!1, Loc!3, Loc!4, Loc!7, Loc!8, Loc!9, Loc!10}
FP == {Loc!2}
FP_6 == {Loc!2}
FP_7 == {Loc!4, Loc!9}
FP_Caller == {Loc!2, Loc!3, Loc!10}
FP_Caller_1 == {Loc!3, Loc!10}
FP_Caller_final_1 == {Loc!3, Loc!4, Loc!9, Loc!10}
InnerNode == {Loc!0, Loc!3, Loc!4, Loc!5, Loc!9, Loc!10, Loc!11}
OuterNode == {Loc!0, Loc!1, Loc!2, Loc!6, Loc!7, Loc!8}
nlseg_inner_footprint(InnerNode, OuterNode, down, head, inext, onext, oc_3, y) == {}
nlseg_inner_footprint(InnerNode, OuterNode, down, head, inext, onext, oc_4, y_8) == {Loc!4, Loc!9}
nlseg_inner_footprint(InnerNode, OuterNode, down, head, inext, onext, x, y) == {}
nlseg_outer_footprint(OuterNode, onext, oc_3, y) == {Loc!2}
nlseg_outer_footprint(OuterNode, onext, oc_4, y_8) == {}
nlseg_outer_footprint(OuterNode, onext, x, y) == {Loc!2}
sk_?X_2 == {Loc!4, Loc!9}
sk_?X_3 == {Loc!2}
sk_?X_4 == {Loc!2}

predicates and functions
Axiom_2 == true
Axiom_3 == true
Axiom_4 == true
Axiom_5 == true
Axiom_6 == true
Axiom_7 == true
nlseg(InnerNode, OuterNode, down, head, inext, onext, oc_3, y, sk_?X_3) == true
nlseg(InnerNode, OuterNode, down, head, inext, onext, oc_4, y_8, sk_?X_2) == true
nlseg(InnerNode, OuterNode, down, head, inext, onext, x, y, sk_?X_4) == true