- Initialize graph and points to sets using base and simple constraints
- Let W = { v | pts(v) ≠∅ } (all nodes with non-empty points to sets)
- While W not empty
  - v ← select from W
  - for each a ∈ pts(v) do
    - for each constraint p ⊇*v
      - add edge a→ p, and add a to W if edge is new
    - for each constraint *v ⊇ q
      - add edge q→a, and add q to W if edge is new
  - for each edge v→q do
    - pts(q) = pts(q) ∪ pts(v), and add q to W if pts(q) changed