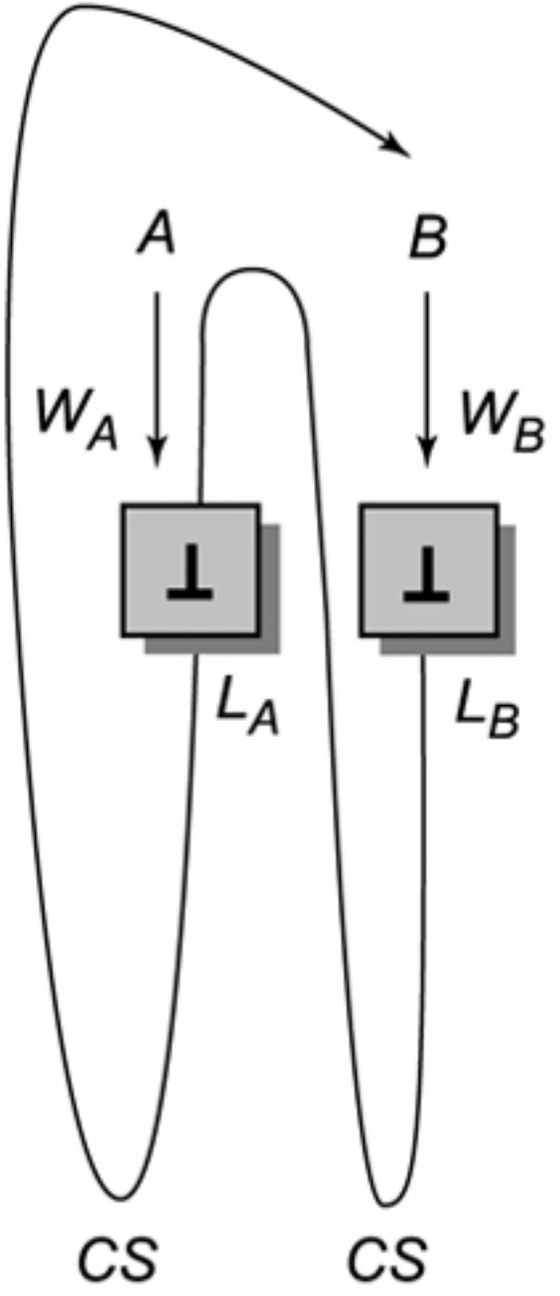

1. Start in a covering state for L_B.

2. Run system until A is about to write L_A. There must be such a case; otherwise let A enter the CS and then B can overwrite its value. But there could be traces left by A in L_B. ...

3. Run B again. It erases traces in L_B. Then let it enter the CS and return again. If one repeats this pattern twice more, B must return to a covering state for the exact same location (in the figure it is L_B).

FIGURE 2.15 Reaching a covering state. In the initial covering state for L_B both locations have the empty value $\perp$.