Monty Hall Constraints

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Parse results after processing `KLEE` dump for `Monty Hall` Example.

```
Path : 1
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        !((!(car_door_sym == 1) && !(choice_pse_var_sym == 1)))
        !((!(car_door_sym == 2) && !(choice_pse_var_sym == 2)))
        !(!(door_switch_pse_var_sym == 0))

Path : 2
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        !((!(car_door_sym == 1) && !(choice_pse_var_sym == 1)))
        (!(car_door_sym == 2) && !(choice_pse_var_sym == 2))
        !(door_switch_pse_var_sym == 0)
        !(choice_pse_var_sym == 1)

Path : 3
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        !((!(car_door_sym == 1) && !(choice_pse_var_sym == 1)))
        !((!(car_door_sym == 2) && !(choice_pse_var_sym == 2)))
        !(door_switch_pse_var_sym == 0)
```

```
        choice_pse_var_sym == 1

Path : 4
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        !((!(car_door_sym == 1) && !(choice_pse_var_sym == 1)))
        !((!(car_door_sym == 2) && !(choice_pse_var_sym == 2)))
        !(door_switch_pse_var_sym == 0)
        !(choice_pse_var_sym == 1)

Path : 5
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        (!(car_door_sym == 1) && !(choice_pse_var_sym == 1))
        !(!(door_switch_pse_var_sym == 0))
        choice_pse_var_sym == car_door_sym

Path : 6
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        (!(car_door_sym == 1) && !(choice_pse_var_sym == 1))
        !(!(door_switch_pse_var_sym == 0))
        !(choice_pse_var_sym == car_door_sym)

Path : 7
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        !((!(car_door_sym == 1) && !(choice_pse_var_sym == 1)))
        (!(car_door_sym == 2) && !(choice_pse_var_sym == 2))
        !(!(door_switch_pse_var_sym == 0))
```

```
        choice_pse_var_sym == car_door_sym

Path : 8
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        !((!(car_door_sym == 1) && !(choice_pse_var_sym == 1)))
        (!(car_door_sym == 2) && !(choice_pse_var_sym == 2))
        !(!(door_switch_pse_var_sym == 0))
        !(choice_pse_var_sym == car_door_sym)

Path : 9
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        (!(car_door_sym == 1) && !(choice_pse_var_sym == 1))
        !(door_switch_pse_var_sym == 0)
        !(choice_pse_var_sym == 2)
        car_door_sym == 2

Path : 10
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        (!(car_door_sym == 1) && !(choice_pse_var_sym == 1))
        !(door_switch_pse_var_sym == 0)
        !(choice_pse_var_sym == 2)
        !(car_door_sym == 2)

Path : 11
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        (!(car_door_sym == 1) && !(choice_pse_var_sym == 1))
```

```
        !(door_switch_pse_var_sym == 0)
        choice_pse_var_sym == 2
        car_door_sym == 3

Path : 12
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        (!(car_door_sym == 1) && !(choice_pse_var_sym == 1))
        !(door_switch_pse_var_sym == 0)
        choice_pse_var_sym == 2
        !(car_door_sym == 3)

Path : 13
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        !((!(car_door_sym == 1) && !(choice_pse_var_sym == 1)))
        (!(car_door_sym == 2) && !(choice_pse_var_sym == 2))
        !(door_switch_pse_var_sym == 0)
        choice_pse_var_sym == 1
        car_door_sym == 3

Path : 14
        0 <= door_switch_pse_var_sym
        door_switch_pse_var_sym <= 1
        0 <= choice_pse_var_sym
        choice_pse_var_sym <= 3
        0 <= car_door_sym
        car_door_sym <= 3
        !((!(car_door_sym == 1) && !(choice_pse_var_sym == 1)))
        (!(car_door_sym == 2) && !(choice_pse_var_sym == 2))
        !(door_switch_pse_var_sym == 0)
        choice_pse_var_sym == 1
        !(car_door_sym == 3)
```

We present the counts table for the `Monty Hall` Example.

Col1	Col2	Col2	Col3
1	6	87837	787
2	7	78	5415
3	545	778	7507
4	545	18744	7560
5	88	788	6344

Table 1: Table to test captions and labels