Pre:

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 0 | 0 | 0 |

P[0] : x[0] == 0 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 1 | 0 | 0 |

P[1] : x[1] == 0: **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 1 | 1 | 0 |

P[2] : x[2] == 0: **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 1 | 1 | 1 |

P[0] : x[0] == 1 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 0 | 1 | 1 |

P[1] : x[1] == 1 **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 0 | 0 | 1 |

P[2] : x[2] == 1 && x[1] == 0 && x[0] == 0 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 1 |
| X | 0 | 0 | 0 |

P[0] : x[0] == 0 **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 1 |
| x | 1 | 0 | 0 |

P[1] : x[1] == 1 && x[0] == 0 && x[2] == 0 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 1 |
| x | 1 | 1 | 0 |

P[2] : x[2] == 1 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 1 | 1 | 1 |

P[0] : x[0] == 1 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 0 | 1 | 1 |

P[1] : x[1] == 1 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 0 |
| x | 0 | 0 | 1 |

P[2] : x[2] == 1 && x[1] == 0 && x[0] ==0 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 1 |
| x | 0 | 0 | 0 |

Now, from this state, any future states eventually get blocked as they create a state that is not valid from the (future & shadow) such as:

P[0] : x[0] == 0 : **true**

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 0 | 1 |
| x | 1 | 0 | 0 |

P[1] : Invalid State

|  |  |  |  |
| --- | --- | --- | --- |
|  | 0 | 1 | 2 |
| e | 0 | 1 | 1 |
| x | 0 | 0 | 0 |