```
Precompute \triangleq
LET all\_blocks \triangleq get\_all\_blocks(single\_node\_state)IN
      \land PRECOMPUTED__IS_ANCESTOR_DESCENDANT_RELATIONSHIP =
         [descendant \in all\_blocks \mapsto \{
            ancestor \in all\_blocks:
              is\_ancestor\_descendant\_relationship(ancestor, descendant, single\_node\_state)
      \wedge \text{ LET } initial Target Map \triangleq \lceil
          checkpoint \in get\_set\_FFG\_targets(single\_node\_state.view\_votes) \mapsto
             VotesInSupportAssumingJustifiedSource(checkpoint, single_node_state)
             PRECOMPUTED\_\_IS\_JUSTIFIED\_CHECKPOINT =
        IN
               AllJustifiedCheckpoints(initialTargetMap, single\_node\_state, MAX\_SLOT)
```