
define: UpdateLockSet(*inst*, *lock_set*, *alias_graph*)

```
1:  lock_var := GetOperand(inst);
2:  lock_node := GetAliasNode(lock_var, alias_graph);
3:  if inst is a lock operation then
4:    insert lock_node into lock_set;
5:  else if inst is an unlock operation then
6:    remove lock_node from lock_set;
7:  end if
8:  return lock_set;
```
