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 opeartion **then**
4:     insert *lock_node* into *lock_set*;
5:   **else if** *inst* is an unlock opeartion **then**
6:     remove *lock_node* from *lock_set*;
7:   **end if**
8:   **return** *lock_set*;