
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:    lock_set := lock_set  $\cup$  {lock_node}
5:  else if inst is an unlock operation then
6:    lock_set := lock_set  $-$  {lock_node};
7:  end if
8:  return lock_set;
```
