sert Fractions(100) ≥ 0
sert (Fractions(100) ≥ 0
sert (Fractions(100) ≤ 0
sert (Fractions(100) ≥ 0
sert (Fractions(100)

actions(50) ≥ 0
actions(50) ≤ exhaleMask#_367@6[exhaleHeap#_350@0[this,AVLTreeNode.left],AVLTreeNode.l

assert (Factions(50) ≥ U assert (Factions(50)) ≥ 0 (S exhaleMask#_367@8[exhaleHeap#_350@0[this,AVLTreeNode.left],AVLTre

assert (ite(exhaleHeap#_350@0[this,AVLTreeNode.left] = null,0,exhaleHeap#_350@0[exhaleHeap#_350@0[exhaleHeap#_350@0[exhaleHeap#_350@0[exhaleHeap#_350@0[exhaleHeap#_350@0[exhaleHeap#_350@0[this,AVLTreeNode.left],AVLTreeNode.left

assume ¬(exhaleHeap# 350@0[this,AVLTreeNode.left] = null)
assert Fractions(100) ≥ 0
assert (Fractions(100) ≤ exhaleMask#_390@5[exhaleHeap#_350@0[this,AVLTreeNode.valid][perm\$R]) ∧ ((Fractions(100) = exhaleMask#_390@5[exhaleHeap#_350@0[this,AVLTreeNode.valid][perm\$R]) → (0 ≤ exhaleMask#_390@5[exhal

Fractions(100) ≥ 0 (Fractions(100) ≥ 0 (Fractions(100) ≥ Mask@86[this.AVLTreeNode.key][perm\$R]) ∧ ((Fractions(100) = Mask@86[this.AVLTreeNode.key][perm\$R]) → (0 ≤ Mask@86[this.AVLTreeNode.key][perm\$R]) → (0 ≤ Mask@86[this.AVLTreeNode.key][perm\$R]) → (0 ≤ Mask@86[this.AVLTreeNode.key][perm\$R]) → (0 ≤ Mask@86[this.AVLTreeNode.key][perm\$R] → (0 ≤ Mask@86[this.AVLTreeNode.key][perm\$

:tions(100) ≥ 0
ctions(100) s exhaleMask#_390@0[this,AVLTreeNode.height|[perm\$R]) ∧ ((Fractions(100) = exhaleMask#_390@0[this,AVLTreeNode.height|[perm\$R]) → (0 ≤ exhaleMask#_390@0[this,AVLTreeNode.height|[perm\$R]) → (haleMask#_390@1 = exhaleMask#_390@0[this,AVLTreeNode.height|[perm\$R] → Fractions(100)]]
ChordMask@shaleMask#_390@1 = qxhaleMask#_390@0[this,AVLTreeNode.height|[perm\$R] → Fractions(100)]]

ractions(100) ≥ 0 actions(100) ≥ 0 fractions(100) ≥ 0 actions(100) = exhaleMask#_390@2[this.AVLTreeNode.right][perm\$R]) » ((Fractions(100) = exhaleMask#_390@2[this.AVLTreeNode.right][perm\$R]) » (0 ≤ exhaleMask#_390@2[this.AVLTreeNode.right][perm\$R]) » (0 ≤ exhaleMask#_390@2[this.AVLTreeNode.right][perm\$R]) » (0 ≤ exhaleMask#_390@2[this.AVLTreeNode.right][perm\$R] » (0 ≤ exhaleMask#_390@3[this.AVLTreeNode.right][perm\$R] » (0 ≤ exhaleMask#_390@3[thi

ractions(100) 2 Uractions(100) 5 exhaleMask#_390@3[this,AVLTreeNode.keys][perm\$R]) A ((Fractions(100) = exhaleMask#_390@3[this,AVLTreeNode.keys][perm\$R]) > (0 ≤ exhaleMask#_390@3[this,AVLTreeNode.keys][perm\$R] - Fractions(100)]] Is GoodMask#_390@3[this,AVLTreeNode.keys][perm\$R] - Fractions(100)] Is GoodMask#_390@3[this,AVLTreeNo

assert Fractions(10U) 2U sexhaleMask#_390@4[this,AVLTreeNode.balanceFactor][perm\$R]) \(\) ((Fractions(100) = exhaleMask#_390@4[this,AVLTreeNode.balanceFactor][perm\$R]) \(\) (SexhaleMask#_390@4[this,AVLTreeNode.balanceFactor][perm\$R] \) (Fractions(100) = exhaleMask#_390@4[this,AVLTreeNode.balanceFactor][perm\$R] \) (0 \(\leq \) exhaleMask#_390@4[this,AVLTreeNode.balanceFactor][perm\$R] \) - Fractions(100)]] \\
\text{assume} \text{ is a condMask [exhaleMask#_390@5, ZeroMask] \) \\
\text{assume} \text{ is a condMask [exhaleMask#_390@5, ZeroMask] \) \\
\text{assume} \text{ is a condMask [exhaleMask#_390@6, exhaleMask#_390@5, ZeroMask] \) \\
\text{assume} \text{ is a condMask [exhaleMask#_390@6, exhaleMask#_390@5, ZeroMask] \) \\
\text{assume} \text{ is a condMask [exhaleMask#_390@6, exhaleMask#_390@6, exha

Fractions(100) ≥ 0 (Fractions(100) ≤ exhaleMask#_367@5[exhaleHeap#_350@0[this,AVLTreeNode.left],AVLTreeNode.valid][perm\$R]) ∧ ((Fractions(100) = exhaleMask#_367@5[exhaleHeap#_350@0[this,AVLTreeNode.valid][perm\$R]) → (0 ≤ exhaleMask#_367@5[exhaleHeap#_350@0[this,AVLTreeNode.left],AVLTreeNode.valid][perm\$N])) e exhaleMask#_367@6[exhaleHeap#_350@0[this,AVLTreeNode.valid][perm\$R] - exhaleMask#_367@5[exhaleHeap#_350@0[this,AVLTreeNode.valid][perm\$R] - Fractions(100)]]

Fractions(100) ≥ 0

(Fractions(100) ≤ vhaleMask#_459@3[this,AVLTreeNode.keys][perm\$R]) ∧ ((Fractions(100) = exhaleMask#_459@3[this,AVLTreeNode.keys][perm\$R]) ⇒ (0 ≤ exhaleMask#_459@3[this,AVLTreeNode.keys][perm\$R]) → (0 ≤ exhaleMask#_459@3[this,AVLTreeNode.keys][perm\$R] → (0 ≤ exhaleMask#_459@4][this,AVLTreeNode.keys][perm\$R] → (0 ≤ exhaleMask#_459@4][this,AVLTreeNode.keys][this,AVLTreeNode.keys][this,AVLTreeNode.keys][this,AVLTreeNode.keys][this,AVLTreeNode.keys][this,AVLTreeNode.keys][this,AVLTreeNode.keys][this,AVLTreeNode.keys][this,AVLTreeNode.keys][this,AVLT

assume ¬(exhaleHeap#_442@0[this,AVLTreeNode.left] = null)
assert Fractions(100) ≥ 0
assert Fractions(100) > exhaleMask#_459@5[exhaleHeap#_442@0[this,AVLTreeNode.left],AVLTreeNode.left],AVLTreeNode.valid][perm\$R]) ∧ ((Fractions(100) = exhaleMask#_459@5[exhaleHeap#_442@0[this,AVLTreeNode.valid][perm\$R]) → (0 ≤ exhaleMask#_459@5[exhaleHeap#_442@0[this,AVLTreeNode.valid][perm\$R]) → (0 ≤ exhaleMask#_459@5[exhaleHeap#_442@0[this,AVLTreeNode.valid][perm\$R]) → (0 ≤ exhaleMask#_459@5[exhaleHeap#_442@0[this,AVLTreeNode.valid][perm\$R]) → (0 ≤ exhaleMask#_459@5[exhaleHeap#_442@0[this,AVLTreeNode.valid][perm\$R] → (0 ≤ exhaleMask#_459@5[exhaleHeap#_442@0[this,AVLTreeNode.valid][perm\$R]) → (0 ≤ exhaleMask#_459@5[exhaleHeap#_442@0[this,AVLTreeNode.valid][perm\$

anon379_Then
assume ¬CanRead(exhaleMask#_459@6,ZeroMask,exhaleHeap#_442@0[this,AVLTreeNode.left],AVLTreeNode.valid)
assume exhaleHeap#_442@0[exhaleHeap#_442@0[this,AVLTreeNode.left],AVLTreeNode.valid] ≤ exhaleHeap#_458@0[exhaleHeap#_442@0[this,AVLTreeNode.valid]

anon379_Else
assume CanRead(exhaleMask#_459@6,ZeroMask,exhaleHeap#_442@0[this,AVLTreeNode.left],AVLTreeNode.valid]

assert Fractions(100) ≥ 0
assert Fractions(100) ≥ 0
assert (Fractions(100) ≥ 0
assert (Fractions(100)

assert (ite(exhaleHeap#_442@0[this,AVLTreeNode.left] = null,0,exhaleHeap#_442@0[this,AVLTreeNode.left],AVLTreeNode.left

Fractions(100) ≥ 0
[Fractions(100) ≥ 0
[Fractions(100) ≤ Mask@52[this,AVLTreeNode.key][perm\$R]) ∧ ([Fractions(100) = Mask@52[this,AVLTreeNode.key][perm\$R]) ⇒ (0 ≤ Mask@52[this,AVLTreeNode.key][perm\$R]))

Is GoodMask #_482@0 = Mask@52[this,AVLTreeNode.key := Mask@52[this,AVLTreeNode.key][perm\$R] - Fractions(100)]]

Is GoodMask (exhaleMask #_482@0)

wf(exhaleHeap #_442@0,exhaleMask #_482@0,ZeroMask)

#wf(exhaleHeap #_442@0,Mask@52,ZeroMask)

Fractions(100) ≤ xhaleMask#_482@1[this,AVLTreeNode.left][perm\$R]) ∧ ((Fractions(100) = exhaleMask#_482@1[this,AVLTreeNode.left][perm\$R]) ⇒ (0 ≤ exhaleMask#_482@1[this,AVLTreeNode.left][perm\$R] → (0

Fractions(100) ≥ 0

Fractions(100) ≥ 0

Fractions(100) ≥ 0

Erractions(100) ≥ 0

Erractions(100) ≥ 0

Erractions(100) ≥ 0

Erractions(100) ≤ 0

Erractions(100) = 0

Erractions(100) ≥ 0

ert Fractions(100) ≥ 0
sert (Fractions(100) ≤ 0
sert (Fractions(100) ≤ 0
sert (Fractions(100) ≤ 0
sert (Fractions(100) ≤ 0
sexhaleMask#_482@3[this,AVLTreeNode.keys][perm\$R]) ∧ ((Fractions(100) = exhaleMask#_482@3[this,AVLTreeNode.keys][perm\$R]) → (0 ≤ exhaleMask#_482@3[this,AVLTreeNode.keys][perm\$R])
sume exhaleMask#_482@4 = exhaleMask#_482@3[this,AVLTreeNode.keys][perm\$R] - Fractions(100)]]
sume signaleHeap#_482@4.
sert Fractions(100) ≥ 0
sert Fractions(10

ssert Fractions(100) ≥ 0
ssert (Fractions(100) ≥ 0
ssert (Fractions(100) ≥ 0
ssert (Fractions(100) ≤ exhaleMask#_482@4[this,AVLTreeNode.balanceFactor][perm\$R]) ∧ ((Fractions(100) = exhaleMask#_482@4[this,AVLTreeNode.balanceFactor][perm\$R]) → (0 ≤ exhaleMask#_482@4[this,AVLTreeNode.balanceFactor][perm\$R] → (0 ≤ exhaleMask#_482@4[this,AVLTreeNode.balanceF