# Summary

Sink States: $0(0 \times 10^0)$ 

Table 1: Pulse Analysis Summary

Classes	Methods	States	Unsatisfiable Clauses	Unreachable States	Possible concurrent Methods	Total. no. of pairs	No. of concurrent pairs	Percentage of concurrent Methods
SeqQuickSort	4	1	0	0	2	10	3	30
ArrayHelper	3	1	0	0	2	6	3	50
QuickSort	2	1	0	0	1	3	1	33
Total Classes=3	9	3	0	0	5	19	7	37

#### Contents

1	Webserver	3
2	Server	4
3	Client	5
4	Abbreviation	6
5	Annotated Version of Sequential Java Program generated by Sip4j	7

## 1 SeqQuickSort

Table 2: Methods Requires Clause Satisfiability

Method	Satisfiability
SeqQuickSort	$\sqrt{}$
main	$\sqrt{}$
qsort_seq	
sort	$\sqrt{}$

Table 3: State Transition Matrix

	alive
alive	1

Table 4: Methods Concurrency Matrix

	SeqQuickSort	main	dsort_seq	sort
SeqQuickSort	H	#	#	#
main	#		#	
qsort_seq	#	#	#	#
sort	#		#	

### 2 ArrayHelper

Table 5: Methods Requires Clause Satisfiability

Method	Satisfiability
ArrayHelper	<b>✓</b>
generateRandomArray	
checkArray	$\checkmark$

Table 6: State Transition Matrix

	alive
alive	1

Table 7: Methods Concurrency Matrix

	ArrayHelper	generateRandomArray	checkArray
ArrayHelper	#	#	#
generateRandomArray	#		
checkArray	#		

### 3 QuickSort

Table 8: Methods Requires Clause Satisfiability

Method	Satisfiability
QuickSort	$\sqrt{}$
partition	$\sqrt{}$

Table 9: State Transition Matrix



Table 10: Methods Concurrency Matrix

	QuickSort	partition
QuickSort	#	#
partition	#	

#### 4 Abbreviation

Table 11: Used Abbreviation

Symbol	Meaning
	requires clause of the method is satisfiable
X	requires clause of the method is unsatisfiable
<b>↑</b>	The row-state can be transitioned to the column-state
×	The row-state cannot be transitioned to the column-state
	The row-method can be possibly executed parallel with the column-method
<b> </b>	The row-method cannot be executed parallel with the column-method

5 Annotated Version of Sequential Java Program generated by Sip4j

```
package outputs;
import edu.cmu.cs.plural.annot.*;
    @ClassStates({@State(name = "alive")})
   class SeqQuickSort {
    @Perm(ensures="unique(this) in alive")
    SeqQuickSort() {
     }
}
   @Perm(requires="none(this) in alive",
ensures="unique(this) in alive")
     ensures="unique(tnis) in aid
void main(String[] args) {
   @Perm(requires="full(#0) in alive",
ensures="full(#0) in alive")
     void qsort_seq(long[] data, int left, int right) {
   @Perm(requires="full(#0) in alive",
   ensures="full(#0) in alive")
void sort(long[] original_array) {
22 }ENDOFCLASS
24 @ClassStates({@State(name = "alive")})
   class ArrayHelper {
  @Perm(ensures="unique(this) in alive")
ArrayHelper() { }
   @Perm(requires="none(#0) in alive",
   ensures="unique(#0) in alive")
    long[] generateRandomArray(long[] ar, int size) {
return null;
   @Perm(requires="pure(#0) in alive",
ensures="pure(#0) in alive")
boolean checkArray(long[] c) {
  return 0;
41 }ENDOFCLASS
43 @ClassStates({@State(name = "alive")})
   class QuickSort {
   @Perm(ensures="unique(this) in alive")
QuickSort() {
}
   @Perm(requires="full(#0) in alive",
   ensures="full(#0) in alive")
    int partition(long[] data, int left, int right) {
    return 0;
   }ENDOFCLASS
```