

Summary

Sink States:0(0×10^0)

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	0	10	0	0
ArrayHelper	3	1	0	0	1	6	1	17
QuickSort	2	1	0	0	0	3	0	0
Total Classes=3	9	3	0	0	1	19	1	5

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1 SeqQuickSort

Table 2: Methods Requires Clause Satisfiability

Method	Satisfiability
SeqQuickSort	✓
main	✓
sort	✓
qsort_seq	✓

Table 3: State Transition Matrix

	alive
alive	↑

Table 4: Methods Concurrency Matrix

	SeqQuickSort	main	sort	qsort_seq
SeqQuickSort	⌘	⌘	⌘	⌘
main	⌘	⌘	⌘	⌘
sort	⌘	⌘	⌘	⌘
qsort_seq	⌘	⌘	⌘	⌘

2 ArrayHelper

Table 5: Methods Requires Clause Satisfiability

Method	Satisfiability
ArrayHelper	✓
generateRandomArray	✓
checkArray	✓

Table 6: State Transition Matrix

	alive
alive	↑

Table 7: Methods Concurrency Matrix

	ArrayHelper	generateRandomArray	checkArray
ArrayHelper	⌘	⌘	⌘
generateRandomArray	⌘	⌘	⌘
checkArray	⌘	⌘	

3 QuickSort

Table 8: Methods Requires Clause Satisfiability

Method	Satisfiability
QuickSort	✓
partition	✓

Table 9: State Transition Matrix

	alive
alive	↑

Table 10: Methods Concurrency Matrix

	QuickSort	partition
QuickSort	⧻	⧻
partition	⧻	⧻

4 Abbreviation

Table 11: Used Abbreviation

Symbol	Meaning
✓	requires clause of the method is satisfiable
✗	requires clause of the method is unsatisfiable
↑	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
⋈	The row-method cannot be executed parallel with the column-method

5 Annotated Version of Sequential Java Program generated by Sip4j

```
1 package outputs;
2 import edu.cmu.cs.plural.annot.*;
3
4 @ClassStates({@State(name = "alive")})
5 class SeqQuickSort {
6   @Perm(ensures="unique(this) in alive")
7   SeqQuickSort() { }
8
9   @Perm(requires="unique(this) in alive",
10  ensures="unique(this) in alive")
11   void main(String[] args) {
12   }
13   @Perm(requires="full(this) in alive",
14  ensures="full(this) in alive")
15   void sort(long[] original_array) {
16   }
17   @Perm(requires="full(this) in alive",
18  ensures="full(this) in alive")
19   void qsort_seq(long[] data, int left, int right) {
20   }
21
22 }ENDOFCLASS
23
24 @ClassStates({@State(name = "alive")})
25
26 class ArrayHelper {
27   @Perm(ensures="unique(this) in alive")
28   ArrayHelper() { }
29
30   @Perm(requires="unique(this) in alive",
31  ensures="unique(this) in alive")
32   long[] generateRandomArray(long[] ar, int size) {
33   return null;
34   }
35   @Perm(requires="pure(this) in alive",
36  ensures="pure(this) in alive")
37   boolean checkArray(long[] c) {
38   return 0;
39   }
40
41 }ENDOFCLASS
42
43 @ClassStates({@State(name = "alive")})
44
45 class QuickSort {
46   @Perm(ensures="unique(this) in alive")
47   QuickSort() { }
48
49   @Perm(requires="full(this) in alive",
50  ensures="full(this) in alive")
51   int partition(long[] data, int left, int right) {
52   return 0;
53   }
54
55 }ENDOFCLASS
```