### P4: with additional communication for fences

# P4: without additional communication for fences

State-vector	156 byte,	depth	reached	50,	errors:	U
157 states	s, stored					

177 states, matched

334 transitions (= stored+matched)

467 atomic steps

hash conflicts: 0 (resolved)

total actual memory usage

Stats on memory usage (in Megabytes):

0.028	equivalent memory usage for states (stored*(State-vector +
overhead))	
0.264	actual memory usage for states
128.000	memory used for hash table (-w24)
0.534	memory used for DFS stack (-m10000)

pan: elapsed time 0 seconds

128.730

No errors found -- did you verify all claims?

State-vector 156 byte, depth reached 46, errors: 0

157 states, stored 177 states, matched

334 transitions (= stored+matched)

419 atomic steps

hash conflicts: 0 (resolved)

Stats on memory usage (in Megabytes):

0.028 equivalent memory usage for states (stored\*(State-vector +

overhead))

0.264 actual memory usage for states memory used for hash table (-w24) 128.000 memory used for DFS stack (-m10000) 0.534

128.730 total actual memory usage

pan: elapsed time 0 seconds

No errors found -- did you verify all claims?

#### P5: with additional communication for fences

P5 Without additional communication for fences

Stats on memory usage (in Megabytes):

total actual memory usage

State-vector 164 byte, depth reached 66, errors: 0

State-vector 164 byte, depth reached 62, errors: 0

217 states, stored 217 states, stored 241 states, matched 241 states, matched

458 transitions (= stored+matched) 458 transitions (= stored+matched)

679 atomic steps 623 atomic steps

hash conflicts: 0 (resolved) hash conflicts: 0 (resolved)

Stats on memory usage (in Megabytes):

total actual memory usage

128.730

States on memory asage (in wegas) tes).		Stats on memory usage (in Megabytes).		
	0.040	equivalent memory usage for states (stored*(State-vector +	0.040	equivalent memory usage for states (stored*(State-vector +
	overhead))		overhead))	
	0.246	actual memory usage for states	0.247	actual memory usage for states
	128.000	memory used for hash table (-w24)	128.000	memory used for hash table (-w24)
	0.534	memory used for DFS stack (-m10000)	0.534	memory used for DFS stack (-m10000)

128.730

pan: elapsed time 0 seconds pan: elapsed time 0 seconds

No errors found -- did you verify all claims? No errors found -- did you verify all claims?

### Cas: with additional communication for fences

State-vector 156 byte, depth reached 49, errors: 0
122 states, stored
45 states, matched

167 transitions (= stored+matched)

305 atomic steps

hash conflicts: 0 (resolved)

### Stats on memory usage (in Megabytes):

equivalent memory usage for states (stored*(State-vector
actual memory usage for states
memory used for hash table (-w24)
memory used for DFS stack (-m10000)
total actual memory usage

# pan: elapsed time 0 seconds

No errors found -- did you verify all claims?

# Cas without additional communication for fences

State-vector 156 byte, depth reached 45, errors: 0

103 states, stored 32 states, matched

135 transitions (= stored+matched)

257 atomic steps

hash conflicts: 0 (resolved)

### Stats on memory usage (in Megabytes):

+	0.018	equivalent memory usage for states (stored*(State-vector +
	overhead))	
	0.270	actual memory usage for states
	128.000	memory used for hash table (-w24)
	0.534	memory used for DFS stack (-m10000)
	128.730	total actual memory usage

pan: elapsed time 0.01 seconds

No errors found -- did you verify all claims?

 $\rightarrow$  better behaviour without the additional communication for fences!