P4: *with* additional communication for fences

State-vector 156 byte, depth reached 50, errors: 0
157 states, stored
177 states, matched
334 transitions (= stored+matched)
467 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
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 seconds
No errors found -- did you verify all claims?

P4: *without* additional communication for fences

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

P5: *with* additional communication for fences

State-vector 164 byte, depth reached 66, errors: 0
217 states, stored
241 states, matched
458 transitions (= stored+matched)
679 atomic steps
hash conflicts: 0 (resolved)

Stats on memory usage (in Megabytes):
0.040 equivalent memory usage for states (stored*(State-vector + overhead))
0.246 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 seconds
No errors found -- did you verify all claims?

P5 *Without* additional communication for fences

State-vector 164 byte, depth reached 62, errors: 0
217 states, stored
241 states, matched
458 transitions (= stored+matched)
623 atomic steps
hash conflicts: 0 (resolved)

Stats on memory usage (in Megabytes):
0.040 equivalent memory usage for states (stored*(State-vector + overhead))
0.247 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 seconds
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):
0.021 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 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?

→ better behaviour without the additional communication for fences!