**Meeting Notes 11-01-2022**

**Progress update**

Dependency graph. Send event causally dependent on previous receive events and previous send event in that node. Receive event dependent on send event in sender node. Will use Graph Edit distance to determine similarity of the graphs. Will implement in the rust code to allow for use in GA.

* Order by receive events. Remove send events. Trace aware random sampling paper does this as well and explains why. The order of send events does not influence the execution of a distributed system, only the order of receive events.
* Use smaller test harness to get smaller dependency graphs. The GED algorithm is complex and there is no need for very high bug depth. Therefore, first try ~5 transactions per test case.
* First try exact GED algorithm. If too complex, opt for approximation algorithm, which runs in cubic time.