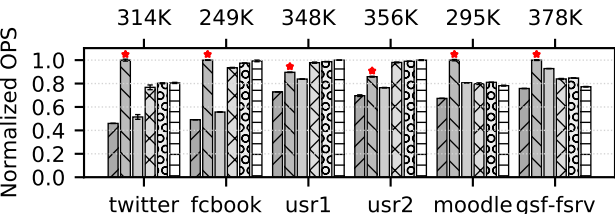


(a) Non-strict trace replay



(b) Strict trace replay