Conflict-Free Checker

For every program state σ

    For all pairs of threads t_1 and t_2 in σ:

        if t_1 and t_2 are enabled ——— temporal check

          if $Loc(t_1, \sigma) = Loc(t_2, \sigma)$ ——— spatial check

            exit ("Program may be non-deterministic")

exit ("Program is deterministic")

$Loc(t, \sigma)$ returns the memory location accessed by transition about to be accessed by thread t