Situation	(NF1's Action, NF2's Action, Conflict or Not)
Parallelizable (No packet copy)	<R, R, *>; <R, W, N>; <W, W, N>; <*, D, *>
Parallelizable (Need packet copy)	<W, W, Y>; <R, W, Y>; <R, A/R, *>; <W, A/R, *>; <A/R, A/R, *>
Non parallelizable	<W, R, *>; <A/R, R, *>; <A/R, W, *>; <D, R, *>; <D, W, *>; <D, A/R, *>