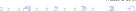
# Compile-time Deadlock Detection in Rust using Petri Nets

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- 1 Introduction
  - Rust
  - Why Rust?
- 2 Translation
  - MIR
    - Modelling threads
    - Modelling mutexes
    - Modelling condition variables





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  - Rust
  - Why Rust?
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  - MIR
  - Modelling threads
  - Modelling mutexes
  - Modelling condition variables





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  - Rust
  - Why Rust?
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  - MIR
  - Modelling threads
  - Modelling mutexes
  - Modelling condition variables





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  - Why Rust?
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  - MIR
  - Modelling threads
  - Modelling mutexes
  - Modelling condition variables





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  - Rust
  - Why Rust?
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  - MIR
  - Modelling threads
  - Modelling mutexes
  - Modelling condition variables





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  - Why Rust?
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  - MIR
  - Modelling threads
  - Modelling mutexes
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  - Why Rust?
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  - MIR
  - Modelling threads
  - Modelling mutexes
  - Modelling condition variables





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  - MIR
  - Modelling threads
  - Modelling mutexes
  - Modelling condition variables





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  - MIR
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  - Modelling mutexes
  - Modelling condition variables



