

```

[
  {
    "code": "void* add(void* arg) {\n  for (int i = 0; i < 1000; i++) {\n    pthread_mutex_lock(&lock);\n    count++;\n    pthread_mutex_unlock(&lock);\n  }\n  return NULL;\n}",
    "Small model Prediction": "critical_section (Confidence: 88.50%)",
    "True label": "critical_section"
  },
  {
    "code": "void run_no_lock(void* arg) {\n  for (int i = 0; i < 1000; i++) {\n    count++;\n  }\n}",
    "Small model Prediction": "unrelated (Confidence: 91.30%)",
    "True label": "unrelated"
  },
  {
    "code": "void* modify_balance(void* arg) {\n  pthread_mutex_lock(&mutex);\n  balance += 100;\n  pthread_mutex_unlock(&mutex);\n  return NULL;\n}",
    "Small model Prediction": "critical_section (Confidence: 84.20%)",
    "True label": "critical_section"
  }
]

```