BurnsMutex Algorithm comparison of atomic position and fence instruction

#include "burnsSepOps_TSO.pml"

State-vector 132 byte, depth reached 657, errors: 0
474 states, stored
563 states, matched
1037 transitions (= stored+matched)
3178 atomic steps
hash conflicts: 0 (resolved)

Stats on memory usage (in Megabytes):
0.072 equivalent memory usage for states (stored*(State-vector + overhead))
0.259 actual memory usage for states
128.000 memory used for hash table (-w24)
0.534 memory used for DFS stack (-m10000)
128.730 total actual memory usage

pan: elapsed time 0 seconds
No errors found -- did you verify all claims?

#include "burnsSepOps_TSO_**OLD**.pml"

State-vector 132 byte, depth reached 750, errors: 0
606 states, stored
677 states, matched
1283 transitions (= stored+matched)
3389 atomic steps
hash conflicts: 0 (resolved)

Stats on memory usage (in Megabytes):
0.092 equivalent memory usage for states (stored*(State-vector + overhead))
0.258 actual memory usage for states
128.000 memory used for hash table (-w24)
0.534 memory used for DFS stack (-m10000)
128.730 total actual memory usage

pan: elapsed time 0 seconds
No errors found -- did you verify all claims?

Analysis:
Less states and transitions (about 100 states and 250 transition less)
Less atomic steps (211 steps less as with the old version)
Less deep (difference 93)

BurnsMutex Algorithm comparison of atomic position and fence instruction

#include "x86_tso_buffer.pml"

State-vector 168 byte, depth reached 367, errors: 0
481 states, stored
691 states, matched
1172 transitions (= stored+matched)
2514 atomic steps
hash conflicts: 0 (resolved)

Stats on memory usage (in Megabytes):
0.090 equivalent memory usage for states (stored*(State-vector + overhead))
0.266 actual memory usage for states
128.000 memory used for hash table (-w24)
0.534 memory used for DFS stack (-m10000)
128.730 total actual memory usage

pan: elapsed time 0 seconds
No errors found -- did you verify all claims?

#include "x86_tso_buffer_OLD.pml"

State-vector 168 byte, depth reached 569, errors: 0
623 states, stored
875 states, matched
1498 transitions (= stored+matched)
2631 atomic steps
hash conflicts: 0 (resolved)

Stats on memory usage (in Megabytes):
0.116 equivalent memory usage for states (stored*(State-vector + overhead))
0.265 actual memory usage for states
128.000 memory used for hash table (-w24)
0.534 memory used for DFS stack (-m10000)
128.730 total actual memory usage

pan: elapsed time 0 seconds
No errors found -- did you verify all claims?

Analysis:
Less states and transitions (about 150 states and 300 transition less)
Less atomic steps (117 steps less as with the old version)
Less deep (difference 202)