

Run 1 (Input 1)	
Thread A	Thread B
A1 <b>alloc-&amp;gtvma</b> = vma;	
A2 <b>alloc-&amp;gtmm</b> = vma-&gtmm	
	B1 vma = <b>alloc-&amp;gtvma</b> ;

Run 3 (Input 2)	
Thread A	Thread B
A1 <b>alloc-&amp;gtvma</b> = vma;	
A2 <b>alloc-&amp;gtmm</b> = vma-&gtmm	
	B4 atomic_inc (& <b>alloc-&amp;gtmm</b> ->refcount);

Run 2 (Input 1)	
Thread A	Thread B
	B1 vma = <b>alloc-&amp;gtvma</b> ;
A1 <b>alloc-&amp;gtvma</b> = vma;	
A2 <b>alloc-&amp;gtmm</b> = vma-&gtmm	

Run 4 (Input 2)	
Thread A	Thread B
	B4 atomic_inc (& <b>alloc-&amp;gtmm</b> ->refcount);
A1 <b>alloc-&amp;gtvma</b> = vma;	
A2 <b>alloc-&amp;gtmm</b> = vma-&gtmm	