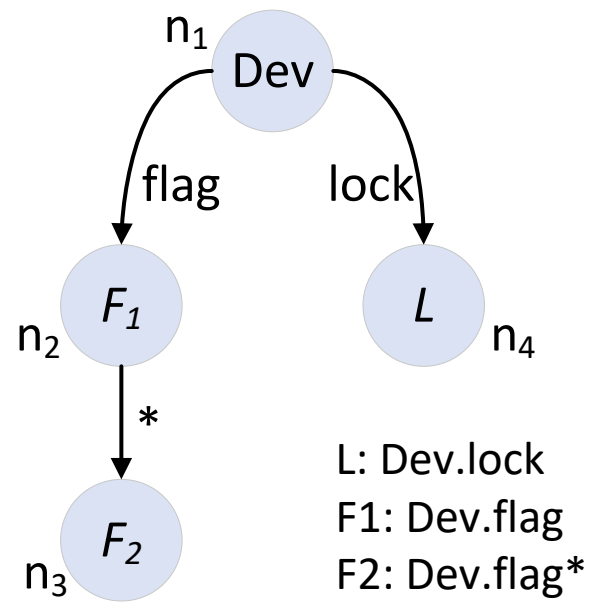


Example Source Code
<pre> 1. typedef struct { 2. int *flag; 3. mutex *lock; 4. } Dev; </pre>
<pre> 5. void sync(Dev *dev, int f) { 6. mutex_lock(&dev->lock); 7. int *fp = dev->flag; 8. *fp = f; 9. mutex_unlock(&dev->lock); 10. } </pre>
<pre> 11. void read(Dev *dev, int f) { 12. sync(dev, f) 13. 13. } </pre>
<pre> 14. void write(Dev *dev, int f) { 15. sync(dev, f) 16. int *fp = dev->flag; 17. *fp = 1; 18. 18. } </pre>

(a) Source code



(b) Alias graph after Line 8

Calling Context	Lock Set	Field Access <accessed field, lock, op>
read->sync	Dev.lock (Line 8)	<Dev.flag, Dev.lock, read> <Dev.flag*, Dev.lock, write>
write->sync	Dev.lock (Line 8)	<Dev.flag, Dev.lock, read> <Dev.flag*, Dev.lock, write>
write	∅ (Line 16)	<Dev.flag, NULL, read> <Dev.flag*, NULL, write>

(c) Calling contexts and field accesses