

Checking for Serial Equivalence

- An operation has an **effect** on
 - The server object if it is a write
 - The client (returned value) if it is a read
- Two operations are said to be conflicting operations, if their *combined effect* depends on the **order** they are executed
 - read(x) and write(x)
 - write(x) and read(x)
 - write(x) and write(x)
 - NOT read(x) and read(x): swapping them doesn't change their effects
 - NOT read/write(x) and read/write(y): swapping them ok