Next State Actions

| ML_out_occurs | ML_out_guard | ML_out_action | choice | progress | ML_in_guard | ML_in_action | loop | ML_in_occurs | Terminating |

∧ stack = <<>>
∧ i = 0
∧ n = 0
∧ pc = "loop"

∧ stack = <<>>
∧ i = 0
∧ n = 0
∧ pc = "choice"

∧ stack = <<>>
∧ i = 0
∧ n = 0
∧ pc = "ML_out_guard"

∧ stack = <<>>
∧ i = 0
∧ n = 0
∧ pc = "ML_in_guard"

∧ stack = <<>>
∧ i = 0
∧ n = 0
∧ pc = "ML_out_occurs"

∧ stack = <<>>
∧ i = 0
∧ n = 0
∧ pc = "ML_in_occurs"

∧ stack = <<[pc |-> "progress", procedure |-> "ML_out"]>>
∧ i = 0
∧ n = 0
∧ pc = "ML_out_action"

∧ stack = <<[pc |-> "progress", procedure |-> "ML_in"]>>
∧ i = 0
∧ n = 0
∧ pc = "ML_in_action"

∧ stack = <<>>
∧ i = 0
∧ n = 1
∧ pc = "progress"

∧ stack = <<>>
∧ i = 0
∧ n = -1
∧ pc = "progress"

∧ stack = <<>>
∧ i = 1
∧ n = 1
∧ pc = "loop"

∧ stack = <<>>
∧ i = 1
∧ n = 1
∧ pc = "choice"

∧ stack = <<>>
∧ i = 1
∧ n = 1
∧ pc = "ML_out_guard"

∧ stack = <<>>
∧ i = 1
∧ n = 1
∧ pc = "ML_in_guard"

∧ stack = <<>>
∧ i = 1
∧ n = 1
∧ pc = "ML_out_occurs"

∧ stack = <<>>
∧ i = 1
∧ n = 1
∧ pc = "ML_in_occurs"

∧ stack = <<[pc |-> "progress", procedure |-> "ML_out"]>>
∧ i = 1
∧ n = 1
∧ pc = "ML_out_action"

∧ stack = <<[pc |-> "progress", procedure |-> "ML_in"]>>
∧ i = 1
∧ n = 1
∧ pc = "ML_in_action"

∧ stack = <<>>
∧ i = 1
∧ n = 2
∧ pc = "progress"

∧ stack = <<>>
∧ i = 1
∧ n = 0
∧ pc = "progress"

∧ stack = <<>>
∧ i = 2
∧ n = 2
∧ pc = "loop"

∧ stack = <<>>
∧ i = 2
∧ n = 0
∧ pc = "loop"

∧ stack = <<>>
∧ i = 2
∧ n = 2
∧ pc = "Done"

∧ stack = <<>>
∧ i = 2
∧ n = 0
∧ pc = "Done"