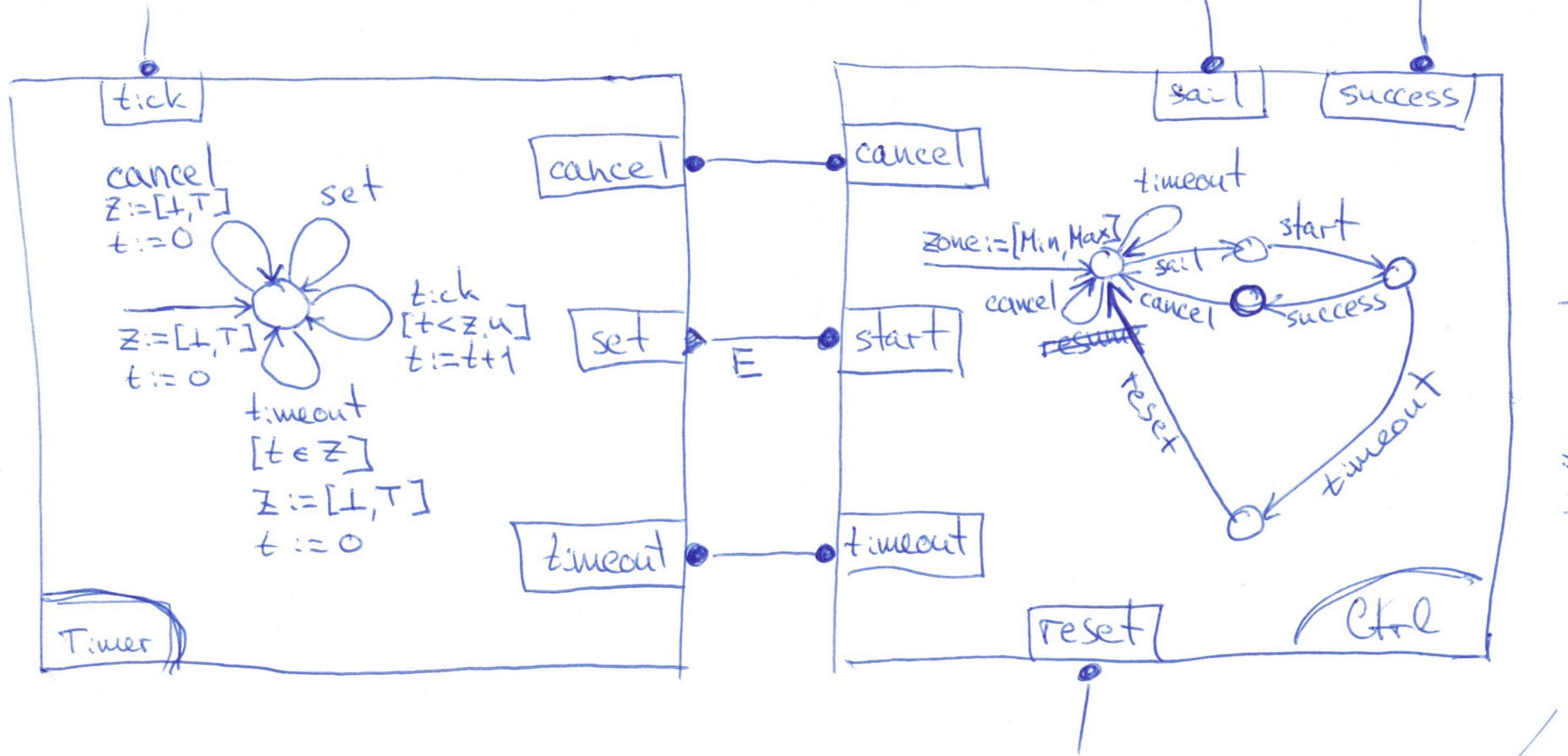


$t: \text{Int}$
 $z: \text{Interval}$
 type Interval {
 $l: \text{Int};$
 $u: \text{Int}$
 }



"by default", i.e., when
 Ctrl.start does not participate
 and, therefore, Ctrl.zone is N/A

$$E = \left[\text{Timer}.z := \text{Timer}.z \wedge (\text{Ctrl}.zone \in [L, T]) + \text{Timer}.t \right]$$