

$ES \xrightarrow{COP, C} ES_{2,1}$
 generated for each inspection
 (interaction \rightarrow inspection) we generate
 in the evolution prob
 (e_1, e_2, \dots)
 path in "interaction schema"
 $ES_1 \rightarrow \dots \rightarrow ES_2$
 go back C' to M
 ES context update

