

Statistics

State Space

Nodes: 36
Arcs: 80
Secs: 0
Status: Full

Scc Graph

Nodes: 1
Arcs: 0
Secs: 0

Boundedness Properties

Best Integer Bounds

	Upper	Lower
[All nodes]	1	1

Best Upper Multi-set Bounds

[All nodes]	1	1`1
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Best Lower Multi-set Bounds

[All nodes]	1	empty
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Home Properties

Home Markings

All

Liveness Properties

Dead Markings

None

Dead Transition Instances

None

Live Transition Instances

All

Fairness Properties

Impartial Transition Instances

None

Fair Transition Instances

DBH_model'Confront_deviant_outside 1
DBH_model'Connor_died_protecting_Emma 1
DBH_model'Connor_failed_to_reach_deviant_in_time 1
DBH_model'Connor_leapt_for_Emma_and_fell 1
DBH_model'Connor_shoot_deviant 1
DBH_model'Deviant_shot_Connor 1
DBH_model'Negotiate_with_deviant 1
DBH_model'Sacrifice_self 1
DBH_model/Search_for_clues 1
DBH_model'Snipers_shot_deviant 1
DBH_model'TS13 1
DBH_model'TS14 1
DBH_model'TSF 1
DBH_model'Talk_to_Capt 1
DBH_model'Use_gun 1
DBH_model't 1

Just Transition Instances

[Other else transitions]

Transition Instances with No Fairness

None