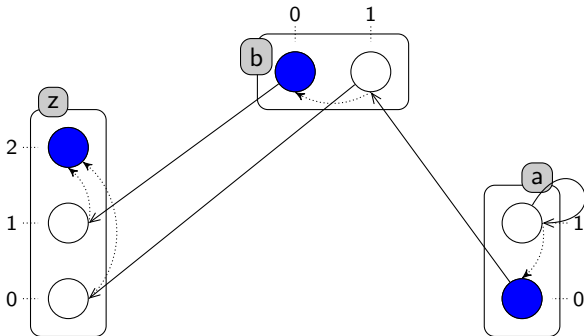


# The Process Hitting Framework



**Sorts:** components  $a, b, z$

**Processes:** local states / levels of expression  $0, 1, 2$

**Actions:** dynamics  $a_0 \rightarrow b_1 \curvearrowright b_0$

**States:** sets of active processes  $\langle a_0, b_0, z_2 \rangle$