init_node

(predecessor_pass[1] == true) OP
// ...
(predecessor_pass[j] == true)

try_to_run?

local_time = 0

wait
local_time <= wait_time

local_time == wait_time

successor_can_run[1] = true,
// ...
successor_can_run[k] = true

update_1

try_to_run_successor[1]!

update_k

try_to_run_successor[k]!