CSP (Hoare)

Processus

Evénements

$$(e \longrightarrow P)$$
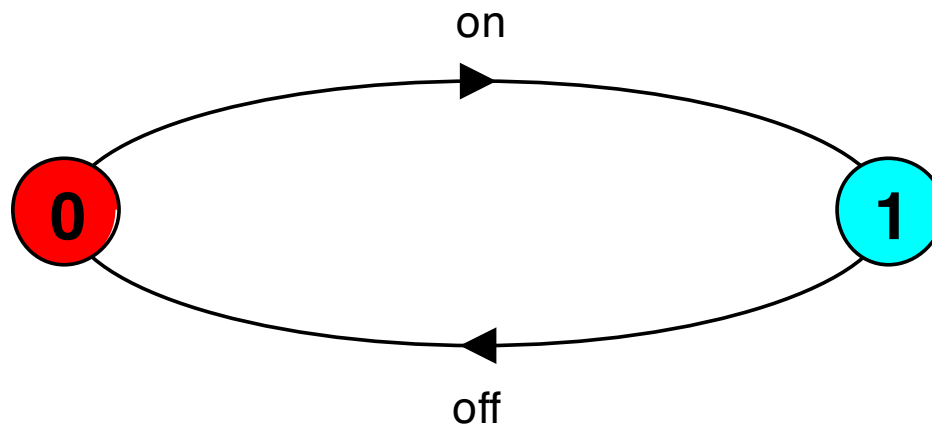
CSP

αP ={up,rigth}

P = rigth→(up → (rigth→ (rigth→STOP)))

αCLOCK ={tick}

CLOCK =(tick →CLOCK)
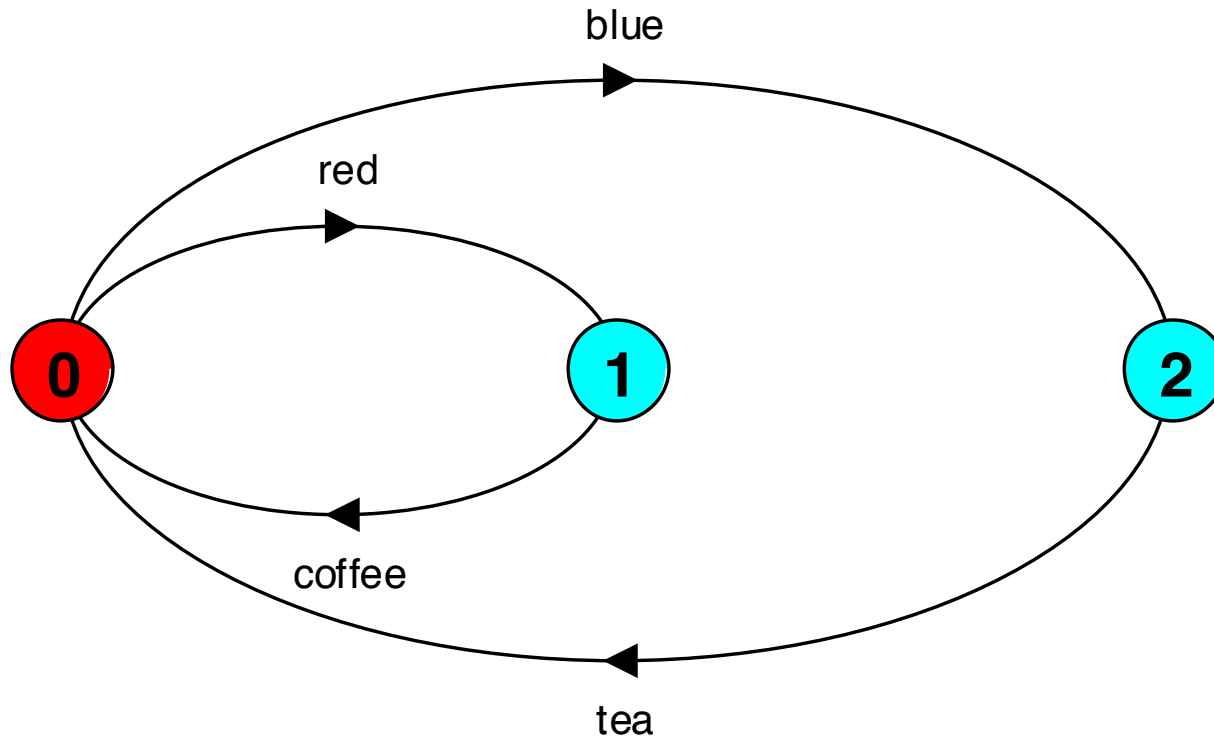
```
SWITCH = OFF,
OFF    = (on -> ON),
ON     = (off-> OFF).
```
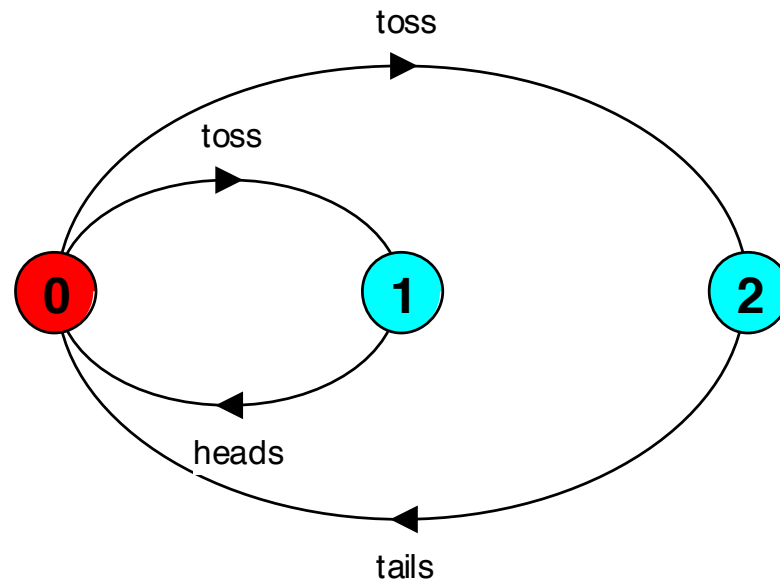
on

0

1

off

```
TRAFFICLIGHT = (red->orange->green->orange
                        -> TRAFFICLIGHT).
```
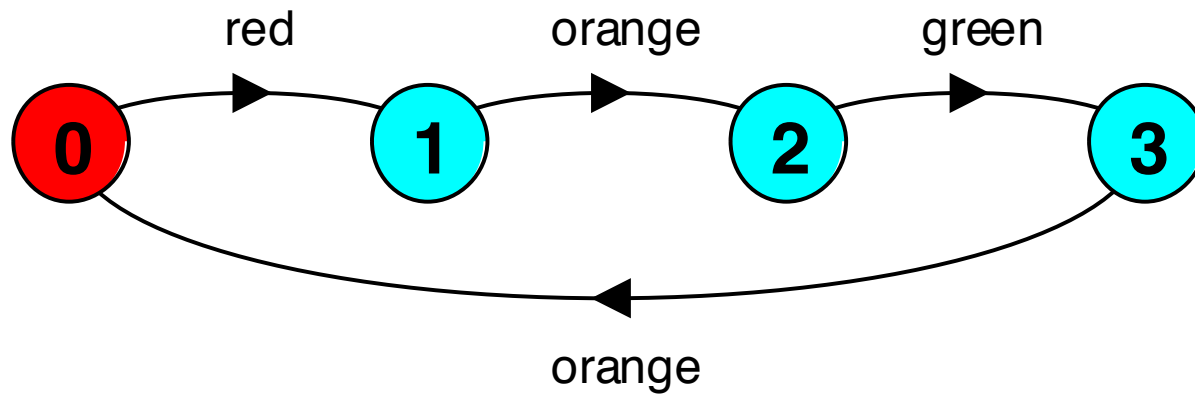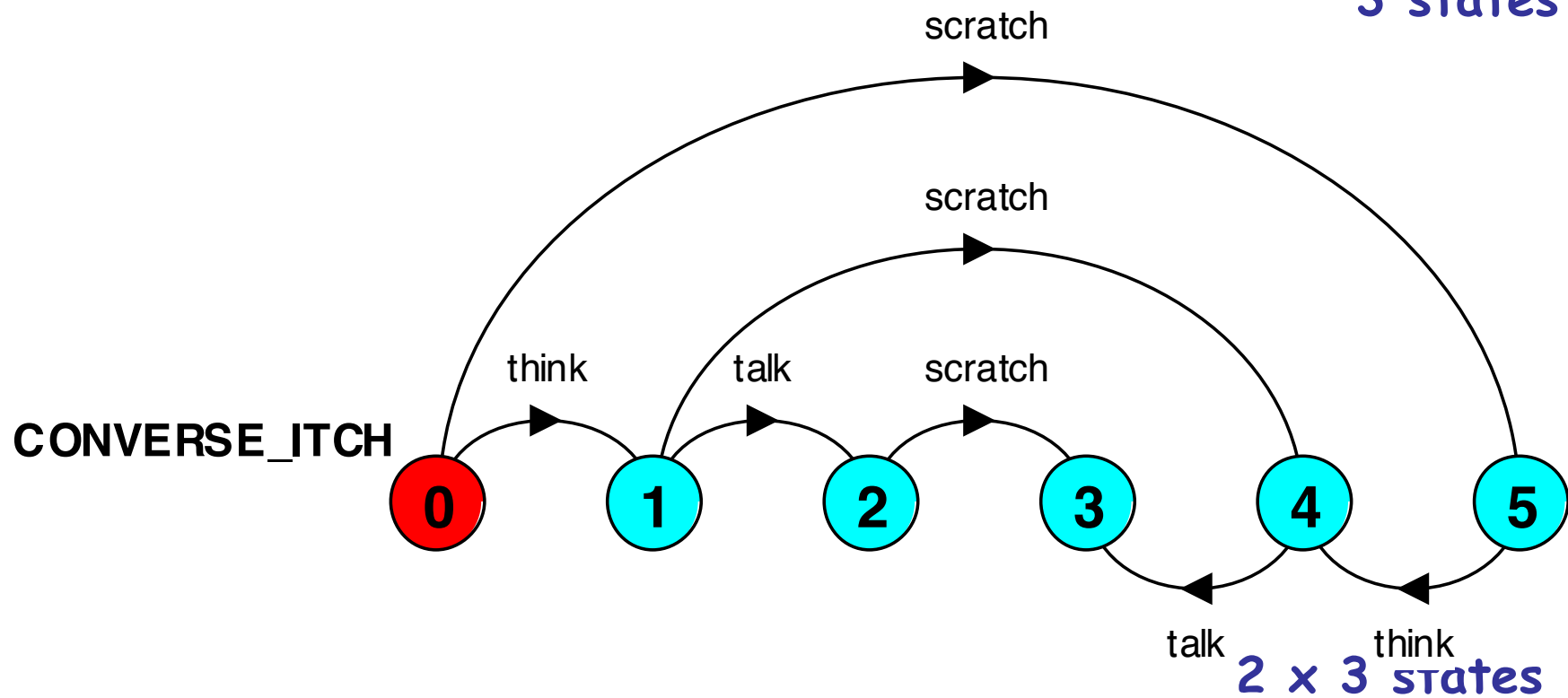
```
DRINKS = (red->coffee->DRINKS
        + blue->tea->DRINKS).
```

```
COIN =(toss->heads->COIN
     + toss->tails->COIN).
```

ITCH

scratch

0 → 1

2 states

CONVERSE

think   talk

0 → 1 → 2

3 states

CONVERSE_ITCH

scratch

scratch

scratch

think   talk   scratch
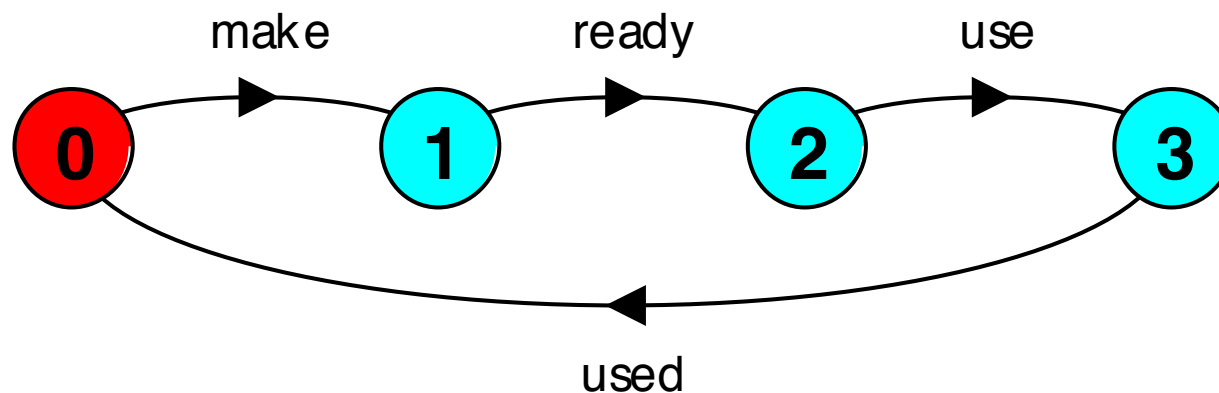
0 → 1 → 2 → 3 → 4 → 5

talk   think
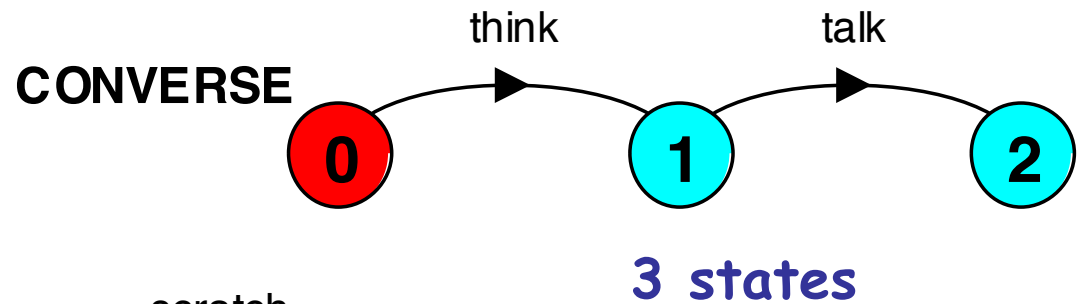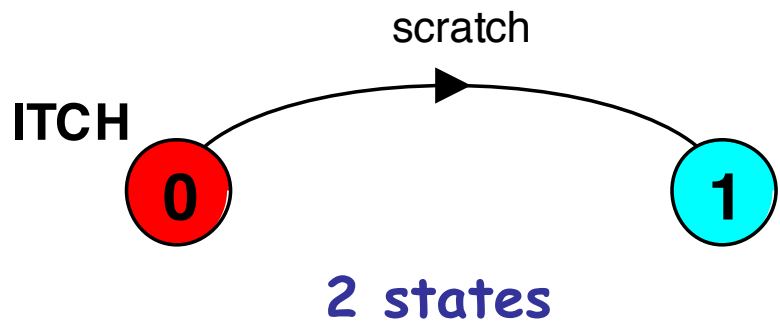
2 x 3 states

```
MAKERv2 = (make->ready->used->MAKERv2).    3 states
 USERv2  = (ready->use->used ->USERv2).     3 states

||MAKER_USERv2 = (MAKERv2 || USERv2).       3 x 3
                                            states?
```
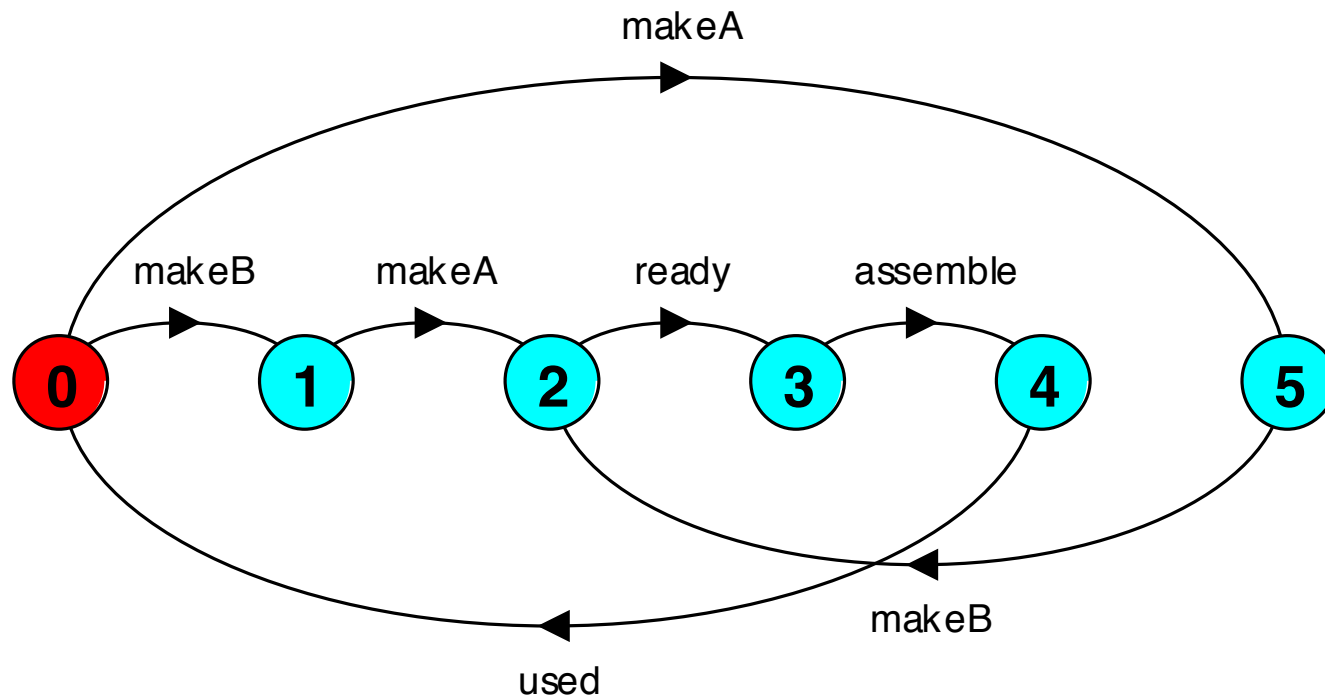

4 states

```
MAKE_A   = (makeA->ready->used->MAKE_A).
MAKE_B   = (makeB->ready->used->MAKE_B).
ASSEMBLE = (ready->assemble->used->ASSEMBLE).

||FACTORY = (MAKE_A || MAKE_B || ASSEMBLE).
```

```
TWOCOIN = (pick->COIN|pick->TRICK),
TRICK   = (toss->heads->TRICK),
COIN    = (toss->heads->COIN|toss->tails->COIN).
```