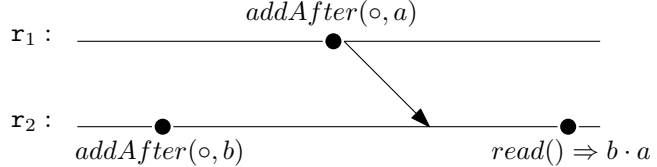
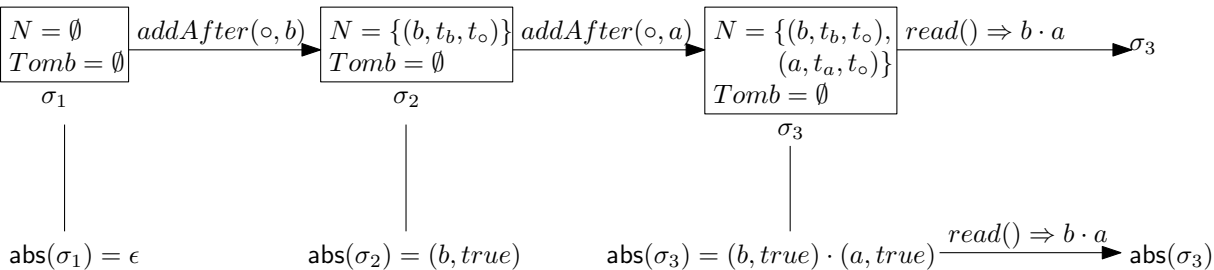

addAfter(∘, a)
r1 :
r2 :
addAfter(∘, b)
read() ⇒ b · a


N = ∅
Tomb = ∅
σ1
addAfter(∘, b)
N = {(b, t_b, t_∘)}
Tomb = ∅
σ2
addAfter(∘, a)
N = {(b, t_b, t_∘),
(a, t_a, t_∘)}
Tomb = ∅
σ3
read() ⇒ b · a
σ3
abs(σ1) = ϵ
abs(σ2) = (b, true)
abs(σ3) = (b, true) · (a, true)
read() ⇒ b · a
abs(σ3)