Input event		**Derived event**		**Anticipatory event**		**Anticipatory event**
eventType = ResourceStatusChange	→	eventType = ExecStateChange	→	eventType = ExecStateChange	→	eventType = ExecStateChange
resourceType = vehicle		node = (pointer to the vehicle parameter with value DR1)		node = (pointer to DR1's transport victim action)		node = (pointer to the transport action)
vehicleId = vh1						
driverId = dr1						
from = normal		from = available		from = executing		from = executing
to = breakdown		to = unavailable		to = failing		to = delaying
				confidenceLevel = 1.0		confidenceLevel = 0.5