

d\_rule  
d\_info

FinAcInfo

vector d\_finAcInfo

*pair<size\_t>* d\_finalRule  
*map<size\_t, size\_t>* d\_map

d\_thisIdx  
d\_nRanges  
d\_stateSets

*input range*

*row to xit to*

*vector<set<size\_t>>*

State

States

