

dtmc

**module** ManagedComponents

**z** : **Z** **init**  $z_0$ ;

[**action**<sub>1</sub>] **t**=1  $\wedge$   $guard_1^Z(\mathbf{z}, \mathbf{c}) \rightarrow e_{11}^Z : (\mathbf{z}' = z_{11}) + \dots + e_{1N_1}^Z : (\mathbf{z}' = z_{1N_1})$ ;

[**action**<sub>2</sub>] **t**=1  $\wedge$   $guard_2^Z(\mathbf{z}, \mathbf{c}) \rightarrow e_{21}^Z : (\mathbf{z}' = z_{21}) + \dots + e_{2N_2}^Z : (\mathbf{z}' = z_{2N_2})$ ;

...

**endmodule**

**module** EnvironmentMonitor

**k** : [**K**] **init**  $k_0$ ;

[**monitor**] **t**=2  $\wedge$   $guard_1^K(\mathbf{z}, \mathbf{k}) \rightarrow e_{11}^K : (\mathbf{k}' = 1) + \dots + e_{1K}^K : (\mathbf{k}' = K)$ ;

[**monitor**] **t**=2  $\wedge$   $guard_2^K(\mathbf{z}, \mathbf{k}) \rightarrow e_{21}^K : (\mathbf{k}' = 1) + \dots + e_{2K}^K : (\mathbf{k}' = K)$ ;

...

**endmodule**

**module** PerfectPerceptionController

**c** : **C** **init**  $c_0$ ;

[**decide**] **t**=3  $\wedge$   $guard_1^C(\mathbf{z}, \mathbf{k}, \mathbf{c}) \rightarrow \sum_{c' \in C} (x_{\mathbf{z}\mathbf{k}\mathbf{c}c'} : (\mathbf{c}' = c'))$ ;

[**decide**] **t**=3  $\wedge$   $guard_2^C(\mathbf{z}, \mathbf{k}, \mathbf{c}) \rightarrow \sum_{c' \in C} (x_{\mathbf{z}\mathbf{k}\mathbf{c}c'} : (\mathbf{c}' = c'))$ ;

...

**endmodule**

**module** Turn

**t** : [1..3] **init** 1;

[**action** <sub>$\alpha$</sub> ] **true**  $\rightarrow$  1: (**t'**=2);

[**action** <sub>$\beta$</sub> ] **true**  $\rightarrow$  1: (**t'**=2);

...

[**monitor**] **true**  $\rightarrow$  1: (**t'**=3);

[**decide**] **true**  $\rightarrow$  1: (**t'**=1);

**endmodule**