```
{-# OPTIONS --guardedness #-}
open import Codata.Musical.Notation
open import Data. Nat using (N; suc; zero)
open import Relation.Binary.Core using (Rel)
open import Relation. Binary. Bundles using (Setoid)
open import Relation. Binary. Definitions using (Reflexive; Symmetric; Transitive)
open import Relation.Binary.PropositionalEquality using (_≡_; subst; subst₂) renaming (sym to eqSym; trans
import Level using (zero)
open import Data. Maybe using (Maybe; nothing; just)
open import Data.Maybe.Properties
open import Data.Bool using (Bool; true; false)
open import Data.Product
open import Data.Sum
open import Function.Base using (case_of_)
open import Relation. Nullary using (contradiction)
Id: Set
\mathsf{Id} = N
Val : Set
Val = N
State: Set
\mathsf{State} = \mathsf{Id} \to \mathsf{Val}
record Trace3: Set where
           coinductive
           constructor mkTr
           field
              \operatorname{\mathsf{hd}}: State
              tl: Maybe Trace<sub>3</sub>
open Trace<sub>3</sub>
record _{\sim} _{\sim} (tr_1 \ tr_2 : \mathsf{Trace}_3) : \mathsf{Set} where
                 coinductive
                 field
                   hd: hd tr_1 \equiv hd tr_2
                   \mathsf{tl} : (\mathsf{tl} \ tr_1 \equiv \mathsf{nothing} \times \mathsf{tl} \ tr_2 \equiv \mathsf{nothing})
                        \exists \{A = (\mathsf{Trace}_3 \times \mathsf{Trace}_3)\} \ \lambda \ x \to (
                              tl tr_1 \equiv just (proj_1 x)
                              tl tr_2 \equiv \text{just } (\text{proj}_2 \ x)
                             (\operatorname{proj}_1 x) \approx (\operatorname{proj}_2 x)
```