ReactOnEvents( m : Machine , c : Computation ) ≡

if blackTokenEvent(m,c) then

token(m,c) := blackToken

if whiteTokenEvent(m,c) then

token(m,c) := whiteToken

if sendMachineEvent(m,c) then

color(m,c) := black

InitializeMachine ( m : Machine, c : Computation ) ≡

token(m,c) := noToken

color(m,c) := white

RegularMachineProgram ( m : Machine ) ≡

(∀ c ∈ Computation with ¬terminated(c) )

ReactOnEvents(m,c)

if ¬isActive(m,c) ∧ ¬token(m,c)=noToken

InitializeMachine(m,c)

if color(m,c) = black

ForwardToken(m, blackToken, nextMachine(m), c)

else if color(m,c) = white

ForwardToken(m, token(m,c), nextMachine(m), c)