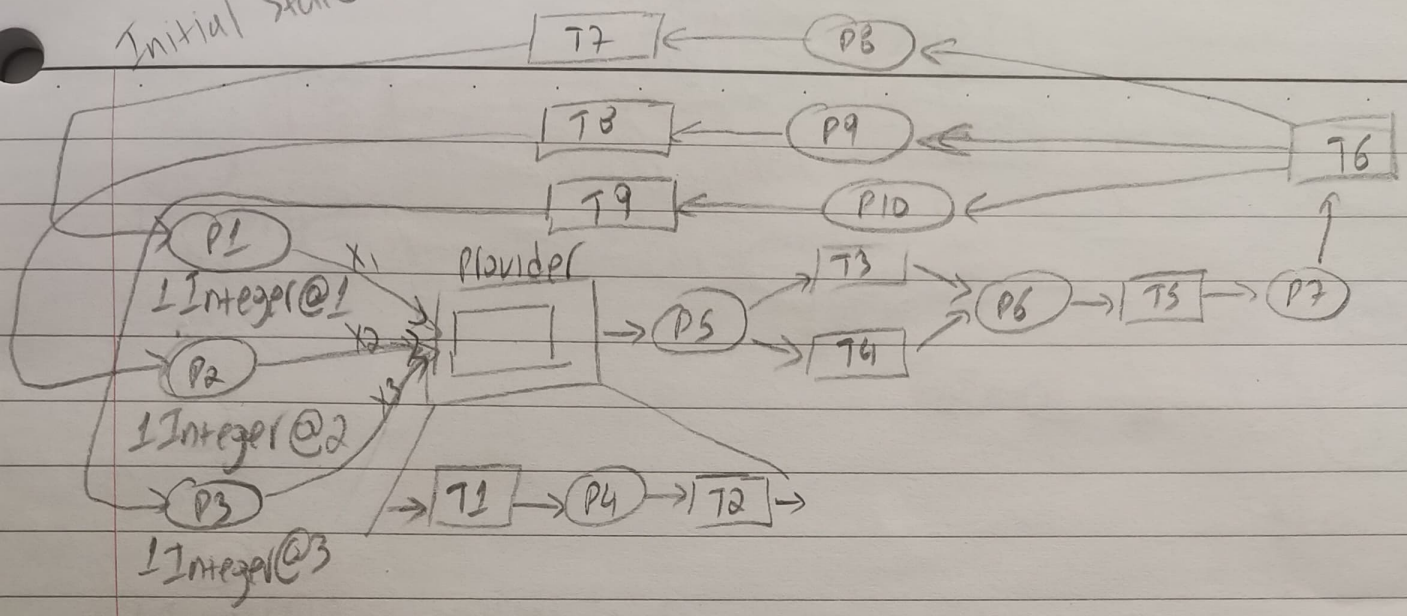
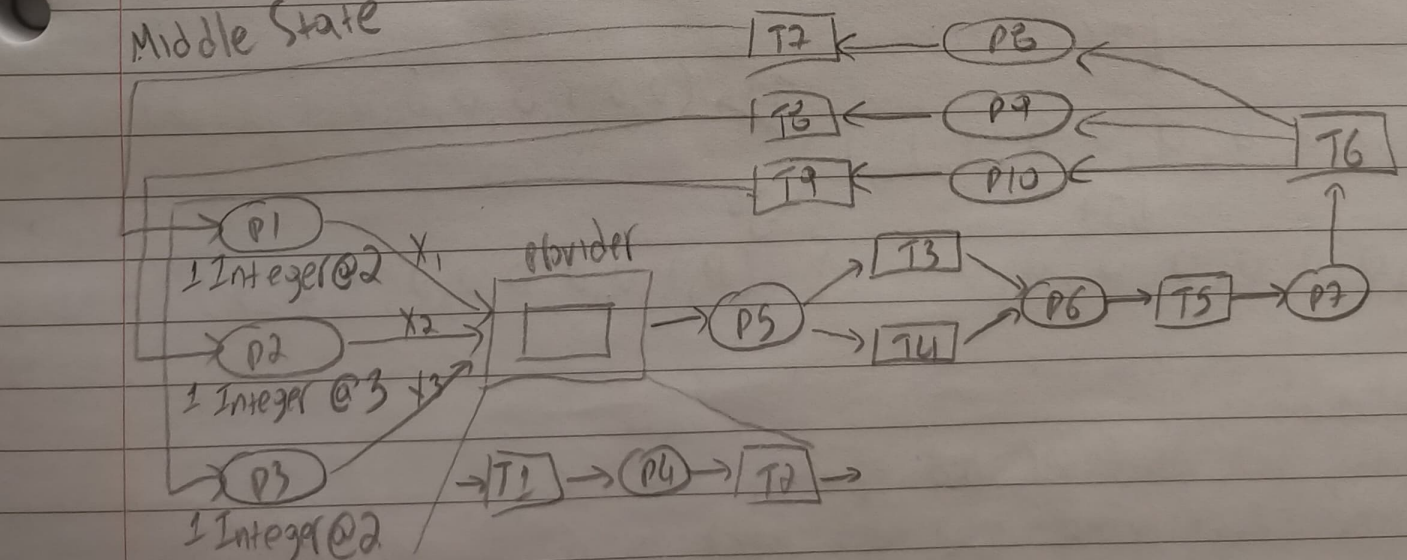
Initial State

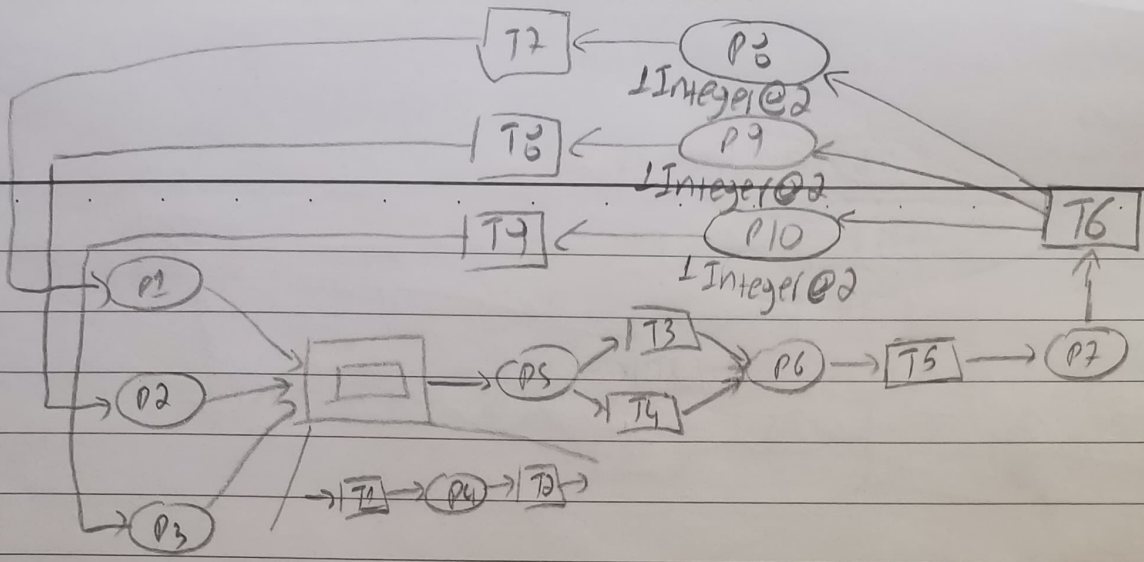


P1: Advertiser1
P2 : Advertiser2
P3 : Advertiser3
P4 : Max bid
P5 : Client get the result
P6 : waiting to update stats
P7 : waiting to send back stats
P8 : Advertiser0 read stats
P9 : Advertiser1 read stats
P10 : Advertiser2 read stats

T1: bids finished max{x1, x2, x3}
T2 : send max bid to client
T3 : buy
T4 : don't buy
T5: update stats
T6: send stats back to Advertisers
T7: Advertiser0 decide new bid
T8: Advertiser1 decide new bid
T9: Advertiser2 decide new bid

Middle State





Final State

P1	P2	P3	P4	P5	P6	P7	P8	P9	P10
1	1	1	0	0	0	0	0	0	0
0	0	0	1	0	0	0	0	0	0
0	0	0	0	1	0	0	0	0	0
0	0	0	0	0	1	0	0	0	0
0	0	0	0	0	0	1	0	0	0
0	0	0	0	0	0	0	1	1	1
1	0	0	0	0	0	0	0	1	1
0	1	0	0	0	0	0	0	1	0	1
0	0	1	0	0	0	0	1	1	0

Reachability Graph

T1 → T2 → T3, T4 → T5 → T6 → T7 / T8 / T9

Assumptions: 4) Provider choose the Adv with max bid and always him the client click

1) Initialy each Advertiser bid equaly it's id
2) In the first round max was adv3 but client didn't buy, so he decrease his bid at the end, but others increase it to get clicked
3) Final State end with Advertisers get stats but don't bid (Stats = clicked Adv Id)