Here is a algorithm for State Merge Modified Parallel Composition (SMMPC).

Algorithm1 is an overall picture. It starts from initial states of an environment model and testers. After generating an initial state of a game (line 3,4), it composes successor states, transitions and a valuation function according to the transition of environment state (line 7-18).

Algorithm 2 compose states(line 11) according to the rule of SMMPC. It gets successor states of testers according to the environment transition(line 5). If some of states are violation transitions, they are replaced with wild card states, which can be replaced with any other normal state in the tester (line 7). Algorithm 2 also generate the set of property violations p_{δ} which is registered in valuation function in Algorithm 1 (line 8).

Algorithm 3 search and connect to a state to which a violation state can be merged when the violation state is composed in Algorithm 2 (line 4-6). It generate a new state if there does not exist states which can be merged (line 11-14). When generating, it replaces the wild card states $*T_{\phi_i}$ to the initial states $s_{0T_{\phi_i}}$ of each tester (line 12) . Algorithm 3 puts the generated state into the stack to continue composing successor states in Algorithm1(line 15).

Algorithm 1 Generating analysis space with merging state

```
1: INPUT: E = (S_E, A, \Delta_E, s_{0E}, P_E, v_E),
  T_{\Phi} = \{T_{\phi_i} = (S_{T_{\phi_i}}, A, \Delta_{T_{\phi_i}}, s_{0T_{\phi_i}}, \{\neg \phi_i\}, v_{\phi_i}) | \phi_i \in \Phi\}, \Phi2: OUTPUT: E_{\parallel'_*} = (S_{\parallel'_*}, A, \Delta_a, s_{0\parallel'_*}, \Phi, v_{\parallel'_*} : \Delta \times \Phi)
  3: s_{0\parallel'_*} \leftarrow \{(s_{0E}, s_{0T_{\phi_1}}, s_{0T_{\phi_2}}, \ldots)\} such that \forall |\varPhi| \geq i \geq 1, \phi_i \in \varPhi
  4: S_{\parallel_*'} \leftarrow \{s_{0\parallel_*'}\}
  5: stack_{\parallel'_*} \leftarrow \{s_{0\parallel'_*}\}
  6: while stack_{\parallel_*'} \neq \emptyset do
  7:
                for all s_{\parallel'_*} \in stack_{\parallel'_*} do
                     stack_{\parallel'_*} \leftarrow stack_{\parallel'_*} \setminus s_{\parallel'_*} for all a \in A|s_E \in s_{\parallel'_*} \cap S_E, (s_E, a, s_E') \in \Delta_E do
  8:
  9:
10:
                             s'_{\parallel'_*} \leftarrow composeState(s_{\parallel'_*}, a, p_{\delta})
11:
                             connectToMergiableState(s'_{\parallel'}, S_{\parallel'_{+}}, stack_{\parallel'_{+}})
12:
13:
                             S_{\parallel'_*} = S_{\parallel'_*} \cup \{s'_{\parallel'_*}\}
                             \delta_{\parallel'_*} = (s_{\parallel'_*}, a, s'_{\parallel'_*})
14:
                             \Delta \parallel'_* \leftarrow \Delta_{\parallel'_*} \cup \{\delta_{\parallel'_*}\}
15:
16:
                             v_{\parallel'}(\delta_{\parallel'}) \leftarrow p_{\delta}
17:
                       end for
18:
                end for
19: end while
20: E_{\parallel'_*} \leftarrow (S_{\parallel'_*}, A, \Delta_{\parallel'_*}, s_{0\parallel'_*}, \Phi, v_{\parallel'_*})
21: return E_{\parallel'_*}
```

Algorithm 2 composeState

```
1: INPUT:s_{\parallel'_*} \in S_{\parallel'_*}, a \in A, p_{\delta}
  2: OUTPUT:s'_{||'_*} 3: for all s_{T\phi_i} \in s_{||'_*} \cap S_{T\phi_i} | \phi_i \in \Phi, |\Phi| \ge i \ge 1 do
                 if \exists \delta_{T_{\phi_i}}^{-\varphi_i} \in \Delta_{T_{\phi_i}}^{-\varphi_i} | \delta_{T_{\phi_i}} = (s_{T_{\phi_i}}, a, s'_{T_{\phi_i}}) then
                        \begin{aligned} s_{T_{\phi_i}}^{\prime} \leftarrow \delta_{T_{\phi_i}}(s_{T_{\phi_i}}, a) \\ \text{if } v_{T_{\phi_i}}(s_{T_{\phi_i}}^{\prime}) = \{\neg \phi_i\} \text{ then} \end{aligned}
  5:
  6:
                             s'_{T_{\phi_i}} = *_{T_{\phi_i}} \\ p_{\delta} \leftarrow p_{\delta} \cup \{\neg \phi_i\}
  7:
  8:
                        end if
  9:
                  else
10:
                  s_{T_{\phi_i}}' = s_{T_{\phi_i}} end if
11:
12:
13: end for
14: s'_{\parallel'_*} \leftarrow (s'_E, s'_{T_{\phi_1}}, s'_{T_{\phi_2}}, ..)
15: return s'_{\parallel'_*}
```

Algorithm 3 connectToMergiableState

```
1: INPUT:s_{\parallel'_{*}}, S_{\parallel'_{*}}, stack_{\parallel'_{*}}
  2: s \leftarrow \emptyset
 3: for all s_{\parallel'_{*}} \in S_{\parallel'_{*}} do
4: if \forall \phi_{i} \in \Phi | (s_{T_{\phi_{i}}}^{\prime} = s_{T_{\phi_{i}}} \vee s_{T_{\phi_{i}}}^{\prime} = *T_{\phi_{i}}) \wedge s_{T_{\phi_{i}}} \in s_{\parallel'_{*}} \wedge s_{T_{\phi_{i}}}^{\prime} \in s_{\parallel'_{*}}^{\prime} then
  6:
                end if
  7: end for
  8: if s \neq \emptyset then
          s'_{\parallel'_*} \leftarrow s
10: else
                for all s'_{T_{\phi_i}} \in s'_{\parallel'_*} | s'_{T_{\phi_i}} = *_{T_{\phi_i}} \mathbf{do}
11:
                s'_{T_{\phi_i}} \leftarrow \overset{r_i}{s_{0T_{\phi_i}}} end for
12:
13:
                s'_{\parallel'_*} \leftarrow (s'_E, s'_{T_{\phi_1}}, s'_{T_{\phi_2}}, ..)
14:
                 stack_{\parallel'_*} \leftarrow stack_{\parallel'_*} \cup s'_{\parallel'_*}
15:
16: end if
```