timeout · timeout        B.resume              Timer.tick            Ctrl. reset

            Timer. cancel · Ctrl. resume          B. sail
                                                  Ctrl. sail

causal interaction trees determine which ports need Bool values



$$E = [\,Timer.z := Timer.z \wedge (Ctrl.zone / [\bot, \top] + Timer.t)\,]$$
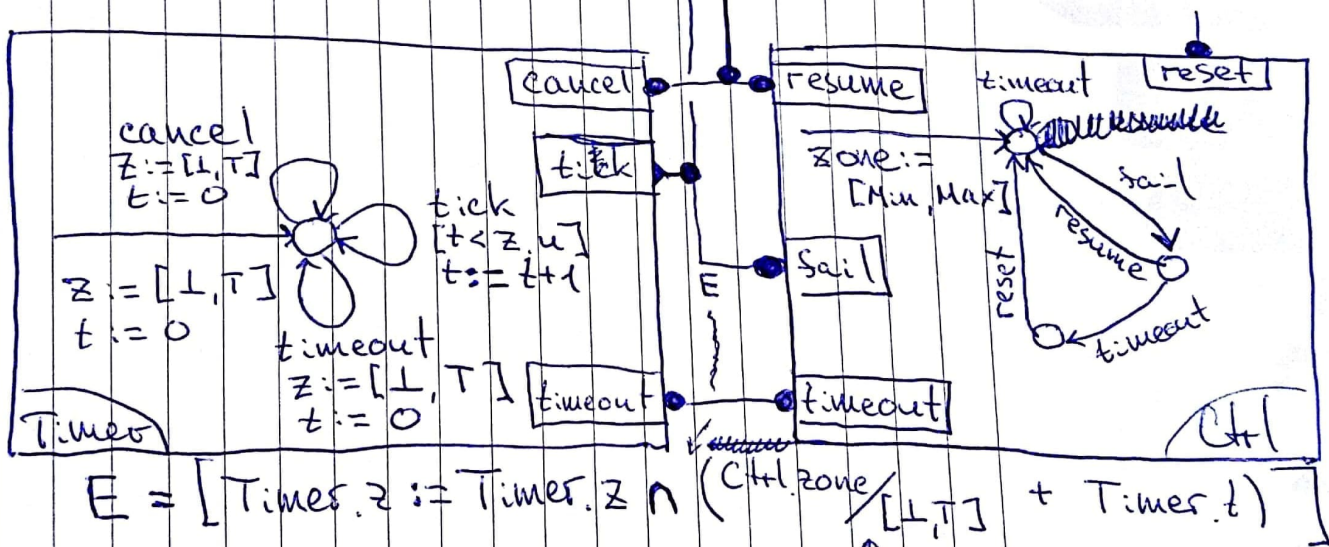
"by default"

SV0 <fail (b1,zone), tick (z,t), fail (b0)>
⟶ tick [b1 = b0] { if (b1) z := z ∩ (zone + t) }
SV1 <resume (b1), cancel (b2), resume >
⟶ resume [b1 = b2]
SV2 < timeout, timeout, -> ⟶ ask
SV3 < reset, -, - > ⟶ reset
SV4 < init, init, -> ⟶ init