

Abstract Model

```
graph TD;
    A([Abstract Model]) --> B[Marking];
    A --> C[Path finding];
    B -- States --> D([FSM]);
    C -- Operations --> D;
```

The diagram illustrates a process for generating a Finite State Machine (FSM) from an Abstract Model. It begins with an 'Abstract Model' represented by a rounded rectangle. An arrow points down from this model to a light blue rectangular container. Inside this container are two rectangular boxes: 'Marking' on the left and 'Path finding' on the right, connected by a horizontal arrow pointing from 'Marking' to 'Path finding'. From the 'Marking' box, an arrow labeled 'States' points down to the 'FSM' box. From the 'Path finding' box, an arrow labeled 'Operations' points down to the 'FSM' box. The 'FSM' is represented by a rounded rectangle at the bottom of the diagram.

Marking

Path finding

States

Operations

FSM