wantP (all actions are coactions) wantQ (all actions are coactions) process P process q P = nonCritP.P + is\_wantq\_false.P1 Q = nonCritQ.Q + is\_wantp\_false.Q1 WP = is wantp false.WP + set wantp true.WP1 WQ = is wantq false.WQ + set wantq true.WQ1 Q1 = set\_wantq\_true.Q2 P1 = set\_wantp\_true.P2 WP1 = is wantp true.WP1 + set wantp false.WP WQ1 = is wantq true.WQ1 + set wantq false.WQ Q2 = critical.Q3 P2 = critical.P3 P3 = set\_wantp\_false.P Q3 = set\_wantq\_false.Q system: (P || WP || WQ || Q) \ {is\_wantp\_false, is\_wantp\_true, set\_wantp\_true, set\_wantp\_false, is\_wantq\_true, set\_wantq\_false} tau (set\_wantp\_false) tau (set\_wantp\_false) nonCritP $\sqrt{}$ nonCritQ P || WP || WQ || Q tau (is\_wantq\_false) tau (is\_wantp\_false) nonCritP nonCritQ P1 || WP || WQ || Q P || WP || WQ || Q1 tau (is\_wantp\_false) tau (is\_wantq\_false) tau (set\_wantq\_true) tau (set\_wantp\_true) P1 || WP || WQ || Q1 tau (set\_wantq\_true) tau (set\_wantp\_true) nonCritP nonCritQ P2 || WP1 || WQ || Q--P || WP || WQ1 || Q2 P2 || WP1 || WQ || Q1 P1 || WP || WQ1 || Q2 critical critical nonCritQ nonCritP√ P3 || WP1 || WQ || Qtau (set\_wantq\_true) tau (set\_wantp\_true) || WP || WQ1 || Q3 critical critical P2 || WP1 || WQ1 || Q2 P3 || WP1 || WQ || Q1 P1 || WP || WQ1 || Q3 critical critical tau (set\_wantq\_true) tau (set\_wantp\_true) tau (set\_wantq\_false) tau (set\_wantp\_false) P3 || WP1 || WQ1 || Q2 P2 || WP1 || WQ1 || Q3 6 critical tau (set\_wantq\_false) critical tau (set\_wantp\_false) P3 || WP1 || WQ1 || Q3 tau (set\_wantp\_false) tau (set\_wantq\_false) legend

"correct states"

states reachable, wich do not respect all constraints