wantP (all actions are coactions) wantQ (all actions are coactions) process P process q P = nonCritP.P + set_wantp_true.P1 Q = nonCritQ.Q + set_wantq_true.Q1 WQ = is_wantq_false.WQ + set_wantq_true.WQ1 WP = is_wantp_false.WP + set_wantp_true.WP1 WP1 = is_wantp_true.WP1 + set_wantp_false.WP P1 = is_wantq_false.P2 Q1 = is_wantp_false.Q2 WQ1 = is_wantq_true.WQ1 + set_wantq_false.WQ P2 = critical.P3Q2 = critical.Q3P3 = set_wantp_false.P Q3 = set_wantq_false.Q system: (P || WP || WQ || Q) (set_want_p_false) nonCritP√ nonCritQ P || WP || WQ || Q (set_wantp_true) (set_wantq_true) 2 nonCritP $\sqrt{}$ nonCritQ P1 || WP1 || WQ || Q -P || WP || WQ1 || Q1 (set_wantq_true) (set_wantp_true) (is_want_q_false) nonCritQ nonCritP√ P1 || WP1 || WQ1 || Q1 P2 || WP1 || WQ || Q--P || WP || WQ1 || Q2 (set_wantq_true) (set_wantp_true) critical critical nonCritQ

P1 || WP1 || WQ1 || Q2

critical

P2 || WP1 || WQ1 || Q1

critical

P3 || WP1 || WQ1 || Q1

(set_wantp_false)

(set_wantq_true)

P3 || WP1 || WQ || Q

(is_want_p_false) nonCritP $\sqrt{}$ -P || WP || WQ1 || Q3 (set_wantp_true) P1 || WP1 || WQ1 || Q3 (set_wantq_false) legend correct states deadlock (Warning: tau symbol is not rendered correctly on the output pdf. All silen actions are surrounded by "(" and ")"

(set_want_q_false)