wantP (all actions are coactions) wantQ (all actions are coactions) process P process q WP = is_wantp_false.WP + set_wantp_true.WP1 P = nonCritP.P + is_wantq_false.P1 Q = nonCritQ.Q + is_wantp_false.Q1 WQ = is_wantq_false.WQ + set_wantq_true.WQ1 P1 = set wantp true.P2 Q1 = set_wantq_true.Q2 WP1 = is_wantp_true.WP1 + set_wantp_false.WP WQ1 = is_wantq_true.WQ1 + set_wantq_false.WQ P2 = critical.P3 Q2 = critical.Q3 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) \mid nonCritP \downarrow 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_wantp_true) tau (set_wantq_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 P1 || WP || WQ1 || Q3 P3 || WP1 || WQ || Q1 critical critical tau (set_wantp_true) tau (set_wantq_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)

states reachable, wich do not respect all constraints

(Warning: tau symbol is not rendered correctly on the

legend

(Warning: tau symbol is not rendered correctly on the output pdf. All silen actions are surrounded by "(" and ")"