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 WP = is\_wantp\_false.WP + set\_wantp\_true.WP1 WQ = is\_wantq\_false.WQ + set\_wantq\_true.WQ1 P1 = is\_wantq\_false.P2 Q1 = is\_wantp\_false.Q2 WP1 = is\_wantp\_true.WP1 + set\_wantp\_false.WP WQ1 = is\_wantq\_true.WQ1 + set\_wantq\_false.WQ P2 = critical.P3 Q2 = critical.Q3P3 = 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\_want\_p\_false) nonCritP√ nonCritQ tau(set\_want\_q\_false) P || WP || WQ || Q tau (set\_wantp\_true) tau (set\_wantq\_true) 2 nonCritP√ nonCritQ P1 || WP1 || WQ || Q -P || WP || WQ1 || Q1 tau (set\_wantq\_true) tau (set\_wantp\_true) tau(is\_want\_p\_false) tau(is\_want\_q\_false) nonCritQ nonCritP√ P1 || WP1 || WQ1 || Q1 P2 || WP1 || WQ || Q--P || WP || WQ1 || Q2 tau (set\_wantp\_true) tau (set\_wantq\_true) critical critical nonCritP√ nonCritQ P2 || WP1 || WQ1 || Q1 P1 || WP1 || WQ1 || Q2 -P || WP || WQ1 || Q3 P3 || WP1 || WQ || Q tau (set\_wantp\_true) critical tau (set\_wantq\_true) P3 || WP1 || WQ1 || Q1 || WP1 || WQ1 || Q3 tau (set\_wantp\_false) tau (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 ")"