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 Q1 = is_wantp_false.Q2 P1 = is_wantq_false.P2 WP1 = is wantp true.WP1 + set wantp false.WP WQ1 = is wantq true.WQ1 + set wantq false.WQ P2 = critical.P3 Q2 = critical.Q3Q3 = set wantq false.Q P3 = set_wantp_false.P 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_q_false) tau(is_want_p_false) nonCritQ nonCritP√ P1 || WP1 || WQ1 || Q1 P2 || WP1 || WQ || Q--P || WP || WQ1 || Q2 tau (set_wantq_true) tau (set_wantp_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) || WP1 || WQ1 || Q3 P3 || WP1 || WQ1 || Q1 tau (set_wantp_false) tau (set_wantq_false) legend "correct states" deadlock