```
{Active=0:
NodeAutomaton
                Trest_cur = Trest_start; TERP_def=TERP_defs;
                TERP cur = TERP start;
                TRRP_cur = TRRP_start;
                NdSt = 0:
                                                   [(\sim inActive)\&(TRRP\_cur== 0)]
                                                   {TRRP_cur = TRRP_def;
          Rest
                                                   NdSt = 0;
                                                                                 RRP
          on clk: Trest_cur = Trest_cur-1;
                                                                                 on clk: TRRP_cur = TRRP_cur- 1;
  [inActive]
  {Trest_cur = Trest_def;
                                      [(~inActive)&(Trest_cur== 0)]
                                                                    [(~inActive)&(TERP_cur== 0)]/
  TERP_def = Terp_max;
                                       {Trest cur = Trest def;
                                                                    {TERP_cur = TERP_def;
  TERP_cur = Terp_max;
                                       Active = 1;NdSt = 0;
  NdSt = 1;
                                                                    NdSt = 0;
                                                                                  [inActive]
                                                                                  {ratio := TRRP_cur/TRRP_def;
                                    ERP
                                                                                  TERP_def = Terp_min + ((Terp_max-Terp_min)*( 1-ratio)*(1-ratio)*(1-ratio));
        [inActive]
                                    ex: Active =0;
                                                                                  NdSt = 3:
        {TERP_cur = Terp_min;
                                    on clk: TERP_cur = TERP_cur- 1;
                                                                                  TERP_cur = TERP_def;
        TERP_def = Terp_min;
                                    on clk: NdSt = 0:
                                                                                  TRRP cur = TRRP def;}
        NdSt = 2;
                                    on clk: Active = 0:
```