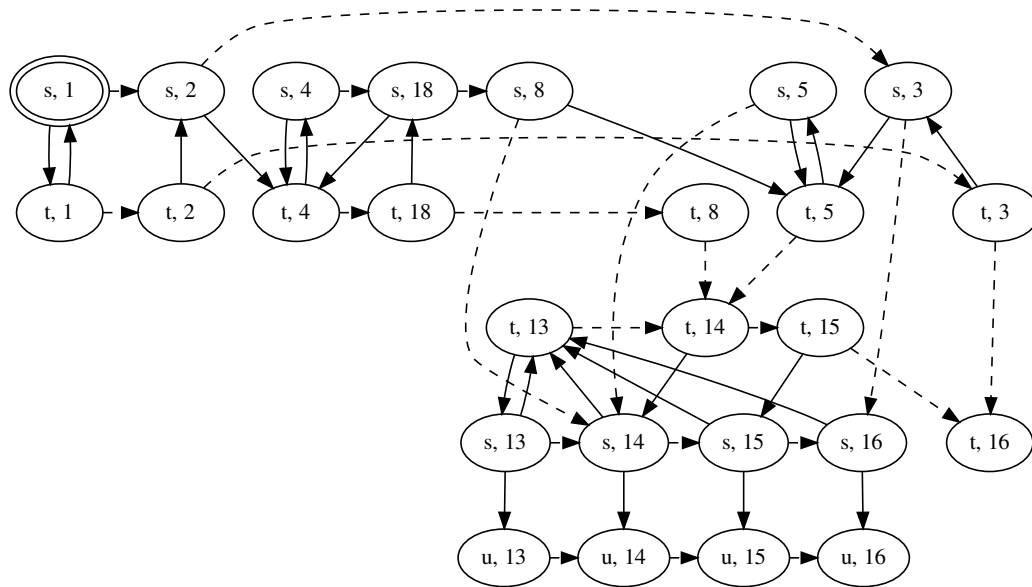


Ex 1: Region Construction

1. $x = y = 0$
2. $x = y \in (0, 1)$
3. $x = y = 1$
4. $x = 0, y \in (0, 1)$
5. $x = 0, y = 1$
6. $x \in (0, 1), y = 0$
7. $x = 1, y = 0$
8. $x \in (0, 1), y = 1$
9. $x = 1, y \in (0, 1)$
10. $x > 1, y = 0$
11. $x > 1, y \in (0, 1)$
12. $x > 1, y = 1$
13. $x = 0, y > 1$
14. $x \in (0, 1), y > 1$
15. $x = 1, y > 1$
16. $x > 1, y > 1$
17. $x > y, x, y \in (0, 1)$
18. $x < y, x, y \in (0, 1)$



Ex 2: TA Network

- 1

2. (**finished**, **consume**, $\{x \mapsto 1, y \mapsto 1\}$): Not reachable – While in **process** and **wait**, $x = y$, hence when transitioning to **finished** / **consume** we have $x = 1$ and $y = 0$. Due to the invariant on **finished**, the network has to transition to **wait** immediately.
3. (**wait**, **produce**, $\{x \mapsto 2, y \mapsto 2\}$): Reachable
 - (**wait**, **produce**, $\{x \mapsto 0, y \mapsto 0\}$)
 - τ (**process**, **wait**, $\{x \mapsto 2, y \mapsto 2\}$)
4. (**process**, **produce**, \cdot): Reachable
 - (**wait**, **produce**, $\{x \mapsto 0, y \mapsto 0\}$)
 - (**process**, **wait**, $\{x \mapsto 0, y \mapsto 0\}$)
 - τ (**process**, **wait**, $\{x \mapsto 1, y \mapsto 1\}$)
 - (**process**, **consume**, $\{x \mapsto 1, y \mapsto 0\}$)
 - (**process**, **produce**, $\{x \mapsto 1, y \mapsto 0\}$)
5. (**wait**, \cdot , $\{x \mapsto 3, y \mapsto 2\}$): Reachable
 - (**wait**, **produce**, $\{x \mapsto 0, y \mapsto 0\}$)
 - (**process**, **wait**, $\{x \mapsto 0, y \mapsto 0\}$)
 - τ (**process**, **wait**, $\{x \mapsto 1, y \mapsto 1\}$)
 - (**process**, **consume**, $\{x \mapsto 1, y \mapsto 0\}$)
 - (**process**, **produce**, $\{x \mapsto 1, y \mapsto 0\}$)
 - (**finished**, **produce**, $\{x \mapsto 1, y \mapsto 0\}$)
 - (**wait**, **produce**, $\{x \mapsto 1, y \mapsto 0\}$)
 - τ (**wait**, **produce**, $\{x \mapsto 3, y \mapsto 2\}$)