```
reacting[1]?update(), c:= 0
                                       reacting[2]?update(), c = 0
                                      reacting[3]?update(), \Delta = \emptyset
                                                                        not reacting
                                                 c >= tL
                reacting[1]?
                                                reacting[0]!
                                                                      !can react()
                reacting[2]?
                                               react(), c := 0
                                                      can_react(
stubborn
                                                                      updating
                                                                                      start
                reacting[3]?
                                                                         update()
                                           c > tU
                c >= tHalf
                                           c := tU
                decide react()
                c < tHalf
                update(), decide reset()
```