```
reacting[1]?update(), c:=0
                                      reacting[2]?update(), c = 0
                                     reacting[3]?update(),
                                                                       not reacting
                reacting[1]?
                                               c > = tL reacting[0]!
                                                                     cant react()
                reacting[2]?
                                              react(), c := 0
stubborn
                                                     can_react()
                                                                      updating
                                                                                     start
                reacting[3]?
                                                                         update()
                c >= tL
                                          c := tU
                update()
```