

Protected Traversal State Table

	External	Holding at exit crosswalk	Passed exit interface	EL closed	Internal
<i>Context states</i>					
PROCEEDING THROUGH THE INTERSECTION		UNEXPECTED CROSSWALK HOLD	Traversal complete	IGN-1	
UNEXPECTED CROSSWALK HOLD		CH-1	Traversal complete	INTRUDING AT EXIT CROSSWALKS	
INTRUDING AT EXIT CROSSWALKS		CH-2	Traversal complete	IGN-2	
<i>Transitory states</i>					
<i>Final Deletion states</i>					
Traversal complete		CH-BEE	CH-BEE	CH-BEE	

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Comments

Comment	Description
IGN-1	<i>The vehicle is traversing the intersection so it doesn't matter at this point</i>
IGN-2	<i>The vehicle is traversing the intersection so it doesn't matter at this point</i>
CH-1	<i>We arrived here on that condition so this event shouldn't happen again</i>
CH-2	<i>DRIVING should not be holding since the holds have been released (as intrudes)</i>
CH-BSG	<i>Can't happen (Blind to Self Generated event from other state) Self generated event in other state cannot be seen here.</i>
CH-DEL	<i>Can't happen, the instance is deleted in this state as soon as the state's activity has completed</i>
CH-BEE	<i>Blind to External Events. This transient state reacts to its own self generated event only. So it should never see a non-self generated event.</i>

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