

Yielding Traversal State Table													
	External	Holding at exit crosswalk	Passed exit interface	EL closed	No oncoming traffic	Exit crosswalk holds released	Oncoming traffic	Internal	Intrude	Start inward turn	Encroach	Go through	Remain encroached
Context states													
INTRUDING THROUGH ONCOMING TRAFFIC		INTRUDING AT EXIT CROSSWALKS	Traversal complete	IGN-1	IGN-1	IGN-2	IGN-3		CH-BSG	CH-BSG	CH-BSG	CH-BSG	CH-BSG
INSIDE OR UTURN TOWARD EXIT CROSSWALKS		INTRUDING AT EXIT CROSSWALKS	Traversal complete	IGN-4	IGN-4	IGN-4	INTRUDING THROUGH ONCOMING TRAFFIC		CH-BSG	CH-BSG	CH-BSG	CH-BSG	CH-BSG
ENCROACHED YIELDING TO TRAFFIC		CH-1	CH-1	INTRUDING THROUGH ONCOMING TRAFFIC	Check exit crosswalks	IGN-5	IGN-6		CH-BSG	CH-BSG	CH-BSG	CH-BSG	CH-BSG
INTRUDING AT EXIT CROSSWALKS		CH-2	Traversal complete	IGN-1	IGN-4	IGN-7	IGN-4		CH-BSG	CH-BSG	CH-BSG	CH-BSG	CH-BSG
ENCROACHED PENDING EXIT CROSSWALKS		CH-1	CH-1	INSIDE OR UTURN TOWARD EXIT CROSSWALKS	CH-4	INSIDE OR UTURN TOWARD EXIT CROSSWALKS	ENCROACHED YIELDING TO TRAFFIC		CH-BSG	CH-BSG	CH-BSG	CH-BSG	CH-BSG
Transitory states													
Determine yielding action		INTRUDING THROUGH ONCOMING TRAFFIC	CH-BEE	CH-BEE	CH-BEE	CH-BEE	CH-BEE		CH-BSG	INSIDE OR UTURN TOWARD EXIT CROSSWALKS	ENCROACHED YIELDING TO TRAFFIC	CH-BSG	CH-BSG
Check exit crosswalks		CH-BEE	CH-BEE	CH-BEE	CH-BEE	INSIDE OR UTURN TOWARD EXIT CROSSWALKS	CH-BEE		CH-BSG	CH-BSG	CH-BSG	INSIDE OR UTURN TOWARD EXIT CROSSWALKS	CH-BSG
Final Deletion states													
Traversal complete		CH-BEE	CH-BEE	CH-BEE	CH-BEE	CH-BEE	CH-BEE		CH-BSG	CH-BSG	CH-BSG	CH-BSG	CH-BSG

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Comments

Comment	Description
IGN-1	<i>Doesn't matter since we have committed to blocking any oncoming traffic if necessary</i>
IGN-2	<i>We plan to intrude through the crosswalk, so it doesn't matter at this point if the crosswalk becomes unoccupied</i>
IGN-3	<i>We arrived here with the assumption of oncoming traffic (otherwise, we wouldn't be intruding)</i>
IGN-4	<i>The vehicle is traversing the intersection so it doesn't matter at this point</i>
IGN-5	<i>We are stuck at the oncoming traffic encroach waiting for traffic, so it doesn't matter now</i>
IGN-6	<i>This is where we want to be if there is oncoming traffic. It is possible to land in this state and have a trailing oncoming event follow which we can safely ignore</i>
IGN-7	<i>We already have permission to traverse the exit intersections, so the release will just make this easier. No need to react. We'll just see the Passed exit interface event sooner</i>
CH-1	<i>The vehicle has broken through an active encroach hold (we may handle this with pink states and abort as we do with DLC in the future)</i>
CH-2	<i>At this point Driving is intruding through all exit crosswalks, so Driving should not be holding (it may be proceeding slowly, but that's a different matter)</i>
CH-3	<i>All exit crosswalk holds are set to intrude at this point, so</i>
CH-4	<i>We arrived here with no oncoming traffic, so this would be a duplicate event</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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