

Crosswalk Approach State Table

	External	Pedestrian activity	No pedestrian activity	Intrude	Delete	Internal	Active	Inactive
<i>Context states</i>								
OCCUPIED		IGN-1	UNOCCUPIED	VEHICLE INTRUSION	Deactivating		CH-BSG	CH-BSG
UNOCCUPIED		OCCUPIED	IGN-1	VEHICLE INTRUSION	Deactivating		CH-BSG	CH-BSG
VEHICLE INTRUSION		IGN-2	OCCUPIED	IGN-1	Deactivating		CH-BSG	CH-BSG
<i>Transitory states</i>								
Activating		CH-BEE	CH-BEE	CH-BEE	CH-BEE		OCCUPIED	UNOCCUPIED
<i>Final Deletion states</i>								
Deactivating		CH-BEE	CH-BEE	CH-BEE	CH-BEE		CH-BSG	CH-BSG

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Comments

Comment	Description
IGN-1	<i>We are already in the relevant state (as the model evolves this may become a can't happen eventually)</i>
IGN-2	<i>Once we allow intrusion, that holds for the duration of the approach regardless of pedestrian activity</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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