

state(0) of SCC(0):
labels:{}
instant:!(0<x&0<y)

actions:
<!(0<x)|!(0<y) ==> rdy = true>
<!guess&0<x&0<y&0<x&0<y ==> next(y) = y-1>
<guess&0<x&0<y&0<x&0<y ==> next(x) = x-1>
<guess&0<x&0<y&0<x&0<y ==> next(y) = y+1>
<true ==> x = a>
<true ==> y = b>

0<x&0<y

state(1) of SCC(1):
labels:{p}
instant:!(0<x&0<y)

actions:
<!(0<x)|!(0<y) ==> rdy = true>
<!guess&0<x&0<y&0<x&0<y ==> next(y) = y-1>
<guess&0<x&0<y&0<x&0<y ==> next(x) = x-1>
<guess&0<x&0<y&0<x&0<y ==> next(y) = y+1>

0<x&0<y

!(0<x&0<y)

!(0<x&0<y)

state(2) of SCC(2):
labels:{}
instant:true

actions:

true