Table 1: Subject Systems from this paper (1–5) and Real-World Subject Systems [1] (6–14)

Subject System	# Features	# Variants	# States	# Transitions	# Annotated Transitions	Description
1: Figure 4a	1	2	3	2	2	Figure 4a of this paper
2: Figure 4b	2	3	5	4	4	Figure 4b of this paper
3: Figure 4c	2	3	5	4	2	Figure 4c of this paper
4: Figure 4d	3	6	3	4	4	Figure 4d of this paper
5: Arcade Game Maker	8	8	5	13	13	Running example of this paper
6: Simple Traffic Light	1	1	4	4	0	Simple traffic light loop
7: Complex Traffic Light	1	1	4	5	0	Variant of the simple traffic light loop
8: Hot Drink Machine	9	28	14	21	17	Coffee/tea machine with multiple currencies
9: Sensor Subsystem	7	2	3	15	6	Sensor subsystem of a car wiper system
10: Wiper Subsystem	7	2	5	14	6	Wiper subsystem of a car wiper system
11: Modified Wiper Subsystem	8	4	5	14	7	Wiper subsystem of a car wiper system with permanent wiping
12: Mine Pump Controller	4	4	25	36	35	Controller of a water pumping system
13: Mine Pump System States	1	1	5	18	0	Supplement to the mine pump controller
14: Refined Mine Pump Controller	9	40	25	36	35	Mine pump controller with additional water level readings

References

[1] A. Classen, Modelling with FTS: a collection of illustrative examples, Tech. Rep. P-CS-TR SPLMC-00000001, University of Namur, available online at https://pure.fundp.ac.be/ws/files/1051983/69416.pdf (2010).