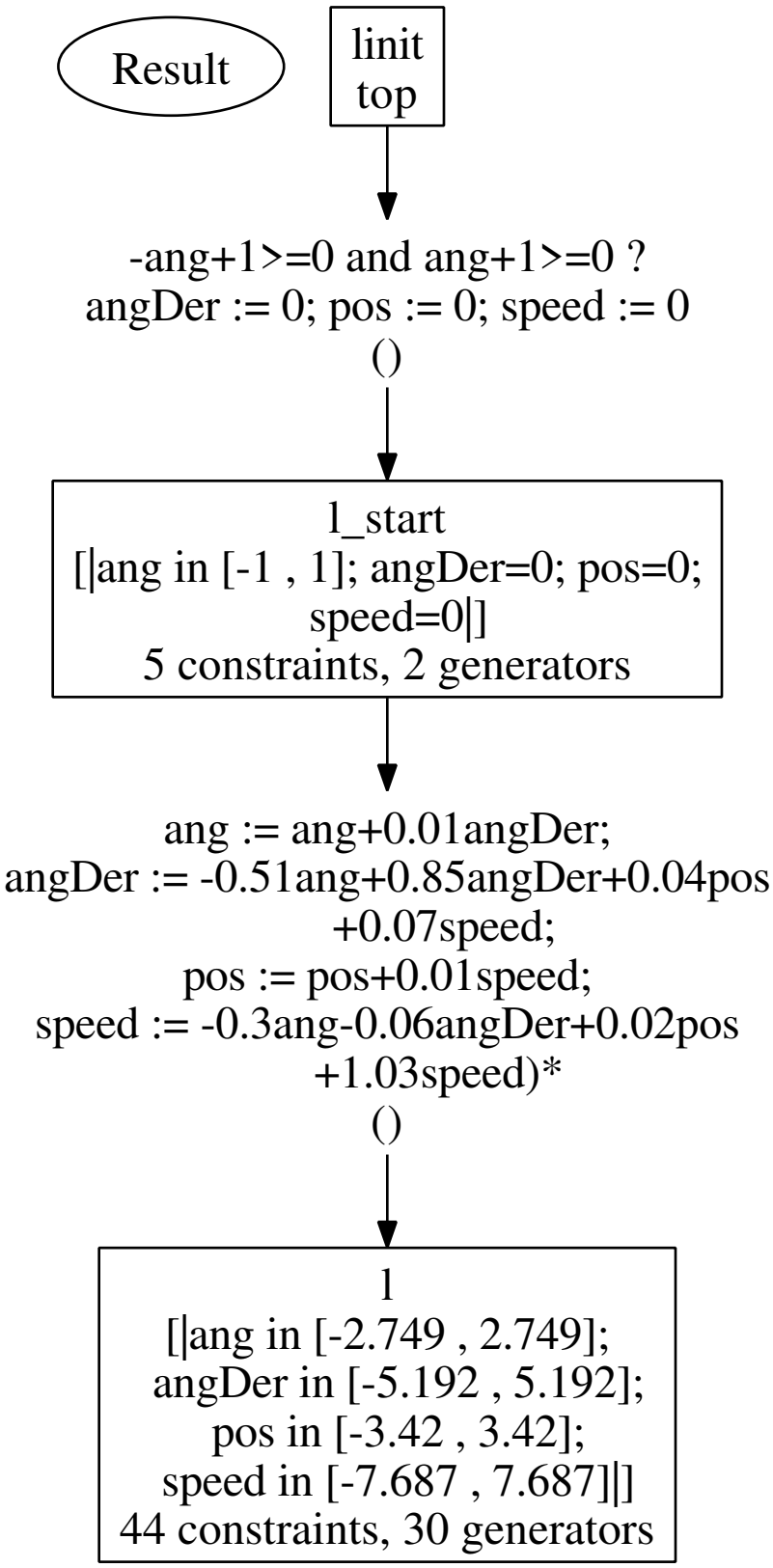
Result
linit
top
-ang+1>=0 and ang+1>=0 ?
angDer := 0; pos := 0; speed := 0
()
1_start
[|ang in [-1 , 1]; angDer=0; pos=0;
speed=0|]
5 constraints, 2 generators
ang := ang+0.01angDer;
angDer := -0.51ang+0.85angDer+0.04pos
+0.07speed;
pos := pos+0.01speed;
speed := -0.3ang-0.06angDer+0.02pos
+1.03speed)*
()
1
[|ang in [-2.749 , 2.749];
angDer in [-5.192 , 5.192];
pos in [-3.42 , 3.42];
speed in [-7.687 , 7.687]|]
44 constraints, 30 generators