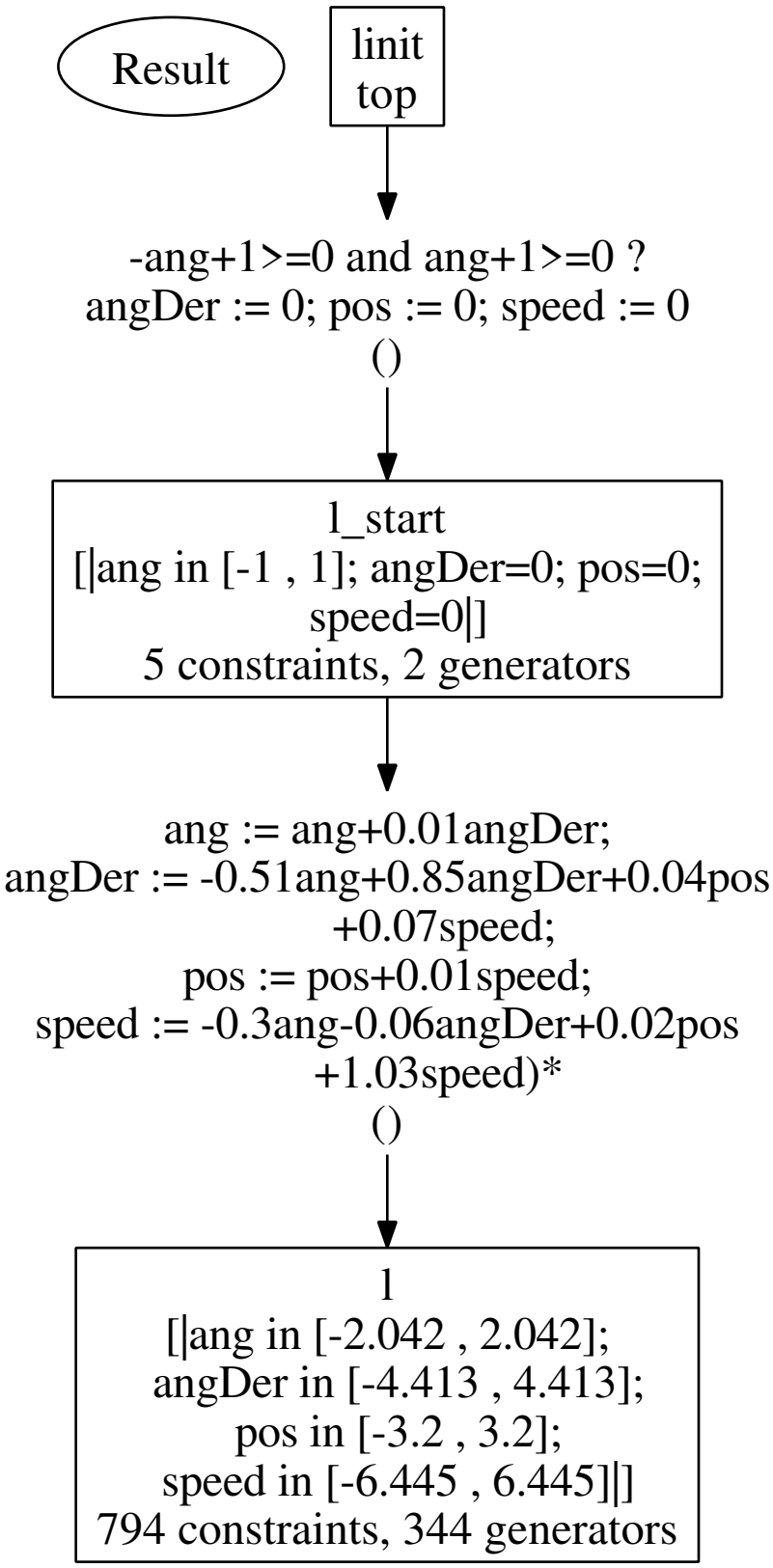
Result
linit
top
-ang+1>=0 and ang+1>=0 ?
angDer := 0; pos := 0; speed := 0
()
1_start
[|ang in [-1 , 1]; angDer=0; pos=0;
speed=0|]
5 constraints, 2 generators
ang := ang+0.01angDer;
angDer := -0.51ang+0.85angDer+0.04pos
+0.07speed;
pos := pos+0.01speed;
speed := -0.3ang-0.06angDer+0.02pos
+1.03speed)*
()
1
[|ang in [-2.042 , 2.042];
angDer in [-4.413 , 4.413];
pos in [-3.2 , 3.2];
speed in [-6.445 , 6.445]|]
794 constraints, 344 generators