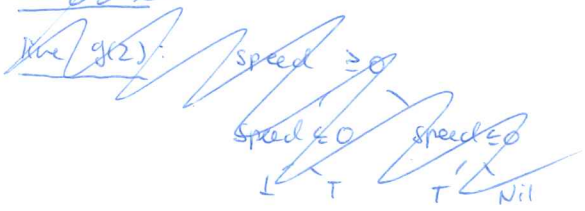
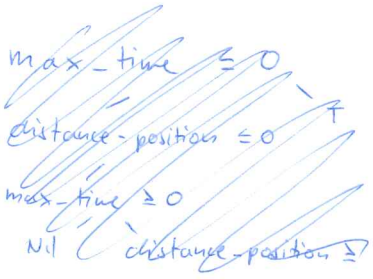
Y17Round1B - JoggMan_0_0 (with loop)

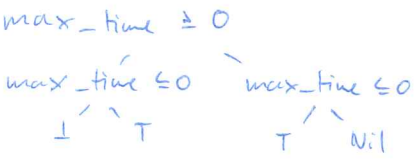
line 8(2):



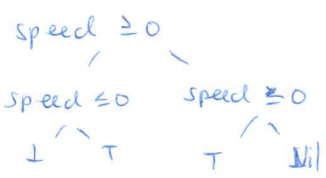


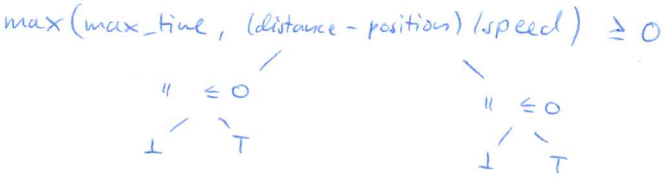
line 12 : ⊥

line 11:



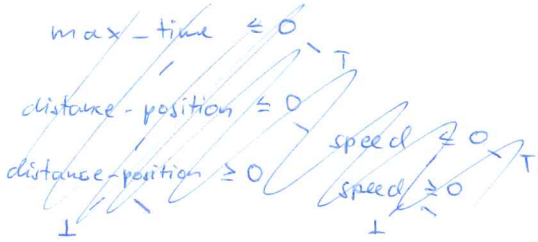
line 9:

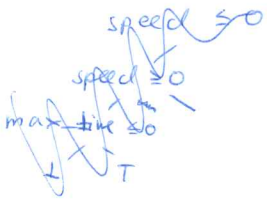


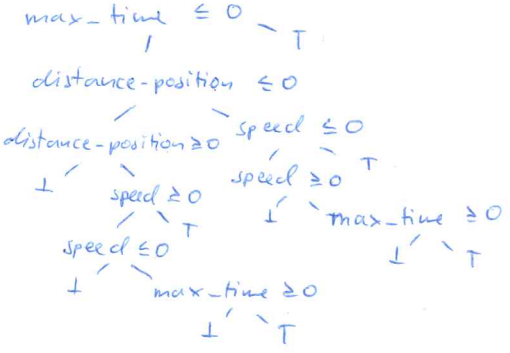


$$\text{max\_time} \geq 0 \;\vee\; (\text{distance} - \text{position})/\text{speed} > 0$$
$$\vee\; \text{max\_time} < 0 \;\wedge\; (\text{distance} - \text{position})/\text{speed} < 0$$

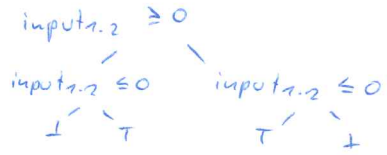
$$\text{max\_time} > 0 \;\vee\; \text{distance} - \text{position} > 0 \wedge \text{speed} > 0$$
$$\vee\; \text{distance} - \text{position} < 0 \wedge \text{speed} < 0$$
$$\vee\; \text{max\_time} < 0 \;\wedge\; (\text{distance} - \text{position} < 0 \wedge \text{speed} > 0$$
$$\vee (\text{distance} - \text{position} > 0 \wedge \text{speed} < 0)$$



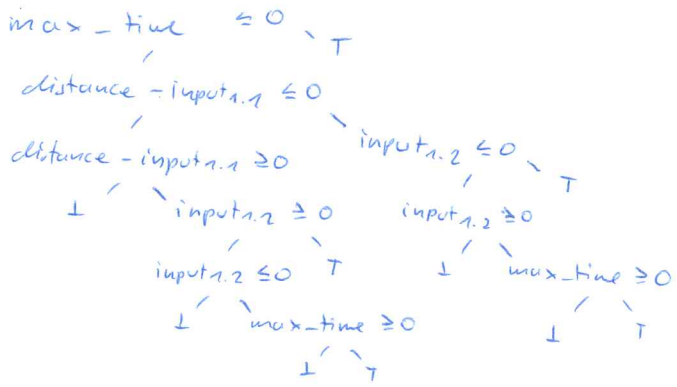




line 7:



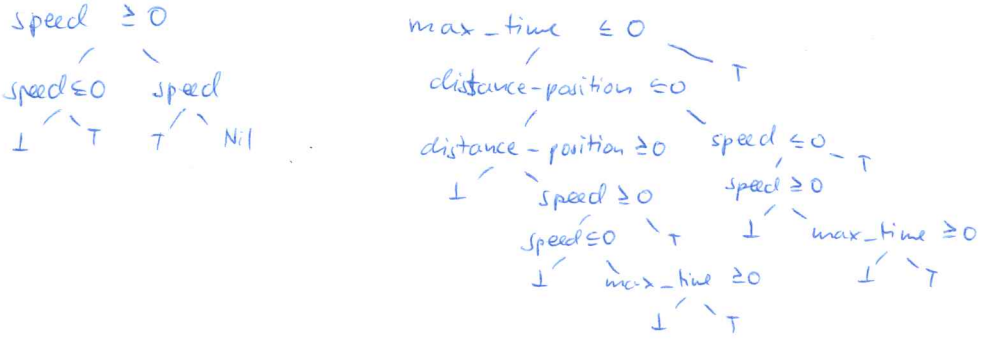
(1)



(2)

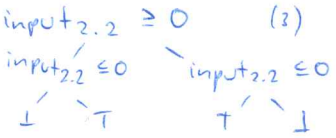
line 6:

line 9 (2x):



↳ line 6

line 7 (2x):



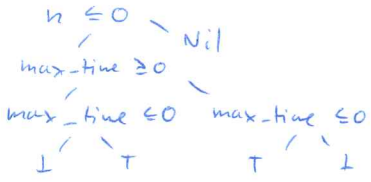
(2) with input2.1 and input2.2

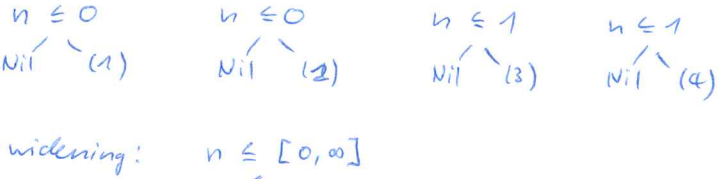
(4)

↳ line 6

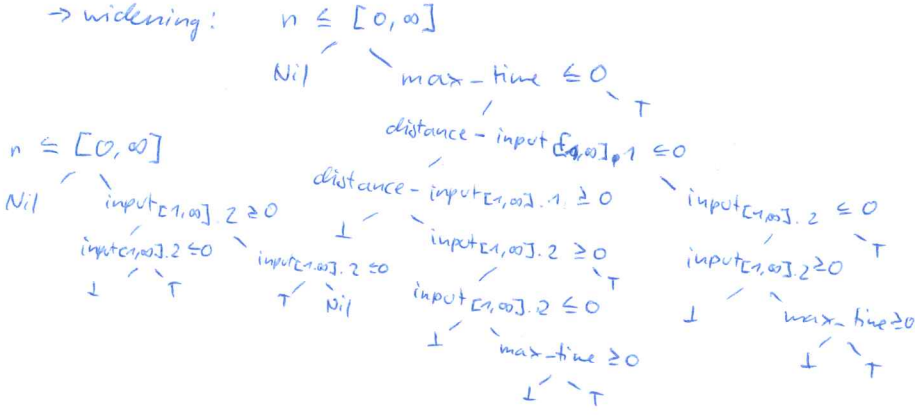
line 6 (2):

line 6 (start (speed)):



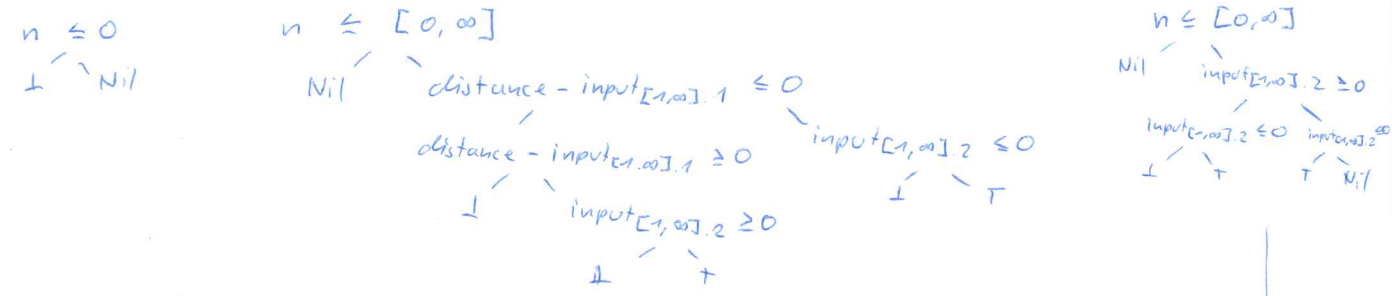


→ widening:

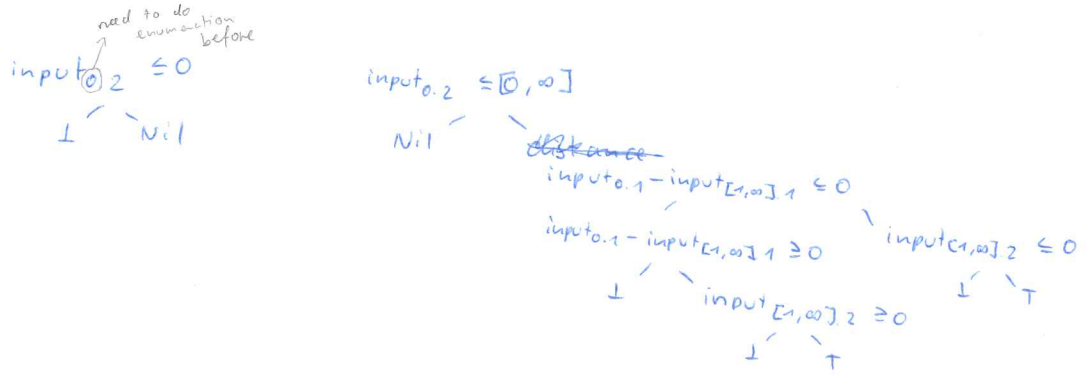


Y17 Round 1B - Jong Man_0_0 (with loop)

line 5:



line 4:



⊔

⊔

$$\bigvee_{i \in 0,n} \Big(input_{0.2} > i \wedge input_{0.1} - input_{(i+1).1} < 0 \wedge input_{(i+1).2} < 0$$

$$\wedge\ input_{0.2} > i \wedge input_{0.1} - input_{(i+1).1} \geq 0 \wedge input_{(i+1).2} > 0 \Big)$$

$$\wedge \Big(\bigwedge_{i \in 0,n} \big(input_{(i+1).2} > 0 \vee input_{(i+1).2} < 0 \big) \Big)$$