```
\{d = d0: v = v0: ed = ed0: ev = ev0:\}
                                           [ed < 10 + 2*ev]
Speed Control
                                                       Spacing Control
du:
                                                       du:
d dot = -v+vI;
                                                       d dot = -v+vI:
v dot = 2*vl - v - ev;
                                                       v dot = 2*vl - v - ev - 0.25*(10 + 2*ev - ed);
ed dot = vI - ev + 10*(d + nrad - ed);
                                                       ed dot = vI - ev + 10*(d + nrad - ed);
ev dot = 2*vl + v - 3*ev + 0.5*(ngps + nenc);
                                                       ev dot = 2*vl + v - 3*ev + 0.5*(ngps + nenc)
d out = d:
                                                       -0.25*(10 + 2*ev - ed);
v out = v;
                                                       d out = d;
ed out = ed;
                                                       v out = v;
                                                       ed out = ed;
ev out = ev;
                                                       ev out = ev;
                                          [ed >= 10 + 2*ev]
                                                                       [abs(ngps-nenc) > 7.08515]
[abs(ngps-nenc) > 7.08515]
                                          [ed < 10 + 2*ev]
Speed Control copy
                                                       Spacing Control copy
du:
                                                       du:
d dot = -v+vI:
                                                       d dot = -v+vI;
                                                       v dot = 2*vl - v - ev - 0.25*(10 + 2*ev - ed);
v dot = 2*vl - v - ev;
ed dot = vl - ev + 10*(d + nrad - ed);
                                                       ed dot = vl - ev + 10*(d + nrad - ed);
ev dot = 2*vl + v - 3*ev + 0.5*(nenc + nenc);
                                                       ev dot = 2*vI + v - 3*ev + 0.5*(nenc + nenc)
                                                       -0.25*(10 + 2*ev - ed):
d out = d;
v out = v:
                                                       d out = d;
                                                       v out = v;
ed out = ed;
ev out = ev;
                                                       ed out = ed;
                                                       ev out = ev;
                                          [ed >= 10 + 2*ev]
```