







# Observation 2

*Sequential Reach Avoid* is itself a DFA class

Realizing any state transition through a DFA  
corresponds to a *reach-avoid problem*

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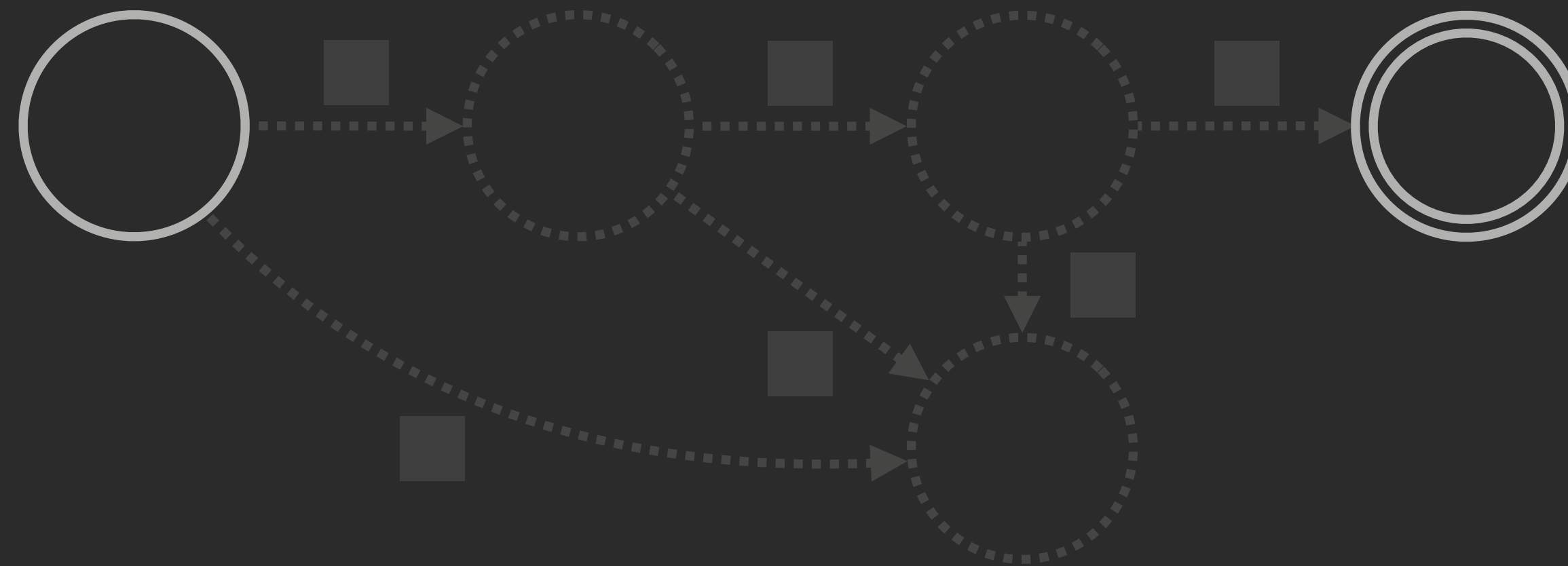
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Sequentially sample reach and avoid symbols uniformly at random

