

Model Checking Quantum Robots

Suggestions for Formally Verifying Quantum Robots

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- ① Acknowledgments
- ② Typesetting Mathematical Equations in \LaTeX Documents
- ③ Typesetting Tables in \LaTeX Documents
- ④ Including Graphics in \LaTeX Documents
- ⑤ References

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Types of Mathematical Environments (1)

- A mathematical expression can be included within a line of text using either of the following ways.
- `\begin{math} formula_text \end{math}`: $\nabla \cdot \mathbf{E} = \frac{\rho}{\epsilon_0}$
- `\(formula_text \)`: $\nabla \cdot \mathbf{E} = \frac{\rho}{\epsilon_0}$
- `$ formula_text $`: $\nabla \cdot \mathbf{E} = \frac{\rho}{\epsilon_0}$

Types of Mathematical Environments (2): Mathematical expressions that is separate from the main text

- To include mathematical expressions without sequential equation numbers:

- $\backslash\begin{displaymath} formula_text \end{displaymath}$:

$$\nabla \times \mathbf{B} = \mu_0(\mathbf{J} + \varepsilon_0 \frac{\partial \mathbf{E}}{\partial t})$$

- $$$ formula_text $$$:

$$\nabla \times \mathbf{B} = \mu_0(\mathbf{J} + \varepsilon_0 \frac{\partial \mathbf{E}}{\partial t})$$

- To include mathematical expressions with sequential equation numbers: $\backslash\begin{equation}\backslash\label{eqn:default} formula_text \end{equation}$

$$\nabla \times \mathbf{B} = \mu_0(\mathbf{J} + \varepsilon_0 \frac{\partial \mathbf{E}}{\partial t}) \tag{1}$$



Cross Referencing Equations, Tables, and Figures.

This refers to Equation 1, while this refers to the random figure, Figure 2. I am referring to Equations 2.

I am referring to Table 1.

Elements of Math Mode

- Mathematical Symbols: $+$, $-$, $=$, $<$, $>$, $/$, $|$, $[$, $]$
- Exponents (superscript) and indices (subscript):
 - $x^{\{2\}}$ typesets into x^2
 - $x_{\{2\}}$ typesets into x_2
- Fractions: $\frac{\textit{numerator}}{\textit{denominator}}$, $\frac{1}{2}$
- Roots: $\sqrt[\textit{root}]{\textit{argument}}$. E.g., $\sqrt[3]{8}$
- Continuation dots, ellipsis: \dots , \cdots ; \vdots , \ddots

Mathematical Symbols

- Greek symbols: `\alpha`, α
- Calligraphy letters: `\mathcal{A}`, \mathcal{A}
- Binary operators: `\pm`, \pm
- Relations: `\ll`, \ll
- Arrows and pointers: `\Longrightarrow`, \Longrightarrow
- A comprehensive list of mathematical symbols can be found at [?].

Greek Symbols

Figure: List of Greek symbols that can be typeset in L^AT_EX

Some Typesetting Tips

- Automatically adjust brackets and braces with the `\left` and `\right` commands before the brackets and braces.

- E.g., `\left[\frac{1}{2} \right]` $\left[\frac{1}{2} \right]$

- `\begin{equation}`
`f(n) = \begin{cases}`
case-1 &: n is odd
case-2 &: n is even
`\end{cases}`
`\end{equation}`

$$f(n) = \begin{cases} \text{case} - 1 & : n \text{ is odd} \\ \text{case} - 2 & : n \text{ is even} \end{cases} \quad (2)$$

Set of Equations

```
\begin{gather}  
minimize BLAH  
\underline{x} \in S  
subject to:  
\end{gather}
```

$$\begin{aligned} &\text{minimize } f = a \cdot x^2 + b \cdot x^5 \\ &\quad \underline{x} \in S \\ &\text{subject to :} \\ &\quad x - y < 6 \\ &\quad x + z > 7 \end{aligned}$$

Matrices

```
\left (\begin{array}{ccc}1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1\end{array}\right)
```

$$\begin{pmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 1 \end{pmatrix}$$

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Typesetting Tables in L^AT_EX Documents (1)

```

\begin{table}[htdp]
\caption{default} \label{tab:default}
\begin{center}
\begin{tabular}{|c|c|c|c|}
\hline
Level & Use & Features & Abstraction \\
\hline
Level & Use & Features & Abstraction \\
\hline
Level & Use & Features & Abstraction \\
\hline
\end{tabular}
\end{center}
\end{table}

```


Typesetting Tables in L^AT_EX Documents (2)

Table: A simple table that is typeset in L^AT_EX.

Level	Use	Features	Abstraction
Level	Use	Features	Abstraction
Level	Use	Features	Abstraction

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Including Graphics in L^AT_EX Documents (1)

```
\begin{figure}[h]  
\centering  
\includegraphics[width=6in]{ – INSERT FILENAME OF FIGURE}  
\caption{INSERT CAPTION HERE}  
\label{fig:INSERT LABEL OF FIGURE}  
\end{figure}
```

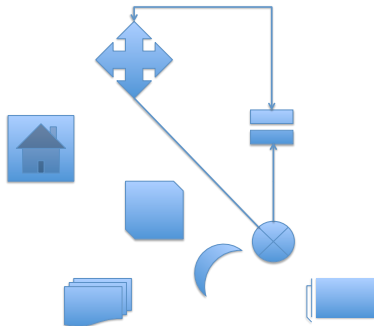
Including Graphics in L^AT_EX Documents (2)

Figure: A random figure.

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