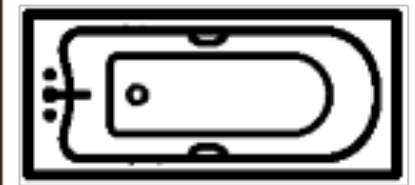


Specificatio

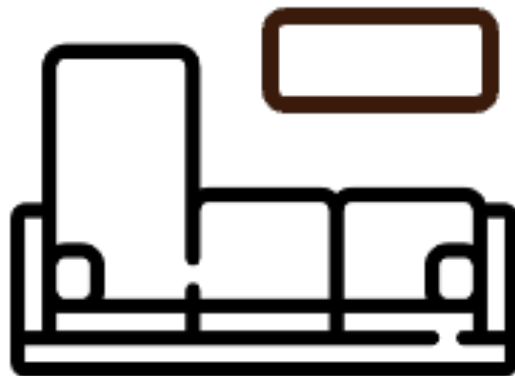
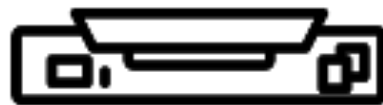
n Interence

Bedroom

Bathroom



Living Room



Kitchen









Always, if an obstacle is hit, then, in the next step, turn left

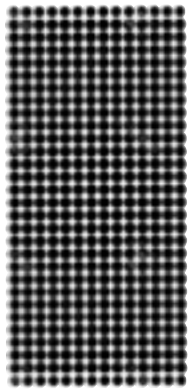




Not cleaned

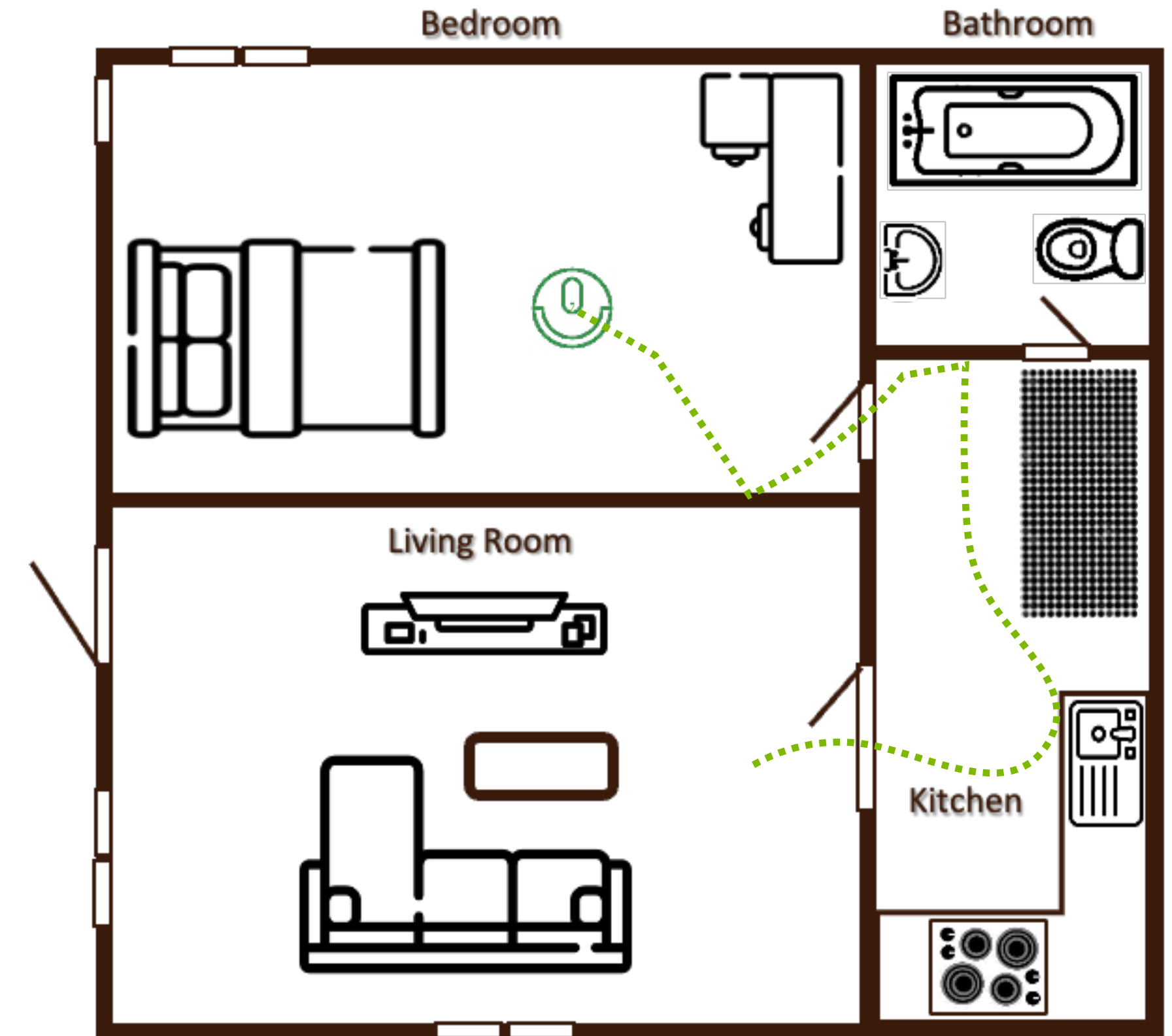
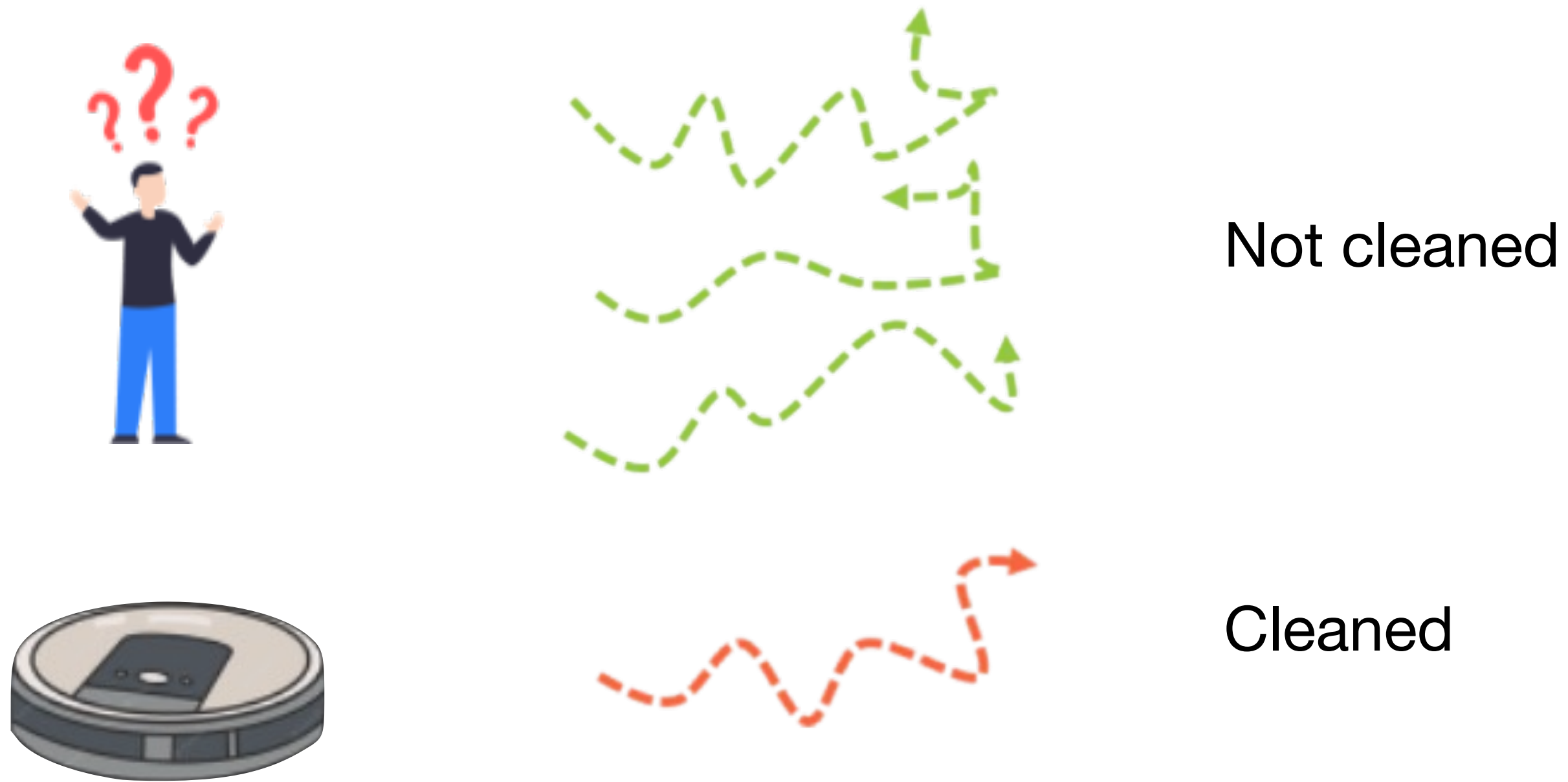


Cleaned





Specification Inference



Always, if an ***obstacle*** is hit, then, in the ***neXt*** step, ***turn_left***

Temporal Specifications: Capturing Time in CPS

- **Always**, if an obstacle is hit, then, in the **neXt** step, turn left: Linear Temporal Logic