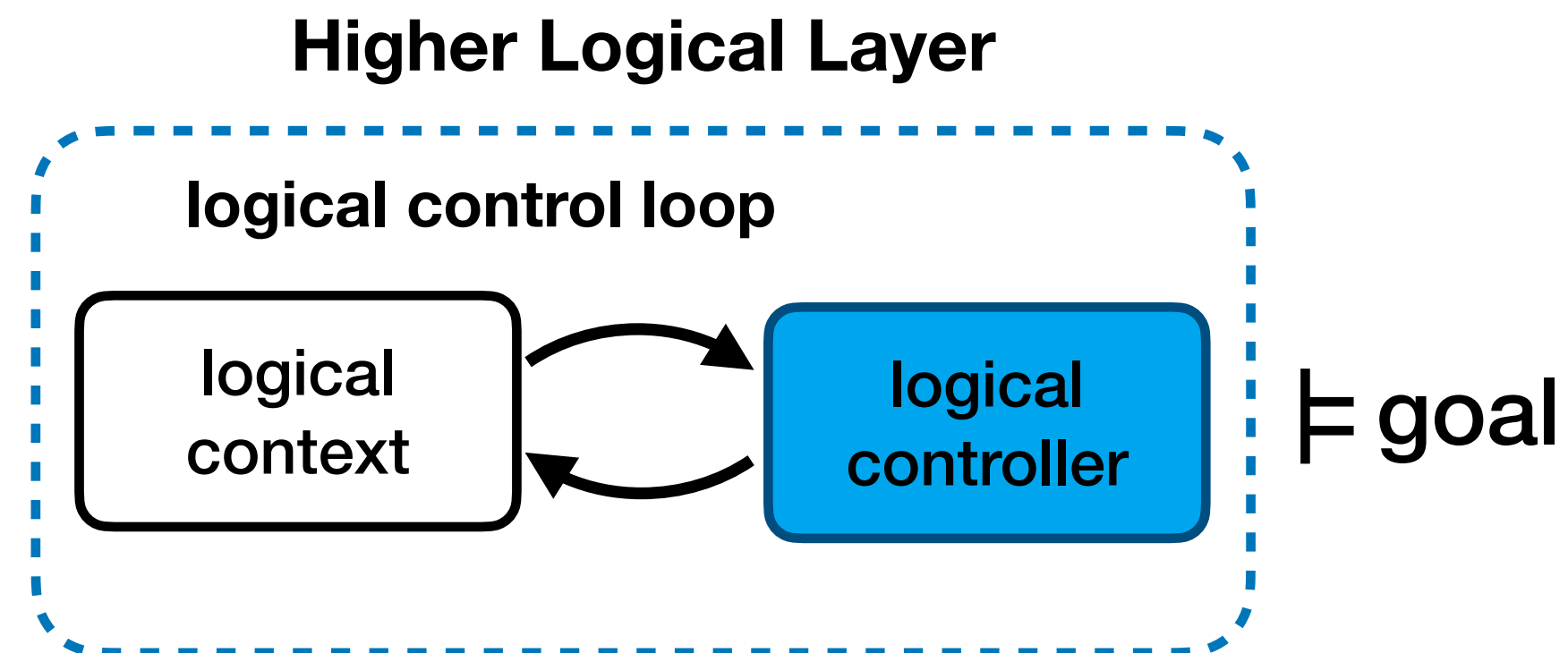


# Conclusion



<https://ritamraha.github.io>



## Specification (Inference)

- (TACAS'22) LTL Learning
- (JOSS'24) SCARLET
- (VMCAI'24) MTL Learning

## Verification

- (CSL'22) Synthesis for One-Counter Automata
- (MFCS'23) Parikh One-Counter Automata
- (RP'23) Competitive Analysis of MPC

## (Adaptive) Reactive Synthesis

- (Under review) Quantitative Strategy Templates
- (FoSSaCS'25) Fair Quantitative Games
- (GandALF'19) Energy Reachability Games
- (Under review)  $\omega$ -regular dynamic shielding

