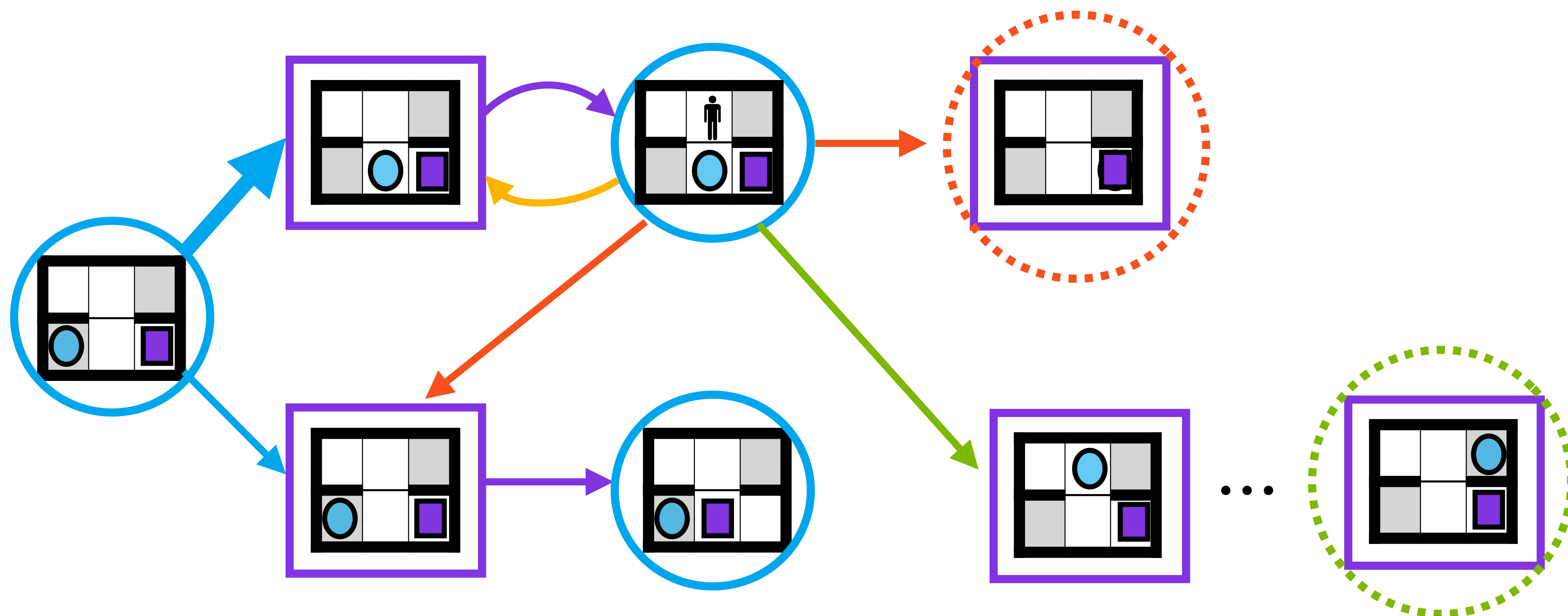


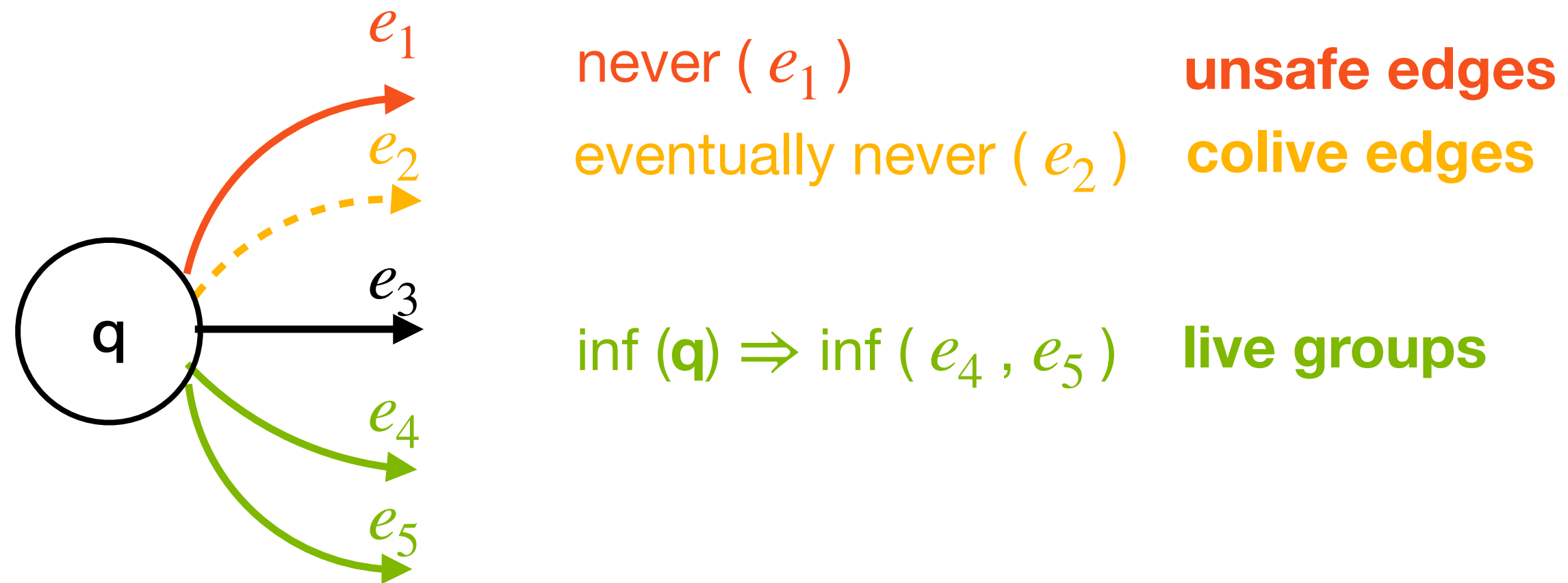
# Permissive Strategy Templates

## PesTEL (for qualitative Specifications: Reachability, Safety, Büchi, Parity, LTL)



# Permissive Strategy Templates

## PesTEL(Qualitative Specifications)<sup>1</sup>



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1. A. Anand, S.P. Nayak, A-K Schmuck (CAV'23): Synthesizing Permissive Winning Strategy Templates for Parity Games