

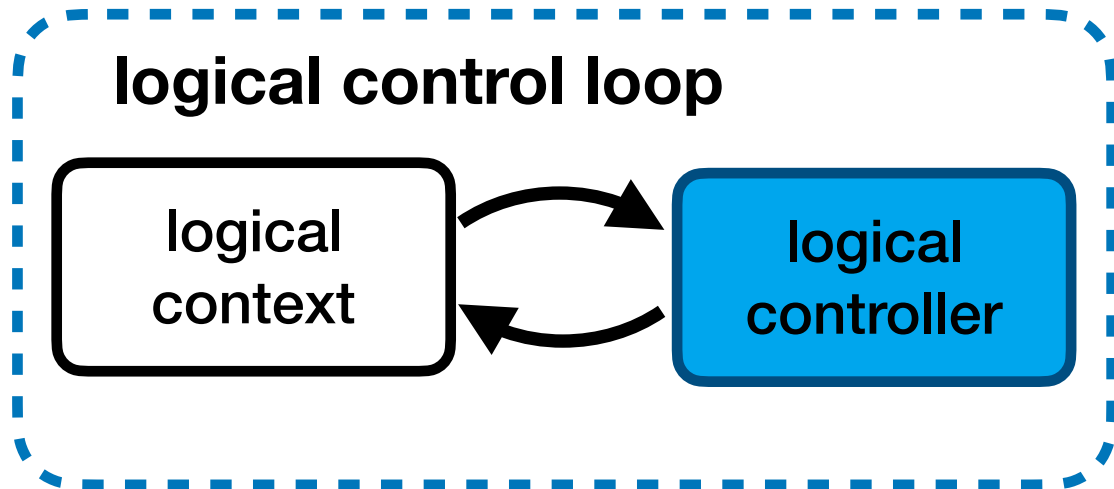
Higher Logical Layer

logical control loop

logical
context

logical
controller

\models specification





logical
disturbance

2

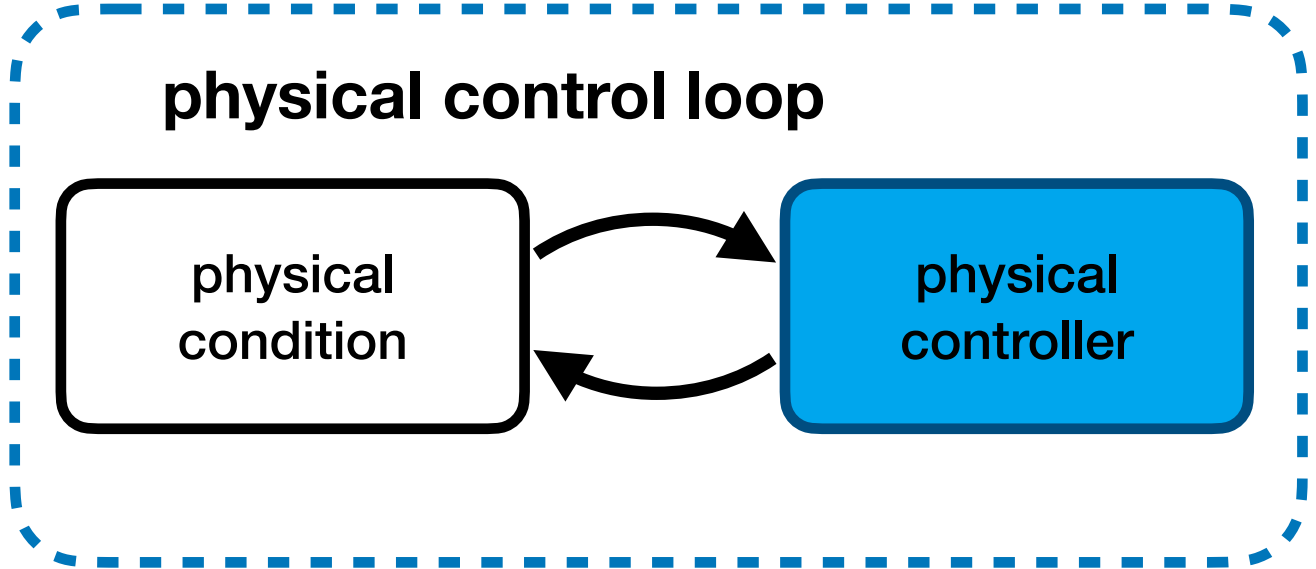
3

**Re-computation needed for
every context switches**

Adaptivity to Logical Disturbance

Goal:

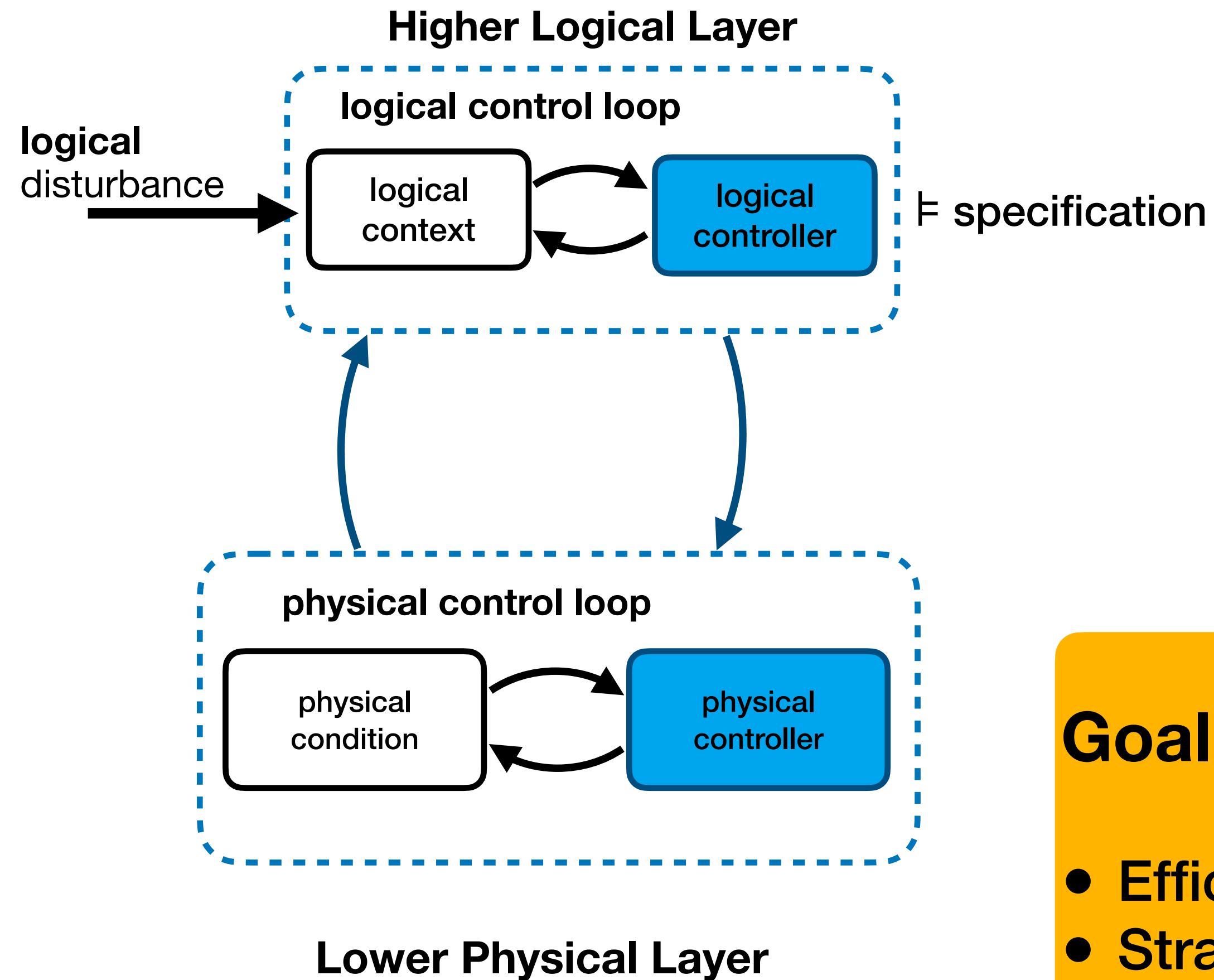
- **Efficient mechanism to store permissive strategies**
- **Strategy extractions should be cheap**
- **Seamless integration to the lower physical-layer framework**



Lower Physical Layer



Adaptivity to Logical Disturbance



Re-computation needed for every context switches

Goal:

- Efficient mechanism to store permissive strategies
- Strategy extractions should be cheap
- Seamless integration to the lower physical-layer framework

Permissive Strategy Templates

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

