

A method for the verification of haptic algorithms

Peer-reviewed author version

DE BOECK, Joan; RAYMAEKERS, Chris & CONINX, Karin (2006) A method for the verification of haptic algorithms. In: Interactive Systems: Design, Specification, and Verification. p. 114-125.

DOI: 10.1007/11752707\_10

Handle: <http://hdl.handle.net/1942/1722>



!

"

#

\$

%

% &

' &

' (

'

'

! ) \*

% ) & +) &,

%

%

% ( \$ "

% ( \$ "

% ( \$

' &

' (

'

'

!

./ \*

0/ 12

4

3+

46

,

4

5

7/ 8

+ / / 9 :)

,

\*

!

& 4

./ ;

"

+

,

0/ ;

4 #

' &

' (

'

&

./ 9

! ) + , ! # " + " <

<= ,

! 46 + " ' " < 4

<= ,

< " < ) &

' ( ) '

&

0/

!

'

"

!

\*

<>

) &

"

/

'

'

(

'

'

&

7/ )

!

4

#

4

<

6

!

( / / ?

< @A <.A AA )

5 <? 46

1 /AAA/A@B

'

'

(

'

'

&

@ )

!

&

"

+ / /

::

, -

4

+

,

'

'

(

'

'

(

! 9 : ) \* 4 "

! &

% ; C. + 4 ,

% ; <sub>A</sub>C0 + 4 46 4 ,

% C. AAA D +) ,

% C @ A + ( \* ,

' &

(

! 9 : ) \*

4

+ #

# < # 3

,

! 9 : ) \*

4

4

! & < " <> ) & " 4  
" /

&

(

!  
" 4 2 +  
4 , /  
# "  
!

% ; " E  
% : #

EF G ) 4 - ' 4 9 ' : 46

' &

(

!

% \$ " + \$ ,  
% ( \$ + <) & > \$ ,

-

!

)

% H "  
% H "  
% : " + " ,

&

! (\* & ( ) \* <=

! + % ! % \$ ! , <" & - 4

\$ & -  
! &  
%  
4 - 1 3 "  
,  
!\* <9 : ) \* <=

! ( & ( ) !

!

%\*

#

+

4

&

-

#

"

4

,

' (

'

!

! 8

! )

!

! \$

-

&  
4

4 1  
/ 3

' &

' (

'