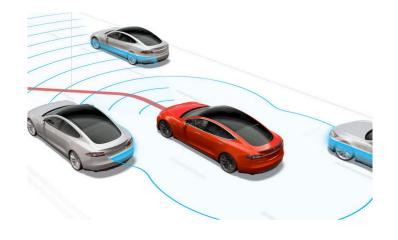
# Linear Temporal Logic (LTL)

An Introduction

### What is LTL?

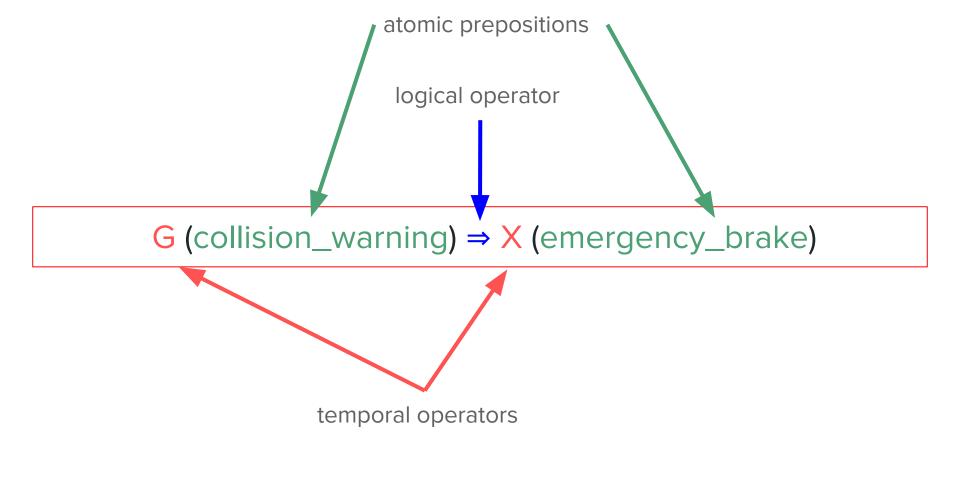
When designing software or automated systems, we need a precise way to describe how things should behave over time. LTL allows us to specify rules about what must happen now, in the next step, or at any point in the future.



#### Autopilot System:

- If collision warning is detected, trigger emergency braking.

G (collision\_warning) → X (emergency\_brake)



# **Logical Operators**

Operator	Meaning						
AND (&)	Both conditions must be true.  a & b means 'Both "a" AND "b" must be true.'						
OR ( )	At least one condition must be true" a   b means 'Either "a" OR "b" (or both) must be true'						
NOT (!)	The condition must be false  !a means "a" must be false' or 'NOT "a"						
IMPLIES (⇒)	If the first condition is true, then the second must also be true  a ⇒b means 'IF "a" is true, THEN "b" must be true'						

# **Temporal Operators**

Operator	Meaning							
X (Next)	A statement must be true in the next time step.  X d <i>means</i> 'In the next moment, "d" must be true.'							
G (Globally)	A statement must always be true in every future step.  G b means "b" must always hold.							
F (Eventually)	A statement must be true at some future point.  F a means 'At some point, "a" must hold.'							
U (Until)	One statement must hold until another becomes true. b U a means "b" must hold until "a" eventually holds."							

### **Semantics**

- G (start)
  start, start, start, ...
- X (cook)
   [any], cook, [any], ...
- G(X cook)  $\varepsilon$  (the empty word)

- X (G cook)
   [any], cook, cook, cook, ...
- F (cook)

[any], [any], cook, [any], ...

(cook can be in any position)

# Semantics ... more formally

cook: [any], true, [any], ...

• G (start)

start, start, start, ... is equivalent to say

start: true, true, true, ...

X (cook)[any], cook, [any], ..... is equivalent to say

$$G$$
 (start  $\Rightarrow$  X (cook U stop))

- It must be true that throughout the whole sequence that:
  - IF start is True at time t for ANY time t)
  - Then at time t+1: cook must be true until stop is true (t+1 or later).

time:	1	2	3	4	5	6	7	8	9	
start:	false	true	false	true	false	true	false	false	false	
cook:	[any]	[any]	true	true	[any]	false	[any]	[any]	[any]	
stop:	[any]	[any]	false	false	true	false	true	[any]	[any]	

$$G$$
 (start  $\Rightarrow$  X (cook U stop))

- It must be true that throughout the whole sequence that:
  - IF start is True at time t for ANY time t)
  - Then at time t+1: cook must be true until stop is true (t+1 or later).

time:	1	2	3	4	5	6	7	8	9	
start:	false	true	false	true	false	true	false	false	false	
cook:	[any]	[any]	true	true	[any]	false	[any]	[any]	[any]	
stop:	[any]	[any]	false	false	true	false	true	[any]	[any]	

The "promises" started when start = True are never broken

$$G$$
 (start  $\Rightarrow$  X (cook U stop))

- It must be true that throughout the whole sequence that:
  - IF start is True at time t for ANY time t)
  - Then at time t+1: cook must be true until stop is true (t+1 or later).

### **BUT**:

- Nothing in the formula indicates that hitting stop makes cook
   False (the microwave might keep running)
- Also, you should not activate start while it "is running" and the formula does not prevent this.

$$G$$
 (start  $\Rightarrow$  X (cook U stop))

- It must be true that throughout the whole sequence that:
  - IF start is True at time t for ANY time t)
  - Then at time t+1: cook must be true until stop is true (t+1 or later).

A slightly better formula is:

$$G$$
 (start  $\Rightarrow$  X (cook  $U$  (stop & !cook)))

This helps specify that the microwave must stop cooking when stop is true.

# A sequence that DOES NOT satisfy the LTL formula:

$$G$$
 (start  $\Rightarrow$  X (cook U stop))

- It must be true that During the whole sequence that:
  - IF start is True at time t for ANY time t)
  - Then at time t+1: cook must be true until stop is true

time:	1	2	3	4	5	6	7	8	9	
start:	false	true	false	true	false	true	false	false	false	
cook:	[any]	[any]	true	false	[any]	false	[any]	[any]	[any]	
stop:	[any]	[any]	false	false	true	false	true	[any]	[any]	

### Where is the problem?

# A sequence that DOES NOT satisfy the LTL formula:

$$G$$
 (start  $\Rightarrow$  X (cook U stop))

- It must be true that During the whole sequence that:
  - IF start is True at time t for ANY time t)
  - Then at time t+1: cook must be true until stop is true

time:	1	2	3	4	5	6	7	8	9	
start:	false	true	false	true	false	true	false	false	false	
cook:	[any]	[any]	true	false	[any]	false	[any]	[any]	[any]	
stop:	[any]	[any]	false	false	true	false	true	[any]	[any]	

# $G (start \Rightarrow X(cook U stop))$

start:	false	false	false	false	false		Since start is always false, the
cook:	[any]	[any]	[any]	[any]	[any]		formula is satisfied by this sequence, independently from
stop:	[any]	[any]	[any]	[any]	[any]		the value of cook and stop.
start:	false	true	<u>true</u>	false	false		the formula is satisfied by this
cook:	[any]	[any]	true	<u>true</u>	[any]		sequence
stop:	[any]	[any]	[any]	true	<u>true</u>	<u></u>	
start:	true	false	true	false	false		the formula is not satisfied by
cook:	[any]	true	[any]	false	[any]		this sequence
stop:	[any]	[any]	true	true	true		

### Parentheses and Precedence

Consider a basic microwave:

Example 1:  $G(start \Rightarrow X(cook \cup stop))$ 

Example 2: G start ⇒ X (cook U stop)

Example 3:  $G(start \Rightarrow X cook U stop)$ 



G (start ⇒ (X cook) U stop)

# Breaking Down and Translating LTL Formulas (1)

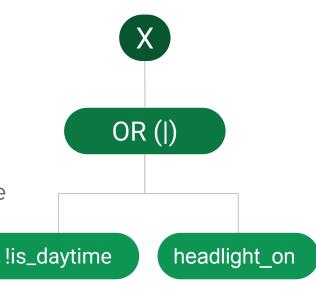
Example: Autonomous Car: Automatic Headlights Activation

Formula: X (!is\_daytime | headlight\_on)

 X (Next-state operator) ensures the condition holds in the next moment.

 (OR operator) means at least one condition must be true.

- If **not daytime**, headlights **must** be on.
- If **daytime**, headlights **may** be on, but it's not required.



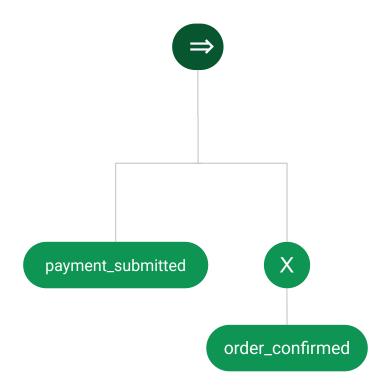


# Breaking Down and Translating LTL Formulas (2)

Online Checkout: Payment & Order Confirmation

Formula: payment\_submitted ⇒ X order\_confirmed

- → (Implication) means if the first condition is true, the second must follow.
- X (Next-state operator) ensures the order is confirmed in the next step.
- If payment is submitted, the system must confirm the order in the next state.
- If payment is not submitted, no guarantee is required.





# **Key Concepts**

## **Core Operators**

#### Logical:

- → (IMPLIES): If...then
- & (AND): Both true
- | (OR): Either true
- ! (NOT): Must be false

#### Temporal:

- X (Next): True in next step
- G (Globally): Always true
- F (Eventually): True at some point
- U (Until): True until condition

## **Example Application**

#### **Autopilot Safety Rule:**

**G**(collision\_warning) → X(emergency\_brake)

"If collision warning is detected, trigger emergency braking in the next step."

#### **Online Checkout:**

payment\_submitted → X(order\_confirmed)

"If payment is submitted, order must be confirmed in the next state."