Little Tricky Logic: Misconceptions in the Understanding of LTL

Ben Greenman

Sam Saarinen

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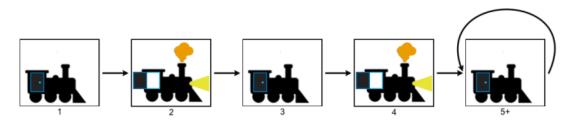
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<Programming> 2023

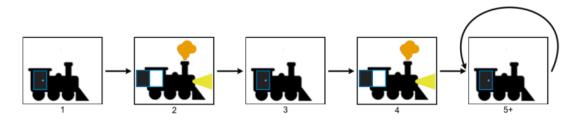
LTL = Linear Temporal Logic

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For systems that change over time

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For systems that change over time



Supports good decision procedures

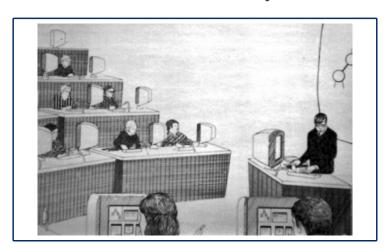


.... and easy to learn?

RQ. In what ways is LTL tricky, and what can we do about it?

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2 years of studies with researchers and students4 survey rounds







Quiz Time!

Quiz Format:

one question, possible answers, **you decide** yes/no



Question

Possible Answer 1

X Possible Answer 2

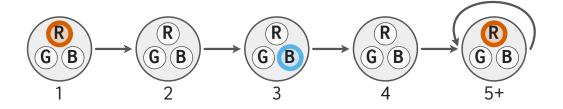
LTL Operators:

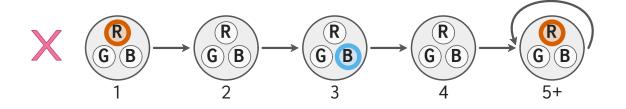
always	(G)
eventually	(F)
after	(X)
until	(U)

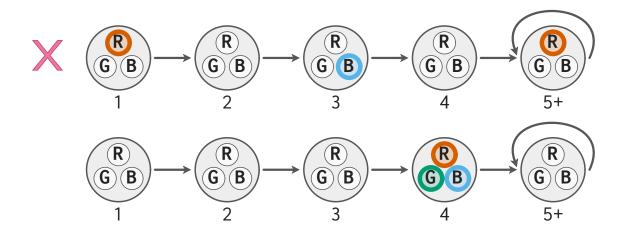
✓ Possible Answer 3

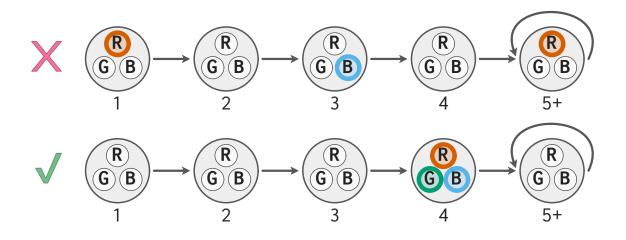
Part 1:

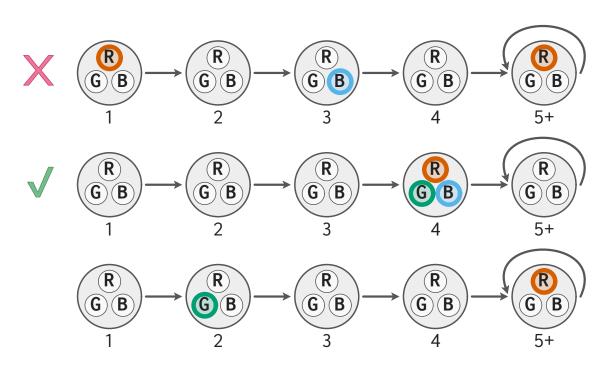
Formulas vs. Traces

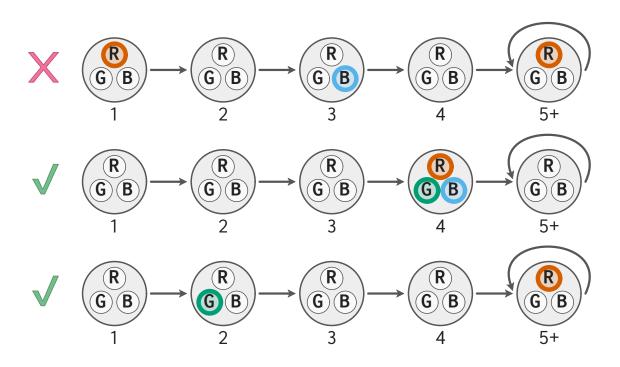


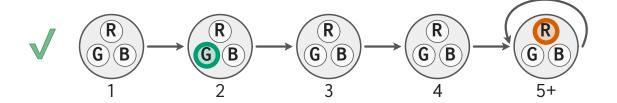




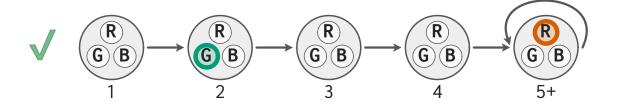


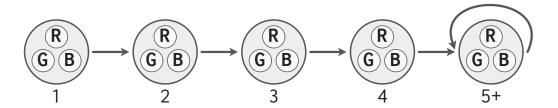


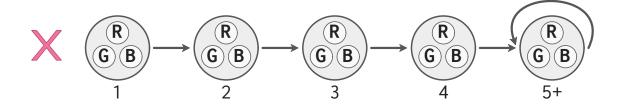


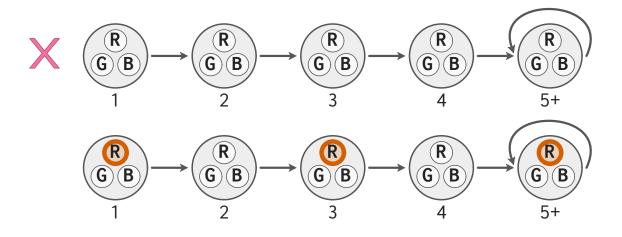


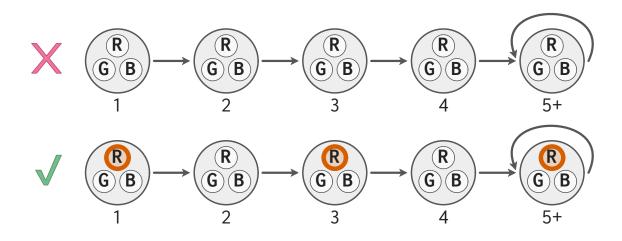
Not satisfied, because Green comes before Red Bad Prop misconception

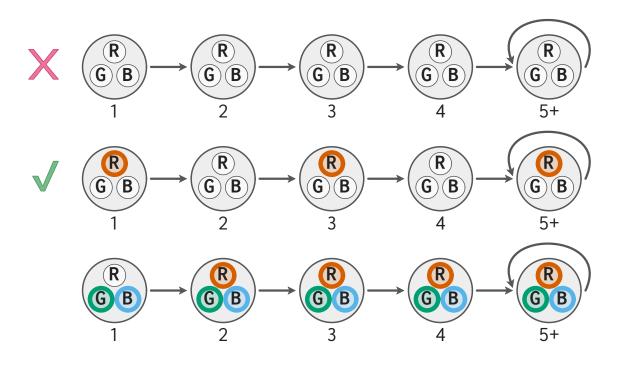


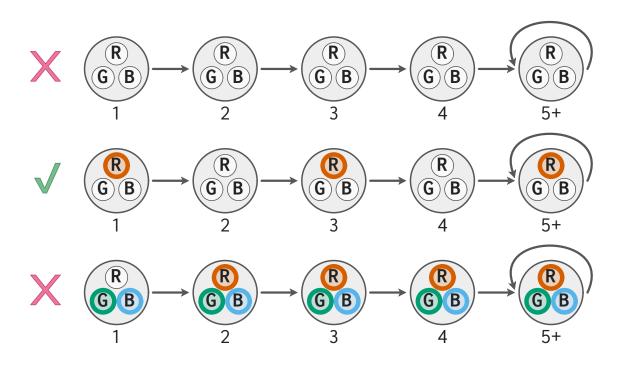


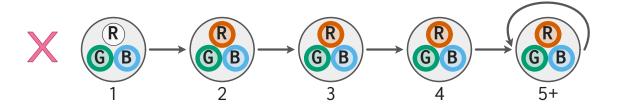




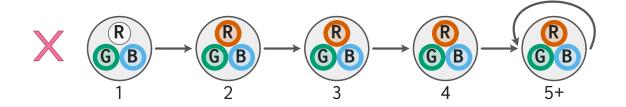






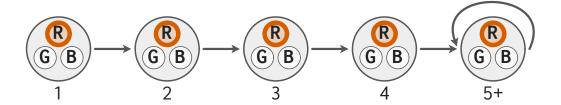


Satisfied because Red is on at some point **Implicit** F misconception

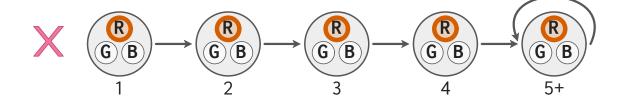


Red until Blue

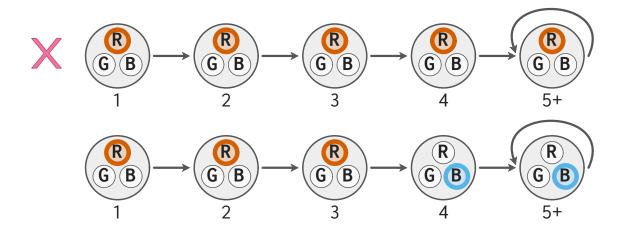
Red until Blue



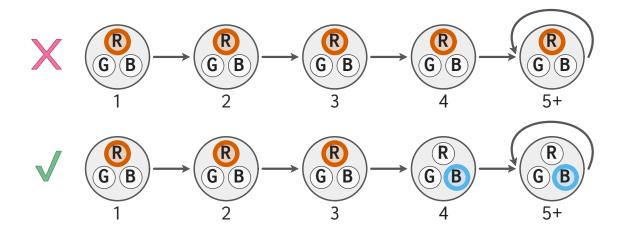
Red until Blue



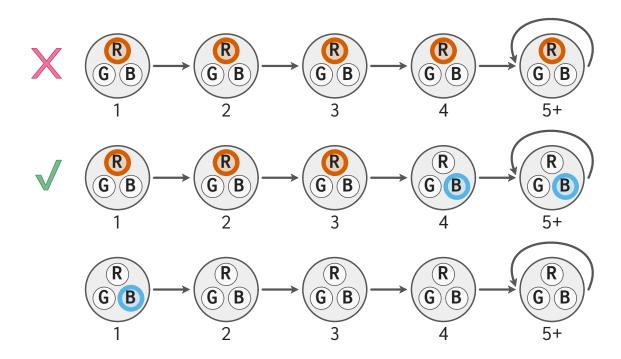
Red until Blue



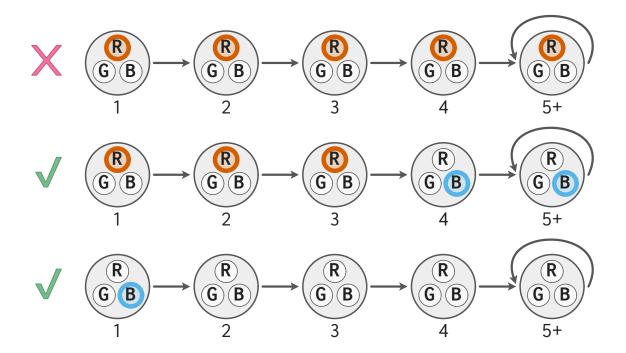
Red until Blue



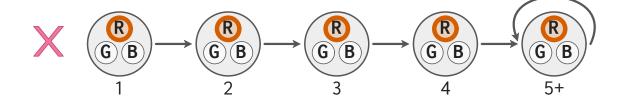
Red until Blue



Red until Blue

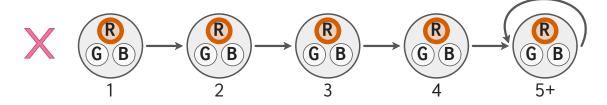


Red until Blue



Red until Blue

[strong until]



Satisfied because Blue may stay off *Even among researchers!*

Weak U misconception

Part 2:

LTL to English

"Red is always on"

X "Red is always on"



"Red is always on and Blue is eventually on"



√ "Red is always on and Blue is eventually on"





"This statement can never be satisfied"

- X "Red is always on"
- √ "Red is always on and Blue is eventually on"
- This statement can never be satisfied"



When Blue turns on, Red **must** be off **Exclusive U** misconception

This statement can never be satisfied"

"if Red is ever on, then Blue is always on"

√ "if Red is ever on, then Blue is always on"



"if Red is ever on, then Blue is always on"

"Red is on at some point, after which Blue is on"

√ "if Red is ever on, then Blue is always on"

"Red is on at some point, after which Blue is on"

"Red is on at some point, after which Blue is on"

Red **will** turn on

Bad Prop misconception

Red is on at some point, after which Blue is on"

Part 3:

English to LTL

The Red light is on in exactly one state, but not necessarily the first state

The Red light is on in exactly one state, but not necessarily the first state

Impossible!

The Red light is on in exactly one state, but not necessarily the first state



The Red light is on in exactly one state, but not necessarily the first state



{eventually Red} and {always {Red => always !Red}}

The Red light is on in exactly one state, but not necessarily the first state

- X Impossible!
- { (eventually Red) and (always (Red => always !Red)}

The Red light is on in exactly one state, but not necessarily the first state

- X Impossible!
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{eventually Red} and {always {Red => after {always !Red}}}

The Red light is on in exactly one state, but not necessarily the first state

- X Impossible!
- { (eventually Red) and (always (Red => always !Red)}
- √ {eventually Red} and {always {Red => after {always !Red}}}

The Red light is on in exactly one state, but not necessarily the first state

{ (eventually Red) and (always (Red => always !Red)}

The Red light is on in exactly one state, but not necessarily the first state

An implication constrains the **next state**Bad State Index misconception

{ (eventually Red) and (always (Red => always !Red)}

All Done!

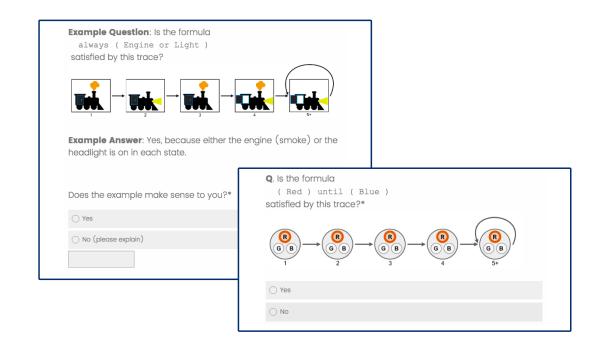
Simple formulas, yet subtle issues and expert blind spots





Quiz Q's Based on 3 Instruments

- ➤ Trace Satisfaction
- ➤ LTL to English
- ➤ English to LTL



cs.brown.edu/~bgreenma/ltl-instruments.pdf

Code Book for Analysis

Bad Prop

Implicit F

Bad State Index

Implicit G

Bad State Quantification

Other Implicit

Exclusive U

Weak U

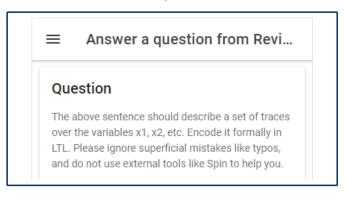
Coding Rubric in paper, past versions in artifact



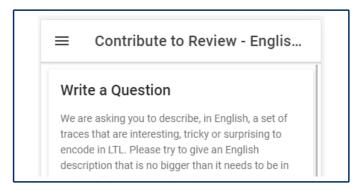
Software: Quizius

Class-sourcing to discover misconceptions

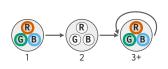
1. Answer Top Q's



2. Submit New Q's



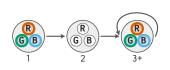
1. Teach Better





our instruments can help!

1. Teach Better





our instruments can help!

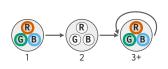
... but learners are everywhere not just in classrooms







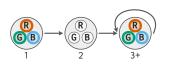
1. Teach Better





our instruments can help!

1. Teach Better



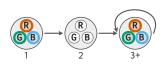


our instruments can help!

2. Build Tools

guard against misconceptions

1. Teach Better





our instruments can help!

2. Build Tools

guard against misconceptions

3. Design Logics

Alloy 6

Electrum

our findings have inspired changes

Thank You!

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