① EF (started ∧ ¬ready)

② AG (requested → AF acknowledged)

③ AG (AF enabled)

④ AF (AG deadlocked)

⑤ AG (EF restart)

⑥ AG ((direction = up ∧ floor=2 ∧ button 5 pressed)
→ (direction = up U floor = 5))

⑦ AG ((floor = 3 ∧ door = closed ∧ idle) →
EG (floor = 3 ∧ idle ∧ door = closed))

⑧ AG ((switch closed = true) → AX (valve open = false))

⑨ AG (q → AX (¬p ∨ r))

⑩ AG ((toggle = true → AX (toggle = false)) ∧
(toggle = false → AX (toggle = true)))