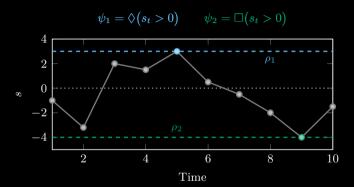
SignalTemporalLogic.jl

Introduction



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INSTALLATION

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You can install the SignalTemporalLogic.jl package via:

```
using Pkg
Pkg.add("SignalTemporalLogic")
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Then you can run this to use the package:

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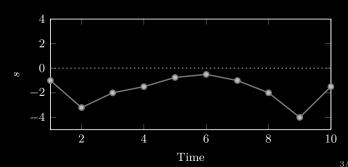
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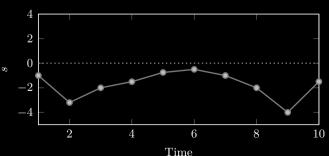
julia> using SignalTemporalLogic julia> $\tau = [-1.0, -3.2, -2.0, -1.5, -0.75, -0.5, -1.0, -2.0, -4.0, -1.5];$



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false
                                                    -4
                                                                                          6
                                                                                                                      10
```

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```

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                                                         4
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-4.0
                                                   s
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USE IN PROJECTS

Wrappers are provided in the textbook/projects:

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Linear temporal logic (LTL)

```
struct LTLSpecification <: Specification
    formula # formula specified using SignalTemporalLogic.jl
end
evaluate(ψ::LTLSpecification, τ) = ψ.formula([step.s for step in τ])</pre>
```

USE IN PROJECTS

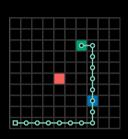
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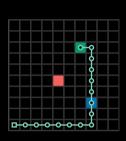
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```

Signal temporal logic (STL, includes time interval)

```
struct STLSpecification <: Specification
   formula # formula specified using SignalTemporalLogic.jl
   I # time interval (e.g. 3:10)
end
evaluate(ψ::STLSpecification, τ) = ψ.formula([step.s for step in τ[ψ.I]])</pre>
```

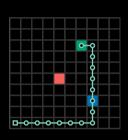


 $F(s_t)$: the state s at time t contains an obstacle



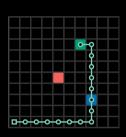
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 $G(s_t)$: the state s at time t is the goal



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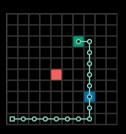
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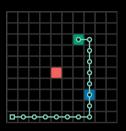
$$\psi = \underbrace{\lozenge G(s_t)}_{\text{reaches goal}}$$



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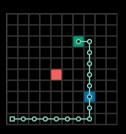
$$\psi = \underbrace{\lozenge G(s_t)}_{\text{reaches}} \land \underbrace{\neg C(s_t) \, \mathcal{U} \, G(s_t)}_{\text{reach checkpoint before goal}}$$



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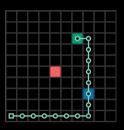
 $G(s_t)$: the state s at time t is the goal

$$\psi = \underbrace{\Diamond G(s_t)}_{\text{reaches}} \land \underbrace{\neg C(s_t) \, \mathcal{U} \, G(s_t)}_{\text{reach checkpoint}} \land \underbrace{\Box \neg F(s_t)}_{\text{always avoid}}$$



- $F(s_t)$: the state s at time t contains an obstacle
- $G(s_t)$: the state s at time t is the goal
- $C(s_t)$: the state s at time t is the checkpoint

$$\psi = \underbrace{\lozenge G(s_t)}_{\text{reaches}} \land \underbrace{\neg C(s_t) \, \mathcal{U} \, G(s_t)}_{\text{reach checkpoint}} \land \underbrace{\Box \neg F(s_t)}_{\text{always avoid}}$$



```
F = Qformula s_t \rightarrow s_t == [5, 5]

G = Qformula s_t \rightarrow s_t == [7, 8]

C = Qformula s_t \rightarrow s_t == [8, 3]

\psi = LTLSpecification(Qformula \Diamond(G) \land U(\neg G, C) \land \Box(\neg F))
```

CONTINUUM WORLD

System	Property	Implementation
Continuum World	"Reach the goal without hitting the obstacle" $G(s_t)$: s_t is in the goal region $F(s_t)$: s_t is in the obstacle region $\psi = \Diamond G(s_t) \wedge \Box \neg F(s_t)$	G = @formula s→norm(s[6.5,7.5])≤0.5 F = @formula s→norm(s[4.5,4.5])≤0.5 ψ = @formula ◊(G) Λ □(¬F)

INVERTED PENDULUM

System	Property	Implementation
Inverted Pendulum		
$-\pi/4$ $\pi/4$	"Keep the pendulum balanced" $B(s_t): \theta_t \leq \pi/4$ $\psi = \Box B(s_t)$	B = @formula s→abs(s[1])≤π/4 ψ = @formula □(B)

AIRCRAFT COLLISION AVOIDANCE

