

Symbolic LTL_f Synthesis

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Introduction

- ▶ Linear Temporal Logic (LTL)
- ▶ Extensively used in AI and CS [BK, AAI'96; CGV, KR'02; GV, ECP'99]
- ▶ LTL_f : LTL over *finite* traces
- ▶ Many AI problems of interest reduce to LTL_f synthesis [De Giacomo & Vardi, IJCAI'15]

LTL_f formulas

- ▶ a set \mathcal{P} of propositional symbols
- ▶ closed under
 - ▶ boolean connectives, Negation(\neg), And(\wedge), Or(\vee)
 - ▶ temporal operators, Next(X), Until(U), Eventually(F), Release(R), Globally(G)

Note: Same syntax, *different* semantics

- ▶ **LTL**: GFp means that p holds infinitely often
- ▶ **LTL_f**: GFp means that p holds at the last point

LTL_f Synthesis

Given:

LTL_f formula ϕ over \mathcal{P}

- ▶ Input variables: \mathcal{X}
- ▶ Output variables: \mathcal{Y}

Obtain:

Strategy $g : (2^{\mathcal{X}})^* \rightarrow 2^{\mathcal{Y}}$, a function from past history of inputs (in $2^{\mathcal{X}}$) to outputs

- ▶ At each instant, return an output (in $2^{\mathcal{Y}}$)
- ▶ **Goal:** trace [inputs & outputs] satisfy ϕ

Classical Solution to LTL_f Synthesis

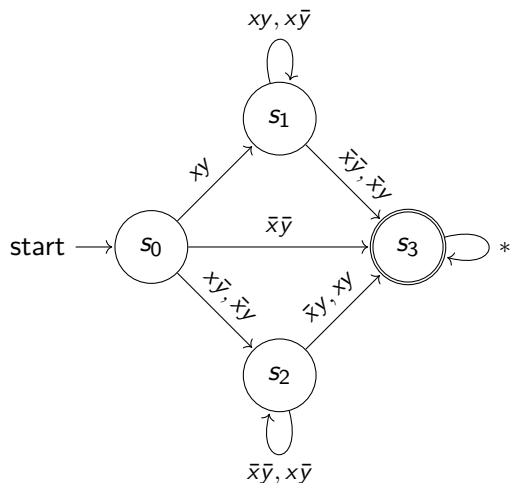
[De Giacomo & Vardi, IJCAI'15]: Reduction to DFA games

For an LTL_f formula ϕ over \mathcal{P} , $\text{traces}(\phi) \subseteq (2^{\mathcal{P}})^*$.

- ▶ [De Giacomo & Vardi, IJCAI'13]: A conversion from an LTL_f formula ϕ to a DFA A_ϕ such that $L(A_\phi) = \text{traces}(\phi)$.
- ▶ [Kupferman & Vardi, 2001]: Conversion to DFA may incur a doubly exponential blow-up in the worst case.

Given an LTL_f formula ϕ over $\mathcal{P} = \mathcal{X} \cup \mathcal{Y}$, the corresponding DFA game is described as a tuple $\mathcal{G} = (2^{\mathcal{X} \cup \mathcal{Y}}, S, s_0, \delta, F)$.

DFA Games: Example



- ▶ Environment: \mathcal{X}
- ▶ Controller: \mathcal{Y}
- ▶ Controller wins: accepting state reached

Controller winning strategy
 $g : S \mapsto 2^{\mathcal{Y}}$

Solving DFA Games

DFA Games:

- ▶ Controller: Chooses outputs in $2^{\mathcal{Y}}$.
- ▶ Environment: Chooses inputs in $2^{\mathcal{X}}$.
- ▶ Goal: Construct a word accepted by DFA.

DFA Game Solving

- ▶ **Realizability:** Does the controller have a winning strategy?
- ▶ **Synthesis:** Compute a winning strategy for the controller.

Our Contribution

- ▶ Reduction of LTL_f synthesis to LTL synthesis
 1. Translate LTL_f formula to an equi-realizable LTL formula
 2. Use LTL synthesis tool
- ▶ First direct tool for LTL_f synthesis
 1. A symbolic framework of LTL_f synthesis
 2. Leveraging Boolean-synthesis techniques from CAD
- ▶ Symbolic framework outperforms conversion to LTL synthesis

Symbolic LTL_f Synthesis

We introduce a symbolic framework for LTL_f synthesis:

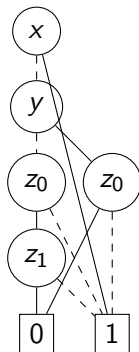
1. Construct DFA symbolically represented by BDDs using MONA ¹ [Henriksen et al., TACAS'95]
2. Solve DFA game using BDD techniques
 - ▶ Compute fixpoint of winning states of the DFA
 - ▶ Synthesize winning strategy using a Boolean-synthesis procedure

¹MONA: A tool for monadic second-order logic on words

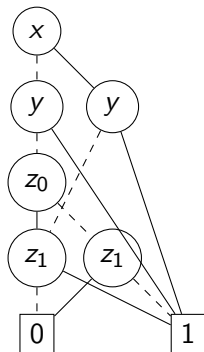
Symbolic DFA Representation

DFA can be symbolically encoded using BDDs.

- ▶ State variables
 $\mathcal{Z} = \{z_0, \dots, z_k\}$, $k = \log n$
- ▶
- ▶ k BDDs for transition function



BDD for z_0



BDD for z_1

Solving a DFA Game Symbolically

Perform the fixpoint computation using BDDs:

- ▶ Set of winning states represented by BDD W over \mathcal{Z}
- ▶ Set of pairs (winning state, winning output) represented by BDD T over $\mathcal{Z} \cup \mathcal{Y}$

Realizability:

- ▶ Check if $W(Z_0) = 1$

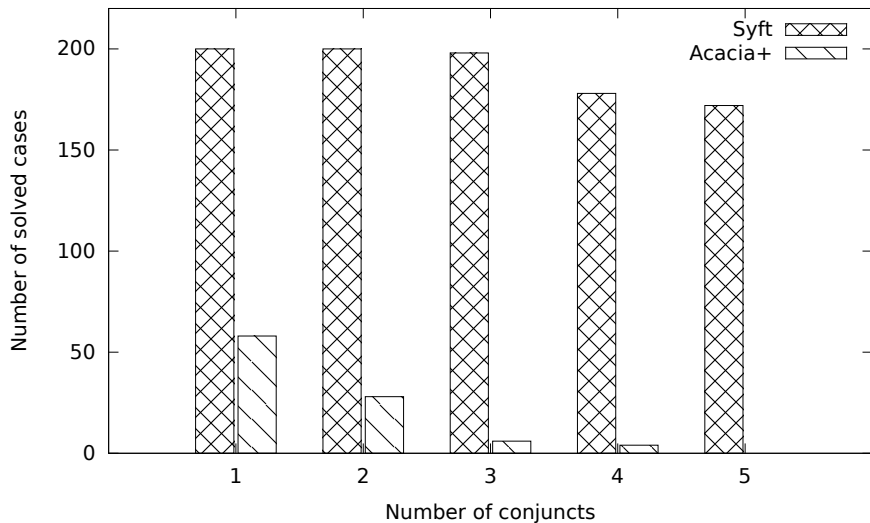
Synthesis:

- ▶ Construct strategy $\tau : 2^{\mathcal{Z}} \rightarrow 2^{\mathcal{Y}}$ such that if $W(Z) = 1$ then $T(Z, \tau(Z)) = 1$ (Boolean synthesis) [Fried, Tabajara & Vardi, CAV'16]

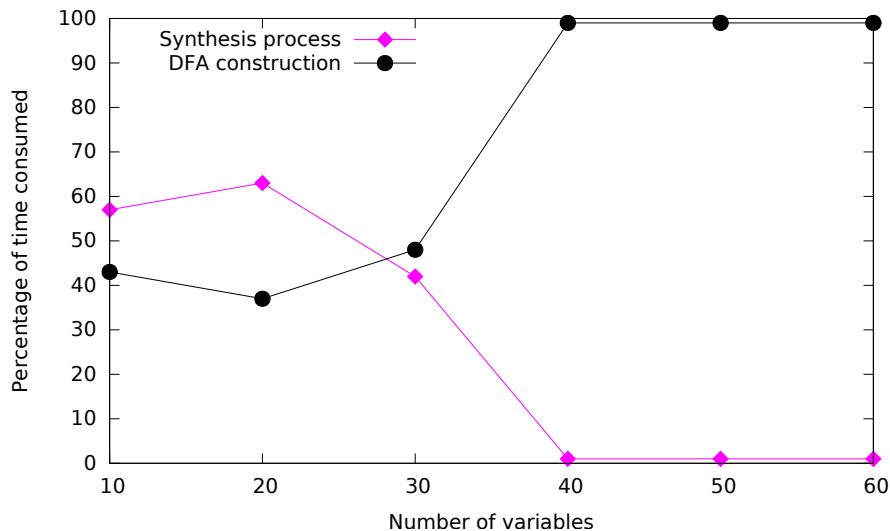
Experimental Evaluation

- ▶ Large synthetic dataset:
 - ▶ Random conjunctions from 100 base cases (industrial patterns)
 - ▶ Number of conjuncts: l
 - ▶ Number of variables: n
 - ▶ 200 LTL_f formulas for each (l, n)
- ▶ The symbolic approach is implemented in a tool **Syft**.
- ▶ LTL synthesis tool **Acacia+** [Bohy et al., CAV'12].

Symbolic Framework vs. Conversion to LTL synthesis



DFA Construction dominates Synthesis



Conclusions

- ▶ First implementation of a synthesis framework for LTL_f synthesis
- ▶ Experiments demonstrate advantages of symbolic approach
- ▶ Potential for further improvement in DFA construction