

Symbolic Approaches to LTL_f Best-Effort Synthesis

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WhiteMech:

White-box Self Programming Mechanisms



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- ▶ **Best-effort synthesis** is a **suitable form of planning**, finds a strategy that ensures the agent will do its best to achieve the goal, i.e., a **best-effort strategy**
- ▶ LTL_f **best-effort synthesis**, both the environment assumption and the agent goal are expressed as LTL_f formulas

- ▶ **Reactive synthesis**, a **general form of planning**, finds an agent strategy that achieves the given goal (temporal goal)
- ▶ An agent strategy is a function $\sigma_{ag} : (2^{\mathcal{X}})^+ \rightarrow 2^{\mathcal{Y}}$

LTL_f Reactive Synthesis Under Environment Assumptions

Given: Environment assumption \mathcal{E} , agent goal φ , LTL_f formulas over $\mathcal{X} \cup \mathcal{Y}$

Obtain: An agent strategy σ_{ag} such that

$$\forall \sigma_{env} \triangleright \mathcal{E}, \pi(\sigma_{ag}, \sigma_{env}) \models \varphi$$

- ▶ **Best-effort synthesis** finds a **best-effort strategy**, i.e., a strategy that ensures the agent does its best to achieve the goal

Dominance

Let σ_1 and σ_2 be two agent strategies. σ_1 **dominates** σ_2 for goal φ under assumption \mathcal{E} , written $\sigma_1 \geq_{\varphi|\mathcal{E}} \sigma_2$, if for every $\sigma_{env} \triangleright \mathcal{E}$, $\pi(\sigma_2, \sigma_{env}) \models \varphi$ implies $\pi(\sigma_1, \sigma_{env}) \models \varphi$. σ_1 **strictly dominates** σ_2 , written $\sigma_1 >_{\varphi|\mathcal{E}} \sigma_2$, if $\sigma_1 \geq_{\varphi|\mathcal{E}} \sigma_2$ and $\sigma_2 \not\geq_{\varphi|\mathcal{E}} \sigma_1$.

LTL_f Best-Effort Synthesis Under Environment Assumptions

Given: Environment assumption \mathcal{E} , agent goal φ , LTL_f formulas over $\mathcal{X} \cup \mathcal{Y}$

Obtain: An agent strategy σ such that there is no strategy σ' that strictly dominates σ

- ▶ Study of the relationship between reactive synthesis and best-effort synthesis for specifications in **Linear Temporal Logic on Finite Traces** (LTL_f)
- ▶ Three novel symbolic approaches to LTL_f best-effort synthesis:
 - ▶ Monolithic
 - ▶ Explicit-compositional
 - ▶ Symbolic-compositional
- ▶ Empirical evaluation

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- ▶ The proposed approaches are based on a reduction to solving adversarial/cooperative reachability games on symbolic DFAs

Symbolic DFA [Zhu et al. 2017]

The symbolic representation of a DFA is a tuple $\mathcal{G}^S = (\mathcal{X}, \mathcal{Y}, \mathcal{Z}, Z_0, \eta, f)$ where:

- ▶ \mathcal{X} and \mathcal{Y} are environment and agent variables, respectively
- ▶ \mathcal{Z} is the set of state variables
- ▶ Z_0 is the initial state
- ▶ $\eta: 2^{\mathcal{X}} \times 2^{\mathcal{Y}} \times 2^{\mathcal{Z}} \rightarrow 2^{\mathcal{Z}}$ represents the transitions of the DFA game
- ▶ f represents the final state of the DFA game

- ▶ **Winning strategy of an adversarial reachability game.** Least fixpoint computation on Boolean formulas w and t :

$$t_{i+1}(Z, Y, Y) = t_i(Z, X, Y) \vee (\neg w_i(Z) \wedge w_i(\eta(X, Y, Z)))$$

$$w_{i+1}(Z) = \forall X. \exists Y. t_{i+1}(Z, X, Y);$$

- ▶ **Winning strategy of a cooperative reachability game.** Least fixpoint computation on Boolean formulas \hat{w} and \hat{t} :

$$\hat{t}_{i+1}(Z, Y, Y) = \hat{t}_i(Z, X, Y) \vee (\neg \hat{w}_i(Z) \wedge \hat{w}_i(\eta(X, Y, Z)))$$

$$\hat{w}_{i+1}(Z) = \exists X. \exists Y. \hat{t}_{i+1}(Z, X, Y);$$

- ▶ Fixpoint reached when $w_{i+1} \equiv w_i$ (resp. $\hat{w}_{i+1} = \hat{w}_i$)
- ▶ Computation of positional strategy by Boolean synthesis

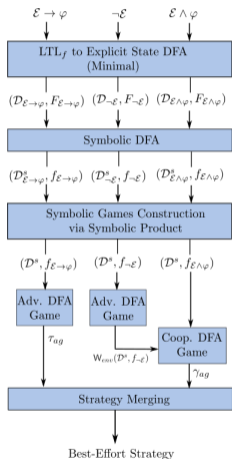


Figure: Monolithic

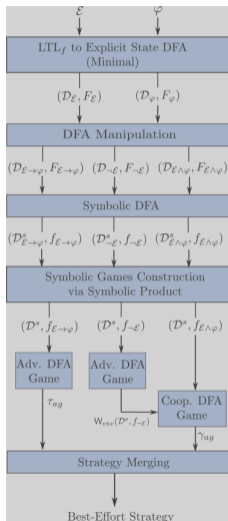


Figure: Explicit-Compositional

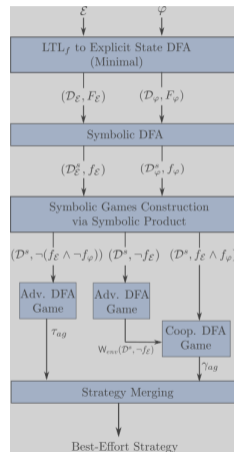


Figure: Symbolic-Compositional

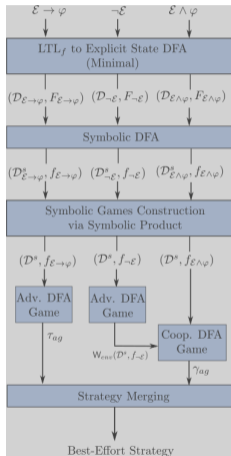


Figure: Monolithic

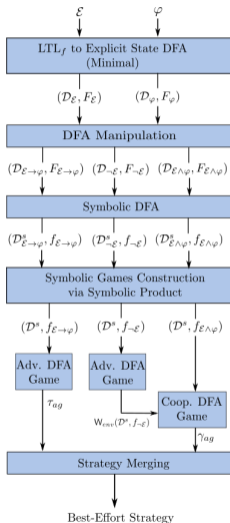


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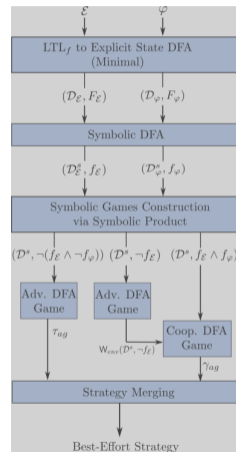


Figure: Symbolic-Compositional

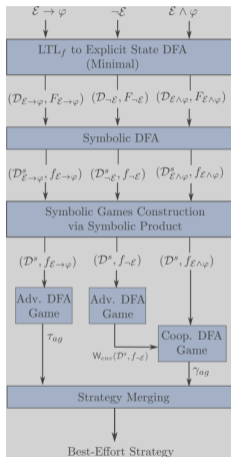


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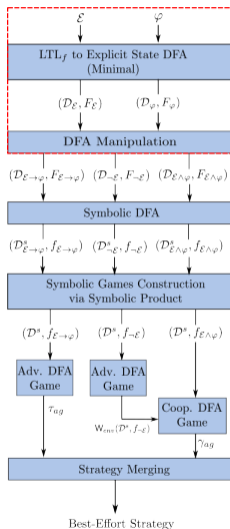


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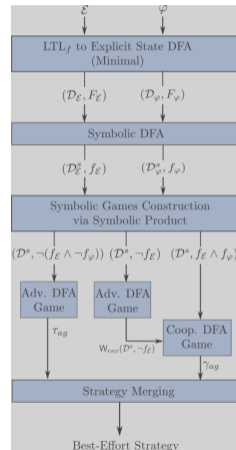


Figure: Symbolic-Compositional

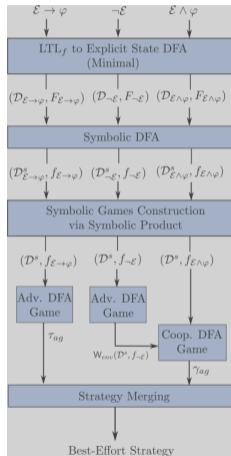


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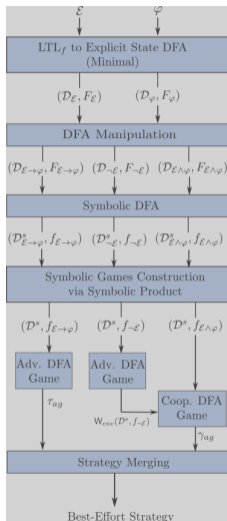


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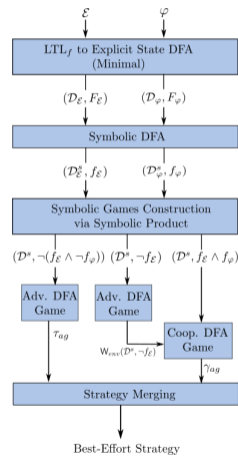


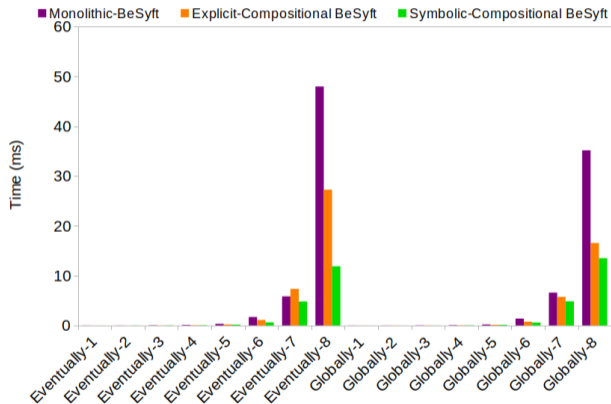
Figure: Symbolic-Compositional

- ▶ **Implementation** of the symbolic approaches in a tool called **BeSyft**:
 - ▶ Monolithic-*BeSyft*
 - ▶ Explicit-compositional-*BeSyft*
 - ▶ Symbolic-compositional-*BeSyft*

- ▶ **Experiments** performed on a scalable benchmark **counter games**:
 - ▶ Performance comparison of the three symbolic approaches
 - ▶ Performance comparison of best-effort and reactive synthesis
 - ▶ Evaluation of the bottleneck and impact of the cooperative phase

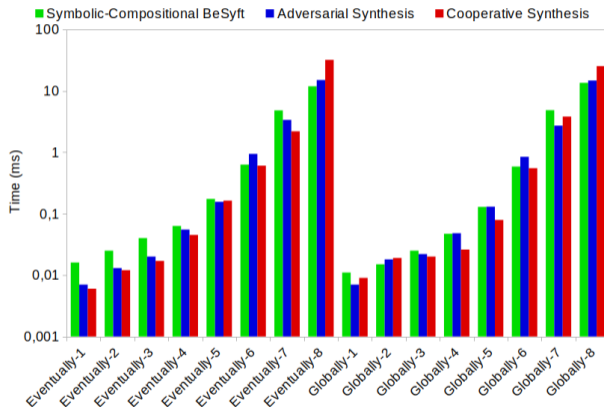
Experimental Results

Comparing Symbolic Approaches



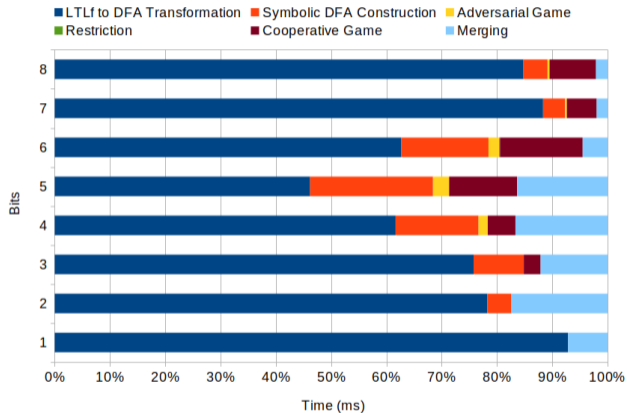
Experimental Results

Comparing Best-Effort Synthesis and Reactive Synthesis



Experimental Results

Relative Time Cost Evaluation



- ▶ Three symbolic approaches to LTL_f best-effort synthesis
- ▶ The symbolic-compositional approach has the best performance
- ▶ Automata minimization does not always lead to improvement
- ▶ LTL_f -to-DFA conversion is the bottleneck of LTL_f best-effort synthesis.
- ▶ Performing best-effort synthesis only brings minor overhead comparing with standard reactive synthesis

Future Directions

- ▶ LTL_f best-effort synthesis on planning domains
- ▶ LTL_f best-effort synthesis under multiple environment assumptions
- ▶ LTL best-effort synthesis