Little Tricky Logic: Misconceptions in the Understanding of LTL



LTL = Linear Temporal Logic



LTL = Linear Temporal Logic



For systems that change over time



LTL = Linear Temporal Logic



For systems that change over time

Expressive
Supports good decision procedures
Small
.... and easy to learn?





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

+2 years of studies with researchers and students 4 survey rounds





Quiz Time!



Part 1: Formulas vs. Traces





















Not satisfied, because Green comes before Red **Bad Prop** misconception



Red



Red





Red





Red



Red



Red





Red



 $\left(\begin{array}{c} (R) \\ (G) \\ (G) \\ (B) \\ (C) \\ (C)$



Red



Red

Satisfied because Red is on at some point

Implicit F misconception



Red until Blue

[strong until]



Q. Do the traces below satisfy this formula? **Red until Blue** [strong until] $(R) \rightarrow (R) \rightarrow (R)$



















Part 2: LTL to English


"Red is always on"









"Red is always on and Blue is eventually on"



"Red is always on"

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



"Red is always on"

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

"This statement can never be satisfied"

"Red is always on"

"Red is always on and Blue is eventually on" \checkmark



"This statement can never be satisfied"



When Blue turns on, Red **must** be off

Exclusive U misconception



X "This statement can never be satisfied"





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



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



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



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

Red **will** turn on

Bad Prop misconception



Part 3:

English to LTL









Impossible!





X Impossible!







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





X Impossible!

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

Q. Translate to LTL

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}}}

Q. Translate to LTL

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

Impossible!

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

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



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



An implication constrains the **next state**

Bad State Index misconception

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

All Done!

Tricky?



Obvious?!



Expert Blind Spot?

Quiz Q's Based on 3 Instruments

- ► Trace Satisfaction
- ► LTL to English
- ► English to LTL

always (Engine or Light) satisfied by this trace?	
$\boxed{\begin{array}{c} \hline \\ \hline \\ \hline \\ \hline \\ \\ 1 \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \\ \hline \\ \\ 2 \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \\ \hline \\ \\ \hline \\ \\ 3 \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \\ \\ \hline \\ \\ \\ 3 \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \\ \\ \\ \\ \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \\ \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \\ \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \end{array}$ \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \end{array} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \end{array} \longrightarrow \boxed{\begin{array}{c} \hline \end{array}} \longrightarrow \end{array}	
Example Answer : Yes, because either the headlight is on in each state.	engine (smoke) or the
	Q . Is the formula
Does the example make sense to you?*	(Red) until (Blue) satisfied by this trace?*
Does the example make sense to you?*	(Red) until (Blue) satisfied by this trace?*
Does the example make sense to you?* Yes No (please explain)	(Red) until (Blue) satisfied by this trace?* (R) (B) (B) (B) (C) (B) (C) (C) (C) (C) (C) (C) (C) (C
Oees the example make sense to you?* Yes No (please explain)	(Red) until (Blue) satisfied by this trace?* (Red) until (Blue) satisfied by this trace?* (Red) (Red) (Blue) (Red) (Blue)

cs.utah.edu/~blg/ltl-instruments.pdf

Code Book for Analysis



Software: Quizius

Class-sourcing to discover misconceptions

1. Answer Top Q's

■ Answer a question from Revi...

Question

The above sentence should describe a set of traces over the variables x1, x2, etc. Encode it formally in LTL. Please ignore superficial mistakes like typos, and do not use external tools like Spin to help you.

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!

... but learners are everywhere not just in classrooms





1. Teach Better



our instruments can help!

2. Build Tools

guard against misconceptions

... but learners are everywhere not just in classrooms


What Next?

1. Teach Better



our instruments can help!

2. Build Tools

guard against misconceptions

... but learners are everywhere not just in classrooms



3. Design Logics

Alloy 6

Electrum

our findings have inspired changes

What's New?



forge-fm.org

 $\left\{ \begin{array}{c} \text{Tim Nelson} - \text{CSCI 1710} - \text{MWF 10 am} \\ \text{logic for systems} \end{array} \right\}$





Q. Translate to English
next_state { eventually { Red }}



Q. Translate to English next_state { eventually { Red }}

"... doesn't make sense to call next_state on eventually eventually should already evaluate to true or false"



Q. Translate to English next_state { eventually { Red }}

"... doesn't make sense to call next_state on eventually eventually should already evaluate to true or false"

Programmer intuitions!



LTLf finite traces



Marco Montali Guiseppe De Giacomo Shufang Zhu





!X(a) == X(!a) G(F(a)) != F(G(a))

Valid in LTL, **invalid in LTLf**

Thank You!

benjamin.l.greenman@gmail.com







What Next?

1. Teach Better



our instruments can help!

2. Build Tools

guard against misconceptions

... but learners are everywhere not just in classrooms



3. Design Logics

Alloy 6

Electrum

our findings have inspired changes