

# Analyzing Unsynthesizable High-Level Robot Specifications in LTLMoP

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A white and blue humanoid robot, possibly a Pepper robot, is shown in profile, facing right. It has a white body with blue accents on its head, arms, and legs. The robot's head is tilted slightly forward, and its arms are at its sides. The background is a solid dark green.

## HIGH -LEVEL TASKS:

- Patrolling a workspace for an indefinite period (**infinite** behaviour)
- Responding to signals or objects of interest (**reactive**)

## EXAMPLES:

Search and rescue missions

Autonomous Unmanned Vehicles

e.g. DARPA Urban Challenge

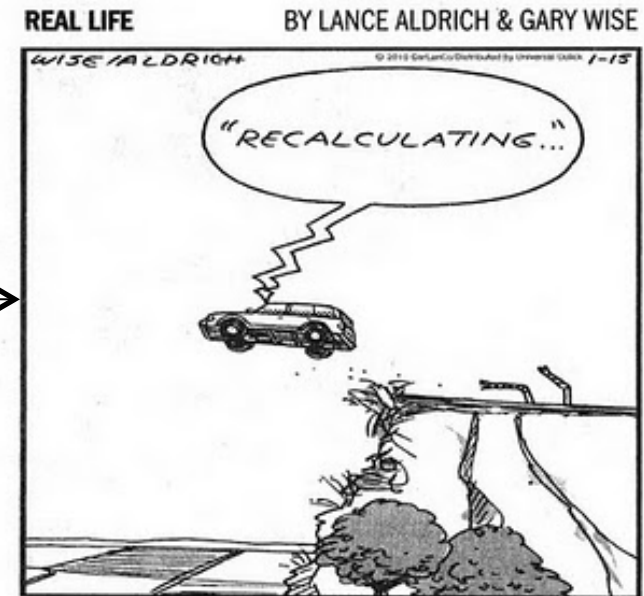
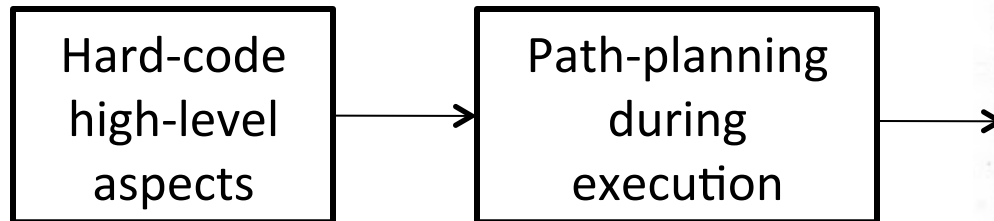
Firefighting robots

Household chores (laundry, cleanup)

Restocking supermarket shelves

# AUTOMATED HIGH-LEVEL ROBOT CONTROL :

## Usual Approach



- Need to plan for a large number of contingencies.
- Does the implementation capture the high level requirements?
- Is the intended behavior even achievable?

Do there exist robot controllers that guarantee fulfillment of the task?



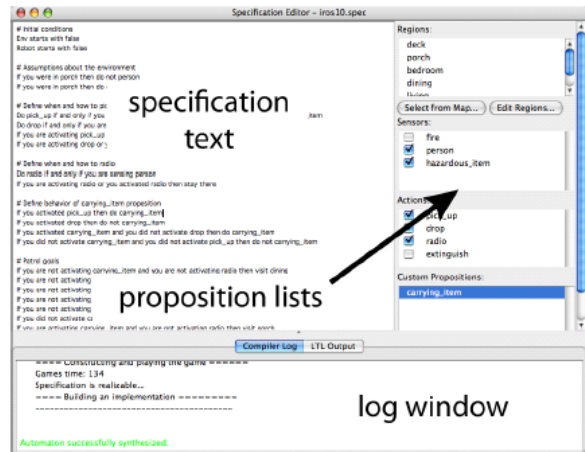
## FORMAL GUARANTEES:

Verifiable integration of high-level planning with continuous control.

## LINEAR TEMPORAL LOGIC MISSION PLANNING TOOLKIT (LTLMoP)

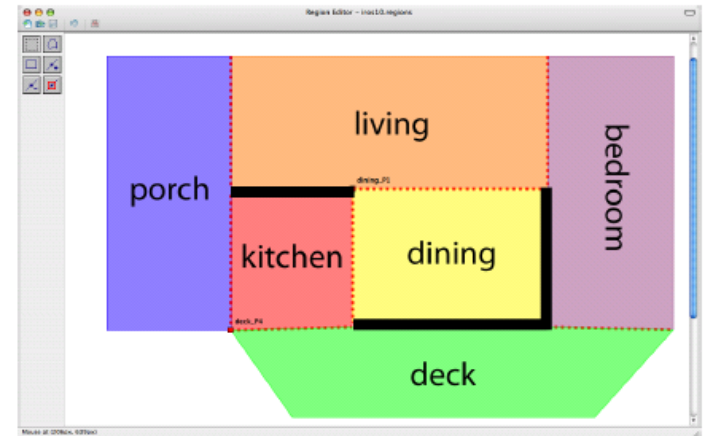
- Discretized problem abstraction
- Structured English specifications  $\Leftrightarrow$  GR(1) formulas in LTL.
  - environment assumptions
  - desired system behaviour
- Synthesis of correct-by-construction controllers.

# LTLMoP OVERVIEW



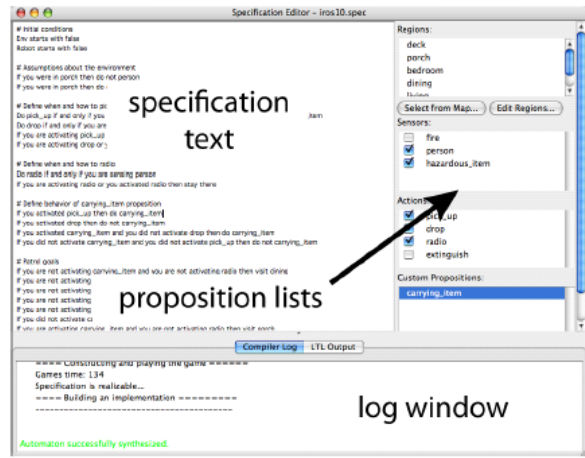
(Specification Editor)

**Robot Capability  
Definitions  
(Sensors/Actions)**



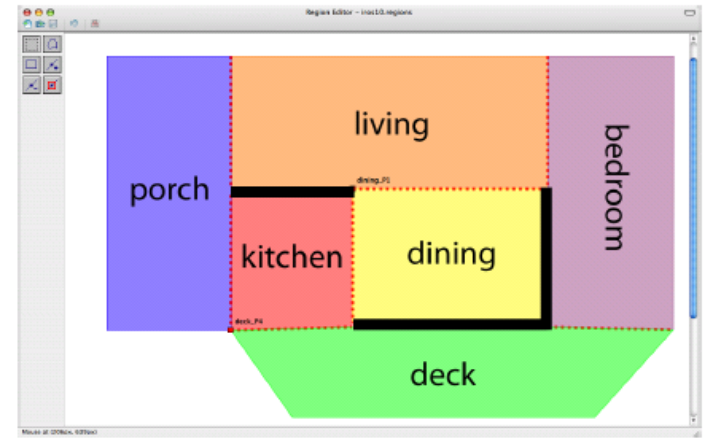
(Region Editor)

# LTLMoP OVERVIEW



(Specification Editor)

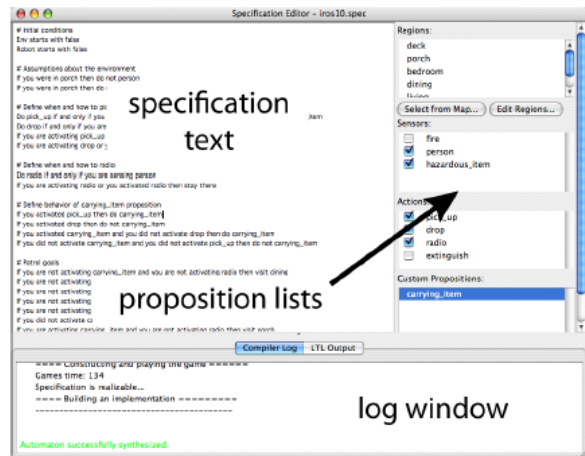
**Robot Capability  
Definitions  
(Sensors/Actions)**



(Region Editor)

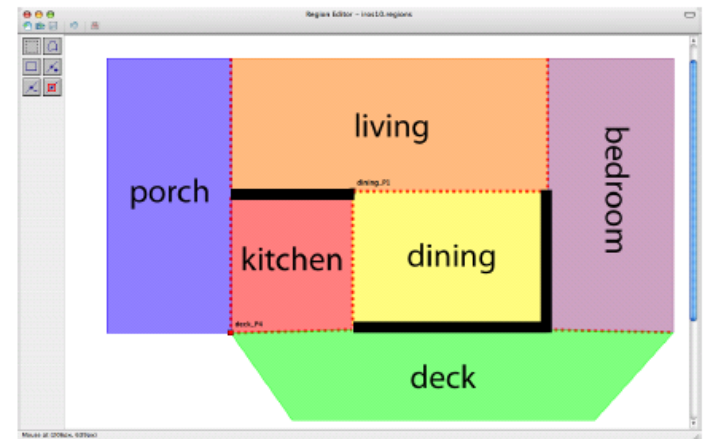
**Structured English-to-LTL Parser**

# LTLMoP OVERVIEW



(Specification Editor)

**Robot Capability  
Definitions  
(Sensors/Actions)**

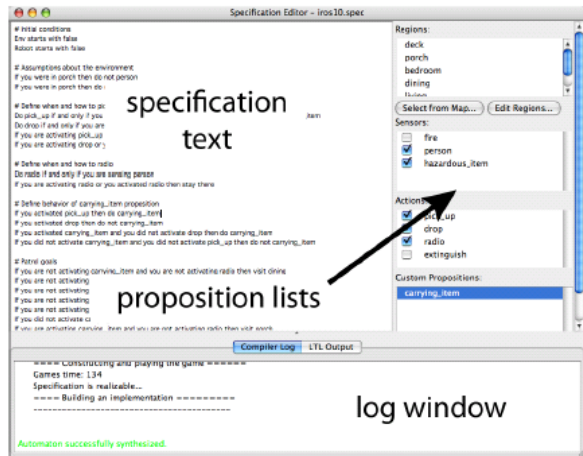


(Region Editor)

**Structured English-to-LTL Parser**

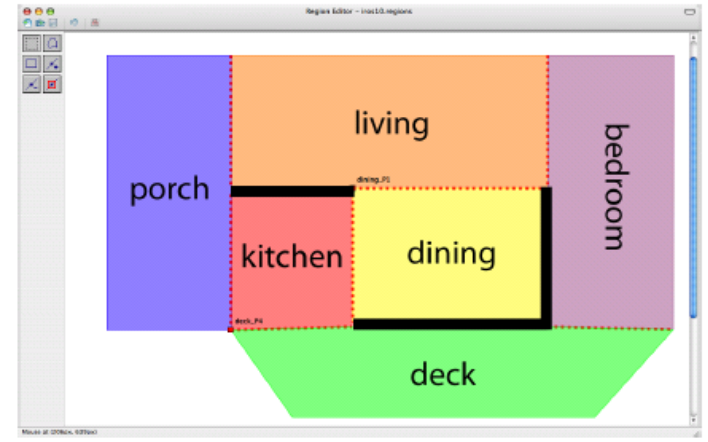
**Synthesis**

# LTLMoP OVERVIEW



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Definitions  
(Sensors/Actions)**

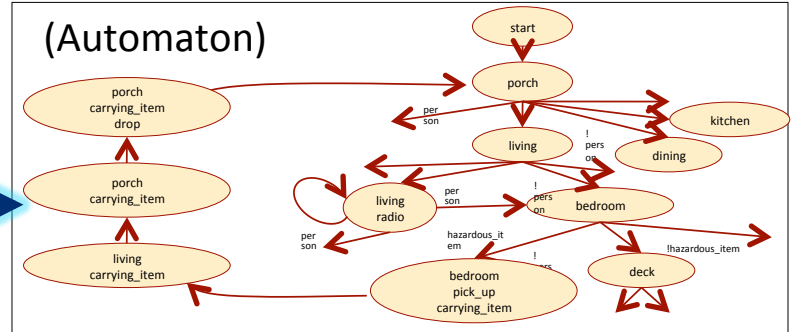


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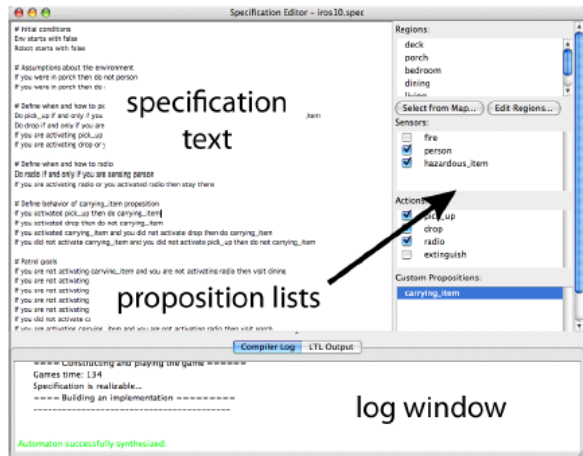
**Synthesis**

(Automaton)

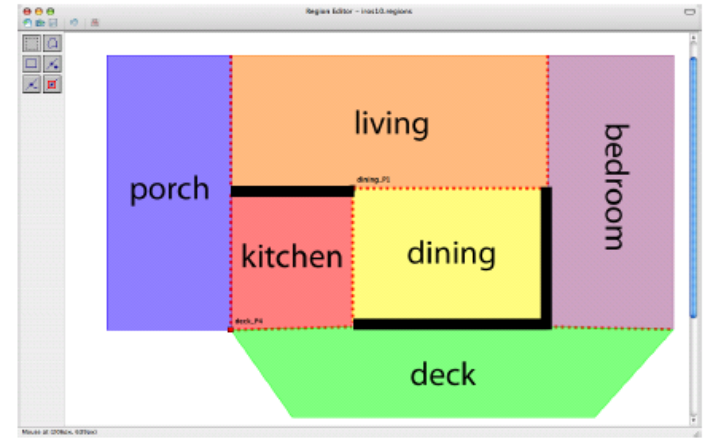




# LTLMoP OVERVIEW



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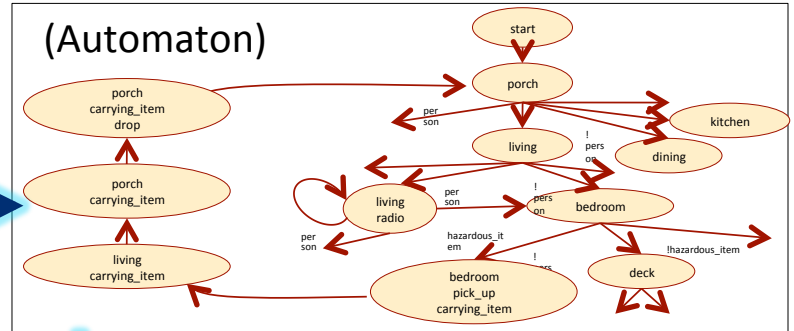


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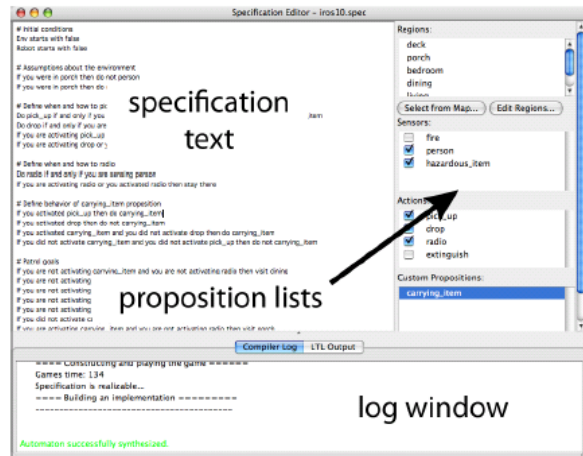
**Synthesis**

(Automaton)



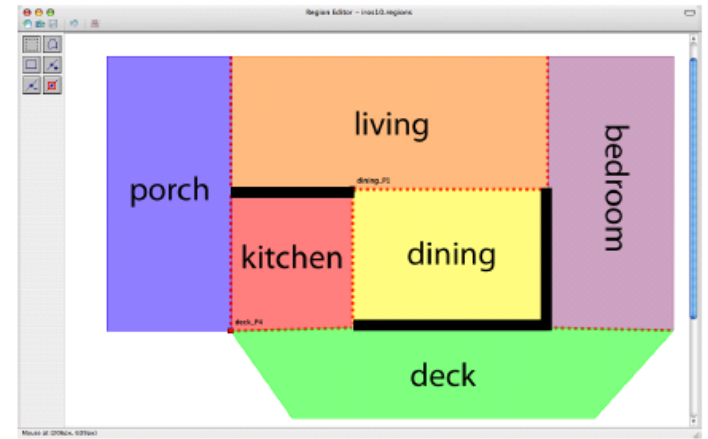
**Hybrid Controller**

# LTLMoP OVERVIEW



(Specification Editor)

Robot Capability  
Definitions  
(Sensors/Actions)

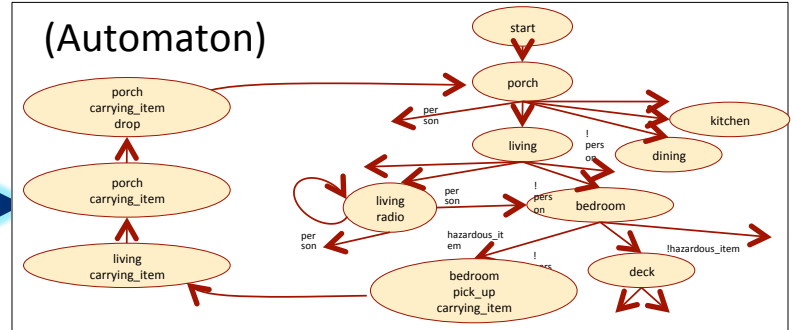


(Region Editor)

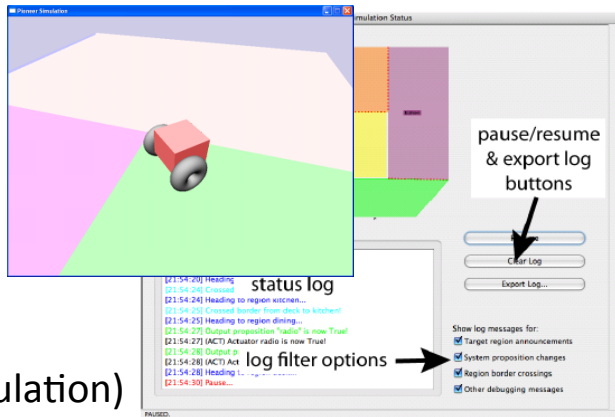
Structured English-to-LTL Parser

Synthesis

(Automaton)

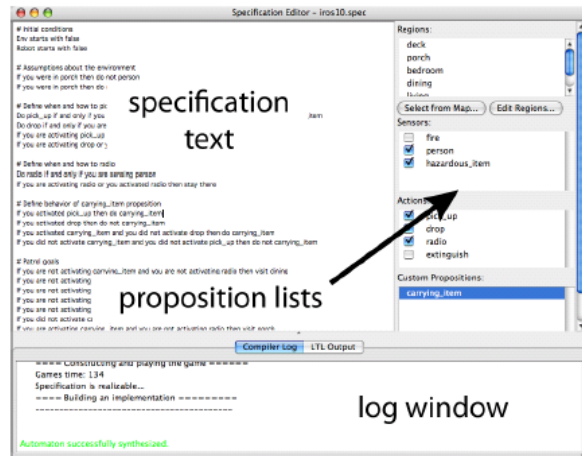


Hybrid Controller

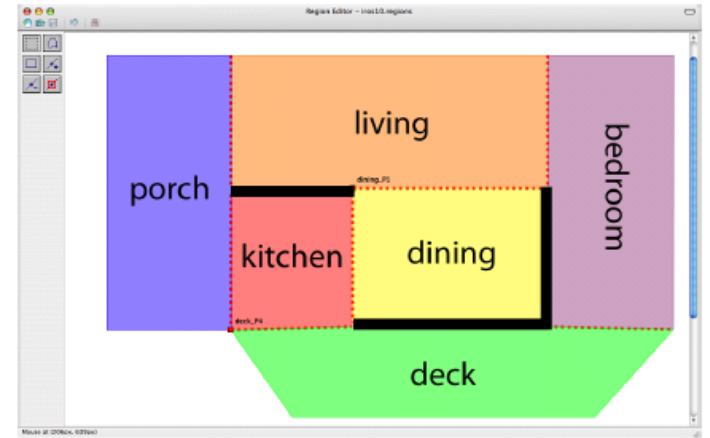


(Simulation)

# LTLMoP OVERVIEW



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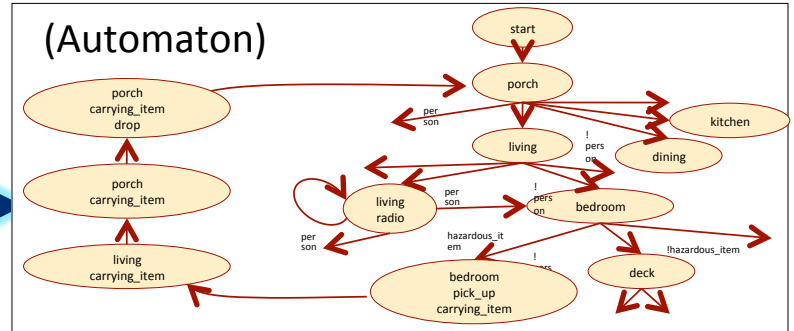


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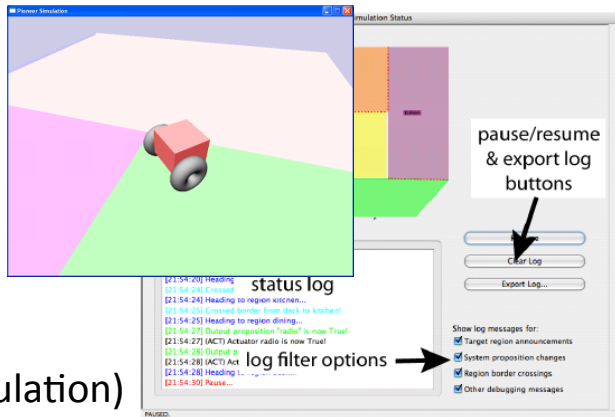
Structured English-to-LTL Parser

Synthesis

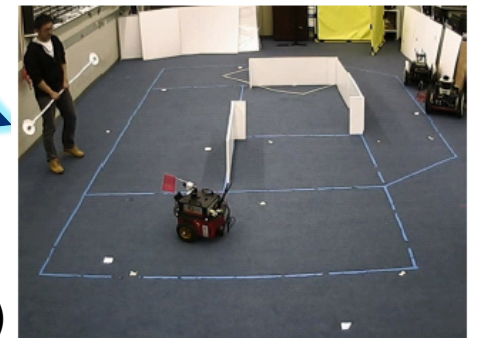
(Automaton)



Hybrid Controller



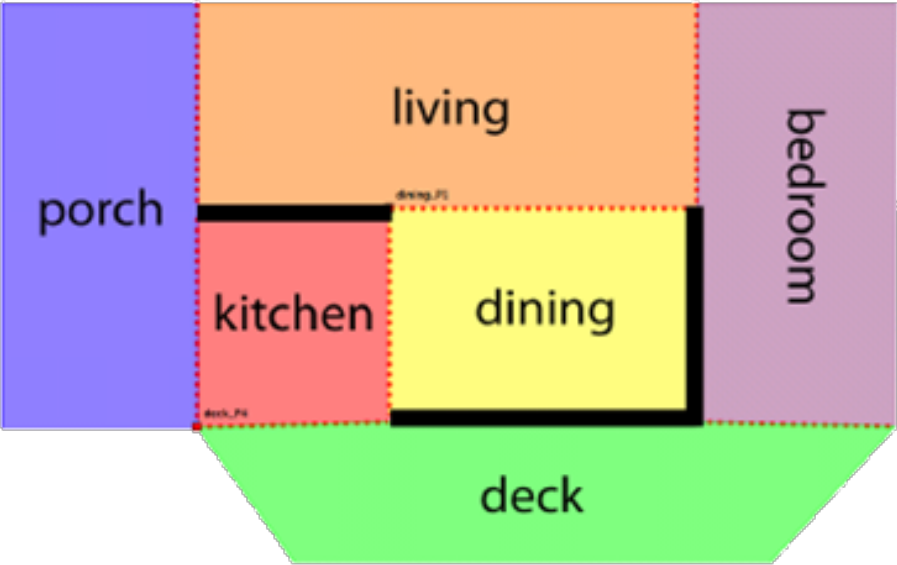
(Simulation)



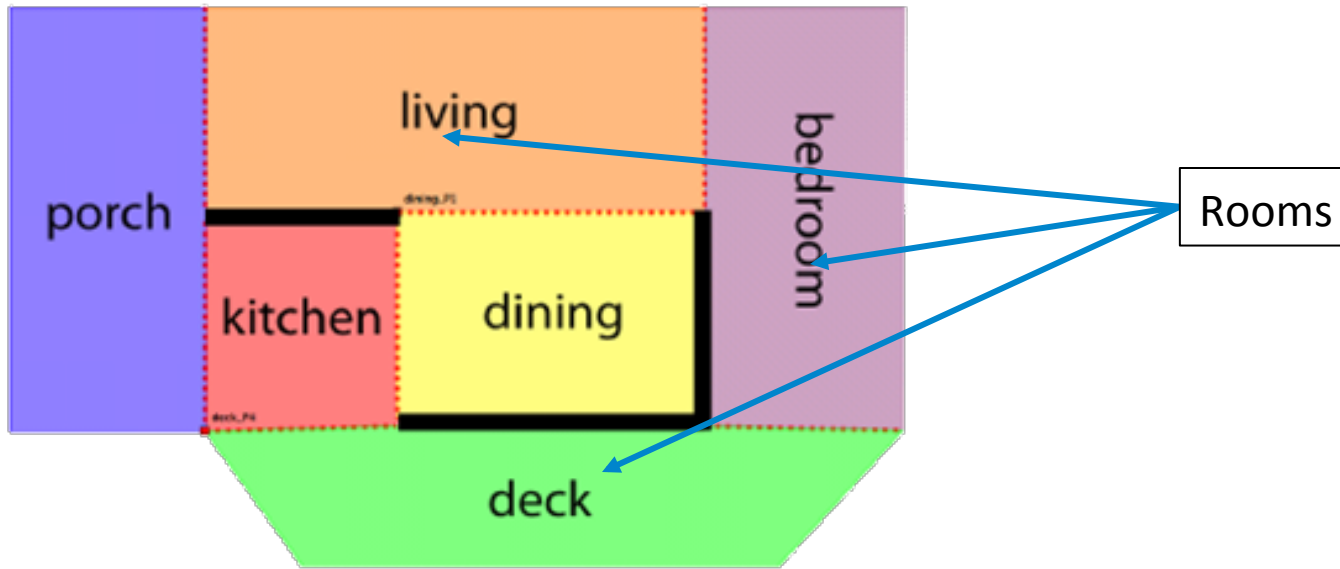
(Physical Robot)

## **EXAMPLE: FIRE-FIGHTING SCENARIO**

# FIRE-FIGHTING SCENARIO



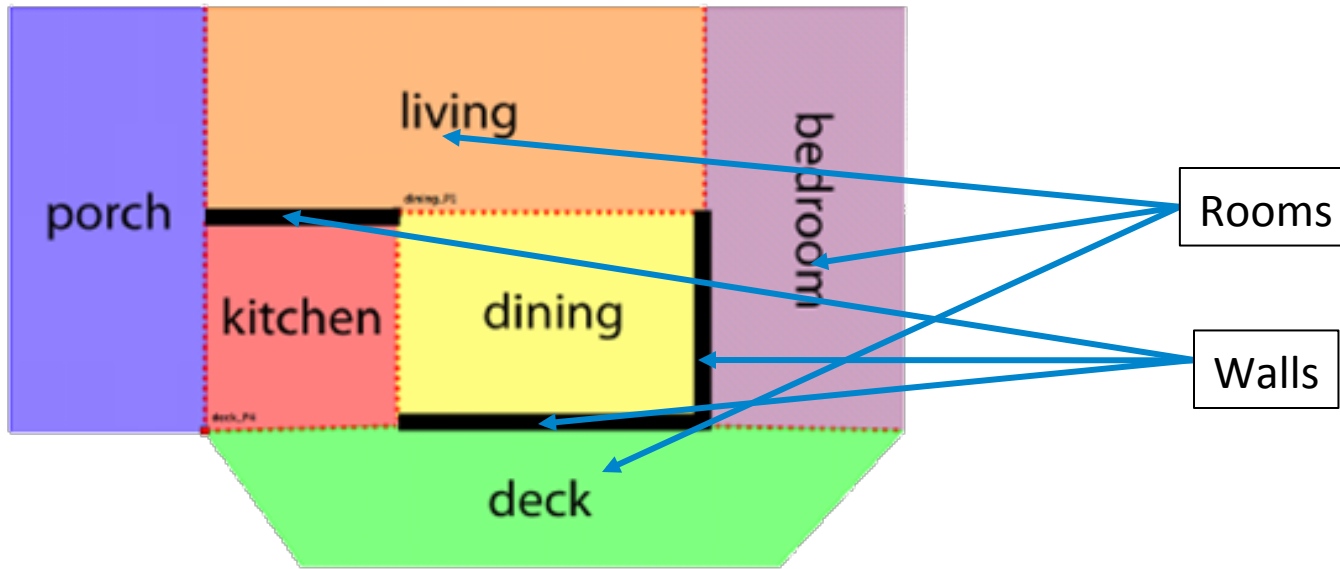
# FIRE-FIGHTING SCENARIO



## Regions:

- porch, deck, etc.

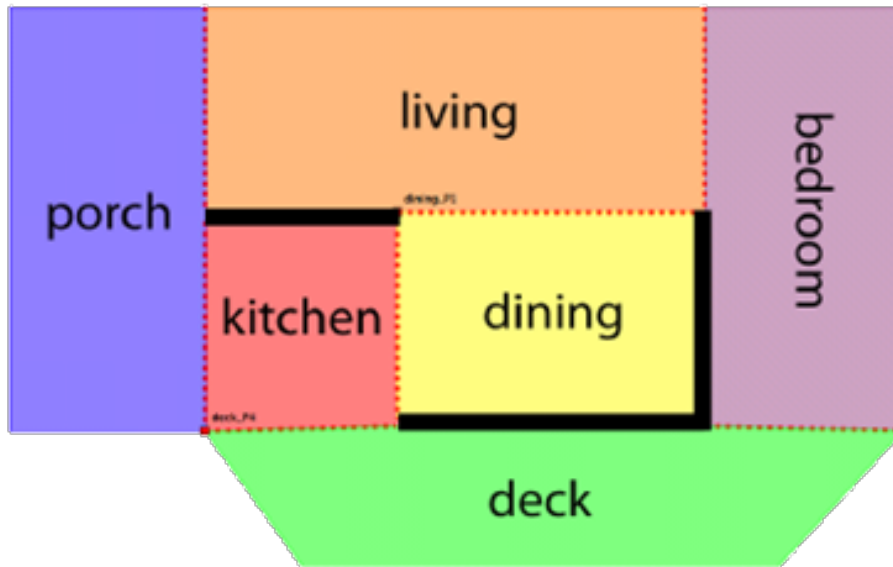
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## Regions:

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# FIRE-FIGHTING SCENARIO



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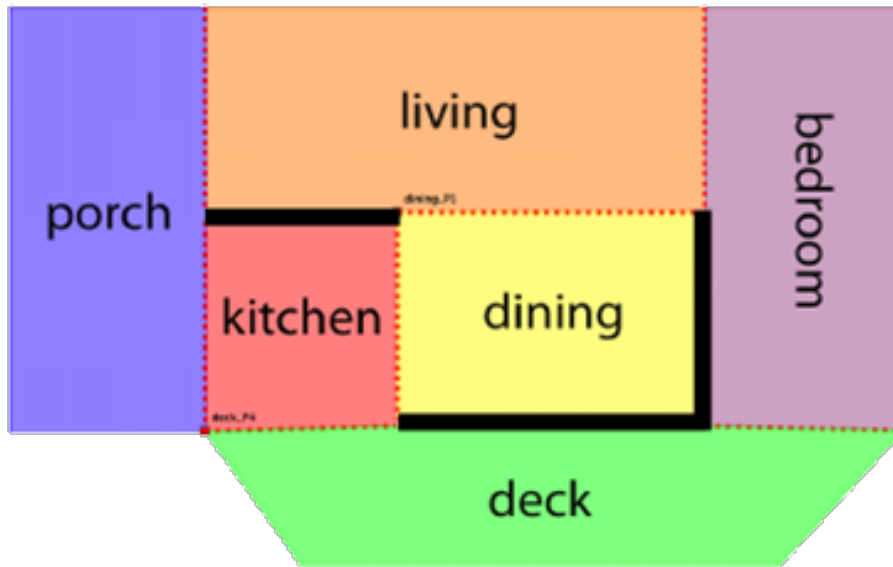
- porch, deck, etc.

## Robot actions:

- pick\_up
- drop
- radio
- carrying\_item



# FIRE-FIGHTING SCENARIO



## Regions:

- porch, deck, etc.

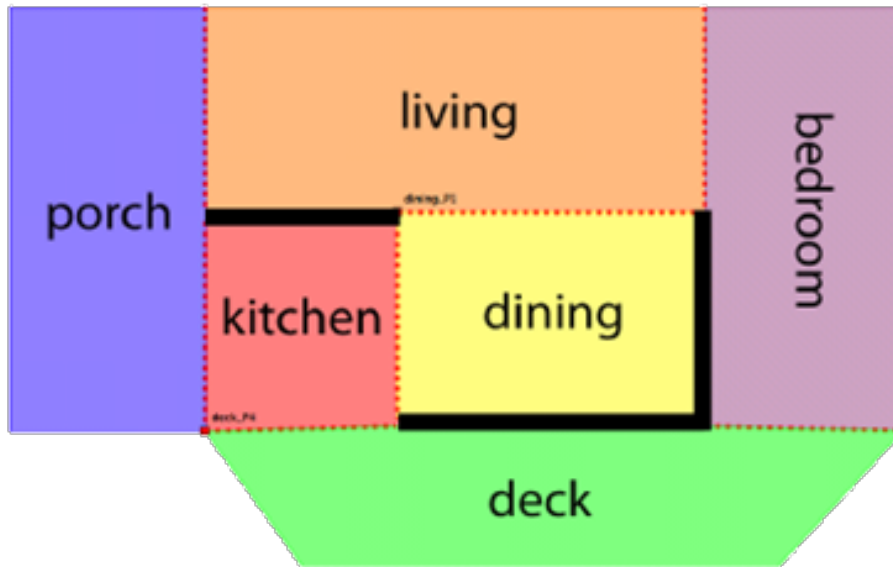
## Robot actions:

- pick\_up
- drop
- radio
- carrying\_item

## Sensors:

- hazardous\_item
- person

# FIRE-FIGHTING SCENARIO



## Regions:

- porch, deck, etc.

## Robot actions:

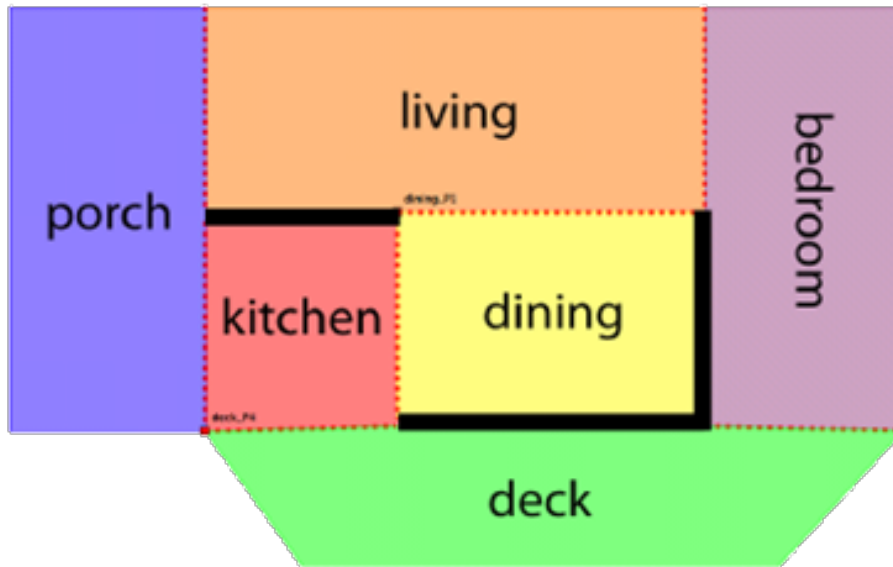
- pick\_up
- drop
- radio
- carrying\_item

System Propositions

## Sensors:

- hazardous\_item
- person

# FIRE-FIGHTING SCENARIO



## Regions:

- porch, deck, etc.

## Robot actions:

- pick\_up
- drop
- radio
- carrying\_item

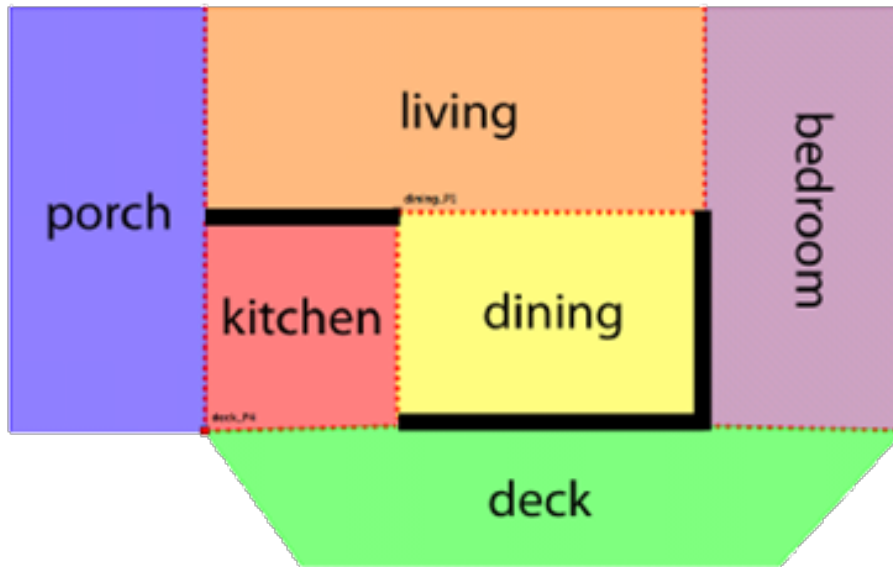
System Propositions

## Sensors:

- hazardous\_item
- person

Environment Propositions

# FIRE-FIGHTING SCENARIO



## Regions:

- porch, deck, etc.

## Robot actions:

- pick\_up
- drop
- radio
- carrying\_item

## Sensors:

- hazardous\_item
- person

Env starts with false  
Robot starts with false  
Robot starts in **porch**

If you were in **porch** then  
do not **hazardous\_item**

Do **pick\_up** if and only if you are sensing  
**hazardous\_item** and you are not  
activating **carrying\_item**

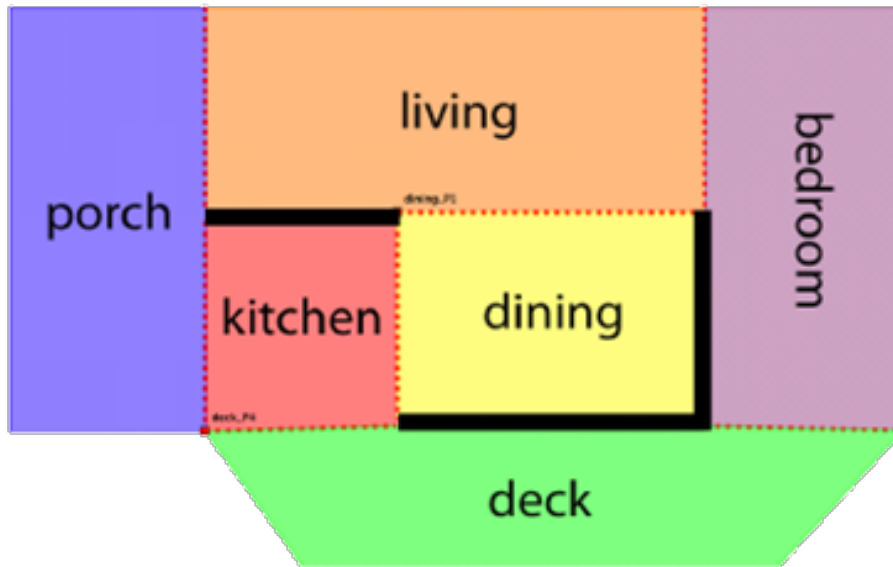
If you did not activate **carrying\_item** then  
always not **porch**

Do **radio** if and only if you are sensing  
**person**

If you are activating **radio** or you were  
activating **radio** then stay there

If you are not activating **carrying\_item**  
and you are not activating **radio** then visit  
**dining**

# FIRE-FIGHTING SCENARIO



## Regions:

- porch, deck, etc.

## Robot actions:

- pick\_up
- drop
- radio
- carrying\_item

## Sensors:

- hazardous\_item
- person

Env starts with false  
Robot starts with false  
Robot starts in porch

Initial  
Conditions

If you were in porch then  
do not hazardous\_item

Do pick\_up if and only if you are sensing  
hazardous\_item and you are not  
activating carrying\_item

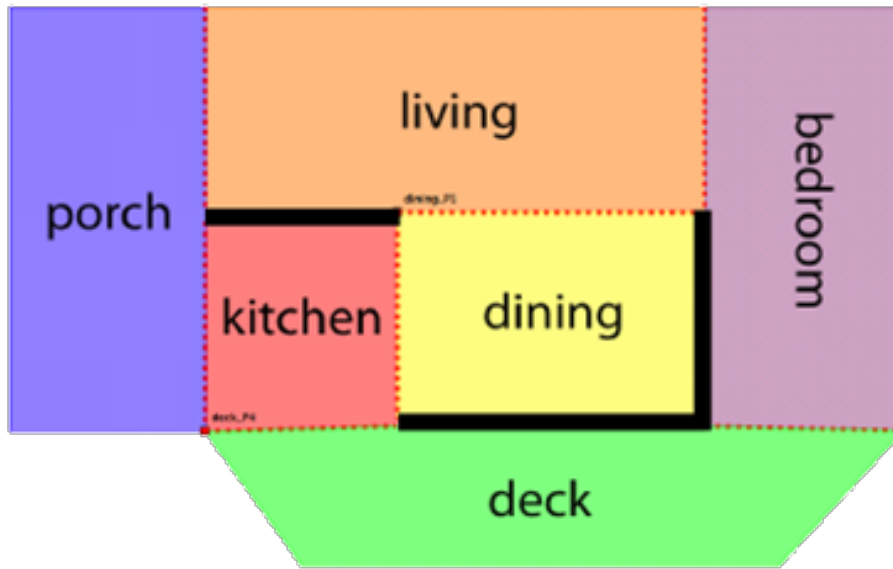
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Do radio if and only if you are sensing  
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## Regions:

- porch, deck, etc.

## Robot actions:

- pick\_up
- drop
- radio
- carrying\_item

## Sensors:

- hazardous\_item
- person

Env starts with false  
Robot starts with false  
Robot starts in **porch**

If you were in **porch** then  
do not **hazardous\_item**

Environment  
Safety

Do **pick\_up** if and only if you are sensing  
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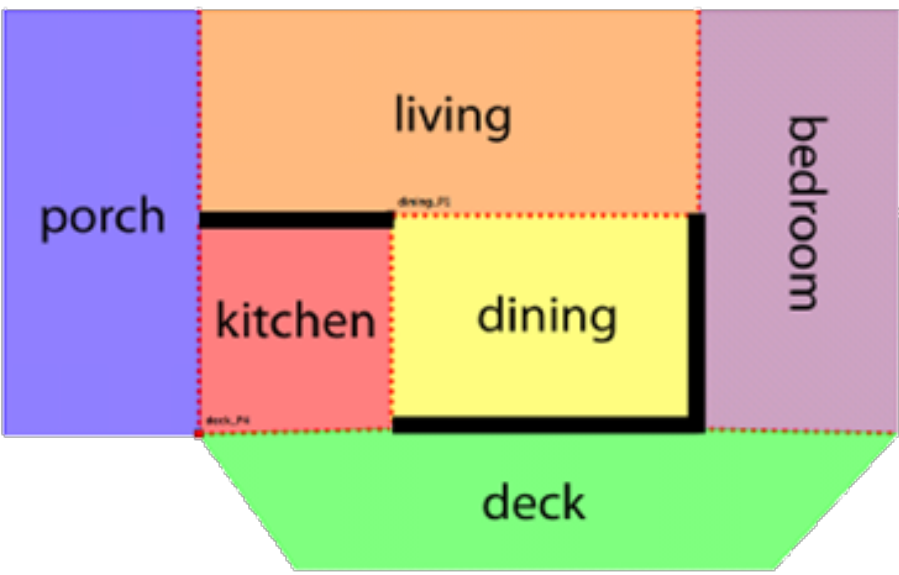
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If you are not activating **carrying\_item**  
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# FIRE-FIGHTING SCENARIO



Env starts with false  
Robot starts with false  
Robot starts in **porch**  
  
If you were in **porch** then  
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Do **pick\_up** if and only if you are sensing **hazardous\_item** and you are not activating **carrying\_item**

If you did not activate **carrying\_item** then  
always not **porch**

Do **radio** if and only if you are sensing **person**

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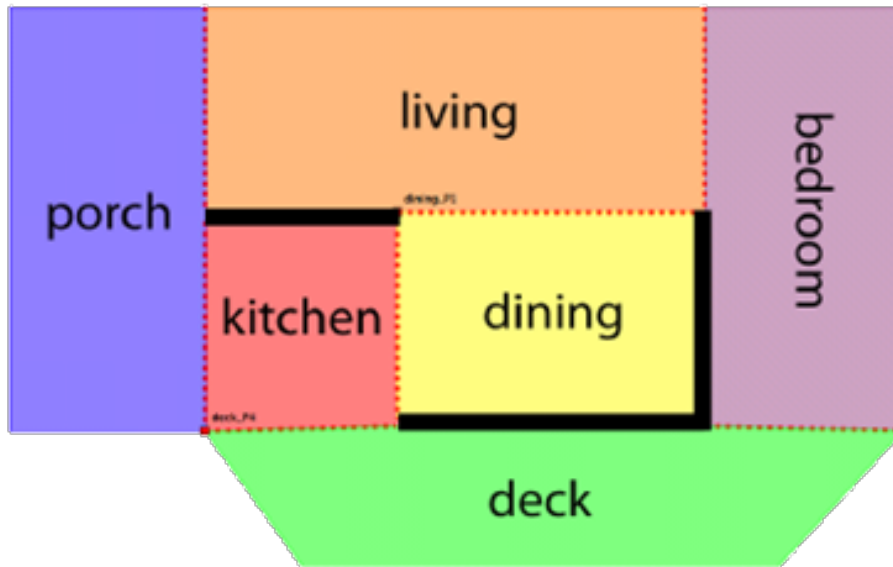
Regions:  
• **porch, deck, etc.**

Robot actions:  
• **pick\_up**  
• **drop**  
• **radio**  
• **carrying\_item**

Sensors:  
• **hazardous\_item**  
• **person**

System Safety

# FIRE-FIGHTING SCENARIO



## Regions:

- porch, deck, etc.

## Robot actions:

- pick\_up
- drop
- radio
- carrying\_item

## Sensors:

- hazardous\_item
- person

System Liveness

Env starts with false  
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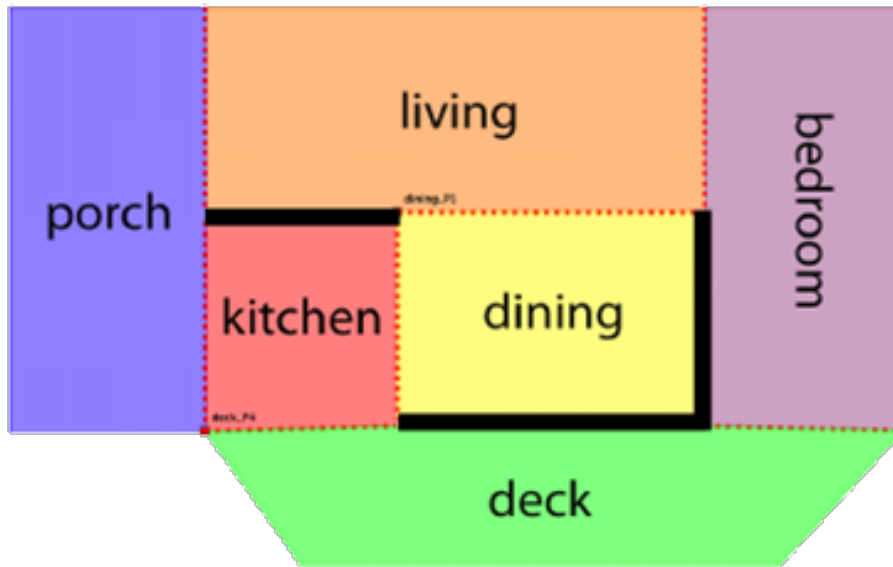
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# FIRE-FIGHTING SCENARIO



## Regions:

- porch, deck, etc.

## Robot actions:

- pick\_up
- drop
- radio
- carrying\_item

## Sensors:

- hazardous\_item
- person

Env starts with false

Robot starts with false

Robot starts in porch

If you were in porch then  
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Do radio if and only if you are sensing  
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If you are activating radio or you were  
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If you are not activating carrying\_item  
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dining

# PROBLEM: UNSYNTHESIZABLE SPECIFICATIONS

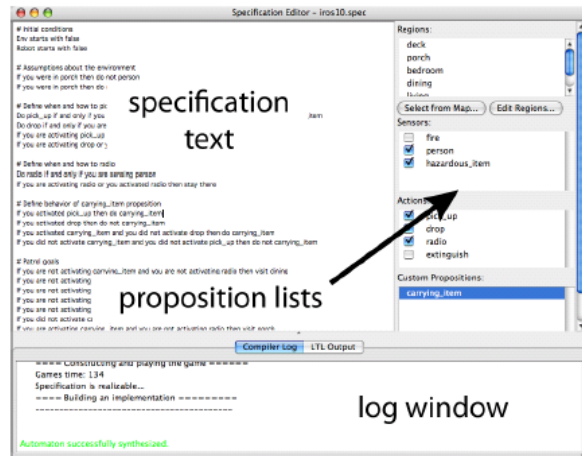
- **UNSATISFIABLE:**  
System requirements cannot be fulfilled in **any** environment
- **UNREALIZABLE:**  
System requirements cannot be fulfilled in **some** admissible environment



## GOALS:

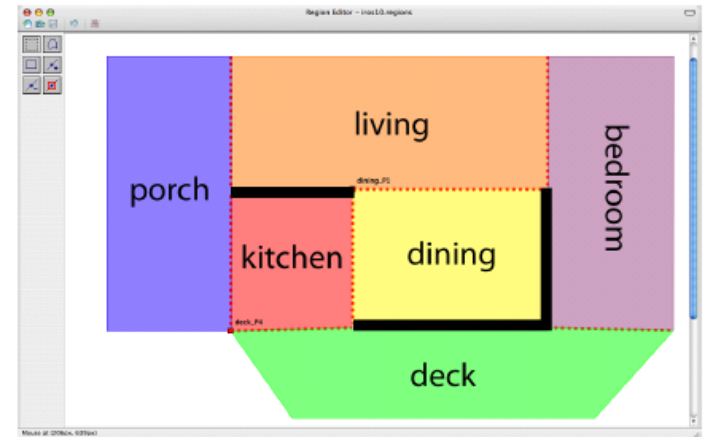
- Identify the cause of failure in the LTL specification
- Map it back to structured English

# LTLMoP OVERVIEW



(Specification Editor)

Robot Capability  
Definitions  
(Sensors/Actions)

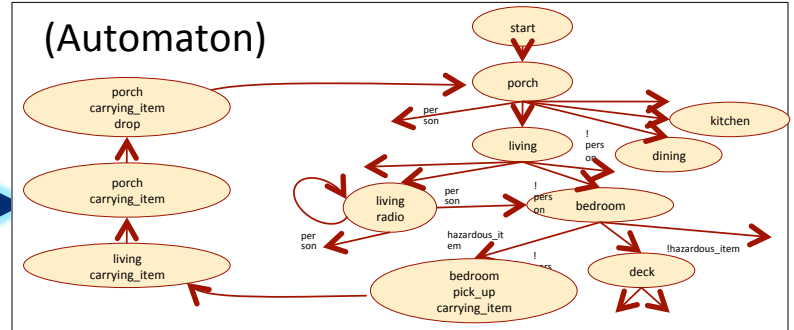


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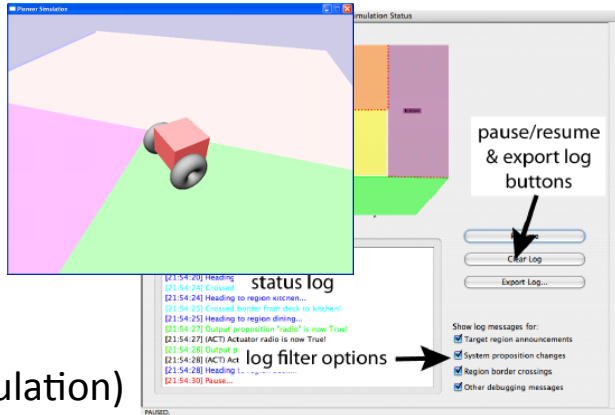
Structured English-to-LTL Parser

Synthesis

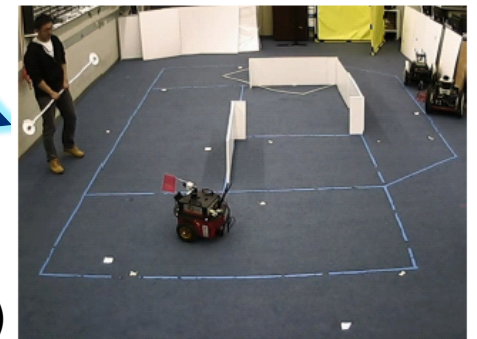
(Automaton)



Hybrid Controller

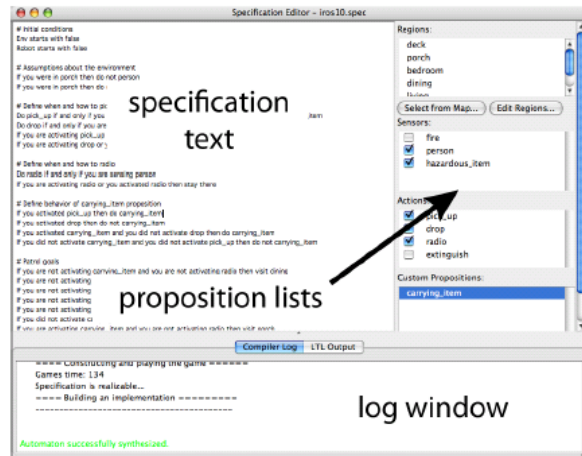


(Simulation)



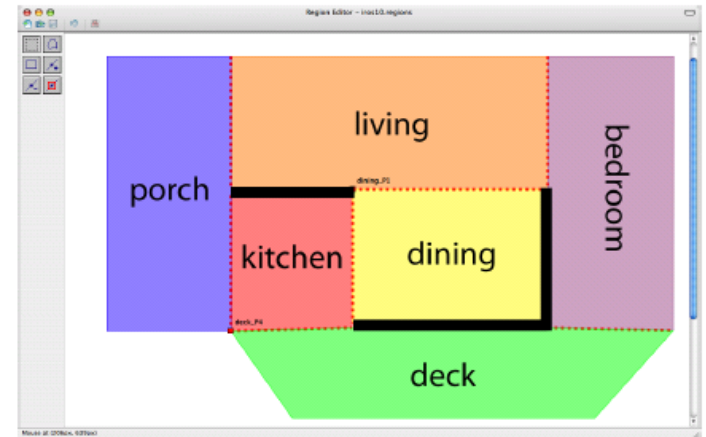
(Physical Robot)

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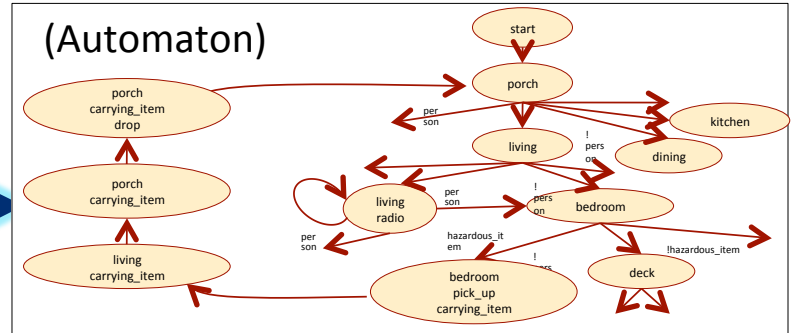


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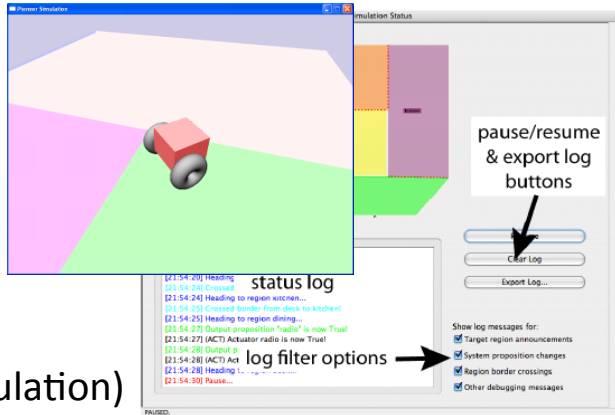
Synthesis

(Automaton)

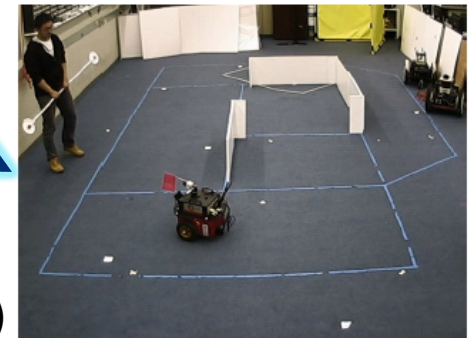


Layer of Analysis for Specifications

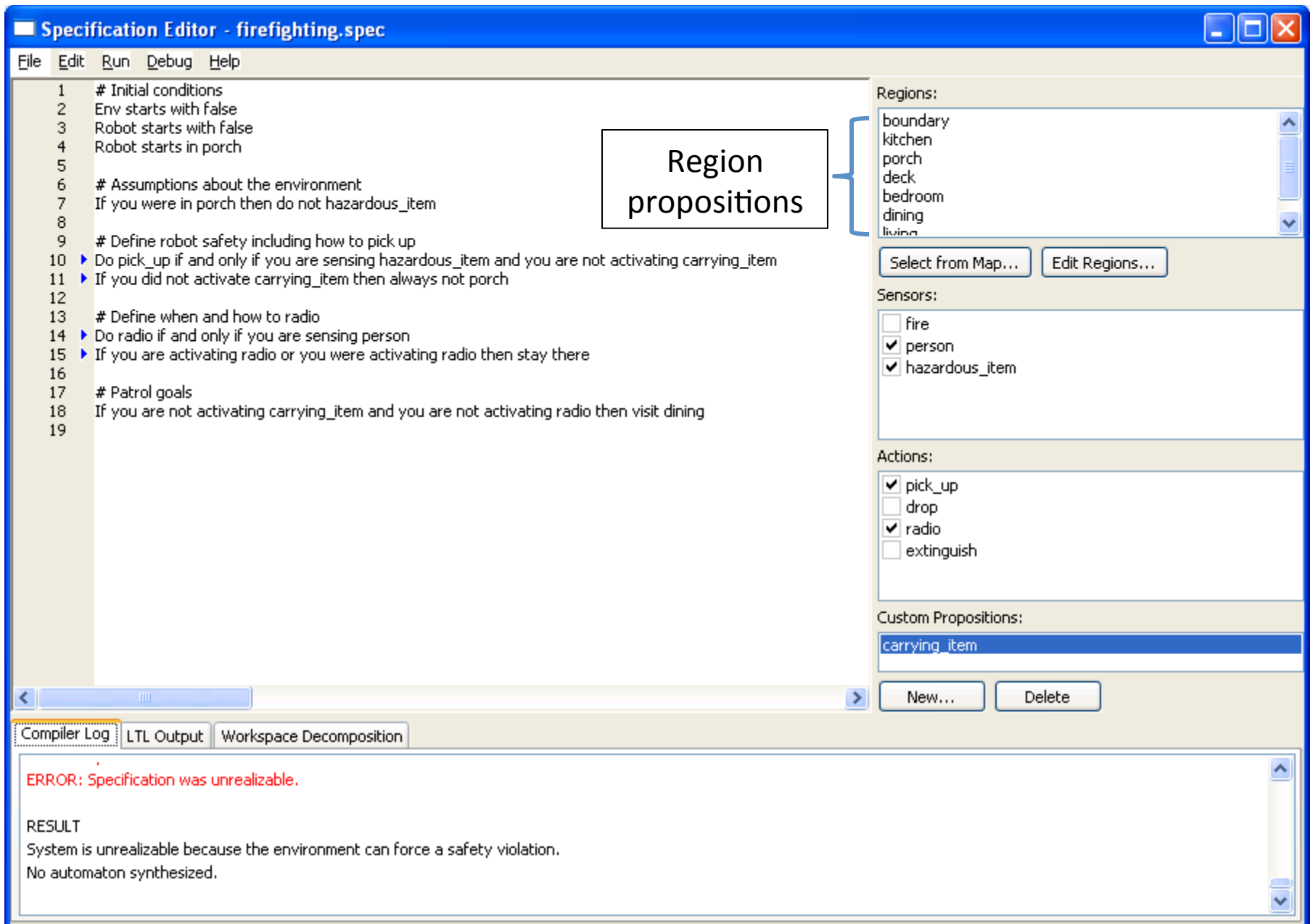
Hybrid Controller



(Simulation)



(Physical Robot)



Specification Editor - firefighting.spec

FileEditRunDebugHelp

1# Initial conditions

2Env starts with false

3Robot starts with false

4Robot starts in porch

5

6# Assumptions about the environment

7If you were in porch then do not hazardous\_item

8

9# Define robot safety including how to pick up

10▶ Do pick\_up if and only if you are sensing hazardous\_item and you are not activating carrying\_item

11▶ If you did not activate carrying\_item then always not porch

12

13# Define when and how to radio

14▶ Do radio if and only if you are sensing person

15▶ If you are activating radio or you were activating radio then stay there

16

17# Patrol goals

18If you are not activating carrying\_item and you are not activating radio then visit dining

19

Region propositions

Sensor propositions

Regions:

boundary  
kitchen  
porch  
deck  
bedroom  
dining  
living

Select from Map...Edit Regions...

Sensors:

☐ fire  
☒ person  
☒ hazardous\_item

Actions:

☒ pick\_up  
☐ drop  
☒ radio  
☐ extinguish

Custom Propositions:

carrying\_item

New...Delete

Compiler LogLTL OutputWorkspace Decomposition

ERROR: Specification was unrealizable.

RESULT

System is unrealizable because the environment can force a safety violation.

No automaton synthesized.

Specification Editor - firefighting.spec

FileEditRunDebugHelp

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3Robot starts with false

4Robot starts in porch

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6# Assumptions about the environment

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☐ fire  
☒ person  
☒ hazardous\_item

Actions:

☒ pick\_up  
☐ drop  
☒ radio  
☐ extinguish

Custom Propositions:

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New...Delete

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File Edit Run Debug Help

1 # Initial conditions  
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3 Robot starts with false  
4 Robot starts in porch  
5  
6 # Assumptions about the environment  
7 If you were in porch then do not hazardous\_item  
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19

**Region propositions**

**Sensor propositions**

**Action propositions**

**Specification text**

**Regions:**

- boundary
- kitchen
- porch
- deck
- bedroom
- dining
- living

Select from Map... Edit Regions...

**Sensors:**

- ☐ fire
- ☒ person
- ☒ hazardous\_item

**Actions:**

- ☒ pick\_up
- ☐ drop
- ☒ radio
- ☐ extinguish

**Custom Propositions:**

- carrying\_item

New... Delete

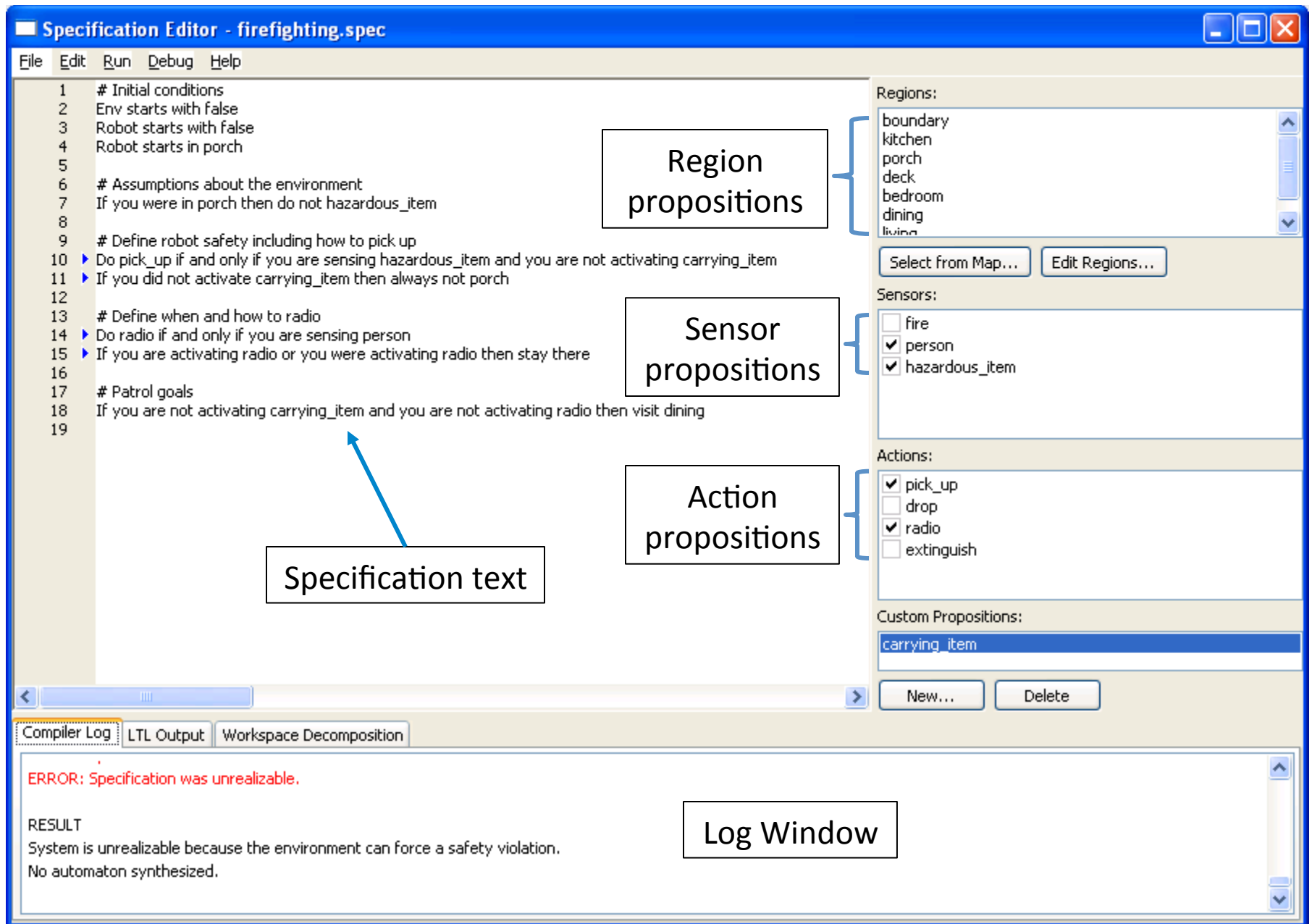
**Compiler Log** LTL Output Workspace Decomposition

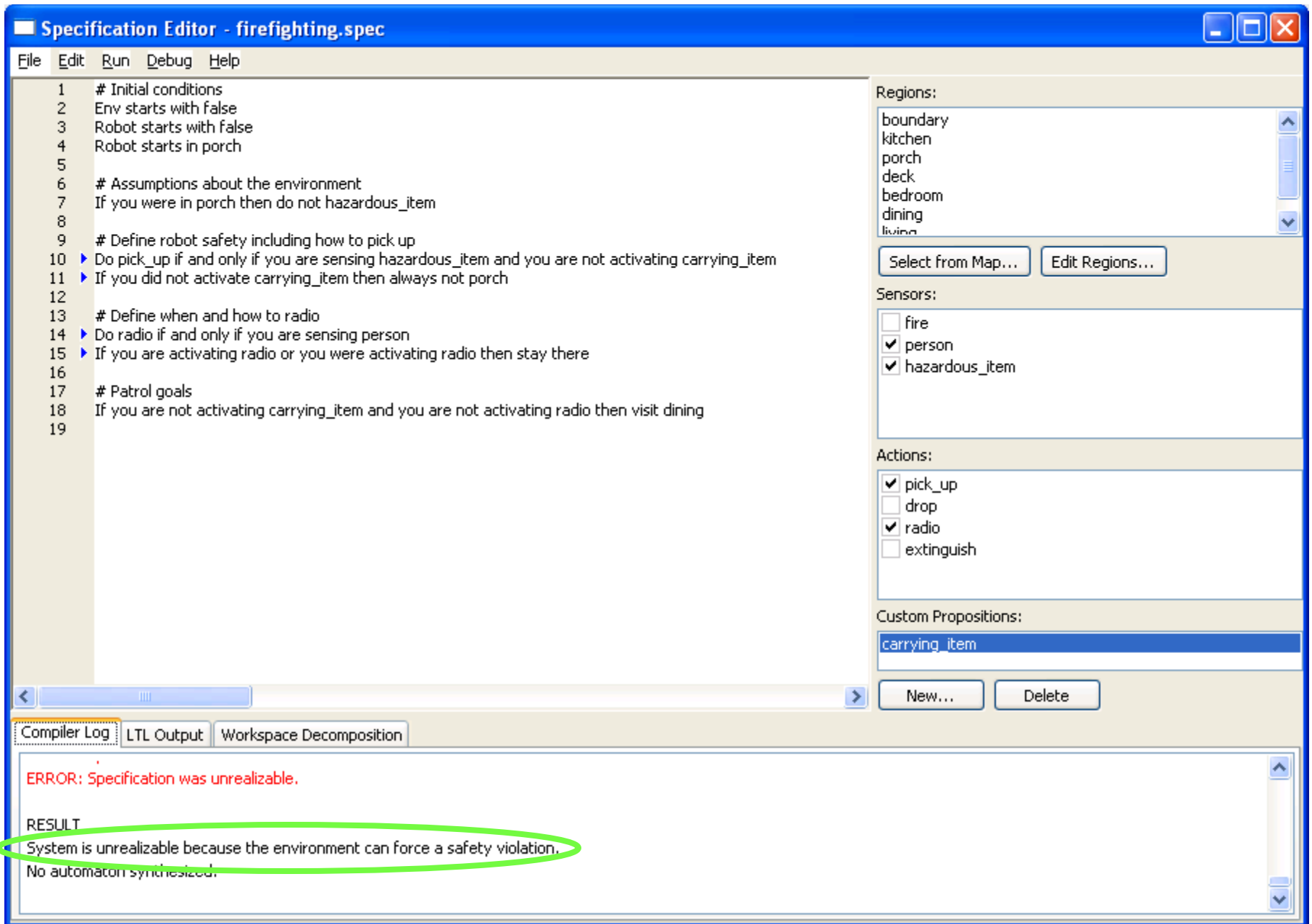
**ERROR: Specification was unrealizable.**

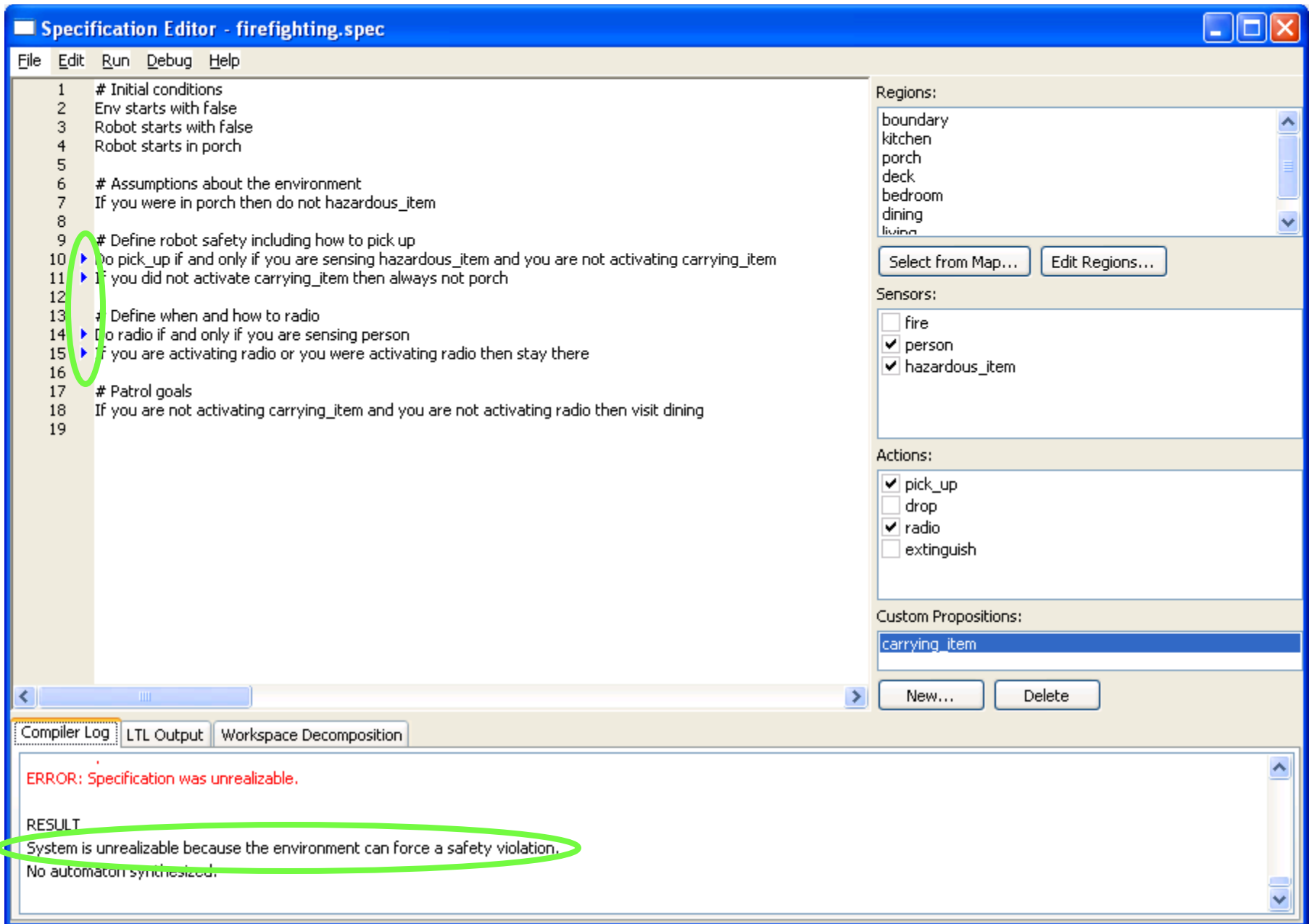
**RESULT**

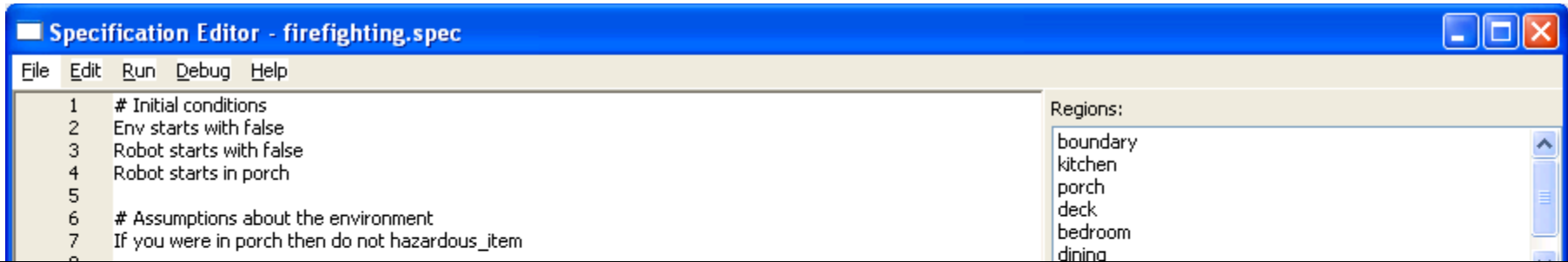
System is unrealizable because the environment can force a safety violation.  
No automaton synthesized.









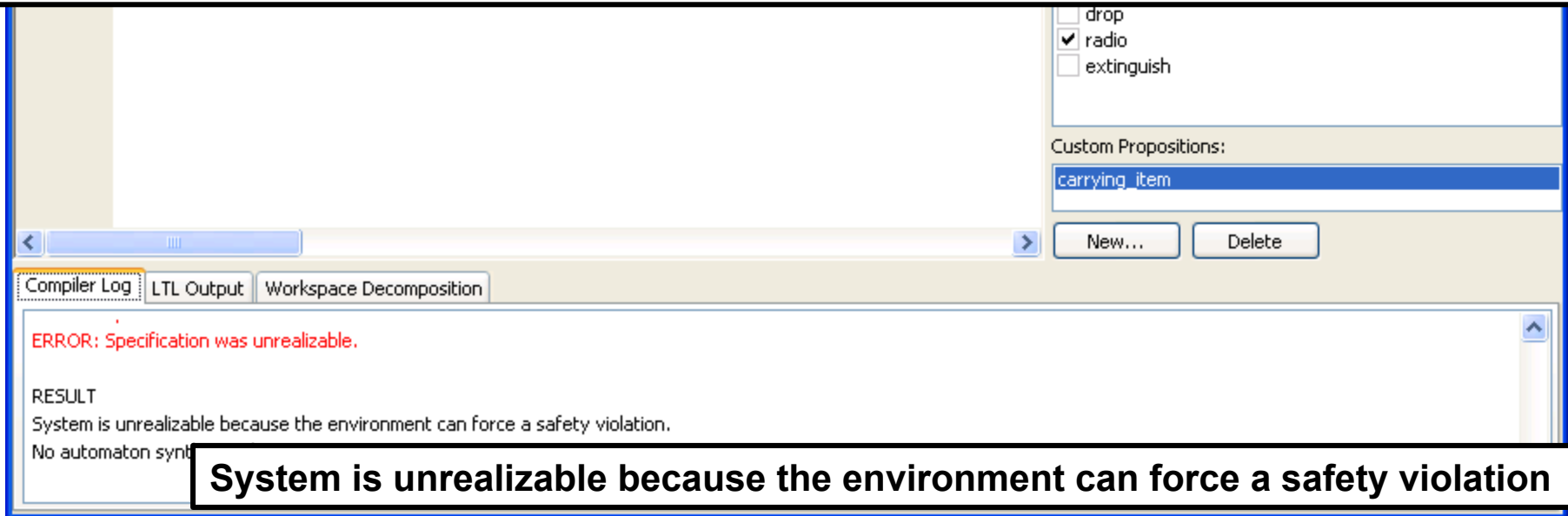


### #Define robot safety including how to pick\_up

Do **pick\_up** if and only if you are sensing **hazardous\_item** and you are not activating **carrying\_item**  
If you did not activate **carrying\_item** then always not **porch**

### #Define when and how to radio

Do **radio** if and only if you are sensing **person**  
If you are activating **radio** or you were activating **radio** then stay there



# Specification Editor - firefighting.spec

File Edit Run Debug Help

```

1  # Initial conditions
2  Env starts with false
3  Robot starts with false
4  Robot starts in porch
5
6  # Assumptions about the environment
7  If you were in porch then do not hazardous_item and do not person
8
9  # Define robot safety including how to pick up
10 ▶ Do pick_up if and only if you are sensing hazardous_item and you are not activating carrying_item
11 ▶ If you did not activate carrying_item then always not porch
12
13 # Define when and how to radio
14 ▶ Do radio if and only if you are sensing person
15 ▶ If you are activating radio or you were activating radio then stay there
16
17 # Patrol goals
18 If you are not activating carrying_item and you are not activating radio then visit dining
19 ▶ Visit porch
    
```

## Regions:

boundary  
kitchen  
porch  
deck  
bedroom  
dining  
living

Select from Map...

Edit Regions...

## Sensors:

☐ fire  
☒ person  
☒ hazardous\_item

## Actions:

☒ pick\_up  
☐ drop  
☒ radio  
☐ extinguish

## Custom Propositions:

carrying\_item

New...

Delete

Compiler Log

LTL Output

Workspace Decomposition

ERROR: Specification was unrealizable.

RESULT

System highlighted goal(s) unrealizable

No automaton synthesized.

# Specification Editor - firefighting.spec

File Edit Run Debug Help

```
1 # Initial conditions
2 Env starts with false
3 Robot starts with false
4 Robot starts in porch
5
6 # Assumptions about the environment
7 If you were in porch then do not hazardous_item and do not person
8
9 # Define robot safety including how to pick up
10 ▶ Do pick_up if and only if you are sensing hazardous_item and you are not activating carrying_item
11 ▶ If you did not activate carrying_item then always not porch
12
13 # Define when and how to radio
14 ▶ Do radio if and only if you are sensing person
15 ▶ If you are activating radio or you were activating radio then stay there
16
17 # Patrol goals
18 If you are not activating carrying_item and you are not activating radio then visit dining
19 ▶ visit porch
```

## Regions:

boundary  
kitchen  
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bedroom  
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Select from Map...

Edit Regions...

## Sensors:

☐ fire  
☒ person  
☒ hazardous\_item

## Actions:

☒ pick\_up  
☐ drop  
☒ radio  
☐ extinguish

## Custom Propositions:

carrying\_item

New...

Delete

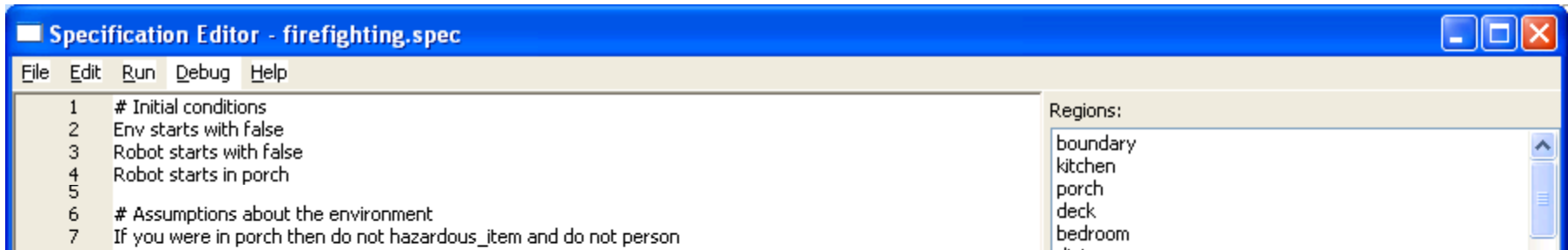
Compiler Log LTL Output Workspace Decomposition

ERROR: Specification was unrealizable.

RESULT

System highlighted goal(s) unrealizable

No automaton synthesized.



## #Define robot safety including how to pick\_up

Do **pick\_up** if and only if you are sensing **hazardous\_item** and you are not activating **carrying\_item**  
If you did not activate **carrying\_item** then always not **porch**

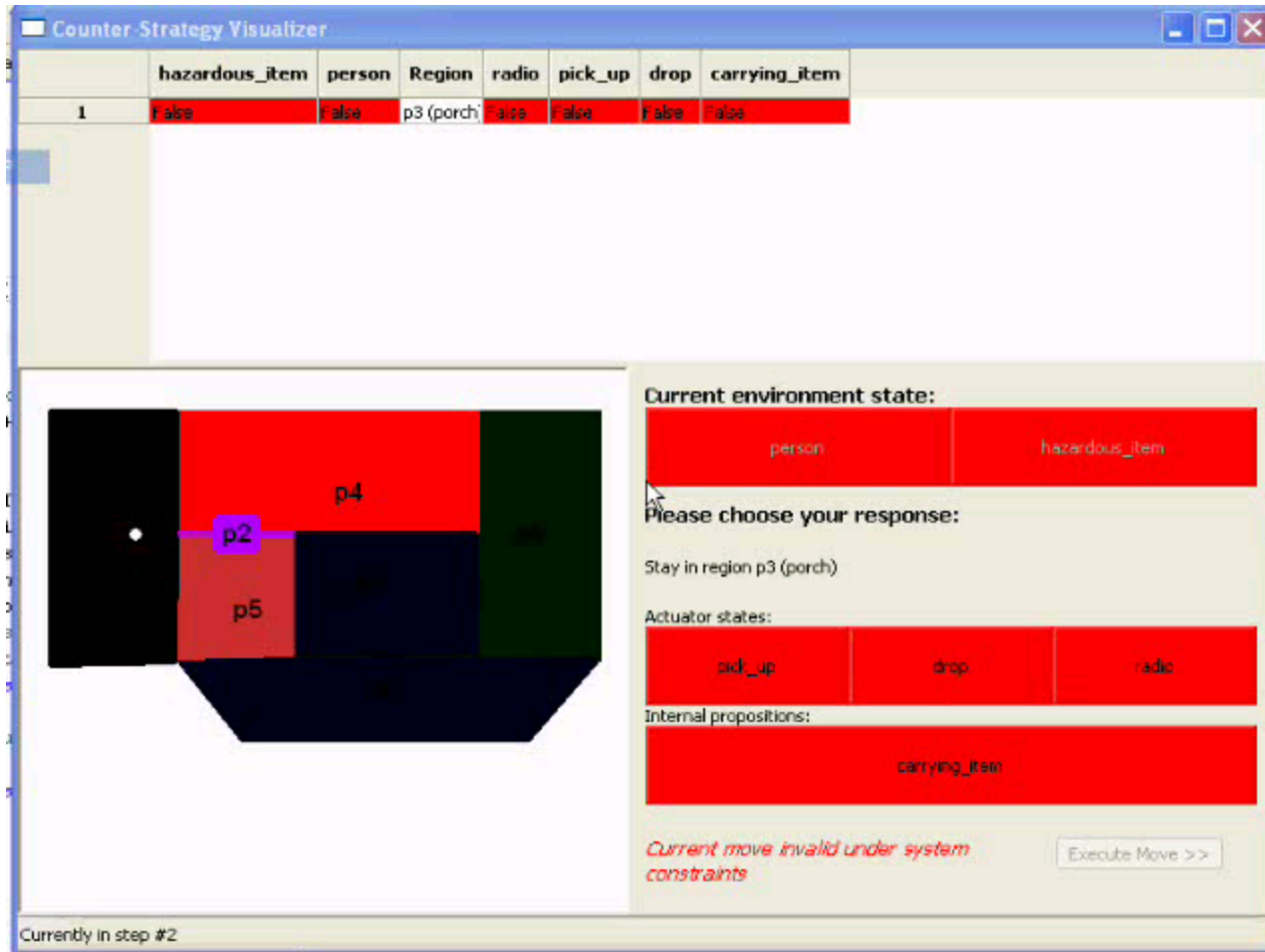
## #Patrol Goals

Visit **porch**



# OTHER TOOLS FOR ANALYSIS

- Interactive game to help explain unrealizability
  - Let the user interact with an environment constructed to thwart the system.
  - Similar to RATS<sup>1</sup>, augmented with domain-specific interface.

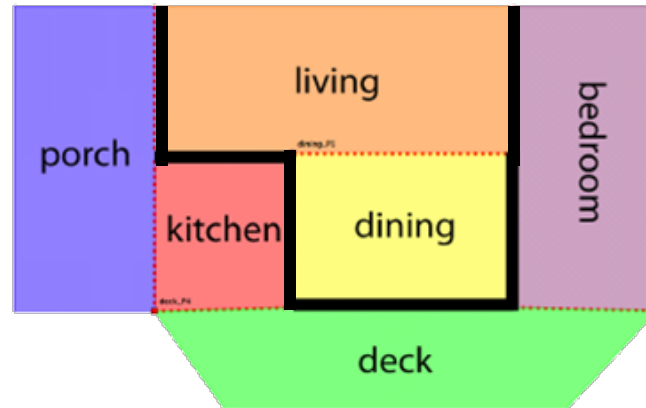


<sup>1</sup> R.Bloem, A. Cimatti, K. Greimel, G. Hofferek, R. Könighofer, M. Roveri, V. Schuppan, R. Seeber: **RATS<sub>Y</sub> - A New Requirements Analysis Tool with Synthesis**. CAV 2010: 425-429



# CURRENT AND FUTURE WORK

- Identifying domain-specific special cases of unsatisfiability
  - e.g. disconnected topology



- Further narrowing down the cause of unsynthesizability
  - Unsatisfiable/unrealizable cores
- Suggesting changes to the specification that would allow synthesis
  - Add environment assumptions
  - Weaken system requirements



REMINDER:      Tool Demo Session  
3:00-6:00pm



LTLMoP: <https://github.com/LTLMoP>  
(GPL)