

Introduction

What can you do  
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# Temporal Logic

Oct 17, 2019

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- Classical Logic:
  - Good for describing static conditions.

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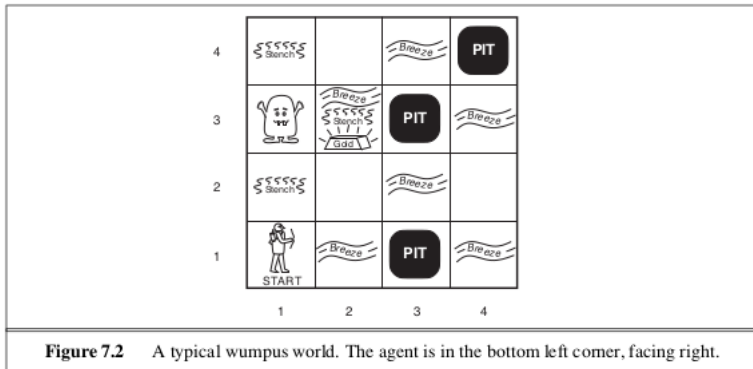
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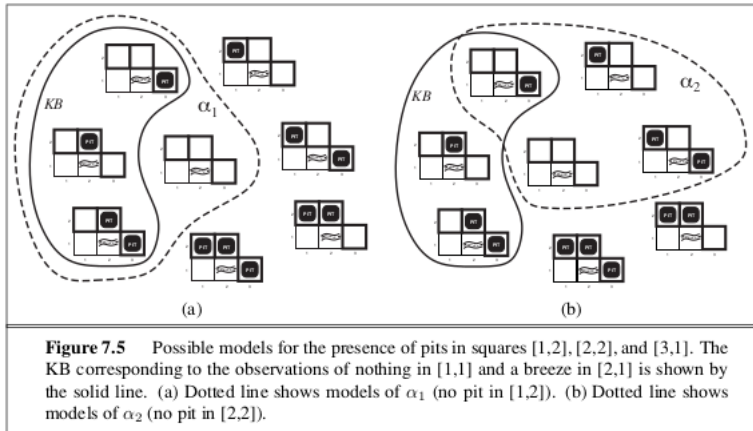
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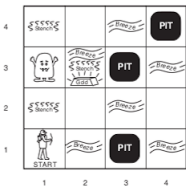
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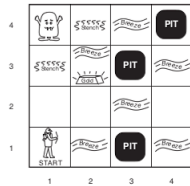


# Wumpus world

Now consider the situation where wumpus can move.

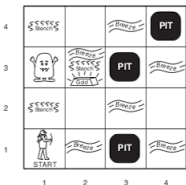


The wumpus eventually moves

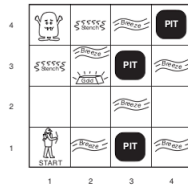


# Wumpus world

Now consider the situation where wumpus can move.



The wumpus eventually moves

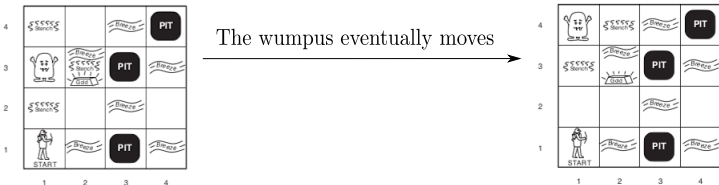


Can we represent this using PL?

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# Wumpus world

Now consider the situation where wumpus can move.



Can we represent this using PL? **No**

By the end of the class we will see how to represent this case using TL.

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# What can you do with TL?

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- Temporal Logic:
  - Adds temporal operators.
  - Describe how static conditions change over time.



# Logics

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Language	Ontological Commitment (What exists in the world)	Epistemological Commitment (What an agent believes about facts)
Propositional logic	facts	true/false/unknown
First-order logic	facts, objects, relations	true/false/unknown
Temporal logic	facts, objects, relations, times	true/false/unknown
Probability theory	facts	degree of belief $\in [0, 1]$
Fuzzy logic	facts with degree of truth $\in [0, 1]$	known interval value

**Figure 8.1** Formal languages and their ontological and epistemological commitments.

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In TL, as well as propositional operators, we use temporal operators referring to moments in the *future*:

# Syntactic aspects

In TL, as well as propositional operators, we use temporal operators referring to moments in the *future*:

Formula	Intuitive Meaning
$\bigcirc\varphi$	$\varphi$ is true in the <i>next</i> moment in time.
$\square\varphi$	$\varphi$ is true in <i>all</i> future moments.
$\diamond\varphi$	$\varphi$ is true in <i>some</i> future (or present) moment.
$\varphi U\psi$	$\varphi$ continues being true <i>up until</i> some future moment when $\psi$ is true.
$\varphi W\psi$	$\varphi$ continues being true <i>unless</i> $\psi$ becomes true.

# Formal definition

Formulae in TL are constructed from the following elements:

- A finite set of propositional symbols, typically represented by lower case alphanumeric strings. such as  $p, q, r, trigger, lunch, \dots$
- Propositional connectives: *true*, *false*,  $\neg$ ,  $\vee$ ,  $\wedge$ ,  $\Leftrightarrow$ , and  $\Rightarrow$ .
- Temporal connectives: *start*,  $\bigcirc$ ,  $\diamond$ ,  $\square$ , U, and W.
- Parenthesis, '(' and ')', generally used to avoid ambiguity.

# Formal definition

Set of well-formed formulae of TL, denoted by  $WFF$ , is now inductively defined as the smallest set satisfying the following rules:

- Any set of propositional symbols is in  $WFF$ .
- *true*, *false* and *start* are in  $WFF$ .
- If  $\varphi$  and  $\psi$  in  $WFF$ , then so are

$$\neg\varphi \quad \varphi \wedge \psi \quad \varphi \vee \psi \quad \varphi \Rightarrow \psi \quad \varphi \Leftrightarrow \psi \quad (\varphi)$$
$$\diamond\varphi \quad \square\varphi \quad \varphi U\psi \quad \varphi W\psi \quad \bigcirc\varphi.$$

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Which of the following are legal *WFF* of TL:

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■  $pU(q \wedge \diamond r)$ :



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# Examples

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# Examples



Let's try to represent a real life scenario.

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- “*whenever* we try to print a document then, at the *next* moment in time *either* the document will be printed *or* we try to print again”:

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#### **Examples**

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Let's look at examples using the syntax.

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- “It is always the case that, if either ‘*have\_passport*’ or ‘*have\_ticket*’ is *false*, then , in the next moment of time ‘*board\_flight*’ will also be *false*”:

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- “It is always the case that, if either ‘*have\_passport*’ or ‘*have\_ticket*’ is *false*, then , in the next moment of time ‘*board\_flight*’ will also be *false*”:

$$\square((\neg \text{have\_passport} \vee \neg \text{have\_ticket}) \Rightarrow \bigcirc \neg \text{board\_flight})$$

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- “If someone is born, then it is living up until the point in time that it becomes dead” :

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- “If someone is born, then it is living up until the point in time that it becomes dead” :

*born*  $\Rightarrow$  *livingUdead*

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- “If someone is born, then it is living up until the point in time that it becomes dead”:

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- “In the next moment in time, ‘*running*’ will be true and, at some time after that, ‘*terminated*’ will be true.”:



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$$\bigcirc(\textit{running} \wedge \bigcirc\blacklozenge\textit{terminated})$$

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- “There is a moment in the future where either *pink* is always true, or *brown* is true in the next moment in time”:

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- “There is a moment in the future where either *pink* is always true, or *brown* is true in the next moment in time”:

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- “There is a moment in the future where either *pink* is always true, or *brown* is true in the next moment in time”:

$$\diamond(\Box pink \vee \bigcirc brown)$$

- “In the second moment in time, ‘*hot*’ will be true.”:

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- “There is a moment in the future where either *pink* is always true, or *brown* is true in the next moment in time”:

$$\diamond(\Box pink \vee \bigcirc brown)$$

- “In the second moment in time, ‘*hot*’ will be true.”:

$$start \Rightarrow \bigcirc hot$$

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- “When I *start\_lecture* it implies that I have to *talk* up until the time to *end\_lecture*”:

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- “When I *start\_lecture* it implies that I have to *talk* up until the time to *end\_lecture*”:

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- “When I *start\_lecture* it implies that I have to *talk* up until the time to *end\_lecture*”:

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- “If counter is *less\_than\_7* keep *increasing* until it is *more\_than\_7*”:



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- “When I *start\_lecture* it implies that I have to *talk* up until the time to *end\_lecture*”:

$$start\_lecture \Rightarrow talkUend\_lecture$$

- “If counter is *less\_than\_7* keep *increasing* until it is *more\_than\_7*”:

$$less\_than\_7 \Rightarrow increasingUmore\_than\_7$$

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- “*wet* is equivalent to not *dry*”:

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- “*wet* is equivalent to not *dry*”:

$$\Box wet \Leftrightarrow \neg \Diamond dry$$

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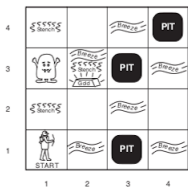
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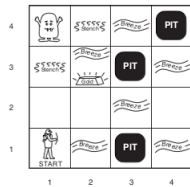
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The wumpus eventually moves



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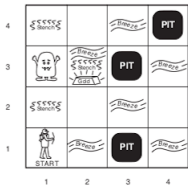
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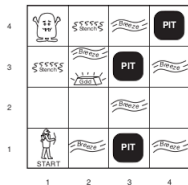
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The wumpus eventually moves



◇ *wumpus\_moves*

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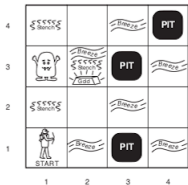
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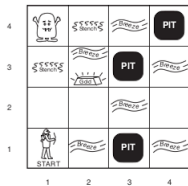
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The wumpus eventually moves



$\diamond wumpus\_moves$

Now what if the wumpus always moves

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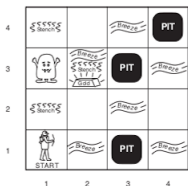
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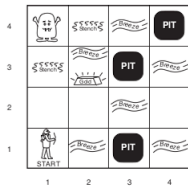
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The wumpus eventually moves



$\diamond wumpus\_moves$

Now what if the wumpus always moves

$\square wumpus\_moves$

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Consider the following two expressions:

- $\diamond(\Box wumpus\_moves)$
- $\Box(\diamond wumpus\_moves)$

Are both the expressions same or different?