

# A Verified Neurosymbolic Pipeline for Learning Linear Temporal Behaviour

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# Lecture Structure

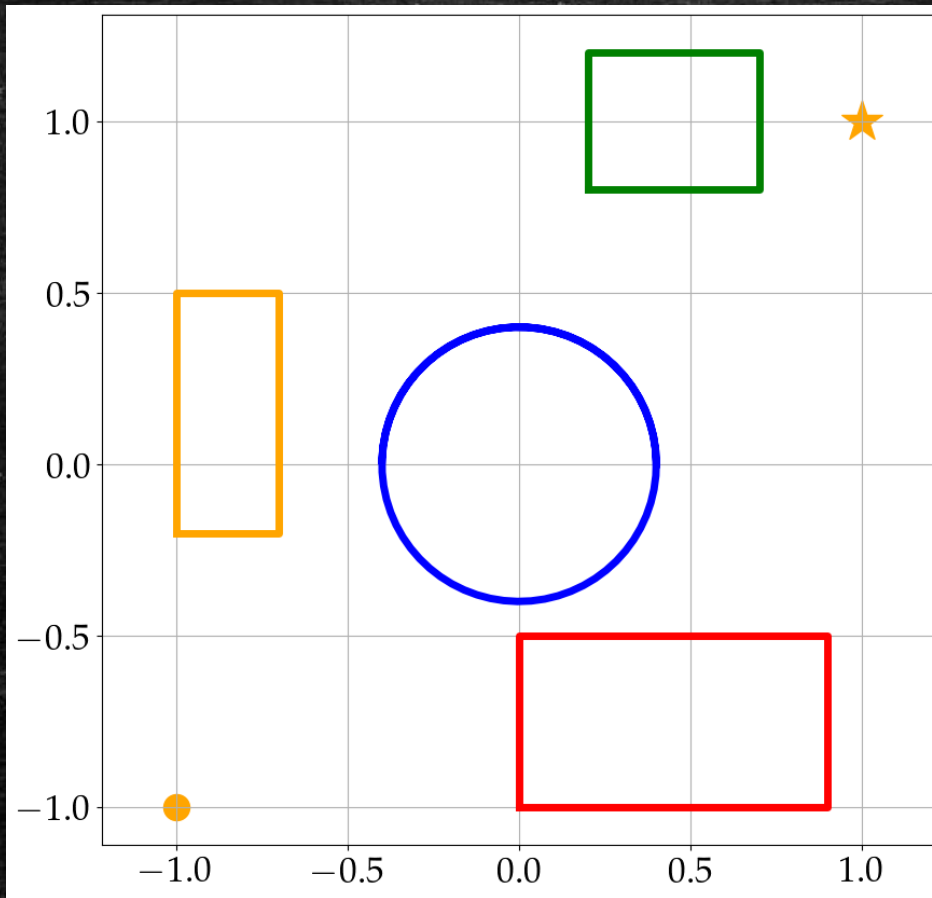
Our work on an end-to-end pipeline to inject LTL rules into NN learning

- Train NNs to satisfy temporal constraints
- Improved guarantees of faithfulness to specification
- Experiments show interesting interactions with the domain

1. Introduction to the problem
2. LTL
3. Isabelle formalisation of LTL
4. Implementation and Experiments



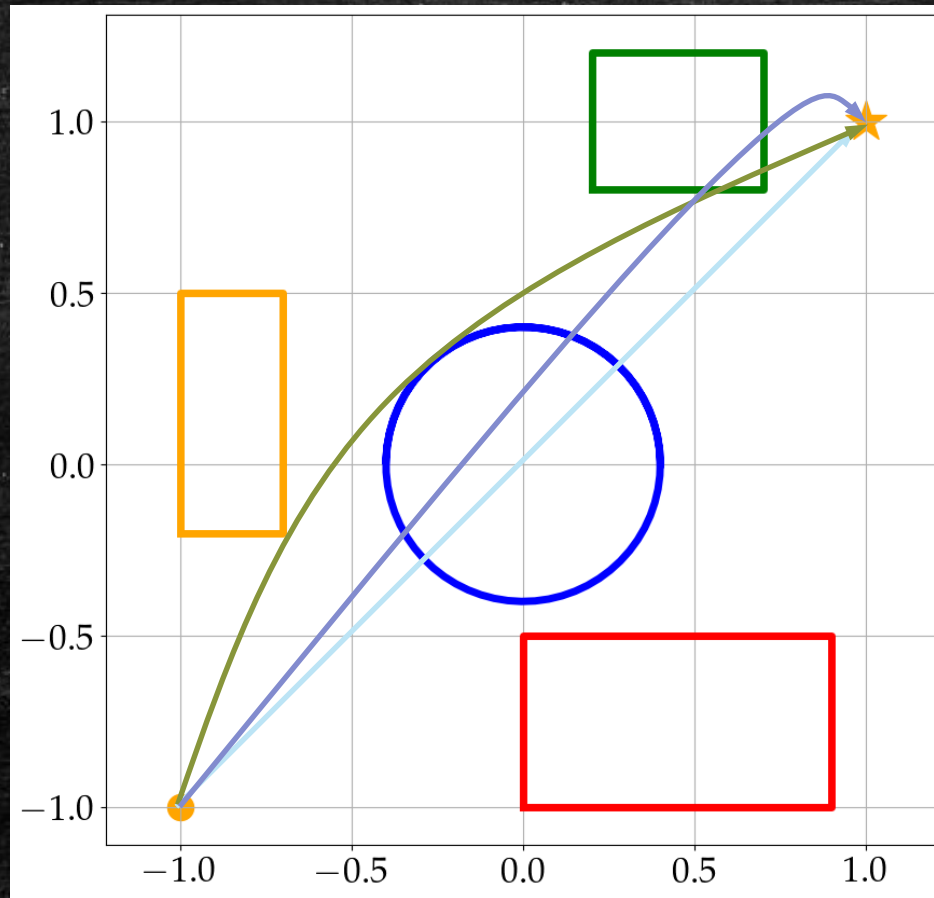
# A Problem



Rules based movement in time

Guaranteed fidelity to rules

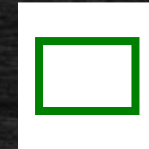
# Problem: Linear Temporal Logic (LTL)



*Eventually*



*Eventually*

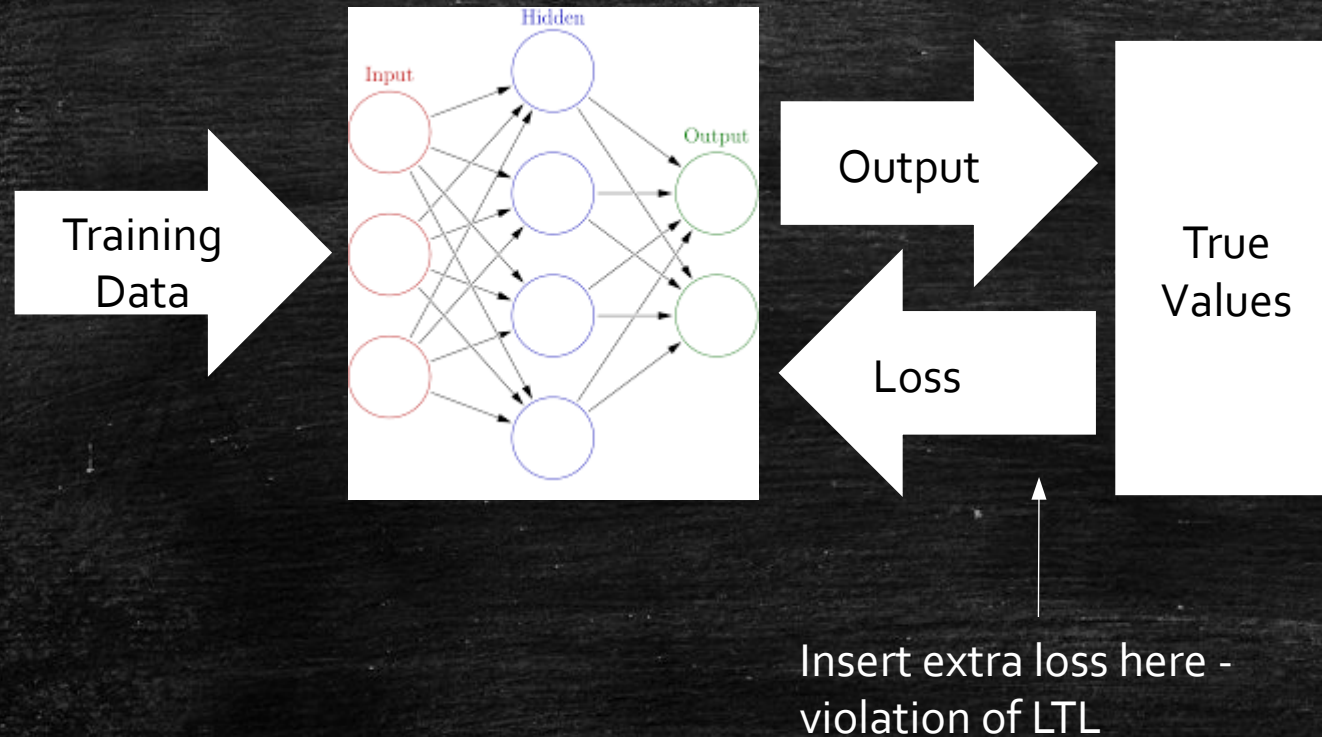


*Always*





# Problem: Integrating LTL into neural networks



Need *differentiable* loss function  
Complicated! Prone to errors



# Problem: What does our pipeline offer?



Time based property checking

Faithfulness to specification

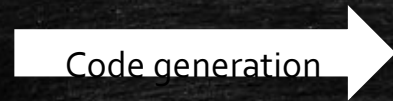


Easily adopted for different tasks

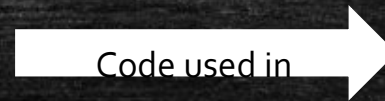


Specification

Proof of properties



Calculation



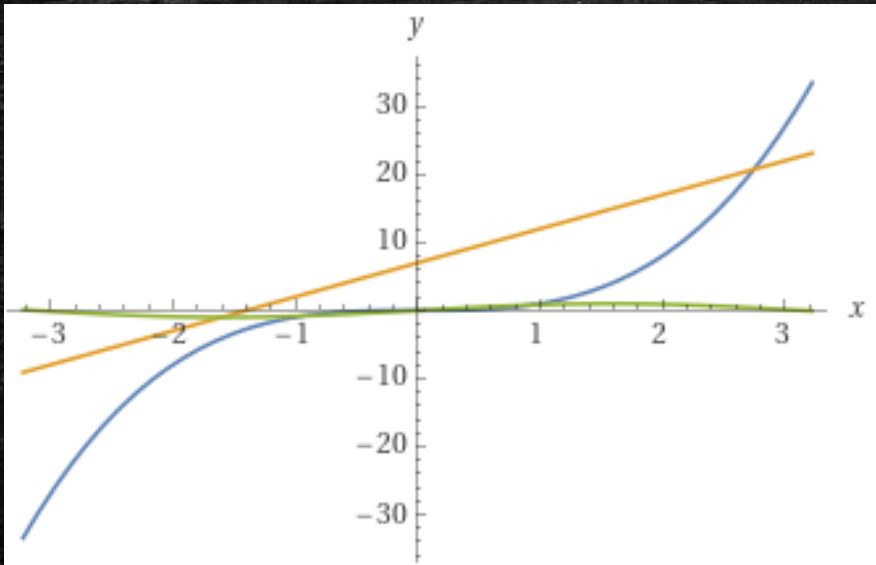
Learning



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# LTL: Traces



Discrete time!

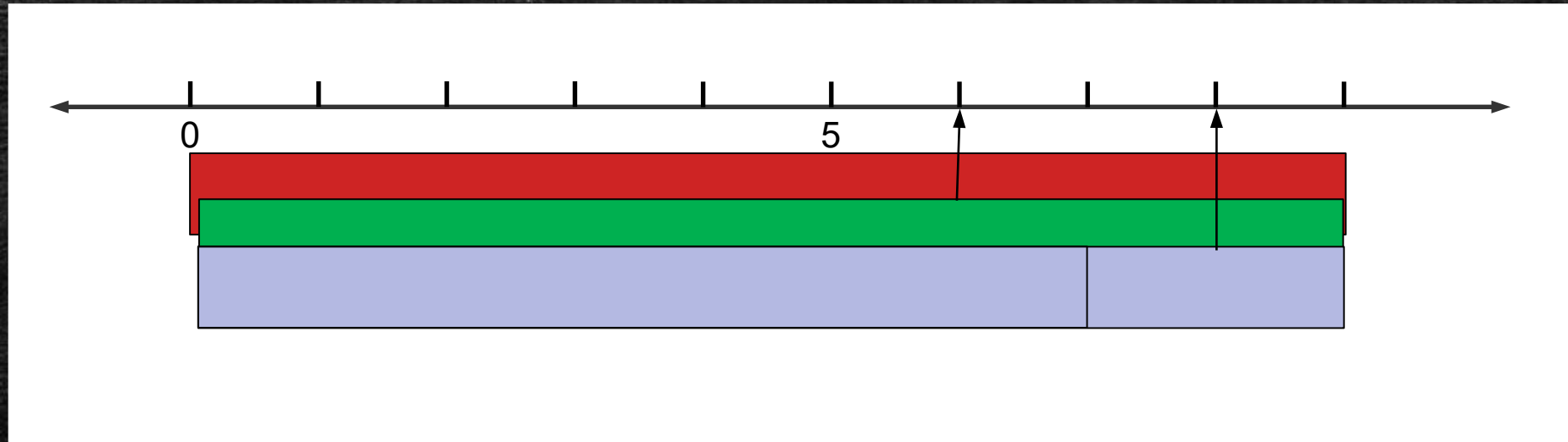
Trace

• Time	• $p_1$	• $p_2$	• $p_3$
• -3	• 0	• -8	• -30
• -2	• -1	• -4	• -8
• -1	• -1	• 4	• -1
• 0	• 0	• 8	• 0
• 1	• 1	• 12	• 1
• 2	• 1	• 16	• 8



# LTL: Operators

And, Or



Always

Eventually

Until

Next, Release



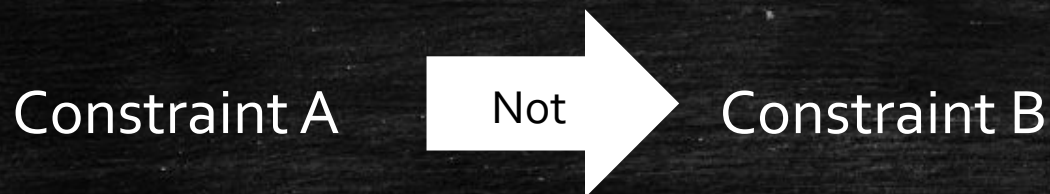
# LTL: Not having "Not"

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Not is usually primitive

But causes issues with soundness

We can use Not as a function instead



Constraint B is equivalent to  $\neg(\text{Constraint A})$



# LTL in Finite Time

LTL is over infinite time...



LTL $f$  is over *finite* time

So what happens here?

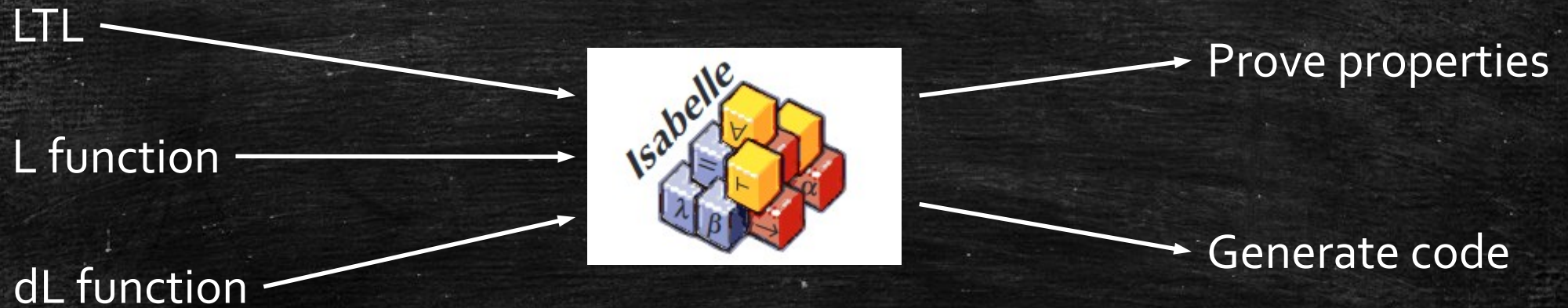
Need to decide if Until/Release/Next are Strong/Weak

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# Isabelle: Formalisation





# Isabelle: Deep embedding of LTL

Operators

```
datatype comp = Less int int | Lequal int int | Equal int int  
              | Nequal int int  
  
datatype constraint = Comp comp | And constraint constraint  
                    | Or constraint constraint | Next constraint | Always constraint  
                    | Eventually constraint | Until constraint constraint  
                    | Release constraint constraint
```

```
type_synonym state = "int  $\Rightarrow$  real"  
type_synonym path = "state list"
```

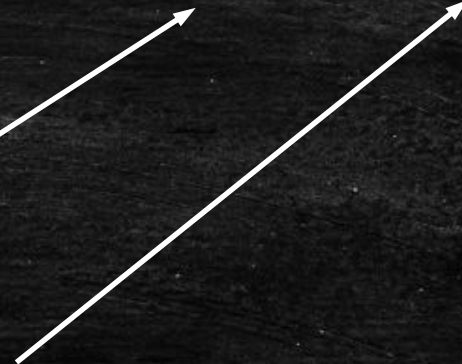
Traces and states

```
function eval :: "constraint  $\Rightarrow$  path  $\Rightarrow$  bool"
```

LTL constraint

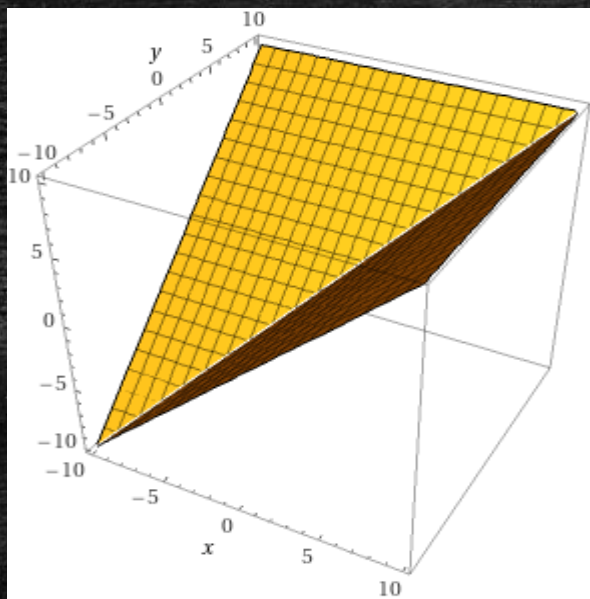
trace

evaluation



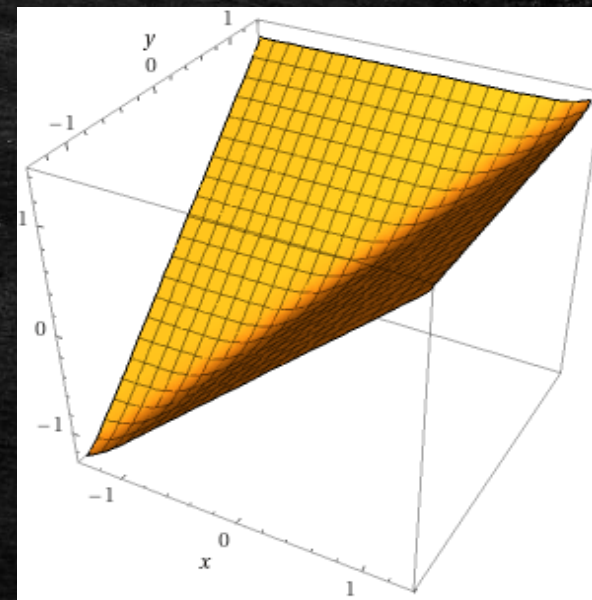


# Isabelle: Smooth functions



Max functions needed for smooth loss function  
But not differentiable everywhere!

Smooth version of max  
 $0.1 * \log(\exp(x/0.1) + \exp(y/0.1))$   
0.1 = smoothing factor gamma

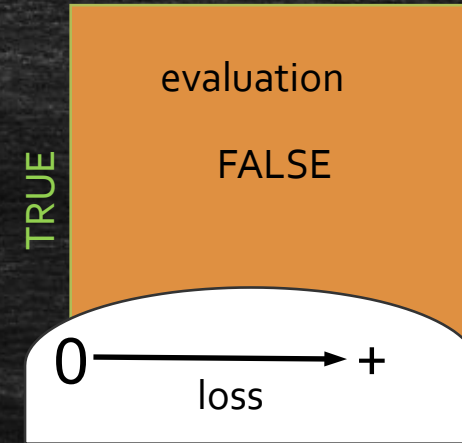




# Isabelle: L function

$L\ c\ p\ g = 0$  iff  $\text{eval}\ c\ p\ g$  (as  $g$  tends to 0)

Derivative of  $L$  ( $dL$ ) also



loss is sound wrt  
LTL semantics

softening factor  
trace  
LTL constraint  
loss

```
function L :: "constraint  $\Rightarrow$  path  $\Rightarrow$  real  $\Rightarrow$  real"
```



# Isabelle: Structure of L

Comparisons come first!

```
"Lequal_gamma  $\gamma$  a b = Max_gamma  $\gamma$  (a-b) 0"
```

```
"L (Comp (Equal v1 v2)) (s # ss)  $\gamma$  =  
  Max_gamma_comp  $\gamma$  (L (Comp (Lequal v1 v2)) (s # ss)  $\gamma$ )  
  (L (Comp (Lequal v2 v1)) (s # ss)  $\gamma$ )"
```

Rest of function translated simply

```
"eval (Until c1 c2) (s # ss) = (((eval c1 (s # ss))  
   $\wedge$  (if ss = [] then True else (eval (Until c1 c2) ss))))  
   $\vee$  eval c2 (s # ss))"
```



```
"L (Until c1 c2) (s # ss)  $\gamma$  = Min_gamma  $\gamma$  (L c2 (s # ss)  $\gamma$ )  
  (Max_gamma  $\gamma$  (L c1 (s # ss)  $\gamma$ ) (if ss = [] then 0  
    else (L (Until c1 c2) ss  $\gamma$ )))"
```

Or becomes Min

And becomes Max

Extra parameter gamma  
for smoothing



# Isabelle: Proofs

```
lemma L_eval_sound:  
  fixes c :: constraint and ss :: path  
  shows "(( $\lambda\gamma. L\ c\ ss\ \gamma$ )  $\rightarrow 0 \rightarrow 0$ ) = (eval c ss)"
```

Soundness of loss function

```
lemma Eventually_works:  
  fixes ss :: path and c :: constraint  
  shows "( $\exists n < \text{length } ss. \text{eval } c\ (\text{drop } n\ ss)) = \text{eval } (\text{Eventually } c)\ ss"$ 
```

LTL semantics match expectations

## What can we prove?

```
theorem L_has_derivative:  
  fixes x  $\gamma$  :: real and pth :: path  
  assumes gamma_gt_zero: " $\gamma > 0$ "  
  shows " $\wedge c\ i\ j. ((\lambda y. L\ c\ (\text{update\_path } pth\ i\ j\ y)\ \gamma)$   
    has_field_derivative (dL c (update_path pth i j x)  $\gamma\ i\ j$ )) (at x)"
```

Derivative function is correct



Isabelle: How do we prove against L?

INDUCTION!

- ...along two objects

- Size of the path (base case empty path)

- Along constraint (each operator)



# Isabelle: Code Generation

```
fun Bell_gamma :: "real  $\Rightarrow$  real  $\Rightarrow$  real" where  
  "Bell_gamma  $\gamma$  x =  
  (if  $\gamma \leq (0::\text{real})$  then (Nzero x) else (1::real)/exp((x*x)/( $\gamma$ + $\gamma$ )))"
```

Isabelle specification



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thin translation layer, no manual intervention

---



OCaml code

```
let rec bell_gamma  
  gamma x =  
    (if Pervasives.( $\leq$ ) gamma 0.0 then nzero x  
     else Pervasives.( /. ) 1.0  
      (Pervasives.exp  
        (Pervasives.( /. ) (Pervasives.( *. ) x x)  
          (Pervasives.( +. ) gamma gamma)))));;
```



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4. **Implementation and Experiments**



# Experiments: Using OCaml with Python



Python library by Laurent Mazare  
Restricted subset of OCaml

Using Python and OCaml in the same Jupyter notebook

DEC 16, 2019 | 11 MIN READ



By: [Laurent Mazare](#)



# Experiments: DMP neural network

DMPs use differential equations to describe a path

NNs learn to imitate paths of motion using DMPs

Can we use LTL to learn?

## ADVANTAGES

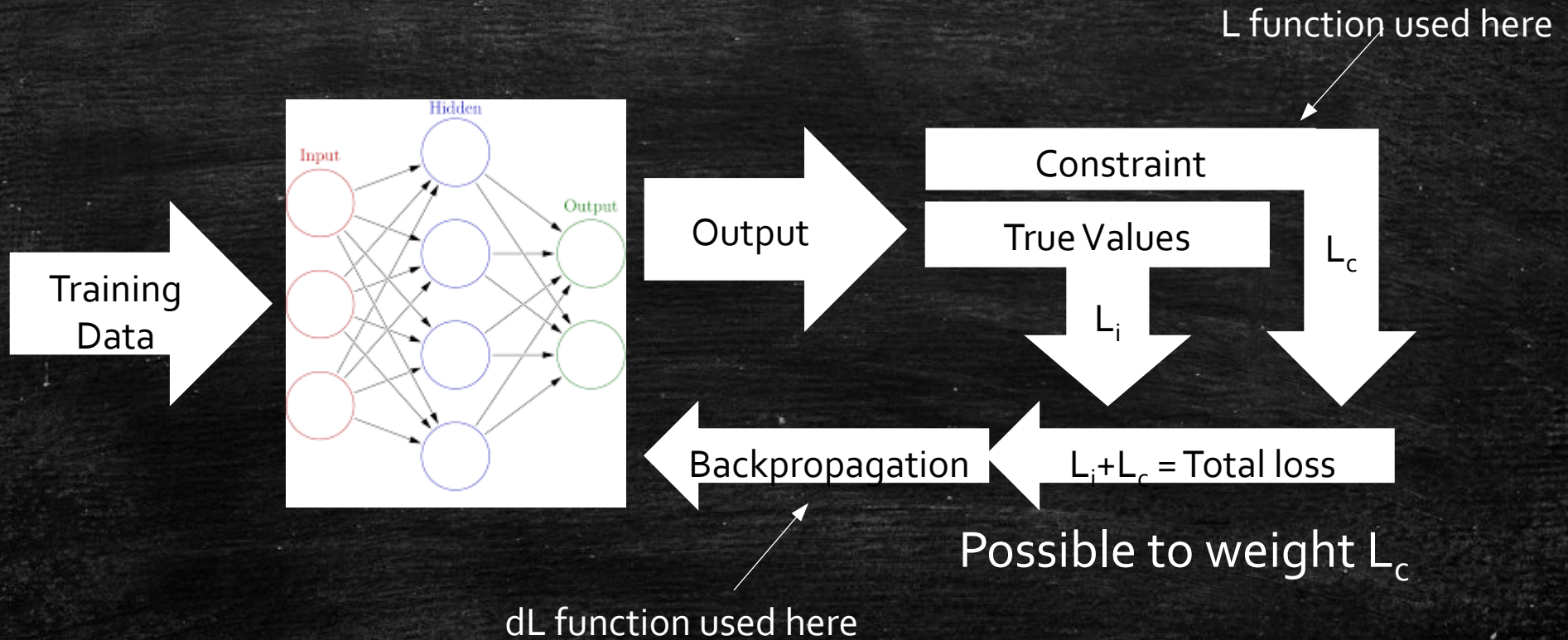
Smooth paths

Trajectory structure "built in"

## DISADVANTAGES

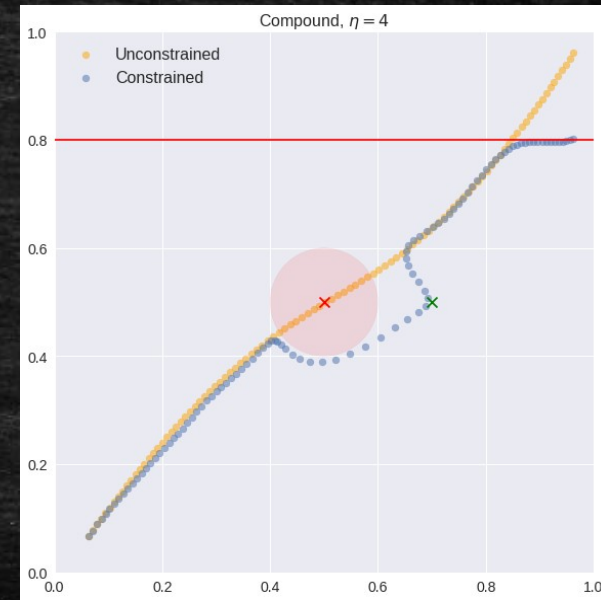
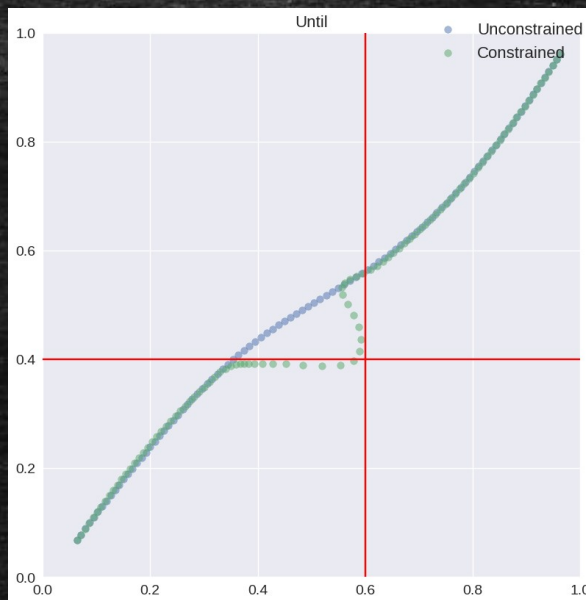
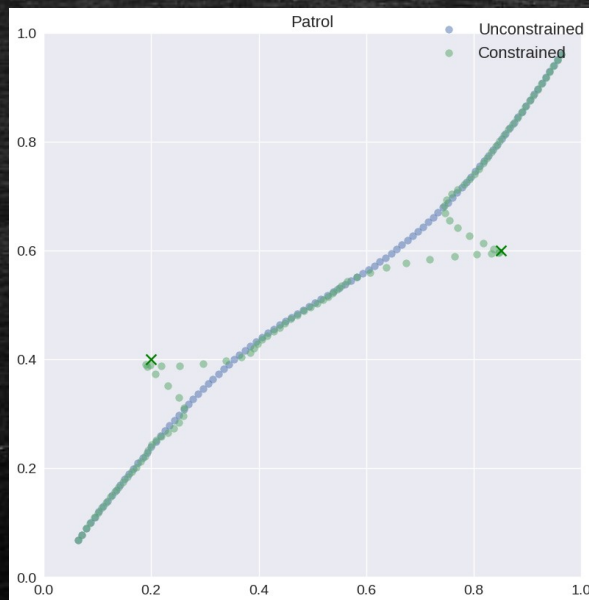
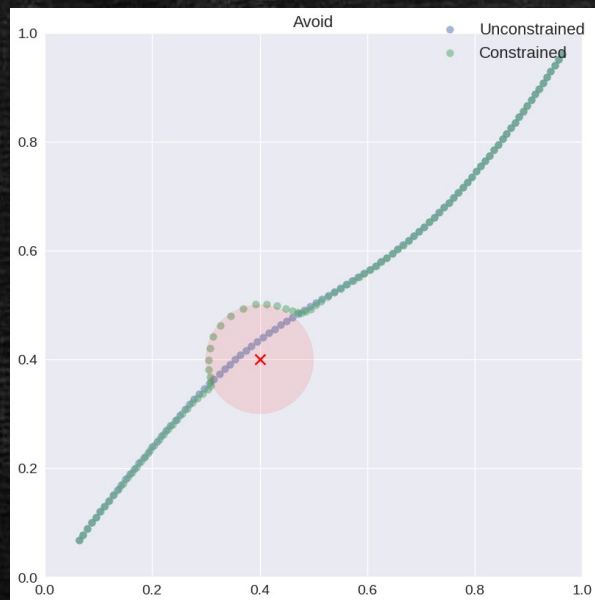
Indirect

# Experiments: How NN Learns from Constraints



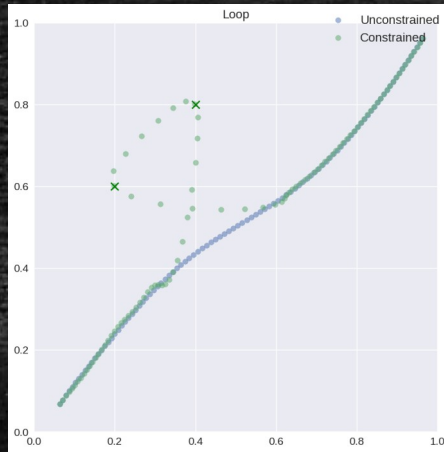


# Experiments: Results

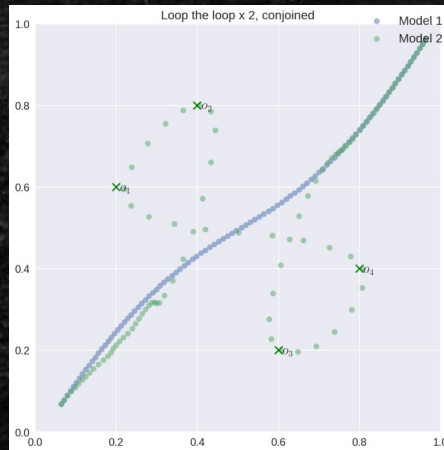




# Experiments: More complicated paths



Eventually (reach pt 1 AND Eventually (reach pt 2))  
Nested temporal constraints costly –  $O(t^n)$



Fully nested constraint very very costly and slow  
DMP allows CONJOINED constraint instead  
MUCH faster!  $O(t^2 + t^2)$   
Does not work on more direct path prediction methods



# Further developments

## More experiments

- Planning schedules

- Robotic movement

## Tensor implementation

- Much faster execution

- More practical implementation

More complicated logics...



# Conclusion

End-to-end pipeline to inject LTL rules into NN learning

- Train NNs to satisfy temporal constraints
- Guarantee faithfulness to specification
- Domain can impact results

Chevallier, M., Whyte, M., & Fleuriot, J. D. (2022). *Constrained training of neural networks via theorem proving*. In Short Paper Proceedings of the 4th Workshop on Artificial Intelligence and Formal Verification, Logic, Automata, and Synthesis, Vol. 3311. CEUR-WS.org.