

DeepLTL: Learning to Efficiently Satisfy Complex LTL Specifications for Multi-Task RL

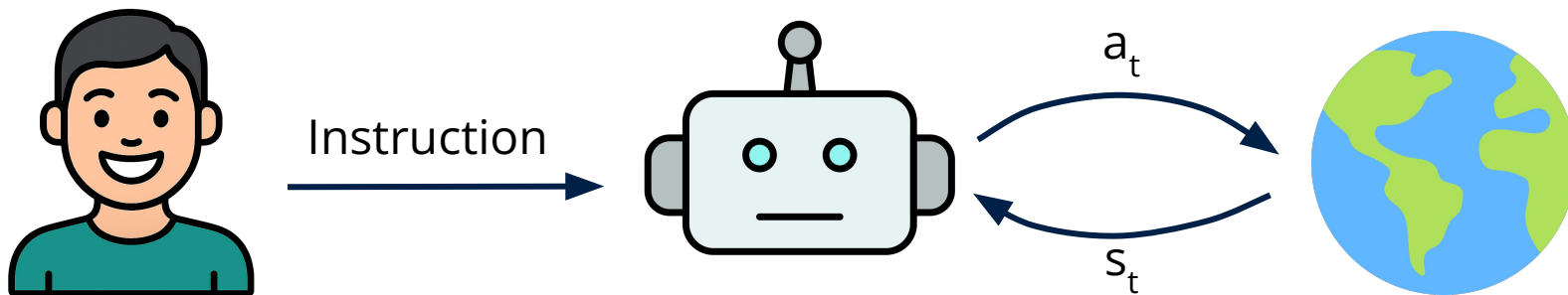
Mathias Jackermeier, Alessandro Abate

ICLR 2025, Singapore

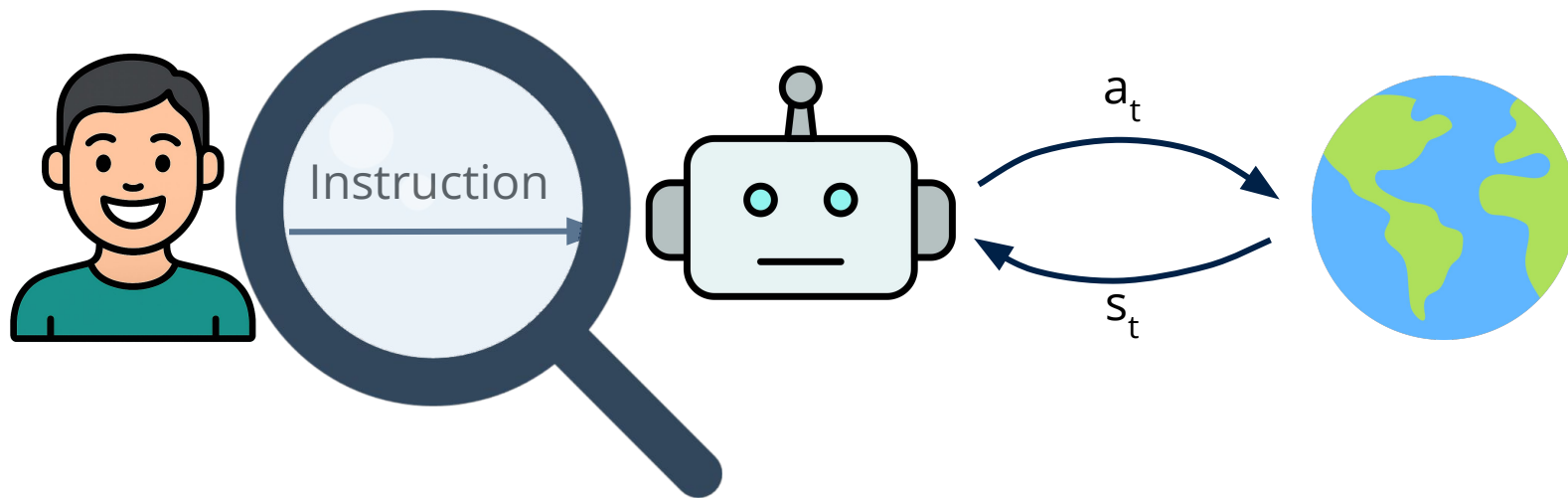


**Engineering and
Physical Sciences
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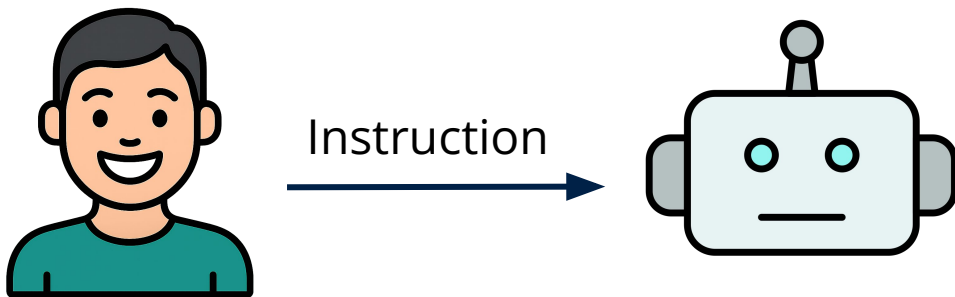
Instruction-following RL agents



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Natural language:



Intuitive

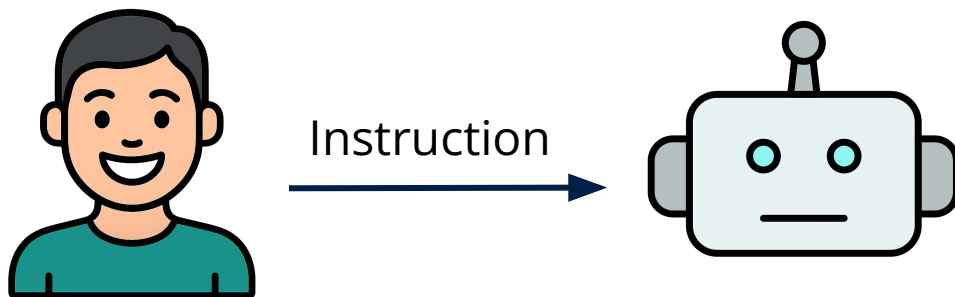


Ambiguous



Difficult to assess

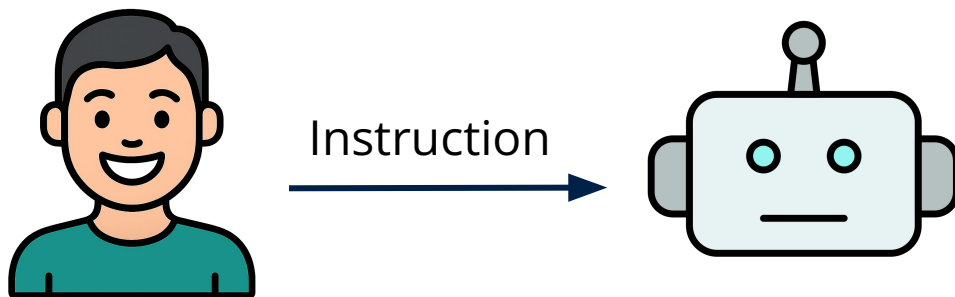
Instruction-following RL agents



Formal specifications:

- ✓ Precise
- ✓ Easy to verify
- ✓ Explicit structure
- ✗ Difficult to formulate (?)

Instruction-following RL agents



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- ✓ Explicit structure
- ✗ Difficult to formulate (?)

→ Well suited when correctness is crucial, e.g. safety-critical settings

Linear temporal logic (LTL)

Example specification:

$$(\neg \text{yellow} \text{ U } \text{purple}) \wedge G (\text{green} \Rightarrow F \text{blue})$$

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Compositional



Temporally
extended



Infinite
horizon

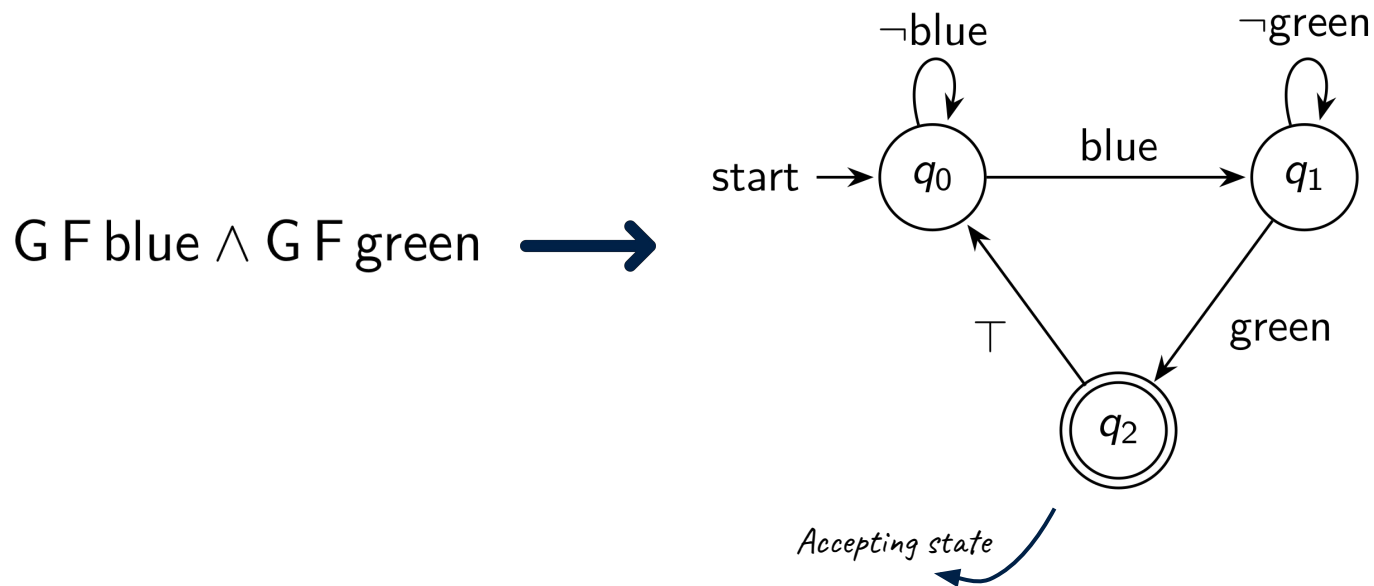


Safety
constraints

How can we train a **multi-task** policy to **zero-shot** execute **arbitrary** LTL specifications?

From LTL specifications to automata

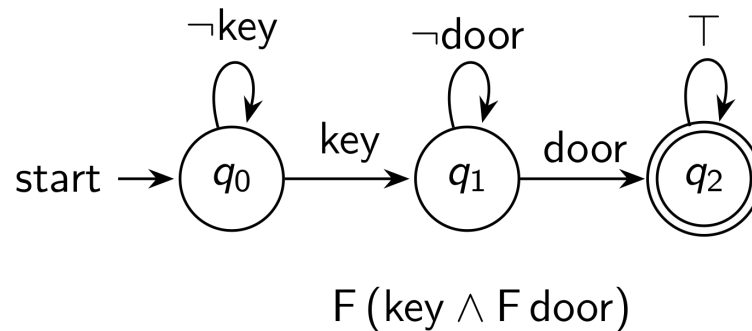
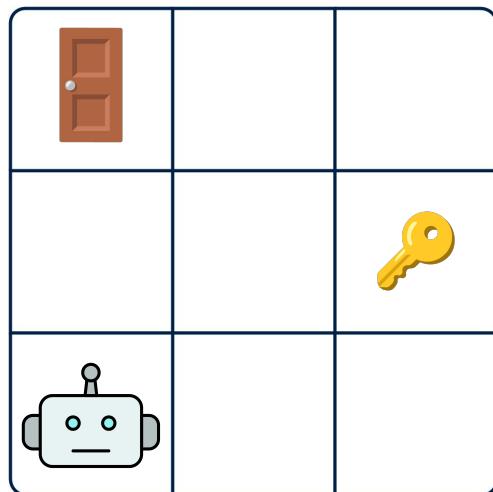
Any LTL specification can be converted to an equivalent (Büchi) **automaton**:



Product MDP

Keeping track of the automaton state allows us to learn a **Markovian** policy

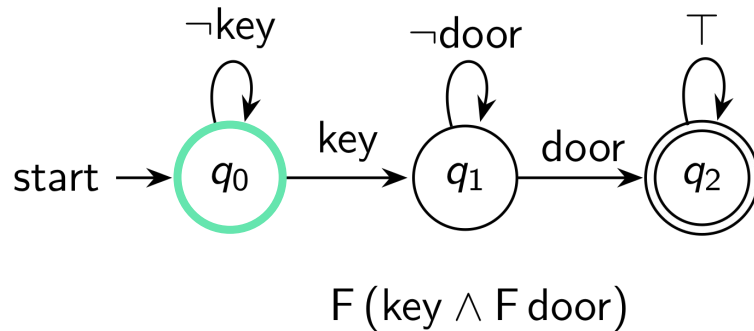
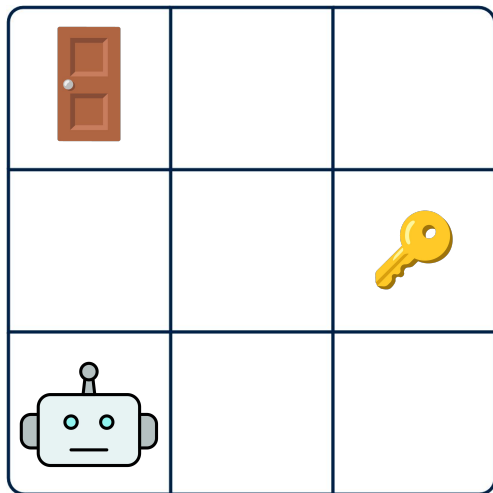
$$\pi : \mathcal{S} \times \mathcal{Q} \rightarrow \Delta(\mathcal{A})$$



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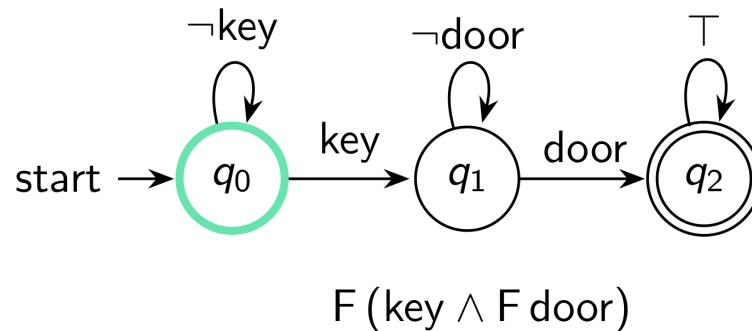
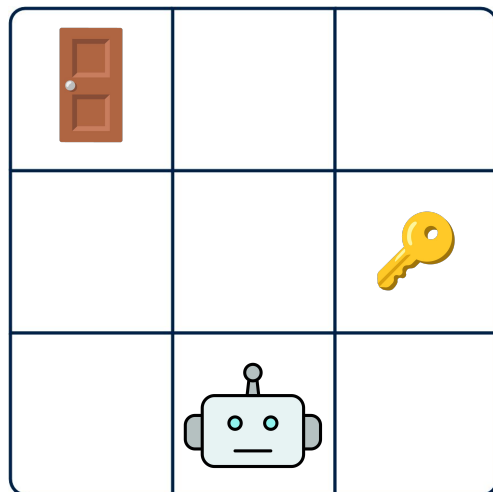
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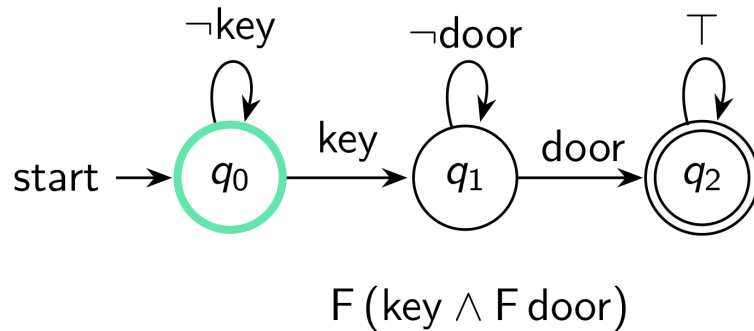
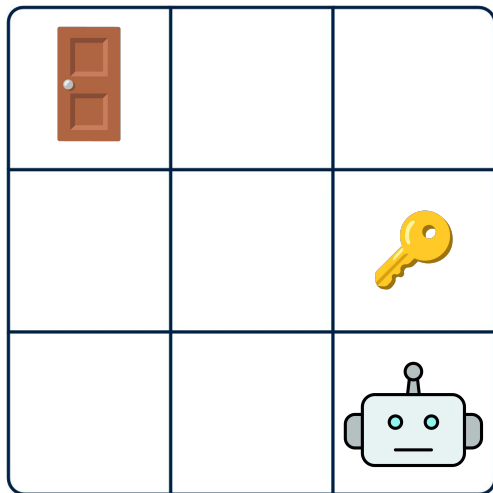
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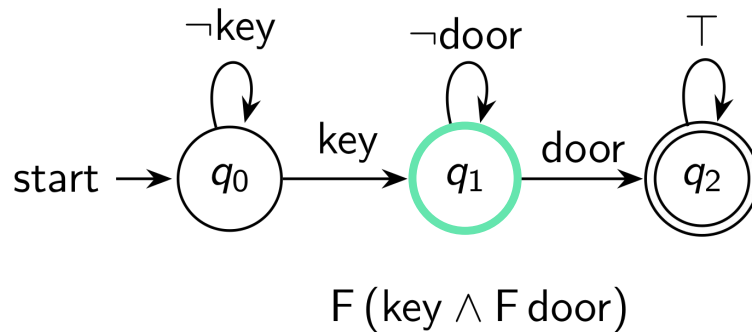
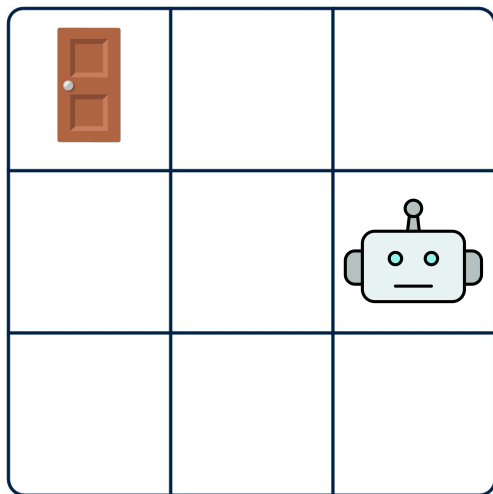
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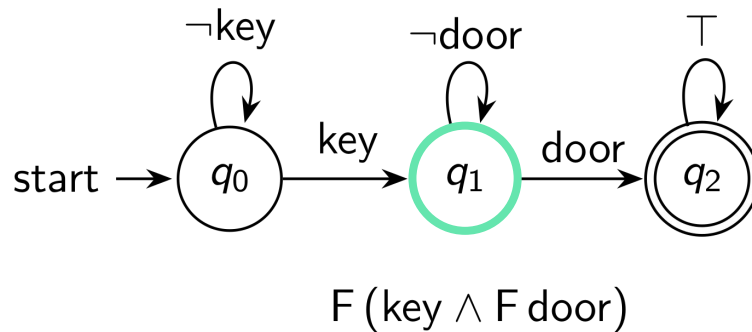
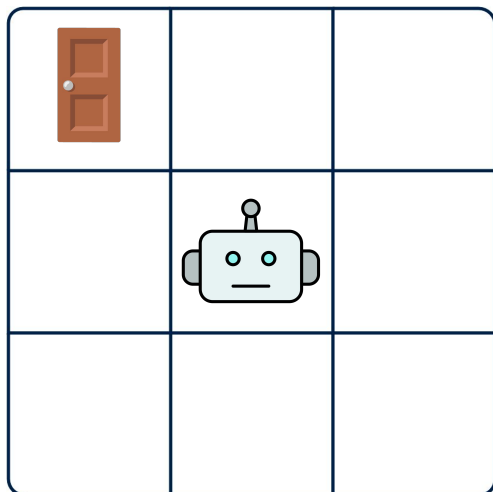
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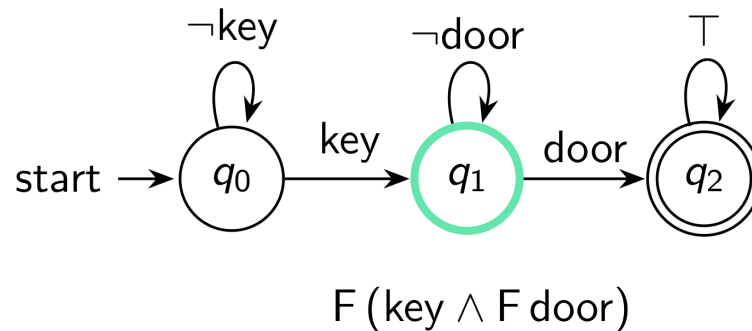
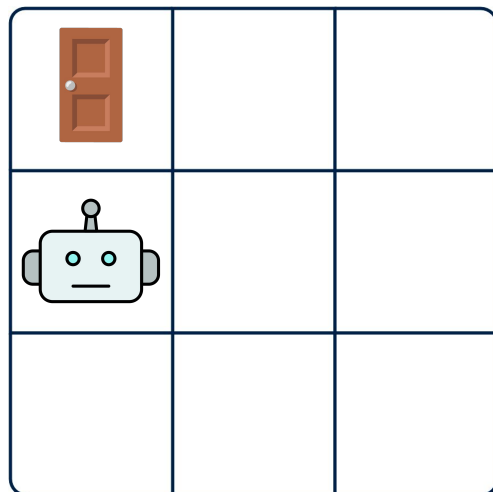
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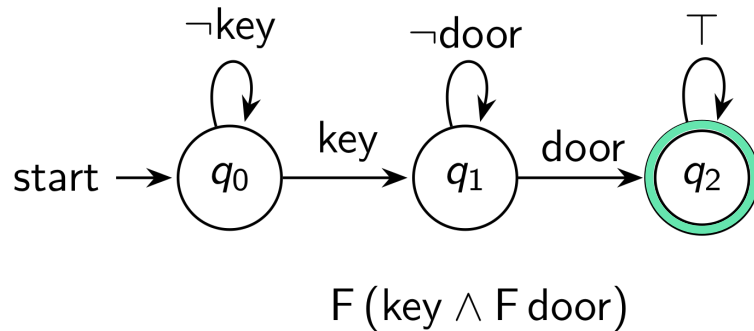
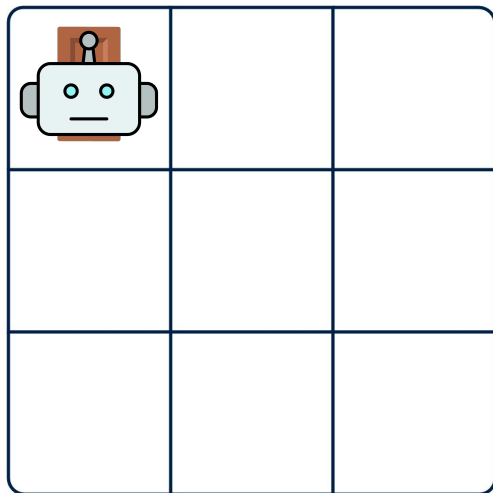
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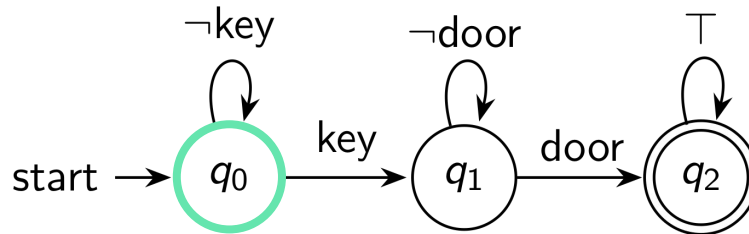
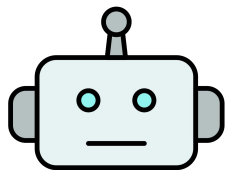
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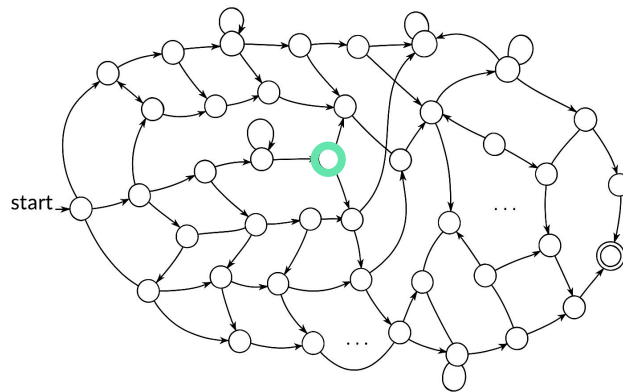
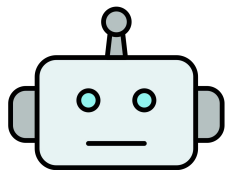
From single-task to multi-task

In a multi-task setting, we do not know the automaton beforehand



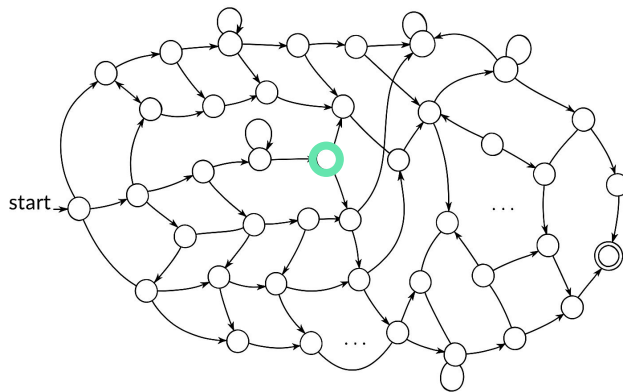
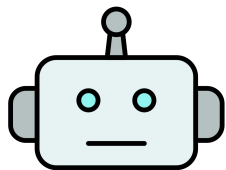
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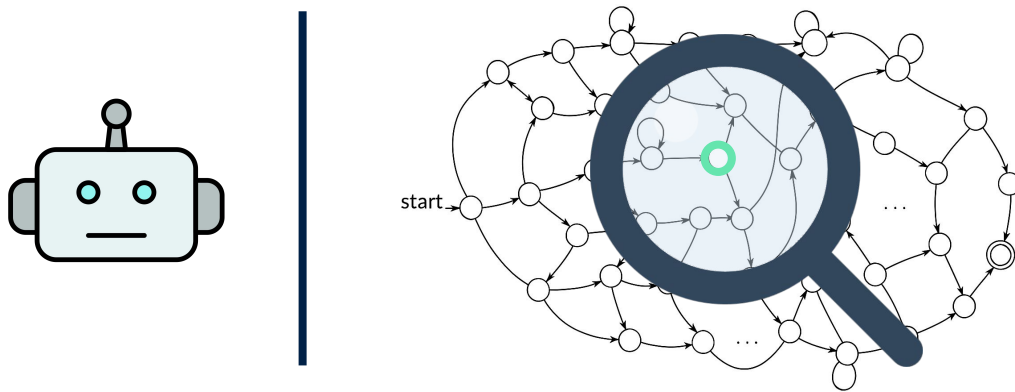
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What is a **general representation** of the automaton state that can be used to condition the policy?

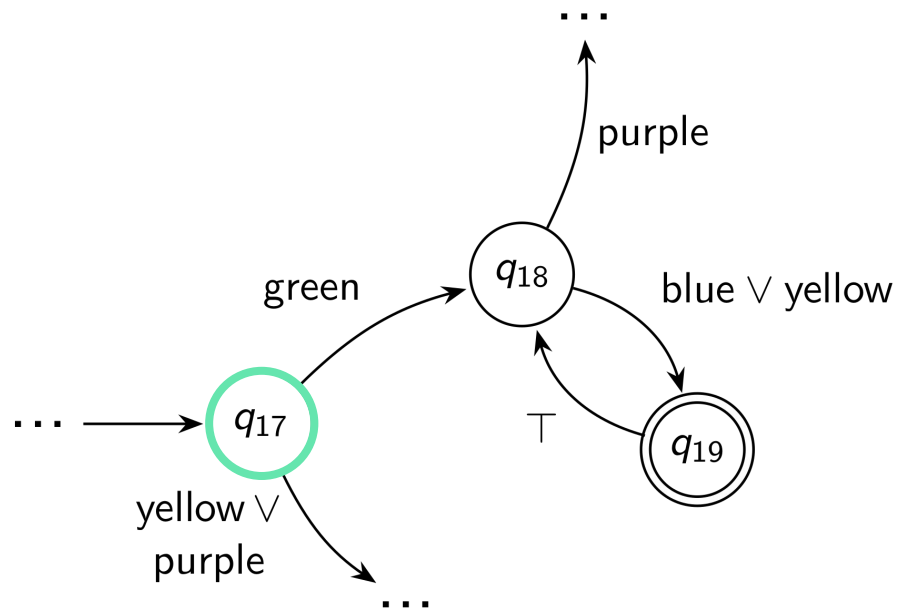
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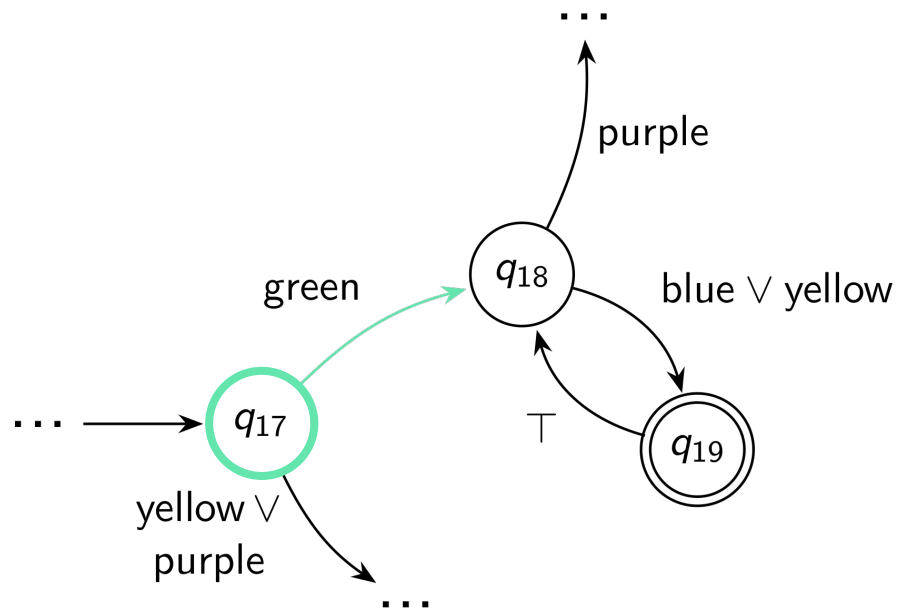


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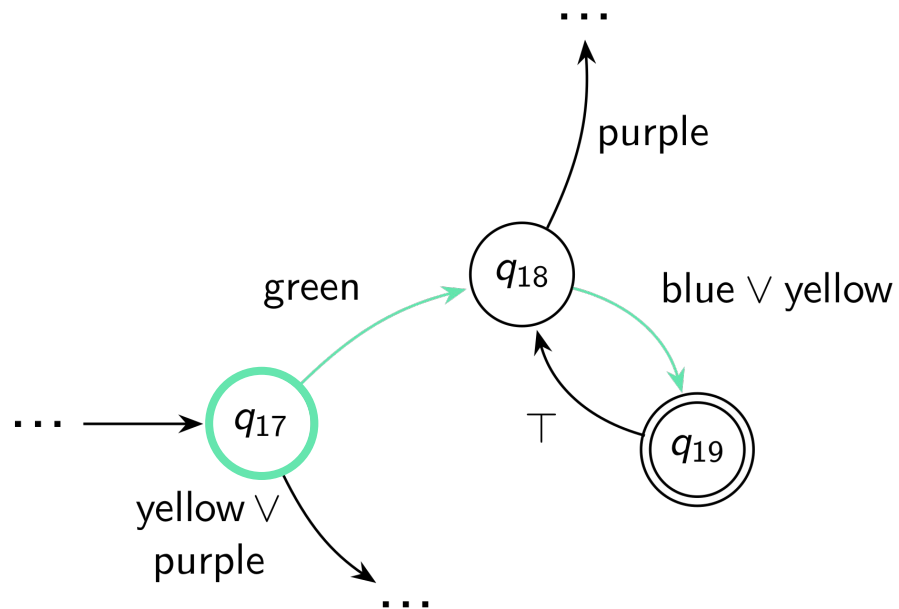
Reach-avoid sequences



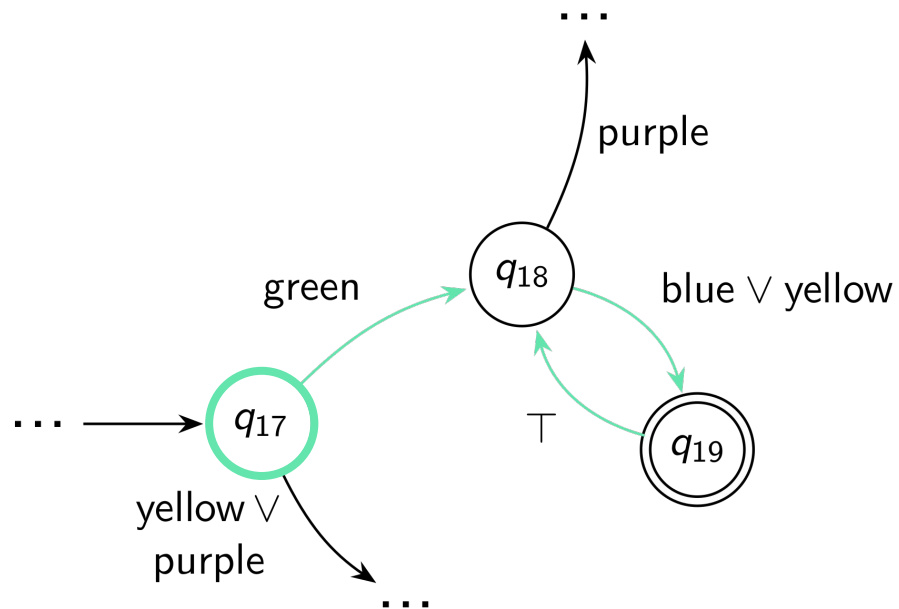
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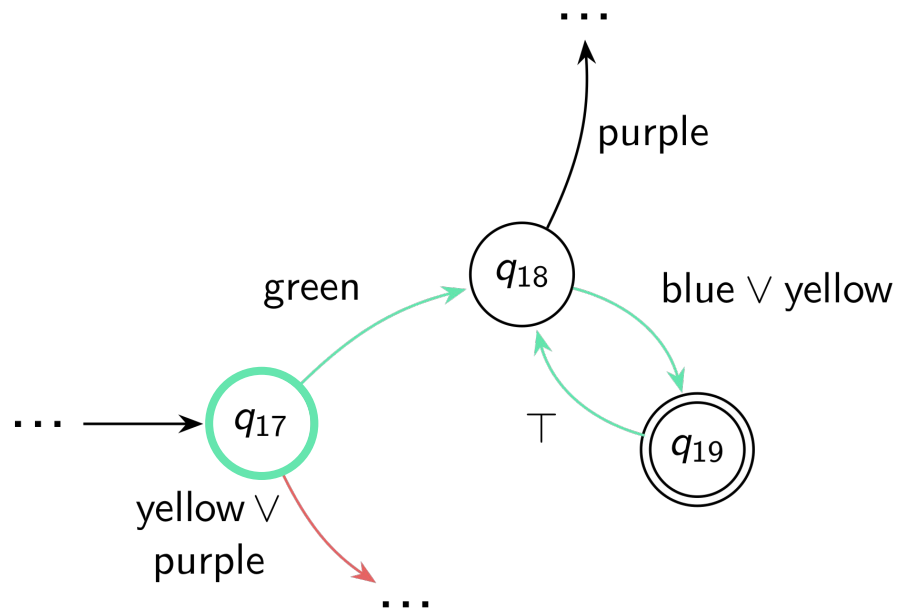
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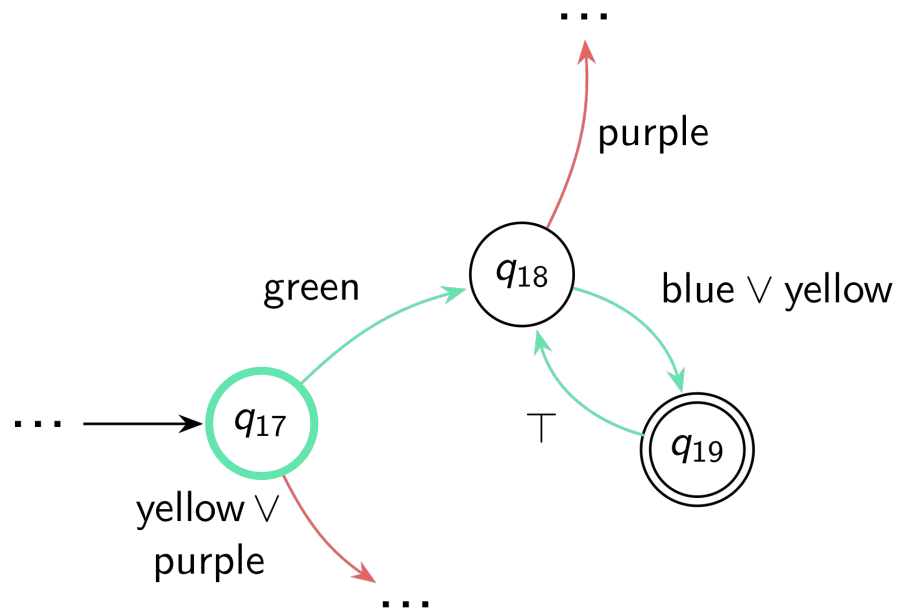
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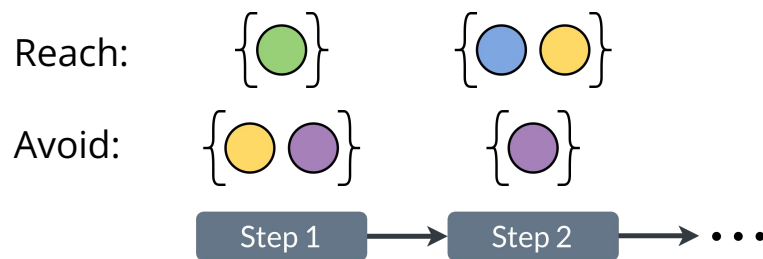
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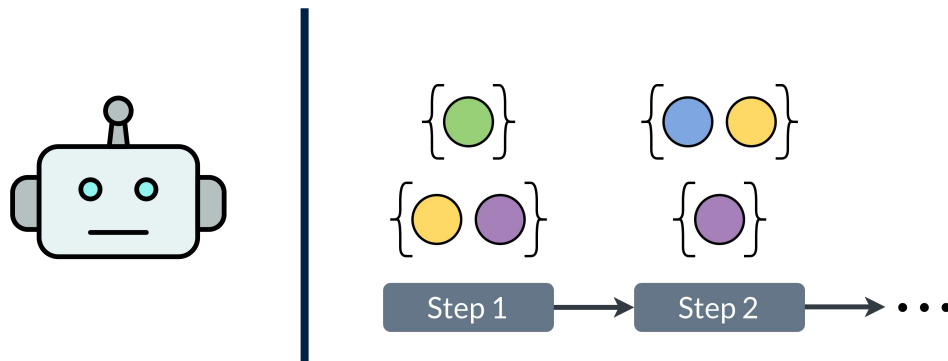


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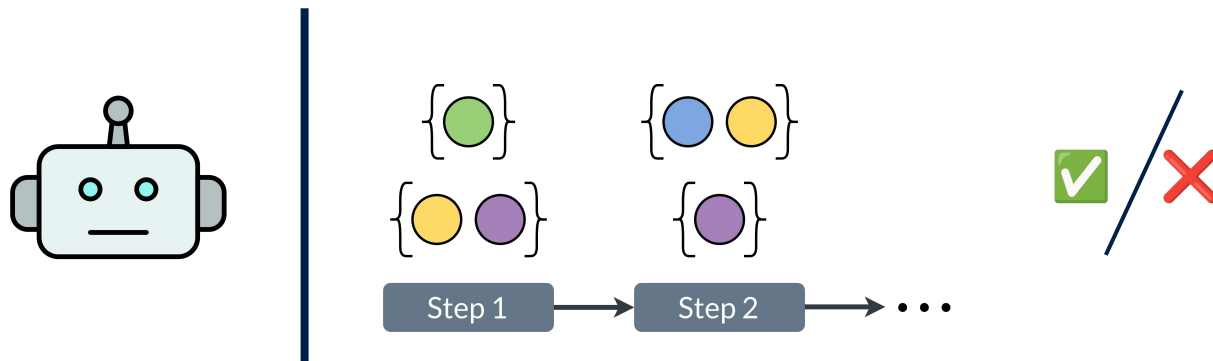
Training a general policy

We use goal-conditioned RL to train a general policy:



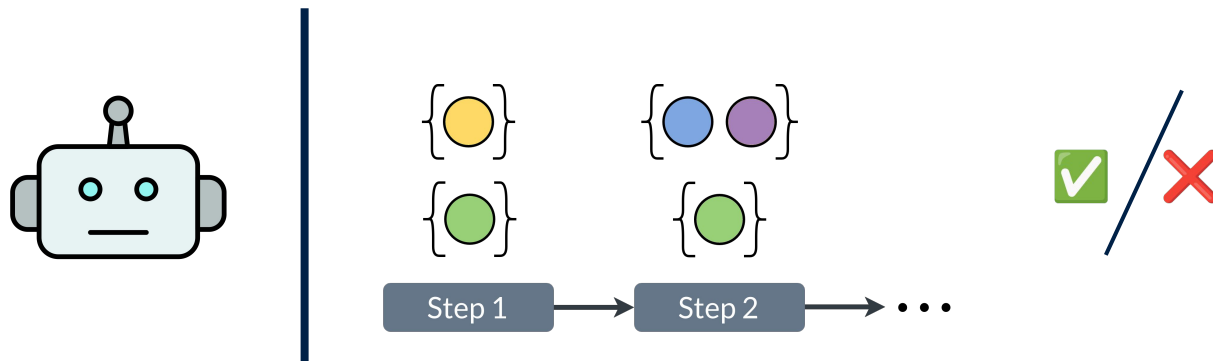
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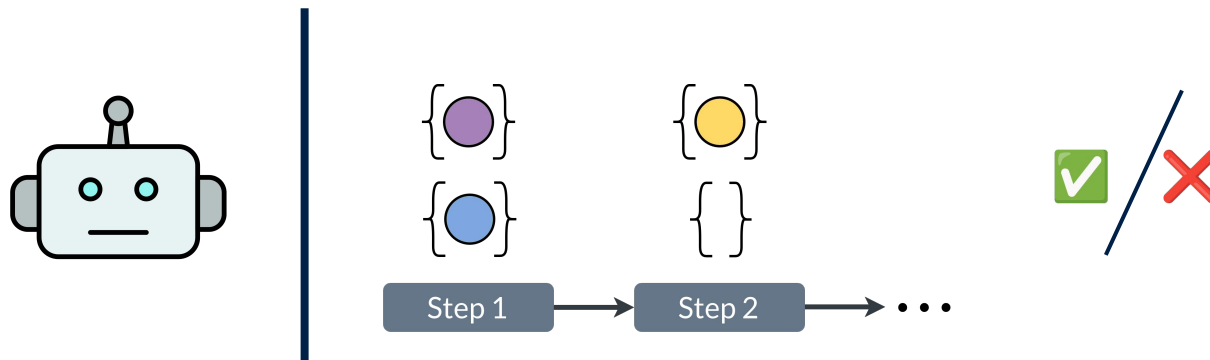
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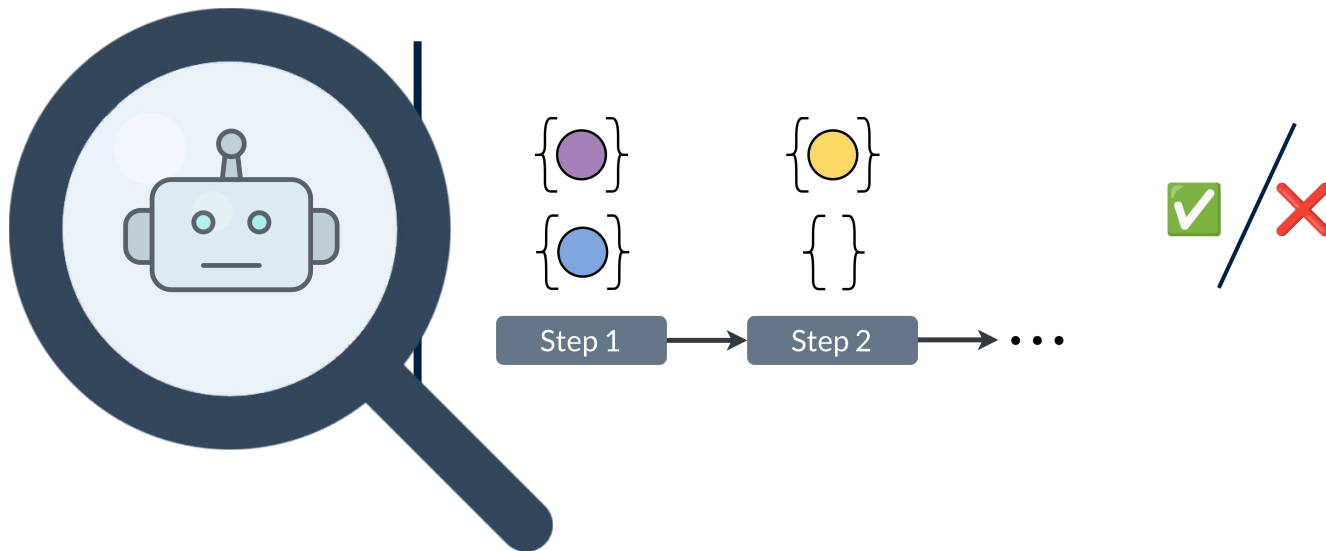
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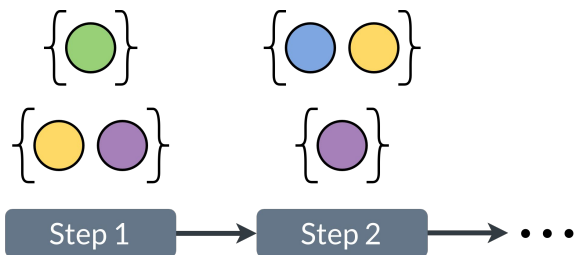


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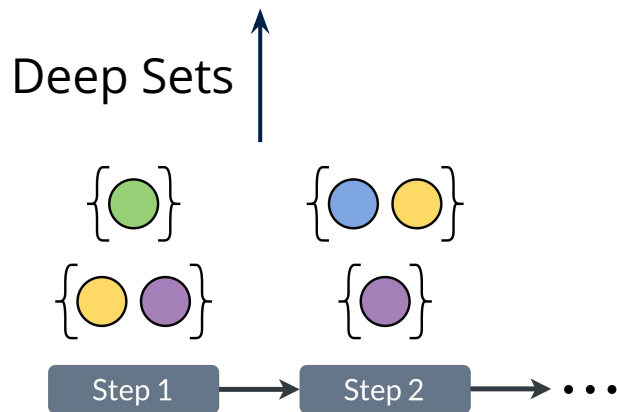
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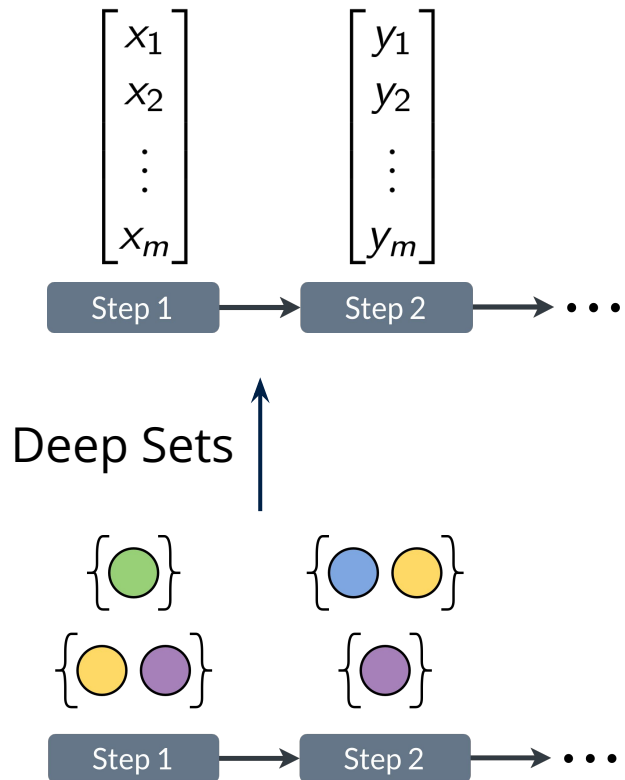
Model architecture



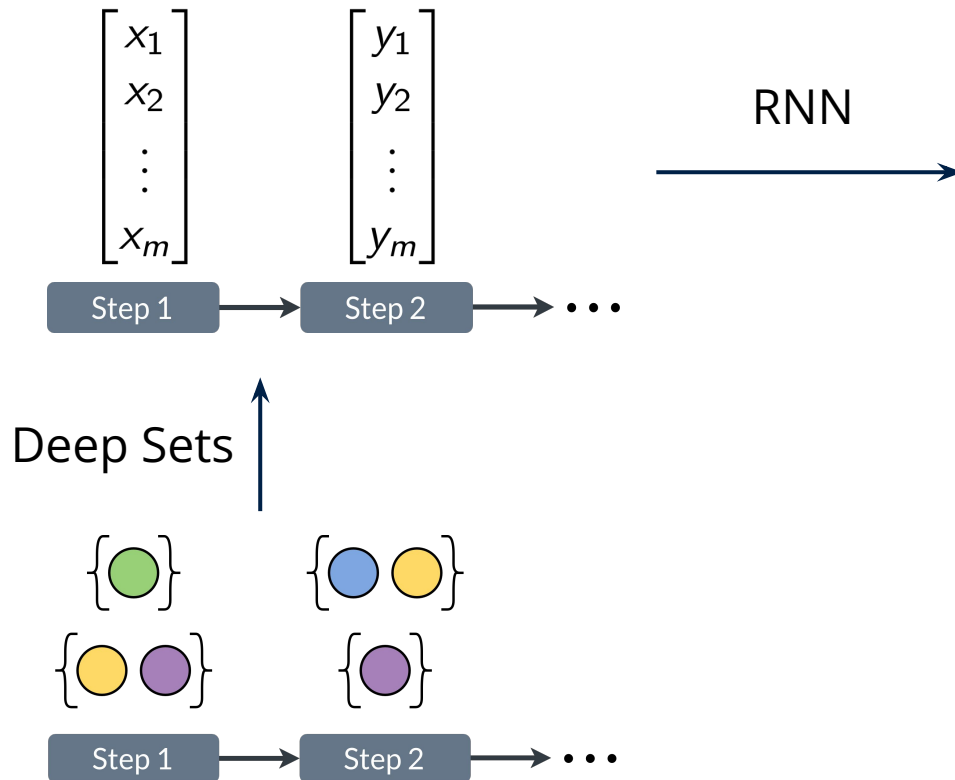
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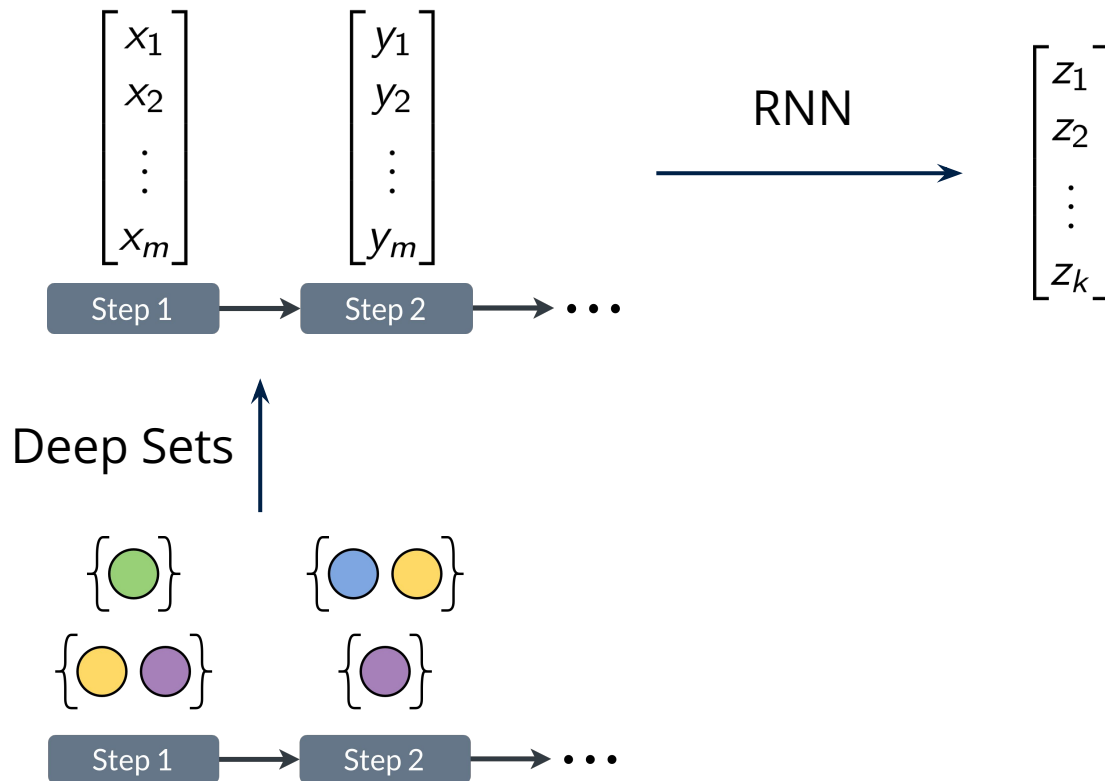
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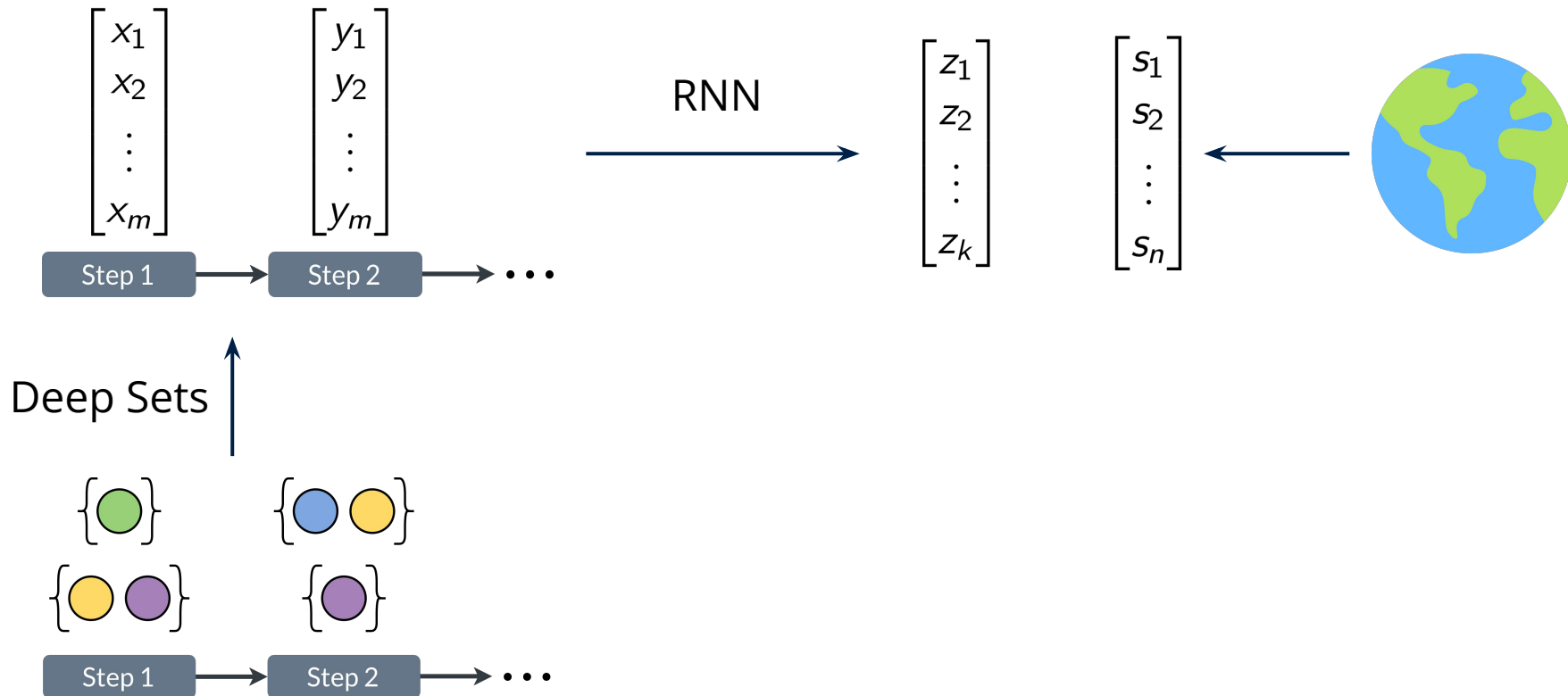
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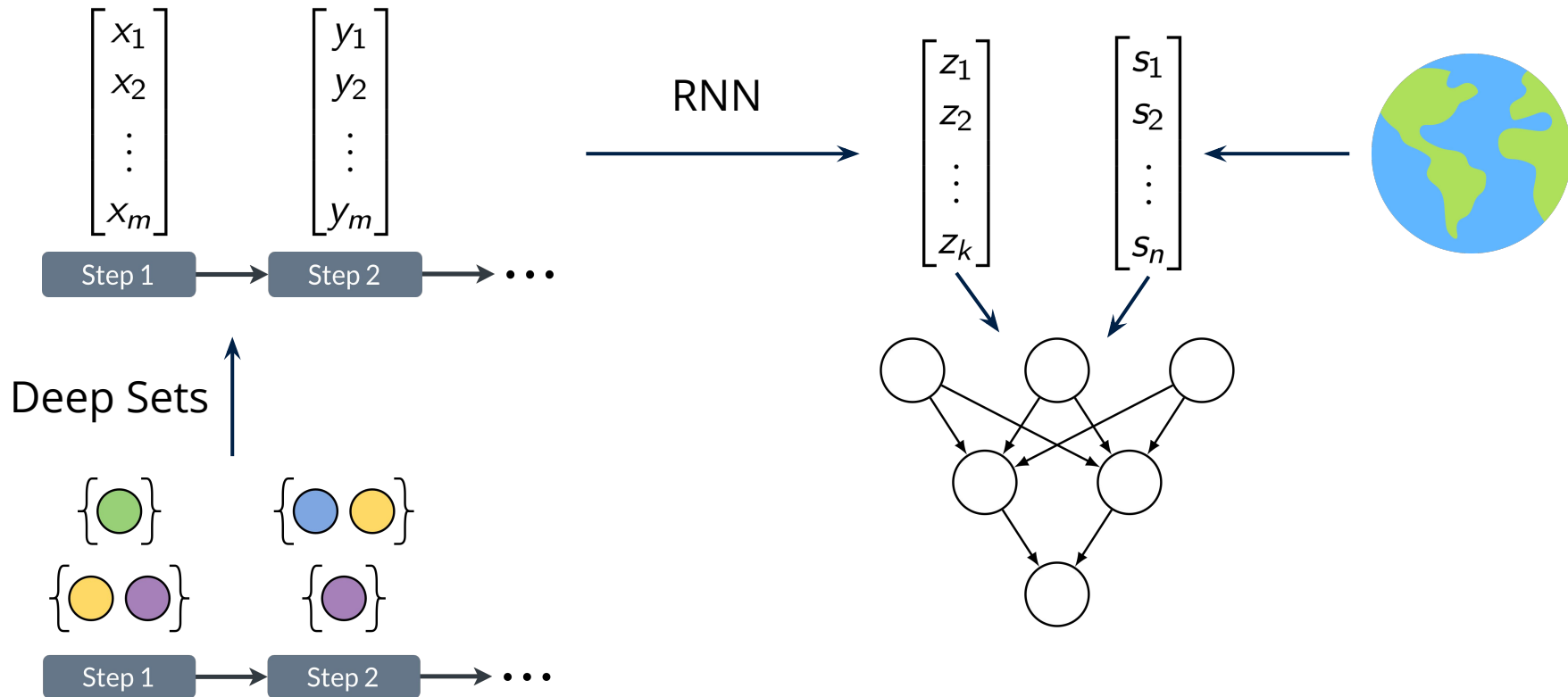
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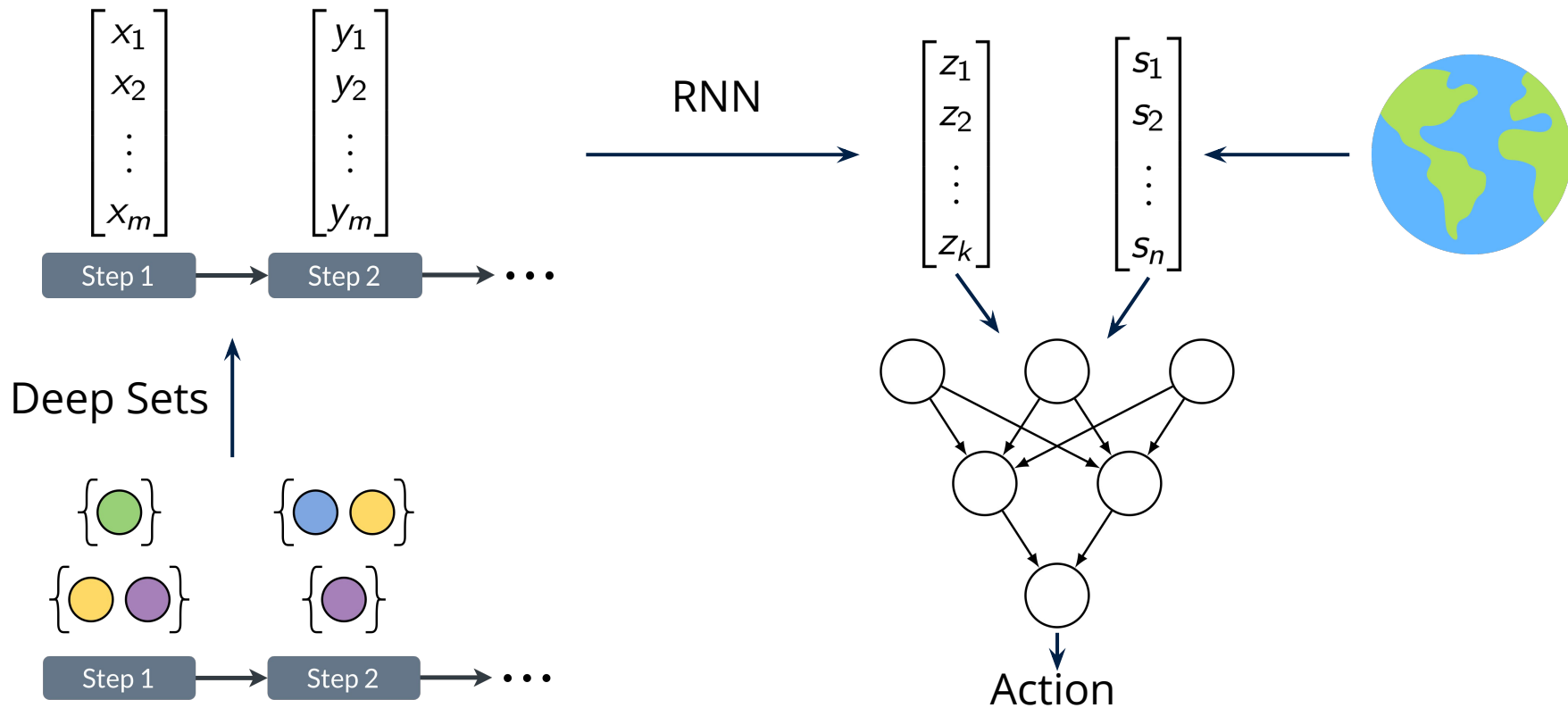
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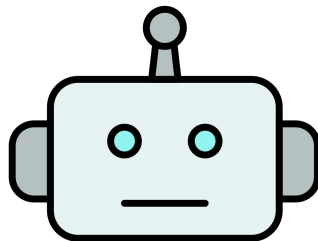
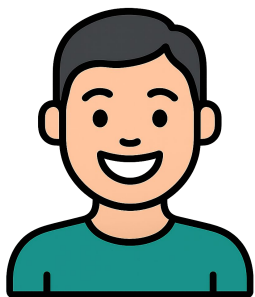
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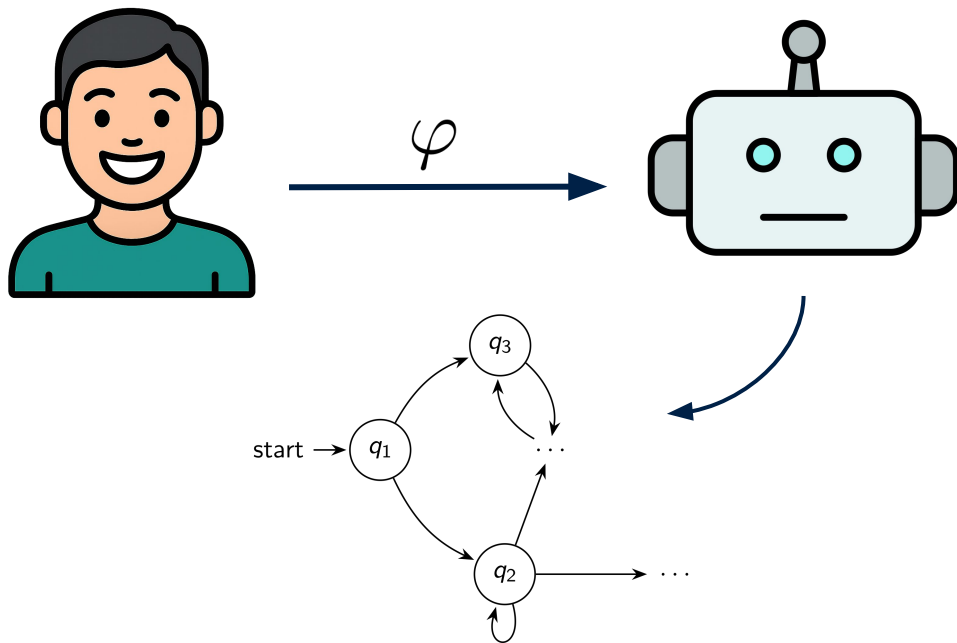
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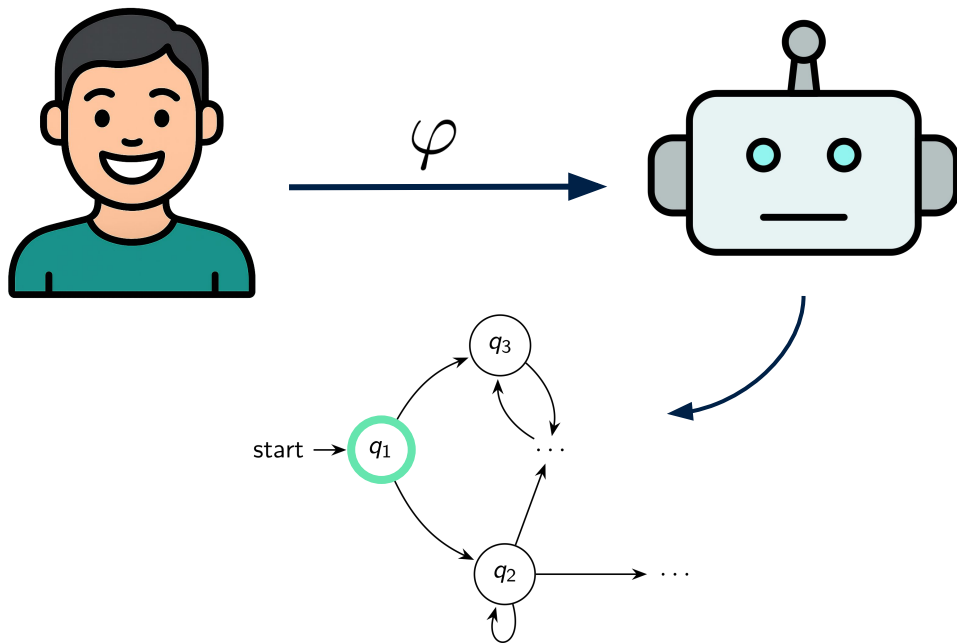
Test-time policy execution



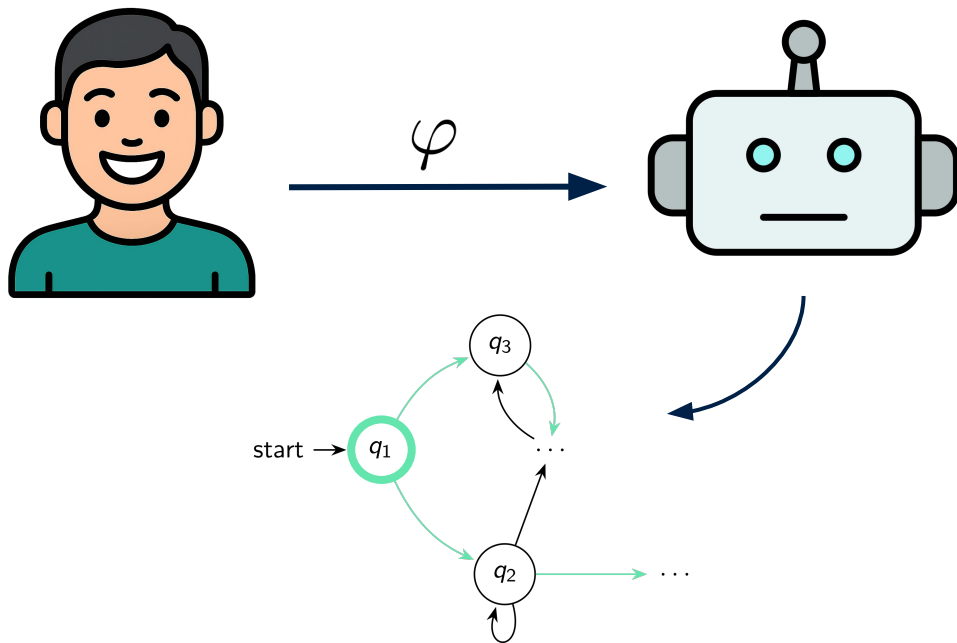
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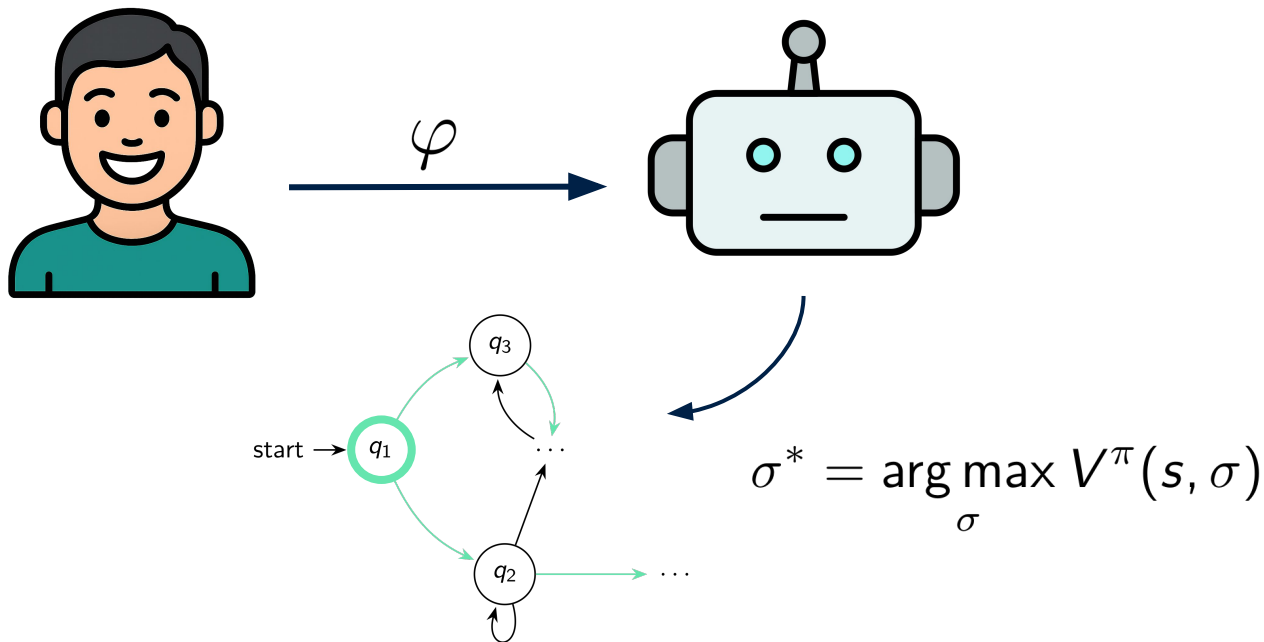
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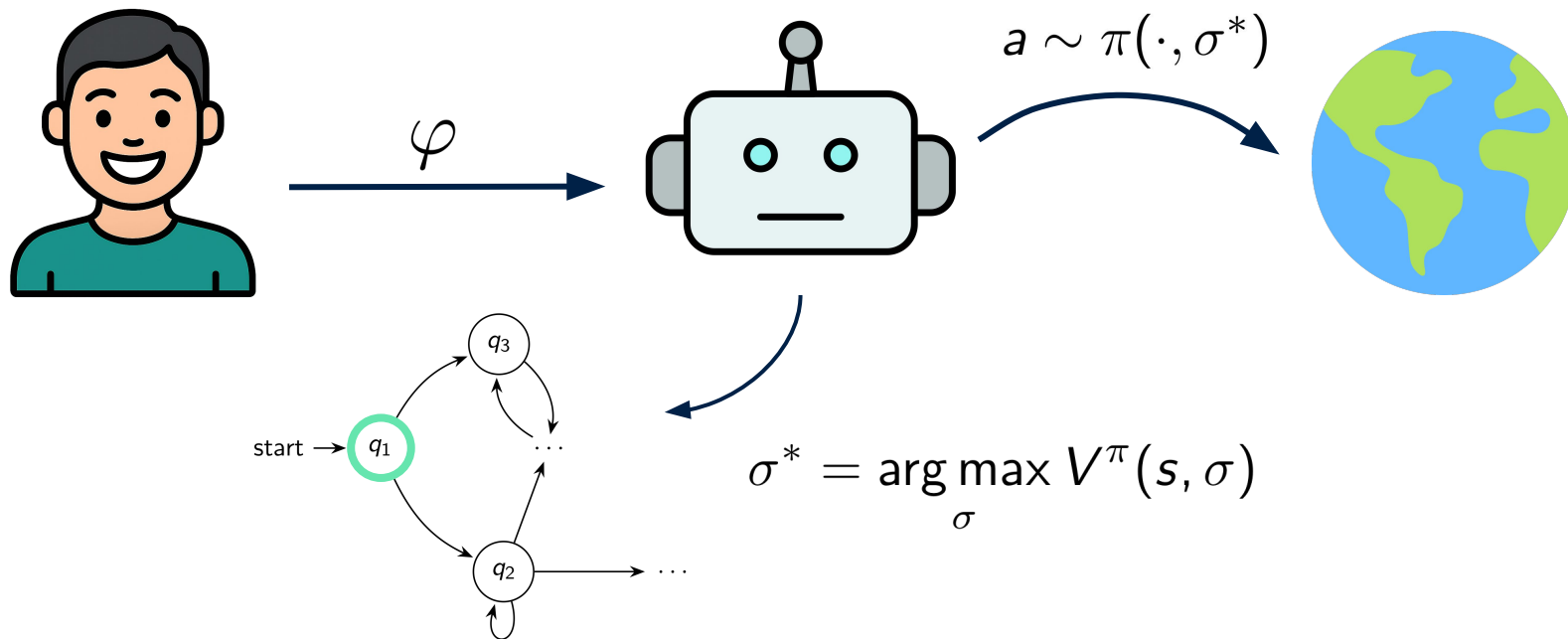
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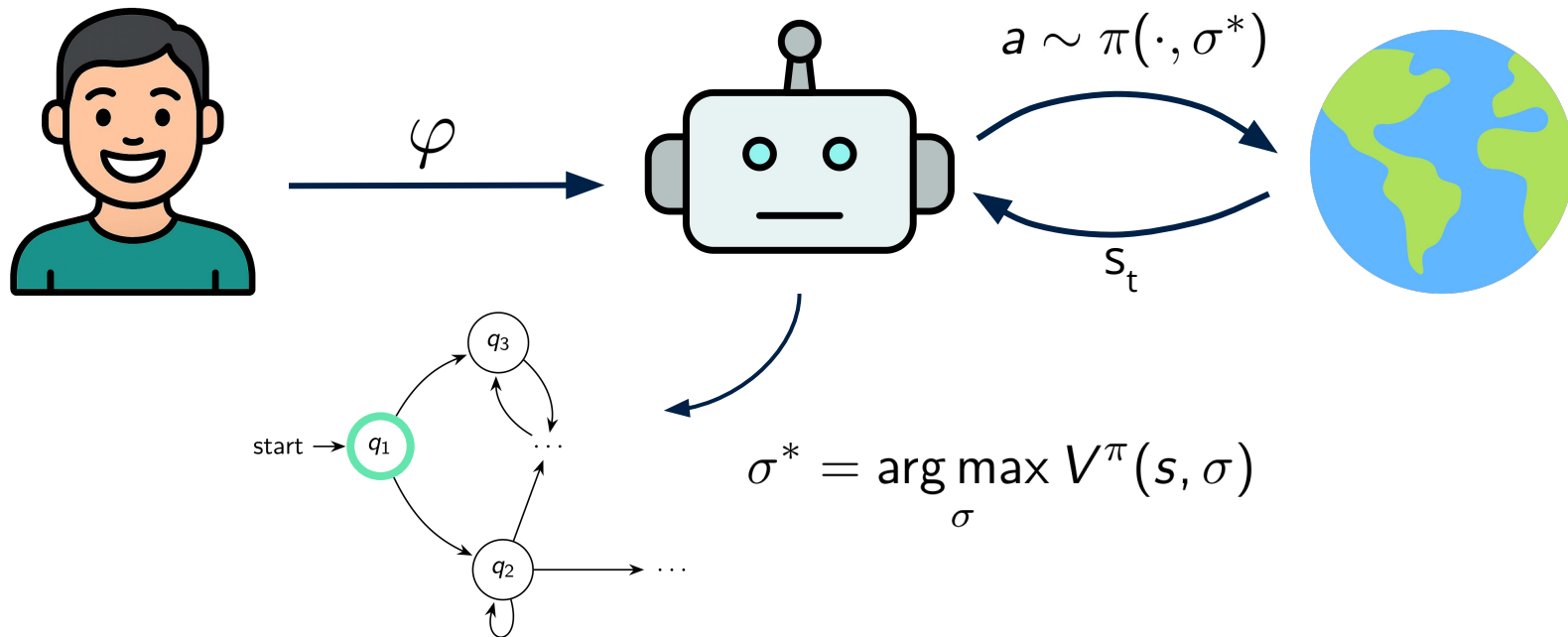
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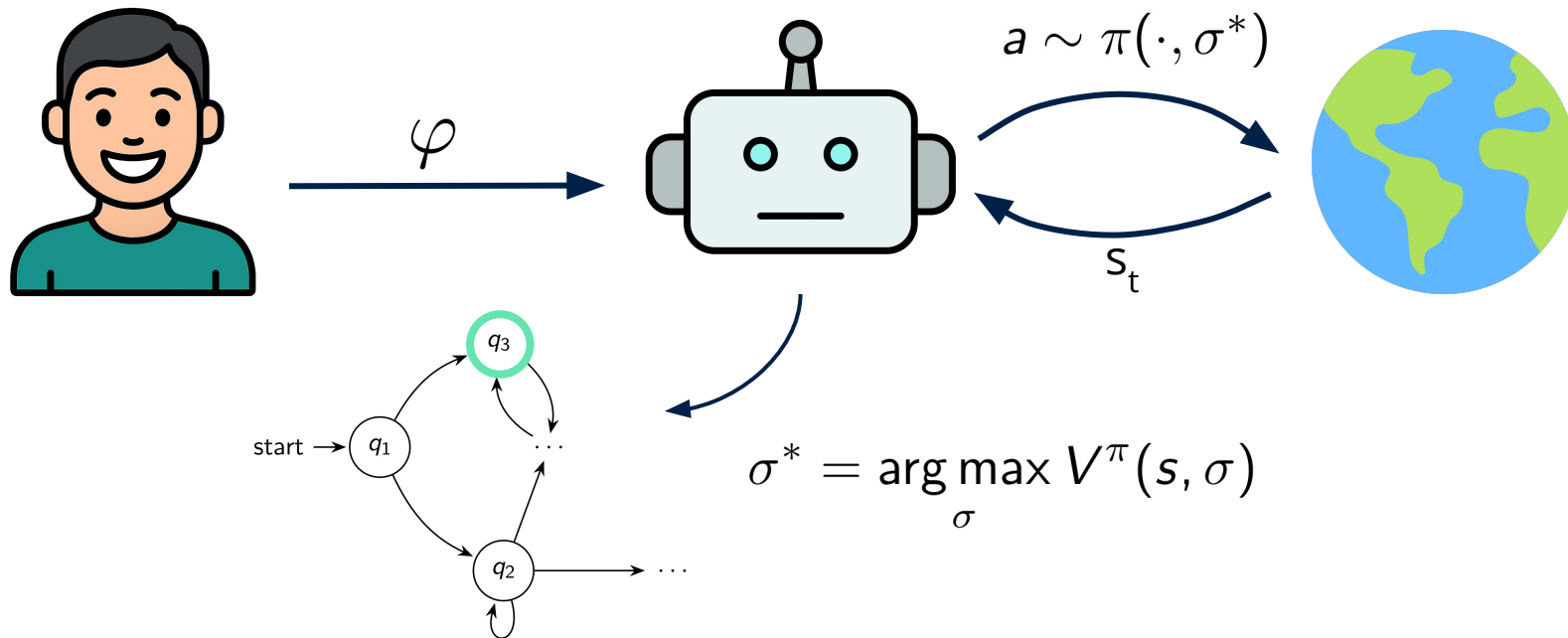
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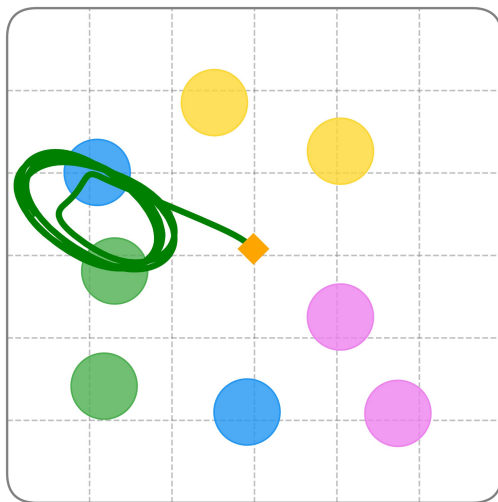


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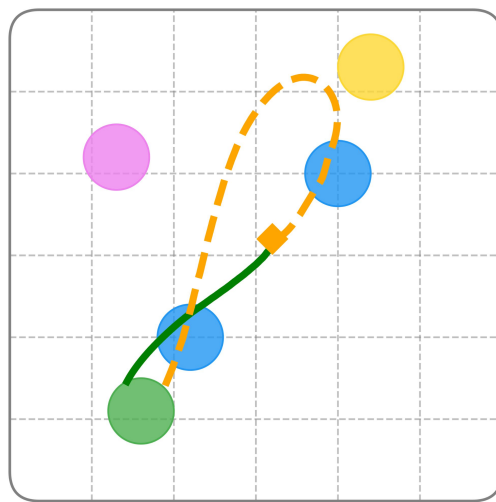


Discussion & Results

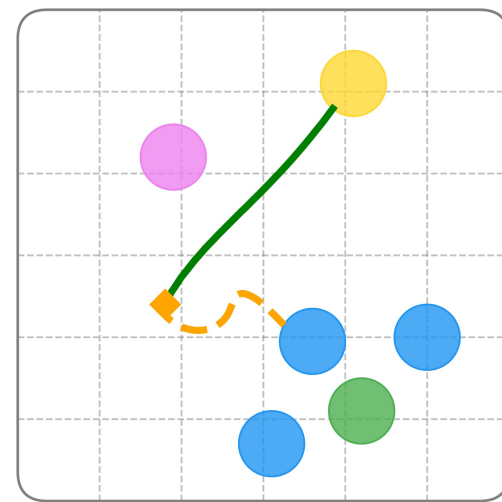
Discussion



Infinite-horizon
tasks

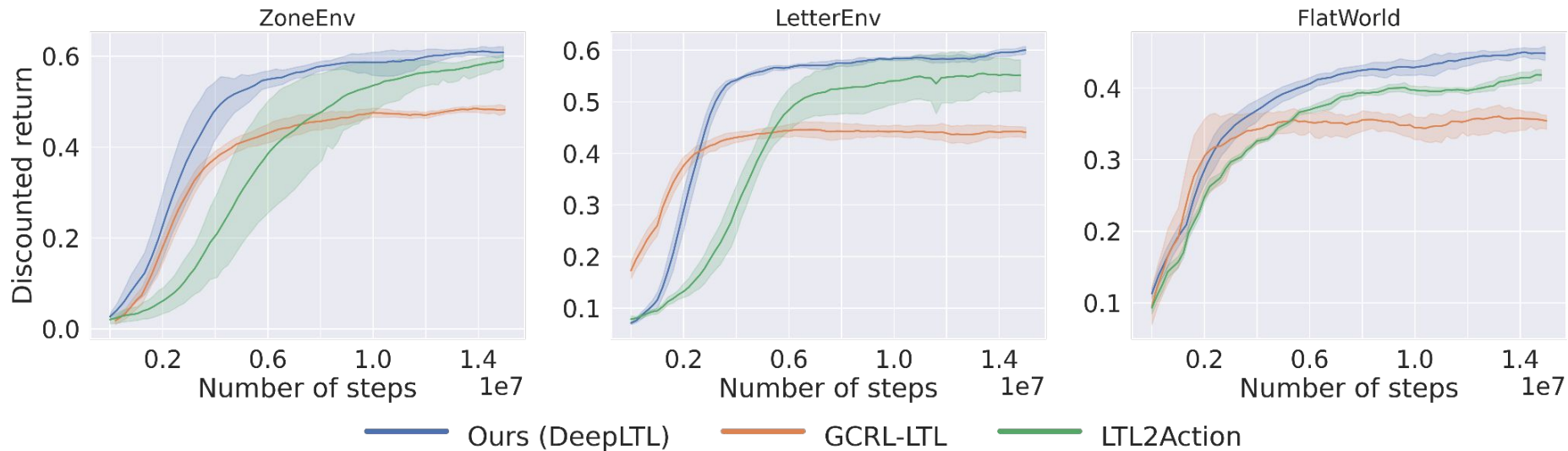


Optimality

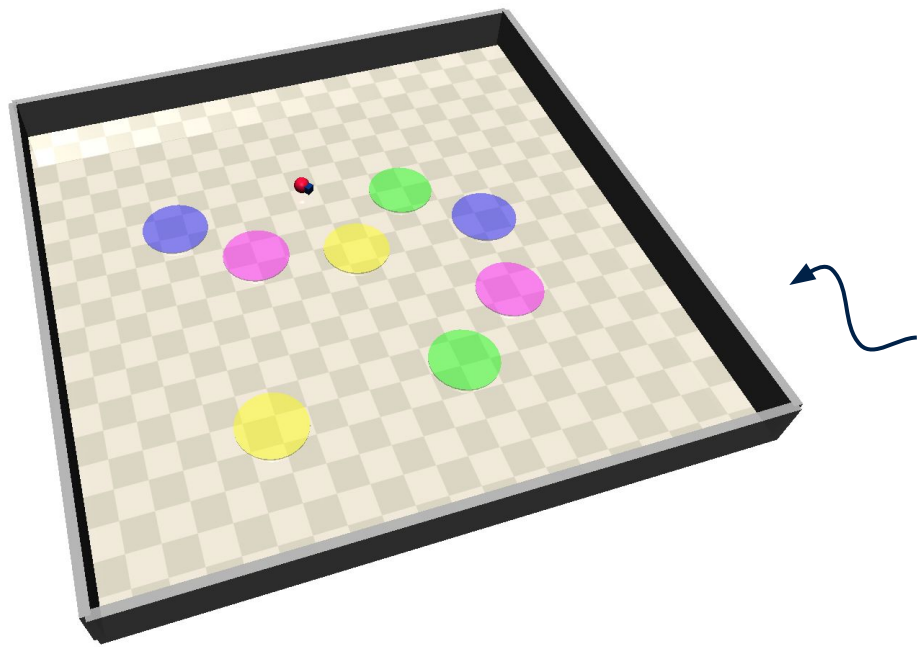


Safety

Results



Results



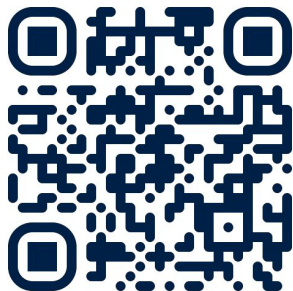
		LTL2Action	GCRL-LTL	DeepLTL
LetterWorld	φ_1	0.75 ± 0.18	0.94 ± 0.05	1.00 ± 0.00
	φ_2	0.79 ± 0.10	0.94 ± 0.03	0.98 ± 0.00
	φ_3	0.41 ± 0.14	1.00 ± 0.00	1.00 ± 0.00
	φ_4	0.72 ± 0.17	0.82 ± 0.07	0.97 ± 0.01
	φ_5	0.44 ± 0.26	1.00 ± 0.00	1.00 ± 0.00
ZoneEnv	φ_6	0.60 ± 0.20	0.85 ± 0.03	0.92 ± 0.06
	φ_7	0.14 ± 0.18	0.85 ± 0.05	0.91 ± 0.03
	φ_8	0.67 ± 0.26	0.89 ± 0.04	0.96 ± 0.04
	φ_9	0.69 ± 0.22	0.87 ± 0.02	0.90 ± 0.03
	φ_{10}	0.66 ± 0.19	0.85 ± 0.02	0.91 ± 0.02
	φ_{11}	0.93 ± 0.07	0.89 ± 0.01	0.98 ± 0.01
FlatWorld	φ_{12}	1.00 ± 0.00	0.82 ± 0.41	1.00 ± 0.00
	φ_{13}	0.63 ± 0.50	0.00 ± 0.00	1.00 ± 0.00
	φ_{14}	0.71 ± 0.40	0.73 ± 0.41	0.98 ± 0.01
	φ_{15}	0.07 ± 0.02	0.73 ± 0.03	0.86 ± 0.01
	φ_{16}	0.56 ± 0.35	0.64 ± 0.08	1.00 ± 0.01

Further resources


Website: deep-ltl.github.io


arXiv: arxiv.org/abs/2410.04631

GitHub: [mathiasj33/deep-ltl](https://github.com/mathiasj33/deep-ltl)



 mathias-jackermeier.me

 mathias.jackermeier@cs.ox.ac.uk

 [mathiasj33](https://github.com/mathiasj33)

 [@m_jackermeier](https://twitter.com/m_jackermeier)