

Artificial Intelligence, Computational Logic

PROBLEM SOLVING AND SEARCH IN ARTIFICIAL INTELLIGENCE

Lecture 7 ASP III *slides adapted from Torsten Schaub [Gebser et al.(2012)]

Lucia Gomez Alvarez



Agenda

- Introduction
- Uninformed Search versus Informed Search (Best First Search, A* Search, Heuristics)
- 3 Local Search, Stochastic Hill Climbing, Simulated Annealing
- Tabu Search
- 5 Answer-set Programming (ASP)
- 6 Constraint Satisfaction (CSP)
- Structural Decomposition Techniques (Tree/Hypertree Decompositions)
- 8 Evolutionary Algorithms/ Genetic Algorithms

Overview ASP III

- Core Language (Cont...)
 - Integrity Constraint
 - Choice Rule
 - Cardinality Rule
 - Weight Rule
 - Conditional literal
- Optimization Statements
- 6 Language Extensions
 - Two kinds of negation
 - Disjunctive logic programs
- Computational Aspects (Complexity)

Language: Overview

- 1 Core language (Cont...)
- Optimization statement

Outline

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 - Integrity onstrait
 - Choice rule
 - Cardinality rule
 - Weight rule
 - Conditional literal
- 2 Optimization statemen

Syntax A conditional literal is of the form

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where ℓ and ℓ_i are literals for $0 \le i \le n$

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 r(X):p(X), notq(X):- r(X):p(X), notq(X); 1{r(X):p(X), notq(X)}.
 is instantiated to

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- Idea Express (multiple) cost functions subject to minimization and/or maximization
- Syntax A minimize statement is of the form

minimize
$$\{ w_1@p_1 : \ell_1, \ldots, w_n@p_n : \ell_n \}.$$

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 Meaning A minimize statement is a directive that instructs the ASP solver to compute optimal stable models by minimizing a weighted sum of elements

· A maximize statement of the form

$$\textit{maximize} \ \{ \ w_1@p_1:\ell_1,\ldots,w_n@p_n:\ell_n \ \}$$
 stands for $\textit{minimize} \ \{ \ -w_1@p_1:\ell_1,\ldots,-w_n@p_n:\ell_n \ \}$

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 Example When configuring a computer, we may want to maximize hard disk capacity, while minimizing price

```
#maximize { 250@1:hd(1), 500@1:hd(2), 750@1:hd(3), 1000@1:hd(4) }.
#minimize { 30@2:hd(1), 40@2:hd(2), 60@2:hd(3), 80@2:hd(4) }.
```

The priority levels indicate that (minimizing) price is more important than (maximizing) capacity

Language Extensions: Overview

- 3 Two kinds of negation
- Disjunctive logic programs

Outline

3 Two kinds of negation

Disjunctive logic programs

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 - Symbol ¬ and not

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A set X of atoms is a stable model of a program P over A ∪ Ā, if X is a stable model of P ∪ P¬

An example

• The program

$$P = \{a \leftarrow not \ b, \ b \leftarrow not \ a\} \cup \{c \leftarrow b, \ \neg c \leftarrow b\}$$

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• The stable models of *P* are given by the ones of $P \cup P^{\neg}$, viz $\{a\}$

Properties

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- Note Strictly speaking, an inconsistent set like $A \cup \overline{A}$ is not a model
- For a logic program P over A ∪ A, exactly one of the following two cases applies:
 - 1 All stable models of P are consistent or 2 $X = A \cup \overline{A}$ is the only stable model of P

Train spotting

- $P_1 = \{cross \leftarrow not train\}$
- $P_2 = \{cross \leftarrow \neg train\}$
- $P_3 = \{cross \leftarrow \neg train, \neg train \leftarrow\}$
- $P_4 = \{cross \leftarrow \neg train, \neg train \leftarrow, \neg cross \leftarrow\}$
- $P_5 = \{cross \leftarrow \neg train, \neg train \leftarrow not train\}$
- $P_6 = \{cross \leftarrow \neg train, \ \neg train \leftarrow not \ train, \ \neg cross \leftarrow \}$

Train spotting

```
P<sub>1</sub> = {cross ← not train}stable model: {cross}
```

Train spotting

•
$$P_2 = \{cross \leftarrow \neg train\}$$

```
    P<sub>2</sub> = {cross ← ¬train}
    stable model: Ø
```

•
$$P_3 = \{cross \leftarrow \neg train, \neg train \leftarrow \}$$

```
P<sub>3</sub> = {cross ← ¬train, ¬train ←}
stable model: {cross, ¬train}
```

•
$$P_4 = \{cross \leftarrow \neg train, \neg train \leftarrow, \neg cross \leftarrow\}$$

```
    P<sub>4</sub> = {cross ← ¬train, ¬train ←, ¬cross ←}
    stable model: {cross, ¬cross, train, ¬train} inconsistent as A∪Ā
```

•
$$P_5 = \{cross \leftarrow \neg train, \neg train \leftarrow not train\}$$

```
    P<sub>5</sub> = {cross ← ¬train, ¬train ← not train}
    stable model: {cross, ¬train}
```

•
$$P_6 = \{cross \leftarrow \neg train, \neg train \leftarrow not train, \neg cross \leftarrow \}$$

$$\bullet \ \ P_6 = \{cross \leftarrow \neg train, \ \neg train \leftarrow not \ train, \ \neg cross \leftarrow \}$$

- no stable model

```
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        stable model: {cross}
• P_2 = \{cross \leftarrow \neg train\}

 stable model: Ø

• P_3 = \{cross \leftarrow \neg train, \neg train \leftarrow \}
        stable model: {cross, ¬train}
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Outline

3 Two kinds of negation

Disjunctive logic programs

Disjunctive logic programs

• A disjunctive rule, r, is of the form

$$a_1 : \ldots : a_m \leftarrow a_{m+1}, \ldots, a_n, not \ a_{n+1}, \ldots, not \ a_o$$

where $0 \le m \le n \le o$ and each a_i is an atom for $0 \le i \le o$

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- A disjunctive logic program is a finite set of disjunctive rules
- Notation

```
\begin{array}{lll} head(r) & = & \{a_1,\ldots,a_m\} \\ body(r) & = & \{a_{m+1},\ldots,a_n,not\;a_{n+1},\ldots,not\;a_o\} \\ body(r)^+ & = & \{a_{m+1},\ldots,a_n\} \\ body(r)^- & = & \{a_{n+1},\ldots,a_o\} \\ atom(P) & = & \bigcup_{r\in P} \left(head(r)\cup body(r)^+\cup body(r)^-\right) \\ body(P) & = & \{body(r)\mid r\in P\} \end{array}
```

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• A program is called positive if $body(r)^- = \emptyset$ for all its rules

- Positive disjunctive programs
 - − A set *X* of atoms is closed under a positive program *P* iff for any $r \in P$, $head(r) \cap X \neq \emptyset$ whenever $body(r)^+ \subseteq X$
 - X corresponds to a model of P (seen as a formula)
 - The set of all ⊆-minimal sets of atoms being closed under a positive program P is denoted by min_⊂(P)
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 - The reduct, P^X, of a disjunctive program P relative to a set X of atoms is defined by

$$P^{X} = \{ head(r) \leftarrow body(r)^{+} \mid r \in P \text{ and } body(r)^{-} \cap X = \emptyset \}$$

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A "positive" example

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- The sets $\{a,b\}$, $\{a,c\}$, and $\{a,b,c\}$ are closed under P
- We have $\min_{\subseteq}(P) = \{\{a, b\}, \{a, c\}\}\$

Graph coloring (reloaded)

```
node(1..6).
edge(1,(2;3;4)). edge(2,(4;5;6)). edge(3,(1;4;5)).
edge(4,(1;2)). edge(5,(3;4;6)). edge(6,(2;3;5)).

color(X,r); color(X,b); color(X,g):- node(X).
:- edge(X,Y), color(X,C), color(Y,C).
```

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col(r). col(b). col(g).

color(X,C) : col(C) :- node(X).
:- edge(X,Y), color(X,C), color(Y,C).
```

• $P_1 = \{a ; b ; c \leftarrow \}$

```
• P_1 = \{a ; b ; c \leftarrow\}
- stable models \{a\}, \{b\}, \text{ and } \{c\}
```

•
$$P_2 = \{a ; b ; c \leftarrow, \leftarrow a\}$$

```
• P_2 = \{a \; ; b \; ; c \leftarrow , \leftarrow a\}
- stable models \{b\} and \{c\}
```

•
$$P_3 = \{a; b; c \leftarrow, \leftarrow a, b \leftarrow c, c \leftarrow b\}$$

•
$$P_3 = \{a : b : c \leftarrow, \leftarrow a, b \leftarrow c, c \leftarrow b\}$$

- stable model $\{b, c\}$

•
$$P_4 = \{a : b \leftarrow c, b \leftarrow not \ a, not \ c, a : c \leftarrow not \ b\}$$

```
 \begin{array}{l} \bullet \ \ P_4 = \{a \ ; b \leftarrow c \ , \ b \leftarrow \textit{not } a, \textit{not } c \ , \ a \ ; c \leftarrow \textit{not } b\} \\ & - \ \ \mbox{stable models} \ \{a\} \ \mbox{and} \ \{b\} \end{array}
```

```
    P<sub>1</sub> = {a;b;c ←}
    stable models {a}, {b}, and {c}
```

•
$$P_3 = \{a : b : c \leftarrow, \leftarrow a, b \leftarrow c, c \leftarrow b\}$$

- stable model $\{b, c\}$

P₄ = {a; b ← c, b ← not a, not c, a; c ← not b}
 stable models {a} and {b}

Some properties

- A disjunctive logic program may have zero, one, or multiple stable models
- If X is a stable model of a disjunctive logic program P, then X is a model of P (seen as a formula)
- If X and Y are stable models of a disjunctive logic program P, then X ⊄ Y
- If A ∈ X for some stable model X of a disjunctive logic program P, then
 there is a rule r ∈ P such that

$$body(r)^+ \subseteq X$$
, $body(r)^- \cap X = \emptyset$, and $head(r) \cap X = \{A\}$

An example with variables

$$P = \left\{ \begin{array}{lcl} a(1,2) & \leftarrow \\ b(X); c(Y) & \leftarrow & a(X,Y), not \ c(Y) \end{array} \right\}$$

An example with variables

$$P = \begin{cases} a(1,2) & \leftarrow \\ b(X); c(Y) & \leftarrow & a(X,Y), not \ c(Y) \end{cases}$$

$$ground(P) = \begin{cases} a(1,2) & \leftarrow \\ b(1); c(1) & \leftarrow & a(1,1), not \ c(1) \\ b(1); c(2) & \leftarrow & a(1,2), not \ c(2) \\ b(2); c(1) & \leftarrow & a(2,1), not \ c(1) \\ b(2); c(2) & \leftarrow & a(2,2), not \ c(2) \end{cases}$$

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For every stable model X of P, we have

- $a(1,2) \in X$ and
- $\{a(1,1), a(2,1), a(2,2)\} \cap X = \emptyset$

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• Consider $X = \{a(1,2), b(1)\}$

$$ground(P)^{X} = \begin{cases} a(1,2) & \leftarrow \\ b(1); c(1) & \leftarrow & a(1,1) \\ b(1); c(2) & \leftarrow & a(1,2) \\ b(2); c(1) & \leftarrow & a(2,1) \\ b(2); c(2) & \leftarrow & a(2,2) \end{cases}$$

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- Consider $X = \{a(1,2), b(1)\}$
- We get $\min_{\subset} (ground(P)^X) = \{ \{a(1,2), b(1)\}, \{a(1,2), c(2)\} \}$
- *X* is a stable model of *P* because $X \in \min_{\subset} (ground(P)^X)$

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$$\mathit{ground}(P) \quad = \; \left\{ \begin{array}{lll} a(1,2) & \leftarrow & \\ b(1) \ ; c(1) & \leftarrow & a(1,1), not \ c(1) \\ b(1) \ ; c(2) & \leftarrow & a(1,2), not \ c(2) \\ b(2) \ ; c(1) & \leftarrow & a(2,1), not \ c(1) \\ b(2) \ ; c(2) & \leftarrow & a(2,2), not \ c(2) \end{array} \right\}$$

• Consider $X = \{a(1,2), c(2)\}$

$$ground(P)^{X} = \begin{cases} a(1,2) & \leftarrow \\ b(1); c(1) & \leftarrow & a(1,1) \\ b(2); c(1) & \leftarrow & a(2,1) \end{cases}$$

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- Consider $X = \{a(1,2), c(2)\}$
- We get $min_{\subset}(ground(P)^X) = \{ \{a(1,2)\} \}$
- *X* is no stable model of *P* because $X \not\in \min_{\subset} (ground(P)^X)$

Computational Aspects: Overview

5 Complexity

Outline

5 Complexity

- For a positive normal logic program *P*:
 - Deciding whether X is the stable model of P is P-complete
 - Deciding whether a is in the stable model of P is P-complete

- For a positive normal logic program P:
 - Deciding whether X is the stable model of P is P-complete
 - Deciding whether a is in the stable model of P is P-complete
- For a normal logic program *P*:
 - Deciding whether X is a stable model of P is P-complete
 - Deciding whether a is in a stable model of P is NP-complete

- For a positive normal logic program P:
 - Deciding whether X is the stable model of P is P-complete
 - Deciding whether a is in the stable model of P is P-complete
- For a normal logic program *P*:
 - Deciding whether X is a stable model of P is P-complete
 - Deciding whether a is in a stable model of P is NP-complete
- For a normal logic program *P* with optimization statements:
 - Deciding whether X is an optimal stable model of P is co-NP-complete
 - Deciding whether a is in an optimal stable model of P is Δ_{γ}^{P} -complete

- For a positive disjunctive logic program *P*:
 - Deciding whether X is a stable model of P is co-NP-complete
 - Deciding whether a is in a stable model of P is NP^{NP}-complete
- For a disjunctive logic program *P*:
 - Deciding whether X is a stable model of P is co-NP-complete
 - Deciding whether a is in a stable model of P is NP^{NP} -complete
- For a disjunctive logic program *P* with optimization statements:
 - Deciding whether X is an optimal stable model of P is co-NP^{NP}-complete
 - Deciding whether a is in an optimal stable model of P is Δ_3^P -complete

- For a positive disjunctive logic program *P*:
 - Deciding whether X is a stable model of P is co-NP-complete
 - Deciding whether a is in a stable model of P is NP^{NP}-complete
- For a disjunctive logic program P:
 - Deciding whether X is a stable model of P is co-NP-complete
 - Deciding whether a is in a stable model of P is NP^{NP} -complete
- For a disjunctive logic program *P* with optimization statements:
 - Deciding whether X is an optimal stable model of P is co-NP^{NP}-complete
 - Deciding whether a is in an optimal stable model of P is Δ^p₂-complete
- For a propositional theory Φ :
 - Deciding whether X is a stable model of Φ is co-NP-complete
 - Deciding whether a is in a stable model of Φ is NP NP -complete

References



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• See also: http://potassco.sourceforge.net