

Computational Logic

Answer Set Programming

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Logic Program:

father(abraham, isaac) ←

mother(sarah, isaac) ←

father(isaac, jacob) ←

parent(X, Y) ← *father(X, Y)*

parent(X, Y) ← *mother(X, Y)*

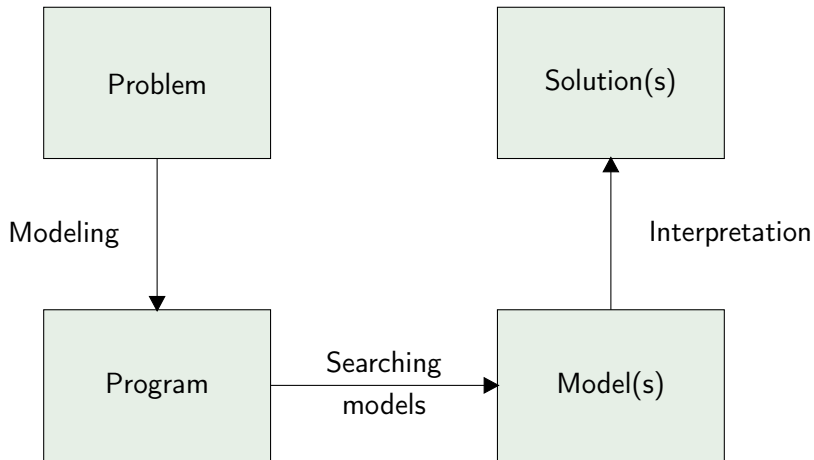
grandparent(X, Z) ← *parent(X, Y), parent(Y, Z)*

ancestor(X, Y) ← *parent(X, Y)*

ancestor(X, Z) ← *parent(X, Y), ancestor(Y, Z)*

Models:

$M = \{parent(abraham, isaac), parent(sarah, isaac), \dots\}$



The *stable model* of a definite logic program P is its least model M_P .

There always exists exactly one stable model of a definite logic program.

It can be computed by iterating the immediate consequence operator.

Closed World Assumption

Example 1:

$$p \leftarrow \sim q$$

$$q \leftarrow \sim p$$

Example 2:

$$a \leftarrow \sim a$$

Default Negation:

We can assume that $\sim p$ is true (p is false) by default, if we can not prove p .

Let I be an interpretation. A *program reduct* of a normal logic program P is a definite logic program P^I obtained from P by

- deleting all rules with a default literal L in the body not satisfied by I
- deleting all default literals from remaining rules.

An interpretation I is a stable model of a normal logic program P iff I is the least model of the program reduct P^I .

How we can compute stable models?

Note that

- Rules with false assumption are trivially satisfied, they are not applicable.
- Rules containing only true assumptions are applicable if their conclusion is not true (it is false or unknown).
- If a rule contains a positive assumption with unknown value, it is not applicable.
- If a rule contains some default assumptions with unknown value, but all other assumptions are true, we can assume they are false by default.

How we can compute stable models?

Input: Grounded normal logic program P .

Output: Stable model of P .

- 1 Start with the empty interpretation.
- 2 Apply all applicable rules containing only true assumptions. If an inconsistency is to be derived, backtrack.
- 3 If there exists a rule containing some default assumptions with unknown value, but all other assumptions are true, assume they are false and go to 2. Otherwise go to 4.
- 4 Assume all atoms with unknown value are false. The resulting interpretation is a stable model of P .

Example 1:

$$\begin{aligned} p &\leftarrow \\ r &\leftarrow p, q \\ s &\leftarrow p, \sim q \end{aligned}$$

Example 2:

$$\begin{aligned} p &\leftarrow \sim q \\ q &\leftarrow \sim p \\ q &\leftarrow p \end{aligned}$$

There are normal logic programs with no stable model.

There are normal logic programs with more stable models.

Stable models of a normal logic program P are minimal models of P .

Stable models of a normal logic program P are models of $Comp(P)$.

A *disjunctive rule* is a rule of the form

$$A_0 \vee \cdots \vee A_m \leftarrow L_{m+1} \wedge \cdots \wedge L_n$$

where $0 \leq m \leq n$, each A_i , $0 \leq i \leq m$ is an atom, and each L_i , $m < i \leq n$, is a literal.

A *disjunctive logic program* is a finite set of disjunctive rules. A *positive disjunctive logic program* does not contain default negation.

Semantics for Disjunctive Logic Programs

A *stable model* of a positive disjunctive logic program P is a minimal model of P .

Positive disjunctive logic programs may have more minimal models.

An interpretation I is a stable model of a disjunctive logic program P iff I is a minimal model of the program reduct P^I .

A *constraint* is a rule of the form

$$\leftarrow L_1 \wedge \cdots \wedge L_n$$

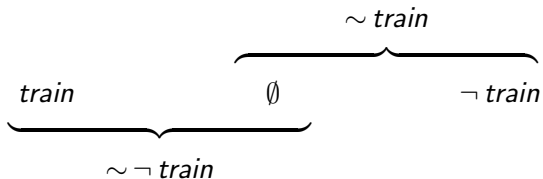
where $0 \leq n$ and each L_i , $1 \leq i \leq n$, is a literal.

An interpretation is a *stable model* of a logic program P with a set of constraints C iff it is a stable model of P and satisfies C .

Example

$$\begin{aligned} & s(a, b, x, y, 1) \vee s(a, b, x, y, 2) \vee \dots \vee s(a, b, x, y, 9) \leftarrow \\ & \quad \leftarrow s(a, b, x, y, n_1) \wedge s(a, b, x, y, n_2) \wedge n_1 \neq n_2 \\ & \leftarrow s(a, b, x_1, y_1, n) \wedge s(a, b, x_2, y_2, n) \wedge (x_1, y_1) \neq (x_2, y_2) \\ & \leftarrow s(a_1, b, x_1, y, n) \wedge s(a_2, b, x_2, y, n) \wedge (a_1, x_1) \neq (a_2, x_2) \\ & \leftarrow s(a, b_1, x, y_1, n) \wedge s(a, b_2, x, y_2, n) \wedge (b_1, y_1) \neq (b_2, y_2) \end{aligned}$$

Explicit Negation



$cross \leftarrow \sim train$

versus

$cross \leftarrow \neg train$

A *classical literal* is an atom or an atom preceded by explicit negation. A *default literal* is a classical literal preceded by default negation. A *literal* is either classical or default literal.

An *extended logic program* is a finite set of rules

$$L_1 \vee \cdots \vee L_m \leftarrow L_{m+1} \wedge \cdots \wedge L_n$$

where $0 \leq m \leq n$ and each L_i , $0 \leq i \leq n$, is a literal.

An *extended Herbrand base* is a set of ground classical literals. A set of classical literals is *coherent* if it does not contain an atom A and its explicit negation $\neg A$. A *Herbrand interpretation* is a *coherent* subset of the extended Herbrand base.

Example

$fly(X) \leftarrow bird(X) \wedge \sim \neg fly(X)$
 $\neg fly(X) \leftarrow penguin(X)$
 $bird(X) \leftarrow penguin(X)$
 $bird(skippy) \leftarrow$
 $penguin(tweety) \leftarrow$