# The IDP System: What and why?

# Bart Bogaerts Al Lab, Vrije Universiteit Brussel October 19, 2021



Based on presentations of Marc Denecker

#### 1. Introduction

2. Separating Knowledge from Problem: The KB Paradigm

3.  $FO(\cdot)$ , Informal Semantics and Inductive Definitions

4. Demo: IDP for Blocks World

5. Outlook

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- None (or all) of the above: A knowledge base system

# SOME DRIVING PRINCIPLES BEHIND IDP

- ► The Knowledge Base Paradigm: Knowledge and Problem should be separated
- Clear and precise Informal Semantics
- Focus on domain experts (rather than modelling experts) (limited core language, symmetry, function detection, grounding techniques, definitional structure)

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# SEPARATING KNOWLEDGE FROM PROBLEMS

# One issue that fragments computational logic more than anything else:

the reasoning/inference task

# STATE OF THE ART

► For every type of reasoning task, a new logic (or more than one):

- Classical first order logic (FO):
  - deduction
- Deductive Databases (SQL, Datalog):

query answering & other database operations

- Answer set Programming (ASP): answer set computation
- Abductive Logic Programming: abduction
- Constraint Programming (CP): constraint solving
- Planning languages PDDL : planning
- Temporal logics : model checking



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Depending on the task to be solved, we need a different system and a different logic to represent this proposition.

Is declarative knowledge not independent of the task (and hence, of a specific form of inference) ?

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- ► How to solve a graph coloring problem in FO?
- What kind of inference do we need to apply to this formula to solve this problem?

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- Form of inference needed here:

model generation/expansion

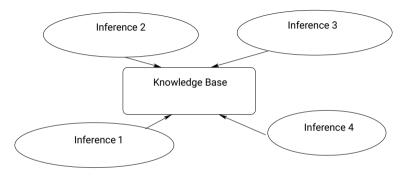
Shouldn't it be possible to solve multiple types of tasks using the same language?

# SEPARATING KNOWLEDGE FROM PROBLEMS

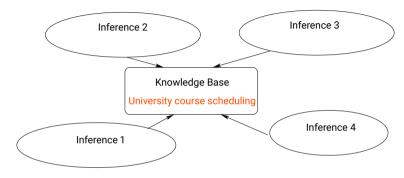
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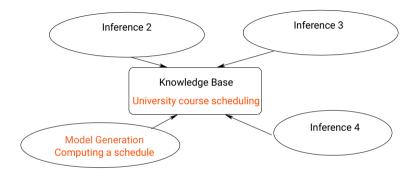
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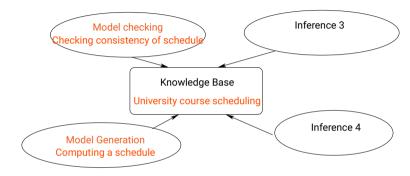
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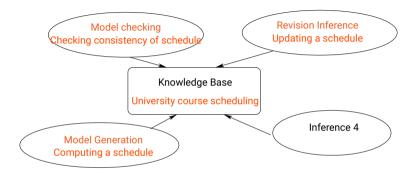
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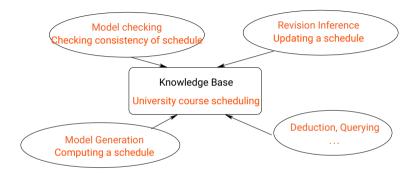
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  - Model generation: Computing a schedule
  - Model checking: Verifying consistency of a schedule
  - Update and Revision: Updating a given schedule
  - Deduction for verification of the KB Querying of defined predicates, ...

- On the logical level:  $FO(\cdot)$ 
  - Study "knowledge" by principled development of expressive KR languages
  - Clear informal semantics
  - Expressive language, rich enough so that the information, relevant to solve a problem CAN be represented.
  - Model-theoretic semantics, in the Tarskian style.
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 $(FO(\cdot) = family of extensions of FO)$ 

- ► On the application level:
  - Towards a typology of tasks and computational problems in terms of (the same) logic and inference.
  - Eagerly searching for novel ways of using declarative specifications to solve problems.

- On the inference level:
  - Building solvers for various forms of inference for  $FO(\cdot)$
  - Integrating various solving techniques from various declarative programming paradigms in one Knowledge Base System. (In IDP3, with the Lua scripting language)

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FO: the language that failed in the seventies?

- ► Too expressive for building "practical" systems?
  - Undecidability
  - Expressivity/Efficiency trade-off
- ► FO is not suitable for describing common sense knowledge?
  - Nonmonotonic reasoning
- ► FO as a language is too difficult for practical use?
  - E.g., quantifiers

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• Model semantics as a way to formalize meaning.



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    - SQL
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- (2) But FO is not enough for practical KR.

# COMPUTATIONAL COMPLEXITY

Deductive reasoning in FO is undecidable.

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- Much richer "logics" exist and are in use in industry (SQL, ILOG, Zinc, ProB)
- ► They are used for simpler forms of inference: tractable (P) or almost (NP).
- Such forms of inference have apparently many applications than deduction.

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- Such forms of inference have apparently many applications than deduction.

In a knowledge-centered logic, we must accept that some sort of problems are untractable or undecidable, while other problems are solvable.

- That is life, that is how knowledge is.
- We still hope to be able to solve many problems.

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  - Modal operators
  - Higher Order logic
  - ▶ ...

The  $FO(\cdot)$  language framework

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## SOME PROTOTYPICAL INDUCTIVE DEFINITIONS.

The two most common forms of ID's.

#### Monotone induction

The transitive closure  $T_G$  of a graph G is defined inductively: -  $(x, y) \in T_G$  if  $(x, y) \in G$ ; -  $(x, y) \in T_G$  if for some vertex z, (x, z),  $(z, y) \in T_G$ .

#### Induction over well-founded order

We define  $\mathfrak{A} \models \varphi$  by induction on the structure of  $\varphi$ -  $\mathfrak{A} \models q$  if  $q \in \mathfrak{A}$ ; -  $\mathfrak{A} \models \alpha \land \beta$  if  $\mathfrak{A} \models \alpha$  and  $\mathfrak{A} \models \beta$ ; -  $\mathfrak{A} \models \neg \alpha$  if  $\mathfrak{A} \not\models \alpha$  (i.e., if not  $\mathfrak{A} \models \alpha$ );

#### PROPERTIES OF INFORMAL ID'S

- Linguistically, a set of informal rules (with negation)
- Semantically, two principles:
  - Non-constructively, the least set closed under rule application
  - Constructively, the set obtained by iterated rule application.
- These two principles coincide Tarski!

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- These two principles coincide Tarski!
- Only for monotone definitions!

# INFORMAL (INDUCTIVE) DEFINITIONS (ID'S)

- > Definitions in mathematics: a special sort of knowledge:
  - of mathematical precision
  - broadly used
  - intuitively well understood
  - but not scientifically well-understood

# ADDING ID'S TO FO

- Inductive definitions frequently occur in KR and formal specifications
- ► ID's cannot be expressed in FO in general.
  - Compactness theorem
- $\Rightarrow$  It is necessary to extend FO with them.

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- Definitions: sets of rules

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Example:

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Claim (KR 2014)

Rules under well-founded semantics provide a uniform formalism for expressing the most common forms of definitions.

## FO(ID) AS A RULE FORMALISM

Many rule-based formalisms

- Logic Programming
- Datalog
- Answer Set Programming
- Description logics with rules
- Abductive Logic Programming
- Business rule systems
- FO(ID) overlaps with many of them and provides two precise, well-understood declarative sorts of rules
  - Material implications, definitional rules

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#### Block's World Application

- Blocks can either be on the table or stacked
- Robot (arm) can grab a block to move it (and later put it down)
- Entire stacks can be moved
- If too large a stack is picked up, it falls down (on the table)

#### BLOCK'S WORLD VOCABULARY

#### Types

- ► Time points (discrete time)
- Objects (including table

#### Discrete time (functions)

- Start point
- Successor

#### Relations

- Fluents (On, Holds)
- Actions (Take, Put)
- Derived Fluents (Above, Fall)

#### Some different theories

- Theory describing the temporal domain
- Goal theory (for planning)
- Invariant theory (to prove)

## Let's look at

- ► IDP Syntax
- Language Features (Definitions, aggregates, ...)
- Different inference methods
- Lua programming environment

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- ► IDP3 (as demonstrated) no longer actively maintained
- New version coming
  - MinisatID replaced by Z3
  - Lua replaced by python
  - Strong focus on extensibility of the language

► IDP:

B. De Cat, B. Bogaerts, M. Bruynooghe, G. Janssens and M. Denecker Predicate Logic as a Modeling Language: The IDP System. Chapter in Declarative Logic Programming: Theory, Systems, and Applications, p. 279-323, 2018.

## ► The KBS-paradigm:

Denecker, Marc; Vennekens, Joost. Building a knowledge base system for an integration of logic programming and classical logic, ICLP 2008

## ► The logic FO(ID):

Denecker, Marc; Ternovska, Eugenia. A logic of nonmonotone inductive definitions, ACM Transactions on Computational Logic, volume 9, issue 2, 2008.

► The well-founded semantics works well for IDs:

Marc Denecker, Joost Vennekens: The Well-Founded Semantics Is the Principle of Inductive Definition, Revisited. KR 2014