

# A framework for step-wise explaining how to solve constraint satisfaction problems

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(Joint work with Emilio Gamba, Jens Claes, and Tias Guns)

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ARTIFICIAL  
INTELLIGENCE  
RESEARCH GROUP

## BEYOND SATISFIABILITY

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- ▶ Adopt a (simple) high-level modeling language

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$$\forall p[Pigeon] \exists h[Hole] : In(p, h)$$

$$\forall h[Hole], p_1 p_2[Pigeon] : In(p_1, h) \wedge In(p_2, h) \Rightarrow p_1 = p_2.$$

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- ▶ Choice ... fragmentation ... ASP, CP, SMT, ...

## BEYOND SATISFIABILITY: THIS TALK

- ▶ Algorithms: SAT level
- ▶ Explanation: first-order level

# OUTLINE

1. Introduction: Beyond Satisfiability
2. History: The Holy Grail Challenge
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# LOGIC GRID PUZZLES

- ▶ Set of clues
- ▶ Sets of entities that need to be linked
- ▶ Each entity is linked to exactly one entity of each other type (bijectivity)
- ▶ The links are consistent (transitivity)

## LOGIC GRID PUZZLES: EXAMPLE

- ▶ The person who ordered capellini paid less than the person who chose arrabiata sauce
- ▶ The person who ordered tagliolini paid more than Angie
- ▶ The person who ordered tagliolini paid less than the person who chose marinara sauce
- ▶ Claudia did not choose puttanesca sauce
- ▶ The person who ordered rotini is either the person who paid \$8 more than Damon or the person who paid \$8 less than Damon
- ▶ The person who ordered capellini is either Damon or Claudia
- ▶ The person who chose arrabiata sauce is either Angie or Elisa
- ▶ The person who chose arrabiata sauce ordered farfalle



## 2019 HOLY GRAIL CHALLENGE: LOGIC GRID PUZZLES

- ▶ Parse puzzles and translate into CSP
- ▶ Solve CSP automatically
- ▶ Explain in a human-understandable way how to solve this puzzle

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We won the challenge... out of two participants

## DEMO

- ▶ Automatically generated constraint representation from natural language (no optimization of the constraints for the explanation problem)
- ▶ No modifications to the underlying solvers (we do not equip each propagator with explanation mechanisms)
- ▶ demo: <https://bartbog.github.io/zebra/pasta/>

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- ▶ Formalize the step-wise explanation problem
- ▶ Propose an algorithm (agnostic of actual propagators, consistency level, etc.)
- ▶ Propose heuristics for guiding the search for explanations
- ▶ Experimentally demonstrate feasibility

## PRELIMINARIES/NOTATION

- ▶ Propositional vocabulary  $\Sigma$
- ▶ (partial) interpretation  $I$ : consistent set of literals over  $\Sigma$   
*Slightly abusing notation*: set of (unit) clauses
- ▶ Propositional theory  $T$  (set of constraints over  $\Sigma$ )  
*Slightly abusing notation*: set of constraints = conjunction
- ▶ Notation  $T \wedge I \models I'$

# GOAL

- ▶ Given  $T$  and  $I$ , let  $I_{end}$  denote the maximal set of literals such that

$$T \wedge I \models I_{end}$$

- ▶ Explain in simple steps how to derive  $I_{end}$
- ▶ Our focus: single steps (not optimizing entire sequence yet)



# FORMALIZING EXPLANATIONS

## Definition

Let  $I_{i-1}$  and  $I_i$  be partial interpretations such that  $I_{i-1} \wedge \mathcal{T} \models I_i$ . We say that  $(E_i, S_i, N_i)$  **explains** the derivation of  $I_i$  from  $I_{i-1}$  if the following hold:

- ▶  $N_i = I_i \setminus I_{i-1}$  (i.e.,  $N_i$  consists of all newly defined facts),
- ▶  $E_i \subseteq I_i$  (i.e., the explaining facts are a subset of what was previously derived),
- ▶  $S_i \subseteq \mathcal{T}$  (i.e., a subset of the clues and implicit constraints are used), and
- ▶  $S_i \wedge E_i \models N_i$  (i.e., all newly derived information indeed follows from this explanation).

# FORMALIZING EXPLANATIONS

## Definition

We call  $(E_i, S_i, N_i)$  a **non-redundant explanation of the derivation of  $I_i$  from  $I_{i-1}$**  if it explains this derivation and whenever  $E' \subseteq E_i; S' \subseteq S_i$  while  $(E', S', N_i)$  also explains this derivation, it must be that  $E_i = E', S_i = S'$ .

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Observation: computing non-redundant explanations of a single literal can be done using Minimal Unsat Core (MUS) extraction:

## Theorem

*There is a one-to-one correspondence between  $\subseteq$ -minimal unsatisfiable cores of  $I_i \wedge T \wedge \neg \ell$  and non-redundant explanations of  $I_i \cup \{\ell\}$  from  $I_i$  (given  $T$ ).*

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Furthermore, we assume existence of a **cost function**  $f(E_i, S_i, N_i)$  that quantifies the interpretability of a single explanation

# FORMALIZING EXPLANATIONS

## Definition

Given a theory  $T$  and initial partial interpretation  $I_0$ , the **explanation-production problem** consist of finding a non-redundent explanation sequence

$$(I_0, (\emptyset, \emptyset, \emptyset)), (I_1, (E_1, S_1, N_1)), \dots, (I_n, (E_n, S_n, N_n))$$

such that some aggregate over the sequence  $(f(E_i, S_i, N_i))_{i \leq n}$  is minimised.

# MUS-BASED EXPLANATION GENERATION

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**Algorithm 1:** ONESTEP( $T, f, I, I_{end}$ )

---

```
1  $X_{best} \leftarrow nil$ ;  
2 for  $\ell \in \{I_{end} \setminus I\}$  do  
3   |  $X \leftarrow \text{MUS}(T \wedge I \wedge \neg \ell)$ ;  
4   | if  $f(X) < f(X_{best})$  then  
5   |   |  $X_{best} \leftarrow X$ ;  
6   |   end  
7 end  
8 return  $X_{best}$ 
```

---

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- ▶ MUS guarantees non-redundancy ...
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- ▶ ... does not guarantee quality
- ▶ ECAI paper: MUS-based workaround (heuristic): do not use full  $T$ , but approximate
- ▶ No details in this talk.

## IMPLEMENTATION (ECAI PAPER)

- ▶ Visual explanation interface
- ▶ Logic Grid puzzle cost function:
  - ▶ Single implicit axiom: very cheap
  - ▶ Single constraint + implicit: less cheap
  - ▶ Multiple constraints: very expensive

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“The person who ordered capellini is either Damon or Claudia”.

$$\exists p : \textit{ordered}(p, \textit{capellini}) \wedge (p = \textit{Damon} \vee p = \textit{Claudia}).$$

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$$\exists p : \textit{ordered}(p, \textit{capellini}) \wedge (p = \textit{Damon} \vee p = \textit{Claudia}).$$

- ▶ Under the hood: IDP system [1]

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- ▶ MUS:  $\subseteq$ -minimal
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- ▶ MUS:  $\subseteq$ -minimal
- ▶ SMUS:  $\#$ -minimal (still not sufficient...)
- ▶ New problem OUS

# THE OUS PROBLEM

## Definition

Let  $T$  be a formula,  $f : 2^T \rightarrow \mathbb{N}$  a cost function. We call  $\mathcal{S} \subseteq T$  an OUS of  $T$  (with respect to  $f$ ) if

- ▶  $\mathcal{S}$  is unsatisfiable,
- ▶ all other unsatisfiable  $\mathcal{S}' \subseteq T$  satisfy  $f(\mathcal{S}') \geq f(\mathcal{S})$ .



# THE OUS PROBLEM

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- ▶  $S$  is unsatisfiable,
- ▶ all other unsatisfiable  $S' \subseteq T$  satisfy  $f(S') \geq f(S)$ .

**Q:** How to compute OUSs?

# OUS-BASED EXPLANATION GENERATION

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**Algorithm 2:** ONESTEP( $T, f, I, I_{end}$ )

---

```
1  $X_{best} \leftarrow nil$ ;  
2 for  $\ell \in \{I_{end} \setminus I\}$  do  
3   |  $X \leftarrow \text{OUS}(T \wedge I \wedge \neg \ell)$ ;  
4   | if  $f(X) < f(X_{best})$  then  
5   |   |  $X_{best} \leftarrow X$ ;  
6   | end  
7 end  
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## BEYOND OUS-BASED EXPLANATIONS

- ▶ The different iterations (for loop line 2)... very similar
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- ▶ The different iterations (for loop line 2)... very similar
- ▶ Can we exploit this?
- ▶ Essentially, the task at hand is: find a single unsatisfiable subset of

$$T \wedge I \wedge \bigvee_{\ell \in I_{end} \setminus I} \neg \ell$$

that:

- ▶ Is optimal w.r.t.  $f$
- ▶ Contains **exactly one** literal  $\neg \ell$  with  $\ell \in I_{end} \setminus I$  (**example!**)

# THE OCUS PROBLEM

## Definition

Let  $T$  be a formula,  $f : 2^T \rightarrow \mathbb{N}$  a cost function and  $p$  a predicate  $p : 2^T \rightarrow \{\mathbf{t}, \mathbf{f}\}$ . We call  $\mathcal{S} \subseteq T$  an OCUS of  $T$  (with respect to  $f$  and  $p$ ) if

- ▶  $\mathcal{S}$  is unsatisfiable,
- ▶  $p(\mathcal{S})$  is true
- ▶ all other unsatisfiable  $\mathcal{S}' \subseteq T$  with  $p(\mathcal{S}') = \mathbf{t}$  satisfy  $f(\mathcal{S}') \geq f(\mathcal{S})$ .

# OCUS-BASED EXPLANATION GENERATION

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**Algorithm 3:** EXPLAIN-ONE-STEP-OCUS( $T, f, I, I_{end}$ )

---

- 1  $p \leftarrow$  exactly one of  $\overline{I_{end} \setminus I}$
  - 2 **return** OCUS( $T \wedge I \wedge \overline{I_{end} \setminus I}, f, p$ )
-

## HOW TO FIND OCUSS?

- ▶ Hitting set–based algorithms: used for MaxSAT and SMUS

### Theorem

A set  $\mathcal{S} \subseteq T$  is a MCS of  $T$  iff it is a *minimal hitting set* of  $MUSS(T)$ . A set  $\mathcal{S} \subseteq T$  is a MUS of  $T$  iff it is a *minimal hitting set* of  $MCSS(T)$ .

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- ▶ We extended this to OCUS:



# HITTING SET-BASED OCUS

---

**Algorithm 4:**  $\text{OCUS}(T, f, p)$ 

---

```
1  $\mathcal{H} \leftarrow \emptyset$ 
2 while true do
3    $\mathcal{S} \leftarrow \text{COST-OPTIMAL-HITTINGSET}(\mathcal{H}, f, p)$ 
4   if  $\neg \text{SAT}(\mathcal{S})$  then
5     | return  $\mathcal{S}$ 
6   end
7    $\mathcal{S} \leftarrow \text{GROW}(\mathcal{S}, T)$ 
8    $\mathcal{H} \leftarrow \mathcal{H} \cup \{T \setminus \mathcal{S}\}$ 
9 end
```

---

# CORRECTNESS

## Theorem

*Let  $\mathcal{H}$  be a set of correction subsets of  $\mathcal{T}$ . If  $\mathcal{S}$  is a hitting set of  $\mathcal{H}$  that is  $f$ -optimal among the hitting sets of  $\mathcal{H}$  satisfying a predicate  $\mathbf{p}$ , and  $\mathcal{S}$  is unsatisfiable, then  $\mathcal{S}$  is an OCUS of  $\mathcal{T}$ .*

*If  $\mathcal{H}$  has no hitting sets satisfying  $\mathbf{p}$ , then  $\mathcal{T}$  has no OCUSs.*

## TWO FURTHER IDEAS

- ▶ **Incrementality**: re-use previous computations in future calls
- ▶ **Grow**: Develop implementations of “grow” tailored for explanations

# INCREMENTALITY

---

## Algorithm 5: OCUS( $T, f, p$ )

---

```
1  $\mathcal{H} \leftarrow \dots$ 
2 while true do
3    $\mathcal{S} \leftarrow \text{COST-OPTIMAL-HITTINGSET}(\mathcal{H}, f, p)$ 
4   if  $\neg\text{SAT}(\mathcal{S})$  then
5     | return  $\mathcal{S}$ 
6   end
7    $\mathcal{S} \leftarrow \text{GROW}(\mathcal{S}, T)$ 
8    $\mathcal{H} \leftarrow \mathcal{H} \cup \{T \setminus \mathcal{S}\}$ 
9 end
```

---

# DIFFERENT GROW STRATEGIES

When calling OCUS, the theory consists of

1. The original theory (constraints)
  2. The current interpretation
  3. The negation of literals in  $I_{end}$
- ▶ What to take into account for GROW?
  - ▶ What about the cost function?

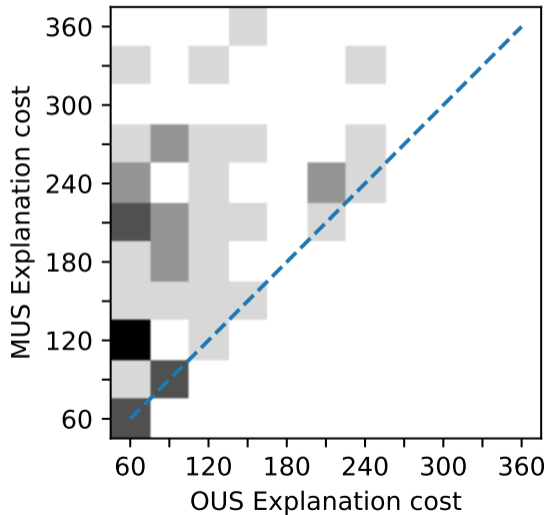
$$\frac{T}{I_{end}}$$

# EXPERIMENTS

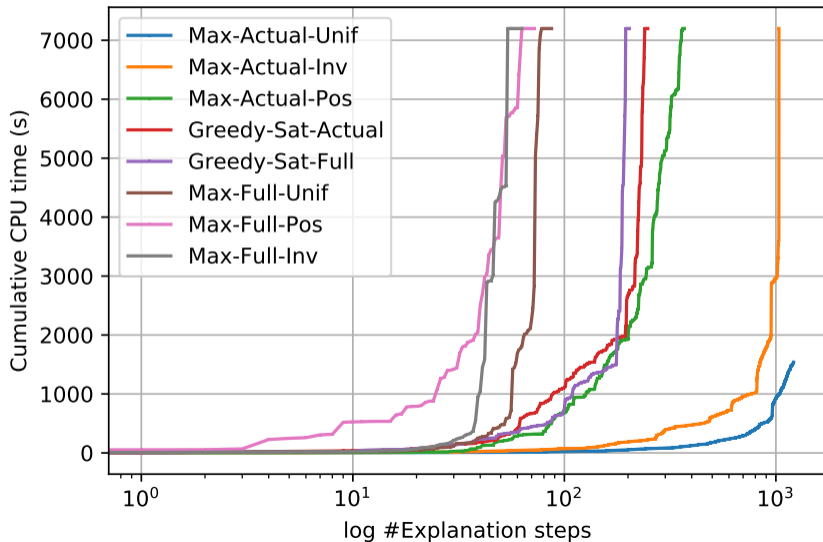
Implementation building on pysat + cpMpy

- Q1 What is the effect of requiring optimality of the generated MUSs on the **quality** of the generated explanations?
- Q2 Which **domain-specific GROW methods** perform best?
- Q3 What is the effect of the use of **constrainedness** on the time required to compute an explanation sequence?
- Q4 Does **re-use** of computed satisfiable subsets improve efficiency?

# EXPERIMENTS: SOLUTION QUALITY

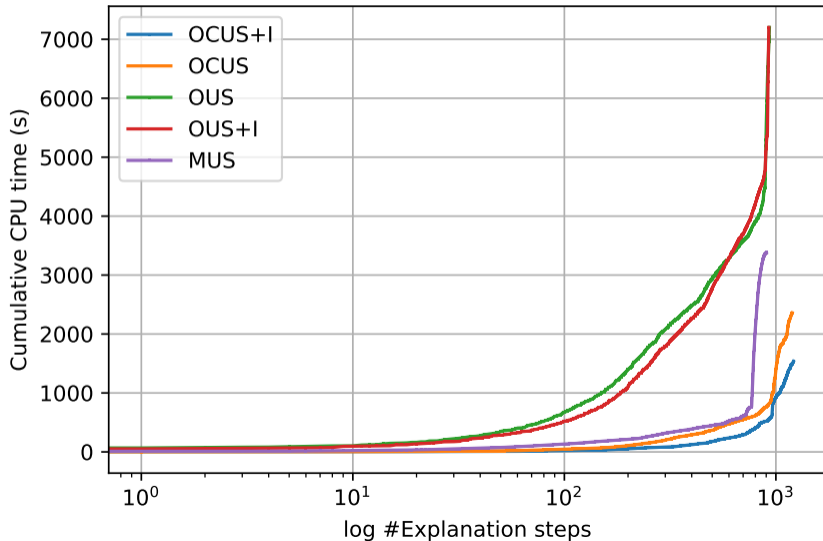


# EXPERIMENTS: GROW STRATEGIES





# EXPERIMENTS: PERFORMANCE



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# OBSERVATION

- ▶ Some steps still quite difficult.
- ▶ Idea: explanations at different levels of abstraction
- ▶ Explain hardest steps of the sequence

# EXAMPLE

	capellini	farfalle	tagliolini	rotini	4	8	12	16	angie	damon	claudia	elisa
the_other_type1	-	-	-	-	-	-	-	-	-	-	-	-
arrabiata_sauce	-	✓	-	-	-	-	-	-	-	-	-	-
marinara_sauce	-	-	-	-	-	-	-	-	-	-	-	-
puttanesca_sauce	-	-	-	-	-	-	-	-	-	-	-	-
angie	-	-	-	-	-	-	-	-	-	-	-	-
damon	-	■	-	■	-	-	-	-	-	■	-	-
claudia	-	-	-	-	-	-	-	-	-	-	-	-
elisa	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-	-
8	-	-	-	-	-	-	-	-	-	-	-	-
12	-	-	-	-	-	-	-	-	-	-	-	-
16	■	-	-	■	-	-	-	-	-	-	-	-

## NESTED EXPLANATIONS

- ▶ Idea: explanations at different levels of abstraction
- ▶ Counterfactual reasoning/proof by contradiction
- ▶ See demo <https://bartbog.github.io/zebra/pasta/>

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- ▶ Idea: explanations at different levels of abstraction
- ▶ Counterfactual reasoning/proof by contradiction
- ▶ See demo <https://bartbog.github.io/zebra/pasta/>
- ▶ For which steps? Hardest step of the nested sequence simpler than the step to explain

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# CONCLUSION

- ▶ Overview of a (relatively young) research project  
⇒ Lots of open questions!
- ▶ **Goal:** Provide human-understandable explanations of inferences made by a constraint solver
- ▶ Our **proposal:** split in small comprehensible steps
- ▶ Explain them at different **levels of detail** (abstraction)
- ▶ Triggers **novel algorithmic needs**
- ▶ **Demonstrated** on logic grid puzzles



## USE CASES

- ▶ Teach humans how to solve a certain problem
- ▶ Quantify problem difficulty
- ▶ “Help” button
- ▶ Interactive configuration/planning/scheduling

## FUTURE WORK

- ▶ Learning the optimization function (from humans) – Learning the level of abstraction
- ▶ Explaining optimization (different types of “why” queries); close relation to Explainable AI Planning [2]
- ▶ Scaling up (approximate algorithms; decomposition of explanation search)
- ▶ Incremental algorithms over different “why” queries

## REFERENCES

- [1] Broes De Cat, Bart Bogaerts, Maurice Bruynooghe, Gerda Janssens, and Marc Denecker. Predicate logic as a modelling language: The IDP system. *CoRR*, abs/1401.6312v2, 2016.
- [2] Maria Fox, Derek Long, and Daniele Magazzeni. Explainable planning. *arXiv preprint arXiv:1709.10256*, 2017.