

Solving the Maze Problem with Inductive Logic Programming: A comparison between HYPER, Metagol and ILASP

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1 Outline

In this document, we intend to describe our Inductive Logic Programming (ILP) solutions to the Maze problem.

Section 2 offers a brief illustration of the Maze Problem we have been working on, including the main choices and assumptions we made.

Section 3 lists the tools we have used to reach our goal.

2 Introduction

The main objective of this project is to use different Inductive Logic Programming (ILP) techniques on the same problem in order to highlight their differences. Despite the importance of performance differences (see Section 5), we are also going to focus on the differences concerning the approach to the problem, as some of us had to take completely different paths in order to reach similar goals.

Our work is focussed on the Maze problem. This problem consists in finding a path from point A to point B in a labyrinth-like shaped map (see Figure 1). A variety of classical algorithms can be used to solve this problem, starting from the most naïve

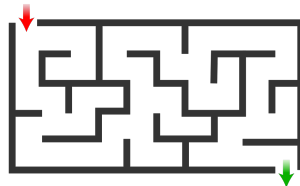


Figure 1: Example of a Maze

wall following algorithm to more complex and elaborated ones exploiting graph theory concepts.

By approaching this simple problem with ILP though, it is possible to extend it into a much more sophisticated and interesting problem. For instance, it allowed us to start with the assumption that the problem's main character (the one we shall refer to as *agent*) has no knowledge about *how* to move. Consequently, before even trying to solve the Maze, the agent needs to *learn* what a *move* is and, more specifically, what a *legal* move is. The second step consisted into *teaching* the agent how to reach two distant cells. Lastly, in order to solve the Maze, it is either possible to keep using ILP in order to find a solution or use the learned rules in order to implement them in a logic programming model of a planning problem.

Getting more specific on our problem's instance, we decided to use a $n * m$ grid as a map. The Maze is defined by placing an arbitrary number of obstacles on the grid. Follows part of the background knowledge used in order to define the grid:

```
%%% BACKGROUND KNOWLEDGE %%%
```

```
width(5).
```

```
height(5).
```

```
obstacle((1,2)).
```

```
obstacle((2,2)).
```

```
obstacle((3,2)).
```

```
obstacle((4,4)).
```

```
obstacle((3,4)).
```

```
obstacle((2,4)).
```

```
obstacle((1,4)).
```

```
obstacle((1,5)).
```

```
obstacle((5,1)).
```

Listing 1: Grid definition

3 Background

4 Implementation

4.1 HYPER

4.2 Metagol

4.3 ILASP

5 Performance comparison