

# Composite Activity Definition Construction with Large Language Models

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## Abstract

We use LLMs to construct event descriptions for RTEC.

## CCS Concepts

• **Do Not Use This Code → Generate the Correct Terms for Your Paper;** *Generate the Correct Terms for Your Paper;* Generate the Correct Terms for Your Paper; Generate the Correct Terms for Your Paper.

## Keywords

Do, Not, Us, This, Code, Put, the, Correct, Terms, for, Your, Paper

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## 1 Introduction

## 2 Background

### 2.1 Run-Time Event Calculus

The Event Calculus is a logic programming formalisms for representing events and reasoning about their effects over time [3]. The Run-Time Event Calculus (RTEC) is an extension of the Event Calculus that is optimised for composite event recognition over large event streams [1, 4, 5].

**Representation.** The language of RTEC is many-sorted, including sorts for representing time, instantaneous events and fluents. RTEC employs a linear time-line with non-negative integer time-points. A ‘fluent-value pair’ (FVP)  $F=V$  denotes that fluent  $F$  has value  $V$ .  $\text{happensAt}(E, T)$  signifies that event  $E$  occurs at time-point  $T$ .  $\text{initiatedAt}(F=V, T)$  (resp.  $\text{terminatedAt}(F=V, T)$ ) expresses that a time period during which a fluent  $F$  has the value  $V$  continuously is initiated (terminated) at  $T$ .  $\text{holdsAt}(F=V, T)$  states that  $F$  has value  $V$  at  $T$ , while  $\text{holdsFor}(F=V, I)$  expresses that  $F=V$  holds continuously in the intervals included in list  $I$ .

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A formalisation of the temporal specifications of a domain in RTEC is called *event description*.

**Definition 1** (Event Description). An event description is a set of:

- ground  $\text{happensAt}(E, T)$  facts, expressing an input stream of event instances,
- rules with head  $\text{initiatedAt}(F=V, T)$  or  $\text{terminatedAt}(F=V, T)$ , expressing the effects of events on FVP  $F=V$ , and
- rules with head  $\text{holdsFor}(F=V, I)$ , defining FVP  $F=V$  based on other FVPs. ■

RTEC features two types of FVPs: ‘simple’ and ‘statically determined’. Simple FVPs are defined using a set of  $\text{initiatedAt}$  and  $\text{terminatedAt}$  rules, and are subject to the commonsense law of inertia, i.e., a FVP  $F=V$  holds at a time-point  $T$ , if  $F=V$  has been ‘initiated’ by an event at a time-point earlier than  $T$ , and not ‘terminated’ by another event in the meantime.

**Example 1** (Within area). In maritime monitoring, various areas, e.g., fisheries restricted areas, disallow certain activities. It is thus useful to compute the intervals during which a vessel is in such an area. See the formalisation below:

$$\begin{aligned} \text{initiatedAt}(\text{withinArea}(VI, \text{AreaType}) = \text{true}, T) \leftarrow \\ \text{happensAt}(\text{entersArea}(VI, \text{AreaID}), T), \\ \text{areaType}(\text{AreaID}, \text{AreaType}). \end{aligned} \quad (1)$$

$$\begin{aligned} \text{terminatedAt}(\text{withinArea}(VI, \text{AreaType}) = \text{true}, T) \leftarrow \\ \text{happensAt}(\text{leavesArea}(VI, \text{AreaID}), T), \\ \text{areaType}(\text{AreaID}, \text{AreaType}). \end{aligned} \quad (2)$$

$$\begin{aligned} \text{terminatedAt}(\text{withinArea}(VI, \text{AreaType}) = \text{true}, T) \leftarrow \\ \text{happensAt}(\text{gapStart}(VI), T). \end{aligned} \quad (3)$$

$\text{withinArea}(VI, \text{AreaType})$  is a Boolean simple fluent denoting that a vessel  $VI$  is in some area of  $\text{AreaType}$ , while  $\text{entersArea}(VI, \text{AreaID})$ ,  $\text{leavesArea}(VI, \text{AreaID})$  and  $\text{gapStart}(VI)$  are input events, derived by the online processing of vessel position signals, and their spatial relations with areas of interest [7].  $\text{areaType}(\text{AreaID}, \text{AreaType})$  is an atemporal predicate storing background knowledge concerning the types of areas in a dataset. Rules (1) and (2) state that  $\text{withinArea}(VI, \text{AreaType})$  is initiated (resp. terminated) as soon as vessel  $VI$  enters (leaves) an area  $\text{AreaID}$ , whose type is  $\text{AreaType}$ . According to rule (3),  $\text{withinArea}(VI, \text{AreaType})$  is terminated when there is a communication gap, i.e., when  $VI$  stops transmitting its position. In this case, we are uncertain of the vessel’s whereabouts. Using rules (1)–(3), RTEC computes, with the use of application-independent rules,  $\text{holdsFor}(\text{withinArea}(VI, \text{AreaType}) = \text{true}, I)$ , i.e., the list of maximal intervals  $I$  during which  $VI$  is in  $\text{AreaType}$ . ♦

**Definition 2** (Syntax of Rules Defining Simple FVPs). Consider a simple FVP  $F=V$ . The  $\text{initiatedAt}(F=V, T)$  rules of the event

description have the following syntax:

$$\begin{aligned} \text{initiatedAt}(F = V, T) \leftarrow \\ \text{happensAt}(E_1, T) [ [ \text{not} ] \text{happensAt}(E_2, T), \dots, \\ [ \text{not} ] \text{happensAt}(E_n, T), [ \text{not} ] \text{holdsAt}(F_1 = V_1, T), \dots, \\ [ \text{not} ] \text{holdsAt}(F_k = V_k, T) ]. \end{aligned}$$

The first body literal of an `initiatedAt` rule is a positive `happensAt` predicate; this is followed by a possibly empty set, denoted by `'[[ ]]`, of positive/negative `happensAt` and `holdsAt` predicates. `'not'` expresses negation-by-failure [2], while `'[not]'` denotes that `'not'` is optional. All (head and body) predicates are evaluated on the same time-point  $T$ . The bodies of `terminatedAt` rules have the same form. ■

A statically determined FVP  $F = V$  is defined via a rule with head `holdsFor` ( $F = V, I$ ), which computes maximal interval during which  $F = V$  holds continuously based on the maximal intervals of other FVPs.

**Example 2** (Anchored and moored vessels). Consider the following example from maritime situational awareness:

$$\begin{aligned} \text{holdsFor}(\text{anchoredOrMoored}(VI) = \text{true}, I) \leftarrow \\ \text{holdsFor}(\text{stopped}(VI) = \text{farFromPorts}, I_{sf}), \\ \text{holdsFor}(\text{withinArea}(VI, \text{anchorage}) = \text{true}, I_a), \\ \text{intersect\_all}([I_{sf}, I_a], I_{sfa}), \\ \text{holdsFor}(\text{stopped}(VI) = \text{nearPorts}, I_{sn}), \\ \text{union\_all}([I_{sfa}, I_{sn}], I). \end{aligned} \quad (4)$$

`anchoredOrMoored` ( $VI$ ) is a Boolean statically determined fluent; it is defined in terms of three other FVPs: `stopped` ( $VI$ ) = `farFromPorts`, `stopped` ( $VI$ ) = `nearPorts` and `withinArea` ( $VI$ , `anchorage`) = `true`. The multi-valued fluent `stopped` ( $VI$ ) expresses the periods during which vessel  $VI$  is idle near some port or far from all ports. The specification of this fluent is available with the complete event description of maritime situational awareness<sup>1</sup>. Rule (4) derives the intervals during which vessel  $VI$  is both stopped far from all ports and within an anchorage area, by applying the `intersect_all` operation on the lists of maximal intervals  $I_{sf}$  and  $I_a$ . The output of this operation is list  $I_{sfa}$ . Subsequently, list  $I$  is derived by applying `union_all` on lists  $I_{sfa}$  and  $I_{sn}$ . In this way, list  $I$  contains the maximal intervals during which vessel  $VI$  has stopped near some port or within an anchorage area. ◇

**Definition 3** (Syntax of Rules Defining Statically Determined FVPs). The definition of statically determined FVP  $F = V$  is a rule that has the following syntax:

$$\begin{aligned} \text{holdsFor}(F = V, I_{n+m}) \leftarrow \\ \text{holdsFor}(F_1 = V_1, I_1) [ [ \text{holdsFor}(F_2 = V_2, I_2), \dots \\ \text{holdsFor}(F_n = V_n, I_n), \text{intervalConstruct}(L_1, I_{n+1}), \dots \\ \text{intervalConstruct}(L_m, I_{n+m}) ]. \end{aligned}$$

The first body literal of a `holdsFor` rule defining  $F = V$  is a `holdsFor` predicate expressing the maximal intervals of an FVP other than  $F = V$ . This is followed by a possibly empty list, denoted by `'[[ ]]`, of `holdsFor` predicates and interval manipulation constructs, expressed by `intervalConstruct`. `intervalConstruct` ( $L_j, I_{n+j}$ ) may be `union_all` ( $L_j, I_{n+j}$ ), `intersect_all` ( $L_j, I_{n+j}$ ) or `relative_complement_all` ( $I_k, L_j, I_{n+j}$ ).  $I_k$ , where  $k < n+j$ , is a list of maximal intervals appearing earlier in the body

of the rule, and list  $L_j$  contains a subset of these lists. The output list  $I_{n+m}$  contains the maximal intervals during which  $F = V$  holds continuously. ■

`union_all` ( $L, I$ ) (resp. `intersect_all` ( $L, I$ )) computes the list of maximal intervals  $I$  as the union (intersection) of all lists of maximal intervals of list  $L$ . `relative_complement_all` ( $I', L, I$ ) computes the list of maximal intervals  $I$  by removing from the maximal intervals of list  $I'$  all interval segments included in an interval of some list in  $L$ .

**Reasoning.** The key reasoning task of RTEC is the computation the maximal intervals of the FVPs in the event description. For a statically determined FVP  $F = V$ , RTEC derives the list of maximal intervals  $I$  of  $F = V$  by evaluating the conditions of the rule with head `holdsFor` ( $F = V, I$ ). For a simple FVP  $F = V$ , which is defined via a set of `initiatedAt` and `terminatedAt` rules, RTEC operates as follows. First, RTEC computes the initiations of  $F = V$ . If there is at least one initiation, then RTEC computes all time-points where  $F = V$  is 'broken', i.e.,  $F = V$  is terminated or  $F$  is initiated with a value other than  $V$ . These are the terminations of  $F = V$ . Subsequently, RTEC computes the maximal intervals of  $F = V$  by matching each initiation  $T_s$  of  $F = V$  with the first termination  $T_e$  of  $F = V$  after  $T_s$ , ignoring every intermediate initiation between  $T_s$  and  $T_e$ . RTEC may then derive `holdsAt` ( $F = V, T$ ) by checking whether  $T$  belongs to one of the maximal intervals of  $F = V$ .

RTEC employs a simple caching mechanism to avoid unnecessary re-computations, according to which the FVPs of an event description are processed in an order specified by its dependency graph. RTEC processes FVPs in a bottom-up manner, computing and caching their intervals level-by-level. This way, the intervals of the FVPs that are required for the processing of a FVP of level  $n$  are fetched from the cache without the need for re-computation.

### 3 Method

Our goal is to construct RTEC event descriptions with the use of LLMs. We compare these event descriptions with hand-crafted event descriptions in RTEC, constructed by domain experts, using a similarity metric. We employed a similarity metric for event descriptions, which is an extension of the similarity metric for collections of ground atoms used in [6]. We define the `simil`

Our goal is to evaluate the event description

**Definition 4** (Ground Atom Distance). ■

**Definition 5** (Rule Distance). ■

Based on Definition 5, we handle non-ground atoms as follows...

**Definition 6** (Event Description Distance). ■

The similarity of two event descriptions with distance  $d$  is  $1-d$ .

### 4 Experimental Evaluation

### 5 Conclusion

### Acknowledgments

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