

Checking Termination of Logic Programs with Function Symbols Through Linear Constraints

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- Recent work has focused on finding sufficient conditions for the termination of logic programs.

Argument-restricted criterion [Lierler&Lifschitz, ICLP'09]

Computes, for each predicate argument, an upper bound of the depth of terms that may occur in that argument.

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$$q[1] \rightarrow 0, p[1] \rightarrow 1$$

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- **Pros:**

- ▶ Simple: it just needs to compute a particular level mapping for each argument;
- ▶ Efficient: Computing an argument ranking (if exists) requires polynomial time.

- **Cons:**

- ▶ Only characterizes **the depth of terms** inside arguments **alone**;
- ▶ No distinction between different function symbols;
- ▶ **Few practical (terminating) programs** are recognized.

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If *all* rules satisfy this condition, the program is terminating.

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Goal: Check termination of the SCCs of the Firing Graph.

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Given a rule r and an atom $A = p(t_1, \dots, t_n)$ in r , the **size of A** is:

$$\text{size}(A, r) = \alpha_{p_1} \cdot \text{size}(t_1, r) + \dots + \alpha_{p_n} \cdot \text{size}(t_n, r)$$

where $\alpha_{p_1}, \dots, \alpha_{p_n}$ are **positive integers**.

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where $\alpha_{p_1}, \dots, \alpha_{p_n}$ are **positive integers**.

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We allow for the coefficients α_i to be not fixed a priori.

They will be chosen depending on the program structure.

Rule-bounded programs

Definition

A program \mathcal{P} is *rule-bounded* if for every SCC \mathcal{C} , every rule r in \mathcal{C} is such that:

$$\text{size}(\text{body}(r), r) \geq \text{size}(\text{head}(r), r)$$

for some fixed set of parameters α_j .

Rule-bounded programs

Example

Consider the length program:

$r_1 : \text{len}([a, b, c, d], 0).$

$r_2 : \text{len}(\text{Tail}, s(N)) \leftarrow \text{len}(\text{list}(\text{Head}, \text{Tail}), N).$

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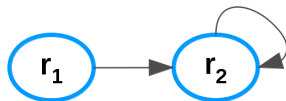


Figure: Firing Graph

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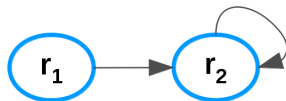


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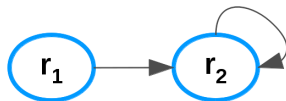


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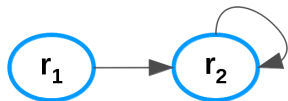


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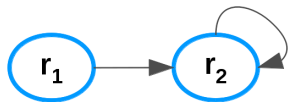


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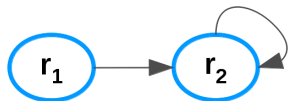


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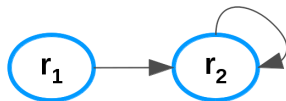


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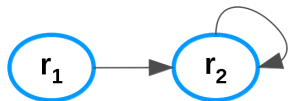


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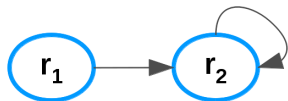


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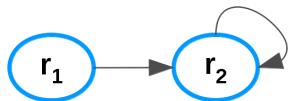


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We can choose $\alpha_1 = \alpha_2 = 1 \Rightarrow$ the program is rule-bounded.

Rule-bounded programs

Theorem

The bottom-up evaluation of a rule-bounded program always terminates.

Rule-bounded programs

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Theorem

The complexity of checking whether a program is rule-bounded is NP.

Examples of rule-bounded programs

Example (Bubble sort)

r_0 :	<code>sort(List, [], [])</code>	\leftarrow	<code>input(List).</code>
r_1 :	<code>sort([Y T], [X Temp], Sorted)</code>	\leftarrow	<code>sort([X [Y T]], Temp, Sorted), X \leq Y.</code>
r_2 :	<code>sort([X T], [Y Temp], Sorted)</code>	\leftarrow	<code>sort([X [Y T]], Temp, Sorted), Y < X.</code>
r_3 :	<code>sort(Temp, [], [X Sorted])</code>	\leftarrow	<code>sort([X], Temp, Sorted).</code>

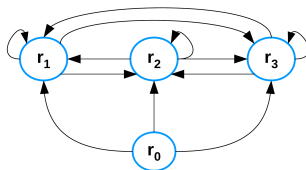


Figure: Bubble sort Firing Graph

$$\text{SCC } \mathcal{C} = \{r_1, r_2, r_3\}$$

Examples of rule-bounded programs

Example (Bubble sort)

r_0 : `sort(List, Nil, Nil)` \leftarrow `input(List), b(Nil).`
 r_1 : `sort([Y|T], [X|Temp], Sorted)` \leftarrow `sort([X|[Y|T]], Temp, Sorted), X \leq Y.`
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 r_3 : `sort(Temp, Nil, [X|Sorted])` \leftarrow `sort([X|Nil], Temp, Sorted), b(Nil).`

$$\left\{ \begin{array}{l} \alpha_1 \cdot (4 + x + y + t) + \alpha_2 \cdot \text{temp} + \alpha_3 \cdot \text{sorted} \geq \\ \qquad \qquad \qquad \alpha_1 \cdot (2 + y + t) + \alpha_2 \cdot (2 + x + \text{temp}) + \alpha_3 \cdot \text{sorted} \\ \alpha_1 \cdot (4 + x + y + t) + \alpha_2 \cdot \text{temp} + \alpha_3 \cdot \text{sorted} \geq \\ \qquad \qquad \qquad \alpha_1 \cdot (2 + x + t) + \alpha_2 \cdot (2 + y + \text{temp}) + \alpha_3 \cdot \text{sorted} \\ \alpha_1 \cdot (2 + x + \text{nil}) + \alpha_2 \cdot \text{temp} + \alpha_3 \cdot \text{sorted} \geq \\ \qquad \qquad \qquad \alpha_1 \cdot \text{temp} + \alpha_2 \cdot \text{nil} + \alpha_3 \cdot (2 + x + \text{sorted}) \end{array} \right.$$

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A possible solution is $\alpha_1 = 2$, $\alpha_2 = 2$, $\alpha_3 = 1$

Examples of rule-bounded programs

Example (Tree visit)

```
 $r_0$  : visit(Tree, [], [])  $\leftarrow$  input(Tree).  
 $r_1$  : visit(Left, [Root|Visited], [Right|ToVisit])  $\leftarrow$   
        visit(tree(Root, Left, Right), Visited, ToVisit).  
 $r_2$  : visit(Next, Visited, ToVisit)  $\leftarrow$  visit(nil, Visited, [Next|ToVisit]).
```

$$\left\{ \begin{array}{l} \alpha_1 \cdot (3 + \text{root} + \text{left} + \text{right}) + \alpha_2 \cdot \text{visited} + \alpha_3 \cdot \text{tovisit} \geq \\ \qquad \qquad \qquad \alpha_1 \cdot \text{left} + \alpha_2 \cdot (2 + \text{root} + \text{visited}) + \alpha_3 \cdot (2 + \text{right} + \text{tovisit}) \\ \alpha_1 \cdot 0 + \alpha_2 \cdot \text{visited} + \alpha_3 \cdot (2 + \text{next} + \text{tovisit}) \geq \\ \qquad \qquad \qquad \alpha_1 \cdot \text{next} + \alpha_2 \cdot \text{visited} + \alpha_3 \cdot \text{tovisit} \end{array} \right.$$

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A possible solution is $\alpha_1 = 2$, $\alpha_2 = 1$, $\alpha_3 = 2$

Dealing with non-increasing cycles

Example

$$\begin{aligned} r_1 : p(X, Y) &\leftarrow q(f(X), Y). \\ r_2 : q(W, f(Z)) &\leftarrow p(W, Z). \end{aligned}$$

The program terminates, but...

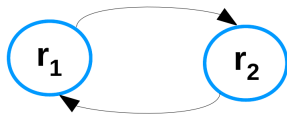


Figure: Firing Graph

Dealing with non-increasing cycles

Example

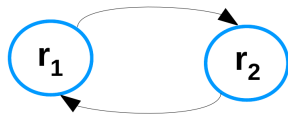
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The program terminates, but...

Rule r_2 increases its head size \Rightarrow program is not rule-bounded.

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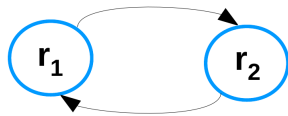
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Rule r_2 increases its head size \Rightarrow program is not rule-bounded.

But the **cycle** does not increase the size of propagated values.

Dealing with non-increasing cycles

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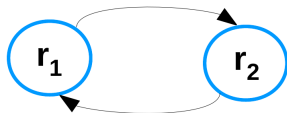
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We can rewrite the cycle r_1, r_2 as a single rule:

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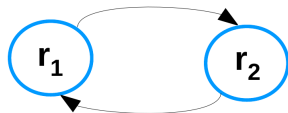
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Dealing with non-increasing cycles

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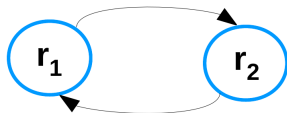
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Dealing with non-increasing cycles

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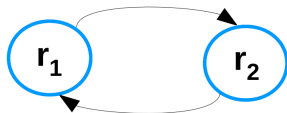
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Dealing with non-increasing cycles

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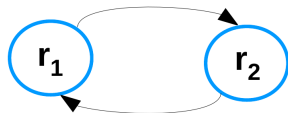
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$X/W, Y/Z$

Dealing with non-increasing cycles

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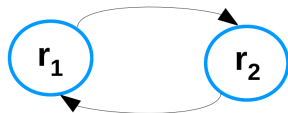
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Dealing with non-increasing cycles

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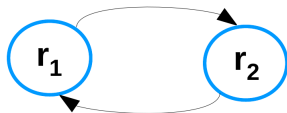


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$$X/W, Y/Z$$
$$\underbrace{q(f(W), Z) \rightarrow q(W, f(Z))}_{r_{12}}$$
$$\alpha_{q_1} \cdot (1 + w) + \alpha_{q_2} \cdot z \geq \alpha_{q_1} \cdot w + \alpha_{q_2} \cdot (1 + z)$$

Dealing with non-increasing cycles

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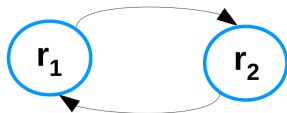


Figure: Firing Graph

We can rewrite the cycle r_1, r_2 as a single rule:

$$\underbrace{q(f(X), Y) \rightarrow \textcolor{red}{p(X, Y)}}_{r_1} \Rightarrow \underbrace{\textcolor{red}{p(W, Z)} \rightarrow q(W, f(Z))}_{r_2}$$

$X/W, Y/Z$

$$\underbrace{q(f(W), Z) \rightarrow q(W, f(Z))}_{r_{12}}$$

$$\alpha_{q_1} \cdot (1 + w) + \alpha_{q_2} \cdot z \geq \alpha_{q_1} \cdot w + \alpha_{q_2} \cdot (1 + z)$$

$$\alpha_{q_1} \geq \alpha_{q_2}$$

Dealing with non-increasing cycles

Example

$$\begin{array}{ll} r_1 : p(X, Y) & \leftarrow q(f(X), Y). \\ r_2 : q(W, f(Z)) & \leftarrow p(W, Z). \end{array}$$

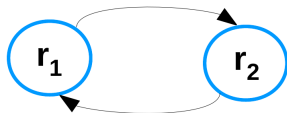


Figure: Firing Graph

We can rewrite the cycle r_1, r_2 as a single rule:

$$\underbrace{q(f(X), Y) \rightarrow p(X, Y)}_{r_1} \Rightarrow \underbrace{p(W, Z) \rightarrow q(W, f(Z))}_{r_2}$$

$X/W, Y/Z$

$$\underbrace{q(f(W), Z) \rightarrow q(W, f(Z))}_{r_{12}}$$

$$\alpha_{q_1} \cdot (1 + w) + \alpha_{q_2} \cdot z \geq \alpha_{q_1} \cdot w + \alpha_{q_2} \cdot (1 + z)$$

$$\alpha_{q_1} \geq \alpha_{q_2}$$

$$\alpha_{q_1} = \alpha_{q_2} = 1$$

Conclusion

Contributions:

- Using linear constraints for checking bottom-up termination;
- The technique is complementary to the other techniques that analyze single arguments;
- The technique recognizes several practical logic programs;

Future work:

- Combine rule-bounded programs with other techniques in the literature;
- Complexity analysis of the proposed technique (there may be many tractable cases);
- Study the termination problem for programs with interpreted function symbols (none of the currently known techniques support them).

Some references

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THANK YOU FOR YOUR ATTENTION!