

# Knowledge Representation for the Semantic Web

## Lecture 8: Answer Set Programming III

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# DLs vs ASP

## What of DLs can be expressed directly in ASP?

- **ABox:** Factual knowledge about class membership and property values can be translated to ASP “as is”:

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# What of DLs cannot be directly expressed in ASP?

$A \equiv \{o_1, \dots, o_n\}$  (owlOneOf)

Cannot be directly translated

$A \sqsubseteq \exists r.C$

Impossible to express as there,  
no existentials in the heads

$\forall r.C \sqsubseteq A$

One might guess:

$a(X) \leftarrow \text{not } no\_rc(X).$

$no\_rc(X) \leftarrow r(X, Y), \neg c(Y).$

but does not work.. **Exercise: Why?**

# Main difference between DLs and ASP

- $\neg$  in DLs is different from *not* in LP
  - $\neg$ : classical negation, monotonicity, open world assumption
  - *not*: default negation, nonmonotonicity, closed world assumption

DL ontology $\mathcal{K}$	ASP Program $P$
$Child \sqsubseteq Person$ $\neg Child \sqsubseteq Adult$ $Person(john)$	$person(X) \leftarrow child(X)$ $adult(X) \leftarrow \text{not } child(X)$ $person(john)$
$\mathcal{K} \not\models Adult(john)$	$P$ infers $adult(john)$

- DLs are strong in subsumption checking, LPs in expressing relations
- DLs allow complex expressions in heads (rhs of  $\sqsubseteq$ ), while in LPs use of variables in rule bodies is more flexible
- ...

# DLs vs ASP

## DL Ontologies

Open-World  
Assumption

Monotonic

Conceptual reasoning

...

## ASP Rules

Closed-World  
Assumption

Nonmonotonic

Defaults and exceptions

...

# DLs vs ASP

## Hybrid Knowledge Bases

MKNF, DL-safe rules, **DL-programs...**

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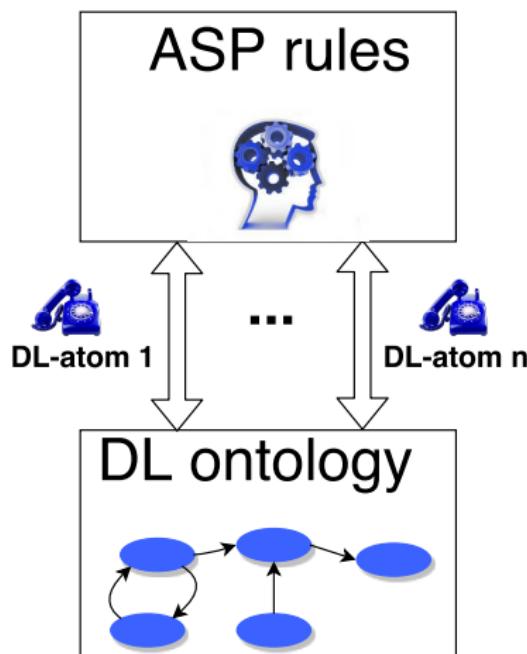
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# DL-programs

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DL-programs: loose coupling of DL ontologies and **ASP rules** [Eiter *et al.*, 2008]



# DL-program

## DL ontology

### TBox

- (1)  $Child \sqsubseteq \exists hasParent$
- (2)  $Female \sqsubseteq \neg Male$
- (3)  $Adopted \sqsubseteq Child$

### ABox (KG)

- (4)  $Male(pat)$
- (5)  $Male(john)$
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## Rules

(7)  $isChildOf(john, alex).$       (8)  $boy(tim).$

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Answer set:  $I = \{\text{isChildOf}(\text{john}, \text{alex}), \text{boy}(\text{tim}), \text{hasFather}(\text{john}, \text{pat})\}$

# Example: Semantic Route Planning



- Personalized semantic route planning
- Requirements:
  - Find **shortest trip** visiting predefined locations
  - If the shortest trip is beyond a certain length,  
add lunch location satisfying user's preferences
- DL ontology: restaurant classification
- ASP rules: optimal path with user constraints

# Other ASP Extensions

# Extensions of ASP

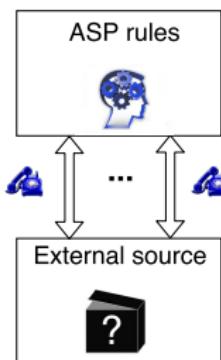
Language extensions like aggregates, complex formula syntax are within same semantic / computational framework

## Need:

- interoperability with other logics
- interfacing with programming languages, e.g. C++, Python
- access to general *external* sources of information, e.g. WordNet

## Approaches:

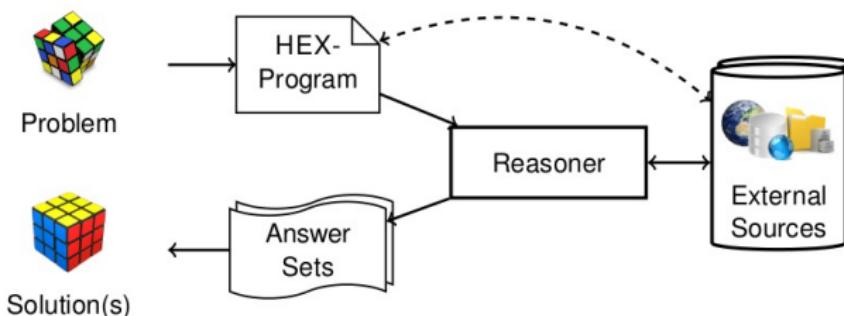
- ASP + concrete theories, e.g.,
  - ASP + DL ontologies ([DL-programs<sup>1</sup>](#))
  - constraint ASP
- ASP + abstract theories, e.g.,
  - [HEX-programs<sup>2</sup>](#)



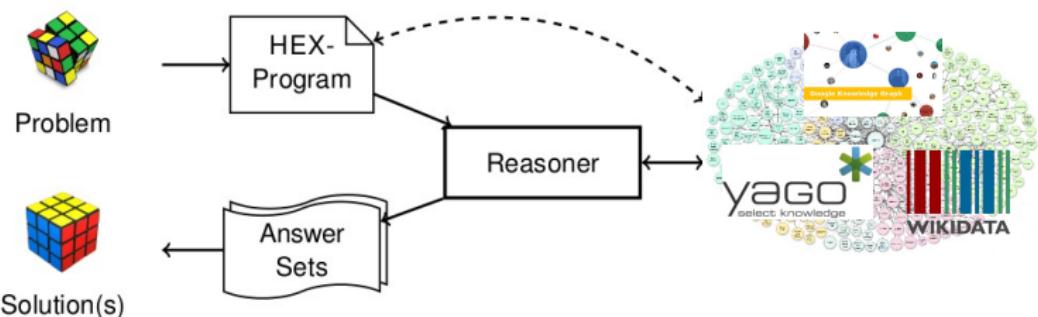
<sup>1</sup><https://github.com/hexhex/dlliteplugin>

<sup>2</sup><http://www.kr.tuwien.ac.at/research/systems/dlvhx/>

# External Information Access



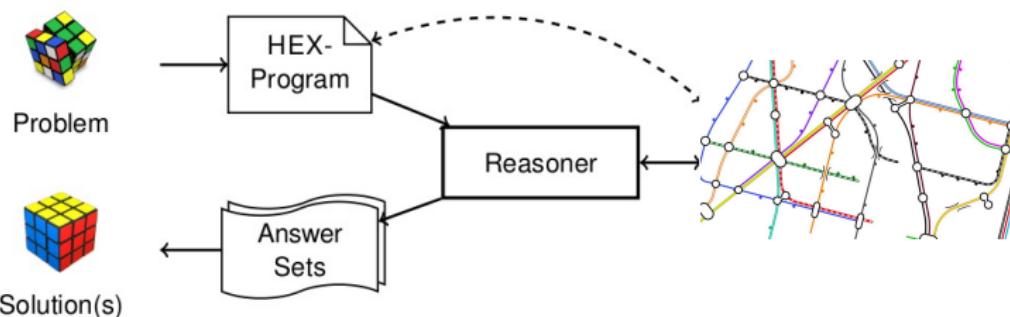
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## Examples:

- import external knowledge graph triples into the program  
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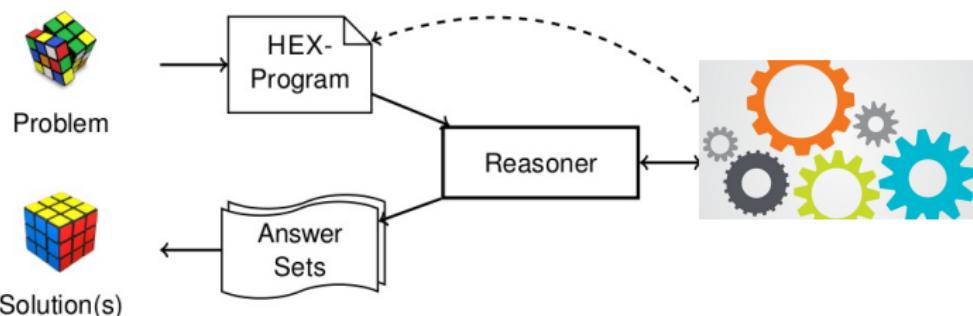
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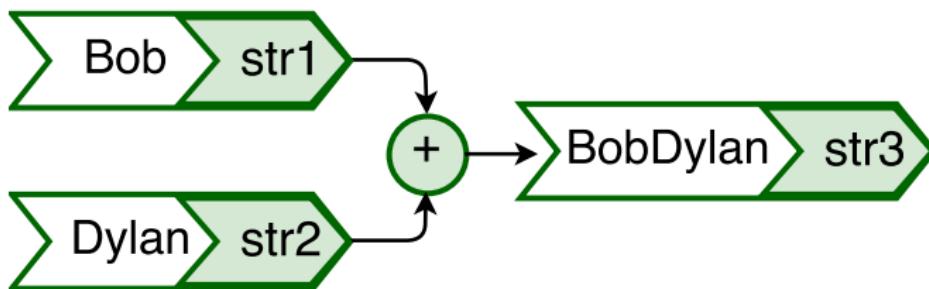
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- access external graph  
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- perform auxiliary / data structure computations  
 $fullname(Z) \leftarrow \&concat[X, Y](Z), firstname(X), lastname(Y).$

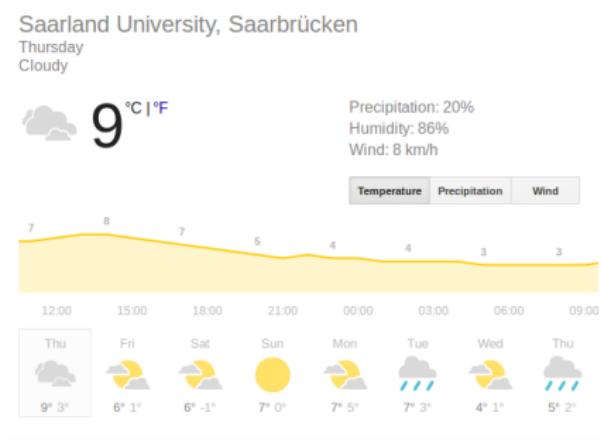
## Examples: External Atoms



Concatenate two strings:

- $\&concat[X, Y](Z)$ : intuitively, concatenate two strings
  - $\&concat[bob, dylan](bobdylan)$  is true
  - $\&concat[bob, dylan](Z)$  is true for  $Z = bobdylan$
  - $\&concat[bob, Y](bobdylan)$  is true for  $Y = dylan$

## Examples: External Atoms (cont'd)



Query a web-based weather report:

- $\&weatherreport[dateLocationPredicate](WeatherConditions)$ 
  - input  $dateLocationPredicate$  is a binary predicate with tuples  $(d, l)$  of dates  $d$  and locations  $l$  (facts  $dateLocationPredicate(d, l)$ )
  - output  $WeatherConditions$  are (one by one) all weather conditions that occur at some input date & location

## Example: City Trip



Plan to visit Paris and London, under the condition the weather isn't bad:

% Define bad weather conditions

(1) *badweather(rain)*. (2) *badweather(snow)*.

% Decide where to go on which day

(3) *goto(1, paris)*  $\vee$  *goto(1, london)*.

(4) *goto(2, paris)*  $\vee$  *goto(2, london)*.

% Rule out invalid trips

(5)  $\leftarrow$  *&weatherreport[goto](W)*, *badweather(W)*.

## Example: AI Agent for Angrybirds Game

- **AngryBirds** is a game, whose goal is to kill pigs with birds
- AI competition to automate playing ([angrybirds.org](http://angrybirds.org))
- **Approach:** design an agent based on declarative logic programming<sup>a</sup>
- **Challenge:** plan optimal shots under consideration of some physics
- **Means:** HEX-programs

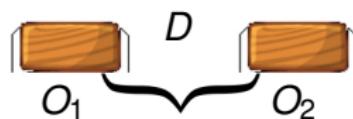


<sup>a</sup>Joint project with TU Wien and University of Calabria

## External Atoms Examples

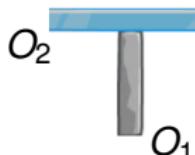
- HEX-program  $\Pi$  for shot computation
- Examples of external atoms:

- $\&distance[O_1, O_2](D)$  is true iff distance between  $O_1$  and  $O_2$  is  $D$
- $\&canpush[ngobject](O_1, O_2)$  is true iff  $O_1$  can push  $O_2$  given additional info in the extention of *ngobject*



- *Rule<sub>1</sub>* estimates the likelihood that object  $O_2$  falls when  $O_1$  is hit

*Rule<sub>1</sub>*:  $pushDamage(O_2, P_1, P) \leftarrow pushDamage(O_1, \_, P_1), P_1 > 0$



$\&canpush[ngobject](O_1, O_2),$   
 $pushability(O_2, P_2), P = P_1 * P_2 / 100.$

# Architecture of Angry-HEX

- We use the provided framework (browser plugin, vision module, . . . )
- Agent builds on Tactics and Strategy, both are realized declaratively
- **Tactics:** reasoning about the next shot is done in a HEX-program  $\Pi$ 
  - **Input:** scene info from the vision module (facts of  $\Pi$ )
  - **Output:** desired target (models of  $\Pi$ )
- **Strategy:** next level to played is computed in an ASP program  $\Pi'$ 
  - **Input:** info about the number of times levels were played, best scores achieved, scores of our agent (facts of  $\Pi'$ )
  - **Output:** next optimal level to be played (models of  $\Pi'$ )

# HEX Encoding for Tactics

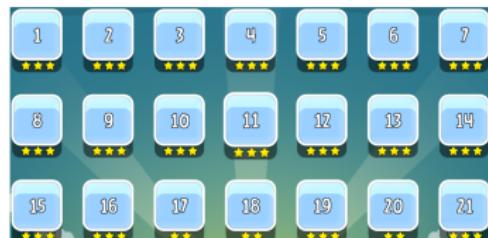
- **Physics simulation results** are accessed via **external atoms**:
  - decide which  $O'$  intersect with trajectory of a bird after hitting  $O$
  - decide whether  $O_1$  falls whenever  $O_2$  falls . . .



- **Tactics in details:**
  - Consider each shootable **target**
  - Compute the **estimated damage** on each non-target object
  - **Rank the targets (=Answer Sets)** using weak constraints
  - **Consider history:** never play a level in the same way again!

# ASP Encoding for Strategy

- **Decides which level to play next** based on info about:
  - number of times each level was played
  - best scores
  - our agent's scores ...
- **Strategy in details:**
  - **First** play each level once
  - **Second** play levels in which our score maximally differs from the best one
  - **Third** play levels in which we played best and the difference to the second best score is minimal



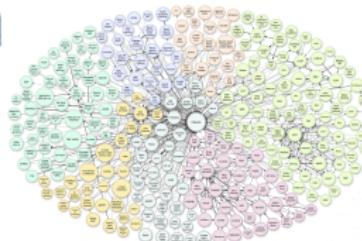
# Rule Learning

# Motivation

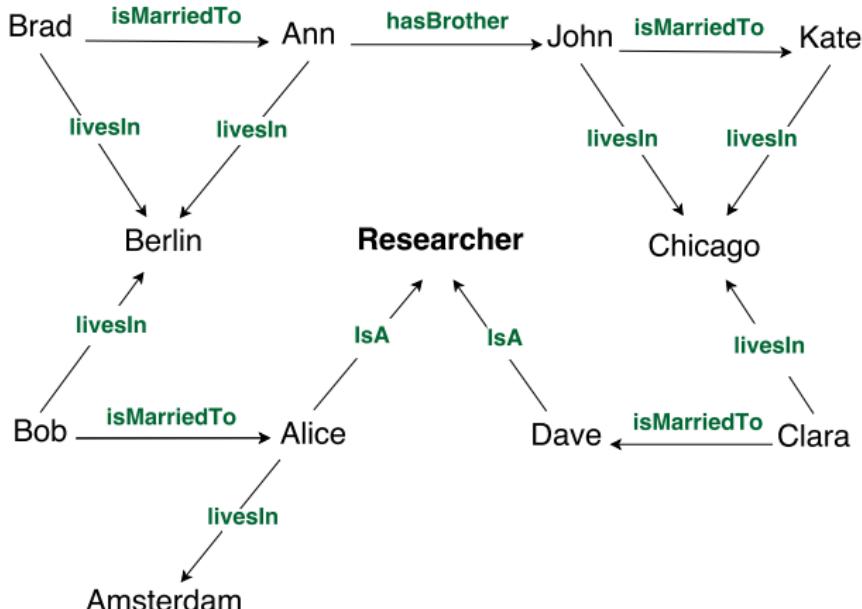
ASP programs are usually constructed by domain experts

**Issue:** requires a lot of manual efforts!

**Question:** Can we learn rules from data, e.g., from knowledge graphs?

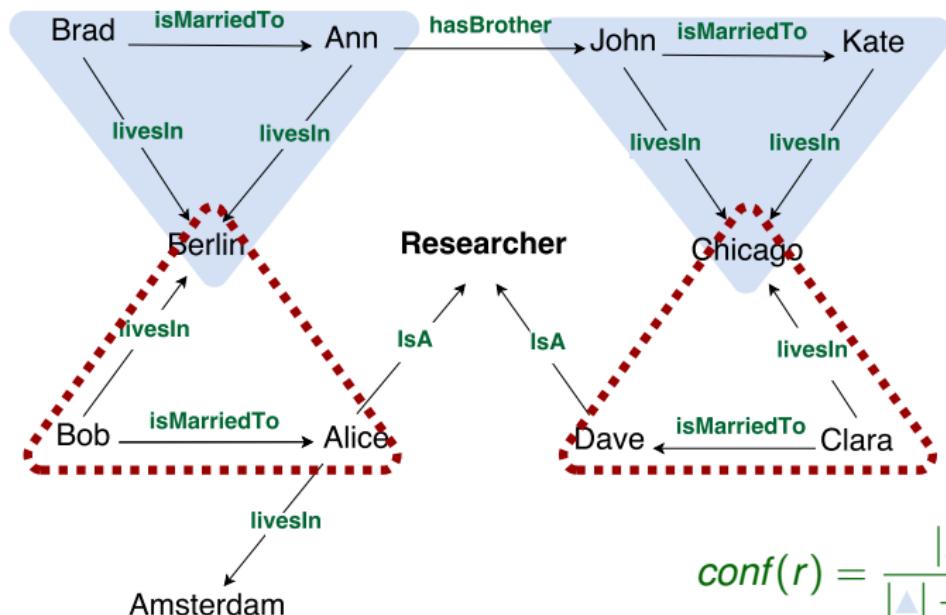


# Horn Rule Mining



# Horn Rule Mining

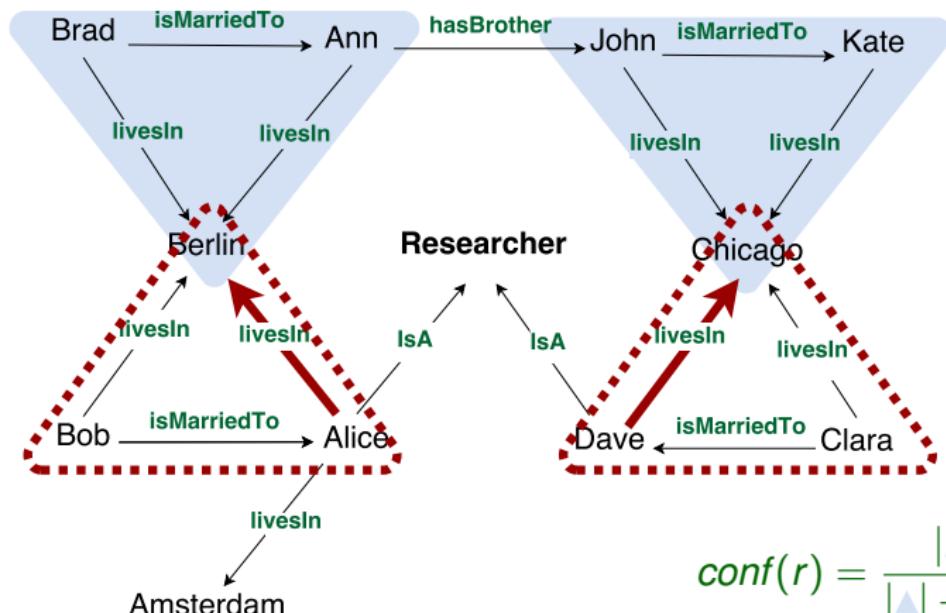
Horn rule mining for KG completion [Galárraga *et al.*, 2015]



$$r : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z)$$

# Horn Rule Mining

Horn rule mining for KG completion [Galárraga *et al.*, 2015]

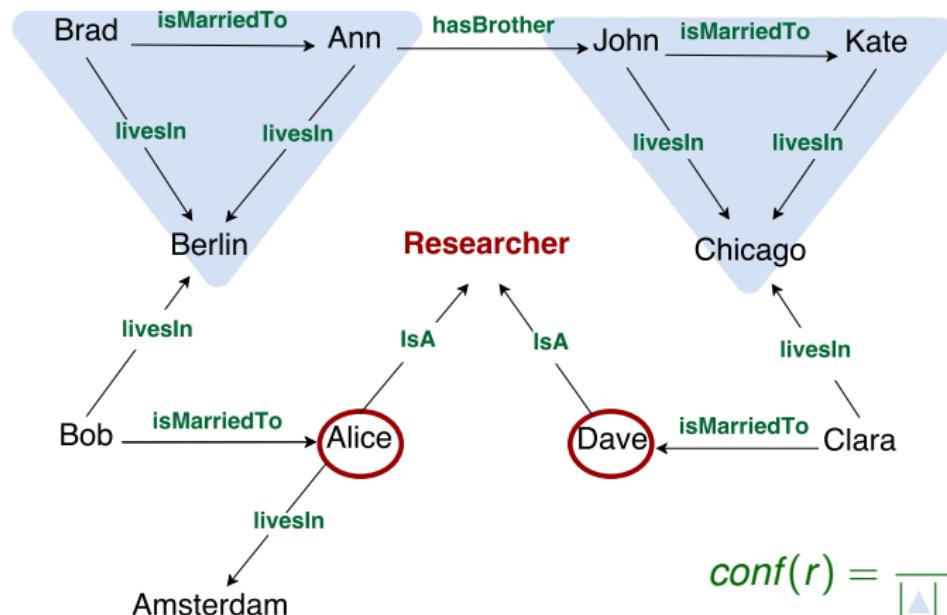


$$conf(r) = \frac{|\Delta|}{|\Delta| + |\triangle|} = \frac{2}{4}$$

$r : livesIn(X, Z) \leftarrow isMarriedTo(Y, X), livesIn(Y, Z)$

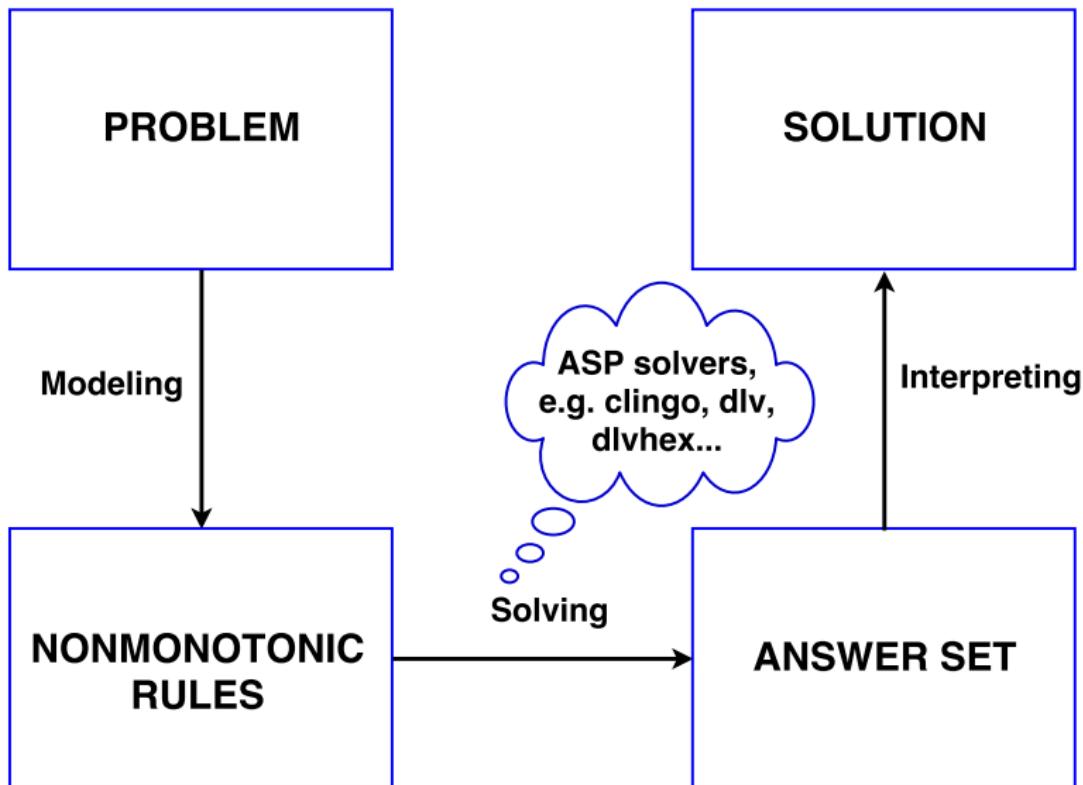
# Nonmonotonic Rule Mining

Nonmonotonic rule mining from KGs: OWA is a challenge!



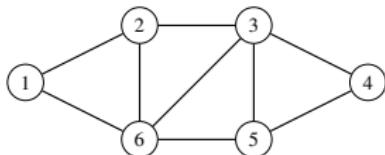
$r : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z), \text{not researcher}(X)$

# Declarative Programming Paradigm



# Declarative Programming Example

Graph 3-colorability



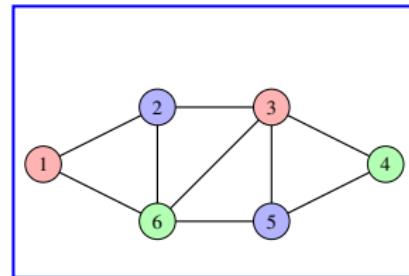
**Modeling**

```
node(1 .. 6); edge(1, 2); ...
col(V, red) ← not col(V, blue), not col(V, green), node(V);
col(V, green) ← not col(V, blue), not col(V, red), node(V);
col(V, blue) ← not col(V, green), not col(V, red), node(V);
⊥ ← col(V, C), col(V, C'), C ≠ C';
⊥ ← col(V, C), col(V', C), edge(V, V')
```

**NONMONOTONIC  
RULES**

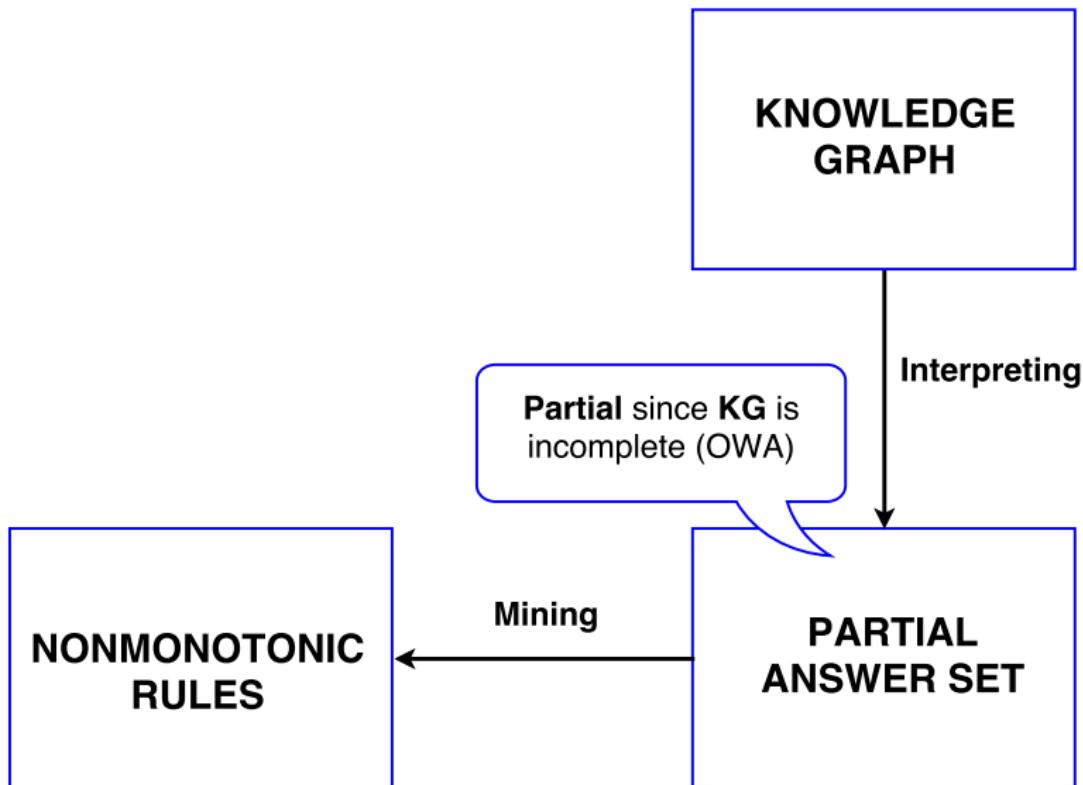
**Solving**

```
node(1 .. 6); edge(1, 2); ...
col(1, red), col(2, blue),
col(3, red), col(4, green),
col(6, green), col(5, blue)
```

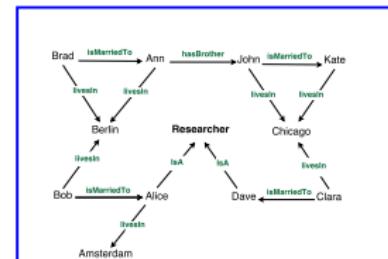


**Interpreting**

# Nonmonotonic Rule Mining



# Nonmonotonic Rule Mining



Interpreting

Mining

```

livesIn(Y, Z) ← isMarried(X, Y),
livesIn(X, Y),
not researcher(Y)
  
```

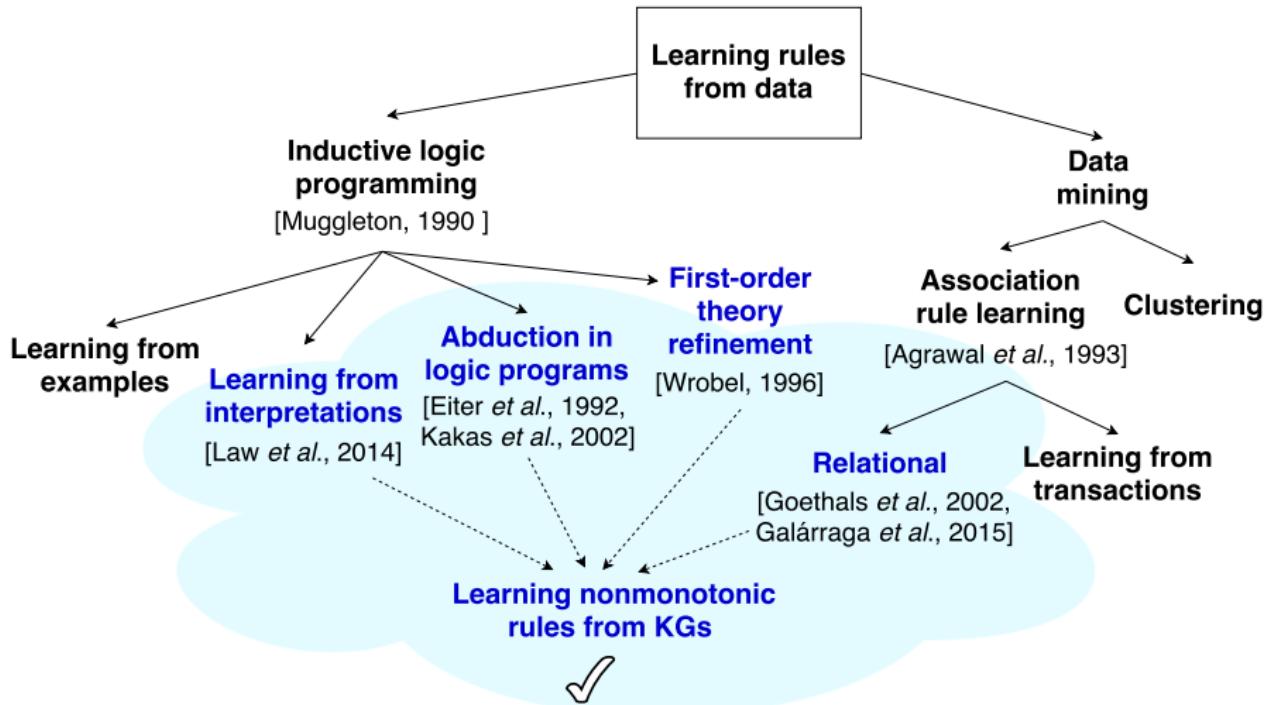
```

isMarriedTo(brad, ann);
isMarriedTo(john, kate);
isMarriedTo(bob, alice);
isMarriedTo(clara, dave);
livesIn(brad, berlin);
...
researcher(alice);
researcher(dave)
  
```

# Nonmonotonic Rule Mining from KGs

**Goal:** learn nonmonotonic rules from KG

**Approach:** revise association rules learned using data mining methods



# Horn Theory Revision

## Quality-based Horn Theory Revision

Given:

- Available KG

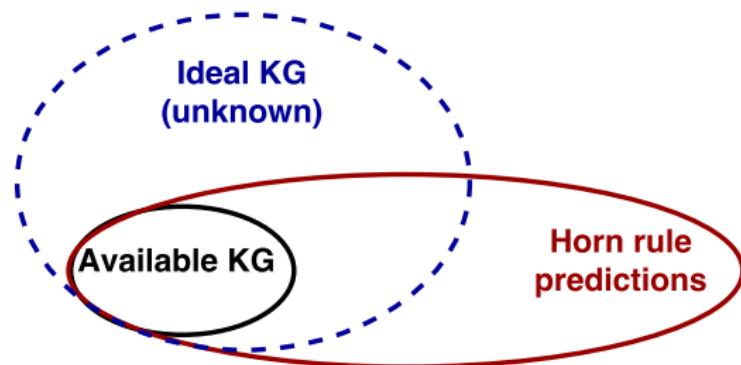


# Horn Theory Revision

## Quality-based Horn Theory Revision

Given:

- Available KG
- Horn rule set

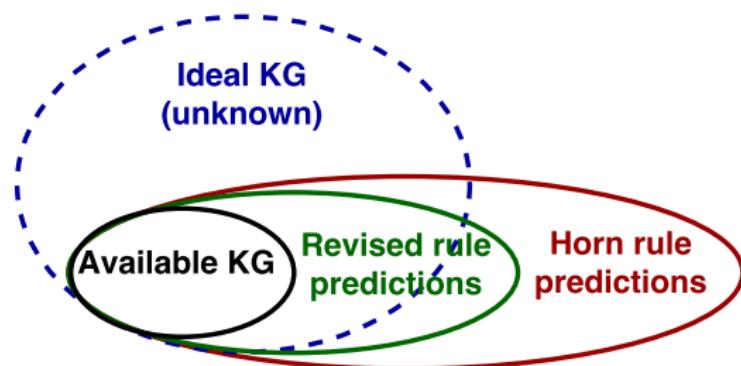


# Horn Theory Revision

## Quality-based Horn Theory Revision

Given:

- Available KG
- Horn rule set



Find:

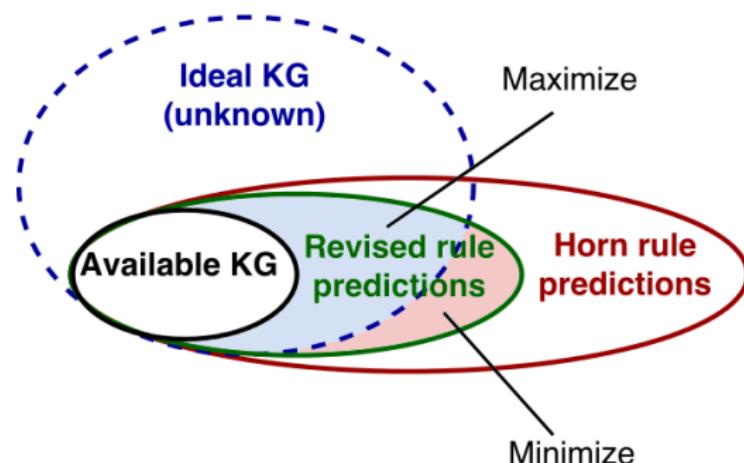
- Nonmonotonic revision of Horn rule set

# Horn Theory Revision

## Quality-based Horn Theory Revision

Given:

- Available KG
- Horn rule set

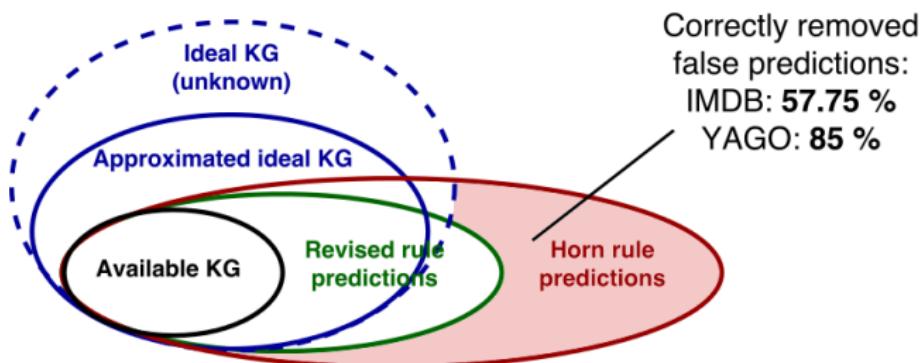


Find:

- Nonmonotonic revision of Horn rule set with better predictive quality

# Experimental Setup

- Approximated ideal KG: original KG
- Available KG: for every relation randomly remove 20% of facts from approximated ideal KG
- Horn rules:  $h(X, Y) \leftarrow p(X, Z), q(Z, Y)$
- Exceptions:  $e_1(X), e_2(Y), e_3(X, Y)$
- Predictions are computed using answer set solver DLV



# Experimental Setup

- Approximated ideal KG: original KG
- Available KG: for every relation randomly remove 20% of facts from approximated ideal KG
- Horn rules:  $h(X, Y) \leftarrow p(X, Z), q(Z, Y)$
- Exceptions:  $e_1(X), e_2(Y), e_3(X, Y)$
- Predictions are computed using answer set solver DLV

## Examples of revised rules:

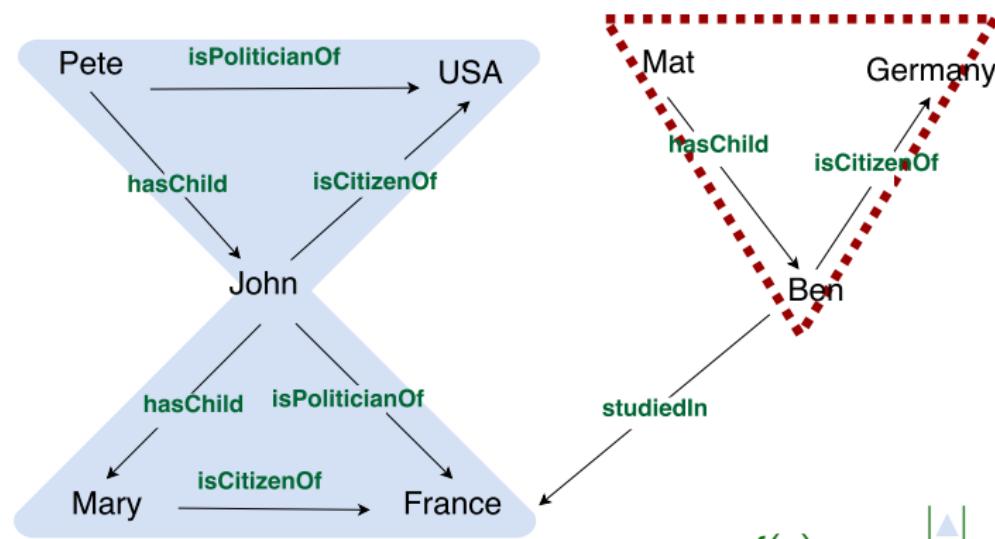
Plots of films in a sequel are written by the same writer, unless a film is American

$r_1 : \text{writtenBy}(X, Z) \leftarrow \text{hasPredecessor}(X, Y), \text{writtenBy}(Y, Z), \text{not american\_film}(X)$

Spouses of film directors appear on the cast, unless they are silent film actors

$r_2 : \text{actedIn}(X, Z) \leftarrow \text{isMarriedTo}(X, Y), \text{directed}(Y, Z), \text{not silent\_film\_actor}(X)$

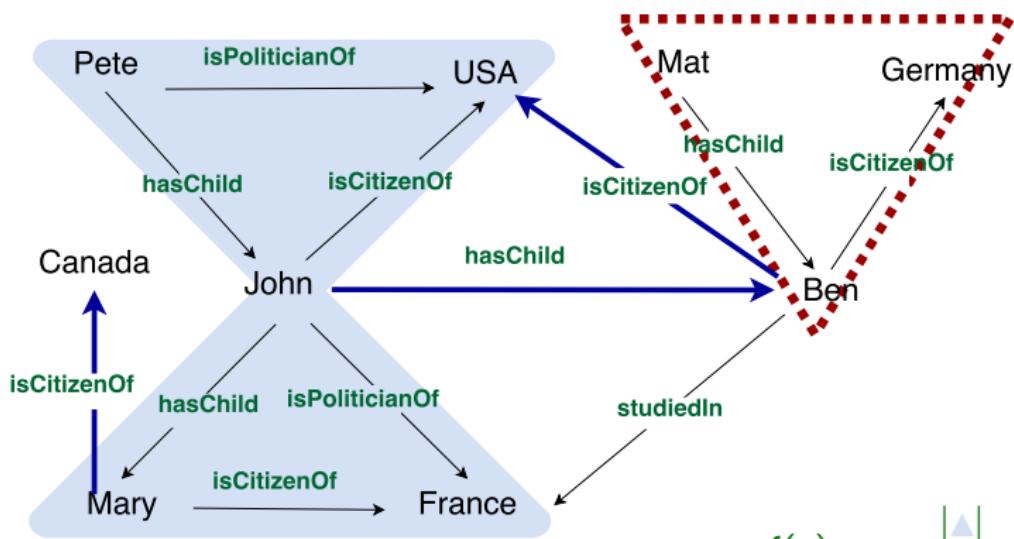
# Spurious Rules due to Incompleteness



$r : isPoliticianOf(X, Z) \leftarrow hasChild(X, Y), isCitizenOf(Y, Z)$

# Spurious Rules due to Incompleteness

In real world:

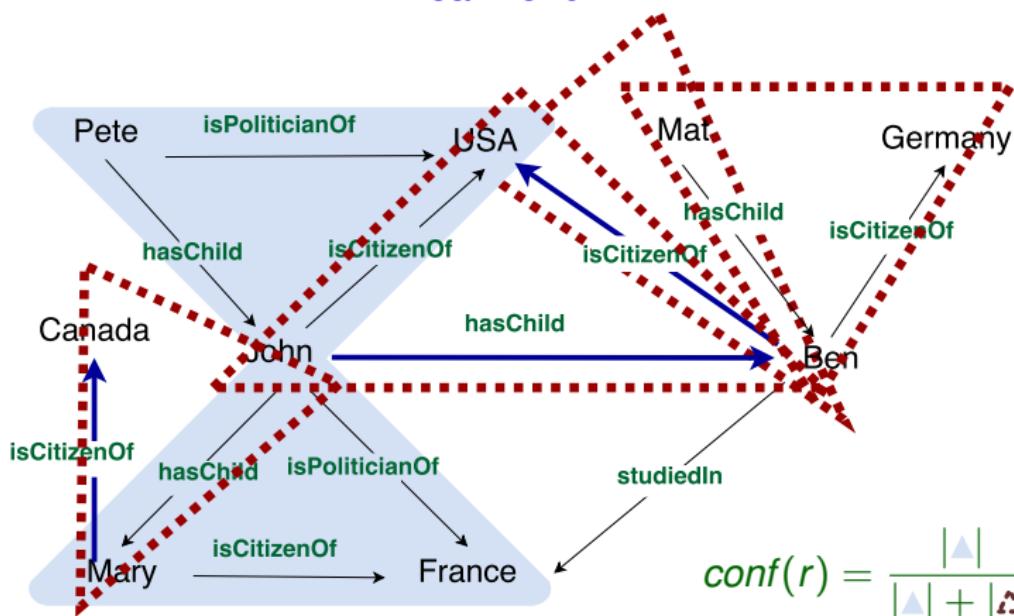


$$conf(r) = \frac{|\triangle|}{|\triangle| + |\triangle|} = \frac{2}{3}$$

$r : isPoliticianOf(X, Z) \leftarrow hasChild(X, Y), isCitizenOf(Y, Z)$

# Spurious Rules due to Incompleteness

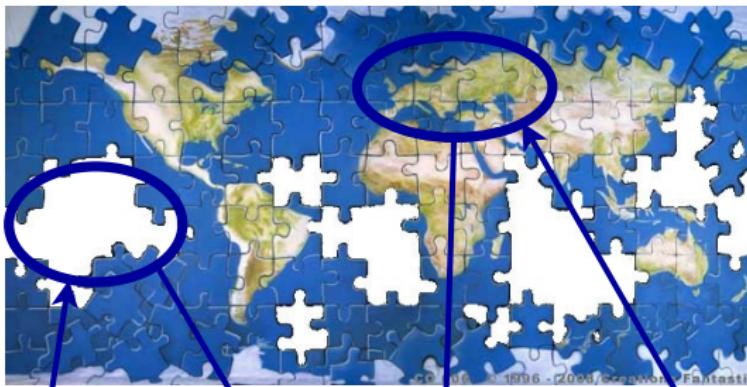
In real world:



$$r : \overbrace{isPoliticianOf(X, Z)}^{complete} \leftarrow \overbrace{hasChild(X, Y), isCitizenOf(Y, Z)}^{incomplete}$$

# Completeness-aware Rule Learning

- Exploit cardinality meta-data [Mirza *et al.*, 2016] in rule mining  
*John has 5 children, Mary is a citizen of 2 countries*



build here!      5 missing      0 missing      do not build here!

# Research Topics

## Reasoning:

- Theoretical and practical open problems both in ASP and DLs
- Hybrid combinations of ASP with other logics
- Applications, e.g., constraint-based frequent pattern discovery<sup>3</sup>

## Learning:

- Learn various types of rules from KGs, e.g.,
  - with cardinalities:  
“If you have X siblings, then your parents have X+1 children”
  - with existentials:  
“If you are a famous actor from Hollywood, there is likely an award that you were nominated for”
  - etc.

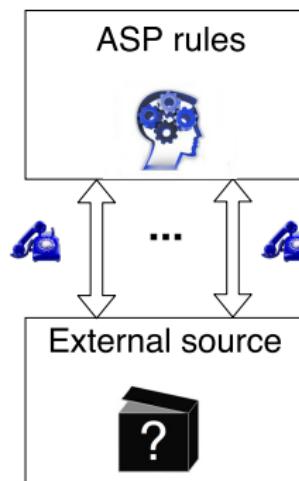
## Hybrid topics:

- Use rules for NLP and information extraction tasks
- Angryhex project

<sup>3</sup> S. Paromonov, D. Stepanova, P. Miettinen, Hybrid ASP-based Approach to Pattern Mining, RR 2017

# Summary

- DLs vs ASP
  - What of DLs can be expressed in ASP
  - What of DLs cannot be expressed in ASP
- DL-programs
  - Example applications
- HEX-programs
  - Example applications
- Rule learning
  - Rules with exceptions
  - Completeness awareness



# Conclusion

Main part:

## 1. Description Logic ontologies (DL)

- Syntax and semantics
- Reasoning problems
- Ontology Web Language (OWL)
- Tools and applications

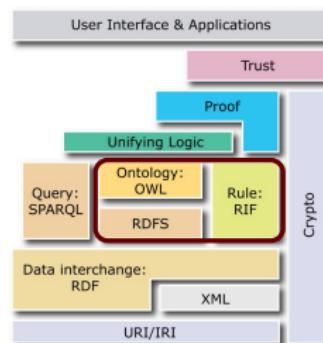
## 2. Answer Set Programming rules (ASP)

- Syntax and semantics
- Declarative programming paradigm
- Tools and applications

Advanced topics:

## 3. ASP extensions and rule learning

- DL-programs
- HEX-programs
- Applications
- Approaches to rule learning



# References I

-  Thomas Eiter, Giovambattista Ianni, Thomas Lukasiewicz, Roman Schindlauer, and Hans Tompits.  
Combining answer set programming with description logics for the semantic web.  
*Artificial Intelligence*, 172(12-13):1495–1539, August 2008.
-  Luis Galárraga, Christina Teflioudi, Katja Hose, and Fabian M. Suchanek.  
Fast rule mining in ontological knowledge bases with AMIE+.  
*VLDB J.*, 24(6):707–730, 2015.
-  Paramita Mirza, Simon Razniewski, and Werner Nutt.  
Expanding wikidata's parenthood information by 178%, or how to mine relation cardinality information.  
In *ISWC 2016 Posters & Demos*, 2016.

# Avoid Data Overfitting

How to distinguish exceptions from noise?

$r1 : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z), \text{not researcher}(X)$

# Avoid Data Overfitting

How to distinguish exceptions from noise?

$r1 : livesIn(X, Z) \leftarrow isMarriedTo(Y, X), livesIn(Y, Z), \text{not researcher}(X)$   
 $not\_livesIn(X, Z) \leftarrow isMarriedTo(Y, X), livesIn(Y, Z), researcher(X)$

# Avoid Data Overfitting

How to distinguish exceptions from noise?

$r1 : livesIn(X, Z) \leftarrow isMarriedTo(Y, X), livesIn(Y, Z), \text{not researcher}(X)$   
 $\text{not\_livesIn}(X, Z) \leftarrow isMarriedTo(Y, X), livesIn(Y, Z), researcher(X)$

$r2 : livesIn(X, Z) \leftarrow bornIn(X, Z), \text{not moved}(X)$   
 $\text{not\_livesIn}(X, Z) \leftarrow bornIn(X, Z), moved(X)$

# Avoid Data Overfitting

How to distinguish exceptions from noise?

$r1 : \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z), \text{not researcher}(X)$   
 $\text{not\_livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z), \text{researcher}(X)$

$r2 : \text{livesIn}(X, Z) \leftarrow \text{bornIn}(X, Z), \text{not moved}(X)$   
 $\text{not\_livesIn}(X, Z) \leftarrow \text{bornIn}(X, Z), \text{moved}(X)$

$\{\text{livesIn}(c, d), \text{not\_livesIn}(c, d)\}$  are conflicting predictions

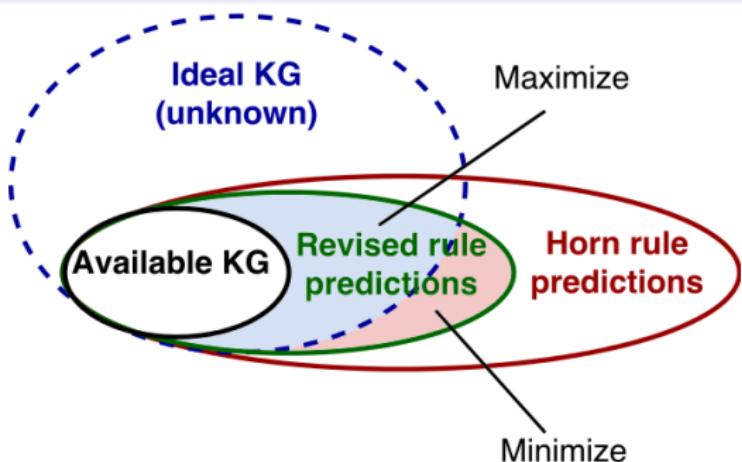
**Intuition:** Rules with good exceptions should make few conflicting predictions

# Horn Theory Revision

## Quality-based Horn Theory Revision

Given:

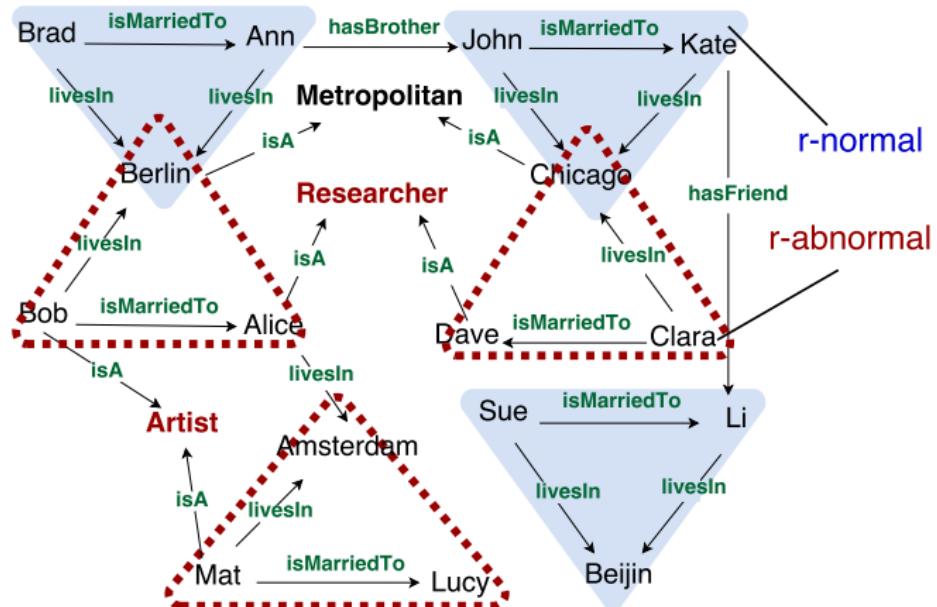
- Available KG
- Horn rule set



Find:

- Nonmonotonic revision of Horn rules, such that
  - number of **conflicting predictions** is **minimal**
  - average **conviction** is **maximal**

# Exception Candidates



$r: \text{livesIn}(X, Z) \leftarrow \text{isMarriedTo}(Y, X), \text{livesIn}(Y, Z)$

$\begin{cases} \text{not researcher}(X) \\ \text{not artist}(Y) \end{cases}$

## Exception Ranking

*rule1*  $\{\underline{e_1}, e_2, e_3, \dots\}$

*rule2*  $\{e_1, \underline{e_2}, e_3, \dots\}$

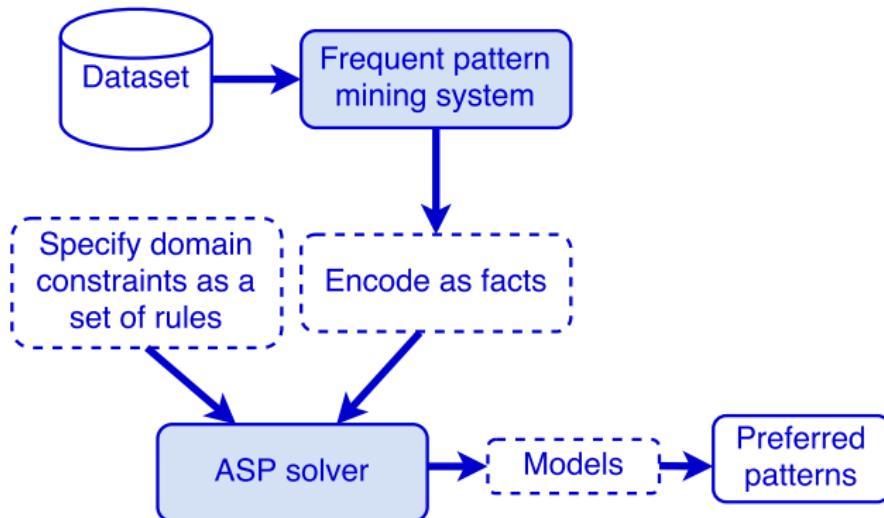
*rule3*  $\{\underline{e_1}, e_2, e_3, \dots\}$

Finding globally best revision is expensive, exponentially many candidates!

- **Naive ranking:** for every rule inject exception that results in the highest conviction
- **Partial materialization (PM):** apply all rules apart from a given one, inject exception that results in the highest average conviction of the rule and its rewriting
- **Ordered PM (OPM):** same as PM plus ordered rules application
- **Weighted OPM:** same as OPM plus weights on predictions

# Hybrid Constraint-based Pattern Mining

- Interlink mining and reasoning
- Use declarative logic programming for frequent pattern (itemset/sequence) filtering
- Combine various domain-specific constraints



# Semantically-enhanced Fact Spotting

**KG population problem:** some facts are hard to spot in text due to reporting bias *lost(nadal, australianOpen2017)*

**Given:**

- Fact: *lost(nadal, australianOpen2017)*
- Rule set:  $\text{lost}(Z, Y) \leftarrow \text{won}(X, Y), \text{finalist}(Z, Y), X \neq Z$
- KG: *won(federer, australianOpen2017)*
- Text: "... another **finalist of Australian Open in 2017 was Nadal**"

**Find:**

- Fact's truth value: *lost(nadal, australianOpen2017)* is true!