

# In-source Testing in Answer Set Programming

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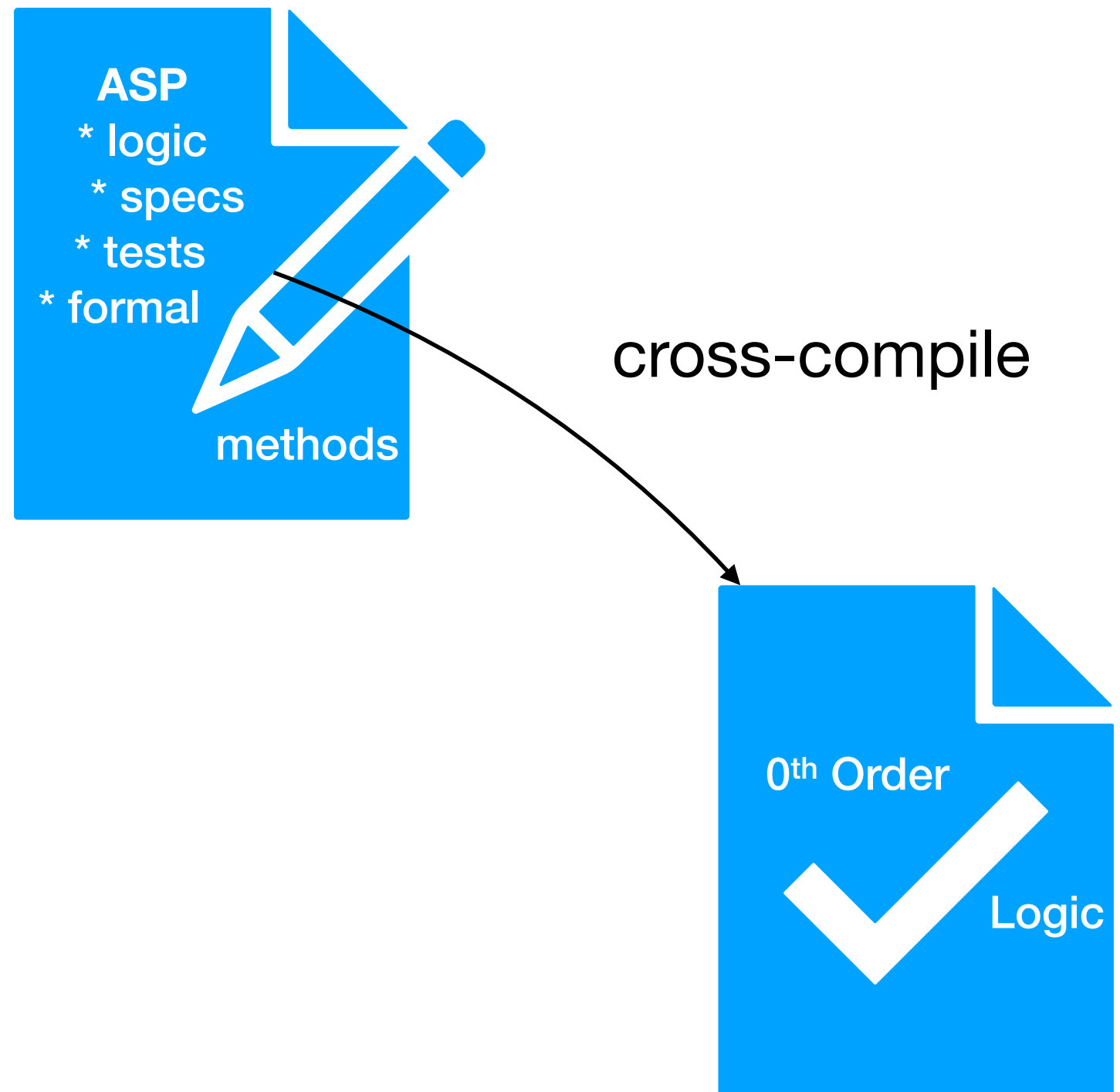
- Who am I?
- What is Answer Set Programming
- What is In-source Testing
- How to test ASP programs
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- Questions

# I love programming

- 1996: Research engineer @Baan
  - 1999: Software Engineering Research Centre (SERC)
  - 2001: Owner of Seecr - search with Lucena
  - 2024: Independent (finally)
- Programming Languages
    - (GW-)Basic
    - Pascal
    - C/C++
    - Python
    - Clojure
    - Answer Set Programming
- Metaprogramming
    - Efficiency
    - Size reduction
    - Patterns & idioms
    - Metaclasses
    - Integration
    - Extreme Programming
    - Push boundaries

# Relevant Project

- Railway Interlocking
- Now 0<sup>th</sup> Order Logic
- Formal Specification
- Unit Testing
- Formal Methods
- $\Rightarrow$  Higher Order Logic



# What is In-Source Testing?

- Put your test right between your code.
  - Same language
  - Same file/compilation unit
  - In a class
  - In a function
  - At the end, beginning, interspersed
  - `assert++`

# Why In-source?

- Reduce test code base maintenance
- Automatic and deterministic collection of tests (import)
- Automatic subset selection
- Easier refactoring (move code)
- Intuitive test shifting from unit/integration/system
- Test different environments (tests part of program)
- Less framework'ish in general (more control, less magic)

# Answer Set Programming

- Answer Set Programming
  - <https://potassco.org/>
  - API's
    - C++/Python/Lua
    - Callouts
      - @function
    - Intercept
      - Observer
      - Propagator
    - Main control
- What we need today
  - facts
  - rules & variables
  - constraints
  - conditional literals
  - aggregates
  - optimisation
  - explained when we meet them

```

1 % facts (atoms)
2 beer(valdieu, 8).
3 beer(radler, 0).
4 pils(gulpener, 6).
5 ale(kilkenny, 4).
6
7 % rule: head :- body
8 alcoholic(B) :- beer(B, _).
9
10 % disjunction
11 beer(B, A) :- pils(B, A).
12 beer(B, A) :- ale(B, A).
13
14 % conjunction
15 special(B) :- beer(B, A), A > 5.
16
17 % choice
18 { drink(radler, 0) }.
19 { drink(B, A) } :- beer(B, A).
20
21 % constraint, it cannot be that...
22 :- drink(B, A), A = 0.
23
24 % conditional literals ('such that')
25 specials(T) :- T = { beer(B, A) : special(B) }.
26
27 % output control
28 #show drink/2.
29 #show specials/1.

```

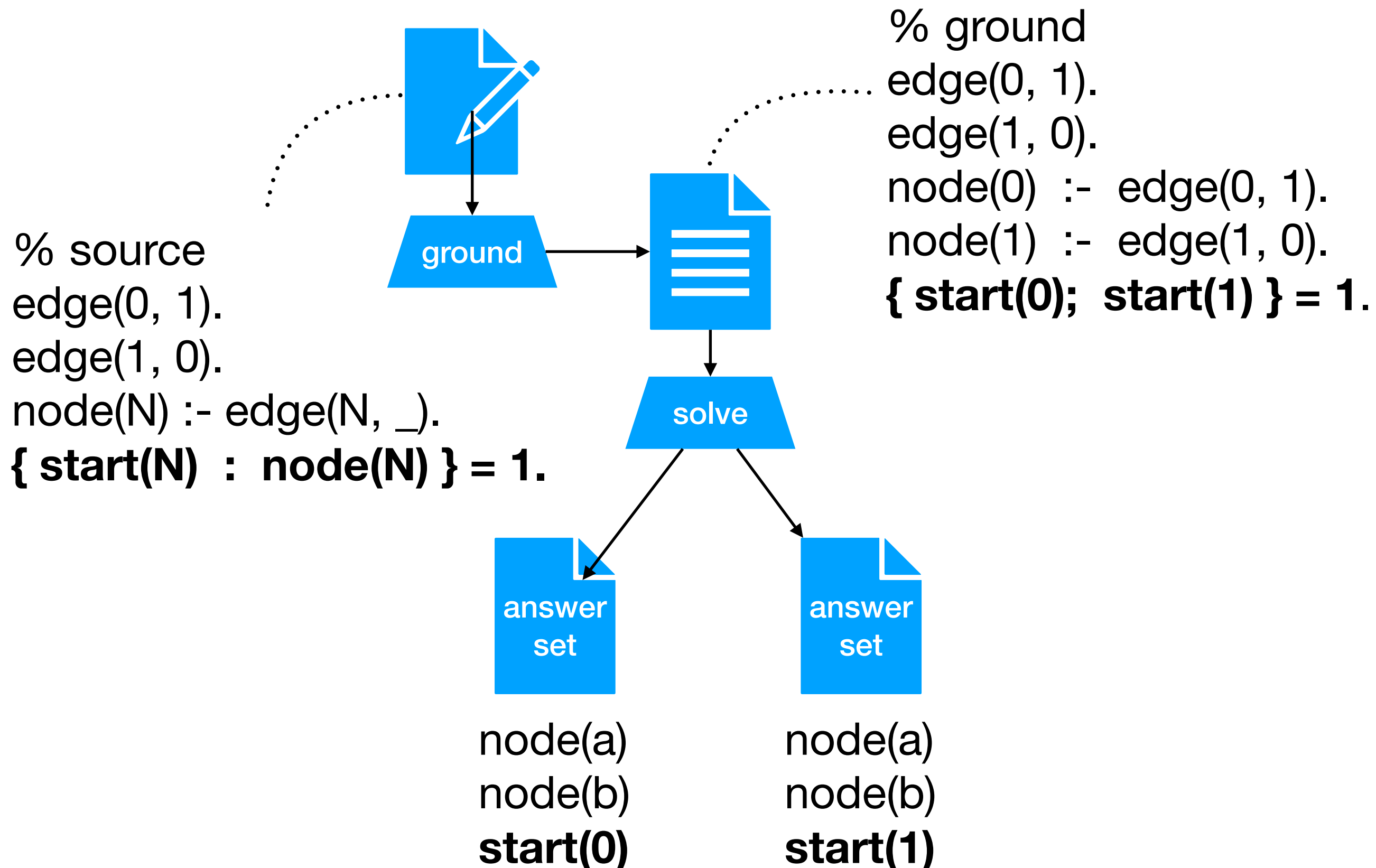
crash course ASP

see Codespace

we'll repeat it when  
we meet them again



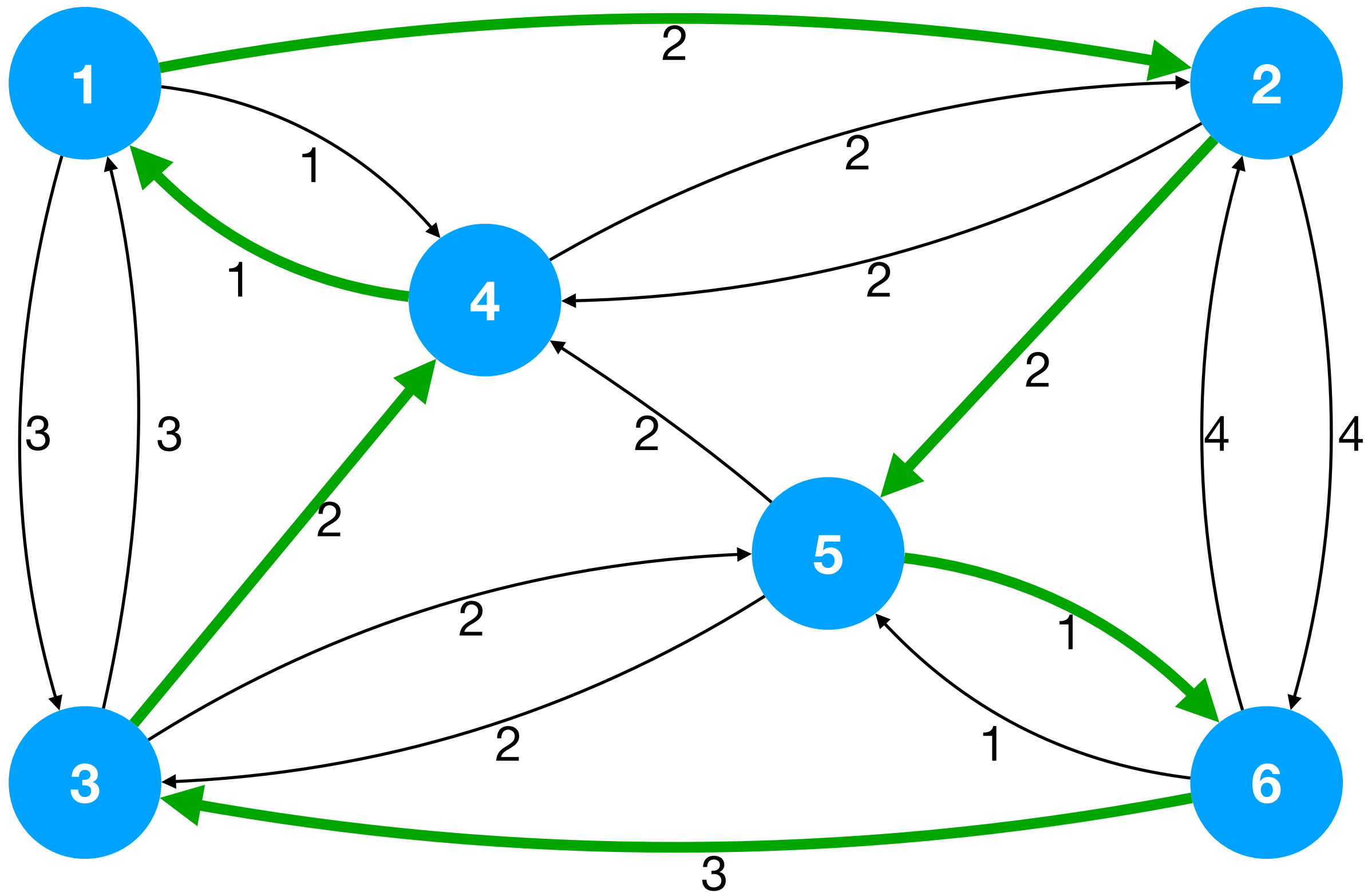
# How to test ASP?



# Design

- ASP code compatibility
  - No #script
  - No #theory
  - Only predicates.
  - Vanilla 'clingo' still works on code with tests.
- Drop-in replacement for 'clingo' (WIP)

# Hamiltonian Path



# Hands-On (CodeSpace)

```
1 %%%%%%%%% Problem Instance %%%%%%%%%
2
3 % edge(From, To, Cost). We use facts.
4 edge(1,2,2). edge(2,4,2). edge(3,1,3). edge(4,1,1). edge(5,3,2). edge(6,2,4).
5 edge(1,3,3). edge(2,5,2). edge(3,4,2). edge(4,2,2). edge(5,4,2). edge(6,3,3).
6 edge(1,4,1). edge(2,6,4). edge(3,5,2). edge(5,6,1). edge(6,5,1).
7
8
9 assert("6 nodes") :- { node(N) } = 6.
10 assert("incident in", N) :- node(N), edge(_, N, _).
11 assert("incident out", N) :- node(N), edge(N, _, _).
12 assert("valid costs", S, E) :- edge(S, E, C), C > 0, C < 10.
13 assert("minimal cost") :- #sum { C, A, B : step(A, B), edge(A, B, C) } < 12.
14
15
16 %%%%%%%%% Problem Encoding %%%%%%%%%
17
18 %%%% Preparation %%%%
19 % Infer nodes from edges. We use a simple disjunctive rule: head :- body.
20 node(N) :- edge(N, _, _). % variable N, wildcard _
21 node(N) :- edge(_, N, _). % disjunction/or
22
23
24 %%%% Generation %%%%
25 % Choose an arbitrary step. We use conditional literal ("such that") + choice
26 step(A, B) : edge(A, B, _).
27
28 % if you have one step, choose a connected one, but not back.
29 step(B, C) : edge(B, C, _), C <> A :- step(A, B).
30
31 % Path to given node via step's. We use a disjunctive rule with conjunction
```