

P-log System manual

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Contents

1	System installation	2
2	System usage	2
3	Command Line Options	4
4	Syntax Description	5
4.1	Sort definitions	5
4.2	Attribute Declarations	7
4.3	Program Statements	7
4.3.1	Program Rules	7
4.3.2	Pr-Atoms	7
4.4	Program Examples	8
5	Error Checking	8
5.1	Type errors	8
5.1.1	Sort definition errors	8
5.1.2	Attribute declarations errors	9
5.1.3	Errors in program statements	10
5.2	Type warnings	10

1 System installation

For the latest instructions on system installation, please refer to <https://github.com/iensen/plog2.0/wiki/Installation-Instructions>.

2 System usage

The system accepts ASCII files as inputs. The file can be of any extension (we recommend .plog).

A file acceptable by the system should consist of:

1. A P-log program, consisting of three sections:
 - sorts definitions,
 - attribute declarations, and
 - program rules
2. A query.

For example, consider the following program, where sort definitions start with keywords `sorts`, attribute declarations start with keyword `attributes`, program rules start with keyword `statements`, and query starts with symbol `?`:

```
sorts
```

```
#dice={d1,d2}.
#score={1,2,3,4,5,6}.
#person={mike,john}.
#bool = {true,false}.
```

```
attributes
```

```
roll:#dice->#score.
owns:#dice,#person->#bool.
```

```
statements
```

```
owns(d1,mike).
owns(d2,john).
```

```
random(roll(D)).
```

```
%probability information
```

```
pr(roll(D)=6|owns(D,mike))=1/4.
```

```
? roll(d1)=1.
```

The program, originally introduced in [3], describes a scenario with two dice being rolled, belonging to Mike and John respectively. Mike's die is more likely to produce 6 as an outcome, as defined by the pr-atom

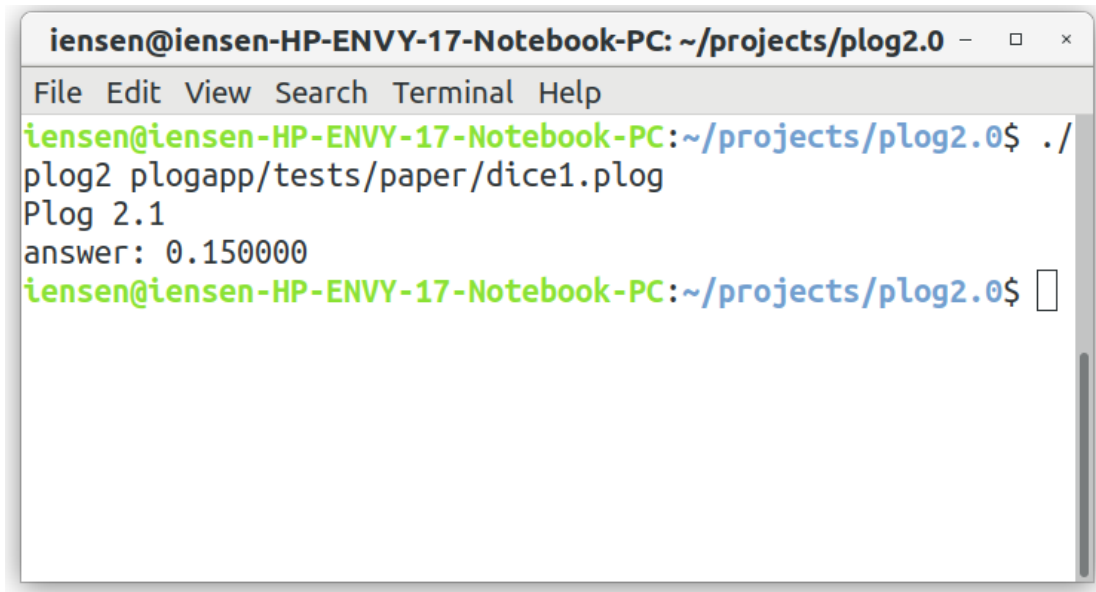
$$pr(roll(D) = 6 \mid owns(D, mike)) = 1/4.$$

By the so called *principle of indifference* used by P-log, the probabilities of the remaining outcomes equal to $(1 - 1/4)/5 = 3/20$. Thus, the answer to the query $roll(d1) = 1$ is $3/20$. Note that all outcomes of John's die are equally likely, so the answer to the query $roll(d2) = 1$ is equal to $1/6$.

To compute the query probability using the system, we need to store it in a file and run the command:

$plog2 \ [path_to_file]$

where *plog2* is the name of the p-log executable. For example, assuming the file is stored in *plogapp/tests/paper/dice1.plog* in our system, we get the following output:



```
iensen@iensen-HP-ENVY-17-Notebook-PC: ~/projects/plog2.0 - □ ×
File Edit View Search Terminal Help
iensen@iensen-HP-ENVY-17-Notebook-PC:~/projects/plog2.0$ ./
plog2 plogapp/tests/paper/dice1.plog
Plog 2.1
answer: 0.150000
iensen@iensen-HP-ENVY-17-Notebook-PC:~/projects/plog2.0$ □
```

Figure 1: P-log output

The solver also allows to compute possible worlds of a given program. For that, pass an option `--mode=pw` to the solver. For example, in order to compute possible worlds of a program stored in *plogapp/tests/causal/courtorder.plog*, run the command `./plog2 --mode=pw plogapp/tests/causal/courtorder.plog`, where *plog2* is the system executable. Below is an example output:

```

./plog2 --mode=pw plogapp/tests/causality/courtorder.plog
Plog 2.1
Possible Worlds:
1: {court_order(0), court_order(1) = false, court_order(2) = false,
    court_order(3) = false, captain_order(1), captain_order(0) = false,
    captain_order(2) = false, captain_order(3) = false,
    shoot(a, 2), shoot(b, 2), shoot(a, 0) = false,
    shoot(a, 1) = false, shoot(a, 3) = false, shoot(b, 0) = false,
    shoot(b, 1) = false, shoot(b, 3) = false, dead(3),
    dead(0) = false, dead(1) = false, dead(2) = false}

Probabilities:
1: 1

```

The details of the syntax of the language can be found in [2] and in the following sections.

3 Command Line Options

In this section we will describe the meanings of command line options supported by P-log. As of right now, the system requires a single argument which is a path to the p-log file.

In addition, it supports the following named arguments:

- `--mode=X`, where `X` is one of `pw` or `query`. When `X` is `pw`, the solver computes possible worlds of a given program. Otherwise, it computes the probability of the query. The default value is `query`.
- `--algo=X`, where `X` is one of `naive` or `dco`. When `X` is `naive`, the solver uses naive algorithm to compute the query by computing possible worlds and iterating over all of them. The algorithm is similar to the translate algorithm from [4], but, unlike the implementation by its author, our uses a more modern ASP solver, Clingo. When `X` is `dco`, the solver uses special algorithm for dynamically causally ordered programs, described in [1], which can be more efficient. Note that when the input program is not dynamically causally ordered, and `X` is `dco`, the solver behavior is undefined.

See Section 2 for an example of using this argument.

4 Syntax Description

4.1 Sort definitions

This section starts with a keyword *sorts* followed by a collection of sort definitions of the form:

$$\textit{sort_name} = \textit{sort_expression}.$$

sort_name is an identifier preceded by the pound sign (#). *sort_expression* on the right hand side denotes a collection of strings called *a sort*.

Basic sorts are defined as named collections of numbers and *identifiers*, i.e, strings consisting of

- letters: $\{a, b, c, d, \dots, z, A, B, C, D, \dots, Z\}$
- digits: $\{0, 1, 2, \dots, 9\}$
- underscore: $_$

and starting with a lowercase letter.

A *non-basic sort* also contains at least one *record* of the form $id(\alpha_1, \dots, \alpha_n)$ where *id* is an identifier and

$\alpha_1, \dots, \alpha_n$ are either identifiers, numbers or records.

We define sorts by means of expressions (in what follows sometimes referred to as statements) of six types:

1. **numeric range** is of the form:

$$\textit{number}_1..\textit{number}_2$$

where \textit{number}_1 and \textit{number}_2 are non-negative numbers such that $\textit{number}_1 \leq \textit{number}_2$.

The expression defines the set

of sequential numbers

$$\{\textit{number}_1, \textit{number}_1 + 1, \dots, \textit{number}_2\}.$$

Example:

```
#sort1=1..3.
```

#sort1 consists of numbers $\{1, 2, 3\}$.

2. **set of ground terms** is of the form:

$$\{t_1, \dots, t_n\}$$

The expression denotes a set of *ground terms* $\{t_1, \dots, t_n\}$, defined as follows:

- numbers and identifiers are ground terms;
- If f is an identifier and $\alpha_1, \dots, \alpha_n$ are ground terms, then $f(\alpha_1, \dots, \alpha_n)$ is a ground term.

Example:

`#sort1={f(a), a, b, 2}.`

3. **set of records** is of the form:

$$f(\text{sort_name}_1, \dots, \text{sort_name}_n)$$

where f is an identifier, for $1 \leq i \leq n$, sort_name_i occurs in one of the preceeding sort definitions.

The expression defines a collection of ground terms

$$\{f(t_1, \dots, t_n) : t_1 \in s_1 \wedge \dots \wedge t_n \in s_n\}$$

Example

`#s1=1..2.`
`#s2 = {a, b}.`
`#sf=f(#s1, #s2).`

The sort `#sf` consists of records $\{f(1, 1, 2), f(1, 1, 1), f(2, 1, 1)\}$

4. **set-theoretic expression** is in one of the following forms:

- $\# \text{sort_name}$
- an expression of the form 1, 2, or 3, denoting a set of ground terms
- $(S_1 \nabla S_2)$, where $\nabla \in \{+, -, *\}$ and both S_1 and S_2 are set theoretic expressions

$\# \text{sort_name}$ must be a name of a sort occurring in one of the preceeding sort definitions. The operations $+$, $*$ and $-$ stand for union, intersection and difference correspondingly.

Example :

`#sort1={a, b, 2}.`
`#sort2={1, 2, 3} + {a, b, f(c)} + f(#sort1).`

`#sort2` consists of ground terms $\{1, 2, 3, a, b, f(c), f(a), f(b), f(2)\}$.

4.2 Attribute Declarations

The second part of a P-log program starts with the keyword `attributes` and is followed by statements of the form

$$attr_symbol : \#sortName_1, \dots, \#sortName_n \rightarrow \#sortName$$

where *attr_symbol* is an identifier (in what follows referred to as an attribute symbol) and $\#sortName, \#sortName_1, \dots, \#sortName_n$ are sorts defined in sort definitions section of the program.

Multiple declarations containing the same attribute symbol are not allowed. Attributes with no arguments must be declared as *attr_symbol* : *sortName*₁ (example: `a : #bool`).

4.3 Program Statements

The third part of a P-log program starts with the keyword *statements* followed by a collection *rules* and *pr-atoms* (in any order). Here we give a brief overview of the system assuming that a reader is familiar with notions of a term and a literal. For the details, please refer to [2].

4.3.1 Program Rules

P-log rules are of the following form:

$$a(t) = y \leftarrow l_1, \dots, l_k, not\ l_{k+1} \dots not\ l_n. \quad (1)$$

where $a(t) = y$ is a program atom and l_1, \dots, l_k are program literals. The atom $a(t) = y$ is referred to as the *head* of the rule, and l_1, \dots, l_k is referred to as the *body* of the rule. A rule with $k = 0$ is referred to as a *fact*. The system allows for a shorthand $a(t)$ for $a(t) = true$, and standard arithmetic relations of the form $t_1\ op\ t_2$, where $op \in \{>=, <=, >, <, =, !=\}$ in the body of the rule. Three special kinds of rules are *random selection rules*, *observations* and *actions*. As defined in [2], random selection rule is a rule whose head is of one of the forms *random(a, p)* or *random(a)*. Action is a fact whose head is *do(a, y)*¹. Observation is a fact whose head is of the form *obs(a, y)* **Right now, the system only supports observations and actions whose arguments are positive atoms.**

4.3.2 Pr-Atoms

Probability atoms (in short, pr-atoms) are of the form

$$pr(a(t) = y|B) = v.$$

¹The system doesn't support rule labels and actions of the form *do(r, a, y)* defined in [2]. Therefore there has to be at most one action of each attribute term. This is a limitation we plan to overcome in future.

where $a(t) = y$ is a program atom, B is a collection of e-literals and v written as a fraction of the form n/m , where n and m are natural numbers. Example:

```
pr(roll(D)=6 | not owns(D,mike))=1/4.
```

4.4 Program Examples

For a collection of working P-log programs used for system testing and development, please refer to

<https://github.com/iensen/plog2.0/tree/master/plogapp/tests>.

5 Error Checking

Please be aware that some of the errors are not implemented yet.

In this section, we describe additional errors which are detected when no syntax error is found. The majority of the errors are related to types.

5.1 Type errors

Type errors are considered as serious issues which make it impossible to compile and execute the program. Type errors can occur in all four sections of a P-log program.

5.1.1 Sort definition errors

The following are possible causes of a sort definition error that will result in a type error message.

1. A numeric range $n_1..n_2$ (statement 1 in section 4.1) where n_1 is greater than n_2 .

Example:

```
sorts
#s=100500..1.
```

2. A set-theoretic expression (statement 4 in section 4.1) containing a sort name that has not been defined.

Example:

```
sorts
#s={a}.
#s2=#s1-#s.
```


3. Declaring a sort more than once.

Example:

```
sorts
#s={a} .
#s={b} .
```

4. A record definition (statement 3 in section 4.1) that contains an undefined sort.

Example:

```
sorts
#s=1..2.
#fs=f(#s, #s2) .
```

5.1.2 Attribute declarations errors

1. An attribute with the same name is declared more than once. *Example:*

```
sorts
#s={a} .
attributes
a: #s -> #s.
a: #s, #s -> #s.
```

2. An attribute declaration contains an undefined sort. *Example:*

```
sorts
#s={a} .
attributes
p:#ss.
```

3. An attribute name coincides with the name of a record belonging to one of the sorts. *Example:*

```
sorts
#s1={f(a)} .
#s2 = {1,2,3} .
attributes
f:#s1.
```

Here there is an attribute named f and a record $f(a)$ belonging to $\#s1$.

5.1.3 Errors in program statements

To describe errors in program statement, we need an auxiliary definition of a term.

1. numbers, identifiers and variables are *terms*;
2. If f is an identifier and $\alpha_1, \dots, \alpha_n$ are *terms*, then $f(\alpha_1, \dots, \alpha_n)$ is a *term*.
3. standard arithmetic expressions constructed from numbers, variables and operators $+$, $-$, $*$, $/$ are terms.

We will refer to terms of the form 3 as *arithmetic terms*.

For each literal $\tau_1 \odot \tau_2$ occurring in a program, $\odot \in \{>, \leq, \geq, =, \neq, <\}$, where τ_1, τ_2 are terms, we will produce errors in the following cases:

1. τ_2 is of the form $f(t_1, \dots, t_n)$, f is an attribute name;
2. τ_1 is of the form $f(t_1, \dots, t_n)$, f is an attribute name, and $\odot \notin \{=, \neq\}$;
3. τ_1 is of the form $f(t_1, \dots, t_n)$, f is an attribute declared as:

$$f : s_1, \dots, s_m \rightarrow s_{m+1}$$

where $n \neq m$

4. τ_1 is of the form $f(t_1, \dots, t_n)$, f is an attribute declared as:

$$f : s_1, \dots, s_n \rightarrow s_{n+1}$$

and for some $i \in 1..n$, t_i is a ground term not belonging to s_i ;

5. τ_1 is of the form $f(t_1, \dots, t_n)$, f is an attribute declared as:

$$f : s_1, \dots, s_n \rightarrow s_{n+1}$$

and τ_2 is a ground term such that $\tau_2 \notin s_{n+1}$.

5.2 Type warnings

This section is to be completed and implemented. At the very least, we plan to support finite-domain constraint-based typechecking which will flag rules with no ground instances. In addition, we will flag empty sorts. There should be a user option to disable both warnings.

References

- [1] Evgenii Balai et al. *Investigating and Extending P-log*. PhD thesis, 2017.
- [2] Evgenii Balai, Michael Gelfond, and Yuanlin Zhang. P-log: refinement and a new coherency condition. *Annals of Mathematics and Artificial Intelligence*, 86(1):149–192, Jul 2019.
- [3] Michael Gelfond and Yulia Kahl. *Knowledge representation, reasoning, and the design of intelligent agents: The answer-set programming approach*. Cambridge University Press, 2014.
- [4] Weijun Zhu. *Plog: Its algorithms and applications*. PhD thesis, 2012.