

# Optimization of an abductive reasoner for description logics

Master thesis

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- Description logics
  - $\mathcal{ALC}$ ,  $\mathcal{EL}++$
  - DL Tableau algorithm
- Abduction
  - ABox abduction
  - Minimal Hitting Set algorithm
- Reasoning
  - ELK, JFact, Hermit, Pellet
- Implementation
  - Reiter's algorithm with optimizations
  - adjusted MergeXPlain algorithm
- Evaluation of results

- family of knowledge representation languages
- every description logic has different expressivity
- each type of expressivity supports different constructors
- we will use  $\mathcal{ALC}$  and  $\mathcal{EL}++$  DL

# Description logic (DL)

## Syntax

- $\mathcal{ALC}$  DL is shaped by 3 mutually disjoint sets:

$$N_I = \{a, b, c \dots\}$$

$$N_C = \{A, B, C \dots\}$$

$$N_R = \{R_1, R_2, R_3\}$$

- individual, concept (atomic or complex)
- $\mathcal{ALC}$  DL consists of following constructors:

$$\neg, \sqcup, \sqcap, \forall, \exists$$

DL conceptualization: Everybody who is sick, is not happy.

$$Sick \sqsubseteq \neg Happy \text{ (axiom)}$$

- ontology describes relationships between entities in a specific area
- contains knowledge base  $\mathcal{KB} = (\mathcal{T}, \mathcal{A})$
- $\mathcal{T}$  stands for TBox,  $\mathcal{A}$  stands for ABox
- TBox contains axioms that model ontology
- ABox contains assertion axioms

$$\mathcal{KB} = \left\{ \begin{array}{l} Sick \sqsubseteq \neg Happy \\ mary : Sick \end{array} \right\}$$

- Reasoning problems: consistency, satisfiability, inference
- Algorithm: DL Tableau algorithm
- Aims: finding model, classification
- Current reasoners: Elk, JFact, Hermit, Pellet

- Knowledge base and observation is known
- Search for explanations

$$\mathcal{KB} = \{ \textit{Sick} \sqsubseteq \neg \textit{Happy} \}$$

$$\mathcal{O} = \{ \textit{mary} : \neg \textit{Happy} \}$$

- We use adjusted minimal HS algorithm to find minimal explanations
- Algorithm finds this explanation:

$$\mathcal{E}_1 = \{ \textit{mary} : \textit{Sick} \}$$

# Reiter's algorithm: Minimal hitting set

- Reiter's algorithm computes minimal hitting sets
- Definitions: Hitting set, HS-tree
- Algorithm: Generate pruned HS-tree
- Optimizations:
  - Observation can not be an explanation
  - Explanation that is not minimal does not even have to be considered



- Academy

$$\mathcal{KB} = \left\{ \begin{array}{l} \textit{Professor} \sqcup \textit{Scientist} \sqsubseteq \textit{Academician} \\ \textit{AssocProfessor} \sqsubseteq \textit{Professor} \end{array} \right\}$$

$$\mathcal{O} = \{ \textit{jack} : \textit{Academician} \}$$

$$\mathcal{E} = \{ \textit{jack} : \textit{Professor}, \textit{jack} : \textit{Scientist}, \textit{jack} : \textit{AssocProfessor} \}$$

- Test

$$\mathcal{KB} = \left\{ \begin{array}{l} E \sqsubseteq C \\ F \sqsubseteq D \end{array} \right\}$$

$$\mathcal{O} = \{ a : C \}$$

$$\mathcal{E} = \{ a : E \}$$

- Implementation of Reiter's algorithm with optimizations for simple concepts:
  - works for observation given as simple concept yet
  - tested on both ontologies with correct results
- Started implementation of MergeXPlain algorithm for simple concepts:
  - designed for observation given as simple concept yet
  - not working quite good yet

# What is next?

- Modify implementation of Reiter's algorithm with optimizations:
  - to accept complex concept as observation
  - to accept more complex concepts as observation
  - add more optimizations
- Modify implementation of MergeXPlain algorithm:
  - to process correctly observation given as simple concept
  - to accept complex concepts and possibly more complex concepts as observation
- Evaluation of results (ELK/JFact/Hermit/Pellet)

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Thank you for your attention