

Advances in *gringo* series 3

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Outline

1 Introduction

2 (New) Features

3 Summary

Outline

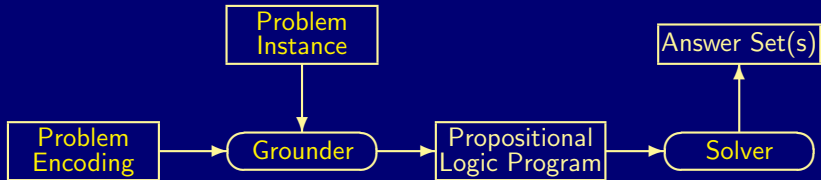
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Motivation

Answer Set Programming (ASP) =
Knowledge Representation + Instantiation + Search



Grounders

lparse stratified domain predicates

gringo 2.x.x non-recursive domain predicates

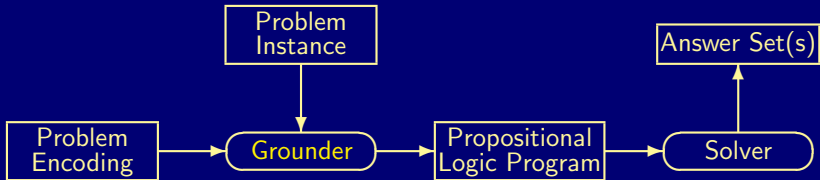
dlv safe programs w/o domain predicates

gringo 3.x.x safe programs + rich language of *gringo* 2.x.x !

 semi-naive bottom-up evaluation

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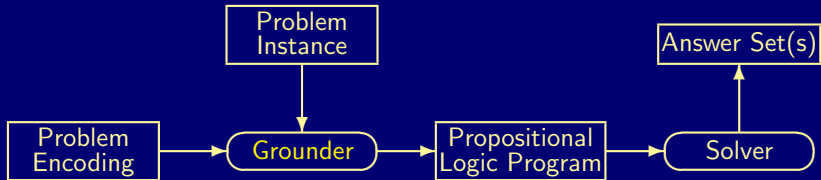
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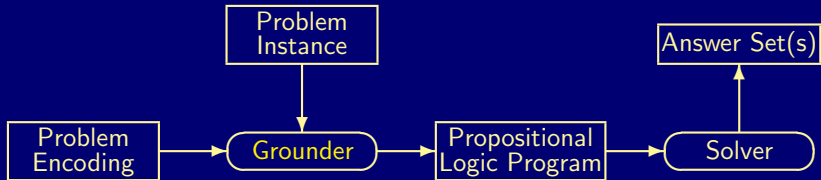
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(Non-Recursive) Domain Predicates

Connected Graph Design

```
node(1..5).  
{ edge(1,X) } :- node(X).  
{ edge(X,Y) } :- reached(X), node(Y).  
reached(Y)    :- edge(X,Y), node(X;Y).  
               :- node(X),    not reached(X).
```

Finite Grounding ?

- Sources of infinity
 - 1 (built-in) arithmetics
 - 2 (nested) uninterpreted functions
 - 3 allow for representing the Halting problem (see paper)
- Finiteness guarantees up to the user
 - 3 provide built-in or domain predicates (if needed)

Safe Programs

Connected Graph Design

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Representing Aggregates

Aggregate Operations

- `#count`, `#sum`, `#min`, `#max`, `#avg`, `#even`, `#odd`, e.g., in
`l #count{...} u` and `l #sum[...] u`
- “traditional” cardinality and weight constraints, looking like
`l #count{...} u` and `l #sum[...] u`

A *gringo* 2.x.x program

```
d(1;2;3).  
{ p(X) : d(X) }.  
  all :- S = #sum[ d(X) : d(X) = X ],  
         S    #sum[ p(X) : d(X) = X ].
```

 Implicit domains in (body) aggregates

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Implicit domains in (body) aggregates

Optimization Statements (1)

Declarativeness ?

By *lparse* convention

```
#minimize[ p(X) = X ].
```

```
#maximize[ p(Y) = Y ].
```

map to

```
#minimize[ p(X) = X, not p(Y) = Y' ].
```

where $X \ll Y'$, but

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Optimization Statements (2)

Precedence Levels in *gringo* 3.x.x

```
#minimize[ p(X) = X @ 1 ].  
#maximize[ p(Y) = Y @ 2 ].
```

and

```
#maximize[ p(Y) = Y @ 2 ].  
#minimize[ p(X) = X @ 1 ].
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each map to

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#minimize[ p(X) = X, not p(Y) = Y' ].
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where $X \ll Y'$.

 Precedence levels can also be specified via variables, e.g., in

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#minimize[ p(X) = X @ X ].  
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Embedded Scripting Language (lua.org)

Greatest Common Divisor

```
#begin_lua
function gcd(a,b)
    if a == 0 then return b else return gcd(b % a,a) end
end
#end_lua.

p(2*3*5;2*3*7;2*5*7) .
q(X,Y,@gcd(X,Y)) :- p(X;Y), X < Y.
```

Ground Instantiation

```
p(30) .           p(42) .           p(70) .
q(30,42,6) .      q(30,70,10) .      q(42,70,14) .
```



More advanced features include, e.g., database connectivity

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Convenience Features

Output Projection at Atom Level

```
mc(C1,C2) :- hc(C1,V1,C2,V2), C1 != C2.  
#hide.  
#show mc(C1,C2).
```

Assignment Operator

```
#const m = 4.  #const n = 2.  
product(X*Y) :- .
```

Reification

```
$ gringo --reify    1{ p(X) : X = 1..3 }2 :- not p(3).  
rule(pos(sum(1,0,2)),pos(conjunction(0))).    set(0,neg(atom(p(3)))).  
wlist(0,0,pos(atom(p(1))),1).  wlist(0,1,pos(atom(p(2))),1).  wlist(0,2,pos(atom(p(3))),1).
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Generalized Assignment Operator

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#const m = 4. #const n = 2.  
product(X*Y) :- X = 1..m, Y = 1..n.
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- Extension to *dlv*-style aggregates and weak constraints
- Common standard for ASP input languages
 - more than normal logic programs
 - less than ASP-RfC (@ ASP Competition 2011)
-  backward compatibility + coherent semantics
- Comprehensive documentation ... sorry for that !

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