

Stream Reasoning with Answer Set Programming

— Preliminary Report —

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Outline

- 1 Introduction
- 2 Reactive ASP
- 3 Stream Reasoning
- 4 Outlook

Outline

1 Introduction

2 Reactive ASP

3 Stream Reasoning

4 Outlook

Motivation

- Answer Set Programming (ASP) integrates
 - 1 Concise high-level (first-order) specification
 - 2 Powerful low-level (propositional) reasoning

➡ Two-phase computations

- 1 Instantiation (*gringo*)
- 2 Search (*clasp*)

- Stream processing concerned with
 - 1 High-throughput
 - 2 Continuous data
- How use ASP for knowledge-intense stream reasoning?
 - 1 Handle emerging/expiring data upon instantiation
 - 2 Reuse previously learned information upon search
- Knowledge-intense stream reasoning can benefit from
 - 1 High automation
 - 2 Computational poweroffered by ASP systems

Motivation

- Answer Set Programming (ASP) integrates
 - 1 Concise high-level (first-order) specification
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- 1 Instantiation (*gringo*)
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Outline

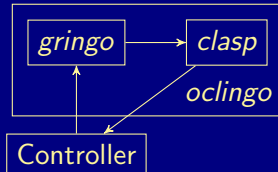
1 Introduction

2 Reactive ASP

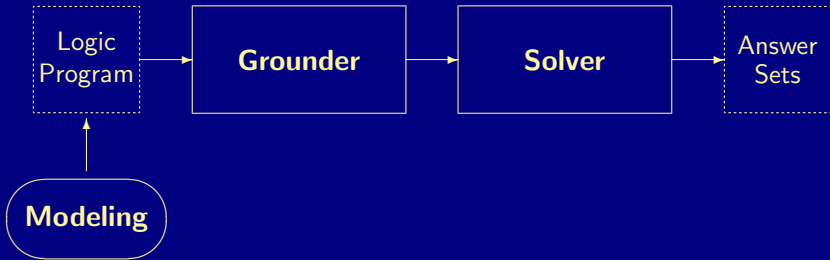
3 Stream Reasoning

4 Outlook

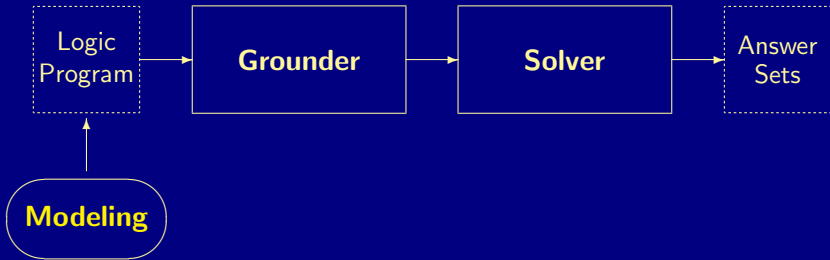
- Reactive grounding and solving
- Online solving in dynamic domains, like Robotics
- Basic architecture of *oclingo*:



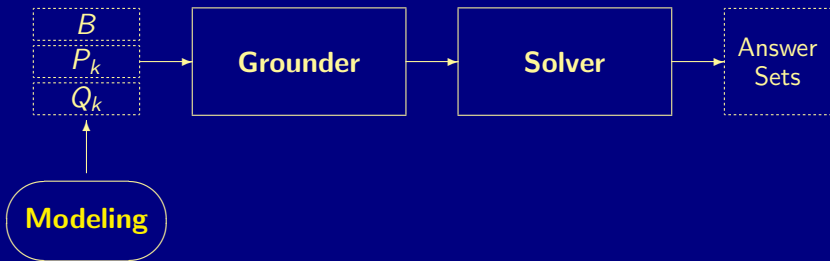
Reactive ASP Solving Process



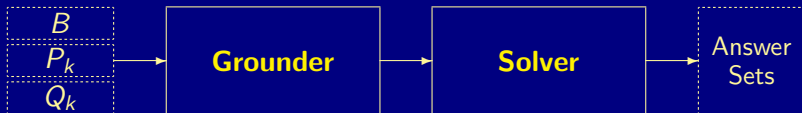
Reactive ASP Solving Process



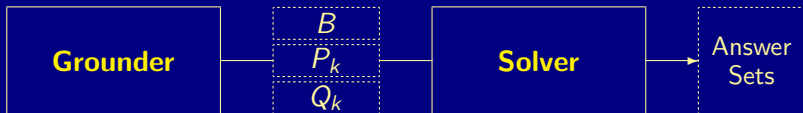
Reactive ASP Solving Process



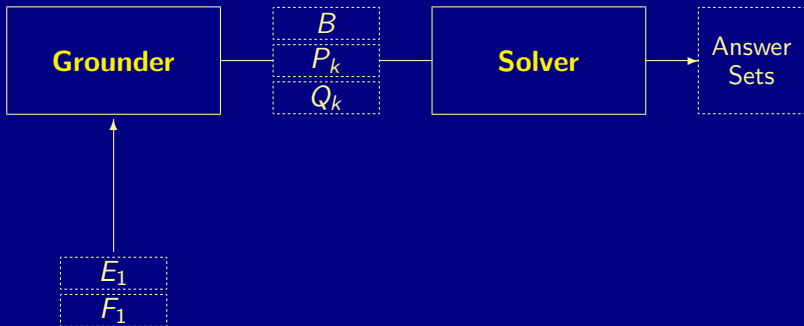
Reactive ASP Solving Process



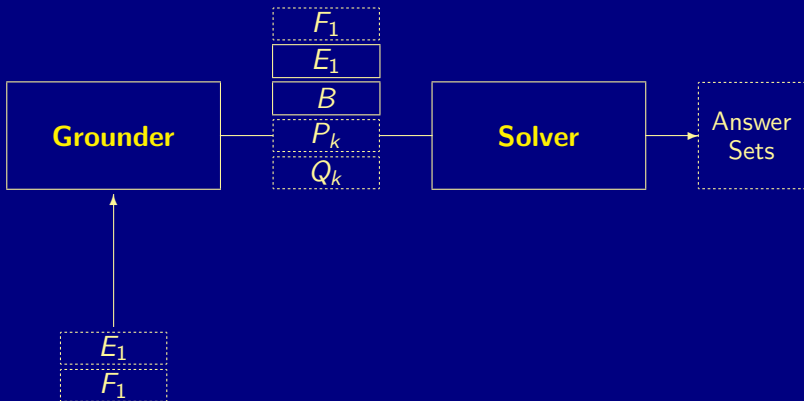
Reactive ASP Solving Process



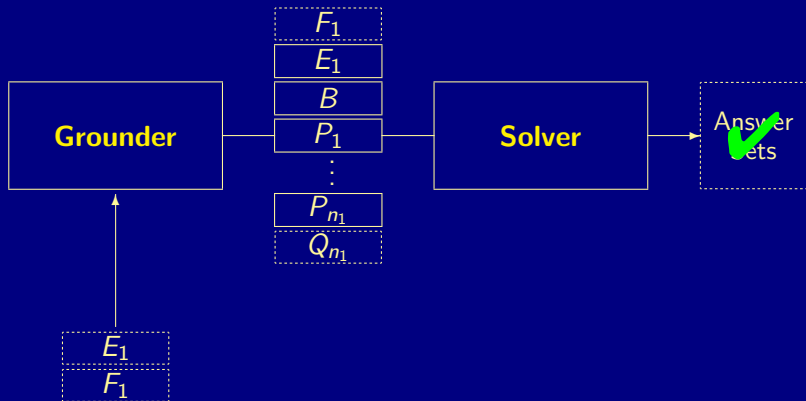
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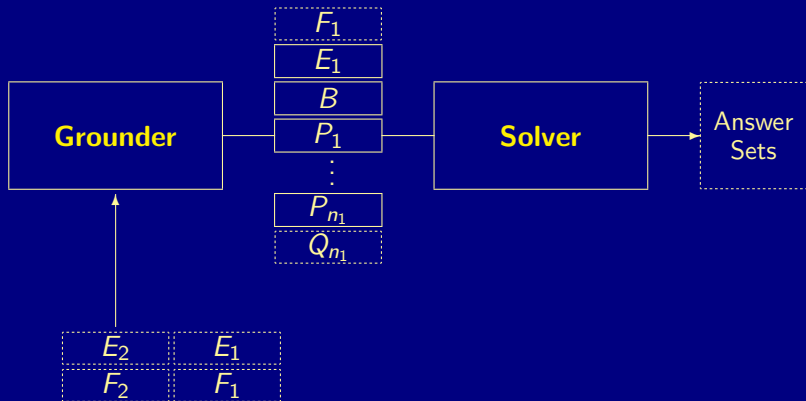
Reactive ASP Solving Process



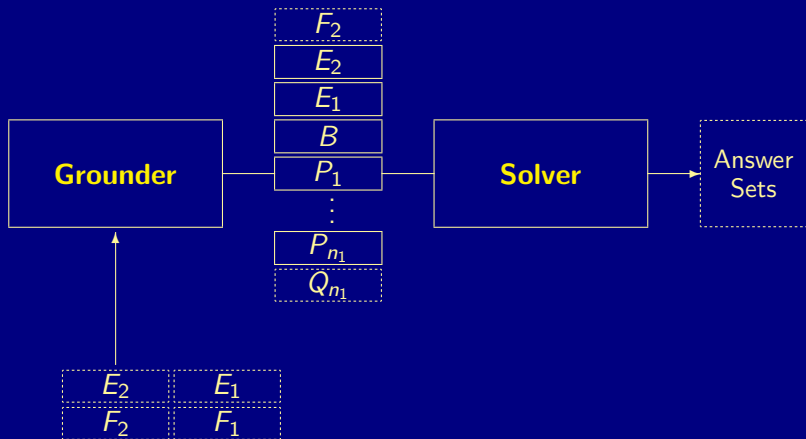
Reactive ASP Solving Process



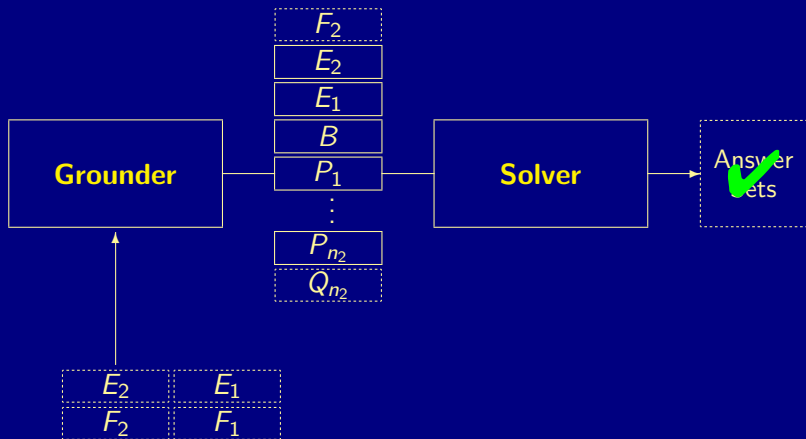
Reactive ASP Solving Process



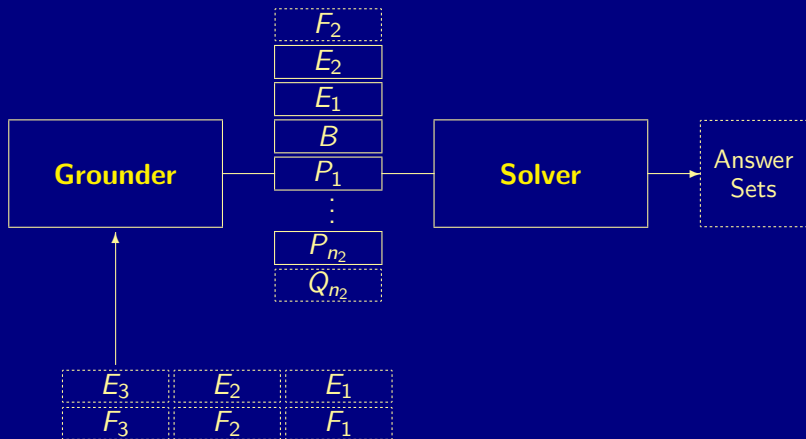
Reactive ASP Solving Process



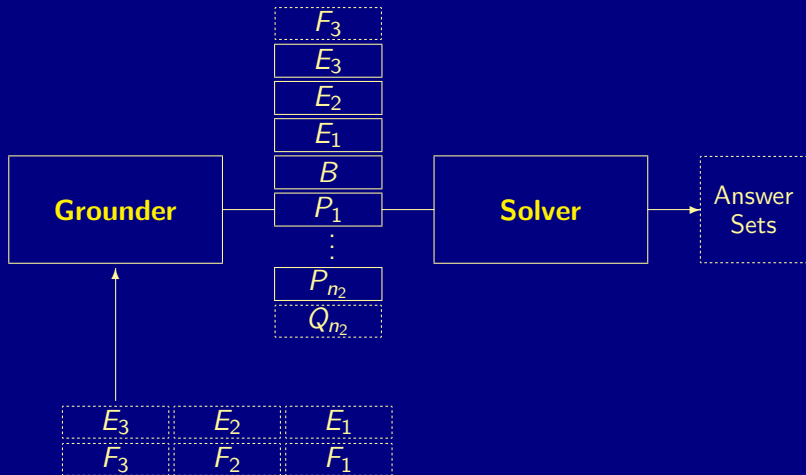
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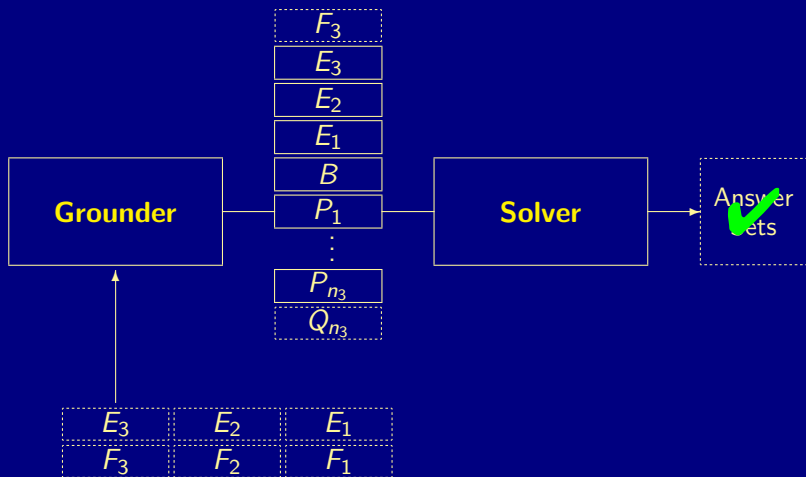
Reactive ASP Solving Process



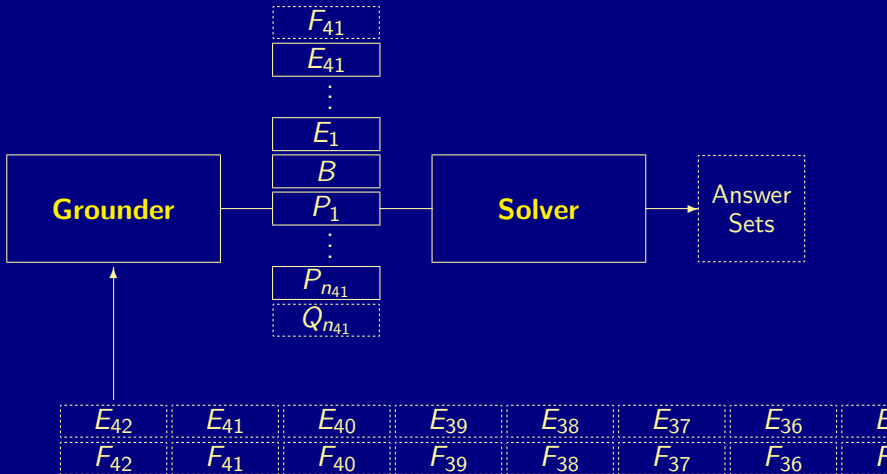
Reactive ASP Solving Process



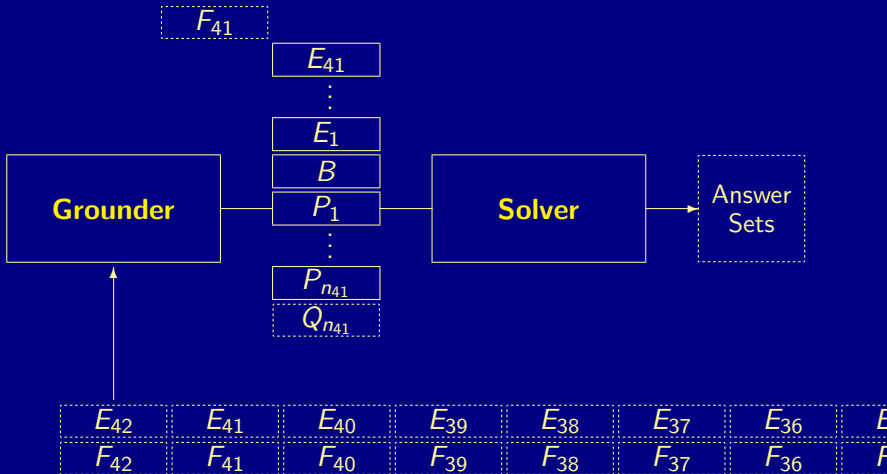
Reactive ASP Solving Process



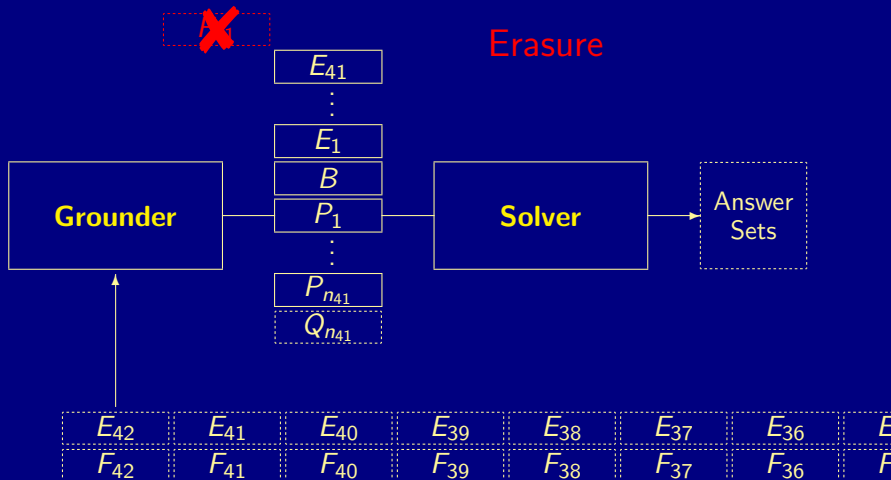
Reactive ASP Solving Process



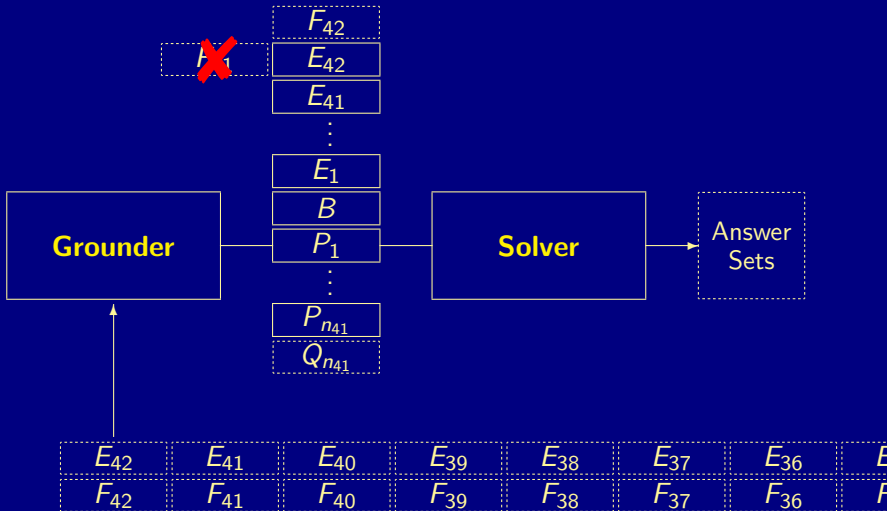
Reactive ASP Solving Process



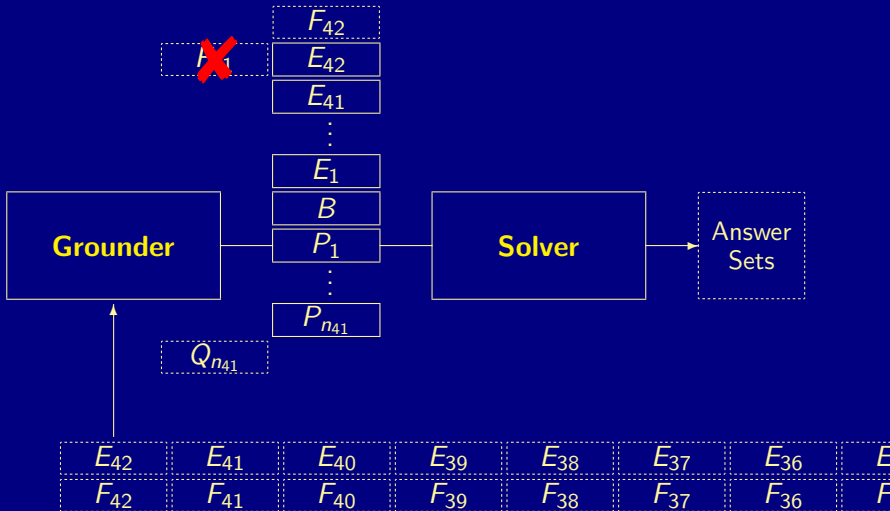
Reactive ASP Solving Process



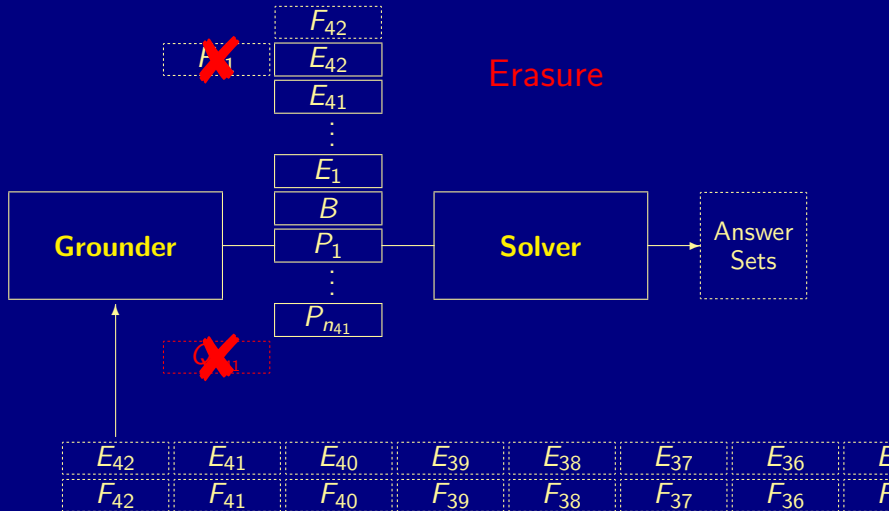
Reactive ASP Solving Process



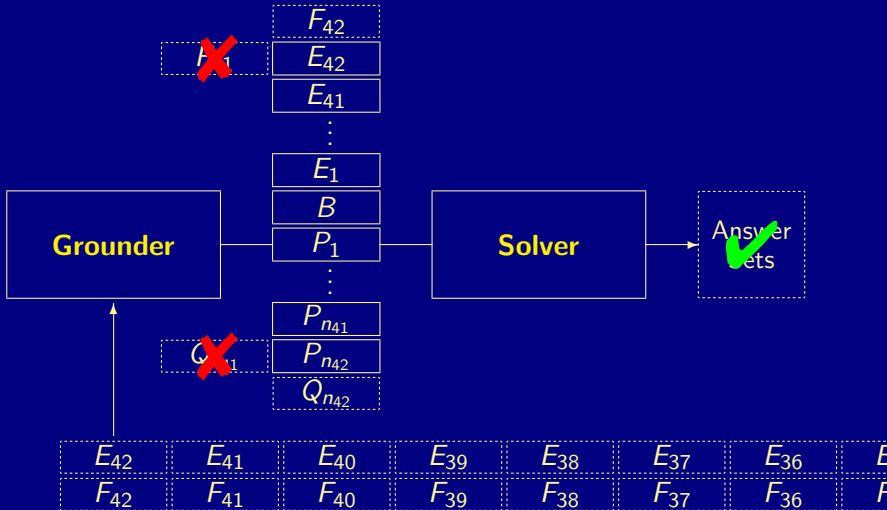
Reactive ASP Solving Process



Reactive ASP Solving Process



Reactive ASP Solving Process



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Sliding Windows

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...

- Continuous data flow
- Reasoning over recent data
- ➡ Focus on **time window**

Sliding Windows

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

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- Reasoning over recent data
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Sliding Windows

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- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
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Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

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Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	<i>x</i>	<i>✓</i>	<i>x</i>	

- Continuous data flow
- Reasoning over recent data
- ➡ Focus on **time window**

Traditional ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding

```
accept :-  
    read(a,T),  
    read(a,T-1).
```

Data

```
read(a,1).  
read(a,2).  
read(b,3).
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

Traditional ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding

```
accept :-  
    read(a,T),  
    read(a,T-1).
```

Data

```
read(a,1).  
read(a,2).  
read(b,3).
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

Traditional ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding

```
accept :-  
    read(a,T),  
    read(a,T-1).
```

Data

```
read(a,1).  
read(a,2).  
read(b,3).
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

Traditional ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding

```
accept :-  
    read(a,T),  
    read(a,T-1).
```

Data

```
read(a,1).  
read(a,2).  
read(b,3).
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

Traditional ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding

```
accept :-  
    read(a,T),  
    read(a,T-1),  
not read(a;b,T+1).
```

Data

```
read(a,1).  
read(a,2).  
read(b,3).
```

Instantiation

```
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data remain persistent !

Traditional ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding

```
accept :-  
    read(a,T),  
    read(a,T-1),  
not read(a;b,T+1).
```

Data

```
read(a,1).  
read(a,2).  
read(b,3).
```

Instantiation

```
accept :- read(a,2), read(a,1),  
          not read(a;b,3).  
accept :- read(a,3), read(a,2),  
          not read(a;b,4).
```

✗ Data remain persistent !

Traditional ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding

```
accept :-  
    read(a,T),  
    read(a,T-1),  
not read(a;b,T+1).
```

Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,2), read(a,1),  
          not read(a;b,3).  
accept :- read(a,3), read(a,2),  
          not read(a;b,4).
```

✗ Data remain **persistent** !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1),  
not read(a;b,t+1).
```

E-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,2), read(a,1),  
          not read(a;b,3).  
accept :- read(a,3), read(a,2),  
          not read(a;b,4).
```

✗ Data remain persistent !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1),  
not read(a;b,t+1).
```

\mathcal{E} -Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,2), read(a,1),  
          not read(a;b,3).  
accept :- read(a,3), read(a,2),  
          not read(a;b,4).
```

✗ Data remain **persistent** !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data remain persistent !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data remain persistent !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	<i>x</i>	x	<i>x</i>	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

x Data remain persistent !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✗	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data remain persistent !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	X	X	X	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

X Data remain persistent !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
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Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
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Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

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```
accept :- read(a,1), read(a,0).  
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Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data must be **replayed** !

(Simplified) Reactive ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data must be **replayed** !

NEW (Simplified) Stream ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data must be **replayed** !

NEW (Simplified) Stream ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F:L-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data must be replayed !

NEW (Simplified) Stream ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F:2-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data must be replayed !

NEW (Simplified) Stream ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F:2-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data must be replayed !

NEW (Simplified) Stream ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	✗	✓	✗	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F:2-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).
```

✗ Data must be replayed !

NEW (Simplified) Stream ASP

Running Example

- Continuously recognize strings matching: $(a|b)^*aa$

Position	1	2	3	...
Reading	<i>a</i>	<i>a</i>	<i>b</i>	...
	<i>x</i>	<i>✓</i>	<i>x</i>	

Encoding[t]

```
accept :-  
    read(a,t),  
    read(a,t-1).
```

F:L-Data

```
read(a,1).  
read(a,2).  
read(b,3).  
...
```

Instantiation

```
accept :- read(a,1), read(a,0).  
accept :- read(a,2), read(a,1).  
accept :- read(a,3), read(a,2).  
...
```

- Seamless integration of online data with offline encoding !**

Outline

- 1 Introduction
- 2 Reactive ASP
- 3 Stream Reasoning
- 4 Outlook

Discussion

- We provide

- 1 Language
- 2 Semantics
- 3 Modeling techniques
- 4 (Prototype) implementation

for transparent grounding and solving of (time-decaying) logic programs w.r.t. emerging/expiring stream data

- Future work addresses

- 1 Data cleansing
- 2 Query answering
- 3 Optimization support

➔ ASP technology for knowledge-intense stream reasoning

- Application areas include

- 1 Ambient Assisted Living
- 2 Robotics Planning and Control
- 3 Policy Monitoring and Enforcement
- 4 etc.