

# Answer Set Solving in Practice

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# Rough Roadmap

- 1 Motivation
  - 2 Introduction
  - 3 Modeling
  - 4 Language
  - 5 Grounding
  - 6 Foundations
  - 7 Solving
  - 8 Multi-shot solving
  - 9 Theory solving
  - 10 Heuristic programming
  - 11 Systems
  - 12 Advanced modeling
  - 13 Preferences and Optimization
  - 14 Applications
  - 15 Summary
- Bibliography

# Resources

- Course material

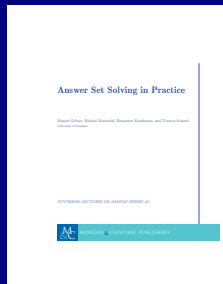
- <http://potassco.org/teaching>

- Systems

- *clasp* <http://potassco.org>
  - *clingo* <http://potassco.org>
  - *dlv* <http://www.dlvsystem.com>
  - *smodels* <http://www.tcs.hut.fi/Software/smodels>
  - *wasp* <https://www.mat.unical.it/ricca/wasp>
  - *gringo* <http://potassco.org>
  - *lparse* <http://www.tcs.hut.fi/Software/smodels>
  - *asparagus* <http://asparagus.cs.uni-potsdam.de>

# The Potassco Book

1. Motivation
2. Introduction
3. Basic modeling
4. Grounding
5. Characterizations
6. Solving
7. Systems
8. Advanced modeling
9. Conclusions

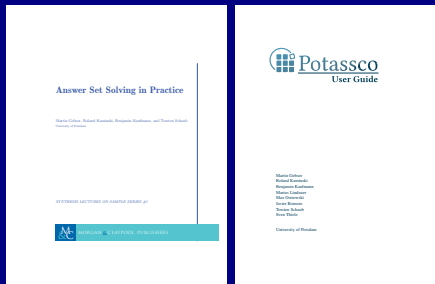


## Resources

- <http://potassco.org/book>
- <http://potassco.org/teaching>

# The Potassco Book and Guide

1. Motivation
2. Introduction
3. Basic modeling
4. Grounding
5. Characterizations
6. Solving
7. Systems
8. Advanced modeling
9. Conclusions

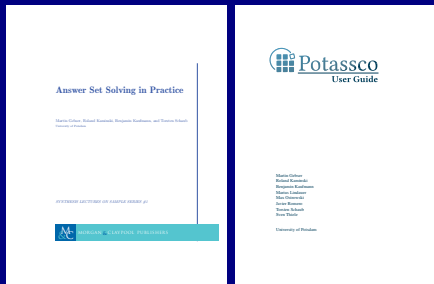


## Resources

- <http://potassco.org/book>
- <http://potassco.org/teaching>

# The Potassco Book and Guide

1. Motivation
2. Introduction
3. Basic modeling
4. Grounding
5. Characterizations
6. Solving
7. Systems
8. Advanced modeling
9. Conclusions



## Resources


- <http://potassco.org/book>
- <http://potassco.org/teaching>

# Literature

Books [2], [31], [42], [58]

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