

GASP: Answer Set Programming with Lazy Grounding

A. Dal Palù¹, A. Dovier², E. Pontelli³, and G. Rossi¹

¹ Dip. Matematica, Univ. Parma,

{alessandro.dalpalu|gianfranco.rossi}@unipr.it

² Dip. Matematica e Informatica, Univ. Udine, dovier@dimi.uniud.it

³ Dept. Computer Science, New Mexico State Univ., epontell@cs.nmsu.edu

Abstract. In this paper we present a novel methodology to compute stable models in Answer Set Programming. The process is performed with a bottom-up approach that does not require the preprocessing of the typical grounding phase. The implementation is completely in Prolog and Constraint Logic Programming over finite domains.

1 Introduction

In recent years, we have witnessed a significant increase of interest towards the *Answer Set Programming* (briefly, ASP) paradigm [14, 15]. The growth of the field has been sparked by two essential activities:

- The development of effective implementations (e.g., SMOBELS [16], DLV [6], ASSAT [7], CMOBELS [1], CLASP [8])
- The continuous development of *knowledge building blocks* (e.g., [2]) enabling the application of ASP to various problem domains.

The majority of ASP systems rely on a two-stage computation model. The actual computation of the answer set is performed only on propositional programs—either directly (as in SMOBELS and DLV and CLASP) or appealing to the use of a SAT solver (as in ASSAT and CMOBELS). On the other hand, the convenience of ASP programming vitally builds on the use of first-order constructs. This introduces the need of a *grounding* phase, typically performed by a separate grounding program (e.g., LPARSE or GRINGO, or the grounding module of DLV).

The development of sophisticated applications of ASP in real-world domains (e.g., planning [11], phylogenetic inference [3]) has highlighted the strengths and weaknesses of this paradigm. The high expressive power enables the compact and elegant encoding of complex forms of knowledge (e.g., common-sense knowledge, defaults). At the same time, the technology underlying the execution of ASP is still lagging behind and it is often unable to keep up with the demand of complex applications. This has been, for example, highlighted in a recent study of use of ASP to address complex planning problems (drawn from the recent international planning competitions) [18]. A problem like Pipeline (from International Planning Competition n. 5, IPC-5), whose first 9 instances can be effectively solved

by state-of-the-art planners like FF [10], can be solved only for instance 1 using ASP. Using LPARSE+SMODELS, instances 2 through 4 do not terminate within several hours of execution, while for instance 5 LPARSE generates a ground image that is beyond the input capabilities of SMODELS.

In this manuscript, we propose a novel implementation of ASP—hereafter named *GASP* (*Grounding-lazy ASP*). The spirit of our effort can be summarized as follows:

- The execution model relies on a novel bottom-up scheme;
- The bottom-up execution model does not require preliminary grounding of the program;
- The internal representation of the program and the computation make use of constraint logic programming over finite domains [4].

This combination of ideas provides a novel system with significant potentials. In particular:

- It enables the simple integration of new features in the solver, such as constraints and aggregates. If preliminary grounding was required, these features would have to be encoded as ground programs, thus reducing the capability to devise general strategies to optimize the search, and often further growing the size of the ground program.
- The adoption of a non-ground search allows the system to control the search process effectively at a higher level, enabling the adoption of Prolog-level implementations of search strategies and the use of static analysis techniques. While in theorem proving-based ASP solvers the search is driven by literals (i.e., the branching in the search tree is generated by alternatively trying to prove p and **not** p), here the search is “*rule-driven*” in the sense that an applicable rule (possibly not ground) is selected and applied.
- It reduces the impact of grounding the whole program before execution, as observed in some domains (e.g., [18]). Grounding is lazily applied to the rules being considered during construction of an answer set, and the ground rules are not kept beyond their needed use.

Given an ASP program P , the key ingredients of the proposed system are:

1. an efficient implementation of the immediate consequence operator T_P (for definite and normal programs);
2. an implementation of an alternating fixpoint procedure for the computation of well-founded models of a (non-ground) program;
3. a mechanism for nondeterministic selection and application of a ground rule to a partial model;
4. an optimization of the search procedure for a family of ASP program that exploits constraint-based mechanisms.

GASP has been developed into a prototype, completely implemented in Prolog and available from <http://www.dimi.uniud.it/dovier/CLPASP>. For efficiency,

the representation of predicates is mapped to *finite domain sets (FDSETs)*, and techniques are developed to implement a permutation-free search, which avoids the repeated reconstruction of the same answer sets. As shown in Section 6, our implementation can benefit from *Finite Domain (FD)* and *Finite Domain Set (FDSET)* constraint primitives to speed-up the answer sets search.

The prototype is aimed at demonstrating the feasibility of the proposed approach; at the current stage the system is slower than state-of-the-art ASP solvers. Actually, the T_P computation of definite programs and the computation of well-founded models have already performances comparable to other systems, while the computation of stable models needs to be further improved. In particular, performance improvements could be gained by using low level data structures that allow constant time w.r.t. linear time access to rules and models.

2 Preliminaries

Let us consider a logic language composed of a collection of propositional atoms \mathcal{A} . An ASP rule has the form:

$$p \leftarrow p_0, \dots, p_n, \mathbf{not} p_{n+1}, \dots, \mathbf{not} p_m$$

where $\{p, p_0, \dots, p_n, p_{n+1}, \dots, p_m\} \subseteq \mathcal{A}$. A program is a collection of ASP rules. We also refer to these programs as propositional programs. An ASP constraint is an ASP rule without head: $\leftarrow p_0, \dots, p_n, \mathbf{not} p_{n+1}, \dots, \mathbf{not} p_m$. ASP constraints are a syntactic extension very used in practice. The ASP constraint above is equivalent, for stable models, to $p \leftarrow \mathbf{not} p, p_0, \dots, p_n, \mathbf{not} p_{n+1}, \dots, \mathbf{not} p_m$, where p is a new propositional atom.

ASP programs can be expressed using first-order atoms, variables, and a finite set of constants. Moreover, a set of arithmetic (and other) primitives are allowed. Any non-ground rule in this case represent a family of ground rules. And every ground atom, with abuse of notation, can be seen as a propositional atom of the set \mathcal{A} . Replacing each non-ground rule with the equivalent finite set of ground rules is said the *grounding* process. For instance, the non-ground program $p(a).p(b).r(X) \leftarrow q(X, Y)$. is grounded to the ground program $p(a).p(b).r(a) \leftarrow q(a, a).r(a) \leftarrow q(a, b).r(b) \leftarrow q(b, a).r(b) \leftarrow q(b, b)$.

Given a rule $a \leftarrow body$, let us denote with $body^+$ the collection of positive literals in $body$ and with $body^-$ the collection of atoms that appear in negative literals in $body$. Hence, the rule $a \leftarrow body$ can be represented as $a \leftarrow body^+, \mathbf{not} body^-$. Given $a \leftarrow body$, let $head(a \leftarrow body)$ denote a .

We view an interpretation I as a subset of the set of atoms $I \subseteq \mathcal{A}$. I satisfies an atom p if $p \in I$ (denoted by $I \models p$). The interpretation I satisfies the literal $\mathbf{not} p$ if $p \notin I$ (denoted by $I \models \mathbf{not} p$). The notion of entailment can be generalized to conjunctions of literals in the obvious way. An interpretation I is a *model* of a program P if for every rule $p \leftarrow p_0, \dots, p_n, \mathbf{not} p_{n+1}, \dots, \mathbf{not} p_m$ of P , if $I \models p_0 \wedge \dots \wedge p_n \wedge \mathbf{not} p_{n+1}, \dots, \wedge \mathbf{not} p_m$ then $I \models p$. We refer to these classical interpretations as *2-interpretations*.

The traditional immediate consequence operator T_P is generalized to the case of ASP programs as follows:

$$T_P(I) = \{a \in \mathcal{A} \mid (a \leftarrow \text{body}) \in P, I \models \text{body}\} \quad (1)$$

Any program admits the trivial model \mathcal{A} (w.l.o.g., let us assume that $\mathcal{A} = B_P$, the Herbrand base of the program P). However, this model does not reflect the meaning of the program. It is widely accepted that the notion of *stable model* [9] is a necessary and sufficient condition for being an intended model of a program.

Let P^I be the definite clause program obtained by adding to the definite clauses in P the rules $p \leftarrow p_0, \dots, p_n$ such that $p \leftarrow p_0, \dots, p_n, \mathbf{not} p_{n+1}, \dots, \mathbf{not} p_m$ is in P and $p_{n+1} \notin I, \dots, p_m \notin I$. A model I of P is *stable* if I is the least fixpoint of the operator T_{P^I} . Stable models are also known as *answer sets*.

Unfortunately, deciding the existence of a stable model is NP-complete. When looking for stable models it appears clear, for some atoms, that they must be present in all stable models and, for some other atoms, that they cannot be present in any stable model. This suggested a 3-valued representation of interpretations.

A *3-interpretation* I is a pair $\langle I^+, I^- \rangle$ such that $I^+ \cup I^- \subseteq \mathcal{A}$ and $I^+ \cap I^- = \emptyset$. Intuitively, I^+ denotes the atoms that are known to be true while I^- denotes those atoms that are known to be false. Let us observe that it is not required that $I^+ \cup I^- = \mathcal{A}$. If $I^+ \cup I^- = \mathcal{A}$, then the interpretation I is said to be *complete*.

Given two 3-interpretations I, J , we use $I \subseteq J$ to denote the fact that $I^+ \subseteq J^+$ and $I^- \subseteq J^-$. The notion of entailment for 3-interpretations can be defined as follows. If $p \in \mathcal{A}$, then $I \models p$ iff $p \in I^+$; $I \models \mathbf{not} p$ iff $p \in I^-$.

The *well-founded model* [19] of a general program P is a 3-interpretation denoted as $\text{wf}(P)$. Intuitively, the well-founded model of P contains only (possibly not all) the literals that are necessarily true and the ones that are necessarily false in all stable models of P . The remaining literals are undefined, because they depend on loops of dependent literals in P and thus there is no unique interpretation for them. It is well-known that a general program P has a unique well-founded model $\text{wf}(P)$ [19]. If $\text{wf}(P)$ is complete then it is also a stable model (and it is the unique stable model of P).

A well-founded model can be computed deterministically using the idea of alternating fixpoints [20]. This technique uses pairs of 2-interpretations (denoted by I and J) for building the 3-interpretation $\text{wf}(P)$. The immediate consequence operator is extended, with the introduction of another interpretation J :

$$T_{P,J}(I) = \left\{ a \in \mathcal{A} : \begin{pmatrix} (a \leftarrow \text{body}^+, \mathbf{not} \text{body}^-) \in P, \\ I \models \text{body}^+, \\ (\forall p \in \text{body}^-)(J \not\models p) \end{pmatrix} \right\} \quad (2)$$

With this extension, the computation of the well-founded model of P is obtained as follows:

$$\begin{cases} K_0 = \text{lfp}(T_{P^+, \emptyset}) & U_0 = \text{lfp}(T_{P, K_0}) \\ K_i = \text{lfp}(T_{P, U_{i-1}}) & U_i = \text{lfp}(T_{P, K_i}) \quad i > 0 \end{cases}$$

where P^+ , used for computing K_0 , is the subset of P composed by definite clauses (facts and rules without negation in body), and lfp is the least fixpoint operator.

When $(K_i, U_i) = (K_{i+1}, U_{i+1})$, the fixpoint is reached and the well-founded (possibly partial) model is the 3-interpretation:

$$\text{wf}(P) = \langle K_i, B_P \setminus U_i \rangle$$

where B_P is the Herbrand base of the program P .

3 Computation-based characterization of stable models

The computation model adopted in GASP has been derived from recent investigations about alternative models to characterize answer set semantics for various extensions of ASP—e.g., programs with *abstract constraint atoms* [17].

3.1 Computations and Answer Sets

The work described in [12] provides a *computation-based* characterization of answer sets for programs with abstract constraints. One of the side-effects of that research is the development of a computation-based view of answer sets for general logic programs. The original definition of answer sets [9] requires guessing an interpretation and successively validating it—through the notion of reduct (P^I) and the ability to compute minimal models of a definite program (e.g., via repeated iterations of the immediate consequence operator [13]).

The characterization of answer sets derived from [12] does not require the initial guessing of a complete interpretation; instead it combines the guessing process with the construction of the answer set.

Let us present this alternative characterization in the case of propositional programs.

Definition 1 (Computation). *A computation of a program P is a sequence of 2-interpretations I_0, I_1, I_2, \dots that satisfies the following conditions:*

- $I_0 = \emptyset$
- $I_i \subseteq I_{i+1}$ for all $i \geq 0$ (Persistence of Beliefs)
- $\bigcup_{i=0}^{\infty} I_i$ is a model of P (Convergence)
- $I_{i+1} \subseteq T_P(I_i)$ for all $i \geq 0$ (Revision)
- if $a \in I_{i+1} \setminus I_i$ then there is a rule $a \leftarrow \text{body}$ in P such that $I_j \models \text{body}$ for each $j \geq i$ (Persistence of Reason).

The results presented in [12] imply the following theorem.

Theorem 1. *Given a program P and a 2-interpretation I , I is an answer set of P if and only if there exists a computation that converges to I .*

The notion of computation characterizes answer sets through an incremental construction process, where the choices are performed at the level of what rules are actually applied to extend the partial answer set.

3.2 A Refined View of Computation

This original notion of computation can be refined in various ways:

- The Persistence of Beliefs rule, together with the Convergence rule, indicate that all elements that have a uniquely determined truth value at any stage of the computation can be safely added.
- The notion of computation can be made more specific by enabling the application of only one rule at each step (instead of an arbitrary subset of the applicable rules).

These two observations allow us to rephrase the notion of computation in the context of 3-interpretations as follows. Given a rule $a \leftarrow \text{body}$ and an interpretation I , we say that the rule is *applicable* w.r.t. I if

$$\text{body}^+ \subseteq I^+ \text{ and } \text{body}^- \cap I^+ = \emptyset.$$

We extend the definition of applicable to a non-ground rule R w.r.t. I iff there exists a grounding r of R that is applicable w.r.t. I .

Given a program P and an interpretation I , we denote with $P \cup I$ the program

$$P \cup I = (P \setminus \{r \in P \mid \text{head}(r) \in I^-\}) \cup I^+.$$

Intuitively, $P \cup I$ is the program P modified in such a way to guarantee that all elements in I^+ are true and all elements in I^- are false.

Definition 2 (GASP Computation). *A GASP computation of a program P is a sequence of 3-interpretations I_0, I_1, I_2, \dots that satisfies the following properties:*

- $I_0 = \text{wf}(P)$
- $I_i \subseteq I_{i+1}$ for all $i \geq 0$ (Persistence of Beliefs)
- if $I = \bigcup_{i=0}^{\infty} I_i$, then $\langle I^+, \mathcal{A} \setminus I^+ \rangle$ is a model of P (Convergence)
- for each $i \geq 0$ there exists a rule $a \leftarrow \text{body}$ in P that is applicable w.r.t. I_i and $I_{i+1} = \text{wf}(P \cup I_i \cup \langle \text{body}^+, \text{body}^- \rangle)$ (Revision)
- if $a \in I_{i+1}^+ \setminus I_i^+$ then there is a rule $a \leftarrow \text{body}$ in P which is applicable w.r.t. I_j , for each $j \geq i$ (Persistence of Reason).

The following result holds:

Theorem 2. *Given a program P , a 3-interpretation I is an answer set of P if and only if there exists a GASP computation that converges to I .*

Proof Sketch. One direction is quite simple, by observing that the computations described in Def. 2 are special cases of the computations of Def. 1 (thus they produce answer sets). The other direction builds on the observation that each computation as in Def. 1 can be rewritten as a computation as in Def. 2, thanks to the Revision and Persistence of Reason properties. \square

4 Computing models using FDSETs

In this section we show how to encode and handle interpretations and answer sets in Prolog using FDSETs. In particular, we show how to represent an interpretation and how to compute the operator T_P and the well-founded model.

FDSETs are a data structure available in the `clpfd` library of SICStus Prolog that allows to efficiently store and compute on sets of integer numbers. Basically, a set $\{a_1, a_2, \dots, a_n\}$ is interpreted as the union of a set of intervals $[a_{b_1}..a_{e_1}], \dots, [a_{b_k}..a_{e_k}]$ and stored consequently as $[[a_{b_1}|a_{e_1}], \dots, [a_{b_k}|a_{e_k}]]$. A library of built-in predicates for dealing with this data structure is made available. Using FDSETs, constraint propagation can be implemented more efficiently than working on naive representations that store all the points of the various domains. This will help us in an efficient implementation of the various immediate consequence operators.

4.1 Representation of Interpretations

Most existing front-ends to ASP systems allow the programmer to express programs using a first-order notation. Program atoms are expressed in the form $p(t_1, \dots, t_n)$, where each t_i is either a constant or a variable. Each rule represents a syntactic sugar for the collection of its ground instances. Languages like those supported by the LPARSE+SMODELS system impose syntactic restrictions to facilitate the grounding process and ensure finiteness of the collection of ground clauses. In particular, LPARSE requires each rule in the program to be *range restricted*, i.e., all variables in the rule should occur in *body*⁺. Furthermore, LPARSE requires all variables to appear in at least one atom built using a *domain predicate*—i.e., a predicate that is not recursively defined. Domain predicates play for variables the same role as types in traditional programming languages.⁴

In the scheme proposed here, the instances of a predicate that are true and false within an interpretation are encoded as sets of tuples, and handled using FD techniques.

We identify with p^n a predicate p with arity n . In the program, a predicate p^n appears as $p(X_1, \dots, X_n)$ where, in place of some variables, a constant can occur (e.g., $p(a, X, Y, d)$). The interpretation of the predicate p^n can be modeled as a set of tuples (a_1, a_2, \dots, a_n) , where $a_i \in \text{Consts}(P)$ —where $\text{Consts}(P)$ denotes the set of constants in the language used by the program P . The explicit representation of the set of tuples has the maximal cardinality $|\text{Consts}(P)|^n$. The idea is to use a more compact representation based on FDSETs, after a mapping of tuples to integers. Without loss of generality, we assume that $\text{Consts}(P) \subseteq \mathbb{N}$. Each tuple $\mathbf{a} = (a_0, \dots, a_{n-1})$ is mapped to the *unique* number $\text{map}(\mathbf{a}) = \sum_{i \in [0..n-1]} a_i M^i$, where M is a “big number”, $M \geq |\text{Consts}(P)|$. In case of predicates without arguments (predicates of arity

⁴ Some of these restrictions have been relaxed in other systems, e.g., DLV.

0), for the empty tuple $()$ we set $\text{map}() = 0$. We also extend the map function to the case of non-ground tuples, using FD variables. If $\mathbf{Y} = (y_1, y_2, \dots, y_n)$, where $y_i \in \text{Vars}(P) \cup \text{Consts}(P)$, then $\text{map}(\mathbf{Y})$ is the FD constraint that represent the sum defined above. For instance, if $\mathbf{Y} = (3, X, 1, Y)$ and $\mathbb{M} = 10$, then $\text{map}(\mathbf{Y}) = 3 + X * 10 + 1 * 10^2 + Y * 10^3$. Moreover, all variables possibly occurring in \mathbf{Y} are constrained to have domain $0.. \mathbb{M} - 1$.

A 3-interpretation $\langle I^+, I^- \rangle$ can be represented by a set of 4-tuples

$$(p, n, \text{POS}_{p,n}, \text{NEG}_{p,n}),$$

one for each predicate symbol, where p is the predicate name, n its arity, and

$$\begin{aligned} \text{POS}_{p,n} &= \{\text{map}(\mathbf{x}) : I^+ \models p(\mathbf{x})\} \\ \text{NEG}_{p,n} &= \{\text{map}(\mathbf{x}) : I^- \models \text{not } p(\mathbf{x})\} \end{aligned}$$

The sets POS and NEG are represented and handled efficiently, by using FD-SETS. For instance, if

$$\text{POS}_{p,3} = \{\text{map}(0, 0, 1), \text{map}(0, 0, 2), \text{map}(0, 0, 3), \text{map}(0, 0, 8), \\ \text{map}(0, 0, 9), \text{map}(0, 1, 0), \text{map}(0, 1, 1), \text{map}(0, 1, 2)\}$$

and $\mathbb{M} = 10$, then its representation as FDSETS is simply: $[[1|3], [8|12]]$, in other words, the disjunction of two intervals.

4.2 Minimum model computation

We start showing how the computation of the T_P (see equation (1)) can be implemented using finite domains and FDSETS. Actually, the T_P implemented is slightly more complex than the one needed for definite programs, but it has the advantage to be used also during the answer set computation of general programs, when negative information is also known.

We define a simple fixpoint procedure that calls recursively `apply_def_rule` until the model is no longer modifiable. The definition of this predicate is reported in Figure 1. Observe in line 1 that `rule([H], PBody, NBody)` is the internal representation of the rule $H \leftarrow PBody, \text{not } NBody$, while `atom(P, N, POS_P_N, NEG_P_N)` is the internal representation of the tuple for the current interpretation of predicate P of arity N , as described in Section 4.1. In line 2, the variables of the (possibly non-ground) rule $H \leftarrow PBody, \text{not } NBody$ are renamed with fresh variables. These variables are assigned to the finite set domain $0..M1$ where $M1 = \mathbb{M} - 1$ (and the “big number” \mathbb{M} introduced in the previous subsection is defined by a fact `bigM(M)`). Constraints on the atoms of the body are set in lines 5 and 6. The predicate `build_constraint` sets membership (`in_set`) and non membership (`nin_set`) constraints on the variables of the atoms of the positive part (resp. negative part) of the body. The idea is that $C3 = 1$ iff the positive body is satisfied by the model I and $C4 = 1$ iff the negative body is satisfied by I . The predicate `tuple_num` converts a tuple into a unique FD value according to the function `map` defined in the previous section. In lines (10) and (11), we

```

(1) apply_def_rule(rule([H],PBody,NBody),I,[atom(P,N,NEWPOS_P_N,NEG_P_N)|PARTI]):-
(2) copy_term([H,PBody,NBody],[H1,PBody1,NBody1]),
(3) term_variables([H1,PBody1],VARS),
(4) bigM(M),M1 is M-1,domain(VARS,0,M1),
(5) build_constraint(PBody1,I,C3,pos),
(6) build_constraint(NBody1,I,C4,negknown),
(7) H1 =.. [P|ARGS],
(8) tuple_num(ARGS,VAR,N),
(9) select(atom(P,N,POS_P_N,NEG_P_N),I,PARTI),
(10) nin_set(N,VAR,POS_P_N,C1),
(11) nin_set(N,VAR,NEG_P_N,C2),
(12) findall(X,(C1+C2+C3+C4 #>= 4, X #= VAR,labeling([ff],VARS)),LIST),
(13) list_to_fdset(LIST,SET),
(14) fdset_union(POS_P_N,SET,NEWPOS_P_N).
(15) build_constraint([R|Rs],I,C,Sign):-
(16) R =.. [F|ARGS],
(17) builtin(F),!,
(18) expression(F,ARGS,C2),
(19) C #<=> C2 #/\ C1,
(20) build_constraint(Rs,I,C1,Sign).
(21) build_constraint([R|Rs],I,C,Sign):-
(22) R =.. [F|ARGS],!,
(23) tuple_num(ARGS,VAR,ARITY),
(24) member(atom(F,ARITY,POS_F,NEG_F),I),
(25) (Sign=neg,!, nin_set(ARITY,VAR,POS_F,C2);
(26) Sign=pos,!, C2 #<=> VAR in_set POS_F;
(27) Sign=negknown, C2 #<=> VAR in_set NEG_F),
(28) build_constraint(Rs,I,C1,Sign),
(29) C #<=> C1 #/\ C2.
(30) build_constraint([],_,1,_).
(31) tuple_num(ARGS,VAL,ARITY):-
(32) (ARGS = [],!, VAL=0, ARITY=0;
(33) ARGS = [VAL],!, ARITY=1;
(34) ARGS = [Arg1,Arg2],!, bigM(M), ARITY=2, VAL #= M*Arg1+Arg2;
(35) ARGS = [A1,A2,A3], bigM(M), ARITY=3, VAL #= M*M*A1+M*A2+A3).

```

Fig. 1. T_P computation

add the constraints expressing the fact that the head is not yet in the positive part of the model (useless rule application) and it is not in the negative part of the model (inconsistent rule application). The variables $C1$ and $C2$ take care of these constraints.

In line (12), we collect all the ground instances of the rule that lead to new positive introductions of instances of the head. The list of new values for the atom P (lines (13)–(14)) is converted to the positive domain and added to the previous values. Observe that `build_constraint` takes care also of built-in predicates (e.g., equalities) calling the auxiliary predicate `expression` that parses the terms in the built-in atom. The additional parameter will be used later to support the computation of the well-founded model.

Observe that (local) grounding is performed in line (12), making sure that useless or redundant grounding are avoided a priori.

4.3 Well-founded model computation

Computing a well-founded model is a deterministic step during GASP computation. As done for T_P in the previous section, the implementation is based on

FD constraint programming and FDSETs representation of interpretations. The idea of alternating fixpoint [20] is coded in Prolog.

The implementation boils down to controlling the alternating fixpoint computation and to encode the $T_{P,J}$ operator (2). We present here the core procedure that analyzes a clause and computes the head predicates to be included in the resulting interpretation.

Let us consider a clause of P :

$$p^n(\mathbf{Y}_0) \leftarrow p_1^{n_1}(\mathbf{Y}_1), \dots, p_k^{n_k}(\mathbf{Y}_k), \mathbf{not} p_{k+1}^{n_{k+1}}(\mathbf{Y}_{k+1}), \dots, \mathbf{not} p_j^{n_j}(\mathbf{Y}_j)$$

with $|\mathbf{Y}_i| = n_i$ and $\mathbf{Y}_i \in (\text{Vars}(P) \cup \text{Consts}(P))^{n_i}$. Note that \mathbf{Y}_i may contain repeated variables and it can share variables with other literals in the clause.

Given two interpretations I and J , the application of $T_{P,J}$ to I considers each clause such that $I \models \text{body}^+$, $J \not\models \text{body}^-$. For these clauses, a set of new head predicates is produced and added to the resulting interpretation. Instead of a generate and test approach, in which the new tuples in the head are generated using unification, we adopt a constraint-based approach. For each clause and interpretation I , we build a CSP that characterizes the atoms $p^n(\mathbf{X})$ derivable from the body.

For each predicate $p_i^{n_i}$ we introduce a FD variable V_i and we create the constraint $V_i = \mathbf{map}(\mathbf{Y}_i)$. This constraint allows us to connect the individual variables in \mathbf{Y}_i to the variable V_i representing the possible tuples associated to $p_i^{n_i}$. The domain of V_i is POS, where $(p_i^{n_i}, n_i, \text{POS}, \text{NEG})$ is part of the current interpretation I . For each literal $\mathbf{not} p_j^{n_j}$, we use the same scheme, except for the fact that the domain of V_j is disjoint from the set Pos' , with $(p_i^{n_i}, n_i, \text{POS}', \text{NEG}') \in J$. For the head of the rule, we define a FD variable V_0 similarly. These FD constraints allow us to link the tuple assignments, according to the variable occurrences.

An additional constraint is posted to ensure that the tuples in V_0 (the ones that are to be added to the interpretation) are not already present in the model and are not causing contradictions with the known negative tuples. According to the semantics of $T_{P,J}$, we use a call to the predicate `build_constraint(NBody, J, C4, neg)` in Figure 1. The difference between this constraint and the corresponding one used in the computation of T_P computation is that, by definition, the negative part of the rule may not appear in J^+ .

Finally, a labeling phase for the variables occurring in \mathbf{X} allows us to produce the set of ground instances of \mathbf{X} that satisfy the CSP. The atoms $p^n(\mathbf{X})$ are added to the interpretation, exploiting FDSETs operations.

Example 1. Let us consider an example of the application of $T_{P,\emptyset}(I)$ using a clause and the FD representation of domains. In particular, let us consider the clause

$$p(X) \leftarrow q(X, Y), \mathbf{not} r(Y)$$

where $I = \langle \{q(1, 1), q(1, 2), q(2, 2), p(1)\}, \emptyset \rangle$. Let $\mathbb{M} = 3$, then I is represented as

$$(p, 1, [[1|1]], []), (q, 2, [[4|4], [7|8]], []), (r, 1, [], []).$$

The CSP induced is: $V_0 = X, V_1 = X + 3Y, V_2 = Y$, where the initial domains for V_0 and V_2 is the set $\{0, \dots, \mathbb{M} - 1\} = \{0, 1, 2\}$, while $V_1 \in \{4, 7, 8\}$. Using constraint propagation, the domains can be restricted to $V_0 \in \{1, 2\}$ and $V_2 \in \{1, 2\}$. Moreover, the predicate p is constrained to be different from the values already known: $V_0 \notin \{1\}$; the predicate p is also constrained not to be in contradiction to its negative facts: in this case no constraint is added. The solution to this CSP is $X \in \{2\}$ and thus the fact $p(2)$ can be added to the interpretation.

4.4 Computing answer sets

The complete answer set enumeration is based on the well-founded model computation, alternated with a non-deterministic choice phase. Basically, we collect the well-founded model I of P . If the model is complete, we return the result. Otherwise, if there are some unknown literals, we start the stable model computation with I as initial interpretation. The call to $wf(P)$ save the first can detect inconsistent interpretations (failed I). In Figure 2, we summarize in pseudocode the algorithm.

```

(1)  rec_search(P,I)
(2)    R = applicable_rules(I)
(3)    if (R = ∅ and I is a model) output: I is a stable model
(4)    else select a ← body+, not body- ∈ R
(5)      I = wf(P ∪ {body-} ∪ I)
(6)    if (I not failed) rec_search(P,I)

```

Fig. 2. The answer set computation

Each applicable rule represents a non-deterministic choice in the computation of a stable model. The stable model computation explores each of these choices (line 4), and computes I_{i+1} using the wf operator starting for $P \cup \{body^-\} \cup I_i$ (line 5), as defined in the GASP computation. Note that a is immediately inserted into the model. This step requires the local grounding of each applicable rule in P , according to the interpretation I_i . The local grounding phase is repeated several times during computation, but it should be noted that each ground rule is produced only once along each branch, due to the constraints introduced. Let us observe that every time the local grounding is invoked, a CSP is built. We believe that the enhancement of this step (e.g., building CSPs less often) could reduce the search time significantly. In line 6 I not failed means that $I^+ \cap I^- \neq \emptyset$.

The process may encounter a contradiction while adding new facts to the interpretation, and consequently the computation may encounter failures. Whenever there are no more applicable rules, a leaf in the search tree is reached (line 3) and the corresponding stable model is obtained (convergence property).

The applicable rules w.r.t. an interpretation I_i are determined (line 2) as defined in GASP computation, i.e., solving the CSP using FD and FDSETS with similar techniques to the ones described in the previous sections. Here, the constraints for the negative part are slightly different from the well-founded rule applicability, since the negative part of a clause may not appear in the current I^+ , while in wf we used the additional interpretation J^+ .

In order to separate failure nodes from leaf nodes (stable models with no applicable rules), we organized the expansion as follows. We first collect every applicable rule at a node of the computation (line 2), then we non-deterministically apply the rule and add the new heads to the next interpretation. If the head produces a literal in contradiction to the interpretation, a failure is raised by a consistency check and the search backtracks (line 6). Note that I can be failed, since the well-founded computation is based on a new program that could introduce some contradictions (line 5).

From the implementation point of view, we verified that computing well-founded models at every non-deterministic application of a rule is time consuming. In particular, the extraction of the extension of P with new facts from the positive interpretation is inefficient.

To gain efficiency, we substituted the call to the well-founded computation with a variant of the T_P operator. The extension of T_P to ASP considers rules where $body^+ \in I^+$ and $body^- \in I^-$ (actually, the same implemented in the code in Figure 1). The T_P operator adds new positive atoms as stated by the head of the rule. Other consequences that a call to the well-founded solutions could detect in one call will be detected in the successive part of the computation (we are not losing correctness or completeness).

5 A permutation-free labeling

When enumerating stable models with a bottom up tree-based search, special care is needed in order to avoid producing repeated models. In fact, the concept of applicable rules and their non-deterministic applications allows the exploration of equivalent branches, where the order of rule applications is swapped, while the interpretation converges to the same set.

Let us abstract the process of search over a tree as follows. Every node u in the search tree is related to a set of possible choices $C(u)$ to be tried, where $C(u) \subseteq R$ and R is a set of applicable rules. The applicable rules at u depend on the interpretation $I(u)$ present at that node. Each non-deterministic choice $r \in C(u)$ at u opens a branch, labeled by r , and it defines a child node of u in the search tree.

We now show a simple example of the combinatorial explosion of the number of branches due to all permutations. Let us assume that a simple search tree has a root u with $C(u) = \{a, b, c\}$, where a, b, c are three ground rules. And assume that the application of each of them leave the other still applicable. The expansion of the tree produces 6 different leaves, according to the possible permutations in the application of available rules. The interpretation

$I = \{head(a), head(b), head(c), \dots\}$ is explored under every possible order of application of the facts in the program.

Let us introduce a transitive (partial) relation $\prec: R \times R$. Given $A = a_1 \prec a_2 \prec \dots \prec a_n$ and $B = b_1 \prec b_2 \prec \dots \prec b_m$, the *extension* of A w.r.t. B is the new order $a_1 \prec a_2 \prec \dots \prec a_n \prec c_1 \prec \dots \prec c_k$, where c_1, \dots, c_k are the elements in $B \setminus A$ retrieved in the same order as in B .

For example, let $a, b, c \in R$ and $a \prec b \prec c$. The order can be used to guide the nodes expansion, in particular to force the backtracking whenever the order is not respected along a branch. In our example, assuming to expand the rule b at the root, the applicable rules at the next node are $\{a, c\}$. The application of a constructs a branch in which b is applied before a and thus that branch fails. The application of c is allowed, and produces a new node in which only a is applicable. However the application of a generates a branch $b \prec c \not\prec a$ which results in a failure. The complete exploration of the search tree leads to a single success leaf, which corresponds to the application of rules in the order $a \prec b \prec c$.

Given a node u , for each applicable rule $r \in C(u)$ at u , a child of u' is expanded. We denote with $r = rule(u')$ the rule that caused the generation of u' . Note that all applicable rules must be collected at a node. When expanding the corresponding child, a test on the order is performed and a backtrack is invoked in case of a failure. This strategy allows us to distinguish between a success node (no applicable rules) and a failure node (every applicable rule violates the order). In fact, filtering out rules that are applicable but violate the ordering would produce an ambiguity on the type of node at hand.

When computing stable models, there is no a-priori order which is suitable to avoid permutations. In fact, the order is built dynamically, while exploring the nodes. Basically, a partial ordering is defined at each node, starting with the empty order at the root. Every time a node u is considered, the order $Ord(u)$ is extended with the applicable rules $C(u)$ of the node. Any expanded child v inherits the new order. To detect the order violation, it is sufficient to test if $r(u) \prec r(v)$ using the order $Ord(v)$. If the test fails, then backtracking is forced, since there is a left branch that contains the expansion $u \prec v$.

6 Experiments

The prototype implementing the ideas described above, as well as all the tests described in this section, are available at <http://www.dimi.uniud.it/dovier/CLPASP>. The prototype has been developed using SICStus Prolog 4 <http://www.sics.se/isl/sicstuswww/site/>, chosen for its rich library of FDSET primitives. Although other faster constraint solvers could be used (e.g., Gecode) we prefer to stay into the realm of declarative programming for the scope of this paper.

We performed some preliminary experiments, using different classes of ASP programs, and we report execution times in Table 1. All the experiments have been performed on an AMD Opteron 2GHz Windows XP machine. For ASP tests

we used LPARSE 1.1.5 and SMODELS 2.33 <http://www.tcs.hut.fi/Software/smodels/> compiled and run under cygwin.⁵

We used seven families of bechmarks.

The first family of experiments (`test0.lp`) aims at testing the practical running time of computing the $\text{lfp}(T_P)$ for definite program. We defined recursively a simple binary predicate p , with the semantics $p(1, 2), p(2, 3), \dots, p(N-1, N)$, and a predicate h which computes its transitive closure. The growth of the running time of GASP is in fact quadratic in N . GASP outperforms LPARSE+SMODELS in this case, basically due to the grounding time. Let us observe that the size of the grounded file with $N = 256$ is 922KB.

The second family of programs (`test1.lp`) is obtained by adding to the previous one the following clause defining the predicate r :

$$r(X, Y) :- h(X, Y), \mathbf{not} p(X, Y).$$

The whole program admits a well-founded and stable model and this test has been selected to check the effectiveness (and the limits) of computing well-founded models directly in Prolog. We still have a quadratic growth, but the number of calls to T_P is now greater and in this case LPARSE+SMODELS win. Actually, a low-level implementation of the fixpoint of T_P (e.g., using a C++ constraint solver as Gecode) surely will allow better performances in this case. The size of the grounded file with $N = 256$ is 1.8MB.

The third family of benchmarks is instead based on graphs obtained modifying the above example. The predicate p admits two different stable models. In this case, the preliminary computation of well-founded model returns a sub-model and the rest of the GASP computation procedure must be used. The grounding time (and size of the program—with $N = 80$ the file is 26MB) are not negligible. However, GASP sensibly outperforms LPARSE+SMODELS even removing the time spent for grounding.

We then run GASP over problems that define functions, which is a rather common situation when encoding CSPs using ASP (see, e.g., [5]). In this case a typical encoding includes the definitions

```
domain(a1). ... domain(an).
range(b1). ... range(bm).
1 { assignment(X,Y):range(P) } 1 :- domain(X).
```

plus a set of ASP constraints on the `assignment` relation. The above cardinality constraints could be implemented by a naive series of rules of the form:

```
assignment(X,a1) :- domain(X),
                    not assignment(X,a2), ..., not assignment(X,an).
                    ...
assignment(X,an) :- domain(X),
                    not assignment(X,a1), ..., not assignment(X,an-1).
```

⁵ To compile LPARSE, add `#include <stdarg.h>` at the beginning of the file `/src/extern.h`.

This, however, leads to *very poor* performances of GASP w.r.t. LPARSE+S MODELS. For instance, if we encode this way the Schur problem (see `test5.lp` below), for (7, 3) GASP finds the first solution in 5s against the 0.1s of LPARSE+S MODELS.

However, the current GASP implementation admits an effective extension that we have exploited.

We can anticipate the calling of the `fixpoint` procedure by a non-deterministic, constraint-based, generation of the values of the functions that satisfy ASP *constraints*. In the current implementation it is completely implemented for some problems but some of the notions used are easy to generalize.

In Figure 3 we report the main code relative to this part. The definition of the predicates `functions` and `funbuild` is problem-independent (whenever predicate names `domain`, `range`, and `assignments` are used). A list of pairs $D = [X, Y]$ is generated, where X takes values in `domain` and Y in `range`. All values of the domain must be chosen. With `increasing` we fix them in increasing order. We then add some problem-dependent constraints between these values with predicate `constraint_adhoc` and launch a `labeling` stage that finds solutions. We decided to leave blank the options of the labeling (namely, we used the default options).

Predicate `constraint_adhoc` is problem dependent, but there is a simple algorithm for translating a family of ASP constraints into recursive rules. We have used this idea in the remaining tests.

For instance, `test3.pl` implements a marriage problem where the constraint is of the form:

```
:- domain(X),range(Y), assignment(X,Y), X < Y.
```

That means, `forall X` and `forall Y` it cannot be that `assignment(X,Y)` and $X < Y$. This induces a recursive predicate that for all X and for all Y states that $X \geq Y$. This is what we have done in lines (17)–(20) of the code in Figure 3.

This idea is generalized as follows. Consider all ASP constraints dealing explicitly with the `assignment` predicate.

- For each each ASP constraint C , split it into the following four parts:
 - the “domain” and “range” predicates
 - the occurrences of the predicate `assignment`
 - built-in arithmetic atoms
 - the other predicates
- The number of occurrences of the predicate `assignment` governs the number of nested recursions needed (in other words, the number of `forall` to be implemented by recursion).
- The conjunction of built-in (and other) predicates must be negated. This is done using built-in constraints (in the former case) or using constraints of non-membership to FDSETs (in the latter case).

We leave a precise specification of this algorithm as a future work.

All the other tests are executed this way. In the encoding of the N-Queens problem (`test 4.lp`) two ASP constraints, one for horizontal attack, one for diagonal attack must be translated. Each of them requires a double recursion.

```

(1)  functions(WFModel, [atom(assignment,2,ASS,NDOM)|RModel]) :-
(2)      member(atom(domain,1,NUM,_),WFModel),
(3)      member(atom(range,1,RAN,_),WFModel),
(4)      select(atom(assignment,2,_,NDOM),WFModel,RModel),
(5)      fdset_size(NUM,L),
(6)      length(Xs,L), length(Ys,L),
(7)      funbuild(Xs,Ys,NUM,RAN,FUN),
(8)      increasing(Xs),
(9)      constraint_adhoc(RModel,FUN),
(10)     labeling([],FUN),
(11)     list_to_fdset(FUN,ASS).
(12)  funbuild([],[],_,-,[]).
(13)  funbuild([X|Xs],[Y|Ys],DOM,RAN,[D|Fun]) :-
(14)     X in_set DOM, Y in_set RAN,
(15)     tuple_num([X,Y],D,2),
(16)     funbuild(Xs,Ys,DOM,RAN,Fun).

(17)  constraint_adhoc(_, []).
(18)  constraint_adhoc(_, [PAIR|FUN]) :-
(19)     pair_proj(PAIR,X,Y), %% Similar to num_tuple
(20)     X #>= Y,
(21)     constraint_adhoc(_,FUN).

(22)  constraint_adhoc(Model,FUN) :-
(23)     member(atom(hate,2,EDGES,_),Model),
(24)     constraint_marriage_rec(FUN,EDGES).
(25)  constraint_marriage_rec([],_).
(26)  constraint_marriage_rec([PAIR|FUN],EDGES) :-
(27)     nin_set(2,PAIR,EDGES),
(28)     constraint_marriage_rec(FUN,EDGES).

```

Fig. 3. Constraint based handling of functions

In the encoding of the Schur numbers (`test5.lp`) a triple recursion is needed to state that if `assignment(X1, Y)` and `assignment(X2, Y)`, then it cannot be that `assignment(X1 + X2, Y)`.

Finally, in `test6.lp` we have encoded a marriage problem with an auxiliary predicate `hate`, just to describe the extension of the translation method when non built-in predicates are used together with `assignment` in a constraint. In this case, the ASP constraint

```
:- domain(X),range(Y),hate(X,Y),assignment(X,Y).
```

is translated into the predicate defined in lines (22)–(28) of Figure 3.

As reported in Table 1 running times of GASP over ASP programs encoding CSPs are encouraging for extensions of the naive implementation. We have excluded time needed for printing.

	N (n,p)	LPARSE	S MODELS	GASP	speed GASP/ LPARSE+S MODELS
test0	32	0.29	0.15	0.11	4.0x
	64	0.96	0.46	0.38	3.7x
	128	3.64	0.23	1.52	2.6x
	256	14.5	0.97	7.26	2.2x
test1	32	0.35	0.31	0.92	0.7x
	64	1.25	0.11	3.42	0.4x
	128	4.81	0.47	14.86	0.4x
	256	19.2	1.95	75.73	0.3x
test2 (1st sol)	10	0.95	0.11	0.17	6x
	20	6.25	0.75	0.49	14x
	40	46.1	5.7	1.7	30x
	80	354	45.5	7.8	51x
test3 (1st sol)	100	4.03	1.36	0.14	38x
	200	15.3	15.8	0.28	111x
	400	61.1	221.7	0.47	601x
	800	242	3585	0.84	4556x
test4 (1st sol)	10	0.73	0.78	0.05	30.2x
	15	2.32	0.43	3.2	0.9x
	20	5.5	20.0	87.5	0.3x
	25	11.0	4530	35.6	127x
test5 (1st sol)	(41,4)	1.03	181.9	3.0	61x
	(42,4)	1.16	278.9	3.2	88x
	(43,4)	1.18	425.1	3.5	121x
	(44,4)	1.21	5035	4958	1x
test6 (1st sol)	100	6.7	0.9	0.7	10x
	200	26.7	3.5	2.6	11x
	400	108	15.6	10.9	11x
	800	440	61.3	32.0	15x

Table 1. Timings (expressed in seconds)

7 Conclusions

In this paper, we provided the foundation for a bottom-up construction of stable models of a program P without preliminary program grounding. The notion of GASP computation has been introduced; this model does not rely on the explicit grounding of the program. Instead, the grounding is local and performed on-demand during the computation of the answer sets. We believe this approach can provide an effective avenue to achieve greater efficiency in space and time w.r.t. a complete program grounding.

We illustrated a preliminary implementation of GASP using CSP on FD variables and FDSETs. We showed how to design T_P , well-founded and stable models computation based on CSPs. This allowed us to encode the entire process in Prolog. Interestingly, the running times for T_P and the well-founded computation are comparable to S MODELS. Some ASP programs run slower, due

to Prolog overheads and the limited efficiency of some (naive) data structures used.

We plan to investigate how to extend the model to enable the integration of other language features commonly encountered in ASP languages, and how to effectively use such features as constraints to guide the construction of the FDSET search space. We will also explore how global properties of the program and of the partial model can be used by the GASP implementation to improve efficiency.

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