

Logic-Based Learning: Brave Induction, Cautious Induction and ASPAL

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Question 1

For each of the following ILP_c tasks $\langle B, E^+, E^- \rangle$, find hypotheses H such that $H \in ILP_c \langle B, E^+, E^- \rangle$ and H contains no constant symbols (you may use $! =$, $>$ and $<$).

$$\begin{aligned}
 \text{i) } B &= \left\{ \begin{array}{l} cell(1..3, 1..3). \\ 1\{value(X, Y, 1), value(X, Y, 2), value(X, Y, 3)\}1 \leftarrow cell(X, Y). \end{array} \right. \\
 E^+ &= \left\{ \begin{array}{l} value(1, 1, 1), \\ value(3, 3, 3) \end{array} \right. \\
 E^- &= \left\{ \begin{array}{l} value(1, 2, 1), \\ value(2, 1, 1) \end{array} \right.
 \end{aligned}$$

$$\begin{aligned}
 \text{ii) } B &= \left\{ \begin{array}{l} 1\{p(X, 1), p(X, 2)\}1 \leftarrow r(X). \\ q(b) \leftarrow p(b, 1). \\ q(c) \leftarrow p(c, 2). \\ r(a). \\ r(b). \\ r(c). \\ s \leftarrow q(X). \\ \leftarrow \text{not } s. \\ t(X) \leftarrow \text{not } q(X). \end{array} \right. \\
 E^+ &= \left\{ \begin{array}{l} t(a), \\ t(b) \end{array} \right. \\
 E^- &= \left\{ t(c) \right.
 \end{aligned}$$

Challenge: try finding a solution to part (i) such that $B \cup H$ has more than one Answer Set (or that only has one if your original solution had many).

Question 2

For each of the following ILP_b tasks $\langle B, E^+, E^- \rangle$, find hypotheses H such that $H \in ILP_b \langle B, E^+, E^- \rangle$ but $H \notin ILP_c \langle B, E^+, E^- \rangle$.

$$\begin{aligned} \text{i) } B &= \left\{ \begin{array}{l} cell(1..3, 1..3). \\ 1\{value(X, Y, 1), value(X, Y, 2), value(X, Y, 3)\}1 \leftarrow cell(X, Y). \end{array} \right. \\ E^+ &= \left\{ \begin{array}{l} value(1, 1, 1), \\ value(3, 3, 3) \end{array} \right. \\ E^- &= \left\{ \begin{array}{l} value(1, 2, 1), \\ value(2, 1, 1) \end{array} \right. \end{aligned}$$

$$\begin{aligned} \text{ii) } B &= \left\{ \begin{array}{l} 1\{p(X, 1), p(X, 2)\}1 \leftarrow r(X). \\ q(b) \leftarrow p(b, 1). \\ q(c) \leftarrow p(c, 2). \\ r(a). \\ r(b). \\ r(c). \end{array} \right. \\ E^+ &= \left\{ \begin{array}{l} t(a), \\ t(b) \end{array} \right. \\ E^- &= \left\{ t(c) \right. \end{aligned}$$

Question 3

Consider the following ILP task:

$$\begin{aligned} M &= \left\{ \begin{array}{l} modeh(1, murderer(+person)), \\ modeb(2, proven_guilty(+person, \#crime)) \end{array} \right. \\ B &= \left\{ \begin{array}{l} proven_guilty(bob, murder). \\ proven_guilty(fred, robbery). \\ person(bob). \\ person(fred). \\ crime(murder). \\ crime(robbery). \end{array} \right. \\ E^+ &= \left\{ murderer(bob). \right. \\ E^- &= \left\{ murderer(bob). \right. \end{aligned}$$

1. Write down a maximal set of skeleton rules given the mode declarations ($L_{max} = 3$, $V_{max} = 3$).
2. Write down the ASP encoding which would be used by ASPAL to solve this task.
3. Solve the task using Clingo (give the argument `-opt-mode=optN` to generate all optimal solutions).
4. Solve the task using ASPAL and check whether the hypothesis found by ASPAL is in your set of optimal hypotheses.

Questions 4 and 5 have fairly large language biases. Don't worry, I wouldn't expect you to compute all the skeleton rules in the exam, but it is good practice.

Question 4

Consider the following ILP task:

$$\begin{aligned}
 M &= \left\{ \begin{array}{l}
 \text{modeh}(1, \text{holding}(+object, +time))\text{modeb}(1, \text{holding}(+object, +time)), \\
 \text{modeb}(1, \text{not holding}(+object, +time)), \\
 \text{modeb}(1, \text{next_time}(+time, -time)), \\
 \text{modeb}(1, \text{pick_up}(+time)), \\
 \text{modeb}(1, \text{drop}(+time))
 \end{array} \right. \\
 B &= \left\{ \begin{array}{l}
 \text{time}(0..10). \\
 \text{next_time}(X, X + 1) \leftarrow \text{time}(X), \text{time}(X + 1). \\
 \text{holding}(\text{ball}, 0). \\
 \text{drop}(\text{ball}, 1). \\
 \text{drop}(\text{ball}, 7). \\
 \text{pick_up}(\text{apple}, 0). \\
 \text{pick_up}(\text{apple}, 1). \\
 \text{pick_up}(\text{apple}, 2). \\
 \text{object}(\text{apple}). \\
 \text{object}(\text{ball}).
 \end{array} \right. \\
 E^+ &= \left\{ \begin{array}{l}
 \text{holding}(\text{ball}, 1). \\
 \text{holding}(\text{apple}, 5). \\
 \text{holding}(\text{apple}, 7).
 \end{array} \right. \\
 E^- &= \left\{ \begin{array}{l}
 \text{holding}(\text{ball}, 2). \\
 \text{holding}(\text{apple}, 1). \\
 \text{holding}(\text{apple}, 2). \\
 \text{holding}(\text{apple}, 4). \\
 \text{holding}(\text{apple}, 8).
 \end{array} \right.
 \end{aligned}$$

1. Write down a maximal set of skeleton rules given the mode declarations ($L_{max} = 3$, $V_{max} = 3$).
2. Write down the ASP encoding which would be used by ASPAL to solve this task.
3. Solve the task using Clingo (give the argument `-opt-mode=optN` to generate all optimal solutions).
4. Solve the task using ASPAL and check whether the hypothesis found by ASPAL is in your set of optimal hypotheses.

Question 5

Consider the following ILP task:

$$M = \begin{cases} modeh(1, can_play(+player, +card, +time))modeb(1, not\ has_suit(+player, +time)) \\ modeb(1, in_hand(+player, +card, +time)) \\ modeb(1, leader(+player, +time)) \\ modeb(1, leader_played_suit(-suit, +time)) \\ modeb(1, is_suit(+card, +suit)) \end{cases}$$

$$B = \left\{ \begin{array}{l} \textit{player}(p1).\textit{player}(p2). \\ \textit{rank}(1..10). \\ \textit{suit}(\textit{clubs}). \\ \textit{suit}(\textit{diamonds}). \\ \textit{suit}(\textit{hearts}). \\ \textit{suit}(\textit{spades}). \\ \textit{is_suit}(c(R, S), S) \leftarrow \textit{rank}(R), \textit{suit}(S). \\ \textit{time}(1..5). \\ \textit{hand}(p1, c(10, \textit{clubs})). \\ \textit{hand}(p1, c(8, \textit{clubs})). \\ \textit{hand}(p1, c(7, \textit{diamonds})). \\ \textit{hand}(p1, c(5, \textit{hearts})). \\ \textit{hand}(p1, c(6, \textit{hearts})). \\ \textit{hand}(p2, c(2, \textit{clubs})). \\ \textit{hand}(p2, c(5, \textit{clubs})). \\ \textit{hand}(p2, c(9, \textit{clubs})). \\ \textit{hand}(p2, c(2, \textit{diamonds})). \\ \textit{hand}(p2, c(9, \textit{spades})). \\ \textit{play}(p1, c(10, \textit{clubs}), 1). \\ \textit{play}(p2, c(2, \textit{clubs}), 1). \\ \textit{play}(p1, c(8, \textit{clubs}), 2). \\ \textit{play}(p2, c(9, \textit{clubs}), 2). \\ \textit{play}(p2, c(9, \textit{spades}), 3). \\ \textit{play}(p1, c(5, \textit{hearts}), 3). \\ \textit{play}(p2, c(5, \textit{clubs}), 4). \\ \textit{play}(p1, c(7, \textit{diamonds}), 4). \\ \textit{play}(p2, c(2, \textit{diamonds}), 5). \\ \textit{play}(p1, c(6, \textit{hearts}), 5). \\ \textit{card}(c(R, S)) \leftarrow \textit{rank}(R), \textit{suit}(S). \\ \textit{already_played}(c(R, S), T2) \leftarrow \textit{time}(T2), \textit{play}(P, c(R, S), T), T < T2. \\ \textit{in_hand}(P, c(R, S), T) \leftarrow \textit{hand}(P, c(R, S)), \textit{not already_played}(c(R, S), T), \textit{time}(T). \\ \textit{has_suit}(P, S, T) \leftarrow \textit{in_hand}(P, c(R, S), T). \\ \textit{leader}(1, p1). \\ \textit{leader}(T + 1, P) \leftarrow \textit{play}(P, c(R, S), T), \textit{play}(OP, c(OR, S), T), R > OR. \\ \textit{leader}(T + 1, P) \leftarrow \textit{play}(P, c(R, S), T), \textit{play}(OP, c(OR, OS), T), S \neq OS, \textit{leader}(T, P). \\ \textit{leader_played_suit}(S, T) \leftarrow \textit{play}(P, c(R, S), T), \textit{leader}(P). \end{array} \right.$$

$$E^+ = \left\{ \begin{array}{l} \text{can_play}(p1, c(10, clubs), 1). \\ \text{can_play}(p1, c(8, clubs), 1). \\ \text{can_play}(p1, c(7, diamonds), 1). \\ \text{can_play}(p1, c(5, hearts), 1). \\ \text{can_play}(p1, c(6, hearts), 1). \\ \text{can_play}(p2, c(2, clubs), 1). \\ \text{can_play}(p1, c(7, diamonds), 3). \\ \text{can_play}(p1, c(6, hearts), 3). \\ \text{can_play}(p1, c(6, hearts), 4). \\ \text{can_play}(p1, c(7, diamonds), 4). \\ \text{can_play}(p1, c(5, hearts), 3). \end{array} \right.$$

$$E^- = \left\{ \begin{array}{l} \text{can_play}(p2, c(2, diamonds), 1). \\ \text{can_play}(p2, c(9, spades), 1). \\ \text{can_play}(p2, c(8, clubs), 1). \\ \text{can_play}(p2, c(10, clubs), 1). \\ \text{can_play}(p1, c(2, diamonds), 1). \\ \text{can_play}(p1, c(10, clubs), 3). \end{array} \right.$$

1. Write down a maximal set of skeleton rules given the mode declarations ($L_{max} = 5, V_{max} = 4$).
2. Write down the ASP encoding which would be used by ASPAL to solve this task.
3. Solve the task using Clingo (give the argument `-opt-all` to generate all optimal solutions).
4. Solve the task using ASPAL and check whether the hypothesis found by ASPAL is in your set of optimal hypotheses.

Question 6

The original definition for brave induction contained no concept of negative example. We will call this an $ILLP_{b*}$ task. This new task is denoted as a tuple $\langle B, E^+ \rangle$.

Write down how to map an $ILLP_b$ task to an $ILLP_{b*}$ task.

Hint: you may assume that you have a set of atoms a_1, \dots, a_n which do not occur in B, E^+ or E^- .

Advanced Questions

Question 7

An *Induction of Stable Models* (ILP_{sm}) task is a tuple $\langle B, S_M, E \rangle$ where B is an ASP program, S_M is a set of normal rules called the search space and E is a set of partial interpretations called the examples.

An hypothesis H is an inductive solution (written $H \in ILP_{sm}\langle B, S_M, E \rangle$) if and only if:

$$1) H \subseteq S_M$$

$$2) \forall \langle E^{inc}, E^{exc} \rangle \in E : \exists A \in AS(B \cup H) \text{ such that } E^{inc} \subseteq A \text{ and } E^{exc} \cap A = \emptyset$$

a) Write down the Answer Sets of the program P :

$$P = \begin{cases} heads \leftarrow \text{not } tails. \\ tails \leftarrow \text{not } heads. \end{cases}$$

b) Write down the Answer Sets of the program P' :

$$P' = \begin{cases} e(heads, X) \leftarrow \text{not } e(tails, X), ex(X). \\ e(tails, X) \leftarrow \text{not } e(heads, X), ex(X). \\ ex(1). \\ ex(2). \end{cases}$$

c) Write down a mapping from an ILP_{sm} task to an ILP_{ASPAL} task.

Question 8

Prove that there is no Brave Induction task which has an optimal hypothesis H such that H contains a constraint.

Hint: the property that constraints only eliminate Answer Sets may come in handy (this means that for any constraint C and program P , $AS(P \cup C) \subseteq AS(P)$).