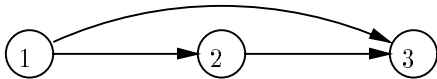


Local Stratification

- *Instantiate* rules; i.e., substitute all possible constants for variables, but reject instantiations that cause some EDB subgoal to be false.
 - ◆ *Ground atom* = atom with no variables.
 - Build dependency graph at the level of ground atoms by instantiating the rules.
 - Whether program + EDB is locally stratified depends not only on program, but on EDB.
 - Program + EDB is *locally stratified* iff no negative cycles in dependency graph.
-

Example

Win program with boards $\{1, 2, 3\}$ and moves $1 \rightarrow 2$, $2 \rightarrow 3$, and $1 \rightarrow 3$.

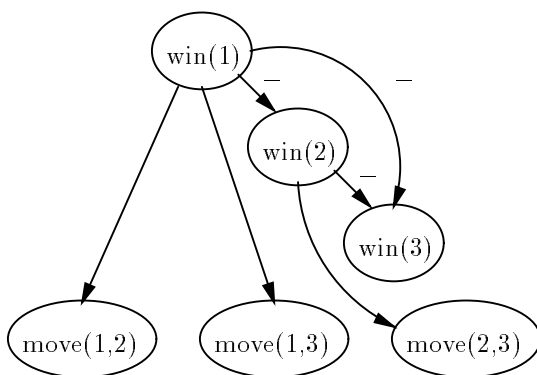


- The following three instantiations are the only ones that cannot be ruled out immediately by a false *move* subgoal:

```

r1: win(1) :- move(1,2) & NOT win(2)
r2: win(1) :- move(1,3) & NOT win(3)
r3: win(2) :- move(2,3) & NOT win(3)
  
```

The Dependency Graph



- The three *move* ground atoms and *win(3)* are in stratum 0; *win(2)* is in stratum 1, and *win(1)* is in stratum 2.
-

Computing the Locally Stratified Model

Compute *locally stratified* (“*perfect*”) model bottom-up, deciding on the truth or falsehood of atoms by computing the LFP of each stratum in turn.

Example

Stratum 0: We find $\text{win}(3)$ is false.

Stratum 1: That lets us use r_3 to infer $\text{win}(2)$ is true.

Stratum2: We then use r_2 to infer $\text{win}(1)$ is true.

Stable Models

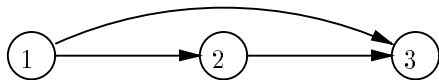
Intuitively, model M is “stable” if when you apply the rules to M you get exactly M back.

Example

“Win” rule:

$$\text{win}(X) \text{ :- move}(X,Y) \ \& \ \text{NOT win}(Y)$$

with EDB $1 \rightarrow 2, 2 \rightarrow 3, 1 \rightarrow 3$.



- $M = \text{EDB} + \{\text{win}(1), \text{win}(2)\}$ is stable.
 - The three useful instantiations are
$$\begin{aligned} r_1 &: \text{win}(1) \text{ :- move}(1,2) \ \& \ \text{NOT win}(2) \\ r_2 &: \text{win}(1) \text{ :- move}(1,3) \ \& \ \text{NOT win}(3) \\ r_3 &: \text{win}(2) \text{ :- move}(2,3) \ \& \ \text{NOT win}(3) \end{aligned}$$
 - M makes only the bodies of r_2 and r_3 true, letting us infer exactly M .
 - Note you get the EDB facts “for free” in this process.
-

Gelfond-Lifschitz Transform

Formal notion of applying rules to a model M .

1. Instantiate rules in all possible ways.
2. Delete instantiated rules with a (nonnegated) EDB subgoal that is not in M or with a false arithmetic subgoal.
 - ◆ Remember, EDB is part of M .

3. Delete instantiated rules with a subgoal $\text{NOT } p(\mathbf{x})$, where $p(x)$ is in M .
 - ◆ In (3) and (4), p can be either EDB or IDB.
4. Delete any subgoal $\text{NOT } p(\mathbf{x})$ if $p(x)$ is not in M .
5. Delete any EDB subgoal in M and any true arithmetic subgoal.

-
- What's left? Rules with zero or more nonnegated, relational subgoals with IDB predicates.
 - ◆ Note that a rule with empty body is an assertion that the head is true.
 - $GL(M) = \text{EDB} + \text{result of inferring IDB with the remaining rules.}$

Bottom Line on GL Transform

You can use negative EDB or IDB facts in M (i.e., atoms missing from M) to help infer facts, and you use positive EDB facts, but you *don't* use the positive IDB facts in M unless you *derive* them from other facts.

Formal Definition of Stable Models

- If $GL(M) = M$, then M is *stable*.
- The “stable semantics” for a program + EDB is the unique stable model with that EDB, if there is one.
 - ◆ Sometimes it is interesting to look at the *set* of stable models, as well.

Example

$M = \{move(1,2), move(1,3), move(2,3), win(1), win(2)\}$ (formal version of previous example).

- After step (2):
 - $r_1: \text{win}(1) :- \text{move}(1,2) \ \& \ \text{NOT win}(2)$
 - $r_2: \text{win}(1) :- \text{move}(1,3) \ \& \ \text{NOT win}(3)$
 - $r_3: \text{win}(2) :- \text{move}(2,3) \ \& \ \text{NOT win}(3)$
- After step (3):
 - $r_2: \text{win}(1) :- \text{move}(1,3) \ \& \ \text{NOT win}(3)$
 - $r_3: \text{win}(2) :- \text{move}(2,3) \ \& \ \text{NOT win}(3)$
- After step (4):

$r_2: \text{win}(1) :- \text{move}(1,3)$
 $r_3: \text{win}(2) :- \text{move}(2,3)$

- After step (5):
 $r_2: \text{win}(1) :-$
 $r_3: \text{win}(2) :-$
 - Thus, $GL(M) = \{\text{win}(1), \text{win}(2)\} + \text{EDB} = M$.
 - M is a stable model.
-

Example

Consider the “program”:

$p(X) :- p(X)$

- \emptyset is the only stable model.
 - Why? The only instantiated rules are of the form $p(a) :- p(a)$.
 - ◆ The GL transform doesn’t affect these, no matter what M is.
 - ◆ Thus, there is no way to infer any $p(a)$.
-

Example

For any Datalog program *without* negation, the unique LFP is the only stable model.

- Why? To test whether M is stable, we compute $GL(M)$.
 - ◆ Since there is no negation in bodies, the surviving instantiated rules are exactly the ones with true EDB subgoals.
 - ◆ Thus, GL infers exactly the LFP for the EDB portion of M , regardless of what M is.
 - ◆ If we start with the LFP, we infer it, so that model is stable; if we start with another model, we still infer the LFP, so that model is *not* stable.
-

Propositional Stable Models

It is often useful to find propositional examples.

- No EDB in propositional logic.
 - Thus, only steps (3) and (4), plus the final inference, are relevant for the GL transform.
-

Example

$p :- q; q :- \text{NOT } r; r :- s; s :- \text{NOT } p$

- $M = \{p, q\}$.

- After step (3):

$p :- q; q :- \text{NOT } r; r :- s$

- After step (4):

$p :- q; q :- ; r :- s$

- Inference: $GL(M) = \{p, q\} = M$.

Multiple Stable Models Possible

Notice that $\{r, s\}$ is also a stable model of the above rules.