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Answer Set Programming is (at its core) declarative

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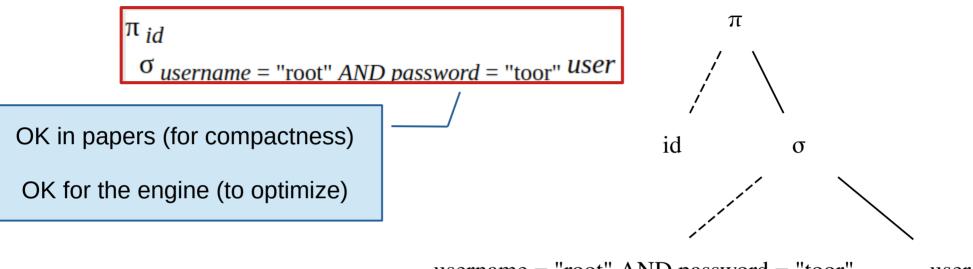
But is ASP a good speaker?

Relational Algebra vs Structured Query Language (SQL)

π id

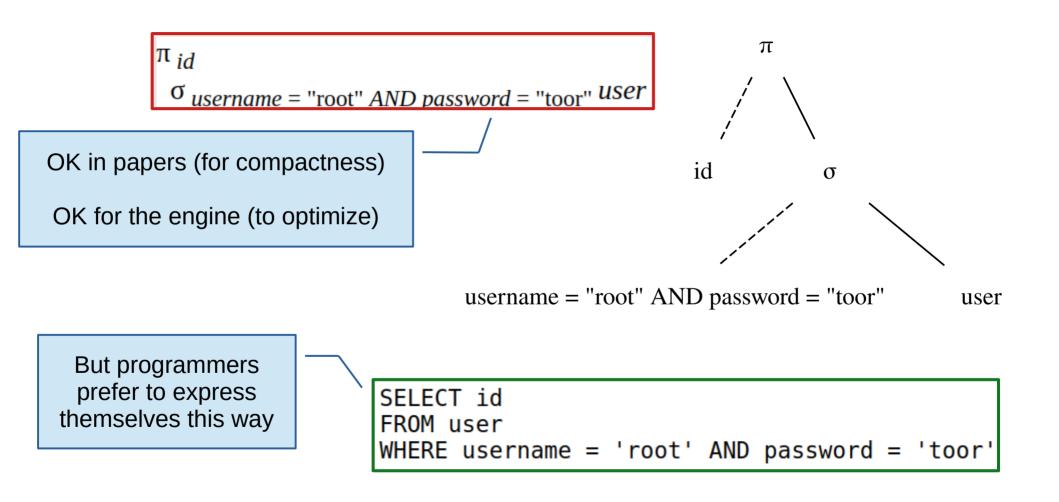
σ_{username} = "root" AND password = "toor" user

Relational Algebra vs Structured Query Language (SQL)



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Relational Algebra vs Structured Query Language (SQL)



ASP for Papers vs ASP for Programmers

$$\{assign(X, C) : color(C)\} = 1 \leftarrow node(X).$$

 $\perp \leftarrow edge(X, Y), assign(X, C), assign(Y, C).$
 $[1@1, C] \leftrightarrow assign(_, C).$

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```
% guess one color for each node
{assign(X,C) : color(C)} = 1 :- node(X).
% adjacent nodes must have different colors
:- edge(X,Y), assign(X,C), assign(Y,C).
% minimize the number of used colors
:~ assign(_,C). [1@1, C]
```

ASP for Papers vs ASP for Programmers

$$\{assign(X, C) : color(C)\} = 1 \leftarrow node(X).$$

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 $[1@1, C] \leftrightarrow assign(_, C).$

But... they are essentially the same!

```
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```

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In a paper, you want to be concise

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But a long-standing codebase needs maintenance, readability, and robustness In a paper, you want to be concise

But a long-standing codebase needs maintenance, readability, and robustness

Three downsides of long-standing ASP codebases

Propagating Changes
 Use of Object Variables
 Lack of Semantic Annotations

```
% cab( cab_id, driver)
% customer(cust_id, name, title)
% assign(cust_id, cab_id)
% assign one cab to every customer
{assign(C,C') : cab(C',D)} = 1 :- customer(C,N,T).
% don't assign more than one customer to each cab
:- cab(C,D), #count{C' : assign(C',C)} > 1.
```

ASP Example

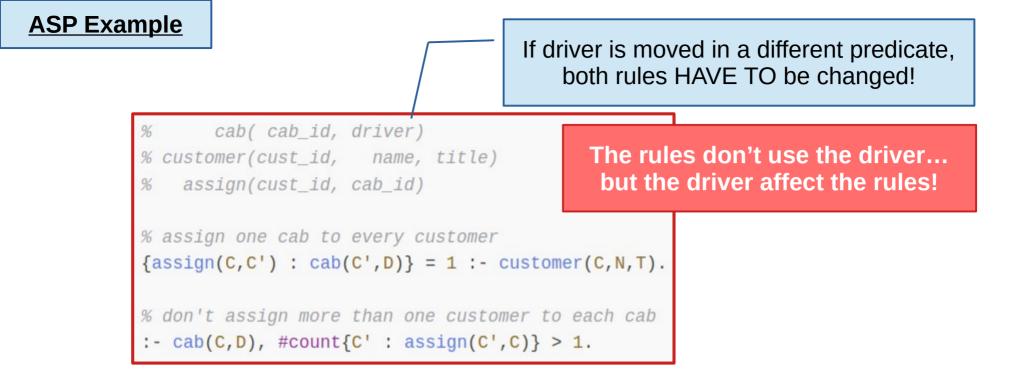
If driver is moved in a different predicate, both rules HAVE TO be changed!

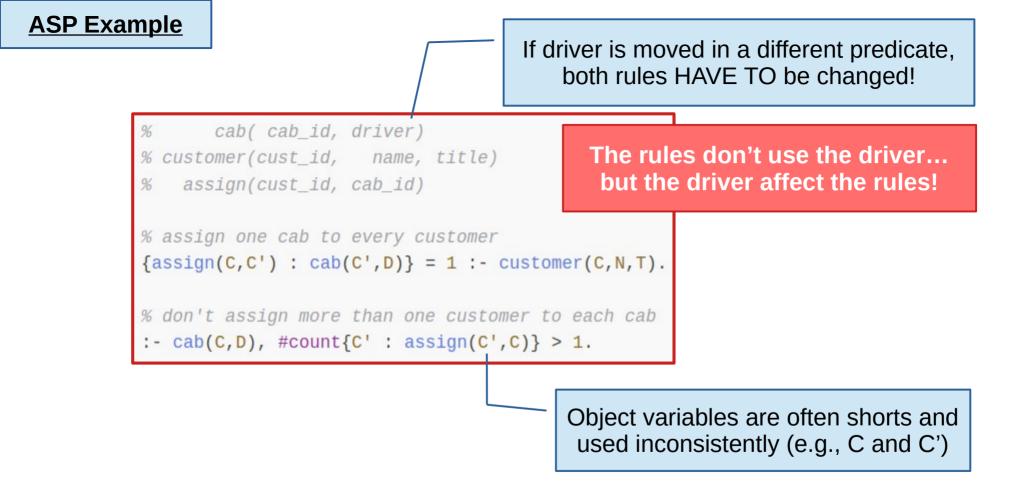
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% cab( cab_id, driver)
% customer(cust_id, name, title)
```

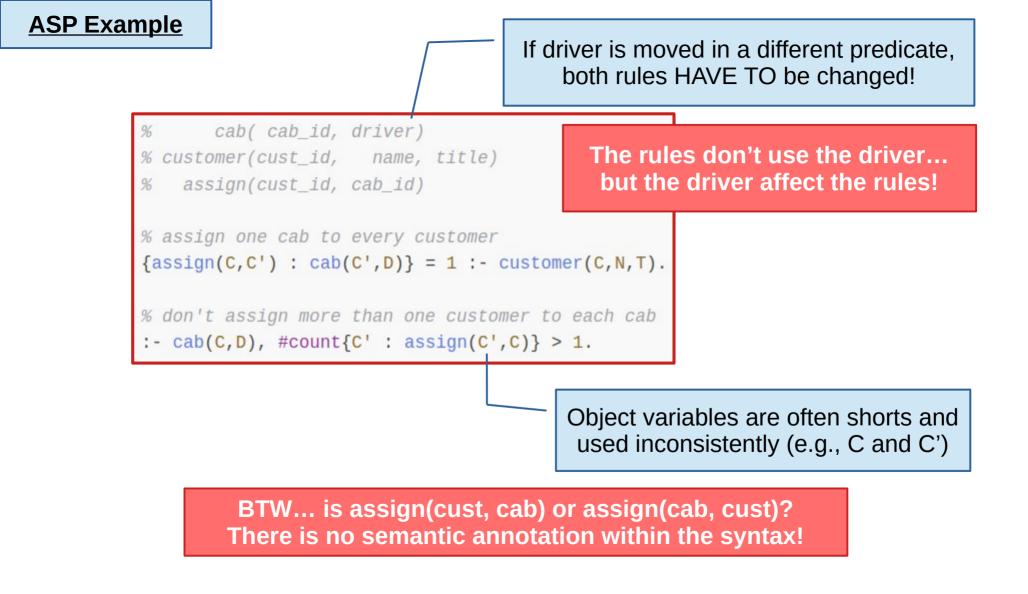
```
% assign(cust_id, cab_id)
```

```
% assign one cab to every customer
{assign(C,C') : cab(C',D)} = 1 :- customer(C,N,T).
```

% don't assign more than one customer to each cab :- cab(C,D), #count{C' : assign(C',C)} > 1.







Like SQL... but mapping to ASP!

Abstraction and Simplification

Problems are expressed in a language closer to English

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Dot notation, as in OOP! No order of attributes, no object variables

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Automatic Attribute Tracking

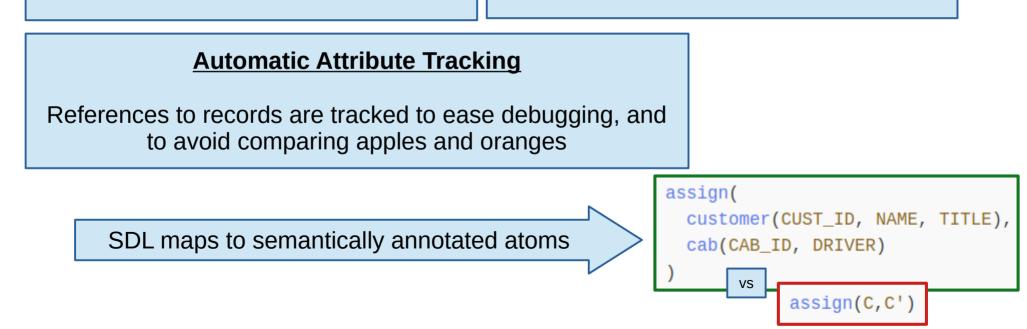
References to records are tracked to ease debugging, and to avoid comparing apples and oranges

Abstraction and Simplification

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Dot notation, as in OOP! No order of attributes, no object variables

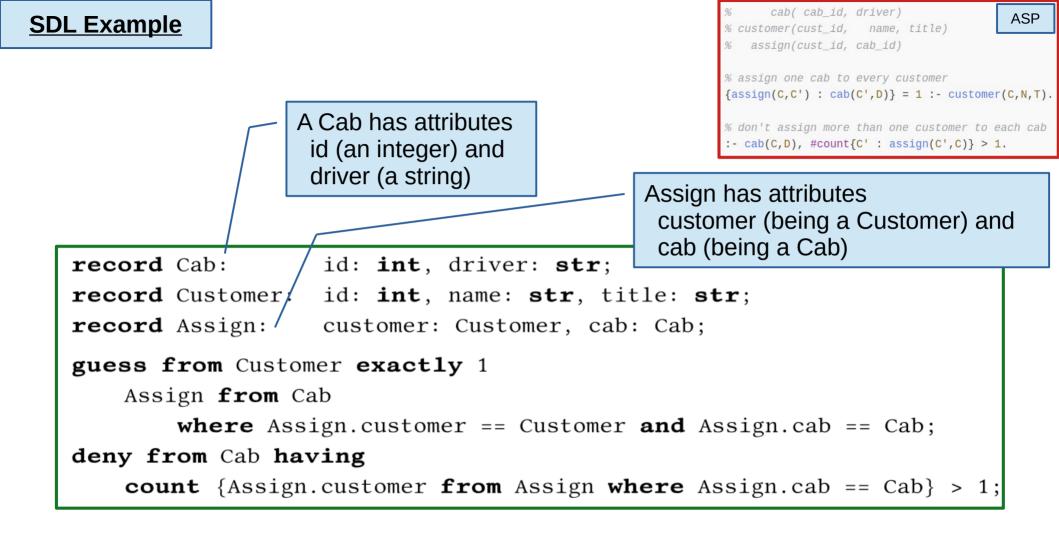


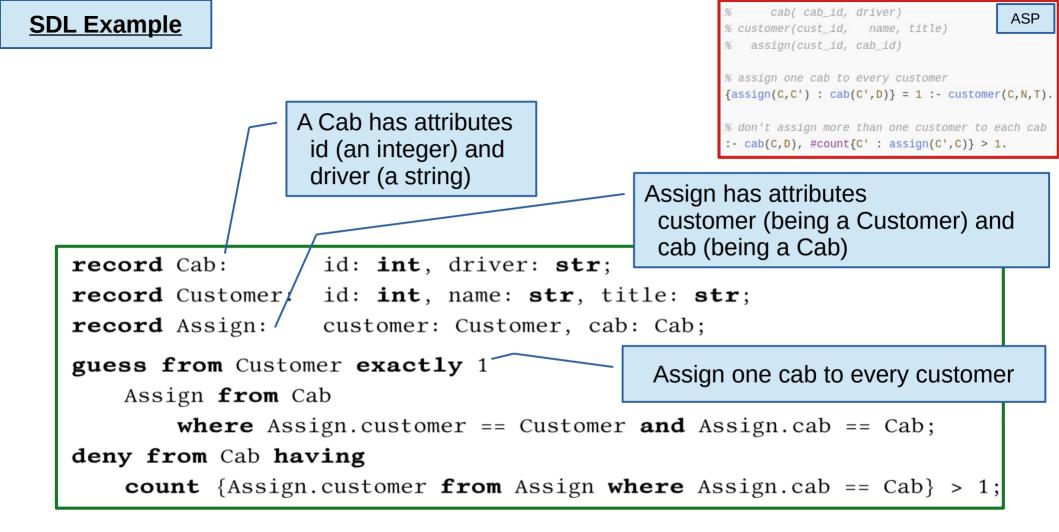
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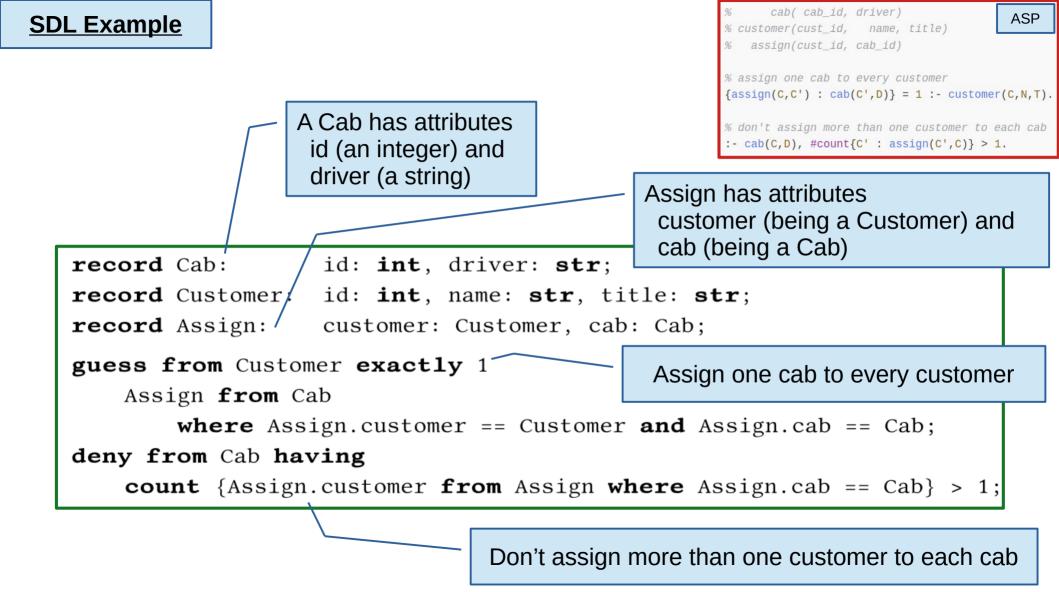
```
record Cab: id: int, driver: str;
record Customer: id: int, name: str, title: str;
record Assign: customer: Customer, cab: Cab;
guess from Customer exactly 1
Assign from Cab
where Assign.customer == Customer and Assign.cab == Cab;
deny from Cab having
count {Assign.customer from Assign where Assign.cab == Cab} > 1;
```

SDL Example

```
cab( cab id, driver)
                                                                                             ASP
SDL Example
                                                                  % customer(cust id, name, title)
                                                                   assign(cust id, cab id)
                                                                  % assign one cab to every customer
                                                                  \{assign(C,C') : cab(C',D)\} = 1 :- customer(C,N,T).
                         A Cab has attributes
                                                                  % don't assign more than one customer to each cab
                                                                  :- cab(C,D), #count{C' : assign(C',C)} > 1.
                          id (an integer) and
                          driver (a string)
   record Cab:
                           id: int, driver: str;
   record Customer:
                          id: int, name: str, title: str;
   record Assign: customer: Customer, cab: Cab;
   guess from Customer exactly 1
        Assign from Cab
              where Assign.customer == Customer and Assign.cab == Cab;
   deny from Cab having
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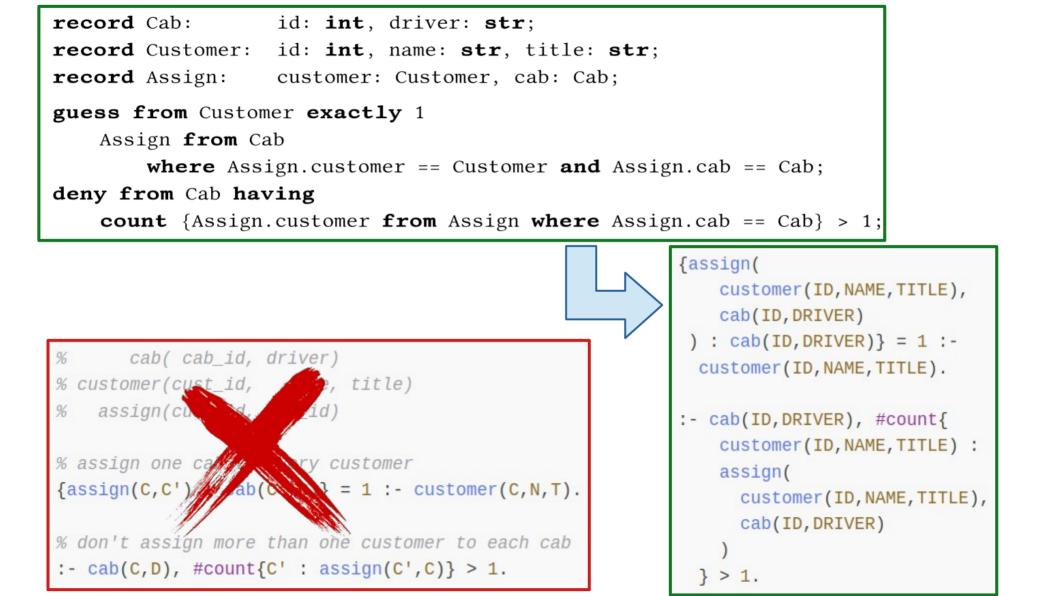


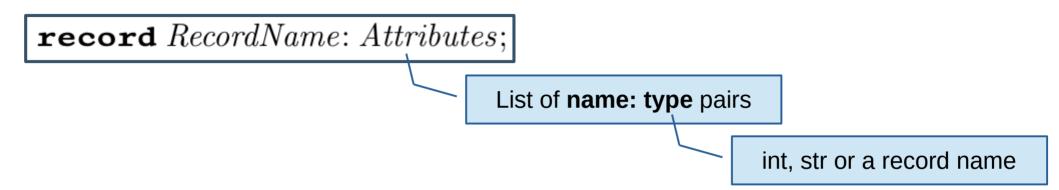
record Cab: id: int, driver: str; record Customer: id: int, name: str, title: str; record Assign: customer: Customer, cab: Cab; guess from Customer exactly 1 Assign from Cab where Assign.customer == Customer and Assign.cab == Cab; deny from Cab having count {Assign.customer from Assign where Assign.cab == Cab} > 1; record Cab: id: int, driver: str; record Customer: id: int, name: str, title: str; record Assign: customer: Customer, cab: Cab; guess from Customer exactly 1 _____ Doesn't use the driver... and Assign from Cab where Assign.customer == Customer and Assign.cab == Cab; deny from Cab having count {Assign.customer from Assign where Assign.cab == Cab} > 1; **record** Cab: id: **int**, driver: **str**; **record** Customer: id: **int**, name: **str**, title: **str**; **record** Assign: customer: Customer, cab: Cab; Doesn't use the driver... and guess from Customer exactly 1 has no idea about the driver! Assign **from** Cab where Assign.customer == Customer and Assign.cab == Cab; deny from Cab having **count** {Assign.customer **from** Assign **where** Assign.cab == Cab} > 1;

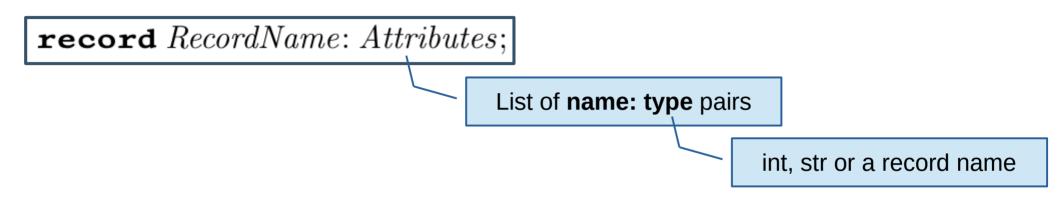
Attributes accessed by name, not by position!

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record Cab: id: int, driver: str;
record Customer: id: int, name: str, title: str;
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guess from Customer exactly 1
Assign from Cab
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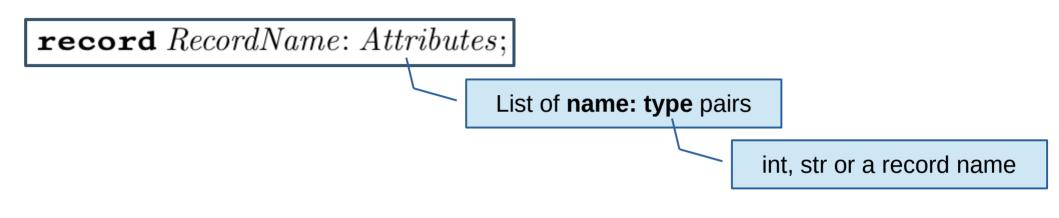
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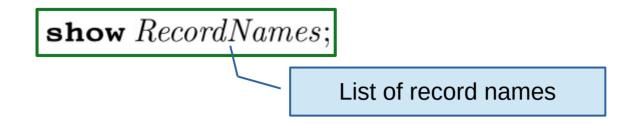


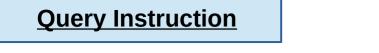
Everything MUST be declared (SDL targets long-standing codebases)

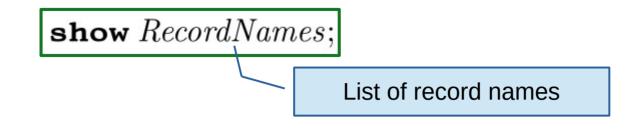


Everything MUST be declared (SDL targets long-standing codebases)

Acyclicity of structure instructions is required and checked

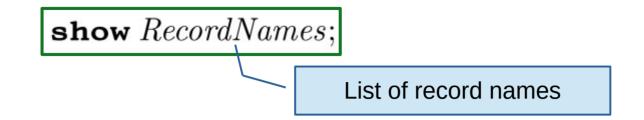






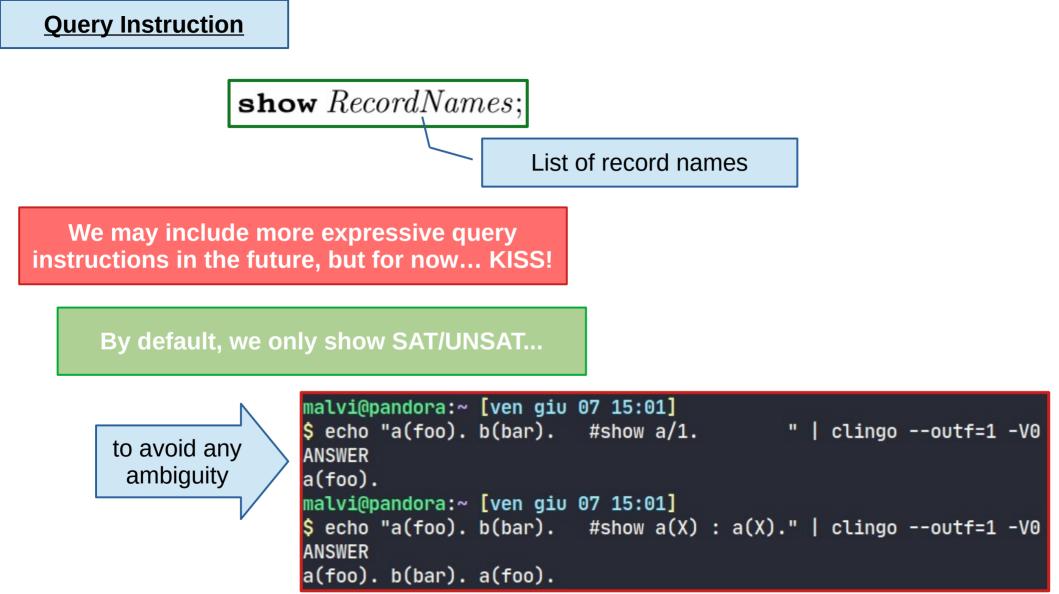
We may include more expressive query instructions in the future, but for now... KISS!

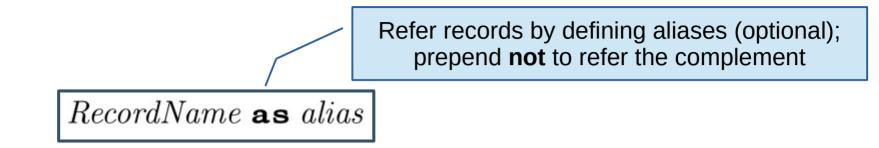


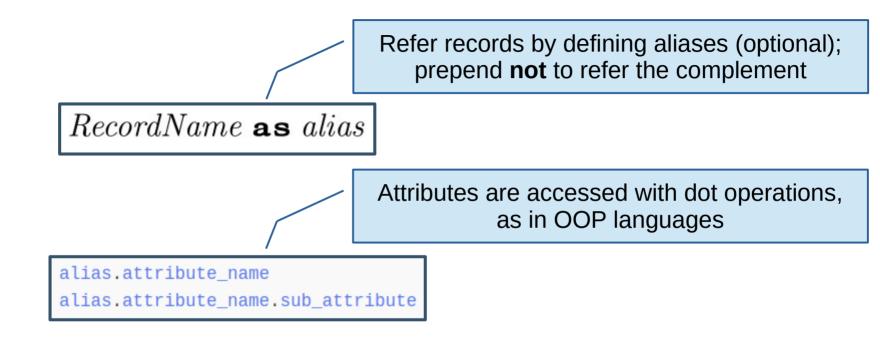


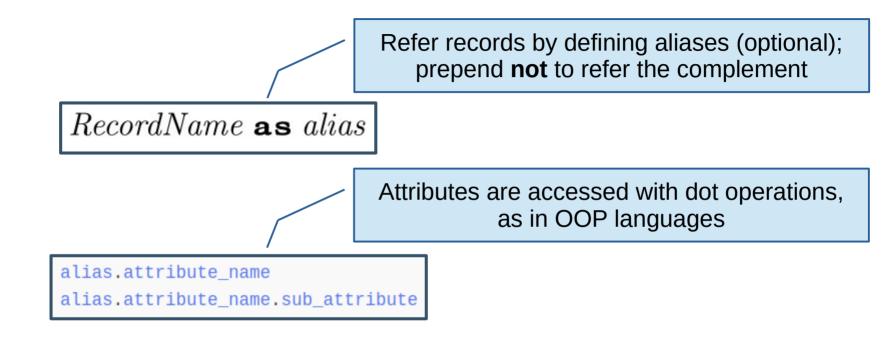
We may include more expressive query instructions in the future, but for now... KISS!

By default, we only show SAT/UNSAT...









Values (of attributes, or constants) can be combined in expressions

record Edge: first: Node, second: Node;

define Edge as self from Edge as other
where self.first == other.second and self.second == other.first;

Essentially, the same of

record Edge: first: Node, second: Node;

define Edge as self from Edge as other

where self.first == other.second and self.second == other.first;

edge(node(SelfFirst), node(SelfSecond)) : edge(node(OtherFirst), node(OtherSecond)),
 node(SelfFirst) == node(OtherSecond),
 node(SelfSecond) == node(OtherFirst).

record Edge: first: Node, second: Node;

define Edge as self from Edge as other

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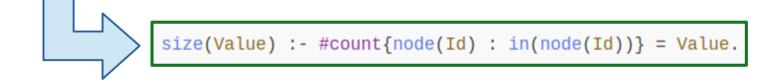
edge(OtherSecond, OtherFirst) :edge(OtherFirst, OtherSecond).

record Node: id: int; record Edge: first: Node, second: Node; record In: node: Node; record Size: value: int;

define Size having count {In.node from In} == Size.value;

record Node: id: int; record Edge: first: Node, second: Node; record In: node: Node; record Size: value: int;

define Size **having count** {In.node **from** In} == Size.value;



record Edge: first: Node, second: Node;

record In: node: Node;

record Size: value: int;

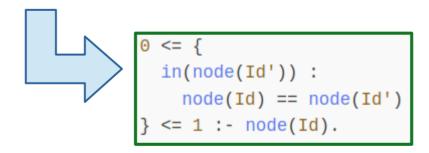
guess from Node at most 1
In where Node == In.node;

record Edge: first: Node, second: Node;

record In: node: Node;

record Size: value: int;

guess from Node at most 1
In where Node == In.node;



record Edge: first: Node, second: Node;

record In: node: Node;

record Size: value: int;

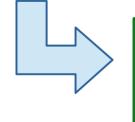
deny from In as in1, In as in2, not Edge
where in1.node == Edge.first and
 in2.node == Edge.second and
 in1.node < in2.node;</pre>

record Edge: first: Node, second: Node;

record In: node: Node;

record Size: value: int;

deny from In as in1, In as in2, not Edge
where in1.node == Edge.first and
 in2.node == Edge.second and
 in1.node < in2.node;</pre>



:- in(node(Id)), in(node(Id')), not edge(node(F), node(S)),
node(Id) == node(F),
node(Id') == node(S),
node(Id) < node(Id').</pre>

record Edge: first: Node, second: Node;

record In: node: Node;

record Size: value: int;

deny from Node, not In
where In.node == Node
or pay 1 at 1;

Model Instructions: Denies with Penalty

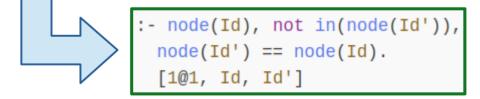
record Node: id: int;

record Edge: first: Node, second: Node;

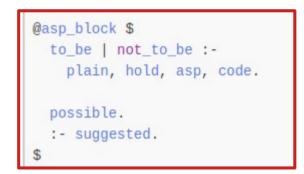
record In: node: Node;

record Size: value: int;

deny from Node, not In
where In.node == Node
or pay 1 at 1;



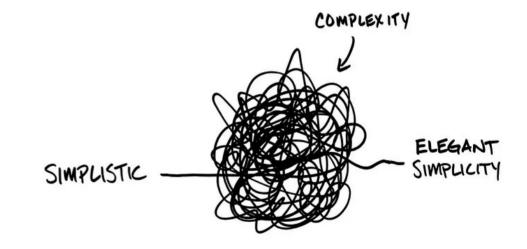
And if you need "assembly"...





Summing UP

ASP syntax is not suitable for long-standing codebases (it doesn't even look like a programming language)



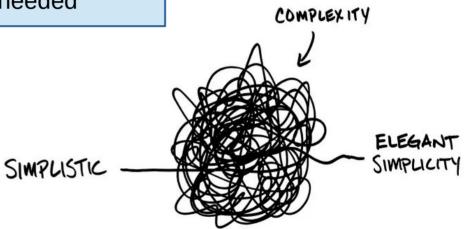
BEHAVIOR GAP

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Summing UP

ASP syntax is not suitable for long-standing codebases (it doesn't even look like a programming language)

SDL is a programming language of higher level, enforcing a proper structure of records, and introducing dependencies only if explicitly needed



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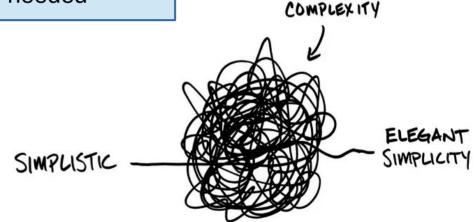
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Summing UP

ASP syntax is not suitable for long-standing codebases (it doesn't even look like a programming language)

SDL is a programming language of higher level, enforcing a proper structure of records, and introducing dependencies only if explicitly needed

On the long run, programmers may code in SDL without thinking at all to ASP (as SQL programmers never rarely think to relational algebra)



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Questions

