

# Extension of the EZSMT System for Non-tight Programs

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## Background Technology

Answer Set Programming (ASP):

- A computer programming language in artificial intelligence
- Users state specifications, called programs, for tasks
- No need to worry about how solutions are computed
- Plays a critical role in development of software in science, humanities, and industry
- Has issues when possible solutions grow quickly over time

Constraint Answer Set Programming (CASP):

- An integration of ASP and constraint processing
- Tackles several issues of ASP
- Solvers such as CLINGCON

Satisfiability Modulo Theories (SMT) solvers:

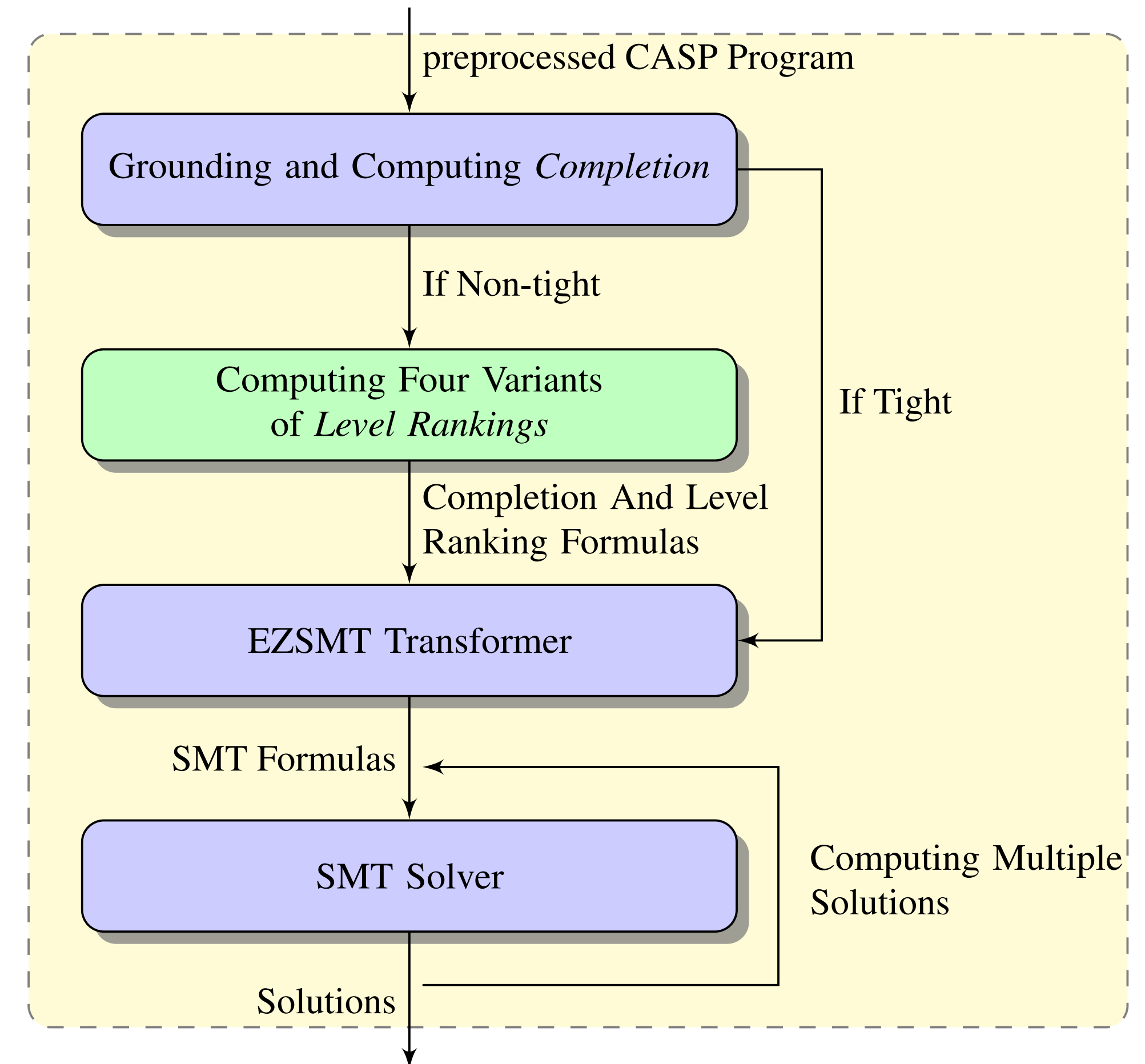
- High-performance tools stemming from software verification community

## The EZSMT System

- A software system in artificial intelligence
- Automatically finds solutions to CASP problems
- Utilizes SMT solvers for computation
- Often outperforms its peers
- Unable to process a category of important relations called *non-tight* e.g. reachability relations between cities on a map shown in the example marked by blue color

## The EZSMT<sup>+</sup> System

- We extend EZSMT so that it can take non-tight input. We call the new system EZSMT<sup>+</sup>.
- EZSMT<sup>+</sup> architecture:



- Blue blocks: existing EZSMT system
- Green block: our extension to tackle non-tight input
- EZSMT<sup>+</sup> is able to find multiple solutions, which the original EZSMT is unable to do.

## Example: Traveling Salesman Problem

**Problem Description** We are given a map consisting of cities and roads. Each road directly connects a pair of cities, and cost the salesman some time to go through. The salesman can pass each city only once. We are asked to find a route for the salesman to visit all the cities before a given deadline.

**Encodings** Three approaches: ASP, traditional CASP (CLINGCON) and EZSMT<sup>+</sup>

Approach	Line	Encoding	Meaning
ASP	1	$1 \{ \text{route}(X,Y) : \text{road}(X,Y), \text{route}(X,Y) : \text{road}(Y,X) \} 1 :- \text{city}(X).$	For each city, we choose one route leaving the city.
	2	$1 \{ \text{route}(X,Y) : \text{road}(X,Y), \text{route}(X,Y) : \text{road}(Y,X) \} 1 :- \text{city}(Y).$	For each city, we choose one route going to the city.
	3	$\text{reached}(X) :- \text{initial}(X).$	The initial city is reached.
	4	$\text{reached}(Y) :- \text{reached}(X), \text{route}(X,Y).$	If city X is reached and the route from city X to city Y is chosen, then city Y is also reached.
	5	$:- \text{city}(X), \text{not reached}(X).$	No city can be not reached.
	6	$:- W+1 [ \text{route}(X,Y) : \text{cost}(X,Y,C) = C ], \text{maxCost}(W).$	The total time cost must be less than maximal value.
CLINGCON	7	the same as line 1-5	Go though all cities once.
	8	$\&\text{sum } c(X,Y) = 0 :- \text{cost}(X,Y,C), \text{not route}(X,Y).$	Time spent on a road is 0 if the road is not in our route.
	9	$\&\text{sum } c(X,Y) = C :- \text{cost}(X,Y,C), \text{route}(X,Y).$	Time spent on a road is the cost if the road is in our route.
	10	$:- \&\text{sum } c(X,Y) : \text{cost}(X,Y,C) > W, \text{maxCost}(W).$	The total time cost must be less than maximal value.
EZSMT <sup>+</sup>	11	the same as line 1-5	Go though all cities once.
	12	$\text{cspvar}(c(X,Y),0,C) :- \text{cost}(X,Y,C).$	Declaration of constraint variables.
	13	$\text{required}(c(X,Y) == 0) :- \text{cost}(X,Y,C), \text{not route}(X,Y).$	Time spent on a road is 0 if the road is not in our route.
	14	$\text{required}(c(X,Y) == C) :- \text{cost}(X,Y,C), \text{route}(X,Y).$	Time spent on a road is the cost if the road is in our route.
	15	$:- \text{required}(\text{sum}([c/2], >, W)), \text{maxCost}(W).$	The total time cost must be less than maximal value.

- Green lines: linear constraints, where ASP solvers have issues when a large amount of possible results exist
- Blue lines: non-tight relations, which the original EZSMT system can not handle

## Experimental Data

Benchmark	CLINGCON	EZSMT <sup>+</sup>
RoutingMin(100)	<b>4.68</b>	31.2
RoutingMax(100)	3144	<b>2989</b>
Trav. Sals.(30)	<b>455</b>	3742
Labyrinth*(22)	<b>3002(1)</b>	5665(2)

## Conclusion

- Pure ASP programs: solved by ASP solvers or SAT solvers
- CASP programs: traditionally solved by ASP solvers and finite domain constraint solvers; in EZSMT<sup>+</sup> solved by SMT solvers, which are equivalent to SAT solvers and integer linear constraint solvers
- Experimental analysis shows that EZSMT<sup>+</sup> is a viable tool for finding solutions to CASP programs.
- We believe that, by making clear the translation of arbitrary CASP programs to SMT, our work will boost the cross-fertilization between the two areas.