Next

Description Logics: a Nice Family of Logics

Day 5: More Complexity & Justifications

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- complexity results: when 3 constructors interact badly and lead to NExpTime-hardness
- justifications: explaining and debugging entailments

 D,
 a fixed set of dominoe types

#### The Classical Domino Problem 🖌

Definition: A domino system  $\mathcal{D} = (D, H, V)$ 

- set of domino types  $D = \{D_1, \ldots, D_d\}$ , and
- horizontal and vertical matching conditions  $H \subseteq D imes D$  and  $V \subseteq D imes D$

A tiling for  $\mathcal{D}$  is a (total) function:

```
egin{aligned} t: \mathbb{N} 	imes \mathbb{N} 	o D 	ext{ such that} \ &\langle t(m,n), t(m+1,n) 
angle \in H 	ext{ and} \ &\langle t(m,n), t(m,n+1) 
angle \in V \end{aligned}
```

Domino problem: given  $\mathcal{D}$ , has  $\mathcal{D}$  a tiling?

It is well-known that this problem is undecidable [Berger66]

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### Almost Encoding the Classical Domino Problem in ALC 🗸

For our reduction, we express various obligations of the domino problem in  ${\cal ALC}$  TBox axioms:

(1) each element carries exactly one domino type  $D_i$ 

 $\rightsquigarrow$  use unary predicate symbol  $D_i$  for each domino type and

 $\top \sqsubseteq D_1 \sqcup \ldots \sqcup D_d \qquad \% \text{ each element carries a domino type}$  $D_1 \sqsubseteq \neg D_2 \sqcap \ldots \sqcap \neg D_d \qquad \% \text{ but not more than one}$  $D_2 \sqsubseteq \neg D_3 \sqcap \ldots \sqcap \neg D_d \qquad \% \ldots$  $\vdots \qquad \vdots$  $D_{d-1} \sqsubseteq \neg D_d$ 

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Encoding the Classical Domino Problem in  $\mathcal{ALC}$  with role chain inclusions  $\checkmark$ 

(1) for each element, its horizontal-vertical-successors coincide with their vertical-horizontal-successors & vice versa

 $X \circ Y \sqsubseteq Y \circ X$  and  $Y \circ X \sqsubseteq X \circ Y$ 

- Lemma: Let  $\mathcal{T}_D$  be the set of axioms ① to ④. Then  $\top$  is satisfiable w.r.t.  $\mathcal{T}_D$  iff  $\mathcal{D}$  has a tiling.
- since the domino problem is undecidable, this implies undecidability of concept satisfiability w.r.t. TBoxes of  $\mathcal{ALC}$  with role chain inclusions
- due to Theorem 2, all other standard reasoning problems are undecidable, too
- Proof: 1. show that, from a tiling for D, you can construct a model of  $\mathcal{T}_D$ 
  - 2. show that, from a model  $\mathcal{I}$  of  $\mathcal{T}_D$ , you can construct a tiling for D (tricky because elements in  $\mathcal{I}$  can have several X- or Y-successors but we can simply take the right ones...)

## Almost Encoding the Classical Domino Problem in $\mathcal{ALC}$ V

@ every element has a horizontal (X-) successor and a vertical (Y-) successor

 $\top \sqsubseteq \exists X. \top \sqcap \exists Y. \top$ 

③ every element satisfies D's horizontal/vertical matching conditions:

Does this suffice?

No: if yes, ALC would be undecidable!

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## Let's do this again!

We only need  $\mathcal{ALC}$  for 1-3. What other constructors can us help to express 4?

A weak form of counting:  $(\leq 1r)^{\mathcal{I}} = \{x \mid \text{there is at most one } y \text{ with } (x,y) \in r^{\mathcal{I}}\}$ 

• counting and complex roles (role chains and role intersection):

 $\top \sqsubseteq (\leq 1X) \sqcap (\leq 1Y) \sqcap (\exists (X \circ Y) \sqcap (Y \circ X).\top)$ 

• restricted role chain inclusions (only 1 role on RHS), and counting (an all roles):

 $egin{array}{cccc} & \top & \sqsubseteq & (\leq 1X) \sqcap (\leq 1Y) \ X \circ Y & \sqsubseteq & r \ Y \circ X & \sqsubseteq & r \ & \top & \sqsubset & (< 1r) \end{array}$ 

• various others...

# Are all DLs in ExpTime?



- Next, we will see that consistency of  $\mathcal{ALCQIO}$  ontologies, the extension of  $\mathcal{ALC}$  with
  - ullet inverse roles  $r^-$  with  $(r^-)^\mathcal{I}=\{(y,x)\mid (x,y)\in r^\mathcal{I}\}$
  - the weakest number restrictions  $(\leq 1r)$  with
  - $(\leq 1r)^{\mathcal{I}} = \{x \mid ext{there is at most } 1 \; y ext{ with } (x,y) \in r^{\mathcal{I}} \}$
  - nominals  $\{a\}$  with  $(\{a\})^{\mathcal{I}} = \{a^{\mathcal{I}}\}$
  - $\Rightarrow$  is harder, namely NExpTime-hard
  - this is typical phenomenon where
  - combination of otherwise harmless constructors leads to increased complexity

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### **Domino Problems**

Definition: A domino system  $\mathcal{D} = (D, H, V)$ 

- set of domino types  $D = \{D_1, \ldots, D_d\}$ , and
- horizontal and vertical matching conditions  $H \subset D \times D$  and  $V \subset D \times D$
- A tiling for  $\mathcal{D}$  is a function:

 $egin{aligned} t: \mathbb{N} imes \mathbb{N} o D ext{ such that} \ &\langle t(m,n), t(m+1,n) 
angle \in H ext{ and} \ &\langle t(m,n), t(m,n+1) 
angle \in V \end{aligned}$ 

- Domino problems:  $\checkmark$  classical given  $\mathcal{D}$ , has  $\mathcal{D}$  a tiling?
  - $\Rightarrow$  well-known that this problem is undecidable [Berger66]
  - **Solution** NexpTime given  $\mathcal{D}$ , has  $\mathcal{D}$  a tiling for  $2^n \times 2^n$  square?
  - $\Rightarrow$  well-known that this problem is NExpTime-hard

## $\mathcal{ALCQIO}$ is NExpTime-hard

We follow hardness proof recipe:

- $\bullet$  to show that consistency of  $\mathcal{ALCQIO}$  ontologies is NExpTime-hard, we
- find a suitable problem  $P' \subseteq M'$  that is known to be NExpTime-hard and a reduction from P' to P

The NExpTime version of the domino problem



Reduction of NExpTime Domino Problem to ALCQIO Consistency

To reduce the NExpTime domino problem to  $\mathcal{ALCQIO}$  consistency, we need to

- $\bullet$  define a mapping  $\pi$  from domino problems to  $\mathcal{ALCQIO}$  ontologies such that
- D has an  $2^n imes 2^n$  mapping iff  $\pi(D)$  is consistent and
- ullet size of  $\pi(D)$  is polynomial in n

# Mapping a Domino System into an $\mathcal{ALCQIO}$ Ontology

Again, we express various obligations of the domino problem in ALC axioms:

(1) each element carries exactly one domino type  $D_i$ 

 $\rightsquigarrow$  use unary predicate symbol  $D_i$  for each domino type and

 $\top \sqsubseteq D_1 \sqcup \ldots \sqcup D_d \qquad \% \text{ each element carries a domino type}$   $\begin{array}{c} D_1 \sqsubseteq \neg D_2 \sqcap \ldots \sqcap \neg D_d & \% \text{ but not more than one} \\ D_2 \sqsubseteq \neg D_3 \sqcap \ldots \sqcap \neg D_d & \% \dots \\ \vdots & \vdots \\ D_{d-1} \sqsubseteq \neg D_d \end{array}$ 

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### Mapping a Domino System into an ALCQIO Ontology

Two things are missing:

- 1. the model must be large enough, namely  $2^n \times 2^n$  and
- for each element, its horizontal-vertical-successors coincide with their vertical-horizontal-successors and vice versa

This will be addressed using a "counting and binding together" trick ...

# Mapping a Domino System into an $\mathcal{ALCQIO}$ Ontology

@ every element has a horizontal (X-) successor and a vertical (Y-) successor

 $\top \sqsubseteq \exists X. \top \sqcap \exists Y. \top$ 

③ every element satisfies *D*'s horizontal/vertical matching conditions:

 $egin{array}{rcl} D_1 & \sqsubseteq & \sqcup & orall X.D & \sqcap & \sqcup & orall Y.D \ & (D_1,D)\in H & & (D_1,D)\in V & & \ D_2 & \sqsubseteq & \sqcup & orall X.D & \sqcap & \sqcup & orall Y.D \ & (D_2,D)\in H & & (D_2,D)\in V & & \ dots & dots & dots & & \ dots & dots & dots & & \ D_d & \sqsubseteq & \sqcup & orall X.D & \sqcap & \sqcup & orall Y.D \ & (D_d,D)\in H & & orall X.D & \sqcap & \sqcup & orall Y.D & \ \end{array}$ 

Does this suffice? I.e., does D have a  $2^n \times 2^n$  tiling iff one  $D_i$  is satisfiable w.r.t. ① to ③?

• if yes, we have shown that satisfiability of  $\mathcal{ALC}$  is NExpTime-hard

• so no...what is missing?

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## Mapping a Domino System into an $\mathcal{ALCQIO}$ Ontology

④ counting and binding together

(a) use  $A_1, \ldots, A_n, B_1, \ldots, B_n$  as "bits" for binary representation of grid position e.g., (010, 011) is represented by an instance of  $\neg A_3, A_2, \neg A_1, \neg B_3, B_2, B_1$ 

write GCI to ensure that X- and Y-successors are incremented correctly e.g., X-successor of (010, 011) is (011, 011)

(b) use nominals to ensure that there is only one (111...1, 111...1) this implies, with  $\top \sqsubseteq (\leq 1 \ X^-.\top) \sqcap (\leq 1 \ Y^-.\top)$  uniqueness of grid positions

# Mapping a Domino System into an $\mathcal{ALCQIO}$ Ontology

④ counting and binding together

(a)  $\tilde{A}_i$  for "bit  $A_i$  is incremented correctly":

$$\top \sqsubseteq \tilde{A}_{1} \sqcap \ldots \sqcap \tilde{A}_{n}$$

$$\tilde{A}_{1} \sqsubseteq (A_{1} \sqcap \forall X. \neg A_{1}) \sqcup (\neg A_{1} \sqcap \forall X. A_{1})$$

$$\tilde{A}_{i} \sqsubseteq (\bigcap_{\ell < i} A_{\ell} \sqcap ((A_{i} \sqcap \forall X. \neg A_{i}) \sqcup (\neg A_{i} \sqcap \forall X. A_{i})) \sqcup (\neg \prod_{\ell < i} A_{\ell} \sqcap ((A_{i} \sqcap \forall X. A_{i}) \sqcup (\neg A_{i} \sqcap \forall X. \neg A_{i}))$$

$$( \neg \bigcap_{\ell < i} A_{\ell} \sqcap ((A_{i} \sqcap \forall X. A_{i}) \sqcup (\neg A_{i} \sqcap \forall X. \neg A_{i})) )$$

$$( \text{add the same for the } B_{i} \text{s and } Y )$$

### (b) ensure uniqueness of grid positions:

 $A_1 \sqcap \ldots \sqcap A_n \sqcap B_1 \sqcap \ldots \sqcap B_n \sqsubseteq \{o\}$  % top right  $(2^n, 2^n)$  is unique  $\top \sqsubseteq (\leq 1 X^-.\top) \sqcap (\leq 1 Y^-.\top)$  % everything else is also unique

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So far, we have talked a lot about standard reasoning problems

- consistency
- satisfiability
- entailments
- ... is this all that is relevant?
- Next, we will look at 1 reasoning problem that
  - cannot be polynomially reduced to any of the above standard reasoning problems
  - is relevant when working with a non-trivial ontology
  - ...justifications!

Reduction of NExpTime Domino Problem to  $\mathcal{ALCQIO}$  Consistency

Since the NExpTime-domino problem is NExpTime-hard, this implies consistency of  $\mathcal{ALCQIO}$  is also NExpTime-hard:

Lemma: let  $\mathcal{O}_D$  be ontology consisting of all axioms mentioned in reduction of D:

- ullet D has an  $2^n imes 2^n$  tiling iff  $\mathcal{O}_D$  is consistent
- $\bullet$  size of  $\mathcal{O}_{D}$  is polynomial (quadratic) in
  - the size of  $\boldsymbol{D}$  and

-n

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## **Building Ontologies for Real**

Imagine you are building, possibly with your colleagues, an ontology O: non-trivial, with say 500 axioms, or 5,000 (NCI has  $\geq$  300,000)

- (S1)  $\mathcal{O} \models C \sqsubseteq \bot$  and you want to know why
- (S2) 27 classes  $C_i$  are unsatisfiable w.r.t.  $\mathcal{O}$ 
  - imagine  $\mathcal{O}$  is coherent, but  $\mathcal{O} \cup \{\alpha\}$  contains 27 unsatisfiable classes
  - ...even for a very sensible, small, harmless axiom lpha
- (S3)  $\mathcal{O}$  is inconsistent
  - imagine  $\mathcal{O}$  is consistent, but  $\mathcal{O} \cup \{\alpha\}$  is inconsistent
  - ...even for a very sensible, small, harmless axiom lpha
  - ? what do you do?

- ? how do you go about repairing  $\mathcal{O}$ ?
- ? which tool support would help you to repair  $\mathcal{O}$ ?

## **Building Ontologies for Real II**

Imagine you are building, possibly with your colleagues, an ontology O: non-trivial, with say 500 axioms, or 5,000 (NCI has > 300,000)

(S4)  $\mathcal{O} \models \alpha$ , and you want to know why

– e.g., so that you can trust  ${\cal O}$  and lpha

-e.g., so that you understand how  $\mathcal O$  models its domain

? what do you do?

? how do you go about understanding this entailment?

? which tool support would help you to understand this entailment?

? would this tool support be the same/similar to the one to support repair?

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# An Example

Consider the following ontology  $\mathcal{O}$  with  $\mathcal{O} \models C \sqsubseteq \bot$ :

$\mathcal{O}:= \{C \sqsubseteq D \sqcap E$	(1)
$D \sqsubseteq A \sqcap \exists r.B_1$	(2)
$E \sqsubseteq A \sqcap orall r.B_2$	(3)
$B_1 \sqsubseteq \neg B_2$	(4)
$D \sqsubseteq \neg E$	(5)
$G \sqsubseteq B \sqcap \exists s.C \}$	(6)

Find a justification for  $C \sqsubseteq \bot$  in  $\mathcal{O}$ . How many justifications are there?

#### Justifications

In all scenarios (Si), we clearly want to know at least the reasons for  $\mathcal{O} \models \alpha$ , which axioms can l/should l

(S1) change so that C' becomes satisfiable w.r.t.  $\mathcal{O}'$ ?

(S2) change so that  $\mathcal{O}'$  becomes coherent?

(S3) change so that  $\mathcal{O}'$  becomes consistent?

(S4) look at to understand  $\mathcal{O} \models \alpha$ ?

Definition: Let  $\mathcal{O}$  be an ontology with  $\mathcal{O} \models \alpha$ . Then  $\mathcal{J} \subseteq \mathcal{O}$  is a justification for  $\alpha$  in  $\mathcal{O}$  if •  $\mathcal{J} \models \alpha$  and •  $\mathcal{J}$  is minimal, i.e., for each  $\mathcal{J}' \subseteq \mathcal{J}$ :  $\mathcal{J}' \nvDash \alpha$ 

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#### More about Justifications

Facts: 1. for each entailment of *O*, there exists at least one justification
2. one entailment can have several justifications in *O*3. justifications can overlap

- 4. let  $\mathcal{O}'$  be obtained as follows from  $\mathcal{O}$  with  $\mathcal{O} \models \alpha$ :
  - for each justification  $\mathcal{J}_i$  of the n justifications for  $\alpha$  in  $\mathcal{O}$ , pick some  $\beta_i \in \mathcal{J}_i$
  - ullet set  $\mathcal{O}':=\mathcal{O}\setminus\{eta_1,\ldots,eta_n\}$

then  $\mathcal{O}' \not\models \alpha$ , i.e.,  $\mathcal{O}'$  is a repair of  $\mathcal{O}$ .

5. if  $\mathcal{J}$  is a justification for  $\alpha$  and  $\mathcal{O}' \supseteq \mathcal{J}$ , then  $\mathcal{O}' \models \alpha$ . Hence any repair of  $\alpha$  must touch all justifications.

6. if  $\mathcal{O} \models \alpha$ ,  $\mathcal{O} \models \beta$ , and  $\forall$  justification  $\mathcal{J}$  for  $\alpha \exists$  a justification  $\mathcal{J}'$  for  $\beta$  with  $\mathcal{J}' \subseteq \mathcal{J}$ , then repairing  $\beta$  repairs  $\alpha$ .

## A Naive Black-Box Algorithm to Compute Justifications

Let  $\mathcal{O} = \{\beta_1, \ldots, \beta_m\}$  be an ontology with  $\mathcal{O} \models \alpha$ .

Get1Just( $\mathcal{O}, \alpha$ ) Set  $\mathcal{J} := \mathcal{O}$  and Out  $:= \emptyset$ For each  $\beta \in \mathcal{O}$ If  $\mathcal{J} \setminus \{\beta\} \models \alpha$  then Set  $\mathcal{J} := \mathcal{J} \setminus \{\beta\}$  and Out := Out  $\cup \{\beta\}$ Return  $\mathcal{J}$ 

- Claim: loop invariants:  $\mathcal{J} \models \alpha$  and  $\mathcal{O} = \mathcal{J} \cup \mathsf{Out}$ 
  - Get1Just(,) returns 1 justification for  $\alpha$  in  $\mathcal{O}$
  - it requires m entailment tests

Other approaches to computing justifications exists, more performant, glass-box (inside reasoner) and black-box (outside).

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### More About Justifications

BOs: NCBO BioPortal, a repository of 250 ontologies, very varied, not cherry-picked

- recent, optimised implementation of GetAllJust( $\mathcal{O}, \alpha$ )
  - behave well in practise
  - can compute one justification for all atomic entailments of BOs
  - can compute (almost) all justifications for (almost) all atomic entailments of BOs
- recent surveys show that BOs have entailments
  - with large justifications, e.g., with 37 axioms and
  - with numerous justifications, e.g., one entailment had 837 justifications
  - for which justifications can often be understood well by domain experts
  - $\dots for$  more, see Horridge's dissertation

#### Linking Justifications to our Scenarios

- (S4) 1 justification suffices, but which? A good, easy one...how to find?
- ${\bf (S1-S3)}$  require the computation of all justifications, possibly for several entailments
  - even for one entailment, search space is exponential
- (S2) requires even more:
  - who wants to look at  $x \times 27$  justifications? Where to start?
- $\Rightarrow$  A justification  $\mathcal{J}$  (for  $\alpha$ ) is **root** if there is no justification  $\mathcal{J}'$  with  $\mathcal{J}' \subsetneq \mathcal{J}$
- start with root justifications, remove/change axioms in them and
- reclassify: you might have repaired several unsatisfiabilities at once!
- Check example on slide 6: both justifications for C ⊑ ⊥ are root, contained in 2 non-root justifications for G ⊑ ⊥
- repairing  $C \sqsubseteq \bot$  repairs  $G \sqsubseteq \bot$
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#### **Beyond Justifications**

- some justification contain superfluous parts
  - that distract the user
- see example on slide 6
- identifying these can help user to focus on the relevant parts
- $-\,{\rm this}$  has led to investigation of laconic and precise justifications
- there are still some hard justifications that need further explanation

e.g., consider 
$$O = \{ \begin{array}{cc} P \sqsubseteq \neg M \\ RR \sqsubseteq CM \\ CM \sqsubseteq M \\ RR \equiv \exists h.TS \sqcup \forall v.H \\ \exists v.\top \sqsubseteq M \} \\ \end{array}$$
 with  $\mathcal{O} \models P \sqsubseteq \bot$ 

 this has led to investigation of lemmatised justifications (see next slide) with work in cognitive complexity of justifications



# Lemmatised Justifications: an example

bold: axioms in  $\mathcal{J}$ ; normal: axioms entailed by  $\mathcal{J}$ ; example from [Horridge Dissertation]

Entailment : Person  $\sqsubseteq \bot$ 

#### $\textbf{Person} \sqsubseteq \neg \textbf{Movie}$

 $\begin{array}{c|c} \top \sqsubseteq \mathsf{Movie} \\ & \forall \mathsf{hasViolenceLevel}. \bot \sqsubseteq \mathsf{Movie} \\ & \forall \mathsf{hasViolenceLevel}. \bot \sqsubseteq \mathsf{RRated} \\ & \mathsf{RRated} \equiv (\exists \mathsf{hasScript}.\mathsf{ThrillerScript}) \sqcup (\forall \mathsf{hasViolenceLevel}.\mathsf{High}) \\ & \mathsf{RRated} \sqsubseteq \mathsf{Movie} \\ & \mathsf{RRated} \sqsubseteq \mathsf{CatMovie} \\ & \mathsf{CatMovie} \sqsubseteq \mathsf{Movie} \\ & \exists \mathsf{hasViolenceLevel}. \top \sqsubseteq \mathsf{Movie} \\ & \mathsf{Domain}(\mathsf{hasViolenceLevel},\mathsf{Movie}) \end{array}$