

Topic 1: Data models and query languages

Unit 4: Datalog

Lecture 11

Wolfgang Gatterbauer

CS7240 Principles of scalable data management (sp23)

<https://northeastern-datalab.github.io/cs7240/sp23/>

2/14/2023

Pre-class conversations

- Last class summary
- Project ideas
- Scribe on explaining the chase procedure

- today:
 - Adding negation to Datalog "in the right way".
 - Writing a program in 4 lines of code to find 3-coloring of a graph
- Next time
 - Neha on how to write 3-coloring in 2 lines

Outline: T1-4: Datalog

- Datalog
 - Datalog rules
 - Recursion
 - Recursion in SQL [moved here from T1-U1: SQL]
 - Semantics
 - Datalog[¬]: Negation, stratification
 - Datalog[±]
 - Stable model semantics (Answer set programming)
 - Datalog vs. RA
 - Naive and Semi-naive evaluation (incl. Incremental View Maintenance)

Horn clauses and Logic Programming

Horn clauses and logic programming



A **clause** is a disjunction of literals.

$$\bar{a} \vee \bar{b} \vee c \vee d$$

$$a \wedge b \Rightarrow c \vee d$$

$$1 \wedge a \wedge b \Rightarrow c \vee d \vee 0$$

A **Horn clause** has at most one positive (i.e. unnegated) literal.

?



Alfred Horn, ~1973
https://en.wikipedia.org/wiki/Alfred_Horn

Horn clauses and logic programming

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$$\bar{a} \vee \bar{b} \vee c$$

c

$$\bar{a} \vee \bar{b}$$

?

?

?

definite clause (exactly one positive)

unit clause (**facts**, unconditional knowledge, empty body)

goal clause



Alfred Horn, ~1973
https://en.wikipedia.org/wiki/Alfred_Horn

Horn clauses and logic programming

A **clause** is a disjunction of literals.

$$\bar{a} \vee \bar{b} \vee c \vee d \qquad a \wedge b \Rightarrow c \vee d$$
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A **Horn clause** has at most one positive (i.e. unnegated) literal.

$\bar{a} \vee \bar{b} \vee c$	$a \wedge b \Rightarrow c$	definite clause (exactly one positive)
c	$1 \Rightarrow c$	unit clause (facts, unconditional knowledge, empty body)
$\bar{a} \vee \bar{b}$	$a \wedge b \Rightarrow 0$	goal clause



Alfred Horn, ~1973
https://en.wikipedia.org/wiki/Alfred_Horn

Universal quantification (everything above was propositional)

$$\neg \text{human}(X) \vee \text{mortal}(X)$$

?

?

Recall: $\bar{a} = \neg a = !a = \sim a = \text{NOT } a$

Wolfgang Gatterbauer. Principles of scalable data management: <https://northeastern-datalab.github.io/cs7240/>

Horn clauses and logic programming

A **clause** is a disjunction of literals.

$$\bar{a} \vee \bar{b} \vee c \vee d \qquad a \wedge b \Rightarrow c \vee d$$
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$\bar{a} \vee \bar{b} \vee c$	$a \wedge b \Rightarrow c$	definite clause (exactly one positive)
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$\bar{a} \vee \bar{b}$	$a \wedge b \Rightarrow 0$	goal clause

Universal quantification (everything above was propositional)

$$\neg \text{human}(X) \vee \text{mortal}(X)$$
$$\forall X[\neg \text{human}(X) \vee \text{mortal}(X)] \qquad \forall X[\text{human}(X) \Rightarrow \text{mortal}(X)]$$

Datalog grammar

$P \in \text{program} = r_1 \cdot r_2 \cdot \dots \cdot r_n$

$r \in \text{rule} = a_0 \text{ :- } a_1, \dots, a_m$

$a \in \text{atom} = p(t_1, \dots, t_k)$

$t \in \text{term} = x \mid "c"$

$p = \text{set of predicate symbols}$

$x = \text{set of variable symbols}$

$c = \text{set of constants}$

Concepts from logic programming



- P: Program ?
- U_p : Herbrand universe (or Herbrand domain or vocabulary) ?
- B_p : Herbrand base (or alphabet) ?
- I: Interpretation (or database instance or dataset) ?
- M: Model of P ?
- A model is minimal if ?



Jacques Herbrand, 1931
https://en.wikipedia.org/wiki/Jacques_Herbrand

Concepts from logic programming



- P: Program
 - set of facts (assertions) and rules (sentences that allow to infer new facts from existing ones)
- U_p : Herbrand universe (or Herbrand domain or vocabulary)
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Concepts from logic programming



- P: **Program**
 - set of **facts** (assertions) and **rules** (sentences that allow to infer new facts from existing ones)
- U_p : Herbrand **universe** (or Herbrand domain or vocabulary)
 - set of all **constants** (variable-free terms) appearing in P (cp. with active domain interpretation)
- B_p : Herbrand **base** (or alphabet)
 - set of all **ground atoms** (variable-free) constructible with predicates from P and terms from U_p
- I: **Interpretation** (or database instance or dataset)
- M: **Model** of P
- A model is **minimal** if

Concepts from logic programming



- **P: Program**
 - set of **facts** (assertions) and **rules** (sentences that allow to infer new facts from existing ones)
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 - any subset of B_p
- **M: Model of P**
 - an **interpretation** that makes each ground instance of each rule in P true
 - a ground instance of a rule is obtained by replacing all variables in the rule by elements from U_H
- A model is **minimal** if **?**

Concepts from logic programming



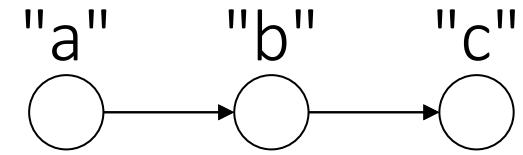
- **P: Program**
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- **I: Interpretation** (or database instance or dataset)
 - any subset of B_p
- **M: Model** of P
 - an **interpretation** that makes each ground instance of each rule in P true
 - a ground instance of a rule is obtained by replacing all variables in the rule by elements from U_p
- A model is **minimal** if it does not properly contain any other model

Herbrand, interpretations, models

Program P

```
arc("a","b"). arc("b","c").  
path(x,y) :- arc(x,y).  
path(x,y) :- arc(x,z), path(z,y).
```

Interpretation



Herbrand universe U_P



Herbrand base B_P

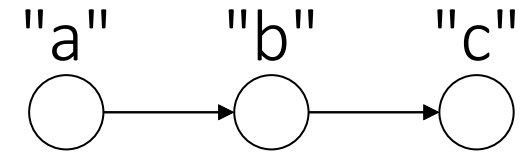


Herbrand, interpretations, models

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Interpretation



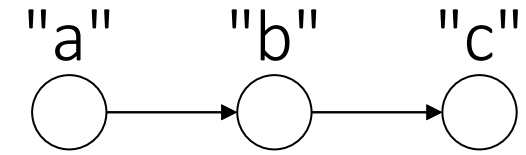
Herbrand universe U_P

$\{"a", "b", "c"\}$

Herbrand base B_P



Herbrand, interpretations, models



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Interpretation



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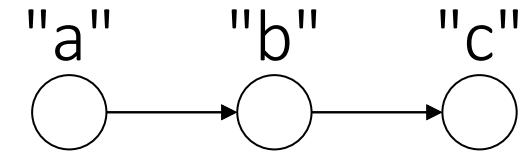
Herbrand base B_P

```
{ arc("a","a").   path("a","a").  
  arc("a","b"). ← path("a","b").  
  arc("a","c").   path("a","c").  
    ⋮             ⋮  
  arc("c","b").   path("c","b").  
  arc("c","c").   path("c","c"). }
```

Contains a wild mix of

- *explicit facts that we know (IDB) like $arc("a","b")$,*
- *facts that can be inferred (EDB) like $path("a","b")$, and*
- *facts that cannot be inferred like $path("c","a")$*

Herbrand, interpretations, models



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```
arc("a","b"). arc("b","c").  
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path(x,y) :- arc(x,z), path(z,y).
```

Interpretation

```
arc("a","b"). arc("b","c"). arc("b","a").  
path("a","b"). path("b","c"). path("b","a").  
path("a","c"). path("a","a").
```

Herbrand universe U_P

`{"a", "b", "c"}`

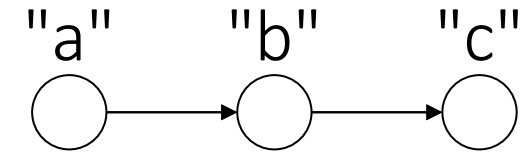
Is this interpretation a model?



Herbrand base B_P

```
{ arc("a","a").    path("a","a").  
  arc("a","b").    path("a","b").  
  arc("a","c").    path("a","c").  
    ⋮              ⋮  
  arc("c","b").    path("c","b").  
  arc("c","c").    path("c","c"). }
```

Herbrand, interpretations, models



Program P

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arc("a","b"). arc("b","c").  
path(x,y) :- arc(x,y).  
path(x,y) :- arc(x,z), path(z,y).
```

Interpretation

```
arc("a","b"). arc("b","c"). arc("b","a").  
path("a","b"). path("b","c"). path("b","a").  
path("a","c"). path("a","a").
```

Herbrand universe U_P

{"a", "b", "c"}

Herbrand base B_P

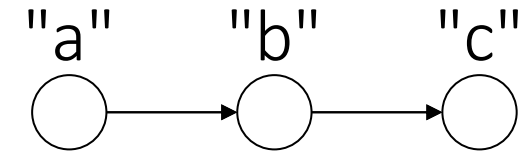
```
{ arc("a","a").    path("a","a").  
  arc("a","b").    path("a","b").  
  arc("a","c").    path("a","c").  
    ⋮              ⋮  
  arc("c","b").    path("c","b").  
  arc("c","c").    path("c","c"). }
```

Is this interpretation a model?

No! There is a rule for which there is a ground instance that is not true in this interpretation

$x \rightarrow "a", y \rightarrow "a", z \rightarrow "b"$:
 $path("b","b")$:- arc("b","a"), path("a","b").

Herbrand, interpretations, models



Program P

```
arc("a","b"). arc("b","c").  
path(x,y) :- arc(x,y).  
path(x,y) :- arc(x,z), path(z,y).
```

Interpretation

```
arc("a","b"). arc("b","c"). arc("b","a").  
path("a","b"). path("b","c"). path("b","a").  
path("a","c"). path("a","a"). path("b","b").
```

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`{"a", "b", "c"}`

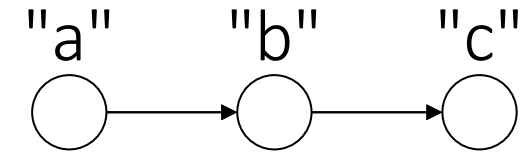
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Herbrand base B_P

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    ⋮              ⋮  
  arc("c","b").    path("c","b").  
  arc("c","c").    path("c","c"). }
```

Herbrand, interpretations, models



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arc("a","b"). arc("b","c").  
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```

Interpretation

```
arc("a","b"). arc("b","c"). arc("b","a").  
path("a","b"). path("b","c"). path("b","a").  
path("a","c"). path("a","a"). path("b","b").
```

Herbrand universe U_P

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Is this interpretation a model?

Herbrand base B_P

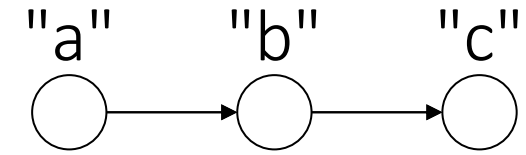
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  ⋮                ⋮  
  arc("c","b").    path("c","b").  
  arc("c","c").    path("c","c"). }
```

Yes!

Is this model minimal?



Herbrand, interpretations, models



Program P

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path(x,y) :- arc(x,z), path(z,y).
```

Herbrand universe U_P

`{"a", "b", "c"}`

Herbrand base B_P

<code>arc("a","a").</code>	<code>path("a","a").</code>
<code>arc("a","b").</code>	<code>path("a","b").</code>
<code>arc("a","c").</code>	<code>path("a","c").</code>
<code>⋮</code>	<code>⋮</code>
<code>arc("c","b").</code>	<code>path("c","b").</code>
<code>arc("c","c").</code>	<code>path("c","c").</code>

Interpretation

```
arc("a","b"). arc("b","c"). arc("b","a").  
path("a","b"). path("b","c"). path("b","a").  
path("a","c"). path("a","a"). path("b","b").
```

Is this interpretation a model?

Yes!

Is this model minimal?

No! There is a properly contained model

```
arc("a","b"). arc("b","c"). arc("b","a").  
path("a","b"). path("b","c"). path("b","a").  
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```

Herbrand, interpretations, models

Program P

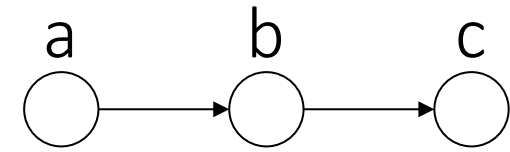
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arc(a,b). arc(b,c).  
path(X,Y) :- arc(X,Y).  
path(X,Y) :- arc(X,Z), path(Z,Y).
```

Herbrand universe U_p

{a, b, c}

Herbrand base B_p

{ arc(a,a).	path(a,a).
arc(a,b).	path(a,b).
arc(a,c).	path(a,c).
⋮	⋮
arc(c,b).	path(c,b).
arc(c,c).	path(c,c). }



Interpretation

```
arc(a,b). arc(b,c). arc(b,a).  
path(a,b). path(b,c). path(b,a).  
path(a,c). path(a,a). path(b,b).
```

Convention in ASP:

- Variables begin with upper-case
- constants begin with lower-case

Is this interpretation a model?

Yes!

Is this model minimal?

No! There is a properly contained model

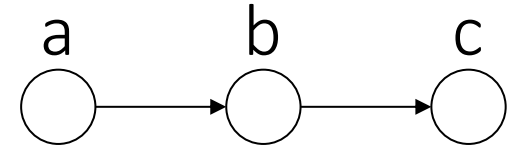
```
arc(a,b). arc(b,c).  
path(a,b). path(b,c).  
path(a,c).
```

Evaluating ASP's with DLV ("DataLog with Disjunction")



paths.txt

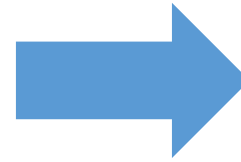
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arc(a,b). arc(b,c).  
path(X,Y) :- arc(X,Y).  
path(X,Y) :- arc(X,Z), path(Z,Y).
```



paths

```
./dlv --silent paths.txt
```

prevents printing the DLV version



DLV available for download at: <https://dlv.demacs.unical.it/>

DLV example available at: <https://github.com/northeastern-datalab/cs3200-activities/tree/master/dlv>

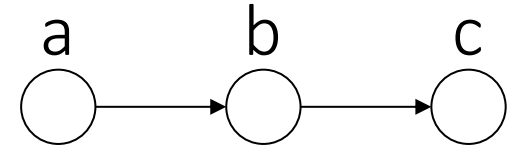
Wolfgang Gatterbauer. Principles of scalable data management: <https://northeastern-datalab.github.io/cs7240/>

Evaluating ASP's with DLV ("DataLog with Disjunction")



paths.txt

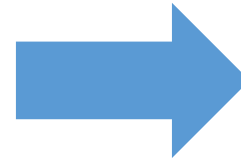
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arc(a,b). arc(b,c).  
path(X,Y) :- arc(X,Y).  
path(X,Y) :- arc(X,Z), path(Z,Y).
```



paths

```
./dlv --silent paths.txt
```

prevents printing the DLV version



```
{path(a,b), path(b,c), path(a,c),  
arc(a,b), arc(b,c)}
```

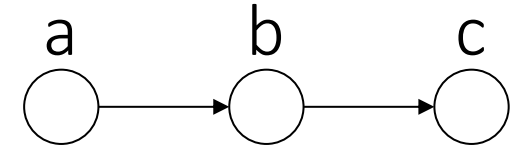


Evaluating ASP's with DLV ("DataLog with Disjunction")



paths.txt

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arc(a,b). arc(b,c).  
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path(X,Y) :- arc(X,Z), path(Z,Y).
```

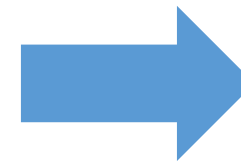


paths

pathsquery.txt

```
path(X,Y) ?
```

```
./dlv --silent paths.txt  
pathsquery.txt
```



contains the query

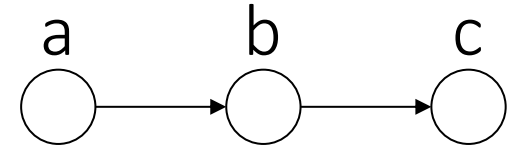
```
{path(a,b), path(b,c), path(a,c)}
```



Evaluating ASP's with DLV ("DataLog with Disjunction")

paths.txt

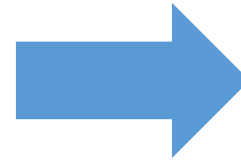
```
arc(a,b). arc(b,c).  
path(X,Y) :- arc(X,Y).  
path(X,Y) :- arc(X,Z), path(Z,Y).
```



paths

```
./dlv --silent --no-facts
```

prevents printing the known facts



```
{path(a,b), path(b,c), path(a,c)}
```

```
./dlv --help ... to find more output options
```



Back to ASP (Answer Set Programming) and "Stable Models"

Semantics: Informally

- Informally, a **stable model** M of a ground program P is a set of ground atoms such that

1. Every rule is satisfied:

i.e., for any rule in P

$$h \text{ :- } a_1, \dots, a_m, \neg b_1, \dots, \neg b_n.$$

if each atom a_i is satisfied (a_i 's are in M) and no atom b_i is satisfied (i.e. **no** b_i is in M), then h is in M .

2. Every $h \in M$ can be derived from a rule by a "**non-circular reasoning**" (informal for: we are looking for **minimal models**, or there is some "**derivation provenance**")

Semantics: "non-circular" more formally

Idea: Guess a model M (= a set of atoms). Then verify M is the exact set of atoms that "can be derived" under standard minimal model semantics on P^M on a modified positive program P^M (called "the **reduct**") derived from P as follows:

1. Create all possible groundings of the rules of program P
2. Delete all grounded rules that contradict M

~~$h :- a_1, \dots, a_m, \neg b_1, \dots, \neg b_n.$~~ if some $b_i \in M$

3. In remaining grounded rules, delete all negative literals

~~$h :- a_1, \dots, a_m, \neg b_1, \dots, \neg b_n.$~~ if **no** $b_i \in M$

M is a **stable model** of P iff M is the least model of P^M

Semantics: "non-circular" more concisely

The **reduct** of P w.r.t M is:

$$P^M = \left\{ \begin{array}{l} h \text{ :- } a_1, \dots, a_m. \\ h \text{ :- } a_1, \dots, a_m, \neg b_1, \dots, \neg b_n. \end{array} \mid \begin{array}{l} \text{grounding of } P \\ \wedge \text{ no } b_i \in M \end{array} \right\}$$

M is a **stable model** of P iff M is the least model of P^M

Examples



P1: `a :- a.`

$M = \{a\}$

Is M a stable model of P1?

?

Examples



P1: $a :- a.$

$M=\{a\}$

not a stable model (not minimal, derivation of "a" is based on circular reasoning: $\{a\}$ is not least model of $a :- a$)

?

What is a stable model?

Examples



P1: `a :- a.`

$M=\{a\}$ *not a stable model (not minimal, derivation of "a" is based on circular reasoning: $\{a\}$ is not least model of $a :- a$)*

$M=\{\}$ *stable model*

P2: `a :- not b.`

$\{ \{a\}, \{b\}, \{\}, \{a,b\} \}$

?

Examples



P1: `a :- a.`

$M=\{a\}$

not a stable model (not minimal, derivation of "a" is based on circular reasoning: $\{a\}$ is not least model of $a :- a$)

$M=\{\}$

stable model

P2: `a :- not b.`

?

$\{ \{a\}, \{b\}, \{\}, \{a,b\} \}$

~~`a :- not b.`~~

$\{\}$

Examples



P1: a :- a.

M={a}

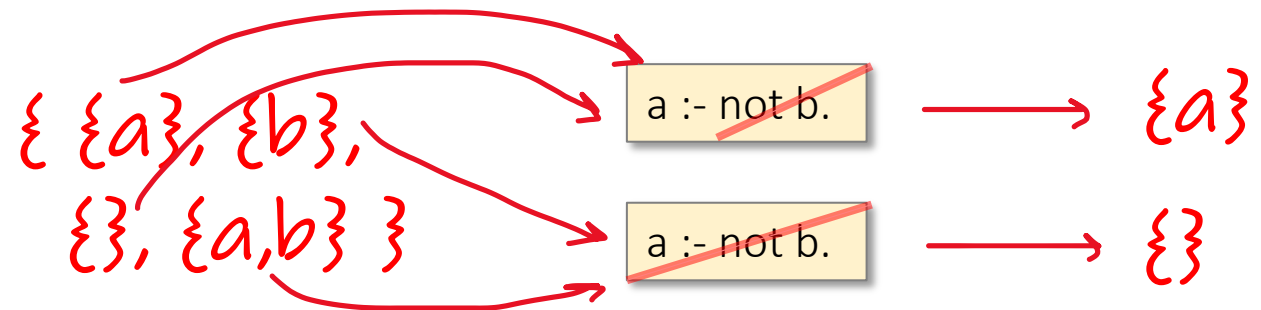
not a stable model (not minimal, derivation of "a" is based on circular reasoning: $\{a\}$ is not least model of $a :- a$)

M={}

stable model

P2: a :- not b.

?



Examples



P1: $a \text{ :- } a.$

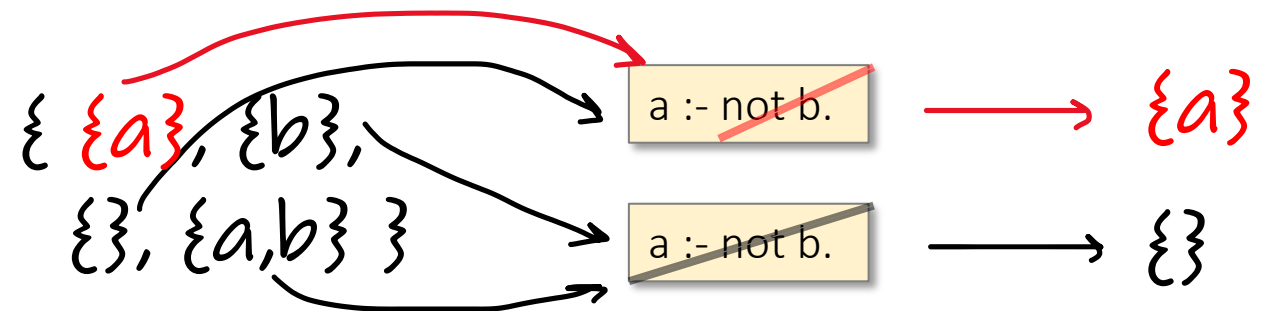
$M=\{a\}$ *not a stable model (not minimal, derivation of "a" is based on circular reasoning)*

$M=\{\}$ *stable model*

P2: $a \text{ :- } \text{not } b.$

$M=\{a\}$

only stable model (contrast with the earlier chess example)



P3: $a \text{ :- } \text{not } a.$

$\{ \{\}, \{a\} \}$



Examples



P1: $a :- a.$

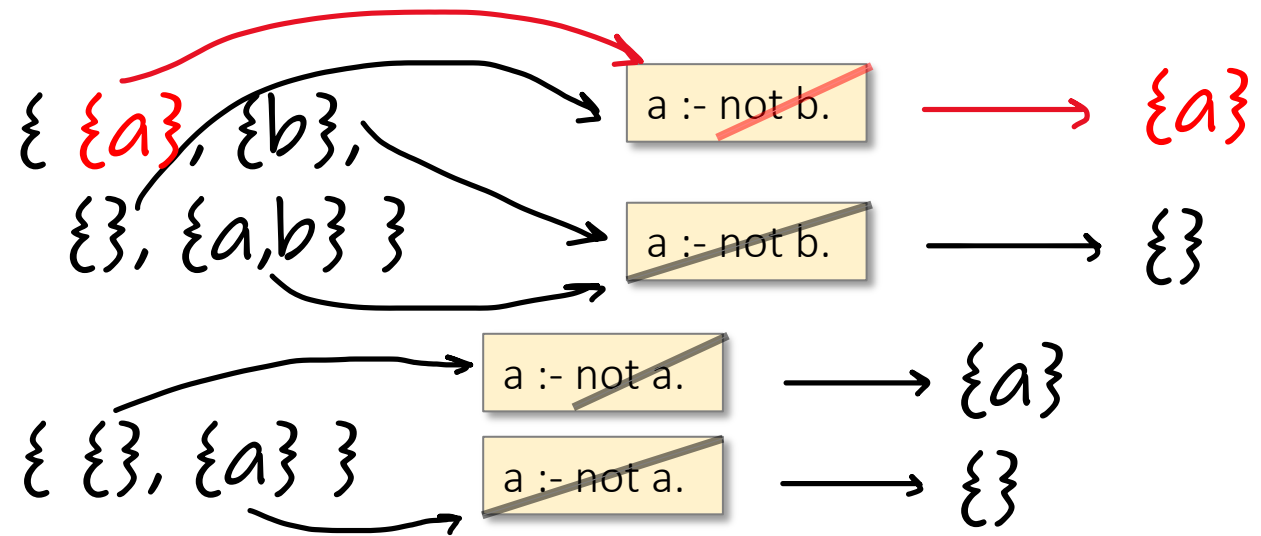
$M=\{a\}$ *not a stable model (not minimal, derivation of "a" is based on circular reasoning)*

$M=\{\}$ *stable model*

P2: $a :- \text{not } b.$

$M=\{a\}$
only stable model

P3: $a :- \text{not } a.$



has no stable model (cp. to earlier "Box(x) :- Item(x), ¬Box(x).")

Examples



P4: a :- not b.
b :- not a.



Examples



P4: $a \text{ :- not } b.$
 $b \text{ :- not } a.$

$M_1 = \{a\}$

$M_2 = \{b\}$

two stable models

How can you "prove" that M_1 is a stable model?

?

Examples



P4:
a :- not b.
b :- not a.

~~a :- not b.~~
~~b :- not a.~~

$M_1 = \{a\}$

$M_2 = \{b\}$

two stable models

Examples



P4:
a :- not b.
b :- not a.

~~a :- not b.~~
~~b :- not a.~~

$M_1 = \{a\}$

$M_2 = \{b\}$

two stable models

P5:
a :- not b.
b :- not a.
a :- not a.

? { {}, {a}, {b}, {a,b} }

Examples



P4:
a :- not b.
b :- not a.

~~a :- not b.~~
~~b :- not a.~~

$M_1 = \{a\}$

$M_2 = \{b\}$

two stable models

P5:
a :- not b.
b :- not a.
a :- not a.

$M = \{a\}$

only stable model

*How can you "prove" that
M is a stable model?*

?

Examples



P4:
a :- not b.
b :- not a.

~~a :- not b.~~
~~b :- not a.~~

$M_1 = \{a\}$

$M_2 = \{b\}$

two stable models

P5:
a :- not b.
b :- not a.
a :- not a.

~~a :- not b.~~
~~b :- not a.~~
~~a :- not a.~~

$M = \{a\}$

only stable model

Evaluating ASP's with DLV ("DataLog with Disjunction")

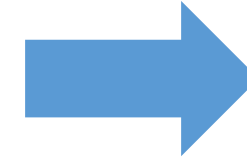


p4, p5

p4.txt

```
a :- not b.  
b :- not a.
```

```
./dlv p4.txt -n 0
```



```
{b}  
{a}
```

print all stable models (not just one)

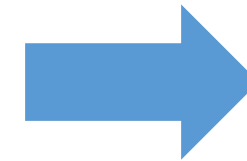
$M_1 = \{a\}$

$M_2 = \{b\}$

p5.txt

```
a :- not b.  
b :- not a.  
a :- not a.
```

```
./dlv p5.txt -n 0
```



```
{a}
```

$M = \{a\}$

What do empty bodies or heads mean in ASP?

a :- b, not c.

Think of the head as a disjunction, body as conjunction

$0 \vee a \leftarrow 1 \wedge b \wedge \neg c$

DLV = "DataLog with Disjunction (=V)"

Empty body:

a.

?

Empty head:

:- b, not c.

?

What do empty bodies or heads mean in ASP?

a :- b, not c.

Think of the head as a disjunction, body as conjunction

$$0 \vee a \leftarrow 1 \wedge b \wedge \neg c$$

DLV = "DataLog with Disjunction (=V)"

Empty body:

a.

$$a \leftarrow 1$$

*Empty body describes a fact:
"a" needs to be true.
Also in Datalog*

Empty head:

:- b, not c.

?

What do empty bodies or heads mean in ASP?

$a \text{ :- } b, \text{ not } c.$

Think of the head as a disjunction, body as conjunction

$$0 \vee a \leftarrow 1 \wedge b \wedge \neg c$$

DLV = "DataLog with Disjunction (=V)"

Empty body:

$a.$

$$a \leftarrow 1$$

Empty body describes a fact:
"a" needs to be true.
Also in Datalog

Empty head:

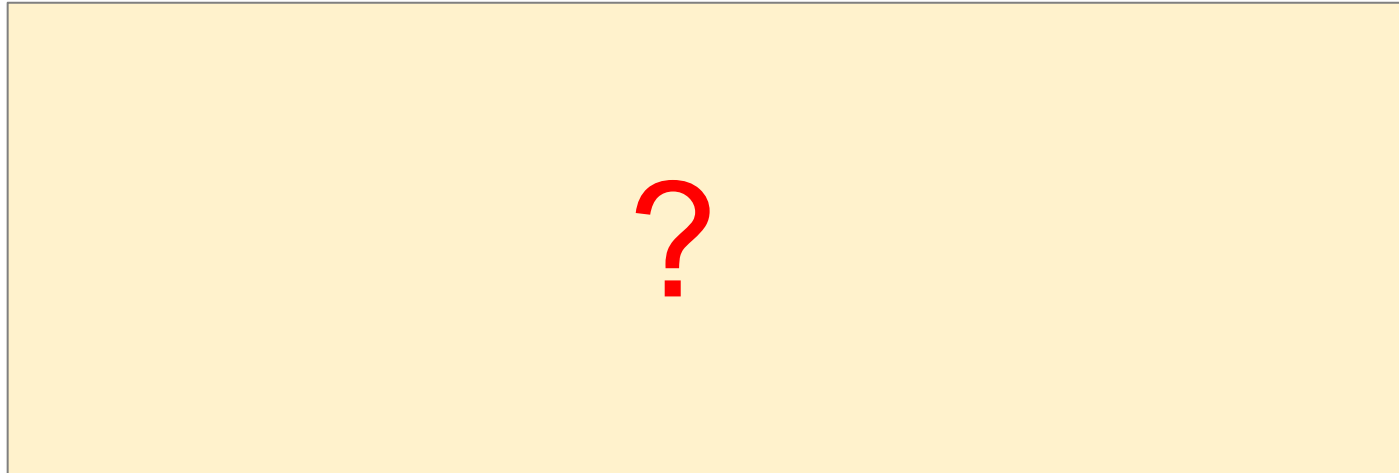
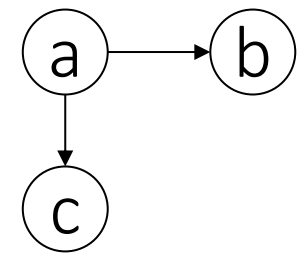
$\text{ :- } b, \text{ not } c.$

$$0 \leftarrow b \wedge \neg c$$

Empty heads describes a constraint: "b and not c" must not be true in any model. Empty head describes a condition in the body which leads to contradiction (false)

3-colorability

Q: For a graph (V, E) assign each vertex a color in $\{1, 2, 3\}$ such that no adjacent vertices have the same color.



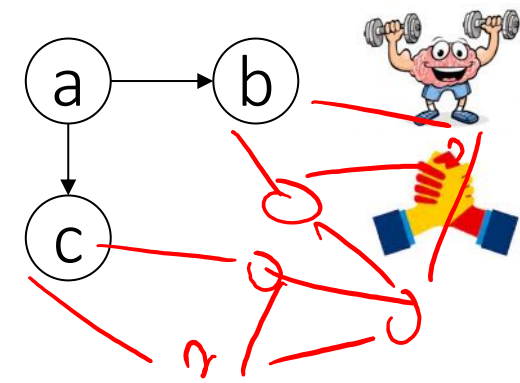
*Convention in ASP:
Capital letters are
variables, lower case
letters constants*

*Cp. $edge(x,a)$
vs. $edge(x,"a")$*

3-colorability

edges	X
	a
	b
	c

E	S	T
	a	b
	a	c



Q: For a graph (V, E) assign each vertex a color in $\{1, 2, 3\}$ such that no adjacent vertices have the same color.

EDB (facts)

`vertex(a). vertex(b). vertex(c). edge(a,b). edge(a,c).`

IDB

Convention in ASP:
Capital letters are variables, lower case letters constants

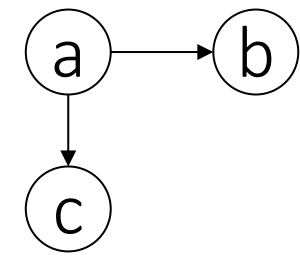
Every vertex needs to have a color ?

Vertices from an edge can't have same color ?

Cp. `edge(x,a)`
vs. `edge(x,"a")`

3-colorability

Q: For a graph (V, E) assign each vertex a color in $\{1, 2, 3\}$ such that no adjacent vertices have the same color.



EDB (facts)

`vertex(a). vertex(b). vertex(c). edge(a,b). edge(a,c).`

IDB

`color(V,1) :- not color(V,2), not color(V,3), vertex(V).`

`color(V,2) :- not color(V,3), not color(V,1), vertex(V).`

`color(V,3) :- not color(V,1), not color(V,2), vertex(V).`

*Convention in ASP:
Capital letters are
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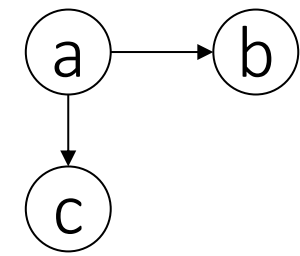
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EDB (facts)

`vertex(a). vertex(b). vertex(c). edge(a,b). edge(a,c).`

IDB

`color(V,1) :- not color(V,2), not color(V,3), vertex(V).`

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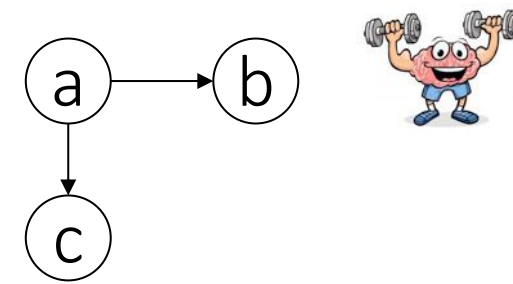
*Cp. `edge(x,a)`
vs. `edge(x,"a")`*

Vertices from an edge can't have same color ?

"`:- edge(a,x), edge(b,x)`" means that "a" and "b" don't share a neighbor

3-colorability

Q: For a graph (V, E) assign each vertex a color in $\{1, 2, 3\}$ such that no adjacent vertices have the same color.



EDB (facts)

```
vertex(a). vertex(b). vertex(c). edge(a,b). edge(a,c).
```

IDB

```
color(V,1) :- not color(V,2), not color(V,3), vertex(V).
```

```
color(V,2) :- not color(V,3), not color(V,1), vertex(V).
```

```
color(V,3) :- not color(V,1), not color(V,2), vertex(V).
```

```
:- edge(V,U), color(V,C), color(U,C).
```

*Convention in ASP:
Capital letters are
variables, lower case
letters constants*

constraint

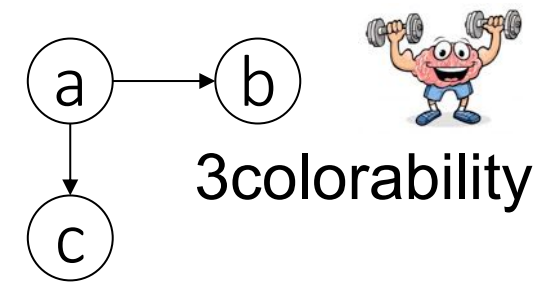
*Cp. edge(x,a)
vs. edge(x,"a")*

Vertices from an edge can't have same color

":- edge(a,x), edge(b,x)" means that "a" and "b" don't share a neighbor

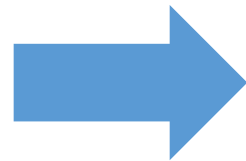
3-colorability

```
./dlv 3colorability.txt --silent --no-facts
```



3colorability.txt

```
vertex(a). vertex(b). vertex(c). edge(a,b). edge(a,c).  
color(V,1) :- not color(V,2), not color(V,3), vertex(V).  
color(V,2) :- not color(V,3), not color(V,1), vertex(V).  
color(V,3) :- not color(V,1), not color(V,2), vertex(V).  
:- edge(V,U), color(V,C), color(U,C).
```



```
{color(a,1), color(b,3), color(c,3)}
```



DLV available for download at: <https://dlv.demacs.unical.it/>

DLV example available at: <https://github.com/northeastern-datalab/cs3200-activities/tree/master/dlv>

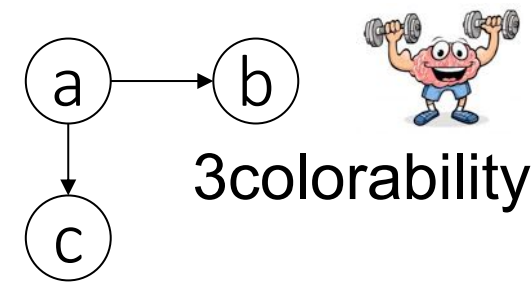
Wolfgang Gatterbauer. Principles of scalable data management: <https://northeastern-datalab.github.io/cs7240/>

3-colorability

```
./dlv 3colorability.txt --silent --no-facts -n 0
```

3colorability.txt

```
vertex(a). vertex(b). vertex(c). edge(a,b). edge(a,c).  
color(V,1) :- not color(V,2), not color(V,3), vertex(V).  
color(V,2) :- not color(V,3), not color(V,1), vertex(V).  
color(V,3) :- not color(V,1), not color(V,2), vertex(V).  
:- edge(V,U), color(V,C), color(U,C).
```



print all stable models (not just one)

```
{color(a,1), color(b,3), color(c,3)}  
{color(a,1), color(c,2), color(b,3)}  
{color(a,2), color(b,3), color(c,3)}  
{color(b,1), color(a,2), color(c,3)}  
{color(b,1), color(c,1), color(a,2)}  
{color(c,1), color(a,2), color(b,3)}  
{color(a,1), color(b,2), color(c,3)}  
{color(a,1), color(b,2), color(c,2)}  
{color(b,2), color(c,2), color(a,3)}  
{color(c,1), color(b,2), color(a,3)}  
{color(b,1), color(c,1), color(a,3)}  
{color(b,1), color(c,2), color(a,3)}
```



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Wolfgang Gatterbauer. Principles of scalable data management: <https://northeastern-datalab.github.io/cs7240/>