Unification in Description Logics Part I: Introduction

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Chair of Automata Theory



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• Knuth-Bendix completion algorithm [KB70]

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• A little bit more formal/general,

Equational theory. Let *E* by a set of identities between first-order terms. The equational theory defined by $=_E$ consists of all identities s = t that can be "derived" from *E*.

E-unification problem. $\Gamma := \{s_1 = \stackrel{?}{_E} t_1, \dots, s_n = \stackrel{?}{_E} t_n\}$. A substitution σ is an E-unifier of Γ if

 $\sigma(s_i) =_E \sigma(t_i)$, for all $1 \le i \le n$.

Most general unifiers need not exist

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• A C-unification problem with two minimal "non-comparable" unifiers:

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(associativity) $A = \{f(x, f(y, z)) \approx f(f(x, y), z)\}$ and $\Gamma = \{f(a, x) = \stackrel{?}{A} f(x, a)\}$

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 - It can be infinite: (associativity) $A = \{f(x, f(y, z)) \approx f(f(x, y), z)\}$ and $\Gamma = \{f(a, x) =_A^? f(x, a)\}$
 - minimal complete sets of unifiers may not exist (we will later see)

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- Databases, Information retrieval, Planning Systems,
- Description Logics: detecting redundancies in ontologies.
- Modal Logics: special case of recognizability of admissible inference rules.

Description Logics



dl.kr.org

What are Description Logics (DLs)?

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Atomic properties \rightarrow Concept names Human, Athlete, Baseball, Helmet, ...

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Concept descriptions: built using the concept/role constructors provided by a DL.

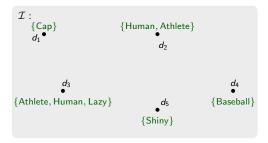
Human \sqcap Athlete \sqcap \exists wears.(Helmet \sqcup Cap) \sqcap \exists plays.Baseball $\sqcap \neg$ Lazy $\sqcap \forall$ owns_bat.Shiny

Formal semantics inherited from *first-order* logic

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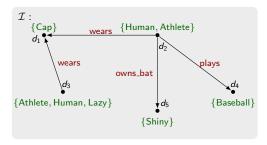


Formal semantics inherited from *first-order* logic



Concept names: unary predicates

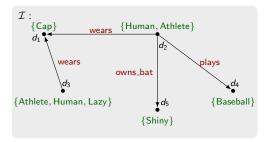
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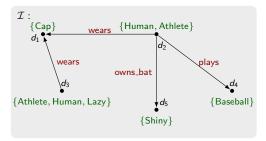


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Formulas (concept descriptions)

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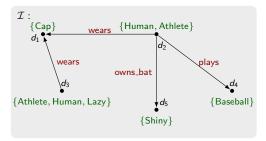
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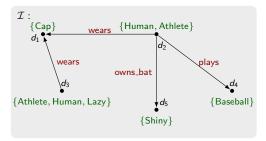
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Concept constructors

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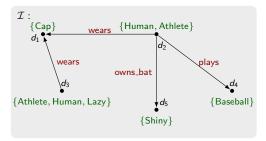
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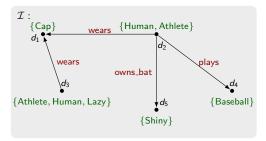
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Formulas (concept descriptions)

Concept constructors	Semantics
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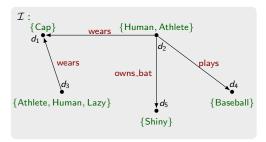
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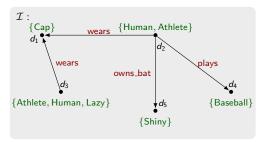
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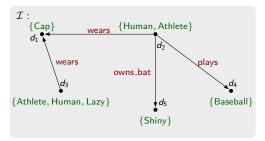
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Terminological knowledge (general knowledge about the domain)

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Concept definitions

 $\mathsf{Baseball_Player} \doteq \bigcirc$

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Concept definitions Baseball_Player ≐ ○ Concept inclusions (GCls) pitchers are baseball players and throw fastball

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Concept inclusions (GCIs) and throw fastball

 $\textit{pitchers are baseball players} \quad _ \rightarrow \quad \mathsf{Pitcher} \sqsubseteq \mathsf{Baseball_Player} \sqcap$ ∃throws.Fastball

Terminological knowledge (general knowledge about the domain)

Concept definitions Baseball_Player \doteq \bigcirc Concept inclusions (GCls) *pitchers are baseball players* _____ Pitcher ⊑ Baseball_Player⊓ *and throw fastball* ∃throws.Fastball

A finite set of definitions/GCIs is called a TBox ${\cal T}$

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$Baseball_Player \doteq$	С

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Semantics (Baseball_Player)^{\mathcal{I}} = (\bigcirc)^{\mathcal{I}} (Pitcher)^{\mathcal{I}} \subseteq (Baseball_Player $\sqcap \exists$ throws.Fastball)^{\mathcal{I}}

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Semantics

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Assertional knowledge (knowledge about concrete situations)

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```
Pitcher(pedro)
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Shiny(s) ¬Lazy(omar)
Human(pedro)
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Terminological knowledge (general knowledge about the domain)

Concept definitions Baseball_Player \doteq \bigcirc Concept inclusions (GCls) *pitchers are baseball players* _____ Pitcher ⊑ Baseball_Player⊓ and throw fastball _____ ∃throws.Fastball

A finite set of definitions/GCIs is called a TBox ${\cal T}$

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Entailments of *K*: *Pedro throws FastBall*, ...

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- Most specific generalizations.
- Least common subsumer.
- Unification.
- ...

More on DLs...

An Introduction to Description Logic



Franz Baader Ian Horrocks Carsten Lutz Uli Sattler

Unification in Description Logics

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$$\label{eq:Head_injury} \begin{split} \mathsf{Head_injury} &\mapsto \mathsf{Injury} \sqcap \exists \mathsf{finding_site}.\mathsf{Head} \\ \mathsf{Severe_injury} &\mapsto \mathsf{Injury} \sqcap \exists \mathsf{severity}.\mathsf{Severe} \end{split}$$

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But they are, in presence of background knowledge (TBox) containing the GCI:
 ∃finding.∃severity.Severe ⊑ ∃status.Emergency

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Definition 1 (\mathcal{L} -unification)

An \mathcal{L} -unification problem is of the form:

$$\Gamma := \{ C_1 \equiv D_1, \ldots, C_n \equiv D_n \}.$$

A substitution σ is a unifier of Γ if

 $\sigma(C_i) \equiv \sigma(D_i)$, for all $1 \leq i \leq n$.

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Restricted to ground TBoxes: a general TBox ${\mathcal T}$ is ground if it contains no variables.

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Definition 2 (\mathcal{L} -unification w.r.t. a general TBox)

Let \mathcal{T} be a general TBox that is ground. An \mathcal{L} -unification problem w.r.t. \mathcal{T} is of the form:

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The decision problem

$\mathcal{L}\text{-}\mathsf{Unification}$ Decision Problem

Instance: A ground general TBox \mathcal{T} and an \mathcal{L} -unification problem Γ . **Question:** Is there a unifier σ of Γ w.r.t. \mathcal{T} ?

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Let θ, σ be two unifiers of an \mathcal{L} -unification problem Γ . We define,

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• Minimal complete set of unifiers.

A set of substitutions ${\mathcal M}$ is a complete set of unifiers of Γ iff

- $\sigma \in \mathcal{M}$ implies σ is a unifier of Γ .
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Unification in DLs. Additional notions from unification theory

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- zero iff it does not have a minimal complete $\mathcal{M}.$

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 $\begin{array}{c} \text{concept descriptions} \\ \text{over } \mathsf{N}_{\mathsf{R}} = \{ r_1, \ldots, r_n \} \end{array} \xrightarrow{} \text{terms over } \Sigma \\ \end{array}$

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 $\label{eq:commutative} \begin{array}{l} \sqcap \text{ is} \\ \text{ commutative } \to x \land y \approx y \land x, \\ \text{ associative } \to (x \land y) \land z \approx x \land (y \land z), \\ \text{ idempotent } \to x \land x \approx x, \\ \text{ has } \top \text{ as unit } \to x \land 1 = x. \end{array}$

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Let C and D be two \mathcal{FL}_0 concept descriptions. Then,

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Unification in ACUIh is ExpTime-complete.

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