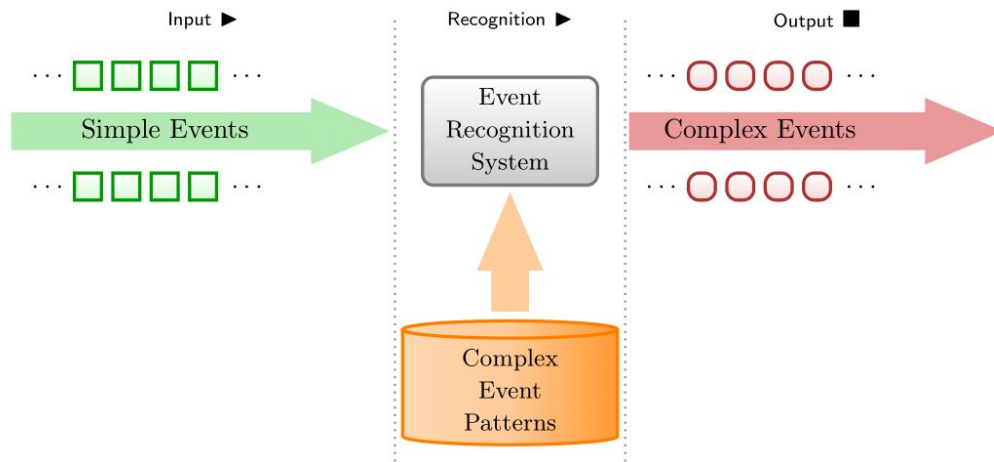


# Answer Set Automata: A Learnable Pattern Specification Framework for Complex Event Recognition

Nikos Katzouris, George Paliouras  
NCSR “Demokritos”

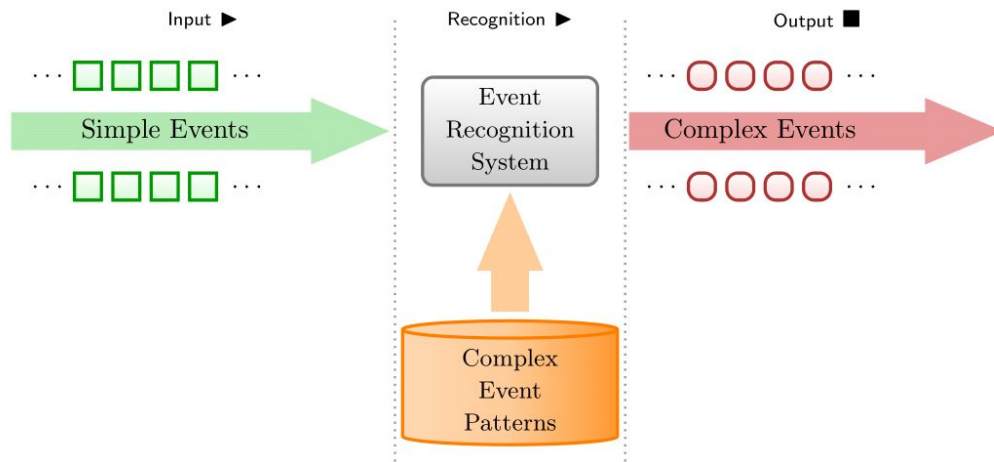
TIME 2023

# Complex Event Recognition & Forecasting (CER/F)



- **Recognition:**
  - Matches of the patterns on the input.
- **Forecasting:**
  - Likelihood of future full pattern matches, given observed partial matches.

# Complex Event Recognition & Forecasting (CER/F)



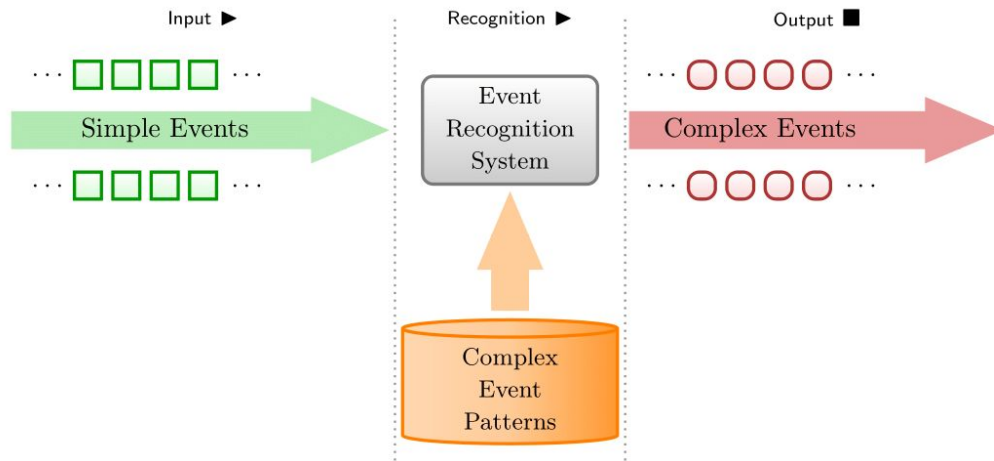
- **Recognition:**
  - Matches of the patterns on the input.
- **Forecasting:**
  - Likelihood of future full pattern matches, given observed partial matches.

## Complex event patterns:

- Typically manually authored, specifying situations of interest.
- Using **Event Specification Languages (ESLs)**.
- Declarative.
- Formal, compositional semantics.

complex event ( $CE$ ) :=	input event	base case
	$FILTER_p(CE)$	apply predicate $p$ on the variables of $CE$
	$SEQ(CE_1, CE_2)$	sequence
	$ITER(CE)$	Kleene Closure
	$CE_1 OR CE_2$	disjunction
	$CE_1 AND CE_2$	conjunction (:= $SEQ(CE_1, CE_2) OR SEQ(CE_2, CE_1)$ )
	$WITHIN_{t_1}^{t_2}(CE)$	windowing
	$SELECT(CE)$	event selection strategies (strict-contiguity, skip-till-next-match...)

# Complex Event Recognition & Forecasting (CER/F)



- **Recognition:**
  - Matches of the patterns on the input.
- **Forecasting:**
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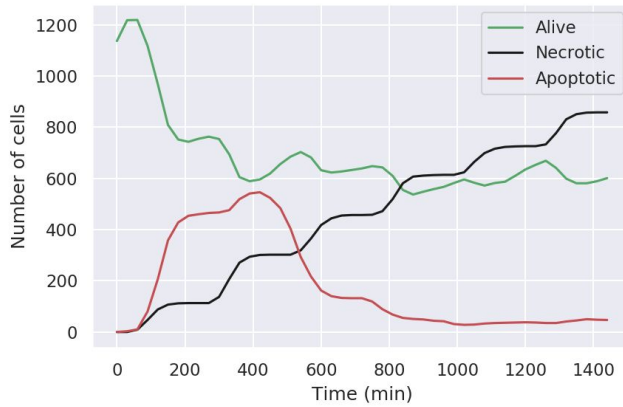
## Complex event patterns:

- Often unknown, or change over time.
- Can we learn/revise them from data?

complex event ( $CE$ ) :=	input event	base case
	$FILTER_p(CE)$	apply predicate $p$ on the variables of $CE$
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	$SELECT(CE)$	event selection strategies (strict-contiguity, skip-till-next-match...)

# Example

## Domain: simulation of tumor evolution in response to a drug



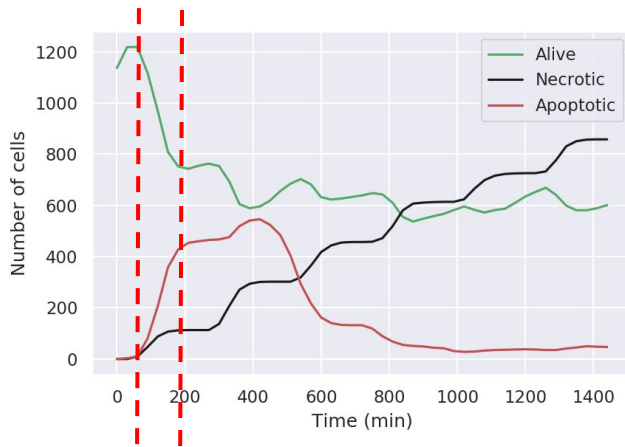
## Complex Event Pattern

```
PATTERN SEQ(ITER( $X_t$ ), ITER( $Y_t$ ), ITER( $Z_t$ ))
FILTER  $X_t$ .alive <  $X_{t-1}$ .alive
AND  $X_t$ .apoptotic >  $X_{t-1}$ .apoptotic
AND  $Y_t$ .alive < 800
AND  $Z_t$ .alive <  $Z_t$ .necrotic
```

complex event ( $CE$ ) :=	input event	base case
	$FILTER_p(CE)$	apply predicate $p$ on the variables of $CE$
	$SEQ(CE_1, CE_2)$	sequence
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	$SELECT(CE)$	event selection strategies (strict-contiguity, skip-till-next-match...)

# Event Specification Languages & Automata

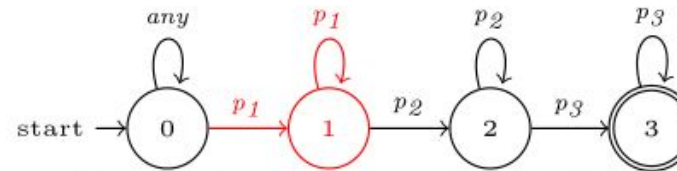
Domain: simulation of tumor evolution in response to a drug



Complex Event Pattern

```

PATTERN SEQ(ITER( $X_t$ ), ITER( $Y_t$ ), ITER( $Z_t$ ))
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```



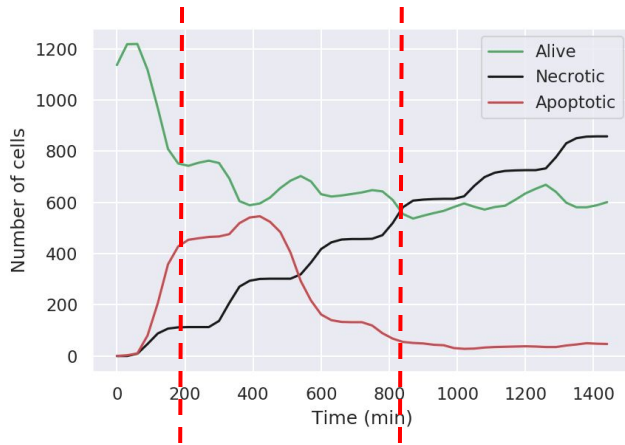
```

 $p_1(T) \leftarrow \text{decrease}(\text{alive}(T)), \text{increase}(\text{apoptotic}(T)).$ 
 $p_2(T) \leftarrow \text{less\_than\_val}(\text{alive}(T), 800).$ 
 $p_3(T) \leftarrow \text{less\_than\_att}(\text{alive}(T), \text{necrotic}(T)).$ 
    
```

- Patterns usually express “episodes” and correspond to **symbolic automata (SFA)**.
- SFA: transition guards are predicates, rather than symbols.

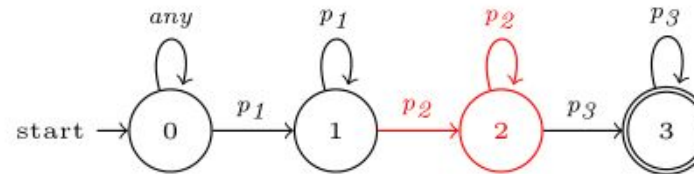
# Event Specification Languages & Automata

Domain: simulation of tumor evolution in response to a drug



Patterns of interesting situations

```
PATTERN SEQ(ITER( $X_t$ ), ITER( $Y_t$ ), ITER( $Z_t$ ))
FILTER  $X_t$ .alive <  $X_{t-1}$ .alive
AND  $X_t$ .apoptotic >  $X_{t-1}$ .apoptotic
AND  $Y_t$ .alive < 800
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```

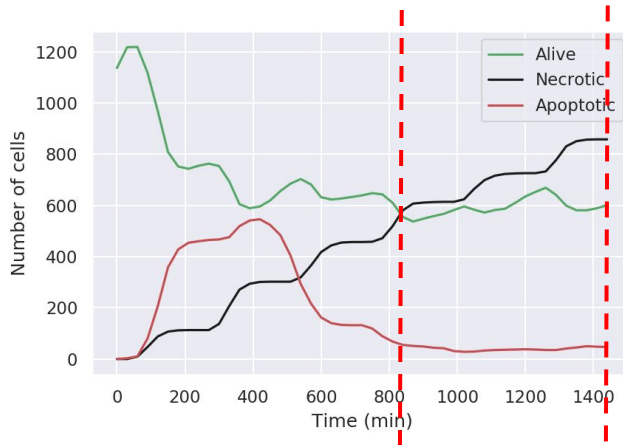


```
 $p_1(T) \leftarrow \text{decrease}(\text{alive}(T)), \text{increase}(\text{apoptotic}(T)).$   
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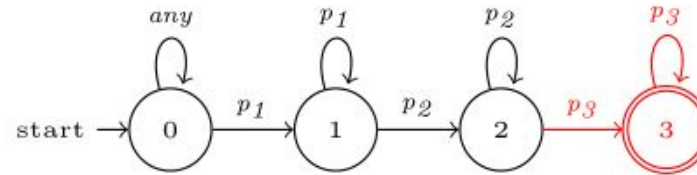
# Event Specification Languages & Automata

Domain: simulation of tumor evolution in response to a drug



Patterns of interesting situations

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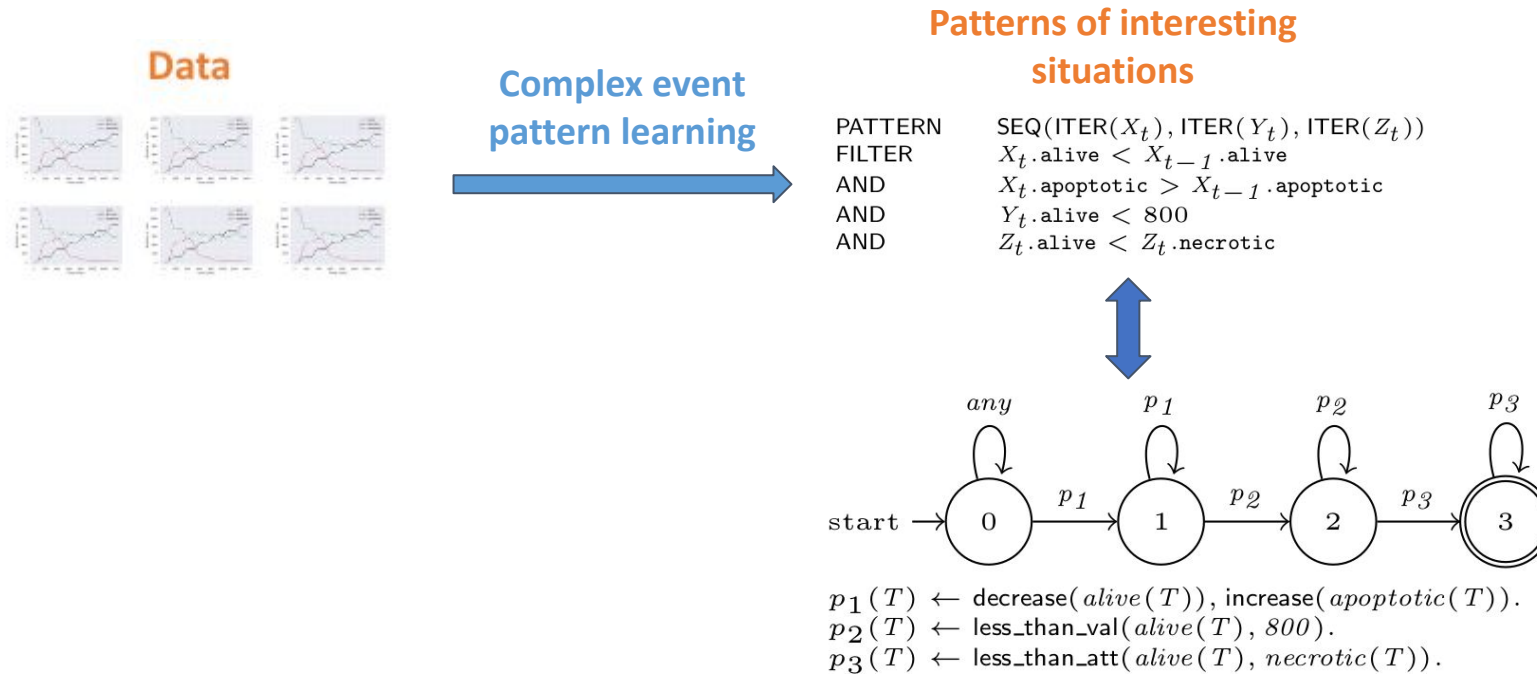


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- Patterns usually express “episodes” and correspond to **symbolic automata (SFA)**.
- SFA: transition guards are predicates, rather than symbols.



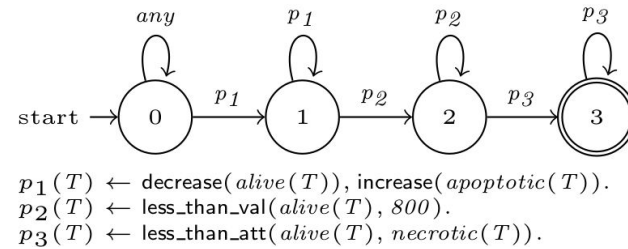
# Approach to Event Pattern Learning



- Approach:
  - Learn **symbolic automata** that correspond to patterns in an event specification language.
- Requirements:
  - **Simultaneously learn the SFA structure and the guards' definitions.**

# Answer Set Automata

## Symbolic Automata



- Pattern specifications in Answer Set Programming.

## Event Specification Languages

```

PATTERN  SEQ(ITER( $X_t$ ), ITER( $Y_t$ ), ITER( $Z_t$ ))
FILTER    $X_t.\text{alive} < X_{t-1}.\text{alive}$ 
AND       $X_t.\text{apoptotic} > X_{t-1}.\text{apoptotic}$ 
AND       $Y_t.\text{alive} < 800$ 
AND       $Z_t.\text{alive} < Z_t.\text{necrotic}$ 
  
```

## Logic Programs

### SFA interpreter

```

inState( $S_{id}, 0, T$ ) ← sequence( $S_{id}$ ), start( $T$ ).
inState( $S_{id}, S_2, T + 1$ ) ← inState( $SeqId, S_1, T$ ), transition( $S_1, F, S_2$ ), holds( $F, SeqId, T$ ).
accepted( $S_{id}$ ) ← inState( $S_{id}, X, T$ ), accepting( $X$ ), seqEnd( $S_{id}, T$ ).
  
```

### BK predicates (filters) definitions

```

holds(decrease( $Attribute$ ),  $S_{id}, T$ ) ← [conditions]
holds(increase( $Attribute$ ),  $S_{id}, T$ ) ← [conditions]
...
  
```

### SFA structural specification

```

transition(0, any, 0). transition(0, p1, 1). transition(1, p1, 1).
transition(1, p2, 2). transition(2, p2, 2). transition(2, p3, 3).
  
```

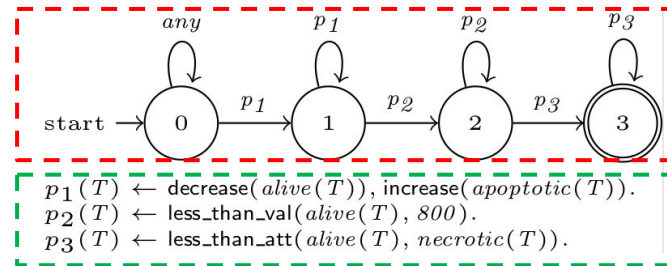
### Transition guards definitions

```

holds( $p_1, S_{id}, T$ ) ← holds(decrease( $alive$ ),  $S_{id}, T$ ), holds(increase( $apoptotic$ ),  $S_{id}, T$ ).
holds( $p_2, S_{id}, T$ ) ← holds(less_than_val( $alive, 800$ ),  $S_{id}, T$ ).
...
  
```

# Answer Set Automata

## Symbolic Automata



- Pattern specifications in Answer Set Programming.

## Event Specification Languages

```

PATTERN SEQ(ITER(Xt), ITER(Yt), ITER(Zt))
FILTER Xt.alive < Xt-1.alive
AND Xt.apoptotic > Xt-1.apoptotic
AND Yt.alive < 800
AND Zt.alive < Zt.necrotic
  
```

## Logic Programs

**SFA interpreter**

```

inState(Sid, 0, T) ← sequence(Sid), start(T).
inState(Sid, S2, T + 1) ← inState(SeqId, S1, T), transition(S1, F, S2), holds(F, SeqId, T).
accepted(Sid) ← inState(Sid, X, T), accepting(X), seqEnd(Sid, T).
  
```

**BK predicates (filters) definitions**

```

holds(decrease(Attribute), Sid, T) ← [conditions]
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...
  
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**SFA structural specification**

```

transition(0, any, 0). transition(0, p1, 1). transition(1, p1, 1).
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**Transition guards definitions**

```

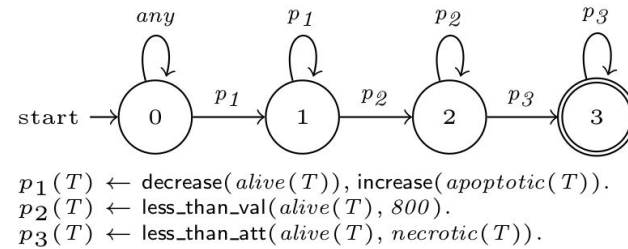
holds(p1, Sid, T) ← holds(decrease(alive), Sid, T), holds(increase(apoptotic), Sid, T).
holds(p2, Sid, T) ← holds(less_than_val(alive, 800), Sid, T).
...
  
```

SFA structure

Filters definitions

# Answer Set Automata

## Symbolic Automata



- Pattern specifications in Answer Set Programming (ASP)
- Pattern matching with a CER engine equivalent to reasoning with an ASP solver.

## Event Specification Languages

```

PATTERN SEQ(ITER( $X_t$ ), ITER( $Y_t$ ), ITER( $Z_t$ ))
FILTER  $X_t.\text{alive} < X_{t-1}.\text{alive}$ 
AND  $X_t.\text{apoptotic} > X_{t-1}.\text{apoptotic}$ 
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## Logic Programs

**SFA interpreter**

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```

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holds( $p_2, S_{id}, T$ ) ← holds(less_than_val( $alive, 800$ ),  $S_{id}, T$ ).
...
  
```

# Answer Set Automata

## Correctness property

**Proposition 1** Let  $L$  be any event specification language generated by the grammar: FILTER | SEQ | ITER | OR and  $p$  be any L-pattern. There exists a program  $\Pi_p$  such that for any finite event tuple sequence  $s$ :

$$\text{matches}(p, s) \text{ iff } \text{accepted}(s) \in SM(\Pi_p \cup HI(s))$$

Defined inductively on the structure of L

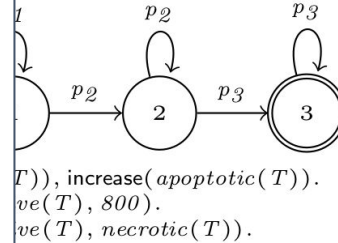
Unique stable model

Logical representation of the input

## Event Specification Languages

PATTERN	SEQ(ITER( $X_t$ ), ITER( $Y_t$ ), ITER( $Z_t$ ))
FILTER	$X_t.\text{alive} < X_{t-1}.\text{alive}$
AND	$X_t.\text{apoptotic} > X_{t-1}.\text{apoptotic}$
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## Answer Set Automata



- Pattern specifications in Answer Set Programming (ASP)
- Pattern matching with a CER engine equivalent to reasoning with an ASP solver

## Logic Programs

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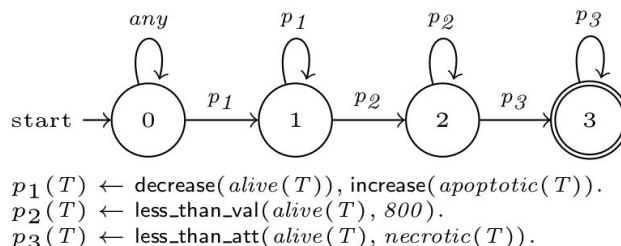
### Transition guards definitions

```

holds( $p1, S_{id}, T$ ) ← holds(decrease( $alive$ ),  $S_{id}, T$ ), holds(increase( $apoptotic$ ),  $S_{id}, T$ ).
holds( $p2, S_{id}, T$ ) ← holds(less_than_val( $alive, 800$ ),  $S_{id}, T$ ).
...
    
```

# Answer Set Automata Learning (ASAL)

## Symbolic Automata



- Pattern specifications in Answer Set Programming ASP
- Executable
  - Pattern matching with a CER engine equivalent to reasoning with an ASP solver
- **Learnable from data**
  - Labeled input seqs converted into constraints (to be accepted/rejected)
  - **Abductive learning**: generate SFA to minimize unsat constraints and model complexity

## Event Specification Languages

```

PATTERN SEQ(ITER( $X_t$ ), ITER( $Y_t$ ), ITER( $Z_t$ ))
FILTER  $X_t.\text{alive} < X_{t-1}.\text{alive}$ 
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## Logic Programs

```

SFA interpreter
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```

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BK predicates (filters) definitions
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...
    
```

```

SFA structural specification
transition(0, any, 0). transition(0, p1, 1). transition(1, p1, 1).
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```

```

Transition guards definitions
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holds( $p_2, S_{id}, T$ ) ← holds(less_than_val( $alive, 800$ ),  $S_{id}, T$ ).
    
```



ASAL

Learnt

Given

# Answer Set Automata Learning (ASAL)

**Algorithm 1**  $ASAL(n, m, t, DSFA, ESS, \mathcal{I}, \mathcal{B}, S)$

**Input:**  $n$ : max number of states ;  $m$ : max number of alternative (disjunctive) definitions for a guard;  $t$ : solving time limit;  $DSFA$ : boolean flag for (n-)deterministic SFA;  $ESS$ : event selection strategy;  $\mathcal{I}$ : SFA interpreter;  $\mathcal{B}$ : BK predicate definitions;  $S$ : labeled training set.

**Output:**  $\mathcal{T}$ : structural SFA specification of up to  $n$  states;  $\mathcal{G}$ : transition guard definitions

---

```
1:  $\mathcal{E} \leftarrow \text{guard\_template}(n, DSFA, ESS)$ .
2:  $\mathcal{P}_1 \leftarrow \text{generate\_part}(n, m, \mathcal{B})$ .
3:  $\mathcal{P}_2 \leftarrow \text{test\_part}(\mathcal{B})$ .
4:  $\mathcal{M} \leftarrow \text{solve}(t, \mathcal{E}, \mathcal{P}_1, \mathcal{P}_2, \mathcal{I}, \mathcal{B}, S)$ .
5:  $(\mathcal{T}, \mathcal{G}) \leftarrow \text{assemble}(\mathcal{M}, \mathcal{E})$ .
6: return  $(\mathcal{T}, \mathcal{G})$ .

7: function  $\text{assemble}(\mathcal{M}, \mathcal{E})$ :
8:    $\mathcal{T} \leftarrow$  all transition/3 facts in  $\mathcal{M}$ 
9:    $\mathcal{G} \leftarrow \emptyset$ 
10:  for each atom  $\alpha \in \mathcal{M}$  of the form  $\alpha := \text{atom}(i, j, \delta)$ :
11:     $g_{ij} \leftarrow$  the  $j$ -th disjunct of guard  $i$ 's definition
12:    if no such  $g_{ij}$  exists in  $\mathcal{G}$ :
13:       $\mathcal{G} \leftarrow \mathcal{G} \cup \text{holds}(g_{ij}, S, T) \leftarrow$  # adds empty-bodied rule
14:    else add  $\delta$  to the body of  $g_{ij}$ 
15:  for each rule  $g_{ij} \in \mathcal{G}$ 
16:    add to  $g_{ij}$ 's body its corresponding mutual exclusivity conditions
    specified in  $\mathcal{E}$ .
17:  return  $(\mathcal{T}, \mathcal{G})$ 
```

# Answer Set Automata Learning (ASAL)

## Algorithm 1 ASAL( $n, m, t, DSFA, ESS, \mathcal{I}, \mathcal{B}, S$ )

**Input:**  $n$ : max number of states ;  $m$ : max number of alternative (disjunctive) definitions for a guard;  $t$ : solving time limit;  $DSFA$ : boolean flag for (n-)deterministic SFA;  $ESS$ : event selection strategy;  $\mathcal{I}$ : SFA interpreter;  $\mathcal{B}$ : BK predicate definitions;  $S$ : labeled training set.

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      specified in  $\mathcal{E}$ .
17:  return  $(\mathcal{T}, \mathcal{G})$ 
```

## Input data as labeled Herbrand Interpretations



```
obs( $s_1, \text{av}(al, 200), 0$ ), ..., obs( $s_1, \text{av}(al, 83), 50$ )
obs( $s_1, \text{av}(ap, 40), 0$ ), ..., obs( $s_1, \text{av}(ap, 5), 50$ )
obs( $s_1, \text{av}(n, 0), 0$ ), ..., obs( $s_1, \text{av}(n, 800), 50$ )
class( $s_1, \text{positive}$ )
...
class( $s_{10}, \text{negative}$ )
```



# Answer Set Automata Learning (ASAL)

## Algorithm 1 ASAL( $n, m, t, DSFA, ESS, \mathcal{I}, \mathcal{B}, S$ )

**Input:**  $n$ : max number of states ;  $m$ : max number of alternative (disjunctive) definitions for a guard;  $t$ : solving time limit;  $DSFA$ : boolean flag for (n)-deterministic SFA;  $ESS$ : event selection strategy;  $\mathcal{I}$ : SFA interpreter;  $\mathcal{B}$ : BK predicate definitions;  $S$ : labeled training set.

**Output:**  $\mathcal{T}$ : structural SFA specification of up to  $n$  states;  $\mathcal{G}$ : transition guard definitions

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3:  $\mathcal{P}_2 \leftarrow \text{test\_part}(\mathcal{B})$ .
4:  $\mathcal{M} \leftarrow \text{solve}(t, \mathcal{E}, \mathcal{P}_1, \mathcal{P}_2, \mathcal{I}, \mathcal{B}, S)$ .
5:  $(\mathcal{T}, \mathcal{G}) \leftarrow \text{assemble}(\mathcal{M}, \mathcal{E})$ .
6: return  $(\mathcal{T}, \mathcal{G})$ .

7: function assemble( $\mathcal{M}, \mathcal{E}$ ):
8:    $\mathcal{T} \leftarrow$  all transition/3 facts in  $\mathcal{M}$ 
9:    $\mathcal{G} \leftarrow \emptyset$ 
10:  for each atom  $\alpha \in \mathcal{M}$  of the form  $\alpha := \text{atom}(i, j, \delta)$ :
11:     $g_{ij} \leftarrow$  the  $j$ -th disjunct of guard  $i$ 's definition
12:    if no such  $g_{ij}$  exists in  $\mathcal{G}$ :
13:       $\mathcal{G} \leftarrow \mathcal{G} \cup \text{holds}(g_{ij}, S, T) \leftarrow$  # adds empty-bodied rule
14:    else add  $\delta$  to the body of  $g_{ij}$ 
15:  for each rule  $g_{ij} \in \mathcal{G}$ 
16:    add to  $g_{ij}$ 's body its corresponding mutual exclusivity conditions
    specified in  $\mathcal{E}$ .
17:  return  $(\mathcal{T}, \mathcal{G})$ 
```

(A) Example result of `guard_template( $n = 3, DSFA = \text{true}, ESS = \text{skip-till-any-match}$ )`:

```
(1) holds( $g(0, 0), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ), not holds( $g(0, 1), S, T$ ), not holds( $g(0, 2), S, T$ ).
(2) holds( $g(0, 1), S, T$ )  $\leftarrow$  holds(body( $g(0, 1), J$ ),  $S, T$ ), not holds( $g(0, 2), S, T$ ).
(3) holds( $g(0, 2), S, T$ )  $\leftarrow$  holds(body( $g(0, 2), J$ ),  $S, T$ ).
(4) holds( $g(1, 0), S, T$ )  $\leftarrow$  holds(body( $g(1, 0), J$ ),  $S, T$ ), not holds( $g(1, 2), S, T$ ).
(5) holds( $g(1, 1), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ), not holds( $g(1, 0), S, T$ ), not holds( $g(1, 2), S, T$ ).
(6) holds( $g(1, 2), S, T$ )  $\leftarrow$  holds(body( $g(1, 2), J$ ),  $S, T$ ).
(7) holds( $g(2, 2), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ).
(8)  $\leftarrow$  state( $S$ ), not transition( $S, \_, S$ ).
(9) holds(body( $I, J$ ),  $S, T$ )  $\leftarrow$ 
    guard( $I$ ), disjunct( $J$ ), seq( $S$ ), time( $T$ ), holds( $F, S, T$ ) : atom( $I, J, F$ ).
```

- Provides “placeholder” definitions for the guards of a fully connected graph of up to `max_number` of states.
- **Defeasible:** the goal is to simplify as much as possible, keep only what’s necessary to explain the input (discard entire rules or rule conditions).
- Specifies mutual exclusivity conditions for the guards, in case the target is a deterministic SFA.
- **Rule (9)** allows to “unfold” the placeholder definition of the  $I$ -th guard into  $J$  disjunctions of conjunctions of BK predicate instances.

# Answer Set Automata Learning (ASAL)

## Algorithm 1 ASAL( $n, m, t, DSFA, ESS, \mathcal{I}, \mathcal{B}, S$ )

**Input:**  $n$ : max number of states ;  $m$ : max number of alternative (disjunctive) definitions for a guard;  $t$ : solving time limit;  $DSFA$ : boolean flag for (n)-deterministic SFA;  $ESS$ : event selection strategy;  $\mathcal{I}$ : SFA interpreter;  $\mathcal{B}$ : BK predicate definitions;  $S$ : labeled training set.

**Output:**  $\mathcal{T}$ : structural SFA specification of up to  $n$  states;  $\mathcal{G}$ : transition guard definitions

```
1:  $\mathcal{E} \leftarrow \text{guard\_template}(n, DSFA, ESS)$ .
2:  $\mathcal{P}_1 \leftarrow \text{generate\_part}(n, m, \mathcal{B})$ .
3:  $\mathcal{P}_2 \leftarrow \text{test\_part}(\mathcal{B})$ .
4:  $\mathcal{M} \leftarrow \text{solve}(t, \mathcal{E}, \mathcal{P}_1, \mathcal{P}_2, \mathcal{I}, \mathcal{B}, S)$ .
5:  $(\mathcal{T}, \mathcal{G}) \leftarrow \text{assemble}(\mathcal{M}, \mathcal{E})$ .
6: return  $(\mathcal{T}, \mathcal{G})$ .

7: function assemble( $\mathcal{M}, \mathcal{E}$ ):
8:    $\mathcal{T} \leftarrow$  all transition/3 facts in  $\mathcal{M}$ 
9:    $\mathcal{G} \leftarrow \emptyset$ 
10:  for each atom  $\alpha \in \mathcal{M}$  of the form  $\alpha := \text{atom}(i, j, \delta)$ :
11:     $g_{ij} \leftarrow$  the  $j$ -th disjunct of guard  $i$ 's definition
12:    if no such  $g_{ij}$  exists in  $\mathcal{G}$ :
13:       $\mathcal{G} \leftarrow \mathcal{G} \cup \text{holds}(g_{ij}, S, T) \leftarrow$  # adds empty-bodied rule
14:    else add  $\delta$  to the body of  $g_{ij}$ 
15:  for each rule  $g_{ij} \in \mathcal{G}$ 
16:    add to  $g_{ij}$ 's body its corresponding mutual exclusivity conditions
    specified in  $\mathcal{E}$ .
17:  return  $(\mathcal{T}, \mathcal{G})$ 
```

(A) Example result of guard\_template( $n = 3, DSFA = \text{true}, ESS = \text{skip-till-any-match}$ ):

```
(1) holds( $g(0, 0), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ), not holds( $g(0, 1), S, T$ ), not holds( $g(0, 2), S, T$ ).
(2) holds( $g(0, 1), S, T$ )  $\leftarrow$  holds(body( $g(0, 1), J$ ),  $S, T$ ), not holds( $g(0, 2), S, T$ ).
(3) holds( $g(0, 2), S, T$ )  $\leftarrow$  holds(body( $g(0, 2), J$ ),  $S, T$ ).
(4) holds( $g(1, 0), S, T$ )  $\leftarrow$  holds(body( $g(1, 0), J$ ),  $S, T$ ), not holds( $g(1, 2), S, T$ ).
(5) holds( $g(1, 1), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ), not holds( $g(1, 0), S, T$ ), not holds( $g(1, 2), S, T$ ).
(6) holds( $g(1, 2), S, T$ )  $\leftarrow$  holds(body( $g(1, 2), J$ ),  $S, T$ ).
(7) holds( $g(2, 2), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ).
(8)  $\leftarrow$  state( $S$ ), not transition( $S, -, S$ ).
(9) holds(body( $I, J$ ),  $S, T$ )  $\leftarrow$ 
    guard( $I$ ), disjunct( $J$ ), seq( $S$ ), time( $T$ ), holds( $F, S, T$ ) : atom( $I, J, F$ ).
```

(B) Example result of generate\_part( $n, m, \mathcal{B}$ ) for  $\mathcal{B}$  from Table 2(iv):

```
(10) state(0..2). start(0). accepting(2). guard( $g(S_1, S_2)$ )  $\leftarrow$  transition( $S_1, g(S_1, S_2), S_2$ ).
(11) {transition( $S_1, g(S_1, S_2), S_2$ )}  $\leftarrow$  state( $S_1$ ), state( $S_2$ ).
(12) {disjunct(1.. $m$ )}.
(13) {atom( $I, J, \text{increase}(A)$ )}  $\leftarrow$  guard( $I$ ), disjunct( $J$ ), attr( $A$ ).
(14) {atom( $I, J, \text{less\_than\_val}(A, V)$ )}  $\leftarrow$  guard( $I$ ), disjunct( $J$ ), av( $A, V$ ).
(15) {atom( $I, J, \text{less\_than\_att}(A_1, A_2)$ )}  $\leftarrow$  guard( $I$ ), disjunct( $J$ ), attr( $A_1$ ), attr( $A_2$ ).
```

Abduces atom/3 instances

# Answer Set Automata Learning (ASAL)

## Algorithm 1 ASAL( $n, m, t, DSFA, ESS, \mathcal{I}, \mathcal{B}, S$ )

**Input:**  $n$ : max number of states ;  $m$ : max number of alternative (disjunctive) definitions for a guard;  $t$ : solving time limit;  $DSFA$ : boolean flag for (n)-deterministic SFA;  $ESS$ : event selection strategy;  $\mathcal{I}$ : SFA interpreter;  $\mathcal{B}$ : BK predicate definitions;  $S$ : labeled training set.

**Output:**  $\mathcal{T}$ : structural SFA specification of up to  $n$  states;  $\mathcal{G}$ : transition guard definitions

```
1:  $\mathcal{E} \leftarrow \text{guard\_template}(n, DSFA, ESS)$ .
2:  $\mathcal{P}_1 \leftarrow \text{generate\_part}(n, m, \mathcal{B})$ .
3:  $\mathcal{P}_2 \leftarrow \text{test\_part}(\mathcal{B})$ .
4:  $\mathcal{M} \leftarrow \text{solve}(t, \mathcal{E}, \mathcal{P}_1, \mathcal{P}_2, \mathcal{I}, \mathcal{B}, S)$ .
5:  $(\mathcal{T}, \mathcal{G}) \leftarrow \text{assemble}(\mathcal{M}, \mathcal{E})$ .
6: return  $(\mathcal{T}, \mathcal{G})$ .

7: function assemble( $\mathcal{M}, \mathcal{E}$ ):
8:    $\mathcal{T} \leftarrow$  all transition/3 facts in  $\mathcal{M}$ 
9:    $\mathcal{G} \leftarrow \emptyset$ 
10:  for each atom  $\alpha \in \mathcal{M}$  of the form  $\alpha := \text{atom}(i, j, \delta)$ :
11:     $g_{ij} \leftarrow$  the  $j$ -th disjunct of guard  $i$ 's definition
12:    if no such  $g_{ij}$  exists in  $\mathcal{G}$ :
13:       $\mathcal{G} \leftarrow \mathcal{G} \cup \text{holds}(g_{ij}, S, T) \leftarrow$  # adds empty-bodied rule
14:    else add  $\delta$  to the body of  $g_{ij}$ 
15:  for each rule  $g_{ij} \in \mathcal{G}$ 
16:    add to  $g_{ij}$ 's body its corresponding mutual exclusivity conditions
    specified in  $\mathcal{E}$ .
17:  return  $(\mathcal{T}, \mathcal{G})$ 
```

(A) Example result of guard\_template( $n = 3, DSFA = \text{true}, ESS = \text{skip-till-any-match}$ ):

```
(1) holds( $g(0, 0), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ), not holds( $g(0, 1), S, T$ ), not holds( $g(0, 2), S, T$ ).
(2) holds( $g(0, 1), S, T$ )  $\leftarrow$  holds(body( $g(0, 1), J$ ),  $S, T$ ), not holds( $g(0, 2), S, T$ ).
(3) holds( $g(0, 2), S, T$ )  $\leftarrow$  holds(body( $g(0, 2), J$ ),  $S, T$ ).
(4) holds( $g(1, 0), S, T$ )  $\leftarrow$  holds(body( $g(1, 0), J$ ),  $S, T$ ), not holds( $g(1, 2), S, T$ ).
(5) holds( $g(1, 1), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ), not holds( $g(1, 0), S, T$ ), not holds( $g(1, 2), S, T$ ).
(6) holds( $g(1, 2), S, T$ )  $\leftarrow$  holds(body( $g(1, 2), J$ ),  $S, T$ ).
(7) holds( $g(2, 2), S, T$ )  $\leftarrow$  seq( $S$ ), time( $T$ ).
(8)  $\leftarrow$  state( $S$ ), not transition( $S, \_, S$ ).
(9) holds(body( $I, J$ ),  $S, T$ )  $\leftarrow$ 
    guard( $I$ ), disjunct( $J$ ), seq( $S$ ), time( $T$ ), holds( $F, S, T$ ) : atom( $I, J, F$ ).
```

(B) Example result of generate\_part( $n, m, \mathcal{B}$ ) for  $\mathcal{B}$  from Table 2(iv):

```
(10) state(0..2). start(0). accepting(2). guard( $g(S_1, S_2)$ )  $\leftarrow$  transition( $S_1, g(S_1, S_2), S_2$ ).
(11) {transition( $S_1, g(S_1, S_2), S_2$ )}  $\leftarrow$  state( $S_1$ ), state( $S_2$ ).
(12) {disjunct(1.. $m$ )} .
(13) {atom( $I, J, \text{increase}(A)$ )}  $\leftarrow$  guard( $I$ ), disjunct( $J$ ), attr( $A$ ).
(14) {atom( $I, J, \text{less\_than\_val}(A, V)$ )}  $\leftarrow$  guard( $I$ ), disjunct( $J$ ), av( $A, V$ ).
(15) {atom( $I, J, \text{less\_than\_att}(A_1, A_2)$ )}  $\leftarrow$  guard( $I$ ), disjunct( $J$ ), attr( $A_1$ ), attr( $A_2$ ).
```

(C) Example result of test\_part( $\mathcal{B}$ ):

```
(16)  $\sim$  false_negative( $S$ ). [1@0,  $S$ ]
(17)  $\sim$  false_positive( $S$ ). [1@0,  $S$ ]
(18)  $\sim$  atom( $I, J, F$ ). [1@0,  $I, J, F$ ]
(19)  $\sim$  used_attribute( $A$ ). [1@0,  $A$ ]
(20) used_attribute( $A$ )  $\leftarrow$  atom( $\_, \_, \text{increase}(A)$ ).
(21) used_attribute( $A$ )  $\leftarrow$  atom( $\_, \_, \text{decrease}(A)$ ).
... rest of used_attribute/1 definitions...
(22) false_negative( $S$ )  $\leftarrow$  pos( $S$ ), not accepted( $S$ ).
(23) false_positive( $S$ )  $\leftarrow$  neg( $S$ ), accepted( $S$ ).
```

Guides the abduction process through (weak) constraints that are to be satisfied “as much a possible”.

# Answer Set Automata Learning (ASAL)

## Algorithm 1 ASAL( $n, m, t, DSFA, ESS, \mathcal{I}, \mathcal{B}, S$ )

**Input:**  $n$ : max number of states ;  $m$ : max number of alternative (disjunctive) definitions for a guard;  $t$ : solving time limit;  $DSFA$ : boolean flag for (n-)deterministic SFA;  $ESS$ : event selection strategy;  $\mathcal{I}$ : SFA interpreter;  $\mathcal{B}$ : BK predicate definitions;  $S$ : labeled training set.

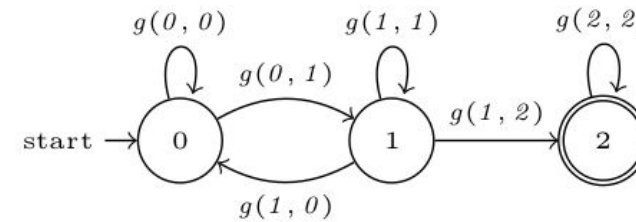
**Output:**  $\mathcal{T}$ : structural SFA specification of up to  $n$  states;  $\mathcal{G}$ : transition guard definitions

- 1:  $\mathcal{E} \leftarrow \text{guard\_template}(n, DSFA, ESS)$ .
- 2:  $\mathcal{P}_1 \leftarrow \text{generate\_part}(n, m, \mathcal{B})$ .
- 3:  $\mathcal{P}_2 \leftarrow \text{test\_part}(\mathcal{B})$ .
- 4:  $\mathcal{M} \leftarrow \text{solve}(t, \mathcal{E}, \mathcal{P}_1, \mathcal{P}_2, \mathcal{I}, \mathcal{B}, S)$ .
- 5:  $(\mathcal{T}, \mathcal{G}) \leftarrow \text{assemble}(\mathcal{M}, \mathcal{E})$ .
- 6: **return**  $(\mathcal{T}, \mathcal{G})$ .

### 7: **function** `assemble( $\mathcal{M}, \mathcal{E}$ ):`

- 8:  $\mathcal{T} \leftarrow$  all transition/3 facts in  $\mathcal{M}$
- 9:  $\mathcal{G} \leftarrow \emptyset$
- 10: **for each** atom  $\alpha \in \mathcal{M}$  of the form  $\alpha := \text{atom}(i, j, \delta)$ :
- 11:  $g_{ij} \leftarrow$  the  $j$ -th disjunct of guard  $i$ 's definition
- 12: **if** no such  $g_{ij}$  exists in  $\mathcal{G}$ :
- 13:  $\mathcal{G} \leftarrow \mathcal{G} \cup \text{holds}(g_{ij}, S, T) \leftarrow$  # adds empty-bodied rule
- 14: **else** add  $\delta$  to the body of  $g_{ij}$
- 15: **for each** rule  $g_{ij} \in \mathcal{G}$
- 16: add to  $g_{ij}$ 's body its corresponding mutual exclusivity conditions specified in  $\mathcal{E}$ .
- 17: **return**  $(\mathcal{T}, \mathcal{G})$

Extracts solutions from the generated and compiles the guards using the template if necessary (for deterministic SFA).



$g(0, 0) \leftarrow \text{not } g(0, 1)$ .  
 $g(1, 1) \leftarrow \text{not } g(1, 0), \text{not } g(1, 2)$ .  
 $g(2, 2) \leftarrow \# \text{true}$ .  
 $g(0, 1) \leftarrow \text{increase}(\text{apopt})$ .  
 $g(1, 0) \leftarrow \text{less\_than\_val}(\text{apopt}, 700), \text{decrease}(\text{alive}), \text{not } g(1, 2)$ .  
 $g(1, 2) \leftarrow \text{less\_than\_att}(\text{necr}, \text{alive})$ .  
 $g(1, 2) \leftarrow \text{less\_than\_val}(\text{alive}, 100), \text{increase}(\text{apopt})$ .

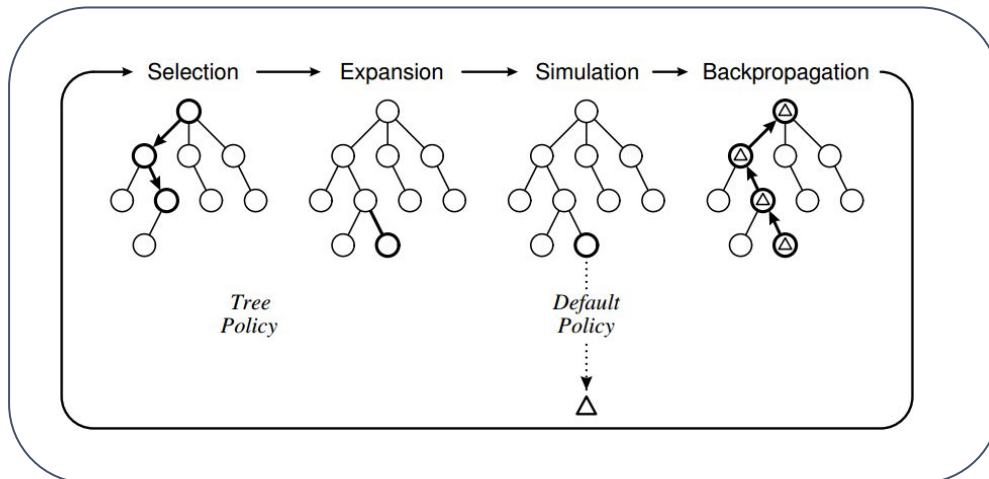
# Incremental ASAL (Scaling-Up)

## MCTS approach

```
for max_iters do:  
  Descent to best leaf SFA A  
  Sample mini-batch D  
  Add up to k D-optimal revisions of A as children  
  Pick a child and "play" a sequence of revisions  
  Evaluate on training set and propagate rewards  
Return best SFA found
```

## • SFA revision:

- Same technique used for when learning from scratch.
- Guards definitions in defeasible form.
- Guards may be generalized (remove conditions), or specialized (add conditions).
- New guards maybe added (possibly with addition of new states to the SFA)
- Guards may be entirely removed (removing also "stranded" states)



# Proof of Concept Results

	Method	Batch	MCTS $F_1$ / iterations		States	Guards	Grounding (min)	Solving (min)	Total (min)
		$F_1$ -score	5	10					
<b>(A)</b>									
Bio	ASAL	<b>0.968</b>			<b>4</b>	<b>5</b>	1.8	7.2	7.2
	MCTS		0.910	0.962	<b>4</b>	7	<b>0.3</b>	<b>0.2</b>	<b>3.8</b>
Maritime	ASAL	<b>0.982</b>			<b>4</b>	<b>4</b>	2.7	12.6	12.6
	MCTS		0.740	0.980	<b>4</b>	<b>4</b>	<b>0.3</b>	<b>0.1</b>	<b>2.8</b>
Activities	ASAL	<b>0.788</b>			<b>6</b>	<b>8</b>	1.2	18	18
	MCTS		0.740	0.773	7	11	<b>0.1</b>	<b>0.8</b>	<b>4.6</b>
<b>(B)</b>									
Bio	MCTS		0.858	0.968	4	6	0.4	0.9	5.7
Maritime	MCTS		0.915	0.985	5	6	0.6	1.2	7.2
Activities	MCTS		0.740	0.778	7	12	0.2	1.4	7.8
<b>(C)</b>									
Bio	MCTS		0.85	<b>0.963</b>	4	6	0.34	0.9	5.3
	RPNI	0.702			13				<b>0.05</b>
	EDSM	0.722			12				<b>0.05</b>
BioLarge	MCTS		0.852	<b>0.97</b>	4	6	0.34	1.02	14.3
	RPNI	–	–	–	–	–	–	–	–
	EDSM	–	–	–	–	–	–	–	–

**Table 4:** Experimental results.

- Bio: 3-variate, seq length: 50, examples: ~ 650
- Maritime: 6-variate, seq length: 30, examples: ~ 5000
- Activities: 4-variate, seq length: 100, examples: ~ 250
- BioLarge: uni-variate, seq length: 50, examples: ~ 50K
- Comparable predictive performance for batch (ASAL) & incremental (MCTS) versions.
- MCTS scales to large datasets and outperforms classical automata learning algs.

- **Paper:**
  - Katzouris N. & Paliouras G., *Answer Set Automata: A Learnable Pattern Specification Framework for Complex Event Recognition*, ECAI 2023
- **Code:**
  - <https://github.com/nkatzz/asal>

## Current/future work:

- **Scalability:**
  - What happens if the task is hard at a mini-batch level?
  - Long sequences, n-variate input for large n...
- **Expressive power:**
  - Learning Register Automata for long-range, temporal relations. (Finished, not properly evaluated).
- **Neuro-symbolic (NeSy) approaches:**
  - NeSy training with given event patterns.
  - NeSy event pattern learning.