



# A Constructivist Approach to Rule-Bases

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- Samuel lives in a sunny country. He **never** checks the weather before going out.



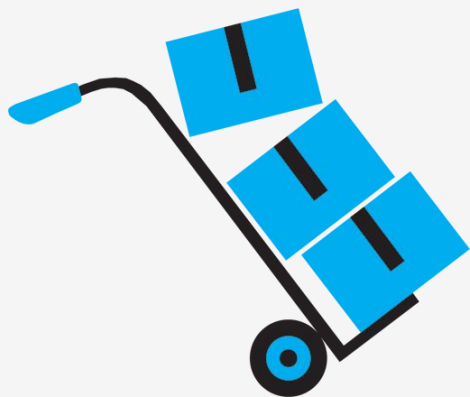
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- What do you expect if they switch country of residence?

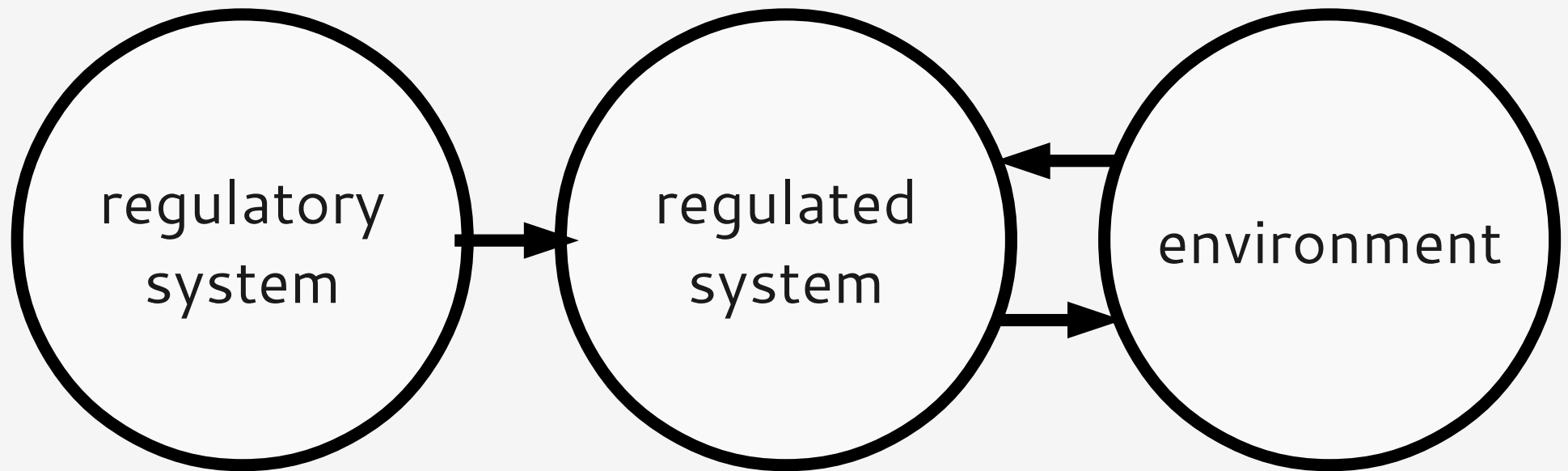
# Deliberation and Performance

- In everyday life, we do not deliberate at each moment *what to do next*.
- Our practical reasoning is mostly based on applying already structured behavioural *scripts*.
- Such scripts are constructed by education and experience, and refined by some adaptation process.

# Deliberation and Performance in the legal system

- Structuration exemplified by
  - *Stare decisis* (binding precedent) principle
  - existence and maintenance of sources of law.
- Sources of law are artifacts which describe and prescribe the **institutional powers** and **duties** of the social components, including institutional *agencies* (e.g. public administrations)

# Simplified target architecture

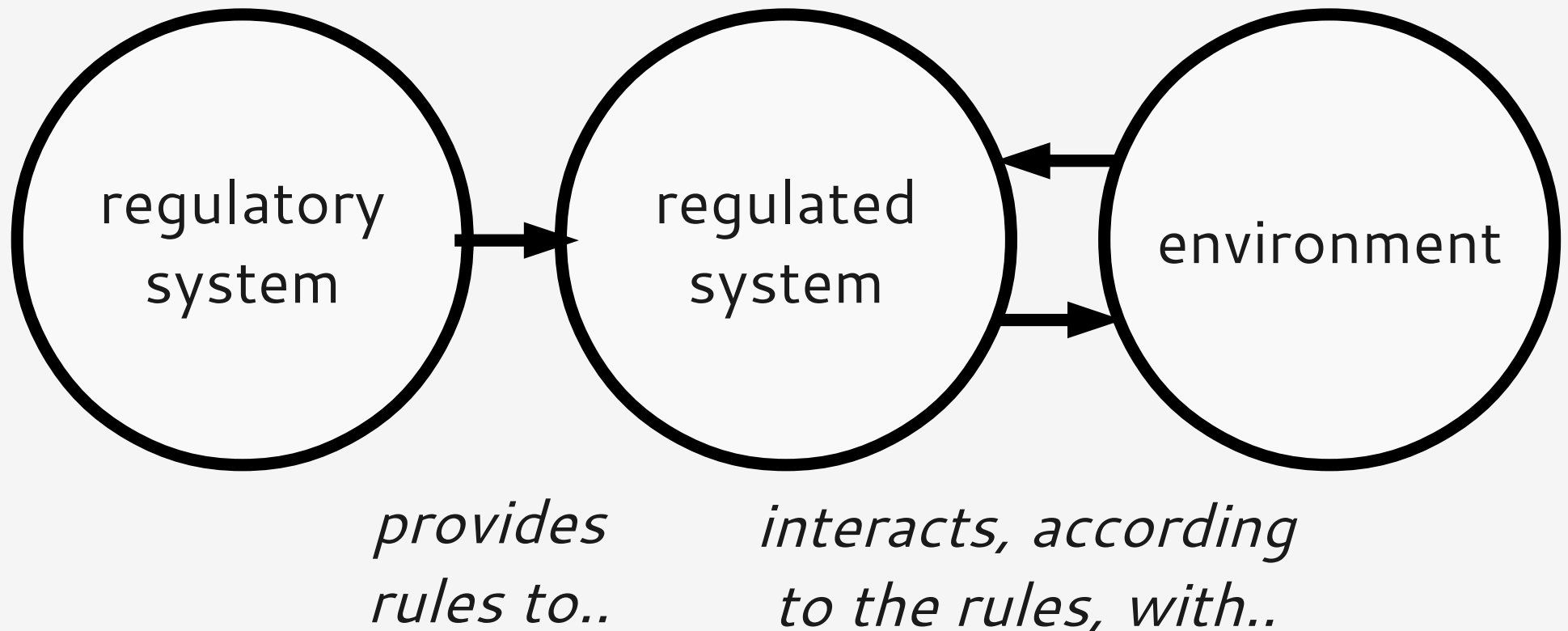


*provides  
rules to..*

*interacts, according  
to the rules, with..*



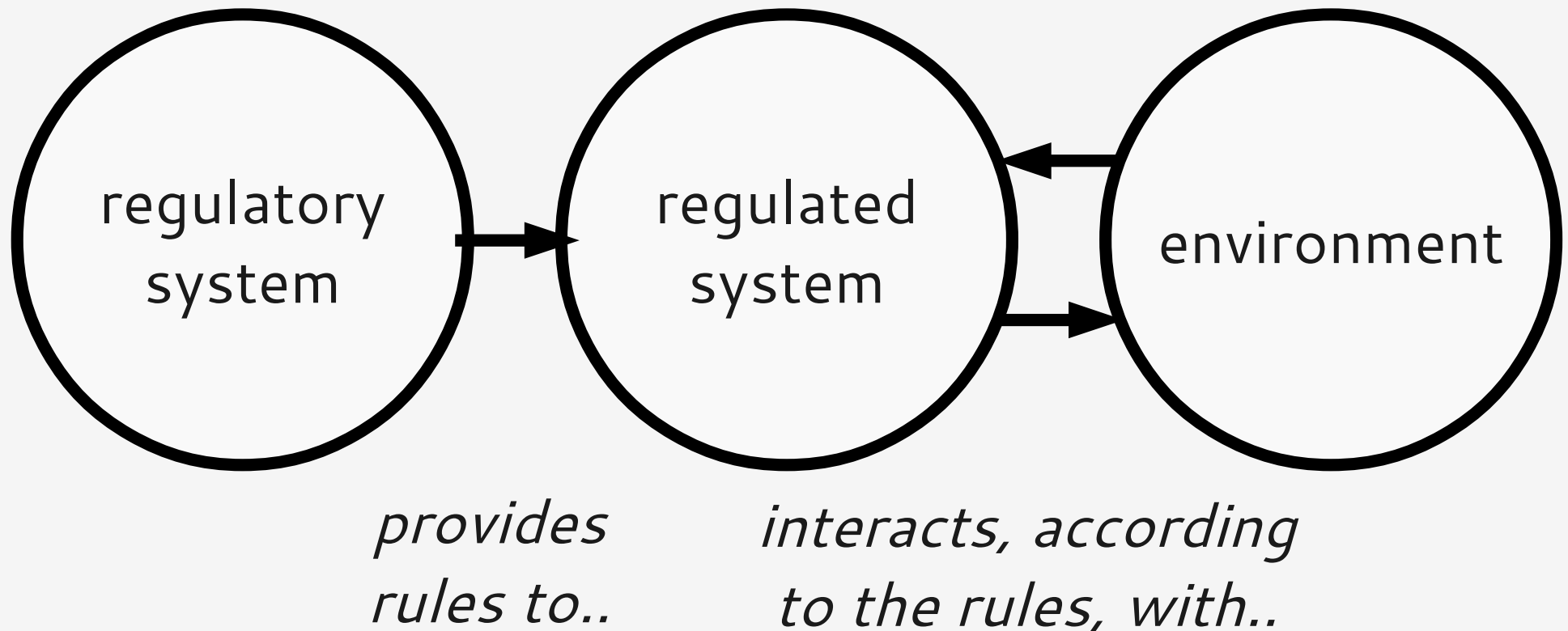
# Simplified target architecture



- Focus on *rule bases*

Consistency

# First problem: **Consistency**



- *When a new rule is introduced what happens to the rest of the rule base?*

# A simple\* example

- On Sunday we eat outdoor.

**r1: sunday -> eat\_outdoor**

\* We are neglecting predication, deontic characterizations, intentionality, causation, etc..

# A simple example

- On Sunday we eat outdoor.

**r1: sunday -> eat\_outdoor**

- If it is raining, we never eat outdoor.

**r2: raining -> -eat\_outdoor**



classic negation

# A simple example

- On Sunday we eat outdoor.

**r1: sunday -> eat\_outdoor**

- If it is raining, we never eat outdoor.

**r2: raining -> -eat\_outdoor**

- *What to do when it is Sunday and it is raining?*

# Priority-based representation

- On Sunday we eat outdoor.  
**r1: sunday -> eat\_outdoor**
- If it is raining, we never eat outdoor.  
**r2: raining -> -eat\_outdoor**
- A possible solution is defining the priority between rules. e.g. **r2 > r1**
- From a formal characterization, we are in the domain of *defeasible reasoning*.

# Institutional mechanisms

- *lex posterior derogat priori*      “natural” meta-rules  
    → the most recent law is stronger      *defining priorities*
- *lex specialis derogat generali*  
    → the law with lower abstraction is stronger
- *lex superior derogat inferiori*  
    → the hierachical order in the legal system counts

r1: you have to pay taxes at the end of the year.

r2: if you are at loss with your activity, you don't have to pay taxes.



# Constraint-based representation

- Alternative solution: modify the premises of the relevant rules with less priority.

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- If it is raining, we never eat outdoor.

`r2: rain -> -eat_outdoor`

# Constraint-based representation

- Alternative solution: modify the premises of the relevant rules with less priority.

- On Sunday we eat outdoor, *unless it is raining.*

**r1' : sunday and -rain -> eat\_outdoor**

- If it is raining, we never eat outdoor.

**r2: rain -> -eat\_outdoor**

# Constraint-based representation

- Alternative solution: modify the premises of the relevant rules with less priority.

- On Sunday we eat outdoor, *unless it is raining.*

**r1' : sunday and -rain -> eat\_outdoor**

- If it is raining, we never eat outdoor.

**r2: rain -> -eat\_outdoor**

*→ cf. "distinguishing"  
action in common law*

# Conversion algorithms

- Horty (2011) has analyzed the mechanisms of precedential reasoning, proposing an algorithm of conversion
  - from *priority-based* to *constraint-based*

Horty, J. F. (2011). Rules and Reasons in the Theory of Precedent. *Legal Theory*, 17(01):1–33.



# Conversion algorithms

- Our work presents algorithms and a computational implementation for the full cycle of conversions:
  - from *priority-based* (PB) to *constraint-based* (CB)
  - from CB to *full-tabular* CB
  - from *full-tabular* CB to *minimal* CB
  - from *full-tabular* CB to PB (given the priority)

<http://justinian.leibnizcenter.org/rulebaseconverter>

PB

*priority*

$a \rightarrow p$

lower

$b \rightarrow \neg p$

higher

*(intermediate)* CB

$$a \wedge \neg b \rightarrow p$$
$$b \rightarrow \neg p$$

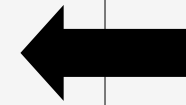
PB

$$a \rightarrow p$$
$$b \rightarrow \neg p$$

*priority*

lower

higher



*remove the domain already  
evaluated*



*full-tabular* CB

$$a \wedge \neg b \rightarrow p$$

$$a \wedge b \rightarrow \neg p$$

$$\neg a \wedge b \rightarrow \neg p$$

$$\neg a \wedge \neg b \rightarrow ?$$

*(intermediate)* CB

$$a \wedge \neg b \rightarrow p$$

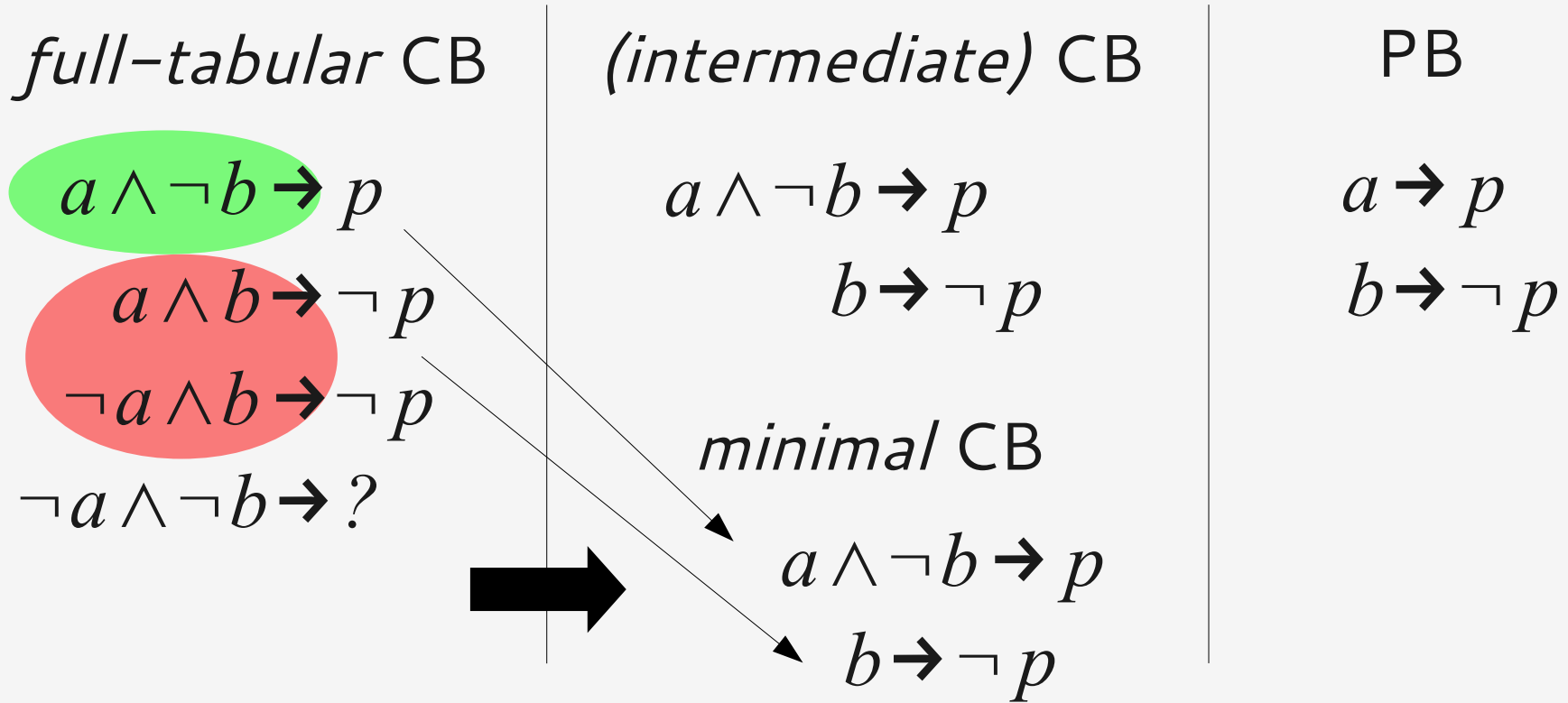
$$b \rightarrow \neg p$$

PB

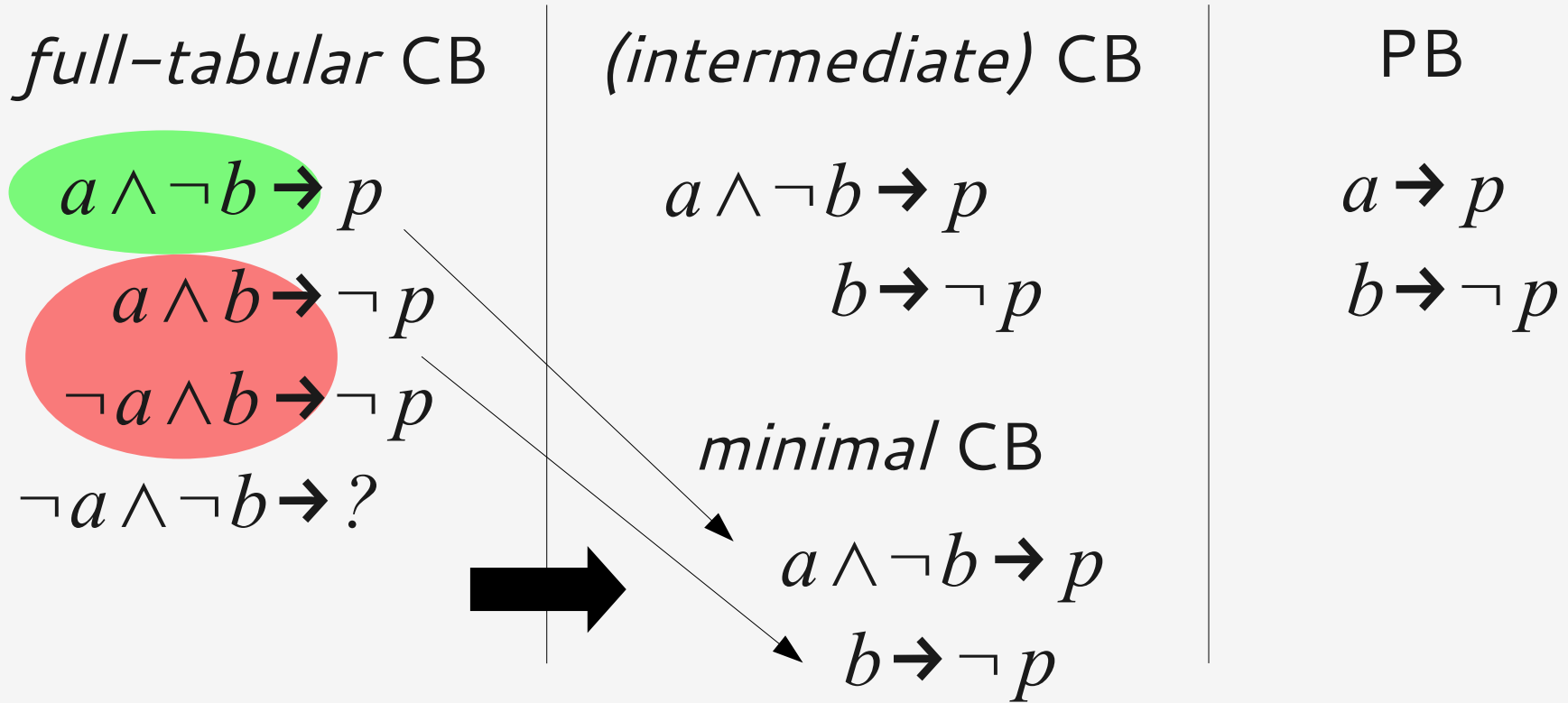
$$a \rightarrow p$$

$$b \rightarrow \neg p$$

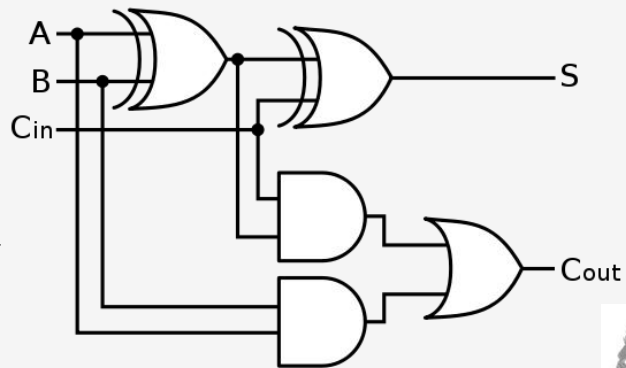
*expand the premises  
to all relevant factors*



*Apply Quine-McCluskey  
to reduce to the minimal canonical form*



Quine-McCluskey et similar algorithms are commonly used for *logic ports synthesis*



## Constraint-based

$$a \wedge \neg b \rightarrow p$$

$$b \rightarrow \neg p$$

*label the rules  
with priority*

priority

2

1

Constraint-based

$$a \wedge \neg b \rightarrow p$$

$$b \rightarrow \neg p$$

priority

2

1

Constraint-based

$$a \wedge \neg b \rightarrow p$$

$$b \rightarrow \neg p$$

relevant situations

$$a \wedge b$$

$$a \wedge \neg b$$

$$\neg a \wedge b$$

$$\neg a \wedge \neg b$$

*allocate  
situations with  
the relevant  
factors*

priority

Constraint-based

*full-tabular* CB

2

$$a \wedge \neg b \rightarrow p$$

$$a \wedge \neg b \rightarrow p$$

1

$$b \rightarrow \neg p$$

$$a \wedge b \rightarrow \neg p$$

$$\neg a \wedge b \rightarrow \neg p$$

relevant situations

$$a \wedge b$$

$$a \wedge \neg b$$

$$\neg a \wedge b$$

$$\neg a \wedge \neg b$$

*for each rule, check if it applies to situations yet to be evaluated*

priority	Constraint-based	<i>full-tabular</i> CB
2	$a \wedge \neg b \rightarrow p$	$a \wedge \neg b \rightarrow p$
1	$b \rightarrow \neg p$	$a \wedge b \rightarrow \neg p$ $\neg a \wedge b \rightarrow \neg p$
	relevant situations	
	$a \wedge b$	
	$a \wedge \neg b$	
	$\neg a \wedge b$	
	$\neg a \wedge \neg b$	



*for each rule, check if it applies to situations yet to be evaluated*

priority

Constraint-based

*full-tabular* CB

2

$$a \wedge \neg b \rightarrow p$$

$$a \wedge \neg b \rightarrow p$$

1

$$b \rightarrow \neg p$$

$$a \wedge b \rightarrow \neg p$$

$$\neg a \wedge b \rightarrow \neg p$$

relevant situations

$$a \wedge b$$

$$a \wedge \neg b$$

$$\neg a \wedge b$$

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*for each rule, check if it applies to situations yet to be evaluated*

priority

Constraint-based

*full-tabular* CB

2

$$a \wedge \neg b \rightarrow p$$

$$a \wedge \neg b \rightarrow p$$

1

$$b \rightarrow \neg p$$

$$a \wedge b \rightarrow \neg p$$

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relevant situations

$$a \wedge b$$

$$a \wedge \neg b$$

$$\neg a \wedge b$$

$$\neg a \wedge \neg b$$

*apply Quine–McCluskey  
on the remaining*

priority

Constraint-based

*full-tabular CB*

2

$$a \wedge \neg b \rightarrow p$$

$$a \wedge \neg b \rightarrow p$$

1

$$b \rightarrow \neg p$$

$$a \wedge b \rightarrow \neg p$$

$$\neg a \wedge b \rightarrow \neg p$$

relevant situations

$$a \wedge b$$

$$a \wedge \neg b$$

$$\neg a \wedge b$$

$$\neg a \wedge \neg b$$

*apply Quine–McCluskey  
on the remaining*

priority

2

1

Constraint-based

$$a \wedge \neg b \rightarrow p$$

$$b \rightarrow \neg p$$

relevant situations

$$a \wedge b$$

$$a \wedge \neg b$$

$$\neg a \wedge b$$

$$\neg a \wedge \neg b$$

*full-tabular* CB

$$a \wedge \neg b \rightarrow p$$

$$a \wedge b \rightarrow \neg p$$

$$\neg a \wedge b \rightarrow \neg p$$

Priority-based

$$b \rightarrow \neg p$$



priority

Constraint-based

*full-tabular* CB

2

$$a \wedge \neg b \rightarrow p$$

$$a \wedge \neg b \rightarrow p$$

1

$$b \rightarrow \neg p$$

$$a \wedge b \rightarrow \neg p$$

$$\neg a \wedge b \rightarrow \neg p$$

relevant situations

$$\text{---} a \wedge b \text{---}$$

*remove  
evaluated  
situations*

$$a \wedge \neg b$$

$$\text{---} \neg a \wedge b \text{---}$$

$$\neg a \wedge \neg b$$

*For each rule, check if it applies to situations yet to be evaluated*

priority	Constraint-based	<i>full-tabular</i> CB
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	$\neg a \wedge \neg b$	

*apply Quine–McCluskey  
on the remaining...*

priority

Constraint-based

*full-tabular CB*

2

$$a \wedge \neg b \rightarrow p$$

$$a \wedge \neg b \rightarrow p$$

1

$$b \rightarrow \neg p$$

$$a \wedge b \rightarrow \neg p$$

$$\neg a \wedge b \rightarrow \neg p$$

relevant situations

~~$$a \wedge b$$~~

$$a \wedge \neg b$$

~~$$\neg a \wedge b$$~~

$$\neg a \wedge \neg b$$





*apply Quine–McCluskey  
on the remaining...*

priority

Constraint-based

*full-tabular CB*

2

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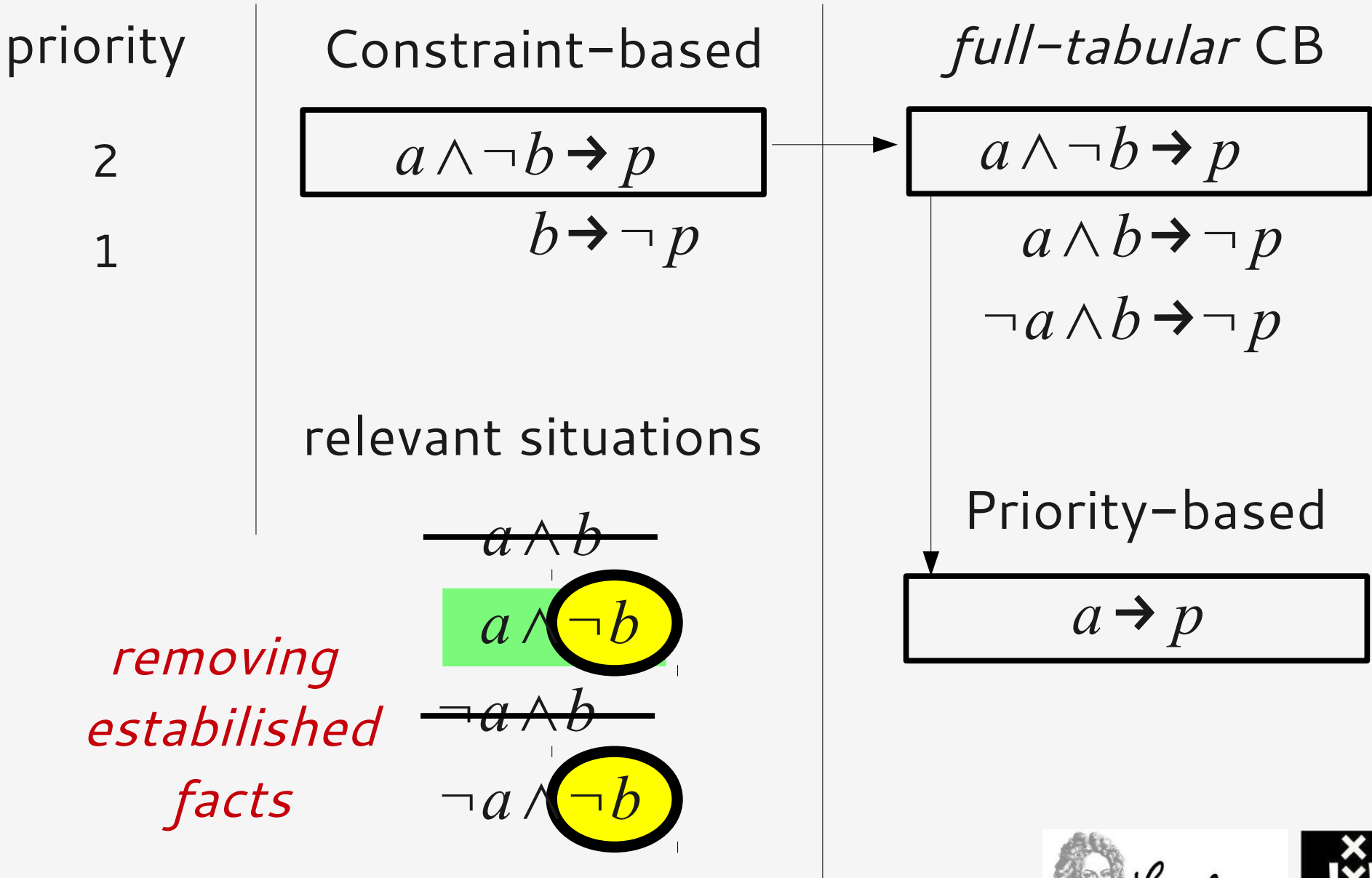
~~$$\neg a \wedge b$$~~

$$\neg a \wedge \neg b$$

*removing  
established  
facts*



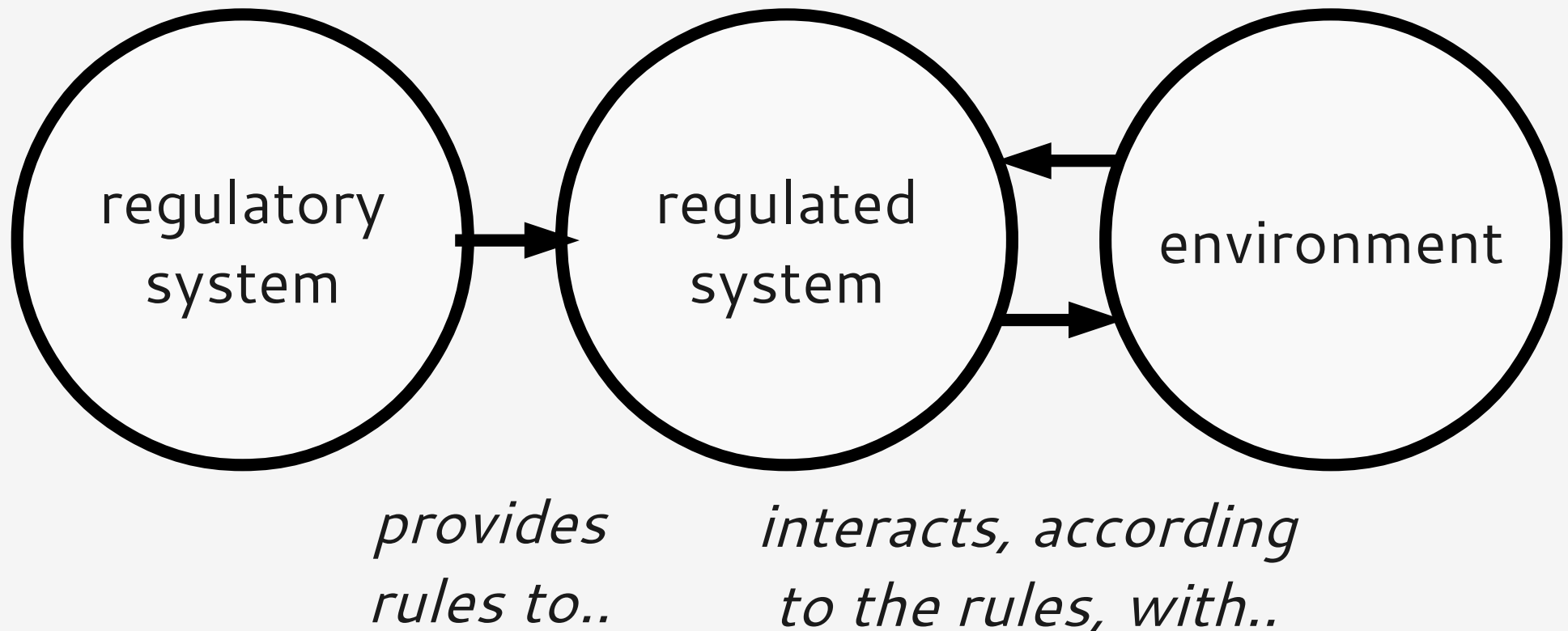
*apply Quine–McCluskey  
on the remaining...*



*removing  
established  
facts*

# Adaptation

# Second problem: **Adaptation**



- *How an existing rule-base is "adapted" to a certain environment?*

# Two perspectives on adaptation

## **top-down, *design***

*optimization theory*: adaptation comes from the agent's efforts to obtain a better overall pay-off.

## **bottom-up, *emergence***

*e.g. theory of predictable behaviour* (Heiner 1983): behavioural regularities arise in the presence of *uncertainty* about the "right" course of action

Heiner, R. (1983). The origin of predictable behavior. The American economic review, 73(4):560–595.



# Payoff analysis

$$E[\textit{payoff}] = p(\textit{success}) \cdot E[\textit{payoff of success}] \\ + p(\textit{failure}) \cdot E[\textit{payoff of failure}]$$

# Investigation payoff analysis

$$E[\textit{payoff}] = p(\textit{success}) \cdot E[\textit{payoff of concluding } C] \\ + p(\textit{failure}) \cdot E[\textit{payoff of not concluding } C]$$

# Externalizing costs...

$$\begin{aligned} E[\textit{payoff}] &= p(\textit{success}) \cdot E[\textit{payoff of concluding } C] \\ &+ p(\textit{failure}) \cdot E[\textit{payoff of not concluding } C] \\ &- \textit{cost} \end{aligned}$$



# Rule application payoff analysis

$$E[\textit{payoff}] = p(\textit{success}) \cdot E[\textit{payoff of concluding } C] \\ + p(\textit{failure}) \cdot E[\textit{payoff of not concluding } C] \\ - \textit{cost}$$

- A rule may be seen as an investigation about a conclusion  $C$ .

$$r : c_1 \wedge c_2 \wedge \dots \wedge c_n \rightarrow C$$

$$p(\textit{success}) = p(c_1 \wedge c_2 \wedge \dots \wedge c_n)$$

# Rule application payoff analysis

$$E[\textit{payoff}] = p(\textit{success}) \cdot E[\textit{payoff of concluding } C] \\ + p(\textit{failure}) \cdot E[\textit{payoff of not concluding } C] \\ - \textit{cost}$$

- Furthermore, we assume that the *not-applicability* of a certain rule does not entail other consequences beside the cost.

# Optimization constraint

$$E[\textit{payoff}] = p(\textit{success}) \cdot E[\textit{payoff of concluding } C] - \textit{cost}$$

- The use of a rule is worth if  $E[\textit{payoff}] > 0$   
or, equivalently:

$$E[\textit{payoff of concluding } C] > \frac{\textit{cost}}{p(\textit{success})} = \frac{\textit{cost}}{p(c_1 \wedge \dots \wedge c_n)}$$

$$p(c_1 \wedge \dots \wedge c_n) > \frac{\textit{cost}}{E[\textit{payoff of concluding } C]}$$

# Initial story

- If it rains, take the umbrella.

**r: rain -> umbrella**

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**$r$ : rain  $\rightarrow$  umbrella**

The payoff of applying  $r$  is :

$$E[\textit{payoff}] = p(\textit{rain}) \cdot G - \textit{cost}(\{\textit{rain}\}, K)$$

- $G$  is the payoff of deciding to take the umbrella (independent from the rule used).
- $\textit{cost}(\{\textit{rain}\}, K)$  is the cost of inferring the fact `rain`, given the knowledge base  $K$ .

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- Imagine the agent has no clue about `rain`
  - Raphael (rainy country):  $p(\textit{rain})$  significant  $\rightarrow E > 0$

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- Imagine the agent has no clue about `rain`
  - Raphael (rainy country):  $p(\textit{rain})$  significant  $\rightarrow E > 0$
  - Samuel (sunny country):  $p(\textit{rain}) \sim 0 \rightarrow E < 0!$

# Default assumptions (ASP syntax)

- When the payoff may be negative (e.g. Samuel), we may introduce a default rule which overrides the investigation.

- If it rains, take the umbrella.

**rain -> umbrella**

- If you don't know if it rains, than it doesn't rain.

**not rain -> -rain.**

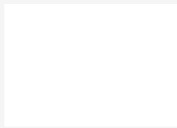
↖  
default negation  
(negation as failure)

↖  
classic negation



# Better payoff → higher priority

- The analysis of evaluation payoffs provides an optimal order of investigation: choose the  $r$  which **maximises** payoff!
- *To be used for CB to PB optimal conversions.*



# Construction and reconstruction

# Events concerning rule-bases

- **incremental modifications**, determining a *partial reconfiguration* of the operational knowledge used by the agent.

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  - because of *distinguishing* actions, the new rules brings to the foreground factors left implicit in the previous rules.
- **ad-hoc reorganizations**, aiming for better adaptation.
  - When a rule base is “compiled” to a more efficient priority-based form, we lose the reasons motivating that structure (e.g. probabilistic assumptions)

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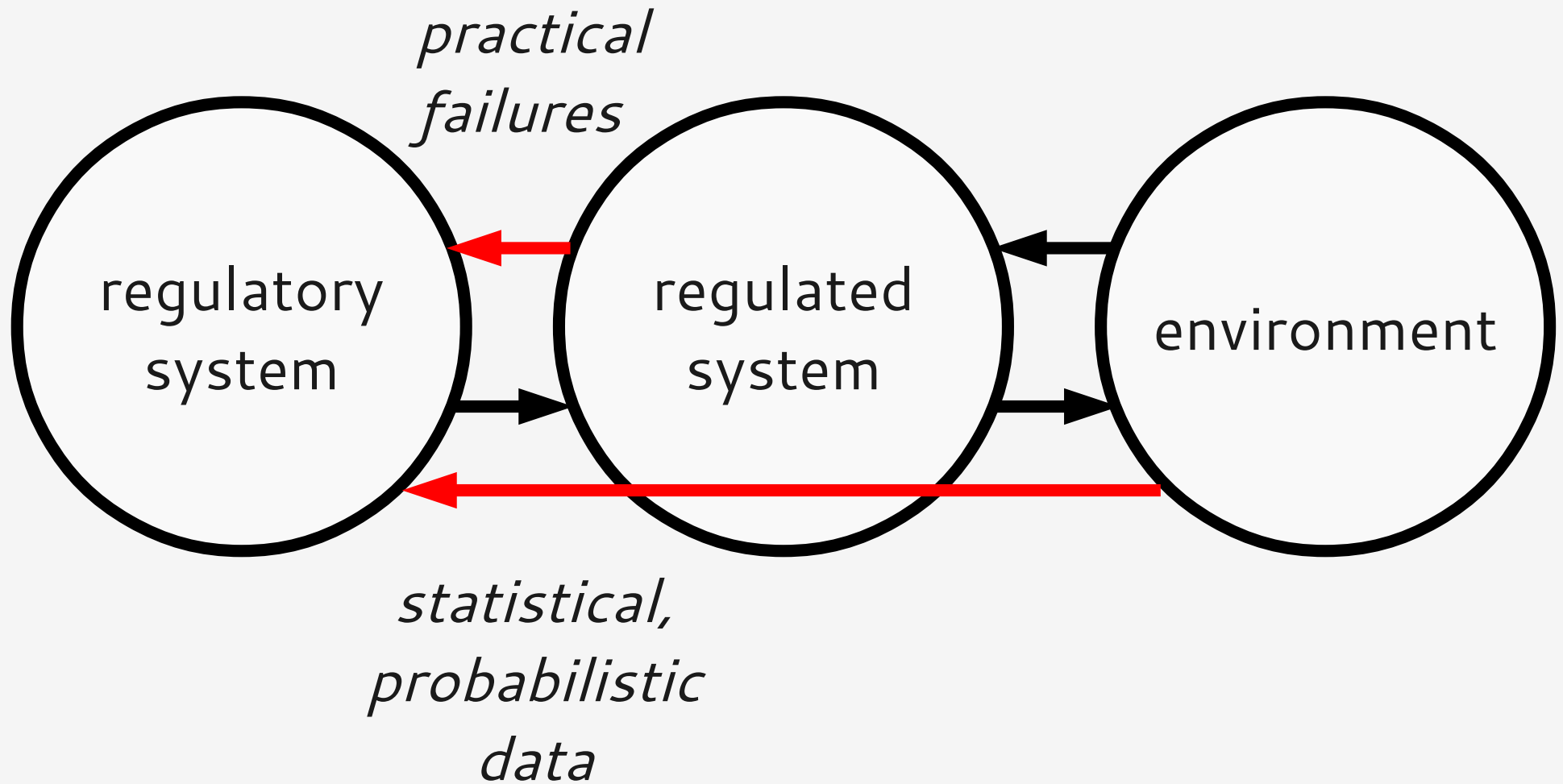
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- He has to unveil the underlying constraint-based representation, removing all default assumptions and recompute the priority indexes.
- Why the agent should do that?
  - e.g. because of a number of *practical failures* exceeding a certain threshold.

# Holistic view



# Conclusion

- Our analysis has not targeted beliefs, as in *belief revision*.
- We have not used a model of theory revision accounting both facts and rules, as in *machine learning*.
- Our work focuses “just” on **rules**, already defined at symbolic level, and on rule-based systems.
  - affinity with *expert systems* literature

# Conclusion

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- The paper started with the intention of completing Horty's work on the conversion between CB and PB representations.
- The additional adaption analysis grew up from our experience with default assumptions in ASP.
- Obviously, many research directions remain:
  - formal analysis, computational complexity
  - bottom-up adaptation
  - interactions with other theoretical frameworks
  - considering “real” rule-bases