

ECA-LP/ECA-RuleML

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IBIS, TU München  
+49 89 289 17504  
<http://ibis.in.tum.de>



## ECA-LP / ECA-RuleML: A Homogeneous ECA Logic Programming Language

### Agenda

- ECA-LP Syntax
- ECA-LP Semantics
- Update Actions
- Complex Event / Action Algebra
- ECA-RuleML
- Event Notification / Event Messaging
- Discussion

**Adrian Paschke (TUM)**

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# Event Condition Action Logic Programming Language (ECA-LP) – Syntax (1)

## ■ ECA-LP Core Syntax: Extended (T)ECA(P)(EL) Rules

*eca(Time, **Event**, **Condition**, **Action**, Post-Condition, Else).*

## ■ Optional Time Part

- Interval validity period of rule, e.g. “*from 1-1-2005 to 10-3-2006*”
- Periodical monitoring schedules, e.g. “*from 9 a.m. to 12 p.m. every 10 seconds*”
- Absolute time events, e.g. “*at 25-2-2006 at 9:00 a.m.*”
- Relative event, e.g. “*5 minutes after event X*”

## ■ Post-Condition

- Cuts and counters might be set to prevent backtracking of variable bindings
- Post conditional test, e.g. test integrity constraints, test special predefined test case etc.
- If Post-condition test fails, then rollback (internal) update transactions (actions)

## ■ Else

- Defines alternative action (exception) in case the normal execution sequence fails
- Leads to a more compact syntax:

*“On **event** and **condition** do **action 1** else do **action 2**”*

# Event Condition Action Logic Programming Language (ECA-LP) – Syntax (2)

## ■ Homogeneous Representation with Derivation Rules

ECA rule: *eca* (

```
1      everyMinute(),           % time
2      detect(request(Customer, FlightDestination), T), % event
3      find(FlightDestination, Flight),           % condition
4      book(Customer, Flight), !,                 % action
5      notify(Customer, bookedUp(FlightDestination)). % else
```

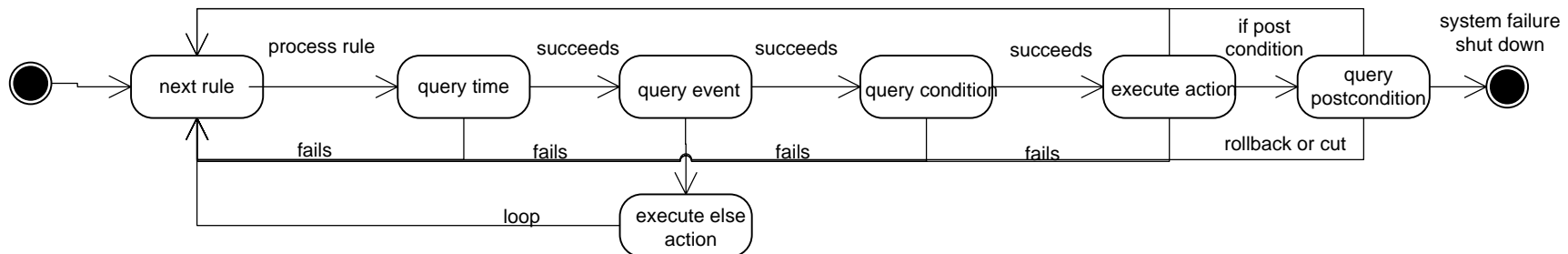
Derivation Rules:

```
6      Time:           everyMinute() :- sysTime(T), interval(timespan(0,0,1,0),T).
7      Event:         detect(request(Customer, FlightDestination), T):-
8                      occurs(request(Customer,FlightDestination),T),
9                      consume(request(Customer,FlightDestination)).
10     Condition:     find(Destination,Flight) :-
11                      on_exception(java.sql.SQLException,on_db_exception()),
12                      dbopen("flights",DB),
13                      sql_select(DB,"flights", [flight, Flight], [where, "dest=Destination"]).
14     Action:        book(Cust, Flight) :-
15                      flight.BookingSystem.book(Flight, Cust),
16                      notify(Cust, flightBooked(Flight)).
17     Post-Condition
18     Else           notify(Customer, Message):-
19                      sendMessage(Customer, Message).
```

# ECA-LP Procedural Semantics

- Goal-driven Backward-Reasoning

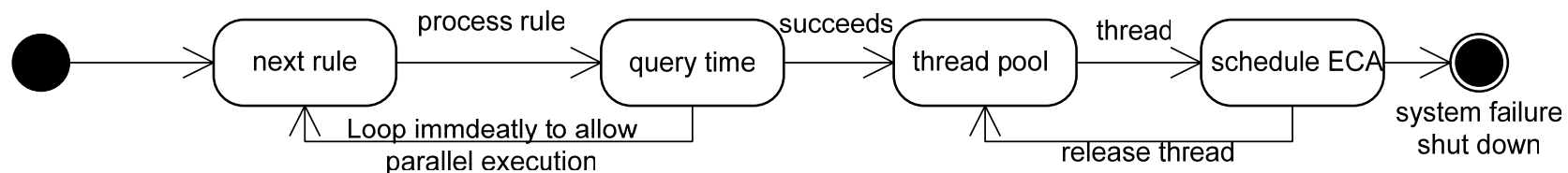
- ECA rules are meta interpreted
- Active forward-directed operational semantics of ECA paradigm is simulated via queries



- ECA interpreter provides general Wrapper interface on query API

- Parallel execution via multi-threading

- safeguarded by Event/Action Context, Event Calculus States and Integrity Constraints



- Implements Typed Variable Unification, Backtracking, Procedural Attachments

# Dynamic ID-based Updates

## ■ Declarative Semantics

- Inherits semantics and properties from underlying inference system
- Global definition of ECA rules
- Parallel execution of ECA rules

## ■ Labeled, Unitized Logic

- Clauses are labeled with ID (rule name)
- Bundled to clause sets (modules) with module ID

## ■ Dynamic Logic

- Updates: Add / Remove / Change extensional and intensional knowledge
- Transition to new knowledge state:  $P' = P \cup U_{oid}^{pos}$  or  $P' = P \setminus U_{oid}^{neg}$
- Transition:  $\langle P, E, U \rangle \rightarrow \langle P', U, U' \rangle$

## ■ Transactional Updates

- Safeguarded by Integrity Constraints / Test Cases
- Transition into hypothetical / pending state:  $P \rightarrow P^{hypo}$
- If test fails rollback  $P' = P$  else commit  $P' = P^{hypo}$

# Complex Events / Actions

## ■ Different Event / Action Definitions

### ■ Active Database

- ◆ Complex Event Algebra: Transient complex event occurrences ~ detection time of terminating event

### ■ Event Notification Systems

- ◆ Sequence of event messages (following a protocol)

### ■ KR Event / Action Logics

- ◆ Formalized axioms to represent happened or planned non-transient events
- ◆ Temporal reasoning over effects of events / actions

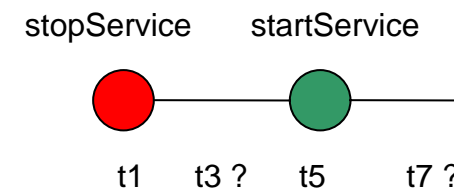
## ■ Interval-based Event Calculus

### ■ Classical Event Calculus

Example:

*initiates*(stopService,serviceUnavailable,T)  
*terminates*(startService,serviceUnavailable,T)  
*happens*(stopService,t1); *happens*(startService,t5)

*holdsAt*(serviceUnavailable,t3)? → true  
*holdsAt*(serviceUnavailable,t7)? → false



### ■ Interval-based Event Calculus

- ◆ Event interval: [E1,E2], E1 = Initiator, E2 = Terminator
- ◆ Time interval: [T1,T2]

Examples:

*occurs*(e1,[t1,t1]). *occurs*(e2,[t2,t2])  
*holdsInterval*([e1,e2],[t1,t2])?

# Complex KR Event / Action Algebra

- Event / Action Algebra based on Interval-based Event Calculus

$(A;B;C) \equiv \text{detect}(e,[T1,T3]) :- \text{holdsInterval}([a,b],[T1,T2],[a,b,c]),$   
 $\text{holdsInterval}([b,c],[T2,T3],[a,b,c]),$   
 $[T1,T2] \leq [T2,T3].$

- Meta Program for Algebra Operators

- Sequence, conjunction, or, xor, concurrent, neg, any, aperiodic

```
detect(e,T):- event(sequence(a,b),T),           % detection condition for the event e
              update(eis(e), "occurs(e,_0).", [T]), % add e with key eis(e)
              consume(eis(a)), consume(eis(b)).% consume all a and b events
```

- Transient events: occurs(E,T) vs. Non-Transient Events: happens(E,T)
- Consume: Remove transient events from event instance sequence (managed by ID)

# SLA Scenario with States, Rights and Obligations

## Service Level Agreement

Schedule	Time	Availability	Response Time
Prime	8 a.m. -18 p.m.	98% [99%] 100% ; pinged every 10s	4 sec.; pinged every 10s
Standard	18 p.m. -8 a.m.	95% [97%] 99%; pinged every min.	10[14]16 sec.; pinged every min.
Maintenance	0 a.m.- 4 a.m.*	20% [50%] 80%; pinged every 10 min	No monitoring

Price	Base	Bonus	Malus
Prime	$P_{\text{prime}}$	$P_{\text{prime}} + (x_{\text{high}} - x_{\text{median}}) * p_{\text{bonus}} \%$	$P_{\text{prime}} - (x_{\text{median}} - x_{\text{low}}) * p_{\text{malus}} \%$
Standard	$P_{\text{standard}}$	$P_{\text{standard}} + (x_{\text{high}} - x_{\text{median}}) * p_{\text{bonus}} \%$	$P_{\text{standard}} - (x_{\text{median}} - x_{\text{low}}) * p_{\text{malus}} \%$
Maintenance	$P_{\text{maintenance}}$	$P_{\text{maintenance}} + (x_{\text{high}} - x_{\text{median}}) * p_{\text{bonus}} \%$	$P_{\text{maintenance}} - (x_{\text{median}} - x_{\text{low}}) * p_{\text{malus}} \%$

Level	Role	Time-to-Repair (TTR)	Rights / Obligations
1	Process Manager	10 Min.	Start / Stop Service
2	Quality Manager	Max. Time-to-Repair (MTTR)	Change Service Levels to max values
3	Control Committee	No Limit	All rights



# Formalization (1)

...

ECA rule: "If the ping on the service fails and not maintenance then trigger escalation level 1 and notify process manager, else if ping succeeds and service is down then update with restart information and inform responsible role about restart".

1 eca( schedule(T,S), not(available(S)), not(maintenance(S)), escalate(S),\_, restart(S)). % ECA rule

2 available(S) :- WebService.ping(S). % ping service

3 maintenance(S) :- sysTime(T), holdsAt(maintenance(S),T).

4 escalate(S) :- sysTime(T),

5 not(holdsAt(unavailable(S),T)), % escalate only once

6 update("outages","happens(outage(\_0),\_1).",[S,T]), % add outage event

7 role(R), notify (R, unavailable(S)). % notify

8 restart(S) :-

9 sysTime(T), holdsAt(unavailable(S),T),

10 update("outages","happens(restart(\_0),\_1).",[S,T]), % add restart event

11 role(R), notify(R,restart(S)). % update + notify

..

**% initiate escalation level 1 if outage event happens**

12 terminates(outage(S),escl\_lvl(0),T).

13 initiates(outage(S),escl\_lvl(1),T).

...

## Formalization (2)

...

% define time-to-repair deadline and trigger escalation level 2 if deadline is elapsed

1 time\_to\_repair(tdeadline). % relative time to repair value (fact)

2 trajectory(escl\_lvl(1),T1,deadline,T2,(T2 - T1)) . % deadline function (countdown)

3 derivedEvent(elapsed).

4 happens(elapsed,T) :- time\_to\_repair(TTR), valueAt(deadline,T, TTR).

5 terminates(elapsed, escl\_lvl(1),T). % terminate escalation level 1

6 initiates(elapsed, escl\_lvl(2),T). % initiate escalation level 2

...

% terminate escalation level 1/2/3 if servicing is started

7 initiates(startServicing(S),escl\_lvl(0),T). terminates(startServicing(S), escl\_lvl(1),T).  
terminates(startServicing(S), escl\_lvl(2),T). terminates(startServicing(S),escl\_lvl(3),T).

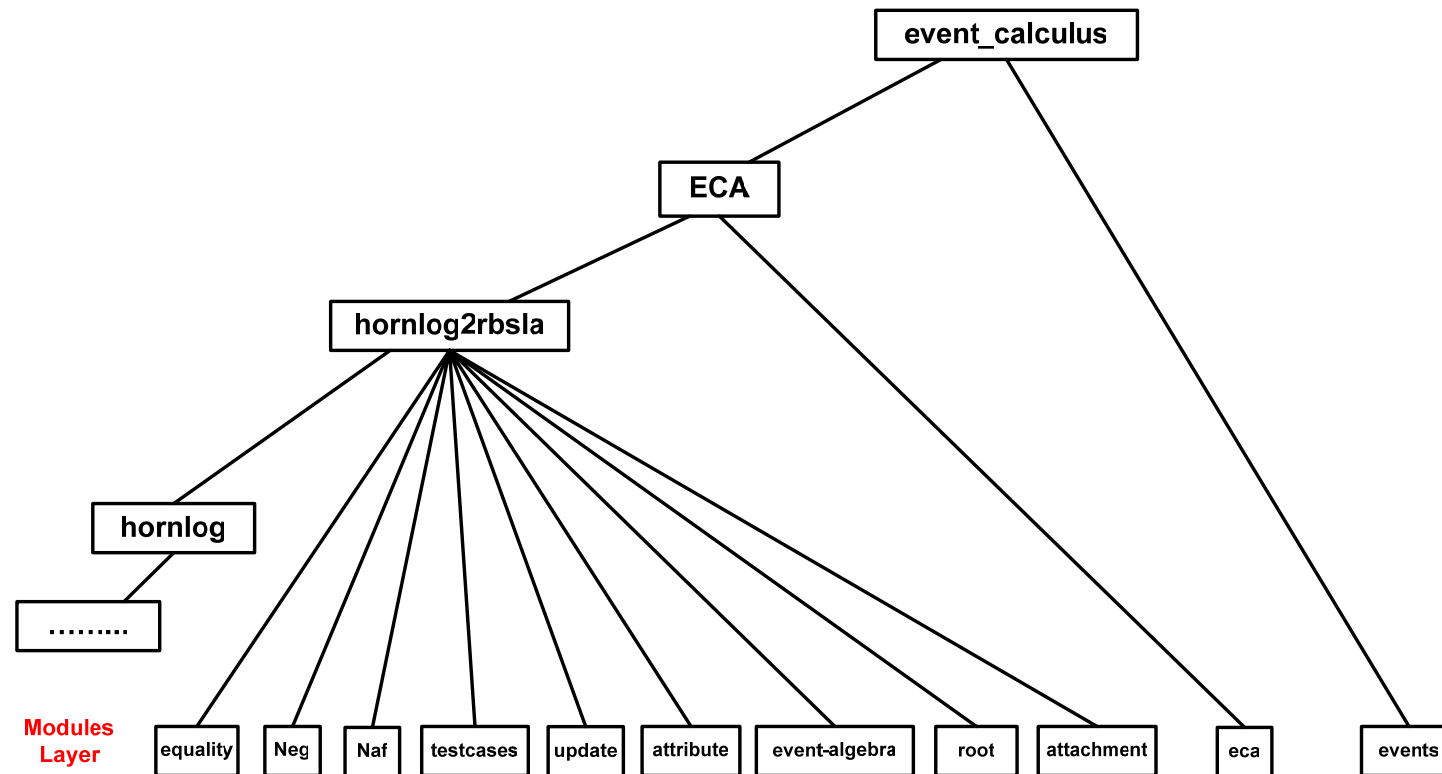
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# ECA-RuleML

## ■ Serialization Syntax for ECA Rules and Event / Action Algebra

◆ URL: <http://ibis.in.tum.de/staff/paschke/eca-ruleml/index.htm>

## ■ Based on RuleML 0.9



# ECA-RuleML Example

```

<ECA>
  <time>
    <Cterm>
      <op><Ctor>everySecond</Ctor></op>
      <arg><Var>T</Var></arg>
    </Cterm>
  </time>
  <event>
    <Sequence>
      <operator> <Concurrent>
        <event>
          <Ind>a</Ind>
          <Ind>b</Ind>
        </event>
      </Concurrent> </operator>
      <event> <Ind>c</Ind> </event>
    </Sequence>
  </event>
  <condition>
    <HoldsAt>
      <fluent>
        <Cterm>
          <op><Ctor>state</Ctor></op>
          <arg><Var type="java.lang.Integer">1</Var></arg>
        </Cterm>
      </fluent>
    </HoldsAt>
  </condition>
  <action>
    <Assert>
      <oid><Ind>state 1</Ind></oid>
      <formula><Happens>
        <event><Ind>ab</Ind></event>
        <time><Var>T</Var></time>
      </Happens></formula>
    </Assert>
  </action>
</ECA>

```

# Event Notification / Messaging Style

## ■ Prova Agent Architecture: Event Notification / Messaging (Alex Kozlenkov)

### ■ Core concept: Serial Horn Rules

- ◆ combination of updates and conditional body literals (see transaction logics)

### ■ Communication / Protocol oriented reaction patterns

### ■ Message reception and variety of outbound / inbound communication actions

### ■ Distinguish conversations and protocol states

- ◆ Built-in management of correlation, conversation ids, session ids

## ■ Combination of

### ■ Global ECA Rules (active database ECA paradigm)

### ■ Event Notification / Messaging

### ■ KR Event / Action Logics (Event Calculus)

### ■ General denominator: “Extended Logic Programming”

### ■ Promises to combine benefits and overcome drawbacks in each domain

### ■ Questions:

- ◆ Homogeneous syntax?
- ◆ Heterogeneous approach?
- ◆ Minimal extensions to common logic programming vs. extensive built-ins?
- ◆ Reuse standard LP inference engines (Prolog derivatives) – What about procedural attachments?

# Discussion

## ■ Pros

- Homogeneously represent ECA rules with derivation rules, integrity rules, defeasible rules etc.
- Compact ECA syntax, but nevertheless full expressiveness of logic programming
- KR event / action formalisms such as Event Calculus, Situation Calculus
- Light-weight ECA interpreter as add-on to arbitrary LP inference systems
  - ◆ Forward-directed production rule systems can use ECA terms as final matching constraints
- Adopts procedural and declarative semantics of logic programming
  - ◆ Additional semantics needed to safeguard updates and parallel execution in dynamic LPs (e.g. test cases / integrity constraints)
- Enables active event processing via procedural attachments (e.g. ping service) or passive event processing (query facts/event data)
- Reusability of global rules
- Event context represented by variables might be derived by more or less complex (derivation) rule sets
- Dynamic changes with update actions safeguarded by integrity constraints
- Traceability and verifiability of conclusions resp. reactions due to formal semantics
- Different event/action definitions due to typed logic, e.g. simple test value, complex term/function, Object-oriented (Java) class
- Supports short and long-term perspective with transient, non-transient and planned events

## ■ Cons

- Trade-off between expressiveness and complexity
- Procedural problems such as event storms, non-terminating event answers (Internet), side effects are out of the scope of the logical formalisms and need procedural treatment, e.g. termination of processing threads, event queues.
- Event Notification / Messaging not directly supported by global ECA rules – Conversation ID /State needs to be managed
- Extra effort needed to safeguard parallel execution with update actions, e.g. by Event Calculus states and integrity constraints

➔ ECA-LP suitable for higher-level behavioral logic which amounts for formal reasoning and predictability / traceability of triggered actions and concluded results.



Thanks

Questions / Discussion ?