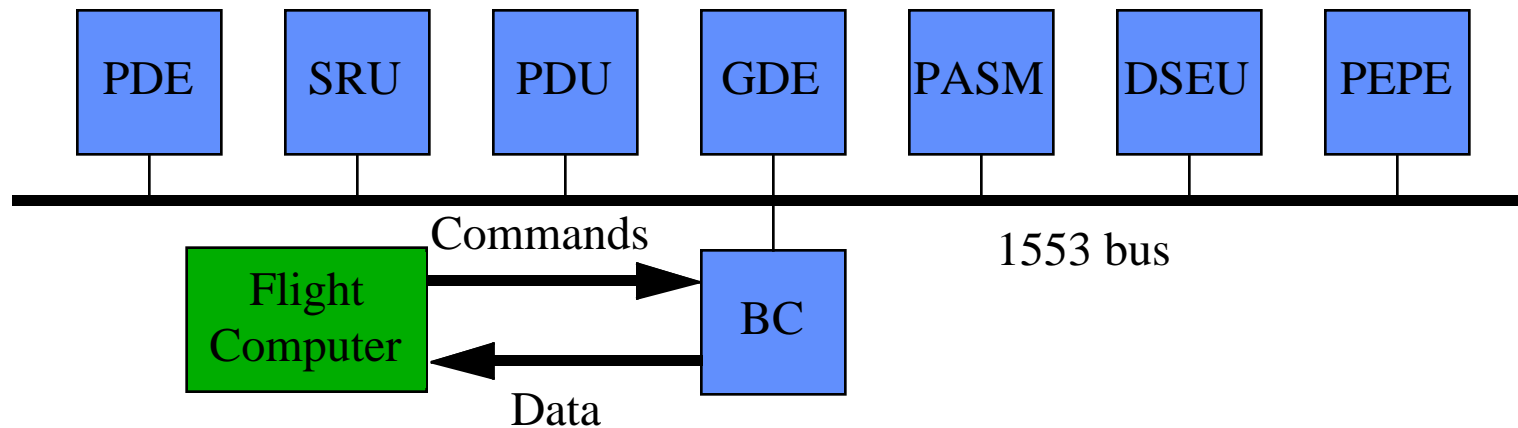


Example: DS-1 bus communication



- Some of the clauses describing bus communication

$C_1: \neg nci \quad \neg a \quad nco$ $C_4: \neg rf \quad ia$ $C_7: \neg ok \quad \neg uf$

$C_2: \neg ia \quad nco$ $C_5: \neg uf \quad ia$ $C_8: \neg rf \quad \neg uf$

$C_3: \neg ok \quad a$ $C_6: \neg ok \quad \neg rf$ $C_9: \neg a \quad \neg ia$

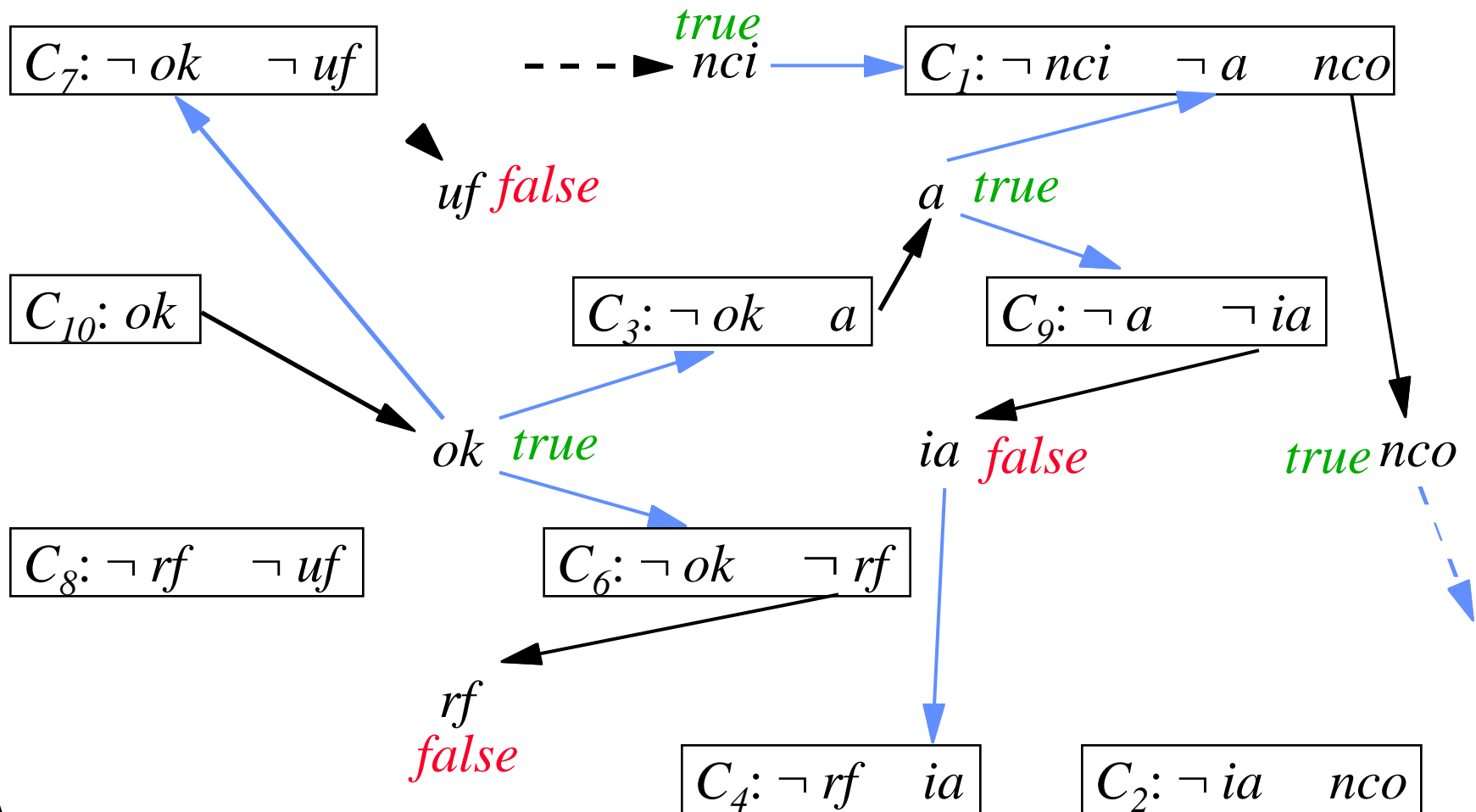
BC health: ok, rf, uf

BC activity: a, ia

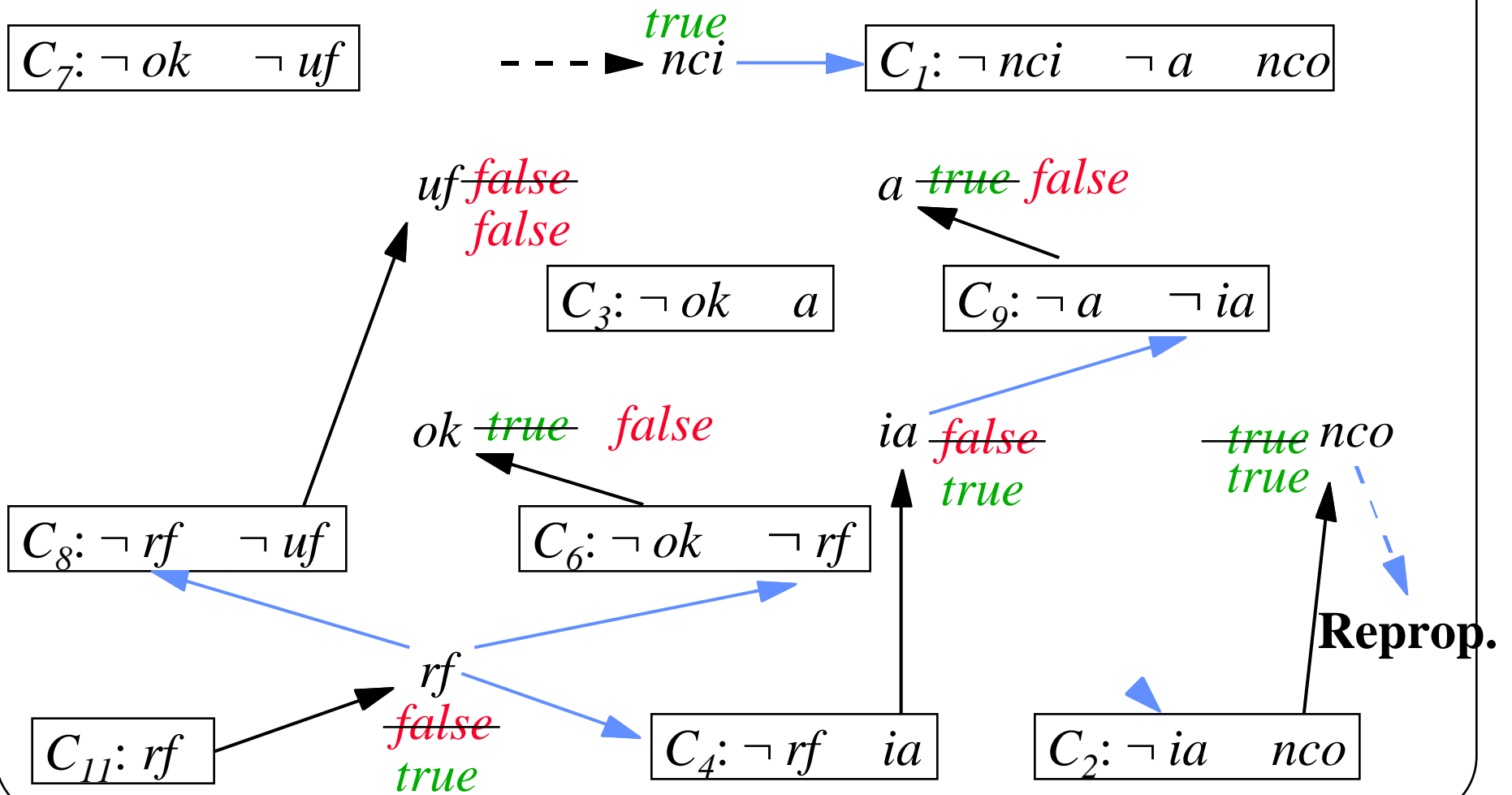
No input cmd: nci

No output cmd: nco

LTMS inference



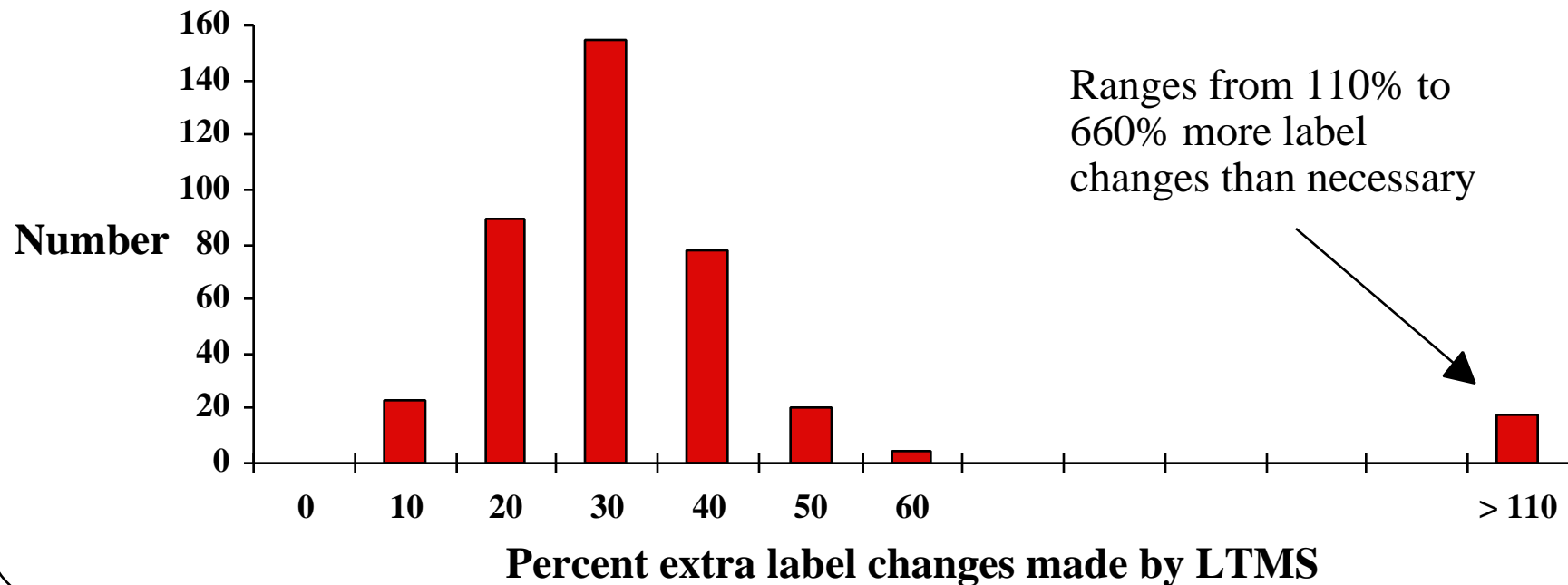
Deleting C_{10} , adding C_{11}



Summary of problem

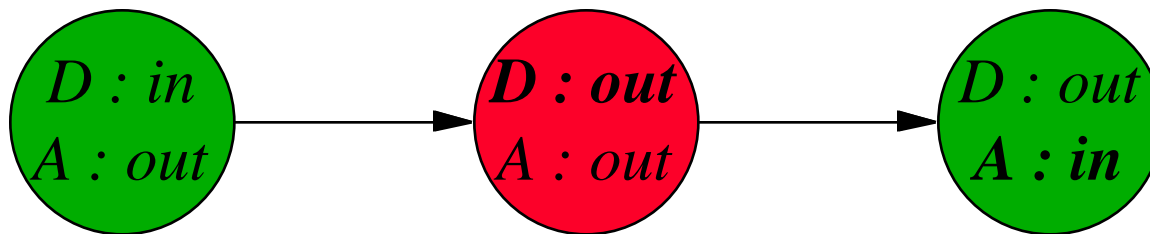
- **Problem:** Unnecessary repropagation during a context switch
- Excessive repropagation can be a significant problem in practice

Data from 387 distinct context switches on DS-1 theory containing 12,693 clauses



Cause of problem

- To guarantee *well-founded support*, the LTMS context switch algorithm is overly conservative
 - switching a context by deleting clause D and adding clause A



- **Previous solution:** Use an ATMS
 - context switch requires *no* label propagation
 - labeling algorithm is exponential in time and space
- **New solution:** Use an ITMS

ITMS algorithm intuitions

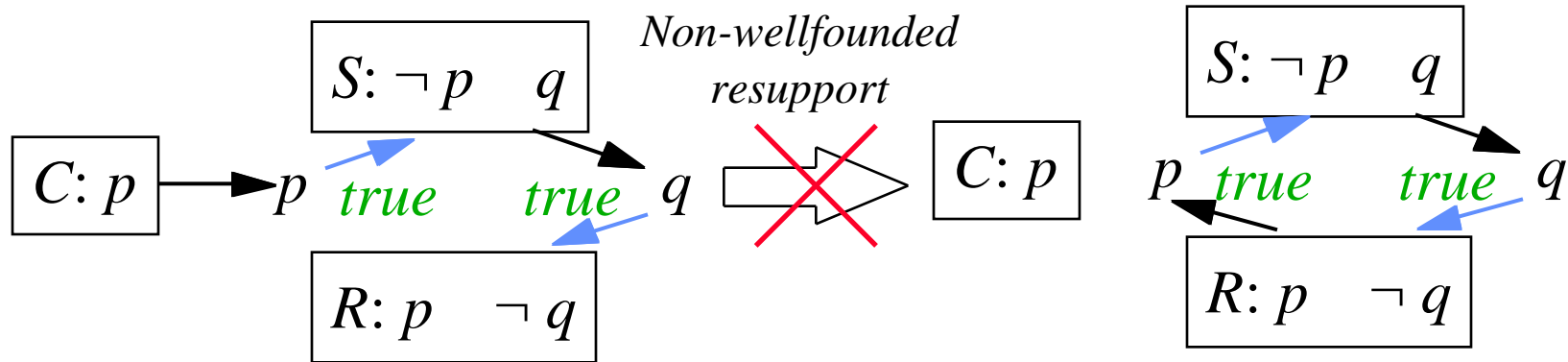
- *Resupport* propositions during clause deletion
 - if resupport is possible, proposition's consequences are not touched
 - must guarantee *well-founded support*
- ...but resupport available only after clause addition
 - so add new clause and propagate *before* deleting old clause
- ...but added clause is often a conflict and propagation terminates
 - develop a new algorithm to *propagate through conflicts*

Top-level ITMS algorithm

```
procedure switch-context( $D, A, \dots$ ) // delete  $D$ , add  $A$  to  
  Add  $A$  to  $\dots$  and propagate any unit clauses  
  if conflicting clause detected then  
    while there is a conflict that can be propagated do  
      Propagate through the conflict  
      Use propagated label to resupport propositions (if possible)  
    endwhile  
  endif  
  Delete  $D$  from  $\dots$   
  Propagate any unit clauses  
end switch-context
```

Resupporting a proposition

- Clause R can resupport proposition p which is currently supported by clause C if
 - p occurs with the same sign in R and C
 - all other literals in R are *false*
 - resulting support is *well-founded*

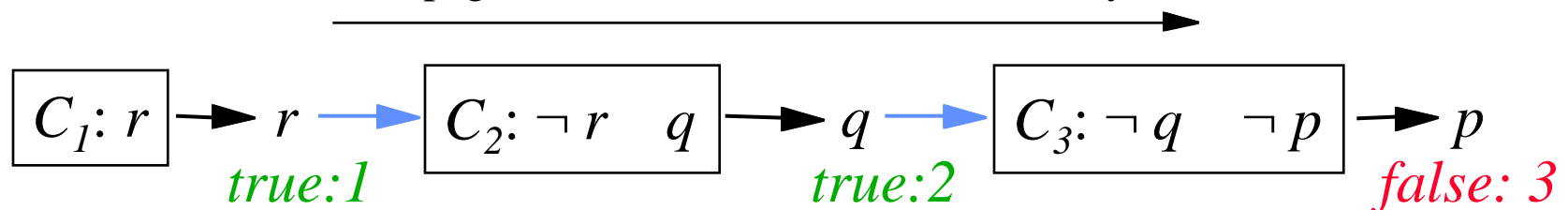


- Guaranteeing well-founded support is linear in the size of
 - defeats the very purpose of using an ITMS

Propagation numbers

- Assign a *propagation number* to each supported proposition
 - proposition's propagation number is *greater than* propagation number of other propositions occurring in supporting clause

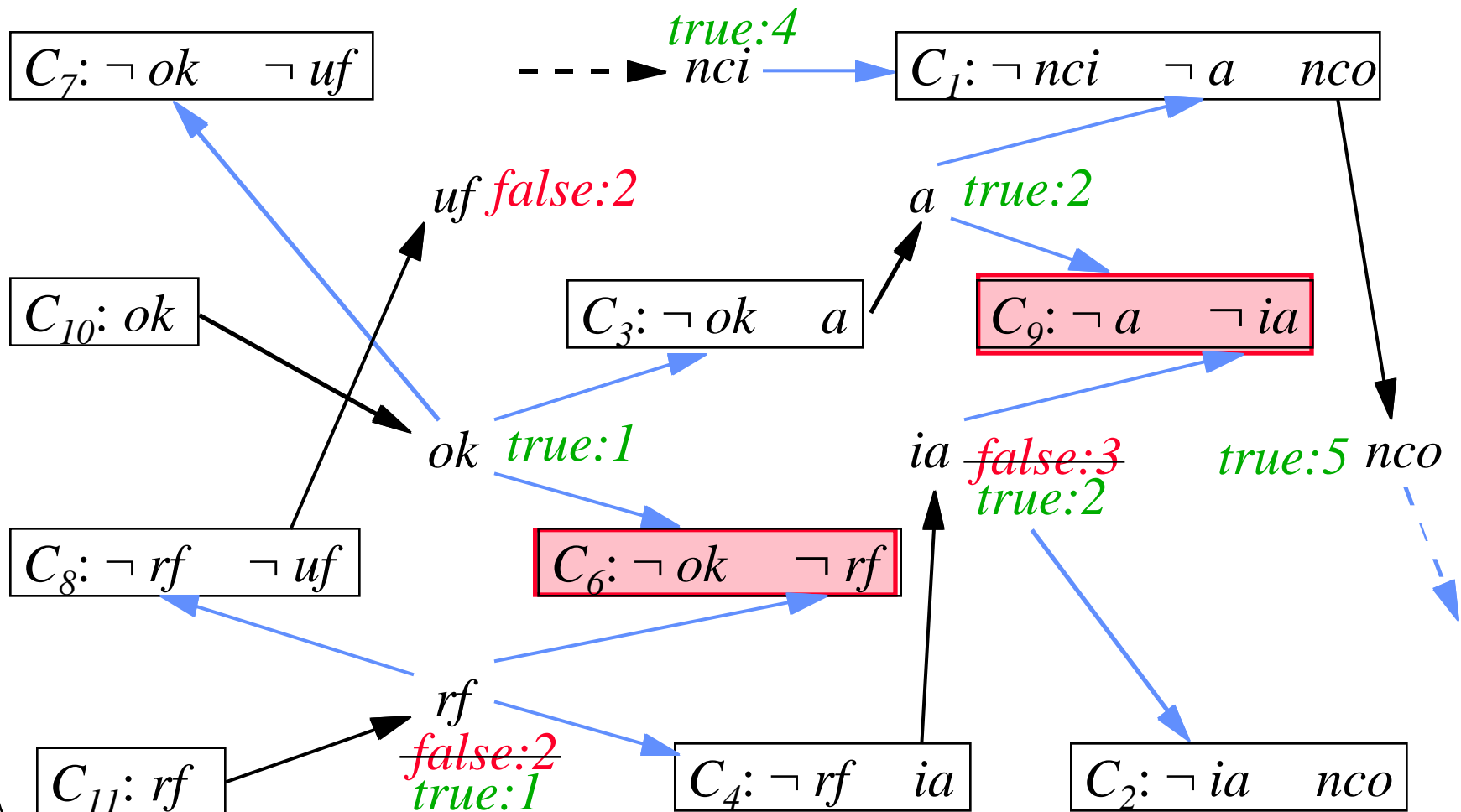
Propagation number increases monotonically



If p 's propagation number is greater than q 's propagation number, then q *cannot* depend on p

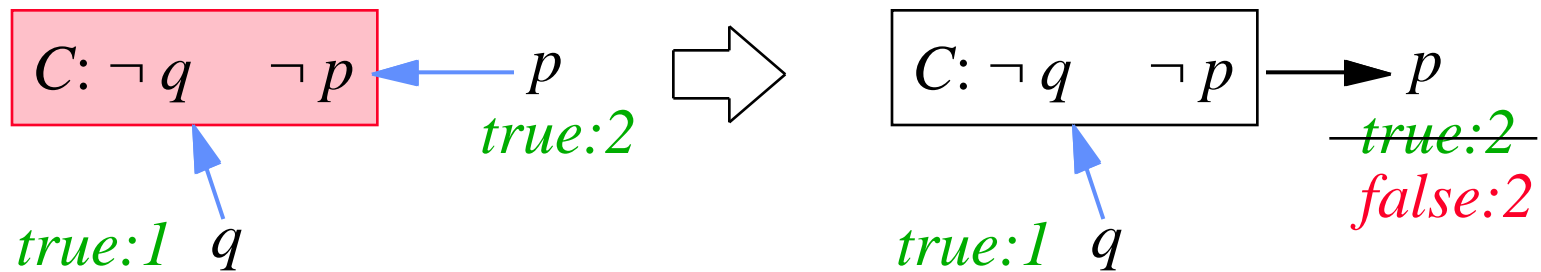
- Resupport proposition p with clause R only if p 's propagation number is *greater than* propagation number of other literals in R
 - sufficient, but not necessary, condition for resupport

Resupporting nco



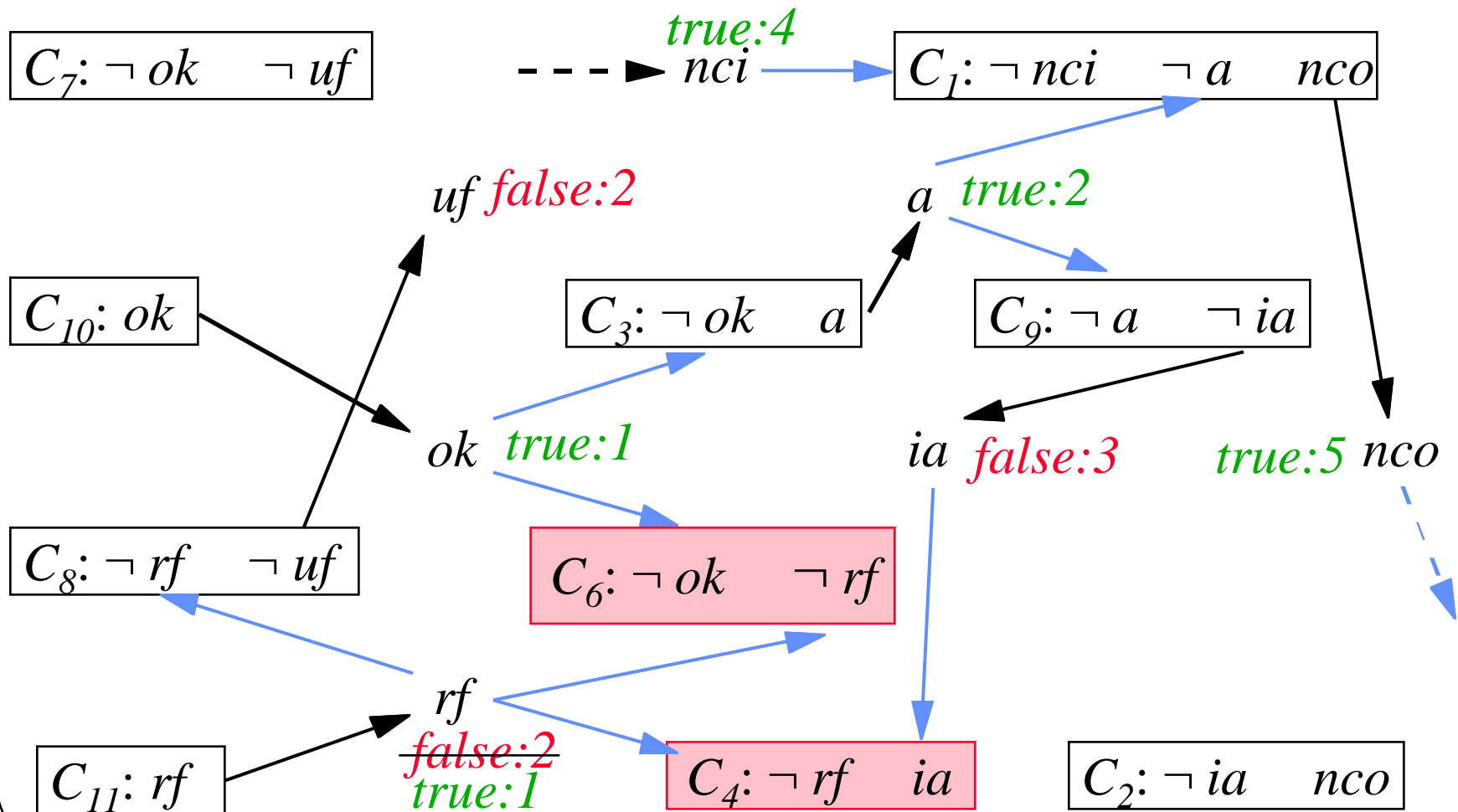
Propagating through a conflict

- Switch the label of a proposition p in a conflict C
 - and let p 's support be C



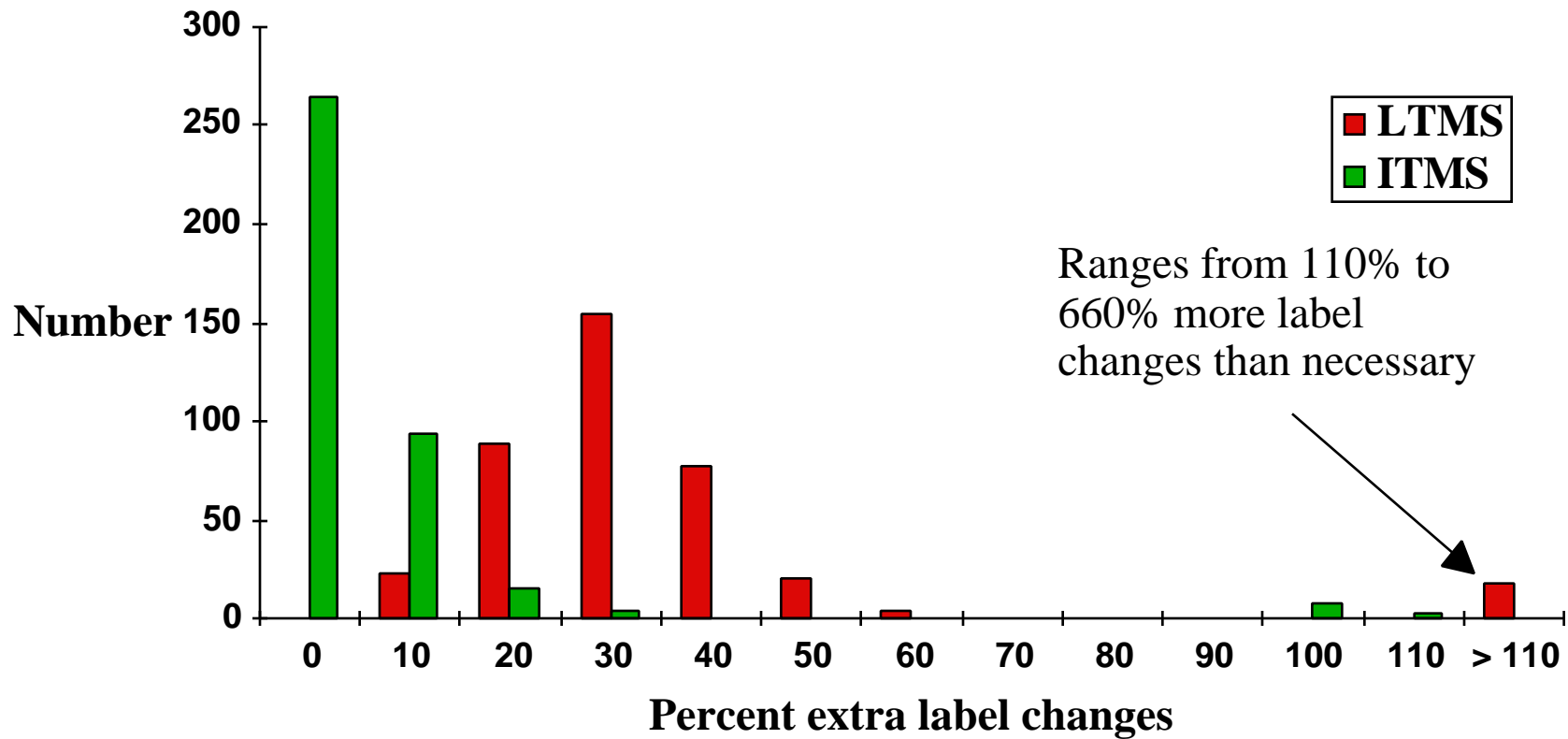
- C must provide p with a well-founded support
 - p 's propagation number must be *greater than or equal to* the propagation number of other literals in C
- Resupport other propositions using clauses in which p occurs
- Prevent infinite loops by changing a proposition's label at most once

Propagating through C_4

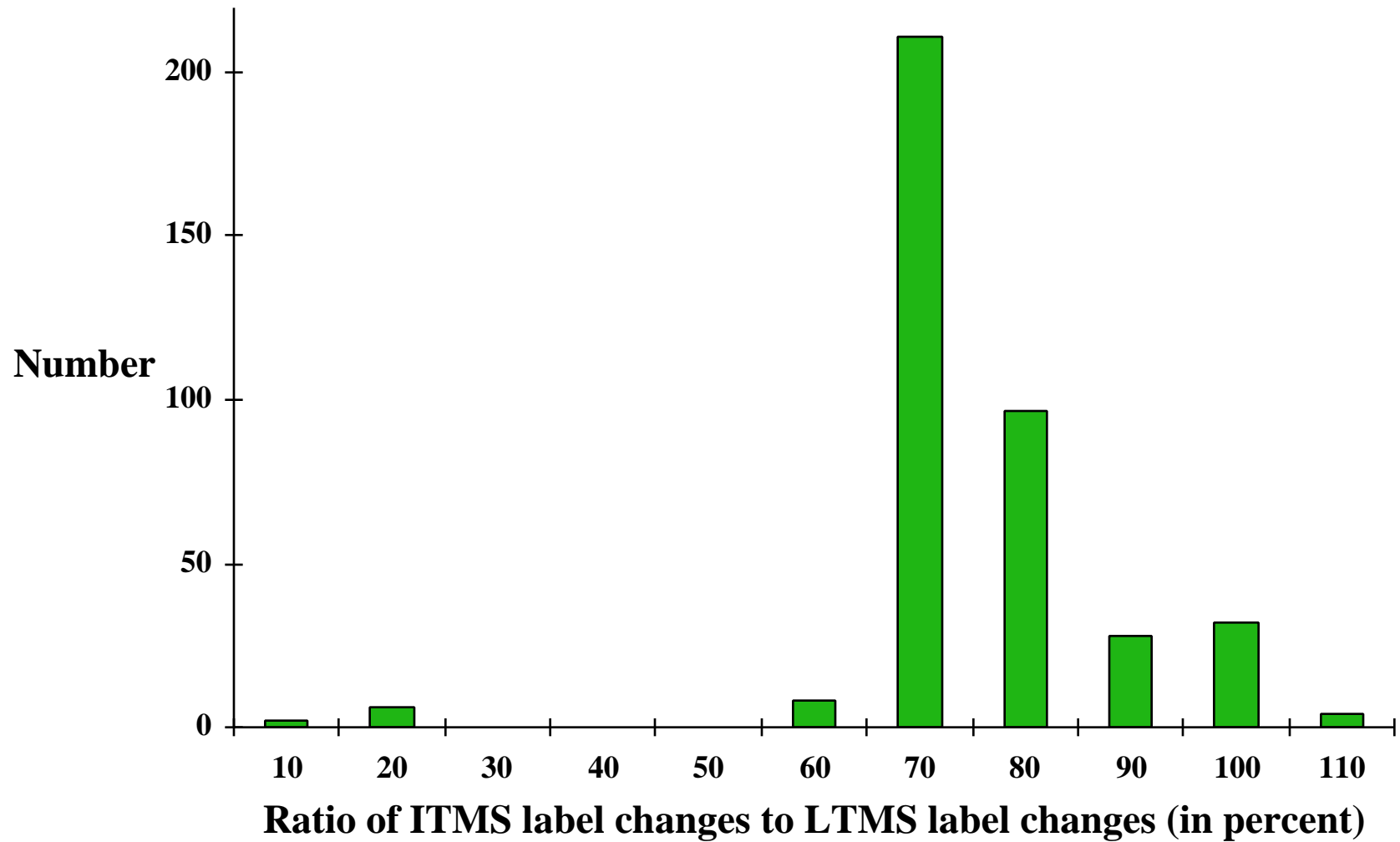


ITMS significantly decreases extra label changes

Data from 387 context switches on DS-1 theory containing 12,693 clauses



Comparing the ITMS to the LTMS



Conclusions

- The ITMS is an aggressive incremental TMS that optimizes context switching
 - clause addition done before clause deletion
 - novel resupport algorithm using propagation numbers
 - novel algorithm to propagate through conflicts
- Dramatic reduction in worst-case performance compared to a traditional LTMS
- Critical for achieving adequate performance in Livingstone's real-time propositional reasoning execution kernel