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**IDP-Z3**

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## CONTENTS:

<b>1</b>	<b>Introduction</b>	<b>1</b>
1.1	Installation using poetry . . . . .	1
1.2	Installation using pip . . . . .	2
1.3	Installation of idp_engine module . . . . .	2
<b>2</b>	<b>The FO() Language</b>	<b>5</b>
2.1	Overview . . . . .	5
2.2	Shebang . . . . .	5
2.3	Vocabulary . . . . .	6
2.3.1	Types . . . . .	6
2.3.2	Functions . . . . .	7
2.3.3	Built-in functions . . . . .	7
2.3.4	Predicates . . . . .	7
2.3.5	Propositions and Constants . . . . .	7
2.3.6	Include another vocabulary . . . . .	8
2.3.7	Symbol annotations . . . . .	8
2.4	Theory . . . . .	8
2.4.1	Mathematical expressions and Terms . . . . .	8
2.4.2	Sentences and axioms . . . . .	9
2.4.3	Definitions . . . . .	10
2.4.4	Annotations . . . . .	11
2.5	Structure . . . . .	11
2.6	Differences with IDP3 . . . . .	12
<b>3</b>	<b>IDP-Z3</b>	<b>13</b>
3.1	webIDE . . . . .	13
3.1.1	Main block . . . . .	13
3.1.2	idp_engine functions . . . . .	14
3.1.3	Theory class . . . . .	16
3.2	Command Line Interface . . . . .	19
3.3	Python API . . . . .	20
3.3.1	IDP class . . . . .	20
<b>4</b>	<b>Interactive Consultant</b>	<b>23</b>
4.1	Display block . . . . .	23
4.2	Environment & Decision . . . . .	24
4.3	Default Structure . . . . .	25
<b>5</b>	<b>Appendix: IDP-Z3 internal reference</b>	<b>27</b>
5.1	Architecture . . . . .	27

5.1.1	Web clients . . . . .	27
5.1.2	Read The Docs, Homepage . . . . .	28
5.1.3	IDP-Z3 server . . . . .	28
5.1.4	IDP-Z3 engine . . . . .	30
5.1.5	Z3 . . . . .	30
5.1.6	Appendix: Dependencies and Licences . . . . .	31
5.2	idp_engine module . . . . .	31
5.2.1	idp_engine.Parse . . . . .	31
5.2.2	idp_engine.Expression . . . . .	37
5.2.3	idp_engine.Annotate . . . . .	48
5.2.4	idp_engine.Interpret . . . . .	48
5.2.5	idp_engine.Simplify . . . . .	49
5.2.6	idp_engine.Propagate . . . . .	49
5.2.7	idp_engine.idp_to_Z3 . . . . .	49
5.2.8	idp_engine.Problem . . . . .	50
5.2.9	idp_engine.Assignments . . . . .	53
5.2.10	idp_engine.Run . . . . .	55
5.2.11	idp_engine.utils . . . . .	57
5.3	idp_server module . . . . .	57
5.3.1	idp_server.Inferences . . . . .	57
5.3.2	idp_server.IO . . . . .	57
5.3.3	idp_server.rest . . . . .	58
5.3.4	idp_server.State . . . . .	59
<b>6</b>	<b>Appendix: Syntax summary</b>	<b>61</b>
<b>7</b>	<b>Index</b>	<b>63</b>
<b>8</b>	<b>Indices and tables</b>	<b>65</b>
	<b>Python Module Index</b>	<b>67</b>
	<b>Index</b>	<b>69</b>

## INTRODUCTION

IDP-Z3 is a software collection implementing the Knowledge Base paradigm using the FO() language. FO() (aka FO-dot) is First Order logic, extended with definitions, types, arithmetic, aggregates and intensional objects. In the Knowledge Base paradigm, the knowledge about a particular problem domain is encoded using a declarative language, and later used to solve particular problems by applying the appropriate type of reasoning, or “inference”. The inferences include:

- model checking: does a particular solution satisfy the laws in the knowledge base ?
- model search: extend a partial solution into a full solution
- model propagation: find the facts that are common to all solutions that extend a partial one

The *IDP-Z3 engine* enables the creation of these solutions:

- the *Interactive Consultant*, which allow a knowledge expert to enter knowledge about a particular problem domain, and an end user to interactively find solutions for particular problem instances;
- *a program* with a command line interface to compute inferences on a knowledge base;
- a *web-based Interactive Development Environment (IDE)* to create Knowledge bases.

**Warning:** You may want to verify that you are seeing the documentation relevant for the version of IDP-Z3 you are using. On [readthedocs](#), you can see the version under the title (top left corner), and you can change it using the listbox at the bottom left corner.

### 1.1 Installation using poetry

Poetry is a package manager for python.

- Install python3 on your machine
- Install poetry
  - after that, logout and login if requested, to update \$PATH
- Use git to clone <https://gitlab.com/krr/IDP-Z3> to a directory on your machine
- Open a terminal in that directory
- If you have several versions of python3, and want to run on a particular one, e.g., 3.9:
  - run `poetry env use 3.9`
  - replace `python3` by `python3.9` in the commands below
- Run `poetry install`

To launch the Interactive Consultant web server:

- open a terminal in that directory and run `poetry run python3 main.py`

After that, you can open

- the Interactive Consultant at <http://127.0.0.1:5000>
- the webIDE at <http://127.0.0.1:5000/IDE>

## 1.2 Installation using pip

IDP-Z3 can be installed using the python package ecosystem.

- install [python 3](#), with [pip3](#), making sure that python3 is in the PATH.
- use git to clone <https://gitlab.com/krr/IDP-Z3> to a directory on your machine
- (For Linux and MacOS) open a terminal in that directory and run the following commands.

```
python3 -m venv .  
source bin/activate  
python3 -m pip install -r requirements.txt
```

- (For Windows) open a terminal in that directory and run the following commands.

```
python3 -m venv .  
.\Scripts\activate  
python3 -m pip install -r requirements.txt
```

To launch the web server on Linux/MacOS, run

```
source bin/activate  
python3 main.py
```

On Windows, the commands are:

```
.\Scripts\activate  
python3 main.py
```

After that, you can open

- the Interactive Consultant at <http://127.0.0.1:5000>
- the webIDE at <http://127.0.0.1:5000/IDE>

## 1.3 Installation of idp\_engine module

The `idp_engine` module is available for installation through the official Python package repository. This comes with a command line program, `idp_engine` that functions as described in [Command Line Interface](#).

To install the module via poetry, the following commands can be used to add the module, and then install it.

```
poetry add idp_engine  
poetry install
```

Installing the module via pip can be done as such:

```
pip3 install idp_engine
```





## THE FO() LANGUAGE

### 2.1 Overview

The FO() (aka FO-dot) language is used to create knowledge bases. An FO-dot knowledge base is a text file containing the following blocks of code:

**vocabulary** specify the types, predicates, functions and constants used to describe the problem domain.

**theory** specify the definitions and axioms satisfied by any solutions.

**structure** (optional) specify the interpretation of some predicates, functions and constants.

The basic skeleton of an FO-dot knowledge base is as follows:

```
vocabulary {  
    // here comes the specification of the vocabulary  
}  
  
theory {  
    // here comes the definitions and axioms  
}  
  
structure {  
    // here comes the interpretation of some symbols  
}
```

Everything between `//` and the end of the line is a comment.

### 2.2 Shebang

*New in version 0.5.5*

The first line of an IDP-Z3 program may be a **shebang** line, specifying the version of IDP-Z3 to be used. When a version is specified, the Interactive Consultant and webIDE will be redirected to a server on the web running that version. The list of versions is available [here](#). (The IDP-Z3 executable ignores the shebang.)

Example: `#! IDP-Z3 0.5.4`

## 2.3 Vocabulary

```
vocabulary V {
    // here comes the vocabulary named V
}
```

The *vocabulary* block specifies the types, predicates, functions and constants used to describe the problem domain. If the name is omitted, the vocabulary is named *V*.

Each declaration goes on a new line (or are space separated). Symbols begins with a word character excluding digits, followed by word characters. Word characters include alphabetic characters, digits, `_`, and unicode characters that can occur in words. Symbols can also be string literals delimited by `'`, e.g., `'blue planet'`.

### 2.3.1 Types

IDP-Z3 supports built-in and custom types.

The built-in types are: `, ,`, `Date`, and `Concept`. The equivalent ASCII symbols are `Bool`, `Int`, and `Real`.

Boolean literals are `true` and `false`. Number literals follow Python's conventions. Date literals follow ISO 8601 conventions, prefixed with `#` (`#yyyy-mm-dd`). `#TODAY` is also a `Date` literal.

The type `Concept` has one constructor for each symbol (i.e., function, predicate or constant) declared in the vocabulary. The constructors are the names of the symbol, prefixed with ```.

Custom types are declared using the keyword `type`, e.g., `type color`. Their name should be singular and capitalized, by convention.

Their extension can be defined in a *structure*, or directly in the vocabulary, by specifying:

- a list of (ranges of) numeric literals, e.g., `type someNumbers := {0,1,2}` or `type byte := {0..255}`
- a list of (ranges of) dates, e.g., `type dates := {#2021-01-01, #2022-01-01}` or `type dates := {#2021-01-01 .. #2022-01-01}`
- a list of nullary constructors, e.g., `type Color := {Red, Blue, Green}`
- a list of n-ary constructors; in that case, the enumeration must be preceded by `constructed from`, e.g., `type Color2 := constructed from {Red, Blue, Green, RGB(R: Byte, G: Byte, B: Byte)}`

In the above example, the constructors of ``Color` are `: Red, Blue, Green`.

The constructors of ``Color2` are `: Red, Blue, Green` and `RGB`. Each constructor have an associated function (e.g., `is_Red`, or `is_RGB`) to test if a `Color2` term was created with that constructor. The `RGB` constructor takes 3 arguments of type `Byte`. `R`, `G` and `B` are accessor functions: when given a `Color2` term constructed with `RGB`, they return the associated `Byte`. (When given a `Color2` not constructed with `RGB`, they may raise an error)

### 2.3.2 Functions

The functions with name `myFunc1`, `myFunc2`, input types `T1`, `T2`, `T3` and output type `T`, are declared by:

```
myFunc1, myFunc2 : T1 T2 T3 → T
```

Their name should not start with a capital letter, by convention. The ASCII equivalent of  $\rightarrow$  is `->`, and of  $\rightarrow$  is `->`.

The input and output types of `myFunc1` can be sets of concepts with a specific type signature, indicated in brackets. For example, `T1` can be *Concept*[`TT1 -> TT2`] to denote the concepts with type signature `TT1 -> TT2`.

IDP-Z3 does not support partial functions.

### 2.3.3 Built-in functions

The following functions are built-in:

- `abs: Int → Int` (or `abs: Float → Float`) yields the absolute value of an integer (or float) expression;
- `arity: Concept → Concept` yields the arity of a symbol;
- `input_domain : Concept → Concept` yields the n-th input-domain of a symbol;
- `output_domain: Concept → Concept` yields the output domain of a symbol.

### 2.3.4 Predicates

The predicates with name `myPred1`, `myPred2` and argument types `T1`, `T2`, `T3` are declared by:

```
myPred1, myPred2 : T1 T2 T3 →
```

Their name should not start with a capital letter, by convention. The ASCII equivalent of  $\rightarrow$  is `->`, and of `is` is `Bool`.

The input and output types of `myPred1` can be sets of concepts with a specific type signature, indicated in brackets. For example, `T1` can be *Concept*[`TT1 -> TT2`] to denote the concepts with type signature `TT1 -> TT2`.

There is a built-in predicate `T: T →` for each type `T` (`T(x)` is `true` for any `x` in `T`).

### 2.3.5 Propositions and Constants

A proposition is a predicate of arity 0; a constant is a function of arity 0.

```
MyProposition : () →
MyConstant: () → Int
```

### 2.3.6 Include another vocabulary

A vocabulary *W* may include a previously defined vocabulary *V*:

```
vocabulary W {
  extern vocabulary V
  // here comes the vocabulary named V
}
```

### 2.3.7 Symbol annotations

To improve the display of functions and predicates in the *Interactive Consultant*, their declaration in the vocabulary can be annotated with their intended meaning, a short comment, or a long comment. These annotations are enclosed in [ and ], and come before the symbol declaration.

**Intended meaning** [this is a text] specifies the intended meaning of the symbol. This text is shown in the header of the symbol's box.

**Short info** [short:this is a short comment] specifies the short comment of the symbol. This comment is shown when the mouse is over the info icon in the header of the symbol's box.

**Long info** [long:this is a long comment] specifies the long comment of the symbol. This comment is shown when the user clicks the info icon in the header of the symbol's box.

## 2.4 Theory

```
theory T:V {
  // here comes the theory named T, on vocabulary named V
}
```

A *theory* is a set of axioms and definitions to be satisfied. If the names are omitted, the theory is named *T*, for vocabulary *V*.

Before explaining their syntax, we need to introduce the concept of term.

### 2.4.1 Mathematical expressions and Terms

A *term* is inductively defined as follows:

**Numeric literal** Numeric literals that follow the *Python conventions* are numerical terms of type *Int* or *Real*.

**Constructor** Each constructor of a *type* is a term having that type.

**Variable** a variable is a term. Its *type* is derived from the *quantifier expression* that declares it (see below).

**Function application**  $F(t_1, t_2, \dots, t_n)$  is a term, when *F* is a *function* symbol of arity *n*, and  $t_1, t_2, \dots, t_n$  are terms. Each term must be of the appropriate *type*, as defined in the function declaration in the vocabulary. The resulting type of the function application is also defined in the function declaration. If the arity of *F* is 0, i.e., if *F* is a *constant*, then  $F()$  is a term.

$\$(s)(t_1, t_2, \dots, t_n)$  is a term, when *s* is an expression of type *Concept* that denotes a function of arity *n*, and  $t_1, t_2, \dots, t_n$  are terms.

Please note that there are built-in *functions* (see *Built-in functions*).

**Negation**  $\neg t$  is a numerical term, when *t* is a numerical term.

**Arithmetic**  $t_1 \ t_2$  is a numerical term, when  $t_1, t_2$  are two numerical terms, and  $\text{is}$  is one of the following math operators  $+, -, * (\text{or } /), ^, \%$ . Mathematical operators can be chained as customary (e.g.  $x+y+z$ ). The usual order of binding is used.

**Parenthesis**  $(t)$  is a term, when  $t$  is a term

**Cardinality aggregate**  $\#\{v_1 \text{ in } \text{typeOf}V_1, \dots, v_n \text{ in } \text{typeOf}V_n : \text{is}\}$  is a numerical term when  $v_1 \ v_2 \dots v_n$  are variables, and  $\text{is}$  is a *sentence* containing these variables.

The term denotes the number of tuples of distinct values for  $v_1 \ v_2 \dots v_n$  which make  $\text{true}$ .

**Aggregate over anonymous function**  $\text{agg}(\text{lambda } v_1 \text{ in } \text{typeOf}V_1, \dots, v_n \text{ in } \text{typeOf}V_n : t)$  is a numerical term where  $\text{agg}$  can be any of  $(\text{sum}, \text{min}, \text{max})$ ,  $v_1 \ v_2 \dots v_n$  are variables and  $t$  is a term.

The term  $\text{sum}(\text{lambda } v \text{ in } T : t(v))$  denotes the sum of  $t(v)$  for each  $v$  in  $T$ . Similarly,  $\text{min}$  (resp.  $\text{max}$ ) can be used to compute the minimum (resp. maximum) of  $t(v)$  for each  $v$  in  $T$ .  $t(v)$  can use the construct  $(\text{if } \dots \text{ then } \dots \text{ else } \dots)$  to filter out unwanted  $v$  values.

**(if .. then .. else ..)**  $(\text{if } t_1 \text{ then } t_2 \text{ else } t_3)$  is a term when  $t_1$  is a sentence,  $t_2$  and  $t_3$  are terms of the same type.

## 2.4.2 Sentences and axioms

An *axiom* is a sentence followed by  $\dots$ . A *sentence* is inductively defined as follows:

**true and false**  $\text{true}$  and  $\text{false}$  are sentences.

**Predicate application**  $P(t_1, t_2, \dots, t_n)$  is a sentence, when  $P$  is a *predicate* symbol of arity  $n$ , and  $t_1, t_2, \dots, t_n$  are terms. Each term must be of the appropriate *type*, as defined in the predicate declaration. If the arity of  $P$  is 0, i.e., if  $P$  is a proposition, then  $P()$  is a sentence.

$\$(s)(t_1, t_2, \dots, t_n)$  is a sentence, when  $s$  is an expression of type *Concept* that denotes a predicate of arity  $n$ , and  $t_1, t_2, \dots, t_n$  are terms.

**Comparison**  $t_1 \ t_2$  is a sentence, when  $t_1, t_2$  are two numerical terms and  $\text{is}$  is one of the following comparison operators  $<, =, >$  (or, using ascii characters:  $=<, >=, \sim=$ ). Comparison operators can be chained as customary.

**Negation**  $\neg$  is a sentence (or, using ascii characters:  $\sim$ ) when  $\text{is}$  is a sentence.

**Logic connectives**  $\_1 \ \_2$  is a sentence when  $\_1, \_2$  are two sentences and  $\text{is}$  is one of the following logic connectives  $,, ,$  (or using ascii characters:  $|, \ \&, \Rightarrow, \Leftarrow, \Leftrightarrow$  respectively). Logic connectives can be chained as customary.

**Parenthesis**  $()$  is a sentence when  $\text{is}$  is a sentence.

**Enumeration** An enumeration (e.g.  $p := \{1; 2; 3\}$ ) is a sentence. Enumerations follow the syntax described in *structure*.

**Quantified formulas** *Quantified formulas* are sentences. They have one of the following forms, where  $v_1, \dots, v_n$  are variables,  $p, p_1, \dots, p_n$  are types or predicates, and  $\text{is}$  is a sentence involving those variables:

```

v_1, v_n: (v_1, v_n).

v_1, v_n p: (v_1, v_n).

(v_1, v_n) p: (v_1, v_n).

v_1 p_1, v_n p_n: (v_1, v_n).

```

Alternatively, the existential quantifier,  $\exists$ , can be used. Ascii characters can also be used:  $\exists$ ,  $!$ , respectively. For example,  $\exists x, y \text{ in Int: } f(x,y)=f(y,x)$ .

A variable may only occur in the sentence of a quantifier declaring that variable. In the first form above, the type of each variable is inferred from their use in  $f$ .

When quantifying a formula of type `Concept`, the expression must contain a “guard” to prevent arity or type error. A guard is a condition that can be resolved using the available enumerations. In the following example, `symmetric` must be defined by enumeration.

```
symmetric := {`edge}
s Concept: symmetric(s) => (x, y : $(s)(x,y) $(s)(y,x)).
```

An alternative is to use the introspection functions `arity`, `input_domain`, `output_domain`:

```
s Concept: arity(s)=2 input_domain(s,1)=input_domain(s,2)
(x $(input_domain(s,1)), y $(input_domain(s,2)) : $(s)(x,y) $(s)(y,x)).
```

Another alternative is to add the signature of the `Concept` in the quantification:

```
x Concept[()→B]: $(x)().
```

“**is (not) enumerated**”  $f(a,b)$  is enumerated and  $f(a,b)$  is not enumerated are sentences, where  $f$  is a function defined by an enumeration and applied to arguments  $a$  and  $b$ . Its truth value reflects whether  $(a,b)$  is enumerated in  $f$ ’s enumeration. If the enumeration has a default value, every tuple of arguments is enumerated.

“**(not) in {1,2,3,4}**”  $f(\text{args}) \text{ in enum}$  and  $f(\text{args}) \text{ not in enum}$  are sentences, where  $f$  is a function applied to arguments  $\text{args}$  and  $\text{enum}$  is an enumeration. This can also be written using Unicode:  $f() \in \{1,2,3\}$  or  $f() \notin \{1,2,3\}$ .

**if .. then .. else ..** if  $t_1$  then  $t_2$  else  $t_3$  is a sentence when  $t_1, t_2$  and  $t_3$  are sentences.

### 2.4.3 Definitions

A *definition* defines concepts, i.e. *predicates* or *functions*, in terms of other concepts. If a predicate is inductively defined in terms of itself, the definition employs the *well-founded* semantics. A definition consists of a set of rules, enclosed by `{` and `}`.

*Rules* have one of the following forms:

```
v_1 T_1, v_n T_n: P(t_1, ..., t_n) ← |phi|.
v_1 T_1, v_n T_n: F(t_1, ..., t_n) = t ← |phi|.
```

where  $P$  is a *predicate* symbol,  $F$  is a *function* symbol,  $t, t_1, t_2, \dots, t_n$  are terms that may contain the variables  $v_1 v_2 \dots v_n$  and  $\phi$  is a formula that may contain these variables.  $P(t_1, t_2, \dots, t_n)$  is called the *head* of the rule and the *body*.  $\leftarrow$  can be used instead of  $\leftarrow$ . If the body is `true`, the left arrow and body of the rule can be omitted.

## 2.4.4 Annotations

Some expressions can be annotated with their informal meaning, between brackets. For example, [age is a positive number] `0 <= age()`. Such annotations are used in the [Interactive Consultant](#).

The following expressions can be annotated:

- Definitions
- Rules
- Constraints
- Quantified formula
- Comparisons
- Membership in an enumeration
- Brackets

When necessary, use parenthesis to avoid ambiguity, e.g. `[Positive or p] ( [Positive] x()<0 ) | p() ..`

## 2.5 Structure

```
structure S:V {
    // here comes the structure named S, for vocabulary named V
}
```

A *structure* specifies the interpretation of some *type*, *predicates* and *functions*, by enumeration. If the names are omitted, the structure is named S, for vocabulary V.

A structure is a set of statement of the form `<symbol> := <enumeration>`, e.g., `P := {1..9}`, where the enumeration can be:

**for nullary predicates (propositions)** `true` or `false`

**for non-numeric types and unary predicates:** a set of rigid terms (numbers, dates, identifiers, or constructors applied to rigid terms), e.g., `{red, blue, green}`.

**for numeric types and unary predicates:** a set of numeric literals and ranges, e.g., `{0, 1, 2}`, `{0..255}` or `{0..9, 90..99}`

**for date types and unary predicates:** a set of date literals and ranges, e.g., `{#2021-01-01, #2022-01-01}` or `{#2021-01-01 .. #2022-01-01}`

**for types:** a set of n-ary constructors, preceded by `constructed from`, e.g., `constructed from {Red, Blue, Green, RGB(R: Byte, G: Byte, B: Byte)}` (see more details in *types*)

**for n-ary predicates:** a set of tuples of rigid terms, e.g., `{(a, b), (a, c)}`.

**for nullary functions:** a rigid term, e.g. `5` or `#2021-01-01`, or `red` or `rgb(0, 0, 0)`

**for n-ary functions:** a set of tuples and their associated values, e.g., `{(1, 2)->3, (4, 5)->6}`

Additional notes:

- the enumeration for a predicate specifies the tuples that make the predicate true; any other tuple make it false.
- the enumeration for a function may be followed by `else <default>`, where `<default>` is a default value (a rigid term), i.e., a value for the non-enumerated tuples, if any.

- parenthesis around a tuple can be omitted when the arity is 1, e.g.,  $\{1-2, 3->4\}$
- a predicate may be enumerated using a CSV format, with one tuple per line, e.g., :

```
P := {  
1 2  
3 4  
5 6  
}
```

- The enumeration of `goal_string` is used to compute relevance relative to goals (see the `determine_relevance` method in the [Theory class](#)).

## 2.6 Differences with IDP3

Here are the main differences with IDP3 (the previous version of IDP-Z3), listed for migration purposes:

**Infinite domains** IDP-Z3 supports infinite domains: `Int`, `Real`. However, quantifications over infinite domains is discouraged.

**Type** IDP-Z3 does not support type hierarchies.

**LTC** IDP-Z3 does not support LTC vocabularies.

**Namespaces** IDP-Z3 does not support namespaces.

**Partial functions** IDP-Z3 does not support partial functions. The handling of division by 0 may differ. See [IEP 07](#)

**Syntax changes** The syntax of quantifications and aggregates has slightly change. IDP-Z3 supports quantification over the tuples satisfying a predicate. IDP-Z3 does not support qualified quantifications, e.g.  $!2 \ x[\text{color}] : p(x) \dots$  (p. 11 of the IDP3 manual).

**if .. then .. else ..** IDP-Z3 supports *if.. then .. else ..* terms and sentences.

**Structure** IDP-Z3 does not support `u` uncertain interpretations (p.17 of IDP3 manual). Function enumerations must have an `else` part. (see also [IEP 04](#))

To improve performance, do not quantify over the value of a function. Use  $p(f(x))$  instead of  $?y: f(x)=y \ \& \ p(y)$ .



IDP-Z3 is used to perform reasoning on FO() knowledge bases. It can be invoked in 3 ways:

- via a web interface, called webIDE.
- in a shell, using the Command Line Interface of IDP-Z3.
- in a Python program: by using classes and functions imported from the `idp_engine` package available on [Pypi](#).

These methods are further described below.

**Warning:** An *FO-dot* program is a text file containing only *vocabulary*, *theory* and, *structure* blocks, as described in *FO-dot*. An *IDP* program may additionally contain a *main()* procedure block, with instructions to process the FO-dot program. This procedure block is described later in this chapter.

## 3.1 webIDE

The webIDE of IDP-Z3 is accessible [online](#), and can be *run locally*.

The webIDE allows you to enter an IDP-Z3 program, with *FO-dot vocabulary*, *theory*, *structure* blocks and a *main block*, and to run it.

### 3.1.1 Main block

The *main block* consists of python-like statements to be executed by the *IDP-Z3 executable* or the *webIDE*, in the context of the knowledge base. Below is an example of a main block.

```
procedure main() {  
    pretty_print(Theory(T, S).propagate())  
    duration("End")  
}
```

Within that block, the following variables, classes and functions are available:

- variables containing the vocabularies, theories and structures specified in the same IDP-Z3 program. The variables have the name of the block.
- the functions exposed by the `idp_engine`, described [here](#);
- the `Theory` class, described [here](#).

### 3.1.2 idp\_engine functions

The following Python functions can be used to perform computations using FO-dot knowledge bases:

**model\_check** (\*theories)

Returns a string stating whether the combination of theories is satisfiable.

For example, `print(model_check(T, S))` will print `sat` if theory named `T` has a model expanding structure named `S`.

**Parameters** **theories** (`Union[TheoryBlock, Structure, Theory]`) – 1 or more (data) theories.

**Returns** `sat`, `unsat` or `unknown`

**Return type** `str`

**model\_expand** (\*theories, max=10, timeout=10, complete=False, extended=False, sort=False)

Returns a (possibly empty) list of models of the combination of theories, followed by a string message.

For example, `print(model_expand(T, S))` will return (up to) 10 string representations of models of theory named `T` expanding structure named `S`.

The string message can be one of the following:

- No models.
- More models may be available. Change the `max` argument to see them.
- More models may be available. Change the `timeout` argument to see them.
- More models may be available. Change the `max` and `timeout` arguments to see them.

**Parameters**

- **theories** (`Union[TheoryBlock, Structure, Theory]`) – 1 or more (data) theories.
- **max** (`int, optional`) – max number of models. Defaults to 10.
- **timeout** (`int, optional`) – timeout in seconds. Defaults to 10.
- **complete** (`bool, optional`) – True to obtain complete structures. Defaults to False.
- **extended** (`bool, optional`) – use `True` when the truth value of inequalities and quantified formula is of interest (e.g. for the Interactive Consultant). Defaults to False.
- **sort** (`bool, optional`) – True if the models should be in alphabetical order. Defaults to False.

**Yields** `str`

**Return type** `Iterator[str]`

**model\_propagate** (\*theories, sort=False)

Returns a list of assignments that are true in any model of the combination of theories.

Terms and symbols starting with ‘\_’ are ignored.

For example, `print(model_propagate(T, S))` will return the assignments that are true in any expansion of the structure named `S` consistent with the theory named `T`.

**Parameters**

- **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.
- **sort** (*bool, optional*) – True if the assignments should be in alphabetical order. Defaults to False.

**Yields** str

**Return type** Iterator[str]

**decision\_table** (*\*theories, goal\_string="", timeout=20, max\_rows=50, first\_hit=True, verify=False*)

Experimental. Returns a decision table for *goal\_string*, given the combination of theories.

**Parameters**

- **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.
- **goal\_string** (*str, optional*) – the last column of the table. Must be a predicate application defined in the theory, e.g. `eligible()`.
- **timeout** (*int, optional*) – maximum duration in seconds. Defaults to 20.
- **max\_rows** (*int, optional*) – maximum number of rows. Defaults to 50.
- **first\_hit** (*bool, optional*) – requested hit-policy. Defaults to True.
- **verify** (*bool, optional*) – request verification of table completeness. Defaults to False

**Yields** a textual representation of each rule

**Return type** Iterator[str]

**determine\_relevance** (*\*theories*)

Generates a list of questions that are relevant, or that can appear in a justification of a *goal\_symbol*.

The questions are preceded with `` ? `` when their answer is unknown.

When an *irrelevant* value is changed in a model M of the theories, the resulting M' structure is still a model. Relevant questions are those that are not irrelevant.

If *goal\_symbol* has an enumeration in the theory (e.g., `goal_symbol := {`tax_amount`}`), *relevance* is computed relative to those goals.

Definitions in the theory are ignored, unless they influence axioms in the theory or goals in *goal\_symbol*.

**Yields** relevant questions

**Parameters** **theories** (*Union[idp\_engine.Parse.TheoryBlock, idp\_engine.Parse.Structure, idp\_engine.Problem.Theory]*) –

**Return type** Iterator[str]

**pretty\_print** (*x=""*)

Prints its argument on stdout, in a readable form.

**Parameters** **x** (*Any, optional*) – the result of an API call. Defaults to "".

**Return type** None

**duration** (*msg=""*)

Returns the processing time since the last call to *duration()*, or since the beginning of execution

**Parameters** **msg** (*str*) –

**Return type** str

### 3.1.3 Theory class

Instances of the `Theory` class represent a collection of theory and structure blocks.

Many operations on `Theory` instances can be chained, e.g., `Theory(T,S).propagate().simplify().formula()`.

The class has the following methods:

**class `Theory`** (*\*theories, extended=False*)

A collection of theory and structure blocks.

**assignments (Assignments): the set of assignments.** The assignments are updated by the different steps of the problem resolution. Assignments include inequalities and quantified formula when the problem is extended

**\_\_init\_\_** (*\*theories, extended=False*)

Creates an instance of `Theory` for the list of theories, e.g., `Theory(T, S)`.

**Parameters**

- **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.
- **extended** (*bool, optional*) – use *True* when the truth value of inequalities and quantified formula is of interest (e.g. for the Interactive Consultant). Defaults to *False*.

**Return type** *None*

**add** (*\*theories*)

Adds a list of theories to the theory.

**Parameters** **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.

**Return type** *idp\_engine.Problem.Theory*

**assert\_** (*code, value, status=<Status.GIVEN: 8>*)

asserts that an expression has a value (or not), e.g. `theory.assert_("p()", True)`

**Parameters**

- **code** (*str*) – the code of the expression, e.g., `"p()"`
- **value** (*Any*) – a Python value, e.g., *True*
- **status** (*Status, Optional*) – how the value was obtained. Default: *S.GIVEN*

**Return type** *idp\_engine.Problem.Theory*

**copy** ()

Returns an independent copy of a theory.

**Return type** *idp\_engine.Problem.Theory*

**decision\_table** (*goal\_string="", timeout=20, max\_rows=50, first\_hit=True, verify=False*)

Experimental. Returns the rows for a decision table that defines `goal_string`.

`goal_string` must be a predicate application defined in the theory. The theory must be created with `extended=True`.

**Parameters**

- **goal\_string** (*str, optional*) – the last column of the table.
- **timeout** (*int, optional*) – maximum duration in seconds. Defaults to 20.

- **max\_rows** (*int*, *optional*) – maximum number of rows. Defaults to 50.
- **first\_hit** (*bool*, *optional*) – requested hit-policy. Defaults to True.
- **verify** (*bool*, *optional*) – request verification of table completeness. Defaults to False

**Returns** the non-empty cells of the decision table for `goal_string`, given `self`.

**Return type** `list(list(Assignment))`

#### **determine\_relevance** ()

Determines the questions that are relevant in a model, or that can appear in a justification of a `goal_symbol`.

When an *irrelevant* value is changed in a model *M* of the theory, the resulting *M'* structure is still a model. Relevant questions are those that are not irrelevant.

Call must be made after a propagation, on a Theory created with `extended=True`. The result is found in the `relevant` attribute of the assignments in `self.assignments`.

If `goal_symbol` has an enumeration in the theory (e.g., `goal_symbol := {`tax_amount`}`), relevance is computed relative to those goals.

Definitions in the theory are ignored, unless they influence axioms in the theory or goals in `goal_symbol`.

**Returns** the Theory with relevant information in `self.assignments`.

**Return type** *Theory*

**Parameters** `self` (`idp_engine.Problem.Theory`) –

#### **disable\_law** (*code*)

Disables a law, represented as a code string taken from the output of `explain(...)`.

The law should not result from a structure (e.g., from `p:=true`) or from a types (e.g., from `T:={1..10}` and `c: () -> T`).

**Parameters** `code` (*str*) – the code of the law to be disabled

**Raises** **AssertionError** – if code is unknown

**Return type** *idp\_engine.Problem.Theory*

#### **enable\_law** (*code*)

Enables a law, represented as a code string taken from the output of `explain(...)`.

The law should not result from a structure (e.g., from `p:=true`) or from a types (e.g., from `T:={1..10}` and `c: () -> T`).

**Parameters** `code` (*str*) – the code of the law to be enabled

**Raises** **AssertionError** – if code is unknown

**Return type** *idp\_engine.Problem.Theory*

#### **expand** (*max=10, timeout=10, complete=False*)

Generates a list of models of the theory that are expansion of the known assignments.

The result is limited to `max` models (10 by default), or unlimited if `max` is 0. The search for new models is stopped when processing exceeds `timeout` (in seconds) (unless it is 0). The models can be asked to be complete or partial (i.e., in which “don’t care” terms are not specified).

The string message can be one of the following:

- No models.

- More models may be available. Change the `max` argument to see them.
- More models may be available. Change the `timeout` argument to see them.
- More models may be available. Change the `max` and `timeout` arguments to see them.

#### Parameters

- **max** (*int*, *optional*) – maximum number of models. Defaults to 10.
- **timeout** (*int*, *optional*) – timeout in seconds. Defaults to 10.
- **complete** (*bool*, *optional*) – True for complete models. Defaults to False.

**Yields** the models, followed by a string message

**Return type** `Iterator[Union[idp_engine.Assignments.Assignments, str]]`

**explain** (*consequence=None*)

Returns the facts and laws that make the Theory unsatisfiable, or that explains a consequence.

#### Parameters

- **self** (*Theory*) – the problem state
- **consequence** (*string*, *optional*) – the code of the consequence to be explained.  
Must be a key in `self.assignments`

**Returns** list of facts and laws that explain the consequence

**Return type** `(List[Assignment], List[Expression])`

**formula** ()

Returns a Z3 object representing the logic formula equivalent to the theory.

This object can be converted to a string using `str()`.

**Return type** `z3.z3.BoolRef`

**get\_range** (*term*)

Returns a list of the possible values of the term.

**Parameters** **term** (*str*) – terms whose possible values are requested, e.g. `subtype()`. Must be a key in `self.assignments`

**Returns** e.g., `['right triangle', 'regular triangle']`

**Return type** `List[str]`

**optimize** (*term*, *minimize=True*)

Updates the Theory so that the value of `term` in the `assignments` property is the optimal value that is compatible with the Theory.

#### Parameters

- **term** (*str*) – e.g., `"Length(1)"`
- **minimize** (*bool*) – True to minimize term, False to maximize it

**Return type** `idp_engine.Problem.Theory`

**propagate** (*tag=<Status.CONSEQUENCE: 4>*, *method=<Propagation.DEFAULT: 1>*)

**Returns the theory with its `assignments` property updated** with values for all terms and atoms that have the same value in every model of the theory.

`self.satisfied` is also updated to reflect satisfiability.

Terms and propositions starting with `_` are ignored.

**Args:** `tag (S)`: the status of propagated assignments method (Propagation): the particular propagation to use

#### Parameters

- `tag (idp_engine.Assignments.Status)` –
- `method (idp_engine.Problem.Propagation)` –

**Return type** `idp_engine.Problem.Theory`

#### `simplify()`

Returns a simpler copy of the theory, with a simplified formula obtained by substituting terms and atoms by their known values.

Assignments obtained by propagation become UNIVERSAL constraints.

**Return type** `idp_engine.Problem.Theory`

#### `symbolic_propagate (tag=<Status.UNIVERSAL: 3>)`

Returns the theory with its `assignments` property updated with direct consequences of the constraints of the theory.

This propagation is less complete than `propagate()`.

**Parameters** `tag (S)` – the status of propagated assignments

**Return type** `idp_engine.Problem.Theory`

#### `to_smt_lib()`

Returns an SMT-LIB version of the theory

**Return type** `str`

## 3.2 Command Line Interface

IDP-Z3 can be run through a Command Line Interface.

If you have downloaded IDP-Z3 from the GitLab repo, you may run the CLI using poetry (see [Installation](#)):

```
poetry run python3 idp-engine.py path/to/file.idp
```

where `path/to/file.idp` is the path to the file containing the IDP-Z3 program to be run. This file must contain an *FO-dot* knowledge base (vocabulary, theory and structure blocks), and a *main block*.

Alternatively, if you installed it via pip, you can run it with the following command:

```
idp-engine path/to/file.idp
```

The usage of the CLI is as follows:

```
usage: idp-engine.py [-h] [-o OUTPUT] [--full-formula] [--no-timing] FILE
```

```
IDP-Z3
```

```
positional arguments:
```

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```

FILE                                path to the .idp file

optional arguments:
  -h, --help                        show this help message and exit
  -o OUTPUT, --output OUTPUT        name of the output file
  --full-formula                    show the full formula
  --no-timing                      don't display timing information

```

## 3.3 Python API

The core of the IDP-Z3 software is a Python component [available on Pypi](#). The following code illustrates how to invoke it.

```

from idp_engine import IDP, Theory, duration
kb = IDP.from_file("path/to/file.idp")
T, S = kb.get_blocks("T, S")
theory = Theory(T, S)
for model in theory.expand():
    print(model)
duration("End")

```

The file `path/to/file.idp` must contain an *FO-dot* knowledge base (with vocabulary, theory and, optionally, structure blocks).

`idp_engine` exposes *useful functions*, as well as the `Theory` (described [here](#)) and `IDP` classes.

### 3.3.1 IDP class

The `IDP` class exposes the following methods:

**class** `IDP` (*\*\*kwargs*)

The class of AST nodes representing an IDP-Z3 program.

**\_\_init\_\_** (*\*\*kwargs*)

Initialize self. See `help(type(self))` for accurate signature.

**classmethod** `from_file` (*file*)

parse an IDP program from file

**Parameters** `file` (*str*) – path to the source file

**Returns** the result of parsing the IDP program

**Return type** *IDP*

**classmethod** `from_str` (*code*)

parse an IDP program

**Parameters** `code` (*str*) – source code to be parsed

**Returns** the result of parsing the IDP program

**Return type** *IDP*

**classmethod** `parse` (*file\_or\_string*)

DEPRECATED: parse an IDP program



**Parameters** `file_or_string` (*str*) – path to the source file, or the source code itself

**Returns** the result of parsing the IDP program

**Return type** *IDP*

**get\_blocks** (*blocks*)

returns the AST nodes for the blocks whose names are given

**Parameters** `blocks` (*List[str]*) – list of names of the blocks to retrieve

**Returns** list of AST nodes

**Return type** `List[Union[Vocabulary, TheoryBlock, Structure, Procedure, Display]]`

**execute** ()

Execute the `main()` procedure block in the IDP program

**Parameters** `self` (`idp_engine.Parse.IDP`) –

**Return type** `None`



## INTERACTIVE CONSULTANT

The Interactive Consultant tool enables experts to digitize their knowledge of a specific problem domain. With the resulting knowledge base, an online interface is automatically created that serves as a web tool supporting end users to find solutions for specific problems within that knowledge domain.

The tool uses source code in the IDP-Z3 language as input. It recognizes the *annotations in vocabulary* and *in expressions*. However, there are some specific changes and additions when using IDP-Z3 in the Interactive Consultant, which are explained further in this chapter.

### 4.1 Display block

The *display block* configures the user interface of the *Interactive Consultant*. It consists of a set of *display facts*, i.e., *predicate* and *function applications* terminated by `..`

The following predicates and functions are available:

**expand** `expand := {`s1, ..., `sn}` specifies that *symbols* `s1, ..., sn` are shown expanded, i.e., that all sub-sentences of the theory where they occur are shown on the screen.

For example, `expand := {`length}.` will force the Interactive Consultant to show all sub-sentences containing *length*.

**hide** `hide(`s1, ..., `sn)` specifies that symbols `s1, ..., sn` are not shown on the screen.

For example, `hide(`length) .` will force the Interactive Consultant to not display the box containing *length* information.

**view()** `view() = normal.` (default) specifies that symbols are displayed in normal mode.

`view() = expanded.` specifies that symbols are displayed expanded.

**goal\_symbol** `goal_symbol := {`s1, ..., `sn}` specifies that symbols `s1, ..., sn` are always relevant, i.e. that they should never be greyed out. `goal_symbol` can only be used in an enumeration.

Irrelevant symbols and questions, i.e. expressions whose interpretation do not constrain the interpretation of the relevant symbols, are greyed out by the Interactive Consultant.

**moveSymbols** When the *display block* contains `moveSymbols()`, the Interactive Consultant is allowed to change the layout of symbols on the screen, so that relevant symbols come first.

By default, the symbols do not move.

**optionalPropagation** When the *display block* contains `optionalPropagation()`, a toggle button is shown next to the menu to allow toggling immediate propagation on and off.

By default, this button is not present.

**manualPropagation** When `manualPropagation()` is present in the *display block*, automatic propagation is disabled in the interface. Instead, a button is added to the menu that computes propagation when clicked.

**optionalRelevance** When the *display block* contains `optionalRelevance()`, a toggle button is shown next to the menu to allow toggling immediate computation of relevance on and off.

By default, this button is not present.

**manualRelevance** When `manualRelevance()` is present in the *display block*, automatic computation of relevant questions is disabled in the interface. Instead, a menu option is available in the “Reasoning” menu that computes relevance when selected.

**unit** `unit('unitstr', `s1, ..., `sn)` specifies the unit of one or more symbols. This unit will then show up in the symbol’s header in the Interactive Consultant. `unitstr` may not be a symbol declared in the vocabulary.

For example: `unit('m', `length, `perimeter)`.

**heading** Experimental: this feature is likely to change in the future.

`heading('label', `p1, ..., `pn)` will force the display of the `p1, ..., pn` symbols under a heading called `label`. `label` may not be a symbol declared in the vocabulary.

**noOptimization** `noOptimization(`s1, ..., `sn)` specifies that no optimization buttons appear in the Interactive Consultant for symbols `s1, ..., sn`.

For example, `noOptimization(`angle)` will hide the arrow up and arrow down buttons next to the input fields for *angle*.

## 4.2 Environment & Decision

Often, some elements of a problem instance are under the control of the user (possibly indirectly), while others are not.

To capture this difference, the FO() language allows the creation of 2 vocabularies and 2 theories. The first one is called ‘environment’, the second ‘decision’. Hence, a more advanced skeleton of an IDP-Z3 program is:

```
vocabulary environment {
    // here comes the specification of the vocabulary to describe the environment
}

vocabulary decision {
    extern vocabulary environment
    // here comes the specification of the vocabulary to describe the decisions and
    ↳ their consequences
}

theory environment:environment {
    // here comes the definitions and axioms satisfied by any environment possibly
    ↳ faced by the user
}

theory decision:decision {
    // here comes the definitions and axioms to be satisfied by any solution
}

structure environment:environment {
    // here comes the interpretation of some environmental symbols
```

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```
}  
  
structure decision:decision {  
    // here comes the interpretation of some decision symbols  
}  
  
display {  
    // here comes the configuration of the user interface  
}
```

## 4.3 Default Structure

The *default structure* functions similarly to a normal *Structure*, in the sense that it can be used to set values of symbols. However, these values are set as if they were given by the user: they are shown in the interface as selected values. The symbols can still be assigned different values, or they can be unset.

In this way, this type of structure is used to form a *default* set of values for symbols. Such a structure is given the name ‘default’, to denote that it specifies default values. The syntax of the block remains the same.

```
structure default {  
    // here comes the structure  
}
```



## APPENDIX: IDP-Z3 INTERNAL REFERENCE

**Warning:** This reference is only intended for the **core IDP-Z3 development team**. If you do not work on the IDP-Z3 engine itself, but just want to use it in your applications, please use our *Python API* instead.

The components of IDP-Z3 are shown below.

- [webIDE](#) client: browser-based application to edit and run IDP-Z3 programs
- [Interactive Consultant](#) client: browser-based user-friendly decision support application
- [Read\\_the\\_docs](#) : online documentation
- [Homepage](#)
- IDP-Z3 server: web server for both web applications
- IDP-Z3 command line interface
- IDP-Z3 engine: performs reasoning on IDP-Z3 theories
- [Z3](#): [SMT solver](#) developed by Microsoft

The [source code](#) of IDP-Z3 is publicly available under the GNU LGPL v3 license. You may want to check the [Development and deployment guide](#).

### 5.1 Architecture

This document presents the technical architecture of IDP-Z3.

Essentially, the IDP-Z3 components translate the requested inferences on the knowledge base into satisfiability problems that Z3 can solve.

#### 5.1.1 Web clients

The repository for the web clients is in a [separate GitLab repository](#).

The clients are written in [Typescript](#), using the [Angular](#) framework (version 7.1), and the [primeNG](#) library of widgets. It uses the [Monaco editor](#). The interactions with the server are controlled by [idp.service.ts](#). The [AppSettings file](#) contains important settings, such as the address of the IDP-Z3 sample theories.

The web clients are sent to the browser by the IDP-Z3 server as static files. The static files are generated by the `/IDP-Z3/deploy.py` script as part of the deployment, and saved in the `/IDP-Z3/idp_server/static` folder.

See the Appendix of [Development and deployment guide](#) on the wiki for a discussion on how to set-up your environment to develop web clients.

The `/docs/zettlr/REST.md` file describes the format of the data exchanged between the web client and the server. The exchange of data while using web clients can be visualised in the developer mode of most browsers (Chrome, Mozilla, ...).

The web clients could be packaged into an executable using [nativefier](#).

## 5.1.2 Read The Docs, Homepage

The [online documentation](#) and [Homepage](#) are written in [ReStructuredText](#), generated using [sphinx](#) and hosted on [readthedocs.org](#) and [GitLab Pages](#) respectively. The contents is in the `/docs` and `/homepage` folders of IDP-Z3.

We use the following sphinx extensions: [Mermaid \(diagrams\)](#), and [Markdown](#).

## 5.1.3 IDP-Z3 server

The code for the IDP-Z3 server is in the `/idp_server` folder.

The IDP-Z3 server is written in python 3.8, using the [Flask framework](#). Pages are served by `/idp_server/rest.py`. Static files are served from the `/idp_server/static` directory, including the compiled version of the client software.

At start-up, and every time the idp code is changed on the client, the idp code is sent to the `/meta` URL by the client. The server responds with the list of symbols to be displayed. A subsequent call (`/eval`) returns the questions to be displayed. After that, when the user clicks on a GUI element, information is sent to the `/eval` URL, and the server responds as necessary.

The information given by the user is combined with the idp code (in [State.py](#)), and, using adequate inferences, the questions are put in these categories with their associated value (if any):

- given: given by the user
- universal: always true (or false), per idp code
- consequences: consequences of user's input according to theory
- irrelevant: made irrelevant by user's input
- unknown

The IDP-Z3 server implements custom inferences such as the computation of relevance ([Inferences.py](#)), and the handling of environmental vs. decision variables.

## API endpoints

The IDP-Z3 server exposes multiple API endpoints, which are used to communicate information between the interface and server.



## /run

**POST:** Runs an IDP program containing a main block. The program is executed by the IDP-Z3 directly, and the output is returned. This endpoint is e.g. used to execute the code in the IDP webIDE.

Arguments:

- **code:** IDP code, containing a main block.

Returns:

- A string, containing the output of the IDP-Z3 engine after executing the program.

## /meta

**POST:** generate the metaJSON for an IDP program. In the IC, this metaJSON is among others used to correctly lay out the different symbol tiles and to generate extra expanded symbols.

Arguments:

- **code:** IDP code, with or without main block.

Returns:

- **symbols:** contains information on each symbol used in the FO(·) specification. This information includes symbol name, type, view, ...
- **optionalPropagation:** a bool representing if a propagation toggle should be shown in the interface.
- **manualPropagation:** a bool representing if propagation should be manual via a button.
- **optionalRelevance:** a bool representing if a relevance toggle should be shown in the interface.
- **manualRelevance:** a bool representing if relevance computation should be manual via a button.
- **valueinfo:** contains information on the values for each symbol used in the FO(·) specification.

## /eval

**POST:** execute one of IDP-Z3's inference methods.

Arguments:

- **method:** string containing the method to execute. Supported methods are: *checkCode*, *propagate*, *get\_range*, *modelexpand*, *explain*, *minimize*, and *abstract*.
- **code:** the IDP code.
- **active:** the active assignments, already input in the interface.
- **previous\_active:** the assignments after the last full propagation.
- **ignore:** user-disabled laws to ignore.
- **symbol:** the name of a symbol, only used for *minimize*, *explain* and *checkCode*.
- **value:** a value, only used for *explain*.
- **field:** the applied symbol for which a range must be determined, only for *get\_range*.
- **minimize:** *true* for minimization, *false* for maximization.

Returns:

- **Global:** the global information of the current state of the IC.
- A field for every symbol that appears in the IDP program, containing all its information.

### 5.1.4 IDP-Z3 engine

The code for the IDP-Z3 engine and IDP-Z3-CLI is in the `/idp_engine` folder. The IDP-Z3 engine exposes an API implemented by *Run.py* and *Problem.py*.

Translating knowledge inferences into satisfiability problems that Z3 can solve involves these steps:

1. parsing the idp code and the info entered by the user,
2. converting it to the Z3 format,
3. calling the appropriate method,
4. formatting the response.

The IDP-Z3 code is parsed into an **abstract syntax tree** (AST) using the `textx` package, according to [this grammar](#). There is one python class per type of AST nodes (see *Parse.py* and *Expression.py*)

The conversion to the Z3 format is performed by the following passes over the AST generated by the parser:

1. annotate the nodes by resolving names, and computing some derived information (e.g. type) (`annotate()`)
2. expand quantifiers in the theory, as far as possible. (`interpret()`)
3. when a structure is given, use the interpretation (`interpret()`), i.e.:
  - a) expand quantifiers based on the structure (grounding); perform type inference as necessary;
  - b) simplify the theory using the data in the structure and the laws of logic;
  - c) instantiate the definitions for every calls of the defined symbols (recursively)
4. convert to Z3, adding the type constraints not enforced by Z3 (`.translate()`)

The graph of calls is outlined in `/docs/zettlr/Call_graph.md`.

The code is organised by steps, not by classes: for example, all methods to annotate an expression by another are grouped in *Annotate.py*. We use **monkey-patching** to attach methods to the classes declared in another module.

Important classes of the IDP-Z3 engine are: *Expression*, *Assignment*, *Theory*.

`Substitute()` modifies the AST “in place”. Because the results of step 1-2 are cached, steps 4-7 are done after copying the AST (`custom copy()`).

### 5.1.5 Z3

See [this tutorial](#) for an introduction to Z3 (or [this guide](#)).

You may also want to refer to the [Z3py reference](#).

## 5.1.6 Appendix: Dependencies and Licences

The IDP-Z3 tools are published under the [GNU LGPL v3](#) license.

The server software uses the following components (see [requirements.txt](#)):

- [Z3](#): MIT license
- [Z3-solver](#): MIT license
- [Flask](#): BSD License (BSD-3-Clause)
- [flask\\_restful](#) : BSD license
- [flask\\_cors](#) : MIT license
- [pycallgraph2](#) : GNU GPLv2
- [unicorn](#) : MIT license
- [textx](#): MIT license

The client-side software uses the following components:

- [Angular](#): MIT-style license
- [PrimeNg](#): MIT license
- [ngx-monaco-editor](#): MIT license
- [packery](#): GPL-3.0
- [primeicons](#): MIT
- [isotope-layout](#): GNU GPL-3.0
- [isotope-packery](#): MIT
- [core-js](#): MIT
- [dev](#): None
- [git-describe](#): MIT
- [rxjs](#): Apache 2.0
- [tslib](#): Apache 2.0
- [zone.js](#): MIT

## 5.2 idp\_engine module

### 5.2.1 idp\_engine.Parse

Classes to parse an IDP-Z3 theory.

```
class IDP (**kwargs)
    Bases: idp_engine.Expression.ASTNode
    The class of AST nodes representing an IDP-Z3 program.
    __init__ (**kwargs)
        Initialize self. See help(type(self)) for accurate signature.
```

**classmethod** `from_file` (*file*)  
parse an IDP program from file

**Parameters** `file` (*str*) – path to the source file

**Returns** the result of parsing the IDP program

**Return type** *IDP*

**classmethod** `from_str` (*code*)  
parse an IDP program

**Parameters** `code` (*str*) – source code to be parsed

**Returns** the result of parsing the IDP program

**Return type** *IDP*

**classmethod** `parse` (*file\_or\_string*)  
DEPRECATED: parse an IDP program

**Parameters** `file_or_string` (*str*) – path to the source file, or the source code itself

**Returns** the result of parsing the IDP program

**Return type** *IDP*

**get\_blocks** (*blocks*)  
returns the AST nodes for the blocks whose names are given

**Parameters** `blocks` (*List[str]*) – list of names of the blocks to retrieve

**Returns** list of AST nodes

**Return type** *List[Union[Vocabulary, TheoryBlock, Structure, Procedure, Display]]*

**execute** ()  
Execute the `main()` procedure block in the IDP program

**Parameters** `self` (*idp\_engine.Parse.IDP*) –

**Return type** *None*

**class** `Vocabulary` (*\*\*kwargs*)  
Bases: *idp\_engine.Expression.ASTNode*  
The class of AST nodes representing a vocabulary block.

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See `help(type(self))` for accurate signature.

**add\_voc\_to\_block** (*block*)  
adds the enumerations in a vocabulary to a theory or structure block

**Parameters** `block` (*Theory*) – the block to be updated

**class** `Annotations` (*\*\*kwargs*)  
Bases: *idp\_engine.Expression.ASTNode*

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See `help(type(self))` for accurate signature.

**class** `Extern` (*\*\*kwargs*)  
Bases: *idp\_engine.Expression.ASTNode*

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See `help(type(self))` for accurate signature.

```
class TypeDeclaration (**kwargs)
```

Bases: `idp_engine.Expression.ASTNode`

AST node to represent *type* `<symbol> := <enumeration>`

#### Parameters

- **name** (*string*) – name of the type
- **arity** (*int*) – the number of arguments
- **sorts** (*List[Symbol]*) – the types of the arguments
- **out** (*Symbol*) – the Boolean Symbol
- **type** (*string*) – Z3 type of an element of the type; same as *name*
- **constructors** (*[Constructor]*) – list of constructors in the enumeration
- **range** (*[Expression]*) – list of expressions of that type
- **interpretation** (*SymbolInterpretation*) – the symbol interpretation
- **map** (*Dict[string, Expression]*) – a mapping from code to Expression in range

```
__init__ (**kwargs)
```

Initialize self. See `help(type(self))` for accurate signature.

```
class SymbolDeclaration (**kwargs)
```

Bases: `idp_engine.Expression.ASTNode`

The class of AST nodes representing an entry in the vocabulary, declaring one or more symbols. Multi-symbols declaration are replaced by single-symbol declarations before the `annotate()` stage.

#### annotations

the annotations given by the expert.

`annotations['reading']` is the annotation giving the intended meaning of the expression (in English).

#### symbols

the symbols being defined, before expansion

**Type** `[Symbol]`

#### name

the identifier of the symbol, after expansion of the node

**Type** `string`

#### arity

the number of arguments

**Type** `int`

#### sorts

the types of the arguments

**Type** `List[Symbol]`

#### out

the type of the symbol

**Type** `Symbol`

#### type

name of the Z3 type of an instance of the symbol

**Type** `string`

**in\_domain**  
the list of possible tuples of arguments  
**Type** List

**instances**  
a mapping from the code of a symbol applied to a tuple of arguments to its parsed AST  
**Type** Dict[string, Expression]

**range**  
the list of possible values  
**Type** List[Expression]

**private**  
True if the symbol name starts with ‘\_’ (for use in IC)  
**Type** Bool

**unit**  
the unit of the symbol, such as m (meters)  
**Type** str

**heading**  
the heading that the symbol should belong to  
**Type** str

**optimizable**  
whether this symbol should get optimize buttons in the IC  
**Type** bool

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See help(type(self)) for accurate signature.

**class Symbol** (*\*\*kwargs*)  
Bases: `idp_engine.Expression.Expression`  
Represents a Symbol. Handles synonyms.

**name**  
name of the symbol  
**Type** string

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See help(type(self)) for accurate signature.

**class TheoryBlock** (*\*\*kwargs*)  
Bases: `idp_engine.Expression.ASTNode`  
The class of AST nodes representing a theory block.

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See help(type(self)) for accurate signature.

**class Definition** (*\*\*kwargs*)  
Bases: `idp_engine.Expression.ASTNode`  
The class of AST nodes representing an inductive definition. `id (num)`: unique identifier for each definition  
**rules ([Rule])**: set of rules for the definition, e.g.,  $!x: p(x) \leftarrow q(x)$

**canonicals** (**Dict**[**Declaration**, **list**[**Rule**]]): normalized rule for each defined symbol, e.g.,  $!$p!l$: p($p!l$) <- q($p!l$)$

**instantiables** (**Dict**[**Declaration**, **list**[**Expression**]]): list of instantiable expressions for each symbol, e.g.,  $p($p!l$) <=> q($p!l$)$

**clarks** (**Dict**[**Declaration**, **Transformed Rule**]): normalized rule for each defined symbol (used to be Clark completion) e.g.,  $!$p!l$: p($p!l$) <=> q($p!l$)$

**def\_vars** (**Dict**[**String**, **Dict**[**String**, **Variable**]]): Fresh variables for arguments and result

**level\_symbols** (**Dict**[**SymbolDeclaration**, **Symbol**]): map of recursively defined symbols to level mapping symbols

**cache** (**Dict**[**SymbolDeclaration**, **str**, **Expression**]): cache of instantiation of the definition

**inst\_def\_level** (**int**): depth of recursion during instantiation

**\_\_init\_\_** (**\*\*kwargs**)

Initialize self. See help(type(self)) for accurate signature.

**set\_level\_symbols** ()

Calculates which symbols in the definition are recursively defined, creates a corresponding level mapping symbol, and stores these in self.level\_symbols.

**add\_def\_constraints** (*instantiables*, *problem*, *result*)

result is updated with the constraints for this definition.

The *instantiables* (of the definition) are expanded in *problem*.

#### Parameters

- **instantiables** (*Dict*[*SymbolDeclaration*, *list*[*Expression*]]) – the constraints without the quantification
- **problem** (*Theory*) – contains the structure for the expansion/interpretation of the constraints
- **result** (*Dict*[*SymbolDeclaration*, *Definition*, *list*[*Expression*]]) – a mapping from (Symbol, Definition) to the list of constraints

**get\_instantiables** (*for\_explain=False*)

compute Definition.instantiables, with level-mapping if definition is inductive

Uses implications instead of equivalence if *for\_explain* is True

Example:  $\{ p() <- q(). p() <- r(). \}$  Result when not for\_explain:  $p() <=> q() \mid r()$  Result when for\_explain:  $p() <= q(). p() <= r(). p() => (q() \mid r()).$

**Parameters for\_explain** (*Bool*) – Use implications instead of equivalence, for rule-specific explanations

**interpret** (*problem*)

updates problem.def\_constraints, by expanding the definitions

**Parameters problem** (*Theory*) – contains the enumerations for the expansion; is updated with the expanded definitions

**class Rule** (**\*\*kwargs**)

Bases: `idp_engine.Expression.ASTNode`

**\_\_init\_\_** (**\*\*kwargs**)

Initialize self. See help(type(self)) for accurate signature.

**instantiate\_definition** (*new\_args*, *theory*)

Create an instance of the definition for *new\_args*, and interpret it for *theory*.

**Parameters**

- **new\_args** (*[Expression]*) – tuple of arguments to be applied to the defined symbol
- **theory** (*Theory*) – the context for the interpretation

**Returns** a boolean expression

**Return type** *Expression*

**rename\_args** (*new\_vars*)

for Clark's completion input : '*!v: f(args) <- body(args)*' output: '*!nv: f(nv) <- nv=args & body(args)*'

**class Structure** (*\*\*kwargs*)

Bases: *idp\_engine.Expression.ASTNode*

The class of AST nodes representing an structure block.

**\_\_init\_\_** (*\*\*kwargs*)

The textx parser creates the Structure object. All information used in this method directly comes from text.

**annotate** (*idp*)

Annotates the structure with the enumerations found in it. Every enumeration is converted into an assignment, which is added to *self.assignments*.

**Parameters** *idp* – a *Parse.IDP* object.

**Returns** *None*

**class Enumeration** (*\*\*kwargs*)

Bases: *idp\_engine.Expression.ASTNode*

Represents an enumeration of tuples of expressions. Used for predicates, or types without n-ary constructors.

**tuples**

*OrderedSet* of *Tuple* of *Expression*

**Type** *OrderedSet[Tuple]*

**constructors**

List of *Constructor*

**Type** *List[Constructor]*, optional

**\_\_init\_\_** (*\*\*kwargs*)

Initialize self. See *help(type(self))* for accurate signature.

**contains** (*args*, *function*, *arity=None*, *rank=0*, *tuples=None*)

returns an *Expression* that says whether *Tuple args* is in the enumeration

**class Tuple** (*\*\*kwargs*)

Bases: *idp\_engine.Expression.ASTNode*

**\_\_init\_\_** (*\*\*kwargs*)

Initialize self. See *help(type(self))* for accurate signature.

**class Display** (*\*\*kwargs*)

Bases: *idp\_engine.Expression.ASTNode*

**\_\_init\_\_** (*\*\*kwargs*)

Initialize self. See *help(type(self))* for accurate signature.



```

run (idp)
    apply the display block to the idp theory

class Procedure (**kwargs)
    Bases: idp_engine.Expression.ASTNode
    __init__ (**kwargs)
        Initialize self. See help(type(self)) for accurate signature.

```

## 5.2.2 idp\_engine.Expression

(They are monkey-patched by other modules)

```

class ASTNode
    Bases: object
    superclass of all AST nodes

check (condition, msg)
    raises an exception if condition is not True

    Parameters
    • condition (Bool) – condition to be satisfied
    • msg (str) – error message

    Raises IDPZ3Error – when condition is not met

dedup_nodes (kwargs, arg_name)
    pops arg_name from kwargs as a list of named items and returns a mapping from name to items

    Parameters
    • kwargs (Dict[str, ASTNode]) –
    • arg_name (str) – name of the kwargs argument, e.g. “interpretations”

    Returns mapping from name to AST nodes
    Return type Dict[str, ASTNode]

    Raises AssertionError – in case of duplicate name

class Expression
    Bases: idp_engine.Expression.ASTNode
    The abstract class of AST nodes representing (sub-)expressions.

    code
    Textual representation of the expression. Often used as a key.
    It is generated from the sub-tree. Some tree transformations change it (e.g., instantiate), others don't.

    Type string

    sub_exprs
    The children of the AST node.
    The list may be reduced by simplification.

    Type List[Expression]

    type
    The name of the type of the expression, e.g., bool.

```

**Type** string

**co\_constraint**

A constraint attached to the node.

For example, the `co_constraint` of `square(length(top()))` is `square(length(top())) = length(top()) * length(top())` ., assuming `square` is appropriately defined.

The `co_constraint` of a defined symbol applied to arguments is the instantiation of the definition for those arguments. This is useful for definitions over infinite domains, as well as to compute relevant questions.

**Type** Expression, optional

**simpler**

A simpler, equivalent expression.

Equivalence is computed in the context of the theory and structure. Simplifying an expression is useful for efficiency and to compute relevant questions.

**Type** Expression, optional

**value**

A rigid term equivalent to the expression, obtained by transformation.

Equivalence is computed in the context of the theory and structure.

**Type** Optional[Expression]

**annotations**

The set of annotations given by the expert in the IDP-Z3 program.

`annotations['reading']` is the annotation giving the intended meaning of the expression (in English).

**Type** Dict[str, str]

**original**

The original expression, before propagation and simplification.

**Type** Expression

**variables**

The set of names of the variables in the expression.

**Type** Set(string)

**is\_type\_constraint\_for**

name of the symbol for which the expression is a type constraint

**Type** string

**\_\_init\_\_()**

Initialize self. See `help(type(self))` for accurate signature.

**copy()**

create a deep copy (except for rigid terms and variables)

**collect** (*questions*, *all\_=True*, *co\_constraints=True*)

collects the questions in self.

*questions* is an OrderedSet of Expression Questions are the terms and the simplest sub-formula that can be evaluated. *collect* uses the simplified version of the expression.

*all\_=False* : ignore expanded formulas and AppliedSymbol interpreted in a structure *co\_constraints=False*  
: ignore *co\_constraints*

default implementation for UnappliedSymbol, AIfExpr, AUnary, Variable, Number\_constant, Brackets

**collect\_symbols** (*symbols=None, co\_constraints=True*)  
 returns the list of symbol declarations in self, ignoring type constraints  
 returns Dict[name, Declaration]

**collect\_nested\_symbols** (*symbols, is\_nested*)  
 returns the set of symbol declarations that occur (in)directly under an aggregate or some nested term, where is\_nested is flipped to True the moment we reach such an expression  
 returns {SymbolDeclaration}

**generate\_constructors** (*constructors*)  
 fills the list *constructors* with all constructors belonging to open types.

**Parameters constructors** (*dict*) –

**co\_constraints** (*co\_constraints*)  
 collects the constraints attached to AST nodes, e.g. instantiated definitions  
*co\_constraints* is an OrderedSet of Expression

**is\_assignment** ()  
**Returns** True if *self* assigns a rigid term to a rigid function application  
**Return type** bool

**update\_exprs** (*new\_exprs*)  
 change sub\_exprs and simplify, while keeping relevant info.

**substitute** (*e0, e1, assignments, tag=None*)  
 recursively substitute e0 by e1 in self (e0 is not a Variable)  
 if tag is present, updates assignments with symbolic propagation of co-constraints.  
 implementation for everything but AppliedSymbol, UnappliedSymbol and Fresh\_variable

**instantiate** (*e0, e1, problem=None*)  
 Recursively substitute Variable in e0 by e1 in a copy of self.  
 Interpret appliedSymbols immediately if grounded (and not occurring in head of definition). Update .variables.

**instantiate1** (*e0, e1, problem=None*)  
 Recursively substitute Variable in e0 by e1 in self.  
 Interpret appliedSymbols immediately if grounded (and not occurring in head of definition). Update .variables.

**simplify\_with** (*assignments*)  
 simplify the expression using the assignments

**Parameters**

- **self** (*idp\_engine.Expression.Expression*) –
- **assignments** (*idp\_engine.Assignments.Assignments*) –

**Return type** *idp\_engine.Expression.Expression*

**symbolic\_propagate** (*assignments, tag, truth=true*)  
 updates assignments with the consequences of *self=truth*.  
 The consequences are obtained by symbolic processing (no calls to Z3).

**Parameters**

- **assignments** (*Assignments*) – The set of assignments to update.
- **truth** (*Expression, optional*) – The truth value of the expression *self*. Defaults to TRUE.
- **tag** (*Status*) –

**propagate1** (*assignments, tag, truth*)

returns the list of symbolic\_propagate of self, ignoring value and simpler

**translate** (*problem, vars={}*)

Converts the syntax tree to a Z3 expression, using .value and .simpler if present

**Parameters**

- **problem** (*Theory*) – holds the context for the translation (e.g. a cache of translations).
- **vars** (*Dict[id, ExprRef], optional*) – mapping from Variable's id to Z3 translation. Filled in by AQuantifier. Defaults to {}.

**Returns** Z3 expression

**Return type** ExprRef

**as\_set\_condition** ()

Returns an equivalent expression of the type “x in y”, or None

**Returns** meaning “expr is (not) in enumeration”

**Return type** Tuple[Optional[AppliedSymbol], Optional[bool], Optional[Enumeration]]

**split\_equivalences** ()

Returns an equivalent expression where equivalences are replaced by implications

**Returns** Expression

**add\_level\_mapping** (*level\_symbols, head, pos\_justification, polarity*)

**Returns an expression where level mapping atoms (e.g.,  $lvl\_p > lvl\_q$ )** are added to atoms containing recursive symbols.

**Parameters**

- **level\_symbols** (–) – the level mapping symbols as well as their corresponding recursive symbols
- **head** (–) – head of the rule we are adding level mapping symbols to.
- **pos\_justification** (–) – whether we are adding symbols to the direct positive justification (e.g., head  $\Rightarrow$  body) or direct negative justification (e.g., body  $\Rightarrow$  head) part of the rule.
- **polarity** (–) – whether the current expression occurs under negation.

**Returns** Expression

**annotate** (*voc, q\_vars*)

annotate tree after parsing

Resolve names and determine type as well as variables in the expression

**Parameters**

- **voc** (*Vocabulary*) – the vocabulary

- **q\_vars** (*Dict[str, Variable]*) – the quantifier variables that may appear in the expression

**Returns** an equivalent AST node, with updated type, .variables

**Return type** Expression

**annotatel()**

annotations that are common to `__init__` and `make()`

**interpret** (*problem*)

uses information in the problem and its vocabulary to: - expand quantifiers in the expression - simplify the expression using known assignments and enumerations - instantiate definitions

**Parameters** **problem** (*Theory*) – the Theory to apply

**Returns** the resulting expression

**Return type** Expression

**class Constructor** (*\*\*kwargs*)

Bases: `idp_engine.Expression.ASTNode`

Constructor declaration

**name**

name of the constructor

**Type** string

**sorts**

types of the arguments of the constructor

**Type** List[Symbol]

**type**

name of the type that contains this constructor

**Type** string

**arity**

number of arguments of the constructor

**Type** Int

**tester**

function to test if the constructor

**Type** SymbolDeclaration

**has been applied to some arguments**

**Type** e.g., `is_rgb`

**symbol**

only for Symbol constructors

**Type** Symbol

**\_\_init\_\_** (*\*\*kwargs*)

Initialize self. See `help(type(self))` for accurate signature.

**class AIfExpr** (*\*\*kwargs*)

Bases: `idp_engine.Expression.Expression`

**\_\_init\_\_** (*\*\*kwargs*)

Initialize self. See `help(type(self))` for accurate signature.

**collect\_nested\_symbols** (*symbols, is\_nested*)

returns the set of symbol declarations that occur (in)directly under an aggregate or some nested term, where *is\_nested* is flipped to True the moment we reach such an expression

returns {SymbolDeclaration}

**translate1** (*problem, vars={}*)

Converts the syntax tree to a Z3 expression, ignoring .value and .simpler

**Parameters**

- **problem** (*Theory*) – holds the context for the translation (e.g. a cache of translations).
- **vars** (*Dict[id, ExprRef], optional*) – mapping from Variable's id to Z3 translation. Filled in by AQuantifier. Defaults to {}.

**Returns** Z3 expression

**Return type** ExprRef

**class Quantee** (*\*\*kwargs*)

Bases: `idp_engine.Expression.Expression`

represents the description of quantification, e.g., *x in T* or *(x,y) in P* The *Concept* type may be qualified, e.g. *Concept[Color->Bool]*

**vars**

the (tuples of) variables being quantified

**Type** List[List[Variable]]

**domain**

a literal Domain to quantify over, e.g., *Color* or *Concept[Color->Bool]*.

**Type** Domain, Optional

**sort**

a dereferencing expression, e.g., *\$(i)*.

**Type** SymbolExpr, Optional

**sub\_exprs**

the (unqualified) type or predicate to quantify over,

**Type** List[SymbolExpr], Optional

e.g., ``[Color], [Concept] or [$`

**Type** i

**arity**

the length of the tuple of variables

**Type** int

**decl**

the (unqualified) Declaration to quantify over, after resolution of *\$(i)*.

**Type** SymbolDeclaration, Optional

e.g., the declaration of ``Color``

**\_\_init\_\_** (*\*\*kwargs*)

Initialize self. See `help(type(self))` for accurate signature.

**class AQuantification** (*\*\*kwargs*)

Bases: `idp_engine.Expression.Expression`

```

__init__ (**kwargs)
    Initialize self. See help(type(self)) for accurate signature.

classmethod make (q, quantees, f, annotations=None)
    make and annotate a quantified formula

copy ()
    create a deep copy (except for rigid terms and variables)

collect (questions, all_=True, co_constraints=True)
    collects the questions in self.

    questions is an OrderedSet of Expression Questions are the terms and the simplest sub-formula that can be
    evaluated. collect uses the simplified version of the expression.

    all_=False : ignore expanded formulas and AppliedSymbol interpreted in a structure co_constraints=False
    : ignore co_constraints

    default implementation for UnappliedSymbol, AIfExpr, AUnary, Variable, Number_constant, Brackets

collect_symbols (symbols=None, co_constraints=True)
    returns the list of symbol declarations in self, ignoring type constraints

    returns Dict[name, Declaration]

interpret (problem)
    apply information in the problem and its vocabulary

    Parameters problem (Theory) – the problem to be applied

    Returns the expanded quantifier expression

    Return type Expression

```

**class Operator** (\*\*kwargs)

Bases: `idp_engine.Expression.Expression`

```

__init__ (**kwargs)
    Initialize self. See help(type(self)) for accurate signature.

classmethod make (ops, operands, annotations=None)
    creates a BinaryOp beware: cls must be specific for ops !

collect (questions, all_=True, co_constraints=True)
    collects the questions in self.

    questions is an OrderedSet of Expression Questions are the terms and the simplest sub-formula that can be
    evaluated. collect uses the simplified version of the expression.

    all_=False : ignore expanded formulas and AppliedSymbol interpreted in a structure co_constraints=False
    : ignore co_constraints

    default implementation for UnappliedSymbol, AIfExpr, AUnary, Variable, Number_constant, Brackets

collect_nested_symbols (symbols, is_nested)
    returns the set of symbol declarations that occur (in)directly under an aggregate or some nested term, where
    is_nested is flipped to True the moment we reach such an expression

    returns {SymbolDeclaration}

```

**class AImplication** (\*\*kwargs)

Bases: `idp_engine.Expression.Operator`

```

add_level_mapping (level_symbols, head, pos_justification, polarity)

```

**Returns an expression where level mapping atoms (e.g., `lvl_p > lvl_q`) are added to atoms containing recursive symbols.**

**Parameters**

- **level\_symbols** (-) – the level mapping symbols as well as their corresponding recursive symbols
- **head** (-) – head of the rule we are adding level mapping symbols to.
- **pos\_justification** (-) – whether we are adding symbols to the direct positive justification (e.g., `head => body`) or direct negative justification (e.g., `body => head`) part of the rule.
- **polarity** (-) – whether the current expression occurs under negation.

**Returns** Expression

```
class AEquivalence (**kwargs)
    Bases: idp_engine.Expression.Operator
    split_equivalences ()
        Returns an equivalent expression where equivalences are replaced by implications
```

**Returns** Expression

```
class ARImplication (**kwargs)
    Bases: idp_engine.Expression.Operator
    add_level_mapping (level_symbols, head, pos_justification, polarity)
```

**Returns an expression where level mapping atoms (e.g., `lvl_p > lvl_q`) are added to atoms containing recursive symbols.**

**Parameters**

- **level\_symbols** (-) – the level mapping symbols as well as their corresponding recursive symbols
- **head** (-) – head of the rule we are adding level mapping symbols to.
- **pos\_justification** (-) – whether we are adding symbols to the direct positive justification (e.g., `head => body`) or direct negative justification (e.g., `body => head`) part of the rule.
- **polarity** (-) – whether the current expression occurs under negation.

**Returns** Expression

```
class ADisjunction (**kwargs)
    Bases: idp_engine.Expression.Operator
class AConjunction (**kwargs)
    Bases: idp_engine.Expression.Operator
class AComparison (**kwargs)
    Bases: idp_engine.Expression.Operator
    __init__ (**kwargs)
        Initialize self. See help(type(self)) for accurate signature.
    is_assignment ()
        Returns: bool: True if self assigns a rigid term to a rigid function application
```



```

class ASumMinus (**kwargs)
    Bases: idp_engine.Expression.Operator

class AMultDiv (**kwargs)
    Bases: idp_engine.Expression.Operator

class APower (**kwargs)
    Bases: idp_engine.Expression.Operator

class AUnary (**kwargs)
    Bases: idp_engine.Expression.Expression
    __init__ (**kwargs)
        Initialize self. See help(type(self)) for accurate signature.

add_level_mapping (level_symbols, head, pos_justification, polarity)

    Returns an expression where level mapping atoms (e.g., lvl_p > lvl_q) are added to atoms containing
    recursive symbols.

    Parameters
    • level_symbols (-) – the level mapping symbols as well as their corresponding recur-
      sive symbols
    • head (-) – head of the rule we are adding level mapping symbols to.
    • pos_justification (-) – whether we are adding symbols to the direct positive jus-
      tification (e.g., head => body) or direct negative justification (e.g., body => head) part of
      the rule.
    • polarity (-) – whether the current expression occurs under negation.

    Returns Expression

class AAggregate (**kwargs)
    Bases: idp_engine.Expression.Expression
    __init__ (**kwargs)
        Initialize self. See help(type(self)) for accurate signature.

    copy ()
        create a deep copy (except for rigid terms and variables)

    collect (questions, all_=True, co_constraints=True)
        collects the questions in self.

        questions is an OrderedSet of Expression Questions are the terms and the simplest sub-formula that can be
        evaluated. collect uses the simplified version of the expression.

        all_=False : ignore expanded formulas and AppliedSymbol interpreted in a structure co_constraints=False
        : ignore co_constraints

        default implementation for UnappliedSymbol, AIfExpr, AUnary, Variable, Number_constant, Brackets

    collect_symbols (symbols=None, co_constraints=True)
        returns the list of symbol declarations in self, ignoring type constraints

        returns Dict[name, Declaration]

    collect_nested_symbols (symbols, is_nested)
        returns the set of symbol declarations that occur (in)directly under an aggregate or some nested term, where
        is_nested is flipped to True the moment we reach such an expression

        returns {SymbolDeclaration}

```

```
class AppliedSymbol (**kwargs)
```

```
    Bases: idp_engine.Expression.Expression
```

Represents a symbol applied to arguments

#### Parameters

- **symbol** (*Expression*) – the symbol to be applied to arguments
- **is\_enumerated** (*string*) – ‘’ or ‘is enumerated’ or ‘is not enumerated’
- **is\_enumeration** (*string*) – ‘’ or ‘in’ or ‘not in’
- **in\_enumeration** (*Enumeration*) – the enumeration following ‘in’
- **decl** (*Declaration*) – the declaration of the symbol, if known
- **in\_head** (*Bool*) – True if the AppliedSymbol occurs in the head of a rule

```
__init__ (**kwargs)
```

Initialize self. See help(type(self)) for accurate signature.

```
copy ()
```

create a deep copy (except for rigid terms and variables)

```
collect (questions, all_=True, co_constraints=True)
```

collects the questions in self.

*questions* is an OrderedSet of Expression Questions are the terms and the simplest sub-formula that can be evaluated. *collect* uses the simplified version of the expression.

*all\_=False* : ignore expanded formulas and AppliedSymbol interpreted in a structure *co\_constraints=False*  
: ignore *co\_constraints*

default implementation for UnappliedSymbol, AIfExpr, AUnary, Variable, Number\_constant, Brackets

```
collect_symbols (symbols=None, co_constraints=True)
```

returns the list of symbol declarations in self, ignoring type constraints

returns Dict[name, Declaration]

```
collect_nested_symbols (symbols, is_nested)
```

returns the set of symbol declarations that occur (in)directly under an aggregate or some nested term, where *is\_nested* is flipped to True the moment we reach such an expression

returns {SymbolDeclaration}

```
generate_constructors (constructors)
```

fills the list *constructors* with all constructors belonging to open types.

**Parameters** **constructors** (*dict*) –

```
add_level_mapping (level_symbols, head, pos_justification, polarity)
```

**Returns an expression where level mapping atoms (e.g.,  $lvl\_p > lvl\_q$ )** are added to atoms containing recursive symbols.

#### Parameters

- **level\_symbols** (–) – the level mapping symbols as well as their corresponding recursive symbols
- **head** (–) – head of the rule we are adding level mapping symbols to.

- **pos\_justification** (-) – whether we are adding symbols to the direct positive justification (e.g., head => body) or direct negative justification (e.g., body => head) part of the rule.
- **polarity** (-) – whether the current expression occurs under negation.

**Returns** Expression

**substitute** (*e0*, *e1*, *assignments*, *tag=None*)  
recursively substitute *e0* by *e1* in self

**class UnappliedSymbol** (*\*\*kwargs*)  
Bases: `idp_engine.Expression.Expression`

The result of parsing a symbol not applied to arguments. Can be a constructor or a quantified variable.

Variables are converted to `Variable()` by `annotate()`.

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See `help(type(self))` for accurate signature.

**classmethod construct** (*constructor*)  
Create an `UnappliedSymbol` from a constructor

**Parameters** **constructor** (*idp\_engine.Expression.Constructor*) –

**class Variable** (*\*\*kwargs*)  
Bases: `idp_engine.Expression.Expression`

AST node for a variable in a quantification or aggregate

**Parameters**

- **name** (*str*) – name of the variable
- **sort** (*Optional[Symbol]*) – sort of the variable, if known

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See `help(type(self))` for accurate signature.

**copy** ()  
create a deep copy (except for rigid terms and variables)

**annotatel** ()  
annotations that are common to `__init__` and `make()`

**class Number** (*\*\*kwargs*)  
Bases: `idp_engine.Expression.Expression`

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See `help(type(self))` for accurate signature.

**real** ()  
converts the INT number to REAL

**class Brackets** (*\*\*kwargs*)  
Bases: `idp_engine.Expression.Expression`

**\_\_init\_\_** (*\*\*kwargs*)  
Initialize self. See `help(type(self))` for accurate signature.

### 5.2.3 idp\_engine.Annotate

Methods to annotate the Abstract Syntax Tree (AST) of an IDP-Z3 program.

**get\_instantiables** (*self*, *for\_explain=False*)

compute Definition.instantiables, with level-mapping if definition is inductive

Uses implications instead of equivalence if *for\_explain* is True

Example:  $\{ p() \leftarrow q(). \ p() \leftarrow r(). \}$  Result when not *for\_explain*:  $p() \Leftrightarrow q() \vee r()$  Result when *for\_explain*:  $p() \leq q(). \ p() \leq r(). \ p() \Rightarrow (q() \vee r())$ .

**Parameters for\_explain** (*Bool*) – Use implications instead of equivalence, for rule-specific explanations

**rename\_args** (*self*, *new\_vars*)

for Clark's completion input:  $!v: f(args) \leftarrow body(args)$  output:  $!nv: f(nv) \leftarrow nv=args \ \& \ body(args)$

### 5.2.4 idp\_engine.Interpret

Methods to interpret a theory in a data structure

- substitute a constant by its value in an expression
- replace symbols interpreted in a structure by their interpretation
- expand quantifiers

This module also includes methods to:

- substitute an node by another in an AST tree
- instantiate an expresion, i.e. replace a variable by a value

This module monkey-patches the ASTNode class and sub-classes.

( see docs/zettlr/Substitute.md )

**add\_def\_constraints** (*self*, *instantiables*, *problem*, *result*)

result is updated with the constraints for this definition.

The *instantiables* (of the definition) are expanded in *problem*.

**Parameters**

- **instantiables** (*Dict[SymbolDeclaration, list[Expression]]*) – the constraints without the quantification
- **problem** (*Theory*) – contains the structure for the expansion/interpretation of the constraints
- **result** (*Dict[SymbolDeclaration, Definition, list[Expression]]*) – a mapping from (Symbol, Definition) to the list of constraints

### 5.2.5 idp\_engine.Simplify

Methods to simplify a logic expression.

This module monkey-patches the Expression class and sub-classes.

**join\_set\_conditions** (*assignments*)

In a list of assignments, merge assignments that are set-conditions on the same term.

An equality and a membership predicate (*in* operator) are both set-conditions.

**Parameters** **assignments** (*List [Assignment]*) – the list of assignments to make more compact

**Returns** the compacted list of assignments

**Return type** List[Assignment]

### 5.2.6 idp\_engine.Propagate

Computes the consequences of an expression, i.e., the sub-expressions that are necessarily true (or false) if the expression is true (or false)

It has 2 parts: \* symbolic propagation \* Z3 propagation

This module monkey-patches the Expression and Theory classes and sub-classes.

**simplify\_with** (*self, assignments*)

simplify the expression using the assignments

**Parameters**

- **self** (*idp\_engine.Expression.Expression*) –
- **assignments** (*idp\_engine.Assignments.Assignments*) –

**Return type** idp\_engine.Expression.Expression

### 5.2.7 idp\_engine.idp\_to\_Z3

Translates AST tree to Z3

TODO: vocabulary

**get\_symbols\_z** (*zexpr, symbols*)

adds the symbols in zexpr to symbols

**Parameters**

- **zexpr** (*ExprRef*) – a Z3 expression
- **symbols** (*set (str)*) – set of symbol name

### 5.2.8 idp\_engine.Problem

Class to represent a collection of theory and structure blocks.

**class Propagation** (*value*)  
Describe propagation method

**class Theory** (*\*theories, extended=False*)  
A collection of theory and structure blocks.

**assignments (Assignments): the set of assignments.** The assignments are updated by the different steps of the problem resolution. Assignments include inequalities and quantified formula when the problem is extended

**\_\_init\_\_** (*\*theories, extended=False*)  
Creates an instance of Theory for the list of theories, e.g., Theory (T, S).

#### Parameters

- **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.
- **extended** (*bool, optional*) – use *True* when the truth value of inequalities and quantified formula is of interest (e.g. for the Interactive Consultant). Defaults to *False*.

**Return type** *None*

**add** (*\*theories*)  
Adds a list of theories to the theory.

**Parameters** **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.

**Return type** *idp\_engine.Problem.Theory*

**assert\_** (*code, value, status=<Status.GIVEN: 8>*)  
asserts that an expression has a value (or not), e.g. theory.assert\_("p()", True)

#### Parameters

- **code** (*str*) – the code of the expression, e.g., "p () "
- **value** (*Any*) – a Python value, e.g., *True*
- **status** (*Status, Optional*) – how the value was obtained. Default: *S.GIVEN*

**Return type** *idp\_engine.Problem.Theory*

**copy** ()  
Returns an independent copy of a theory.

**Return type** *idp\_engine.Problem.Theory*

**decision\_table** (*goal\_string="", timeout=20, max\_rows=50, first\_hit=True, verify=False*)  
Experimental. Returns the rows for a decision table that defines *goal\_string*.

*goal\_string* must be a predicate application defined in the theory. The theory must be created with *extended=True*.

#### Parameters

- **goal\_string** (*str, optional*) – the last column of the table.
- **timeout** (*int, optional*) – maximum duration in seconds. Defaults to 20.
- **max\_rows** (*int, optional*) – maximum number of rows. Defaults to 50.

- **first\_hit** (*bool*, *optional*) – requested hit-policy. Defaults to True.
- **verify** (*bool*, *optional*) – request verification of table completeness. Defaults to False

**Returns** the non-empty cells of the decision table for `goal_string`, given `self`.

**Return type** `list(list(Assignment))`

#### **determine\_relevance** ()

Determines the questions that are relevant in a model, or that can appear in a justification of a `goal_symbol`.

When an *irrelevant* value is changed in a model *M* of the theory, the resulting *M'* structure is still a model. Relevant questions are those that are not irrelevant.

Call must be made after a propagation, on a Theory created with `extended=True`. The result is found in the `relevant` attribute of the assignments in `self.assignments`.

If `goal_symbol` has an enumeration in the theory (e.g., `goal_symbol := {`tax_amount`}`), relevance is computed relative to those goals.

Definitions in the theory are ignored, unless they influence axioms in the theory or goals in `goal_symbol`.

**Returns** the Theory with relevant information in `self.assignments`.

**Return type** *Theory*

**Parameters** **self** (`idp_engine.Problem.Theory`) –

#### **disable\_law** (*code*)

Disables a law, represented as a code string taken from the output of `explain(...)`.

The law should not result from a structure (e.g., from `p:=true`) or from a types (e.g., from `T:={1..10}` and `c: () -> T`).

**Parameters** **code** (*str*) – the code of the law to be disabled

**Raises** **AssertionError** – if code is unknown

**Return type** *idp\_engine.Problem.Theory*

#### **enable\_law** (*code*)

Enables a law, represented as a code string taken from the output of `explain(...)`.

The law should not result from a structure (e.g., from `p:=true`) or from a types (e.g., from `T:={1..10}` and `c: () -> T`).

**Parameters** **code** (*str*) – the code of the law to be enabled

**Raises** **AssertionError** – if code is unknown

**Return type** *idp\_engine.Problem.Theory*

#### **expand** (*max=10, timeout=10, complete=False*)

Generates a list of models of the theory that are expansion of the known assignments.

The result is limited to `max` models (10 by default), or unlimited if `max` is 0. The search for new models is stopped when processing exceeds `timeout` (in seconds) (unless it is 0). The models can be asked to be complete or partial (i.e., in which “don’t care” terms are not specified).

The string message can be one of the following:

- No models.
- More models may be available. Change the `max` argument to see them.

- More models may be available. Change the timeout argument to see them.
- More models may be available. Change the max and timeout arguments to see them.

#### Parameters

- **max** (*int*, *optional*) – maximum number of models. Defaults to 10.
- **timeout** (*int*, *optional*) – timeout in seconds. Defaults to 10.
- **complete** (*bool*, *optional*) – True for complete models. Defaults to False.

**Yields** the models, followed by a string message

**Return type** Iterator[Union[idp\_engine.Assignments.Assignments, str]]

**explain** (*consequence=None*)

Returns the facts and laws that make the Theory unsatisfiable, or that explains a consequence.

#### Parameters

- **self** (*Theory*) – the problem state
- **consequence** (*string*, *optional*) – the code of the consequence to be explained. Must be a key in `self.assignments`

**Returns** list of facts and laws that explain the consequence

**Return type** (List[Assignment], List[Expression])

**formula** ()

Returns a Z3 object representing the logic formula equivalent to the theory.

This object can be converted to a string using `str()`.

**Return type** `z3.z3.BoolRef`

**get\_range** (*term*)

Returns a list of the possible values of the term.

**Parameters** **term** (*str*) – terms whose possible values are requested, e.g. `subtype()`. Must be a key in `self.assignments`

**Returns** e.g., ['right triangle', 'regular triangle']

**Return type** List[str]

**optimize** (*term*, *minimize=True*)

Updates the Theory so that the value of term in the `assignments` property is the optimal value that is compatible with the Theory.

#### Parameters

- **term** (*str*) – e.g., "Length(1)"
- **minimize** (*bool*) – True to minimize term, False to maximize it

**Return type** `idp_engine.Problem.Theory`

**propagate** (*tag=<Status.CONSEQUENCE: 4>*, *method=<Propagation.DEFAULT: 1>*)

**Returns the theory with its assignments property updated** with values for all terms and atoms that have the same value in every model of the theory.

`self.satisfied` is also updated to reflect satisfiability.



Terms and propositions starting with `_` are ignored.

**Args:** `tag (S)`: the status of propagated assignments method (Propagation): the particular propagation to use

#### Parameters

- `tag (idp_engine.Assignments.Status)` –
- `method (idp_engine.Problem.Propagation)` –

**Return type** *idp\_engine.Problem.Theory*

#### **simplify()**

Returns a simpler copy of the theory, with a simplified formula obtained by substituting terms and atoms by their known values.

Assignments obtained by propagation become UNIVERSAL constraints.

**Return type** *idp\_engine.Problem.Theory*

#### **symbolic\_propagate (tag=<Status.UNIVERSAL: 3>)**

Returns the theory with its `assignments` property updated with direct consequences of the constraints of the theory.

This propagation is less complete than `propagate()`.

**Parameters** `tag (S)` – the status of propagated assignments

**Return type** *idp\_engine.Problem.Theory*

#### **to\_smt\_lib()**

Returns an SMT-LIB version of the theory

**Return type** `str`

## 5.2.9 idp\_engine.Assignments

Classes to store assignments of values to questions

#### **class Status (value)**

Describes how the value of a question was obtained

#### **class Assignment (sentence, value, status, relevant=True)**

Represent the assignment of a value to a question. Questions can be:

- predicates and functions applied to arguments,
- comparisons,
- outermost quantified expressions

A value is a rigid term.

An assignment also has a reference to the symbol under which it should be displayed.

#### **sentence**

the question to be assigned a value

**Type** `Expression`

#### **value**

a rigid term

**Type** `Expression`, optional

**status**

qualifies how the value was obtained

**Type** Status, optional

**relevant**

states whether the sentence is relevant

**Type** bool, optional

**symbol\_decl**

declaration of the symbol under which

**Type** SymbolDeclaration

**it should be displayed in the IC.**

**\_\_init\_\_** (*sentence, value, status, relevant=True*)

Initialize self. See help(type(self)) for accurate signature.

**Parameters**

- **sentence** (*idp\_engine.Expression.Expression*) –
- **value** (*Optional[idp\_engine.Expression.Expression]*) –
- **status** (*Optional[idp\_engine.Assignments.Status]*) –
- **relevant** (*Optional[bool]*) –

**same\_as** (*other*)

returns True if self has the same sentence and truth value as other.

**Parameters** **other** (*Assignment*) – an assignment

**Returns** True if self has the same sentence and truth value as other.

**Return type** bool

**negate** ()

returns an Assignment for the same sentence, but an opposite truth value.

**Raises** **AssertionError** – Cannot negate a non-boolean assignment

**Returns** returns an Assignment for the same sentence, but an opposite truth value.

**Return type** [type]

**as\_set\_condition** ()

returns an equivalent set condition, or None

**Returns** meaning “appSymb is (not) in enumeration”

**Return type** Tuple[Optional[AppliedSymbol], Optional[bool], Optional[Enumeration]]

**unset** ()

Unsets the value of an assignment.

**Returns** None

**Return type** None

**class Assignments** (*\*arg, \*\*kw*)

Contains a set of Assignment

**\_\_init\_\_** (*\*arg, \*\*kw*)

Initialize self. See help(type(self)) for accurate signature.

**copy()** → a shallow copy of D

**Parameters** **shallow** (*bool*) –

**Return type** `idp_engine.Assignments.Assignments`

### 5.2.10 `idp_engine.Run`

The following Python functions can be used to perform computations using FO-dot knowledge bases:

**model\_check** (*\*theories*)

Returns a string stating whether the combination of theories is satisfiable.

For example, `print(model_check(T, S))` will print `sat` if theory named T has a model expanding structure named S.

**Parameters** **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.

**Returns** `sat`, `unsat` or `unknown`

**Return type** `str`

**model\_expand** (*\*theories, max=10, timeout=10, complete=False, extended=False, sort=False*)

Returns a (possibly empty) list of models of the combination of theories, followed by a string message.

For example, `print(model_expand(T, S))` will return (up to) 10 string representations of models of theory named T expanding structure named S.

The string message can be one of the following:

- No models.
- More models may be available. Change the `max` argument to see them.
- More models may be available. Change the `timeout` argument to see them.
- More models may be available. Change the `max` and `timeout` arguments to see them.

**Parameters**

- **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.
- **max** (*int, optional*) – max number of models. Defaults to 10.
- **timeout** (*int, optional*) – timeout in seconds. Defaults to 10.
- **complete** (*bool, optional*) – True to obtain complete structures. Defaults to False.
- **extended** (*bool, optional*) – use *True* when the truth value of inequalities and quantified formula is of interest (e.g. for the Interactive Consultant). Defaults to False.
- **sort** (*bool, optional*) – True if the models should be in alphabetical order. Defaults to False.

**Yields** `str`

**Return type** `Iterator[str]`

**model\_propagate** (*\*theories, sort=False*)

Returns a list of assignments that are true in any model of the combination of theories.

Terms and symbols starting with ‘\_’ are ignored.

For example, `print(model_propagate(T, S))` will return the assignments that are true in any expansion of the structure named `S` consistent with the theory named `T`.

**Parameters**

- **theories** (`Union[TheoryBlock, Structure, Theory]`) – 1 or more (data) theories.
- **sort** (`bool, optional`) – True if the assignments should be in alphabetical order. Defaults to False.

**Yields** `str`

**Return type** `Iterator[str]`

**decision\_table** (`*theories, goal_string="", timeout=20, max_rows=50, first_hit=True, verify=False`)

Experimental. Returns a decision table for `goal_string`, given the combination of theories.

**Parameters**

- **theories** (`Union[TheoryBlock, Structure, Theory]`) – 1 or more (data) theories.
- **goal\_string** (`str, optional`) – the last column of the table. Must be a predicate application defined in the theory, e.g. `eligible()`.
- **timeout** (`int, optional`) – maximum duration in seconds. Defaults to 20.
- **max\_rows** (`int, optional`) – maximum number of rows. Defaults to 50.
- **first\_hit** (`bool, optional`) – requested hit-policy. Defaults to True.
- **verify** (`bool, optional`) – request verification of table completeness. Defaults to False

**Yields** a textual representation of each rule

**Return type** `Iterator[str]`

**determine\_relevance** (`*theories`)

Generates a list of questions that are relevant, or that can appear in a justification of a `goal_symbol`.

The questions are preceded with `` ? `` when their answer is unknown.

When an *irrelevant* value is changed in a model `M` of the theories, the resulting `M'` structure is still a model. Relevant questions are those that are not irrelevant.

If `goal_symbol` has an enumeration in the theory (e.g., `goal_symbol := {`tax_amount`}`), `relevance` is computed relative to those goals.

Definitions in the theory are ignored, unless they influence axioms in the theory or goals in `goal_symbol`.

**Yields** relevant questions

**Parameters** **theories** (`Union[idp_engine.Parse.TheoryBlock, idp_engine.Parse.Structure, idp_engine.Problem.Theory]`) –

**Return type** `Iterator[str]`

**pretty\_print** (`x=""`)

Prints its argument on stdout, in a readable form.

**Parameters** **x** (`Any, optional`) – the result of an API call. Defaults to “”.

**Return type** `None`

**duration** (*msg=""*)

Returns the processing time since the last call to *duration()*, or since the beginning of execution

**Parameters** *msg* (*str*) –

**Return type** *str*

**execute** (*self*)

Execute the *main()* procedure block in the IDP program

**Parameters** *self* (*idp\_engine.Parse.IDP*) –

**Return type** *None*

### 5.2.11 idp\_engine.utils

Various utilities (in particular, *OrderedSet*)

**class** *Semantics* (*value*)

Semantics for inductive definitions

**DEF\_SEMANTICS** = *<Semantics.WELLFOUNDED: 3>*

String constants

**NOT\_SATISFIABLE** = *'Not satisfiable.'*

Module that monkey-patches *json* module when it's imported so *JSONEncoder.default()* automatically checks for a special "to\_json()" method and uses it to encode the object if found.

**exception** *IDPZ3Error*

raised whenever an error occurs in the conversion from AST to Z3

**class** *OrderedSet* (*els=[]*)

a list of expressions without duplicates (first-in is selected)

**\_\_init\_\_** (*els=[]*)

Initialize self. See *help(type(self))* for accurate signature.

**pop** (*k[, d]*) → *v*, remove specified key and return the corresponding value.

If key is not found, *d* is returned if given, otherwise *KeyError* is raised

## 5.3 idp\_server module

### 5.3.1 idp\_server.Inferences

This module contains the logic for inferences that are specific for the Interactive Consultant.

### 5.3.2 idp\_server.IO

This module contains code to create and analyze messages to/from the web client.

**metaJSON** (*state*)

Format a response to meta request.

**Parameters** *idp* – the response

**Returns out** a meta request

**load\_json** (*assignments, jsonstr, keep\_defaults*)

Parse a json string and update assignments in a state accordingly.

**Parameters**

- **assignments** – an assignments containing the concepts that appear in the json
- **jsonstr** (*str*) – assignments in json
- **keep\_defaults** (*bool*) – whether to not delete the default assignments
- **jsonstr** –
- **keep\_defaults** –

**Post** assignments is updated with information in json

### 5.3.3 idp\_server.rest

This module implements the IDP-Z3 web server

To profile it, set `with_profiling` to `True`

**class HelloWorld**

**idpOf** (*code*)

Function to retrieve an IDP object for IDP code. If the object doesn't exist yet, we create it. *idps* is a dict which contains an IDP object for each IDP code. This way, easy caching can be achieved.

**Parameters** **code** – the IDP code.

**Returns IDP** the IDP object.

**class run**

Class which handles the run. <<Explanation of what the run is here.>>

**Parameters Resource** – <<explanation of resource>>

**post** ()

Method to run an IDP program with a procedure block.

:returns stdout.

**class meta**

Class which handles the meta. <<Explanation of what the meta is here.>>

**Parameters Resource** – <<explanation of resource>>

**post** ()

Method to export the metaJSON from the resource.

**Returns metaJSON** a json string containing the meta.

**class metaWithGraph**

**post** ()

Method to export the metaJSON from the resource.

**Returns metaJSON** a json string containing the meta.

**class eval**

**class evalWithGraph**

### 5.3.4 idp\_server.State

Management of the State of problem solving with the Interactive Consultant.

**class State** (*idp*)

Contains a state of problem solving

**classmethod make** (*idp, previous\_active, active, ignore=None*)

Manage the cache of State

**Parameters**

- **idp** (*IDP*) – idp source code
- **previous\_active** (*str*) – assignments due to previous full propagation
- **active** (*str*) – assignment choices from client
- **ignore** (*str*) – user-disabled laws to ignore

**Returns** a State

**Return type** State

**\_\_init\_\_** (*idp*)

Creates an instance of Theory for the list of theories, e.g., Theory (T, S).

**Parameters**

- **theories** (*Union[TheoryBlock, Structure, Theory]*) – 1 or more (data) theories.
- **extended** (*bool, optional*) – use *True* when the truth value of inequalities and quantified formula is of interest (e.g. for the Interactive Consultant). Defaults to False.
- **idp** (*idp\_engine.Parse.IDP*) –

**add\_given** (*jsonstr, previous, keep\_defaults=False*)

Add the assignments that the user gave through the interface. These are in the form of a json string.

**Parameters**

- **jsonstr** (*str*) – the user's assignment in json
- **previous** (*str*) – the assignments from the last propagation
- **keep\_default** – whether default assignments should not be reset
- **jsonstr** –
- **previous** –
- **keep\_defaults** (*bool*) –

**Post** the state has the jsonstr and previous added





## APPENDIX: SYNTAX SUMMARY

The following code illustrates the syntax of the various blocks used in IDP-Z3.

T denotes a type, c a constructor, p a proposition or predicate, f a constant or function. The equivalent ASCII-only encoding is shown on the right.

```

vocabulary V {
  type T
  type T := {c1, c2, c3}
  type T := constructed from {c1, c2(T1, f:T2)}
  type T := {1,2,3}
  type T := {1..3}
  // built-in types: , , , Date, Concept Bool, Int, Real, Date, Concept

  p : () →
  p1, p2 : T1 T2 →
  f: T → T
  f1, f2: Concept[T1->T2] → T

  [this is the intended meaning of p]
  p : () →

  extern vocabulary W
}

theory T:V {
  (¬p1())p2() p3() p4() p5() p6(). (¬p1()&p2() | p3() => p4() <=> p5()) <= p6().
  p(f1(f2()))).
  f1() < f2() f3() = f4() f5() > f6(). f1() < f2() =< f3() = f4() >= f5() > f6().
  f() c. f() ~= c.
  x,y T: p(x,y). !x,y in T: p(x,y).
  x p, (y,z) q: q(x,x) p(y) p(z). !x in p, (y,z) in q: q(x,x) | p(y) | p(z).
  x Concept[()→B]: $(x)(). ?x in Concept[()→B]: $(x)().
  x Concept: arity(x)=0 $(x)(). ?x in Concept: arity(x)=0 & $(x)().
  x $(input_domain(`p,1)): p(x). ?x in $(input_domain(`p,1)): p(x).
  x: p(x). ?x: p(x).

  f() in {1,2,3}.
  f() = #{xT: p(x)}. f() = #{x in T: p(x)}.
  f() = sum(lambda xT: f(x)). f() = sum(lambda x in T: f(x)).
  if p1() then p2() else p3().
  f1() = if p() then f2() else f3().

  p := {1,2,3}
}

```

(continues on next page)

(continued from previous page)

```

p(#2020-01-01) is enumerated.
p(#TODAY) is not enumerated.

{ p(1).
  xT: p1(x) ← p2(x).          !x in T: p1(x) <- p2(x).
  f(1)=1.                      !x: f(x)=1 <- p(x).
  x: f(x)=1 ← p(x).
}

[this is the intended meaning of the rule]
p().
}

structure S:V {
  p := false
  p := {1,2,3}
  p := {0..9, 100}
  p := {#2021-01-01}
  p := {(1,2), (3,4)}
  p := {
    1 2
    3 4
  }

  f := 1
  f := {→1}
  f := {1→1, 2→2}
  f := {(1,2)→3} else 2

  f := {-> 1}
  f := {1->1, 2->2}
  f := {(1,2)->3} else 2
}

display {
  goal_symbol := {`p1, `p2}
  hide(`p).
  expand := {`p}.
  view() = expanded.
  optionalPropagation().
}

procedure main() {
  pretty_print(model_check      (T,S))
  pretty_print(model_expand     (T,S))
  pretty_print(model_propagate (T,S))
}

```

See also the *Built-in functions*.

---

**CHAPTER  
SEVEN**

---

**INDEX**



## INDICES AND TABLES

- *Index*
- search



## PYTHON MODULE INDEX

### i

`idp_engine.Run`, [14](#)





## Symbols

`__init__()` (*IDP method*), 20  
`__init__()` (*Theory method*), 16

## A

`add()` (*Theory method*), 16  
 annotation, 10  
 annotation (*vocabulary*), 8  
`assert_()` (*Theory method*), 16  
 axiom, 9

## C

constant, 7  
 constructor, 6  
`copy()` (*Theory method*), 16

## D

`decision_table()` (*in module idp\_engine.Run*), 15  
`decision_table()` (*Theory method*), 16  
 default structure, 25  
 definition, 10  
`determine_relevance()` (*in module idp\_engine.Run*), 15  
`determine_relevance()` (*Theory method*), 17  
`disable_law()` (*Theory method*), 17  
 display block, 23  
`duration()` (*in module idp\_engine.Run*), 15

## E

`enable_law()` (*Theory method*), 17  
 environment, 24  
`execute()` (*IDP method*), 21  
`expand()` (*Theory method*), 17  
 expanded view, 23  
`explain()` (*Theory method*), 18

## F

`formula()` (*Theory method*), 18  
`from_file()` (*IDP class method*), 20  
`from_str()` (*IDP class method*), 20  
 function, 6

## G

`get_blocks()` (*IDP method*), 21  
`get_range()` (*Theory method*), 18

## I

IDP (*class in idp\_engine.Parse*), 20  
 IDP3, 12  
`idp_engine.Run`  
     module, 14  
 include vocabulary, 7  
 Installation, 1  
 intended meaning, 8  
 Interactive Consultant, 1

## M

main block, 13  
`model_check()` (*in module idp\_engine.Run*), 14  
`model_expand()` (*in module idp\_engine.Run*), 14  
`model_propagate()` (*in module idp\_engine.Run*), 14  
 module  
     `idp_engine.Run`, 14

## O

`optimize()` (*Theory method*), 18

## P

`parse()` (*IDP class method*), 20  
 predicate, 7  
`pretty_print()` (*in module idp\_engine.Run*), 15  
`propagate()` (*Theory method*), 18  
 proposition, 7

## Q

quantifier expression, 9

## R

rule, 10

## S

sentence, 9  
 Shebang, 5

`simplify()` (*Theory method*), 19  
`structure`, 11  
`symbol`, 6  
`symbolic_propagate()` (*Theory method*), 19

## T

`term`, 8  
`theory`, 8  
`Theory` (*class in idp\_engine.Problem*), 16  
`to_smt_lib()` (*Theory method*), 19  
`type`, 6

## V

`vocabulary`, 5