

# Inconsistency Management in Reactive Multi-Context Systems<sup>1</sup>

Gerhard Brewka<sup>2</sup>   Stefan Ellmauthaler<sup>2</sup>   Ricardo Gonçalves<sup>3</sup>  
Matthias Knorr<sup>3</sup>   João Leite<sup>3</sup>   Jörg Pührer<sup>2</sup>

<sup>2</sup> Computer Science Institute, Leipzig University, Germany

<sup>3</sup> NOVA LINCS, Universidade NOVA de Lisboa, Portugal

Hybris Workshop  
Dresden  
November 29<sup>th</sup>, 2016

---

<sup>1</sup> Research has been supported by DFG and FWF (projects BR 1817/7-1 and FOR 1513)

# Talks so far

## Dresden (2013)

- Generalizing Multi-Context Systems for Reactive Stream Reasoning Applications [Ellmauthaler, 2013]
- by Stefan Ellmauthaler

## Leipzig (2014)

- Multi-Context Systems for reactive reasoning in dynamic environments [Brewka et al., 2014]
- by Jörg Pührer

## Potsdam (2015)

- Asynchronous Multi-Context Systems [Ellmauthaler and Pührer, 2015]
- by Stefan Ellmauthaler

# Recent Development

## Reactive MCS

# Recent Development

Reactive MCS

Evolving MCS

## Reactive MCS

- presented at ECAI 2014
- developed in Leipzig
- equilibrium of one “step” is base kb in next “step”

## Evolving MCS

- presented at ECAI 2014
- developed in Lisbon
- utilise a “next” operator

# Recent Development

## Reactive MCS

- presented at ECAI 2014
- developed in Leipzig
- equilibrium of one “step” is base kb in next “step”

## Evolving MCS

- presented at ECAI 2014
- developed in Lisbon
- utilise a “next” operator

## “new” reactive Multi-Context Systems

- combined ideas of rMCS and eMCS
- “bilateral” ongoing research on that topic

- 1 Motivation
- 2 Reactive Multi-Context Systems
- 3 Inconsistency Management



- **integration** of heterogenous KR-formalisms
- **awareness** of continuous flow of knowledge
  - ▶ information is constantly produced and shared
  - ▶ shift from static one-shot computation to stream processing
- distinguish between **persistent** and **non-persistent** effects of input streams
- **represent** state transitions over time

# Motivation

- **integration** of heterogenous KR-formalisms
- **awareness** of continous flow of knowledge
  - ▶ information is constantly produced and shared
  - ▶ shift from static one-shot computation to stream processing
- distinguish between **persistent** and **non-persistent** effects of input streams
- **represent** state transitions over time

## Inconsistency Management

# Motivation

- **integration** of heterogenous KR-formalisms
- **awareness** of continuous flow of knowledge
  - ▶ information is constantly produced and shared
  - ▶ shift from static one-shot computation to stream processing
- distinguish between **persistent** and **non-persistent** effects of input streams
- **represent** state transitions over time

## Inconsistency Management

- How to ensure consistency?

# Motivation

- **integration** of heterogenous KR-formalisms
- **awareness** of continuous flow of knowledge
  - ▶ information is constantly produced and shared
  - ▶ shift from static one-shot computation to stream processing
- distinguish between **persistent** and **non-persistent** effects of input streams
- **represent** state transitions over time

## Inconsistency Management

- How to ensure consistency?
- How to repair inconsistent cases?

# Motivation

- **integration** of heterogenous KR-formalisms
- **awareness** of continuous flow of knowledge
  - ▶ information is constantly produced and shared
  - ▶ shift from static one-shot computation to stream processing
- distinguish between **persistent** and **non-persistent** effects of input streams
- **represent** state transitions over time

## Inconsistency Management

- How to ensure consistency?
- How to repair inconsistent cases?
- How to work with inconsistent cases?

# Multi-Context Systems

- **Contexts:** knowledge base represented in some logic

# Multi-Context Systems

- **Contexts:** knowledge base represented in some logic  
Logic: defines the possible knowledge bases and their semantics  
Example: Logic programs with answer-set semantics

# Multi-Context Systems

- **Contexts:** knowledge base represented in some logic  
Logic: defines the possible knowledge bases and their semantics  
Example: Logic programs with answer-set semantics
- **Operations:** each context has a set of operations applicable to the knowledge bases of the context



# Multi-Context Systems

- **Contexts:** knowledge base represented in some logic  
Logic: defines the possible knowledge bases and their semantics  
Example: Logic programs with answer-set semantics
- **Operations:** each context has a set of operations applicable to the knowledge bases of the context  
Examples: addition, revision, updating, forgetting

# Multi-Context Systems

- **Contexts:** knowledge base represented in some logic  
Logic: defines the possible knowledge bases and their semantics  
Example: Logic programs with answer-set semantics
- **Operations:** each context has a set of operations applicable to the knowledge bases of the context  
Examples: addition, revision, updating, forgetting
- **Bridge rules:** declarative non-monotonic rules that model the flow of information between contexts

# Multi-Context Systems

- **Contexts:** knowledge base represented in some logic  
Logic: defines the possible knowledge bases and their semantics  
Example: Logic programs with answer-set semantics
- **Operations:** each context has a set of operations applicable to the knowledge bases of the context  
Examples: addition, revision, updating, forgetting
- **Bridge rules:** declarative non-monotonic rules that model the flow of information between contexts  
Apply the operation in the head of the rule, provided the queries (to other contexts) in the body are successful

# Multi-Context Systems

- **Contexts:** knowledge base represented in some logic  
Logic: defines the possible knowledge bases and their semantics  
Example: Logic programs with answer-set semantics
- **Operations:** each context has a set of operations applicable to the knowledge bases of the context  
Examples: addition, revision, updating, forgetting
- **Bridge rules:** declarative non-monotonic rules that model the flow of information between contexts  
Apply the operation in the head of the rule, provided the queries (to other contexts) in the body are successful
- **Semantics:** Notion of Equilibrium

# Multi-Context Systems

- **Contexts:** knowledge base represented in some logic  
Logic: defines the possible knowledge bases and their semantics  
Example: Logic programs with answer-set semantics
- **Operations:** each context has a set of operations applicable to the knowledge bases of the context  
Examples: addition, revision, updating, forgetting
- **Bridge rules:** declarative non-monotonic rules that model the flow of information between contexts  
Apply the operation in the head of the rule, provided the queries (to other contexts) in the body are successful
- **Semantics:** Notion of Equilibrium  
Takes into account the semantics of each context and the operational formulas in the head of the applicable bridge rules

# Reactive Multi-Context Systems

## Definition (Reactive Multi-Context System)

A *reactive Multi-Context System (rMCS)* is a tuple  $M = \langle C, IL, BR \rangle$ , where

- $C = \langle C_1, \dots, C_n \rangle$  is a tuple of contexts  $C_i = \langle L_i, OP_i, \text{mng}_i \rangle$ 
  - ▶  $L_i = \langle KB_i, BS_i, \text{acc}_i \rangle$  is a logic,
  - ▶  $OP_i$  is a set of operations,
  - ▶  $\text{mng}_i : 2^{OP} \times KB \rightarrow KB$  is a management function.
- $IL = \langle IL_1, \dots, IL_k \rangle$  is a tuple of input languages;
- $BR = \langle BR_1, \dots, BR_n \rangle$  is a tuple such that each  $BR_i$  is a set of bridge rules for  $C_i$  over  $C$  and  $IL$  of the form

$$\text{op} \leftarrow a_1, \dots, a_j, \text{not } a_{j+1}, \dots, \text{not } a_m$$

- ▶  $\text{op} = op$  or  $\text{op} = \text{next}(op)$  for  $op \in OP_i$ .
- ▶ and every atom  $a_\ell$ , is a context atom  $c:b$  or an input atom  $s::b$ .

# Reactive Multi-Context Systems

## Definition (Reactive Multi-Context System)

A *reactive Multi-Context System (rMCS)* is a tuple  $M = \langle C, IL, BR \rangle$ , where

- $C = \langle C_1, \dots, C_n \rangle$  is a tuple of contexts  $C_i = \langle L_i, OP_i, \text{mng}_i \rangle$ 
  - ▶  $L_i = \langle KB_i, BS_i, \text{acc}_i \rangle$  is a logic,
  - ▶  $OP_i$  is a set of operations,
  - ▶  $\text{mng}_i : 2^{OP} \times KB \rightarrow KB$  is a management function.
- $IL = \langle IL_1, \dots, IL_k \rangle$  is a tuple of input languages;
- $BR = \langle BR_1, \dots, BR_n \rangle$  is a tuple such that each  $BR_i$  is a set of bridge rules for  $C_i$  over  $C$  and  $IL$  of the form

$$\text{op} \leftarrow a_1, \dots, a_j, \text{not } a_{j+1}, \dots, \text{not } a_m$$

- ▶  $\text{op} = op$  or  $\text{op} = \text{next}(op)$  for  $op \in OP_i$ .
- ▶ and every atom  $a_\ell$ , is a context atom  $c:b$  or an input atom  $s::b$ .

# Reactive Multi-Context Systems

## Definition (Reactive Multi-Context System)

A *reactive Multi-Context System (rMCS)* is a tuple  $M = \langle C, IL, BR \rangle$ , where

- $C = \langle C_1, \dots, C_n \rangle$  is a tuple of contexts  $C_i = \langle L_i, OP_i, \text{mng}_i \rangle$ 
  - ▶  $L_i = \langle KB_i, BS_i, \text{acc}_i \rangle$  is a logic,
  - ▶  $OP_i$  is a set of operations,
  - ▶  $\text{mng}_i : 2^{OP} \times KB \rightarrow KB$  is a management function.
- $IL = \langle IL_1, \dots, IL_k \rangle$  is a tuple of input languages;
- $BR = \langle BR_1, \dots, BR_n \rangle$  is a tuple such that each  $BR_i$  is a set of bridge rules for  $C_i$  over  $C$  and  $IL$  of the form

$$\text{op} \leftarrow a_1, \dots, a_j, \text{not } a_{j+1}, \dots, \text{not } a_m$$

- ▶  $\text{op} = op$  or  $\text{op} = \text{next}(op)$  for  $op \in OP_i$ .
- ▶ and every atom  $a_\ell$ , is a context atom  $c:b$  or an input atom  $s::b$ .



# Reactive Multi-Context Systems

## Definition (Reactive Multi-Context System)

A *reactive Multi-Context System (rMCS)* is a tuple  $M = \langle C, IL, BR \rangle$ , where

- $C = \langle C_1, \dots, C_n \rangle$  is a tuple of contexts  $C_i = \langle L_i, OP_i, \text{mng}_i \rangle$ 
  - ▶  $L_i = \langle KB_i, BS_i, \text{acc}_i \rangle$  is a logic,
  - ▶  $OP_i$  is a set of operations,
  - ▶  $\text{mng}_i : 2^{OP} \times KB \rightarrow KB$  is a management function.
- $IL = \langle IL_1, \dots, IL_k \rangle$  is a tuple of input languages;
- $BR = \langle BR_1, \dots, BR_n \rangle$  is a tuple such that each  $BR_i$  is a set of bridge rules for  $C_i$  over  $C$  and  $IL$  of the form

$$\text{op} \leftarrow a_1, \dots, a_j, \text{not } a_{j+1}, \dots, \text{not } a_m$$

- ▶  $\text{op} = op$  or  $\text{op} = \text{next}(op)$  for  $op \in OP_i$ .
- ▶ and every atom  $a_\ell$ , is a context atom  $c:b$  or an input atom  $s::b$ .

## Given

a rMCS  $M = \langle \langle C_1, \dots, C_n \rangle, \langle IL_1, \dots, IL_k \rangle, BR \rangle$ , with

- an initial configuration of knowledge bases  $KB = \langle kb_i, \dots, kb_n \rangle$ , such that  $kb_i \in KB_i$ , for each  $i \in \{1, \dots, n\}$ , and
- an input stream (until  $\tau$ )  $\mathcal{I} : [1.. \tau] \rightarrow In_M$

## Given

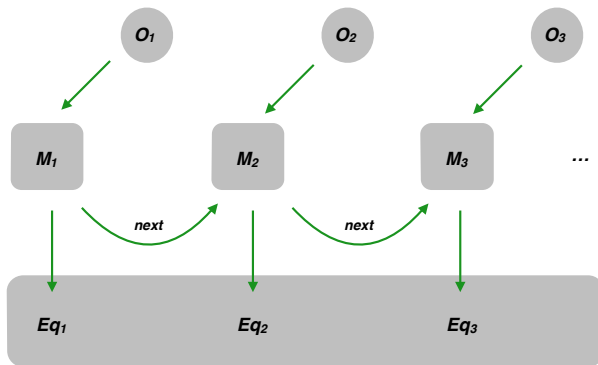
a rMCS  $M = \langle \langle C_1, \dots, C_n \rangle, \langle IL_1, \dots, IL_k \rangle, BR \rangle$ , with

- an initial configuration of knowledge bases  $KB = \langle kb_i, \dots, kb_n \rangle$ , such that  $kb_i \in KB_i$ , for each  $i \in \{1, \dots, n\}$ , and
- an input stream (until  $\tau$ )  $\mathcal{I} : [1.. \tau] \rightarrow In_M$

## Equilibria Stream

- **Static equilibrium** at each time instant, with respect to management operations ( $op$ ) in applicable bridge rules
- **Knowledge bases** are **updated** from one time instant to the next one by applying management operations ( $next(op)$ ) in applicable bridge rules

# Semantics - Equilibria Stream



## Definition (Equilibrium)

Let  $M = \langle \langle C_1, \dots, C_n \rangle, IL, BR \rangle$  be an rMCS,  $KB = \langle kb_1, \dots, kb_n \rangle$  a configuration of knowledge bases for  $M$ , and  $I$  an input for  $M$ . Then, a belief state  $B = \langle B_1, \dots, B_n \rangle$  for  $M$  is an **equilibrium** of  $M$  given  $KB$  and  $I$  if, for each  $i \in \{1, \dots, n\}$ , we have that

$$B_i \in \mathbf{acc}_i(kb'), \text{ where } kb' = \mathbf{mng}_i(\mathbf{app}_i^{now}(I, B), kb_i).$$

## Definition (Equilibria Stream)

Let  $M = \langle \langle C_1, \dots, C_n \rangle, \text{IL}, \text{BR} \rangle$  be an rMCS,  $\text{KB} = \langle kb_1, \dots, kb_n \rangle$  a configuration of knowledge bases for  $M$ , and  $\mathcal{I} : [1..\tau] \rightarrow \text{In}_M$  an input stream for  $M$  until  $\tau$ . Then, an **equilibria stream of  $M$  given  $\text{KB}$  and  $\mathcal{I}$**  is a function  $\mathcal{B} : [1..\tau] \rightarrow \text{Bel}_M$  such that

- $\mathcal{B}^t$  is an equilibrium of  $M$  given  $\mathcal{KB}^t$  and  $\mathcal{I}^t$ , where  $\mathcal{KB}^t$  is
  - ▶  $\mathcal{KB}^1 = \text{KB}$
  - ▶  $\mathcal{KB}^{t+1} = \text{upd}_M(\mathcal{KB}^t, \mathcal{I}^t, \mathcal{B}^t)$ , where  $\text{upd}_M(\text{KB}, \text{l}, \text{B}) = \langle kb'_1, \dots, kb'_n \rangle$ , such that  $kb'_i = \text{mng}_i(\text{app}_i^{\text{next}}(\text{l}, \text{B}), kb_i)$

## Definition

Let  $M$  be an rMCS, KB a configuration of knowledge bases for  $M$ , and  $\mathcal{I}$  an input stream for  $M$ . Then:

- $M$  is **consistent** with respect to KB and  $\mathcal{I}$  if there exists an equilibria stream of  $M$  given KB and  $\mathcal{I}$ .
- $M$  is **strongly consistent** with respect to KB if, for every input stream  $\mathcal{I}$  for  $M$ ,  $M$  is consistent with respect to KB and  $\mathcal{I}$ .

# Strong Consistency of rMCS

## Question

Can we ensure strong consistency of a rMCS?



# Strong Consistency of rMCS

## Question

Can we ensure strong consistency of a rMCS?

## Definition

A context  $C_i$  is **totally coherent** if  $\text{acc}_i(kb) \neq \emptyset$ , for every  $kb \in KB_i$ .

# Strong Consistency of rMCS

## Question

Can we ensure strong consistency of a rMCS?

## Definition

A context  $C_i$  is **totally coherent** if  $\text{acc}_i(kb) \neq \emptyset$ , for every  $kb \in KB_i$ .

## Definition

An rMCS  $M$  is **acyclic** if the transitive closure of the dependency relation between contexts induced by the bridge rules is irreflexive.

# Strong Consistency of rMCS

## Question

Can we ensure strong consistency of a rMCS?

## Definition

A context  $C_i$  is **totally coherent** if  $\text{acc}_i(kb) \neq \emptyset$ , for every  $kb \in KB_i$ .

## Definition

An rMCS  $M$  is **acyclic** if the transitive closure of the dependency relation between contexts induced by the bridge rules is irreflexive.

## Proposition

*Let  $M = \langle \langle C_1, \dots, C_n \rangle, \text{IL}, \text{BR} \rangle$  be an acyclic rMCS such that every  $C_i$ ,  $1 \leq i \leq n$ , is totally coherent, and  $KB$  a configuration of knowledge bases for  $M$ . Then,  $M$  is strongly consistent with respect to  $KB$ .*

# Recovering Equilibria Streams

## Question

What if there are no equilibria streams?

# Recovering Equilibria Streams

## Question

What if there are no equilibria streams?

## Definition (Repair)

Let  $M = \langle C, IL, BR \rangle$  be an rMCS, KB a configuration of knowledge bases for  $M$ , and  $\mathcal{I}$  an input stream for  $M$  until  $\tau$ . Let

- $br_M$  denote the set of all bridge rules of  $M$
- $M[R]$  denote the rMCS obtained from  $M$  by restricting the bridge rules to those not in  $R$

A **repair** for  $M$  given KB and  $\mathcal{I}$  is a function  $\mathcal{R} : [1.. \tau] \rightarrow 2^{br_M}$  such that there exists a function  $\mathcal{B} : [1.. \tau] \rightarrow \text{Bel}_M$  such that

- $\mathcal{B}^t$  is an equilibrium of  $M[\mathcal{R}^t]$  given  $\mathcal{KB}^t$  and  $\mathcal{I}^t$ , with  $\mathcal{KB}^t$  inductively defined as
  - ▶  $\mathcal{KB}^1 = \text{KB}$
  - ▶  $\mathcal{KB}^{t+1} = \text{upd}_{M[\mathcal{R}^t]}(\mathcal{KB}^t, \mathcal{I}^t, \mathcal{B}^t)$ ,

# On repairs of rMCS composed of totally coherent contexts

## Proposition

Let  $M = \langle \langle C_1, \dots, C_n \rangle, \text{IL}, \text{BR} \rangle$  be an rMCS such that *each  $C_i$  is totally coherent*, KB a configuration of knowledge bases for  $M$ , and  $\mathcal{I}$  an input stream for  $M$  until  $\tau$ . Then, there exists  $\mathcal{R} : [1.. \tau] \rightarrow 2^{br_M}$  and  $\mathcal{B} : [1.. \tau] \rightarrow \text{Bel}_M$  such that  $\mathcal{B}$  is a repaired equilibria stream given KB,  $\mathcal{I}$  and  $\mathcal{R}$ .

# Types of Repairs

## Question

Are all the repairs equally good?

# Types of Repairs

## Question

Are all the repairs equally good?

## Definition

For two repairs  $\mathcal{R}_a$  and  $\mathcal{R}_b$ , we say that  $\mathcal{R}_a \leq \mathcal{R}_b$  if  $\mathcal{R}_a^i \subseteq \mathcal{R}_b^i$  for every  $i \leq \tau$ , and that  $\mathcal{R}_a < \mathcal{R}_b$  if  $\mathcal{R}_a \leq \mathcal{R}_b$  and  $\mathcal{R}_a^i \subset \mathcal{R}_b^i$  for some  $i \leq \tau$ .



# Types of Repairs

## Definition (Types of Repairs)

Let  $\mathcal{R}$  be a repair for a rMCS  $M$  given KB and  $\mathcal{I}$ . We say that  $\mathcal{R}$  is a:

# Types of Repairs

## Definition (Types of Repairs)

Let  $\mathcal{R}$  be a repair for a rMCS  $M$  given KB and  $\mathcal{I}$ . We say that  $\mathcal{R}$  is a:

- **Minimal Repair** if there is no repair  $\mathcal{R}_a$  for  $M$  given KB and  $\mathcal{I}$  such that  $\mathcal{R}_a < \mathcal{R}$ .

# Types of Repairs

## Definition (Types of Repairs)

Let  $\mathcal{R}$  be a repair for a rMCS  $M$  given KB and  $\mathcal{I}$ . We say that  $\mathcal{R}$  is a:

- **Minimal Repair** if there is no repair  $\mathcal{R}_a$  for  $M$  given KB and  $\mathcal{I}$  such that  $\mathcal{R}_a < \mathcal{R}$ .
- **Global Repair** if  $\mathcal{R}^i = \mathcal{R}^j$  for every  $i, j \leq \tau$ .

# Types of Repairs

## Definition (Types of Repairs)

Let  $\mathcal{R}$  be a repair for a rMCS  $M$  given KB and  $\mathcal{I}$ . We say that  $\mathcal{R}$  is a:

- **Minimal Repair** if there is no repair  $\mathcal{R}_a$  for  $M$  given KB and  $\mathcal{I}$  such that  $\mathcal{R}_a < \mathcal{R}$ .
- **Global Repair** if  $\mathcal{R}^i = \mathcal{R}^j$  for every  $i, j \leq \tau$ .
- **Minimal Global Repair** if  $\mathcal{R}$  is global and there is no global repair  $\mathcal{R}_a$  for  $M$  given KB and  $\mathcal{I}$  such that  $\mathcal{R}_a < \mathcal{R}$ .

# Types of Repairs

## Definition (Types of Repairs)

Let  $\mathcal{R}$  be a repair for a rMCS  $M$  given KB and  $\mathcal{I}$ . We say that  $\mathcal{R}$  is a:

- **Minimal Repair** if there is no repair  $\mathcal{R}_a$  for  $M$  given KB and  $\mathcal{I}$  such that  $\mathcal{R}_a < \mathcal{R}$ .
- **Global Repair** if  $\mathcal{R}^i = \mathcal{R}^j$  for every  $i, j \leq \tau$ .
- **Minimal Global Repair** if  $\mathcal{R}$  is global and there is no global repair  $\mathcal{R}_a$  for  $M$  given KB and  $\mathcal{I}$  such that  $\mathcal{R}_a < \mathcal{R}$ .
- **Incremental Repair** if  $\mathcal{R}^i \subseteq \mathcal{R}^j$  for every  $i \leq j \leq \tau$ .

# Types of Repairs

## Definition (Types of Repairs)

Let  $\mathcal{R}$  be a repair for a rMCS  $M$  given KB and  $\mathcal{I}$ . We say that  $\mathcal{R}$  is a:

- **Minimal Repair** if there is no repair  $\mathcal{R}_a$  for  $M$  given KB and  $\mathcal{I}$  such that  $\mathcal{R}_a < \mathcal{R}$ .
- **Global Repair** if  $\mathcal{R}^i = \mathcal{R}^j$  for every  $i, j \leq \tau$ .
- **Minimal Global Repair** if  $\mathcal{R}$  is global and there is no global repair  $\mathcal{R}_a$  for  $M$  given KB and  $\mathcal{I}$  such that  $\mathcal{R}_a < \mathcal{R}$ .
- **Incremental Repair** if  $\mathcal{R}^i \subseteq \mathcal{R}^j$  for every  $i \leq j \leq \tau$ .
- **Minimally Incremental Repair** if  $\mathcal{R}$  is incremental and there is no incremental repair  $\mathcal{R}_a$  and  $j \leq \tau$  such that  $\mathcal{R}_a^i \subset \mathcal{R}^i$  for every  $i \leq j$ .

# Partial Equilibria Stream

## Question

What if there are no repairs?

# Partial Equilibria Stream

## Question

What if there are no repairs? ... Or we don't want to compute them?



# Partial Equilibria Stream

## Question

What if there are no repairs? ... Or we don't want to compute them?

## Definition (Partial Equilibria Stream)

Let  $M = \langle C, IL, BR \rangle$  be an rMCS, KB a configuration of knowledge bases for  $M$ , and  $\mathcal{I}$  an input stream for  $M$  until  $\tau$ . A **partial equilibria stream** of  $M$  given KB and  $\mathcal{I}$  is a partial function  $\mathcal{B} : [1..\tau] \rightarrow \text{Bel}_M$  such that

- $\mathcal{B}^t$  is an equilibrium of  $M$  given  $\mathcal{KB}^t$  and  $\mathcal{I}^t$ ,
- or  $\mathcal{B}^t$  is undefined otherwise.

$\mathcal{KB}^t$  inductively defined as

- $\mathcal{KB}^1 = \text{KB}$
- $\mathcal{KB}^{t+1} = \begin{cases} \text{upd}_M(\mathcal{KB}^t, \mathcal{I}^t, \mathcal{B}^t), & \text{if } \mathcal{B}^t \text{ is not undefined.} \\ \mathcal{KB}^t, & \text{otherwise.} \end{cases}$

## Proposition

*Every equilibria stream of  $M$  given  $\text{KB}$  and  $\mathcal{I}$  is a partial equilibria stream of  $M$  given  $\text{KB}$  and  $\mathcal{I}$*

# On Partial Equilibria Stream

## Proposition

*Every equilibria stream of  $M$  given  $KB$  and  $\mathcal{I}$  is a partial equilibria stream of  $M$  given  $KB$  and  $\mathcal{I}$*

## Proposition (Partial equilibria streams always exist)

*Let  $M$  be an rMCS,  $KB$  a configuration of knowledge bases for  $M$ , and  $\mathcal{I}$  an input stream for  $M$  until  $\tau$ . Then, there exists  $\mathcal{B} : [1.. \tau] \rightarrow \text{Bel}_M$  such that  $\mathcal{B}$  is a partial equilibria stream given  $KB$  and  $\mathcal{I}$ .*

# Conclusion

- We have introduced the “new” rMCS
- **acyclic** rMCS whose contexts are **totally coherent** are **strongly consistent**
- for each rMCS with only **totally coherent** contexts there exist **repairs**
- **partial equilibria streams** are a way to work with cases without repairs

Thank you for your interest!

Thank you for your interest!

And see you on June 12<sup>th</sup>/13<sup>th</sup> in Leipzig...

# References I

[Brewka et al., 2016] Brewka, G., Ellmauthaler, S., Gonçalves, R., Knorr, M., Leite, J., and Pührer, J. (2016).

Towards inconsistency management in reactive multi-context systems.

*In Proceedings of the International Workshop on Defeasible and Ampliative Reasoning (DARe-16) co-located with the 22th European Conference on Artificial Intelligence (ECAI 2016), The Hague, Holland, August 29, 2016.*

[Brewka et al., 2014] Brewka, G., Ellmauthaler, S., and Pührer, J. (2014).

Multi-context systems for reactive reasoning in dynamic environments.

*In Proc. ECAI'14, pages 159–164.*

[Ellmauthaler, 2013] Ellmauthaler, S. (2013).

Generalizing multi-context systems for reactive stream reasoning applications.

In *Proc. ICCSW'13*, pages 17–24.

[Ellmauthaler and Pührer, 2015] Ellmauthaler, S. and Pührer, J. (2015).

Asynchronous multi-context systems.

In Eiter, T., Strass, H., Truszczynski, M., and Woltran, S., editors, *Advances in Knowledge Representation, Logic Programming, and Abstract Argumentation - Essays Dedicated to Gerhard Brewka on the Occasion of His 60th Birthday*, volume 9060 of *LNCS*. Springer.



[Gonçalves et al., 2014] Gonçalves, R., Knorr, M., and Leite, J. (2014).

Evolving multi-context systems.

In *Proc. ECAI'14*, pages 375–380.