

# The Sticky Path to Expressive Querying: Decidability of Navigational Queries under Existential Rules

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<sup>1</sup>TU Dresden    <sup>2</sup>University of Wrocław



# Introduction

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Relational structures

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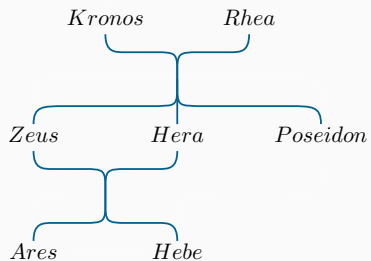
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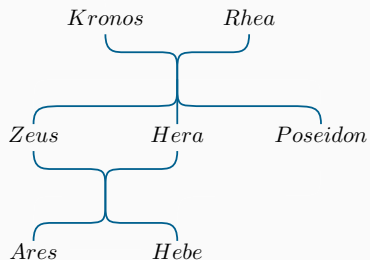
## **Entailment**

Of Regular Path Queries under existential rules

# Logic Based Knowledge Representation



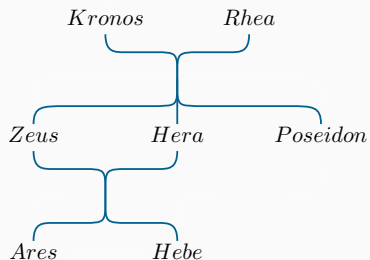
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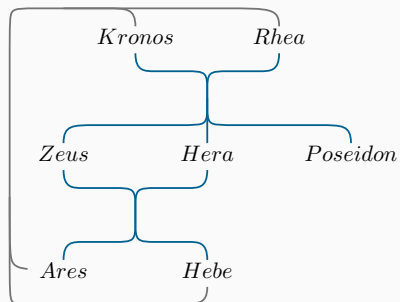


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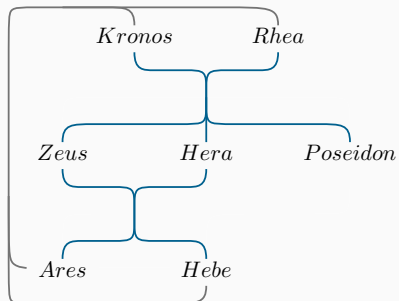
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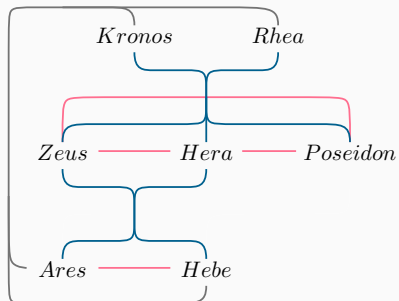


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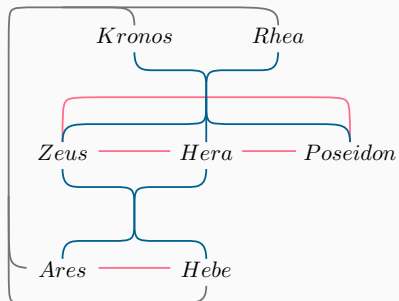


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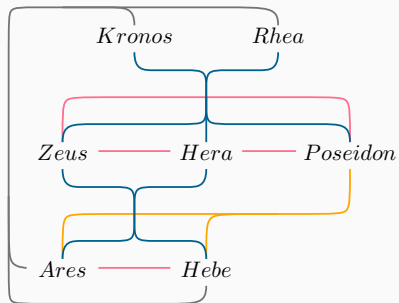
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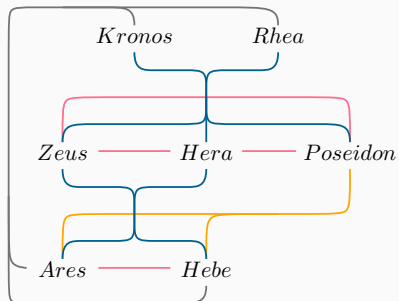
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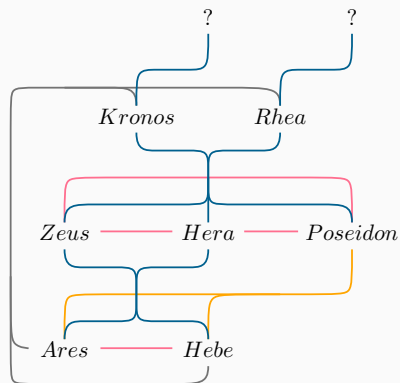
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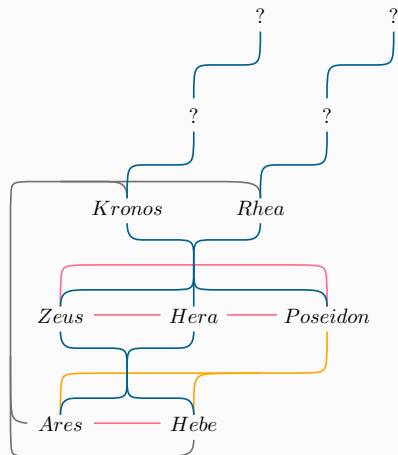
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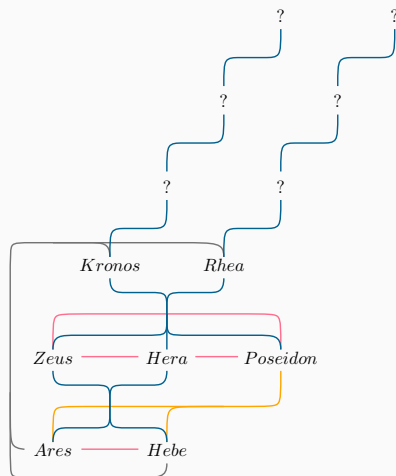
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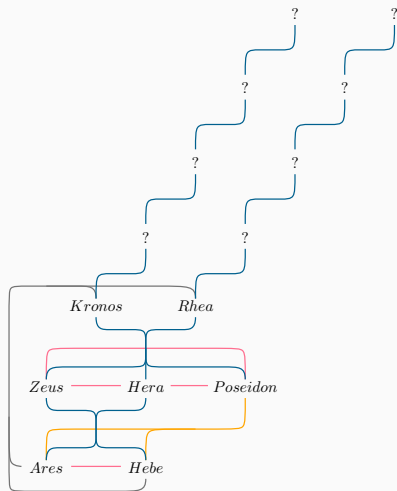
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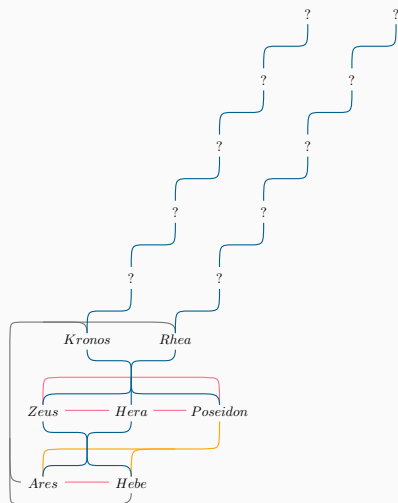
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Example ontology languages (Knowledge):

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Example query languages:

- Conjunctive Queries (SQL),
- Regular Path Queries (Cypher, Gremlin and SPARQL),
- Datalog.

## Introduction: Existential Rules

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### Models are gridlike

$$\begin{aligned} \text{H}(x, y) &\rightarrow \exists z \text{ H}(y, z) \\ \text{H}(x, y) &\rightarrow \exists x' \text{ V}(x, x') \\ \text{H}(x, y), \text{V}(x, x'), \text{V}(y, y') &\rightarrow \\ &\text{H}(x', y') \end{aligned}$$



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Universal models can be computed with *the chase algorithm*!

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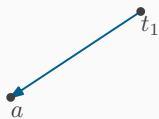
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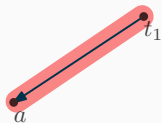
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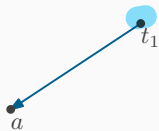
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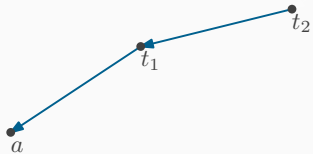
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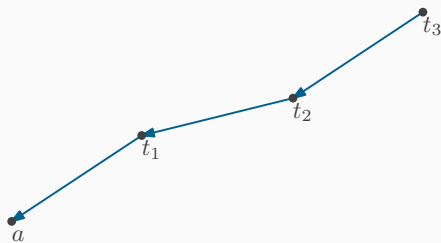
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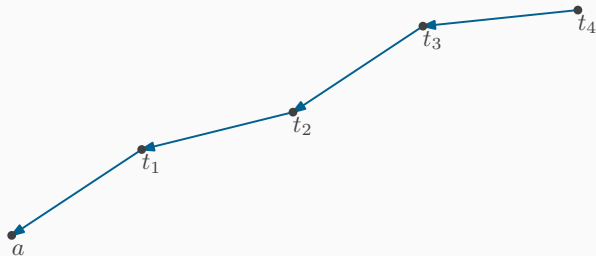
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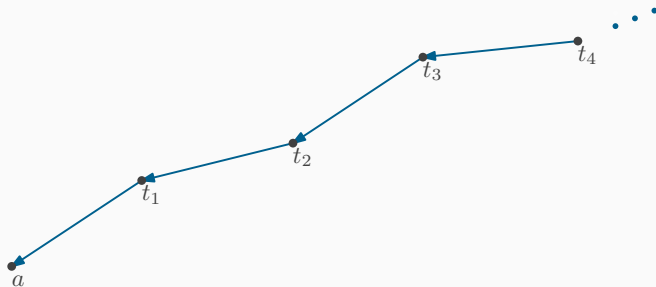
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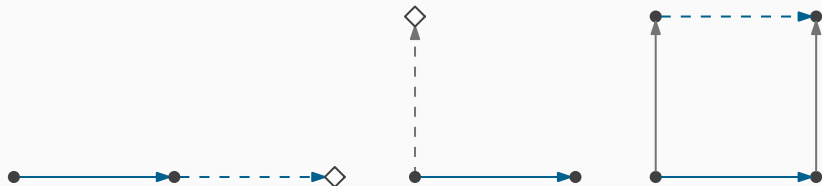
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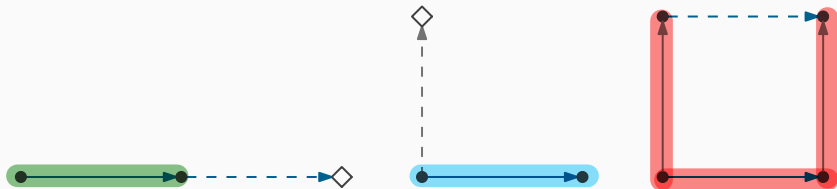


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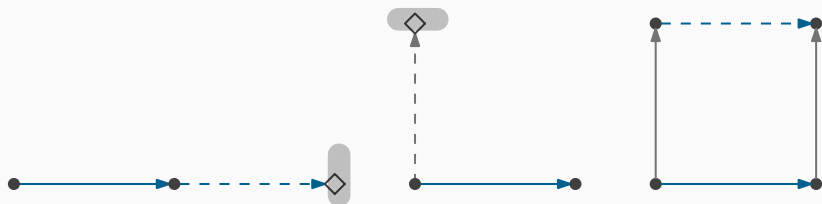


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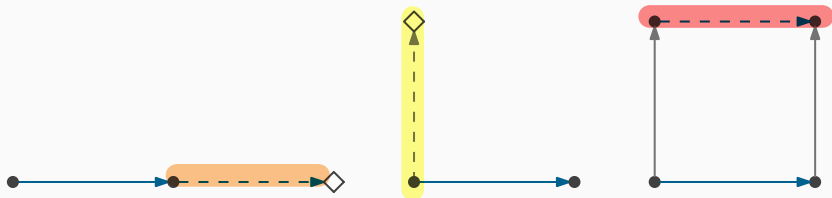


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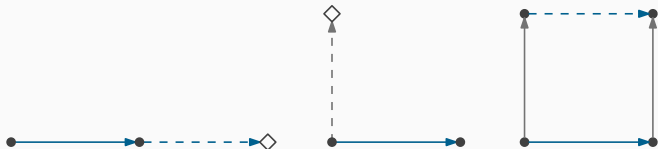
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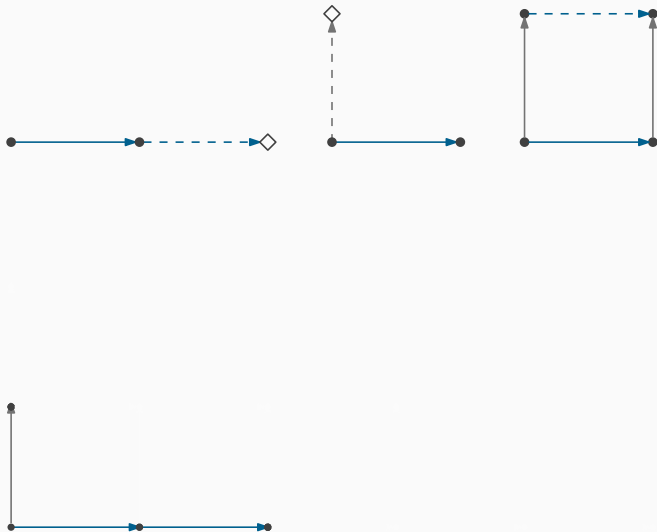
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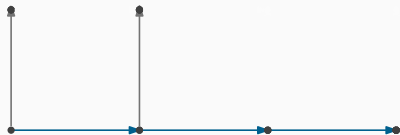
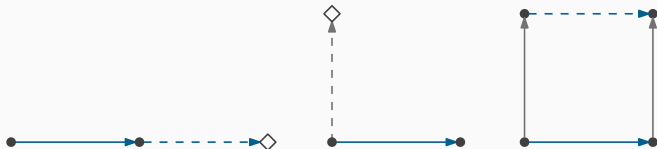
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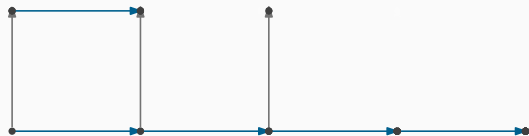
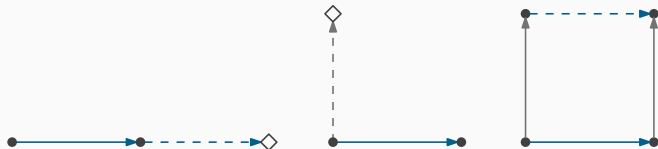
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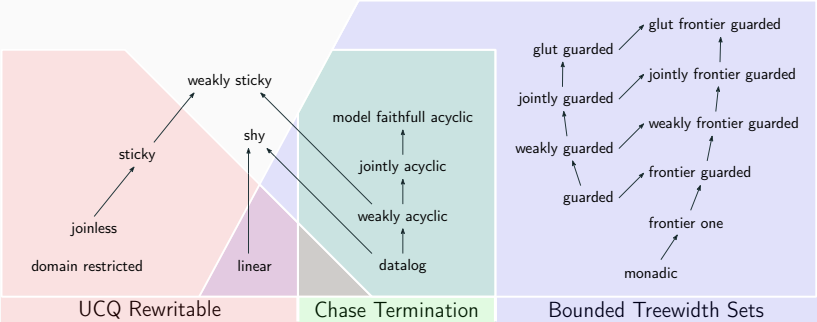


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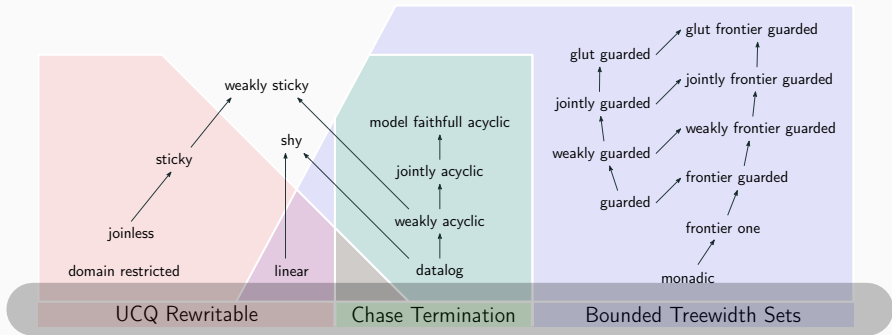


# Classes of Existential Rules: CQ Landscape



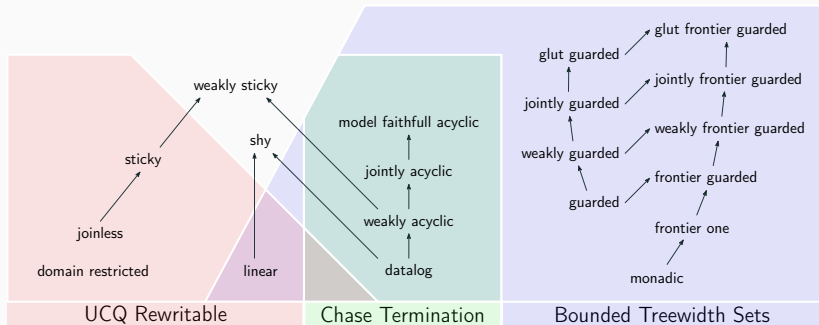


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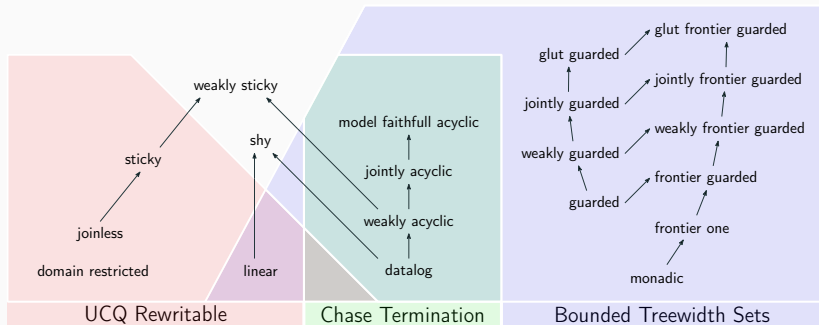
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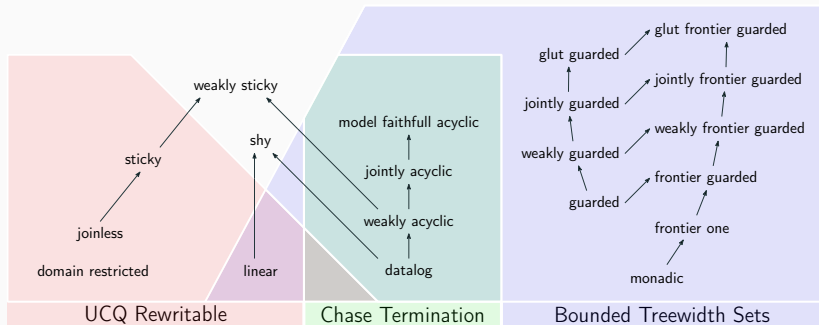
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# Classes of Existential Rules: CQ Landscape



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# Classes of Existential Rules: CQ Landscape



**bottom row classes:** decidable conjunctive query entailment but membership is undecidable

**small classes:** decidable conjunctive query entailment and membership

**This paper:**  
**RPQs and Existential Rules**

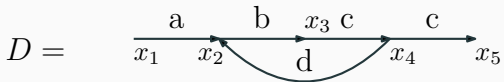
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**We want to focus on existential rules and  
Regular Path Queries with respect to the  
landscape.**

## Regular Path Queries

are defined by regular languages

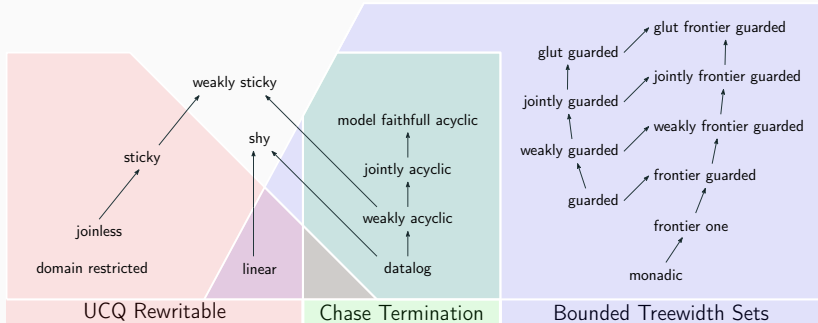
$$Q = ab(c + d)^*$$



$$Q(D) = (\langle x_1, x_3 \rangle, \langle x_1, x_4 \rangle, \langle x_1, x_5 \rangle, \langle x_1, x_2 \rangle)$$

# Question?

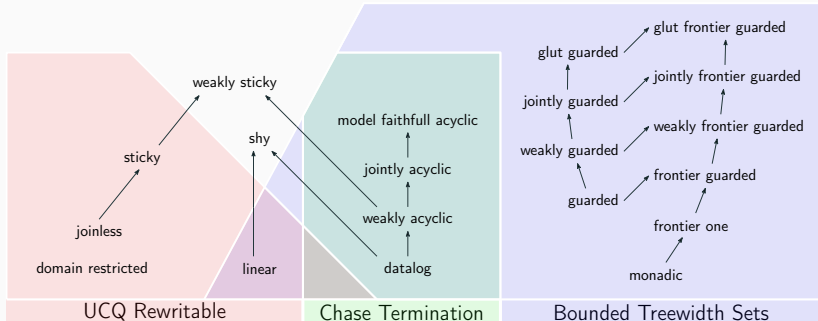
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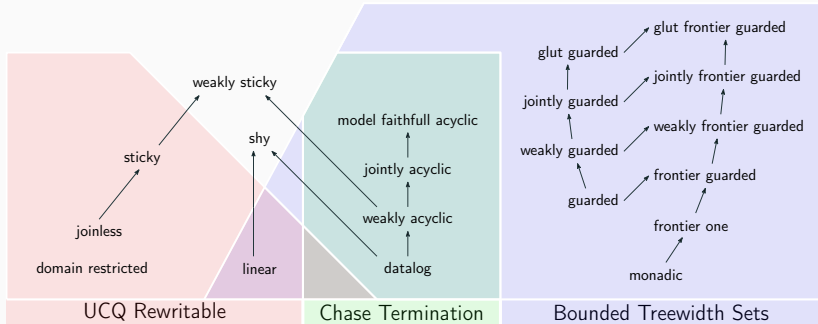


**Feller et al. 2023:**

Finite Cliquewidth Sets (fcs) class of existential rules admits decidable C2RPQ entailment.

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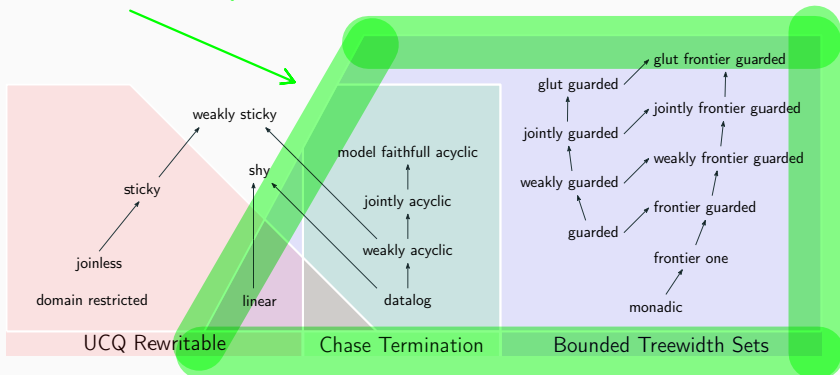
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*subsumes*

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*Works well for RPQs*



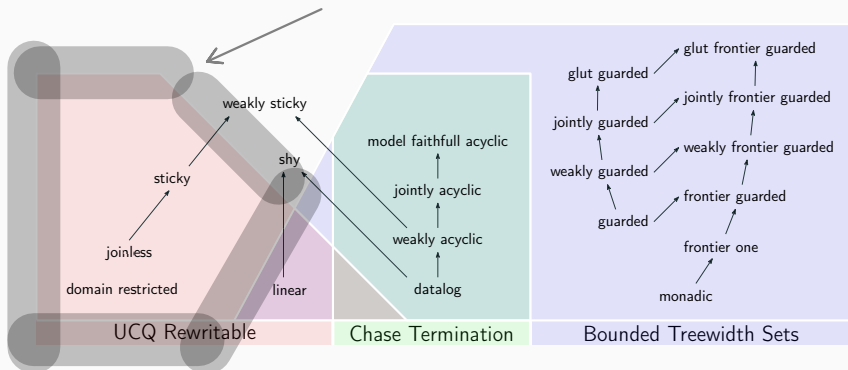
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*How about this?*



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## The main character: UCQ-rewritable class of $\exists$ -rules

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**UCQ-rewritable class definition**

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# The main character: UCQ-rewritable class of $\exists$ -rules

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# The main character: UCQ-rewritable class of $\exists$ -rules

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If a ruleset is UCQ-rewritable then the entailment problem for CQs is decidable.

**This paper:**  
**Main Results**

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## **Undecidability**

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By tweaking the undecidability proof we can almost close the gap between decidable and undecidable!

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Determining whether a TCA  $\mathcal{M}$  reaches the halting state  $q_{fin}$  from the starting state  $q_0$  with both counters empty is **undecidable**.

## The Reduction

Take a TCA  $\mathcal{M}$  and produce  $\mathcal{D}$ ,  $\mathcal{R}$ , and  $Q_{\mathcal{M}}$

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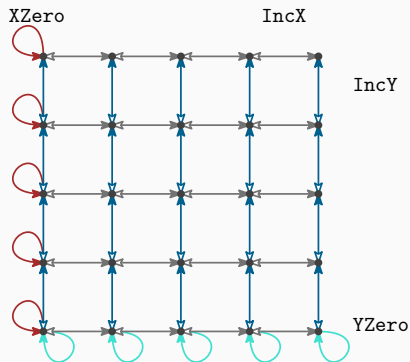
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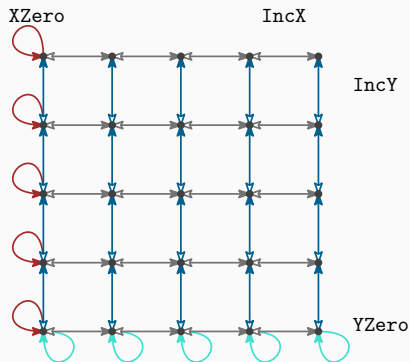
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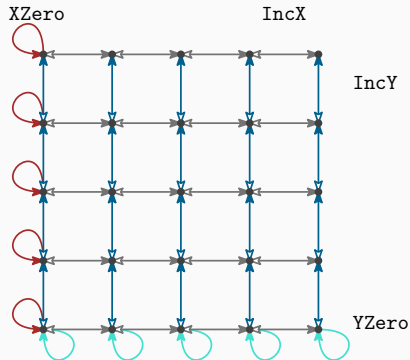
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# Simulating TCAs with RPQs

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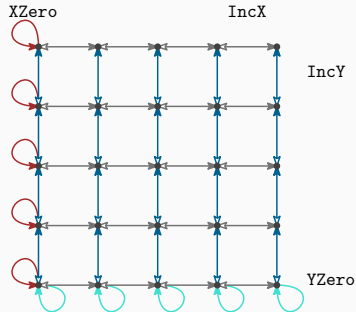
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TCA in  $q$  with  $\langle x, y \rangle$ -counters  $\cong$   
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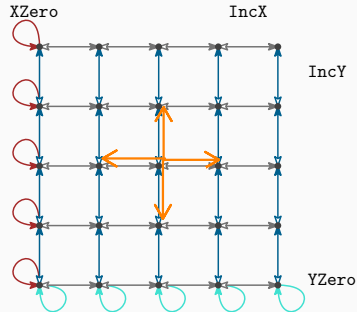
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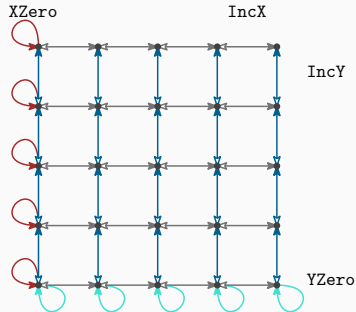
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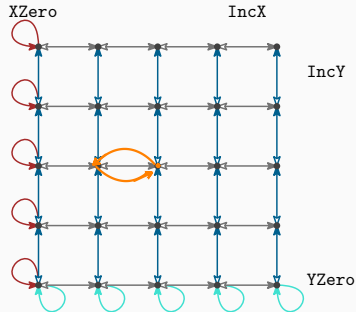
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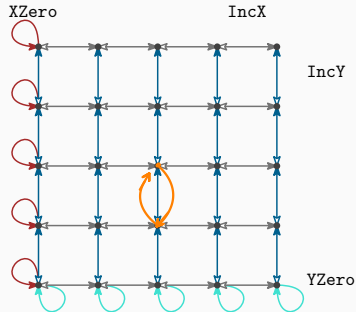
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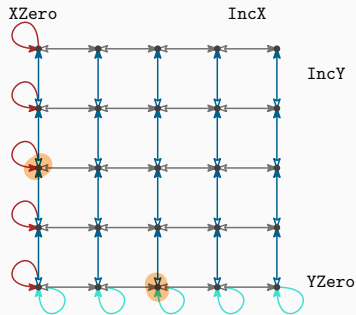
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**Thank you!**

**Questions?**