# Knowledge Representation & programming in Logic (P) IT3113(P) & CSH 3143(P)

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## Indented Out Comes

Clear knowledge to solve the practical problems in Computer Science and AI using prolog programming language.

Comprehensive idea of how the prolog interpreter actually works.

# Introduction to Prolog Programming

#### ■ What is Prolog?

Prolog (Programming in Logic) is a high-level programming language rooted in formal logic.

#### ■ Key Characteristics:

- Declarative programming language.
- Focuses on "what" rather than "how."
- Uses facts, rules, and queries to solve problems.

#### Real World Applications

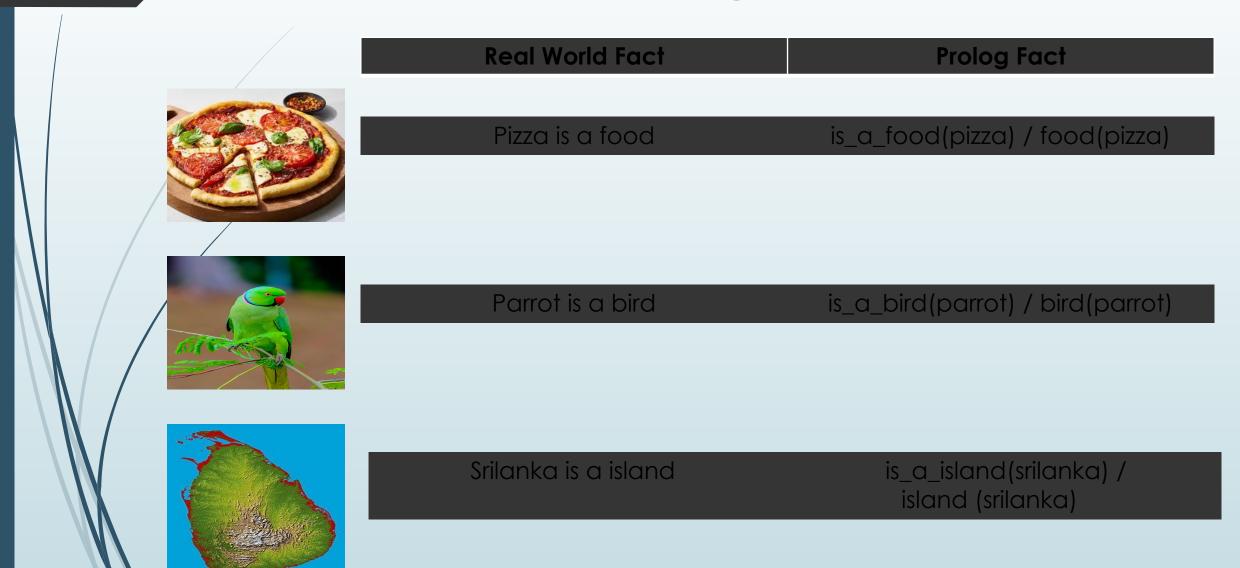
- Expert System
- Game Als.
- Natural Language Processing
- Web development
- Bioinformatics
- Financial Applications

#### What is a Fact?

#### Definition:

- A fact is a statement that is always true in the system's knowledge base.
- A fact is expressed as a predicate with arguments.
- Facts are used to describe the real world object or relationship between the real world objects.

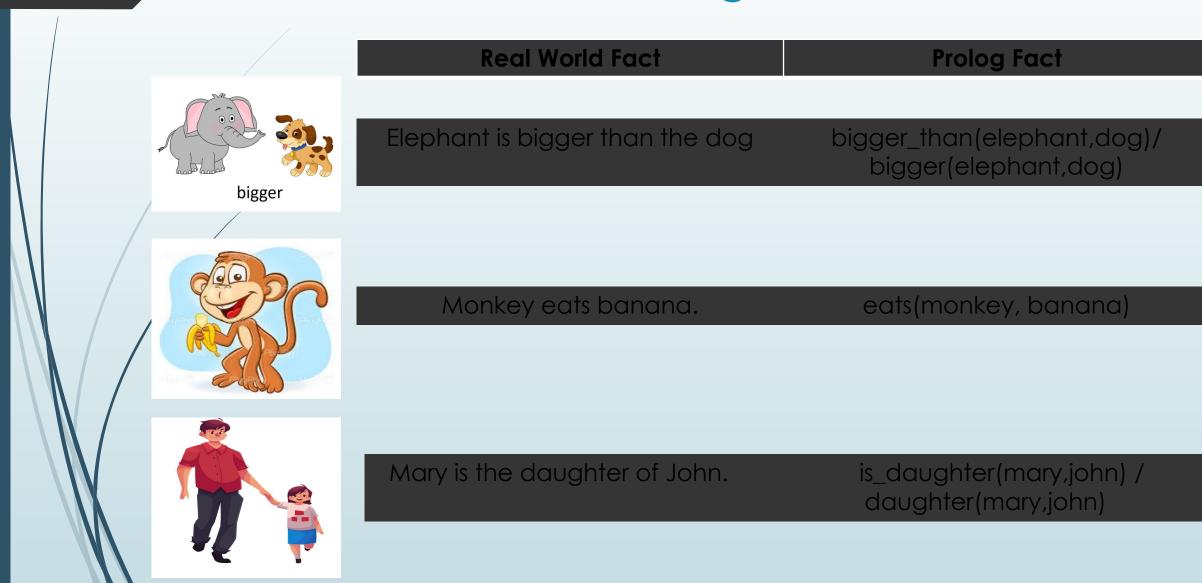
## Real World Facts & Prolog Facts



# Try to convert the following real world facts into prolog facts

- 1. Dog is an animal.
- 2. Kiwi is a fruit.
- 3. Gun is a weapon.
- 4. Keyboard is a hardware.
- 3. Samsung is an android phone.
- 6. Kamal is a male.
- 7. John is a student.
- 8. Elephant is black.
- 9. Circle is a Shape.
- 10. Bus is a vehicle.

#### Real World Facts & Prolog Facts



# Try to convert the following real world facts into prolog facts

- Q1
- 1. John likes ann.
- 2. Charlie studies Al.
- 3. Collins teaches CS.
- 4. / Vincent loves Mia.
- 5. October is the next month of September.
- 6. Jane is a student of Roy.
- 7. Elephant's color is black.
- Q2: Feed the knowledge about months.

## Prolog Rules

#### □ Definition:

- A rule is a predicate expression that uses logical implication (:-) to describe a relationship among facts.
- ☐ Prolog rule form:
  - left\_hand\_side :- right\_hand\_side .
- Left hand side should be a single fact & cannot contain logical connectives.
- ☐ This notation known as a "**Horn Clause**". Here left-hand side is conclusion and right-hand side is premises.
- Horn clause calculus is equivalent to the first-order predicate calculus.

#### Examples:

- ☐ friends(X,Y):-likes(X,Y),likes(Y,X).
  - X and Y are friends if they like each other.
- hates(X,Y):- not(likes(X,Y)).
  - X hates Y if X does not like Y.
- nemies(X,Y):- not(likes(X,Y)),not(likes(Y,X))
  - X and Y are enemies if they don't like each other