

UNIFICATION AND RESOLUTIONAIM:

To execute programs based on unification and Resolution. Deduction in Prolog is based on the unification and Instantiation. Matching terms are unified and variables get instantiated.

Example 1: In the below Prolog program, unification and instantiation take place after querying facts:

likes (John, Jane)
likes (Jane, John)

Query:-

?-likes (John, X)

Answer: X = Jane

Here upon asking the query first Prolog in start to search matching terms in predicate with two arguments and it can match like (John, ...). i.e. unification. Then it look for value of X in query and returns answer X = Jane.

Example 2: At the Prolog query prompt, when you below query ?-owns (X, car(bmw)) = owns (Y, car(c)).

Here owns (X, car(bmw)) and owns (Y, car(c)) unifies - because

- i] Predicate names are same on both side
- ii] Number of arguments for that predicate equal both side.
- iii] 2nd argument with predicate inside the brackets are same both side and even in that predicate again number of arguments are same.

But when you write $? - \text{owns}(x, \text{car}(\text{bmw})) = \text{likes}(y, \text{car}(c))$, then Prolog will return false, since it can not match owns: and likes;

Resolution is one kind of Proof technique works that way -

- i) select two clauses that contain conflict terms.
- ii) combine these two clauses and
- iii) cancel out the conflicting terms.

For example we have following statement,

(1) If it is a Pleasant day you will do Strawberry Picking.

(2) If you are doing Strawberry Picking you are happy

Above statements can be written Propositional logic like this -

(1) Strawberry - Picking \leftarrow Pleasant

(2) happy \leftarrow Strawberry - Picking

And again these statements can be CNS this -

(1) (Strawberry - Picking \vee \neg Pleasant) \neg

(2) (happy \vee \neg Strawberry - Picking)

(3) \neg Pleasant \vee happy

How? see the figure on right.

When we write about true clause in infer or implies form, we have
If it is pleasant day you are happy.

(1) (Strawberry - Picking \vee Strawberry)

(2) (happy \vee \neg Strawberry - Picking)

(3) Pleasant \vee happy

Let's see an example to understand how Resolution and Refutation work. In below example part (I) represents An English meaning for clauses Part (II) represents the Propositional Logic, Part (III) represents the CNF of part (II) and part (IV) want to prove using Refutation Proof method.

Part (I): English sentences.

- 1) If it is sunny and warm day you will enjoy.
- 2) If it is warm and pleasant day you will do strawberry picking.
- 3) If it is raining then no strawberry picking.
- 4) If it is raining you will get wet
- 5) It is warm day
- 6) It is raining.
- 7) It is sunny.

Part (II): Propositional Logic

- 1) $enjoy \leftarrow sunny \wedge warm$
- 2) $strawberry-picking \leftarrow warm \wedge pleasant$
- 3) $\neg strawberry-picking \leftarrow raining$
- 4) $wet \leftarrow raining$
- 5) $warm$
- 6) $raining$
- 7) $sunny$.

Part (III): CNF

- 1) $(enjoy \vee \neg sunny \vee \neg warm) \wedge$
- 2) $(strawberry-picking \vee \neg warm \vee \neg pleasant) \wedge$
- 3) $(\neg strawberry-picking \vee \neg raining) \wedge$
- 4) $(wet \vee \neg raining) \wedge$
- 5) $(warm) \wedge$
- 6) $(raining) \wedge$
- 7) $(sunny).$

Part (iv): other statements we want to prove
by refutation

Goal 1: You are not doing Strawberry Picking

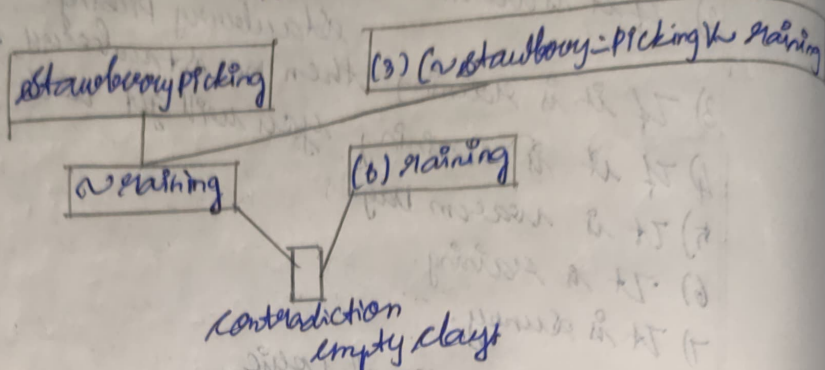
Goal 2: You will enjoy

Goal 3: Try it yourself: You will get wet

Goal 1: You are not doing Strawberry Picking

Prove: \sim Strawberry Picking

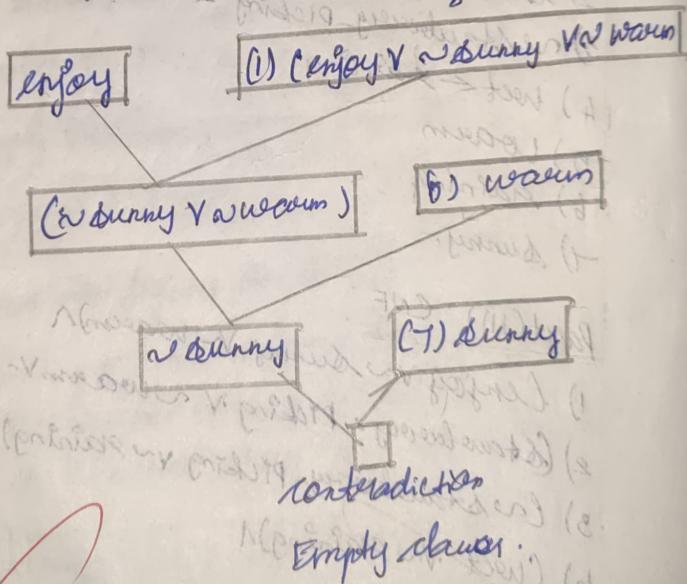
Assume: Strawberry Picking (negate the goal and add it to given clauses).



Goal 2: You will enjoy

Prove: enjoy

Assume: \sim enjoy (negate the goal and add it to given clause)



SOURCE CODE

enjoy :- sunny, warm
strawberry-picking :- warm, pleasant,
not strawberry-picking :- raining
wet :- raining
warm
raining
sunny

OUTPUT

? - not strawberry-picking

time

? - enjoy

time

? - wet

time

RESULT:-

Thus unification and Resolution is implemented and executed successfully.