

LECTURE 10

LOGIC PROGRAMMING

UNIFICATION ALGORITHM

We present an algorithm:

- to unify the head of some (i.e. E_1) program clause with the first left-most literal in the current goal clause (i.e. E_2)
- it either:
 - (i) outputs MGU if $S = \{E_1, E_2\}$ is unifiable
 - (ii) or it reports the fact that a set is not unifiable.

Example 1:

- (i) $S = \{P(f(x), a), P(Y, f(w))\}$
is not unifiable as the 2nd arguments a & $f(w)$ cannot be unified : we need a mapping variable \mapsto term.

LECTURE 10 LOGIC PROGRAMMING

(ii) $S = \{ p(x), q(x) \}$.
cannot be unified as for the
PREDICATE Logic language predicates
are "not free variables".

(iii) $S = \{ p(f(x), z), p(y, a) \}$
is unifiable: i.e. NCU reads:
 $\alpha = \{ y/f(x), z/a \}$. □.

We need some auxilliary notions:

DEFINITION 1:

Let S be a set of simple expressions.
The disagreement set of S' is defined

- locate the leftmost symbol position at which not all expressions in S have the same symbol.
- extract from each expression in S the subexpression beginning

LECTURE 10

LOGIC PROGRAMMING

at that symbol position. The set of all such subexpressions forms the disagreement set.

The above definition is general (i.e for arbitrary n).

Example 2:

(i) $S = \{ p(f(x), \underline{h(Y)}, a), p(f(x), \underline{z}, a), p(f(x), \underline{h(Y)}, b) \}$
then the disagreement set is $\{ h(Y), z \}$

(ii) $S = \{ P(x, \underline{f(Y, Z)}), P(x, \underline{a}), P(x, \underline{g(h(K(x)))}) \}$
then the disagreement set is
 $D_S = \{ f(Y, Z), a, g(h(K(x))) \}$

LECTURE 10

LOGIC PROGRAMMING

(iii)

$$S = \{ p(x), q(x) \} \Rightarrow D_S = \{ p(x), q(x) \}.$$

$$S = \{ p(x), p(a) \} \Rightarrow D_S = \{ x, a \}$$

$$S = \{ p(x), p(x) \} \Rightarrow D_S = \emptyset.$$

□

UNIFICATION ALGORITHM - UA

1. STEP : Put $k=0$ & $\alpha_0 = \epsilon$

2. STEP :

IF S_{α_k} is a singleton then STOP
OTHERWISE find th disagreement
set D_k of S_{α_k}

3. STEP :

IF there exists $v & t$ in D_k such
that v is a variable that does
not appear in t , then put
 $\alpha_{k+1} = \alpha_k \circ \{ v/t \}$

increment k and go to step 2

OTHERWISE STOP:
 S is not unifiable

LECTURE 10.

LOGIC PROGRAMMING

REMARK: it is clear that UA terminates because S contains only finite number of variables & each application of STEP 3 eliminates 1 variable.

Example 3:

(i) Let $S = \{ p(X, X), p(Y, f(Y)) \}$

a) $\alpha_0 = \epsilon$

$S\alpha_0 = S \neq \text{singleton}$

$$D_0 = \{X, Y\}.$$

b) $\alpha_1 = \epsilon \circ \{X/Y\} = \{X/Y\}$

$$S\alpha_1 = \{ p(Y, Y), p(Y, f(Y)) \}$$

$\neq \text{singleton}$

$$D_1 = \{Y, f(Y)\}.$$

& UA fails here to find MGU

as we cannot find in D_1

a variable v & a term t not

involving v . So S is not unifiable.

LECTURE 10

LOGIC PROGRAMMING

(ii) Let $S = \{ p(f(a), g(x)), p(Y, Y) \}$.

a) $\alpha_0 = \epsilon$

$S\alpha_0 = S \neq \text{singleton}$

$$D_0 = \{ f(a), Y \}$$

b) $\alpha_1 = \epsilon \circ \{ Y/f(a) \} = \{ Y/f(a) \}$.

$$S\alpha_1 = \{ p(f(a), g(x)), p(f(a), f(a)) \}$$

$$D_1 = \{ g(x), f(a) \}.$$

UA fails: no free variable available.
 S is not unifiable.

(iii) Let $S = \{ p(a, X, h(g(Z))), p(Z, h(Y), h(Y)) \}$

a) $\alpha_0 = \epsilon$

$S\alpha_0 = S \neq \text{singleton}$

$$D_0 = \{ a, Z \}$$

b) $\alpha_1 = \epsilon \circ \{ Z/a \} = \{ Z/a \}$

$$S\alpha_1 = \{ p(a, X, h(g(a))), p(a, h(Y), h(Y)) \}$$

$\neq \text{singleton}$

$$D_1 = \{ X, h(Y) \}$$

c) $\alpha_2 = \alpha_1 \circ \{ X/h(Y) \} = \{ Z/a, X/h(Y) \}$

$$S\alpha_2 = \{ p(a, h(Y), h(g(a))), p(a, h(Y), h(Y)) \}$$

$\neq \text{singleton}$

$$D_2 = \{ Y, g(a) \}.$$

LECTURE 10

LOGIC PROGRAMMING

$$d) \alpha_3 = \alpha_2 \circ \{ Y/g(a) \}$$

$$= \{ Z/a, X/h(g(a)), Y/g(a) \}$$

$$Sa_3 = \{ p(a, h(g(a)), h(g(a))) \}$$

= singleton

so S is unifiable & MGU = α_3 .

□

THEOREM 1:

UNIFICATION TH.
see Lloyd pp. 25.

Let S be a finite set of simple expressions. If S is unifiable, then the UA terminates and gives an MGU for S. If S is not unifiable, the UA terminates & reports this fact.

Note: in STEP 3 of UA we check whether v occurs in term t.

This is called

OCCUR CHECK

LECTURE 10

Logic PROGRAMMING

If we admit substitution

$$v \rightarrow t(v) = t(t(v)) = t(t(t(v))) \dots$$

so we create an expression with infinite number of symbols!



this would lead us out of the PREDICATE LOGIC LANGUAGE!

If implemented it would also recursively build infinite term.

OCCUR CHECK CAN BE VERY INEFFICIENT!

Example 4:

Let $S = \{p(x_1, x_2, \dots, x_n), p(f(x_0, x_0), \dots, f(x_{m-1}, x_{m-1}))\}$

$D_0 = \{x_1, f(x_0, x_0)\} \quad \alpha_1 = \{x_2 / f(x_0, x_0)\}$

$D_1 = \{x_2, f(f(x_0, x_0), f(f(x_0, x_0)))\}$

$\alpha_2 = \{x_1 / f(x_0, x_0)\} \circ \{x_2 / f(f(x_0, x_0), f(x_0, x_0))\}$
 $= \{x_1 / f(x_0, x_0), x_2 / f(f(x_0, x_0), f(x_0, x_0))\}$.

LECTURE 10

Logic PROGRAMMING

& so on.

Easy to see that disagreement set D_k contains a term with 2^{k+1} occurrences of X_0 & hence the OCCUR CHECK requires

EXponential TIME!

□

Because of above:

MOST PROLOG INTERPRETERS OMIT
"OCCUR CHECK"

- execution - the substitution $x \rightarrow f(x)$ will be accepted (formally)
- outputting - the program will crash when asked to print $x \rightarrow f(x)$

LECTURE 10

Logic PROGRAMMING

In theoretical LOGIC PROGRAMMING
we LOSE SOUNDNESS as admitting
 ∞ -terms. Indeed:

Example 5:

$$\Delta = \{ \begin{array}{l} \text{test} \leftarrow P(x, x) \\ P(x, f(x)) \end{array}$$

QUERY:

$\Delta \models \text{test}$

?
.

without the occur check

a) ProLOG REPLIES "Yes"

It does not crash as test
do not contain variable.

With any query of type $\exists x Q(x)$
it would crash!

b) but

$\Delta \not\models \text{test}$

indeed

LECTURE 10

LOGIC PROGRAMMING

Consider the \mathcal{I} :

a) D is arbitrary

b) $P/2 \rightarrow P'/2$ $P'(x,y)$ is false
 iff $x = y$
 (e.g. $P' \equiv ' \neq '$)

and assume $f \rightarrow f'$ such that

$f(x) \neq x$

c) $\text{test} \rightarrow \text{test}' \equiv \text{false}$

Then \mathcal{I} is a model for Δ
 as both formulas from Δ are true
 under \mathcal{I} . But test is false under
 \mathcal{I} . So $\Delta \not\models \text{test}$

□

Note that if

$\Delta = \{\text{clauses}, P(x)\}$ $\leftarrow P(x)$.
 current goal

so $S' = \{P(x), P(x)\}$ (■)

only apparently variables are the same!
 But there is no OCCUR CHECK violation
 here.

LECTURE 10

LOGIC PROGRAMMING

In fact

$$\Delta = \{ \text{clauses}, \forall x p(x) \}$$

|||

$$\{ \text{clauses}, \forall x' p(x') \}.$$

Thus the disagreement set for

$$S = \{ p(x'), p(x) \}$$

$$\text{is } D = \{ x', x \}$$

& consequently substitutions

$$x \rightarrow x' \text{ or } x \rightarrow x'$$

are legal.

Therefore $S = \{ p(x), p(f(x)) \}$

in the context of the above (\square)
can be unified!

LECTURE 10

LOGIC PROGRAMMING

However consider

$$S = \{ p(x, x), p(x, f(x)) \} \quad (1)$$

$$\begin{aligned} & \text{III} \\ & \{ p(x, x), p(x', f(x')) \} \\ & \leftarrow \forall x' p(x', f(x')) \end{aligned}$$

So the 1st disagreement set is

$$D_0 = \{ x, x' \} \Rightarrow a_1 = \{ x/x' \}$$

Hence

$$S_1 = \{ p(x', x'), p(x', f(x')) \}$$

Now we cannot change x' to x''
they are bound! More

$$D_1 = \{ x', f(x') \}$$

& therefore as $f(x')$ contains x'
(1) is not unifiable.

LECTURE 10 . LOGIC PROGRAMMING

Example 6:

For multiplication:

$$"0 \cdot x = 0"$$

$$"x \cdot y = Q \ \& \ y + Q = Z \Rightarrow (x+1) \cdot y = Z"$$

Assume that $\text{plus}(X, Y, Z)$ is defined.
(see next lecture!)

$\text{times}(\text{zero}, X, \text{zero})$.

$\text{times}(S(X), Y, Z) :- \text{times}(X, Y, Q),$
 $\text{plus}(Y, Q, Z).$

>> $\text{times}(S(S(\text{zero})), S(S(\text{zero})), X).$

$$"2 \cdot 2 = ?"$$

$X = S(S(S(S(\text{zero}))))$

yes

>> $\text{times}(S(S(\text{zero})), X, S(S(S(S(S(\text{zero})))))),$

$$"2 \cdot ? = 4"$$

$X = S(S(\text{zero}))$

yes.

LECTURE 10 . LOGIC PROGRAMMING

this is where there is a divisor!

But if not, we have an infinite loop

>> times(s(s(zero)), X, s(s(s(s(zero))))).
" 2 · ? = 3 "

(*) ! out of local stack during
execution

[execution aborted]. \square

One has to be careful when defining
the predicates.

If asked to do

predicate(ground1, X)

works that does not mean that
predicate(X, ground2).

To see the reason for (*) in the last
example one has to draw the
SLD - TREE for A & QUERY.