



# EECS 390 – Lecture 18

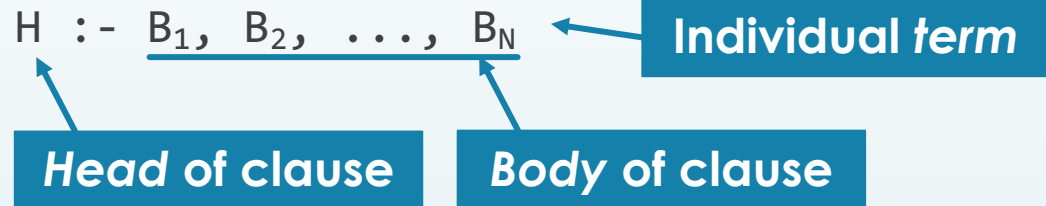
## Logic Programming II

1

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# Review: Horn Clauses

- A logic program is expressed as a set of **axioms** that are assumed to be true
- An axiom takes the form of a **Horn clause**, which specifies a reverse implication:



- This is equivalent to

$$(B_1 \wedge B_2 \wedge \dots \wedge B_N) \Rightarrow H$$

with implicit quantifiers.

# Review: Queries

- A **goal** is a query that the system attempts to prove from the axioms

```
parent(P, C) :- mother(P, C).                % rule 1
parent(P, C) :- father(P, C).                % rule 2
sibling(A, B) :- parent(P, A), parent(P, B). % rule 3
```

```
mother(molly, bill).                        % fact 1
mother(molly, charlie).                     % fact 2
```

- Possible reasoning:

**Goal**

```
→ sibling(bill, S)
  -> parent(P, bill), parent(P, S)           (rule 3)
  -> mother(P, bill), parent(P, S)           (rule 1)
  -> mother(molly, bill), parent(molly, S)    (fact 1)
  -> mother(molly, bill), mother(molly, S)    (rule 1)
  -> mother(molly, bill), mother(molly, charlie) (fact 2)
```

S = bill is also a valid solution given the axioms.

# Prolog

- Prolog is the foundational language of logic programming and is the most widely used
- A Prolog program consists of a set of Horn clauses, using the syntax on the preceding slides
- A Horn clause has a head term and optional body terms
- A term may be atomic, compound, or a variable
  - **Atomic:** atoms and numbers
    - **Atom:** Scheme-like symbol or quoted string
    - If an atom starts with a letter, it must be lowercase

`hello =< + 'logic programming'`

- **Variables:** symbols that start with an uppercase letter

`Hello X`

# Compound Terms

- A compound term consists of a **functor**, which is an atom, followed by a list of one or more argument terms

`pair(1, 2) wizard(harry) writeln(hello(world))`

- A compound term is interpreted as a **predicate**, with a truth value, if it is a head term, a body term, or the goal
- Otherwise, the compound term is interpreted as data
  - e.g. `hello(world)` in `writeln(hello(world))`

# Facts and Rules

- A Horn clause with no body is a **fact**, since it is always true

```
mother(molly, bill).  
mother(molly, charlie).
```

Period signifies  
end of clause

- A Horn clause with a body is a **rule**

```
parent(P, C) :- mother(P, C).  
sibling(A, B) :- parent(P, A), parent(P, B).
```

- Meaning:

- If `mother(P, C)` is true, then so is `parent(P, C)`
- If `parent(P, A)` and `parent(P, B)` are true, then so is `sibling(A, B)`

- A program is a set of Horn clauses

# Goals and Queries

- A **goal** is a predicate that the interpreter attempts to prove
- Loading the program from the previous slide and entering the goal `sibling(bill, S)` produces:

```
?- sibling(bill, S).
```

```
S = bill ;
```

```
S = charlie.
```

Ask for more solutions

- A semicolon asks for more solutions
- A period ends a query
  - Can be entered by the user
  - Can be produced by the interpreter, in which case it is certain no more solutions exist

# Implementing Lists

- Compound terms can represent data structures
- Example: use `pair(A, B)` to represent a pair
  - This won't be a head or body term, so it will be treated as data

- Relations on pairs:

```
cons(A, B, pair(A, B)).
cdr(pair(_, B), B).
car(pair(A, _), A).
is_null(nil).
```

Relates a first  
and second  
item to a pair

Anonymous  
variable

```
?- cons(1, nil, X).
X = pair(1, nil).

?- car(pair(1, pair(2, nil)), X).
X = 1.

?- cdr(pair(1, pair(2, nil)), X).
X = pair(2, nil).

?- cdr(pair(1, pair(2, nil)), X),
   car(X, Y), cdr(X, Z).
X = pair(2, nil), Y = 2, Z = nil.

?- is_null(nil).
true.

?- is_null(pair(1, nil)).
false.
```



# Singleton Variables

- A **singleton variable** is a variable that only appears once in an axiom
- Singleton variables can occur inadvertently as a result of a typo:

Oops

```
cons(First, Second, pair(Frist, Second)).
```

- To address this, the Prolog interpreter warns about the occurrence of a singleton variable
- We can inform the interpreter about an intentional singleton by using a name that begins with an underscore

Named, intentional singleton variable

```
cdr(pair(_First, Second), Second).  
car(pair(First, _), First).
```

Anonymous variable – does not match any other occurrence of \_

# Prolog Lists

- Prolog also provides built-in linked lists, specified as elements between square brackets

```
[]      [1, a]      [b, 3, foo(bar)]
```

- The pipe symbol acts like a dot in Scheme, separating some elements from the rest of the list

```
?- writeln([1, 2 | [3, 4]]).  
[1,2,3,4]  
true.
```

- This allows us to write predicates like the following:

```
contains([Item|_], Item).  
contains([_|Rest], Item) :-  
    contains(Rest, Item).
```

**Requires the first  
argument to be a list  
of at least one item**

# Numbers and Comparisons

- Prolog includes integer and floating-point numbers
- Comparison predicates can be written in infix order

```
?- 3 =< 4.      % less than or equal  
true.
```

```
?- 4 =< 3.  
false.
```

```
?- 3 == 3.      % arithmetic equal  
true.
```

```
?- 3 =\= 3.     % arithmetic not equal  
false.
```

- The = operator specifies explicit unification, not equality

# Arithmetic

- Arithmetic operators represent compound terms and are not evaluated

```
?- 7 = 3 + 4.  
false.
```

7 does not unify with  $+(3, 4)$

- Comparisons perform evaluation on both operands

```
?- 7 == 3 + 4.  
true.
```

7 is equal to the result of evaluating  $+(3, 4)$

- The `is` operator unifies its first argument with the arithmetic result of its second argument

```
?- 7 is 3 + 4.  
true.
```

```
?- X is 3 + 4.  
X = 7.
```

# List Length

- We can now define a predicate for length on our list representation:

```
len(nil, 0).  
len(pair(_, Second), Length) :-  
    len(Second, SLength), Length is SLength + 1.
```

**Unify Length with the  
result of  $+(SLength, 1)$**

```
?- len(nil, X).  
X = 0.  
  
?- len(pair(1, pair(b, nil)), X).  
X = 2.
```

**Must be second  
body term so that  
SLength is  
sufficiently  
instantiated for  
arithmetic**

- Built-in lists have a built-in length predicate

```
?- length([1, a, 3], X).  
X = 3.
```

# Side Effects

- Prolog provides I/O predicates, including reading from standard input and writing to standard output
- We will only use `write` and `writeln`:

```
?- X = 3, write('The value of X is: '),  
    writeln(X).  
The value of X is: 3  
X = 3.
```

# Unification and Search

- A logic solver is built around the processes of **unification** and **search**
- Search in Prolog uses **backward chaining**
  - Start with a set of goal terms
  - Look for a clause whose head can unify with a goal term
  - If unification succeeds, replace the old goal term with the body terms of the clause
  - Search succeeds when no more goal terms remain
- Unification attempts to unify two terms, which may require recursively unifying subterms
  - May require **instantiating** variables to values

# Unification

- ▶ An atomic term only unifies with itself (or an uninstantiated variable)
- ▶ An uninstantiated variable unifies with any term
  - ▶ If the other term is not a variable, then the variable is **instantiated** with the value of the other term, i.e. all occurrences of the variable are replaced with the value
  - ▶ If the other term is a variable, the two variables are bound together such that later instantiating one with a value also instantiates the other with the same value
- ▶ A compound term unifies with another compound term if the functors and number of arguments are the same, and the arguments recursively unify

`X = 3`

`Y = foo(1, Z)`

`foo(1, A) = foo(B, 3) % unifies B = 1, A = 3`



# Search Order

- In pure logic programming, search order is irrelevant as long as the search terminates
- In Prolog, clauses are applied in program order, and terms within a body are resolved in left-to-right order
- Example:

```
sibling(A, B) :-  
    mother(P, A), mother(P, B).
```

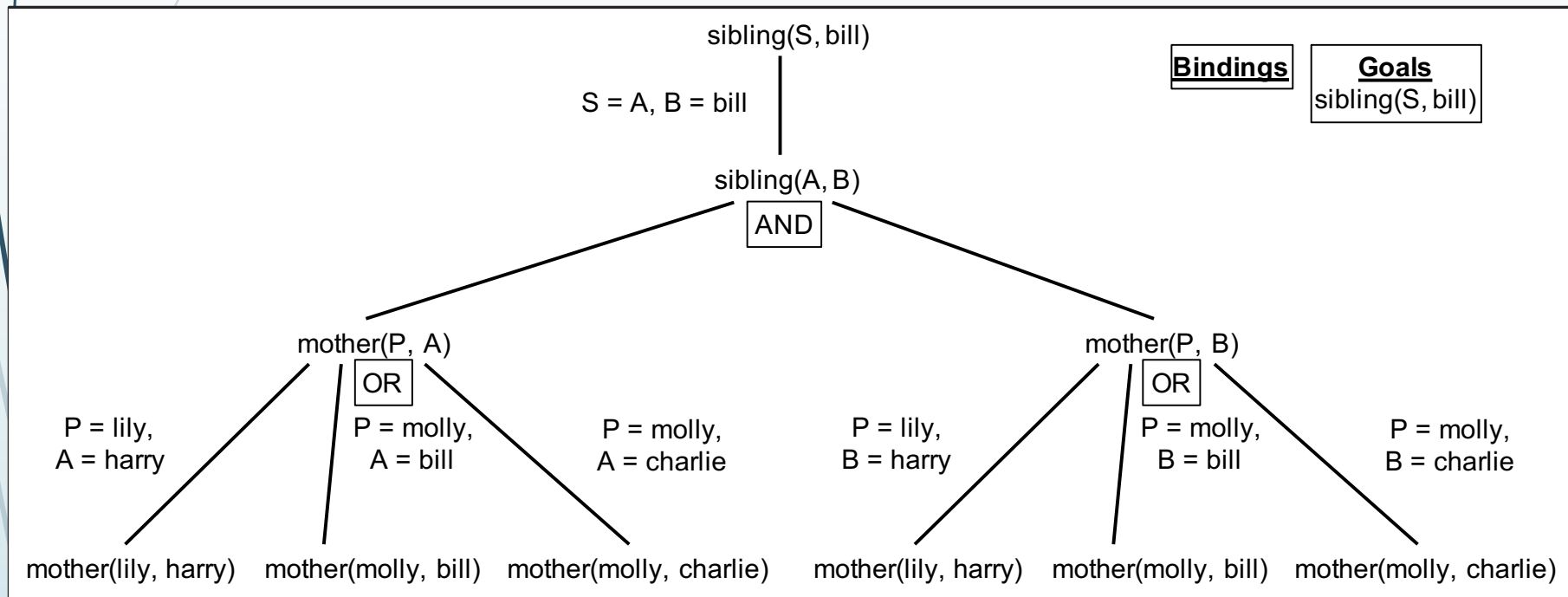
```
mother(lily, harry).  
mother(molly, bill).  
mother(molly, charlie).
```

```
?- sibling(S, bill)  
S = bill
```

# Search Tree

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

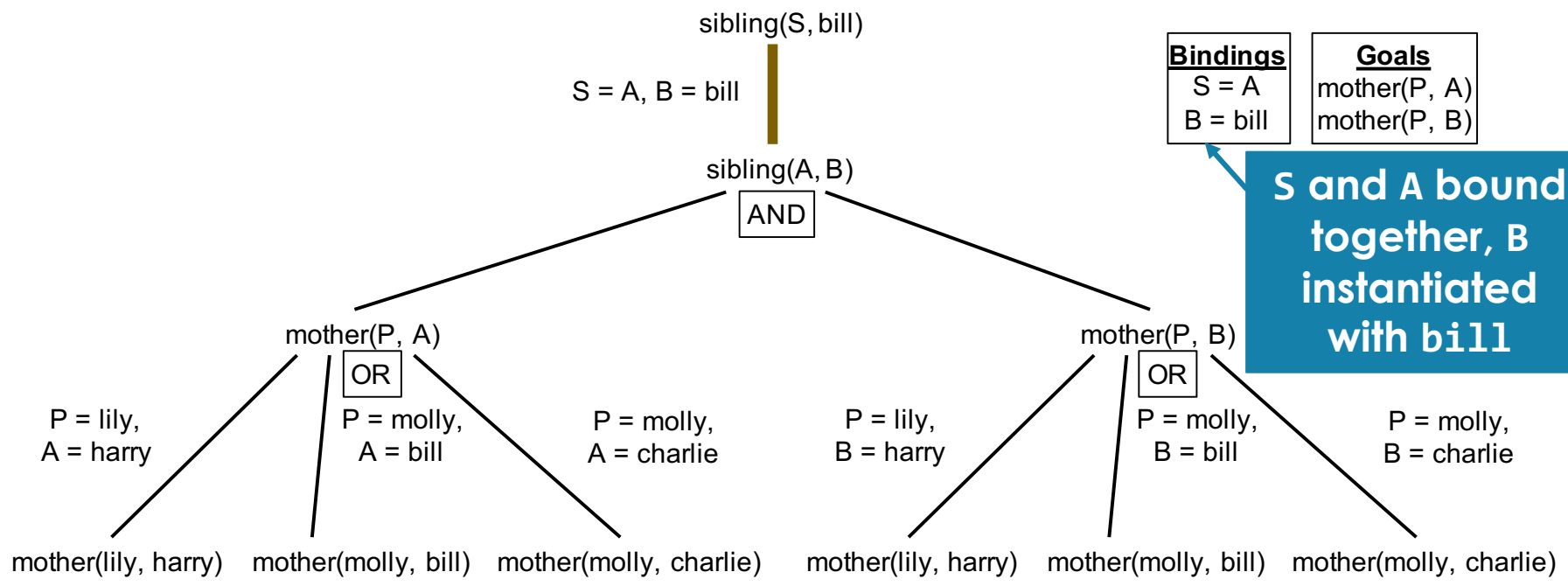
- Search encounters choice points, and backtracking is required on failure or if the user asks for more solutions



# Search Tree

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

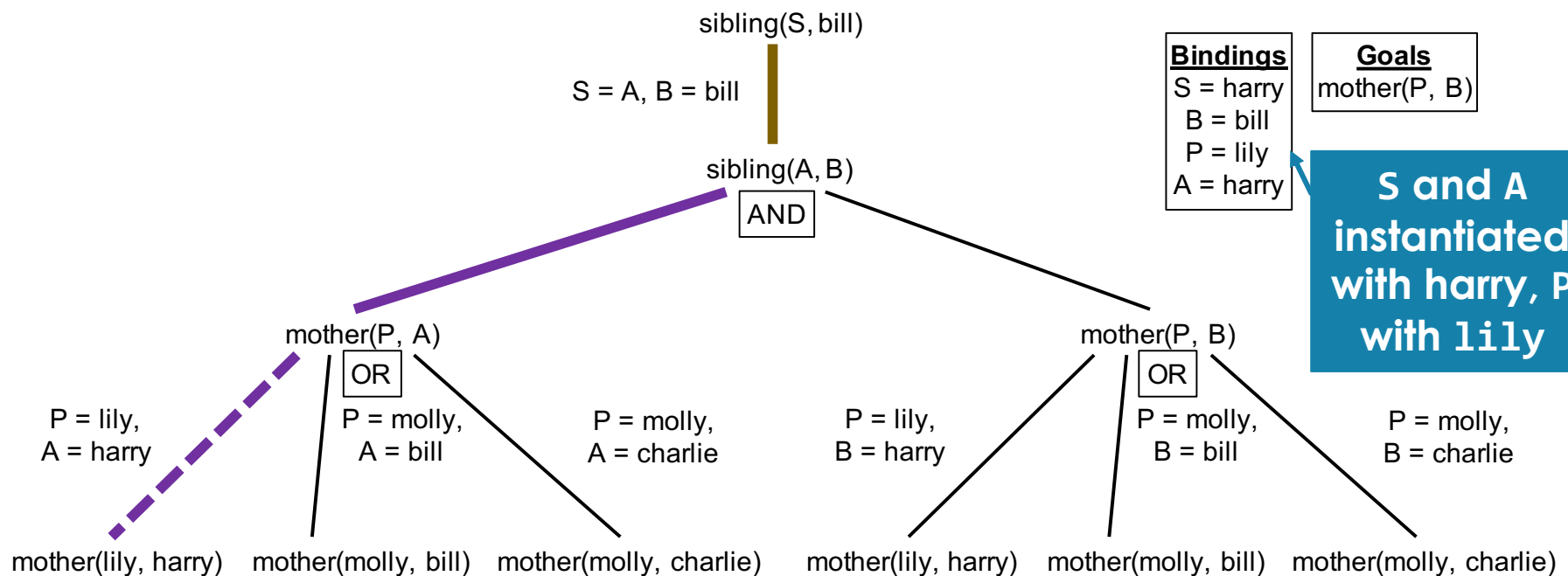
- First, `sibling(S, bill)` is unified with the head term `sibling(A, B)`, and the body terms of the clause are added to the goals



# Search Tree

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

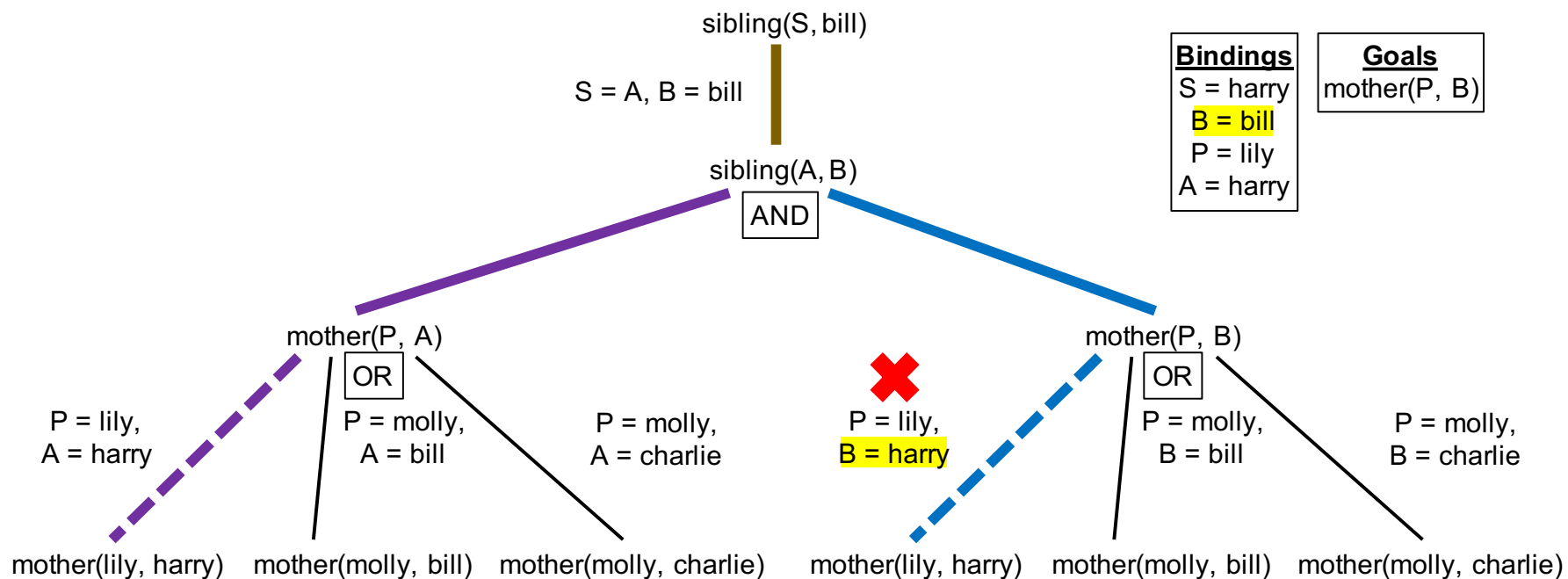
- The goal `mother(P, A)` is solved first, with an initial choice of applying the fact `mother(lily, harry)`



# Search Tree

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

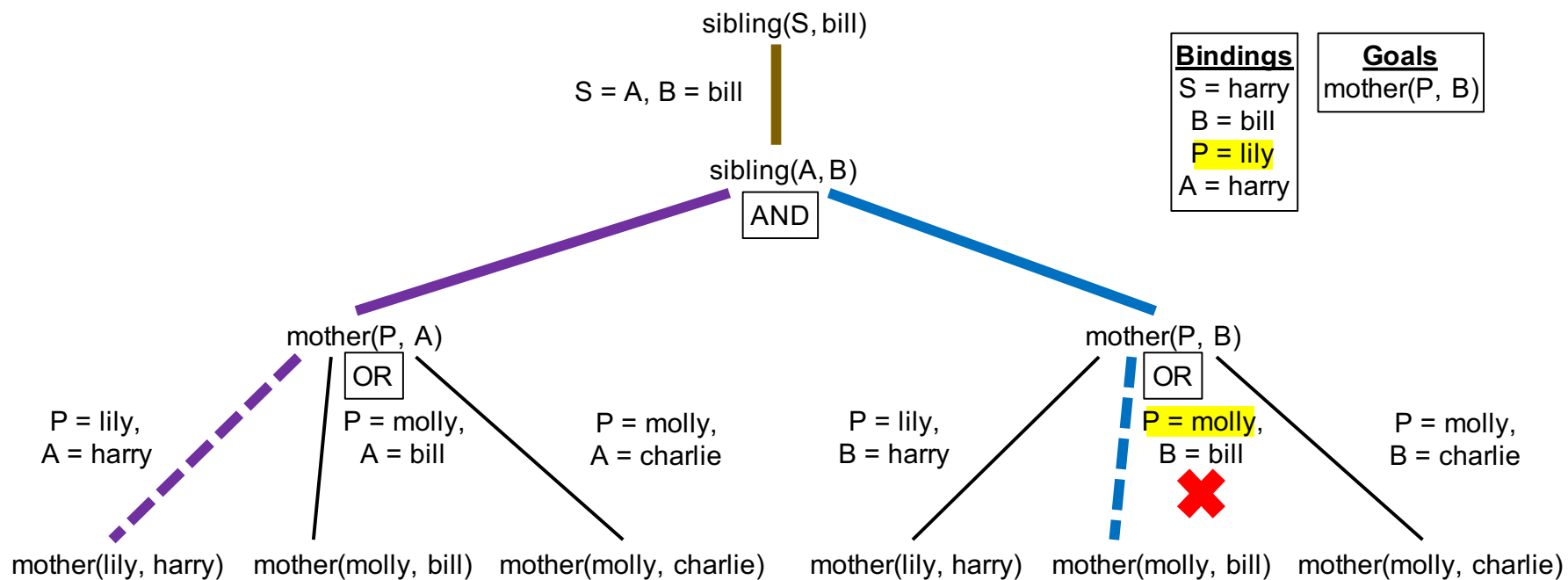
- Then the goal `mother(P, B)` is solved, with an initial choice of applying the fact `mother(lily, harry)`
- However, unification of `B = bill` with `harry` fails



# Backtracking

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

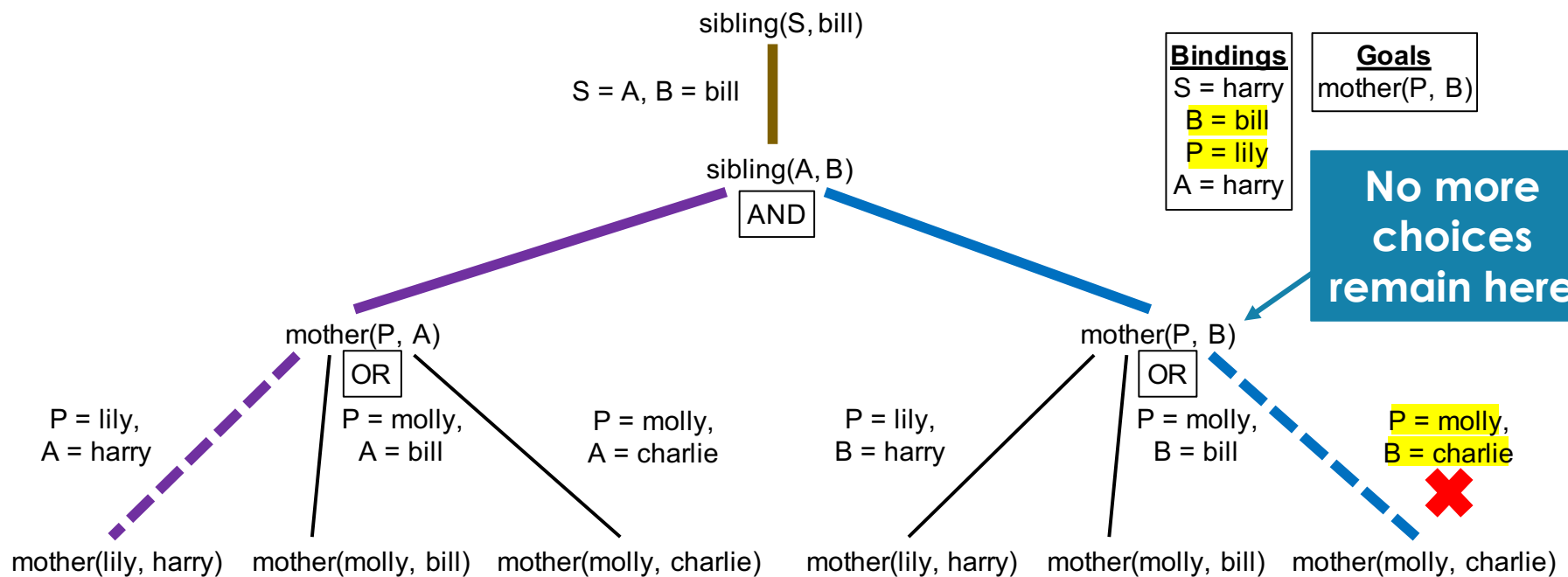
- The search backtracks to the previous choice point, attempting to apply the fact `mother(molly, bill)`
- However, unification of `P = lily` with `molly` fails



# Backtracking

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

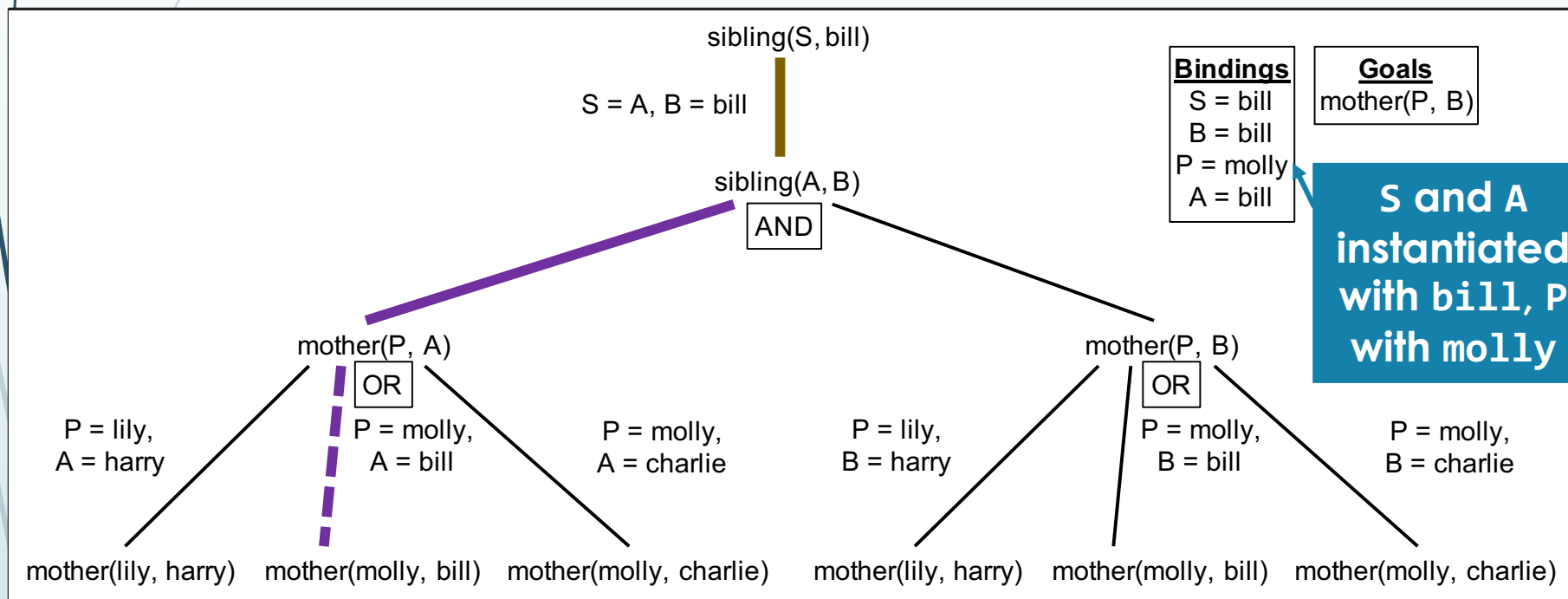
- The search backtracks once again, attempting to apply the fact `mother(molly, charlie)`
- However, unification of `P = lily` with `molly` fails



# Backtracking

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

- The search backtracks to the preceding choice point, unifying `mother(P, A)` with `mother(molly, bill)`

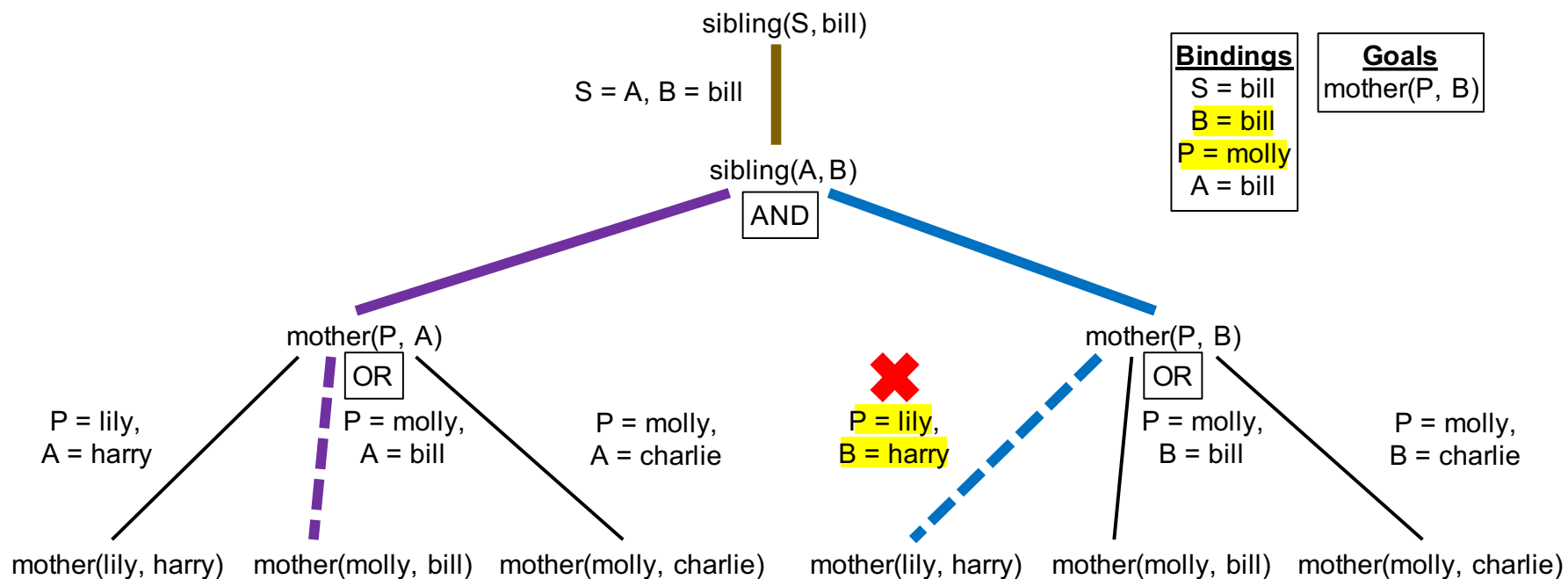




# Search Tree

```
sibling(A, B) :-  
    mother(P, A), mother(P, B).  
mother(lily, harry).  
mother(molly, bill).  
mother(molly, charlie).
```

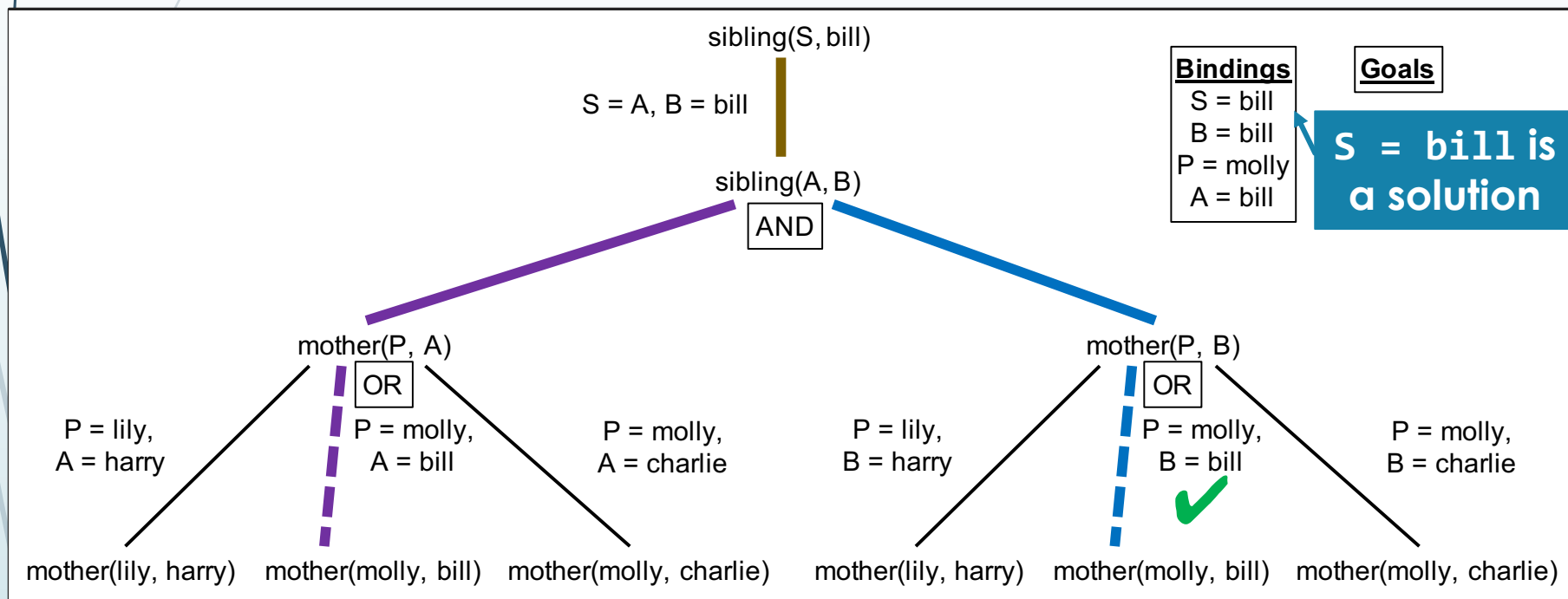
- Then the goal `mother(P, B)` is solved, with an initial choice of applying the fact `mother(lily, harry)`
- However, unification of `B = bill` with `harry` fails



# First Solution

```
sibling(A, B) :-  
    mother(P, A), mother(P, B).  
mother(lily, harry).  
mother(molly, bill).  
mother(molly, charlie).
```

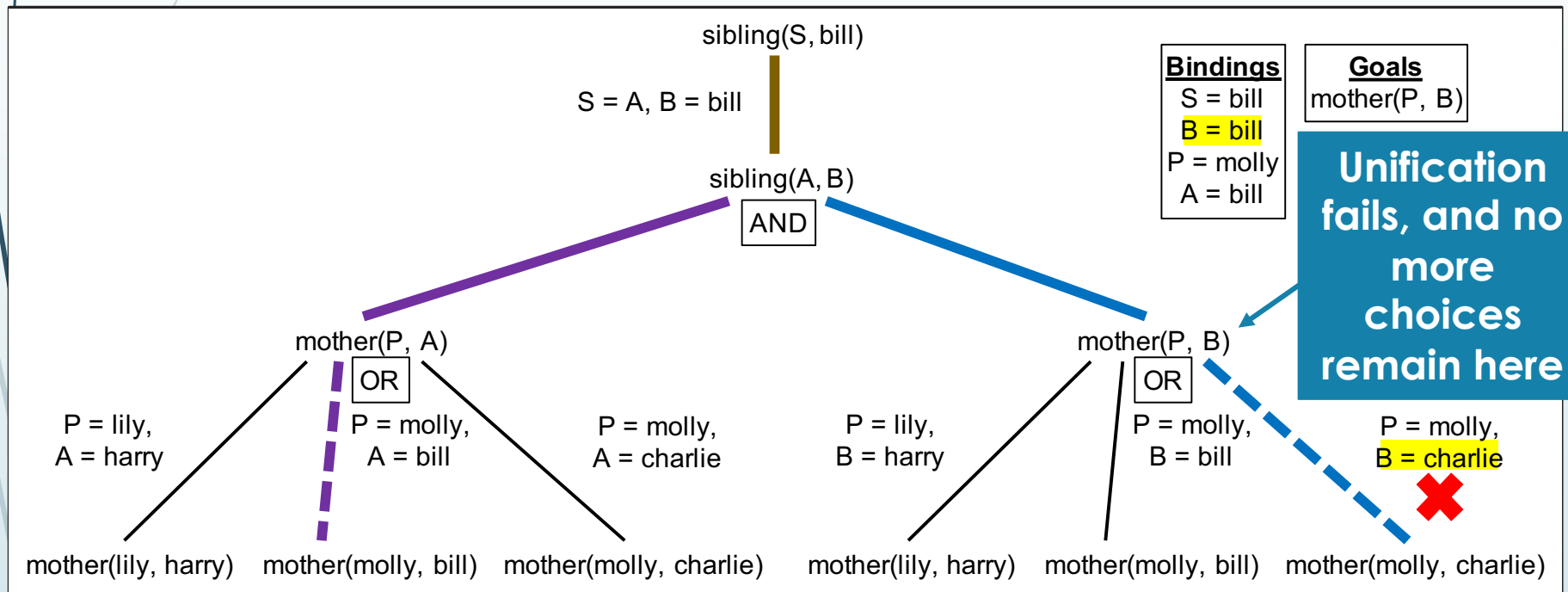
- The search backtracks to the previous choice point, attempting to apply the fact `mother(molly, bill)`
- Unification succeeds, and no goal terms remain



# Continuing the Search

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

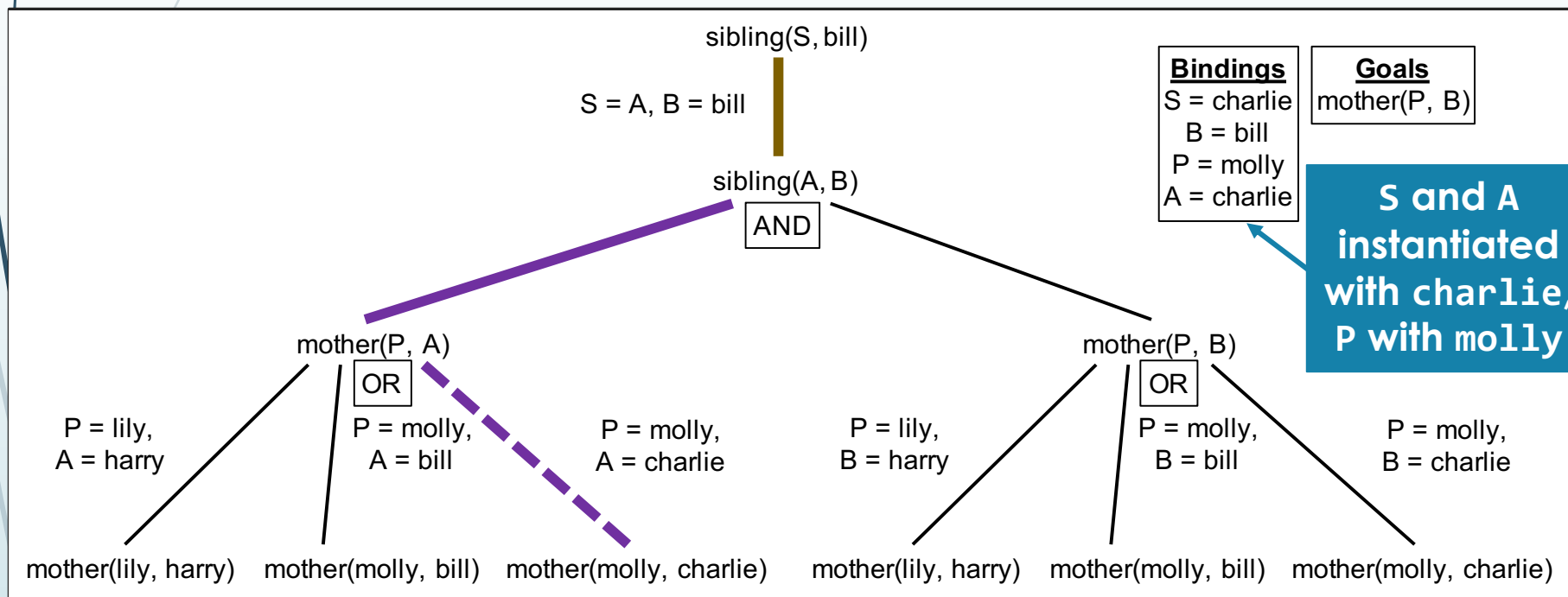
- If we ask the interpreter for another solution, it backtracks to the previous choice point, attempting to apply the fact `mother(molly, charlie)`



# Backtracking

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

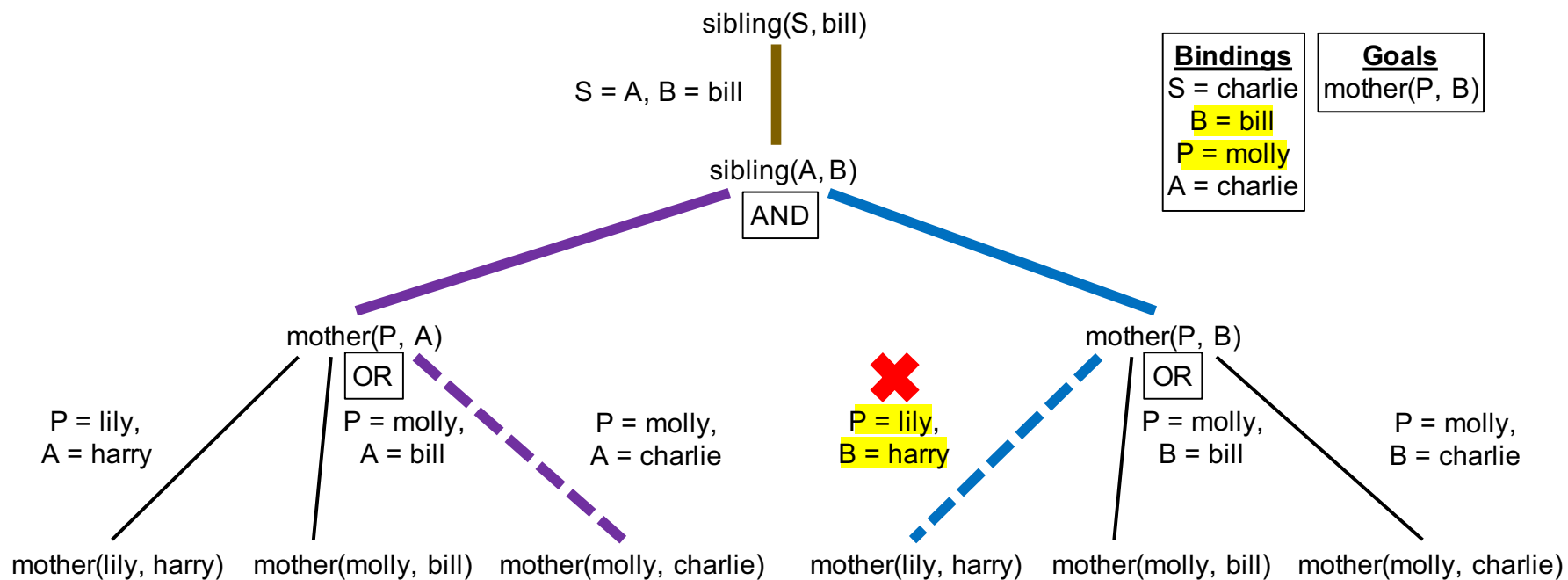
- The search backtracks to the preceding choice point, unifying `mother(P, A)` with `mother(molly, charlie)`



# Search Tree

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

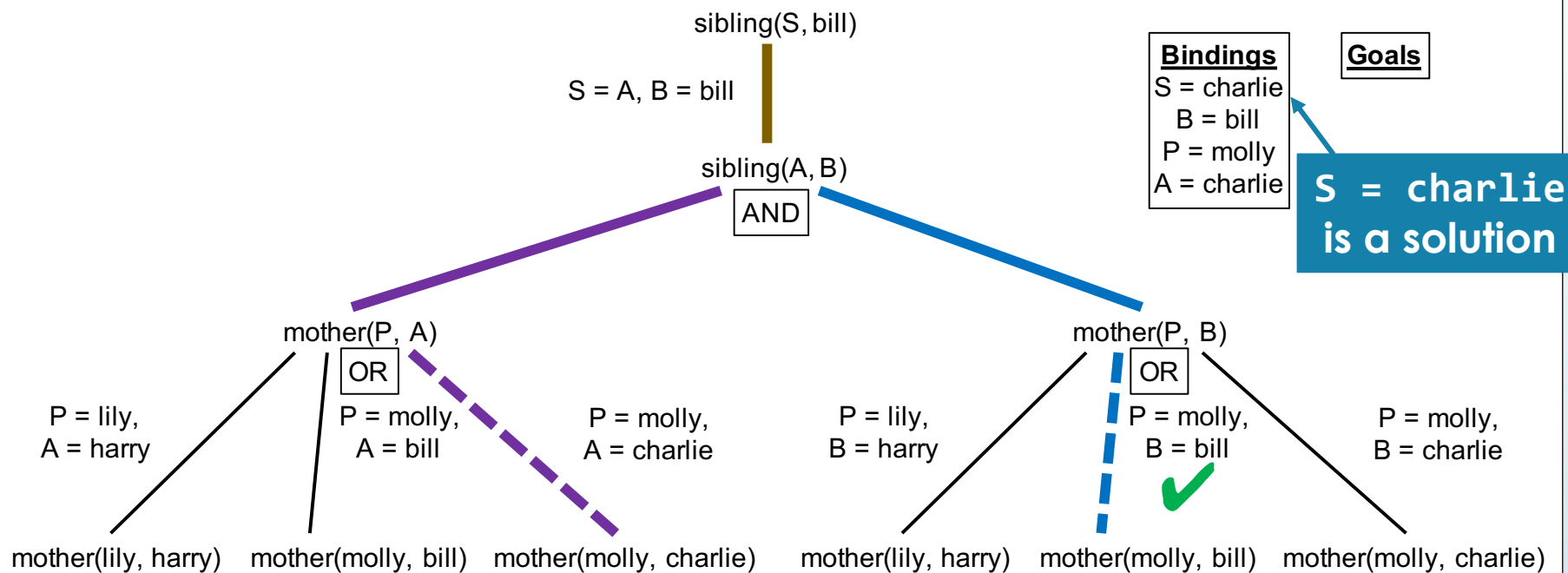
- Then the goal `mother(P, B)` is solved, with an initial choice of applying the fact `mother(lily, harry)`
- However, unification of `B = bill` with `harry` fails



# Second Solution

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

- The search backtracks to the previous choice point, attempting to apply the fact `mother(molly, bill)`
- Unification succeeds, and no goal terms remain



# No More Solutions

```
sibling(A, B) :-
    mother(P, A), mother(P, B).
mother(lily, harry).
mother(molly, bill).
mother(molly, charlie).
```

- If we ask the interpreter for another solution, it backtracks to the previous choice point, attempting to apply the fact `mother(molly, charlie)`

Unification fails, and no more choices remain anywhere, so the search fails

