

Chapter 1: Introduction





Declarative vs Procedural Programming

Procedural programming

- The programmer has to specify how to get the output for the range of required inputs.
- The programmer must know the appropriate algorithm.

Declarative programming

- · Requires a more descriptive style.
- The programmer must know what relationships hold between various entities.
- Prolog the most popular logic programming language.
 - Used in Artificial Intelligence and Natural Language Processing.

Example: List Concatenation



In procedural style:

```
list procedure cat(list a,list b)
{
          list t = list u = copylist(a);
          while (t.tail != nil) t = t.tail;
          t.tail = b;
          return u;
}
```

In declarative style:

```
cat([], L, L).

cat([H|T], L, [H|Z]) := cat(T, L, Z).
```



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- Used to solve problems involving objects, and relationships between objects.
- Program can be thought of as a storehouse of facts and rules.
- Conversational Language: The user can ask questions about the set of facts and rules in the PROLOG program.

Relationships



Example

John owns the book

• The relationship: ownership

The objects: book, John

Directional:

John owns the book

Not: The book owns John

PROLOG

Sisters Example:

- A rule defining sisters and the facts about the people involved.
- The user would ask:
 - Are these two people sisters?
- The system would answer
 - yes (true) or no (false)

Programming in PROLOG



- Declaring Facts about objects and their relationships.
- Defining Rules about objects and their relationships.
- Asking Questions about objects and their relationships.

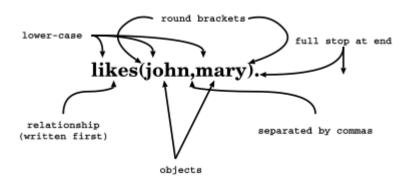
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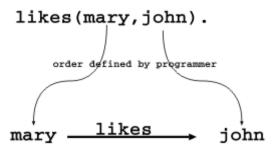
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Order of Objects





The fact says nothing about how john likes mary

john ···no info ··· **> mary**

Examples of Facts



Example

Gold is valuable.

valuable(gold)

Jane is a female.

female(jane)

John owns some gold.

owns(john,gold)

John is the father of Mary.

father(john,mary)

Are these expressions really facts? Is there anything missing?

Interpretation of Names



The name refers to an object.

- Semantic Meaning: Given by the programmer.
- Syntactic Meaning: a set of characters, as PROLOG sees it.

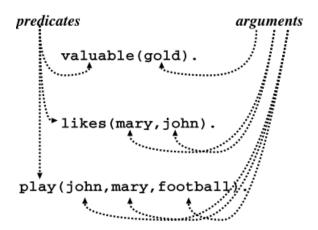
Interpretation of Names



- Name refers to an object.
- Name gold can refer to:
 - a particular lump of gold, or
 - the chemical element Gold having atomic number .79
- valuable(gold) can mean:
 - that particular lump of gold, named gold, is valuable, or
 - the chemical element Gold, named gold, is valuable.
- The programmer decides (in his/her usage) the meaning.

Fact Terminology





Database



Definition

In Prolog, database is a collection of facts.

- PROLOG draws its knowledge from these facts.
- The programmer is responsible for their accuracy.

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- The database contains the facts from which the questions are answered.
- A Question can look exactly like a fact:
 - owns(mary,book).
- The difference is in which mode one is in



- □ In the interactive question mode (indicated by the question mark and dash): ? -
- Question: ?- owns(mary,book).
- Meaning: If mary is interpreted as a person called Mary, and book is interpreted as some particular book, then
- ?- owns(mary,book).
 - means: Does Mary own the book?



Example

Facts in the database:

likes(joe,fish).

likes(joe, mary).

likes(mary,book).

likes(john,book).

Questions:

- ?- likes(joe,money). no
- ?- likes(joe,mary). yes
- ?- king(john,france).no



The questions are always answered with respect to the database.

Example

Facts in the database: human(socrates). human(aristotle). athenian(socrates).

Question:

Is Socrates Greek?
?- greek(socrates)

The answer with respect to this database is **No**.



Up until now questions just reflect exactly the database.

Does Mary like the book? ?- likes(mary,book).

More Interesting Question: What objects does Mary like?

Variables.

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Question With Variables



What does John like?

?- likes(john,X).

or

?- likes(john,SomethingThatJohnLikes).

X and SomethingThatJohnLikes are variables.

Variable begins with a capital letter.



Database:

likes(john,flowers).

Question:

?-likes(john,X).

PROLOG answers:

X=flowers



Database:

likes(john,flowers). likes(john,mary). likes(paul,mary).

Question: ?-likes(john,X).

PROLOG answers: X=flowers and the user acknowledges X=mary and the user acknowledges no



- The first match is found: X=flowers.
- The user acknowledges.
 - From that place on the next match is found (the search continues).
 - From the place of the last instantiation no more match was found.
 - Thus answer: no.

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Facts

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More Complicated Relationships:

Does Mary like John and does John like Mary?

Both Conditions must be fulfilled.

Conjunctions



Database:

```
likes(mary,food).
likes(mary,cola).
likes(john,cola).
likes(john,mary).
```

Comma means Conjunction:

```
?- likes(john,mary), likes(mary,john).
```

Answer: no
A match for likes(john, mary)
but none for likes(mary, john)

Conjunctions with Variables



Is there anything that both mary and john like?

Find out what Mary likes and then see if John likes it.

?- likes(mary,X), likes(john,X).

Prolog answers:

X=cola

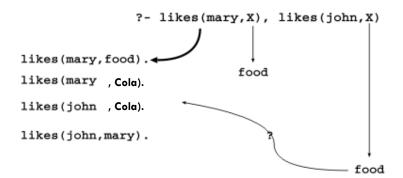
Backtracking



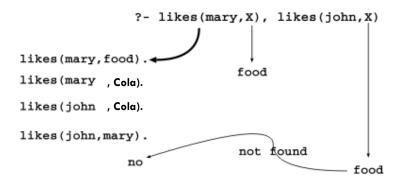
- Find match for the first goal.
- Then see if matches the second.
- If not, find another match for the first.
- See if this matches the second.
- ...etc.

Match First



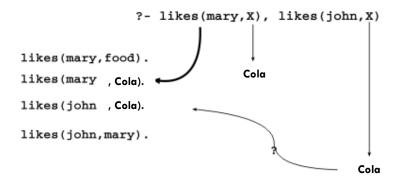






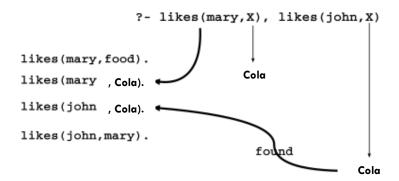
Backtrack





Success





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Rules



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- How to express that John likes all people?
- Listing all people?
 - likes(john, alfred).
 - likes(john, bertrand).
 - likes(john, charles).
 - likes(john، david).
 - etc.
- Not feasible. More compact way: Using rules.
 John likes any object provided(if) it is a person.

Rule Examples



> Rules state Dependence:

I use an umbrella if there is rain.

> Rules Define:

X is a bird **if** X is an animal and X has feathers.

Formulating Rules

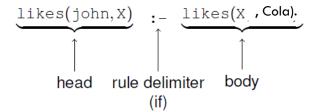


- > John likes anyone who likes cola.
- > John likes any Something if it likes cola
- John likes X if X likes cola

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Rule Syntax





Variable Scope



The occurrences of X within a rule refer to the same object:

 $likes(john, X):- likes(X \cdot cola), likes(X, food).$

likes(john, mary):likes(mary, cola), likes(mary, food).
likes(john, adam):- likes(adam, cola), likes(adam, food).

Example

The parents of X are Y and Z.

Y is the mother

Z is the father.

Database:

```
male(albert).
male(edward).
female(alice).
female(victoria).
parents(edward, victoria, albert).
parents(alice, victoria, albert).
```

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Example

X is a sister of Y if:

X is female

X has parents M and F.

Y has parents M and F.

Rule:

```
sister(X,Y):-female(X),\\ parents(X,M,F),\\ parents(Y,M,F).
```



Question:

?- sister(alice,edward).

The question (goal) matches the head of the rule, if one replaces X with a lice and Y with edward.

The instance of the body becomes new goal: female(alice), parents(alice, M, F), parents(edward, M, F).

```
(1) male(albert).
```

- (2) male(edward).
- (3) female(alice).
- (4) female(victoria).
- (5) parents(edward, victoria, albert).
- (6) parents(alice, victoria, albert).
- (7) sister(X,Y): female(X),
 parents(X,M,F),
 parents(Y,M,F).

```
7sister(alice,edward)
                 X0=alice 4
                 Y0=edward
    3female(alice),
     parents(alice, M0, F0),
     parents(edward, M0, F0)
   6parents(alice, M0, F0)
   parents(edward, M0, F0)
                 M0=victoria 4
                 F0=albert
5parents(edward, victoria, albert)
```

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```
(1) male(albert).
```

- (2) male(edward).
- (3) female(alice).
- (4) female(victoria).
- (5) parents(edward, victoria, albert).
- (6) parents(alice: victoria:albert).
- (7) sister(X,Y): female(X),
 parents(X,M,F),
 parents(Y,M,F).

```
7sister(alice, X)
  3female(alice),
    parents(alice, M0, F0),
    parents(X,M0,F0).
  6parents(alice, M0, F0),
    parents(X,M0,F0).
5parents(X, victoria, albert)
              X=edward
   Answer: X = edward.
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```