

# UNIT-IV: Declarative Programming

## Paradigm: Logic Programming



### **Faculty In-charge**

**Mrinmoyee Mukherjee**

**Assistant Professor (IT Dept.)**

**email: [mrinmoyeemukherjee@sfit.ac.in](mailto:mrinmoyeemukherjee@sfit.ac.in)**

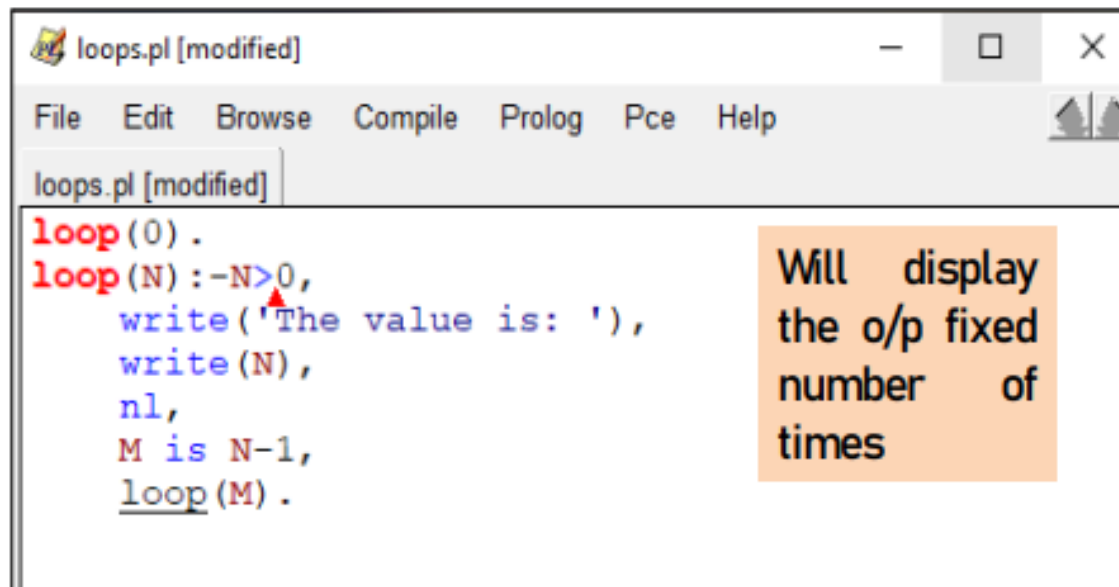
**Mob: 9324378409**

**Academic Year: 2023-24**



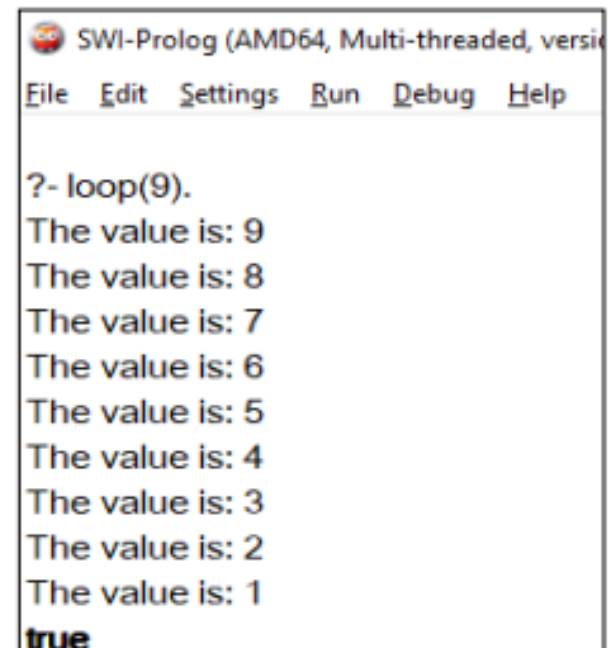
## Looping a fixed number of times.....

- Most programming languages provide loops that allow a set of instructions to be executed repeatedly either a fixed number of times or until a given condition is met
- Prolog has no looping facilities.
- The same effects can be obtained (that enable a sequence of events to be evaluated repeatedly) through backtracking, recursion, built in predicates or a combination of both.



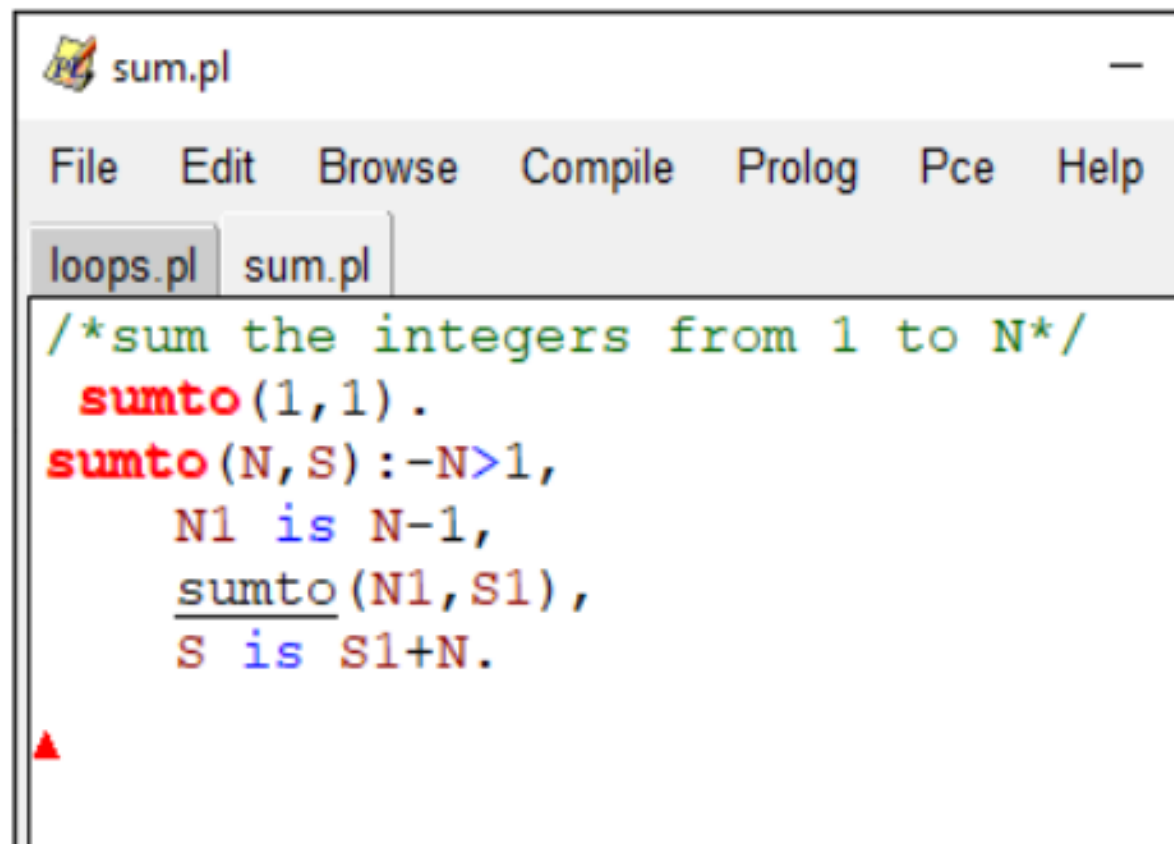
```
loops.pl [modified]
File Edit Browse Compile Prolog Pce Help
loops.pl [modified]
loop(0).
loop(N):-N>0,
    write('The value is: '),
    write(N),
    nl,
    M is N-1,
    loop(M).
```

Will display the o/p fixed number of times



```
SWI-Prolog (AMD64, Multi-threaded, version 8.6.3)
File Edit Settings Run Debug Help
?- loop(9).
The value is: 9
The value is: 8
The value is: 7
The value is: 6
The value is: 5
The value is: 4
The value is: 3
The value is: 2
The value is: 1
true
```

## Applying recursion.....



```
sum.pl
File Edit Browse Compile Prolog Pce Help
loops.pl sum.pl
/*sum the integers from 1 to N*/
sumto(1,1).
sumto(N,S):-N>1,
    N1 is N-1,
    sumto(N1,S1),
    S is S1+N.
```

?- sumto(5,N).  
N = 15

?- sumto(1,3).  
false.

?- sumto(1,1).  
true

# Ex5 Recursion: Loop till condition satisfied

---

- Recursion Example5

- Knowledge base

go :- loop(start).

loop(end).

loop(A) :- A\=end, write('The value is:'), read(Word),  
write('Input value is: '), write(Word), nl, loop(Word).

- Queries

?- go.

The value is:

Input value is a

The value is:

Input value is: hi

The value is:

Input value is end

yes

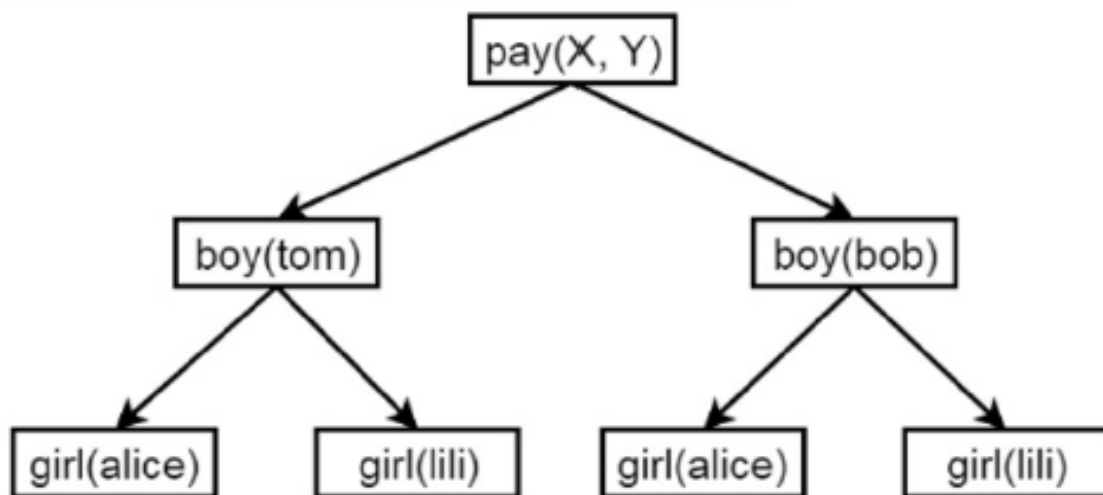
---

# Conjunction and Backtracking

- Conjunction:
  - Conjunction means ‘and’ it is indicated by use of comma ‘,’ . Ex:  
`?- likes(john, mary), likes(mary, john).`
  - Here we have given **two subgoals** in one query **using conjunction**.
  - For answering the query as success Prolog has to match and satisfy each subgoals with the knowledge base (i.e. Facts and Rules).
  - When goals are given as conjunction, Prolog finds the match and satisfy goals in conjunction, in **left-to-right** manner.
- Backtracking:
  - Prolog repeatedly tries to find match and satisfy the goals by looking to the knowledge base in **top-down** manner which is nothing but backtracking.
  - To control Backtracking , **Cut operator** ‘!’ ‘ is used
- For above mentioned query, prolog will first match and satisfy the left most goal i.e. likes(john, mary). and then the second goal.
- If any of subgoals does not satisfy, then query will be answered as failure.

# Backtracking Ex

- Consider two people X and Y can pay each other, but the condition is that a boy can pay to a girl
- Knowledge Base:**
- boy(tom).
- boy(bob).
- girl(alice).
- girl(lili).
- pay(X,Y) :- boy(X), girl(Y).



# Cut in Backtracking

- Sometimes we write the same predicates more than once when our program demands, in such cases uncontrolled backtracking may prove inefficient.
- To resolve this, we will use the **Cut** in Prolog.
- Ex: Consider we have three mutually exclusive rules and any given time only one of them will be true.

- **Knowledge Base:**

`f(X,0) :- X < 3. % Rule 1`

`f(X,2) :- 3 <= X, X < 6. % Rule 2`

`f(X,4) :- 6 <= X. % Rule 3`

`f(X,0) :- X < 3, !. % Rule 1`

`f(X,2) :- 3 <= X, X < 6, !. % Rule 2`

`f(X,4) :- 6 <= X. % Rule 3`

- **Queries:**

`?- f(1,Y), 2<Y.`

- There are two subgoals to be satisfied. As per first fact  $X=1$  so  $Y$  will be set to 0, but now second clause or query fails since  $Y$  is not  $>2$ .
- So Prolog **backtracks** and goes rule 2, here since  $X$  is not between 3 and 6, first query clause itself fails. Prolog **backtracks** and checks third rule, the goal fails here too. To avoid such backtracking **cut** is used.



# Example-2 of Cut

- **Ex: Knowledge Base:**

- animal(dog).
- animal(cat).
- animal(elephant).
- animal(tiger).
- animal(cobra).
- animal(python).
  
- snake(cobra).
- snake(python).
- likes(mary, X) :- snake(X).
- likes(mary, X) :- animal(X).

- **Queries:**

?- likes(mary, X).

Use semicolon to see different X values

- **Ex: Knowledge Base: (Using cut)**

- animal(dog).
- animal(cat).
- animal(elephant).
- animal(tiger).
- animal(cobra).
- animal(python).
  
- snake(cobra).
- snake(python).
- likes(mary, X) :- snake(X), !.
- likes(mary, X) :- animal(X).

- **Queries:**

?- likes(mary, X).

Use semicolon to see different X values



# PROLOG facilities and deficiencies

- Advantages :

1. Easy to build database. Doesn't need a lot of programming effort.
2. Pattern matching is easy. Search is recursion based.
3. It has built in list handling. Makes it easier to play with any algorithm involving lists.

- Disadvantages :

1. LISP (another logic programming language) dominates over prolog with respect to I/O features.
2. Sometimes input and output is not easy.

- Applications :

1. Prolog is highly used in artificial intelligence(AI).
2. Prolog is also used for pattern matching over natural language parse trees.

# Deficiencies of Prolog

---

## Resolution Order Control:

- Prolog always matches in the same order – user can control the ordering
- Prolog allows explicit control of backtracking using cut which is actually, a goal and not an operator. It always succeeds but can not be resatisfied through backtracking.

## The Closed World Assumption:

- In Prolog truths are those that can be proved using its database
- If there is insufficient information in database, to prove a query, it is not actually false, it fails.
- It relates to negation problem.

END