



Universidade do Minho Escola de Engenharia Departamento de Informática

# Knowledge Representation Prolog

MESTRADO INTEGRADO EM ENGENHARIA INFORMÁTICA Sistemas de Representação de Conhecimento e Raciocínio





- Theory:
  - Unification;
  - Unification in Prolog;
  - Proof search.

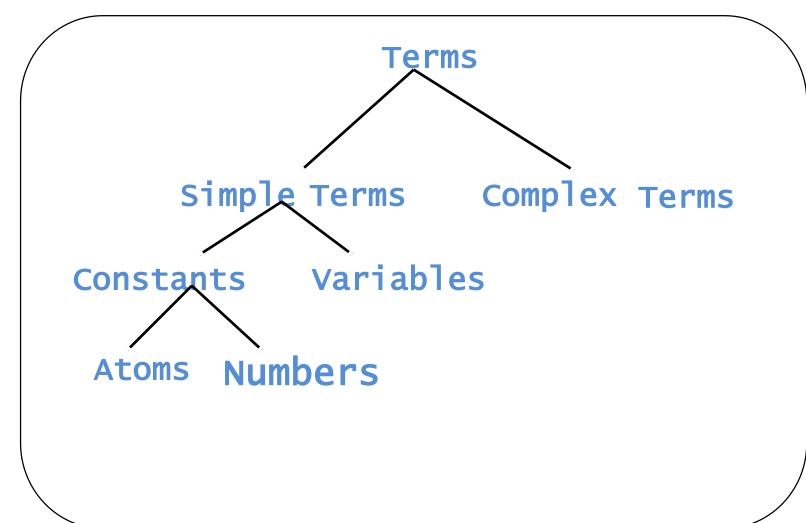


#### Unification

- When Prolog unifies:
  - o mulher(X)
  - with
    - mulher(ana)
  - It is instantiating the variable X with the atom ana.



#### **Recall Prolog Terms**





## Two terms unify:

Lab

if they are the same term,

or

 if they contain variables that can be uniformly instantiated with terms in such a way that the resulting terms are equal.





- This means that:
  - ana and ana unify;
  - 42 and 42 unify;
  - mulher(ana) and mulher(ana) unify.

- This also means that:
  - bruno and ana do not unify;
  - mulher(ana) and mulher(berta) do not unify.





- What about the terms:
  - ana and X;
  - mulher(Z) and mulher(ana);
  - gosta(ana,X) and gosta(Y,miguel)

- They unify!
  - X is instantiated to ana;
  - Z is instantiated to ana;
  - X is instantiated to Miguel, ana to Y.



#### **Instantiations**

• When Prolog unifies two terms, it performs all the necessary instantiations, so that the terms are equal afterwards;

 This makes unification a powerful programming mechanism.



#### Unification

- If  $C_1$  and  $C_2$  are constants, then  $C_1$  and  $C_2$  unify if they are the same atom, or the same number;
- If C<sub>1</sub> is a variable and C<sub>2</sub> is any type of term, then C<sub>1</sub> and C<sub>2</sub> unify, and C<sub>1</sub> is instantiated to C<sub>2</sub> (and vice versa);





- o If C<sub>1</sub> and C<sub>2</sub> are complex terms then they unify if:
  - They have the same functor and arity, and all their corresponding arguments unify, and the variable instantiations are compatible.



## How will Prolog respond?

?- X=ana, X=bruno.

no

**?**-?

Why? After working through the first goal, Prolog has instantiated X with **ana**, so that it cannot unify it with **bruno** anymore. Hence the second goal fails.



#### **Example with complex terms**



## **Prolog and unification**

- Prolog does not use a standard unification algorithm;
- Consider the following query:

$$?-pai(X) = X.$$

• Do these terms unify or not?



#### Infinite terms



#### **Occurs Check**

- A standard unification algorithm carries out an occurs check:
  - If it is asked to unify a variable with another term it checks whether the variable occurs in this term;
  - In Prolog (ISO standard):

```
?- unify_with_occurs_check(pai(X), X).
```



## **Programming with Unification**

vertical(line(point(X,Y), point(X,Z))).

horizontal(line(point(X,Y), point(Z,Y))).

```
?- vertical(line(point(1,1),point(1,3))).
yes
?- vertical(line(point(1,1),point(3,2))).
no
?-
```



## **Programming with Unification**

vertical(line(point(X,Y), point(X,Z))).

horizontal(line(point(X,Y), point(Z,Y))).

```
?-horizontal(line(point(1,1),point(1,Y))).
Y = 1;
Yes
?-
```



## Which of the following pairs unify?

- 1. pao = pao
- 2. 'Pao' = pao
- 3. 'pao' = pao
- 4. Pao = pao
- 5. pao = molho
- 6. comida(pao) = pao
- 7. comida(pao) = X
- 8. comida(X) = comida(pao)
- 9. comida(pao,X) = comida(Y,molho)
- 10. comida(pao,X,cerveja) = comida(Y,molho,X)
- 11. comida(pao,X,cerveja) = comida(Y,big\_mac)
- 12. refeicao(comida(pao),bebida(cerveja)) = refeicao(X,Y)
- 13. refeicao(comida(pao),X) = refeicao(X,bebida(cerveja))



## Which of the following pairs unify?

- 1. pao = pao yes
- 2. 'Pao' = pao No
- 3. 'pao' = pao **Yes**
- 4. Pao = pao Yes, Pao=pao
- 5. pao = molho No
- 6. comida(pao) = pao No
- 7. comida(pao) = X Yes, X=comida(pao)
- 8. comida(X) = comida(pao) Yes, X=pao
- 9. comida(pao,X) = comida(Y,molho) Yes, X=molho, Y=pao
- 10. comida(pao,X,cerveja) = comida(Y,molho,X) No
- 11. comida(pao,X,cerveja) = comida(Y,big\_mac) No
- 12. refeicao(comida(pao), bebida(cerveja)) = refeicao(X,Y) Yes, X=comida(pao), Y=bebida(cerveja)
- 13. refeicao(comida(pao),X) = refeicao(X,bebida(cerveja)) No



#### Which queries are satisfied?

```
elfo(diogo).
bruxa(herminia).
bruxa('Maria').
bruxa(rita).
magico(X):-elfo(X).
magico(X):- feiticeiro(X).
magico(X):- bruxa(X).
?- magic(elfo).
?- feiticeiro(andre).
?- magico(feiticeiro).
?- magico('Maria').
?- magico(Herminia).
```



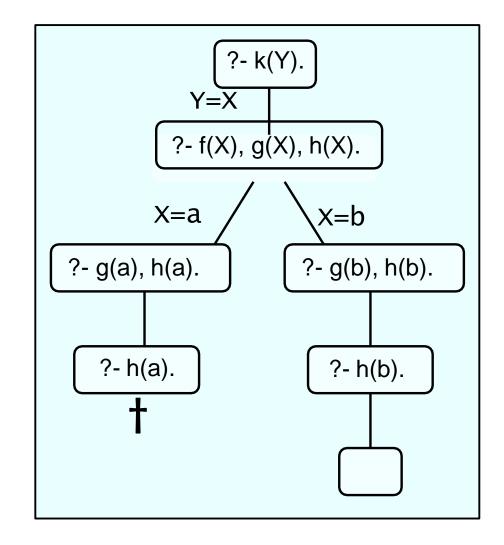
#### Which queries are satisfied?

```
elfo(diogo).
bruxa(herminia).
bruxa('Maria').
bruxa(rita).
magico(X):-elfo(X).
magico(X):- feiticeiro(X).
magico(X):- bruxa(X).
?- magico(elfo). No
?- feiticeiro(harry). No
?- magico(feiticeiro). No
?- magico('Maria'). No
?- magico(Herminia). Yes, Herminia = diogo;
```



## **Example:** search tree

```
f(a).
f(b).
g(a).
g(b).
h(b).
k(X):= f(X), g(X), h(X).
?- k(Y).
Y=b;
true
?-
```

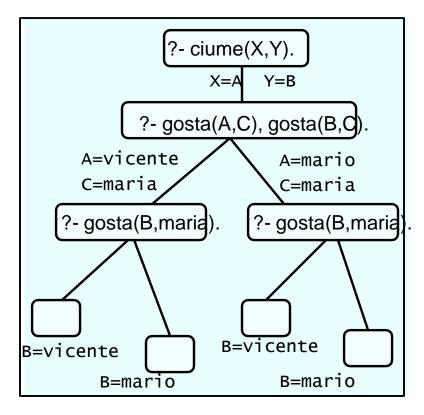




## Another example

```
gosta(vicente, maria).
gosta(mario, maria).
ciume(A,B):-gosta(A,C),gosta(B,C).
```

```
?- ciume(X,Y).
X=vicente
Y=vicente;
X=vicente
Y=mario;
X=mario
Y=vicente;
X=mario
Y=mario;
no
```





#### **Exercise**

```
elfo(diogo).
bruxa(herminia).
bruxa('Maria').
bruxa(rita).
magico(X):-elfo(X).
magico(X):- feiticeiro(X).
magico(X):- feiticeiro(X).
?- magico(Herminia).
```





Universidade do Minho Escola de Engenharia Departamento de Informática

# Knowledge Representation Prolog

MESTRADO INTEGRADO EM ENGENHARIA INFORMÁTICA Sistemas de Representação de Conhecimento e Raciocínio