Logic Programming 6/11/2015

Tutorial for week 8 (November 9–13)

Quiz tutorial

Tutorial structure: 25 minutes for the quiz, followed by 25 minutes for marking and discussing solutions.

1. Here is a small propositional Prolog program.

```
godot :- waiting.
waiting :- tick, waiting.
tick.
```

- (a) Rewrite the program in standard logical notation.
- (b) Draw the search tree resulting from the initial query ?- godot.
- (c) What response does Porlog give to this query?
- (d) What response would a decision procedure for propositional logic give to the query godot?
- 2. Consider the following program operating on unary natural numbers, as seen in Programming lecture 3.

```
even(z).
odd(s(X)) :- even(X).
even(s(X)) :- odd(X).
```

- (a) Write the program in logical notation, with each line written as a sentence with all quantifiers given explicitly.
- (b) Write the query below in logical notation, again with all quantifiers given explicitly.

```
?- odd(X), even(X).
```

(c) Consider three structures S_1, S_2, S_3 defined as follows. The sets U_1, U_2, U_3 are the corresponding universes (or domains) for the interpretations:

$$\label{eq:u1} \begin{array}{ll} U_1 = \mathbb{N} & \text{i.e. } \{1,2,3,\ldots\} \\ U_2 = \{\ 0,1,2\ \} & \\ U_3 = \{\ 0,1,2\ \} & \end{array}$$

The interpretation of the constant z, function symbol s and predicate symbols even and odd are given as follows (here, for example, even^{S_1} is the interpretation of the predicate even in S_1):

$$\begin{split} \mathbf{z}^{S_1} &= 0 & \mathbf{z}^{S_2} &= 0 & \mathbf{z}^{S_3} &= 0 \\ \mathbf{s}^{S_1}(x) &= x+1 & \mathbf{s}^{S_2}(x) &= x+1 \text{ mod } 3 & \mathbf{s}^{S_3}(x) &= x+1 \text{ mod } 3 \\ \text{even}^{S_1}(x) &= x \text{ is even} & \text{even}^{S_2}(x) &= x \text{ is even} & \text{even}^{S_3}(x) \text{ is always true} \\ \text{odd}^{S_1}(x) &= x \text{ is odd} & \text{odd}^{S_2}(x) &= x \text{ is odd} & \text{odd}^{S_1}(x) \text{ is always true} \end{split}$$

Which of these structures are models of the program?

- (d) The query in part (b) is not a logical consequence of the program. Justify this statement.
- (e) Is $\neg \exists X (even(X) \land odd(X))$ a logical consequence of the program?
- (f) Is $\exists X \text{ odd}(X)$ a logical consequence of the program?