Introduction to Logic Programming in Prolog

Outline

What is a programming paradigm?

Paradigm *adapted from Oxford American*

A conceptual model underlying the theories and practice of a scientific subject

scientific subject = programming

Programming paradigm

A conceptual model underlying the theories and practice of programming

Common programming paradigms

Paradigm	View of computation
imperative	sequence of state transformations
object-oriented	simulation of interacting objects
functional	function mapping input to output
logic	queries over logical relations

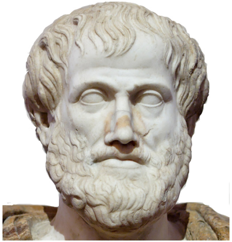
Outline

What is Prolog?

SWI Prolog

- an **untyped logic** programming language
- programs are **rules** that define **relations** on values
- run a program by formulating a **goal** or **query**
- result of a program: a true/false answer and a **binding of free variables**

Logic: a tool for reasoning



Syllogism (logical argument) – Aristotle, 350 BCE

Every human is mortal.
Socrates is human.
Therefore, Socrates is mortal.

First-order logic – Gottlob Frege, 1879 *Begriffsschrift*

$\forall x.\ Human(x) \rightarrow Mortal(x)$
$Human(Socrates)$
$\therefore\ Mortal(Socrates)$

Logic and programming

rule	$\forall x.\ \mathit{Human}(x) \rightarrow \mathit{Mortal}(x)$	logic program
fact	$\mathit{Human}(\mathit{Socrates})$	
goal/query	$\therefore \mathit{Mortal}(\mathit{Socrates})$	logic program execution

Prolog program

```
mortal(X) :- human(X).
human(socrates).
```

Prolog query (interactive)

```
?- mortal(socrates).
true.
```

Outline

SWI-Prolog logistics

Predicate	Description
`[myfile].`	load definitions from "myfile.pl"
`listing(P).`	lists facts and rules related to predicate **`P`**
`trace.`	turn on tracing
`nodebug.`	turn off tracing
`help.`	view documentation
`halt.`	quit

Atoms

An **atom** is just a primitive value

- string of characters, numbers, underscores starting with a **lowercase letter**:
  - **`hello`**, **`socrates`**, **`sUp3r_At0m`**
- any single quoted string of characters:
  - **`'Hello world!'`**, **`'Socrates'`**
- numeric literals: **`123`**, **`-345`**
- empty list: **`[]`**

Variables

A **variable** can be used in rules and queries

- string of characters, numbers, underscores starting with an **uppercase letter** or an **underscore**
  - **`X`**, **`SomeHuman`**, **`_g_123`**
- special variable: `_` (just an underscore)
  - unifies with anything – “don’t care”

Predicates

Basic entity in Prolog is a **predicate** $\cong$ **relation** $\cong$ **set**

Unary predicate

```
hobbit(bilbo).
hobbit(frodo).
hobbit(sam).
```

hobbit = {bilbo, frodo, sam}

Binary predicate

```
likes(bilbo, frodo).
likes(frodo, bilbo).
likes(sam, frodo).
likes(frodo, ring).
```

likes = { (bilbo, frodo), (frodo, bilbo)
(sam, frodo), (frodo, ring) }

Simple goals and queries

Predicates are:

- **defined** in a file *the program*
- **queried** in the REPL *running the program*

Response to a query is a **`true`**/**`false`** answer

when **true**, provides a **binding** for each variable in the query

Is `sam` a hobbit?

```
?- hobbit(sam).
true.
```

Is `gimli` a hobbit?

```
?- hobbit(gimli).
false.
```

Who is a hobbit?

```
?- hobbit(X).
X = bilbo ;
X = frodo ;
X = sam .
```

Type `;` after each response to search for another

Querying relations

You can query **any argument** of a predicate

- this is fundamentally different from passing arguments to functions!

Definition

```
likes(bilbo, frodo).
likes(frodo, bilbo).
likes(sam, frodo).
likes(frodo, ring).
```

```
?- likes(frodo,Y).
Y = bilbo ;
Y = ring .
```

```
?- likes(X,frodo).
X = bilbo ;
X = sam .
```

```
?- likes(X,Y).
X = bilbo,
Y = frodo ;
X = frodo,
Y = bilbo ;
X = sam,
Y = frodo ;
X = frodo,
Y = ring .
```

Overloading predicate names

Predicates with the **same name** but **different arities** are **different predicates**!

hobbit/1

```
hobbit(bilbo).
hobbit(frodo).
hobbit(sam).
```

hobbit/2

```
hobbit(bilbo, rivendell).
hobbit(frodo, hobbiton).
hobbit(sam, hobbiton).
hobbit(merry, buckland).
hobbit(pippin, tookland).
```

```
?- hobbit(X).
X = bilbo ;
X = frodo ;
X = sam.
```

```
?- hobbit(X,_).
 ...
X = merry ;
X = pippin .
```

Conjunction

Comma (,) denotes **logical and** of two predicates

```
likes(frodo, sam).
likes(sam, frodo).
likes(frodo, ring).

hobbit(frodo, hobbiton).
hobbit(sam, hobbiton).
hobbit(merry, buckland).
hobbit(pippin, tookland).
```

Do `sam` and `frodo` like each other?

```
?- likes(sam,frodo), likes(frodo,sam).
true.
```

Do `merry` and `pippin` live in the same place?

```
?- hobbit(merry,X), hobbit(pippin,X).
false.
```

Do any hobbits live in the same place?

```
?- hobbit(H1,X), hobbit(H2,X), H1 \= H2.
H1 = frodo, X = hobbiton, H2 = sam.
```

`H1` and **`H2`** must be different!

Rules

Rule: `head :- body`

The **head** is true **if** the **body** is true

Examples

```
likes(X,beer)  :- hobbit(X,_).
likes(X,boats) :- hobbit(X,buckland).

danger(X) :- likes(X,ring).
danger(X) :- likes(X,boats), likes(X,beer).
```

Note that **disjunction** is described by multiple rules

Outline

How does Prolog solve queries?

Basic algorithm for solving a (sub)goal

1. Linearly **search** database for candidate facts/rules
2. Attempt to **unify** candidate with goal

   If unification is **successful**:

   - if a **fact** – we're done with this goal!
   - if a **rule** – add body of rule as new subgoals

   If unification is **unsuccessful**: keep searching
3. Backtrack if we reach the end of the database

1. Search the database for candidate matches

What is a candidate fact/rule?

- **fact**: predicate matches the goal
- **rule**: predicate of its **head** matches the goal

Example goal: `likes(merry,Y)`

Candidates

```
likes(sam,frodo).
likes(merry,pippin).
likes(X,beer) :- hobbit(X).
```

Not candidates

```
hobbit(merry,buckland).
danger(X) :- likes(X,ring).
likes(merry,pippin,mushrooms).
```

2. Attempt to unify candidate and goal

Unification

Find an **assignment of variables** that makes its arguments **syntactically equal**

Prolog: **`A = B`** means attempt to **unify** **`A`** and **`B`**

```
?- likes(merry,Y) = likes(sam,frodo).
false.

?- likes(merry,Y) = likes(merry,pippin).
Y = pippin .

?- likes(merry,Y) = likes(X,beer).
X = merry ; Y = beer .
```

2a. if **fail**, try next candidate

2b. if **success**, add new subgoals

Tracking subgoals

Deriving solutions through rules

1. Maintain a list of goals that need to be solved
   - when this list is empty, we're done!
2. If current goal unifies with a rule **head**, add **body** as subgoals to the list
3. After each unification, **substitute variables** in all goals in the list!

Database

```
1 lt(one,two).
2 lt(two,three).
3 lt(three,four).
4 lt(X,Z) :- lt(X,Y), lt(Y,Z).
```

Sequence of goals for `lt(one,four)`

	`lt(one,four)`
4: `X=one,Z=four`	`lt(one,Y1), lt(Y1,four)`
1: `Y1=two`	`lt(two,four)`
4: `X=two,Z=four`	`lt(two,Y2), lt(Y2,four)`
2: `Y2=three`	`lt(three,four)`
3: `true`	done!

3. Backtracking

For each subgoal, Prolog maintains:

- the **search state** (goals + assignments) before it was produced
- a **pointer** to the rule that produced it

When a **subgoal fails**:

- **restore** the previous state
- **resume** search for previous goal from the pointer

When the **initial goal fails**: return **false**

Outline

Potential for infinite search

Why care about how goal search works?

One reason: to write **recursive rules** that don't loop!

Bad example: symmetry

```
married(abe,mona).
married(clancy,jackie).
married(homer,marge).
married(X,Y) :- married(Y,X).
```

```
?- married(jackie,abe).
ERROR: Out of local stack
```

Bad example: transitivity

```
lt(one,two).
lt(two,three).
lt(three,four).
lt(X,Z) :- lt(X,Y), lt(Y,Z).
```

```
?- lt(three,one).
ERROR: Out of local stack
```

Strategies for writing recursive rules

How to avoid infinite search

1. Always list **non-recursive cases first** (in database and rule bodies)
2. Use helper predicates to **enforce progress** during search

Example: symmetry

```
married_(abe,mona).
married_(clancy,jackie).
married_(homer,marge).
married(X,Y) :- married_(X,Y).
married(X,Y) :- married_(Y,X).
```

```
?- married(jackie,abe).
false.
```

Example 2: transitivity

```
lt_(one,two).
lt_(two,three).
lt_(three,four).
lt(X,Y) :- lt_(X,Y).
lt(X,Z) :- lt_(X,Y), lt(Y,Z).
```

```
?- lt(three,one).
false.
```

Outline

Representing structured data

Can represent structured data by **nested predicates**

Example database

```
drives(bart, skateboard(green)).
drives(bart, bike(blue)).
drives(lisa, bike(pink)).
drives(homer, car(pink)).
```

```
?- drives(lisa, X).
X = bike(pink) .
```

```
?- drives(X, bike(Y)).
X = bart, Y = blue ;
X = lisa, Y = pink .
```

Variables can't be used for predicates:

`?- drives(X, Y(pink)).` ← illegal!

Relationship to Haskell data types

Haskell data type

```
data Expr = Lit Int
          | Neg Expr
          | Add Expr Expr
          | Mul Expr Expr
```

```
Add (Neg (Lit 3))
    (Mul (Lit 4) (Lit 5))
```

- build values w/ data constructors
- data types statically define valid combinations

Prolog predicate

```
expr(N)          :- number(N).
expr(neg(E))     :- expr(E).
expr(add(L,R)) :- expr(L), expr(R).
expr(mul(L,R)) :- expr(L), expr(R).
```

```
add(neg(3),mul(4,5))
```

- build values w/ predicates
- use rules to dynamically identify or enumerate valid combinations

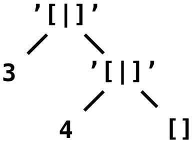
Lists in Prolog

Lists are structured data with special syntax

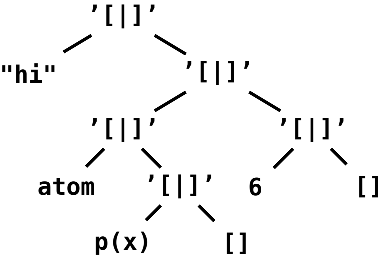
- similar basic structure to Haskell
- but can be heterogeneous

```
[3,4]  ≡  '[|]'(3, '[|]'(4, []))
```

cons nil




```
["hi", [atom, p(x)], 6]
```



List patterns

[X|Y]

head

tail

Database

```
story([3,little,pigs]).
```

```
?- story([X|Y]).
X = 3,
Y = [little, pigs].

?- story([X,Y|Z]).
X = 3,
Y = little,
Z = [pigs].
```

```
?- story([X,Y,Z|V]).
X = 3,
Y = little,
Z = pigs,
V = [].

?- story([X,Y,Z]).
X = 3,
Y = little,
Z = pigs.

?- story([X,Y,Z,V]).
false.
```

Arithmetic in Prolog

Arithmetic expressions are also structured data (nested predicates)

- special syntax: can be written infix, standard operator precedence
- can be evaluated:

`X is` *expr*	evaluate *expr* and bind to **`X`**
expr **`=:=`** *expr*	evaluate expressions and check if equal

`3*4+5*6` $\equiv$ **`+(*(3, 4), *(5, 6))`**

```
?- X is 3*4+5*6.
X = 42.

?- 8 is X*2.
ERROR: is/2: Arguments are not
sufficiently instantiated
```

Arithmetic operations

`+   -   *   /   mod`

Comparison operations

`<   >   =<   >=   =:=   =\=`

Using arithmetic in rules

Example database

```
fac(1,1).
fac(N,M) :- K is N-1, fac(K,L), M is L*N.
```

```
?- fac(5,M).
M = 120.

?- fac(N,6).
ERROR: fac/2: Arguments are not sufficiently instantiated
```

Unification vs. arithmetic equality

Unification: `A = B`

Find an **assignment of variables** that makes its arguments **syntactically equal**

Arithmetic equality: `A =:= B`

Evaluate terms as **arithmetic expressions** and check if **numerically equal**

```
?- X = 3*5.
X = 3*5.

?- 8 = X*2.
false.

?- 4*2 = X*2.
X = 4.
```

```
?- X is 3*5.
X = 15.

?- 8 is X*2.
ERROR: is/2: Arguments are not
sufficiently instantiated
```

Outline

How cut works

Cut is a special atom `!` used to **prevent backtracking**

When encountered as a subgoal it:

- always succeeds
- commits the current goal search to the matches and assignments made so far

Database without cut

```
foo(1). foo(2).
bar(X,Y) :- foo(X), foo(Y).
bar(3,3).
```

```
?- bar(A,B).
A = 1, B = 1 ;    A = 1, B = 2 ;
A = 2, B = 1 ;    A = 2, B = 2 ;
A = 3, B = 3.
```

Database with cut

```
foo(1). foo(2).
bar(X,Y) :- foo(X), !, foo(Y).
bar(3,3).
```

```
?- bar(A,B).
A = 1, B = 1 ;
A = 1, B = 2.
```

Green cuts vs. red cuts

A green cut: doesn't affect the members of a predicate

- only cuts paths that would have failed anyway
- the cut is used purely for efficiency

```
max(X,Y,Y) :- X < Y, !.
max(X,Y,X) :- X >= Y.
```

A red cut: any cut that isn't green

- if removed, meaning of the predicate changes
- the cut is part of the "logic" of the predicate

```
find(X,[X|_]) :- !.
find(X,[_|L]) :- find(X,L).
```

Negation as failure

Negation predicate

```
not(P) :- P, !, fail.
not(P).
```

if **P** is true, commit that **not(P)** is false
otherwise, **not(P)** is true

Database

```
hobbit(frodo).
hobbit(bilbo).
likes(X,beer)
  :- hobbit(X).
```

```
?- not(likes(frodo,beer)).
false.
```

"frodo doesn't like beer"

```
?- not(likes(gimli,beer)).
true.
```

"gimli doesn't like beer"

```
?- not(likes(bilbo,X)).
false.
```

"bilbo doesn't like anything"

```
?- not(likes(X,pizza)).
true.
```

"nobody likes pizza"