Logic Programming and Prolog

Read: Scott, Chapter 12

Lecture Outline

- Logic programming
- Prolog
  - Language constructs: facts, rules, queries
  - Search tree, unification, backtracking, backward chaining

Prolog

- Download and install SWI Prolog on laptop!
  - Write your Prolog program and save in **`.pl`** file, e.g., **`snowy.pl`**
  - Run **`swipl`** (Prolog interpreter) on command line
  - Load your file: **`?- [swnowy].`**
  - Issue query at prompt: **`?- snowy(C).`**

- J.R.Fisher's Prolog Tutorial:

http://www.cpp.edu/~jrfisher/www/prolog_tutorial/contents.html

Why Study Prolog?

- Declarative programming and logic programming
- Prolog is useful in a variety of applications
  - Rule-based reasoning
  - Natural-language processing
  - Database systems
    - Prolog and SQL have a lot in common
- Practice of important concepts such as first-order logic

Logic Programming

- Logic programming is declarative programming
- Logic program states what (logic), not how (control)

- Programmer declares axioms

  - In Prolog, facts and rules

- Programmer states a theorem, or a goal (the what)
  - In Prolog, a query
- Language implementation determines how to use the axioms to prove the goal

Logic Programming

- Logic programming style is characterized by
  - Database of facts and rules that represent logical relations. Computation is modeled as search (queries) over this database
  - Use of lists and use of recursion, which turns out very similar to the functional programming style

Logic Programming Concepts

- A Horn Clause is: $H \leftarrow B_1, B_2, \ldots, B_n$
  - Antecedents (B's): conjunction of zero or more terms in <u>predicate calculus</u>; this is the body of the horn clause
  - Consequent (H): a term in <u>predicate calculus</u>

- Resolution principle: if two Horn clauses

$$A \leftarrow B_1, B_2, B_3, \ldots, B_m$$

$$C \leftarrow D_1, D_2, D_3, \ldots, D_n$$

are such that A matches D_1,

then we can replace D_1 with $B_1, B_2, B_3, \ldots, B_m$

$$C \leftarrow \underline{B_1, B_2, B_3, \ldots, B_m}, D_2, D_3, \ldots, D_n$$

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Horn Clauses in Prolog

- In Prolog, a Horn clause is written
  `h :- b1,...,bn.` (h :- $b_1, \ldots, b_n$.)
- Horn Clause is called clause

- Consequent is called goal or head

- Antecedents are called subgoals or tail

- Horn Clause with no tail is a fact
  - E.g., `rainy(seattle).` Depends on no other conditions
- Horn Clause with a tail is a rule

```
snowy(X) :- rainy(X),cold(X).
```

Horn Clauses in Prolog

- Clause is composed of terms
  - Constants
    - Number, e.g., 123, etc.
    - Atoms e.g., **`seattle, rochester, rainy, foo`**

    In Prolog, atoms begin with a lower-case letter!
  - Variables
    - **`X, Foo, My_var, Seattle, Rochester, etc.`**

    In Prolog, variables begin with upper-case letter!
  - Structures
    - E.g., **`rainy(seattle), snowy(X)`**
    - Consists of an atom, called a functor and a list of arguments

Horn Clauses in Prolog

- Variables may appear in the tail and head of a rule:
  - `c(X) :- h(X,Y).`
    For all values of `X`, `c(X)` is true if there exist a value of `Y` such that `h(X,Y)` is true
  - Call `Y` an auxiliary variable. Its value will be bound to make consequent true, but not reported by Prolog, because it does not appear in the head

Prolog

- Program has a database of clauses i.e., facts and rules; the rules help derive more facts
- We add simple queries with constants, variables, conjunctions or disjunctions


```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X) :- rainy(X),cold(X).

? - rainy(C).
? – snowy(C).
```

Facts

```
likes(eve, pie).      food(pie).
likes(al, eve).       food(apple).
likes(eve, tom).      person(tom).
likes(eve, eve).
```

functors

constants

The combination of the functor and its arity (i.e., its number of arguments) is called a predicate.

Queries

```
likes(eve, pie).      food(pie).
likes(al, eve).       food(apple).
likes(eve, tom).      person(tom).
likes(eve, eve).
```


variable

query


```
?-likes(al,eve).
true.
```

answer

```
?-likes(al,pie).
false.
?-likes(eve,al).
false.
```

```
?-likes(al,Who).
Who=eve.
```


answer with variable binding

```
?-likes(eve,W).
W=pie ;
W=tom ;
W=eve .
```

force search for more answers

Question

```
likes(eve, pie).      food(pie).
likes(al, eve).       food(apple).
likes(eve, tom).      person(tom).
likes(eve, eve).
```



```
?-likes(eve,W).
W = pie ;
W = tom ;
W = eve .
```

Prolog gives us the answer precisely in this order: first `W=pie` then `W=tom` and finally `W=eve`.
Can you guess why?

Harder Queries

```
likes(eve, pie).      food(pie).
likes(al, eve).       food(apple).
likes(eve, tom).      person(tom).
likes(eve, eve).
```



```
?-likes(al,V) , likes(eve,V).
V=eve.
?-likes(eve,W) , person(W).
W=tom
?-likes(A,B).
A=eve,B=pie ; A=al,B=eve ; A=eve,B=tom ;
A=eve,B=eve.
?-likes(D,D).
D=eve.
```

Harder Queries

```
likes(eve, pie).      food(pie).
likes(al, eve).       food(apple).
likes(eve, tom).      person(tom).
likes(eve, eve).
```


same binding


```
?-likes(eve,W),likes(W,V).
W=eve,V=pie ; W=eve,V=tom ; W=eve,V=eve.
```



```
?-likes(eve,W),person(W),food(V).
W=tom,V=pie ; W=tom,V=apple
```

or

```
?-likes(eve,V),(person(V);food(V)).
V=pie  ; V=tom
```

Rules

```
likes(eve, pie).       food(pie).
likes(al, eve).        food(apple).
likes(eve, tom).       person(tom).
likes(eve, eve).
```


Add a rule to the database:


```
rule1:-likes(eve,V),person(V).
```

```
?-rule1.
true
```

Rules

```
likes(eve, pie).      food(pie).
likes(al, eve).       food(apple).
likes(eve, tom).      person(tom).
likes(eve, eve).
rule1 :- likes(eve,V),person(V).
rule2(V) :- likes(eve,V),person(V).
```



```
?-rule2(H).
H=tom
?-rule2(pie).
false.
```

rule1 and rule2 are just like any other predicate!

Queen Victoria Example

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

Put all clauses in file family.pl

cf Clocksin and Mellish


```
?- [family].
true.
?- male(albert).
true.
?- male(alice).
false.
?- parents(edward,victoria,albert).
true.
?- parents(bullwinkle,victoria,albert).
false.
```

Loads file family.pl

A query

Queen Victoria Example

```
?-female(X).
```
a query

```
X = alice ;
```
; asks for more answers

```
X = victoria.
```


- Variable **`X`** has been unified to all possible values that make **`female(X)`** true.

- Variables are upper-case, functors (predicates and constants) are lower-case!

Queen Victoria Example

- Facts alone do not make interesting programs. We need variables and deductive rules.

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



```
?- sister_of(alice, Y).
Y = edward
```

<enter>: not asking for more answers

```
?- sister_of(alice, victoria).
false.
```

Another Prolog Program

```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X) :- rainy(X),cold(X).

?- [snowy].
?- rainy(C).
?- snowy(C).
```

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- Logic programming
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Logical Semantics

- Prolog program consists of facts and rules

```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X):-rainy(X),cold(X).
```


Rules like **snowy(X):- rainy(X),cold(X).**

correspond to logical formulas:

∀X[snowy(X) ← rainly(X) ^ cold(X)]

/* For every X, X is snowy, if X is rainy and X is cold */

Logical Semantics

```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X):-rainy(X),cold(X).
```


- A query such as `?- rainy(C).` triggers resolution. Logical semantics does not impose restriction in the order of application of resolution rules


```
C = seattle                    C = rochester
C = rochester                  C = seattle
```

Procedural Semantics

```
?- snowy(C).
```

```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X):-rainy(X),cold(X).
```


Find the first clause in the database whose head matches the query. In our case this is clause


```
snowy(X) :- rainy(X),cold(X)
```


Then, find a binding for **X** that makes **rainy(X)** true; then, check if **cold(X)** is true with that binding

- If yes, report binding as successful
- Otherwise, backtrack to the binding of **X**, unbind and consider the next binding

- Prolog's computation is well-defined procedurally by search tree, rule ordering, unification, backtracking, and backward chaining

Question

```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X):-rainy(X),cold(X).
snowy(troy).
```


What does this query yield?

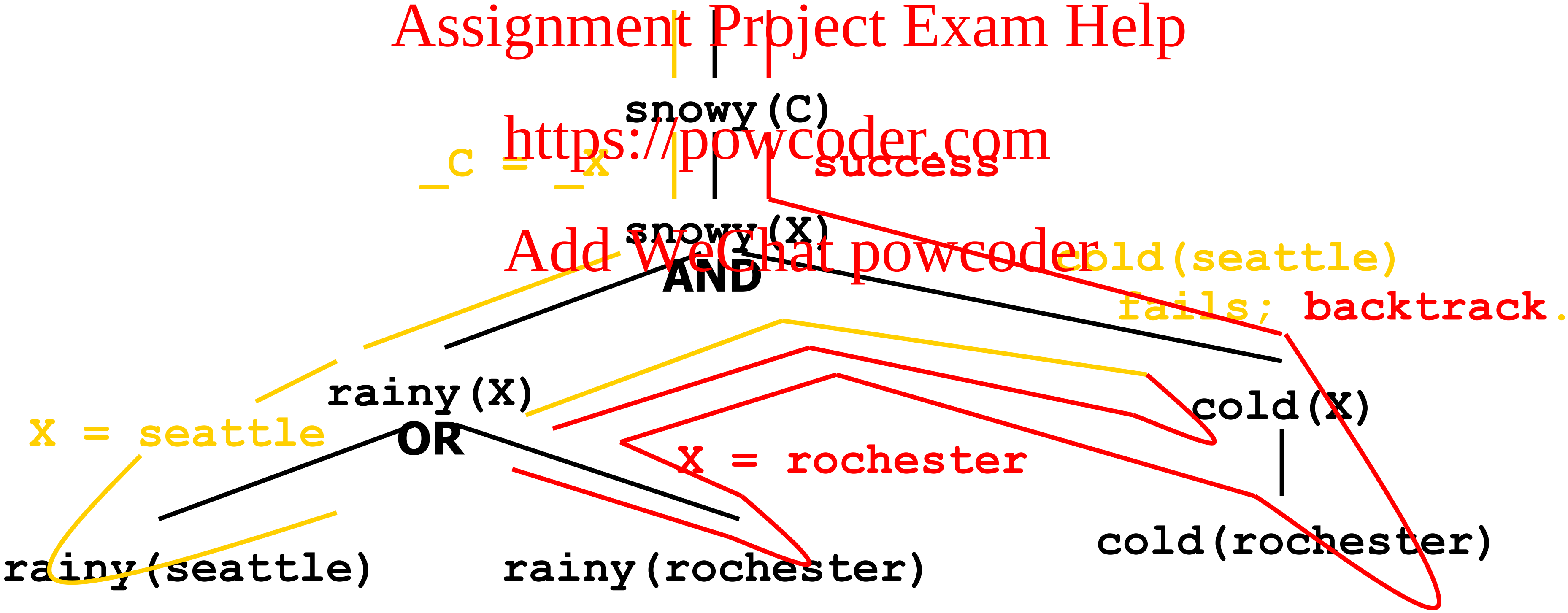
```
?- snowy(C).
```


Answer:

```
C = rochester ;
C = troy.
```

Procedural Semantics

```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X) :- rainy(X),cold(X).
```

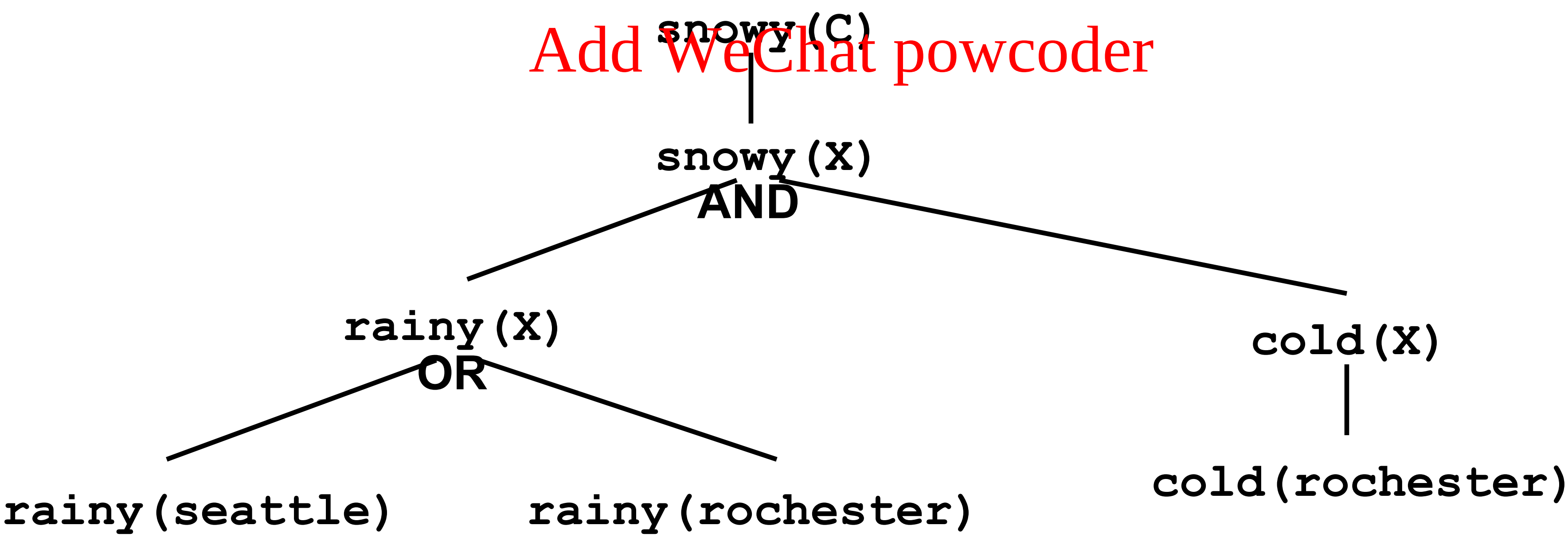
Prolog Concepts: Search Tree

OR levels:
- parent: goal (e.g., `rainy(X)`)
- children: heads-of-clauses (`rainy(…)`)
  - **ORDER:** from left to right

AND levels:
- parent: goal (e.g., `snowy(X)`)
- children: subgoals (`rainy(X), cold(X)`)
  - **ORDER:** from left to right

```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X):-rainy(X),cold(X).

?- snowy(C).
```

Prolog Concepts: Unification

- At **OR** levels Prolog performs unification
  - Unifies parent (goal), with child (head-of-clause)
- E.g.,

  - **`snowy(C) = snowy(X)`**

    - success, **`_C = _X`**

  - **`rainy(X) = rainy(seattle)`**
    - success, **`X = seattle`**
  - **`parents(alice,M,F) = parents(edward,victoria,albert)`**
    - fail
  - **`parents(alice,M,F) = parents(alice,victoria,albert)`**
    - success, **`M = victoria, F = albert`**

In Prolog, = denotes unification, not assignment!

Prolog Concepts: Unification

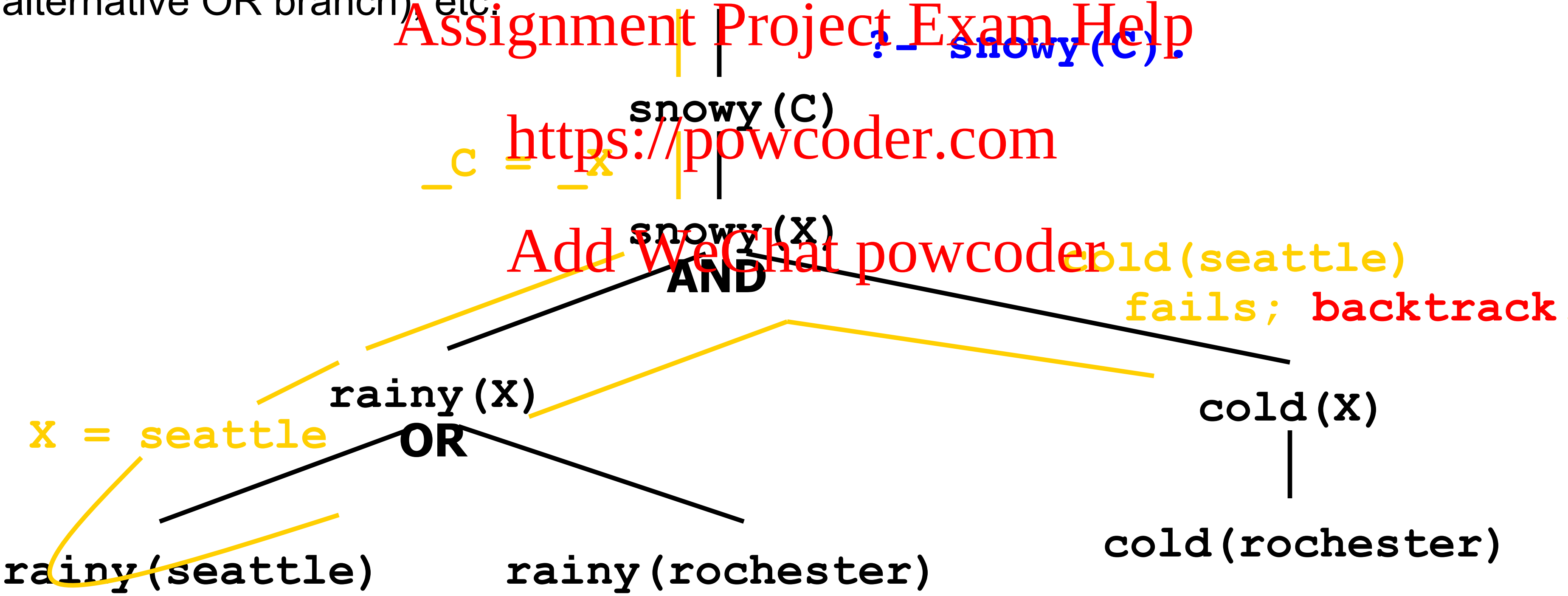
- A constant unifies only with itself
  - E.g., **`alice=alice`**, but **`alice=edward`** fails
- Two structures unify if and only if (i) they have the same functor, (ii) they have the same number of arguments, and (iii) their arguments unify recursively
  - E.g., **`rainy(X) = rainy(seattle)`**

- A variable unifies with anything. If the other thing has a value, then variable is bound to that value. If the other thing is an unbound variable, then the two variables are associated and if either one gets a value, both do

Prolog Concepts: Backtracking

If at some point, a goal fails, Prolog backtracks to the last goal (i.e., last unification point) where there is an untried binding, undoes current binding and tries new binding (an alternative OR branch), etc.

```
rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X):-rainy(X),cold(X).
```



Prolog Concepts: Backward Chaining

- Backward chaining: starts from goal, towards facts

```
? – snowy(rochester).

snowy(rochester):-
    rainy(rochester),
    cold(rochester)
rainy(rochester)
------------------------
snowy(rochester):-
    cold(rochester)
cold(rochester)
------------------------
snowy(rochester).
```

- Forward chaining: starts from facts towards goal

```
? – snowy(rochester).

rainy(rochester)
snowy(rochester):-
    rainy(rochester),
    cold(rochester)
-------------------------------
cold(rochester)
snowy(rochester):-
    cold(rochester)
-------------------------------
snowy(rochester).
```

Exercise

```
takes(jane, his).
takes(jane, cs).
takes(ajit, art).
takes(ajit, cs).
classmates(X,Y):-takes(X,Z),takes(Y,Z).

?- classmates(jane,C).
```


Draw search tree for query.

What are the bindings for **C**?

The End

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