

Künstliche Intelligenz

Einführung in Prolog Teil 1

Dr. Claudia Schon
schon@uni-koblenz.de

**Institute for Web Science and Technologies
Universität Koblenz-Landau**



Deklaratives Programmieren

- „Programmation en Logic“
- logische Programmiersprache
- deklaratives Programmieren

Deklaratives Programmieren

- Idee:
 - beschreibe die Situation, die von Interesse ist
 - stelle eine Frage
- Prolog:
 - leitet neue Fakten über die beschriebene Situation her
 - liefert so eine Antwort

Einführung in Prolog

Die folgenden Folien stammen aus dem ESSLI 2004 Kurs
„Prolog programming: a do-it-yourself course for beginners“
von Kristina Striegnitz:
<http://cs.union.edu/~striegnk/courses/essli04prolog/>

kb1: A knowledge base of facts

wizard(harry).

wizard(ron).

wizard(hermione).

muggle(uncle_vernon).

muggle(aunt_petunia).

chases(crookshanks, scabbars).

kb1: queries we can ask

?- wizard(harry).

yes

?- chases(crookshanks, scabbars).

yes

?- muggle(harry).

no

?- muggle(dumbledore).

no

?- wizard(dumbledore).

no

?- witch(hermione).

ERROR: Undefined procedure: witch/1

wizard(harry).

wizard(ron).

wizard(hermione).

muggle(uncle-vernon).

muggle(aunt-petunia).

chases(crookshanks, scabbars).

kb1: more queries we can ask

```
?- muggle(X).
```

```
X = uncle_vernon ;
```

```
X = aunt_petunia ;
```

```
no
```

```
?- chases(X,Y).
```

```
X = crookshanks
```

```
Y = scabbars ;
```

```
no
```

```
?- chases(X,X).
```

```
no
```

```
wizard(harry).
```

```
wizard(ron).
```

```
wizard(hermione).
```

```
muggle(uncle_vernon).
```

```
muggle(aunt_petunia).
```

```
chases(crookshanks,scabbars).
```

A bit of syntax: atoms and variables

Atoms:

- All terms that consist of letters, numbers, and the underscore and start with a non-capital letter are **atoms**: `harry`, `uncle_vernon`, `ritaSkeeter`, `nimbus2000`,
- All terms that are enclosed in single quotes are **atoms**:
`'Professor Dumbledore'`, `'(@ *+ '`,
- Certain special symbols are also atoms: `+`, `,`,

Variables:

- All terms that consist of letters, numbers, and the underscore and start with a capital letter or an underscore are **variables**: `x`, `Hermione`, `_ron`,
- `_` is an anonymous variable: two occurrences of `_` are different variables.

A bit of syntax: complex terms

Complex terms:

- **Complex terms** are of the form: *functor(argument, ..., argument)*.
- Functors have to be atoms.
- Arguments can be any kind of Prolog term, e.g., complex terms.

`likes(ron,hermione), likes(harry,X),`

`f(a,b,g(h(a)),c),`

A bit of syntax: facts and queries

- **Facts** are complex terms which are followed by a full stop.

`wizard(hermione).`

`muggle(uncle_vernon).`

`chases(crookshanks, scabbars).`

- **Queries** are also complex terms which are followed by a full stop.

`?- wizard(hermione).`

Query

Prompt provided by the Prolog interpreter.

A bit of syntax: rules

- **Rules** are of the form *Head* :- *Body*.
- Like facts and queries, they have to be followed by a full stop.
- *Head* is a complex term.
- *Body* is complex term or a sequence of complex terms separated by commas.

`happy(aunt_petunia) :- happy(dudley).`

`happy(uncle_vernon) :- happy(dudley),
unhappy(harry).`

kb2: a knowledge base of facts and rules

```
eating(dudley).
```

```
happy(aunt_petunia) :- happy(dudley).
```

```
happy(uncle_vernon) :- happy(dudley), unhappy(harry).
```

```
happy(dudley) :- kicking(dudley,harry).
```

```
happy(dudley) :- eating(dudley).
```

```
kicking(dudley,ron).
```

```
unhappy(ron).
```

kb2: a knowledge base of facts and rules

`eating(dudley).`

`happy(aunt_petunia) :- happy(dudley).`

`happy(uncle_vernon) :- happy(dudley), unhappy(harry).`

`happy(dudley) :- kicking(dudley,harry).`

`happy(dudley) :- eating(dudley).`

`kicking(dudley,ron).`

`unhappy(ron).`

if ... then ...: If `happy(dudley)` is true, then `happy(aunt_petunia)` is true.

kb2: a knowledge base of facts and rules

```
eating(dudley).
```

```
happy(aunt_petunia) :- happy(dudley).
```

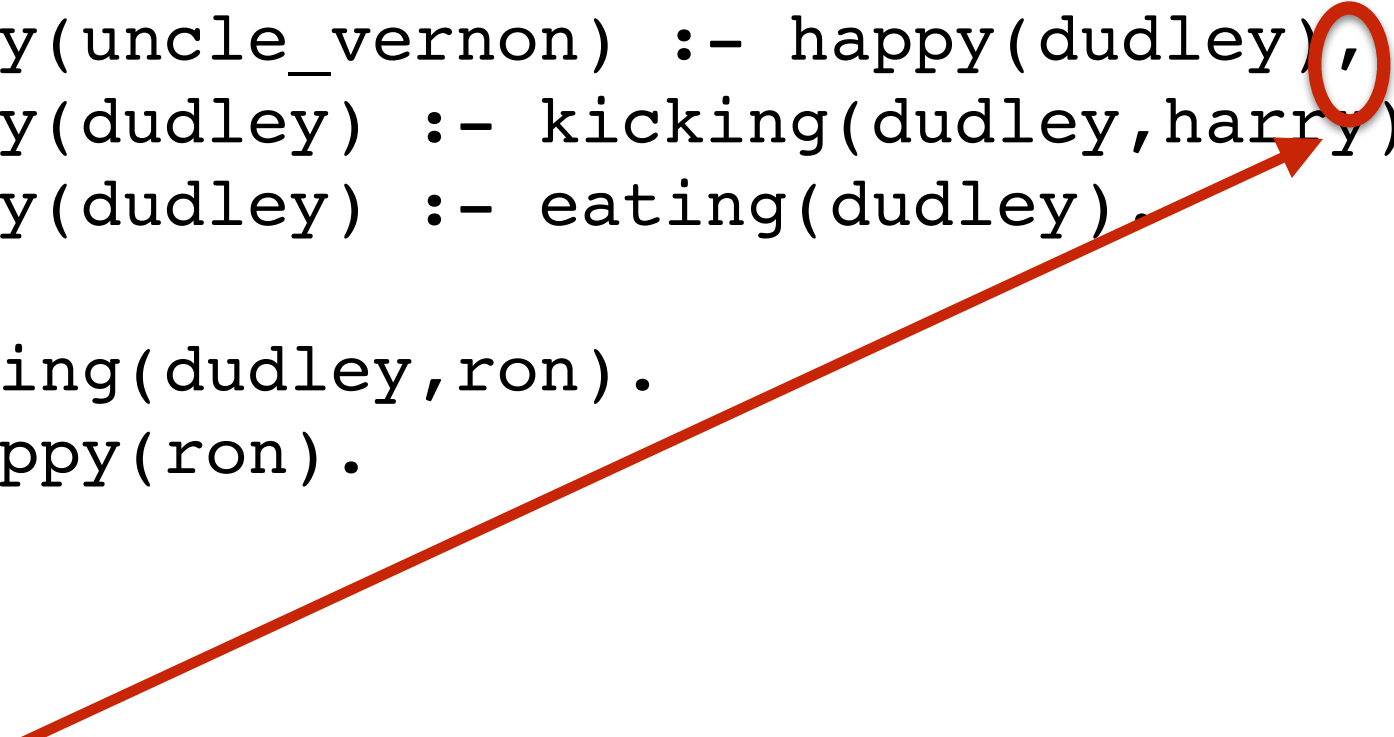
```
happy(uncle_vernon) :- happy(dudley), unhappy(harry).
```

```
happy(dudley) :- kicking(dudley,harry).
```

```
happy(dudley) :- eating(dudley).
```

```
kicking(dudley,ron).
```

```
unhappy(ron).
```



and: If `happy(dudley)` is true and `unhappy(harry)` is true, then `happy(uncle_vernon)` is true.

kb2: a knowledge base of facts and rules

```
eating(dudley).
```

```
happy(aunt_petunia) :- happy(dudley).
```

```
happy(uncle_vernon) :- happy(dudley), unhappy(harry).
```

```
happy(dudley) :- kicking(dudley,harry).
```

```
happy(dudley) :- eating(dudley).
```

```
kicking(dudley,ron).
```

```
unhappy(ron).
```

or: If `kicking(dudley,harry)` is true or if `eating(dudley)` is true, then `happy(dudley)` is true.

Querying kb2

```
eating(dudley).
```

```
happy(aunt_petunia) :- happy(dudley).
```

```
happy(uncle_vernon) :-
```

```
happy(dudley), unhappy(harry).
```

```
happy(dudley) :- kicking(dudley,harry).
```

```
happy(dudley) :- eating(dudley).
```

```
kicking(dudley,ron).
```

```
unhappy(ron).
```

```
?- happy(dudley).
```

```
?- happy(aunt_petunia).
```

```
?- happy(uncle_vernon).
```

```
?- happy(X).
```


kb3: facts and rules containing variables

`father(albert,james).`

`father(james,harry).`

`mother(ruth,james).`

`mother(lili,harry).`

`wizard(lili).`

`wizard(ruth).`

`wizard(albert).`

`wizard(X) :- father(Y,X),
 wizard(Y),
 mother(Z,X),
 wizard(Z).`

This knowledge base defines 3 predicates: `father/2`, `mother/2`, and `wizard/1`.

For all X, Y, Z, if `father(Y,X)` is true and `wizard(Y)` is true and `mother(Z,X)` is true and `wizard(Z)` is true, then `wizard(X)` is true. I.e., for all X, if X's father and mother are wizards, then X is a wizard.

Querying kb3

```
?- wizard(james).  
yes
```

```
?- wizard(harry).  
yes
```

```
?- wizard(X).  
X = lili ;  
X = ruth ;  
X = albert ;  
X = james ;  
X = harry ;  
no
```

```
?- wizard(X), mother(Y,X), wizard(Y).  
X = james  
Y = ruth ;  
X = harry  
Y = lili ;  
no
```

```
father(albert,james).  
father(james,harry).  
mother(ruth,james).  
mother(lili,harry).  
  
wizard(lili).  
wizard(ruth).  
wizard(albert).  
  
wizard(X) :- father(Y,X),  
               wizard(Y),  
               mother(Z,X),  
               wizard(Z).
```

Prolog terms (overview)

atoms: Start with non-capital letters or are enclosed in single quotes.

harry, nimbus2000, 'Professor Dumbledore',
aunt_petunia

numbers 3, 6, 2957, 8.34, ...

variables Start with a capital letter or an underscore.

Harry, _harry

complex terms An atom (the functor) is followed by a comma separated sequence of Prolog terms enclosed in parenthesis (the arguments).

like(harry, X), np(det(the), n(potion))

Practical Session

Take a look at the exercises in „Getting Started“ and „Basic Exercises“ which you can find here:

<http://cs.union.edu/~striegnk/courses/essli04prolog/practical.day1.php>