Symbolic Programming - Chapter 1 - Facts, Rules, Queries

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These notes follow the online coursebook Learn Prolog Now.

Facts, Queries, Rules

A collection of facts and rules is called a knowledge base.

Prolog programs are simply knowledge bases which describe some collection of relationships.

We use a prolog program by posing queries; that is, by asking questions about the information stored in the knowledge base.

Facts are used to state things that are unconditionally true of some situation. e.g: Knowledge Base 1

woman(mia). woman(jody). woman(yolanda). playsAirGuitar(Jody). party.

?- woman(mia).

Prolog will answer yes because this is one of our stated facts

?- playsAirGuitar(mia).

Prolog will answer no.

?- party.

Yes

e.g: Knowledge Base 2

happy(volanda). This is a fact.

happy(mia). This is a fact.

listens2Music(yolanda):- happy(yolanda). This is a rule. It depends on the condition after :- (if)

playsAirGuitar(yolanda):- listens2Music(yolanda).

playsAirGuitar(mia):- happy(mia).

The facts and rules contained in a knowledge base are called clauses.

Knowledge base 2 contains 2 facts and 3 rules. We also say it has 3 predicates happy, listens2Music and playsAirGuitar.

The happy predicate is defined using a single clause (a fact). The playsAir-Guitar predicate is defined using two clauses (one ruke and one fact).

We can also define a rule with two items in the body i.e. two conditions

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conjunction:
   playsAirGuitar(vincent):- listens2Music(vincent), happy(vincent).
   Vincent plays air guitar if he listens to music and is happy
   disjunction:
   playsAirGuitar(vincent):- listens2Music(vincent); happy(vincent).
   Vincent plays air guitar if he listens to music or is happy
   e.g.: Knowledge Base 3
   woman(mia).
   woman(jody).
   woman(yolanda).
   loves(vincent,mia).
   loves(marsellus,mia).
   loves(pumpkin,honey_bunny).
   loves(honey_bunny,pumpkin).
   ?- woman(X).
   X is a variable. Any word beginning with upper case letter is a variable.
This query says: tell me which of the individuals you know about is a woman.
   e.g.: Knowledge Base 4
   loves(vincent,mia).
   loves(marsellus,mia).
   loves(pumpkin,honey_bunny).
   loves(honey_bunny,pumpkin).
   jealous(X,Y):-loves(X,Z), loves(Y,Z).
   Contains 4 facts about the loves relation and one rule.
   However, the rule has 3 variables. It is defining a concept of jealousy. X will
be jealous of Y if there is some person Z that X loves, and Y loves that same
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This is a general statement about everyone in the knowledge base, not just specific people.

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?- jealous(marsellus, W).
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person Z too.

This asks: can you find a person W such that Marsellus is jealous of them? The program answers W= vincent.