

# Topics

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- The Basic Elements of Prolog
  - Constant, variable, and structure
  - Fact, rule and goal statements
  - Bottom-up resolution and top-down resolution
  - Depth-first and breath-first search
  - Backtracking
  - Tracing

# The Origins of Prolog

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- University of Aix–Marseille (Calmerauer & Roussel)
  - Natural language processing
- University of Edinburgh (Kowalski)
  - Automated theorem proving

# Terms

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- This book uses the Edinburgh syntax of Prolog
- *Term*: a constant, variable, or structure
- *Constant*: an atom or an integer
- *Atom*: symbolic value of Prolog
- Atom consists of either:
  - a string of letters, digits, and underscores beginning with a lowercase letter
  - a string of printable ASCII characters delimited by apostrophes

# Terms: Variables and Structures

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- *Variable*: any string of letters, digits, and underscores beginning with an uppercase letter
- *Instantiation*: binding of a variable to a value
  - Lasts only as long as it takes to satisfy one complete goal
- *Structure*: represents atomic proposition  
functor (*parameter list*)

# Fact Statements

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- Used for the hypotheses
- Headless Horn clauses

```
female(shelley) .
```

```
male(bill) .
```

```
father(bill, jake) .
```

# Rule Statements

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- Used for the hypotheses
- Headed Horn clause
- Right side: *antecedent* (*if* part)
  - May be single term or conjunction
- Left side: *consequent* (*then* part)
  - Must be single term
- *Conjunction*: multiple terms separated by logical AND operations (implied)

# Example Rules

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```
ancestor(mary, shelley) :- mother(mary, shelley) .
```

- Can use variables (*universal objects*) to generalize meaning:

```
parent(X, Y) :- mother(X, Y) .
```

```
parent(X, Y) :- father(X, Y) .
```

```
grandparent(X, Z) :- parent(X, Y) , parent(Y, Z) .
```

# Goal Statements

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- For theorem proving, theorem is in form of proposition that we want system to prove or disprove – *goal statement*
- Same format as headless Horn

`man(fred)`

- Conjunctive propositions and propositions with variables also legal goals

`father(X, mike)`



# Inferencing Process of Prolog

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- Queries are called goals
- If a goal is a compound proposition, each of the facts is a subgoal
- To prove a goal is true, must find a chain of inference rules and/or facts. For goal Q:

$P_2 \text{ :- } P_1$

$P_3 \text{ :- } P_2$

...

$Q \text{ :- } P_n$

- Process of proving a subgoal called matching, satisfying, or resolution

# Approaches

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- *Matching* is the process of proving a proposition
- Proving a subgoal is called *satisfying* the subgoal
- *Bottom-up resolution, forward chaining*
  - Begin with facts and rules of database and attempt to find sequence that leads to goal
  - Works well with a large set of possibly correct answers
- *Top-down resolution, backward chaining*
  - Begin with goal and attempt to find sequence that leads to some set of facts in database
  - Works well with a small set of possibly correct answers
- Prolog implementations use backward chaining

# Subgoal Strategies

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- When goal has more than one subgoal, can use either
  - Depth-first search: find a complete proof for the first subgoal before working on others
  - Breadth-first search: work on all subgoals in parallel
- Prolog uses depth-first search
  - Can be done with fewer computer resources

# Backtracking

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- With a goal with multiple subgoals, if fail to show truth of one of subgoals, reconsider previous subgoal to find an alternative solution: *backtracking*
- Begin search where previous search left off
- Can take lots of time and space because may find all possible proofs to every subgoal

# Simple Arithmetic

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- Prolog supports integer variables and integer arithmetic
- `is` operator: takes an arithmetic expression as right operand and variable as left operand

`A is B / 17 + C`

- Not the same as an assignment statement!
  - The following is illegal:

`Sum is Sum + Number.`

# Example

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```
speed(ford,100) .
speed(chevy,105) .
speed(dodge,95) .
speed(volvo,80) .
time(ford,20) .
time(chevy,21) .
time(dodge,24) .
time(volvo,24) .
distance(X,Y) :-    speed(X,Speed) ,
                    time(X,Time) ,
                    Y is Speed * Time.
```

**A query:** distance(chevy, Chevy\_Distance) .

# Trace

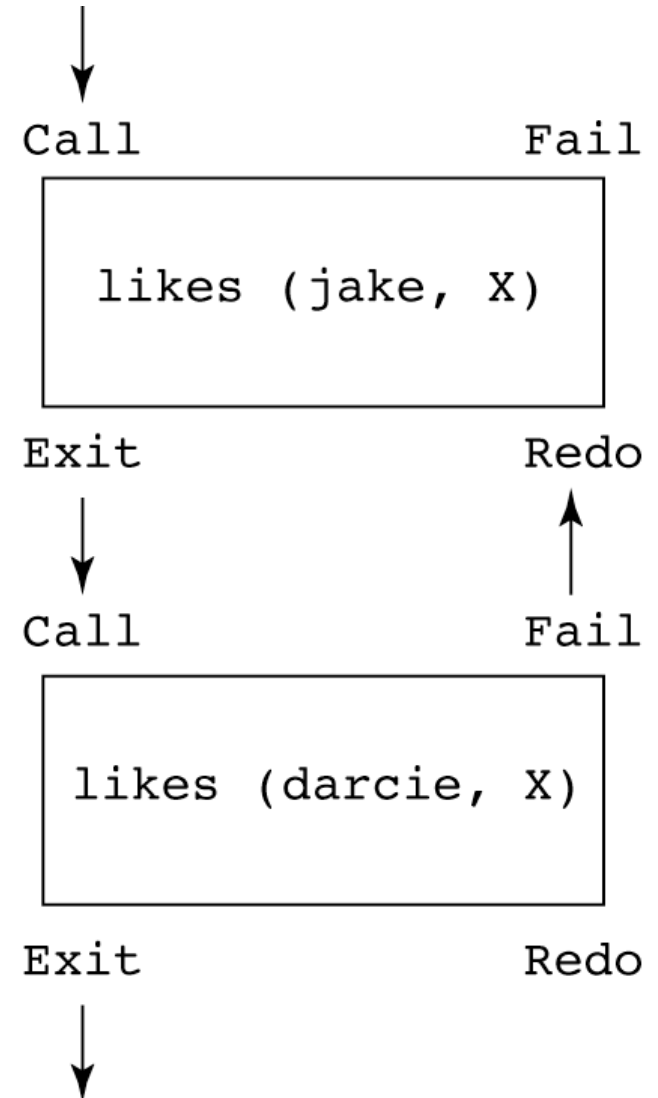
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- Built-in structure that displays instantiations at each step
- *Tracing model* of execution – four events:
  - *Call* (beginning of attempt to satisfy goal)
  - *Exit* (when a goal has been satisfied)
  - *Redo* (when backtrack occurs)
  - *Fail* (when goal fails)

# Example

```
likes(jake, chocolate).
likes(jake, apricots).
likes(darcie, licorice).
likes(darcie, apricots).

trace.
likes(jake, X), likes(darcie, X).
(1) 1 Call: likes(jake, _0)?
(1) 1 Exit: likes(jake, chocolate)
(2) 1 Call: likes(darcie, chocolate)?
(2) 1 Fail: likes(darcie, chocolate)
(1) 1 Redo: likes(jake, _0)?
(1) 1 Exit: likes(jake, apricots)
(3) 1 Call: likes(darcie, apricots)?
(3) 1 Exit: likes(darcie, apricots)
X = apricots
```





# List Structures

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- Other basic data structure (besides atomic propositions we have already seen): list
- *List* is a sequence of any number of elements
- Elements can be atoms, atomic propositions, or other terms (including other lists)

[apple, prune, grape, kumquat]

[]                   (*empty list*)

[X | Y]           (*head X and tail Y*)

# Append Example

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```
append([], List, List).  
append([Head | List_1], List_2, [Head | List_3]) :-  
    append (List_1, List_2, List_3).
```

# More Examples

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```
reverse([], []).  
reverse([Head | Tail], List) :-  
    reverse (Tail, Result),  
        append (Result, [Head], List).
```

```
member(Element, [Element | _]).  
member(Element, [_ | List]) :-  
    member(Element, List).
```

The underscore character means an anonymous variable—it means we do not care what instantiation it might get from unification

# GNU Prolog

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- `ssh username@cs-parallel.ua.edu`
- **gprolog**
  - | `?- X is 3+5.`
  - `X = 8`
  - | `?- append([a,b],[c,d],X) .`
  - `X = [a,b,c,d]`
  - | `?- halt.`
- Or type in `end_of_file.` to quit
- Or type in `<CTRL-D>` to quit

# Steps to use GNU Prolog

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- Use a text editor to create a Prolog database, say, `first.pl` to include facts and rules
- Start Prolog by typing in `gprolog`
- Consult a database by typing in `consult('first.pl').` or simply `[first].`
- Run queries/goals

# Examples

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- first.pl
- cars.pl
- food.pl
- append.pl
- reverse.pl
- member.pl