

# *Logic Programming*

## *The Basics*

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## Contents

### Basics of PROLOG

- Facts
- Questions
- Variables
- Conjunction
- Rules

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# PROLOG

Used to solve problems involving

- ▶ objects, and
- ▶ relationships between objects.

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## Relationships

### Example

John owns the book

- ▶ The relationship: *ownership*
- ▶ The objects: *book, John*

Directional:

- ▶ John owns the book
- ▶ **Not:** The book owns John

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## Questions

### Example

Does John own the book?

Asks a question about a relationship already established.

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## Rules

Describe Relationships Using other Relationships.

### Example

Two people are sisters if they are both female and have the same parents.

Gives a definition of one relationship given other relationships.

- ▶ Both must be females.
- ▶ Both must have the same parents.
- ▶ If two people satisfy these conditions, then they are sisters (according to our simplified relationship)

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# Programming in PROLOG

- ▶ **Declaring Facts** about objects and their relationships.
- ▶ **Defining Rules** about objects and their relationships.
- ▶ **Asking Questions** about objects and their relationships.

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## PROLOG

- ▶ Program can be thought of as a storehouse of facts and rules.
- ▶ Conversational Language: The user can ask questions about the set of facts and rules in the PROLOG program.

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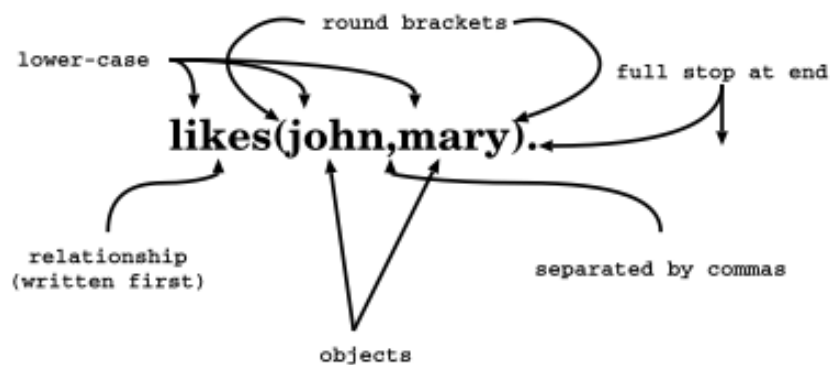
# PROLOG

## Sisters Example:

- ▶ A rule defining sisters and the facts about the people involved.
- ▶ The user would ask:  
**Are these two people sisters?**
- ▶ The system would answer  
**yes** (true) or **no** (false)

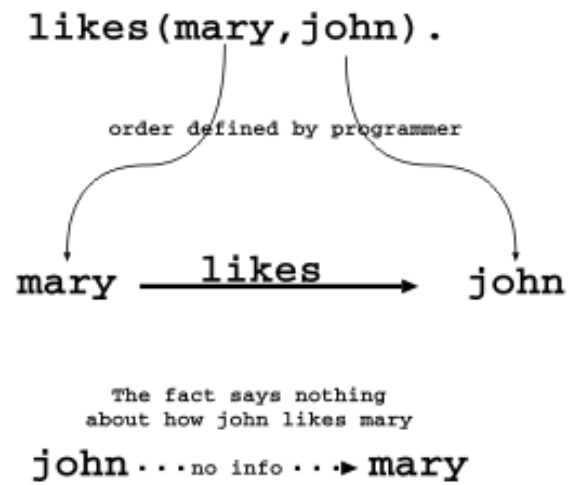
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## Parts of Fact



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## Order of Objects



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## Examples of Facts

### Example

Gold is valuable.

`valuable(gold)`

Jane is a female.

`female(jane)`

John owns some gold.

`owns(john, gold)`

John is the father of Mary.

`father(john, mary)`

Are these expressions really facts? Is there anything missing?

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# Interpretation of Names

The name refers to an object.

- ▶ **Semantic Meaning:** Given by the programmer.
- ▶ **Syntactic Meaning:** a set of characters, as PROLOG sees it.

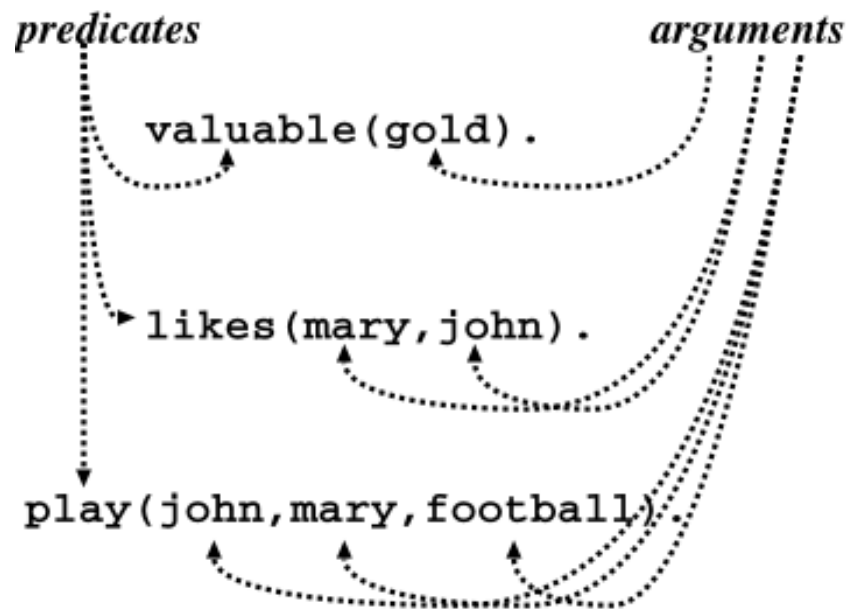
# Interpretation of Names

Name refers to an object.

- ▶ Name `gold` can refer to:
  - ▶ a particular lump of gold, or
  - ▶ the chemical element Gold having atomic number 79.
- ▶ `valuable(gold)` can mean:
  - ▶ that particular lump of gold, named `gold`, is valuable, or
  - ▶ the chemical element Gold, named `gold`, is valuable.

The programmer decides (in her usage) the meaning.

## Fact Terminology



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## Database

### Definition

In PROLOG, [database](#) is a collection of facts.

- ▶ PROLOG draws its knowledge from these facts.
- ▶ The programmer is responsible for their accuracy.

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## Questions

- ▶ The database contains the facts from which the questions are answered.
- ▶ A question can look exactly like a fact:  
`owns(mary, book) .`
- ▶ The difference is in which mode one is in.

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## Questions

In the interactive question mode (indicated by the question mark and dash `?-`):

- ▶ Question: `?- owns(mary, book) .`
- ▶ Meaning:
  - ▶ If `mary` is interpreted as a person called Mary, and `book` is interpreted as some particular book, then
  - ▶ `?- owns(mary, book) .` means: **Does Mary own the book?**

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# Database Search

## Example

Facts in the database:

```
likes(joe, fish).  
likes(joe, mary).  
likes(mary, book).  
likes(john, book).
```

Questions:

```
?- likes(joe, money).  
no  
?- likes(joe, mary).  
yes  
?- king(john, france).  
no
```

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# Knowledge

The questions are always answered with respect to the database.

## Example

Facts in the database:

```
human(socrates).  
human(aristotle).  
athenian(socrates).
```

Question:

Is Socrates Greek?

```
?- greek(socrates).
```

The answer with respect to this database is **No**.

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## Questions

Up until now questions just reflect exactly the database.

Does Mary like the book?

```
?- likes(mary, book).
```

More Interesting Question:  
What objects does Mary like?

Variables.

## Variables

Tiresome to ask about every object:

```
likes(john, this).
```

```
likes(john, that).
```

Better to ask:

What does John like?

or

What is an **X** such that John like **X**?

(i.e. use variables)

## Question With Variables

What is an **X** such that John like **X**?

```
?- likes(john, X) .
```

or

```
?- likes(john, SomethingThatJohnLikes) .
```

**X** and **SomethingThatJohnLikes** are variables.

Variable begins with a capital letter.

## PROLOG Answer

**Database:**

```
likes(john, flowers) .
```

**Question:**

```
?- likes(john, X) .
```

**PROLOG answers:**

```
X=flowers
```

## Many Answers

### Database:

```
likes(john, flowers).  
likes(john, mary).  
likes(paul, mary).
```

### Question:

```
?- likes(john, X).
```

### PROLOG answers:

```
X=flowers  
and the user acknowledges  
X=mary  
and the user acknowledges  
no
```

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## Placemaker

- ▶ The first match is found: `X=flowers`.
- ▶ The user acknowledges.
- ▶ From that place on the next match is found (the search continues).
- ▶ From the place of the last instantiation no more match was found.
- ▶ Thus answer: `no`.

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## Conjunctions

More complicated relationships:

Does Mary like John and does John like Mary?

Both conditions must be fulfilled.

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## Conjunctions

Comma means conjunction:

?- likes(john, mary), likes(mary, john).

likes(mary, food).

likes(mary, wine).

likes(john, wine).

likes(john, mary).

**Answer:** no

**A match for** likes(john, mary)

**but none for** likes(mary, john)

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## Conjunctions with Variables

Is there anything that both mary and john like?

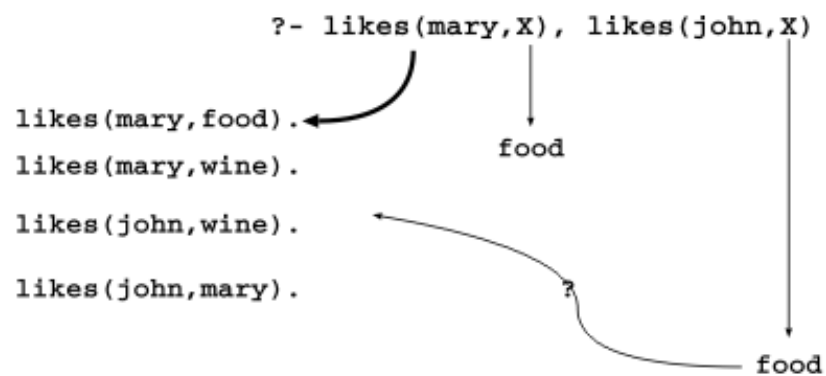
Find out what Mary likes and then see if John likes it.

```
?- likes(mary, X), likes(john, X).
```

## Backtracking

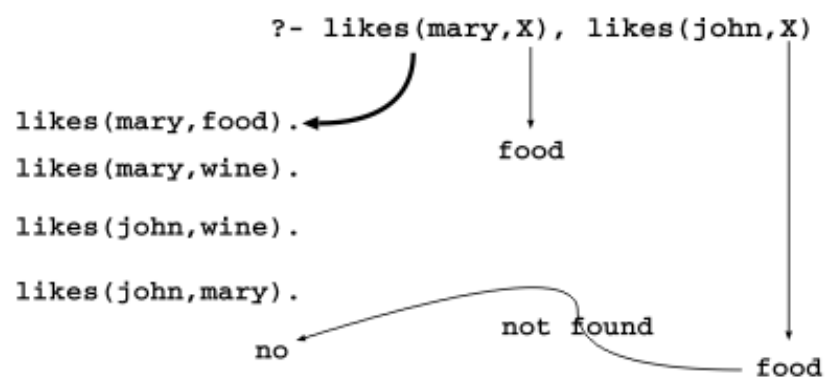
- ▶ Find match for the first goal.
- ▶ Then see if it matches the second.
- ▶ If not, find another match for the first.
- ▶ See if this matches the second.
- ▶ etc.

## Match First



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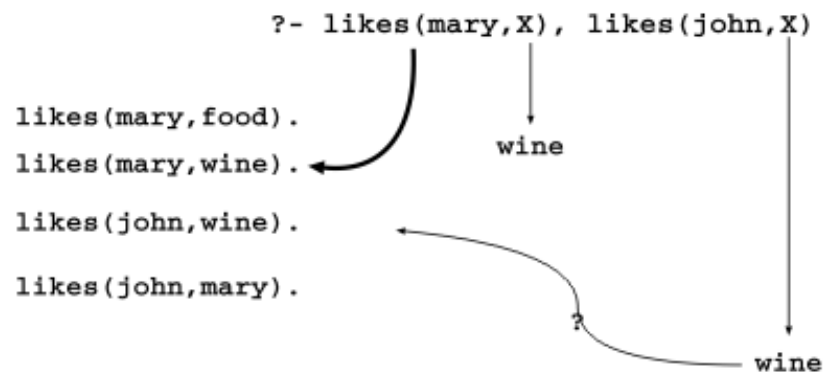
## Match Second



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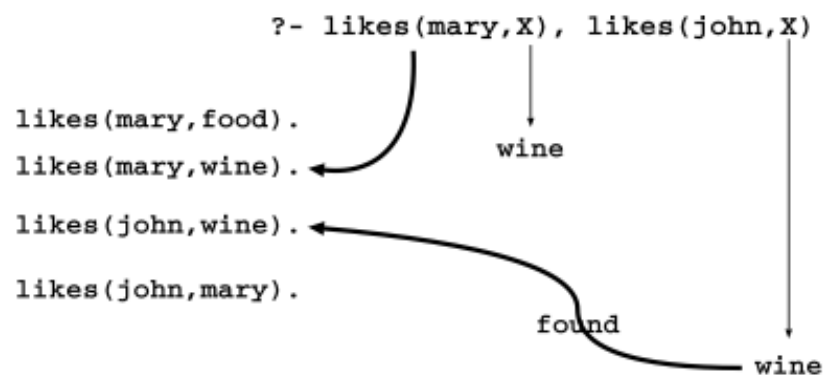


## Backtrack



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## Success



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# Rules

How to express that John likes all people?

Listing all people?

- ▶ `likes(john, alfred) .`
- ▶ `likes(john, bertrand) .`
- ▶ `likes(john, charles) .`
- ▶ `likes(john, david) .`
- ▶ `etc.`

Not feasible. More compact way: Using [rules](#).

John likes any object provided it is a person.

## Rule Examples

Rules state Dependence:

- ▶ I use an umbrella **if** there is rain.

Rules Define:

- ▶ X is a bird **if** X is an animal and X has feathers.

## Formulating Rules

- ▶ John likes anyone who likes wine.
- ▶ John likes any something if it likes wine.
- ▶ John likes X if X likes wine.

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## Rule Syntax

$\underbrace{\text{likes}(\text{john}, X)}_{\text{head}} \text{ :- } \underbrace{\text{likes}(X, \text{wine})}_{\text{body}}.$

↑                      ↑                      ↑

head      rule delimiter      body

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## Variable Scope

The occurrences of `x` within a rule:

instantiates here  
↓  
`likes(john, X) :- likes(X, wine),`  
`likes(X, food).`  
↑                    ↑  
returns here        checked here

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## Royal Parents

### Example

- ▶ The parents of `X` are `Y` and `Z`.
- ▶ `Y` is the mother.
- ▶ `Z` is the father.

Database:

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

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# Sisters

## Example

X is a sister of Y if:

- ▶ X is female,
- ▶ X has parents M and F,
- ▶ Y has parents M and F.

Rule:

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

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# Sisters Question

Rule:

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

Question:

```
sister(alice, edward).
```

- ▶ The question (goal) matches the head of the rule, if one replaces X with `alice` and Y with `edward`.
- ▶ The instance of the body becomes a new goal:  

```
female(alice),  
parents(alice, M, F),  
parents(edward, M, F).
```

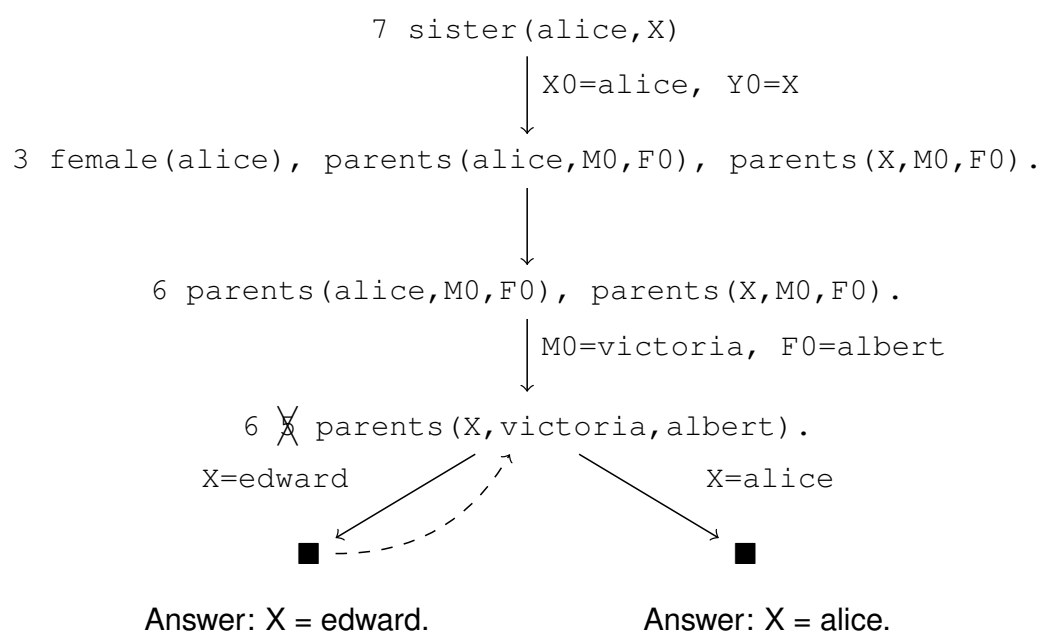
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# The Complete Program

```
(1) male(albert).  
(2) male(edward).  
(3) female(alice).  
(4) female(victoria).  
(5) parents(edward, victoria, albert).  
(6) parents(alice, victoria, albert).  
(7) sister(X, Y):-  
    female(X),  
    parents(X, M, F),  
    parents(Y, M, F).
```

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## Complete Derivation Tree



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