Logic Programming

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Summary of Last Lecture

Definition

- goals (aka formulas) are constants or compound terms
- goals are typically non-ground

Definitions

- a clause or rule is an universally quantified logical formula of the form

  ```
  A :- B1, B2, ..., Bn.
  ```

  where A and the B_i's are goals
- A is called the head of the clause; the B_i's are called the body
- a rule of the form `A :-` is called a fact; we write facts simply A.

Definition

a logic program is a finite set of clauses

Outline of the Lecture

Monotone Logic Programs

introduction, basic constructs, unification, database and recursive programming, termination

Incomplete Data Structures and Constraints

incomplete data structures, definite clause grammars, constraint logic programming, answer set programming

Full Prolog

semantics, correctness proofs, meta-logical predicates, cuts nondeterministic programming, efficient programs, complexity

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Example

```
child_of(joseph_I, leopold_I).
child_of(karl_VI, leopold_I).
child_of(maria_theresia, karl_VI).
child_of(joseph_II, maria_theresia).
child_of(joseph_II, franz_I).
child_of(leopold_II, maria_theresia).
child_of(leopold_II, franz_I).
child_of(maria_antoinette, maria_theresia).
child_of(franz_II, leopold_II).

male(franz_I).          female(maria_theresia).
male(franz_II).         female(marie_antoinette).
male(joseph_I).
male(joseph_II).
male(kar_VI).
male(leopold_I).
male(leopold_II).

husband_wife(franz_I, maria_theresia).
```

Review of Basic Constructs

Definitions

- a fact describes a relation (predicate) between terms

  ```
  child_of(joseph_II, maria_theresia).
  ```

  which reads "Joseph II is the child of Maria Theresia."
- child_of is the name of the relation
- the arity denotes the number of arguments
- predicates are also denoted as child_of/2
- fact that do not contain variables are ground

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- predicates are also denoted as child_of/2
- fact that do not contain variables are ground

Fact

the order of the arguments is essential, hence it is important to choose meaningful names for predicates

Choosing Names

1. describe the arguments

```
typ1_typ2_typ3_typ4(Arg1, Arg2, Arg3, Arg4)
```

2. refine the name

```
person_person(X,Y).                % too coarse
child_person(Child, Person)        % better
child_parent(Child, Parent)        % perfect
```

3. indicate the relation

```
child_ofparent(Child, Parent)              % preposition
expression_improvedprogram(Exp, IExp)      % participle
expr_improved(Exp, IExp)
consists_of(X,Y)                           % verb
```

4. abbreviations

```
country_/8
```

Definition

- a query tests whether a relation holds

```
:- child_of(joseph_II, maria_theresia).
```

- queries are equivalent to use cases, as they are checked whenever the program is safed (in GUPU) or compiled (in general)

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Why does a Query fail?

1. the query doesn't follow from the data represented in the program; the negation of the query does not necessarily hold
2. the program is a complete representation; the negation of the query does hold

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Fact

Horn logic cannot distinguish between these options

Definition

a negative query verifies that the goal fails

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:/- child_of(joseph_II, friedrich_II).
```

NB: occurring variables are existentially quantified

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Definition

a general query with variables provide answer substitutions

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:- child_of(Child, maria_theresia).
:- child_of(_Child, maria_theresia).
:/- child_of(Child,Child).
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Definition

a complex query combines several goals and typically make use of shared variables

```
:- child_of(joseph_II, Mum), female(Mum).
```

Definition

- a rule consists of a head and a body, separated by ":-"

```
mother_of(Mum, Child) :-
    child_of(Child, Mum),
    female(Mum).
```

- a rule is recursive, if the body contains the predicate in the head

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Definitions

- we distinguish between the set of solutions of a query and the sequence of solutions
- the sequence may contain redundant solutions
- redundant solutions may be due to existential variables

Example

```
% recursive rule
  married_with(Husband, Wife) :-
    husband_wife(Husband, Wife).
  married_with(PersonA, PersonB) :-
    married_with(PersonB, PersonA).

% non-recursive rule
  married_with(Husband, Wife) :-
    husband_wife(Husband, Wife).
  married_with(Wife, Husband) :-
    husband_wife(Husband, Wife).
```

Example

```
:/- ancestor_of(X,X).

ancestor_of(Ancestor, Predecessor) :-
    child_of(Predecessor, Ancestor).
ancestor_of(Ancestor, Predecessor) :-
    child_of(Person, Ancestor),
    ancestor_of(Person, Predecessor).
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Example

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:/- ancestor_of_2(X,X).

ancestor_of_2(Ancestor, Predecessor) :-
    child_of(Predecessor, Ancestor).
ancestor_of_2(Ancestor, Predecessor) :-
    ancestor_of_2(Person, Predecessor),
    child_of(Person, Ancestor).
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Definition

composition of substitutions

$$\theta = \{X_1 \mapsto t_1, \dots, X_n \mapsto t_n\}$$

and

$$\sigma = \{Y_1 \mapsto s_1, \dots, Y_k \mapsto s_k\}$$

is substitution

$$\theta\sigma = \{X_1 \mapsto t_1\sigma, \dots, X_n \mapsto t_n\sigma\} \cup \{Y_i \mapsto s_i \mid Y_i \notin \{X_1, \dots, X_n\}\}$$

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Example

$$\theta = \{X \mapsto g(Y, Z), Y \mapsto a\}$$

$$\sigma = \{X \mapsto f(Y), Z \mapsto f(X)\}$$

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$$\sigma = \{X \mapsto f(Y), Z \mapsto f(X)\} \qquad \sigma\theta = \{X \mapsto f(a), Z \mapsto f(g(Y, Z)), Y \mapsto a\}$$

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Theorem

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Theorem

- *unifiable terms have mgu*
- $\exists$ *algorithm to compute mgu*

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$$
\begin{aligned}
f(X, g(Y), X) \stackrel{?}{=} f(Z, g(U), h(U)) &\Rightarrow X \stackrel{?}{=} Z, g(Y) \stackrel{?}{=} g(U), X \stackrel{?}{=} h(U) \\
&\Rightarrow X \stackrel{?}{=} Z, g(Y) \stackrel{?}{=} g(U), Z \stackrel{?}{=} h(U) \\
&\Rightarrow X \stackrel{?}{=} Z, Y \stackrel{?}{=} U, Z \stackrel{?}{=} h(U) \\
&\Rightarrow X \stackrel{?}{=} h(U), Y \stackrel{?}{=} U, Z \stackrel{?}{=} h(U)
\end{aligned}
$$

Theorem

1. *equality problems E is unifiable iff the unification algorithm stops with a solved form*
2. *if $E \Rightarrow^* E'$ such that E' is a solved form, then $\sigma_{E'}$ is mgu of E*

Example

$$
\begin{aligned}
f(X, g(Y), X) \stackrel{?}{=} f(Z, g(U), h(U)) &\Rightarrow X \stackrel{?}{=} Z, g(Y) \stackrel{?}{=} g(U), X \stackrel{?}{=} h(U) \\
&\Rightarrow X \stackrel{?}{=} Z, g(Y) \stackrel{?}{=} g(U), Z \stackrel{?}{=} h(U) \\
&\Rightarrow X \stackrel{?}{=} Z, Y \stackrel{?}{=} U, Z \stackrel{?}{=} h(U) \\
&\Rightarrow X \stackrel{?}{=} h(U), Y \stackrel{?}{=} U, Z \stackrel{?}{=} h(U) \quad \text{mgu}
\end{aligned}
$$