

# Logic Programming

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Summary of Last Lecture

## Termination Analysis

### Fact

- *for termination analysis only recursive calls (cycles in call tree) are essential*
- *let's remove non-recursive rules*

### Example (specialised)

```
ancestor_of_2(Ancestor, Predecessor) :- false,
    child_of(Predecessor, Ancestor),
ancestor_of_2(Ancestor, Predecessor) :-
    ancestor_of_2(Person, Predecessor),
    child_of(Person, Ancestor).
```

### equivalently

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

Summary of Last Lecture

## Summary of Last Lecture

### Definitions

- a **type** is a (possible infinite) set of terms
- types are conveniently defined by unary relations
- a type is **complete** if closed under the instance relation
- with every complete type  $T$  one associates an **incomplete** type  $IT$  which is a set of terms with instances in  $T$  and instances not in  $T$

### Example (composition of programs)

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

Overview

## 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

## Composition of Programs

five steps to implement relation  $R$

- 1 look up existing definitions of relation  $R$ 
  - family relations
  - train tables
- 2 define types of individual data
  - is\_number
  - mainly for documentation
- 3 think up a suitable name
  - convert a verbose description into a name
  - child\_of
- 4 write assertions (use cases)
- 5 write the actual program

## Negative Definitions

### Definition

**negative definitions** define a relation with the help of negation

### Example

```
land(X) ← not sea(X).
```

### Fact

*negative definitions are dangerous as their scope is usually larger than expected and they are difficult to maintain*

### Example

```
← land(27).
← land(kar_rinne).
← land(milka_kuh).
```

## Structured Data and Data Abstraction

### Example (Unstructured Data)

```
course(discrete_mathematics,tuesday,8,11,sandor,szedmak,
victor_franz_hess,d).
```

### Example (Structured Data)

```
course(discrete_mathematics,time(tuesday,8,11),
lecturer(sandor,szedmak),location(victor_franz_hess,d)).
```

### Example

```
lecturer(Lecturer,Course) :-
course(Course,Time,Lecturer,Location).
duration(Course,Length) :-
course(Course,time(Day,Start,Finish),Lecturer,Location),
plus(Start,Length,Finish).
```

### Example (cont'd)

```
teaches(Lecturer,Day) :-
course(Course,time(Day,Start,Finish),Lecturer,Location).
occupied(Location,Day,Time) :-
course(Course,time(Day,Start,Finish),Lecturer,Location),
Start ≤ Time, Time ≤ Finish.
```

### Why structure Data?

- helps to organise data
- rules can be written abstractly, hiding irrelevant detail
- modularity is improved

### The Art of Prolog says

*We believe that the appearance of a program is important, particularly when attempting difficult problems*

## Logic Programs and the Relational Database Model

### Observation

the basic operations of relational algebras, namely:

- 1 union
- 2 difference
- 3 cartesian product
- 4 projection
- 5 selection
- 6 intersection

can easily be expressed within logic programming

### Example

```
r_union_s( $X_1, \dots, X_n$ ) :- r( $X_1, \dots, X_n$ ).
r_union_s( $X_1, \dots, X_n$ ) :- s( $X_1, \dots, X_n$ ).
```

### Example (Uses of append)

```
prefix( $Xs, Ys$ ) :- append( $Xs, As, Ys$ ).
suffix( $Xs, Ys$ ) :- append( $As, Xs, Ys$ ).
member( $X, Ys$ ) :- append( $As, [X|Xs], Ys$ ).
```

### Example

```
reverse([], []).
reverse( $[X|Xs], Zs$ ) :- reverse( $Xs, Ys$ ), append( $Ys, [X], Zs$ ).
reverse( $Xs, Ys$ ) :- reverse( $Xs, [], Ys$ ).
reverse( $[X|Xs], Acc, Ys$ ) :- reverse( $Xs, [X|Acc], Ys$ ).
reverse([], Ys, Ys).
```

### Example

```
length([], 0).
length( $[X|Xs], s(N)$ ) :- length( $Xs, N$ ).
```

### Example

```
permutationsort( $Xs, Ys$ ) :- permutation( $Xs, Ys$ ), ordered( $Ys$ ).
permutation( $Xs, [Z|Zs]$ ) :- select( $Z, Xs, Ys$ ), permutation( $Ys, Zs$ ).
permutation([], []).
ordered([ $X$ ]).
ordered( $[X, Y|Ys]$ ) :-  $X \leq Y$ , ordered( $[Y|Ys]$ ).
select( $X, [X|Xs], Xs$ ).
select( $X, [Y|Ys], [Y|Zs]$ ) :- select( $X, Ys, Zs$ ).
```

### Example

```
insertionsort( $[X|Xs], Ys$ ) :- insertionsort( $Xs, Zs$ ),
                                insert( $X, Zs, Ys$ ).
insertionsort([], []).
insert( $X, [], [X]$ ).
insert( $X, [Y|Ys], [Y|Zs]$ ) :-  $X > Y$ , insert( $X, Ys, Zs$ ).
insert( $X, [Y|Ys], [X, Y|Ys]$ ) :-  $X \leq Y$ .
```

### Example

```
quicksort( $[X|Xs], Ys$ ) :-
    partition( $Xs, X, Littles, Bigs$ ),
    quicksort( $Littles, Ls$ ), quicksort( $Bigs, Rs$ ),
    append( $Ls, [X|Rs], Ys$ ).

partition( $[X|Xs], Y, [X|Ls], Bs$ ) :-
     $X \leq Y$ , partition( $Xs, Y, Ls, Bs$ ).
partition( $[X|Xs], Y, Ls, [X|Bs]$ ) :-
     $X > Y$ , partition( $Xs, Y, Ls, Bs$ ).
partition([], Y, [], []).
```

### Example (Recursive Datastructures)

```
isotree(nil, nil).
isotree( $tree(X, Left1, Right1), tree(X, Left2, Right2)$ ) :-
    isotree( $Left1, Left2$ ), isotree( $Right1, Right2$ ).
isotree( $tree(X, Left1, Right1), tree(X, Left2, Right2)$ ) :-
    isotree( $Left1, Right2$ ), isotree( $Right1, Left2$ ).
```

## Accessing compound terms

### Definition

- `functor(Term,F,Arity)` is true, if *Term* is a compound term, whose principal functor is *F* with arith *Arity*
- `arg(N,Term,Arg)` is true, if *Arg* is the *N*<sup>th</sup> argument of *Term*

### Example

```
: - functor(father(haran,lot),F,A)
```

```
F ↦ father
```

```
A ↦ 2
```

### Example

```
: - arg(2,father(haran,lot),X)
```

```
X ↦ lot
```

### Example

```
subterm(Term,Term).
subterm(Sub,Term) :-
    compound(Term),
    functor(Term,F,N),
    subterm(N,Sub,Term).
```

```
subterm(N,Sub,Term) :-
    N > 1,
    N1 is N - 1,
    subterm(N1,Sub,Term).
```

```
subterm(N,Sub,Term) :-
    arg(N,Term,Arg),
    subterm(Sub,Arg).
```

### Definition

- `Term =.. List` is true if *List* is a list whose head is the principal functor of *Term*, and whose tail is the list of arguments of *Term*
- the operator `=..` is also called `univ`

### Example

```
: - father(haran,lot) =.. Xs
```

```
X ↦ [father,haran,lot]
```

### Remark

- programs written with `functor` and `arg` can also be written with `univ`
- programs using `univ` are typically simpler
- programs using `functor` and `arg` are more efficient
- `univ` can be built from `functor` and `arg`

### Approach

- 1 sometimes it is useful (easier) to think of a relation as a function
- 2 use this definition for coding
- 3 afterwards see, if alternative uses make declarative sense

### Example

`delete/3` removes all occurrences of an element from a list

### Example

```
delete([X|Xs],Z,?) :- X = Z, delete(Xs,Z,Ys).
delete([X|Xs],Z,?) :- dif(X,Z), delete(Xs,Z,Ys).
delete([],X,[]).
```

```
delete([X|Xs],X,Ys) :- delete(Xs,X,Ys).
delete([X|Xs],Z,[X|Ys]) :- dif(X,Z), delete(Xs,Z,Ys).
delete([],X,[]).
```

## Example

```

delete2([X|Xs],X,Ys) :- delete2(Xs,X,Ys).
delete2([X|Xs],Z,[X|Ys]) :- delete2(Xs,Z,Ys).
delete2([],X,[]).

:- delete2([a,b,c,b],b,[a,c])
true
:- delete2([a,b,c,b],b,[a,b,c,b])
true

```

## Example

```

select(X,[X|Xs],Xs).
select(X,[Y|Ys],[Y|Zs]) :- select(X,Ys,Zs)

:- delete([a],b,[a])
true
:- select([a],b,X)
false

```

## GPU

## Example (termination)

- Example 29
- Example 30

## Example (definite clause grammars)

- Example 37