

Logic Programming

Cezary Kaliszyk **Georg Moser**

Institute of Computer Science @ UIBK

Winter 2015



Grounders and Solvers



Comparison

Prolog

- proof search
- Turing complete
- control
- efficiency

ASP

- model search
- finite domain
- specification language
- generality

Summary of Last Lecture

Answer Set Programming

- novel approach to modelling and solving search and optimisation problems
- \neg programming, but a specification language
- \neg Turing complete
- purely declarative
- restricted to finite models

Example ((part of) 8-queens problem)

```
:- not (1 = count(Y : queen(X,Y))), row(X)
```

- expresses that exactly one queen appears in every row and column
- is read as a rule: “if X is a row, $1 = \text{count}(Y : \text{queen}(X,Y))$ holds”

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

Theory of Logic Programs

Definitions

- **goal clause**

$$\leftarrow B_1, \dots, B_n$$

consists of sequence B_1, \dots, B_n of goals

- **empty goal clause** \leftarrow is denoted by \square
- **resolvent** of goal clause $\leftarrow B_1, \dots, B_i, \dots, B_m$ and rule $A \leftarrow A_1, \dots, A_n$ is goal clause

$$\leftarrow B_1\theta, \dots, B_{i-1}\theta, A_1\theta, \dots, A_n\theta, B_{i+1}\theta, \dots, B_m\theta$$

provided B_i (**selected goal**) and A unify with **most general unifier** θ

NB: see week 2 for the most general unifier

Selective Linear Definite Clause Resolution

Definitions

- **SLD-derivation** of logic program P and goal clause G consists of
 - 1 maximal sequence G_0, G_1, G_2, \dots of goal clauses
 - 2 sequence C_0, C_1, C_2, \dots of variants of rules in P
 - 3 sequence $\theta_0, \theta_1, \theta_2, \dots$ of substitutions
 such that
 - $G_0 = G$
 - G_{i+1} is resolvent of G_i and C_i with mgu θ_i
 - C_i has no variables in common with G, C_0, \dots, C_{i-1}
- **SLD refutation** is finite SLD derivation ending in \square
- **computed answer substitution** of SLD refutation of P and G with substitutions $\theta_0, \theta_1, \dots, \theta_m$ is restriction of $\theta_0\theta_1 \dots \theta_m$ to variables in G

Example

```
plus(0,X,X).
plus(s(X),Y,s(Z)) :- plus(X,Y,Z).
times(0,X,0).
times(s(X),Y,Z) :- times(X,Y,U), plus(U,Y,Z).
:- times(X,X,Y)
```

SLD-refutation

```
G0: :- times(X,X,Y)
C0: times(s(X0),Y0,Z0) :- times(X0,Y0,U0), plus(U0,Y0,Z0)
θ0: X ↦ s(X0), Y0 ↦ s(X0), Z0 ↦ Y
G1: :- times(X0,s(X0),U0), plus(U0,s(X0),Y)
C1: times(0,X1,0).
θ1: X0 ↦ 0, X1 ↦ s(0), U0 ↦ 0
G2: :- plus(0,s(0),Y)
C2: plus(0,X2,X2).
θ2: X2 ↦ s(0), Y ↦ s(0)
G3: □
computed answer substitution: X ↦ s(0), Y ↦ s(0)
```

Definition

- a **selection function** selects the next goal G in goal clause, where resolution is attempted
- Prolog's selection function proceeds left to right

Theorem

\forall logic programs P and goal clause G

\forall computed answer substitutions θ

\forall selection functions S

\exists computed answer substitution θ' using S

such that θ' is at least as general as θ (with respect to variables in G)

Search or SLD Trees

Definition

a **search tree** (aka **SLD tree**) of a goal G is a tree T such that

- the root of T is labelled with G
- the nodes of T are labelled with conjunctions of goals, where one goal is selected (wrt a selection function)
- \exists edge from node N for each clause, whose head unifies with the selected goal
- edges are labelled with (partial) answer substitutions
- leaves are **success nodes**, if the empty goal (denoted by \square) has been reached or **failure nodes** otherwise

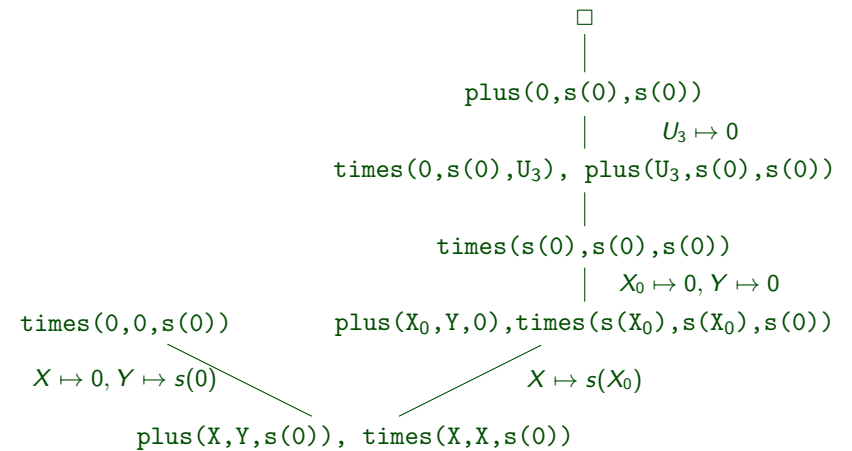
Remark

a search tree captures all SLD derivations wrt a given selection function

Example (cont'd)

```

plus(0,X,X).
plus(s(X),Y,s(Z)) :- plus(X,Y,Z).
times(0,X,0).
times(s(X),Y,Z) :- times(X,Y,U),
                  plus(U,Y,Z).
    
```



NB: search trees are a tree representation of SLD-derivations

Proof Trees

Definitions

- a **proof tree** for a program P and a goal G is a tree, whose nodes are goals and whose edges represent reduction of goals
- the root is the query G
- the edges are labelled with (partial) answer substitutions
- a proof tree for a conjunction of goals G_1, \dots, G_n is the set of all proof trees for G_i

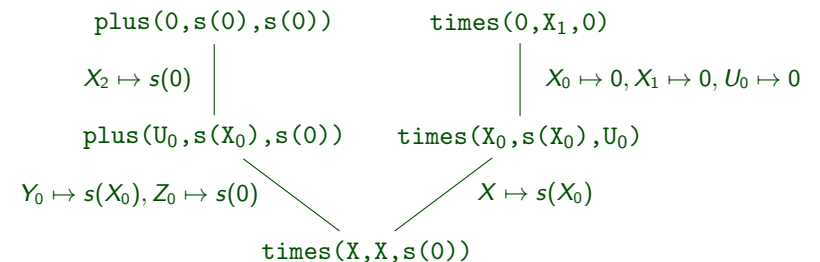
Remark

a proof tree is a different representation of **one successful** solution represented by a search tree

Example (cont'd)

```

plus(0,X,X).
plus(s(X),Y,s(Z)) :- plus(X,Y,Z).
times(0,X,0).
times(s(X),Y,Z) :- times(X,Y,U),
                  plus(U,Y,Z).
    
```



Semantics

Definitions

- the **Herbrand universe** for a program P is the set of all closed terms built from constants and function symbols appearing in the program
- the **Herbrand base** is the set of all ground goals formed from predicates in P and terms in the Herbrand universe
- an **interpretation** is a subset of the Herbrand base
- an interpretation I is a **model** if it is closed under rules:

$$\forall \text{ rules } A : -B_1, \dots, B_n: \text{ if } B_1, \dots, B_n \in I, \text{ then } A \in I$$
- the **minimal** model of P is the intersection of all models

Theorem

the minimal model is unique

Declarative, Operational, and Denotational Semantics

Definition

- the **declarative** semantics of P (aka its **meaning**) is the minimal model of P
- we also say that the **meaning** of a logic program P , is the set of (ground unit) goals deducible from P

Definitions

the **operational** semantics describes the meaning of a program procedurally

Definition

the **denotational** semantics assign meanings to programs based on associating with the program a function over the domain computed by the program

Correctness and Completeness

Definition

the **intended meaning** of a logic program is a set of ground facts

Definition

a program P is called

- **correct** with respect to the intended meaning M , if the meaning of P is a subset of M
- **complete** if the intended meaning M is a subset of the meaning of P