

# Logic Programming

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Summary of Last Lecture

## Notation

- $A \leftarrow A_1, \dots, A_m$  instead of  $A :- A_1, \dots, A_m$ . for rules
- $\leftarrow A_1, \dots, A_m$  instead of  $?- A_1, \dots, A_m$ . for queries

## 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

$$A :- B_1, B_2, \dots, B_n.$$

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

### Outline of the Lecture

#### Monotone Logic Programs

introduction, basic constructs, **logic foundations**, **unification**, semantics, database and recursive programming, termination, complexity

#### Incomplete Data Structures and Constraints

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

#### Full Prolog

semantics (revisted), correctness proofs, meta-logical predicates, cuts non-deterministic programming, efficient programs, complexity

## 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(karl_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**

### 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 compiled

### Why does a Query fail?

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

### Fact

*Horn logic cannot distinguish between these options*

## Some Background in Logic

### Fact

a rule

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

represents a logical formula:

$$\forall x_{Mum} \forall x_{Child} (Child\_of(x_{Child}, x_{Mum}) \wedge Female(x_{Mum}) \rightarrow Mother\_of(x_{Mum}, x_{Child}))$$

### Definition

formulas of this form are called **Horn formulas** (or **Horn Clauses**); thus a logic program is a set of Horn formulas

## Computation is Inference

### Fact

let  $P$  be a program and  $G$  a goal; a **computation** of  $G$  from  $P$  is the verification of a logical consequence:  $P \models G$

### Fact (revisited)

Horn logic cannot distinguish whether or not  $P$  represents the specification completely

### Why only Horn formulas?

consider the “program”:

$$\forall x (Even(x) \vee Odd(x))$$

then  $Even(1)$  or  $Odd(1)$  follows as consequence; that is, the program semantic is **non-deterministic**

### Definition

a **negative query** verifies that the goal fails

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

### Definition

a **general query** with variables provide answer substitutions

```
:- child_of(Child, maria_theresia).
:- child_of(_Child, maria_theresia).
:- child_of(Child, Child).
```

NB: occurring variables are **existentially** quantified (inside negation)

### Definition

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

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

## How to Read a Program

- **procedurally**: look at the **inference steps**
- **declarative**: look at the **consequence relation**

## Tower of Hanoi in Prolog

```
hanoi(0,_,_,_).
hanoi(N,X,Y,Z) :-
  N > 0, M is N-1,
  hanoi(M,X,Z,Y),
  move(N,X,Y),
  hanoi(M,Z,Y,X).
```

```
move(D,X,Y) :-
  write('move disk '), write(D),
  write(' from '), write(X),
  write(' to '), write(Y), nl.
```

```
?- hanoi(4,a,c,b).
```

## Recursive Rules

### Example

```
grandparent(Ancestor,Descendant) :-
    parent(Ancestor,Person), parent(Person,Descendant).

greatgrandparent(Ancestor,Descendant) :-
    parent(Ancestor,Person), grandparent(Person,Descendant).

greatgreatgrandparent(Ancestor,Descendant) :-
    parent(Ancestor,Person), greatgrandparent(Person,Descendant).
:

```

### Example

```
ancestor(Ancestor,Descendant) :-
    parent(Ancestor,Person), ancestor(Person,Descendant).

ancestor(Ancestor,Descendent) :- parent(Ancestor,Descendent).

```

### 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

### 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(Ancestor, Descendant) :-
    child_of(Descendant, Ancestor).
ancestor_of(Ancestor, Descendant) :-
    child_of(Person, Ancestor),
    ancestor_of(Person, Descendant).

:- ancestor_of(X,X).

```

### Example

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

:- ancestor_of_2(X,X).

```

## 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

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

## Example

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

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

## Definition

- substitution  $\theta$  is **at least as general** as substitution  $\sigma$  if  $\exists \mu \theta\mu = \sigma$
- unifier** of set  $S$  of terms is substitution  $\theta$  such that  $\forall s, t \in S \ s\theta = t\theta$
- most general unifier (mgu)** is at least as general as any other unifier

## Example

terms  $f(X, g(Y), X)$  and  $f(Z, g(U), h(U))$  are unifiable:

$$\{X \mapsto h(a), Y \mapsto a, Z \mapsto h(a), U \mapsto a\}$$

$$\{X \mapsto h(U), Y \mapsto U, Z \mapsto h(U)\}$$

$$\{X \mapsto h(g(U)), Y \mapsto g(U), Z \mapsto h(g(U)), U \mapsto g(U)\}$$

mgu

## Theorem

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

## Definition

- sequence  $E = u_1 \stackrel{?}{=} v_1, \dots, u_n \stackrel{?}{=} v_n$  is called an **equality problem**
- if  $E = X_1 \stackrel{?}{=} v_1, \dots, X_n \stackrel{?}{=} v_n$ , with  $X_i$  pairwise distinct and  $X_i \notin \text{Var}(v_j)$  for all  $i, j$ , then  $E$  is in **solved form**
- let  $E = X_1 \stackrel{?}{=} v_1, \dots, X_n \stackrel{?}{=} v_n$  be a equality problem in solved form  $E$  induces substitution  $\sigma_E = \{X_1 \mapsto v_1, \dots, X_n \mapsto v_n\}$

## Unification Algorithm

$$u \stackrel{?}{=} u, E \Rightarrow E$$

$$f(s_1, \dots, s_n) \stackrel{?}{=} f(t_1, \dots, t_n), E \Rightarrow s_1 \stackrel{?}{=} t_1, \dots, s_n \stackrel{?}{=} t_n, E$$

$$f(s_1, \dots, s_n) \stackrel{?}{=} g(t_1, \dots, t_n), E \Rightarrow \perp \quad f \neq g$$

$$X \stackrel{?}{=} t, E \Rightarrow X \stackrel{?}{=} t, E\{X \mapsto t\} \quad X \in \text{Var}(E), X \notin \text{Var}(t)$$

$$X \stackrel{?}{=} t, E \Rightarrow \perp \quad X \neq t, X \in \text{Var}(t)$$

$$t \stackrel{?}{=} X, E \Rightarrow X \stackrel{?}{=} t, E \quad t \notin \text{Var}$$

## Theorem

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

## Example

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

$$\Rightarrow X \stackrel{?}{=} Z, g(Y) \stackrel{?}{=} g(U), Z \stackrel{?}{=} h(U)$$

$$\Rightarrow X \stackrel{?}{=} Z, Y \stackrel{?}{=} U, Z \stackrel{?}{=} h(U)$$

$$\Rightarrow X \stackrel{?}{=} h(U), Y \stackrel{?}{=} U, Z \stackrel{?}{=} h(U) \quad \text{mgu}$$