Logic Programming

- Based on symbolic logic
- Sometimes called declarative programming
- Concerned with specifying the properties of the results, rather than how to compute them
- We will focus on Prolog

Predicate Calculus Review

We will need the following concepts from predicate calculus.

- Predicates: a relation consisting of the name and an ordered list of parameters. It is either true or false. e.g. parent(john, bill)
- Logical connectives: negation, conjunction, disjunction, equivalence, implication
- Quantifiers: universal and existential
- In Prolog, names of relations and individual objects are in lowercase, variables (quantified) starts with uppercase or underscore.

Clauses

• A proposition in clausal form looks like:

$$A_1 \wedge \ldots \wedge A_n \to B_1 \vee \ldots \vee B_m$$

It means if A_1, \ldots, A_n are all true, then (at least) one of B_1, \ldots, B_m is true.

- Variables in A_i and B_j are assumed to be universally quantified.
- All propositions in predicate logic can be converted to this form.

• Note:
$$(A \to B) \equiv (\neg A \lor B)$$



- Given a set of facts and rules, as well as a goal, an automatic theorem attempts to prove that the goal follows logically from the facts and rules.
- Inference rules are needed to derive conclusions from given facts.

Inference Rules

- Modus Ponens is one of the most basic inference rules.
- From $P \to Q$ and P, we can derive Q.
- There are other inference rules.
- How many different inference rules do we need? i.e. Can anything that follows logically be proven with the given rules?

Resolution

- Given $P \lor Q$ and $\neg Q \lor R$, we can derive $P \lor R$.
- P, Q, and R can be arbitrarily complicated propositions.
- This is basically the rule that combines $\neg P \rightarrow Q$ and $Q \rightarrow R$.
- Repeated literals are removed.

Resolution Refutation Proof

- A set of propositions is inconsistent if there is no truth value that can be assigned to make each proposition true at the same time.
- Resolution Refutation Proof:
 - 1. Choose any two propositions from the set that has the same term but in opposite form, apply resolution and simplify result.
 - 2. If result is empty, we have a contradiction. The set of propositions is inconsistent.
 - 3. If a term appears in both positive and negative form, ignore the result.
 - 4. Add result to the set of propositions.
 - 5. Repeat until the empty proposition is obtained, or if we do not have any new results generated from resolution.

Resolution Refutation Proof

- This process will terminate (finite number of possible results).
- Theorem: resolution is refutation complete.
- That is, if a set of propositions is inconsistent, this process will always generate the empty proposition at some point.

Unification

- If there are variables in the terms, appropriate values of the variables would have to be determined.
- The process of assigning values to variables is called unification.
- With unification, two propositions may resolve in different ways. All possibilities need to be considered.

$$p(x) \lor q(x), \neg p(a) \lor \neg q(b)$$

Theorem Proving

- Instead of proving that a certain goal statement is a theorem (i.e. follows from given facts and rules)...
- We ask whether the facts and rules, together with the negation of the goal, is inconsistent.
- If this set is consistent, then the truth assignment to the various propositions is a counterexample.
- If this set is inconsistent, there is no counterexample.
- If there are variables, different values would have to be tried through backtracking.

Example

$\{\neg A \lor \neg B \lor \neg D, \neg B \lor D, \neg A \lor B, A\}$

Horn Clauses

- Horn Clauses are disjunction of terms, such that at most one atom is not negated.
- The three possibilities correspond to rules, facts and goals.
- Slightly more restrictive than all propositions, but allows resolution to be more efficient

Logic Programming in Prolog

- A term is a constant, variable, or a structure.
- Constants: an atom (symbolic name) or an integer
- Variables: name starts with uppercase letter or underscore
- Structure: predicate

Facts, Rules, and Goals

- Facts are simply listed as a predicate. They are true.
- Rules indicates: B :- A1, A2, ... An
- This means if A_1, \ldots, A_n are true, then B is true.
- Goal statements are similar to facts, but variables in goal statements means that we are asking Prolog to perform unification to find values that make the goal statement a theorem.

Making Inferences

- Forward chaining: start from the facts and rules, and keep deriving new propositions until the goal is reached.
- Backward chaining: start from the goal and work backwards
- Prolog uses backward chaining:
 - start with the goal
 - find a corresponding fact (possibly with unification)
 - otherwise, find a rule and try to satisfy subgoals
- This process can be thought of as traversing a tree. Depth-first or breadth-first? Prolog uses depth-first.
- Backtracking may be performed, especially with unification.

$\mathbf{Arithmetic}$

- Recall that there are no "functions" in Prolog, only predicates.
- To say f(a, b) = c, we should make a predicate f(a,b,c).
- You can write something like A is B + C. The LHS cannot yet be instantiated yet.
- If we have speed(abc, 10). and time(abc, 5)., we can compute the distance as:

Lists in Prolog

- Lists are similar to those in Lisp, but uses square brackets.
- Lists can be nested.
- Empty list: []
- A nonempty list can be dismantled into first element and the rest: [H|T].

This can also be used to build lists.

• There are built-in predicates for lists.

Lists in Prolog

 Example: distinct(L) that is true if L contains no duplicate elements. distinct([]). distinct([H|T]) :- distinct(T), \+ member(H, T).
 member is a built-in predicate, \+ means "not".

• Example: append(L1, L2, L3) means L3 is the result of appending L2 to L1.

```
append([], L, L).
append([H|L1], L2, [H|L3]) :- append(L1, L2, L3).
```

Ordering

- Order of facts and rules are irrelevant for correctness.
- But order is important in Prolog for efficiency.
- Prolog applies the facts and rules from top to bottom.
- Within a rule, the subgoals and examined from left to right.
- Putting more restrictive rules/subgoals first makes it easier to prune the recursive backtracking search (especially for unification).
- Cuts (!) can be used to control pruning: a cut is a goal that is always satisfied immediately the first time, but subsequent backtracking attempts cannot satisfy the goal again.
- There is no point to try other ways to satisfy goals to the left of a cut.



• Consider the max function:

 $\max(X,Y,X) :- X \ge Y.$ $\max(X,Y,Y) :- Y \ge X.$

• If this is a subgoal of some rule:

f(X,Y) := max(X,Y,Z), test(Z).

- If we try to prove f(3,4), then at some point we will unify Z to 4.
- If test(4) fails, it will then attempt to try other values of Z.
- But there are no other values of Z. So this is inefficient.



• Another way

```
\max(X,Y,Z) := X \ge Y, !, X = Z.
\max(X,Y,Y).
```

• An incorrect attempt

```
max(X,Y,X) :- X >= Y, !.
max(X,Y,Y).
Why?
```

Closed-World Assumption

- Prolog has no knowledge of what is not included in the database.
- Prolog returning false means that it cannot prove the goal to be true.
- e.g. not enough evidence?
- The goal may in fact be true. Additional facts/rules may have to be added.

Negation

- In Prolog, negation is indicated by $\+$
- However, negation does not have the "usual" meaning.
- In Prolog, a goal is true if there is a proof.
- But a goal may be true but not provable because of the given facts and rules.
- Negation in Prolog means "not provable".
- e.g. if male(john). will return "no" because this is not provable in the database, so \+ male(john). will return "yes".

Negation

- Double negation does not have the usual property:
 - + + member(X,[a,b,c]).
- Consider:

```
prime(7).
even(2).
even_composite(X) :- \+ prime(X), even(X).
```

- Asking for even_composite on 2 and 7 gives correct results
- What if you ask for even_composite(X)?
- The fact that there is at least one value that is prime means the first part cannot fail.



- Declarative programming is commonly used in databases. e.g. Structured Query Language (SQL)
- Declares the properties of the answer instead of how to compute it.