

# Logic Programming

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2 Basics

3 Logic

- Horn Clause
- Example

4 Control

- Search-Trees
- SLD-Resolution

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## 1 History

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# History

- Idea from 1930s
- Based on automation of theorem proving and AI
- 1970s Kowalski developed SLD resolutions
- Colmerauer developed Prolog



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# Basics

- Based on First-Order-Predicate-Logic
- Declarative language
- Divided into Logic and Control
- Most common language: Prolog
- Others: Datalog, Parlog



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# Horn Clause

## Definition (Horn Clause)

A clause, i.e. a disjunction of literals, where at most one positive literal exists.

Example:  $A \vee \neg B \vee \neg C$



# Different Horn Clauses

Normal name	Normal logic	Logic programming	Logic programming name
Definite clause	$A \vee \neg B_1 \vee \neg B_2 \vee \dots \vee \neg B_n$	$A \leftarrow B_1 \wedge B_2 \wedge \dots \wedge B_n$	Rule
Unit clause	$A$	$A \leftarrow$	Fact
Goal clause	$\neg G_1 \vee \neg G_2 \vee \dots \vee \neg G_n$	$\leftarrow G_1 \wedge G_2 \wedge \dots \wedge G_n$	Query



# Hello World!

```
hw( helloworld ).  
?-hw(X).  
  
?- write('Hello world !').
```



# Example in Prolog

```
parent(sophie, frank).
parent(sophie, gary).
parent(steve, ben).
parent(steve, sophie).
parent(claire, ben).
parent(claire, sophie).
parent(alice, carl).
parent(ben, carl).
parent(tom, frank).
parent(tom, gary).
grandparent(X, Z) :- parent(X, Y), parent(Y, Z).
ancestor(X, Y) :- parent(X, Y).
ancestor(X, Y) :- parent(Z, Y), ancestor(X, Z).
?- grandparent(X, gary).
?- parent(sophie, gary).
?- ancestor(steve, carl).
```



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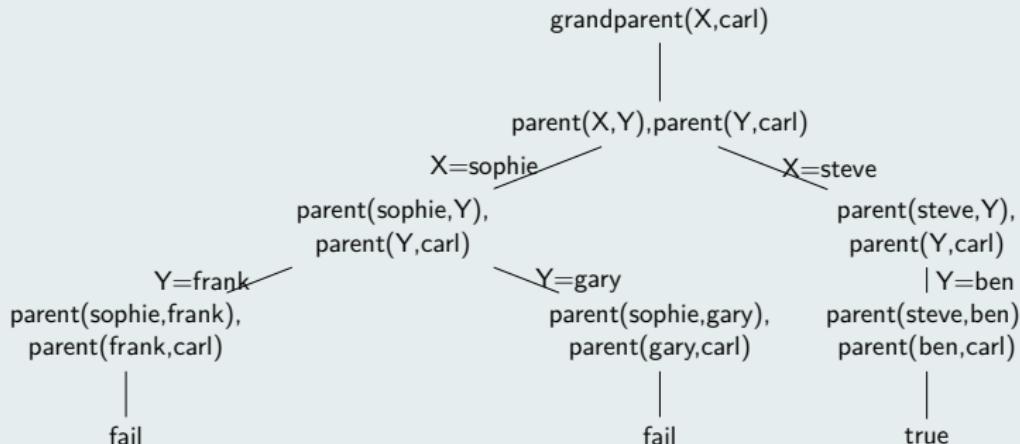
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# Search-Tree

- How to get the solution to a query?
- Build a Search-Tree with Depth-First Traversal, where
  - the query is the root
  - nodes are subgoals
  - leaves are success or failure nodes
- If a path to a success node exist the query is successful

# Example





# Substitution

## Definition (Substitution)

Let  $X$  be variable and  $t$  be a term. For a given set of tuples  $(X, t)$  the substitution  $\theta$  denotes that if  $\theta$  is applied to a term  $s$  every  $X_i$  is replaced by its corresponding  $t_i$ .

Example:  $\theta = (X, \text{alice})$

$$\theta(\text{parent}(X, Y)) = \text{parent}(\text{alice}, Y)$$



# Unification

## Definition (Unification)

Let  $s$  and  $t$  be terms. If there exists a Substitution  $\theta$  so that  $s\theta = t\theta$ , then  $\theta$  is called the unifier of  $s$  and  $t$ . This is also called that  $t$  and  $s$  unify.

Example:  $\theta = (X, \text{alice})$

$\theta(\text{parent}(X, Y)) = \text{parent}(\text{alice}, Y)$

$\theta(\text{parent}(\text{alice}, Y)) = \text{parent}(\text{alice}, Y)$



# Resolution

## Definition (Resolution)

If the Rules  $A \leftarrow B$  and  $B \leftarrow C$  holds true then also  $A \leftarrow C$  holds true.



# SLD-Resolution

```
Data: Q= $G_1, G_2 \dots G_n$ 
Result: substitution  $\sigma$  and failure
Resolvent = Q;
 $\sigma = \{\}$ ;
failure=false;
while Resolvent! = {} do
    | select  $G_i \in$  Resolvent;
    | if  $G_i=true$  then
    |     | delete  $G_i$ ;
    |     | continue;
    | end
    | select Rule A  $\leftarrow B_1 \dots B_m$  where A and  $G_i$  unify with  $\theta$ ;
    | if A does not exists then
    |     | failure = true;
    |     | break;
    | end
    | replace  $G_i$  with  $B_1 \dots B_m$ ;
    | apply  $\theta$  to Resolvent;
    |  $\sigma = \theta\sigma$ ;
end
return  $\sigma$ , failure;
```



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# Problems

- Negation as failure
- Determinism
- Termination
- Prolog: Non-Uniformity



# Conclusion

- Declarative programming language based on First Order Predicate Logic
- Useful in specialised contexts
- Non-trivial problems exist



# Thank you for your attention!