

Logic (or Declarative) Programming Foundations: Prolog

In Text: Chapter 12

Overview [1]

- Formal logic
- Logic programming
- Prolog

Logic Programming

- To express programs in a form of symbolic logic, and use a logic inferencing process to produce results
 - Symbolic logic is the study of symbolic abstractions that capture the formal features of logical inference
- Logic programs are declarative

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Formal Logic

- A **proposition** is a logical statement or query about the state of the "universe"
 - It consists of objects and the relationship between objects
- **Formal logic** was developed to describe propositions, with the goal of allowing those formally stated propositions to be checked for validity

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Symbolic Logic

- **Symbolic logic** can be used for three basic needs of formal logic
 - To express propositions,
 - To express the relationship between propositions, and
 - To describe how new propositions can be inferred from other propositions that are assumed to be true

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Formal logic & mathematics

- Most of mathematics can be thought of in terms of logic
- The fundamental axioms of number and set theory are the initial set of propositions, which are assumed to be true
- **Theorems** are the additional propositions that can be inferred from the initial set

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First-Order Predicate Calculus

- The particular form of symbolic logic that is used for logic programming is called **first-order predicate calculus**
- It contains **propositions** and **clausal form**

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Propositions

- The objects in propositions are represented by **simple terms**
 - Simple terms can be either **constants** or **variables**
 - A **constant** is a symbol that represents an object
 - A **variable** is a symbol that can represent different objects at different times

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Propositions

- The simplest propositions, which are called **atomic propositions**, consist of compound terms
- A **compound term** represents mathematical relation. It contains
 - a functor: the function symbol that names the relation, and
 - an ordered list of parameters

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Compound Terms

- A compound term with a single parameter is a 1-tuple
 - E.g. man(jake)
- A compound term with two parameters is a 2-tuple
 - E.g., like(bob, steak)

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Compound Terms

- All of the simple terms in the propositions, such as man, jake, like, bob, and steak, are constants
- They mean whatever we want them to mean
 - E.g., like(bob, steak) may mean
 - Bob likes steak, or
 - steak likes Bob, or
 - Bob is in some way similar to a steak, or
 - Does Bob like steak?
- Propositions can also contain variables, such as man(x)

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Compound Propositions

- Two or more atomic propositions, which are connected by logical connectors

<u>Name</u>	<u>Symbol</u>	<u>Example</u>	<u>Meaning</u>
negation	\neg	$\neg a$	not a
conjunction	\cap	$a \cap b$	a and b
disjunction	\cup	$a \cup b$	a or b
equivalence	\equiv	$a \equiv b$	a is equivalent to b
implication	\supset	$a \supset b$	a implies b
	\subset	$a \subset b$	b implies a

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Compound Propositions

- Quantifiers—used to bind variables in propositions
 - Universal quantifier: \forall
 $\forall x.P$ — means “for all x , P is true”
 - Existential quantifier: \exists
 $\exists x.P$ — means “there exists a value of x such that P is true”
 - Examples
 - $\forall x.(manager(x) \supset employee(x))$
 - $\exists x.(mother(mary,x)) \cap male(x)$

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Clausal Form

- **Clausal form** is a standard form of propositions
- It can be used to simplify computation by an automated system

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Clausal Form

- A proposition in clausal form has the following general syntax:

$$\underline{B1 \cup B2 \cup \dots \cup Bn} \subset \underline{A1 \cap A2 \cap \dots \cap Am}$$

consequent

antecedent

- Consequent is the consequence of the truth of the antecedent
- Meaning
 - If all of the A's are true, then at least one B is true

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Examples

- $\text{likes}(\text{bob}, \text{mcintosh}) \subset \text{likes}(\text{bob}, \text{apple}) \cap \text{apple}(\text{mcintosh})$
- $\text{father}(\text{john}, \text{alvin}) \cup \text{father}(\text{john}, \text{alice}) \subset \text{father}(\text{alvin}, \text{bob}) \cap \text{mother}(\text{alice}, \text{bob}) \cap \text{grandfather}(\text{john}, \text{bob})$

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Predicate Calculus

- **Predicate calculus** describes collections of propositions
- **Resolution** is the process of inferring propositions from given propositions
- Resolution can detect any inconsistency in a given set of proposition

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An Exemplar Resolution

- If we know:
 $\text{older}(\text{terry}, \text{jon}) \subset \text{mother}(\text{terry}, \text{jon})$
 $\text{wiser}(\text{terry}, \text{jon}) \subset \text{older}(\text{terry}, \text{jon})$
- We can infer the proposition:
 $\text{wiser}(\text{terry}, \text{jon}) \subset \text{mother}(\text{terry}, \text{jon})$

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Horn Clauses

- When propositions are used for resolution, only **Horn clauses** can be used
- A proposition with zero or one term in the consequent is called a **Horn clause**
 - If there is only one term in the consequence, the clause is called a **Headed Horn clause**
 - E.g., $\text{person}(\text{jake}) \subset \text{man}(\text{jake})$
 - For stating **Inference Rules** in Prolog
 - If there is no term in the consequence, the clause is called a **Headless Horn clause**
 - E.g., $\text{man}(\text{jake})$
 - For stating **Facts and Queries** in Prolog

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Logic Programming Languages

- Logical programming languages are **declarative languages**
- **Declarative semantics**: It is simple to determine the meaning of each statement, and it does not depend on how the statement might be used to solve a problem
 - E.g., the meaning of a proposition can be concisely determined from the statement itself

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Logic Programming Languages

- Logical Programming Languages are **nonprocedural**
- Instead of specifying *how* a result is computed, we *describe* the desired result and let the computer figure out how to compute it

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An Example

- E.g., sort a list
 - $\text{sort}(\text{new_list}, \text{old_list}) \subset \text{permute}(\text{old_list}, \text{new_list}) \cap \text{sorted}(\text{new_list})$
 - $\text{sorted}(\text{list}) \subset \forall j \text{ such that } 1 \leq j < n, \text{list}(j) \leq \text{list}(j+1)$

where *permute* is a predicate that returns true if its second parameter is a permutation of the first one

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Key Points about Logic Programming

- Nonprocedural programming sounds like the mere production of concise software requirements specifications
 - It is a fair assessment
- Unfortunately, logic programs that use only resolution face the problems of execution efficiency

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Key Points about Logic Programming

- The best form of a logic language has not been determined
- Good methods of creating programs in logic programming languages have not yet been developed

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