

# 15-317 Lecture 14: Logic Programming

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- Rules (+ strategy) as programs
- Predicate logic
- Proof search as computation
- Answer substitutions
- Modes

# Predicates

- Atomic prop's are predicates  $p(t_1, \dots, t_n)$
- $p$  is a predicate symbol of arity  $n$
- $t_1, \dots, t_n$  are terms and arguments to  $p$

$z()$   
└───┘  
 $z$

$s(n)$

$even(n)$

$even(z)$

$evz$

$even(N)$

$even(s(s(N)))$

$evs$

X

$\frac{\text{even}(s z)}{\text{even}(s(s(s(z))))}$  evs

$\frac{\text{even}(z)}{\text{even}(s(s(z)))}$  evs

$\frac{\text{even}(s(s(z)))}{\text{even}(s(s(s(s(z))))}$  evs

Prolog

↑ goal-directed  
proof search

Datalog

↓ forward reasoning  
proof search

# Addition

$$\text{plus}(M, N, P) \quad \text{" } M + N = P \text{"}$$

$$0 + n = n$$

$$(m+1) + n = (m+n) + 1$$

$$\text{plus}(M, N, P)$$

$$\text{plus}(sM, N, sP)$$

$$\text{plus}(Z, N, N)$$

$P S$

$P Z$

$$\text{plus}(Z, sZ, R') \quad \text{ev } Z \quad (\text{where } N = sZ \text{ and } N = R') \quad R' = sZ$$

$$\text{plus}(sZ, sZ, R) \quad \text{ev } S \quad (\text{where } R = sR')$$

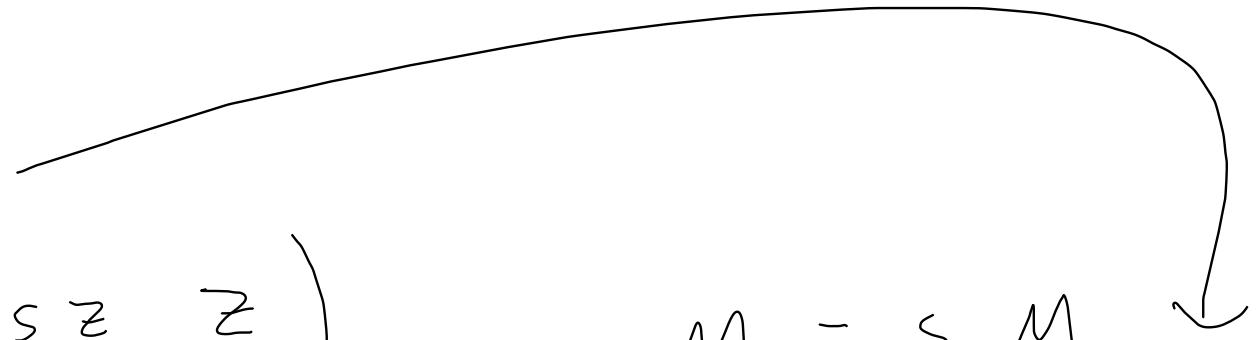
$$\boxed{R = s s Z}$$

$$\text{plus}(sZ, sZ, R)$$

X

$$\frac{\text{plus}(M_2, s z, z)}{\text{plus}(M_1, s z, s z)} = \text{plus}(M, s z, s s z)$$

$$\begin{aligned} \text{ps } M_1 &= s M_2 \\ \text{ps } M &= s M_1 \end{aligned}$$



$$\frac{\text{plus}(M_1, s z, s z)}{\text{plus}(M, s z, s s z)} = \text{ps } M_1 = z$$

$$M = s z$$

# Modes

- Write + for inputs, - for outputs.

- Addition: plus (+M, +N, -P)

- Subtraction: plus (-M, +N, +P)

- Sum checking: plus (+M, +N, +P)

Also subtraction: plus (+M, -N, +P)

plus (-M, -N, -P)

$$\frac{\text{plus}(M, N, P)}{\text{plus}(sM, N, sP)} \quad pS$$

$$\frac{\text{plus}(Z, N, N)}{pZ}$$

plus(+, +, -) well-moded

Case pZ:

N is given/known by + in second slot,  
so N is known in the third slot

Case pS:

sM, N are known, so M, N are known.

By i.h., P is known, and so is sP.

plus(-, -, -)

Case  $P \neq Z$ :

$M$  is known to be  $Z$

$N, P$  are not known

plus(+, -, +)

$P \neq Z$ :

$M, P$  are known

Because  $N = P$ ,  $N$  is known

ps:

$$M = sM' \quad P = sP'$$

By i.h., we get a known  $N$  from

$$\text{plus}(M', N, P')$$



# Subgoal order

$$\frac{\text{times}(z, N, z)}{\text{times}(sM, N, Q)}$$

$t_z$                        $t_s$

$$\frac{\text{times}(M, N, P) \quad \text{plus}(P, N, Q)}{\text{times}(sM, N, Q)}$$

$$P = sP', \quad Q = sQ', \dots$$

$$\frac{P = z \quad \text{plus}(P', s s z, Q')}{\text{plus}(z, s s z, Q)}$$

$P = z \quad Q = s s z$

$$\frac{\text{times}(z, s s z, P) \quad \text{plus}(P, s s z, Q)}{\text{times}(s z, s s z, Q)}$$

$t_z$                        $t_s$

$Q = s s z$

# Prolog Notation

$$\frac{J_1, \dots, J_n}{J} \leftarrow$$

In prolog  $J :- J_1, \dots, J_n.$

$$\left[ \begin{array}{l} \text{plus}(s(M), N, s(P)) :- \text{plus}(M, N, P). \\ \text{plus}(z(), N, N). \end{array} \right.$$

# Unification

goal:  $\text{plus}(s z, s z, R)$

rule:  $\text{plus}(s M, N, s P) \doteq - \text{plus}(M, N, P)$

- Unification involves finding a substitution of terms for variables  $(M, N, P, R)$  such that two things become syntactically equal

e.g.  $\text{plus}(s z, s z, R) = \text{plus}(s M, N, s P)$

$$M = z \quad R = s P$$

$$N = s z$$

$$\text{plus}(z, N, N) = \text{plus}(z, sz, R)$$

$$\boxed{N = sz}$$

$$\rightarrow \text{plus}(z, sz, sz) = \text{plus}(z, sz, R)$$

$$\boxed{R = sz}$$