

Prolog

Prolog is a programming language for PROgramming with LOGic

- It doesn't mean just being sensible and making a logical design
- It means expressing your program in terms of facts and deduction rules
- No loops, no functions of the sort we're used to
- Just predicates, terms, and definitions
- It makes use of
 - Unification
 - Resolution
 - Predicate calculus (parts of it anyway) and
 - Backtracking
- Available on rabbit.eng.miami.edu
- But download your own: <https://www.swi-prolog.org/download/stable>
- Under Settings menu select "User init file ...".
- If it asks about creating it, say yes.
- Insert into it

```
:- working_directory(_, 'D:\\prolog').
```
- but of course choose your own working directory instead of C:\\prolog
- Save and exit. Exit from prolog and restart it.

Backward Chaining

- Instead of Forward Chaining which goes from known facts to conclusions
- We start from the Goal (the question) and work backwards
- Building an (almost) ever growing list of things that we need to be true
- e.g., the goal is Criminal(W)
- that becomes
 - $\text{american}(W) \wedge \text{weapon}(Y) \wedge \text{hostile}(Z) \wedge \text{sold}(W, Y, Z)$
- that becomes
 - $\text{weapon}(Y) \wedge \text{hostile}(Z) \wedge \text{sold}(\text{colw}, Y, Z)$
- that becomes
 - $\text{missile}(Y) \wedge \text{hostile}(Z) \wedge \text{sold}(\text{colw}, Y, Z)$
- that becomes
 - $\text{hostile}(Z) \wedge \text{sold}(\text{colw}, m1, Z)$
- that becomes
 - $\text{enemy}(Z, \text{america}) \wedge \text{sold}(\text{colw}, m1, Z)$
- that becomes
 - $\text{sold}(\text{colw}, m1, nk)$
- that becomes
 - $\text{missile}(m1) \wedge \text{owns}(nk, m1)$
- that becomes
 - $\text{owns}(nk, m1)$
- that becomes
 - (nothing)
- Which means that we succeeded
- And along the way, we learned that
 - $\{ W \rightarrow \text{colw}, X \rightarrow W, Y \rightarrow m1, Z \rightarrow nk \}$

- W is the only variable that appeared in the question, so the answer is
W = colw

Syntax

- As before, little letters for predicates and functions, big letters for variables
- Predicates separated by commas are to be anded together
each predicate must be made true in turn, left to right
- Predicates separated by semicolons are to be ored together
try each in turn until one comes out as true
- Not doesn't really work very well, but we get by without it
- Colon-dash :- means \Leftarrow , it is how predicates are defined
A dot . appears at the end of a definition (called a Rule)
hates(X, Y) :- cat(Y), mouse(X).
hates(X, Y) :- dog(Y).
- Two definitions for the same predicate means they are ored together
that's why we don't see semicolons so much
- A predicate on its own is just a statement of fact
cat(tom).
is-something(X).

Here is a complete program:

```
cat(tom).
dog(spike).
mouse(jerry).
mouse(jerrys-nephew).
would-eat(X, Y) :- cat(X), mouse(Y).
hates(X, Y) :- would-eat(Y, X).
hates(X, Y) :- cat(X), dog(Y).
```

We run it by entering a predicate, which is treated as a query

```
hates(jerrys-nephew, tom).
    says Yes
hates(tom, jerry)
    Fails
hates(X, Y)
    lists all valuations for X and Y that make it true
but we can never ask "who is what?"
```

But a simple change of style opens up things like that:

```
isa(tom, cat).
isa(spike, dog).
isa(jerry, mouse).
isa(jerrys-nephew, mouse).
would-eat(X, Y) :- isa(X, cat), isa(Y, mouse).
hates(X, Y) :- would-eat(Y, X).
hates(X, Y) :- isa(X, cat), isa(Y, dog).
```

Or even more flexibly:

```
fact(tom, isa, cat).
```

```
fact(spike, isa, dog).
fact(jerry, isa, mouse).
fact(jerrys-nephew, isa, mouse).
fact(X, would-eat, Y) :- fact(X, isa, cat), fact(Y, isa, mouse).
fact(X, hates, Y) :- fact(Y, would-eat, X).
fact(X, hates, Y) :- fact(X, isa, cat), fact(Y, isa, dog).
```

NOT doesn't work at all well

- solutions consist of valuations of variables (maybe empty)
- a false predicate fails, it does not produce a valuation
Predicates fail exactly because no valuation works
- changing a success into a failure is trivial
- changing a failure into a success doesn't really work
Successes are supposed to produce valuations
but a failure give us nothing to work with.

To get in, type the command "prolog" or "prolog *filename.pl*"

To get out, type "halt." Remember the dot at the end.

To enter definitions manually (not very good)

```
type consult(user) .
```

and control-D when you're done

There is no way to save the definitions you type.

To read definitions from a file (much better)

```
type consult(filename) . Do not put the .pl at the end of the filename.
```

ignore warnings about "Singleton variables"

To ask a query, just type it.

If there are multiple solutions, it will print the first then wait.

press ; to see the next solution

or press ENTER to stop and get back to the command prompt

Backtracking

- As before, Prolog maintains a list of predicates that must all be true
and the current substitution
- It also maintains a stack of (predicate-list, substitution) pairs
that could also lead to an answer
- When there is a choice (two or more rules match the same predicate)
one is chosen to go into the current predicate list
the others go onto the stack
- If the current predicate list turns out to be false
just backtrack to the alternative on top of the stack
- Or if the user asks for another solution after one has been delivered