PROLOG. Advanced Issues.
Knowledge Representation, Reasoning and Inference Control.
Predicates: not, cut, fail.

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References

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Similarities: analogies between RDB and PROLOG

- ✠ **records** are PROLOG **facts**,
- ✠ **tables** are PROLOG **collections of facts**,
- ✠ **links** can be representad as **binary facts**,
- ✠ **associative tables** can be representad as **collections binary facts**,
- ✠ **SELECT** – easily implemented by backtracking search and pattern matching,
- ✠ all **relational/set operations** can be easily mimic with PROLOG constructs.

Dissimilarities: advantages of PROLOG

- ✠ **terms** and **unification** – structural objects and matching them accessible,
- ✠ **lists** – no problem with multiple values,
- ✠ **clauses** – **inference** instead of pure search,
- ✠ **recursion** – intrinsic in PROLOG,
- ✠ **iteration** – simple in PROLOG,
- ✠ **repeat-fail** – built-in backtracking search,
- ✠ **operators** – custom knowledge representation language creation,
- ✠ **meta-programming** – a unique feature;

Problems with SQL

SQL is not a complete language!
SQL has no recursion.

Example problems with SQL

- variables — lack of variables,
- transitive cosure,
- recurency,
- lists,
- structures,
- trees,
- graphs,
- loops,
- combinatorial probelms,
- constraint satisfaction,
- search,
- backtracking search.

Shopping: a Knapsack Problem

```prolog
1  item(item1,123).
2  item(item2,234).
3  item(item3,345).
4  item(itme4,456).
5  item(item5,567).
```

Task: find all sets of items that can be purchased for a given total cost.

Travelling: Path Generation

```prolog
1  link(a,b).
2  link(a,c).
3  link(b,c).
4  link(b,d).
5  link(c,d)
6  link(c,e).
7  link(d,e).
```

Task: find all paths from a to d.

Library: an example database structure:

```
1  book(signature_1,title_1,author_1,publisher_1,year_1).
2  book(signature_2,title_2,author_2,publisher_2,year_2).
3  book(signature_3,title_3,author_1,publisher_3,year_3).
4  book(signature_4,title_4,author_4,publisher_4,year_4).
5  book(signature_5,title_5,author_1,publisher_5,year_5).
6
7  journal(journal_id_1,title_1,volume_1,number_1,year_1).
8  journal(journal_id_2,title_2,volume_2,number_2,year_2).
9  journal(journal_id_3,title_3,volume_3,number_3,year_3).
10 journal(journal_id_4,title_4,volume_4,number_4,year_4).
11 journal(signature_5,title_5,volume_5,number_5,year_5).
12
13 user(id_1,surname_1,forename_1,born_1,address_1).
14 user(id_2,surname_2,forename_2,born_2,address_2).
15 user(id_3,surname_3,forename_3,born_3,address_3).
16 user(id_4,surname_4,forename_4,born_4,address_4).
17 user(id_5,surname_5,forename_5,born_5,address_5).
18
19 register(id_1,signature_1,borrow_date_1,return_date_1).
20 register(id_1,signature_2,borrow_date_2,return_date_2).
21 register(id_2,signature_1,borrow_date_3,return_date_3).
```

Library: example database operations

```
1   sum(Id,Title,Year):-
2       book(Id,Title,_,_,Year);
3       journal(Id,Title,_,_,Year), not(book(Id,Title,_,_,Year)).
4
5   intersect(Id,Title,Year):-
6       book(Id,Title,_,_,Year),
7       journal(Id,Title,_,_,Year).
8
9   except(Id,Title,Year):-
10      book(Id,Title,_,_,Year),
11      not(journal(Id,Title,_,_,Year)).
12
13  projection(Title,Author,Year):-
14      book(_,Title,Author,_,Year).
15
16  selection(Signature,Title,Author,Publisher,Year):-
17      book(Signature,Title,Author,Publisher,Year),
18      Author = author_1.
19
20  cartesian_product(Signature,Uid):-
21      book(Signature,_,_,_,_),
22      user(Uid,_,_,_,_).
```

Library: example database operations

```prolog
1   inner_join(Uid,Surname,Name,Signature):-
2       user(Uid,Surname,Name,_,_),
3       register(Uid,Signature,_,_).
4
5   left_outer_join(Uid,Surname,Name,Signature):-
6       user(Uid,Surname,Name,_,_),
7       register(Uid,Signature,_,_).
8   left_outer_join(Uid,Surname,Name,Signature):-
9       user(Uid,Surname,Name,_,_),
10      not(register(Uid,Signature,_,_)).
11
12  who_what_book(Uid,Surname,Name,Signature,
13               Title,BorrowDate,ReturnDate):-
14      register(Uid,Signature,BorrowDate,ReturnDate),
15      user(Uid,Surname,Name,_,_),
16      book(Signature,Title,_,_,_).
17
18  subquery_has_book(Uid,Surname,Name):-
19      user(Uid,Surname,Name,_,_),
20      register(Uid,_,_,_).
```

```prolog
1   rodzina(osoba(jan, kowalski,data(5,kwiecien,1946),pracuje(tpsa,3000)),
2   osoba(anna,kowalski,data(8,luty,1949),      pracuje(szkola,1500)),
3   [osoba(maria,kowalski,data(20,maj,1973),       pracuje(argo_turist,4000)
4    osoba(pawel,kowalski,data(15,listopad,1979),zasilek)]).
5
6   rodzina(osoba(krzysztof, malinowski, data(24,lipiec,1950), bezrobocie)
7   osoba(klara, malinowski, data(9,styczen,1951), pracuje(kghm,8000)),
8   [osoba(monika, malinowski, data(19,wrzesien,1980), bezrobocie)]).
9
10  maz(X)  :- rodzina(X,_,_).
11  zona(X)  :- rodzina(_,X,_).
12  dziecko(X)  :- rodzina(_,_,Dzieci), member(X,Dzieci).
13
14  istnieje(Osoba)  :- maz(Osoba); zona(Osoba); dziecko(Osoba).
15
16  data_urodzenia(osoba(_,_,Data,_),Data).
17
18  pensja(osoba(_,_,_,pracuje(_,P)),P).
19  pensja(osoba(_,_,_,zasilek),500).
20  pensja(osoba(_,_,_,bezrobocie),0).
21
22  zarobki([],0).
23  zarobki([Osoba|Lista],Suma)  :-
24  pensja(Osoba,S),
25  zarobki(Lista,Reszta),
26  Suma is S + Reszta.
```

Built-in Predicates

1. `fail` – always fails. Since it is impossible to pass through, it is used to force *backtracking*.

2. `true` – always succeeds.

3. `repeat` – always succeeds; provides an infinite number of choice points.

4. `!` – cut; prohibits backtracking to the goals located left of its placement.

5. `+Goal1, +Goal2` – conjunction; prove `Goal1`, then `Goals2`.

6. `+Goal1; +Goal2` – disjunction; either `Goal1` or `Goal2` should be proved.It is translated into:

   ```
   Goal12 :- Goal1.
   Goal12 :- Goal2.
   ```

Disjunction in clauses:

```
h :- p;q.
```

can be translated into:

```
h :- p.
h :- q.
```

Definition of `repeat`

```
repeat.
repeat:- repeat.
```

Role of `fail`

The fail predicate does not unify with any other predicate.

1. fail — stops further inference, and
2. enforces backtracking.

Applications of `fail`

1. to ensure exploration of all the possible executions of a clause; `fail` is placed at the end of this clause.
2. definition of repeated actions (a loop),
3. ensuring program execution (robust programming).

An action-fail loop

```
1   loop :-
2       action,
3       fail.
4   loop.
```

A repeat-test loop

```
1   loop :-
2       repeat,
3       action,
4       test.
5   test :- termination_ok,!,go_out.
6   test :- fail.
```

Example loop solutions

```prolog
1   loop_infinite:-
2       repeat,
3       actions,
4       fail.
5
6   loop_infinite_read_write:-
7       repeat,
8       read(X), process(X,Y), write(Y),nl,
9       fail.
10
11  loop_find_fail:-
12      d(X),
13      process(X,Y), write(Y),nl,
14      fail.
15  loop_find_fail.
16
17  loop_repeat_test:-
18      repeat,
19      d(X),
20      process(X,Y), write(Y),nl,
21      test_for_final(Y), write('***end: '),write(Y),nl.
22  d(0). d(1). d(2). d(3). d(4). d(5). d(6). d(7). d(8). d(9).
```

Description of cut

✠ The *cut* predicate is a standard predicate which helps avoiding exploration of further inference possibilities, provided that the one currently explored satisfies certain predicates.

✠ The cut predicate allows for pruning branches in the search tree generated by the depth-first search algorithm.

✠ The *cut* predicate is symbolized with the exclamation mark '!'.

Definition and operation of cut

Consider a clause:

$$h :- p_1, p_2, \ldots, p_i, !, p_{i+1}, \ldots, p_m.$$

1. ! divides a clause in the left and right part,
2. the left part atoms are removed form stack,
3. no backtracking for $h, p_1, p_2, \ldots, p_i$,
4. backtracking is still possible for $p_{i+1}, \ldots,$ up to p_m.

Examples with cut

```
1   cyfra(0).
2   cyfra(1).
3   cyfra(2).
4   cyfra(3).
5   cyfra(4).
6   cyfra(5).
7   cyfra(6).
8   cyfra(7).
9   cyfra(8).
10  cyfra(9).
11
12  liczba(X):-      %%% 0-99
13      cyfra(S),!,
14      cyfra(D),
15      cyfra(J),
16      X is 100*S+10*D+J.
17
18  liczba(X):-      %%% 0-9
19      cyfra(S),
20      cyfra(D),!
21      cyfra(J),
22      X is 100*S+10*D+J.
```

Example: definition of a function

```
1    %%% Function definition: mutually exclusive conditions
2
3    f(X,2):- X>=0,X<3.
4    f(X,4):- X>=3,X<6.
5    f(X,6):- X>=6,X<9.
6    f(X,8):- X>=9.
7
8    %%% Function definition: preventing backtrackin with cut
9
10   fc(X,2):- X>=0,X<3,!.
11   fc(X,4):- X>=3,X<6,!.
12   fc(X,6):- X>=6,X<9,!.
13   fc(X,8):- X>=9.
14
15   %%% Function definition: preventing backtracking + optimization
16
17   fco(X,2):- X>=0,X<3,!.
18   fco(X,4):- X<6,!.
19   fco(X,6):- X<9,!.
20   fco(X,8):- X>=9.
```

Closed World Assumption

✠ positive knowledge about the world of interest is stated explicitly; it takes the form of facts and rules (clauses in PROLOG),

✠ it is assumed that all the positive knowledge is available or can be deduced; in other words, that the world is *closed*,

✠ if so, if a certain fact does not follow from the current knowledge base, it is assumed to be false,

✠ it does not mean it is *really false*; the definition is *operational* — it provides a way to decide whether something is false in the case the negation of it is not stated in an explicit way.

Basic concept of negation in PROLOG

1. Negation in PROLOG is based on the *Closed World Assumption*,

2. it is implemented as negation as failure to prove a goal,

3. predicate `not` is in fact a meta-predicate — its argument is a predicate *p*, and *not(p)* succeeds if an attempt to prove *p* fails,

4. `not(p)` — attempts to prove p; if the interpreter fails, `not(p)` succeeds.

Example use of `not`

```
1   %%% Large base of positive facts
2     pracownik(adam).
3     pracownik(bogdan).
4     pracownik(czesiek).
5     pracownik(damian).
6     pracownik(eustachy).
7     pracownik(walery).
8     pracownik(xawery).
9
10  %%% Few exception examples
11    bumelka(bogdan).
12    bumelka(walery).
13    bumelka(damian).
14
15    premia(X):-
16        pracownik(X),
17        not(bumelka(X)).
18
19  %%% Variable instantiation first!!!
20      premia_wrong_example(X):-
21        not(bumelka(X)),
22        pracownik(X).
```

Syntax

Implementation of `not`

```
1  not(P):- call(P),!,fail.
2  not(_).
```

Use of `not`

not(goal) should be always invoked with all variables of the `goal` instantiated!

Example use of `not`

```
1   %%% Variable instantiation first!!!
2      premia_wrong_example(X):-
3        not(bumelka(X)),
4        pracownik(X).
5   %%% Explanation of the work of not
6      pracowity(X):-
7        bumelka(X),!,
8        fail.
9    pracowity(_).
10
11  w:- pracownik(X),write(X),nl, pracowity(X), write(X),nl,fail.
```

Asserting and Retracting knowledge

1. Programs in PROLOG can easily access global memory.

2. There are two basic operations on it — one can *assert* new facts and the other can *retract* them.

3. The facts can be read from any place of the program.

4. The standard predicates *assert/1* and *retract/1* are in fact meta-predicates; their arguments are facts.

5. practical use:

```
assert(p).

retract(p).
```

6. The *retract* and *assert* operations produce results which are not removed during backtracking.

7. Predicates assert and retract can be used in any place of the program

8. At any stage of program execution all the clauses have access to the knowledge contained in the global memory; a useful mechanism for communication among clauses without parameter passing is available in this way.

Examples

```
1  assert(p(a)).
2  assert(p(a,f(b),g(a,c))).
3  assert(p(X,X)).
4  assert(list,[a,b,c,d,e],5).
5  assert(register(id_1,signature_1,borrow_date_1,return_date_1)).
```

Cleaning the Database

The predicate which performs clearing of the memory is called *retractall/1*; its definition is as follows:

```
retractall(P):-
    retract(P),
    fail.
retractall(_).
```

retractall/1 is built-in predicate in SWI-PROLOG.

Dynamic facts declaration

Dynamic facts should be declared as such

```
1  :- dynamic p/n.
```

Database predictaes

1. dynamic p/n – declared a dynamic term p with arity n.
2. consult(+File) – reads the file 'File' into the program (A Prolog source code; usually a dynamic database).
3. assert(+Term) – asserts Term to the database (at the last position).
4. asserta(+Term) – asserts Term to the database (at the first position).
5. assertz(+Term) – asserts Term to the database (at the last position).
6. retract(+Term) – retracts the first term unifiable with Term.
7. retractall(+Term) – retracts all the occurrences of terms unifiable with Term.
8. abolish(Functor/Arity) – Removes all clauses of a predicate with functor Functor and arity Arity from the database.
9. abolish(+Name, +Arity) – the same as abolish(Name/Arity).

```prolog
1   :-  op( 50, xfy, :).
2   route(P1, P2, Day, [P1 / P2 / Fnum / Deptime]):- % Direct flight
3     flight( P1, P2, Day, Fnum, Deptime, _).
4   route(P1, P2, Day, [(P1 / P3 / Fnum1 / Dep1)|RestRoute] ):- %Indirect
5     route( P3, P2, Day, RestRoute),
6     flight( P1, P3, Day, Fnum1, Dep1, Arr1),
7     deptime( RestRoute, Dep2),       % Departure time of Route
8     transfer( Arr1, Dep2).           % Enough time for transfer
9   flight ( Place1, Place2, Day, Fnum, Deptime, Arrtime)  :-
10     timetable( Place1, Place2, Flightlist),
11     member( Deptime / Arrtime / Fnum / Daylist , Flightlist),
12     flyday( Day, Daylist).
13  flyday( Day, Daylist)  :-
14     member( Day, Daylist).
15  flyday( Day, alldays)  :-
16     member( Day, [mo,tu,we,th,fr,sa,su] ).
17  deptime ( [ _ / _ / _ / Dep | _], Dep).
18  transfer( Hours1:Mins1, Hours2:Mins2)  :-
19     60 * (Hours2 - Hours1) + Mins2 - Mins1 >= 40.
20  % A FLIGHT DATABASE
21  timetable( edinburgh, london,
22               [  9:40 / 10:50 / ba4733 / alldays,
23                 13:40 / 14:50 / ba4773 / alldays,
24                 19:40 / 20:50 / ba4833 / [mo,tu,we,th,fr,su] ] ).
25  timetable( london, edinburgh,
26               [  9:40 / 10:50 / ba4732 / alldays,
27                 11:40 / 12:50 / ba4752 / alldays,
```

The Zebra Puzzle — Einstein Problem

```prolog
1    left(L,P,[L,P,_,_,_]).
2    left(L,P,[_,L,P,_,_]).
3    left(L,P,[_,_,L,P,_]).
4    left(L,P,[_,_,_,L,P]).

6    near(X,Y,L):- left(X,Y,L).
7    near(X,Y,L):- left(Y,X,L).

9    einstein(S):-
10       S = [[norweg,_,_,_,_],_,[_,_,_,mleko,_],_,_],
11       member([anglik,czerwony,_,_,_],S),
12       member([szwed,_,psy,_,_],S),
13       member([dunczyk,_,_,herbata,_],S),
14       left([_,zielony,_,_,_],[_,bialy,_,_,_],S),
15       member([_,zielony,_,kawa,_],S),
16       member([_,_,ptaki,_,pallmall],S),
17       member([_,zolty,_,_,dunhill],S),
18       near([_,_,_,_,blends],[_,_,koty,_,_],S),
19       near([_,_,konie,_,_],[_,_,_,_,dunhill],S),
20       member([_,_,_,piwo,blumaster],S),
21       member([niemiec,_,_,_,prince],S),
22       near([norweg,_,_,_,_],[_,niebieski,_,_,_],S),
23       near([_,_,_,_,blends],[_,_,_,voda,_],S),
24       member([_,_,rybki,_,_],S).
```