

# Learn Prolog Now!



# SWI Prolog

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- Freely available Prolog interpreter
- Works with
  - Linux,
  - Windows, or
  - Mac OS
- There are many more Prolog interpreters
- Not all are ISO compliant

# Lecture 1

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- Theory
  - Introduction to Prolog
  - Facts, Rules and Queries
  - Prolog Syntax
- Exercises
  - Exercises of LPN chapter 1
  - Practical work

# Basic idea of Prolog

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- Describe the situation of interest
- Ask a question
- Prolog logically deduces new facts about the situation we described
- Prolog gives us its deductions back as answers

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?-

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- woman(mia).

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- woman(mia).  
yes  
?-



# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- woman(mia).  
yes  
?- playsAirGuitar(jody).

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- woman(mia).  
yes  
?- playsAirGuitar(jody).  
yes  
?-

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- woman(mia).  
yes  
?- playsAirGuitar(jody).  
yes  
?- playsAirGuitar(mia).  
no

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- tattooed(jody).

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- tattooed(jody).  
no  
?-

# Knowledge Base 1

```
woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.
```

```
?- tattoed(jody).  
ERROR: predicate tattoed/1 not defined.  
?-
```

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- party.

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- party.  
yes  
?-



# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- rockConcert.

# Knowledge Base 1

woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.

?- rockConcert.  
no  
?-

# Knowledge Base 2

happy(yolanda).

listens2music(mia).

listens2music(yolanda):- happy(yolanda).

playsAirGuitar(mia):- listens2music(mia).

playsAirGuitar(yolanda):- listens2music(yolanda).

# Knowledge Base 2

happy(yolanda).

fact

listens2music(mia).

listens2music(yolanda):- happy(yolanda).

playsAirGuitar(mia):- listens2music(mia).

playsAirGuitar(yolanda):- listens2music(yolanda).

# Knowledge Base 2

happy(yolanda).

fact

listens2music(mia).

fact

listens2music(yolanda):- happy(yolanda).

playsAirGuitar(mia):- listens2music(mia).

playsAirGuitar(yolanda):- listens2music(yolanda).

# Knowledge Base 2

happy(yolanda).

fact

listens2music(mia).

fact

listens2music(yolanda):- happy(yolanda).

rule

playsAirGuitar(mia):- listens2music(mia).

playsAirGuitar(yolanda):- listens2music(yolanda).

# Knowledge Base 2

happy(yolanda).

fact

listens2music(mia).

fact

listens2music(yolanda):- happy(yolanda).

rule

playsAirGuitar(mia):- listens2music(mia).

rule

playsAirGuitar(yolanda):- listens2music(yolanda).

# Knowledge Base 2

happy(yolanda). fact  
listens2music(mia). fact  
listens2music(yolanda):- happy(yolanda). rule  
playsAirGuitar(mia):- listens2music(mia). rule  
playsAirGuitar(yolanda):- listens2music(yolanda). rule

The diagram illustrates a knowledge base with five Prolog statements. The first two are facts, and the last three are rules. Each statement is annotated with a blue callout box containing the word 'fact' or 'rule'. The callouts for the rules are stacked vertically to the right of their respective statements.



# Knowledge Base 2

```
happy(yolanda).  
listens2music(mia).  
listens2music(yolanda):- happy(yolanda).  
playsAirGuitar(mia):- listens2music(mia).  
playsAirGuitar(yolanda):- listens2music(yolanda).
```



head

body

# Knowledge Base 2

```
happy(yolanda).  
listens2music(mia).  
listens2music(yolanda):- happy(yolanda).  
playsAirGuitar(mia):- listens2music(mia).  
playsAirGuitar(yolanda):- listens2music(yolanda).
```

?-

# Knowledge Base 2

```
happy(yolanda).  
listens2music(mia).  
listens2music(yolanda):- happy(yolanda).  
playsAirGuitar(mia):- listens2music(mia).  
playsAirGuitar(yolanda):- listens2music(yolanda).
```

```
?- playsAirGuitar(mia).  
yes  
?-
```

# Knowledge Base 2

```
happy(yolanda).  
listens2music(mia).  
listens2music(yolanda):- happy(yolanda).  
playsAirGuitar(mia):- listens2music(mia).  
playsAirGuitar(yolanda):- listens2music(yolanda).
```

```
?- playsAirGuitar(mia).  
yes  
?- playsAirGuitar(yolanda).  
yes
```

# Clauses

```
happy(yolanda).  
listens2music(mia).  
listens2music(yolanda):- happy(yolanda).  
playsAirGuitar(mia):- listens2music(mia).  
playsAirGuitar(yolanda):- listens2music(yolanda).
```

*There are five clauses in this knowledge base:  
two facts, and three rules.*

*The end of a clause is marked with a full stop.*

# Predicates

```
happy(yolanda).  
listens2music(mia).  
listens2music(yolanda):- happy(yolanda).  
playsAirGuitar(mia):- listens2music(mia).  
playsAirGuitar(yolanda):- listens2music(yolanda).
```

*There are three **predicates**  
in this knowledge base:*

*happy, listens2music, and playsAirGuitar*

# Knowledge Base 3

happy(vincent).

listens2music(butch).

playsAirGuitar(vincent):- listens2music(vincent), happy(vincent).

playsAirGuitar(butch):- happy(butch).

playsAirGuitar(butch):- listens2music(butch).

# Expressing Conjunction

```
happy(vincent).  
listens2music(butch).  
playsAirGuitar(vincent):- listens2music(vincent), happy(vincent).  
playsAirGuitar(butch):- happy(butch).  
playsAirGuitar(butch):- listens2music(butch).
```

*The comma "," expresses conjunction in Prolog*



# Knowledge Base 3

```
happy(vincent).  
listens2music(butch).  
playsAirGuitar(vincent):- listens2music(vincent), happy(vincent).  
playsAirGuitar(butch):- happy(butch).  
playsAirGuitar(butch):- listens2music(butch).
```

```
?- playsAirGuitar(vincent).  
no  
?-
```

# Knowledge Base 3

```
happy(vincent).  
listens2music(butch).  
playsAirGuitar(vincent):- listens2music(vincent), happy(vincent).  
playsAirGuitar(butch):- happy(butch).  
playsAirGuitar(butch):- listens2music(butch).
```

```
?- playsAirGuitar(butch).  
yes  
?-
```

# Expressing Disjunction

```
happy(vincent).  
listens2music(butch).  
playsAirGuitar(vincent):- listens2music(vincent), happy(vincent).  
playsAirGuitar(butch):- happy(butch).  
playsAirGuitar(butch):- listens2music(butch).
```

```
happy(vincent).  
listens2music(butch).  
playsAirGuitar(vincent):- listens2music(vincent), happy(vincent).  
playsAirGuitar(butch):- happy(butch); listens2music(butch).
```

# Prolog and Logic

- Clearly Prolog has something to do with logic
- Operators
  - Implication :-
  - Conjunction ,
  - Disjunction ;
- Use of modus ponens
- Negation

# Knowledge Base 4

woman(mia).

woman(jody).

woman(yolanda).

loves(vincent, mia).

loves(marsellus, mia).

loves(pumpkin, honey\_bunny).

loves(honey\_bunny, pumpkin).

# Prolog Variables

```
woman(mia).  
woman(jody).  
woman(yolanda).
```

```
loves(vincent, mia).  
loves(marsellus, mia).  
loves(pumpkin, honey_bunny).  
loves(honey_bunny, pumpkin).
```

```
?- woman(X).
```

# Variable Instantiation

```
woman(mia).  
woman(jody).  
woman(yolanda).
```

```
loves(vincent, mia).  
loves(marsellus, mia).  
loves(pumpkin, honey_bunny).  
loves(honey_bunny, pumpkin).
```

```
?- woman(X).  
X=mia
```

# Asking Alternatives

woman(mia).

woman(jody).

woman(yolanda).

loves(vincent, mia).

loves(marsellus, mia).

loves(pumpkin, honey\_bunny).

loves(honey\_bunny, pumpkin).

?- woman(X).

X=mia;



# Asking Alternatives

woman(mia).

woman(jody).

woman(yolanda).

loves(vincent, mia).

loves(marsellus, mia).

loves(pumpkin, honey\_bunny).

loves(honey\_bunny, pumpkin).

?- woman(X).

X=mia;

X=jody

# Asking Alternatives

```
woman(mia).  
woman(jody).  
woman(yolanda).
```

```
loves(vincent, mia).  
loves(marsellus, mia).  
loves(pumpkin, honey_bunny).  
loves(honey_bunny, pumpkin).
```

```
?- woman(X).  
X=mia;  
X=jody;  
X=yolanda
```

# Asking Alternatives

```
woman(mia).  
woman(jody).  
woman(yolanda).
```

```
loves(vincent, mia).  
loves(marsellus, mia).  
loves(pumpkin, honey_bunny).  
loves(honey_bunny, pumpkin).
```

```
?- woman(X).  
X=mia;  
X=jody;  
X=yolanda;  
no
```

# Knowledge Base 4

woman(mia).

woman(jody).

woman(yolanda).

loves(vincent, mia).

loves(marsellus, mia).

loves(pumpkin, honey\_bunny).

loves(honey\_bunny, pumpkin).

?- loves(marsellus,X), woman(X).

# Knowledge Base 4

woman(mia).  
woman(jody).  
woman(yolanda).

loves(vincent, mia).  
loves(marsellus, mia).  
loves(pumpkin, honey\_bunny).  
loves(honey\_bunny, pumpkin).

?- loves(marsellus,X), woman(X).

X=mia

yes

?-

# Knowledge Base 4

woman(mia).

woman(jody).

woman(yolanda).

loves(vincent, mia).

loves(marsellus, mia).

loves(pumpkin, honey\_bunny).

loves(honey\_bunny, pumpkin).

?- loves(pumpkin,X), woman(X).

# Knowledge Base 4

woman(mia).

woman(jody).

woman(yolanda).

loves(vincent, mia).

loves(marsellus, mia).

loves(pumpkin, honey\_bunny).

loves(honey\_bunny, pumpkin).

?- loves(pumpkin,X), woman(X).

no

?-

# Knowledge Base 5

loves(vincent,mia).

loves(marsellus,mia).

loves(pumpkin, honey\_bunny).

loves(honey\_bunny, pumpkin).

jealous(X,Y):- loves(X,Z), loves(Y,Z).



# Knowledge Base 5

loves(vincent,mia).

loves(marsellus,mia).

loves(pumpkin, honey\_bunny).

loves(honey\_bunny, pumpkin).

jealous(X,Y):- loves(X,Z), loves(Y,Z).

?- jealous(marsellus,W).

# Knowledge Base 5

```
loves(vincent,mia).  
loves(marsellus,mia).  
loves(pumpkin, honey_bunny).  
loves(honey_bunny, pumpkin).  
  
jealous(X,Y):- loves(X,Z), loves(Y,Z).
```

```
?- jealous(marsellus,W).  
W=vincent  
?-
```

# Variables

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- A sequence of characters of upper-case letters, lower-case letters, digits, or underscore, starting with either an uppercase letter or an underscore
- Examples:

**X, Y, Variable, Vincent, \_tag**

# Arity

- The number of arguments a complex term has is called its arity

- Examples:

**woman(mia)** is a term with arity 1  
**loves(vincent,mia)** has arity 2  
**father(father(butch))** arity 1

# Example of Arity

```
happy(yolanda).  
listens2music(mia).  
listens2music(yolanda):- happy(yolanda).  
playsAirGuitar(mia):- listens2music(mia).  
playsAirGuitar(yolanda):- listens2music(yolanda).
```

- This knowledge base defines
  - happy/1
  - listens2music/1
  - playsAirGuitar/1

# Exercises

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Represent the following in Prolog:

- Butch is a killer.
- Mia and Marcellus are married.
- Zed is dead.
- Marcellus kills everyone who gives Mia a footmassage.
- Mia loves everyone who is a good dancer.
- Jules eats anything that is nutritious or tasty.

# Summary of this lecture

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- Simple examples of Prolog programs
- Introduced three basic constructs in Prolog:
  - Facts
  - Rules
  - Queries
- Discussed other concepts, such as
  - the role of logic
  - unification with the help of variables
- Definition of Prolog constructs:  
terms, atoms, and variables

# Next lecture

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- Discuss **unification** in Prolog
- Prolog's search strategy