

# Logic Programming (PLP 11, CTM 9.3)

Prolog Imperative Control Flow:  
Backtracking, Cut, Fail, Not  
Lists, Append

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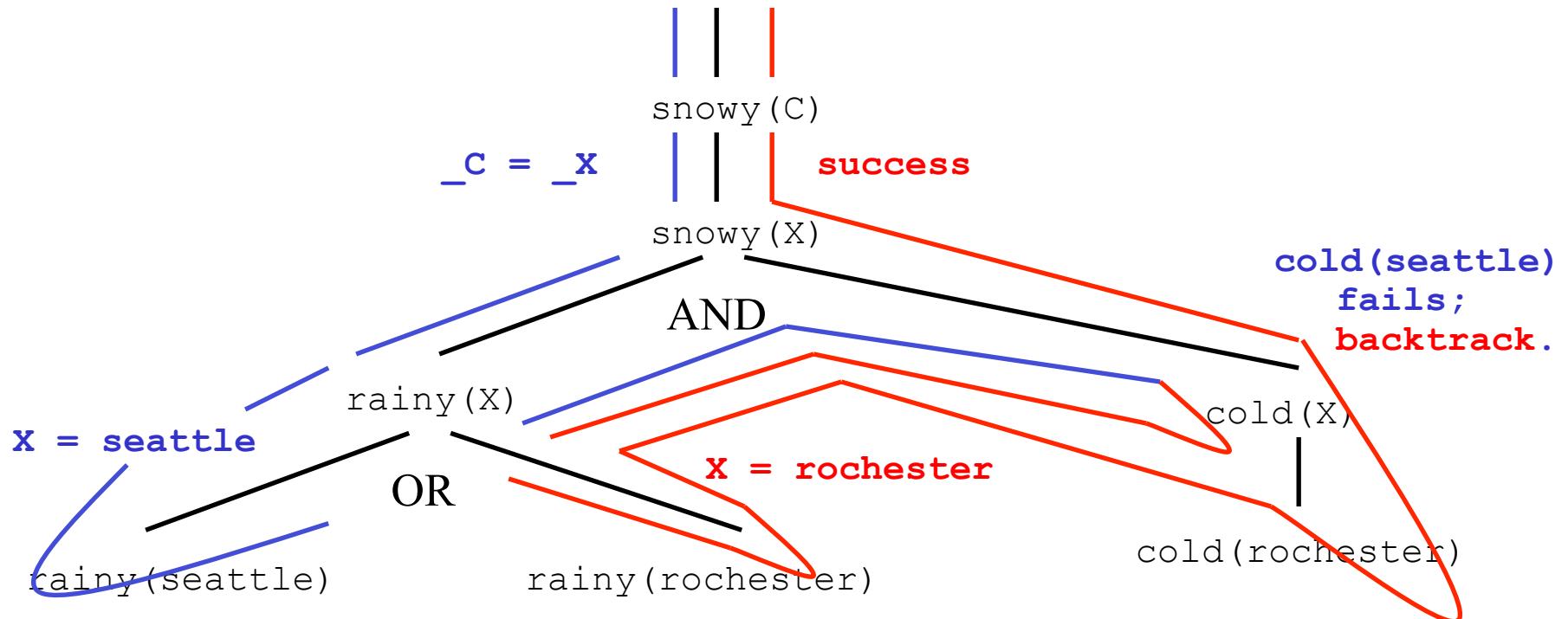
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# Backtracking

- *Forward chaining* goes from axioms forward into goals.
- *Backward chaining* starts from goals and works backwards to prove them with existing axioms.

# Backtracking example

```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), cold(X).
```



# Imperative Control Flow

- Programmer has *explicit control* on backtracking process.

## Cut (!)

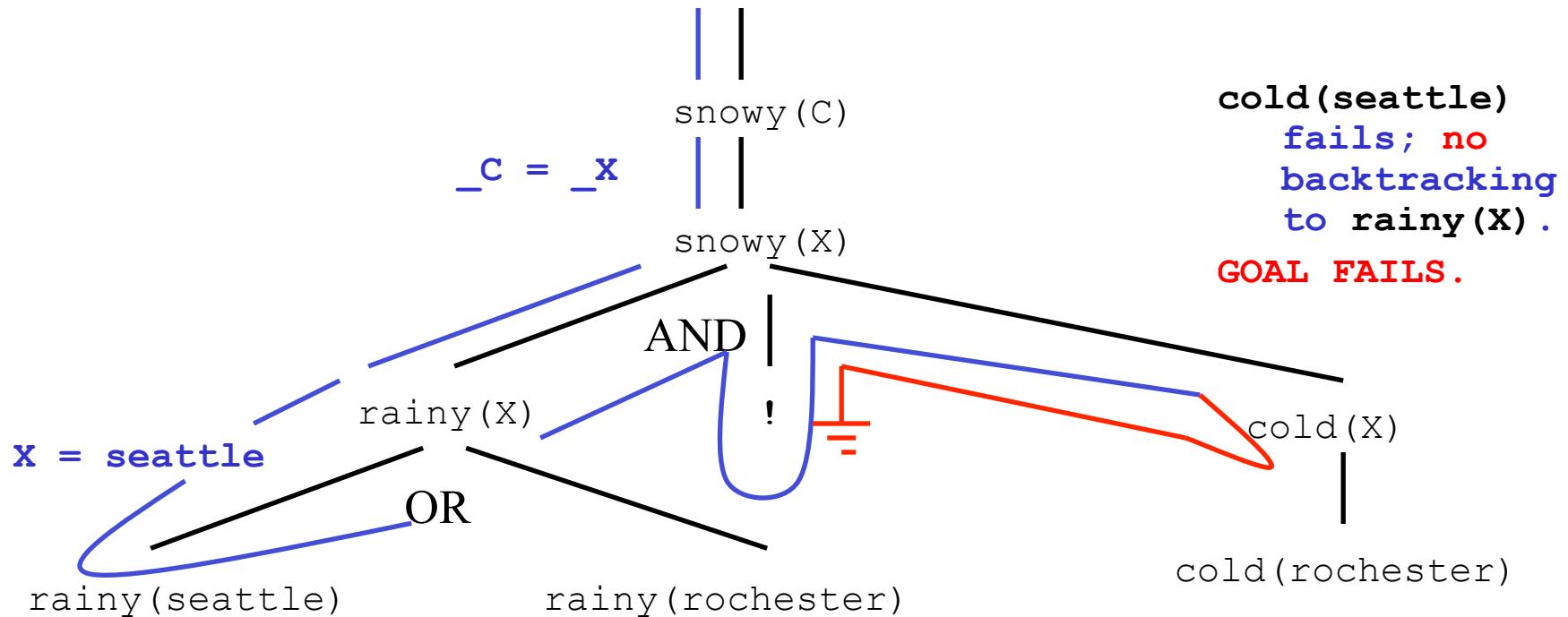
- As a goal it succeeds, but with a side effect:
  - Commits interpreter to choices made since unifying parent goal with left-hand side of current rule. Choices include variable unifications and rule to satisfy the parent goal.

# Cut (!) Example

```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), !, cold(X).
```

# Cut (!) Example

```
rainy(seattle).  
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snowy(X) :- rainy(X), !, cold(X).
```



# Cut (!) Example 2

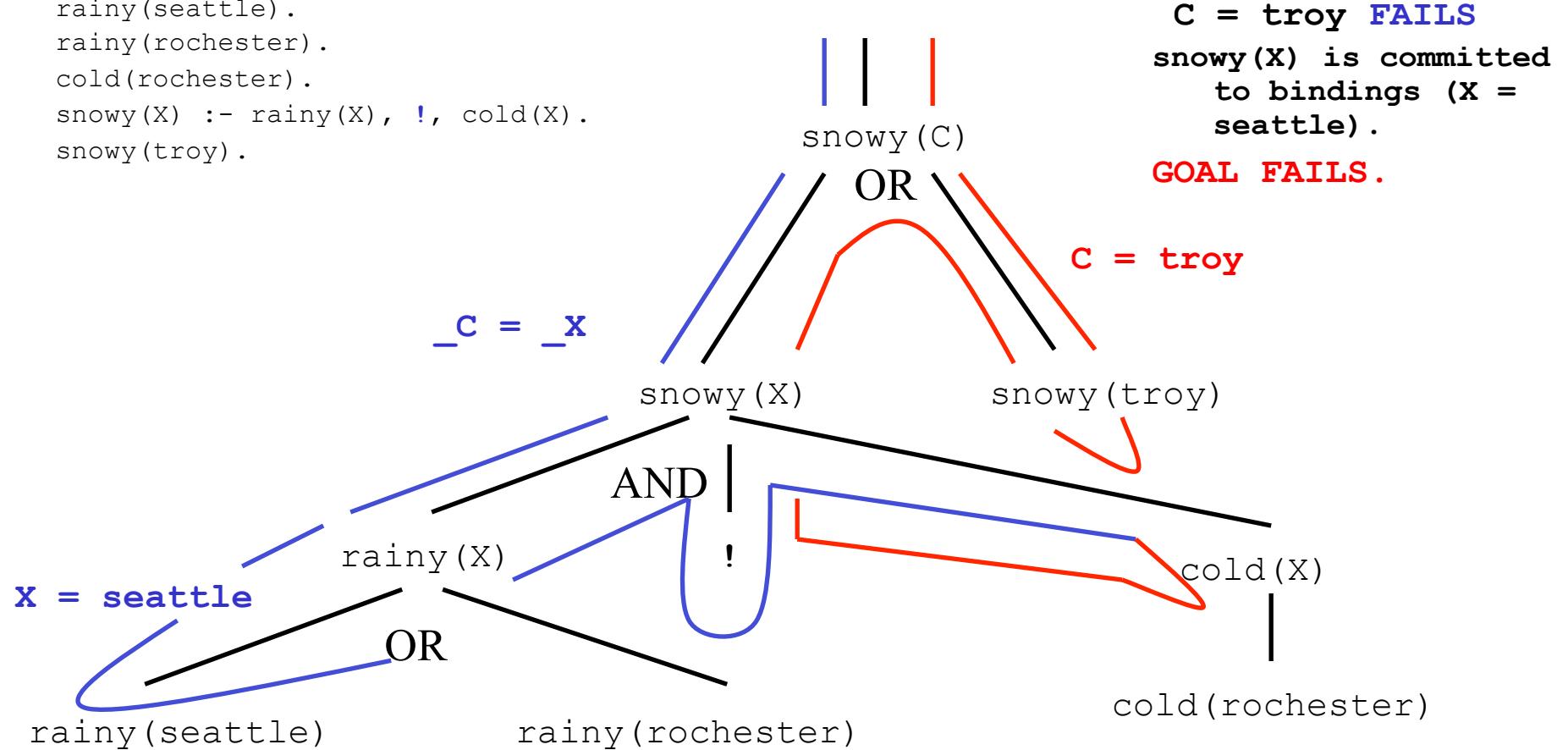
```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), !, cold(X).  
snowy(troy).
```

# Cut (!) Example 2

```

rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X) :- rainy(X), !, cold(X).
snowy(troy).

```



# Cut (!) Example 3

```
rainy(seattle) :- !.  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), cold(X).  
snowy(troy).
```

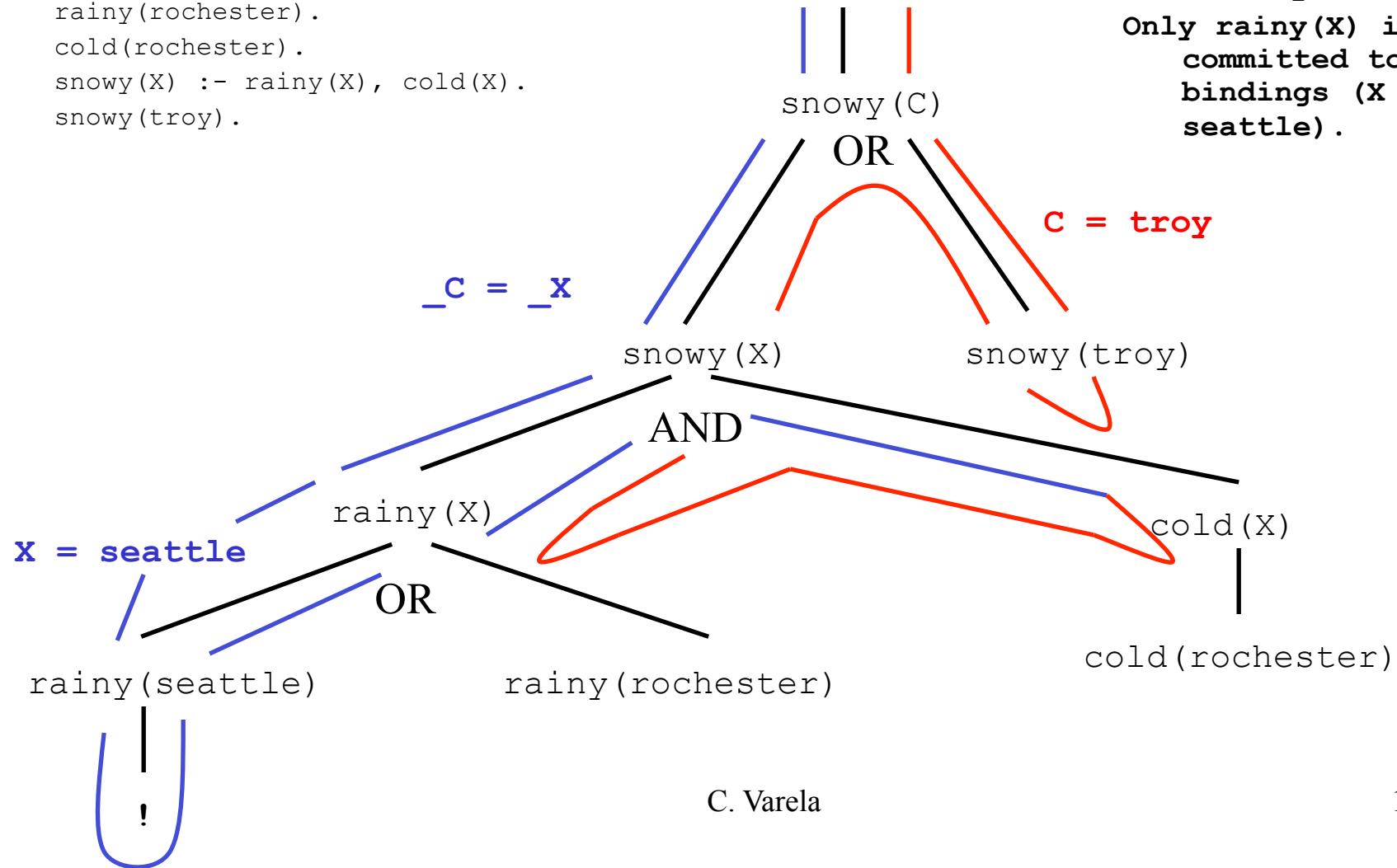
# Cut (!) Example 3

```

rainy(seattle) :- !.
rainy(rochester).
cold(rochester).
snowy(X) :- rainy(X), cold(X).
snowy(troy).

```

**C = troy SUCCEEDS**  
**Only `rainy(X)` is committed to bindings (`X = seattle`).**



# Cut (!) Example 4

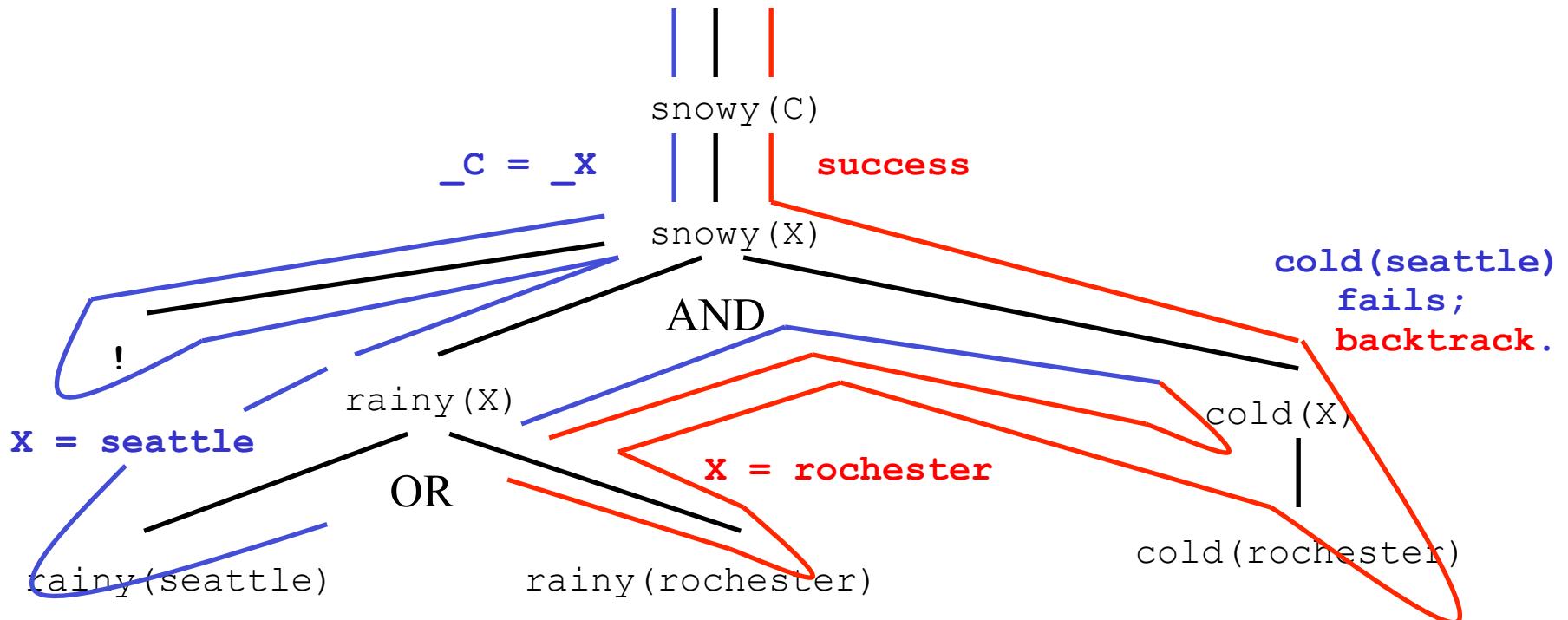
```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- !, rainy(X), cold(X).
```

# Cut (!) Example 4

```

rainy(seattle).
rainy(rochester).
cold(rochester).
snowy(X) :- !, rainy(X), cold(X).

```

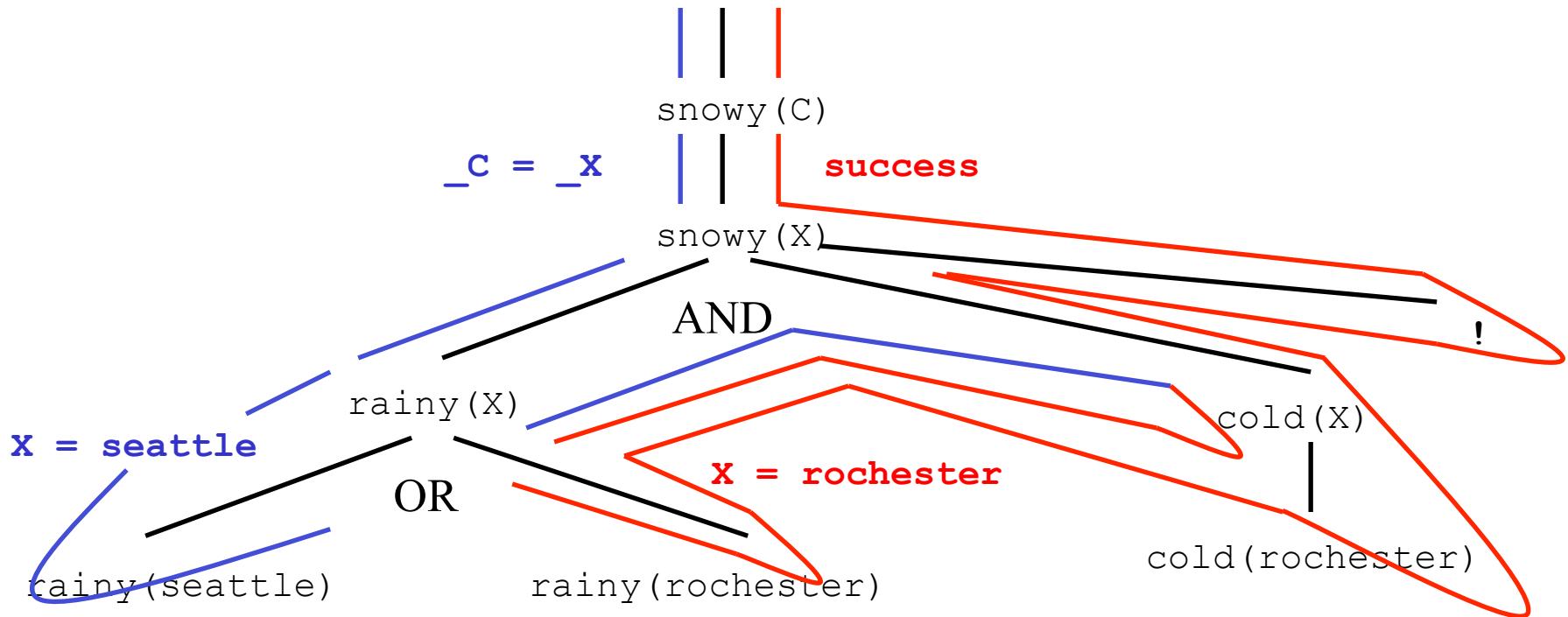


# Cut (!) Example 5

```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), cold(X), !.
```

# Cut (!) Example 5

```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), cold(X), !.
```



# First-Class Terms

call(P)	Invoke predicate as a goal.
assert(P)	Adds predicate to database.
retract(P)	Removes predicate from database.
functor(T, F, A)	Succeeds if T is a <i>term</i> with <i>functor</i> F and <i>arity</i> A.
findall(F, P, L)	Returns a list L with elements F satisfying predicate P

not  $P$  is not  $\neg P$

- In Prolog, the database of facts and rules includes a list of things assumed to be **true**.
- It does not include anything assumed to be **false**.
- Unless our database contains everything that is **true** (the *closed-world assumption*), the goal `not P` (or `\+ P` in some Prolog implementations) can succeed simply because our current knowledge is insufficient to prove  $P$ .

# More not vs $\neg$

```
?- snowy(X).  
X = rochester  
?- not(snowy(X)).  
no
```

Prolog does not reply: **X = seattle.**

The meaning of `not (snowy(X))` is:

$\neg \exists X [ \text{snowy}(X) ]$

rather than:

$\exists X [ \neg \text{snowy}(X) ]$

# Fail, true, repeat

fail	Fails current goal.
true	Always succeeds.
repeat	Always succeeds, provides infinite choice points.

repeat.

repeat :- repeat.

# not Semantics

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

Definition of `not` in terms of failure (`fail`) means that variable bindings are lost whenever `not` succeeds, e.g.:

```
?- not(not(snowy(X))).  
X=G147
```

# Conditionals and Loops

```
statement :- condition, !, then.  
statement :- else.
```

```
natural(1).  
natural(N) :- natural(M), N is M+1.  
my_loop(N) :- N>0,  
            natural(I),  
            write(I), nl,  
            I=N,  
            !, fail.
```

Also called *generate-and-test*.

# Prolog lists

- $[a, b, c]$  is syntactic sugar for:  
 $.(a, .(b, .(c, [])))$   
where  $[]$  is the empty list, and  $.$  is a built-in cons-like functor.
- $[a, b, c]$  can also be expressed as:  
 $[a \mid [b, c]]$ , or  
 $[a, b \mid [c]]$ , or  
 $[a, b, c \mid []]$

# Prolog lists append example

```
append( [ ] , L , L ) .  
append( [ H | T ] , A , [ H | L ] ) :- append( T , A , L ) .
```

# Oz lists (Review)

- `[a b c]` is syntactic sugar for:

$$\text{' | '}(a \text{ ' | '} (\text{b ' | '} (\text{c nil})))$$

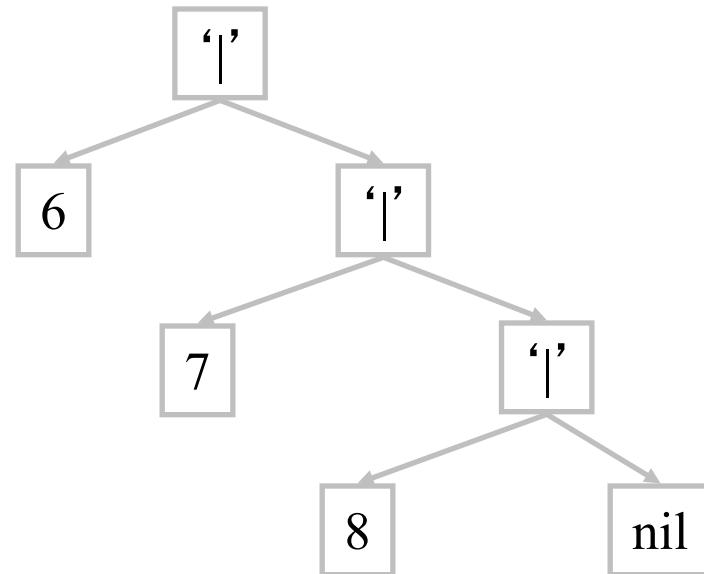
where `nil` is the empty list, and `' | '` is the tuple's functor.

- A list has two components:  
a head, and a tail

`declare L = [6 7 8]`

`L.1` gives 6

`L.2` give [7 8]



# Oz lists append example

```
proc {Append Xs Ys Zs}
  choice Xs = nil Zs = Ys
    [] X Xr Zr in
      Xs=X|Xr
      Zs=X|Zr
      {Append Xr Ys Zr}
    end
  end
```

```
% new search query
proc {P S}
  X Y in
  {Append X Y [1 2 3]} S=X#Y
end
```

```
% new search engine
E = {New Search.object script(P)}
```

```
% calculate and display one at a time
{Browse {E next($)}}
```

```
% calculate all
{Browse {Search.base.all P}}
```

# Exercises

79. What do the following Prolog queries do?

```
?- repeat.  
  
?- repeat, true.  
  
?- repeat, fail.
```

Corroborate your thinking with a Prolog interpreter.

80. Draw the search tree for the query “`not (not (snowy(City)))`”. When are variables bound/unbound in the search/backtracking process?
81. PLP Exercise 11.7 (pg 571).
82. Write the students example in Oz (including the `has_taken(Student, Course)` inference).