

# Logic Programming (PLP 11)

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

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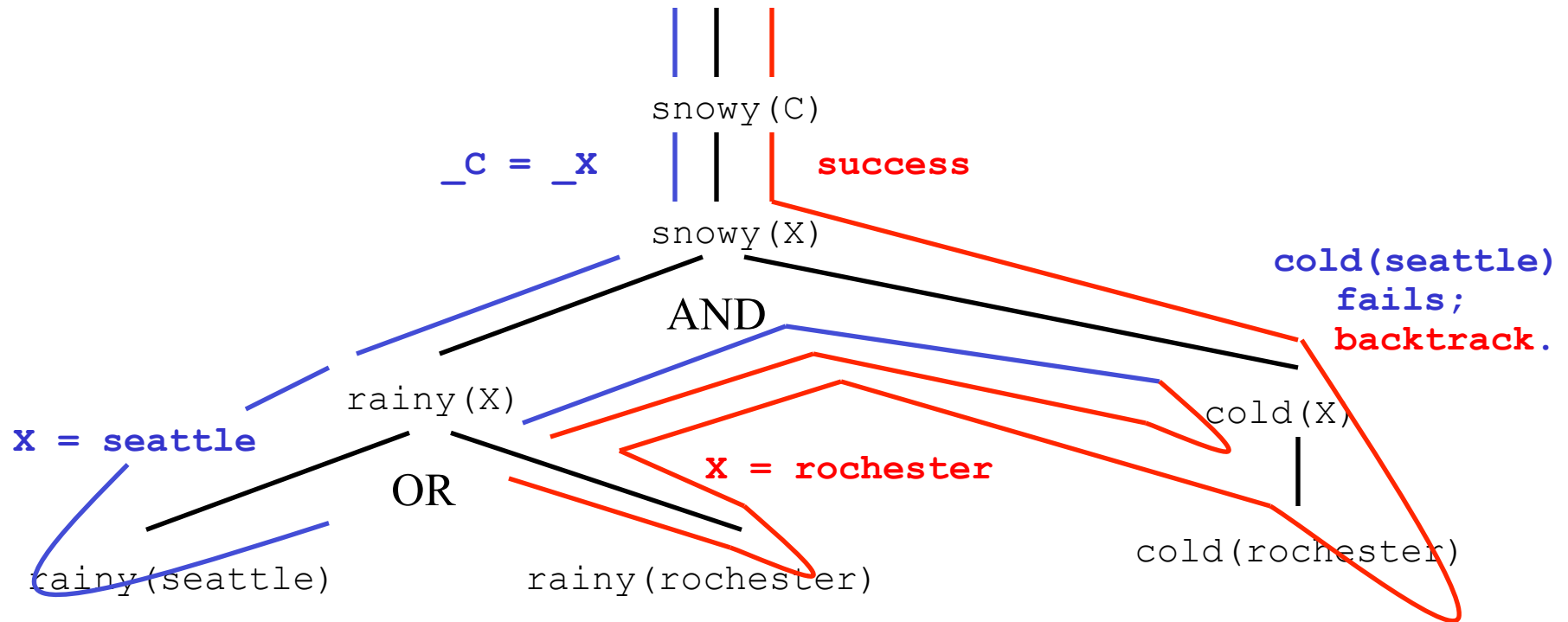
January 31, 2013

# 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 (!)

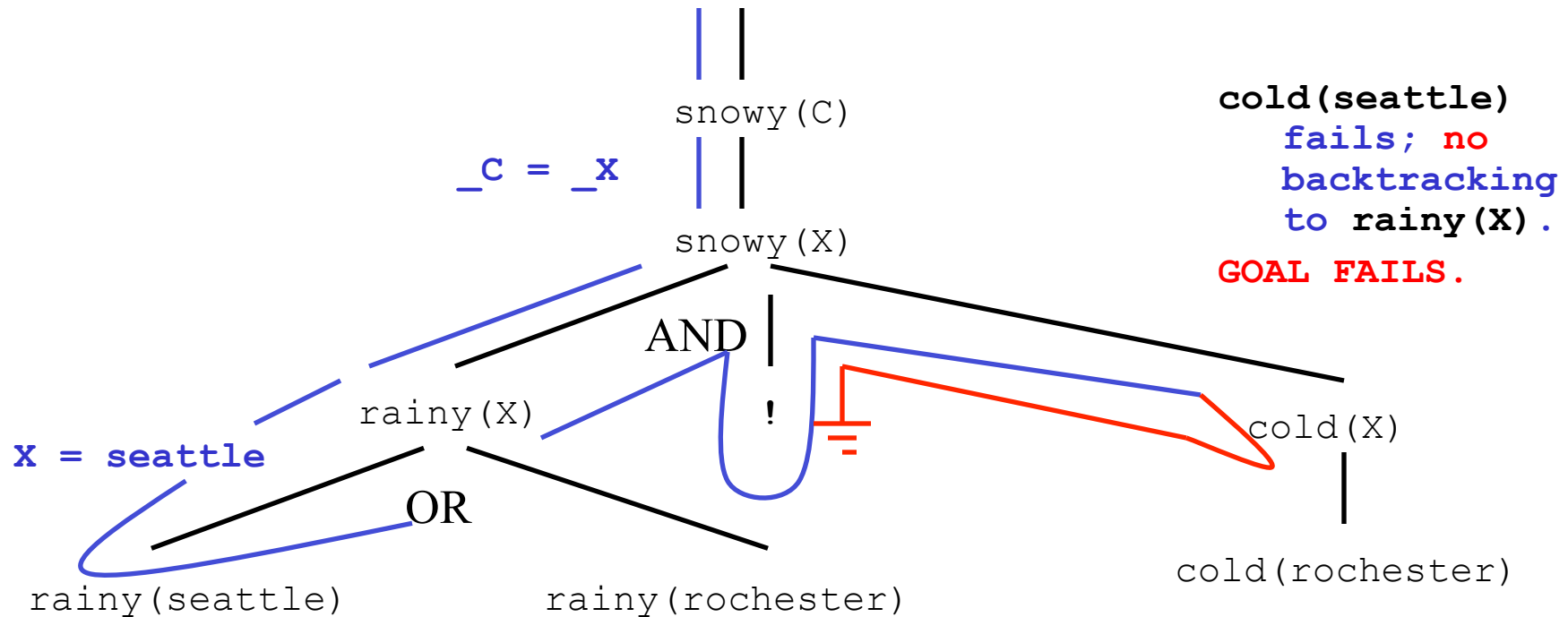
- As a goal it succeeds, but with a side effect:
  - Commits interpreter to choices made since unifying parent goal with left-hand side of current rule.

# Cut (!) Example

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

# Cut (!) Example

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



# Cut (!) Example 2

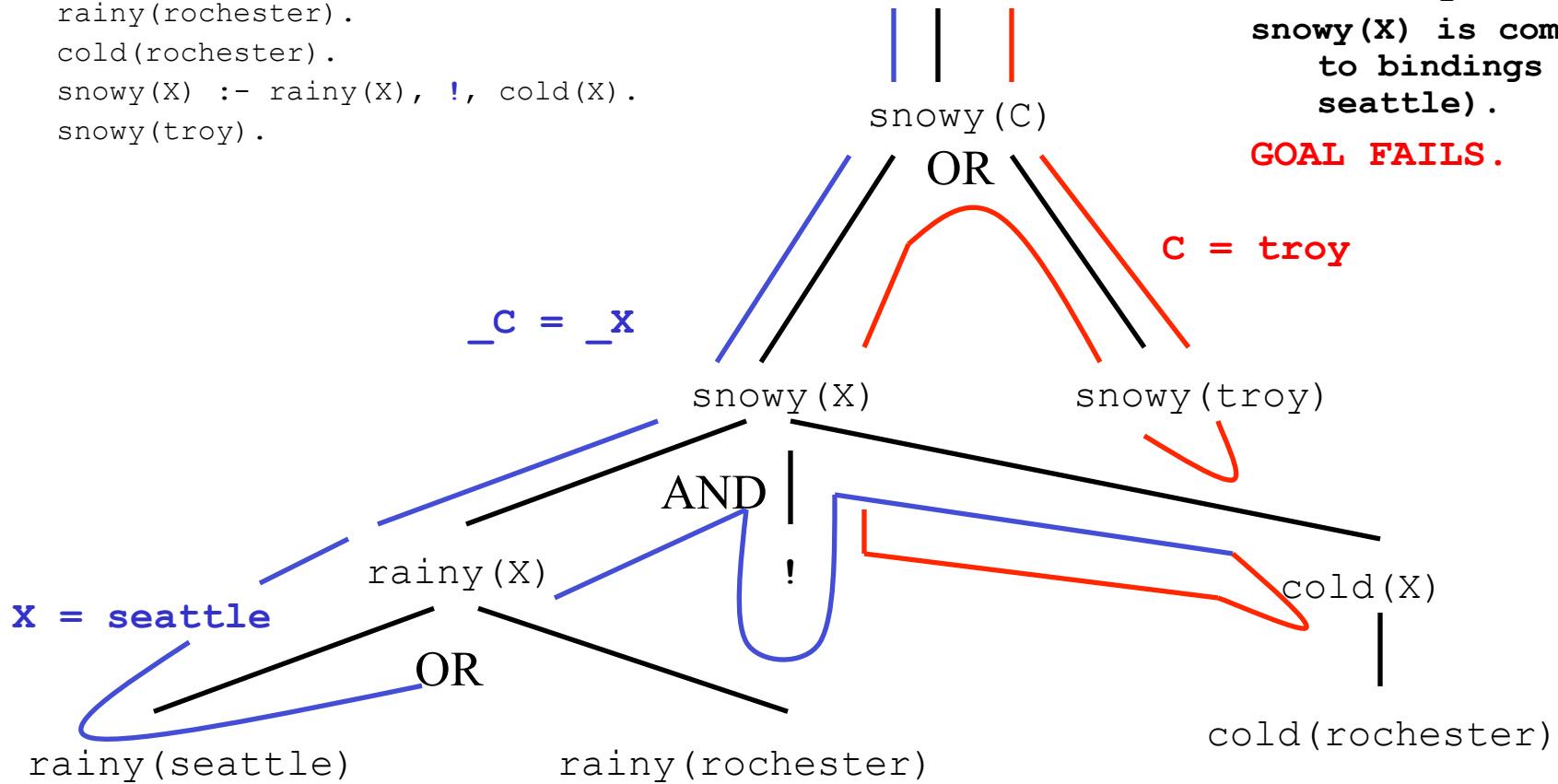
```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), !, cold(X).  
snowy(troy).
```

# Cut (!) Example 2

```

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

**C = troy FAILS**  
**snowy(X) is committed**  
**to bindings (X =**  
**seattle).**  
**GOAL FAILS.**





# Cut (!) Example 3

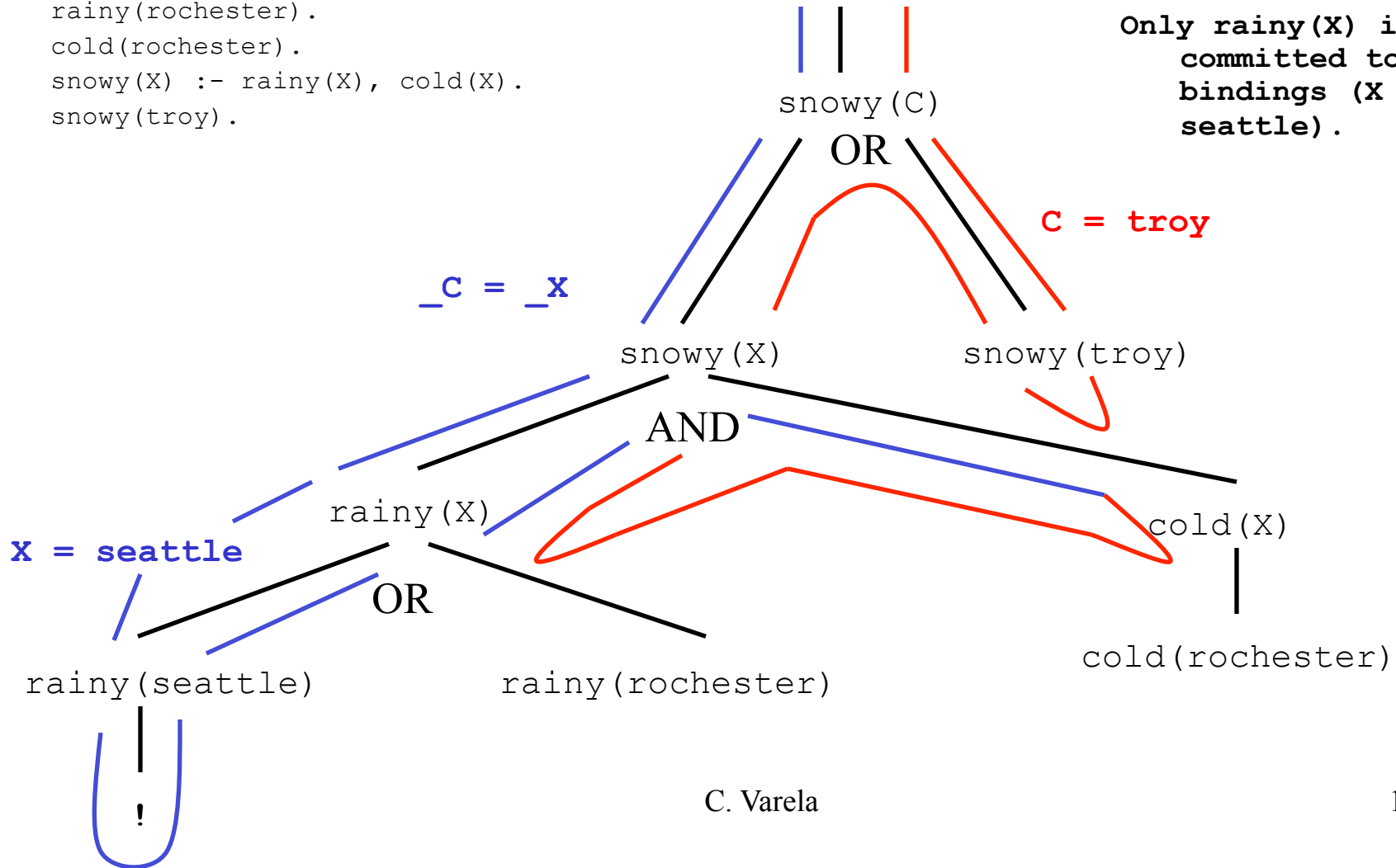
```
rainy(seattle) :- !.  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), cold(X).  
snowy(troy).
```

# 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).

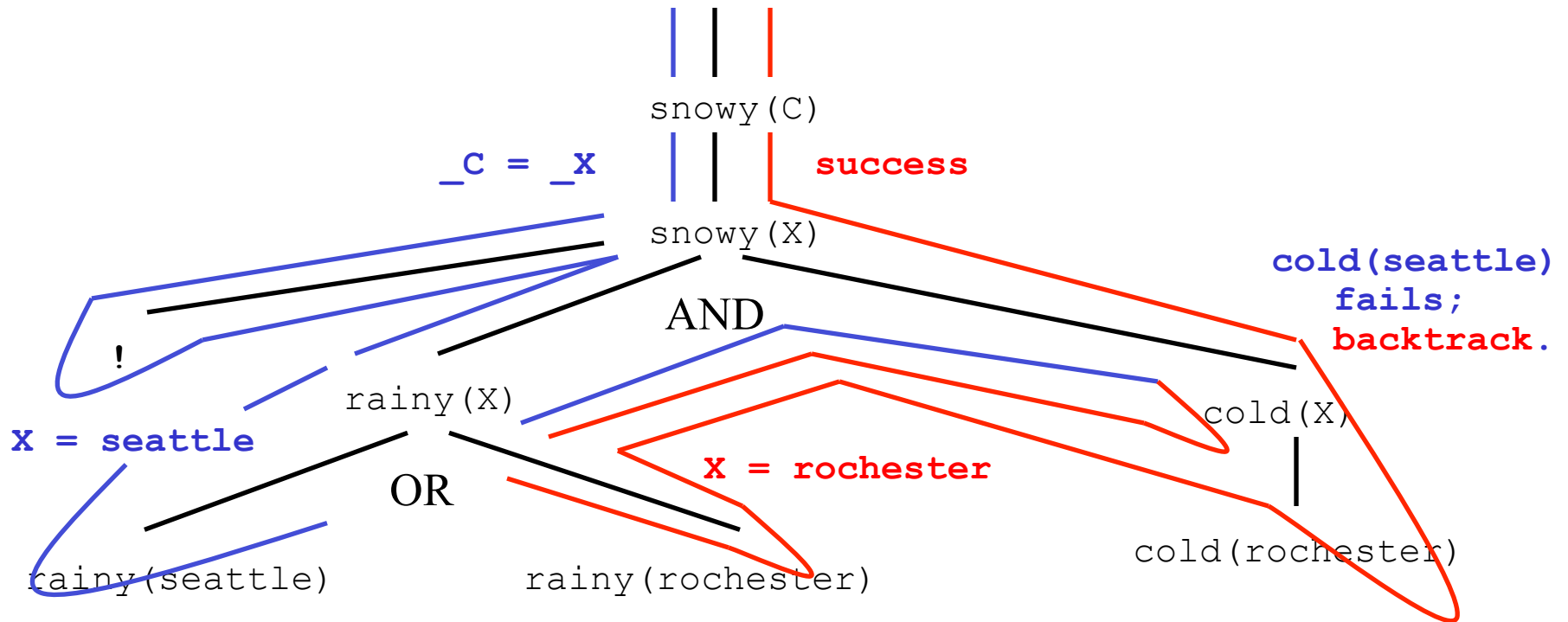


# Cut (!) Example 4

```
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

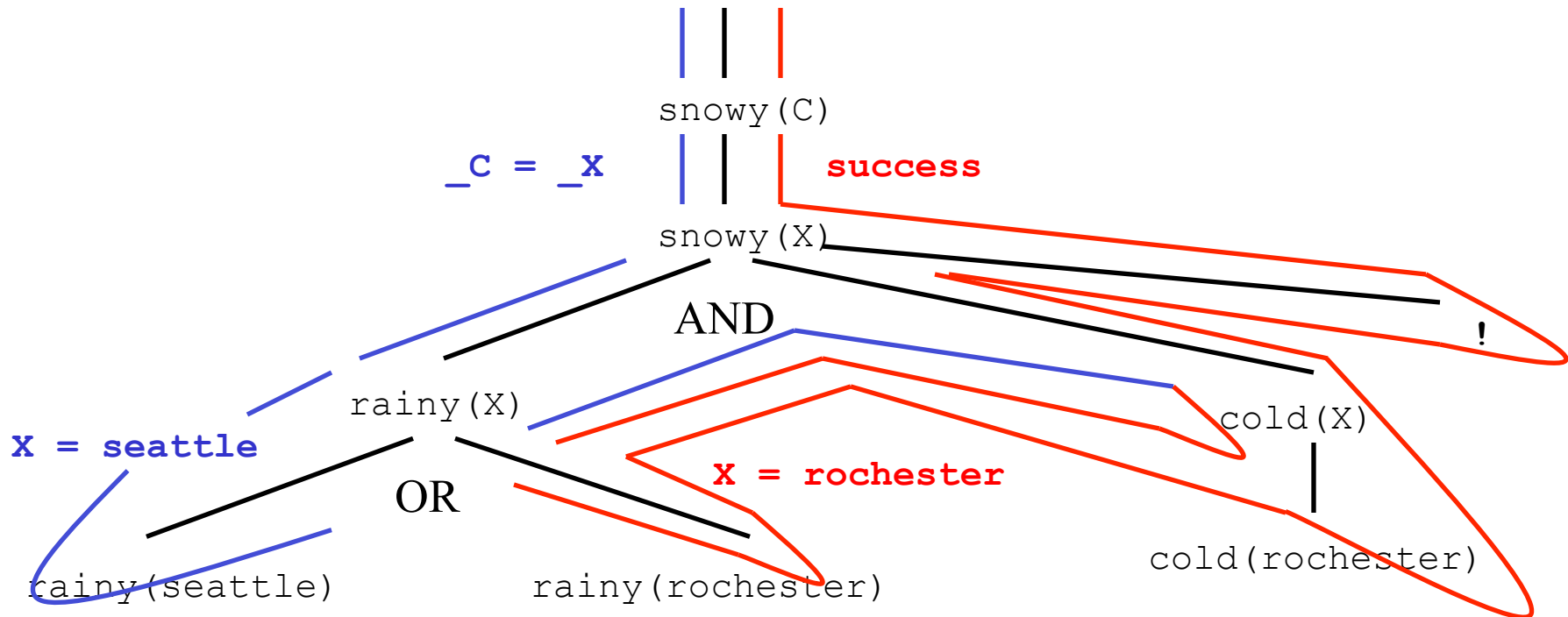
```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), cold(X), !.
```

# Cut (!) Example 5

```

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

```



# First-Class Terms

|                                |  |
|--------------------------------|--|
| <code>call (P)</code>          | Invoke predicate as a goal.  |
| <code>assert (P)</code>        | Adds predicate to database.  |
| <code>retract (P)</code>       | Removes predicate from database.   |
| <code>functor (T, F, A)</code> | Succeeds if T is a <i>term</i> with <i>functor</i> F and <i>arity</i> A. |
| <code>findall (F, P, L)</code> | 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  $\neg P$  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:

$\neg \exists X$  [snowy(X)]

rather than:

$\exists X$  [ $\neg$ snowy(X)]

# Fail, true, repeat

|                     |   |
|---------------------|---|
| <code>fail</code>   | Fails current goal.                               |
| <code>true</code>   | Always succeeds.                                  |
| <code>repeat</code> | 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), I<=N,  
              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 | [b, c]]` , or

`[a, b | [c]]` , or

`[a, b, c | []]`

# Prolog lists append example

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

# Exercises

8. What do the following Prolog queries do?

```
?- repeat.
```

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

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

Corroborate your thinking with a Prolog interpreter.

9. Draw the search tree for the query “not(not(snowy(City)))”. When are variables bound/unbound in the search/backtracking process?
10. PLP Exercise 11.6 (pg 571).
11. PLP Exercise 11.7 (pg 571).