



CS 362: Intelligent Systems

Slide 1

UNIT

Introduction to Prolog

Lecture 2



Slide 2

- Emma is a Doberman pinscher and a good dog.

$\text{gooddog}(\text{emma}) \wedge \text{isa}(\text{emma}, \text{doberman})$

$\text{gooddog}(\text{emma}), \text{isa}(\text{emma}, \text{doberman}).$

- If wishes were horses, beggars would ride.

$\text{equal}(\text{wishes}, \text{horses}) \rightarrow \text{ride}(\text{beggars})$

$\text{ride}(\text{beggars}) :- \text{equal}(\text{wishes}, \text{horses}).$

- If Ali is happy or listens to music then he is playing guitar

$\text{happy}(\text{Ali}) \vee \text{listens_music}(\text{Ali}) \rightarrow \text{Plays guitar}(\text{Ali})$

$\text{plays_guitar}(\text{Ali}) :- \text{happy}(\text{Ali}); \text{listens_music}(\text{Ali}).$



Aim of this lecture 2



Slide 3

- Discuss unification in Prolog
 - Show how Prolog unification differs from standard unification
- Explain the search strategy that Prolog uses when it tries to deduce new information from old, using modus ponens

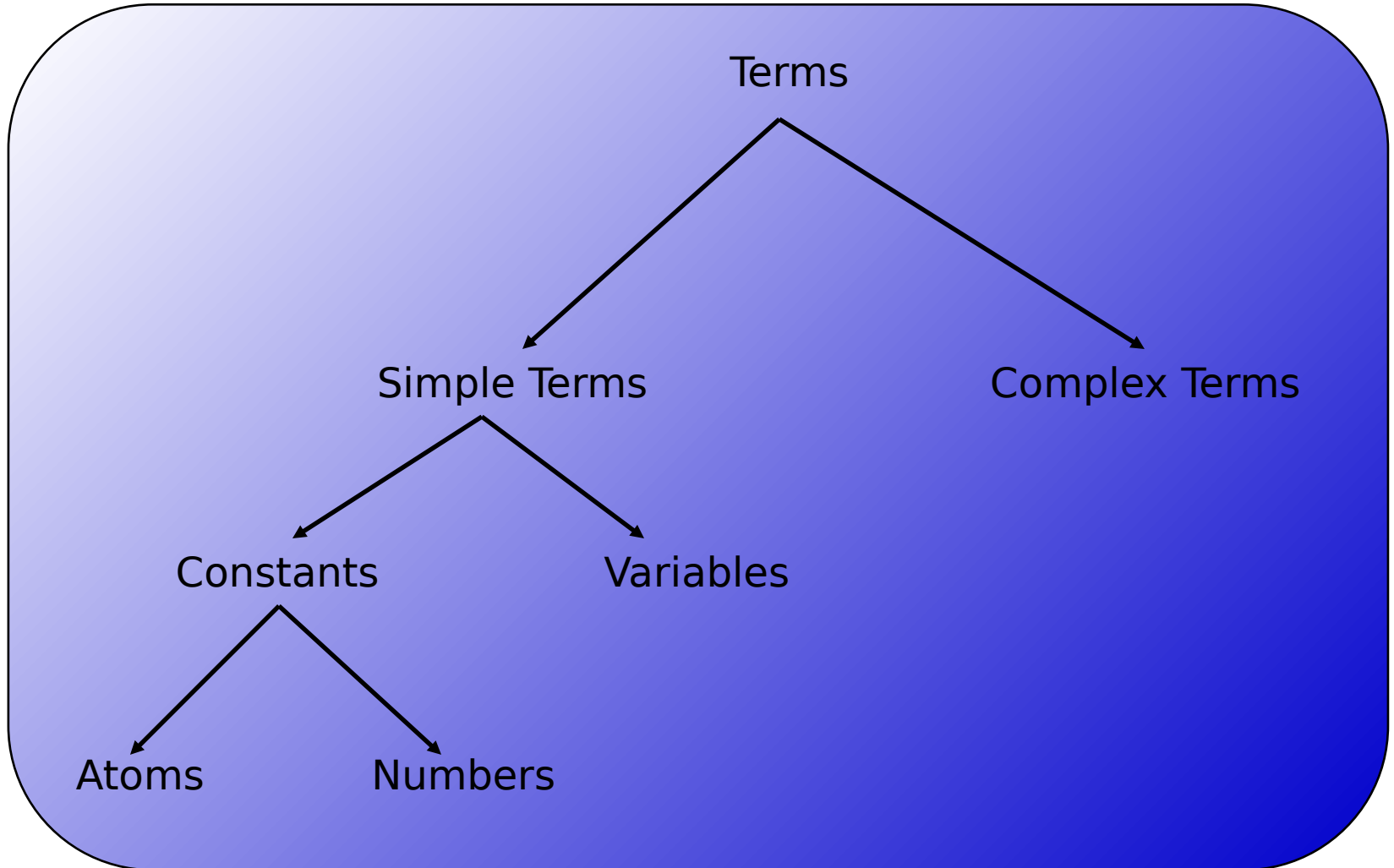
p
 $p \rightarrow q$
 $\therefore q$



Recall Prolog Terms



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Unification



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- Recall previous example, where we said that Prolog unifies

woman(X)

with

woman(mia)

thereby instantiating the variable X with the atom mia.

- Working definition:

✂ Two terms unify if they are the same term or if they contain variables that can be uniformly instantiated with terms in such a way that the resulting terms are equal



Unification



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- **This means that:**
 - ✂ mia and mia unify
 - ✂ 42 and 42 unify
 - ✂ woman(mia) and woman(mia) unify

- **This also means that:**
 - ✂ vincent and mia do not unify
 - ✂ woman(mia) and woman(jody) do not unify



Unification

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- What about the terms:
 - ✂ mia and X
 - ✂ woman(Z) and woman(mia)
 - ✂ loves(mia,X) and loves(X,vincent)

Instantiations

- When Prolog unifies two terms it performs all the necessary instantiations, so that the terms are equal afterwards
- This makes unification a powerful programming mechanism



Revised Definition



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- 1.** If T_1 and T_2 are constants, then T_1 and T_2 unify if they are the same atom, or the same number.
- 2.** If T_1 is a variable and T_2 is any type of term, then T_1 and T_2 unify, and T_1 is instantiated to T_2 . (and vice versa)
- 3.** If T_1 and T_2 are complex terms then they unify if:
 - a)** They have the same functor and arity, and
 - b)** all their corresponding arguments unify, and
 - c)** the variable instantiations are compatible.



Prolog unification: =/2



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?- mia = mia.

yes

?- mia = vincent.

no

?-

?- 'mia' = mia.

Yes

?- 2='2'.

no

?- X = _5071

Y = _5071

yes



Prolog unification: =/2



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?- mia = X.

X=mia

yes

?-



How will Prolog respond?



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?- X=mia, X=vincent.

no

?-

Why? After working through the first goal, Prolog has instantiated X with mia, so that it cannot unify it with vincent anymore. Hence the second goal fails.



Example with complex terms



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?- $k(s(g), Y) = k(X, t(k))$.

$X = s(g)$

$Y = t(k)$

yes

?-



Example with complex terms



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12

?- $k(s(g), t(k)) = k(X, t(Y))$.

$X = s(g)$

$Y = k$

yes

?-



One last example



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?- loves(X,X) = loves(marsellus,mia).

no



Prolog and unification



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- Prolog does not use a standard unification algorithm
- Consider the following query:

?- father(X) = X.
- Do these terms unify or not?



Occurs Check



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- A standard unification algorithm carries out an occurs check
- If it is asked to unify a variable with another term it checks whether the variable occurs in the term
- In Prolog:

```
?- unify_with_occurs_check(father(X), X).
```

```
no
```



Programming with Unification



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```
vertical( line(point(X,Y),  
              point(X,Z))).
```

```
horizontal( line(point(X,Y),  
                point(Z,Y))).
```



Programming with Unification



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```
vertical( line(point(X,Y),  
              point(X,Z))).
```

```
horizontal( line(point(X,Y),  
                point(Z,Y))).
```

?-



Programming with Unification



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```
vertical( line(point(X,Y),  
              point(X,Z))).
```

```
horizontal( line(point(X,Y),  
               point(Z,Y))).
```

```
?- vertical(line(point(1,1),point(1,3))).
```

yes

```
?-
```



Programming with Unification



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```
vertical( line(point(X,Y),  
              point(X,Z))).
```

```
horizontal( line(point(X,Y),  
               point(Z,Y))).
```

```
?- vertical(line(point(1,1),point(1,3))).
```

yes

```
?- vertical(line(point(1,1),point(3,2))).
```

no

```
?-
```



Programming with Unification



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22

```
vertical( line(point(X,Y),  
              point(X,Z))).
```

```
horizontal( line(point(X,Y),  
               point(Z,Y))).
```

```
?- horizontal(line(point(1,1),point(1,Y))).
```

```
Y = 1;
```

```
no
```

```
?-
```



Programming with Unification



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22

```
vertical( line(point(X,Y),  
              point(X,Z))).
```

```
horizontal( line(point(X,Y),  
                point(Z,Y))).
```

```
?- horizontal(line(point(2,3),Point)).
```

```
Point = point(_554,3);
```

```
no
```

```
?-
```



Proof Search



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- Now that we know about unification, we are in a position to learn how Prolog searches a knowledge base to see if a query is satisfied.
- In other words: we are ready to learn about proof search



Example



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$f(a)$.

$f(b)$.

$g(a)$.

$g(b)$.

$h(b)$.

$k(X)$:- $f(X)$, $g(X)$, $h(X)$.

?- $k(Y)$.



Example: search tree



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f(a).

f(b).

g(a).

g(b).

h(b).

k(X):- f(X), g(X), h(X).

?- k(Y).

?- k(Y).



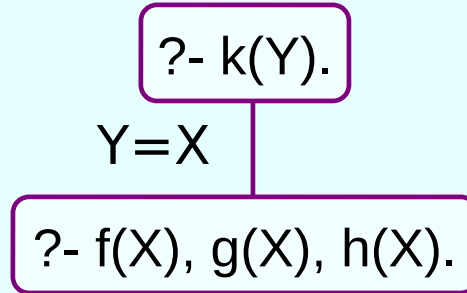
Example: search tree



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27

f(a).
f(b).
g(a).
g(b).
h(b).
k(X):- f(X), g(X), h(X).

?- k(Y).





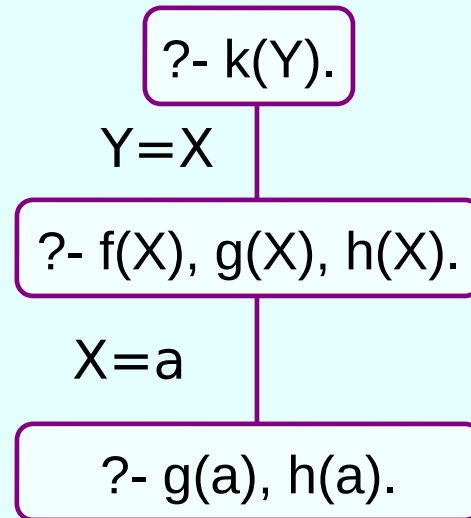
Example: search tree



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f(a).
f(b).
g(a).
g(b).
h(b).
k(X):- f(X), g(X), h(X).

?- k(Y).





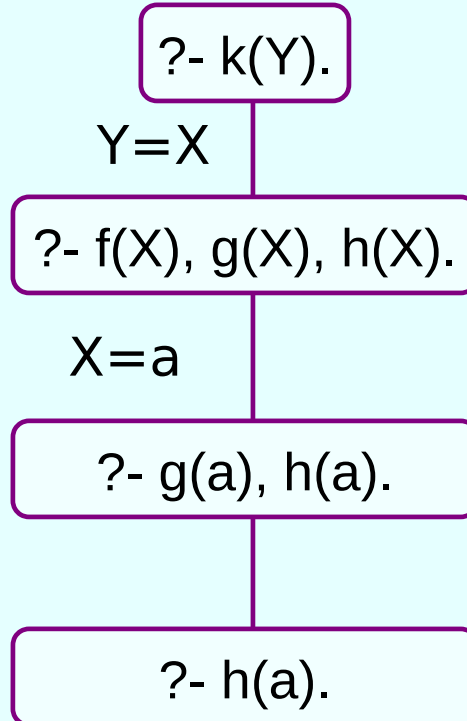
Example: search tree



Slide
20

f(a).
f(b).
g(a).
g(b).
h(b).
k(X):- f(X), g(X), h(X).

?- k(Y).





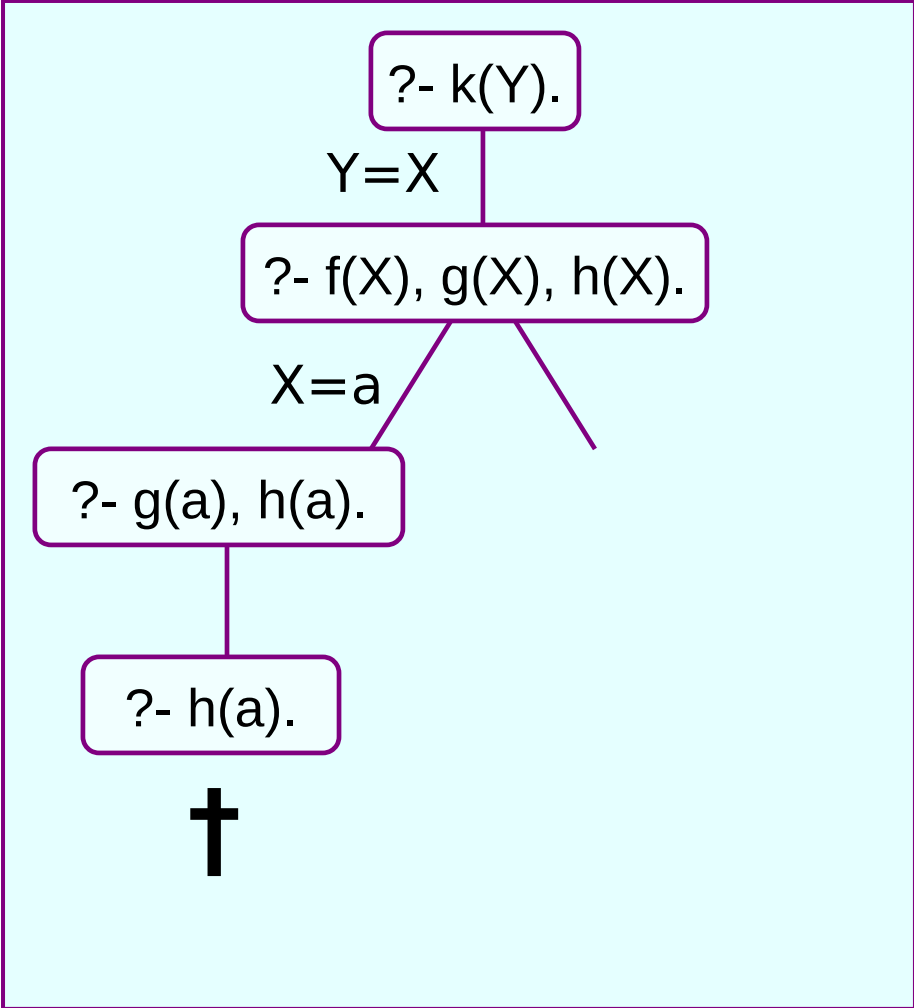
Example: search tree



Slide 20

f(a).
f(b).
g(a).
g(b).
h(b).
k(X):- f(X), g(X), h(X).

?- k(Y).





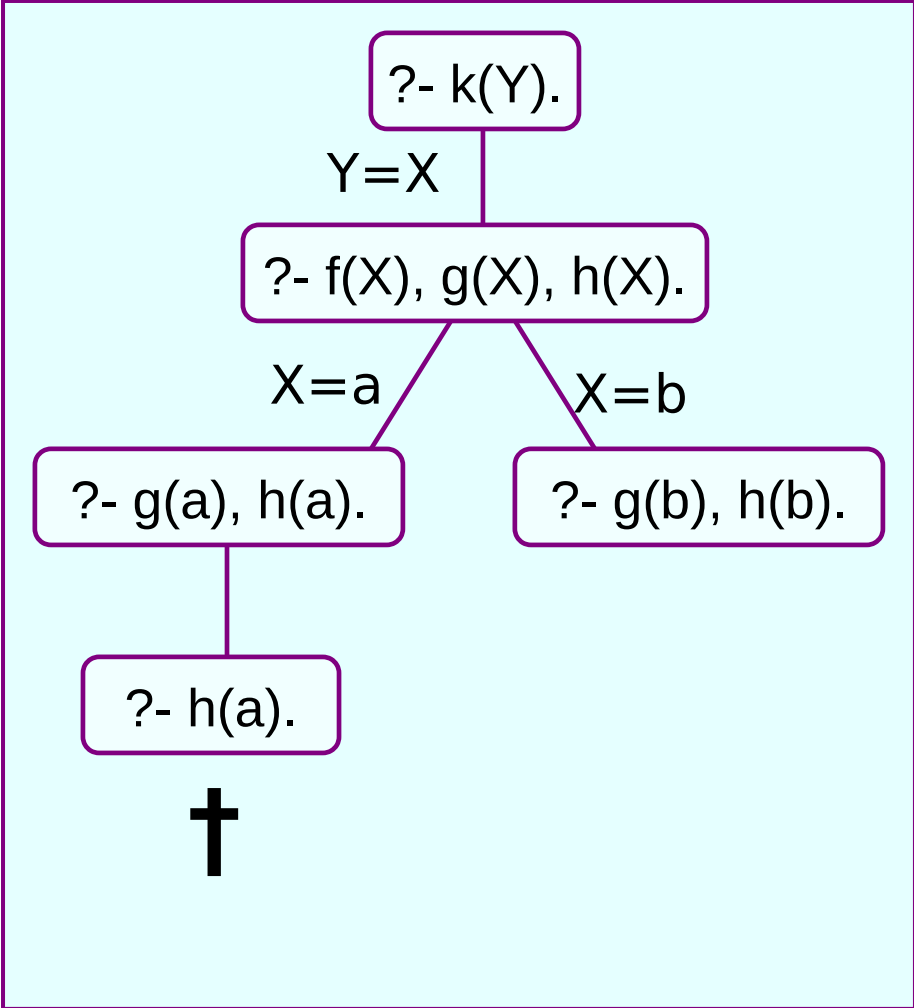
Example: search tree



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f(a).
f(b).
g(a).
g(b).
h(b).
k(X):- f(X), g(X), h(X).

?- k(Y).





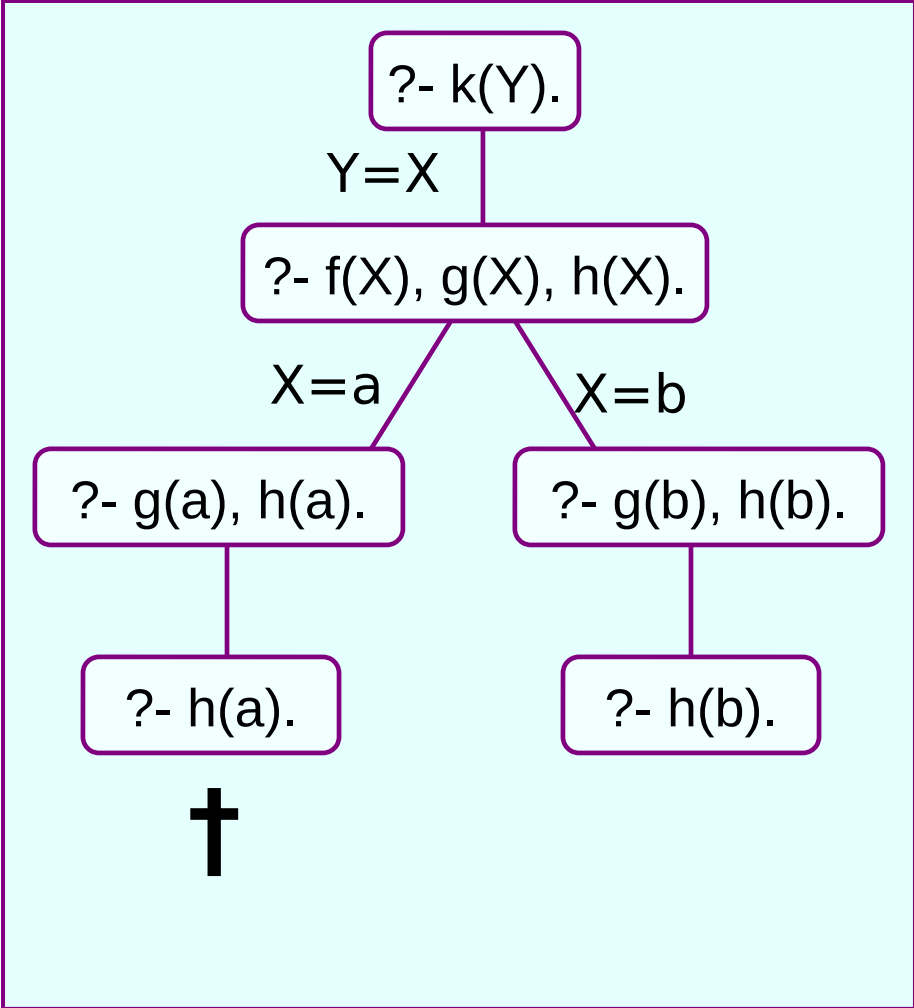
Example: search tree



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f(a).
f(b).
g(a).
g(b).
h(b).
k(X):- f(X), g(X), h(X).

?- k(Y).





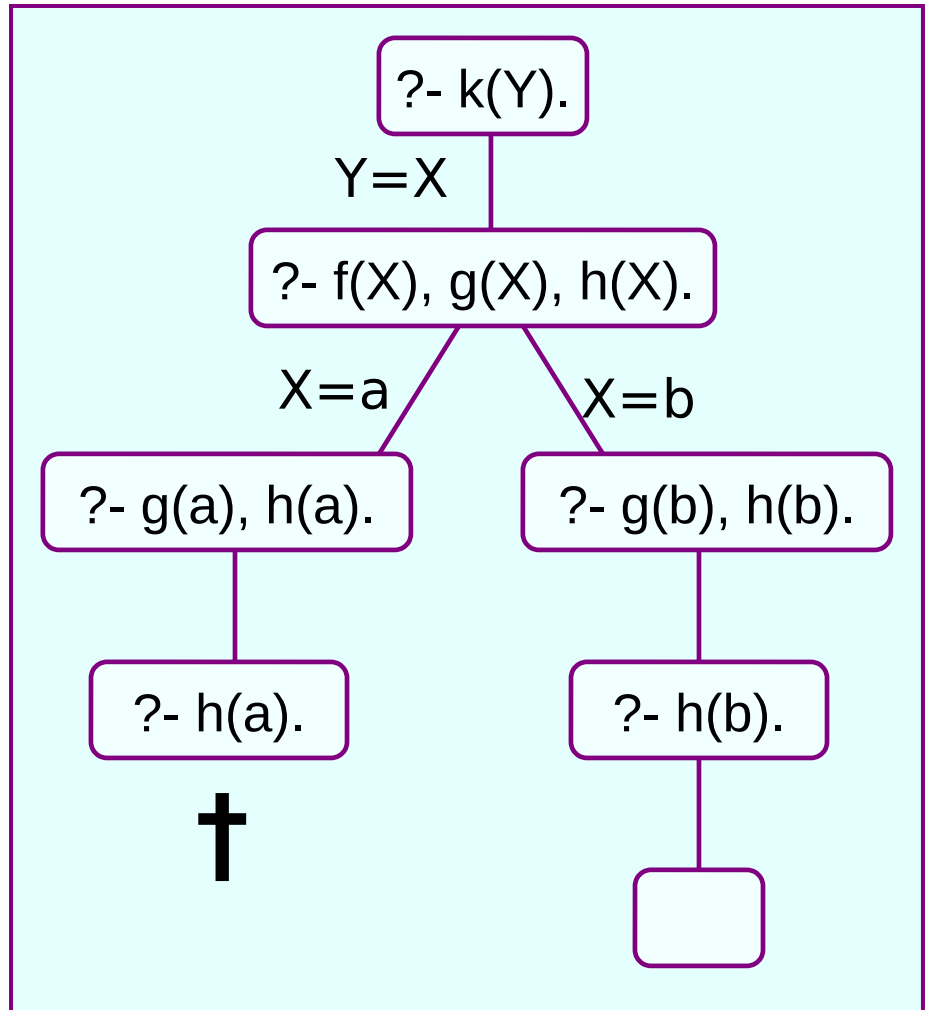
Example: search tree



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22

f(a).
f(b).
g(a).
g(b).
h(b).
k(X):- f(X), g(X), h(X).

?- k(Y).
Y=b





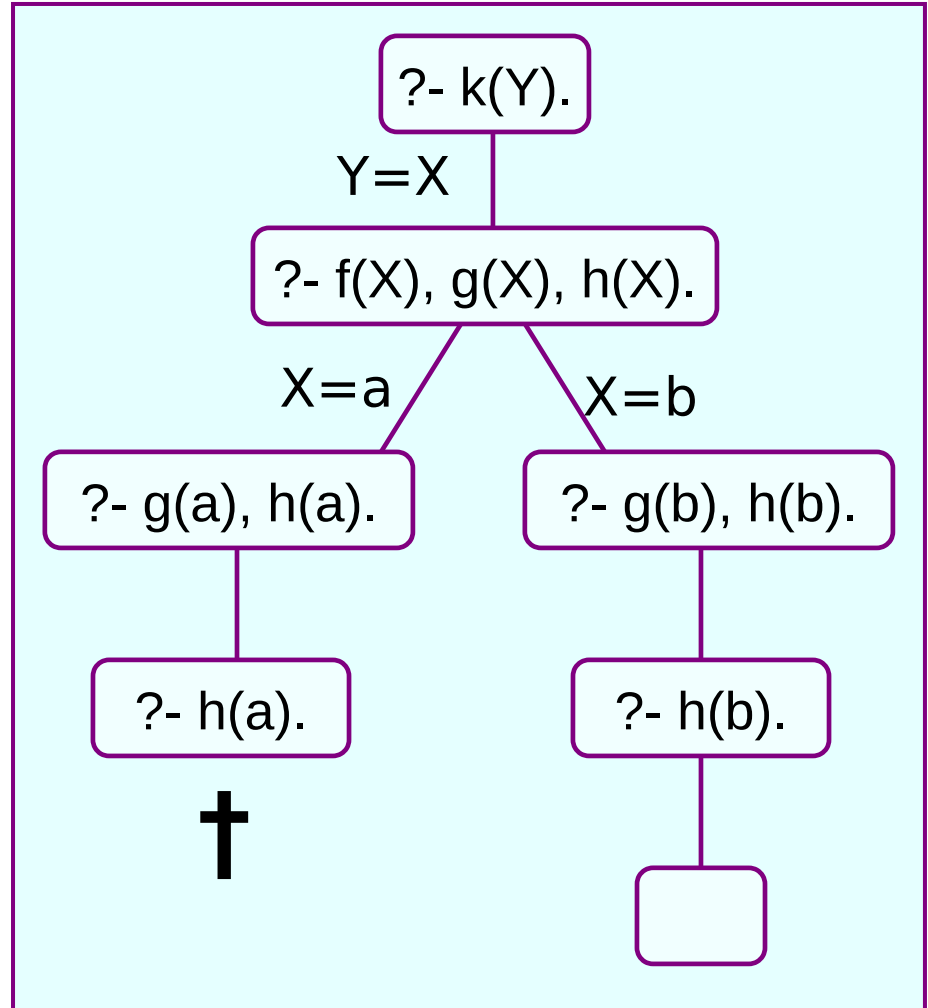
Example: search tree



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24

f(a).
f(b).
g(a).
g(b).
h(b).
k(X):- f(X), g(X), h(X).

?- k(Y).
Y=b;
no
?-





Another example



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25

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

```
jealous(A,B):-  
    loves(A,C),  
    loves(B,C).
```

```
?- jealous(X,Y).
```



Another example



Slide
26

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

```
jealous(A,B):-  
  loves(A,C),  
  loves(B,C).
```

```
?- jealous(X,Y).
```

```
?- jealous(X,Y).
```



Another example



Slide
27

loves(vincent,mia).
loves(marsellus,mia).

jealous(A,B):-
 loves(A,C),
 loves(B,C).

?- jealous(X,Y).

?- jealous(X,Y).

X= Y=
A B

?- loves(A,C), loves(B,C).



Another example



Slide
28

loves(vincent,mia).
loves(marsellus,mia).

jealous(A,B):-
 loves(A,C),
 loves(B,C).

?- jealous(X,Y).

?- jealous(X,Y).

X= Y=
A B

?- loves(A,C), loves(B,C).

A=vincent
C=mia

?- loves(B,mia).



Another example

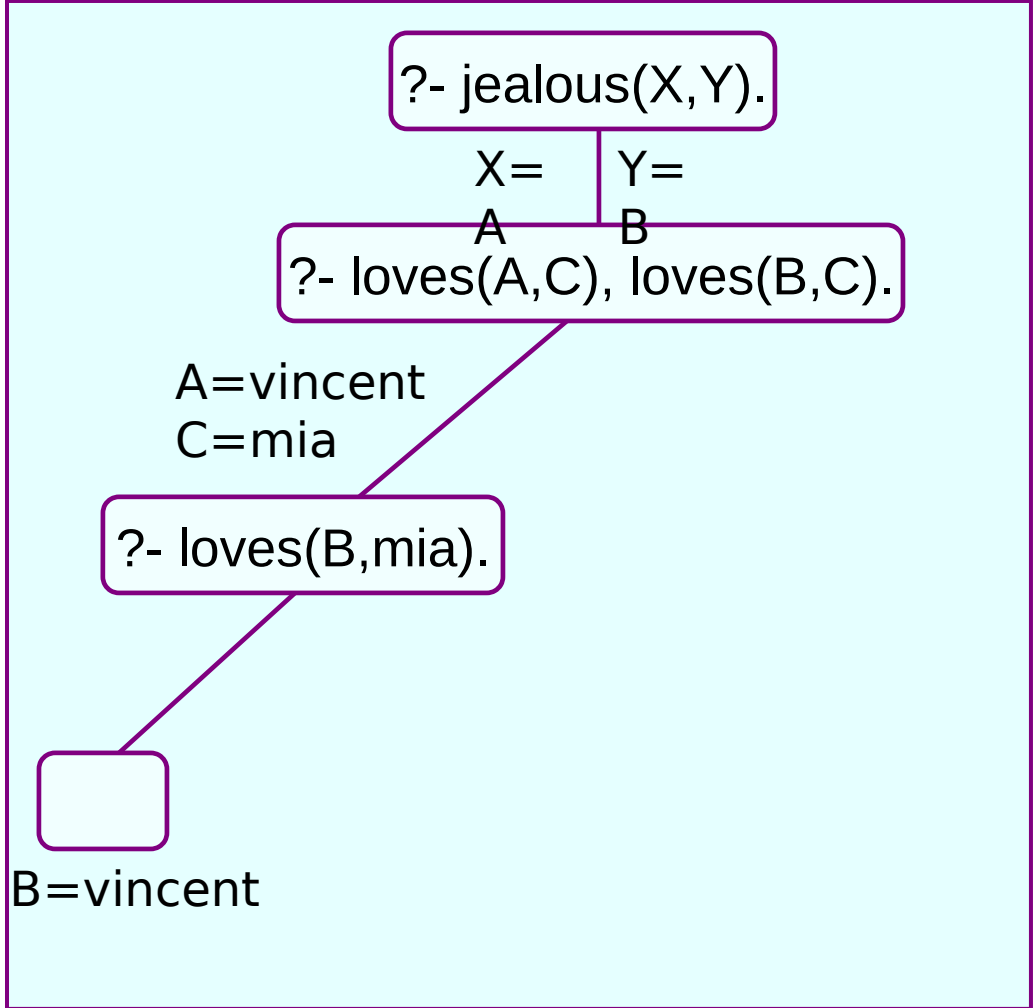


Slide 20

loves(vincent,mia).
loves(marsellus,mia).

jealous(A,B):-
 loves(A,C),
 loves(B,C).

?- jealous(X,Y).
X=vincent
Y=vincent





Another example

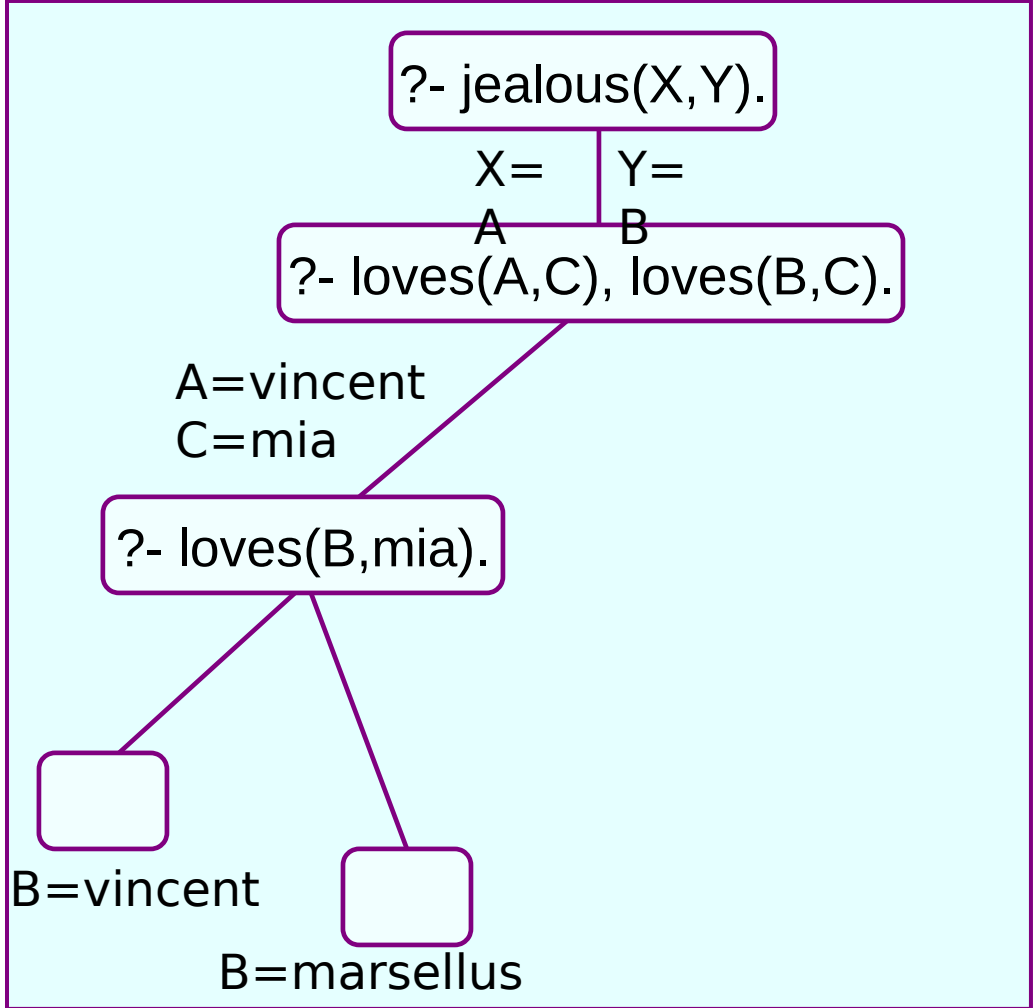


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loves(vincent,mia).
 loves(marsellus,mia).

jealous(A,B):-
 loves(A,C),
 loves(B,C).

?- jealous(X,Y).
 X=vincent
 Y=vincent;
 X=vincent
 Y=marsellus





Another example

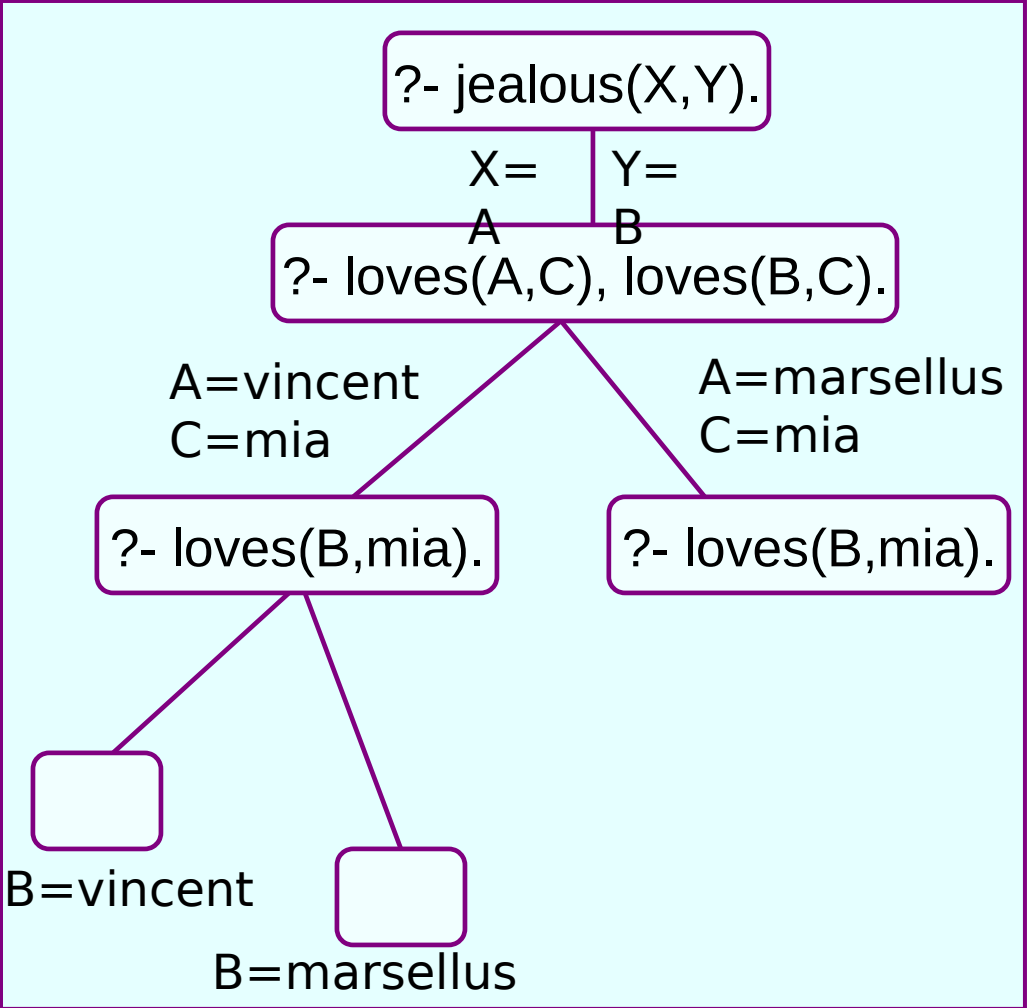


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loves(vincent,mia).
 loves(marsellus,mia).

jealous(A,B):-
 loves(A,C),
 loves(B,C).

?- jealous(X,Y).
 X=vincent
 Y=vincent;
 X=vincent
 Y=marsellus;





Another example

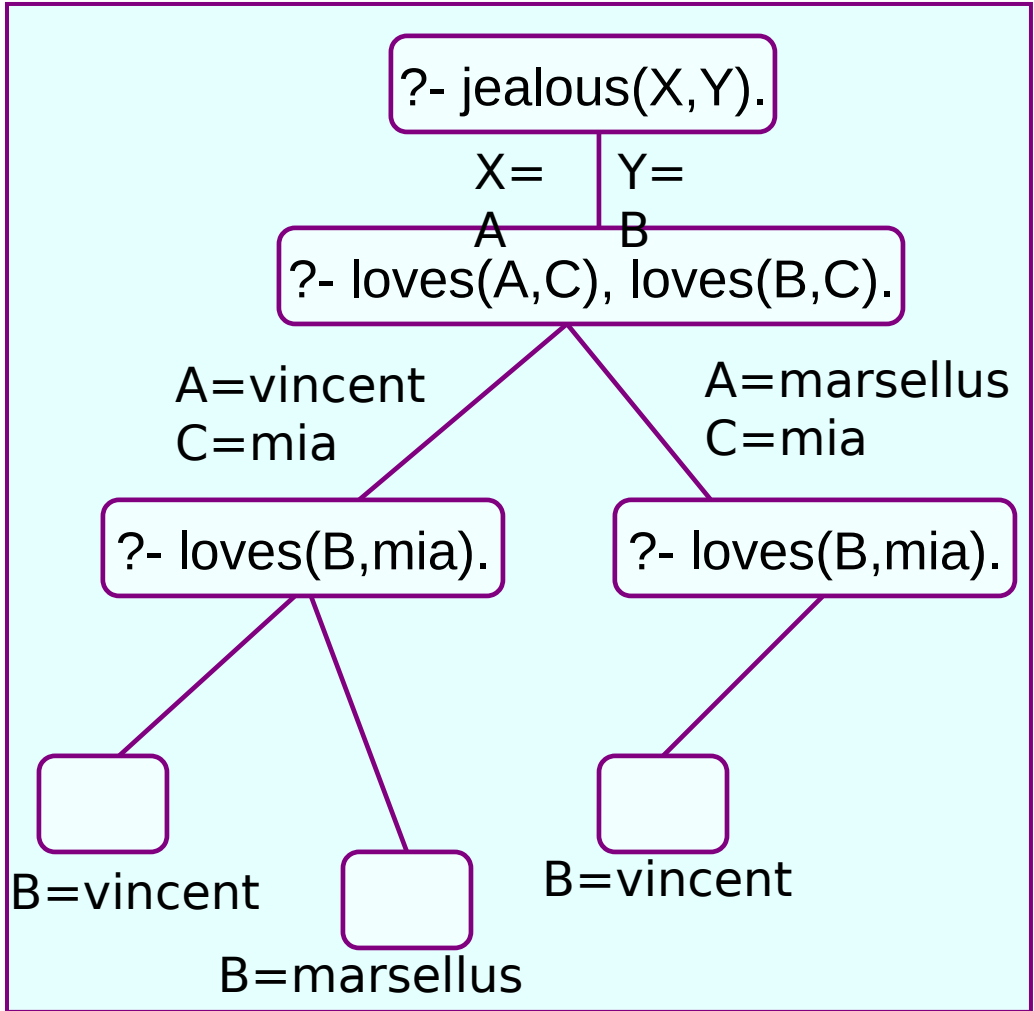


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loves(vincent,mia).
 loves(marsellus,mia).

jealous(A,B):-
 loves(A,C),
 loves(B,C).

....
 X=vincent
 Y=marsellus;
 X=marsellus
 Y=vincent





Another example

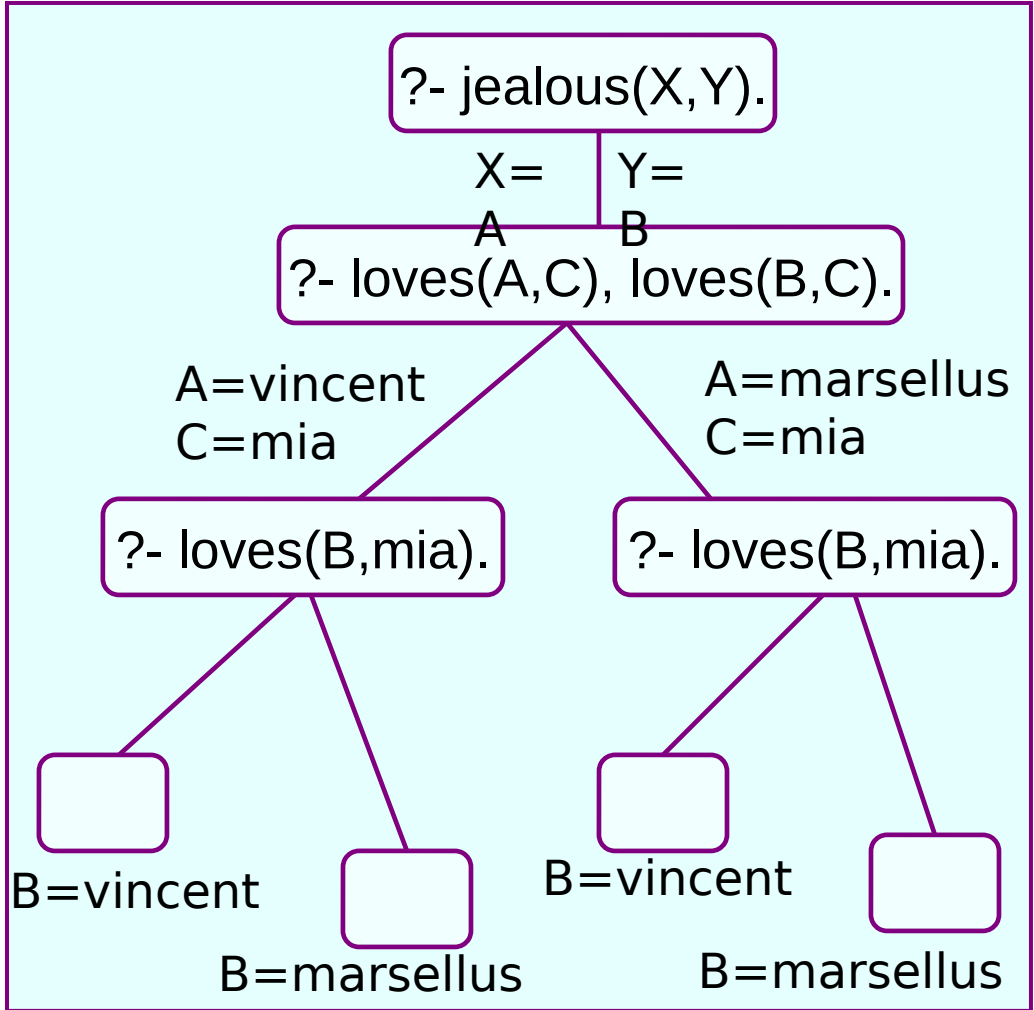


Slide 42

loves(vincent,mia).
 loves(marsellus,mia).

jealous(A,B):-
 loves(A,C),
 loves(B,C).

....
 X=marsellus
 Y=vincent;
 X=marsellus
 Y=marsellus





Another example

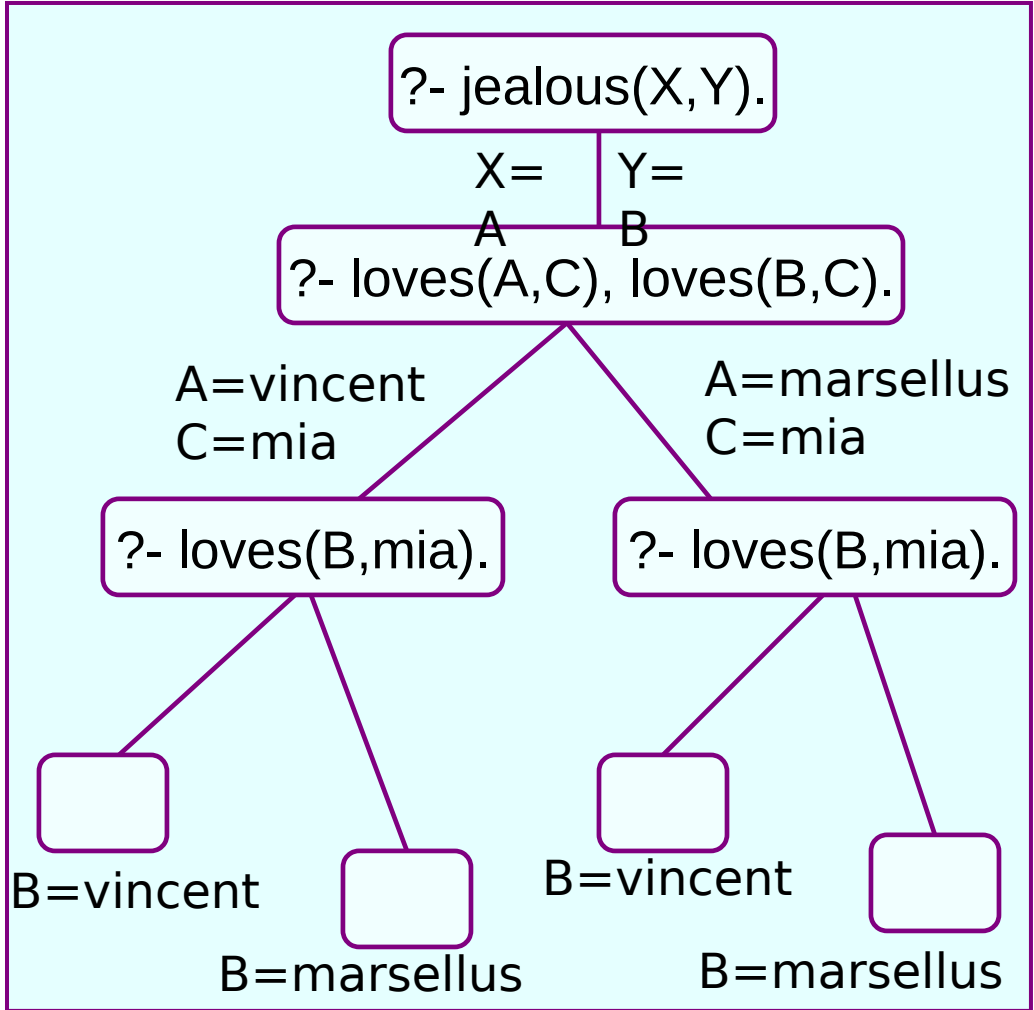


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loves(vincent,mia).
 loves(marsellus,mia).

jealous(A,B):-
 loves(A,C),
 loves(B,C).

....
 X=marsellus
 Y=vincent;
 X=marsellus
 Y=marsellus;
 no





Exercises Chapter 2

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by Patrick Blackburn, Johan Bos, and Kristina Striegnitz

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Chapter 2 Unification and Proof Search

This chapter has two main goals:

1. To discuss unification in Prolog, and to explain how Prolog unification differs from standard unification. Along the way, we'll introduce `=/2`, the built-in predicate for Prolog unification, and `unify_with_occurs_check/2`, the built-in predicate for standard unification.
2. To explain the search strategy Prolog uses when it tries to deduce new information from old using modus ponens.

[2.1 Unification](#)

[Examples](#)

[The occurs check](#)

[Programming with unification](#)

[2.2 Proof Search](#)

[2.3 Exercises](#)

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Summary of this lecture



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- In this lecture we have
 - defined unification
 - looked at the difference between standard unification and Prolog unification
 - introduced search trees