

# Logic Programming

Programming Languages CS442

David Toman

School of Computer Science  
University of Waterloo

# From Type Annotations to Programs

## Idea

*Observation:*

*Computation( $\beta$ )  $\sim$  Cut-elimination*

$\Rightarrow$  *make the **Cut-elimination** the driving force for computation.*

- basis for the **Logic Programming** paradigm
  - 1 originated from *resolution-based* theorem provers for FOL
  - 2 restricted to a *manageable* subset of FOL
  - 3 fixed *search strategy* (unfortunately, an incomplete one)
- closely resembles **cuts** in type systems based on **sequent calculus**

# First-order Logic

## Idea

### *Use Proof Techniques for First-order Logic*

- **Syntax:**  $\varphi ::= P(t_1, \dots, t_k) \mid \varphi \wedge \varphi \mid \varphi \vee \varphi \mid \neg\varphi \mid \exists x_i.\varphi \mid \forall x_i.\varphi$ 
  - $\Rightarrow P$  predicate symbols (arity  $k$ )
  - $\Rightarrow t_i$  terms (variables  $x_i$ , constants and function symbols)
- **Interpretations and Models (with a domain (universe)  $U$ ):**
  - $\Rightarrow$  an **interpretation**  $M$ :  $c^M \in U, f^M : U^k \rightarrow U, P^M \subseteq U^k$
  - $\Rightarrow$  a **model** is an interpretation that makes (a closed)  $\varphi$  **true**
- **Logical Implication:**

$$\mathcal{T} \models \varphi \quad \text{iff} \quad \forall M.M \models \mathcal{T} \Rightarrow M \models \varphi$$

$\Rightarrow$  we want a **mechanical** procedure to do this.

# Clauses and Resolution

## Idea

How do we derive proofs for FOL implication questions?

⇒ a (*resolution-based*) proof system

- A **clause** is a formula of the form

$$\forall x_1, \dots, x_k. L_1 \vee L_2 \vee \dots \vee L_n$$

⇒  $L_i$  is a **literal**:  $P(t_1, \dots, t_l)$  or  $\neg P(t_1, \dots, t_l)$

⇒  $x_1, \dots, x_k$  variables free in all  $L_i$ s.

- A **resolution step** is an application of a rule

$$\frac{L_1 \vee \dots \vee L_n \vee A \quad \neg A \vee L'_1 \vee \dots \vee L'_m}{L_1 \vee \dots \vee L_n \vee L'_1 \vee \dots \vee L'_m}$$

# Resolution Proofs

- Proof by **contradiction**:

$\mathcal{T} \models \varphi$  iff  $\mathcal{T} \cup \{\neg\varphi\}$  is unsatisfiable

- Resolution proof:
  - 1 express  $\mathcal{T}$  and  $\neg\varphi$  as *clauses*
  - 2 derive other clauses using resolution steps
  - 3 successful derivation of empty clause = contradiction

## Theorem

*Resolution is sound and complete proof system for FOL.*

# FOL and Skolemization

How do we convert **arbitrary** formulas to **clauses**?

- Convert closed formulas to **prenex normal form**
  - ⇒ move quantifiers to the top-level
  - ⇒ result:  $Q_1x_1 \cdots Q_kx_k.\varphi$ ,  $Q_i \in \{\forall, \exists\}$ ,  $\varphi$  quantifier-free
- Skolemize all  $\exists x$  quantifiers
  - ⇒  $\forall x \exists y.\varphi(x, y) \rightarrow \forall x.\varphi(x, f(x))$       $f$  is a **Skolem function**
- Convert to DNF and push  $\forall$ s to make clauses

⇒ result is a conjunction (set) of clauses

## Note

The result is **NOT EQUIVALENT**, but it is **EQUISATISFIABLE**

# Resolution and Unification

How do we deal with the function symbols, constants and variables?

## Idea

We use the *unification algorithm* to *match literals*!

- *improved* resolution rule

$$\frac{L_1 \vee \dots \vee L_n \vee A \quad \neg B \vee L'_1 \vee \dots \vee L'_m}{\sigma(L_1 \vee \dots \vee L_n \vee L'_1 \vee \dots \vee L'_m)} \quad \sigma = \mathbf{mgu}(A, B)$$

- remember to *rename* variables every time a clause is used

# The Horn Fragment

How do we use this to write programs?!?

## Idea

Use *clauses* as procedure specifications and *resolution* as the computation step. But what is the *result* of a computation?

⇒ an *answer substitution* generated by the resolution steps

- Restrict to the **Horn fragment**  
⇒ at most one positive literal in all clauses

$$H \leftarrow G_1, \dots, G_k$$

- Program = set of *program clauses* (exactly one positive literal) and a *goal* (clause with no positive literal)



## Example

The program for **appending lists**:

- Program clauses (PROLOG syntax):

$$\begin{aligned} \mathbf{append}([], L, L) & \leftarrow \\ \mathbf{append}([X|A], B, [X|C]) & \leftarrow \mathbf{append}(A, B, C) \end{aligned}$$

- Goal  $\leftarrow \mathbf{append}([a, b, c], [d, e], L)$   
... answer substitution  $L = [a, b, c, d, e]$
- Goal  $\leftarrow \mathbf{append}(L1, L2, [a, b, c, d, e])$   
... answer substitution  $L1 = [], L2 = [a, b, c, d, e]$   
... answer substitution  $L1 = [a], L2 = [b, c, d, e]$ , etc.
- Goal  $\leftarrow \mathbf{append}([a], [], [b])$   
... an answer substitution **does not exist**

# SLD Resolution and DFS

Formal benefits of using **Horn clauses**:

- if a resolution proof exists, it is a **linear input** resolution proof
  - ⇒ every resolution step: **current goal** and a **program clause**
  - ⇒ proofs are **linear sequences** of such steps
- we can use a **selection rule**:
  - ⇒ always resolve against the **first literal** in the current goal
- all possible linear resolutions can be arranged in a **SLD tree**
  - ⇒ the tree can be **searched** for answers

## Note

*WARNING: SLD tree may be infinite!*

# PROLOG

A programming language based on Horn clauses and SLD resolution.

**The good:** declarative language

- ⇒ including industry-strength compilers
- ⇒ amenable to concurrent execution

**The bad:** the SLD tree is searched depth-first (backtracking)

- ⇒ programs may loop even if there is an answer
- ⇒ execution depends on ordering of *clauses*

... but the implementation is fast

**The ugly:** many things done through **side-effects**

- ⇒ cut (“!”): an explicit **control** of backtracking
- ⇒ self-modifying programs (**database assertions**)

# Summary

- Resolution and Cut-elimination: two sides of the same coin  
⇒ despite of being developed completely independently
- Many variations and implementations of PROLOG
- Questions:
  - ① what happens if we don't restrict ourselves to **Horn clauses**?
  - ② can we have **negation** in the bodies of clauses?
  - ③ what if we disallow **function symbols**?