



Inference in first order logic

- Most popular method:
resolution refutation
- Large steps based on and-elimination and Modus Ponens, as in propositional logic
- Need to handle **logical variables**:
substitution and unification



Deductive System: example

“The US law says that it is a crime for an American to sell weapons to hostile nations.

Nono, a country which is US’s enemy, has some missiles, and all of them were sold by colonel West, who is American”.

How to **formally** prove that colonel West is a criminal?

Step 1: representation...

...it is a crime for an american to sell weapons to hostile nations...

(1) $\forall x,y,z \text{ Amer}(x) \text{ AND Weapon}(y) \text{ AND Nation}(z) \text{ AND Hostil}(z) \text{ AND Vende}(x,z,y) \rightarrow \text{Crim}(x)$

...Nono...has some missiles...

(2) $\exists x \text{ Owns}(\text{Nono},x) \text{ AND Missil}(x)$

...all missiles were sold by Colonel West...

(3) $\forall x \text{ Owns}(\text{Nono},x) \text{ AND Missil}(x) \rightarrow \text{Sells}(\text{West},\text{Nono},x)$

(4) $\forall x \text{ Missil}(x) \rightarrow \text{Weapon}(x)$

(5) $\forall x \text{ Enemy}(x,\text{US}) \rightarrow \text{Hostile}(x)$

Facts:

(6) American(West)

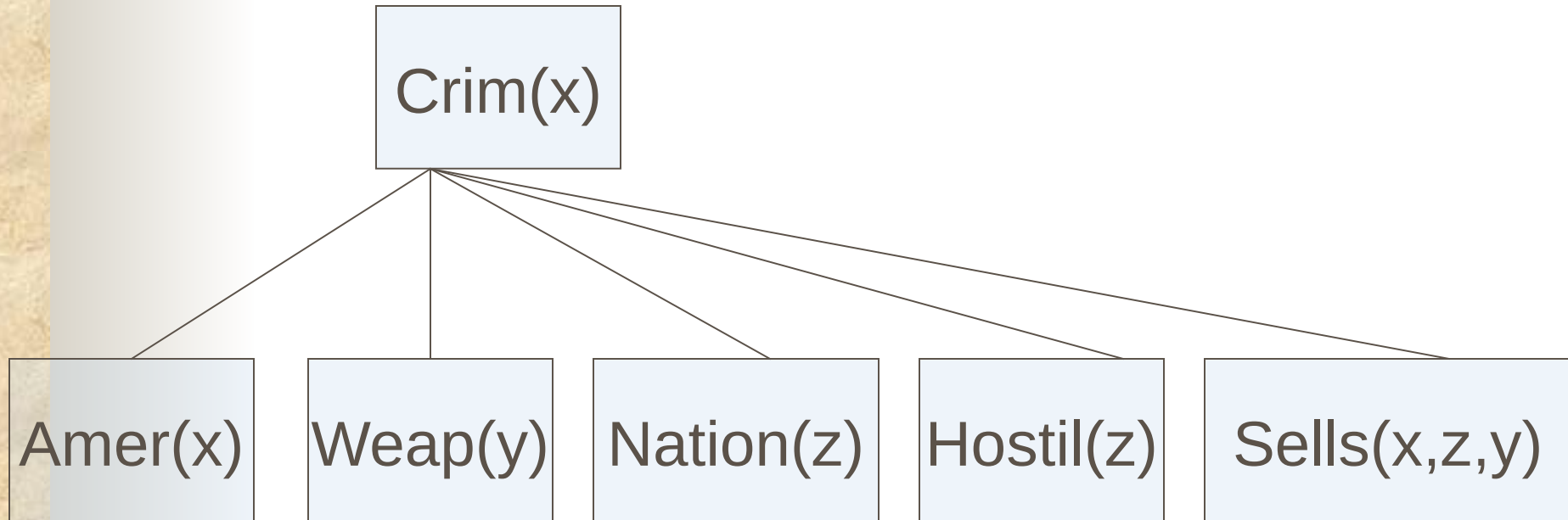
(9) Nation(US)

(7) Nation(Nono)

(10) Weapon(M1)

(8) Enemy(Nono,US)

Step 2: inference...



Crim(x)

Amer(x)

Weap(y)

Nation(z)

Hostil(z)

Sells(x,z,y)



Crim(x)

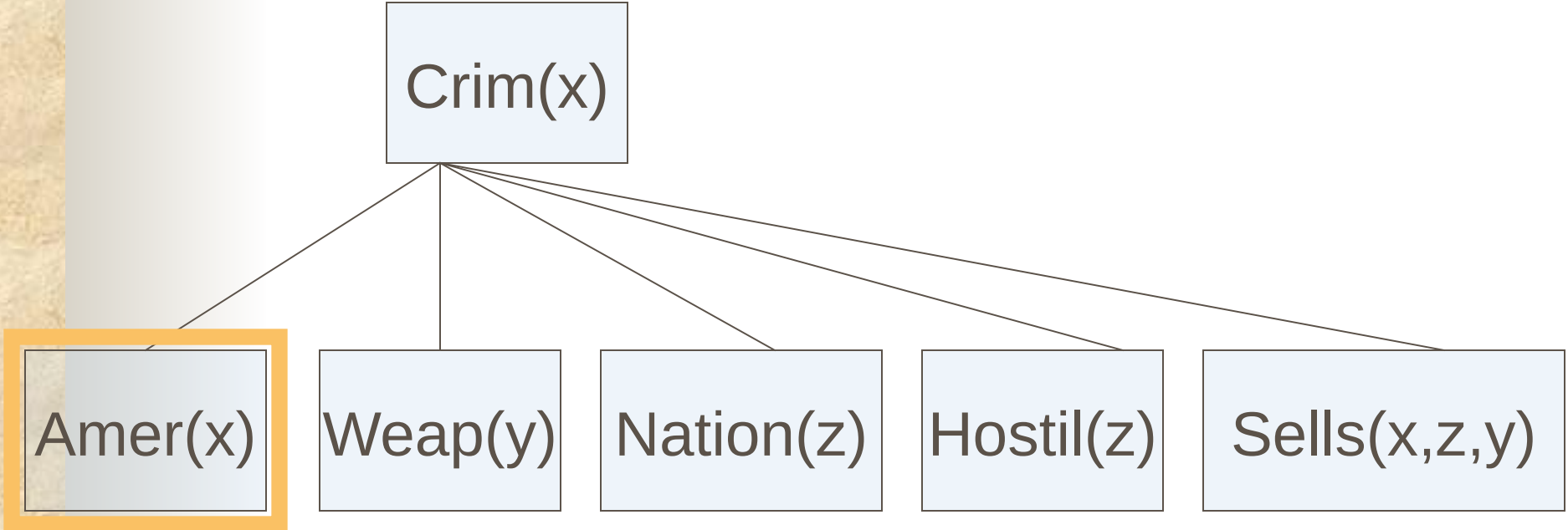
Amer(x)

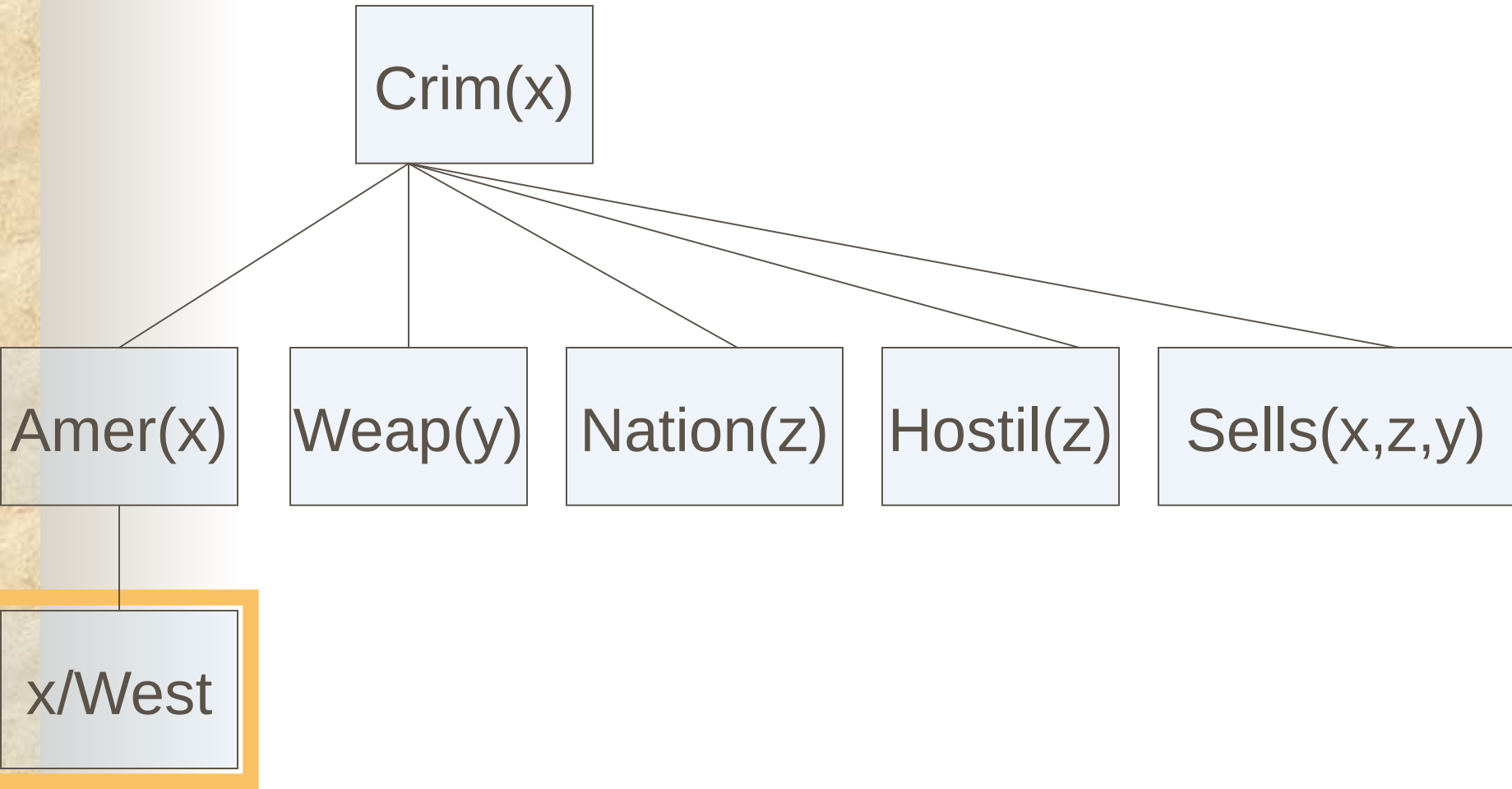
Weap(y)

Nation(z)

Hostil(z)

Sells(x,z,y)







Crim(x)

Amer(x)

Weap(y)

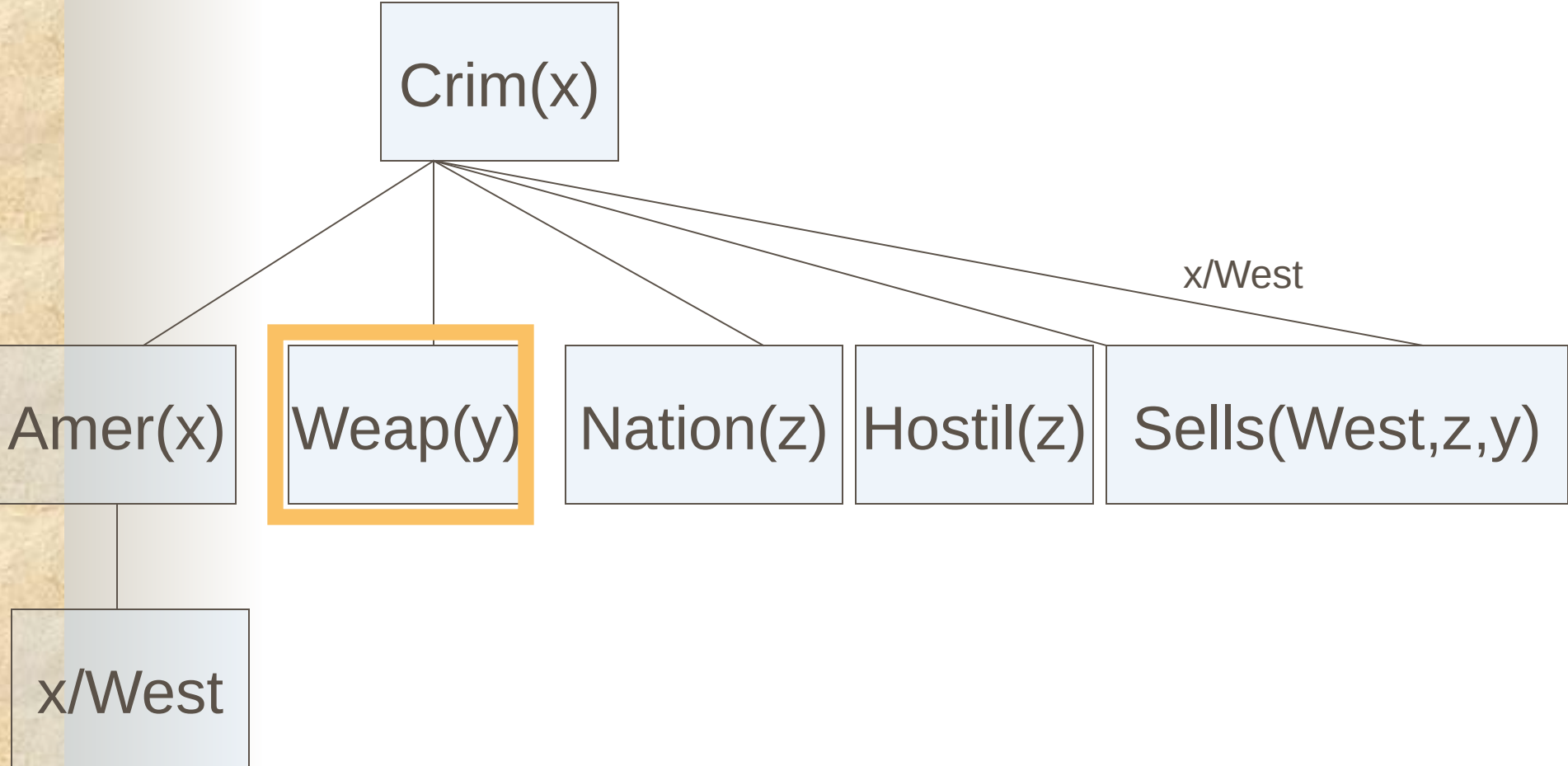
Nation(z)

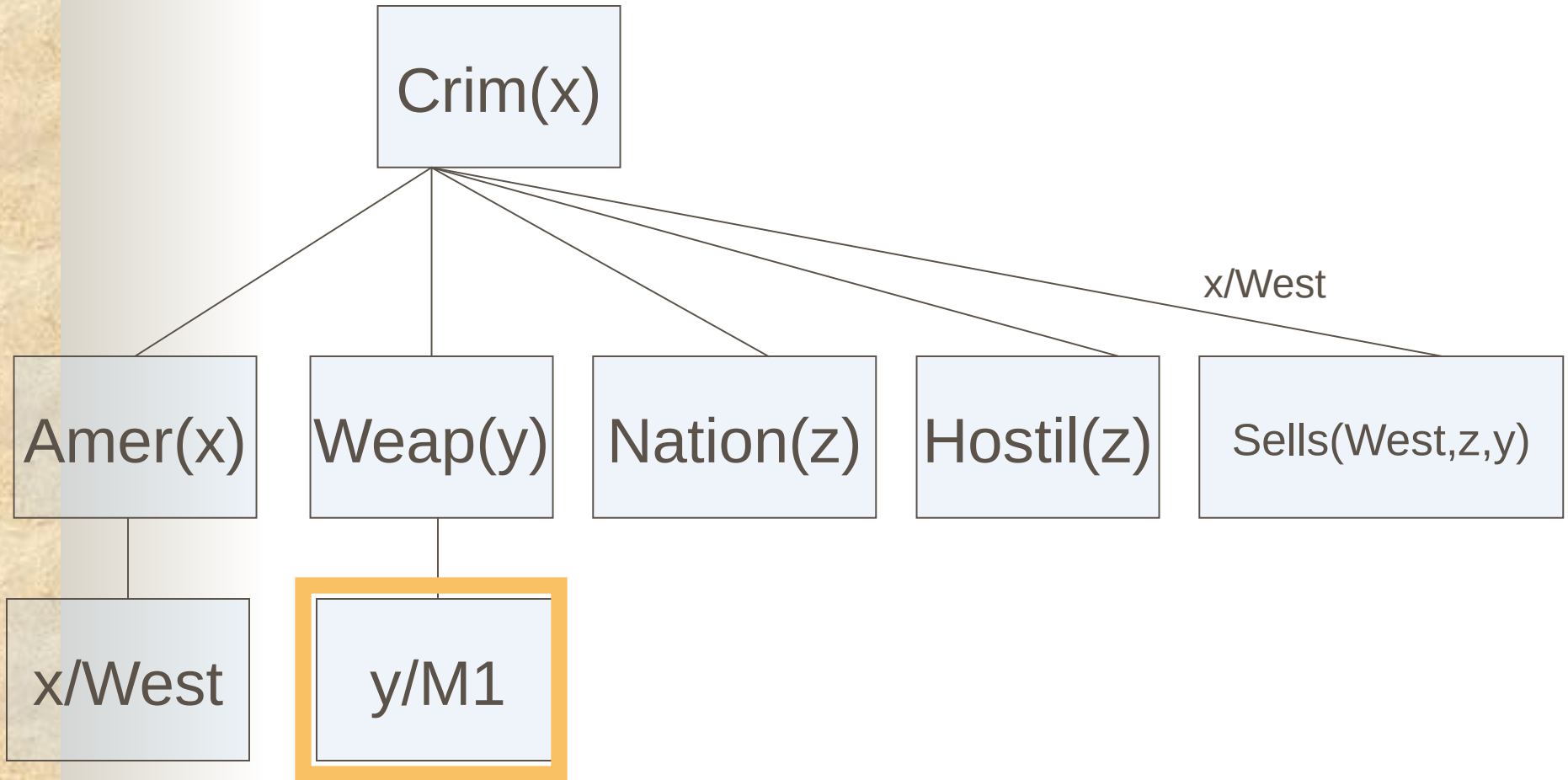
Hostil(z)

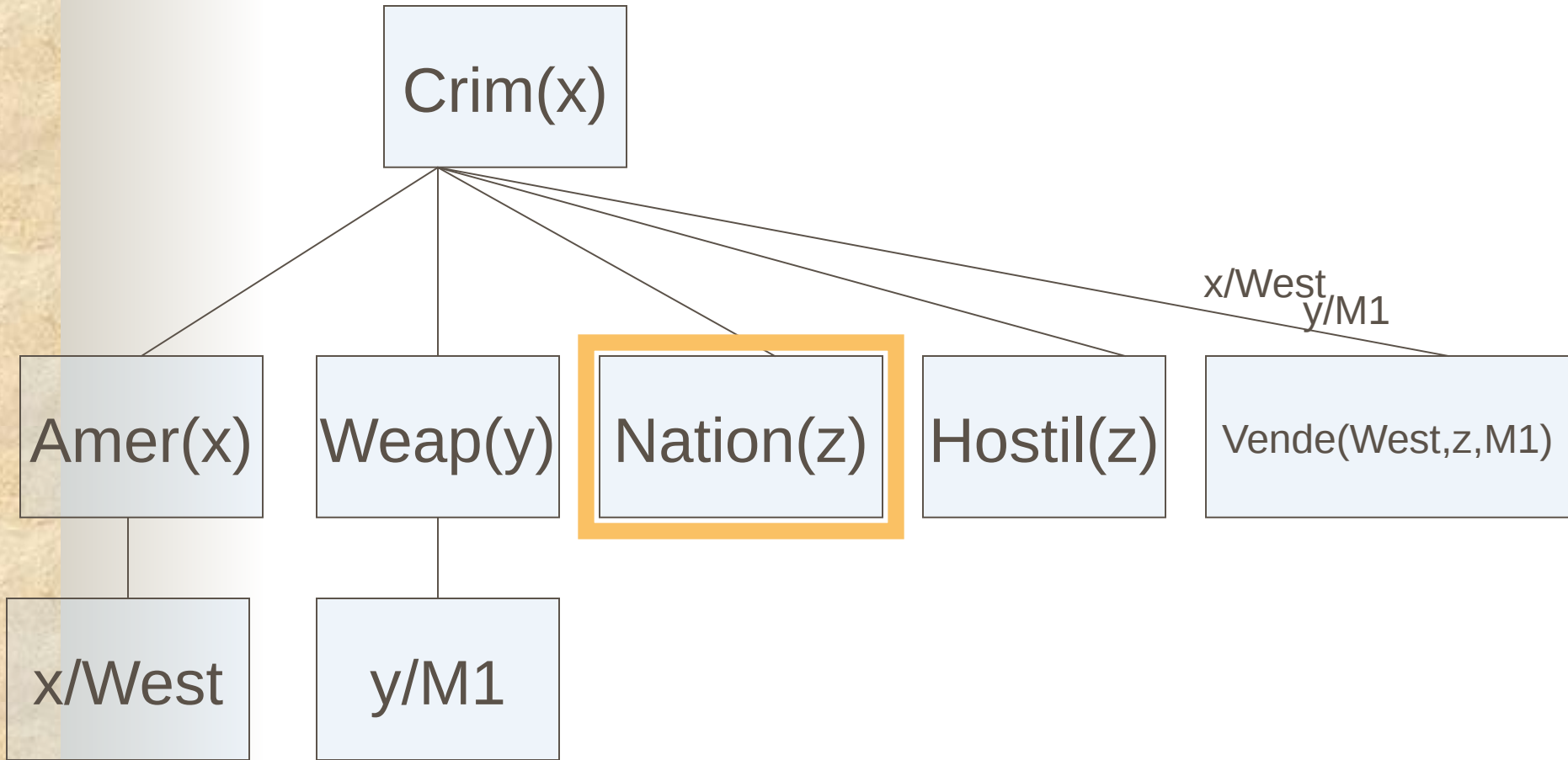
Sells(West,z,y)

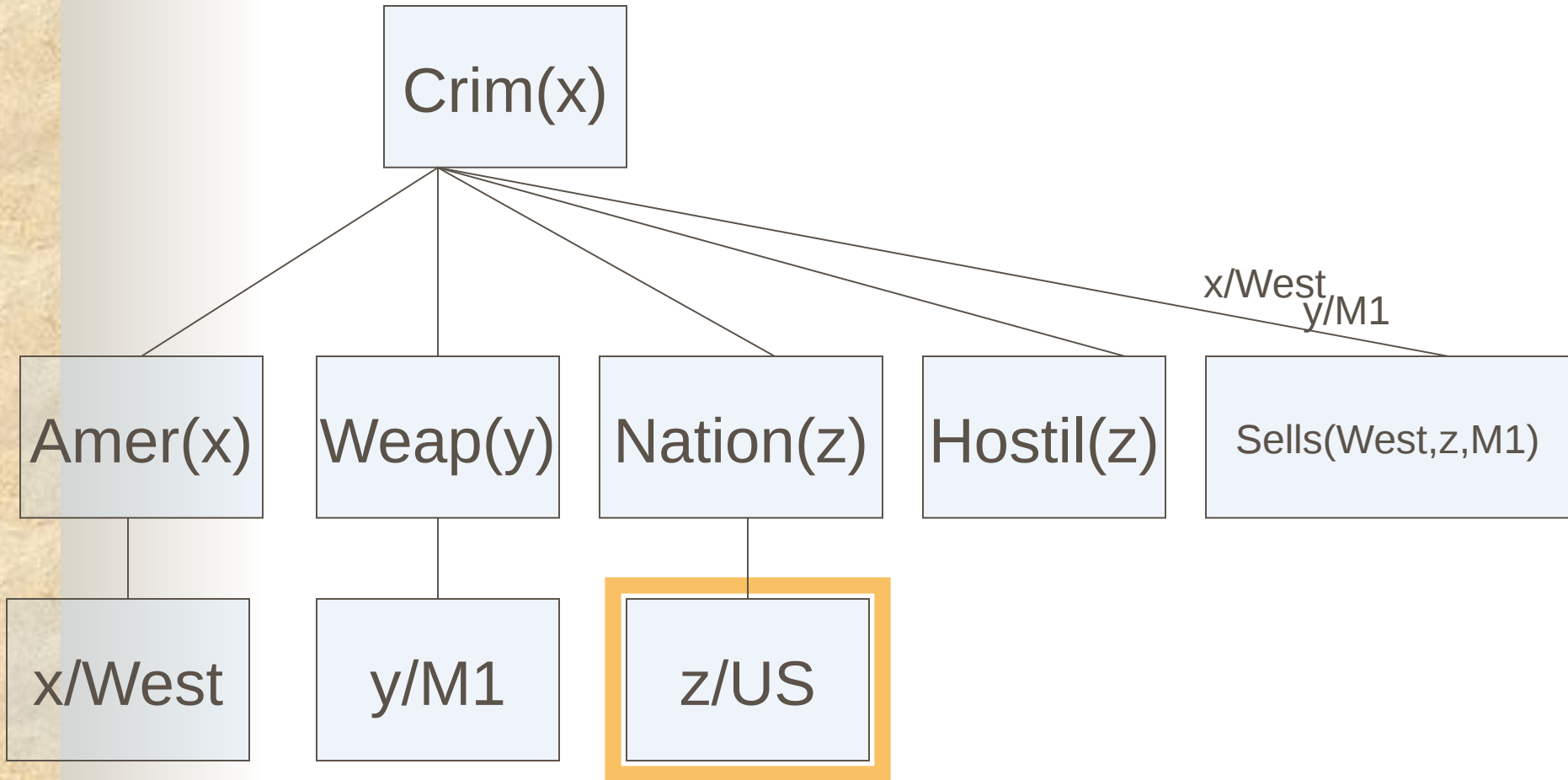
x/West

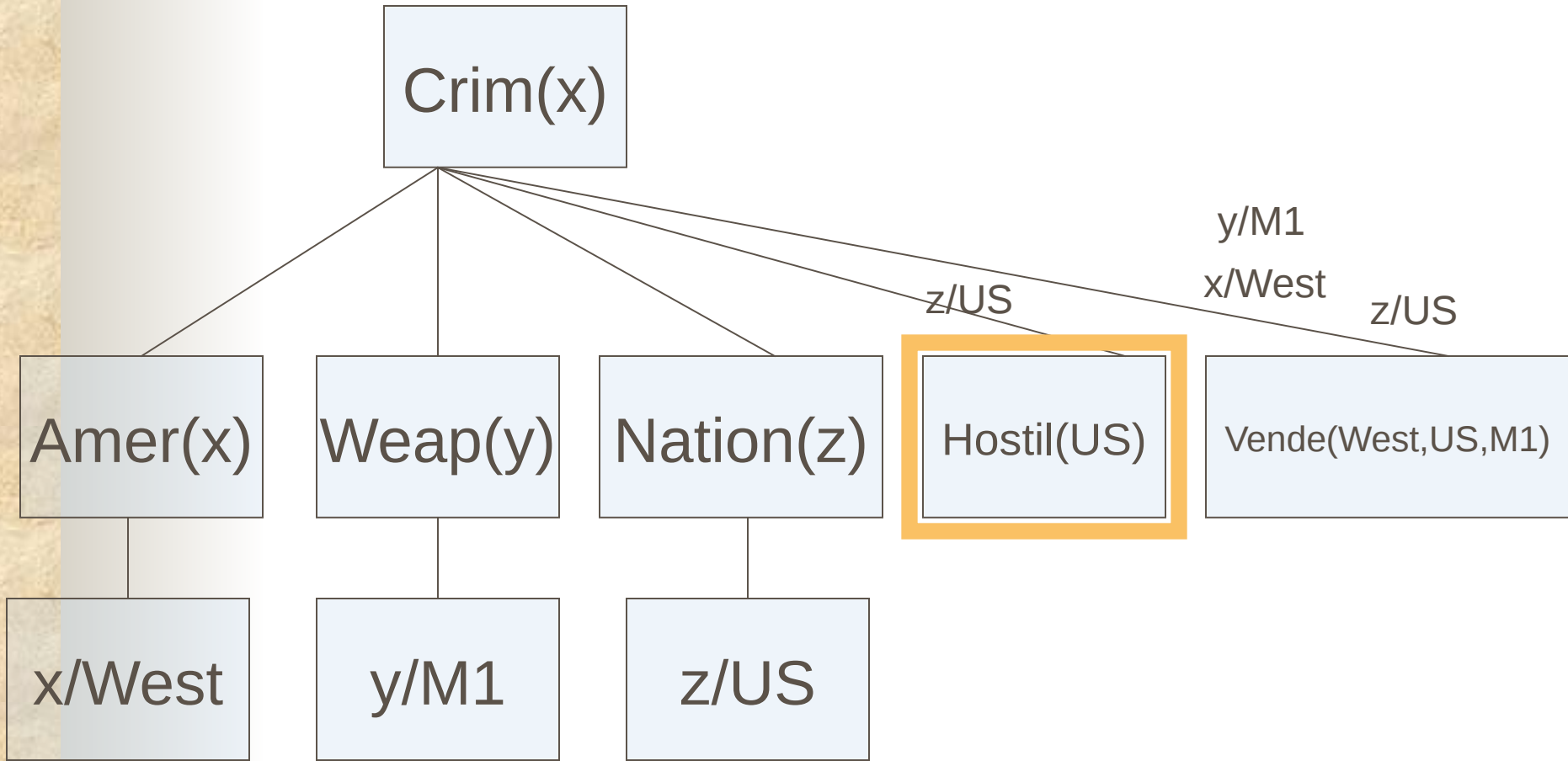
x/West

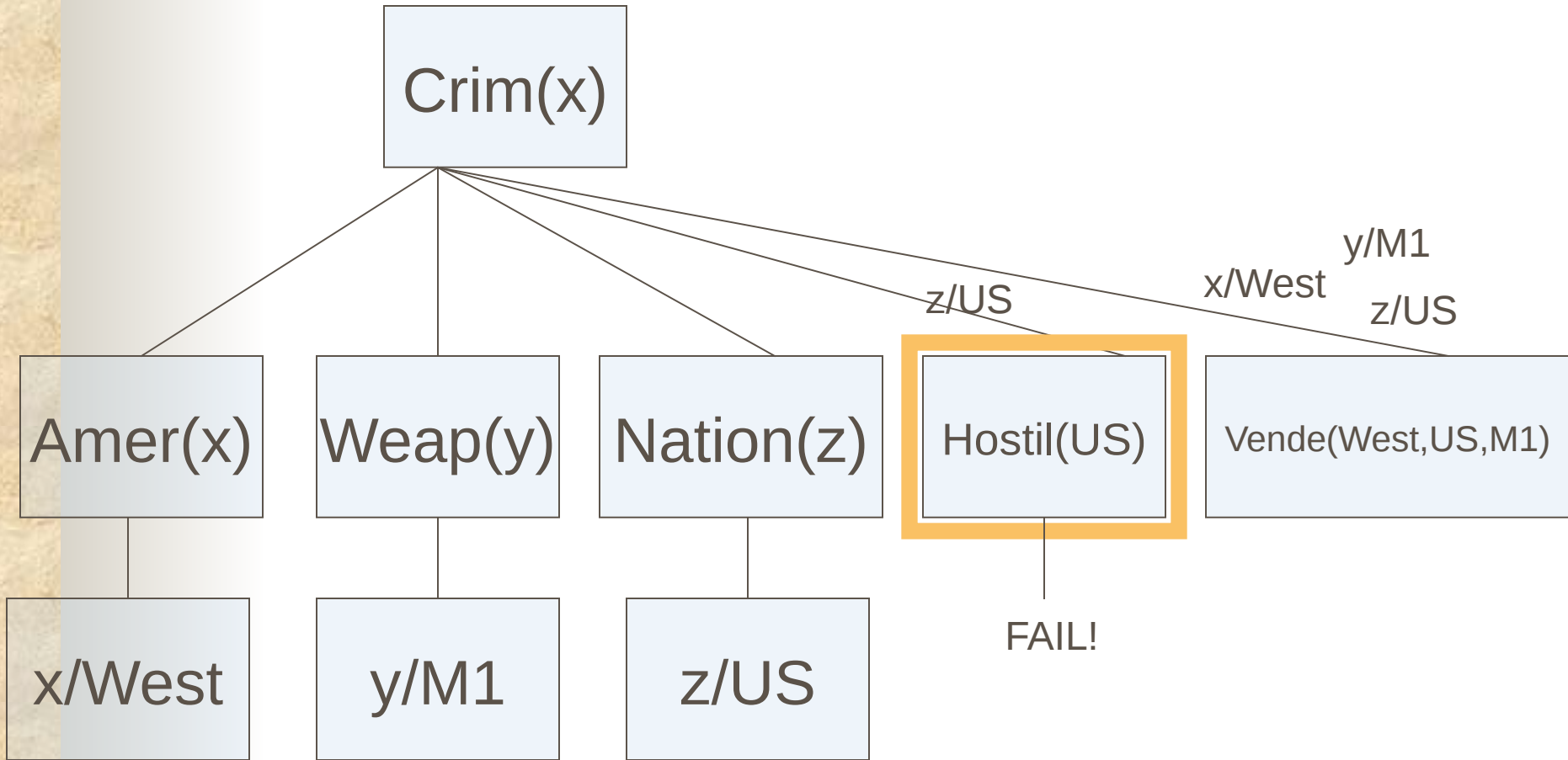


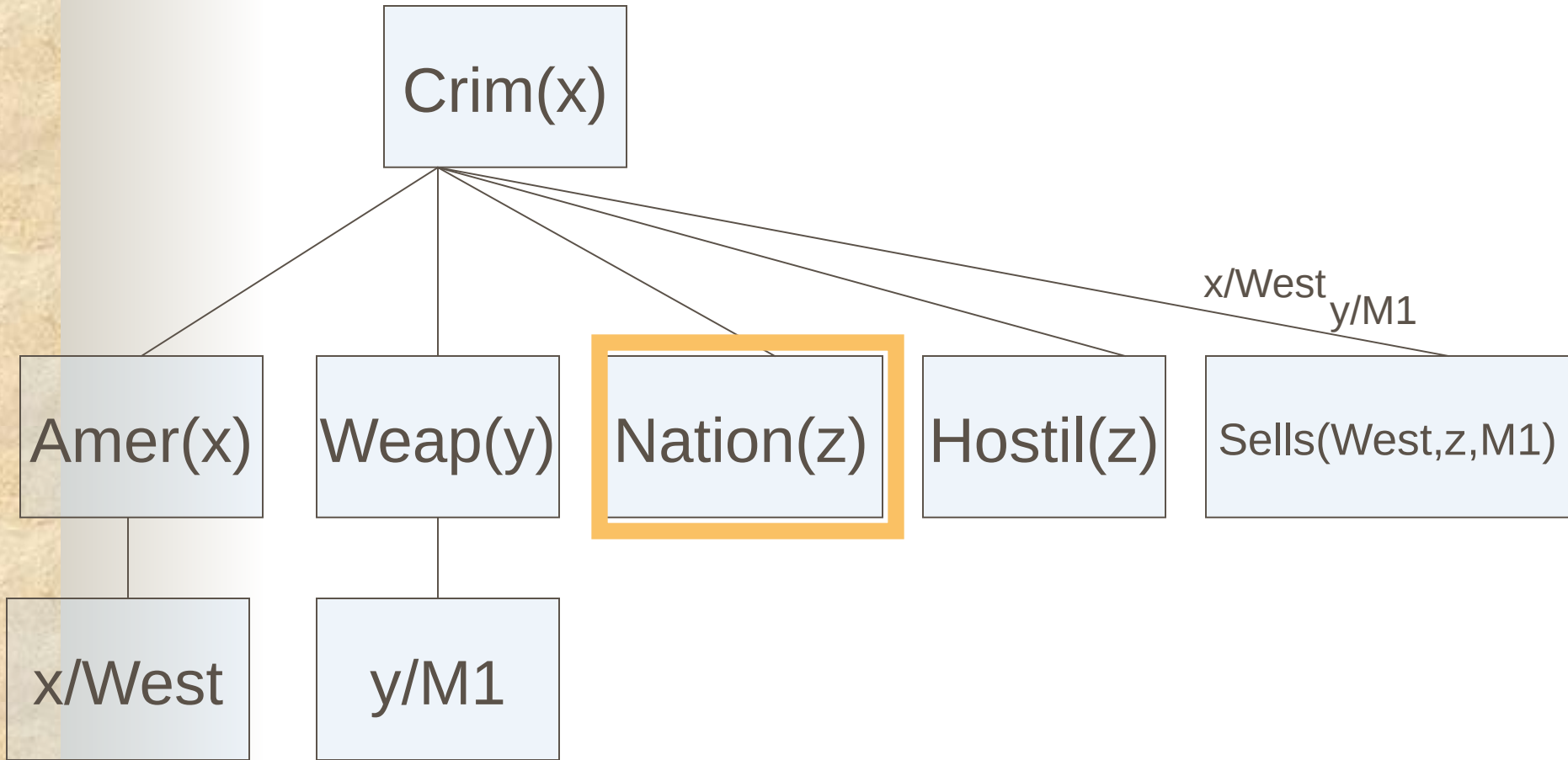


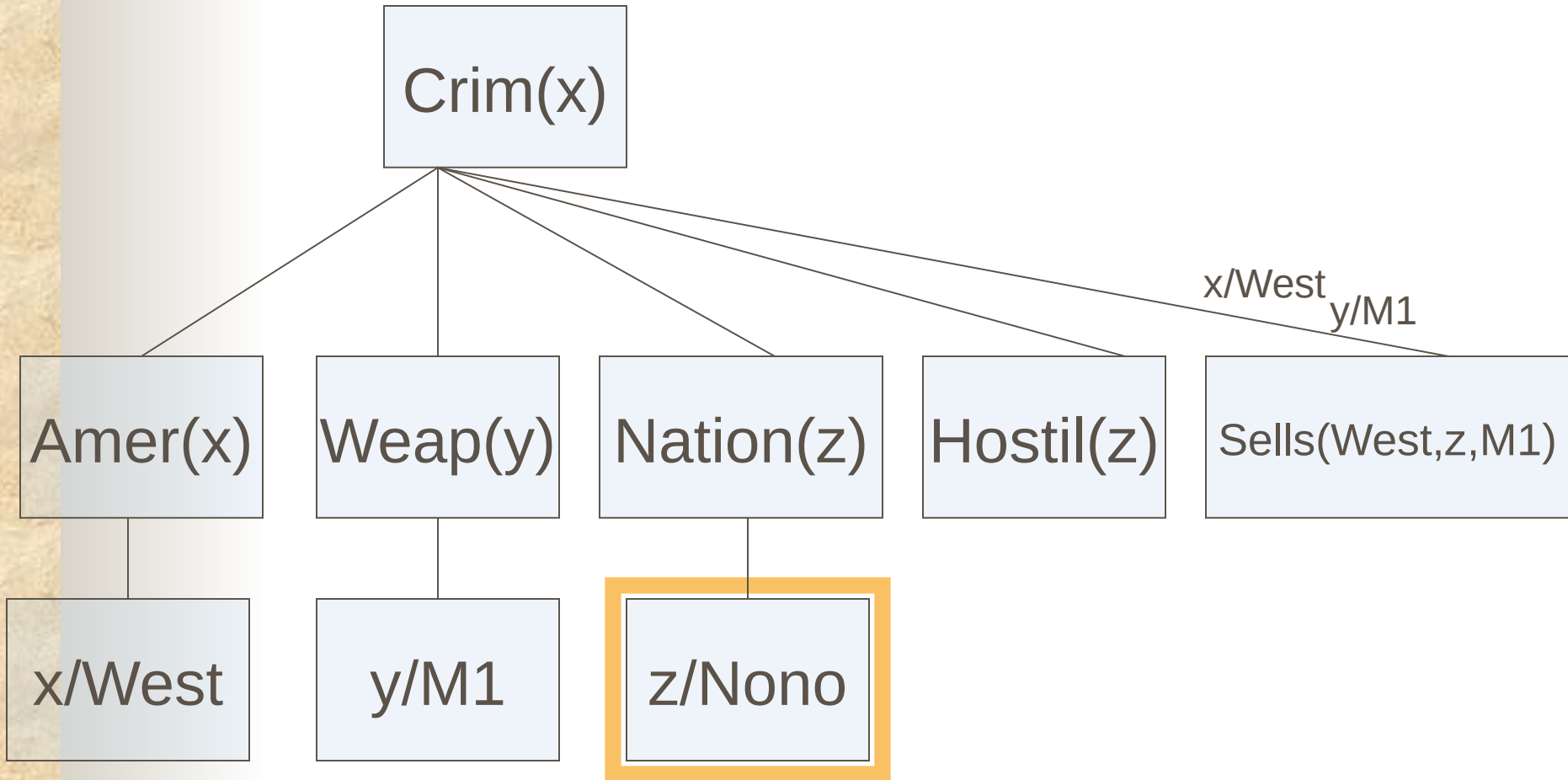


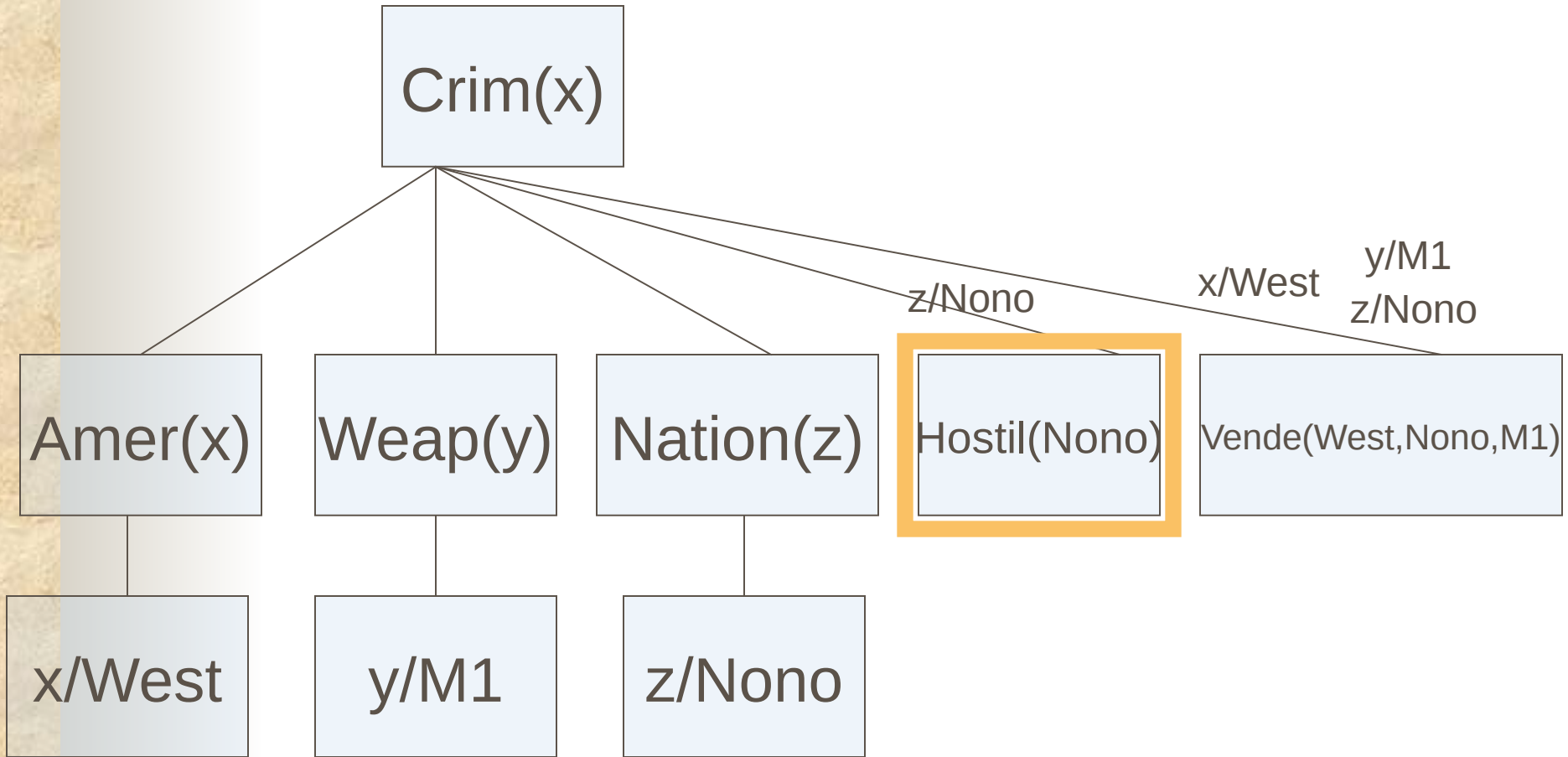


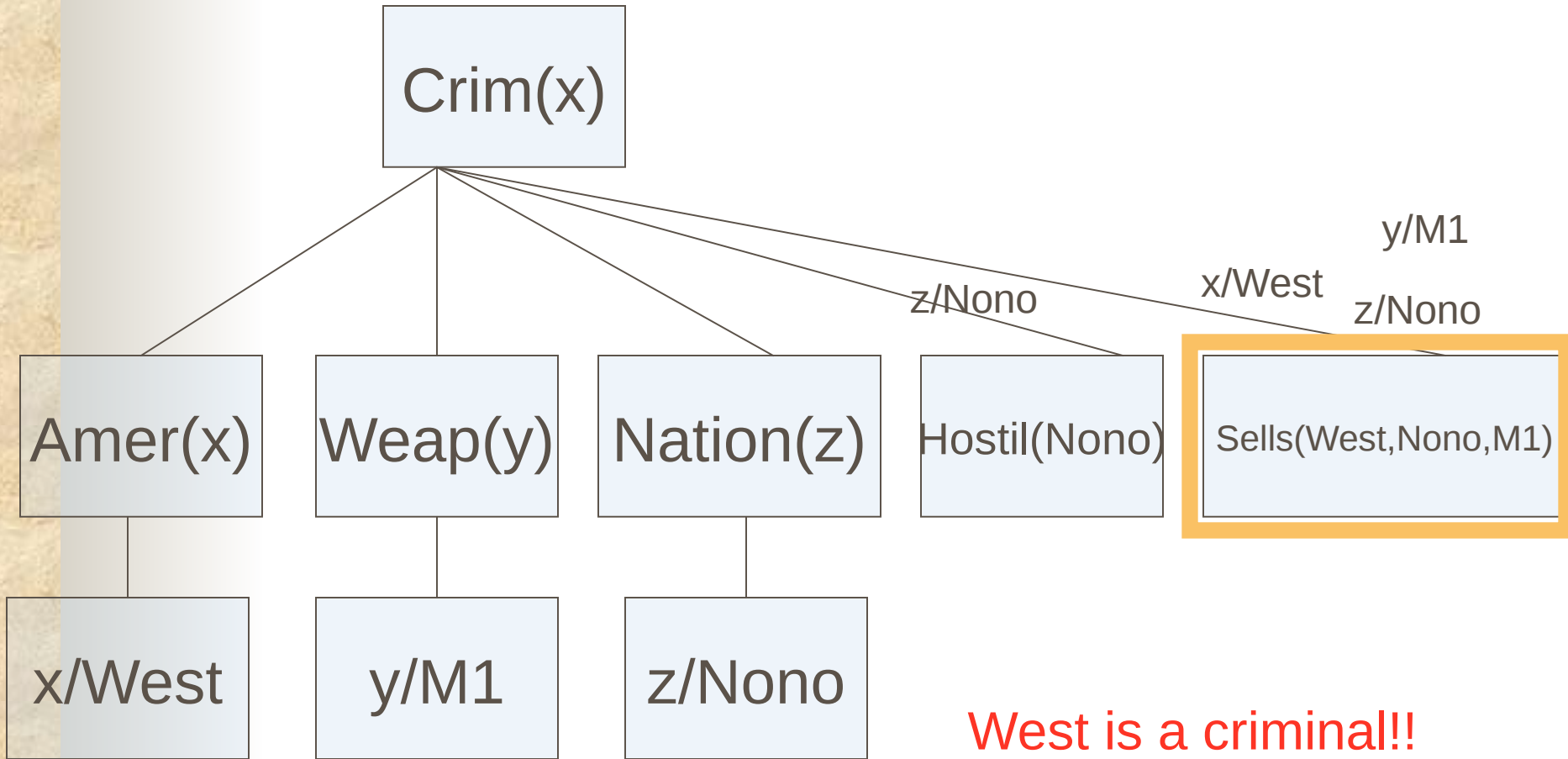














Programming in Prolog

- Prolog programs are represented by *Horn clauses*, a subset of *first order logic (fol)*, where each clause has at most one positive literal in the clause head (consequent of the implication is positive).
- Prolog: declarative language.
- Program: set of *facts* and/or *rules* that define relations among objects.



Programming in Prolog

- Facts:

```
valuable(gold).  
female(jane).  
father(john,mary).  
human(socrates).  
greek(socrates).
```

- **Attention to the syntax!**

- Rules:

```
likes(john,X) :-  
    likes(X,vinho).  
bird(X) :-  
    animal(X),  
    has_feathers(X).  
sister(X,Y) :-  
    female(X),  
    parents(M,F,X),  
    parents(M,F,Y).
```



Programming in Prolog

- The execution of a Prolog program is deduction!
- *Facts*: relations always true (axioms).
- *Rules*: Relations that are true or false depending on other relations



Programming in Prolog: Syntax

- Terms:
 - Variables: X, Y, C1, _ABC, Input
 - Constants: prolog, a, 123, 'rio de janeiro', porto
 - Structures (compound terms): dono(john,livro(ulysses,autor(james,joyce)))
- Chars: uppercase and lowercase letters, digits, other keyboard symbols.
- Special symbols: :- ; , .
- Comments:
 - line: % This is a comment.
 - block: /* This is also a comment that can spread through several lines*/

Programming in Prolog: Syntax

- Operators: +, -, *, / etc.
- Equality and ``matching"':
 $a(b,c,d(e,F,g(h,i,j))) = a(B,C,d(E,f,g(H,i,j)))$
- Relational operators: =, \=, <, >, >=, =<
- Comparing strings/terms: ==, \== @<, @>



Programming in Prolog: Syntax

- Note: Prolog **does not evaluate** arithmetic expressions that do not appear explicitly in the body of a clause.
- In order to have the expression evaluated one needs to put the expression in the body and use the special operator **is**.
 - `p(2+3,4*5).`
 - The two expressions above are not evaluated!!!
 - To force evaluation:
`p(X,Y) :- X is 2+3, Y is 4*5.`



Programming in Prolog: Example

```
parent(C,M,F) :-  
    mother(C,M),  
    father(C,F).
```

```
mother(john,ann).  
mother(mary,ann).  
father(mary,fred).  
father(john,fred).  
female(mary).
```

Query:

```
?-female(mary),parent(mary,M,F),parent(john,M,F).
```



Programming in Prolog: Lists

- Lists: special data structure in Prolog.
- E.g.:
 - []: empty list.
 - [the,men, [like,to,fish]]
 - [a,V1,b, [X,Y]]



Programming in Prolog: Lists

- Non-empty list: [**Head**|**Tail**]
- Head: first element of the list (it can be of any type).
- Tail: **list** with the remaining elements (type is always a list).

Programming in Prolog: Lists

■ Examples:

List	Head	Tail
[a,b,c]	a	[b,c]
[a]	a	[]
[[the,cat],sat]	[the,cat]	[sat]
[the,[cat,sat]]	the	[[cat,sat]]
[X+Y,x+y]	X+Y	[x+y]
[]	no head	no tail