

Rule Examples

Rules state Dependence

I use an umbrella

If

there is rain

Rules Define

X is a bird

If

X is an animal and X has feathers

Formulating Rules

John likes anyone who likes wine

John likes any something if it likes wine

John likes X if X likes wine





Royal Parents

Predicate

The parents of X are Y and Z Y is the mother Z is the father

Database

male(albert).
male(edward).
female(alice).
female(victoria).
parents(edward,victoria,albert).
parents(alice,victoria,albert).

<u>Sisters</u>

X is a sister of Y if: X is female X has mother M and father FY has mother M and father F

Rule











Stealing A person may steal something

if the person is a thief and he likes the thing

The Rule

Prolog Rule

may_steal(P,T) :- thief(P),likes(P,T).

Example

```
$ cat thief.pro
thief(john).
likes(mary,food).
likes(mary,wine).
likes(john,X) :- likes(X,wine).
may_steal(X,Y):-thief(X),likes(X,Y).
```

\$

Example

```
$ pl
```

```
Welcome to SWI-Prolog (Multi-threaded, Version 5.2.6)
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and you are welcome to redistribute it under certain conditions.
Please visit http://www.swi-prolog.org for details.
```

```
For help, use ?- help(Topic). or ?- apropos(Word).
```

```
?- consult('thief.pro').
% thief.pro compiled 0.00 sec, 1,428 bytes
```

Yes ?- may_steal(john,X).

LOGIC PROGRAMMING



Function Trace

?- trace.

```
Yes
[trace] ?- may_steal(john,X).
    1 Call: may_steal(john,_G27) ?
 + 1
 + 2 2 Call: thief(john) ?
 + 2 2 Exit: thief(john) ?
 + 3 2 Call: likes(john,_G27) ?
 + 4 3 Call: likes(_G27,wine) ?
 + 4 3 Exit: likes(mary,wine) ?
 + 3 2 Exit: likes(john,mary) ?
 + 1 1 Exit: may_steal(john,mary) ?
X = mary ?;
```

<u>Redo</u>

+ 1	1	Redo:	may_	steal	(john	,mary)	?
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- + 3 2 Redo: likes(john,mary) ?
- + 4 3 Redo: likes(mary,wine) ?
- + 5 4 Call: likes(wine,wine) ?
- + 5 4 Fail: likes(wine,wine) ?
- + 4 3 Fail: likes(_G27,wine) ?
- + 3 2 Fail: likes(john,_G27) ?
- + 2 2 Redo: thief(john) ?

```
+ 2 2 Fail: thief(john) ?
```

+ 1 1 Fail: may_steal(john,_G27) ?

```
no
[debug] ?- halt.
$
```