



# Rule-Based Systems: Logic Programming

# Inference Procedure for Logic Programming

Let *resolvent* be the query  $?- Q_1, \dots, Q_m$

**While** *resolvent* is not empty **do**

1. **Choose** a query literal  $Q_i$  from *resolvent*.
2. **Choose** a renamed<sup>1</sup> clause  $H :- B_1, \dots, B_n$  from  $P$  such that  $Q_i$  and  $H$  unify with an most general **unifier**  $\sigma$ , i.e.  $Q_i\sigma = H\sigma$
3. **If** no such  $Q_i$  and clause exist, then **backtrack**
4. Remove  $Q_i$  from the resolvent
5. **Add**  $B_1, \dots, B_n$  to the resolvent
6. Add  $\sigma$  to  $\sigma_{\text{all}}$
7. Apply substitution  $\sigma$  to the *resolvent*.

If *resolvent* is empty, **return**  $\sigma_{\text{all}}$ , else **return failure**.

<sup>1</sup> Renaming means that the variables in the clause get new unique identifiers

## Reasoning Example

facebook(tom).

facebook(jerry).

facebook\_connect(tom,jerry).

like(peter, john).

like(X, mary).

like(X, Y) :- facebook(X), facebook(Y), facebook\_connect(X, Y).

?- like(tom, X).

?- like (tom, X) .

?- like (tom, X) .

① facebook (tom) .



?- like (tom, X) .

① facebook (tom) .



② facebook (jerry) .



?- like (tom, X) .

① facebook (tom) .



② facebook (jerry) .



③ facebook\_connect (tom, jerry) .



?- like (tom, X) .

① facebook (tom) .



② facebook (jerry) .



③ facebook\_connect (tom, jerry) .



④ like (peter, john) .

















