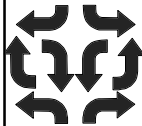


Chapter 4: Constraint Logic Programs

Where we learn about the only programming concept rules, and how programs execute

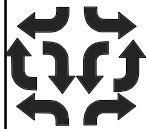
1



Constraint Logic Programs

- ▼ User-Defined Constraints
- ▼ Programming with Rules
- ▼ Evaluation
- ▼ Derivation Trees and Finite Failure
- ▼ Goal Evaluation
- ▼ Simplified Derivation Trees
- ▼ The CLP Scheme

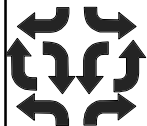
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User-Defined Constraints

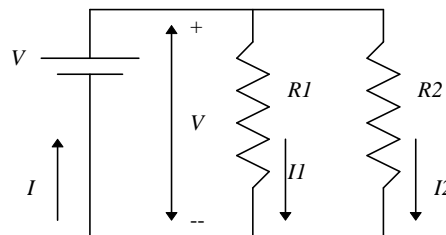
- ▼ Many examples of modelling can be partitioned into two parts
 - ▼ a general description of the object or process
 - ▼ and specific information about the situation at hand
- ▼ The programmer should be able to define their own problem specific constraints
- ▼ **Rules** enable this

3



Rules

A user defined constraint to define the model of the simple circuit:

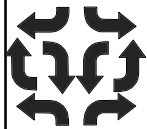


```
parallel_resistors(V,I,R1,R2)
```

And the rule defining it

```
parallel_resistors(V,I,R1,R2) :-  
    V = I1 * R1, V = I2 * R2, I1 + I2 = I.
```

4



Using Rules

```
parallel_resistors(V,I,R1,R2) :-  
    V = I1 * R1, V = I2 * R2, I1 + I2 = I.
```

Behaviour with resistors of 10 and 5 Ohms

```
parallel_resistors(V,I,R1,R2) ^ R1 = 10 ^ R2 = 5
```

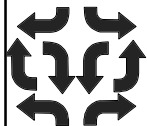
Behaviour with 10V battery where resistors are the same

```
parallel_resistors(10,I,R,R)
```

It represents the constraint (macro replacement)

```
10 = I1 * R ^ 10 = I2 * R ^ I1 + I2 = I
```

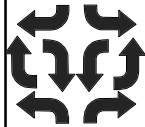
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User-Defined Constraints

- ▼ **user-defined constraint:** $p(t_1, \dots, t_n)$ where p is an n -ary **predicate** and t_1, \dots, t_n are expressions
- ▼ **literal:** a prim. or user-defined constraint
- ▼ **goal:** a sequence of literals L_1, \dots, L_m
- ▼ **rule:** $A :- B$ where A is a user-defined constraint and B a goal
- ▼ **program:** a sequence of rules

6



Its not macro replacement!

Imagine two uses of parallel resistors

```
parallel_resistors(VA, IA, 10, 5),
```

```
parallel_resistors(VB, IB, 8, 3),
```

```
VA + VB = V, I = IB, I = IA
```

After macro replacement (converting comma to conj)

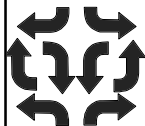
```
VA = I1 × 10 ∧ VA = I2 × 5 ∧ I1 + I2 = IA ∧
```

```
VB = I1 × 8 ∧ VB = I2 × 3 ∧ I1 + I2 = IB ∧
```

```
VA + VB = V ∧ I = IB ∧ I = IA
```

Confused the two sets of local variables *I1, I2*

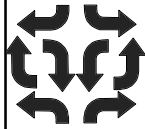
7



Renamings

- ▼ A **renaming** r is a bijective (invertable) mapping of variables to variables
- ▼ A **syntactic object** is a constraint, user-defined constraint, goal or rule
- ▼ **Applying** a renaming to a syntactic object gives the object with each variable x replaced by $r(x)$
- ▼ **variant** o' of object o has renaming $r(o')=o$

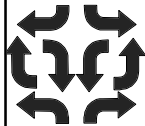
8



Rewriting User-Defined Cons.

- ▾ goal G of the form (or empty $m=0$ [])
 - ▾ $L1, \dots, Li-1, Li, Li+1, \dots, Lm$
- ▾ Li is of the form $p(t1, \dots, tn)$
- ▾ R is of the form $p(s1, \dots, sn) :- B$
- ▾ r is a renaming s.t. vars in $r(R)$ not in G
- ▾ The rewriting of G at Li by R using renaming r is
 - ▾ $L1, \dots, Li-1, t1=r(s1), \dots, tn=r(sn), r(B), Li+1, \dots, Lm$

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Rewriting Example

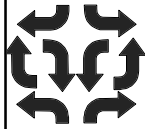
```
parallel_resistors(VA, IA, 10, 5),
parallel_resistors(VB, IB, 8, 3),
VA + VB = V, I = IB, I = IA
```

Rewrite the first literal with rule

```
parallel_resistors(V, I, R1, R2) :-
    V = I1 * R1, V = I2 * R2, I1 + I2 = I.
```

Renaming: $\{V \mapsto V', I \mapsto I', R1 \mapsto R1', R2 \mapsto R2', I1 \mapsto I1', I2 \mapsto I2'\}$

```
parallel_resistors(V', I', R1', R2') :-
    V' = I1' * R1', V' = I2' * R2', I1' + I2' = I'.
```

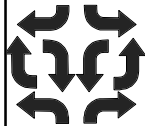


Rewriting Example

$$\begin{aligned}
 &VA=V', \quad IA=I', \quad 10=R1', \quad 5=R2', \\
 &V' = I1'*R1', \quad V' = I2'*R2', \quad I1'+I2' = I', \\
 &\text{parallel_resistors}(VB,IB,8,3), \\
 &VA + VB = V, \quad I = IB, \quad I = IA
 \end{aligned}$$

Rewrite the 8th literal

Renaming: $\{V \mapsto V'', I \mapsto I'', R1 \mapsto R1'', R2 \mapsto R2'', I1 \mapsto I1'', I2 \mapsto I2''\}$

$$\begin{aligned}
 &\text{parallel_resistors}(V'',I'',R1'',R2'') :- \\
 &V''=I1''*R1'', \quad V''=I2''*R2'', \quad I1''+I2''=I''.
 \end{aligned}$$


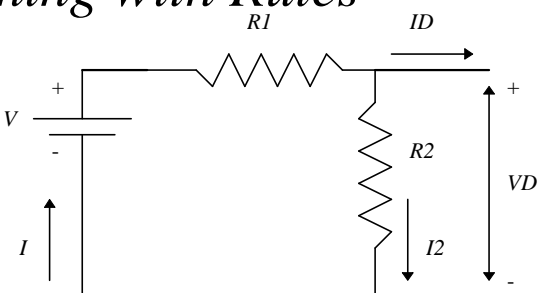
Rewriting Example

$$\begin{aligned}
 &VA=V', \quad IA=I', \quad 10=R1', \quad 5=R2', \\
 &V' = I1'*R1', \quad V' = I2'*R2', \quad I1'+I2' = I', \\
 &VB=V'', \quad IB=I'', \quad 8=R1'', \quad 3=R2'', \\
 &V''=I1''*R1'', \quad V''=I2''*R2'', \quad I1''+I2''=I'' \\
 &VA + VB = V, \quad I = IB, \quad I = IA
 \end{aligned}$$

Simplifying onto the variables of interest V and I

$$V = 26/3 \times I$$

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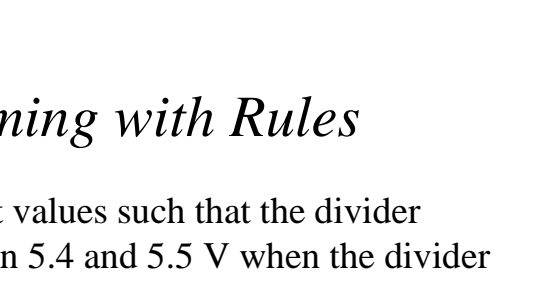
Programming with Rules

A voltage divider circuit, where cell must be 9 or 12V resistors 5,9 or 14

```

voltage_divider(V,I,R1,R2,VD,ID) :-
    V1 = I*R1, VD= I2*R2, V = V1+VD, I = I2+ID.
cell(9). (shorthand for cell(9) :- [].)
cell(12).
resistor(5). resistor(9). resistor(14).
    
```

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Programming with Rules

Aim: find component values such that the divider voltage VD is between 5.4 and 5.5 V when the divider current ID is 0.1A

```

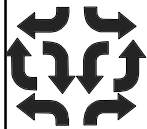
voltage_divider(V,I,R1,R2,VD,ID),
5.4 <= VD, VD <= 5.5, ID = 0.1,
cell(V), resistor(R1), resistor(R2).
    
```

Note: when rewriting `cell` and `resistor` literals there is a choice of which rule to use

($V=9, R1=5, R2=5$) unsatisfiable constraint

($V=9, R1=5, R2=9$) satisfiable constraint

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Programming with Rules

$$N! = \begin{cases} 1 & \text{if } N = 0 \\ N \times (N-1)! & \text{if } N \geq 1 \end{cases}$$

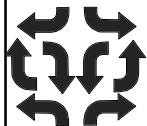
Consider the factorial function, how do we write rules for a predicate `fac(N, F)` where $F = N!$

(R1) `fac(0, 1).`

(R2) `fac(N, N*F) :- N >= 1, fac(N-1, F).`

Note how the definition is recursive (in terms of itself) and mimics the mathematical definition

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Programming with Rules

(R1) `fac(0, 1).`

(R2) `fac(N, N*F) :- N >= 1, fac(N-1, F).`

Rewriting the goal `fac(2, X)` (i.e. what is 2!)

$fac(2, X)$

$\Downarrow R2$

$2 = N, X = N \times F, N \geq 1, fac(N-1, F)$

$\Downarrow R2$

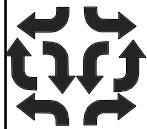
$2 = N, X = N \times F, N \geq 1, N-1 = N', F = N' \times F', N' \geq 1, fac(N'-1, F')$

$\Downarrow R1$

$2 = N, X = N \times F, N \geq 1, N-1 = N', F = N' \times F', N' \geq 1, N'-1 = 0, F' = 1$

Simplified onto variable X , then answer $X = 2$

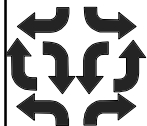
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Evaluation

- ▼ In each rewriting step we should check that the conjunction of primitive constraints is satisfiable
- ▼ derivation does this
- ▼ in each step a literal is handled
 - ▼ primitive constraints: added to constraint store
 - ▼ user-defined constraints: rewritten

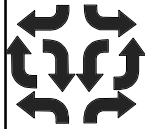
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Evaluation

- ▼ **state:** $\langle G1 / C1 \rangle$ where $G1$ is a goal and $C1$ is a constraint
- ▼ **derivation step:** $G1$ is $L1, L2, \dots, Lm$
 - ▼ $L1$ is a primitive constraint, $C2$ is $C1 \wedge L1$
 - ▼ **if** $solv(C \wedge L1) = false$ **then** $G2 = []$
 - ▼ **else** $G2 = L2, \dots, Lm$
 - ▼ $L1$ is a user-defined constraint, $C2$ is $C1$ and $G2$ is the rewriting of $G1$ at $L1$ using some rule and renaming

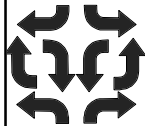
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Evaluation

- ▼ **derivation** for $\langle G_0 / C_0 \rangle$:
 - $\langle G_0 / C_0 \rangle \Rightarrow \langle G_1 / C_1 \rangle \Rightarrow \langle G_2 / C_2 \rangle \Rightarrow \dots$
 - ▼ where each $\langle G_i / C_i \rangle$ to $\langle G_{i+1} / C_{i+1} \rangle$ is a derivation step
- ▼ **derivation** for G is a derivation for the state $\langle G / true \rangle$

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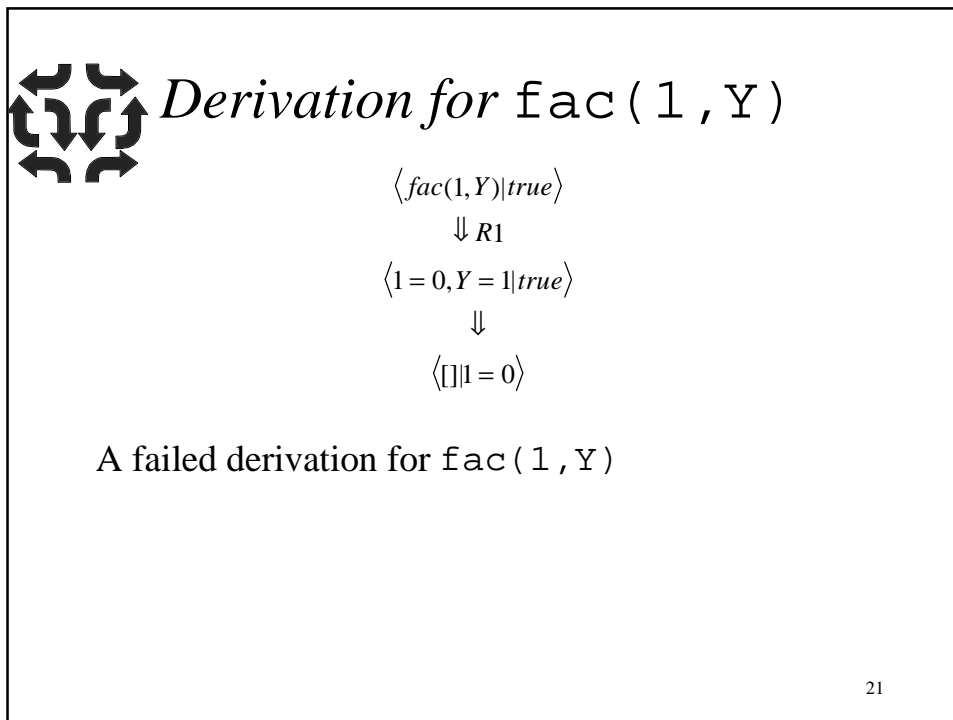


Derivation for $\text{fac}(1, Y)$

$$\begin{aligned}
 & \langle \text{fac}(1, Y) | true \rangle \\
 & \quad \downarrow R_2 \\
 & \langle 1 = N, Y = N \times F, N \geq 1, \text{fac}(N-1, F) | true \rangle \\
 & \quad \downarrow \\
 & \langle Y = N \times F, N \geq 1, \text{fac}(N-1, F) | 1 = N \rangle \\
 & \quad \downarrow \\
 & \langle N \geq 1, \text{fac}(N-1, F) | 1 = N \wedge Y = N \times F \rangle \\
 & \quad \downarrow \\
 & \langle \text{fac}(N-1, F) | 1 = N \wedge Y = N \times F \wedge N \geq 1 \rangle \\
 & \quad \downarrow R_1 \\
 & \langle N-1 = 0, F = 1 | 1 = N \wedge Y = N \times F \wedge N \geq 1 \rangle \\
 & \quad \downarrow \\
 & \langle F = 1 | 1 = N \wedge Y = N \times F \wedge N \geq 1 \wedge N-1 = 0 \rangle \\
 & \quad \downarrow \\
 & \langle [] | 1 = N \wedge Y = N \times F \wedge N \geq 1 \wedge N-1 = 0 \wedge F = 1 \rangle
 \end{aligned}$$

Corresponding answer simplified to Y is $Y = 1$

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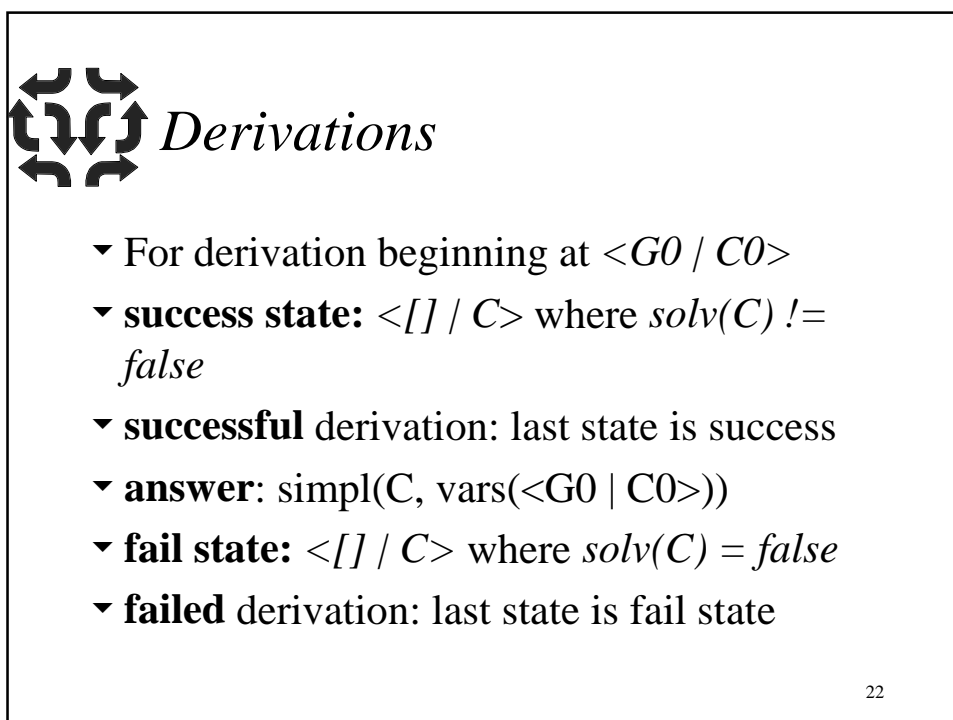


Derivation for $\text{fac}(1, Y)$

$$\begin{aligned} &\langle \text{fac}(1, Y) | \text{true} \rangle \\ &\quad \downarrow R1 \\ &\langle 1 = 0, Y = 1 | \text{true} \rangle \\ &\quad \downarrow \\ &\langle [] | 1 = 0 \rangle \end{aligned}$$

A failed derivation for $\text{fac}(1, Y)$

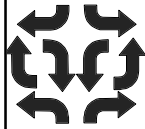
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Derivations

- ▼ For derivation beginning at $\langle G0 / C0 \rangle$
- ▼ **success state:** $\langle [] / C \rangle$ where $\text{solv}(C) \neq \text{false}$
- ▼ **successful** derivation: last state is success
- ▼ **answer:** $\text{simpl}(C, \text{vars}(\langle G0 / C0 \rangle))$
- ▼ **fail state:** $\langle [] / C \rangle$ where $\text{solv}(C) = \text{false}$
- ▼ **failed** derivation: last state is fail state

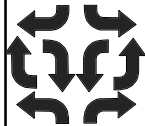
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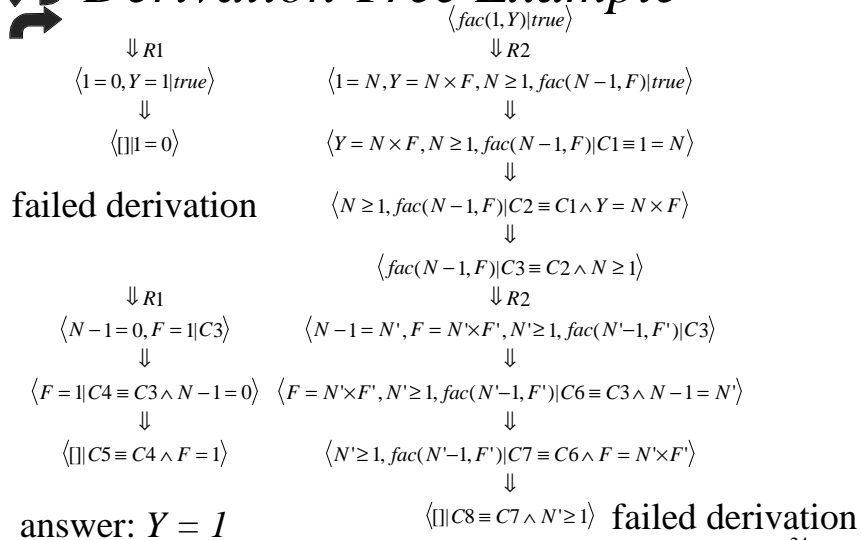
Derivation Trees

- ▼ **derivation tree** for goal G
 - ▼ root is $\langle G / true \rangle$
 - ▼ the children of each state are the states reachable in one derivation step
- ▼ Encodes all possible derivations
- ▼ when leftmost literal is prim. constraint only one child
- ▼ otherwise children ordered like rule order

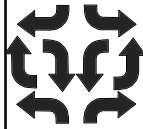
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Derivation Tree Example



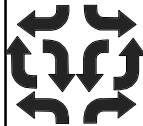
24



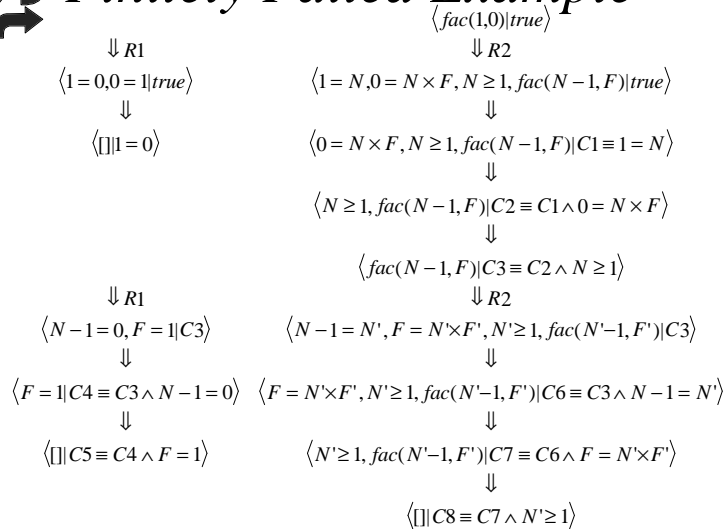
Derivation Trees

- ▾ The previous example shows three derivations, 2 failed and one successful
- ▾ **finitely failed:** if a derivation tree is finite and all derivations are failed
- ▾ next slide a finitely failed derivation tree
- ▾ **infinite** derivation tree: some derivations are infinite

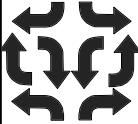
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Finitely Failed Example



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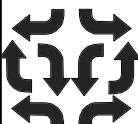
Infinite Derivation Tree

(S1) `stupid(X) :- stupid(X).`
 (S2) `stupid(1).`

$\langle \text{stupid}(X) \text{true} \rangle$		$\langle X = 1 \text{true} \rangle$	
$\downarrow S1$		$\downarrow S2$	
$\langle X = X', \text{stupid}(X') \text{true} \rangle$		\downarrow	
\downarrow		$\langle [] X = 1 \rangle$	<u>Answer: X=1</u>
$\langle \text{stupid}(X') X = X' \rangle$		$\downarrow S2$	
$\downarrow S1$		$\langle X' = 1 X = X' \rangle$	
$\langle X' = X'', \text{stupid}(X'') X = X' \rangle$		\downarrow	
\downarrow		$\langle [] X = X' \wedge X' = 1 \rangle$	<u>Answer: X=1</u>
$\langle \text{stupid}(X'') X = X' \wedge X' = X'' \rangle$		$\downarrow S2$	
$\downarrow S1$			

Infinite derivation

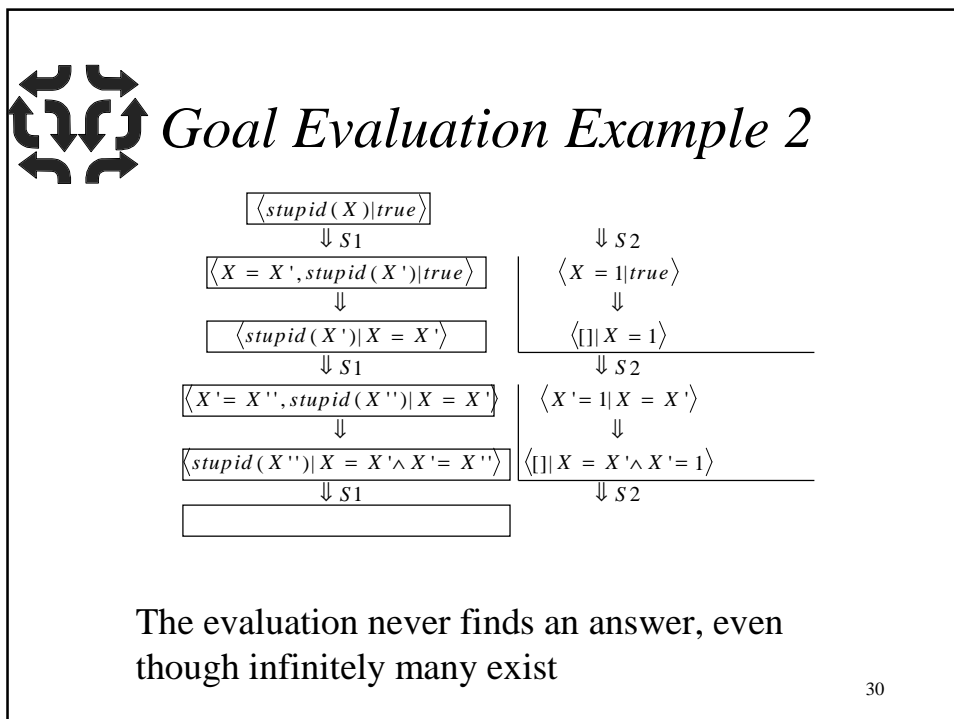
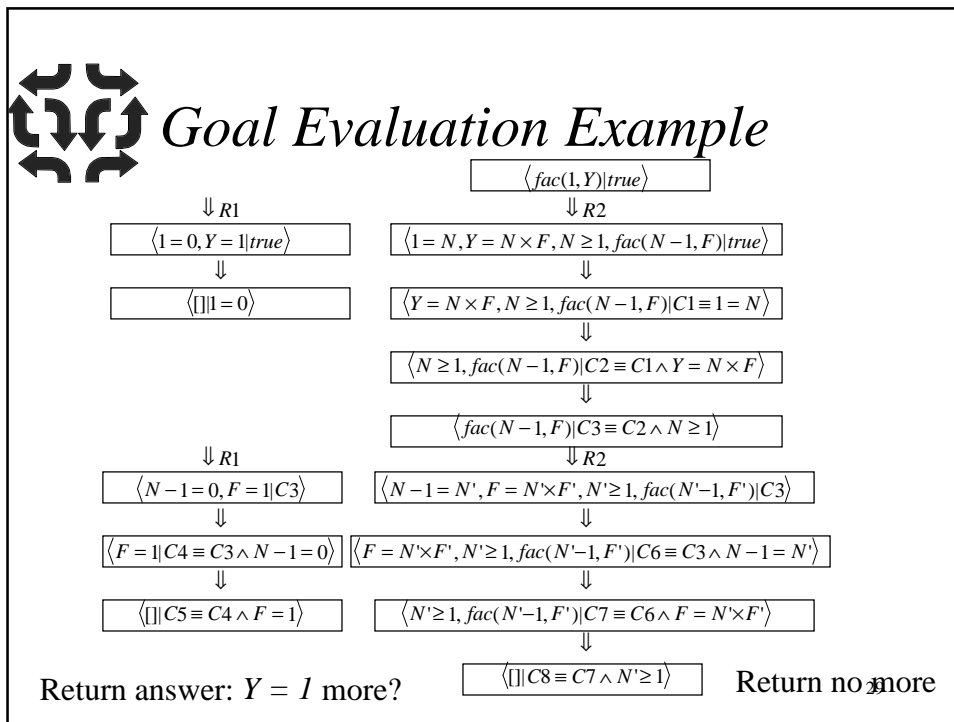
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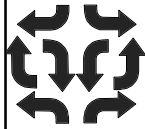


Goal Evaluation

- ▼ **Evaluation** of a goal performs an in-order depth-first search of the derivation tree
- ▼ when a success state is encountered the system returns an answer
- ▼ the user can ask for more answers in which case the search continues
- ▼ execution halts when the user requests no more answers or the entire tree is explored

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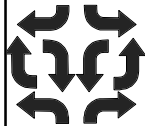




Simplified Derivation Trees

- ▼ Derivation trees are very large
- ▼ A simplified form which has the most useful information
 - ▼ constraints in simplified form (variables in the initial goal and goal part of state)
 - ▼ uninteresting states removed

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Simplified State

- ▼ **simplified state:** $\langle G0 / C0 \rangle$ in derivation for G
 - ▼ replace $C0$ with $C1 = \text{simpl}(C0, \text{vars}(G, G0))$
 - ▼ if $x=t$ in $C1$ replace x by t in $G0$ giving $G1$
 - ▼ replace $C1$ with $C2 = \text{simpl}(C1, \text{vars}(G, G1))$

$$\langle \text{fac}(N'-1, F') | 1 = N \wedge Y = N \times F \wedge N \geq 1 \wedge N - 1 = N' \wedge F = F' \rangle$$

$$\text{vars} = \{Y, N', F'\}$$

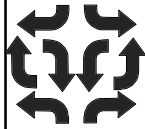
- ▼ **Example**

$$\langle \text{fac}(N'-1, F') | N' = 0 \wedge Y = F' \rangle$$

replace N' by 0 and simplify again

$$\langle \text{fac}(-1, F') | Y = F' \rangle$$

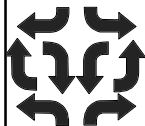
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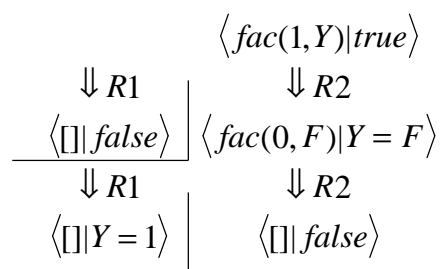
Simplified Derivation

- ▾ A state is **critical** if it is the first or last state of a derivation or the first literal is a user-defined constraint
- ▾ A **simplified derivation** for goal G contains all the critical states in simplified form
- ▾ similarly for a **simplified derivation tree**

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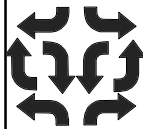


Example Simplified Tree



Note: fail states are $\langle [] | false \rangle$ and success states contain answers

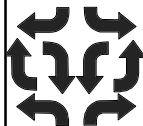
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The CLP Scheme

- ▼ The scheme defines a family of programming languages
- ▼ A language $CLP(X)$ is defined by
 - ▼ constraint domain X
 - ▼ solver for the constraint domain X
 - ▼ simplifier for the constraint domain X
- ▼ Example we have used $CLP(Real)$
- ▼ Another example $CLP(Tree)$

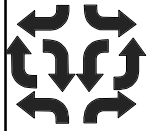
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CLP(R)

- ▼ Example domain for chapters 5,6,7
- ▼ Elements are trees containing real constants
- ▼ Constraints are $\{=, \neq\}$ for trees
- ▼ and $\{=, \leq, <, \geq, >\}$ for arithmetic

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Constraint Logic Programs Summary

- ▼ rules: for user-defined constraints
 - ▼ multiple rules for one predicate
 - ▼ can be recursive
- ▼ derivation: evaluates a goal
 - ▼ successful: gives an answer (constraint)
 - ▼ failed: can go no further
 - ▼ infinite
- ▼ scheme: defines a CLP language

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