

XSB

Tim Finin

University of Maryland
Baltimore County

2/19/02

1

Overview

- What XSB offers
- Tabling
- Higher order logic programming
 - sort of
- Negation

What XSB Offers

- LP languages have been based on SLDNF (SLD resolution with negation as failure) and implemented with the WAM (Warren Abstract Machine) model.
- These suffer from some drawbacks: they address either positive or negative loops.
- **Positive loops** result from recursion without negation.
 - It has been addressed with magic sets and tabling, which assign failing values to derivation paths which contain positive loops.
- **Negative loops** result from recursion through negation.
 - derivations are assigned the value undefined by well founded semantics.
- XSB attempts to handle both and do so with efficiency approaching that of standard SLDNF as implemented, for example, by Prolog.

SLD-resolution rule

$$\leftarrow A_1, \dots, A_{(i-1)}, A_i, A_{(i+1)}, \dots, A_m \quad B_0 \leftarrow B_1, \dots, B_n$$

$$\leftarrow (A_1, \dots, A_{(i-1)}, B_1, \dots, B_n, A_{(i+1)}, \dots, A_m) \sigma$$

where

- A_1, \dots, A_m are atomic formulas (goals)
- $B_0 \leftarrow B_1, \dots, B_n$ is a (renamed) definite clause in P
- $\text{mgu}(A_i, B_0) = \sigma$

Goal and clause selection

A *goal selection function* specifies which goal A_i is selected by the SLD-rule.

□ Prolog goes left-to-right

The order in which clauses are chosen is determined with a *clause selection rule*.

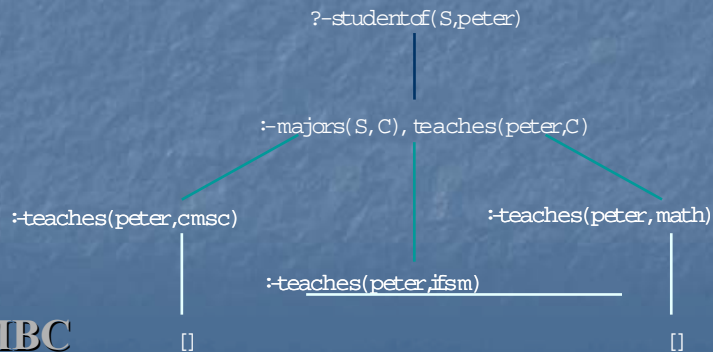
- Prolog selects clauses in the order in which they are added to the database

SLD-resolution is Sound and Complete for Horn Clauses

- Any query (goal) that is provable with SLD-resolution is a logical consequence of the program.
- Any query (goal) that is (true) in the least Herbrand model is provable with SLD-resolution.

In the case of an infinite SLD-tree, the selection function has to be fair (as in breadth first search). For finite SLD-trees left-first-with-backtracking as used in Prolog gives a complete method.

SLD-tree



Infinite SLD-trees

```
brother(X, Y) :- brother(Y, X).
brother(paul, peter).
```

```
brother(paul,peter).
brother(peter,adrian).
brother(X,Y):-
    brother(X,Z), brother(Z,Y).
```

Positive Loops in Prolog

We might like to use rules with loops:

```
% Logically: parent(X,Y) ⇔ child(X,Y).
parent(X,Y) :- child(X,Y).
child(X,Y) :- parent(X,Y).
parent(adam,able).
child(cain,eve).
% Logically: spouse(X,Y) ⇔ spouse(Y,X).
spouse(X,Y) :- spouse(Y,X).
spouse(adam,eve)
```

Positive Loops in Prolog

Sometimes we are forced to...

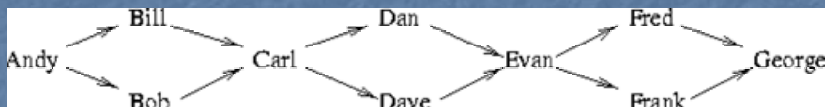
```
% Loops because there are cycles in the owes
graph
avoids(Source,Target) :- owes(Source,Target).
avoids(Source,Target) :-
    owes(Source,Intermediate),
    avoids(Intermediate,Target).
owes(andy,bill).
owes(bill,carl).
owes(carl,bill).
```


Non-looping Prolog version

```
avoids(X,Y) :- avoids(X,Y,[ ]).  
avoids(X,Y,L) :- owes(X,Y), \+ member(Y,L).  
avoids(X,Y,L) :-  
    owes(X,Z),  
    \+ member(Z,L),  
    avoids(Z,Y,[Z|L]).  
owes(andy,bill).  
owes(bill,carl).  
owes(carl,bill).
```

More problems

Even if we prevent looping or the graph contains no cycles, its structure may lead to exponential computations.



Non-looping XSB version

```
:- table avoids/2.  
avoids(Source,Target) :- owes(Source,Target).  
avoids(Source,Target) :-  
    owes(Source,Intermediate),  
    avoids(Intermediate,Target).  
owes(andy,bill).  
owes(bill,carl).  
owes(carl,bill).
```

SLD resolution: Program Clause Resolution

Given a tree with a node labeled

A:-A1,A2...An

and a rule in the program of the form

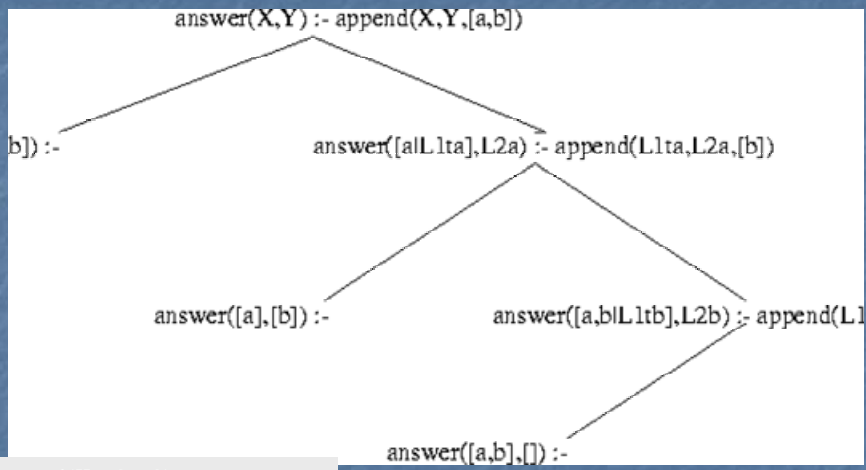
H :- B1,B2...Bk

and given that H and B1 match with matching variable assignment Theta, then add a new node as a child of this one and label it with

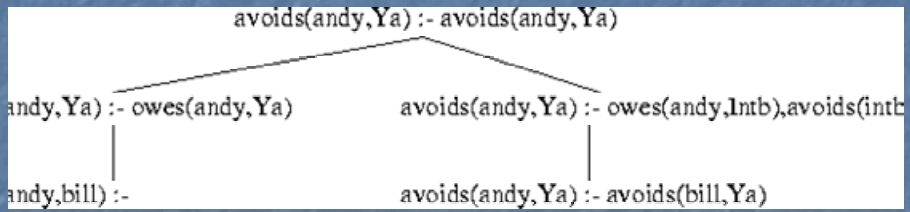
(A :- B1,...,Bk,A2...An)Theta

if it does not already have a child so labeled. Note that the matching variable assignment is applied to all the goals in the new label.

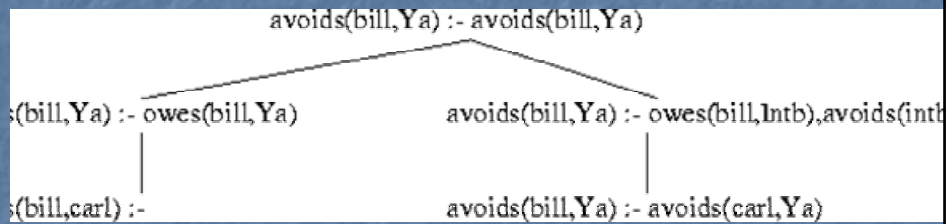
SLD tree for the query: append(X,Y,[a,b])



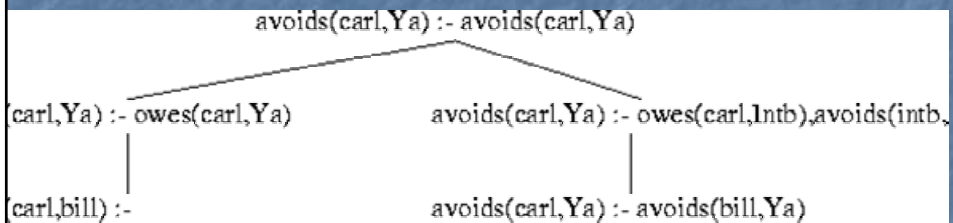
Tree for avoid(andy,Ya) goal server



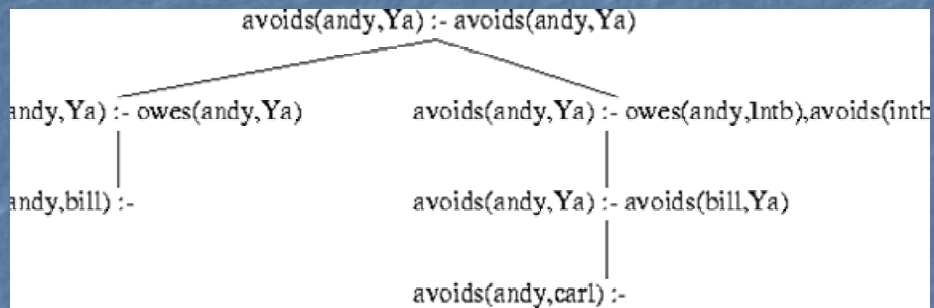
Tree for avoid(bill,Ya) goal server



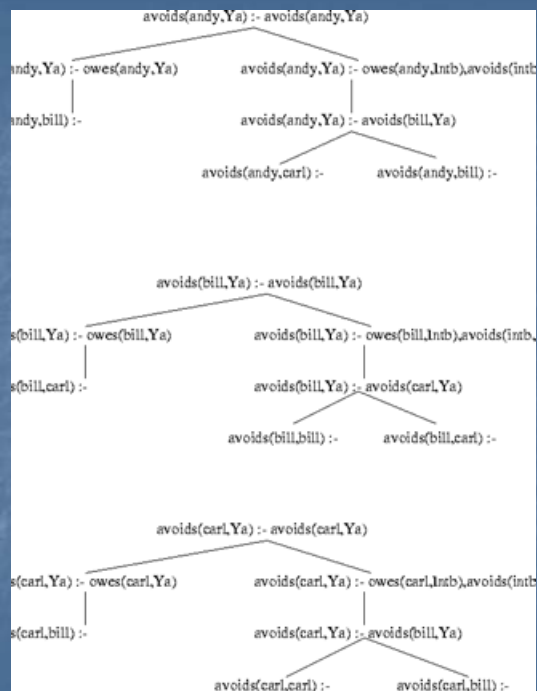
Tree for avoids(carl,Ya) goal server



Updated tree for avoid(andy,Ya) goal server



Updated tree for avoid(andy,Ya) goal server



SLG resolution rules

- **Program Clause Resolution:** Given (1) a tree with a node labeled $A:-A_1,A_2...A_n$, which is either a server tree root node or A_1 is not tabled and (2) a rule $H:-B_1,B_2...B_k$ where H and A_1 match with substitution Θ , then add a new child node with label $(A:-B_1,...,B_k,A_2...A_n)\Theta$, if it does not already have a child so labeled.
- **Subgoal Call:** Given a nonroot node with label, where A_1 is indicated as tabled, and there is no tree with root $A_1 :- A_1$, create a new tree with root $A_1 :- A_1$.
- **Answer Clause Resolution** Given a non-root node with label $A:-A_1, A_2...A_n$, and an answer of the form $B :-$ in the tree for A_1 , then add a new child node labeled by $(A :- A_2...A_n)\Theta$, where Θ is the substitution obtained from matching B and A_1 (if there is not already a child with that label.)

Left recursive version

The left-recursive version is, in fact, more efficient in XSB.

$:-$ table avoids/2.

$\text{avoids}(\text{Source},\text{Target}) :- \text{owes}(\text{Source},\text{Target}).$

$\text{avoids}(\text{Source},\text{Target}) :-$

$\text{avoids}(\text{Source},\text{Intermediate}),$

$\text{owes}(\text{Intermediate},\text{Target}).$

Only one table is generated by the query $\text{avoids}(\text{andy},\text{Ya})$ instead of three.

Hilog terms

- XSB has a simple extension that provides some “higher-order” logic programming capability.
- A term in XSB is:
 - an atomic symbol, or
 - a variable, or
 - of the form: $t_0(t_1, t_2, \dots, t_n)$ where the t_i are terms.
- Transitive closure example:
 - $\text{closure}(R)(X, Y) \text{ :- } R(X, Y).$
 - $\text{closure}(R)(X, Y) \text{ :- } R(X, Z), \text{closure}(R)(Z, Y).$
 - :- hilog parent.
 - $\text{ancestor}(X, Y) \text{ :- closure(parent)}(X, Y).$

Some examples

```
map(F)([], []).
map(F)([X|Xs], [Y|Ys]) :-
    F(X, Y),
    map(F)(Xs, Ys).
twice(F)(X, R) :-
    F(X, U),
    F(U, R).

:- hilog successor, double, square.
```

```
successor(X, Y) :- Y is X+1.
double(X, Y) :- Y is X*X.
square(X, Y) :- Y is X*X.
```

```
| ?- map(successor)([2,4,6,8], L).
L = [3,5,7,9]
| ?- map(double)([2,4,6,8,10], L).
L = [4,8,12,16,20];
| ?- twice(successor)(1, X).
X = 3
| ?- twice(twice(successor))(1, X).
X = 5
| ?- twice(twice(square))(2, X).
X = 65536
| ?- twice(twice(twice(double)))(1, X).
X = 256
```

How it's done

If T is a variable or compound term or a hilog term,
rewrite:

$T(A1...An) \rightarrow \text{apply}(T,A1,...An)$

So the clauses:

$\text{closure}(R)(X,Y) :- R(X,Y).$

$\text{closure}(R)(X,Y) :- R(X,Z), \text{closure}(R)(Z,Y).$

$\text{ancestor}(X,Y) :- \text{closure}(\text{parent})(X,Y).$

$\text{parent}(\text{adam},\text{cain}). \text{parent}(\text{cain},\text{enoch})$

Become:

$\text{apply}(\text{closure}(R),X,Y) :- \text{apply}(R,X,Y).$

$\text{apply}(\text{closure}(R),X,Y) :- \text{apply}(R,X,Z), \text{apply}(\text{closure}(R),Z,Y).$

$\text{ancestor}(X,Y) :- \text{apply}(\text{parent},X,Y).$

$\text{apply}(\text{parent},\text{adam},\text{cain}). \text{apply}(\text{parent},\text{cain},\text{enoch}).$

Negation in XSB

- $\backslash+ +P$, $\text{fail_if}(+P)$, $\text{not}(+P)$ are all like Prolog's $\backslash+ +P$:
 $\text{not}(P) :- \text{call}(P), !, \text{fail}$
 $\text{not}(_).$
- $\text{tnot}(P)$ is xsb's negation operator and allows for the correct execution of programs with well founded semantics.
- **P must be a tabled predicate.**

Negation

```
bachelor(X) :-  
    male(X),  
    \+ married(X).  
male(bill).  
male(jim).  
married(bill).  
married(mary).
```

```
?- bachelor(bill).  
no  
| ?- bachelor(jim).  
yes  
| ?- bachelor(mary).  
no  
| ?- bachelor(X).  
X = jim;  
No
```

Floundering goals

- Prolog treats `\+` as *negation as failure* which is sound if we make the *closed world assumption*
- To guarantee reasonable answers, the negation operator should be applied only to **ground literals**.
- If it is applied to a nonground literal, the program is said to **flounder**.
- Some LP languages define not like
`not(P) :- ground(P) -> (\+ P) | error("...").`

Floundering goal

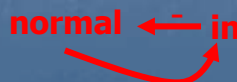
```
bachelor(X) :-  
  \+ married(X),  
  male(X),  
  male(bill).  
male(jim).  
married(bill).  
married(mary).
```

```
?- bachelor(bill).  
no  
| ?- bachelor(jim).  
yes  
| ?- bachelor(mary).  
no  
| ?- bachelor(X).  
no
```

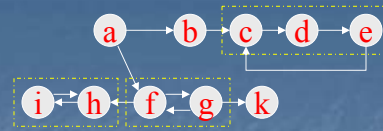
Stratified Negation

- A program is **stratified** if there are no cycles in the call graph which contain a call to P and to not(P).
i.e., **no recursion through negation**
- XSB allows non-stratified programs to be evaluated.

```
% A set is normal if it doesn't  
% contain itself  
normal(S) :- \+ in(S,S)  
% mySet is the set of all sets  
% that are normal.  
in(S,mySet) :- normal(S).  
% is mySet normal?  
?- normal(mySet)  
% this leads to Russell's paradox  
% and will cause Prolog to loop
```



Stratified Negation

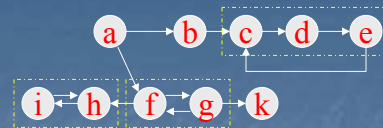


- Suppose we have some kind of reduction operator and want to apply it to an object and want to repeatedly apply it until it can't be reduced any further.
- If there are cycles, treat the objects in the cycle (the strongly connected components or SCCs) as equivalently reduced.

```
:- table reachable/2.
reachable(X,Y) :- reduce(X,Y).
reachable(X,Y) :-
    reachable(X,Z),
    reduce(Z,Y).
```

```
reduce(a,b).
reduce(b,c).
reduce(c,d).
reduce(d,e).
reduce(e,c).
reduce(a,f).
reduce(f,g).
reduce(g,f).
reduce(g,k).
reduce(f,h).
reduce(h,i).
reduce(i,h).
```

Stratified Negation



- A node is reducible if it can be further reduced.
- A node X can be fully reduced to another Y if X can be reduced to Y and Y is not further reducible.

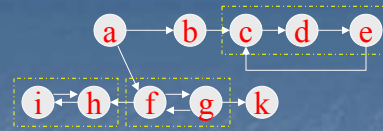
```
:- table reducible/1.
reducible(X) :-
    reachable(X,Y),
    tnot(reachable(Y,X)).
fullyReduce(X,Y) :-
    reachable(X,Y),
    tnot(reducible(Y)).
```

```
reduce(a,b).
reduce(b,c).
reduce(c,d).
reduce(d,e).
reduce(e,c).
reduce(a,f).
reduce(f,g).
reduce(g,f).
reduce(g,k).
reduce(f,h).
reduce(h,i).
reduce(i,h).
```

Stratified Negation

- We might want to return a representative object from a SCC.
- We'll pick (arbitrarily) the smallest.

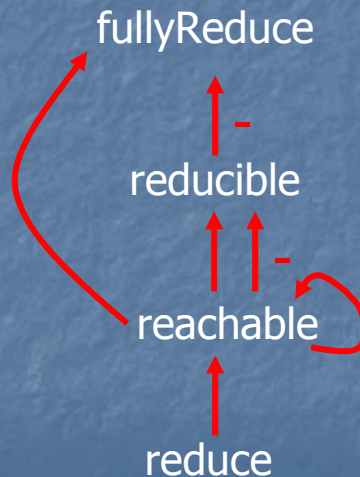
```
fullyReduceRep(X,Y) :-
  fullyReduce(X,Y),
  tnot(smallerequiv(Y)).
smallerequiv(X) :-
  reachable(X,Y),
  Y@<X,
  reachable(Y,X).
```



```
| ?- fullyReduce(a,X).
X = c;
X = h;
X = d;
X = k;
X = i;
X = e;
No
| ?- fullyReduceRep(a,X).
X = c;
X = h;
X = k;
no
```

This is a Stratified Program

- There is no recursion thru negation.
- We can safely do the computation if we work from the bottom up.

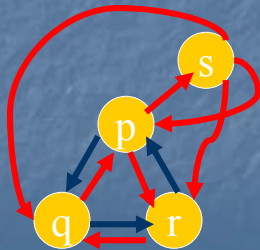


Stratified or not?

- This simple program, when executed, does not recurse thru negation.

- S can be proven (by XSB) even tho Prolog would loop.

- If we change the order of the literals in the clauses for p, q and r?



```

:- auto_table.
p:- q, tnot(r), tnot(s).
q:- r, tnot(p).
r:- p, tnot(q).
s :-
    tnot(p),
    tnot(q),
    tnot(r).
  
```

Well-founded semantics of non-stratified negation.

- XSB handles non-stratified programs computing answers using "well founded semantics"
- In WFS there are three truth values: true, false and unknown
- Atoms that depend on themselves negatively are assigned the value unknown.
- Example:
 - The barber shaves everyone who does not shave himself.
 - `shaves(barber,X) :- tnot(shaves(X,X))`

example

```
person(john).
person(bill).
person(mark).
person(harry).
person(barber).

:- table shave/2.

shave(john,john).
shave(bill,bill).

shave(barber,Y) :-
    person(Y),
    tnot(shave(Y,Y)).
```

```
[5:10pm] linuxserver1 103(02)=>xsb
XSB Version 2.2 (Tsingtao) of April 20, 2000
[i686-pc-linux-gnu; mode: optimal; engine: chat; scheduling: batched]
| ?- [shave].
[shave loaded]
Yes

| ?- shave(X,Y).
X = john
Y = john;
X = bill
Y = bill;
X = barber
Y = mark;
X = barber
Y = harry;
X = barber
Y = barber;
No

| ?- tnot(shave(barber,barber)).
Yes

| ?- shave(barber,barber).
yes
```