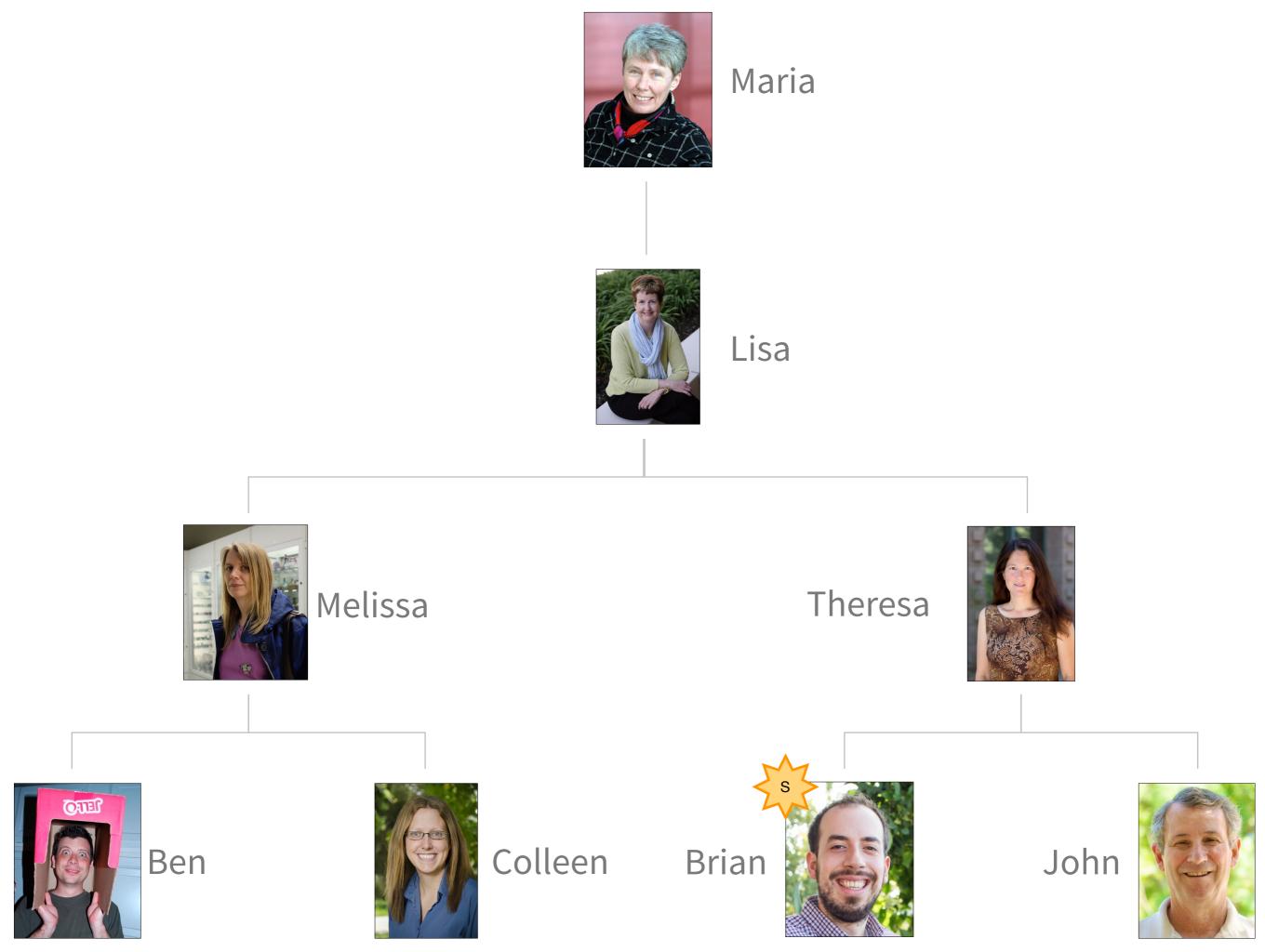
Let's use OOP to simulate something.



A person has a name.

- A person can be a safety officer.
- A person can have at most one boss.
- We can access a person's name.
- We can make someone be a safety officer.
- We can determine whether a person is a safety officer.
- We can access a person's boss.

Maria is Lisa's boss.

Lisa is Melissa's boss. Lisa is Theresa's boss.

Melissa is Ben's boss.

Melissa is Colleen's boss.

Theresa is Brian's boss. Theresa is John's boss.

Brian is a safety officer.

# A person has a name.

Person ben = new Person("Ben");
System.out.println(ben.getName());

public class Person {
 private String name;

```
public Person(String name) {
    this.name = name;
}
```

// getters...
// auto-generated hashCode and equals...

## A person can be a safety officer.

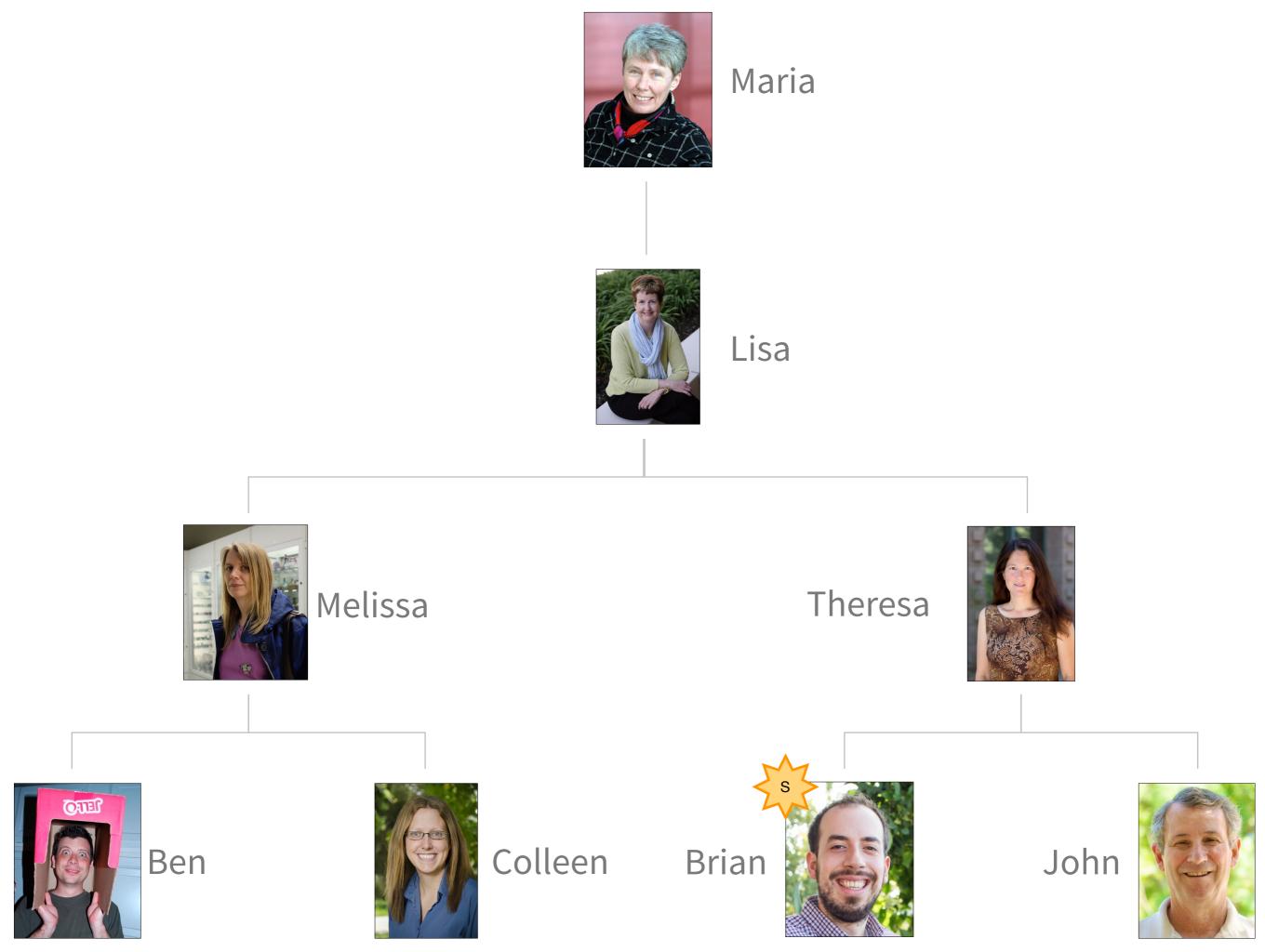
```
Person brian = new Person("Brian");
brian.makeSafetyOfficer();
```

```
public class Person {
    private boolean isSafetyOfficer;
    public Person(String name) {
        this.name = name;
        this.isSafetyOfficer = false;
    }
    public void makeSafetyOfficer() {
        this.isSafetyOfficer = true;
    }
    . . .
}
```

## A person can have at most one boss.

Person lisa = new Person("Lisa", maria); System.out.println(lisa.getBoss().getName()); System.out.println(maria.getBoss());

```
public class Person {
    private Person boss;
    public Person(String name) {
        this.name = name;
        this.isSafetyOfficer = false;
        this.boss = null;
    }
    public Person(String name, Person boss) {
        this(name);
        this.boss = boss;
    }
    public Person getBoss() {
        return this.boss;
    }
```



A person has a name.

- A person can be a safety officer.
- A person can have at most one boss.
- We can access a person's name.
- We can make someone be a safety officer.
- We can determine whether a person is a safety officer.
- We can access a person's boss.

Does A work with B? (i.e., are A and B coworkers?) A and B are coworkers if and only if they have the same boss.

Is B the employee of A? B is the employee of A if and only if A is B's boss.

Who are A's employees? A's employees are all the people whose boss is A.

Who are A's safety officers? A's safety officers are any coworkers of A who are safety officers.

# Does A work with B?

A works with B if and only if they have the same boss.

ben.worksWith(colleen)
ben.worksWith(brian)

public boolean worksWith(Person person) {
 Person myBoss = this.getBoss();
 Person theirBoss = person.getBoss();
 return myBoss != null &&
 myBoss.equals(theirBoss);
}

# Why can't we just say this?

- Maria is Lisa's boss.
- Lisa is Melissa's boss. Lisa is Theresa's boss.
- Melissa is Ben's boss. Melissa is Colleen's boss.
- Theresa is Brian's boss. Theresa is John's boss.
- Brian is a safety officer.
- Person *A* is an employee of person *B* if *B* is *A*'s boss.
- Person A works with person B if they have the same boss.
- Person A's safety officer is anyone A works with who is a safety officer.

# Behold: Prolog!

```
boss(maria, lisa).
```

```
boss(lisa, melissa).
boss(lisa, theresa).
```

boss(melissa, ben).
boss(melissa, colleen).

boss(theresa, brian).

boss(theresa, john).

safetyOfficer(brian).

employee(PersonA, PersonB) :- boss(PersonB, PersonA).

worksWith(PersonA, PersonB) : boss(Boss, PersonA), boss(Boss, PersonB).

safetyOfficer(PersonA, PersonB) : worksWith(PersonA, PersonB), safetyOfficer(PersonA).

### Syntax of the Predicate Calculus

**4-1 Definition.** The syntax of the predicate calculus ( $\mathcal{PC}$ ) consists of symbols and formulas as follows:

#### Symbols

1

parentheses: (,)

sentential connectives:  $\neg$ ,  $\lor$ ,  $\land$ ,  $\rightarrow$ ,  $\leftrightarrow$ 

quantifiers:  $\forall$ ,  $\exists$ 

SC letters (sentential letters):  $A, B, \dots Z$ , and any of these letters with a positive Arabic numeral subscript.

predicate symbols: An n-ary predicate is an uppercase letter,  $A, \dots, Z$ , with the numeral n as a superscript, where ndenotes the arity of the predicate and 0 < n. These uppercase letters may also have numerical subscripts. Note: We will usually omit the superscript when we know the arity of a predicate.

individual constants: lowercase letters  $a, \dots, r$ , with or without numerical subscripts.

individual variables: lowercase letters  $s, \dots, z$ , with or without numerical subscripts.

#### Formulas

The set of all predicate calculus  $(\mathcal{PC})$  formulas is defined recursively, beginning with the atomic formulas.

#### Atomic Formula:

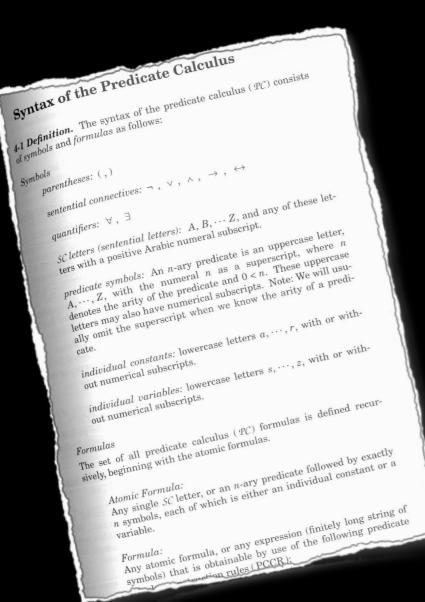
Any single SC letter, or an *n*-ary predicate followed by exactly n symbols, each of which is either an individual constant or a variable.

#### Formula:

Any atomic formula, or any expression (finitely long string of symbols) that is obtainable by use of the following predicate ealculus construction rules (PCCR):

### Logic, sets, and Recursion Robert L. Causey

# Prolog is syntactic sugar for the predicate calculus.



The Semantics of Predicate Logic as a Programming Language

M. H. VAN EMDEN AND R. A. KOWALSKI University of Edinburgh, Edinburgh, Scotland

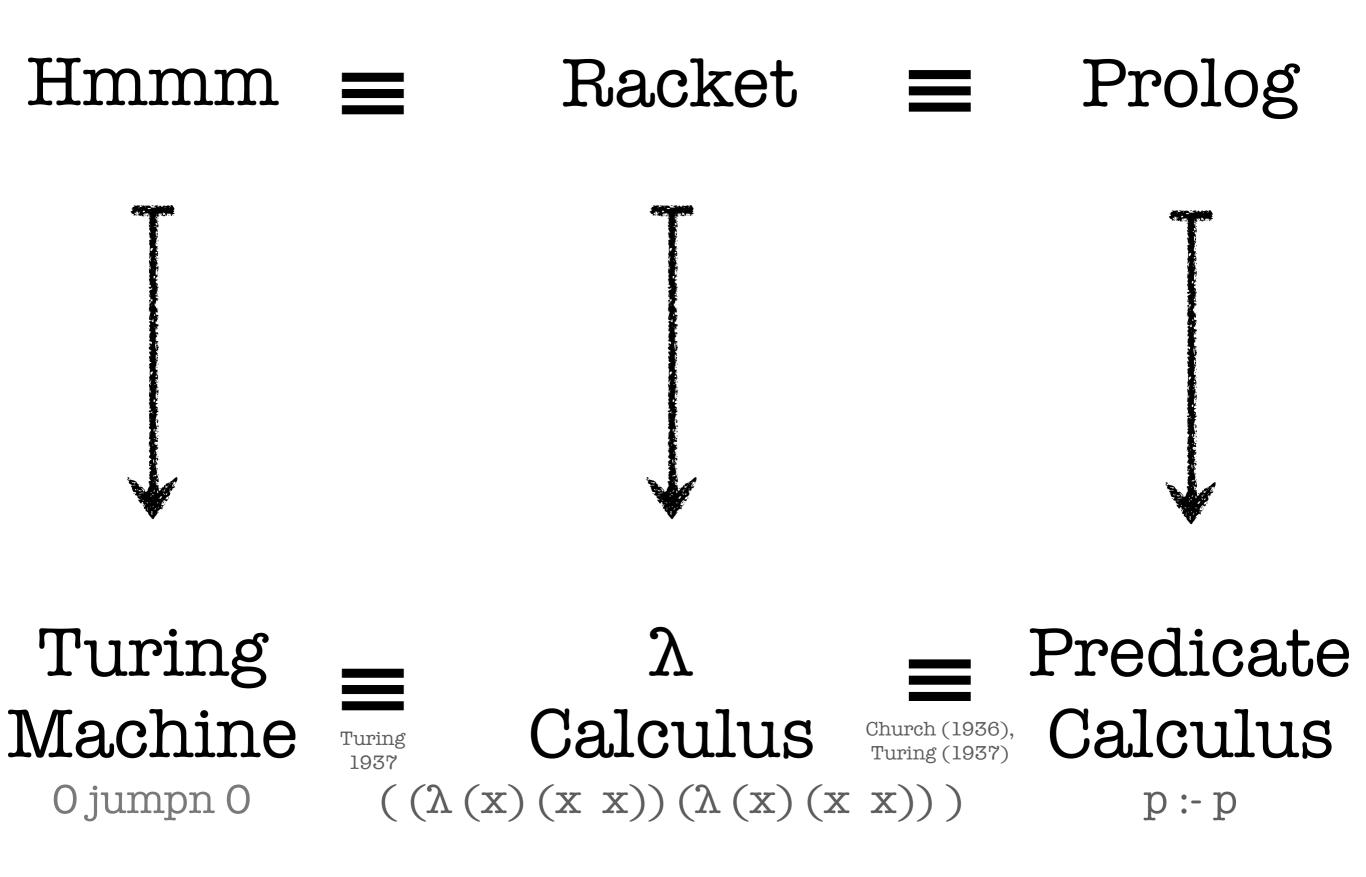
ABSTRACT Sentences in first-order predicate logic can be usefully interpreted as programs. In this paper the operational and fixpoint semantics of predicate logic programs are defined, and the connections with the proof theory and model theory of logic are investigated. It is concluded that operational semantics is a part of proof KEY WORDS AND PHRASES predicate logic as a programming language, semantics of programming languages, resolution theorem proving, operational versus denotational semantics, SL-resolution, fixpoint characteriza-

CR CATEGORIES 4 22, 5 21, 5 24

1. Introduction

Predicate logic plays an important role in many formal models of computer programs [3, 14, 17]. Here we are concerned with the interpretation of predicate logic as a programming language [5, 10]. The Prolog system (for PROgramming in LOGic), based upon the procedural interpretation, has been used for several ambitious programming tasks Including French language question answering [5, 18], symbolic

tal plan



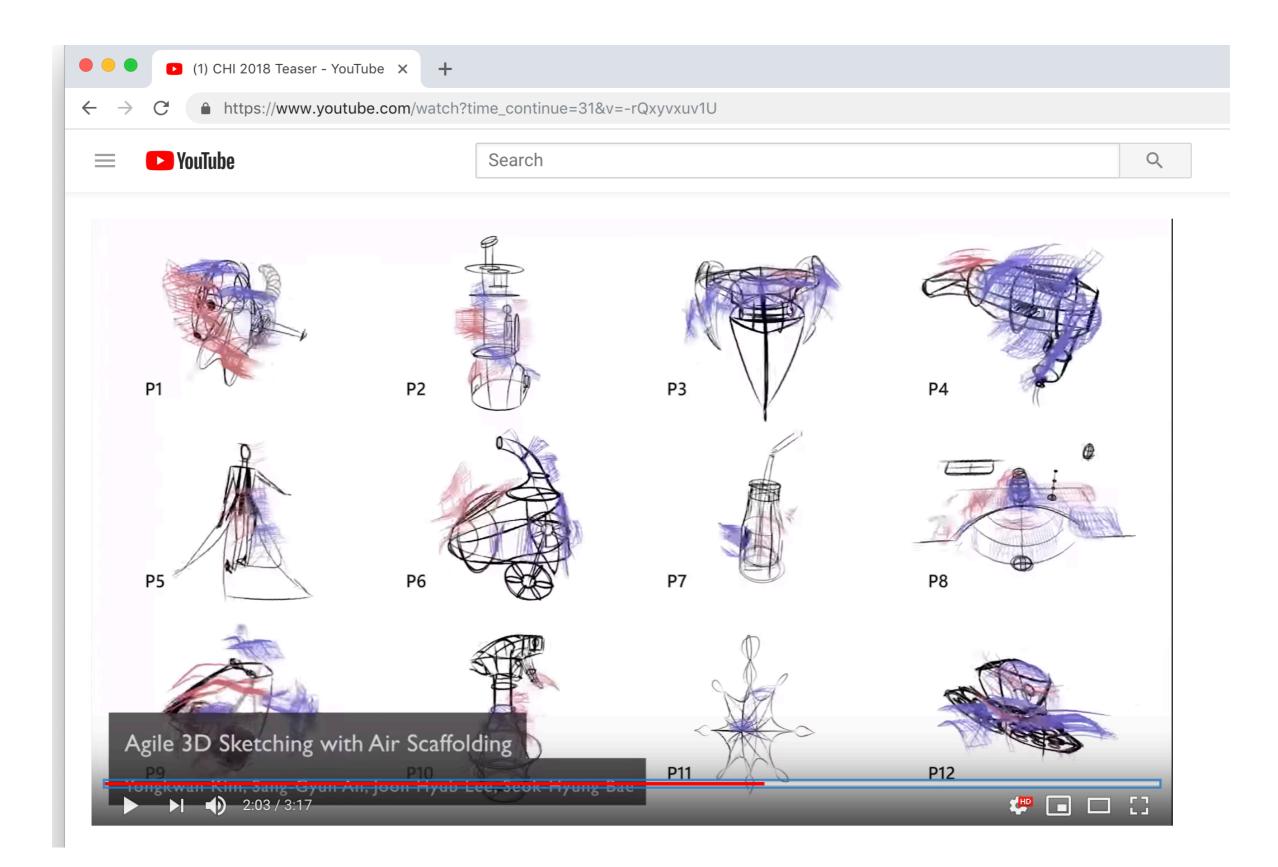
### 1. Language influences thought.

# 2. Programs $\equiv$ Data and self-reference is powerful

# **3.**Computers are powerful.**3.**they change our lives for good and bad



Facebook is just one part-though a large part-of the Big Data economy, one



	Poemage_v01	
Poemage v 0.1 2 3 shuffle nodes		
Set View	Poem View	Path View
SONIC RHYMES	Clark Coolidge	Machinations Calcite
AET Perfect Masculine	acetone imprinted oblique watch on the Kin car barn oil wall	acetone oblique swatch skin car
Perfect Feminine	ocarina & mumps	much sole key this sheet cat
Perfect Dactylic	I'd leave sole key to this game to my friend, sheed water cat	actor
Semirhyme	weaving candle turn on computer cigarette, paper wall tarheels & balance	candle computer cigarette,
Syllabic Rhyme	a lot of yellowstickneck He'll have to hurry & carry away, to my blue friend bustling bringing	carry hustling
Consonant Slant Rhyme	his moon & Car	
Vowel Slant Rhyme	merry melodies drool on man of wet lead star tool crayon & sands	sands buck
Pararhyme · · · · ·	length of graniteouco- drill It's sucking up the strand, his crystal flag, & the eels tube for that their parade swizzlo fun	sucking that,
Syllabic 2 Rhyme	arcticsuck	arctic suck
Alliteration SW	splinter dry - (ce spazz (uke- ing ace supper at church) hard pinks & sponge breath	ice luke ace-supper <u>at</u> church
Assonance	many forarms drift Roller window going up on I repeat my offer food list in iron flakes	
Consonance CH SK		
clear beautiful mess	hover word show uncertainty custom set	show words show context fill intersecting paths
		1 CONTEXT SLIDER Poemage v0.

upload.wikimedia.org/wikipedia/commons/7/73/Poemage.png