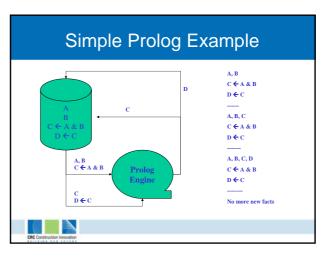
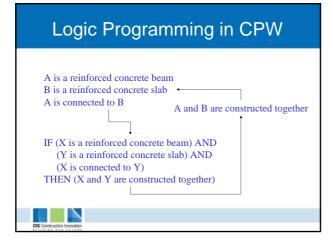


Logic Programming

- A declarative and relational style of programming based on first-order logic
- PROLOG original logic programming based on Horn clauses
- A programmer writes a "database" of "facts", e.g. human("Gerry") and "rules", e.g. mortal(X) :- human(X).



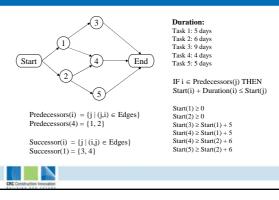


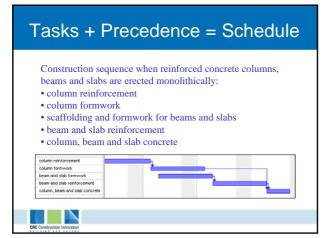
Relationships Between Elements

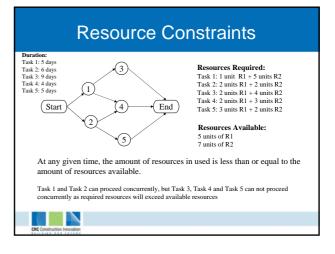
- Connected: Column (C) is connected to beam (B)
 Supports: Footing (F) supports column (C)
 Constructed before: Footing (F) constructed before column (C)
- Constructed together: Slab (S) and beam (B) are constructed together
- Connected but not supported: Ground slab (G) is connected to, but not supported by column (C)

	building elements or componer	1 A A		
• List of	construction activities associate	ed with the	e buil	ding
compone	ents (A)			
• List of	required resources (R)			
Diot of .	* · · · · · · · · · · · · · · · · · · ·			
	$1 \rightarrow 1$			
Sequen	ce logic between activities (S)			
• Sequen	ce logic between activities (S) Name	D	Juration	Predecessor
ID	U	-	Juration .5 hrs	
ID 1 place reinf	Name	3.		1
ID 1 place reinf 2 place form	Name orcement of columns	3.	.5 hrs	1
1 place reinf 2 place form 3 pour concr	Name orcement of columns work of columns	3.	.5 hrs 9.3 hrs	Predecessor 1
ID 1 place reinfi 2 place form 3 pour concr 4 wait for co	Name orcement of columns work of columns rete of columns	3. 11 2. 40	.5 hrs 9.3 hrs .5 hrs	1
ID 1 place reinfi 2 place form 3 pour concr 4 wait for co	Name orcement of columns work of columns rete of columns crete of columns concrete of columns to cure	3. 11 2. 40	.5 hrs 9.3 hrs .5 hrs 0 hrs	1

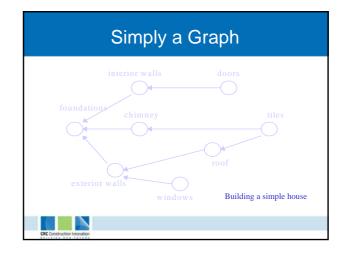
Precedence Constraints







ID Name	Duration	Predecessors	Resources
21 place formwork	3.9 hrs	5,14	carpenter[400%],labourer[400%]
22 place reinforcement	0.7 hrs	16,21	steel tradesman[400%]
23 pour concrete	0.9 hrs	17,22	concrete mixer, concrete tradesman[400%], labourer[400%], trowelling machine
24 cure conrete	40 hrs	18,23	
25 strip formwork	1.8 hrs	19,24	labourer[400%]
1		ODBC da (version	ata source 2003)



Using Constraint Programming							
start	$T_{\rm s} \ge 0$	Building a House Stage S Start					
foundations	$T_A \ge T_S + 7$	Foundations 7 days					
interior walls	$T_B \ge T_A + 4$	Stage A					
exterior walls	$T_C \ge T_A + 3$	Interior Walls Chimney Exterior Walls 4 days 3 days					
chimney	$T_D \ge T_A + 3$	Stage B B Stage C C					
roof	$T_D \ge T_C + 2$	Doors Roof Windows 2 days 2 days 3 days					
doors	$T_E \ge T_B + 2$	Stage D					
tiles	$T_E \ge T_D + 3$	Tiles					
windows	$T_E \ge T_C + 3$	3 days					
		E					
CRC Construction Innovation							

