

Outline

Prolog

Prolog

Running Prolog at the school:

1. boot a computer using Linux;
2. start a terminal;
3. type `sicstus` in it

and the Sictus Prolog will start.

Running Prolog on your home computer/laptop:

- ▶ Download SWI Prolog and follow instructions.

Example of a Prolog program

► Terms:

- **constants**, **variables** (start with an upper-case letter or an underscore);
- **compound**: `name(arg1, ..., argk)`;
- **Ground terms**: terms with no variables

► Clauses:

- **Rules**: `Head :- Goal1, ..., Goalk.`
- **Facts**: `Head.`
i.e. a rule without any goals or body
- **Goals**: `:- Goal1, ..., Goalk.`
i.e. a rule without a head.

Examples of clauses

```
parent(john,juliet).  
:- parent(john,X).  
parent(X,juliet).  
greater_than(succ(X),zero).
```

Predicate definition: collection of rules with the same predicate (head name).

```
ancestor(X,Y) :- mother(X,Y).  
ancestor(X,Y) :- father(X,Y).  
ancestor(X,Y) :- ancestor(X,Z), ancestor(Z,Y).  
...
```

Examples of clauses

```
parent(john,juliet).  
:- parent(john,X).  
parent(X,juliet).  
greater_than(succ(X),zero).
```

Predicate definition: collection of rules with the same predicate (head name).

```
ancestor(X,Y) :- mother(X,Y).  
ancestor(X,Y) :- father(X,Y).  
ancestor(X,Y) :- ancestor(X,Z), ancestor(Z,Y).  
...
```

Examples of clauses

```
parent(john,juliet).  
:- parent(john,X).  
parent(X,juliet).  
greater_than(succ(X),zero).
```

Predicate definition: collection of rules with the same predicate (head name).

```
ancestor(X,Y) :- mother(X,Y).  
ancestor(X,Y) :- father(X,Y).  
ancestor(X,Y) :- ancestor(X,Z), ancestor(Z,Y).  
...
```

Rules

Meaning of a rule `Head :- Goal1, ..., Goaln:`

- ▶ If `Goal1` and `Goal2` and ... and `Goalk` all hold, then `Head` holds.

Program: a sequence of clauses.

```
ancestor(X,Y) :- father(X,Y) .  
father(X,Y) :- parent(X,Y), male(X) .  
parent(john,juliet) .  
male(john) .
```

Queries:

```
:- ancestor(john,juliet) .  
:- father(john,juliet) .  
:- parent(john,juliet),male(john) .
```

Rules

Meaning of a rule `Head :- Goal1, ..., Goaln:`

- ▶ If `Goal1` and `Goal2` and ... and `Goalk` all hold, then `Head` holds.

Program: a sequence of clauses.

```
ancestor(X,Y) :- father(X,Y) .  
father(X,Y) :- parent(X,Y), male(X) .  
parent(john,juliet) .  
male(john) .
```

Queries:

```
:- ancestor(john,juliet) .  
:- father(john,juliet) .  
:- parent(john,juliet),male(john) .
```


Rules

Meaning of a rule `Head :- Goal1, ..., Goaln:`

- ▶ If `Goal1` and `Goal2` and ... and `Goalk` all hold, then `Head` holds.

Program: a sequence of clauses.

```
ancestor(X,Y) :- father(X,Y) .  
father(X,Y) :- parent(X,Y), male(X) .  
parent(john,juliet) .  
male(john) .
```

Queries:

```
:- ancestor(john,juliet) .  
:- father(john,juliet) .  
:- parent(john,juliet),male(john) .
```

Prolog program with recursion

```
ancestor(X,Y) :- parent(X,Y) .  
ancestor(X,Y) :- parent(X,Z), ancestor(Z,Y) .  
parent(chaz, john) .  
parent(john, juliet) .  
:- ancestor(chaz, juliet) .  
:- parent(chaz, john), ancestor(john, juliet) .  
:- ancestor(john, juliet) .  
:- parent(john, juliet) .
```

Goal with variables: find a substitution for the variables that makes this goal derivable:

```
:- ancestor(chaz,X) .
```

Prolog program with recursion

```
ancestor(X,Y) :- parent(X,Y) .  
ancestor(X,Y) :- parent(X,Z), ancestor(Z,Y) .  
parent(chaz, john) .  
parent(john, juliet) .  
:- ancestor(chaz, juliet) .  
:- parent(chaz, john), ancestor(john, juliet) .  
:- ancestor(john, juliet) .  
:- parent(john, juliet) .
```

Goal with variables: find a substitution for the variables that makes this goal derivable:

```
:- ancestor(chaz, X) .
```

How does Prolog answer goals?

Search Strategy: process subgoals left-to-right, top-to-bottom (but see later. . .)

Use the trace facility of Prolog.

How does Prolog answer goals?

Search Strategy: process subgoals left-to-right, top-to-bottom (but see later. . .)

Use the trace facility of Prolog.

Built-in predicates

Built-in predicates which perform evaluation:

- ▶ operators: `+`, `*`, `-`, `/`
- ▶ comparison: `<`, `>`, `<=`, `>=`
- ▶ equality, inequality: `=`, `==`, `\==`
 - ▶ `X = 2 * 3 * 7`
 - ▶ `42 = 2 * 3 * 7`
- ▶ invoke evaluation:
 - ▶ `42 is 2 * 3 * 7`
 - ▶ `X is 2 * 3 * 7`