

Prolog - Logic Programming

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Prolog

- ▶ A language for Logic Programming
- ▶ Database
 - ▶ Rules and Facts are stored in files and compiled before execution
- ▶ Queries
 - ▶ Queries are given to the interpreter
 - ▶ Variables: Uppercase or underscore before lowercase
 - ▶ Predicates/Rules: lower case names
- ▶ GNU Prolog is installed on the server
 - ▶ <http://www.gprolog.org/>
- ▶ To start: `prolog`
- ▶ To quit: `Ctrl-D` or `halt.`
- ▶ All Prolog statements end with periods

Using Prolog

- ▶ The append function is built into prolog.
- ▶ Everything is prolog evaluates to true or false.
- ▶ `append(X,Y,L)`
 - ▶ The function is true is L is the list resulting from appending X to Y.
- ▶ We can query a true/false case
 - ▶ `append([1,2,3],[4,5,6],[1,2,3,4,5,6]).`
 - ▶ `append([1,2,3],[4,5,6],[]).`
- ▶ We can put a variable in a query and find the values that make it true.
 - ▶ `append([1,2,3],[4,5,6],X).`
 - ▶ `append(X,Y,[1,2,3,4,5,6]).`
- ▶ To try for a new answer semi-colon
- ▶ To print all answers a
- ▶ To accept current answer hit enter

Custom Rules

- ▶ We can give prolog a file with custom rules
- ▶ We can't override the built in append.
- ▶ File Contents for append1.pl:

```
append1([], Y, Y).
```

```
append1([ A | B ], Y, [A|W]) :- append1(B, Y, W).
```

- ▶ We can load the file by entering [append1].
- ▶ Alternatively, you can enter directly into prolog
 - ▶ Type [user].
 - ▶ Enter your facts and rules
 - ▶ Type Ctrl-D (End of File)

List Functions

- ▶ The vertical bar splits a list into the head and tail
 - ▶ $[A | B]$ means that A is the head of the list and B is the tail
- ▶ We can use this to define our common list methods

```
car([A|B],A).  
cdr([A|B],B).  
cons(A,X,[A|X]).
```

- ▶ Note that we can't return the new list with cons. We need an addition input with the merged list

```
| ?- cdr(X,[2,3,4]).  
X = [_ ,2,3,4]  
yes
```

Trace

```
| ?- trace.
```

The debugger will first creep -- showing everything
yes

```
{trace}
```

```
| ?- append1([1,2,3],[4,5,6],X).
```

```
1 1 Call: append1([1,2,3],[4,5,6],_28) ?
```

```
2 2 Call: append1([2,3],[4,5,6],_61) ?
```

```
3 3 Call: append1([3],[4,5,6],_88) ?
```

```
4 4 Call: append1([], [4,5,6],_115) ?
```

```
4 4 Exit: append1([], [4,5,6], [4,5,6]) ?
```

```
3 3 Exit: append1([3], [4,5,6], [3,4,5,6]) ?
```

```
2 2 Exit: append1([2,3], [4,5,6], [2,3,4,5,6]) ?
```

```
1 1 Exit: append1([1,2,3], [4,5,6], [1,2,3,4,5,6]) ?
```

```
yes
```

```
{trace}
```

```
| ?- notrace.
```

The debugger is switched off

Cut

- ▶ The cut command tells prolog when to not try different alternatives
- ▶ An Example without cut:

```
a(X, Y) :- b(X), c(Y).
```

```
b(1). b(2). b(3).
```

```
c(1). c(2). c(3).
```

- ▶ We can query | ?- a(Q,R).
- ▶ Prolog gives us 9 possible answers

Cut

- ▶ Now, we can try the same command with a cut (!) added.
- ▶ An Example with cut:

```
a(X, Y) :- b(X), !, c(Y).  
b(1).  b(2).  b(3).  
c(1).  c(2).  c(3).
```

- ▶ We can query | ?- a(Q,R).
- ▶ Prolog only gives 3 answers
- ▶ The cut says, once a valid answer for b(X) is found never try again
 - ▶ Only b(1) is attempted
- ▶ Cut is important when optimizing code.

Infinite Answers

- ▶ Prolog will try to find all possible answers, this can cause an infinite loop
- ▶ Member is built in to prolog

```
member1(X, [X|_]).
```

```
member1(X, [_|_]) :- member1(X, _).
```

- ▶ There are an infinite number of answers to the query `member1(2,X)`.

```
X = [2|_] ? ;
```

```
X = [_ , 2|_] ? ;
```

```
X = [_ , _ , 2|_] ? ;
```

- ▶ `[2 | _]` means any list with 2 as the first element is valid.
 - ▶ Underscore means anything
 - ▶ The tail of the list can be null or any length
- ▶ `[_ , 2 | _]` means a list with 2 as the second element

Lab

- ▶ Experiment with three prolog functions
- ▶ gcd - an alternative way to define the gcd
- ▶ last.pl - Find last element
- ▶ merge.pl - A mergesort algorithm