

## Brief Introduction to Prolog

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# Section 1

## Introduction

# Programming paradigms

**Imperative** translation from machine language to user commands

**Object** object-oriented, versatile and recent

**Declarative** detachment between program's goal and execution details

**Functional** concerned with recursion, pattern matching, ...

**Logic** focus on automatically reasoning about knowledge in the program

# Introduction to Prolog

- Prolog represents **Horn Clauses** - which are a subset of **First Order Logics** - where each clause can have at most one positive literal in the **head**.

head:—body.

- A Prolog program is a set of **facts** and/or **rules** defining relations between entities.
- **Facts** represent relations which are assumed to be true (axioms)
- **Rules** can be true or false, depending on other relations in the program
- A Prolog program is resolved by computing the consequents of rules.

# Prolog syntax 1

**Characters** Letters and numbers

**Terms** can be

**variables** `Person`, `_Father`

**constants** `mary`, `'The Family'`

**compound** `family('mary&tom', date(25, feb, 1954))`

**Symbols** `:-` ; , .

**Comments** can be used for

**line** `%Comment`

**text** `/* Also a comment */`

## Prolog syntax 2

Operators + - \* /

Unification = finds a set of variable substitutions that make two terms exacty the same.

Arithmetic Prolog does not evaluate mathematical expressions unless the operator **is** is used

numbers **is** > < = \=  
terms == \==

## Family - facts

*%Facts T1*

```
mother_of(mary, john).
```

```
mother_of(mary, anne).
```

```
father_of(tom, anne).
```

```
father_of(tom, john).
```

*%Query T1*

```
?-mother_of(mary, Person).
```





# Observations

- There are two predicates in this example: **mother\_of/2** and **father\_of/2**.
- **pred/N** represents predicate **pred(arg1, arg2, ..., argN)**, with *arity* of N arguments.
- These predicates have no body and so they are called *facts*.
- Facts can be seen as a multi-relational database in Prolog.

## Section 2

# Prolog data structures

## Data structures: List

A few examples:

- []: empty list.
- [ the,men,[like,to,fish] ]
- [a,V1,b,[X,Y] ]

List is composed of: **[Head|Tail]**

**Head**: first element of the list (can be of any type).

**Tail**: remaining elements as a list.

List	Head	Tail
[a,b,c]	a	[b,c]
[a]	a	[]
[]	no head	no tail

# Equality of Lists

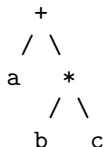
- Unifications can happen inside lists
- The empty list does not have head or tail
- This is used as a stop criterion in list recursion

Examples:

<code>[X,Y,Z]</code>	<code>=</code>	<code>[john,likes,fish]</code>	<code>X=john, Y=likes, Z=fish</code>
<code>[cat]</code>	<code>=</code>	<code>[X Y]</code>	<code>X=cat, Y=[]</code>
<code>[]</code>	<code>=</code>	<code>[X Y]</code>	will always fail

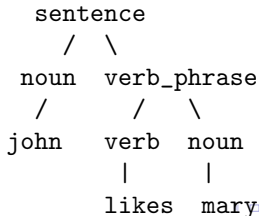
## Data structures: Tree

Tree below can be represented as either  $a+b*c$  or  $+(a,*(b,c))$



Trees can be used to represent concept such as:

**sentence(noun(john),verb\_phrase(verb(likes),noun(mary)))**



## Family - rules

*%Facts T2*

```
father_of(tom, bill).  
mother_of(mary, jane).
```

*%Rule T2*

```
sibling(Person1, Person2):-  
    mother_of(Mother, Person1),  
    mother_of(Mother, Person2),  
    Person1\==Person2.  
sibling(Person1, Person2):-  
    father_of(Father, Person1),  
    father_of(Father, Person2),  
    Person1\==Person2.
```

*%Query T2*

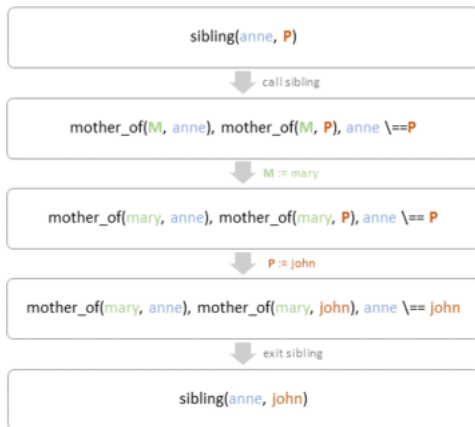
```
?-sibling(anne, Person).
```



## Observations

- **findall/3** predicate gathers all possible solutions for the query in argument 2 in a list.
- Procedural interpretation: to solve **sibling/2**, predicates **mother\_of/2** and **father\_of/2** must be evaluated first.
- The resolution mechanism (SLD resolution) builds an execution tree.

# Execution tree for **sibling**





## Section 3

# Backtracking

## Obtaining multiple solutions in Prolog

- **Backtracking** in Prolog can be used to obtain multiple solutions for a goal (predicate fails vs user-induced failure).
- When Prolog is computing a goal, every choice it makes is stored as a **choice point**.
- If a given goal fails, it can be backtracked (choices undone) until the previous choice point is restored.
- From there, Prolog starts looking for a new alternative for solving the goal.

# Family - recursive

```
%Facts T3
```

```
father_of(roger , tom) .  
father_of(greg , roger) .
```

```
%Rule T3
```

```
male_ancestor(Person1 , Person2 , 1) :-  
    father_of(Person1 , Person2) .  
male_ancestor(Person1 , Person2 , Level) :-  
    father_of(Person1 , NewPerson) ,  
    male_ancestor(NewPerson , Person2 ,  
        NewLevel) ,  
    Level is NewLevel+1.
```

```
%Query T3
```

```
?- male_ancestor(P , anne , 2) .
```



## Observations

- Declarative interpretation of query: are **greg** and **anne** related through the male line?
- **male\_ancestor/3** can solve both the level of the relation and find a person who is related to someone else.
- Note that recursion must be made with new variables every time: **NewLevel**, **NewPerson**.

# Execution tree for `male_ancestor`



## Section 4

# Conclusion

## Conclusions

- Prolog allows for an almost direct match between a FOL algorithm and its execution syntax.
- Because Prolog is based on FOL, if the facts are true, then the program will produce true results.
- Prolog's declarative nature is particularly suited to build and consult multi-relational data.

There are many Prolog systems in the literature with different features such as Yap Prolog<sup>1</sup>, SWI-Prolog<sup>2</sup>, SICStus Prolog<sup>3</sup>, etc.

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<sup>1</sup>[www.dcc.fc.up.pt/~vsc/Yap/documentation.html](http://www.dcc.fc.up.pt/~vsc/Yap/documentation.html)

<sup>2</sup>[www.swi-prolog.org](http://www.swi-prolog.org)

<sup>3</sup>[sicstus.sics.se](http://sicstus.sics.se)

# Thank you

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