A First Look At Prolog

Outline

- Terms
- Using a Prolog language system
- Rules
- The two faces of Prolog
- Operators
- Lists
- Negation and failure
- What Prolog is good for

Terms

- Everything in Prolog is built from *terms*:
  - Prolog programs
  - The data manipulated by Prolog programs
- Three kinds of terms:
  - Constants: integers, real numbers, atoms
  - Variables
  - Compound terms

Constants

- Integer constants: **`123`**
- Real constants: **`1.23`**
- Atoms:
  - A lowercase letter followed by any number of additional letters, digits or underscores: **`fred`**
  - A sequence of non-alphanumeric characters: **`*`**, **`.`**, **`=`**, **`@#$`**
  - Plus a few special atoms: **`[]`**

Atoms Are Not Variables

- An atom can look like an ML or Java variable:
  - **`i`**, **`size`**, **`length`**
- But an atom is not a variable; it is not bound to anything, never equal to anything else
- Think of atoms as being more like string constants: **`"i"`**, **`"size"`**, **`"length"`**

Variables

- Any name beginning with an uppercase letter or an underscore, followed by any number of additional letters, digits or underscores: **`X`**, **`Child`**, **`Fred`**, **`_`**, **`_123`**
- Most of the variables you write will start with an uppercase letter
- Those starting with an underscore, including **`_`**, get special treatment

Compound Terms

- An atom followed by a parenthesized, comma-separated list of one or more terms: **`x(y,z)`**, **`+(1,2)`**, **`.(1,[])`**, **`parent(adam,seth)`**, **`x(Y,x(Y,Z))`**
- A compound term can look like an ML function call: **`f(x,y)`**
- Again, this is misleading
- Think of them as structured data

Terms

<term> **`::=`** *<constant>* | *<variable>* | *<compound-term>*
<constant> **`::=`** *<integer>* | *<real number>* | *<atom>*
<compound-term> **`::=`** *<atom>* **`(`** *<termlist>* **`)`**
<termlist> **`::=`** *<term>* | *<term>* **`,`** *<termlist>*

- All Prolog programs and data are built from such terms
- Later, we will see that, for instance, **`+(1,2)`** is usually written as **`1+2`**
- But these are not new kinds of terms, just abbreviations

Unification

- Pattern-matching using Prolog terms
- Two terms *unify* if there is some way of binding their variables that makes them identical
- For instance, **`parent(adam,Child)`** and **`parent(adam,seth)`** unify by binding the variable **`Child`** to the atom **`seth`**
- More details later: Chapter 20

The Prolog Database

- A Prolog language system maintains a collection of facts and rules of inference
- It is like an internal database that changes as the Prolog language system runs
- A Prolog program is just a set of data for this database
- The simplest kind of thing in the database is a *fact*: a term followed by a period

Example

```
parent(kim,holly).
parent(margaret,kim).
parent(margaret,kent).
parent(esther,margaret).
parent(herbert,margaret).
parent(herbert,jean).
```

- A Prolog program of six facts
- Defining a *predicate* **`parent`** of *arity* 2
- We would naturally interpret these as facts about families: Kim is the parent of Holly and so on

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SWI-Prolog

```
Welcome to SWI-Prolog …

For help, use ?- help(Topic). or ?- apropos(Word).

?-
```

- Prompting for a query with **`?-`**
- Normally interactive: get query, print result, repeat

The **`consult`** Predicate

```
?- consult(relations).
% relations compiled 0.00 sec, 852 bytes
true.

?-
```

- Predefined predicate to read a program from a file into the database
- File **`relations`** (or **`relations.pl`**) contains our **`parent`** facts

Simple Queries

```
?- parent(margaret,kent).
true.

?- parent(fred,pebbles).
false.

?-
```

- A query asks the language system to prove something
- Some turn out to be **`true`**, some **`false`**
- (Some queries, like **`consult`**, are executed only for their side-effects)

Final Period

```
?- parent(margaret,kent)
|     .
true.

?-
```

- Queries can take multiple lines
- If you forget the final period, Prolog prompts for more input with `|`

Queries With Variables

```
?- parent(P,jean).
P = herbert.

?- parent(P,esther).
false.
```

- Any term can appear as a query, including a term with variables
- The Prolog system shows the bindings necessary to prove the query

Flexibility

- Normally, variables can appear in any or all positions in a query:
  - `parent(Parent,jean)`
  - `parent(esther,Child)`
  - `parent(Parent,Child)`
  - `parent(Person,Person)`

Multiple Solutions

```
?- parent(Parent,Child).
Parent = kim,
Child = holly .
```

- When the system finds a solution, it prints the binding it found
- If it could continue to search for additional solutions, it then prompts for input
- Hitting Enter makes it stop searching and print the final period…

Multiple Solutions

- … entering a semicolon makes it continue the search
- As often as you do this, it will try to find another solution
- In this case, there is one for every fact in the database

```
?- parent(Parent,Child).
Parent = kim,
Child = holly ;
Parent = margaret,
Child = kim ;
Parent = margaret,
Child = kent ;
Parent = esther,
Child = margaret ;
Parent = herbert,
Child = margaret ;
Parent = herbert,
Child = jean.
```

Conjunctions

```
?- parent(margaret,X), parent(X,holly).
X = kim .
```

- A conjunctive query has a list of query terms separated by commas
- The Prolog system tries prove them all (using a single set of bindings)

```
?- parent(Parent,kim), parent(Grandparent,Parent).
Parent = margaret,
Grandparent = esther ;
Parent = margaret,
Grandparent = herbert ;
false.

?- parent(esther,Child),
|    parent(Child,Grandchild),
|    parent(Grandchild,GreatGrandchild).
Child = margaret,
Grandchild = kim,
GreatGrandchild = holly .
```

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The Need For Rules

- Previous example had a lengthy query for great-grandchildren of Esther
- It would be nicer to query directly:

```
greatgrandparent(esther,GGC)
```

- But we do not want to add separate facts of that form to the database
- The relation should follow from the **`parent`** relation already defined

A Rule

head

```
greatgrandparent(GGP,GGC) :-
  parent(GGP,GP),
  parent(GP,P),
  parent(P,GGC).
```

conditions

- A rule says how to prove something: to prove the head, prove the conditions
- To prove **`greatgrandparent(GGP,GGC)`**, find some **`GP`** and **`P`** for which you can prove **`parent(GGP,GP)`**, then **`parent(GP,P)`** and then finally **`parent(P,GGC)`**

A Program With The Rule

```
parent(kim,holly).
parent(margaret,kim).
parent(margaret,kent).
parent(esther,margaret).
parent(herbert,margaret).
parent(herbert,jean).
greatgrandparent(GGP,GGC) :-
  parent(GGP,GP), parent(GP,P), parent(P,GGC).
```

- A program consists of a list of *clauses*
- A clause is either a fact or a rule, and ends with a period

Example

```
?- greatgrandparent(esther,GreatGrandchild).
GreatGrandchild = holly .
```

- This shows the initial query and final result
- Internally, there are intermediate *goals:*
  - The first goal is the initial query
  - The next is what remains to be proved after transforming the first goal using one of the clauses (in this case, the greatgrandparent rule)
  - And so on, until nothing remains to be proved

```
1. parent(kim,holly).
2. parent(margaret,kim).
3. parent(margaret,kent).
4. parent(esther,margaret).
5. parent(herbert,margaret).
6. parent(herbert,jean).
7. greatgrandparent(GGP,GGC) :-
     parent(GGP,GP), parent(GP,P), parent(P,GGC).
```

We will see more about Prolog's model of execution in Chapter 20

greatgrandparent(esther,GreatGrandchild)

⇓ Clause 7, binding **GGP** to **esther** and **GGC** to **GreatGrandChild**

parent(esther,GP), parent(GP,P), parent(P,GreatGrandchild)

⇓ Clause 4, binding **GP** to **margaret**

parent(margaret,P), parent(P,GreatGrandchild)

⇓ Clause 2, binding **P** to **kim**

parent(kim,GreatGrandchild)

⇓ Clause 1, binding **GreatGrandchild** to **holly**

Rules Using Other Rules

```
grandparent(GP,GC) :-
  parent(GP,P), parent(P,GC).

greatgrandparent(GGP,GGC) :-
  grandparent(GGP,P), parent(P,GGC).
```

- Same relation, defined indirectly
- Note that both clauses use a variable **`P`**
- The scope of the definition of a variable is the clause that contains it

Recursive Rules

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

- **X** is an ancestor of **Y** if:
  - Base case: **X** is a parent of **Y**
  - Recursive case: there is some **Z** such that **Z** is a parent of **Y**, and **X** is an ancestor of **Z**
- Prolog tries rules in the order you give them, so put base-case rules and facts first

```
?- ancestor(jean,jean).
false.

?- ancestor(kim,holly).
true .

?- ancestor(A,holly).
A = kim ;
A = margaret ;
A = esther ;
A = herbert ;
false.
```

Core Syntax Of Prolog

- You have see the complete core syntax:

  <clause> `::=` *<fact>* | *<rule>*
  <fact> `::=` *<term>* `.`
  <rule> `::=` *<term>* `:-` *<termlist>* `.`
  <termlist> `::=` *<term>* | *<term>* `,` *<termlist>*

- There is not much more syntax for Prolog than this: it is a very simple language
- Syntactically, that is!

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The Procedural Side

```
greatgrandparent(GGP,GGC) :-
  parent(GGP,GP), parent(GP,P), parent(P,GGC).
```

- A rule says how to prove something:
  - To prove `greatgrandparent(GGP,GGC)`, find some `GP` and `P` for which you can prove `parent(GGP,GP)`, then `parent(GP,P)` and then finally `parent(P,GGC)`
- A Prolog program specifies proof procedures for queries

The Declarative Side

- A rule is a logical assertion:
  - For all bindings of `GGP`, `GP`, `P`, and `GGC`, if `parent(GGP,GP)` and `parent(GP,P)` and `parent(P,GGC)`, then `greatgrandparent(GGP,GGC)`
- Just a formula – it doesn’t say how to *do* anything – it just makes an assertion:

$$\forall GGP, GP, P, GGC\ .\ \text{parent}(GGP, GP) \wedge \text{parent}(GP, P) \wedge \text{parent}(P, GGC) \Rightarrow \text{greatgrandparent}(GGP, GGC)$$

Declarative Languages

- Each piece of the program corresponds to a simple mathematical abstraction
  - Prolog clauses – formulas in first-order logic
  - ML fun definitions – functions
- Many people use *declarative* as the opposite of *imperative*, including both logic languages and functional languages

Declarative Advantages

- Imperative languages are doomed to subtle side-effects and interdependencies
- Simpler declarative semantics makes it easier to develop and maintain correct programs
- Higher-level, more like *automatic programming*: describe the problem and have the computer write the program

Prolog Has Both Aspects

- Partly declarative
  - A Prolog program has logical content
- Partly procedural
  - A Prolog program has procedural concerns: clause ordering, condition ordering, side-effecting predicates, etc.
- It is important to be aware of both

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Operators

- Prolog has some predefined operators (and the ability to define new ones)
- An operator is just a predicate for which a special abbreviated syntax is supported

The = Predicate

- The goal **=(X,Y)** succeeds if and only if **X** and **Y** can be unified:

```
?- =(parent(adam,seth),parent(adam,X)).
X = seth.
```

- Since = is an operator, it can be and usually is written like this:

```
?- parent(adam,seth)=parent(adam,X).
X = seth.
```

Arithmetic Operators

- Predicates **+**, **-**, ***** and **/** are operators too, with the usual precedence and associativity

```
?- X = +(1,*(2,3)).
X = 1+2*3.

?- X = 1+2*3.
X = 1+2*3.
```

Prolog lets you use operator notation, and prints it out that way, but the underlying term is still **+(1,*(2,3))**

Not Evaluated

```
?- +(X,Y) = 1+2*3.
X = 1,
Y = 2*3.

?- 7 = 1+2*3.
false.
```

- The term is still **`+(1,*(2,3))`**
- It is not evaluated
- There is a way to make Prolog evaluate such terms, but we won't need it yet

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Lists in Prolog

- A bit like ML lists
- The atom `[]` represents the empty list
- A predicate `.` corresponds to ML's `::` operator

ML expression	Prolog term
`[]`	`[]`
`1::[]`	`.(1,[])`
`1::2::3::[]`	`.(1,.(2,.(3,[])))`
No equivalent.	`.(1,.(parent(X,Y),[]))`

List Notation

List notation	Term denoted
`[]`	`[]`
`[1]`	`.(1,[])`
`[1,2,3]`	`.(1,.(2,.(3,[])))`
`[1,parent(X,Y)]`	`.(1,.(parent(X,Y),[]))`

- ML-style notation for lists
- These are just abbreviations for the underlying term using the `.` Predicate
- Prolog usually displays lists in this notation

Example

```
?- X = .(1,.(2,.(3,[]))).
X = [1, 2, 3].

?- .(X,Y) = [1,2,3].
X = 1,
Y = [2, 3].
```

List Notation With Tail

List notation	Term denoted
`[1|X]`	`.(1,X)`
`[1,2|X]`	`.(1,.(2,X))`
`[1,2|[3,4]]`	same as `[1,2,3,4]`

- Last in a list can be the symbol **`|`** followed by a final term for the tail of the list
- Useful in patterns: **`[1,2|X]`** unifies with any list that starts with **`1,2`** and binds **`X`** to the tail

```
?- [1,2|X] = [1,2,3,4,5].
X = [3, 4, 5].
```

The **append** Predicate

```
?- append([1,2],[3,4],Z).
Z = [1, 2, 3, 4].
```

- Predefined **append(X,Y,Z)** succeeds if and only if **Z** is the result of appending the list **Y** onto the end of the list **X**

Not Just A Function

```
?- append(X,[3,4],[1,2,3,4]).
X = [1, 2] .
```

- **`append`** can be used with any pattern of instantiation (that is, with variables in any positions)

Not Just A Function

```
?- append(X,Y,[1,2,3]).
X = [],
Y = [1, 2, 3] ;
X = [1],
Y = [2, 3] ;
X = [1, 2],
Y = [3] ;
X = [1, 2, 3],
Y = [] ;
false.
```

An Implementation

```
append([], B, B).
append([Head|TailA], B, [Head|TailC]) :-
  append(TailA, B, TailC).
```

Other Predefined List Predicates

Predicate	Description
`member(X,Y)`	Provable if the list **`Y`** contains the element **`X`**.
`select(X,Y,Z)`	Provable if the list **`Y`** contains the element **`X`**, and **`Z`** is the same as **`Y`** but with one instance of **`X`** removed.
`nth0(X,Y,Z)`	Provable if **`X`** is an integer, **`Y`** is a list, and **`Z`** is the **`X`**th element of **`Y`**, counting from 0.
`length(X,Y)`	Provable if **`X`** is a list of length **`Y`**.

- All flexible, like **`append`**
- Queries can contain variables anywhere

Using **select**

```
?- select(2,[1,2,3],Z).
Z = [1, 3] ;
false.

?- select(2,Y,[1,3]).
Y = [2, 1, 3] ;
Y = [1, 2, 3] ;
Y = [1, 3, 2] ;
false.
```

The **`reverse`** Predicate

```
?- reverse([1,2,3,4],Y).
Y = [4, 3, 2, 1].
```

- Predefined **`reverse(X,Y)`** unifies **`Y`** with the reverse of the list **`X`**

An Implementation

```
reverse([],[]).
reverse([Head|Tail],X) :-
  reverse(Tail,Y),
  append(Y,[Head],X).
```

- Not an efficient way to reverse
- We’ll see why, and a more efficient solution, in Chapter 21

Non-Terminating Queries

```
?- reverse(X,[1,2,3,4]).
X = [4, 3, 2, 1] ;

^CAction (h for help) ? abort
% Execution Aborted
?-
```

- Asking for another solution caused an infinite loop
- Hit Control-C to stop it, then *a* for abort
- **`reverse`** cannot be used as flexibly as **`append`**

Flexible and Inflexible

- Ideally, predicates should all be flexible like **`append`**
- They are more declarative, with fewer procedural quirks to consider
- But inflexible implementations are sometimes used, for efficiency or simplicity
- Another example is **`sort`**…

Example

```
?- sort([2,3,1,4],X).
X = [1, 2, 3, 4].

?- sort(X,[1,2,3,4]).
ERROR: Arguments are not sufficiently instantiated
```

- A fully flexible **`sort`** would also be able to unsort—find all permutations
- But it would not be as efficient for the more common task

The Anonymous Variable

- The variable **_** is an anonymous variable
- Every occurrence is bound independently of every other occurrence
- In effect, much like ML's **_**: it matches any term without introducing bindings

Example

```
tailof([_|A],A).
```

- This **tailof(X,Y)** succeeds when **X** is a non-empty list and **Y** is the tail of that list
- Don't use this, even though it works:

```
tailof([Head|A],A).
```

Dire Warning

```
append([], B, B).
append([Head|TailA], B, [Head|TailC]) :-
  append(TailA, B, Tailc).
```

- Don't ignore warning message about singleton variables
- As in ML, it is bad style to introduce a variable you never use
- More importantly: *if you misspell a variable name, this is the only warning you will see*

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The **`not`** Predicate

```
?- member(1,[1,2,3]).
true .

?- not(member(4,[1,2,3])).
false.
```

- For simple applications, it often works quite a bit logical negation
- But it has an important procedural side…

Negation As Failure

- To prove **`not(X)`**, Prolog attempts to prove **`X`**
- **`not(X)`** succeeds if **`X`** fails
- The two faces again:
  - Declarative: **`not(X)`** = ¬**`X`**
  - Procedural: **`not(X)`** succeeds if **`X`** fails, fails if **`X`** succeeds, and runs forever if **`X`** runs forever

Example

```
sibling(X,Y) :-
  not(X=Y),
  parent(P,X),
  parent(P,Y).
```

```
?- sibling(kim,kent).
true .

?- sibling(kim,kim).
false.

?- sibling(X,Y).
false.
```

```
sibling(X,Y) :-
  parent(P,X),
  parent(P,Y),
  not(X=Y).
```

```
?- sibling(X,Y).
X = kim,
Y = kent ;
X = kent,
Y = kim ;
X = margaret,
Y = jean ;
X = jean,
Y = margaret ;
false.
```

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A Classic Riddle

- A man travels with wolf, goat and cabbage
- Wants to cross a river from west to east
- A rowboat is available, but only large enough for the man plus one possession
- Wolf eats goat if left alone together
- Goat eats cabbage if left alone together
- How can the man cross without loss?

Configurations

- Represent a configuration of this system as a list showing which bank each thing is on in this order: man, wolf, goat, cabbage
- Initial configuration: **`[w,w,w,w]`**
- If man crosses with wolf, new state is **`[e,e,w,w]`** – but then goat eats cabbage, so we can't go through that state
- Desired final state: **`[e,e,e,e]`**

Moves

- In each move, man crosses with at most one of his possessions
- We will represent these four moves with four atoms: **`wolf`**, **`goat`**, **`cabbage`**, **`nothing`**
- (Here, **`nothing`** indicates that the man crosses alone in the boat)

Moves Transform Configurations

- Each move transforms one configuration to another
- In Prolog, we will write this as a predicate: **`move(Config,Move,NextConfig)`**
  - **`Config`** is a configuration (like **`[w,w,w,w]`**)
  - **`Move`** is a move (like **`wolf`**)
  - **`NextConfig`** is the resulting configuration (in this case, **`[e,e,w,w]`**)

The **move** Predicate

```
change(e,w).
change(w,e).

move([X,X,Goat,Cabbage],wolf,[Y,Y,Goat,Cabbage]) :-
  change(X,Y).
move([X,Wolf,X,Cabbage],goat,[Y,Wolf,Y,Cabbage]) :-
  change(X,Y).
move([X,Wolf,Goat,X],cabbage,[Y,Wolf,Goat,Y]) :-
  change(X,Y).
move([X,Wolf,Goat,C],nothing,[Y,Wolf,Goat,C]) :-
  change(X,Y).
```

Safe Configurations

- A configuration is safe if
  - At least one of the goat or the wolf is on the same side as the man, and
  - At least one of the goat or the cabbage is on the same side as the man

```
oneEq(X,X,_).
oneEq(X,_,X).

safe([Man,Wolf,Goat,Cabbage]) :-
  oneEq(Man,Goat,Wolf),
  oneEq(Man,Goat,Cabbage).
```

Solutions

- A solution is a starting configuration and a list of moves that takes you to **`[e,e,e,e]`**, where all the intermediate configurations are safe

```
solution([e,e,e,e],[]).
solution(Config,[Move|Rest]) :-
  move(Config,Move,NextConfig),
  safe(NextConfig),
  solution(NextConfig,Rest).
```

Prolog Finds A Solution

```
?- length(X,7), solution([w,w,w,w],X).
X = [goat, nothing, wolf, goat, cabbage, nothing, goat] .
```

- Note: without the **`length(X,7)`** restriction, Prolog would not find a solution
- It gets lost looking at possible solutions like **`[goat,goat,goat,goat,goat...]`**
- More about this in Chapter 20

What Prolog Is Good For

- The program specified a problem logically
- It did not say how to search for a solution to the problem – Prolog took it from there
- That’s one kind of problem Prolog is especially good for
- More examples to come in Chapter 22