

# End of Lecture (EOL)

# Prolog use cases *other than* genealogy (Part II/II)

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<https://developers.svn.sourceforge.net/svnroot/developers/repository/prolog-crash-course/>

# Higher-order predicates

# Mediation between terms and goals

?- true.  
true.

?- X=true, X.  
X = true.

?- X=true, call(X).  
X = true.

# Applying predicates with apply/2

```
?- F=write,G=..[F,hello],G,nl.  
hello  
F = write,  
G = write(hello).
```

```
?- call(write,hello),nl.  
hello  
true.
```

```
?- apply(write,[hello]),nl.  
hello  
true.
```

# apply/2

```
apply(G1,L) :-  
    G1 =.. [P|Args1],  
    append(Args1,L,Args2),  
    G2 =.. [P|Args2],  
    G2.
```

# List-processing combinators

# Mapping over a list

```
?- map(increment,[1,2,3],R).  
R = [2, 3, 4]
```

```
map(_,[],[]).  
map(P,[H1|T1],[H2|T2]) :-  
    apply(P,[H1,H2]),  
    map(P,T1,T2).
```

```
increment(N1,N2) :- number(N1), N2 is N1 + 1.
```

In (SWI-)Prolog, there are predicates `maplist/2+` just like that.



# Filtering a list

```
greaterThan42(X) :- X > 42.
```

```
?- filter(greaterThan42,[40,41,42,43,44],R).  
R = [43, 44]
```

```
filter(_,[],[]).  
filter(P,[H|T],R) :-  
    ( apply(P,[H]) -> R = [H|RR]; R = RR),  
    filter(P,T,RR).
```

# findall/3

There is also friends such as bagof/3 which we skip over here.

# Goals with multiple solutions

?– member(X,[40,41,42,43,44]), X > 42.

X = 43 ;

X = 44.

How to get access to the list of solutions programmatically?

# Remember filter/3

```
?- filter(greaterThan42,[40,41,42,43,44],R).  
R = [43, 44]
```

This is not a general approach in that we would need to define a new predicate each time we face a different goal with multiple solutions.

# Use findall/3

```
?- findall(  
|   X,  
|   (  
|     member(X,[40,41,42,43,44]),  
|     X > 42  
|   ),  
|   L).  
L = [43, 44]
```

# Meta-interpreters

“Because it is possible to directly access program code in Prolog, it is easy to write interpreter of Prolog in Prolog. Such interpreter is called a **meta-interpreter**. Meta-interpreters are usually used to add some extra features to Prolog, e.g., to change build-in negation as failure to constructive negation.” [*Barták98*]

# The simplest meta-interpreter

```
solve(Goal) :- call(Goal).
```

# Even simpler ...

`solve(Goal) :- Goal.`



# The “vanilla” meta-interpreter

```
solve(true).  
solve( (A,B) ) :-  
    solve(A),  
    solve(B).  
solve(A) :-  
    clause(A,B),  
    solve(B).
```

# A meta-interpreter with proof construction

```
solve(true,fact).  
solve((A,B),(ProofA,ProofB)) :-  
    solve(A,ProofA),  
    solve(B,ProofB).  
solve(A,A-ProofB) :-  
    clause(A,B),  
    solve(B,ProofB).
```

# A computed proof tree

```
eval(add(add(num(1),num(2)),num(3)),6) -  
  (eval(add(num(1),num(2)),3) -  
    (eval(num(1),1) -  
      (number(1)-built_in),  
      eval(num(2),2) -  
        (number(2)-built_in),  
        (3 is 1+2)-built_in),  
      eval(num(3),3) -  
        (number(3)-built_in),  
        (6 is 3+3)-built_in  
    )  
  )
```

# Traversal combinators

# Remember all the boilerplate?

<http://10lcompanies.org/index.php/10limplementation:prolog>

```
total(company(_,Ds),R) :-  
    total(Ds,R).
```

```
total([],0).
```

```
total([H|T],R) :-  
    total(H,R1),  
    total(T,R2),  
    R is R1 + R2.
```

```
total(dept(_,M,Units),R) :-  
    total(M,R1),  
    total(Units,R2),  
    R is R1 + R2.
```

```
total(employee(_,_,S),S).
```

```
?- total(company(me,[dept(leadership,employee(ralf,b127,42),[])]),X).  
X = 42.
```

# Use a traversal scheme

```
total(X,R) :-  
    collect(getSalary,X,L),  
    sum(L,R).
```

```
getSalary(employee(_,_,S),S).
```

# collect/3

```
collect(P,X,L) :-  
    apply(P,[X,Y]) ->  
        L = [Y];  
    X =.. [_|Xs],  
    maplist(collect(P),Xs,Yss),  
    append(Yss,L).
```

# Traversal schemes exist for both queries and transformations.

```
cut(X,Y) :-  
    stoptd(updateSalary,X,Y).
```

```
updateSalary(  
    employee(N,A,S1),  
    employee(N,A,S2)) :-  
    S2 is S1 / 2.
```



# stoptd/3

```
stoptd(P,X,Y) :-  
  apply(P,[X,Y]) ->  
  true;  
  X =.. [F|Xs],  
  maplist(stoptd(P),Xs,Ys),  
  Y =.. [F|Ys].
```

**Data = programs**

# Assertion of facts

```
assertEdge((X,Y)) :-  
    assertz(edge(X,Y)).
```

```
?- maplist(assertEdge, [(1,2),(2,3)]).
```

```
?- listing(edge/2).
```

```
:- dynamic edge/2.
```

```
edge(1, 2).
```

```
edge(2, 3).
```

# Database predicates

- *dynamic :PredicateIndicator*: indicates that a predicate can be manipulated (use with goal clause).
- *abolish(:PredicateIndicator)*: removes all clauses of a predicate.
- *retract(+Term)*: retracts first unifying fact or clause in the database.
- *compile\_predicates(:ListOfNameArity)*: compiles a list of specified dynamic predicates.

# Definite Clause Grammars

# Different representations for the simple imperative language *assign*

`[x=1,y=x+4]`

Term representation  
using Prolog's built-ins

Term representation  
using “fresh” functors

`[assign(x,num(1)), assign(y,add(var(x),num(4)))]`

`[id(x),=,num(1),,,id(y),=,id(x),+,num(4),,,]`

List of **tokens** to be  
***parsed*** into terms

# A simple EBNF for *assign*

program = (expr ';')+

expr = num  
      | id  
      | expr '+' expr  
      | id '=' expr

Definite Clause Grammars (DCGs) are embedded into Prolog to directly enable parsing. We need to eliminate left recursion (when using the standard semantics).

# A DCG for *assign*

program --> expr, [;], rest.

rest --> [].

rest --> program.

expr --> [num(\_)].

expr --> [id(\_)].

expr --> expr, [+], expr.

expr --> [id(\_)], [=], expr.

Definite Clause Grammars (DCGs) are embedded into Prolog to directly enable parsing. We need to eliminate left recursion (when using the standard semantics).



# An operational DCG for *assign*

program --> expr, [;], rest.

rest --> [].

rest --> program.

expr --> [num(\_)], add.

expr --> [id(\_)], add.

expr --> [id(\_)], [=], expr.

add --> [].

add --> [+], expr.

# Demo of parsing with DCG

?- program([id(x),=,num(1),,id(y),=,id(x),+,num(41),,],[]).  
true

Input  
tokens

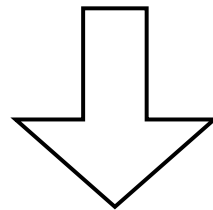
```
graph BT; Input[Input tokens] --> Program; Program --> Output[Output tokens];
```

The diagram illustrates the flow of tokens in a DCG parsing process. It features two rounded rectangular boxes: 'Input tokens' on the left and 'Output tokens' on the right. An upward-pointing arrow connects the 'Input tokens' box to the middle of a Prolog query string. Another upward-pointing arrow connects the 'Output tokens' box to the end of the same query string. The query string is: '?- program([id(x),=,num(1),,id(y),=,id(x),+,num(41),,],[]).true'. The portion of the query string between the two arrows, '[id(x),=,num(1),,id(y),=,id(x),+,num(41),,]', is enclosed in a dashed rectangular box.

Output  
tokens

# Compilation of DCGs

add --> [].  
add --> [+], expr.



add(A, A).  
add([+ | A], B) :-  
 expr(A, B).

The “accumulator”  
technique is used.

# If we were to continue this crash course ...

- XML access
- Relational algebra and DB access
- Program refactoring on top of JDK
- Program analysis in reverse engineering
- Code generation (e.g., generate graphviz)
- ...

# End of Lecture (EOL)