

INTRODUCTION TO PROLOG

AIM:

To learn PROLOG terminologies and write basic programs.

TERMINOLOGIES:

1. Atomic Terms:

Atomic terms are usually strings made up of lower- and uppercase letters, digits, and the underscore, starting with a lowercase letter.

Ex:

dog
ab_c_321

2. Variables:

Variables are strings of letters, digits, and the underscore, starting with a capital letter or an underscore.

Ex:

Dog
Apple_420

3. Compound Terms:

Compound terms are made up of a PROLOG atom and a number of arguments (PROLOG terms, i.e., atoms, numbers, variables, or other compound terms) enclosed in parentheses and separated by commas.

Ex:

is_bigger(elephant,X)
f(g(X,_),7)

4. Facts:

A fact is a predicate followed by a dot.

Ex:

bigger_animal(whale).
life_is_beautiful.

5. Rules:

A rule consists of a head (a predicate) and a body (a sequence of predicates separated by commas).

Ex:

is_smaller(X,Y):-is_bigger(Y,X).
aunt(Aunt,Child):-sister(Aunt,Parent),parent(Parent,Child).

SOURCE CODE:

KB1:

```
woman(mia).  
woman(jody).  
woman(yolanda).  
playsAirGuitar(jody).  
party.  
Query 1: ?-woman(mia).  
Query 2: ?-playsAirGuitar(mia).  
Query 3: ?-party.  
Query 4: ?-concert.
```

The screenshot shows a Prolog interpreter window with the following content:

```
woman(mia).  
true  
playsAirGuitar(mia).  
false  
party.  
true  
concert.  
procedure `concert' does not exist  
?- woman(mia).  
   playsAirGuitar(mia).  
   party.  
   concert.
```

At the bottom, there are tabs for "Examples", "History", and "Solutions", a checkbox for "table results" which is checked, and a "Run" button.

KB2:

```
happy(yolanda).  
listens2music(mia).  
listens2music(yolanda):-happy(yolanda).  
playsAirGuitar(mia):-listens2music(mia).  
playsAirGuitar(Yolanda):-listens2music(yolanda).
```

The screenshot shows a Prolog interpreter window with the following content:

```
happy(yolanda).  
true  
listens2music(yolanda).  
true  
listens2music(mia).  
true  
playsAirGuitar(X).  
X  
mia  
yolanda  
?- playsAirGuitar(X).|
```

At the bottom, there are tabs for "Examples", "History", and "Solutions", a checkbox for "table results" which is checked, and a "Run" button.

KB3:

likes(dan,sally).
 likes(sally,dan).
 likes(john,brittney).
 married(X,Y) :- likes(X,Y) , likes(Y,X).
 friends(X,Y) :- likes(X,Y) ; likes(Y,X).

married(dan, sally).
 true
 likes(dan,X)

X	1
---	---

 sally
 married(john, brittney).
 false
 ?- married(dan, sally).
 likes(dan,X)
 married(john, brittney).
 Examples History Solutions ☒ table results Run!

KB4:

food(burger).
 food(sandwich).
 food(pizza).
 lunch(sandwich).
 dinner(pizza).
 meal(X):-food(X).

food(pizza)
 true
 meal(X),lunch(X)

X	1
---	---

 sandwich
 dinner(sandwich)
 false
 ?- food(pizza)
 meal(X), lunch(X)
 dinner(sandwich)|
 Examples History Solutions ☒ table results Run!

KB5:

```
owns(jack,car(bmw)).
owns(john,car(chevy)).
owns(olivia,car(civic)).
owns(jane,car(chevy)).
sedan(car(bmw)).
sedan(car(civic)).
truck(car(chevy)).
```

The screenshot displays a Prolog interpreter window with several query results:

- Query 1:** `owns(John,X)`

John	X	
jack	car(bmw)	1
john	car(chevy)	2
olivia	car(civic)	3
jane	car(chevy)	4
- Query 2:** `owns(John,_)`

John	
jack	1
john	2
olivia	3
jane	4
- Query 3:** `owns(Who,car(chevy))`

Who	
john	1
jane	2
- Query 4:** `owns(jane,X),sedan(X)`

Result: **false**
- Query 5:** `owns(jane,X),truck(X)`

X	
car(chevy)	1

At the bottom, a list of loaded clauses is shown:

```
?- owns(John,X)
   owns(John,_ )
   owns(Who,car(chevy))
   owns(jane,X),sedan(X)
   owns(jane,X),truck(X)
```

Buttons at the bottom: Examples, History, Solutions, ☒ table results, Run!

RESULT:

Thus, we have written basic programs to learn prolog terminologies.