t	g	a	0

because every statement in Prolog is a predicate, 2+2 is an addition, and 4 is just a number, 2 numbers cannot equal to one number.

In Haskell, everything is a function, you have to define each operation from scratch, in Prolog, I think everything is a predicate, it goes through each predicate to find the answer which satisfies all your predicate constraint

I think it's easy to see which predicate it end up on, if the program returns false, it's hard to find which line you make a mistake