

PROLOG REFERENCE CARD

Program manipulation

consult(filename).	Load program filename.pl (or filename.pro)
[filename].	Same as consult (short form of consult)
[f1, f2, ...].	Consult f1, then consult f2, etc.
make.	Reload all modified files (files edited after consulting)
listing.	Listing of all predicates
listing(p).	Listing of the specific predicate p
halt.	Terminate the program and exit

Constants

atom	Symbol
123	Integer
12.3	Real number
'string'	String

Relations and equalities

$X = Y$	X is equal to Y if X and Y match (for arbitrary X,Y)
$X \neq Y$	Succeeds if X and Y do not match
$X = = Y$	X is literally equal to Y (if X and Y are identical)
$X \neq = Y$	Succeeds if X is not literally equal to Y
$Expr1 == Expr2$	Succeeds Expr1 and Expr2 evaluate to the same value
$Expr1 \neq Expr2$	Succeeds Expr1 and Expr2 evaluate to different values
$Expr1 > Expr2$	Succeeds $Expr1 > Expr2$ (expressions are evaluated)
$Expr1 < Expr2$	Succeeds $Expr1 < Expr2$ (expressions are evaluated)
$Expr1 >= Expr2$	Succeeds $Expr1 >= Expr2$ (expressions are evaluated)
$Expr1 <= Expr2$	Succeeds $Expr1 <= Expr2$ (expressions are evaluated)
$X \text{ is } Expr$	X matches the value of expression Expr (assignment)

Facts

predicate(a,b,c).	A relationship between a, b, and c
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Rules

$:-$	the rule definition symbol ("if")
$len([_T], N) :- len(T, K), N \text{ is } 1+K.$	Rule for the length of list
$order(A, B) :- A \leq B.$	A and B are in order if A is less than or equal to B

List operations

<code>[]</code>	Empty list
<code>[a, b, c]</code>	List with three elements
<code>[H T]</code>	Separation of head (H) and tail (T)
<code>[H _]</code>	List with head H and an anonymous tail
<code>[X, Y, Z T]</code>	First three elements X, Y, Z, and tail T
<code>is_list(L).</code>	Succeeds if L is a list
<code>length(L, Len).</code>	The length of list L is Len
<code>member(E, L) .</code>	E is an element of list L
<code>append([1,2], [3,4], L).</code>	$L = [1,2,3,4]$; flexible append of two lists
<code>delete([1, e, 2, e, 3], e, L).</code>	$L = [1, 2, 3]$
<code>select(e, [1, e, 2, e, 3], L).</code>	$L = [1, 2, e, 3]$ remove one instance of element from list
<code>select(e, L, [1, 2, 3]).</code>	$L = [e, 1, 2, 3]$ insert one instance of element in list
<code>nth0(Ind, L, E).</code>	Addressing vector $L[0], L[1], \dots$: creates $E=L[Ind]$
<code>nth1(Ind, L, E).</code>	Addressing vector $L[1], L[2], \dots$: creates $E=L[Ind]$
<code>last(L, E).</code>	Unify E with the last element of list L
<code>permutation(L1, L2).</code>	L2 is a permutation of L1 and vice versa
<code>flatten([1,[2,[3,4],5],6], L).</code>	$L = [1, 2, 3, 4, 5, 6]$; makes L from sublist elements
<code>sumlist (List, Sum).</code>	Sum is the sum of all elements in the List
<code>numlist(MinInt, MaxInt, List).</code>	Make integer list $List = [MinInt, MinInt+1, \dots, MaxInt]$
<code>reverse(List, RevList).</code>	Reverse List and create the reversed list RevList
<code>sort([7,3,5,3], X).</code>	$X = [3,5,7]$ non flexible sort with elimination of duplicates
<code>msort([7,3,5,3], X).</code>	$X = [3,3,5,7]$ non flexible sort of all elements
<code>merge(L1, L2, L12).</code>	Merge sorted L1 and L2 yielding sorted L12 (all duplicates are included)

Set operations

<code>is_set(S).</code>	Succeeds if S is a set (a list without duplicates)
<code>list_to_set(L, S).</code>	Makes set-list S by eliminating duplicates from L
<code>union(Set1, Set2, U).</code>	$U = Set1 \cup Set2$
<code>intersection(Set1, Set2, I).</code>	$I = Set1 \cap Set2$
<code>subtract(Set, Del, Res).</code>	$Res = Set \setminus Del$ (remove all elements of set Del from Set)
<code>subset(Subset, Set).</code>	Succeeds if $Subset \subseteq Set$
<code>merge_set(S1, S2, S12).</code>	Merge sorted sets S1 and S2 yielding sorted $S12 = S1 \cup S2$ (all duplicates in S12 are eliminated)

Control and search

<code>findall(X, prog(a,b,X), Xlist).</code>	Make Xlist that includes all X solutions from <code>prog(a,b,X)</code>
<code>forall(member(E,List), E>0).</code>	Check that all members of List are positive
<code>a, b, !, c, d.</code>	Cut: prevent backtracking from c to b (and a)
<code>a, b, c, !.</code>	Single satisfaction of goals a, b, and c
<code>fail</code>	Always fail (and cause backtracking)
<code>repeat</code>	Always succeed (backtracking restart point)

Input/Output

<code>read(X).</code>	Read X from keyboard
<code>write(X).</code>	Display X on the screen
<code>tab(N).</code>	Display N spaces
<code>nl</code>	New line

Library functions

<code>//</code>	Integer division
<code>mod</code>	Modulus
<code>rem</code>	Remainder of division (<code>float_fractional_part</code>)
<code>abs, sign, min, max</code>	Min and max of two variables only
<code>random(N)</code>	Random integer $0 \leq \text{random} < N$
<code>round</code>	Nearest integer
<code>truncate(X)</code>	Integer part of X
<code>float_integer_part(X)</code>	Same as truncate
<code>float_fractional_part(X)</code>	Fractional part of X
<code>floor(X), ceiling(X)</code>	Nearest integers $<X$ and $>X$ (X is an expression)
<code>>>, <<, \, , \^, xor, \</code>	Bitwise shr, shl, or, and, xor, not
<code>sqrt, **, ^, exp, log, log10</code>	Base**expo same as $\text{Base}^{\text{expo}}$
<code>sin, cos, tan, asin, acos, atan</code>	Trigonometric function
<code>pi, e</code>	Constants 3.141593 and 2.718282

Recognizers

<code>var(X), nonvar(X)</code>	Succeeds if X is (is not) a variable
<code>integer, float, number, string</code>	Recognition of basic data types
<code>atom, atomic(X)</code>	X is atom, string, integer or float

Database operations

<code>assert(car(ford)).</code>	Add car(ford) as the last fact of the car predicate
<code>assertz(car(ford)).</code>	Same as assert
<code>asserta(car(ford)).</code>	Add car(ford) as the first fact of the car predicate
<code>retract(car(ford)).</code>	Remove the fact car(ford)
<code>retractall(car(_)).</code>	Remove all car facts from the database

Note: International Organization for Standardization (ISO, <http://www.iso.org>) has Prolog standard: **ISO/IEC 13211-1** that was published in 1995. Prolog implementations try to support the standard. This is sometimes only partially achieved. For a more complete description of Prolog built-in predicates see <http://pauillac.inria.fr/~deransar/prolog/docs.html>.