

Prolog : Logical Languages
 Logical predicates and deduction
 Recall Discrete math

works on closed world view
 any fact that you tell it is true
 anything else is false
 be careful:
 blue(car)
 not_blue(car)
 compiler thinks this makes sense

Facts : Truths
 sunny
 sky_is_blue

2 parts to a program : Database and Queries

Database :
 some kind of text file
 name.pl (.pro .P)

Query :
 sunny
 yes
 warm
 uncaught exception, identity not found...
 used to output no

Facts with arguments :
 warm(la).
 ie: it is warm in LA
 warm(chicago).
 ie: is warm in Chicago

fly(chicago, la).
 trying to establish a relationship between chicago and la
 can fly from chicago to la
 no enforced way of reading this (origin destination, destination origin)
 no specified way of reading or writing relations
 you have to define it yourself

likes(a, b).

```

have not enforced :
a->b
b->a
a<->b
NEED TO WRITE COMMENTS ABOUT WHAT YOU MEAN BY THIS RELATION
compiler just establishes relation between the two

```

Capital letter : Variable

```

A
likes(X,b).    (how can I fill in the variable X so that this relationship is true)
prolog says, this is possible if X = a
if many:
    esc : exit query
    a : show all the results
    ; : show the next result
KEEP TRACK OF ORDER

likes(b,X)
no (can't prove this statement)

```

Clauses : in databse

```

prove subfacts to prove this fact
fun(x) :-
    blue(x),
    car(x).

```

combined with logical ands

to do an or: write a new clause

```

fun(x) :-
    red(x),
    candy(x).

```

```

something is fun if it is (blue and a car)
or (red and candy)

```

```

clauses connected with ors
subclauses connted with ands

```

```

fun(truck).

```

```

must also have
blue(truck),

```

```
car(truck).
```

```
if you don't have this : probably an error
    make sure you don't say a truck is an apple
```

Unification : similar to matching in OCaml

```
List
[1, 3, 4]
  [ H | T ]
    H: 1
    T: [3,4]
```

```
[] won't unify
    tail can unify with empty
    but head can not
```

```
can use concrete things to unify
    [1 | T]
```

don't really have return values, so have to have argument
to "store" the result

```
append([],List,List)
append([Head|Tail], List2, [Head|Result]) :-
    append(Tail, List2, Result).    (the recursive call)
```

the Heads are same (variable names local to clause they're written in)

if this subclause is true, then this superclause is true

```
append(L1, L2, [1,2,3])
[]          [1,2,3]
[1]         [2,3]
[1,2]       [3]
[1,2,3]     []
```

if result is a permutation of L1 what properties do I know are true
(takes L1 and returns some permutation of L1)

what do I know is true :
 first element in permutation has to be some element in our original list

will return true if [H|T] is permutation of L

```
perm([],[])
perm(L, [H|T]) :-
    append(V, [H|U], L),
    append(V,U,W),
    perm(W,T).
```

this is how you prove something is a permutation of something else

negation:

```
not_blue(x) :-
    \+(blue(x))

    \+ : negation of this
```

```
comparisons (all true)
    1 = 1
    2 < 3
    3 > 2
    1 \= 3

    L= [ H | T ]
        ( can use _ | _ if you don't care)
```

```
arithmetic assignment to variables
    X is 3 + 1
```

```
len([],0).
len([H|T], N) :-
    X is N-1,      // because N-1 is not naturally evaluated as an arithmetic expression
    len(T, X).
```

```
len(L1,5)
    [_,'_','_','_','_'];
```

if you want more, it will then stack overflow

loading a database into interpreter

```
conssult('db.pl')
```

```
tower(5,
      [[2,3,4,5,1],
       [5,4,1,3,2],
       [4,1,5,2,3],
       [1,2,3,4,5],
       [3,5,2,1,4]], [
[2,3,2,1,4],
 [3,1,3,3,2],
 [4,1,2,5,2],
 [2,4,2,1,2]]) .
```

```
tower(5,T,[
  [2,3,2,1,4],
    [3,1,3,3,2],
    [4,1,2,5,2],
    [2,4,2,1,2]]) .
```

```
plain_tower(5, T,
            counts([2,3,2,1,4],
                  [3,1,3,3,2],
                  [4,1,2,5,2],
                  [2,4,2,1,2])) .
```