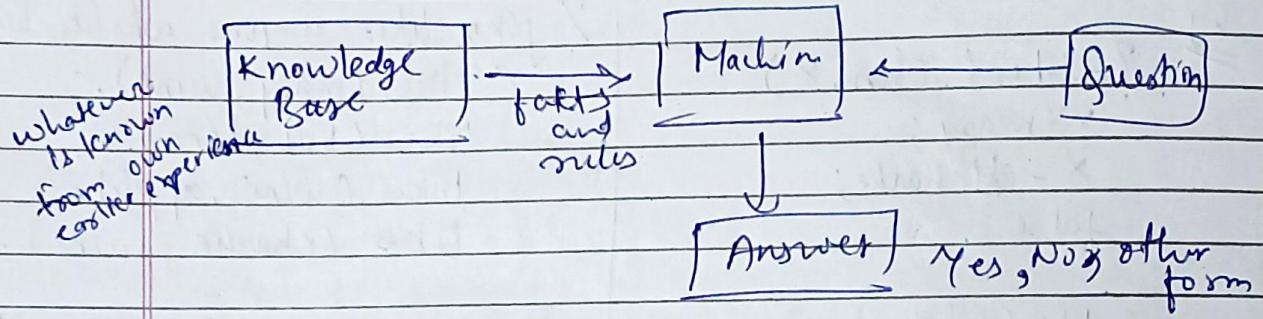


what to do, Prolog → logic programming

John owns the book
 person owns object
 whatever is known from own experience



① Facts → means rules

likes (john, mary).
 relationship obj₁ obj₂

?- owns (mary, book).
 No.

② Variables

?- likes (john, X)
 X = flower;
 X = chicken.

capital letter

var.p1

likes (john, flower).
 likes (john, chicken).
 hates (john, oranges).

③ Conjunctions (AND, OR)

AND → ,
 OR → ;

? likes (john, mary), likes (mary, john).

if → :-

isBird (x) :- animal (x), feathers (x).

isSister (x, y) :- female (x), parent (x, M, F), parent (y, M, F).

Eg

? - likes (john, x)

$x = \text{many}$;

$x = \cancel{\text{charlie}}$;

false

? - likes (john, bob)

false

% john likes anyone who likes wine
 likes (many, wine).
 facts } likes (bob, beer).
 likes (wine, apple).
 likes (charlie, wine).

rule { likes (john, x) :- likes (x , wine).

① Characters

(Characters)

printing

non-printing

Uppercase A, B, C, ..., Z

Lowercase a, b, c, ..., z

Digits 0, 1, 2, ..., 9

Special character !, -, /, \, ~, ^, <, >, ...

X Blank space

New line

Beeping sound

② Constants

(Constants)

numbers

-17

18

$$1.01e2 = 1.01 * 10^2$$

$$1.01e-2 = 1.01 * 10^{-2}$$

Atoms

Type 1
Type 2

(letter + digits)
(begin with uppercase)

(signs)

* - + / \

URC 2018 ✓

URC 2018 X

URC 2018 ✓

① variables

Name begins with uppercase letter or underscore

Eg. Answer —
_name
_3_mustees ✓

② Anonymous Variable

hates (x, oswald).

x = father

↳ hates (—, oswald).
true

hates (father, oswald).

hates (mother, neighbour)

③ structure — collection of objects

↳ used when we need to organize data into a single entity

Eg. structure : library card

attribute \Rightarrow { Author name }

{ Title
Date
Location etc }

Their mean the same book
 } owns (john, books).
 } owns (mary, book).

Nested

owns (john, book (wonder, palau))
 owns (mary, book (alienist, cor)))

∴ How to diff?

How to query?

owns (john, book (x, author (y, Palau)))

by writing
 book name } owns (john, wonder).
 } owns (mary, alienist).

O/P: x = wonder
 y = Palau

from name } owns (john, book (wonder, author (raynal, Palau)))
 } owns (mary, book (alienist, auth))

Alternative method using Anonymous
owns (john, book (-, author (-, car)))

① operator precedence

$$x + y \quad \begin{matrix} x+y * z \\ \downarrow \\ n+(y+z) \end{matrix}$$

infix

Prolog : $+ (x, *(y, z))$
 ↓
 lowest Precedence highest Precedence

Eg - $2 + 8 / 2 * 3$
 ~~$\frac{2}{*}$~~
 $+ (2, *(/ (8, 2), 3))$

lower value → higher precedence

② operator associativity

$$x/y/z \Rightarrow (x/y)/z$$

Prolog : $/ (/ (x, y), z)$

Eg $8/2/2 \Rightarrow (8/2)/2$

$$/ (/ (8, 2), 2)$$

① Equality & Unification

$?-x = y$ $\begin{cases} \text{True (if they unify)} \\ \text{false (otherwise)} \end{cases}$

↑
built-in

Rules

- (i) X & Y are permitted to be uninstantiated variable
- (ii) integers & atoms are always equal to themselves
- (iii) 2 structure are equal only if:
 - (a) same function
 - (b) n No. of components
 - (c) corresponding components are equal

$$a(b, c(d, e)) = a(X, c(Y, e))$$

$$X = b$$

$$Y = d$$

$$\begin{aligned} f(X, X) &= f(a, b) \\ &\text{false} \end{aligned}$$

?-'Student' = student
true

$$?-f(X, a(b, c)) = f(2, a(2, c))$$

$$X = 2, Z = 1$$

② Arithmetic Operators

$$X := Y \quad \text{equal}$$

$$X = \backslash = Y \quad \text{not equal}$$

$$X < Y$$

$$X > Y$$

$$X = \langle Y \quad \text{less than =}$$

$$X \geq Y \quad \text{greater than =}$$

$$X + Y$$

$$X - Y$$

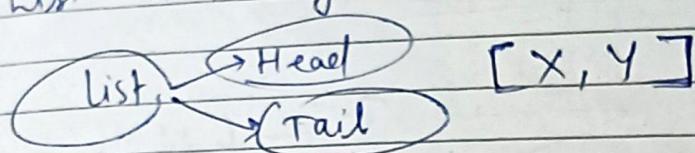
$$X * Y$$

$$X / Y \quad \text{Quotient}$$

$$X // Y \quad \text{Integer Quotient}$$

$$X \bmod Y \quad \text{remainder}$$

Q) List in Prolog.



$[1, 2, 3]$ $1 \rightarrow \text{head}$
 $2, 3 \rightarrow \text{tail}$

Eg. $[[\text{the}, Y] | Z] = [[X, \text{mine}], [\text{is}, \text{here}]]$,
 $Y = \text{mine}$
 $Z = [[\text{is}, \text{here}]]$,
 $X = \text{the}$

Q1. Find element present in list or not
 or

List membership

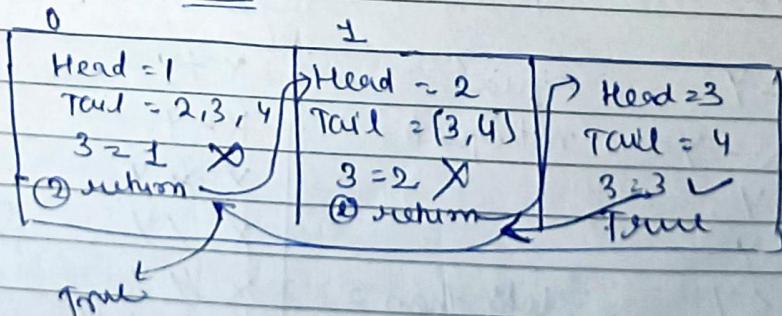
member ($X, [X1 -]$).

member ($X, [- | T]$) :- member (X, T).

let, list = $[1, 2, 3, 4]$

find : 3.

Recursive call



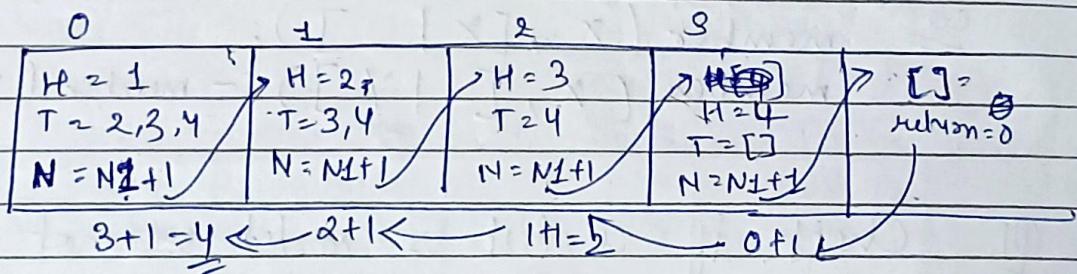
Q2 Find number of element in a list in prolog
or

length of list

size([], 0).

size([_|T], N) :- size(T, N1), N is N1 + 1

[1, 2, 3, 4]

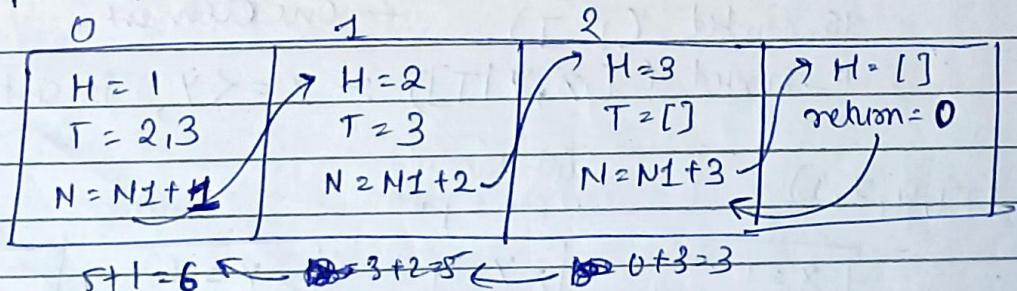


Q3 find sum of element of a list

sumlist([], 0).

sumlist([H|T], N) :- sumlist(T, N1), N is N1 + H

[1, 2, 3]



① Recursive search in PROLOG

[adam, harry, john] search = harry

member (X, [X | _]) (check)
(head)

member (X, [Y | _]) :- X = Y member = (harry, [adam | _])

[adam, kerry, harry, john] x = harry

code
 member (X, [X | _]).
 member (X, [__ | Y]) :- member (X, Y).

② Check if a list is sorted or not

[1, 4, 7, 9] \Rightarrow [4, 7, 9] \Rightarrow [7, 9] \rightarrow
 $\downarrow \leq 4$ $4 \leq 7$ $7 \leq 9$

all adjacent pair are sorted in ASC order

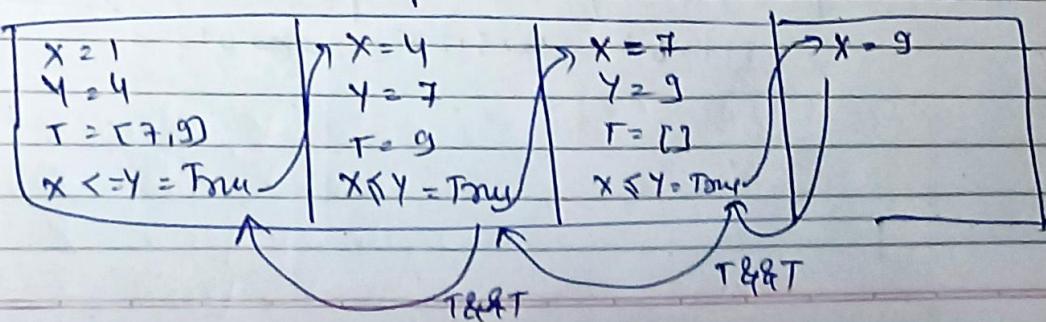
is_sorted ([]). ← empty list

is_sorted ([_]). ← one element

is_sorted ([X, Y | T]) :- X = \leq Y, is_sorted ([Y | T])

[1, 4, 7, 9]

list divided
into 3 part



① Append or Concatenate

$$L_1 = [1, 2, 3] \rightarrow L_3 = [1, 2, 3, a, b]$$

$L_2 = [a, b]$

concat(L1, L2)

$$\frac{[1 | 2, 3]}{H \quad T} \quad \frac{[a, b]}{L_2} \rightarrow R = [H, \frac{L_3}{T}]$$

concat([T, L2, L3])

append([], L2, L2)
append([], L2, L2)

append → give

it will stored in L3

append([H|T], L2, [H, L3]) :- append(T, L2, L3).

$\frac{[1 2, 3]}{H \quad T}$ $L_2 = [a, b]$	$\frac{[2 3]}{H \quad T}$ $L_2 = [a, b]$	(3) $R = [3, -]$	[] $R = [a, b]$
$R = [1, -]$	$R = [2, -]$	$R = [3, -]$	$R = [a, b]$

1, 2, 3, a, b 2, 3, a, b 3, a, b

② Infinite Loop in Prolog.

Case 1 : Parrot(X, Y) :- child(Y, X)
 child(A, B) :- Parrot(B, A)

when
then
only
local
stack
will
be
full

Case 2 : person(adam).
 person :- person(Y), mother(X, Y).

→ store or accumulate result

① Accumulator in Prolog.

General { listen ([], 0)
 coll { listen ([H | T], N) :- listen (T, N1), N is N1 + 1.
 length of list
 }
 using accumulator { listen (2, N) :- lenacc (2, 0, N)
 lenacc ([], A, A)
 len([H | T], A, N) :- A1 is A + 1, lenacc (T, A1, N)

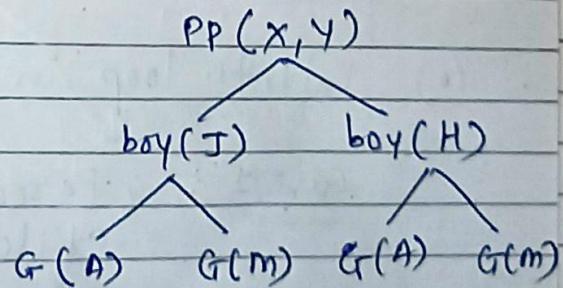
~~[a, b, c]~~

0	1	2	3
$A = 0$	$A = 1$	$A = 2$	$A = 3$
$A1 = A + 1$	$A1 = A + 1$	$A1 = A + 1$	A1 = A + 1
$= 0 + 1$	$= 1 + 1$	$= 2 + 1$	$= 3$
$\underline{= 1}$	$\underline{= 2}$	$\underline{= 3}$	
$\underline{[a, b, c]}$	$\underline{[b, c]}$	$\underline{[c]}$	$\underline{[]}$
H	T	T	H

② Backtracking.

rule { possible pair (X, Y) :- boy (X), girl (Y).

facts { boy (john).
 boy (merry).
 girl (alisa).
 girl (miri).



O/P: X = john, Y = alisa

X = john, Y = miri

X = merry, Y = alisa

X = merry, Y = miri

`is_integer(0).`

`is_integer(X) :- is_integer(Y), X is Y+1`

`is_integer(0) → True`

`is_integer(2).`

`is_integer(2)`

`is_integer(0)`

`is_integer(X)`

`is_integer(-2). ← falls in infinite loop
bcz stopping condition is 0.`

`X is integer(0) →
is_integer(X)`

`X = Y+1`

`;`

`until X = 0`

① ! cut (control backtracking)

Let say - it is like checkpoint we cannot go back after passing that checkpoint. (i.e we cannot backtrack)
It saves the processing power and time.

② Cut & fail in Prolog

Note:
we cannot pass fail condition

