PROGRAMMING LANGUAGES

Assignment 6: Toy Logic Programming Language

In this assignment, you will write a simplified version of a Logic Programming interpreter in OCaml.

You will first define an ML data type to represent the structure of a legitimate LogPro program.

- A *program* is a set (list) of *clauses*.
- A *clause* can either be a *fact* or a *rule*. A *fact* has a *head* but no *body*. A *rule* has a *head* and a *body*.
- The *head* is a single *atomic formula*. A *body* is a sequence of *atomic formula*s.
- An *atomic formula* is a *k*-ary predicate symbol followed by *k term*s.
- A *term* is either a *variable*, a *constant*, or a *k*-ary function symbol with *k* sub-*term*s.
- A *goal* is a set (list) of *atomic formula*s.

You need to take your implementation of unification to use as the parameter-passing mechanism. (Note: by pretending the predicate symbol is a function symbol, you can perform resolution of goals and program clauses).

You also need to develop a back-tracking strategy to explore the resolution search space. You need to be able to replace a goal by subgoals, as found by applying a unifier to the body of a program clause whose head unified with the chosen subgoal.

Submission status

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Grading status	Not graded
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Submission comments	Comments (0)

Feedback