

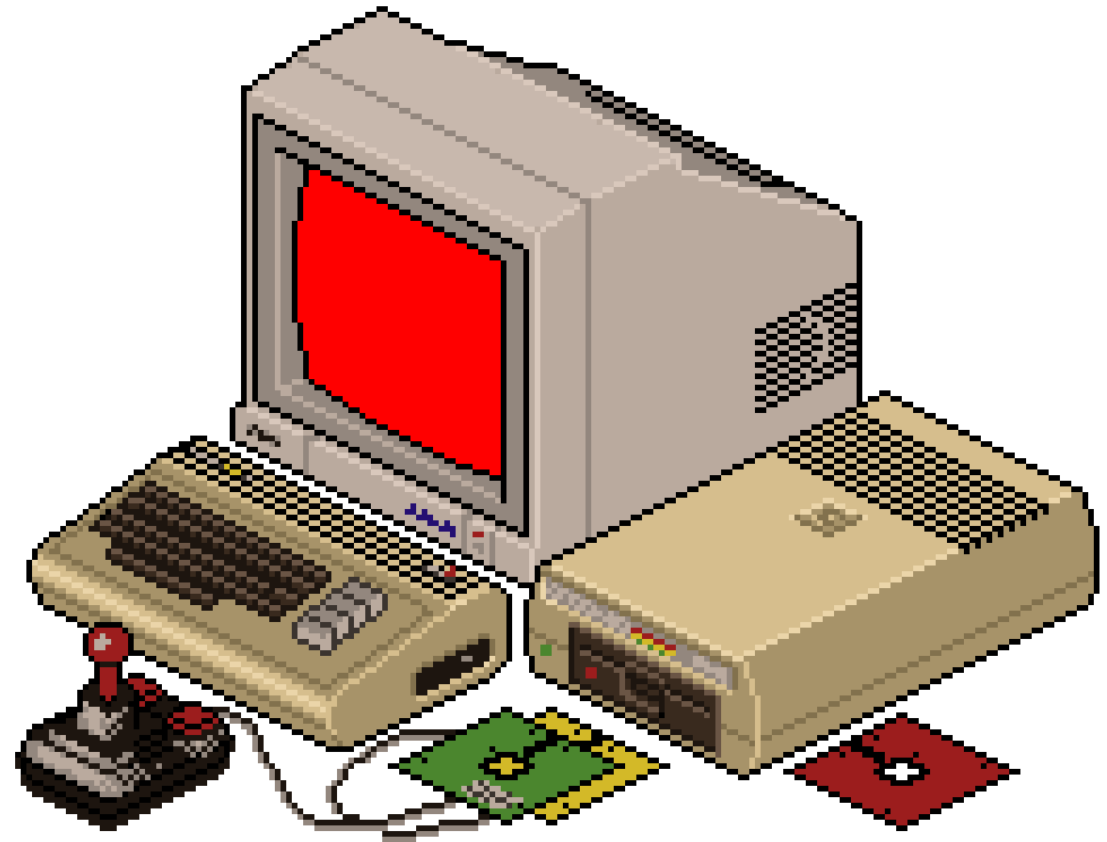


# PROLOG

Programmation en Logique

ARZADON - ANIT - BARITUA - BATOMALAUÉ

# Logical & Declarative programming language

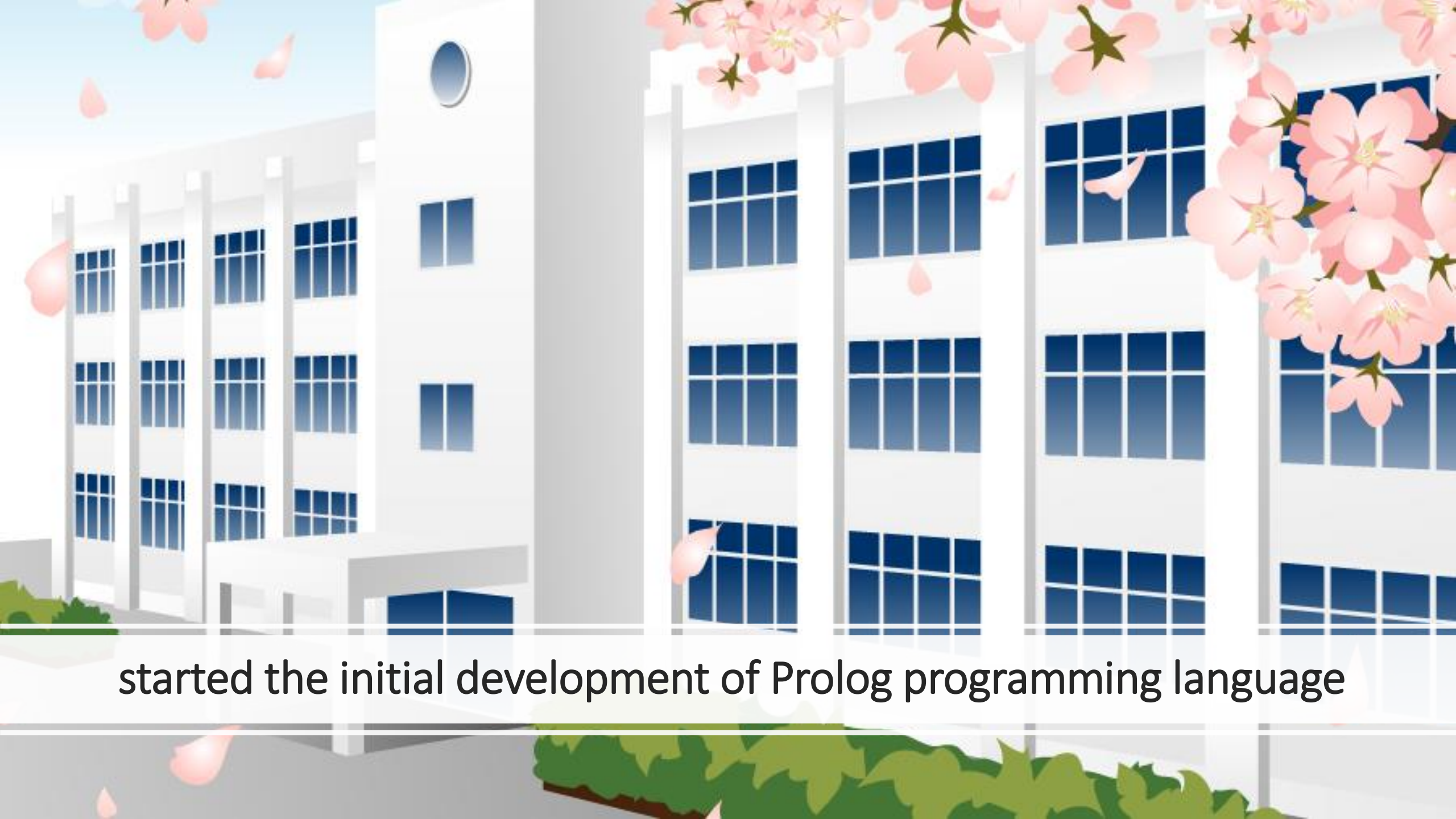


The background is a stylized illustration of a multi-story school building with a grid of windows. Pink cherry blossoms are in bloom in the upper right corner, with petals falling throughout the scene. A green bush is visible in the lower foreground. The word "HISTORY" is written in large white letters, and a thin white vertical line is positioned to its right.

# HISTORY



1970s at University of Aix-Marseille, France



started the initial development of Prolog programming language





***DEVELOPED BY:***

**Alain Colmerauer**

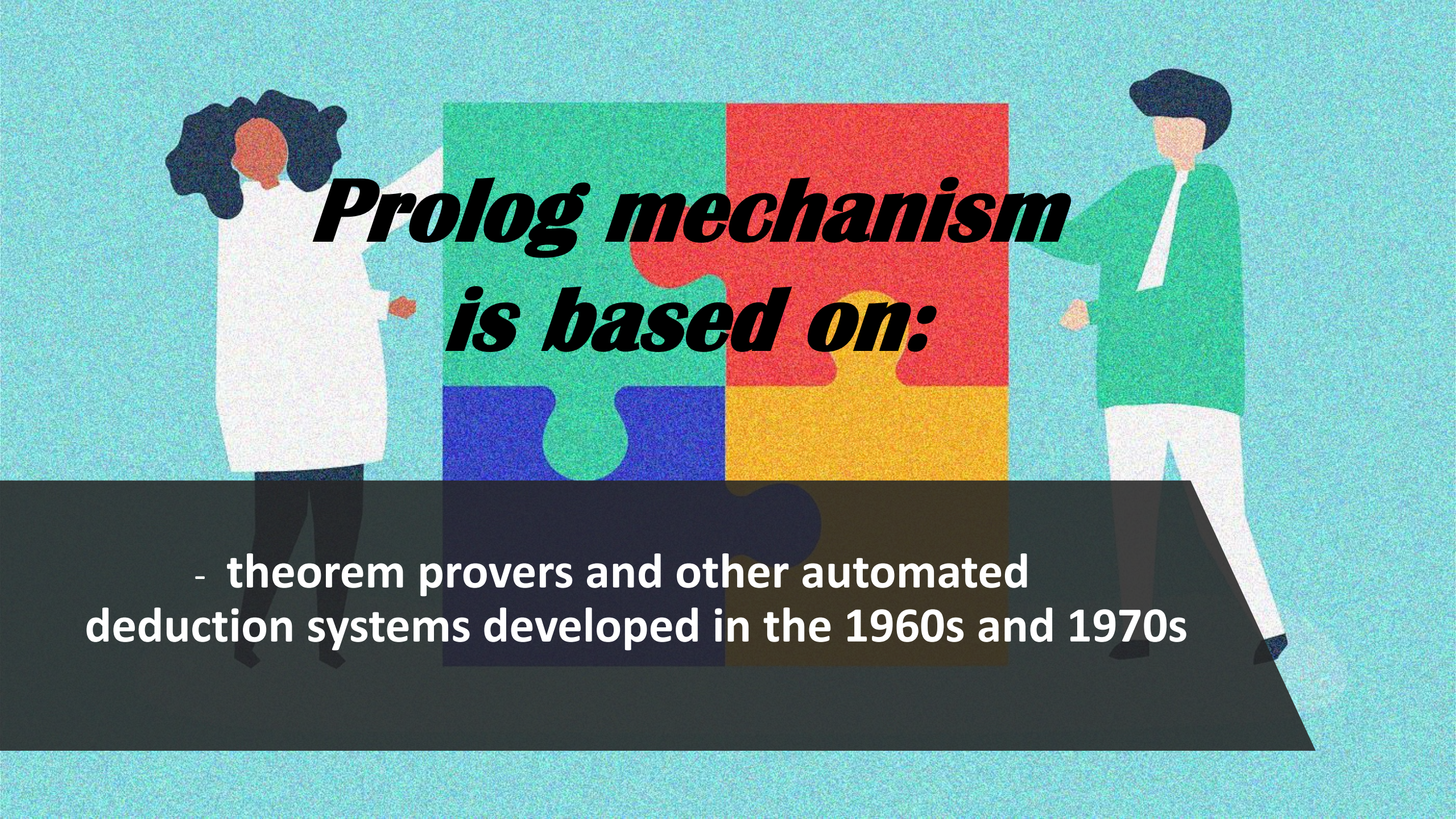
**Philippe Roussel**



# Marseille Prolog

*first implemented in 1973*

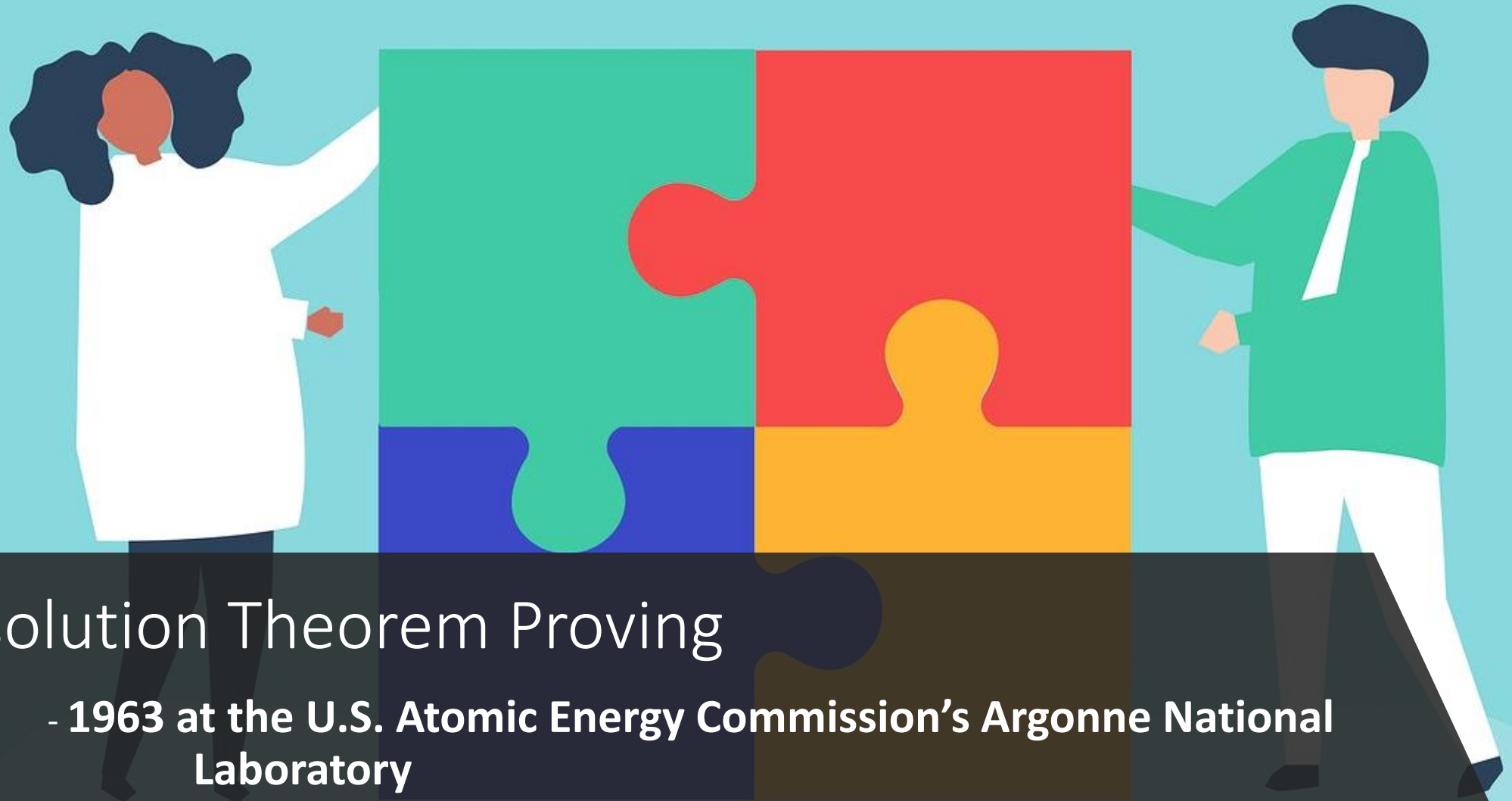




# ***Prolog mechanism is based on:***

- theorem provers and other automated deduction systems developed in the 1960s and 1970s





# Resolution Theorem Proving

- 1963 at the U.S. Atomic Energy Commission's Argonne National Laboratory
- Alan Robinson (British Logician)



prolog was further developed by

*Robert Kowalski*  
Logician

at University of Edinburgh





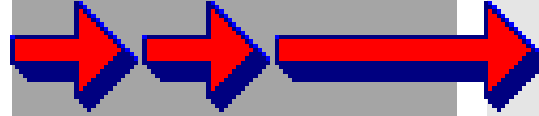
# Prolog

can determine whether  
or not a given statement  
follows logically from  
other given statements



“All logicians  
are rational.”

“Robinson is a  
logician.”

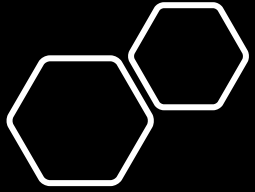


*“Robinson is  
rational?”*

---

Widely used for  
AI work,  
especially in  
Europe and Japan

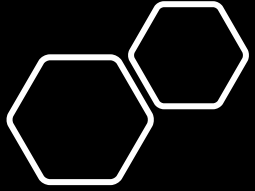




## ***BASIC USE***



- **Proving theorems**
- **Natural language processing**
- **Expert systems**
  
- **Creation of graphic based user interfaces**
- **Networked & administrative applications**



## ***BASIC USE***

- Database searches
- Template fillings
- Voice control systems





An abstract graphic on the left side of the slide, consisting of a network of thin, light green lines and small circles, resembling a circuit board or a neural network diagram. The lines and circles are arranged in a vertical, branching pattern, with some lines extending horizontally and others diagonally. The circles are small and white, with some having a thin green outline.

# PROLOG: DOMAIN AND PARADIGM

# PARADIGM

- Paradigm is Logic programming.
- Express facts and rules about problems within a system of formal logic.
- Rules are written as logical clauses with a head and a body.
- Facts are expressed similar to rules but without a body.
- Visual Prolog is a multi paradigm programming language.
- Prolog is highly used in artificial intelligence.
- Prolog is also used for pattern matching over natural language parse trees.

# DOMAIN SECTIONS

- Defines a set of domains in the current scope.

```
DomainsSection:  
domains DomainDefinition-dot-term-list-opt
```



# DOMAIN DEFINITIONS

- Defines a named domain in the current scope.

*DomainDefinition:*

*DomainName FormalTypeParameterList-opt = DomainExpression*

# DOMAIN EXPRESSIONS

- Denotes a type in a domain definition.

*DomainExpression*: **one of**  
*TypeName*  
*CompoundDomain*  
*ListDomain*  
*PredicateDomain*  
*IntegralDomain*  
*RealDomain*  
*TypeVariable*  
*ScopeTypeVariable*  
*TypeApplication*

# TYPE EXPRESSIONS

- A subset of Domain Expressions that are used in other context since Domain Expressions can only be used in Domain Definitions.

*TypeExpression*: one of  
*TypeName*  
*ListDomain*  
*TypeVariable*  
*ScopeTypeVariable*  
*TypeApplication*



# TYPE NAMES

- Either an interface name or the name of a value domain.

*TypeName: one of*  
*InterfaceName*  
*DomainName*  
*ClassQualifiedDomainName*

*InterfaceName:*  
*LowercaseIdentifier*

*DomainName:*  
*LowercaseIdentifier*

*ClassQualifiedDomainName:*  
*ClassName::DomainName*

*ClassName:*  
*LowercaseIdentifier*

# COMPOUND DOMAINS

- Also known as algebraic data types.
- Used to represent lists, trees, and other tree structured values.

```
CompoundDomain:  
Alignment-opt FunctorAlternative-semicolon-sep-list
```

```
Alignment:  
align IntegralConstantExpression
```

```
FunctorAlternative:  
FunctorName FunctorName ( FormalArgument-comma-sep-list-opt )
```

```
FormalArgument:  
TypeExpression ArgumentName-opt
```

# LIST DOMAINS

- Represents a sequence of values of a certain domain

```
ListDomain:  
  TypeExpression *
```

```
ListExpression:  
  [ Term-comma-sep-list-opt ]  
  [ Term-comma-sep-list | Tail ]
```

```
Tail:  
  Term
```



# PREDICATE DOMAINS

- Values of a predicate domain are predicates with the same signature.

*PredicateDomain:*  
( *FormalArgument*-**comma-sep-list-opt** ) *ReturnArgument*-**opt**  
*PredicateModeAndFlow*-**list-opt** *CallingConvention*-**opt**

*FormalArgument:*  
*TypeExpression* *VariableName*-**opt**  
*Ellipsis*

*ReturnArgument:*  
**->** *FormalArgument*

*VariableName:*  
*UpperCaseIdentifier*

*PredicateModeAndFlow:*  
*PredicateMode*-**opt**  
*FlowPattern*-**list-opt**

# PREDICATE MODE

*PredicateMode*: one of  
erroneous  
failure  
procedure  
determ  
multi  
nondeterm

```
erroneous = {}  
failure = {Fail}  
procedure = {Succeed}  
determ = {Fail, Succeed}  
multi = {Succeed, BacktrackPoint}  
nondeterm = {Fail, Succeed, BacktrackPoint}
```

# FLOW PATTERN

- Defines the input/output direction of the argument

```
FlowPattern:  
  ( Flow-comma-sep-list-opt ) AnyFlow
```

```
Flow: one of  
  i  
  o  
  FunctorFlow  
  ListFlow  
  Ellipsis
```

```
Ellipsis:  
  ...
```

```
FunctorFlow:  
  FunctorName ( Flow-comma-sep-list-opt )
```

```
ListFlow:  
  [ Flow-comma-sep-list-opt ListFlowTail-opt]
```

```
ListFlowTail:  
  | Flow
```



# CALLING CONVENTION

- Determines how arguments are passed to the predicate.

*CallingConvention:*  
language *CallingConventionKind*

*CallingConventionKind:* one of  
c thiscall stdcall apicall prolog

| Feature                          | Implementation                                                                                                           |
|----------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| Argument-passing order           | Right to left.                                                                                                           |
| Argument-passing convention      | By value, unless a compound domain term is passed. So it cannot be used to predicates with variable number of arguments. |
| Stack-maintenance responsibility | Called predicate pops its own arguments from the stack.                                                                  |
| Name-decoration convention       | An underscore ( <u>  </u> ) is prefixed to the predicate name.                                                           |
| Case-translation convention      | No case translation of the predicate name is performed.                                                                  |

| Keyword         | Stack cleanup                                                                                                                        | Predicate name case-translation                                          | Link predicate name decoration convention                                                                                                                                                                                                             |
|-----------------|--------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>c</b>        | <b>Calling</b> predicate pops the arguments from the stack.                                                                          | None.                                                                    | An underscore ( <u> </u> ) is prefixed to the predicate name.                                                                                                                                                                                         |
| <b>thiscall</b> | <b>Calling</b> predicate pops the arguments from the stack except the implicit <b>This</b> argument which is passed in the register. | None.                                                                    | <b>c</b> link name strategy is used.                                                                                                                                                                                                                  |
| <b>stdcall</b>  | <b>Called</b> predicate pops its own arguments from the stack.                                                                       | None.                                                                    | An underscore ( <u> </u> ) is prefixed to the predicate name.                                                                                                                                                                                         |
| <b>apicall</b>  | <b>Called</b> predicate pops its own arguments from the stack.                                                                       | The first letter of the predicate name is changed to the capital letter. | An underscore ( <u> </u> ) is prefixed to the name. The first letter is changed to the upper case. The ' <b>A</b> ', the ' <b>W</b> ' or nothing is suffixed. The sign @ is suffixed. The (decimal) number of bytes in the argument list is suffixed. |

# FORMAT STRINGS

predicates

`writeln : (string Format [formatstring], ...).`

|              |                                                                                                                                                                                           |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| f            | Format real's in fixed-decimal notation (such as 123.4 or 0.004321). This is the default for real's.                                                                                      |
| e            | Format real's in exponential notation (such as 1.234e+002 or 4.321e-003).                                                                                                                 |
| g            | Format real's in the shortest of f and e format, but always in e format if exponent of the value is less than -4 or greater than or equal to the precision. Trailing zeros are truncated. |
| d<br>or<br>D | Format as a signed decimal number.                                                                                                                                                        |
| u<br>or<br>U | Format as an unsigned integer.                                                                                                                                                            |
| x or<br>X    | Format as a hexadecimal number.                                                                                                                                                           |
| o<br>or<br>O | Format as an octal number.                                                                                                                                                                |
| c            | Format as a char.                                                                                                                                                                         |
| B            | Format as the Visual Prolog binary type.                                                                                                                                                  |
| R            | Format as a database reference number.                                                                                                                                                    |
| p            | Format as the presented value.                                                                                                                                                            |
| P            | Format as a procedure parameter.                                                                                                                                                          |
| s            | Format as a string.                                                                                                                                                                       |

# INTEGRAL DOMAINS

- Used for representing Integral Numbers.

*IntegralDomain:*  
*DomainName-opt IntegralDomainProperties*

*IntegralDomainProperties:*  
*IntegralSizeDescription IntegralRangeDescription-opt*  
*IntegralRangeDescription IntegralSizeDescription-opt*

*IntegralSizeDescription:*  
*bitsize DomainSize*

*DomainSize:*  
*IntegralConstantExpression*

*IntegralRangeDescription:*  
*[ MinimalBoundary-opt .. MaximalBoundary-opt ]*

*MinimalBoundary:*  
*IntegralConstantExpression*

*MaximalBoundary:*  
*IntegralConstantExpression*

*MinimalBoundary*  $\leq$  *MaximalBoundary*



# REAL DOMAINS

- Used to represent fractional parts/floating point numbers.

*RealDomainProperties*: **one of**  
*RealPrecisionDescription* *RealRangeDescription-opt*  
*RealRangeDescription* *RealPrecisionDescription*

*RealPrecisionDescription*:  
*digits* *IntegralConstantExpression*

*RealRangeDescription*:  
[ *MinimalRealBoundary-opt* .. *MaximalRealBoundary-opt* ]

*MinimalRealBoundary*:  
*RealConstantExpression*

*MaximalRealBoundary*:  
*RealConstantExpression*

*MinimalBoundary*  $\leq$  *MaximalBoundary*

# GENERIC DOMAIN

*FormalTypeParameterList:*  
*TypeVariable*-**comma-sep-list-opt**

*TypeVariable:*  
*UpperCaseIdentifier*

*TypeApplication:*  
*TypeName* { *TypeExpression*-**comma-sep-list-opt** }

# SOURCE

- [https://wiki.visual-prolog.com/index.php?title=Language\\_Reference/Domains](https://wiki.visual-prolog.com/index.php?title=Language_Reference/Domains)
- <https://www.computerhope.com/jargon/l/logic-programming.htm>



# PROLOG: **Features**





# DATA TYPES

## “Terms”

Numbers

Atoms

Variables



# NUMBERS

---

- Can be written as any number sequence from 0 to 9
- Optionally preceded by a + or – sign



# ATOMS

---

- Any sequence of one or more letters, numerals, and underscores
- Starts with a lowercase letter
- `rocky`, `today_is_Thursday`,  
`a32_BCD`



# ATOMS

---

- Any sequence of characters, including spaces, and uppercase letters, included in single quotes
- 'Today is Friday', '32bcd'





# ATOMS

---

- Any sequence of one or more special characters in a list containing:  
+ - \* / > < = & # @
- + + + , > = , > , + -



# VARIABLES

---

- Any sequence one or more letters, numerals, and underscores
- Starting with an uppercase letter/underscore
- X, Author, Person\_A





# OPERATORS

Logical

Arithmetic

Relational



# LOGICAL

---

| Prolog           | Read as | Logical operation |
|------------------|---------|-------------------|
| <code>:-</code>  | IF      | Implication       |
| <code>,</code>   | AND     | Conjunction       |
| <code>;</code>   | OR      | Disjunction       |
| <code>not</code> | NOT     | Negation          |

# ARITHMETIC

---

| Symbol | Operation        |
|--------|------------------|
| +      | addition         |
| -      | subtraction      |
| *      | multiplication   |
| /      | real division    |
| //     | integer division |
| mod    | modulus          |
| **     | power            |



# RELATIONAL

| Operator   | Meaning               |
|------------|-----------------------|
| $X = Y$    | equal to              |
| $X \neq Y$ | not equal to          |
| $X < Y$    | less than             |
| $X > Y$    | more than             |
| $X \leq Y$ | less than or equal to |
| $X \geq Y$ | more than or equal to |



# DATA STRUCTURES

Lists

Pairs

Association Lists



# LISTS

---

- A special case of terms
- Represents a collection of elements



# PAIRS

---

- Terms with principal functor
- Also called *Key-Value*



# ASSOCIATION LISTS

---

- Available to allow faster than linear access to a collection of elements
- Typically based on balanced trees like AVL Trees







# CONTROL STRUCTURES

Disjunction

Conjunction

Cut

Control  
Abstraction



# DISJUNCTION

---

- Logical OR
- Parenthesis are always present for clarity

```
likes(alice, music).  
likes(bob, hiking).  
  
// Either alice likes music, or bob likes hiking will succeed.
```

# CONJUNCTION

---

- Logical AND
- Represented by the Comma (,)

```
triangleSides(X,Y,Z) :-  
    X + Y > Z, X + Z > Y, Y + Z > X.
```

# CUT

---

- Stops Prolog from backtracking into alternative solutions
- Written as !

```
% (percent signs mean comments)  
% a is the parent of b, c, and d.  
parent(a,b).  
parent(a,c).  
parent(a,d).
```

```
?- parent(a,X), !.
```

# CONTROL ABSTRACTION

---

- For loop

```
loop(0) .  
loop(N) :- N > 0, write('The value is:'), write(N), nl,  
             M is N-1, loop(M) .
```

