

# Prolog Rules

Prolog rules are Horn clauses, but they are written “backwards”, consider:

$$\forall X,Y[\text{woman}(X) \wedge \text{parent}(X,Y) \rightarrow \text{mother}(X,Y)]$$

is written in Prolog as

mother(X,Y) :- woman(X), parent(X,Y) .

Implies (“think of ←”)

“and”

head body

Prolog rules are implicitly universally quantified!

You can think of a rule as introducing a new “fact” (the head), but the fact is defined in terms of a compound goal (the body). That is, predicates defined as rules are only true if the associated compound goal can be shown to be true.

# Prolog Rules

```
% a simple prolog program
```

```
woman(pam).
```

```
woman(liz).
```

```
woman(ann).
```

```
woman(pat).
```

```
man(tom).
```

```
man(bob).
```

```
man(jim).
```

```
parent(pam,bob).
```

```
parent(tom,bob).
```

```
parent(tom,liz).
```

```
parent(bob,ann).
```

```
parent(bob,pat).
```

```
parent(pat,jim).
```

```
mother(X,Y) :- woman(X),parent(X,Y).
```



Queries:

?- mother(pam,bob).

?- mother(Z,jim).

?- mother(P,Q).

Demo of 'trace' predicate for mother.

# Prolog Rules

The same predicate name can be defined by multiple rules. Assume that our program looks like the following,

```
brother(fred, john) .  
sibling(X,Y) :- sister(X,Y) .  
sibling(X,Y) :- brother(X,Y) .
```

Then our query,

```
?- sibling(fred,Q) .
```

By trying the first rule and fail, backtracking to the second rule, trying that, and succeed.

# Another Simple Prolog Program

Consider the program relating humans to mortality:

```
mortal(X) :- human(X).  
human(socrates).
```

We can now pose the query:

```
?- mortal(socrates).
```

True or false?

# Declarative vs. Procedural Meaning

When interpreting rules purely as Horn clause logic statement → declarative

When interpreting rules as “specialized queries” → procedural

Observation: We design programs with declarative meaning in our minds, but the execution is performed in a procedural fashion.


Consider:

```
mother(X,Y) :- woman(X),parent(X,Y).
```

# Assignment

- Read Chap 20 in MPL
- Assignment #5 – see BrightSpace

# Lists & Pattern Matching

- The unification operator:  $=/2$   arity
  - The expression  $A=B$  is true if A and B are terms and unify (look identical)

?- a = a.

true

?- a = b.

false

?- a = X.

X = a

?- X = Y.

true

# Lists & Pattern Matching

- Lists – a convenient way to represent abstract concepts
  - Prolog has a special notation for lists.

[a]  
[a,b,c]  
[]

↖  
Empty  
List

[ bmw, vw, mercedes ]  
[ chicken, turkey, goose ]



# Lists & Pattern Matching

- Pattern Matching in Lists

$?- [a, b] = [a, X].$   
 $X = b$

$?- [a, b] = X.$   
 $X = [a, b]$

But:

$?- [a, b] = [X].$   
**no**

- The Head-Tail Operator:  $[H|T]$

$?- [a,b,c] = [X|Y];$   
 $X = a$   
 $Y = [b,c]$

$?- [a] = [Q|P];$   
 $Q = a$   
 $P = []$

# Lists - the First Predicate

The predicate first/2: accept a list in the first argument and return the first element of the list in second argument.

```
first(List,E) :- List = [H|_], E = H;
```

# Lists - the Last Predicate

The predicate last/2: accept a list in the first argument and return the last element of the list in second argument.

Recursion: there are always two parts to a recursive definition; the base and the recursive step.

```
last([A],A).
```

```
last([A|L],E) :- last(L,E).
```

# Lists - the Append Predicate

The append/3 predicate: accept two lists in the first two parameters, append the second list to the first and return the resulting list in the third parameter.

Hint: use recursion.

```
append([ ], List, List).
```

```
append([H|T], List, [H|Result]) :- append(T, List, Result).
```

# Exercise: The *halve/3* Predicate

- Design the predicate *halve/3* that takes a list as its first argument and returns two lists each with half the elements of the original list (similar to the function *halve* we studied in Asteroid).
  - `halve([1,2],[1],[2])`
  - `halve([1],[1],[])`
  - `halve([],[],[])`