BASIC PROLOG

- Arithmetic using built-in operators
- Concatenating lists using append predicate
- Mapping example of transforming a list
- Reversing a List
- Syntax of data objects

Arithmetic in Prolog

For efficiency uses built-in operators e.g. X is 3 + 5, >, <

Example: %factorial(N, F):- F is the integer N factorial

factorial (N, F) := N > 0, N1 is N - 1,

factorial(N1, F1), F is N * F1.

factorial (0, 1).

cannot be used with 1st argument as variable

<u>Iteration using Recursion</u> factorial/4 = 4 arguments

Example: factorial(N, F): factorial(0, N, 1, F).

factorial (I, N, T, F) := I < N, I1 is I + 1,

T1 is T * I1, factorial(I1, N, T1, F).

factorial(N, N, F, F).

computes: I is 0; T is 1;

WHILE I < N DO

I is I+1; T is T*I END;

RETURN T.

- I and T are values of loop vars before (I + 1)th iteration
- I is loop counter and T the accumulator
- 4th arg of factorial/4 is instantiated to the solution

Example Append with 3rd argument variable

```
append([X|Xs], Ys, [X|Zs]) \leftarrow append(Xs, Ys, Zs).
     Example:
                 append([], Ys, Ys).
                                                                    new tail
           Trace:
                                                     Xs = [a|Xs1]
           append(Xs, Ys, [a, b, c])
                                                     Xs1 = [b|Xs2]
                 append(Xs1, Ys, [b, c])
                       append( Xs2, Ys, [c])
                                                   Xs2 = [c|Xs3]
                              append(Xs3, Ys, []) Xs3 = [], Ys = []
                                    TRUE
                              Output: (Xs = [a,b,c], Ys = [])
                                             (indicates forced backtrack)
                                                     Xs2 = [], Ys = [c]
                        append(Xs2, Ys, [c])
                                    TRUE
                              Output: (Xs = [a,b], Ys = [c])
                                                      Xs1 = [], Ys = [b,c]
                  append(Xs1, Ys, [b,c])
                                    TRUE
                              Output: (Xs = [a], Ys = [b,c])
                                                      Xs = [ ], Ys = [a,b,c]
            append(Xs, Ys, [a,b,c])
                                    TRUE
                              Output: (Xs = [], Ys [a,b,c]
Note if append clauses reversed,
                                    NO More Solutions
last solution would be first
```

Example – mapping program

```
Example of a mapping program:
```

? mapping(['B', 'D'], Z).

1st recursion Y=b 2nd recursion Y=d

Example Reverse/2 = 2 arguments

```
%reverse(List, RevList) :- RevList is the result of reversing List
reverse([],[]).
reverse([X|Xs], Zs):- reverse(Xs, Ys),
     append(Ys,[X], Zs).
         reverse([1],R) gives append([],[1],R)
         reverse([2,1],R) gives append([1],[2],R)
          reverse([3,2,1],R) gives append([1, 2],[3],R)
```

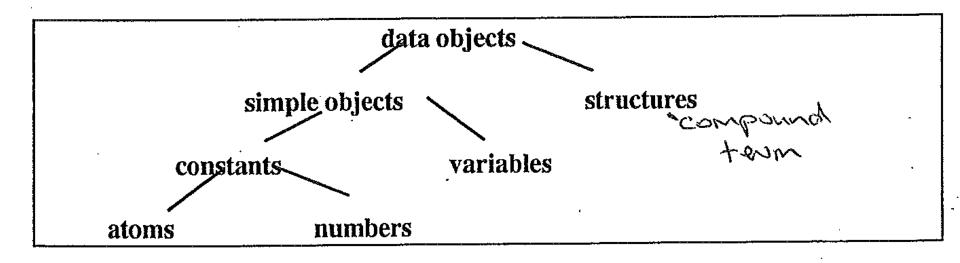
Example Reverse/3 = 3 arguments

An extra argument can be used to build bottom-up:

```
%reverse(List, Tsil): Tsil is the result of reversing List
reverse(Xs, Ys): reverse(Xs, [], Ys).
reverse([X|Xs], Revs, Ys):- reverse(Xs, [X|Revs], Ys).
reverse([], Ys, Ys).
     reverse/3 is introduced with 2nd arg as an accumulator.....
           reverse([a,b,c],Xs)
Trace:
                 reverse([a,b,c], [ ], Xs)
                       reverse([b,c], [a], Xs)
                             reverse([c], [b,a], Xs)
                                   reverse([], [c,b,a], Xs)
                                        Xs = [c.b.a]
                                   TRUE
```

Note that 3rd argument is carried through recursion, and instantiated to reversed list

Data Object terminology



- atoms are strings of characters from upper-case, lower-case, digits, special chars and can be strings of:
 - 1. letters, digits and _, starting with lower-case
 - 2. special characters e.g. $+ * * / < > = & _$
 - 3. strings in single quotes
- variables are strings of upper-case, lower-case, digits, _ starting with upper-case or _
 - a single _ represents the anonymous variable __