## Interpreter of simplified prolog

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## Constructs of prolog that I want to implement

- 1. Lists (with syntactic sugar)
- 2. Strings as lists of characters
- 3. Open data structures
- 4. Unification (Robinson's algorithm)
- 5. SLD resolution
- 6. Negation and SLDNF resolution
- 7. Integer arithmetics
- 8. If then else construction
- 9. Queries (?-)
- 10. 'write' predicate
- 11. File loading ability: [module] (read file with prolog code)

## Important parts of prolog than will be ignored

- 1. Definition of new operators
- 2. Grammar rules
- 3. Concurrency

## Code snippets

```
% list(X) iff X is a list
list([]).
list([_Head | Tail]) :- list(Tail).

% head(E, L) iff E is the first element of the list L
head(E, [E | _Tail]).

% reverse(L, ?R) iff R is list L with reverse order
reverse(L, R) :- reverse(L, [], R).

reverse([], R, R).
reverse([Head | Tail], A, R) :- reverse(Tail, [Head | A], R).

% qsort(L, S) iff S is sorted list L
```

```
qsort(L, S) := qsort(L, [], S).
qsort([], A, A).
qsort([E | L], A, S) :- partition(L, E, LL, LP),
                        qsort(LP, A, PS),
                        qsort(LL, [E | PS], S).
partition([], _, [], []).
partition([H \mid T], E, [H \mid LL], LP) :- H =< E,
                                       partition(T, E, LL, LP).
partition([H | T], E, LL, [H | LP]) :- H > E,
                                       partition(T, E, LL, LP).
% sum(L, S) iff S is a sum of elements of list L
sum(L, S) := sum(L, 0, S).
sum([], S, S).
sum([X \mid Tail], A, S) :- AT is A + X,
                         sum(Tail, AT, S).
% even(X) iff X is an even number
even(s(X)) :- \ \ even(X).
% odd(X) iff X is an odd number
/* tree representation:
 * nil - empty node
 * tree(Left, X, Right) - non-empty node
 */
% depth(T, D) iff D is a depth of a tree T
depth(nil, 0).
depth(tree(LT, _, RT), D) :- depth(LT, LD),
                             depth(RT, RD),
                             max(LD, RD, MD),
                             D is MD + 1.
```