Sintaxis y Semántica del Lenguaje

Programación con PROLOG

Prolog

- Mecanismos básicos
 - Pattern Matching
 - Estructuración de datos basada en árboles
 - Backtracking automático

Definición de Relaciones mediante Hechos

parent(pam, bob).

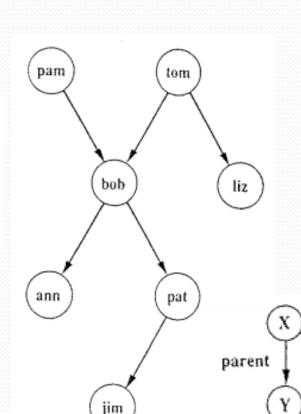
parent(tom, bob).

parent(tom, liz).

parent(bob, ann).

parent(bob, pat).

parent(pat, jim).



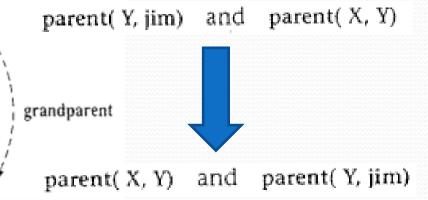
parent

Seis cláusulas

?- parent(bob, pat).

?- parent(X, liz).

?- parent(X, Y).



Definición de Relaciones mediante Reglas

female(pam).
male(tom).
male(bob).
female(liz).
female(pat).
female(ann).
male(jim).

For all X and Y,
Y is an offspring of X if
X is a parent of Y.

```
\underbrace{\text{offspring( Y, X)}}_{\text{head}} :- \underbrace{\text{parent( X, Y)}}_{\text{body}}.
```

For all X and Y,

X is the mother of Y if

X is a parent of Y and

X is a female.

mother(X, Y) := parent(X, Y), female(X).

sister(X, Y):parent(Z, X),
parent(Z, Y),
female(X),
different(X, Y).

Reglas Recursivas

For all X and Z, X is a predecessor of Z if X is a parent of Z.

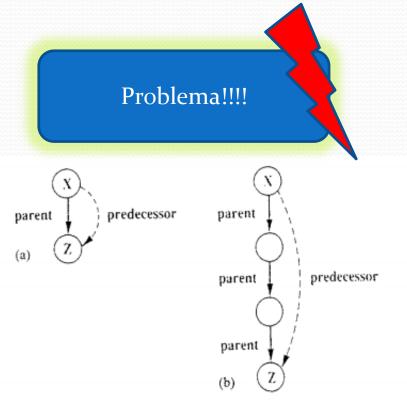
predecessor(X, Z) :parent(X, Z).

predecessor(X, Z) :parent(X, Z).

predecessor(X, Z) :parent(X, Y),
parent(Y, Z).

predecessor(X, Z) :parent(X, Y1), parent(Y1, Y2), parent(Y2, Z).

predecessor(X, Z):parent(X, Y1),
parent(Y1, Y2),
parent(Y2, Y3),
parent(Y3, Z).





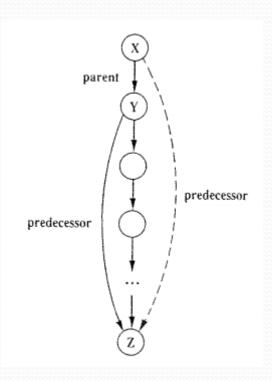
Reglas Recursivas

For all X and Z,

X is a predecessor of Z if
there is a Y such that

- X is a parent of Y and
- (2) Y is a predecessor of Z.

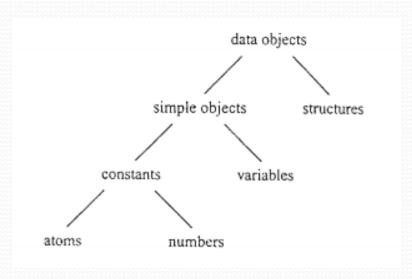
predecessor(X, Z) : parent(X, Y),
 predecessor(Y, Z).



predecessor(X, Z) : parent(X, Z).

predecessor(X, Z) : parent(X, Y),
 predecessor(Y, Z).

Data Objects



Atomos

anna 'Tom'
nil 'South_America'
x25 'Sarah Jones'
x_25
x_25AB
x_
x___y
alpha_beta_procedure
miss_Jones
sarah_jones

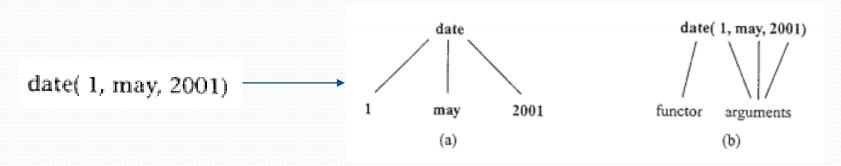
Scope: UNA CLAUSULA

Variables

X Result Object2 Participant_list ShoppingList _x23 _23

hasachild(X) :- parent(X, _). somebody_has_child :- parent(_, _).

Estructuras



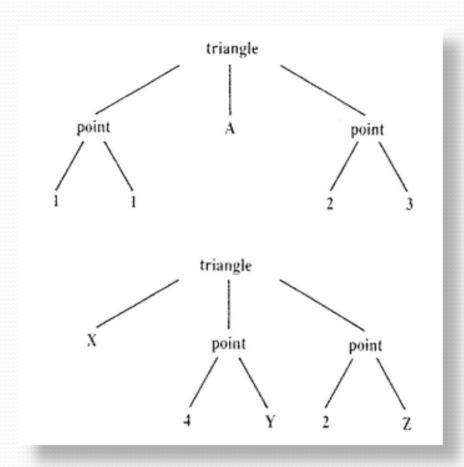
Matching

- (1) If S and T are constants then S and T match only if they are the same object.
- (2) If S is a variable and T is anything, then they match, and S is instantiated to T. Conversely, if T is a variable then T is instantiated to S.
- (3) If S and T are structures then they match only if
 - (a) S and T have the same principal functor, and
- date(D, M, 2001) and date(D1, may, Y1)

(b) all their corresponding components match.

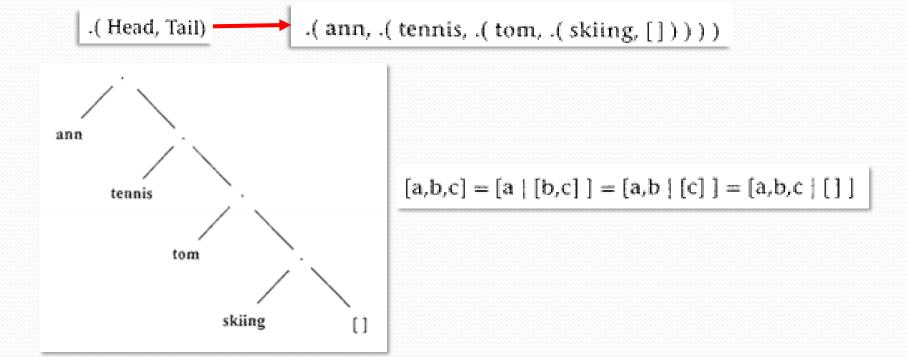
The resulting instantiation is determined by the matching of the components.

Matching



Listas

- Secuencias de items: [ann, tennis, tom, skiing]
- **Primer item:** Head **Resto de items:** Tail



Operaciones en listas

```
member( X, L) member( X, [X | Tail] ).

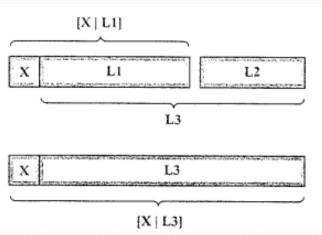
member( b, [a,b,c] ) member( X, [Head | Tail] ) :-

member( X, Tail).

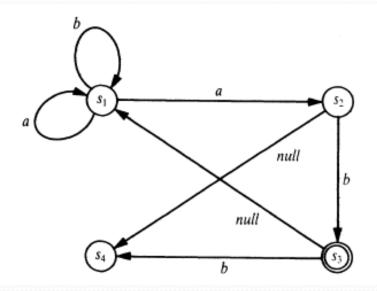
conc( L1, L2, L3) conc( [], L, L).

conc( [a,b], [c,d], [a,b,c,d] ) conc( [X | L1], L2, [X | L3] ) :-

conc( L1, L2, L3).
```



Ejemplo AFN en Prolog (PL)



```
?- accepts( s1, [a,a,a,b] ). yes
```

```
final( s3).

trans( s1, a, s1).

trans( s1, a, s2).

trans( s1, b, s1).

trans( s2, b, s3).

trans( s3, b, s4).

silent( s2, s4).

silent( s3, s1).
```

```
accepts(S, []):-
final(S).

accepts(S, [X | Rest]):-
trans(S, X, S1),
accepts(S1, Rest).

accepts(S, String):-
silent(S, S1),
accepts(S1, String).
```