Prolog in Ocaml

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Abstract

This report presents the design and implementation of the application 'Prolog-Ocaml'. Basically, this project used Prolog as a template, and designed a variant of Prolog in Ocaml; it covers the most basic phases of implementing a new programming paradigm: lexing, parsing, interpreting. Given the source code in predefined grammar, the delivered product can parse it to an internal AST and execute it. After testing it with some well-known Prolog programs and comparing the results with the official Prolog implementation, some strengths and weaknesses of our implementation have been found.

Grammar

Gramma contents here

Lexing and Parsing

Lexing Contents here Parsing Contents here

Interpreting

Backtracking

Rigorously speaking, the backtracking algorithm implemented in this project is not the same as the classical ones. It will backtrack silently and try to gather all the results, but it will not print the result immediately when find some; instead, it will output the results to the terminal after collecting all the results it obtains. In oder to simulate the behavior of standard Prolog, when multiple results are available, after presenting the first result, it will wait for the user's instruction and then respond accordingly.

Currently, in the application which uses backtracking algorithm (**play_all.exe**), only Horn clause is supported: i.e. the body of the rules as well as the query must be predicates connected via logical and operators (in Prolog, ','). Furthermore, in order to avoid entering infinite loops, a list is maintained which records, for each rule, all the queries that have matched the head predicate of that rule in the past. It has both advantages and disadvantages after adding this feature: the good thing is it will not get lost in one branch while some other results can be found easily in other branch; the bad thing is that it may have false alarm so that it will miss some true results. In the evaluation part, we will demonstrate that in certain area, the advantage of our approach outweigh its drawbacks.

Method for collecting all the results

Testing Results and Evaluation

In order to pass some certain tests, several built-in functions (such as 'write', 'nl' and most arithmetic and comparing functions) in Prolog are implemented, order than that, no built-in functions in Prolog are supported.

Factorial

Hanoi

List Size

Transitive relation

Possible future work

- Currently, not many built-in functions are supported due to the limited implementation time. However, an idea is that, given the path to official Prolog's library, if the built-in functions are also written in normal syntax of Prolog program, then our implementation should be able to make use of those built-in rules and obtain the results as if all the rules are defined locally in one file.
- Currently, due to the limitation of algorithms used, some results may not be detected even if they are true. An idea to solve this problem is by adding the results obtained from last query as facts to the knowledge base, so in the future queries, those previously missing results will not be missed again. This design is also reflecting the process of human child's continuously learning via remembering facts. Another possible solution is: before returning the computed results to the user, the application can analyze the results and get some new facts and place them into the knowledge base. After that, the application rerun the query to check whether the new results obtained is the same as the previous one (if multiple results available, the order maybe different). This process is repeated until a fixed point is reached, when the final complete result will be returned to the user.

Bibliography

Appendix

Listing 1: Data Structures

```
(* Types *)
type const =
BoolConst of bool
| IntConst of int
| FloatConst of float
| StringConst of string;;

type term = Var of string | ConstTerm of const |
```

```
CompoundTerm of string * (term list) |
ListTerm of term list |
PredAsTerm of predicate
```