Logic Programming (PLP 11.3)
Prolog: Arithmetic, Equalities, Operators, I/O, Natural Language Parsing

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Arithmetic Goals

\[ N > M \]
\[ N < M \]
\[ N =< M \]
\[ N >= M \]

- \( N \) and \( M \) must be bound to numbers for these tests to succeed or fail.

- \( X \) is \( 1+2 \) is used to assign numeric value of right-hand-side to variable in left-hand-side.
natural(1).
natural(N) :- natural(M), N is M+1.
my_loop(N) :- N>0,
natural(I), I=<N,
write(I), nl,
I=N,
!.

Also called *generate-and-test.*
= is not equal to == or =:=

\[ X = Y \quad \text{or} \quad X \neq Y \]

test whether \( X \) and \( Y \) can be or cannot be unified.

\[ X \equiv Y \quad \text{or} \quad X \not\equiv Y \]

test whether \( X \) and \( Y \) are currently co-bound, i.e., have been bound to, or share the same value.

\[ X \equiv := Y \quad \text{or} \quad X \not\equiv := Y \]

test arithmetic equality and inequality.
More equalities

\[ X \equiv@= Y \quad X \backslash\equiv@= Y \]

test whether \( X \) and \( Y \) are \textit{structurally identical}. 

- \( \equiv@= \) is weaker than \( \equiv= \) but stronger than \( \equiv\). 

- Examples:

\[
\begin{align*}
a & \equiv@= A & \text{false} \\
A & \equiv@= B & \text{true} \\
x (A, A) & \equiv@= x (B, C) & \text{false} \\
x (A, A) & \equiv@= x (B, B) & \text{true} \\
x (A, B) & \equiv@= x (C, D) & \text{true}
\end{align*}
\]
More on equalities

\[ X == Y \]

\[ \Rightarrow \quad X = @ = Y \]

\[ \Rightarrow \quad X = Y \]

but not the other way (\( \Leftarrow \)).

- If two terms are currently co-bound, they are structurally identical, and therefore they can unify.
- Examples:

  \[ a = @ = A \quad \text{false} \]
  \[ A = @ = B \quad \text{true} \]
  \[ x(A, A) = @ = x(B, C) \quad \text{false} \]
  \[ x(A, A) = @ = x(B, B) \quad \text{true} \]
  \[ x(A, B) = @ = x(C, D) \quad \text{true} \]
Prolog Operators

\[ :- \text{op}(P, T, O) \]
\[ \text{declares an operator symbol } O \text{ with precedence } P \text{ and type } T. \]

- Example:
  \[ :- \text{op}(500, xfx, 'has\_color') \]
  \[ a \text{ has\_color red.} \]
  \[ b \text{ has\_color blue.} \]

  then:
  \[ ?- b \text{ has\_color C.} \]
  \[ C = \text{blue.} \]
  \[ ?- \text{What has\_color red.} \]
  \[ \text{What} = a. \]
Operator precedence/type

- Precendence $P$ is an integer: the larger the number, the less the precedence (*ability to group*).
- Type $T$ is one of:

<table>
<thead>
<tr>
<th>$T$</th>
<th>Position</th>
<th>Associativity</th>
<th>Examples</th>
</tr>
</thead>
<tbody>
<tr>
<td>xfx</td>
<td>Infix</td>
<td>Non-associative</td>
<td>is</td>
</tr>
<tr>
<td>xfy</td>
<td>Infix</td>
<td>Right-associative</td>
<td>, ;</td>
</tr>
<tr>
<td>yfx</td>
<td>Infix</td>
<td>Left-associative</td>
<td>+ - * /</td>
</tr>
<tr>
<td>fx</td>
<td>Prefix</td>
<td>Non-associative</td>
<td>? -</td>
</tr>
<tr>
<td>fy</td>
<td>Prefix</td>
<td>Right-associative</td>
<td></td>
</tr>
<tr>
<td>xf</td>
<td>Postfix</td>
<td>Non-associative</td>
<td></td>
</tr>
<tr>
<td>yf</td>
<td>Postfix</td>
<td>Left-associative</td>
<td></td>
</tr>
</tbody>
</table>
Testing types

atom(X)

tests whether X is an atom, e.g., ‘foo’, bar.

integer(X)

tests whether X is an integer; it does not test for complex terms, e.g., integer(4/2) fails.

float(X)

tests whether X is a float; it matches exact type.

string(X)

tests whether X is a string, enclosed in `` ... ``.
Prolog Input

seeing(X)
succeeds if X is (or can be) bound to current read port.
X = user is keyboard (standard input.)

see(X)
opens port for input file bound to X, and makes it current.

seen
closes current port for input file, and makes user current.

read(X)
reads Prolog type expression from current port, storing value in X.

end-of-file
is returned by read at <end-of-file>.
Prolog Output

telling (X)

succeeds if \( X \) is (or can be) bound to current output port.
\( X = \) user is screen (standard output.)

tell (X)

opens port for output file bound to \( X \), and makes it current.

told

closes current output port, and reverses to screen output
(makes user current.)

write (X)

writes Prolog expression bound to \( X \) into current output port.

nl

new line (line feed).

tab (N)

writes \( N \) spaces to current output port.
I/O Example

\begin{verbatim}
browse(File) :-
    seeing(Old), /* save for later */
    see(File), /* open this file */
    repeat,
    read(Data), /* read from File */
    process(Data),
    seen, /* close File */
    seen, /* prev read source */
    see(Old), /* stop now */
    !.

process(end_of_file) :- !.
process(Data) :- write(Data), nl, fail.
\end{verbatim}
## First-Class Terms Revisited

<table>
<thead>
<tr>
<th>Predicate</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>call(P)</code></td>
<td>Invoke predicate as a goal.</td>
</tr>
<tr>
<td><code>assert(P)</code></td>
<td>Adds predicate to database.</td>
</tr>
<tr>
<td><code>retract(P)</code></td>
<td>Removes predicate from database.</td>
</tr>
<tr>
<td><code>functor(T,F,A)</code></td>
<td>Succeeds if $T$ is a term with functor $F$ and arity $A$.</td>
</tr>
<tr>
<td><code>clause(H,B)</code></td>
<td>Succeeds if the clause $H :- B$ can be found in the database.</td>
</tr>
</tbody>
</table>
Natural Language Parsing
(Example from "Learn Prolog Now!" Online Tutorial)

word(article,a).
word(article,every).
word(noun,criminal).
word(noun,'big kahuna burger').
word(verb,eats).
word(verb,likes).

sentence(Word1,Word2,Word3,Word4,Word5) :-
  word(article,Word1),
  word(noun,Word2),
  word(verb,Word3),
  word(article,Word4),
  word(noun,Word5).
• *Definite Clause Grammars (DCG)* are useful for natural language parsing.

• Prolog can load DCG rules and convert them automatically to Prolog parsing rules.
DCG Syntax

-->  

DCG operator, e.g.,

sentence --> subject, verb, object.

Each goal is assumed to refer to the head of a DCG rule.

{prolog_code}

Include Prolog code in generated parser, e.g.,

subject --> modifier, noun, {write('subject')}.  

[terminal_symbol]

Terminal symbols of the grammar, e.g.,

noun --> [cat].
Natural Language Parsing
(example rewritten using DCG)

sentence --> article, noun, verb, article, noun.

article --> [a] | [every].

noun --> [criminal] | ['big kahuna burger'].

verb --> [eats] | [likes].
Exercises

12. How would you translate DCG rules into Prolog rules?
13. PLP Exercise 11.8 (pg 571).