

# Programming Languages (CSCI 4430/6969)

History, Syntax, Semantics, Essentials, Paradigms

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# The first programmer ever

Ada Augusta, the Countess of Lovelace, the daughter of the poet Lord Byron

Circa 1843

Using Babbage's Analytical Engine

# The first “high-level” (compiled) programming language

FORTRAN

1954

Backus at IBM

It was called “an automatic coding system”, not a “programming language”

Used for numerical computing

# The first functional programming language

Lisp

1958

McCarthy at Stanford

For LISTS Processing---lists represent both code and data

Used for symbolic manipulation

# The first object oriented programming language

Simula

1962

Dahl and Nygaard at University of Oslo, Norway

Used for computer simulations

# The first logic programming language

Prolog

1972

Roussel and Colmerauer at Marseilles University, France

For “PROgrammation en LOGique”.

Used for natural language processing and automated theorem proving

# The first concurrent programming language

Concurrent Pascal

1974

Hansen at Caltech

Used for operating systems development

# The first concurrent actor programming language

PLASMA

1975

Hewitt at MIT

Used for artificial intelligence (planning)



# The first scripting language

REXX

1982

Cowlishaw at IBM

Only one data type: character strings

Used for “macro” programming and prototyping

# The first multi-paradigm programming language

Oz

1995

Smolka at Saarland University, Germany

A logic, functional, imperative, object-oriented, constraint, concurrent, and distributed programming language

Used for teaching programming and prototyping

# Other programming languages

## Imperative

Algol (Naur 1958)  
Cobol (Hopper 1959)  
BASIC (Kennedy and Kurtz 1964)  
Pascal (Wirth 1970)  
C (Kernighan and Ritchie 1971)  
Ada (Whitaker 1979)

## Functional

ML (Milner 1973)  
Scheme (Sussman and Steele 1975)  
Haskell (Hughes et al 1987)

## Object-Oriented

Smalltalk (Kay 1980)  
C++ (Stroustrup 1980)  
Eiffel (Meyer 1985)  
Java (Gosling 1994)  
C# (Hejlsberg 2000)

## Actor-Oriented

Act (Lieberman 1981)  
ABCL (Yonezawa 1988)  
Actalk (Briot 1989)  
Erlang (Armstrong 1990)  
E (Miller et al 1998)  
SALSA (Varela and Agha 1999)

## Scripting

Python (van Rossum 1985)  
Perl (Wall 1987)  
Tcl (Ousterhout 1988)  
Lua (Ierusalimschy et al 1994)  
JavaScript (Eich 1995)  
PHP (Lerdorf 1995)  
Ruby (Matsumoto 1995)

# Logic Programming (PLP 11)

Horn Clauses

Introduction to Prolog: Resolution, Unification

# An Early (1971) “Conversation”

USER:

Cats kill mice.

Tom is a cat who does not like mice who eat cheese.

Jerry is a mouse who eats cheese.

Max is not a mouse.

What does Tom do?

COMPUTER:

Tom does not like mice who eat cheese.

Tom kills mice.

USER:

Who is a cat?

COMPUTER:

Tom.

USER:

What does Jerry eat?

COMPUTER:

Cheese.

USER:

Who does not like mice who eat cheese?

COMPUTER:

Tom.

USER:

What does Tom eat?

COMPUTER:

What cats who do not like mice who eat cheese eat.

# Another Conversation

USER:

Every psychiatrist is a person.

Every person he analyzes is sick.

Jacques is a psychiatrist in Marseille.

Is Jacques a person?

Where is Jacques?

Is Jacques sick?

COMPUTER:

Yes.

In Marseille.

I don't know.

# Logic programming

- A program is a collection of *axioms*, from which theorems can be proven.
- A *goal* states the theorem to be proved.
- A logic programming language implementation attempts to satisfy the goal given the axioms and built-in inference mechanism.

# Horn clauses

- A standard form for writing axioms, e.g.:

`father(X, Y) ← parent(X, Y), male(X) .`

- The Horn clause consists of:
  - A *head* or consequent term  $H$ , and
  - A *body* consisting of terms  $B_i$

$H \leftarrow B_0 , B_1 , \dots , B_n$

- The semantics is:

« If  $B_0, B_1, \dots, B_n$ , then  $H$  »



# Terms

- Constants

`rpi`  
`troy`

- Variables

`University`  
`City`

- Predicates

`located_at(rpi, troy)`  
`pair(a, pair(b, c))`

**Can be nested.**

# Resolution

- To derive new statements, Robinson's resolution principle says that if two Horn clauses:

$$\begin{aligned} H_1 &\Leftarrow B_{11}, B_{12}, \dots, B_{1m} \\ H_2 &\Leftarrow B_{21}, B_{22}, \dots, B_{2n} \end{aligned}$$

are such that  $H_1$  matches  $B_{2i}$ , then we can replace  $B_{2i}$  with  $B_{11}, B_{12}, \dots, B_{1m}$ :

$$H_2 \Leftarrow B_{21}, B_{22}, \dots, B_{2(i-1)}, \underbrace{B_{11}, B_{12}, \dots, B_{1m}}, B_{2(i+1)}, \dots, B_{2n}$$

- For example:

$$\begin{aligned} C &\Leftarrow A, B \\ E &\Leftarrow C, D \\ \hline E &\Leftarrow A, B, D \end{aligned}$$

# Resolution Example

```
father(X,Y) :- parent(X,Y), male(X).
```

```
grandfather(X,Y) :- father(X,Z), parent(Z,Y).
```

---

```
grandfather(X,Y) :-
```

```
    parent(X,Z), male(X), parent(Z,Y).
```

`:-` is Prolog's notation (syntax) for  $\Leftarrow$ .

# Unification

- During *resolution*, free variables acquire values through *unification* with expressions in matching terms.
- For example:

```
male(carlos) .  
parent(carlos, tatiana) .  
parent(carlos, catalina) .  
father(X,Y) :- parent(X,Y), male(X) .
```

---

```
father(carlos, tatiana) .  
father(carlos, catalina) .
```

# Unification Process

- A **constant** unifies only with itself.
- Two **predicates** unify if and only if they have
  - the same *functor*,
  - the same number of *arguments*, and
  - the corresponding arguments *unify*.
- A **variable** unifies with anything.
  - If the other thing has a *value*, then the variable is *instantiated*.
  - If it is an *uninstantiated variable*, then the two variables are *associated*.

# Backtracking

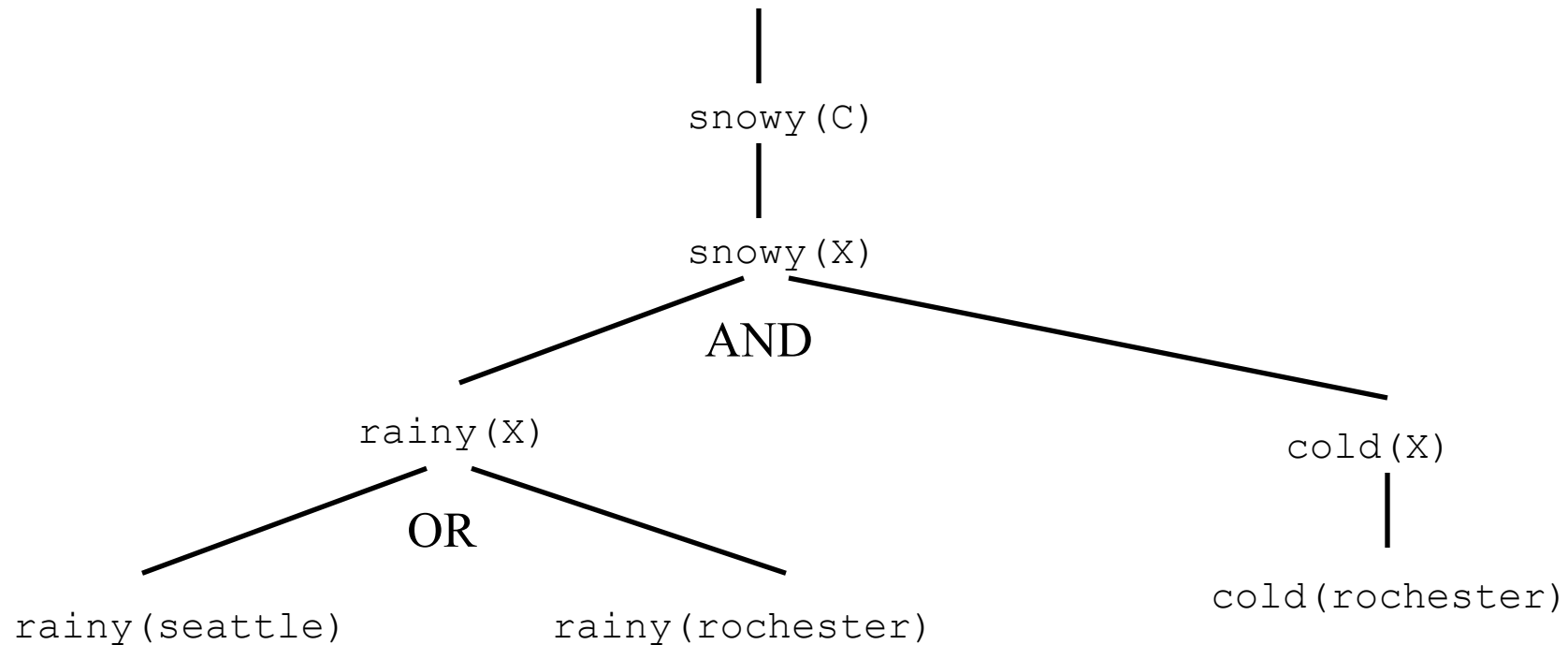
- *Forward chaining* goes from axioms forward into goals.
- *Backward chaining* starts from goals and works backwards to prove them with existing axioms.

# Backtracking example

```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), cold(X).
```

# Backtracking example

```
rainy(seattle).  
rainy(rochester).  
cold(rochester).  
snowy(X) :- rainy(X), cold(X).
```









# Exercises

1. Download SWI Prolog and install it in your laptop.
2. Execute the “`snowy(City)`” example. Use “tracing” to follow backtracking step by step.
3. Create a knowledge base with Prolog facts about your family members using predicates and constants. Create Prolog rules using variables to define the following:  
`brother`, `sister`, `uncle`, `aunt`, `nephew`,  
`niece`, `grandfather`, `grandmother`, etc.  
Query your program for family relationships.