

# CSCC24 – Principles of Programming Languages

Anya Tafliovich<sup>1</sup>

---

<sup>1</sup>with thanks to S.McIlraigh, G.Penn, P.Ragde

# Logic Programming and Prolog

Logic programming languages are neither procedural nor functional.

- Specify **relations** between objects
  - `larger(3,2)`
  - `father(tom,jane)`
  
- Separate logic from control:
  - Programmer declares **what** facts and relations are true.
  - System determines **how** to use facts to solve problems.
  - System **instantiates** variables in order to make relations true.

## Prolog

Suppose we state these **facts**:

```
male(charlie).  
female(alice).  
male(bob).  
female(eve).
```

```
parent(charlie,bob).  
parent(eve,bob).  
parent(charlie,alice).  
parent(eve,alice).
```

We can then make **queries**:

```
?- male(charlie).  
true
```

```
?- male(eve).  
false
```

```
?- female(Person).  
Person = alice;  
Person = eve;  
false
```

```
?- parent(Person, bob).  
Person = charlie;  
Person = eve;  
false
```

```
?- parent(Person, bob),  
   female(Person).  
Person = eve;  
false
```

## Prolog

We can also state **rules**, such as this one:

```
sibling(X, Y) :- parent(P, X),  
                  parent(P, Y).
```

Then the queries become more interesting:

```
?- sibling(charlie, eve).  
false
```

```
?- sibling(bob, Sib).  
Sib = bob;  
Sib = alice;  
Sib = bob;  
Sib = alice;  
false
```