

# CSE 3401 - SWI- Prolog: Getting Started

Updated on January 10, 2013

## Homepage, documentation, downloads

SWI Prolog Homepage: <http://www.swi-prolog.org/>

Documentation: <http://www.swi-prolog.org/pldoc/index.html>

Installation: <http://www.swi-prolog.org/download/stable>

## Running SWI Prolog in Prism Labs

Type `pl` or `swipl` to run SWI-Prolog.

## Getting and Setting the working directory

Get: `?- working_directory(CWD, CWD).`

Set: `?- working_directory(_, NewCWD).`

## Loading Files

To load a **single file**, for example: `family.pl`, use

```
?- [ 'family.pl' ].
```

You may also specify the path, for example:

```
?- [ 'C:/PrologFiles/Tutorials/family.pl' ]
```

Alternatively use,

```
?- consult('family.pl').
```

It is also possible to load **multiple files** with the following command:

```
?- [ 'family1.pl', 'familyN.pl' ].
```

Alternatively, you may create a single file which you load at the prompt (e.g. `myfile1.pl`), and which in turn loads all the other files that is required for your application (e.g. `myfile2.pl`, `myfile3.pl`). Simply add the following line in the beginning of `myfile1.pl`:

```
:- ensure_loaded('myfile2.pl').  
:- ensure_loaded('myfile3.pl').
```

## Executing queries (family.pl)

```
?- male(paul) .  
True.
```

```
?-male(X) .  
X=john
```

To get additional answers, enter a semicolon (;)

```
?-male(X) .  
X=john;
```

```
X=paul;  
False.
```

```
?- male(_).  
True.
```

```
?-parent(X,Y) .  
X= john, Y=paul;  
X=mary, Y=paul;  
X=john, Y=lisa;  
False.
```

## Exiting from SWI-Prolog

Type `halt.` to exit from SWI-Prolog.  
`?- halt.`

Alternatively, you may use (CTRL-D) to exit prolog.

## Getting Help

<b>help (+What)</b>	Shows a specific part of the manual., which is one of:
<Name>/<Arity>	Provides help on the specified predicate
<Name>	Provides help on the named predicate with any arity
<Section>	Displays a specified section. Section numbers are separated by dash: 2-3 refers to section 2.3 of the manual. Section numbers are obtained using apropos/1.

Examples:

<code>?- help(assert) .</code>	Provides help on predicate assert
<code>?- help(3-5) .</code>	Displays section 3.5 of the manual

### **apropos(+Pattern)**

Display all predicates, functions and sections which contain Pattern in their name or summary description.

Example:

```
?- apropos(file). Displays predicates, functions and sections which have `file' (or `File', etc.) in their summary description.
```

### **explain(+ToExplain)**

Give an explanation of the given 'object'. The argument may be any Prolog data object. If the argument is an atom, a term of the form Name/Arity or a term of the form Module:Name/Arity, explain/1 describes the predicate as well as possible references to it.

## **Debugging**

Chapter 8 of (C & M) covers debugging and common errors in detail. This section provides a brief overview of some of the available options for debugging Prolog programs.

### **trace**

The **trace** sets Prolog into a debugging mode (**notrace** stops the tracer). The execution of Prolog programs are described in terms of 4 kinds of events that occur:

**Call**: enter the procedure

**Exit**: exit successfully with bindings for variable

**Fail**: exit unsuccessfully

**Redo**: look for an alternative solution

Example:

```
? - trace.
[trace] 6 ?- parentOf(X,Y).
  * Call: (6) parentOf(_G2070, _G2071) ? creep (Press enter to continue to next line)
    Call: (7) fatherOf(_G2070, _G2071) ? creep
    Exit: (7) fatherOf(john, paul) ? creep
  * Exit: (6) parentOf(john, paul) ? creep
X = john,
Y = paul ;
    Redo: (7) fatherOf(_G2070, _G2071) ? creep
    Exit: (7) fatherOf(mary, paul) ? creep
  * Exit: (6) parentOf(mary, paul) ? creep
X = mary,
Y = paul ;
  * Redo: (6) parentOf(_G2070, _G2071) ? creep
    Call: (7) motherOf(_G2070, _G2071) ? creep
    Exit: (7) motherOf(john, lisa) ? creep
  * Exit: (6) parentOf(john, lisa) ? creep
X = john,
Y = lisa.
```

## spy

**spy** allows you to watch exactly how Prolog works to satisfy a goal in your program. You can add a spypoint to a predicate by specifying the predicate's name and arity, like this:

```
?- spy(parentOf).
```

The predicate **nospy**(parentOf) turns off a spypoint.

## GUI Debugging

GUI Debugging is also available in Prolog: <http://www.swi-prolog.org/gtrace.html>.

The procedure is the same, except that instead of trace or spy, you could use gspy or gtrace. For example:

```
?- gtrace, parentOf(X,Y).
```

Figure 1.1 illustrates the window after entering this command.

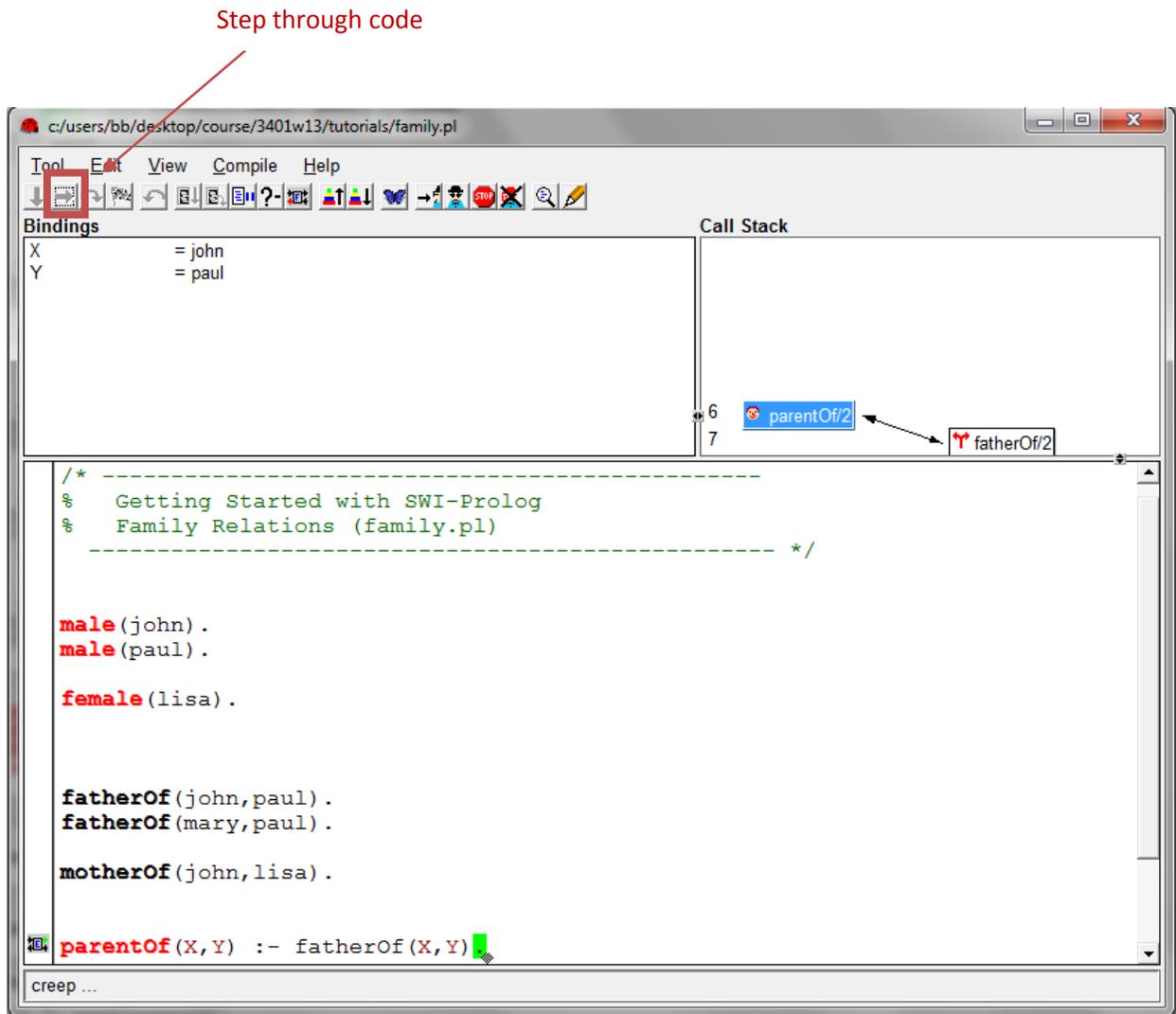


Figure 1.1: GUI Debugging in Prolog

## Coding Guidelines

- Comment your code. A % indicates that the rest of the line (up to the end of line) is a comment. Also, everything between /\* and \*/ is considered a comment.
- Indent the code appropriately
- Choose meaningful names for your predicates
- Avoid Singleton variables

A singleton variable is a variable that only occurs once in the arguments of the head or the body of a predicate and is therefore useless. For example, in the following statements, Y and W are all singleton variables:

```
p(X,Y) :- q(X) .  
s(X) :- t(X,W) .
```

To make the warnings disappear, use an underscore (`_`), which stands for an anonymous (new) variable (each time it occurs).

```
p(X,_) :- q(X) .  
s(X) :- t(X,_) .
```

- Keep your code as compact as possible, for example, use `equal(X,X)` instead of `equal(X,Y):-X=Y`
- Avoid extensive use of semicolon (;) in rules with disjunctions, as it makes debugging harder.