

Predicates as procedures, and arguments as i/o

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From SWI Prolog documentation:

– *Number* is +*Expr*

True when *Number* is the value to which *Expr* evaluates.

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% incr2(+X,+Y)
incr2(X,Y) :- X ::= Y-1.
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From SWI Prolog documentation:

– *Number* is +*Expr*

True when *Number* is the value to which *Expr* evaluates.

+*Expr1* ::= +*Expr2*

True if expression *Expr1* evaluates to a number equal to *Expr2*.

Mode indicators

- + input (known)
- output (unknown)

From SWI Prolog documentation

An argument mode indicator gives information about the intended direction in which information carried by a predicate argument is supposed to flow. Mode indicators (and types) are not a formal part of the Prolog language but help in explaining intended semantics to the programmer. There is no complete agreement on argument mode indicators in the Prolog community.

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? uncommitted (don't care \approx unknown)

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% successor(?X,?Y)  
successor(X,succ(X)).
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```
% successor(?X,?Y)
successor(X,succ(X)).      % :- numeral(X).

% numeral(?X)
numeral(0).
numeral(succ(X)) :- numeral(X).
```

Reversibility with ?

$?Term1 = ?Term2$

Unify $Term1$ with $Term2$. True if the unification succeeds.

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Unify *Term1* with *Term2*. True if the unification succeeds.

member(?Elem,?List)

True if *Elem* is a member of *List*.

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`?- member(1,[1]).`

`true.`

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true.
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?- member(X, [1]).
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```
X = 1 .
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?- member(1,List).
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```
List = [1|_] ;
```

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List = [_,1|_] ;
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Two more mode indicators

@ argument will *not* be further instantiated

@*Term1* == @*Term2*

True if *Term1* is equivalent to *Term2*.

var(@*Term*)

True if *Term* currently is a free variable.

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: meta-argument that can be called as goal

\+ :*Goal*

True if *Goal* cannot be proven

call(:*Goal1*)

Call *Goal*.

On swipl

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if(A,B,C) :- (A,! ,B) ; C.
```

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?- listing(if).
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if(A, B, C) :-
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    ( call(A), !, call(B) ; call(C) ).
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true.
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On swipl

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    ( call(A), !, call(B) ; call(C) ).
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true.
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```
?- if(0=0,X=1,X=2).
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```
X = 1.
```

```
?- if(0=1,X=1,X=2).
```

```
X = 2.
```

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true.
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```
X = 1.
```

```
?- if(0=1,X=1,X=2).
```

```
X = 2.
```

```
?- 0=0 -> X=0.
```

```
X = 0.
```

```
?- 0=1 -> X=1.
```

```
false.
```