

Programming with Lists

CS3100 Fall 2019

Review

Previously

- Solving a logic puzzle

This lecture

- Programming with Lists
- And many concepts in the process
 - Arithmetic
 - Last call optimisation
 - Backtracking & Choice points.

Trouble with Zebras

- Our zebra puzzle only works with 5 houses.
 - Problem is the 5-tuple $(H_1, H_2, H_3, H_4, H_5)$.
- Need to rewrite the entire program if more houses were added.
- What we really need is lists...

Support for lists in Prolog

- Notated with square brackets $[1, 2, 3, 4]$.
- The empty list is $[]$.
- List pattern matching is $[H | T]$, where H is a list element and T is a list.
 - Can also match $[1, 2, 3 | T]$.

Finding the last element of the list

In `[1]`:

```
last([H], H).  
last([_ | T], V) :- last(T, V).
```

Added 2 clauses(s).

In [2]:

```
?- last([1,2],X).
```

X = 2 .

Tracing the example by hand

```
last([1,2],X).
```

Tracing the example in SWI-Prolog

```
last ([1,2],X)
```

Quiz

What happens if I ask for `last([],X)` ?

1. pattern match exception
2. Prolog says false.
3. Prolog says true, $X = []$.
4. Prolog says true, $X = ???$.

Quiz

What happens if I ask for `last([],X)` ?

1. pattern match exception
2. Prolog says false. ✓
3. Prolog says true, $X = []$.
4. Prolog says true, $X = ???$.

Arithmetic

- How do we compute the length of the list?
 - We need support for arithmetic.
- Arithmetic is quite natural in imperative and functional paradigms.
 - Since computation is deduction in logic programming, arithmetic is quite special.

Arithmetic equality != Unification

`=` operator is used up by unification.

In [3]:

```
?- A = 1+2.
```

```
A = +(1, 2) .
```

In [4]:

```
?- 1+2 = 3.
```

```
false.
```

In [5]:

```
?- A = money+power.
```

```
A = +(money, power) .
```

Use the is operator

The “is” operator tells prolog to evaluate the righthand expression numerically and unify with the left.

In [6]:

```
?- X is 1, A is X+2, X is 2.
```

```
false.
```

In [7]:

```
?- A is money+power.
```

```
ERROR: Caused by: ' A is money+power'. Returned: 'error(type_error(ev  
aluable, /(power, 0)), context(: (system, /(is, 2)), _1768))'.
```

Restriction on is operator

The RHS must be a ground term (no variables).

In [8]:

```
?- A is B+2.
```

```
ERROR: Caused by: ' A is B+2'. Returned: 'error(instantiation_error,  
context(: (system, /(is, 2)), _1914))'.
```

?- 3 is B+2.

Quiz

1. Error
2. 9
3. 8
4. 6

Quiz

1. Error
2. 9 ✓
3. 8
4. 6

Arithmetic

?- 20 / 20.

List Sum

```
sum([],0).
sum([H | T], N) :- sum(T,M), N is M+H.
```

4/9

In [12]:

```
?- sum([1,2,3],X).
```

X = 6 .

In [13]:

```
?- sum(X,3).
```

ERROR: Caused by: ' sum(X,3)'. Returned: 'error(instantiation_error, context:::(system, /(is, 2)), _2280))'.

Length of list

In [14]:

```
len([],0).
len([_ | T], N) :- len(T,M), N is M+1.
```

Added 2 clauses(s).

In [15]:

```
?- len([1,2,3],X).
```

X = 3 .

Last call optimisation

- len uses $O(N)$ stack space.

Trace len by hand

```
?- len([1,2],X)
```

Tail recursive length

In [16]:

```
len2([],Acc,Acc).
len2([H|T],Acc,N) :- M is Acc+1, len2(T,M,N).
```

Added 2 clauses(s).

In [17]:

```
?- len2([1,2],0,X).
```

X = 2 .

Trace len2 by hand.

```
?- len2([1,2],0,X).
```

Predicate Overloading

In [18]:

```
len2(L,X) :- len2(L,0,X).
```

Added 1 clauses(s).

In [19]:

```
?- len2([1,2,3],X).
```

X = 3 .

Last Call Optimisation

- This technique is applied by the prolog interpreter
- The last clause of the rule is executed as a branch and not a call
- We can only do this if the rule is **determinate** up to that point
 - No further choices for the rule
 - Relates to **choice points** (to be seen).

List append

In [20]:

```
append([],Q,Q).
append([H | P], Q, [H | R]) :- append(P, Q, R).
```

Added 2 clauses(s).

In [21]:

```
?- append([1,2],X,[1,2,3,4]).
```

X = [3, 4] .

Prefix and Suffix

Prefix and Suffix of list can be defined using append.

In [22]:

```
prefix(X,Z) :- append(X,Y,Z).
suffix(Y,Z) :- append(X,Y,Z).
```

Added 2 clauses(s).

Prefix and Suffix

In [23]:

```
?- prefix(X,[1,2,3]).
```

```
X = [ ] ;
X = [ 1 ] ;
X = [ 1, 2 ] ;
X = [ 1, 2, 3 ] .
```

In [24]:

```
?- suffix(X,[1,2,3]).
```

```
X = [ 1, 2, 3 ] ;
X = [ 2, 3 ] ;
X = [ 3 ] ;
X = [ ] .
```

Backtracking

The way prolog fetches multiple results for the given query is through Backtracking.

Trace prefix by hand

```
?- prefix([1,2],X).
```

Choice Points

- Choice points are locations in the search where we could take another option.
- If there are no choice points left then Prolog doesn't offer the user any more answers

Quiz

What is the first result of query `len(A,2)` ?

1. Error due uninstantiated arithmetic expression.
2. `A = [_,_]`
3. Query runs forever

4. Error due to invalid arguments

Quiz

What is the first result of query `len(A, 2)` ?

1. Error due uninstantiated arithmetic expression.
2. `A = [_,_]` ✓
3. Query runs forever
4. Error due to invalid arguments

Trace `len` by hand

`?- len(A, 2)`

Quiz

What is the second result of query `len(A, 2)` ?

1. Error due uninstantiated arithmetic expression.
2. `A = [_,_]`
3. Query runs forever
4. Error due to invalid arguments

Quiz

What is the second result of query `len(A, 2)` ?

1. Error due uninstantiated arithmetic expression.
2. `A = [_,_]`
3. Query runs forever ✓
4. Error due to invalid arguments

Trace `len` by hand

`?- len(A, 2)`

Limiting the number of results

In [25]:

```
?- len(A,2) {1}.
```

```
A = [ _2380, _2386 ] .
```

Fin.