

1 1997 Paper 12 Question 8

The *next-highest member* of a list of integers is the second-largest member of the list. For example, for the list `[1, 4, 1, 5, 2]`, the next-highest member is 4.

Write a Prolog program to find the next-highest member of a list of integers. For example, the goal `nexthi([1, 4, 1, 5, 2], X)` should initialise `X` to 4. Your program may assume that the next largest member is not repeated in the list. The goal should fail if the next-highest member does not exist.

```
max(X, Y, X) :- X >= Y.
max(X, Y, Y) :- Y > X.
nexthi([X,Y|T], Lo) :- max(X, Y, X), largest2(T, X, Y, _, Lo).
nexthi([X,Y|T], Lo) :- max(X, Y, Y), largest2(T, Y, X, _, Lo).
largest2([], H, L, H, L).
largest2([X|Z], H, L, Hr, Lr) :- max(L, X, L), largest2(Z, H, L, Hr, Lr).
largest2([X|Z], H, L, Hr, Lr) :- max(L, X, X), max(H, X, H), largest2(Z, H, X, Hr, Lr).
largest2([X|Z], H, _, Hr, Lr) :- max(H, X, X), largest2(Z, X, H, Hr, Lr).
```



<https://www.cl.cam.ac.uk/teaching/exams/pastpapers/y1997p12q8.pdf>

2 1996 Paper 5 Question 7

An *ordered integer binary search tree* (or OIBS tree) is either empty or a tuple (T, N, U) , where T and U are also OIBS trees and N is an integer. Every node in T has a value less than N , which in turn is less than the value of every node in U .

- (a) Give two Prolog terms which are suitable for representing an empty OIBS tree and a node in the OIBS tree respectively.

```
leaf.
branch(L, N, R).
```

- (b) Define a prolog procedure `insert(Item, T, NT)`, where `Item` is an integer being inserted into OIBS tree `T`, producing an OIBS tree `NT`. If `Item` is already present in `T`, then `NT` equals `T`.

```
insert(Item, leaf, branch(leaf, Item, leaf)).
insert(Item, branch(L, N, R), branch(L, N, R)) :- Item is N.
insert(Item, branch(L, N, R), branch(LT, N, RT)) :- Item < N, insert(Item, L, LT).
insert(Item, branch(L, N, R), branch(L, N, RT)) :- Item > N, insert(Item, R, RT).
```

- (c) Define a Prolog procedure `lookup(Item, T)`, where `Item` is to be looked for in OIBS tree `T`. A lookup goal will succeed if `Item` is found, or fail otherwise.

```
lookup(Item, branch(_, N, _)) :- Item is N.
lookup(Item, branch(L, N, _)) :- Item < N, lookup(Item, L).
lookup(Item, branch(_, N, R)) :- Item > N, lookup(Item, R).
```

3 Permutations

Write a prolog program for generating permutations of a list.

```
take([X|T], X, T).
take([H|Tl], X, [H|Tr]) :- take(Tl, X, Tr).
perm([], []).
perm([H|T], P) :- perm(T, L), take(P, H, L).
```



<https://www.cl.cam.ac.uk/teaching/exams/pastpapers/y1996p5q7.pdf>

