



# COM S-342

Recitation 11/26/18 – 11/28/18



# Today

- Logic programming examples and exercises
- Logic Programming homework Q&A

# Finding all solutions

- Recall the food.pl example
- We want to find all the dishes that sam likes:
  - ?- likesall(sam, L).
  - L = [dahl, tandoori, kurma, chow\_mein, chop\_suey, sweet\_and\_sour, pizza, spaghetti, chips].
- findall/3
  - findall(Template, Goal, Bag)

# Finding All Solutions

- We create a rule called likesall where X is the individual and L is the list of dishes:
  - likesall(X, L) :- findall(D, likes(X, D), L).
- Where:
  - D is the template and represents the element returned from the goal likes(X, D)
  - Each element D is put in the Bag (list) L

# Negation

- Negation as a failure:
  - `not(P) :- call(P), !, fail.`
  - `not(P).`
- In SWI you can use the operator `\+`

# Family Example

```
male(james1).  
male(charles1).  
male(charles2).  
male(james2).  
male(george1).  
male(paul).  
male(sam).
```

```
female(catherine).  
female(elizabeth).  
female(sophia).  
female(claudia).  
female(fay).
```

```
/* parent ( child, parent). */  
parent(charles1, james1).  
parent(elizabeth, james1).  
parent(charles2, charles1).  
parent(catherine, charles1).  
parent(james2, charles1).  
parent(sophia, elizabeth).  
parent(george1, sophia).  
parent(george1, sam).  
parent(catherine, fay).  
parent(charles2, fay).  
parent(james2, fay).  
parent(sophia, paul).  
parent(elizabeth, claudia).  
parent(charles1, claudia).
```

```
/* married ( A,B) - A is married to B */
```

```
married(james1, claudia).  
married(claudia, james1).  
married(charles1, fay).  
married(fay, charles1).  
married(elizabeth, paul).  
married(paul, elizabeth).  
married(sophia, sam).  
married(sam, sophia).
```



# Use of Negation

- `bachelor(P) :- ??`
- Where X is an individual
- Returns true or false



# Use of Negation

- `bachelor(P) :- male(P), not(married(P, _)).`
- `bachelor2(P) :- male(P), \+ married(P, _).`



# Subset

- Can we decide whether a list is a subset of another list
  - ?- subset([1, 2], [1, 2, 3, 4]).
  - True.
- subset(L1, L2) :-

# Subset

- `subset([X|R],S) :- member(X,S), subset(R,S).`
- `subset([],_).`



# Logic Programming Examples

# Food Example

```
%% food.pl
indian(curry).
indian(dahl).
indian(tandoori).
indian(kurma).
mild(dahl).
mild(tandoori).
mild(kurma).
chinese(chow_mein).
chinese(chop_suey).
chinese(sweet_and_sour).
italian(pizza).
italian(spaghetti).

likes(sam, Food) :-
    indian(Food),
    mild(Food).
likes(sam, Food) :-
    chinese(Food).
likes(sam, Food) :-
    italian(Food).
likes(sam, chips).
```

# Loading Food Example

- Go to the directory where the file was stored or pass the complete path
- **prolog** food.pl
  - If you install SWI-Prolog you can use **swipl**
- Find out what food sam likes
  - ?- **likes(sam, X).**
  - Type semi-colon (;) to see more values for X or type point (.) to stop the query
  - ?- likes(dan, X). %% should return **false.**

# Hello World

- prolog %% start prolog
  - **[user].** %% start writing user rules and facts
  - **hello :- format('Hello World~n').**
  - Type Ctrl-d
  - **hello.** %% query hello.
    - **Hello World**
    - **true.**

# Debugging

- Use the built-in structure **trace** to display instantiations of values at each step:
  - prolog distance.pl
  - ?- trace.
  - ?- distance(volvo, Volvo\_Distance).
- Tracing model describe prolog programs in four events:
  - 1) Call, attempts to satisfy a goal,
  - 2) Exit, when a goal has been satisfied
  - 3) Redo, when backtrack causes an attempt to resatisfy a goal
  - 4) Fail, when a goal fails

# Arithmetic Expressions

- Prolog supports integer variables and integer arithmetic
- Use the **is** operator
  - Takes an arithmetic expression as right operand
  - A variable as left operand
  - **C is 17 + 10.**



# Arithmetic Expressions

- Examples:
  - ?-  $X$  is  $10 + 5$ .
  - $X = 15$ .
  - true.
  - ?-  $X$  is  $10 * 5$ .
  - $X = 50$ .
  - true.

# Arithmetic Expressions

- Define a predicate `pow/3` that takes numbers as its first two arguments `X` and `Y` and returns as the value of its third argument a number which is `X` to the power of `Y` (`pow(X, Y, Z)`):
  - `?- pow(2, 3, Z).`
  - `Z = 8.`
  - `true.`

# Arithmetic Expressions

- Base case:
  - `pow(_,0,1).`
- Inductive case:
  - `pow(X, Y, Z) :-`  
    `Y1 is Y - 1,`  
    `pow(X, Y1, Z1),`  
    `Z is Z1 * X.`
- Another solution:
  - `pow(X, Y, Z) :- Z is X ** Y.`

# Arithmetic Expressions

- The semantics are not the same of assignment. Example:
  - Sum **is** Sum + 5. %% error in prolog
- Sum is not instantiated, reference in right side is undefined
- If Sum is instantiated, the clause fails because the left operand cannot have the current instantiation

# Arithmetic Expressions

```
%% distance.pl
speed(ford, 100).
speed(chevy, 105).
speed(dodge, 95).
speed(volvo, 80).
time(ford, 20).
time(chevy, 21).
time(dodge, 24).
time(volvo, 24).
distance(X, Y) :- speed(X, Speed),
                  time(X, Time),
                  Y is Speed * Time.
```

# Arithmetic Expressions

- prolog distance.pl
  - ?- distance(chevy, Chevy\_Distance).
  - Chevy\_Distance = 2205.
  - ?- distance(volvo, Volvo\_Distance).
  - Volvo\_Distance = 1920.

# Debugging

```
distance(volvo, Volvo_Distance).  
  Call: (8) distance(volvo, _4870) ? creep  
  Call: (9) speed(volvo, _5094) ? creep  
  Exit: (9) speed(volvo, 80) ? creep  
  Call: (9) time(volvo, _5094) ? creep  
  Exit: (9) time(volvo, 24) ? creep  
  Call: (9) _4870 is 80*24 ? creep  
  Exit: (9) 1920 is 80*24 ? creep  
  Exit: (8) distance(volvo, 1920) ? creep  
Volvo_Distance = 1920.
```

# List Structures

- Lists are sequences of any number of elements
- Lists can be composed by:
  - Atoms
  - Atomic prepositions
  - Any other terms, including lists
- Syntax:
  - [apple, prune, grape, kumquat]
  - [] %% empty list
  - [X | Y ] %% denotes head X and tail Y (car and cdr in LISP)



# List Structures

- Check if a term is a member of a list:
  - `?- member(a, [b, c, d]).`
  - `false.`
  - `?- member(b, [a, b, c]).`
  - `True.`
- `member(X, L) :- ??`

# List Structures

- `member(X, [X | _]).`
- `member(X, [_ | L]) :-  
    member(X, L).`

# Debugging

```
[trace] ?- member(a, [a, b, c]).  
  Call: (8) member(a, [a, b, c]) ? creep  
  Exit: (8) member(a, [a, b, c]) ? creep  
true .
```

```
[trace] ?- member(d, [a, b, c]).  
  Call: (8) member(d, [a, b, c]) ? creep  
  Call: (9) member(d, [b, c]) ? creep  
  Call: (10) member(d, [c]) ? creep  
  Call: (11) member(d, []) ? creep  
  Fail: (11) member(d, []) ? creep  
  Fail: (10) member(d, [c]) ? creep  
  Fail: (9) member(d, [b, c]) ? creep  
  Fail: (8) member(d, [a, b, c]) ? creep  
false.
```



# Typelang homework Q&A

Questions?