



# COM S 342

Recitation 12/2/2019 –  
12/4/2019

# Topic

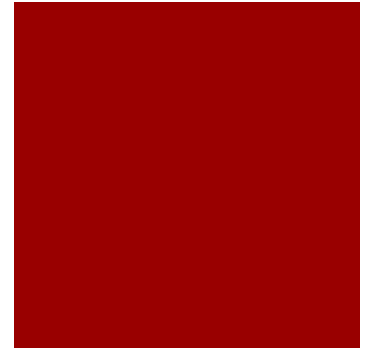


- Logic programming examples and exercises

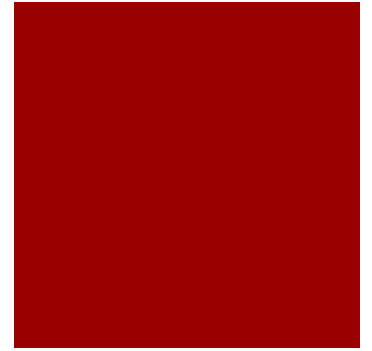
- Q&A

# Example 1

```
%% 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).
```

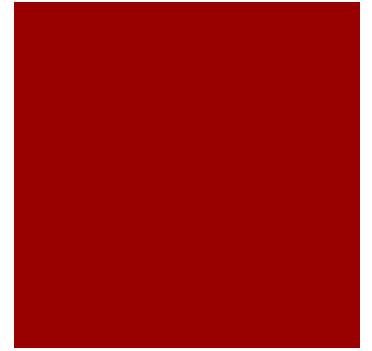


# Prolog



- `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.

# Prolog



- 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



?-  $X$  is  $10 + 5$ .

-  $X = 15$ .

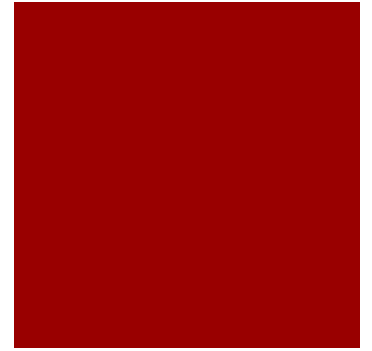
- true.

?-  $X$  is  $10 * 5$ .

-  $X = 50$ .

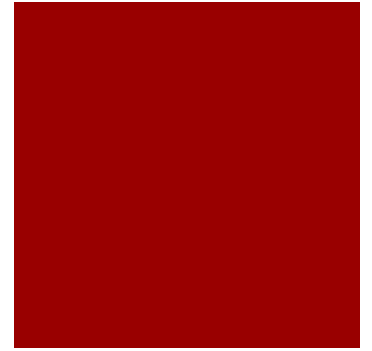
- true.

# 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



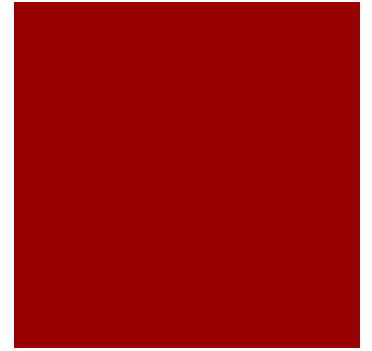
?- *distance(chevy, Chevy\_Distance).*

– *Chevy\_Distance = 2205.*

?- *distance(volvo, Volvo\_Distance).*

– *Volvo\_Distance = 1920.*

# Debugging



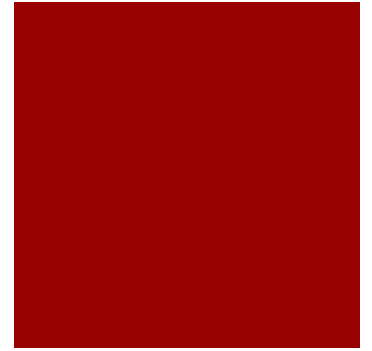
○ *Use the built-in structure trace to display instantiations of values at each step:*

- *prolog distance.pl*
- *?- trace.*
- *?- distance(volvo, Volvo\_Distance).*

○ *Tracing model describe prolog programs in four events:*

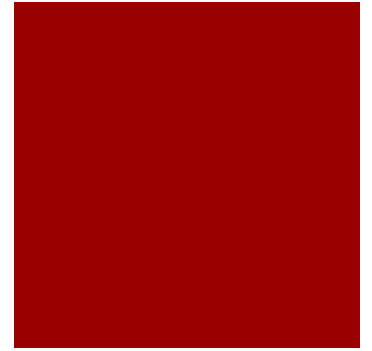
- *1) Call, attempts to satisfy a goal,*
- *2) Exit, when a goal has been satisfied*
- *3) Redo, when backtrack causes an attempt to resatisfy a goal*
- *4) Fail, when a goal fails*

# Debugging



*trace, (distance(ford, Ford\_Distance)).*  
*Call:distance(ford, 3964)*  
*Call:speed(ford, 4276)*  
*Exit:speed(ford, 100)*  
*Call:time(ford, 4276)*  
*Exit:time(ford, 20)*  
*Call: 3964 is 100\*20*  
*Exit:2000 is 100\*20*  
*Exit:distance(ford, 2000)*  
*Ford\_Distance = 2000*

# 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

- $\text{member}(X, [X \mid \_]).$
- $\text{member}(X, [\_ \mid L]) :-$   
 $\text{member}(X, L).$



Q&A

