

Indian Institute of Engineering Science & Technology, Shibpur
Department of Computer Science & Technology,
Artificial Intelligence

Additional Prolog Assignments- II

1. Define a predicate to “flatten” a list by constructing a list containing no lists as elements, but containing all of the atoms of the original list. For example, consider the following goal and its corresponding answer.
?- flatten ([a, [b, c], [[d], []], e], L).
{L= [a, b, c, d, e]}
2. Let L denote a list of integers.
 - a) Write a Prolog program **sum (L, S)** that defines S to be the sum of all elements in L.
 - b) Write a Prolog program **mean (L, X)** that defines X to be the mean value of elements in L, by referring to the already developed procedure **sum** and **length**.
 - c) Write a Prolog program that performs the same task as the one in part (b) without explicitly referring to **sum** and **length**.
3. Let L1, L2 and L denote lists of terms. Write Prolog programs to realize the following.
 - a) Interleave alternate elements of L1 and L2 into L. For example, if L1= [a, b, c] and L2= [1, 2], then L= [a, 1, b, 2, c].
 - b) Transpose L1, L2 into L. That is, if L1= [a, b, c] and L2= [1, 2, 3], then L= [(a, 1), (b, 2), (c, 3)].
 - c) Suppose that L1 and L2 are lists of numeric values. Write a prolog program **Inner_product (L1, L2, X)** that defines X to be inner product of two vectors L1, L2.
4. The tower of Hanoi is a game played with three poles and a set of discs. The discs are graded in diameter, and fit onto the poles by means of a hole cut through the centre of each disc. Initially all the discs are on the left-hand pole. The object of the game is to move all the discs onto the centre pole. The right-hand pole can be used as a “spare” pole, a temporary resting place for discs. Each time a disc is moved from one pole to another, two constraints must be observed: only the top disc on a pole can be moved, and no disc may be placed on top of a smaller one.
Write a Prolog program to implement the tower of Hanoi problem as stated above, i. e., given N, no of discs on the left pole, generate the moves that will ultimately transfer all N discs to the centre pole.

5. One way of representing the positive whole numbers is a Prolog terms involving the integer 0 and the successor functor s with one argument. Thus, we represent 0 by itself, 1 by s(0), 2 by s(s(0)) and so on. Write definitions of standard arithmetic operations addition, multiplication and subtraction, given the above representation of numbers. For example, the predicate plus may be defined to exhibit the following behavior.
?- plus(s(s(0)), s(s(s(0))), X).
{ X= s(s(s(s(s(0)))) }
that is, $2+3 = 5$. Also define the predicate "less than". Also define arithmetic operations, like integer division, remainder of integer division, absolute value and square root.
6. Write Prolog programs to implement preorder, inorder and postorder traversals of a binary tree.
7. Write a Prolog program to implement Automatic Theorem Proving in Propositional Logic.
8. Write a Prolog program to implement Monkey Banana problem in Prolog.