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Functional and Logic Programming

Bachelor in Informatics and Computing Engineering
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Prolog

Database Modification, Graphs and Search

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Agenda

- Database Modification
  - Memoization
- Cycles
- Graphs and Search
  - Puzzles and Games

Database Modification

- Prolog allows clauses to be dynamically added or removed from a program
  - This provides great flexibility
  - However, modifying the program is costly, as it requires re-indexing

- In order to add or remove clauses from a predicate, it first needs to be declared dynamic

```
:-dynamic male/1, female/2, parent/2.
```

See section 4.12 of the SICStus Manual for more information

Adding Clauses

- ***assert/1*** adds a new clause to the program; there are two additional variations of this predicate:
  - ***asserta/1*** – the new clause is added before all existing predicate clauses (if any)
  - ***assertz/1*** – the new clause is added after all existing predicate clauses (if any)

```
ask_and_add_to_kb:-
        write('Insert Parent-Child to add'),nl,
        read(P-C),
        assert(parent(P, C)).
```

When adding a rule, an additional pair of parentheses is required

Removing Clauses

- ***retract/1*** removes a clause from the program (the first that matches the given clause)
- ***retractall/1*** retracts all clauses matching the specified head
- ***abolish/1*** removes all clauses and properties of the specified predicate

```
retractall(parent(homer, _)).
abolish(parent/2).
```

```
replace_definition:-
        retract(( ancestor(X,Y):-parent(X,Y) )),
        asserta(( ancestor(X,Y):-father(X,Y) )),
        asserta(( ancestor(X,Y):-mother(X,Y) )).
```

Predicate Listing

- ***listing/0*** lists all clauses from the currently loaded program
- ***listing/1*** lists all clauses from a given predicate

- These predicates list the code in the current output stream
  - Note that variable naming and code formatting are not preserved

```
a(X, Y):- b(X), !, b(Y).
a(3, 4).
b(2).
b(3).
```

```
| ?- listing.
a(A, B) :-
        b(A), !,
        b(B).
a(3, 4).

b(2).
b(3).

yes
| ?- listing(a/2).
a(A, B) :-
        b(A), !,
        b(B).
a(3, 4).

yes
```

Accessing Clauses

- ***clause(+Head, ?Body)*** allows access to the clauses of a given predicate in the knowledge base

```
a(X, Y):- b(X), !, b(Y).
a(3, 4).
b(2).
b(3).
```

```
| ?- clause( a(X,Y), _Body ),
     retract(( a(X,Y):- _Body )),
     a(A, B),
     asserta(( a(X,Y):- _Body )).
A = 3,
B = 4 ?
yes
| ?- listing(a/2).
a(A, B) :-
        b(A), !,
        b(B).
a(3, 4).

yes
| ?- clause( a(X,Y), Body ), retract(( a(X,Y):-Body )).
Body = (b(X),!,b(Y)) ?
yes
| ?- listing(a/2).
a(3, 4).

yes
```

Database Modification

- Assert and retract should be used sparingly (ideally only for things that do not change often)
  - They are slow operations
  - It can make programs harder to understand / debug

- The effect of database modification predicates is not undone in backtracking (just like input/output)

Memoization

- Modifying the database can be used to save partial results, resulting in a dynamic programming approach

```
fib(0, 0).
fib(1, 1).
fib(N, F):- N > 1,
        N2 is N-2, N1 is N-1,
        fib(N2,F2), fib(N1,F1),
        F is F2 + F1.
```

```
fib(0, 0).
fib(1, 1).
fib(N, F):- N > 1,
        N2 is N-2, N1 is N-1,
        fib(N2,F2), fib(N1, F1),
        F is F2 + F1,
        asserta(( fib(N,F):-! )).
```

Could we use *assertz* instead?

Database Modification

- We can also use this approach as an alternative to finding all answers to a query

```
get_all_children(Parent, _Children):-
      assert( children(Parent, []) ),
      fail.
get_all_children(Parent, _Children):-
      parent(Parent, Child),
      retract( children(Parent, Current) ),
      assert( children(Parent, [Child|Current]) ),
      fail.
get_all_children(Parent, Children):-
      retract( children(Parent, Children) ).
```

Why is this approach inefficient?

Failure Driven Loops

- The example above is a failure driven loop
  - The `fail` forces Prolog to backtrack until all solutions are found

```
failure_driven_loop:-
      find_solution(X),
      do_something_with_solution(X),
      fail.
failure_driven_loop.           %ensure predicate succeeds
```

  - Efficient in terms of memory use
  - Usually only used in situations when only side effects are important (results are not kept)

Failure Driven Loops

- Failure driven loops are an alternative to recursive ones
  - Compare the following two approaches to implement a predicate *print_n(N, C)*, which prints a character *C* to the console *N* times

```
print_n(0, _C):- !.
print_n(N, C):-
      write(C),
      N1 is N-1,
      print_n(N1, C).
```

```
print_n(N, C):-
      between(1, N, _T),
      write(C),
      fail.
print_n(_N, _C).
```

Which approach is more efficient?

Failure Driven Loops

- Another example: consulting a program

```
consult(File):-
      see(File),
      loop,
      seen.

loop:-
      repeat,
      read(Clause),
      process(Clause), !.

process(end_of_file):- !.
process(Clause):-
      assert(Clause),
      fail.
```

Generic Game Program

- A generic game program can be coded with a recursive loop

```
play_game:-
      initial_state(GameState-Player),
      display_game(GameState-Player),
      game_cycle(GameState-Player).

game_cycle(GameState-Player):-
      game_over(GameState, Winner), !,
      congratulate(Winner).
game_cycle(GameState-Player):-
      choose_move(GameState, Player, Move),
      move(GameState, Move, NewGameState),
      next_player(Player, NextPlayer),
      display_game(GameState-NextPlayer), !,
      game_cycle(NewGameState-NextPlayer).
```

Generic Game Program

```
choose_move(GameState, human, Move):-
      % interaction to select move
choose_move(GameState, computer-Level, Move):-
      valid_moves(GameState, Moves),
      choose_move(Level, GameState, Moves, Move).

valid_moves(GameState, Moves):-
      findall(Move, move(GameState, Move, NewState), Moves).

choose_move(1, _GameState, Moves, Move):-
      random_select(Move, Moves, _Rest).
choose_move(2, GameState, Moves, Move):-
      setof(Value-Mv, NewState^( member(Mv, Moves),
              move(GameState, Mv, NewState),
              evaluate_board(NewState, Value) ), [_V-Move|_]).

% evaluate_board assumes lower value is better
```

Graphs and Search

- Graphs can be represented as the connections between nodes - set of facts representing [directed] edges

```
connected(porto, lisbon).
connected(lisbon, madrid).
connected(lisbon, paris).
connected(lisbon, porto).
connected(madrid, paris).
connected(madrid, lisbon).
connected(paris, madrid).
connected(paris, lisbon).
```

Depth-First Search

- Searching for a possible connection between nodes is made easy by Prolog’s standard depth-first search mechanism

```
connected(porto, lisbon).
connected(lisbon, madrid).
connected(lisbon, paris).
connected(lisbon, porto).
connected(madrid, paris).
connected(madrid, lisbon).
connected(paris, madrid).
connected(paris, lisbon).
```

```
connects_dfs(S, F):-
      connected(S, F).
connects_dfs(S, F):-
      connected(S, N),
      connects_dfs(N, F).
```

```
| ?- connects_dfs(porto, madrid).
yes
| ?- connects_dfs(madrid, porto).
```

When does this approach fail?

Depth-First Search

- Adapted solution with an accumulator to avoid loops

```
connected(porto, lisbon).
connected(lisbon, madrid).
connected(lisbon, paris).
connected(lisbon, porto).
connected(madrid, paris).
connected(madrid, lisbon).
connected(paris, madrid).
connected(paris, lisbon).
```

```
connects_dfs(S, F):-
      connects_dfs(S, F, [S]).

connects_dfs(F, F, _Path).
connects_dfs(S, F, T):-
      connected(S, N),
      not( member(N, T) ),
      connects_dfs(N, F, [N|T]).
```

What would we have to change to *return* the connecting path (route)?

Breadth-First Search

- We can also easily create a BFS solution using *findall*

```
connected(porto, lisbon).
connected(lisbon, madrid).
connected(lisbon, paris).
connected(lisbon, porto).
connected(madrid, paris).
connected(madrid, lisbon).
connected(paris, madrid).
connected(paris, lisbon).
```

```
connects_bfs(S, F):-
      connects_bfs([S], F, [S]).

connects_bfs([F|_], F, _V).
connects_bfs([S|R], F, V):-
      findall(N,
      ( connected(S, N),
        not(member(N, V)),
        not(member(N, [S|R]))), L),
      append(R, L, NR),
      connects_bfs(NR, F, [S|V]).
```

What would we have to change to *return* the connecting path (route)?

Games and Puzzles

- Prolog (and search) can easily be used to search for a solution to one-person games or puzzles
- States represented as the nodes of the graph
  - Initial state is the starting node
  - Winning conditions define the final nodes
- Movements represented as the transitions between nodes
  - States don’t need to be represented in extension – transitions can specify new states based on the previous one and the move made

Generic Solver

- A generic [abstract] solver to one-person games/puzzles

```
initial(InitialState).

final(State):- winning_condition(State).

move(OldState, NewState):- valid_move(OldState, NewState).

play:-   initial(Init),
         play(Init, [Init], States),
         reverse(States, Path), write(Path).

play(Curr, Path, Path):- final(Curr), !.
play(Curr, Path, States):-    move(Curr, Next),
                              not( member(Next, Path) ),
                              play(Next, [Next|Path], States).
```

Games and Puzzles

- Example: fill a 5-gallon jug with 4 gallons of water, using the 5-gallon jug and a 3-gallon jug

```
initial(0-0).    % Jug5-Jug3

final(4-_).

move(_-S, 5-S). % fill jug 1
move(F-_, F-3). % fill jug 2
move(_-S, 0-S). % empty jug 1
move(F-_, F-0). % empty jug 2
move(F-S, NF-NS):- NF is max(0, F-(3-S)), NS is min(3, F+S). % 1->2
move(F-S, NF-NS):- NF is min(5, F+S), NS is max(0, S-(3-F)). % 2->1
```

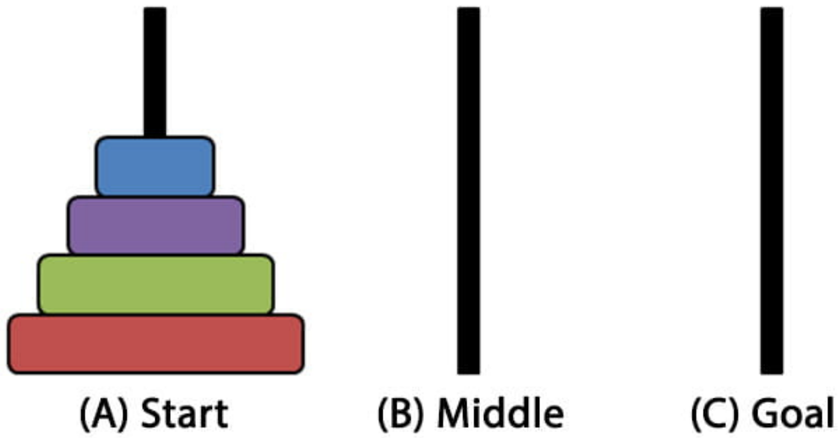
Shortest Path

- To find the smallest set of plays we just need to find all paths and select the shortest one
  - Easily accomplished using *setof*

```
play:-   initial(Init),
         setof( Length-Path, (
                        play(Init, [Init], Path),
                        length(Path, Length) ),
                   [_ShortestLength-States|_] ),
         reverse(States, Path), write(Path).
```

Games and Memoization

- Example: Tower of Hanoi
  - Goal: move stack from pole 1 to pole 3
  - Rules:
    - Can only move one disk at a time
    - Disks can only be placed on top of a larger disk

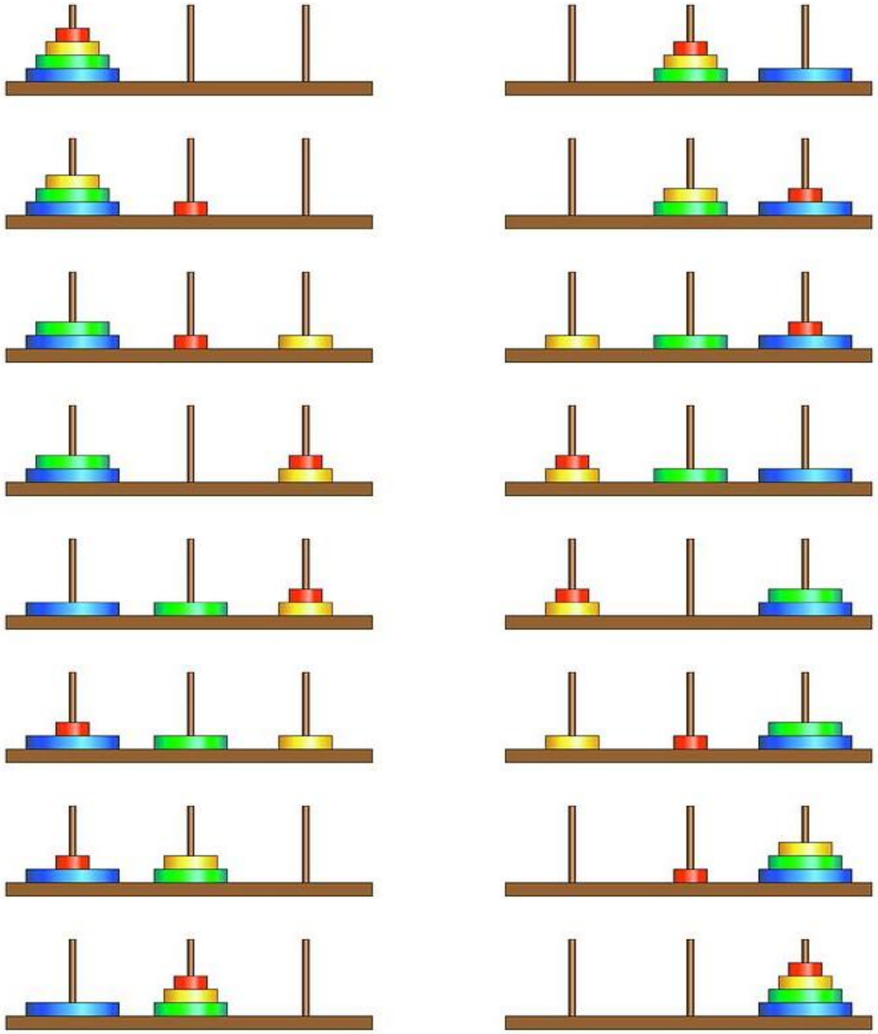


Games and Memoization

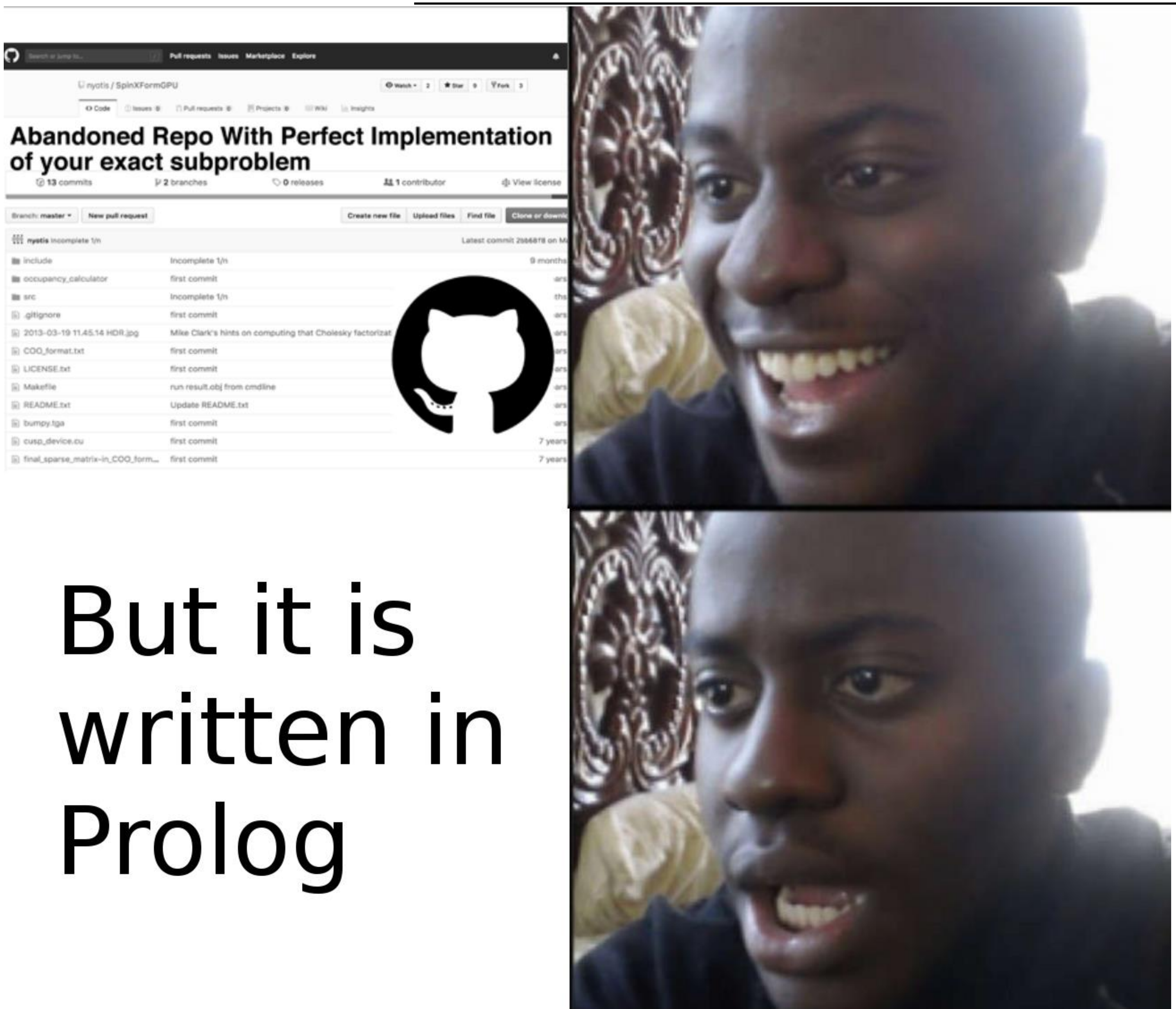
- To move a stack of size N from pole 1 to pole 3, first move stack of size N-1 to pole 2, move base piece, and then move N-1 stack from pole 2 to pole 3

```
hanoi(1, A, B, C, [A-C]).
hanoi(N, A, B, C, Moves):-
        N > 0, N1 is N-1,
        hanoi(N1, A, C, B, Fst),
        hanoi(N1, B, A, C, Lst),
        append(Fst, [A-C|Lst], Moves),
        asserta(hanoi(N, A, B, C, Moves)).

test_hanoi(N, A, B, C, M):-
        hanoi(N, X, Y, Z, M), X-Y-Z=A-B-C.
```



Q & A


Abandoned Repo With Perfect Implementation of your exact subproblem
But it is written in Prolog