

Whodunit?

An orientation project story

Whodunit

 **15 languages** 

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For other uses, see [Whodunit \(disambiguation\)](#).

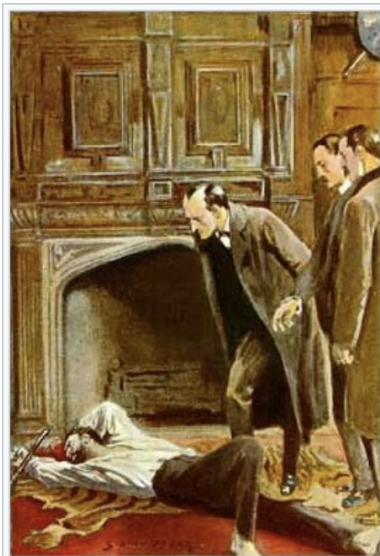
A **whodunit** or **whodunnit** (a colloquial [elision](#) of "Who [has] done it?") is a complex [plot](#)-driven variety of [detective fiction](#) in which the puzzle regarding who committed the [crime](#) is the main focus.^[1] The reader or viewer is provided with the clues to the case, from which the identity of the [perpetrator](#) may be deduced before the story provides the revelation itself at its [climax](#). The investigation is usually conducted by an eccentric, amateur, or semi-professional [detective](#).


Concept [\[edit \]](#)

A whodunit follows the paradigm of the classical detective story in the sense that it presents crime as a puzzle to be solved through a chain of questions that the detective poses.^[2] In a whodunit, however, the audience is given the opportunity to engage in the same process of [deduction](#) as the protagonist throughout the investigation of a crime. This engages the readers so that they strive to compete with or outguess the expert investigator.^[3]

A defining feature of the whodunit narrative is the so-called **double narrative**. Here, one narrative is hidden and gradually revealed while the other is the open narrative, which often transpires in the present time of the story.^[4] This feature has been associated with the Russian literary terms [syuzhet](#) and [fabula](#). The former involves the narrative presented to the reader by the author or the actual story as it happened in chronological order while the latter focuses on the underlying substance or material of the narrative.^[4]

The double narrative has a deep structure but is specific, particularly when it comes to time and a split gaze on the narrative itself.^[5] The two tales coexist and interweave with the first tale focusing on the crime itself, what led to it,



In *The Adventure of the Abbey Grange* (1904), [Sherlock Holmes](#) investigates the murder of Eustace Brackenstall 

Inspiration

Inspiration



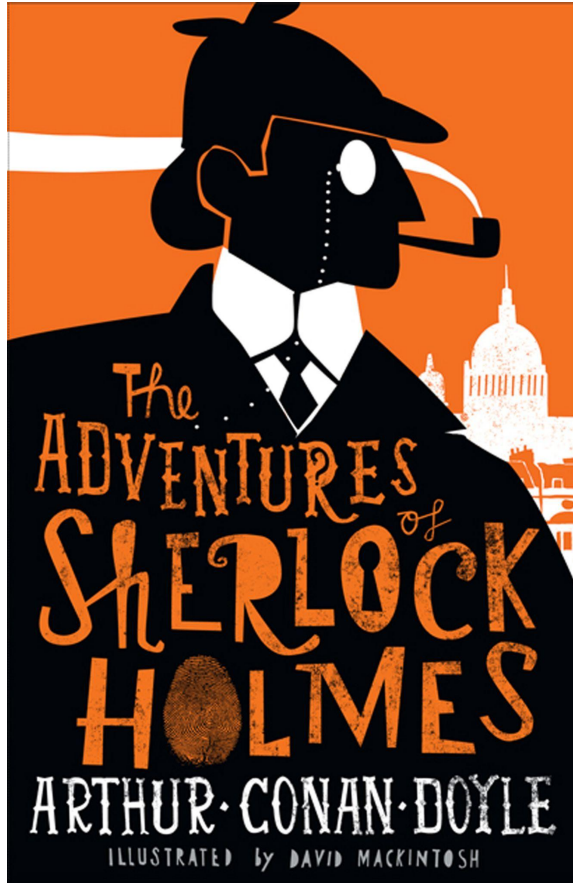
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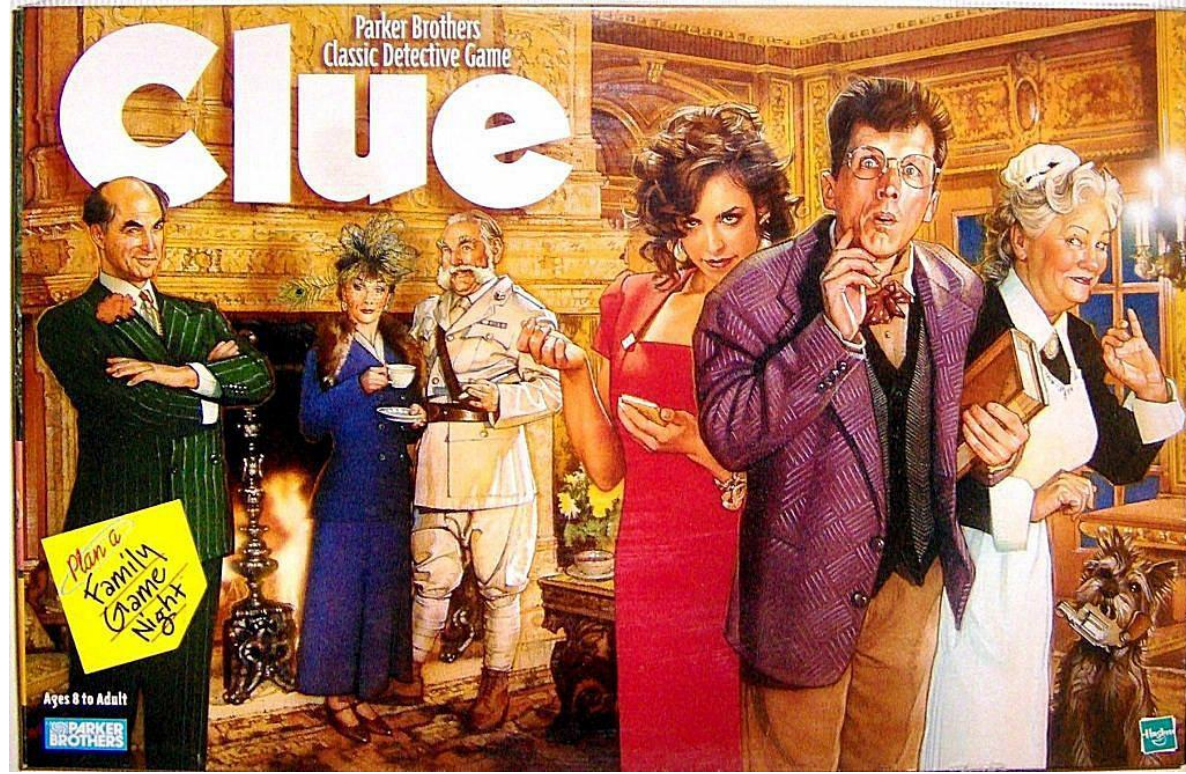
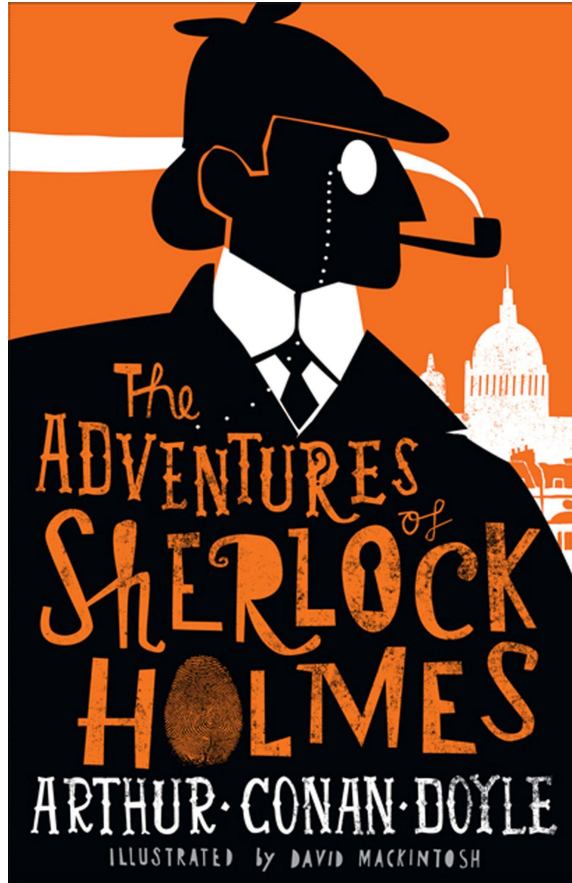
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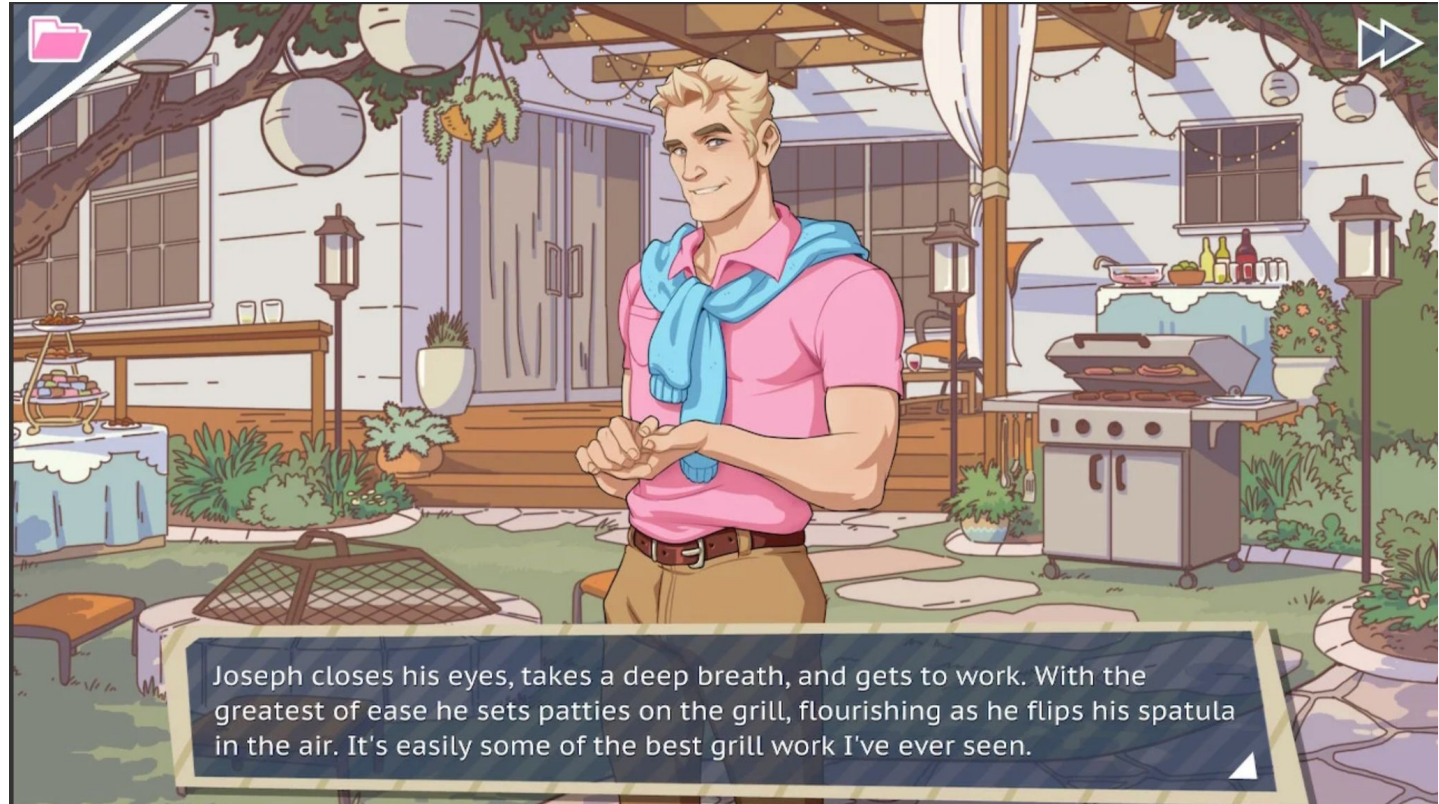


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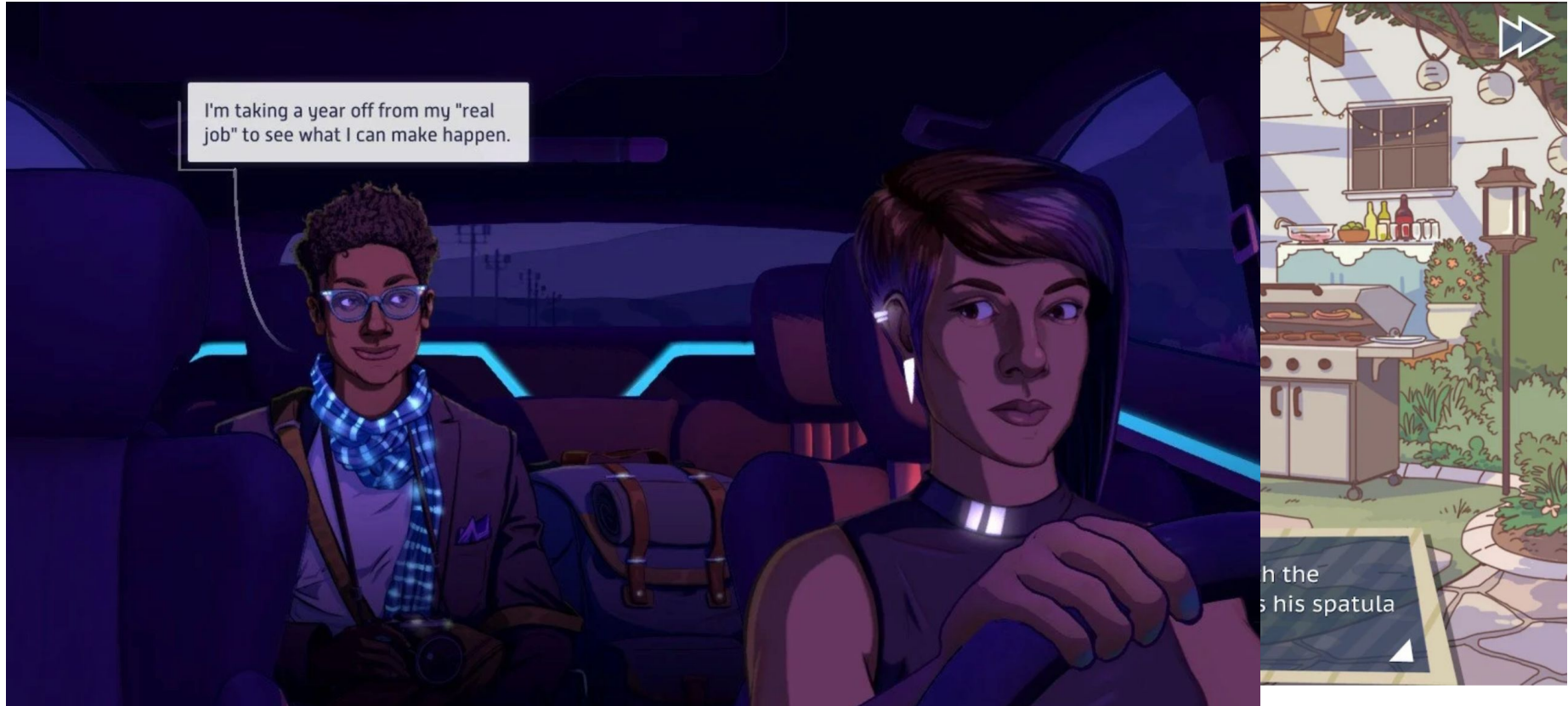


Visual novels

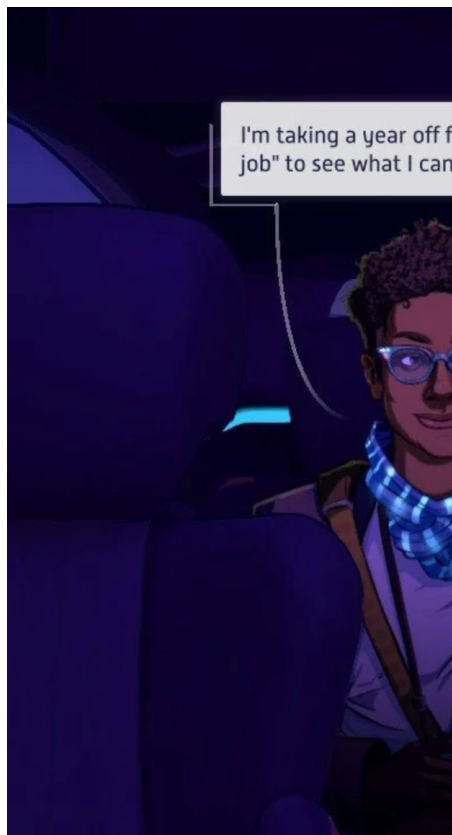
Visual novels



Visual novels

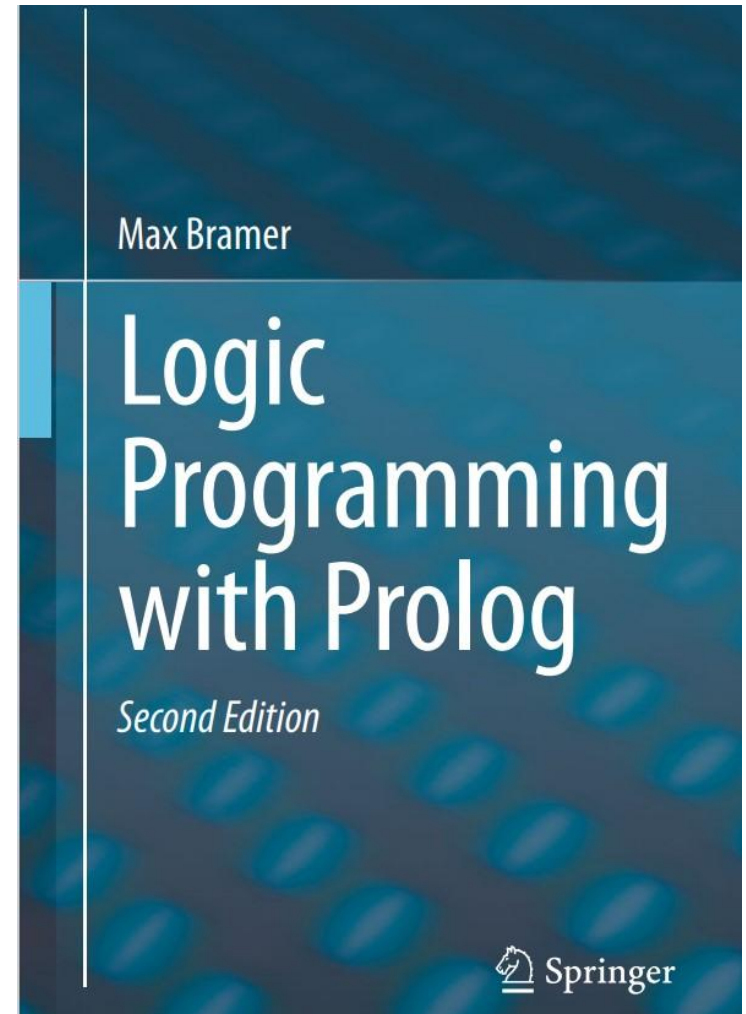


Visual novels

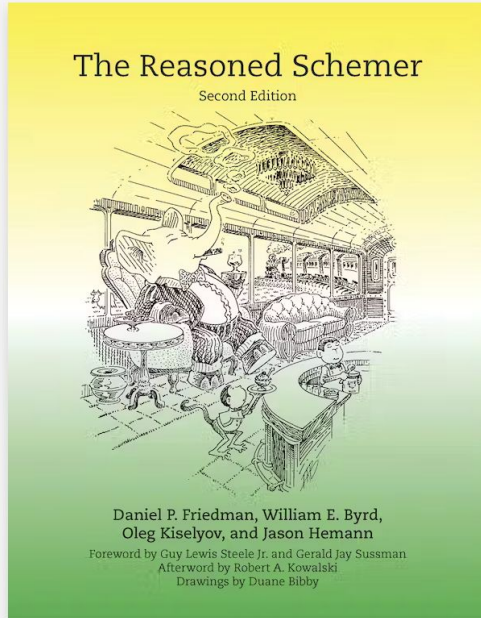


Logic programming

Logic programming



Logic programming



The Reasoned Schemer, Second Edition

By Daniel P. Friedman, William E. Byrd, Oleg Kiselyov and Jason Hemann

Foreword by Guy L. Steele Jr. and Gerald Jay Sussman

Afterword by Robert A. Kowalski

208 pp., 7 x 9 in, 13 b&w illus.

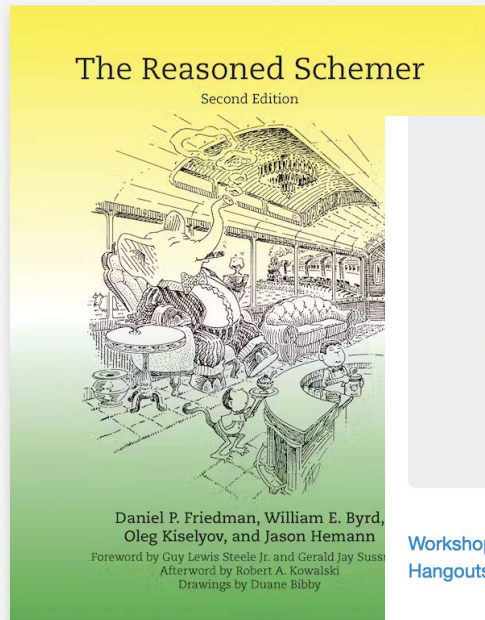
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The Reasoned Schemer, Second Edition

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What is miniKanren?

miniKanren is a family of Domain Specific Languages for logic programming.

The name *kanren* comes from a Japanese word (関連) meaning "relation".

The Plan TM

1. Learn Prolog
2. Implement miniKanren
3. Build some sort of queryable interface/ server around it
4. Fill database with generated data

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7. Profit!