FURTHER PROLOG

Cuts, Negation

Input/output

Set operations

Style and layout

The cut !

- reduces search space by dynamically pruning search tree
- prunes computation paths that contain solutions
- usually understood procedurally rather than declaratively
- is a goal which succeeds and commits Prolog to all choices made since parent goal was unified with head of clause that ! occurs in

- does not affect goals appearing to its right in the clause

$A :- B_1, ...B_k, !, B_{k+2}, ...B_n$

if failure occurs in goal $B_{k+2}, ...B_n$ backtracking goes back only as far as the !. If no goal to the right of ! succeeds, search proceeds from last choice before unification with A

Cuts that do not change declarative meaning of program if removed are called 'green cuts'. In contrast 'red cuts' do change the meaning and require care when used.

Example cut: single solution membership of list

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

This program will generate just one solution. For example:

```
?- member( X, [a,b,c] ).

X = a;

no
```

Negation as Failure

A goal G fails **not(G) succeeds if G cannot be derived**

- Search tree is finitely failed if no success nodes or infinite branches

  not(G) succeeds if G is in finite failure set

Example:
```
loves (john, mary).
loves (jim, mary).

?- not (loves( ken, mary)).
YES
```

- negation as failure follows from closed world assumption

In effect, if G not in the database - not(G) returns yes

Negation as failure using the red cut

- uses system predicate fail that always fails

```
%not X : - if X is not provable {assumes not X equiv to not(X)}
not X :- X, !, fail.
not X.
```

If X succeeds not X fails
ELSE not X succeeds

- note that meaning depends on rule order

Problems with nonground goals

```
unmarried_student( X) :- not married( X), student(X).
student( bill).
married( joe).
```

?- unmarried_student(X). fails since *not married(X)* fails ; with $X = joe$, and the 'expected' solution $X = bill$ not found

Problem is that unmarried_student(bill) succeeds

SWI Prolog alternative to **not X**
\+ X True if X is a goal that cannot be proven (mnemonic: + refers to provable)

Input/Output and modifying database

read(X) reads a term from current input stream e.g. terminal
write(X) writes the term X on the current output stream

writeln (Xs) writes a list of terms on current output stream

```
writeln( [X|Xs]) :- write( X), writeln( Xs).
writeln( [ ]) :- nl.
```

- built-in pred. nl causes next output char. to be on new line

Example: (X =3, writeln(['The value of X is', X]))

- assert(C) causes a clause C to be added
- asserta, assertz adds clause at beginning, end resp. of the database
- retract(C) deletes the first clause that matches C

- both assert and retract should only be used sparingly and can make programs hard to read and debug

Useful set predicate

?- bagof(Term, P, L). gives list L of all terms Term such that P satisfied

Example:
```
age( peter, 7).
age( ann, 5).
age( pat, 8).
age( tom, 5).

?- bagof( Child, age( Child, 5), List).
        List = [ ann, tom]

?- bagof( Child, age( Child, Age), List).
        Age = 7      List = [peter]

        Age = 5      List = [ann, tom]
        .....
```

- findall in SWI Prolog similar to bagof

- setof/3 orders the list and removes duplicate items

Specification and Style (for assignment)

Example: procedure p(T1, T2....Tn) ----name and arity
Types: T1: type 1 ---------Type Declaration
T2: type 2
....
Tn: type n
Relation Scheme: ---------precise English statement
Modes of Use: ---------instantiation state of args.

- predicate names chosen to represent declarative nature of relation
- not easy, and may need several revisions
- variables appearing only once in a clause should be anonymous i.e. _
- layout should be consistent:

```
e.g.  %fun(.....) :-  relation scheme comments
      fun(.....) :-
            fun1(.....),
            fun1(.....),
            .....,
            fun1(.....).
```

- naming convention consistent, for example:
  - variable names with multiwords start with caps, e.g. PigOrGoat
  - predicate and function names use _, e.g. my_hand

- initial comments can include:
  - what the program is about, how to use it, perhaps with exs.
  - identity of top-level predicates
  - how main concepts or objects are represented

- Some heuristics of good style:
  - clauses short, consisting of a few goals
  - use with care:
    - cut operator, red cuts within clearly defined constructs
    - not procedure, especially if variables not instantiated
    - assert/retract, with purpose well documented
  - Logical Or (;) replaced by separate clauses where possible