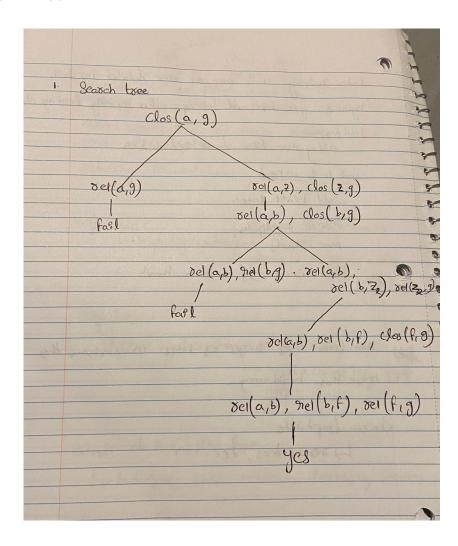
Programming Languages HW6

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1 Search Tree



2 Prolog Unification

Determine success/failure and bindings:

```
    p(X, Y) = p(Y, X).
    Succeeds. Solution:
    q(X, X) = q(1, 2).
    Fails. Because 1 ≠ 2.
    m(f(X), Y) = m(f(a), b).
    Succeeds. Bindings:
    X = a, Y = b.
    k(X, Y) = k(a).
    Fails. Arity mismatch: k/2 vs. k/1.
    [A, B | X] = [1, 2].
    Succeeds. Bindings:
    A = 1, B = 2, X = [].
```

3 Peano Arithmetic (exp/3)

```
$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
% Peano arithmetic formalism
is_number(0).
is_number(s(X)) :- is_number(X).
add(0, N, N) := is_number(N).
add(s(N), M, s(Y)) :- add(N, M, Y).
mul(0, N, 0) := is_number(N).
mul(s(N), M, Y) :-
 mul(N, M, YY),
 add(M, YY, Y).
% Anything to the 0th power is 1 (which is s(0) in Peano)
\exp(_{-}, 0, s(0)).
% X^{(S(Y))} = X * (X^{Y})
exp(X, s(Y), Z) :=
    exp(X, Y, Z1),
    \text{mul}(X, Z1, Z).
% Example execution:
% swipl peano.pl
% ?- exp(s(s(0)), s(s(0)), Z).
\label{eq:Z} % \ Z \ = \ s\left(s\left(s\left(s\left(s\left(0\right)\right)\right)\right)\right).
% ?- \exp(s(s(0)), s(s(s(0))), Z).
```

4 Binary Search Trees

```
% empty
% tree(Key, VaL, left, right)
% insert(key, val, in_tree, out_tree)
insert(K, V, empty, tree(K, V, empty, empty)).
insert(K, V, tree(TK, TV, Left, Right), tree(TK, TV, New_left, Right)) :-
 K < TK, insert(K, V, Left, New_left).</pre>
insert(K, V, tree(TK, TV, Left, Right), tree(TK, TV, Left, New_right)) :-
K > TK, insert(K, V, Right, New_right).
insert(K, V, tree(K, \_, Left, Right), tree(K, V, Left, Right)).
% lookup
% lookup(K, T, V)
% lookup(_, empty, no_val).
lookup(K, tree(K, V, _, _), V).
\label{eq:lookup} \mbox{lookup(K, tree(TK, \_, Left, \_), V) :- K < TK, lookup(K, Left, V).}
lookup(K, tree(TK, _, _, Right), V) :- K > TK, lookup(K, Right, V).
ltree(
   tree(3, c,
     tree(2, b,
       tree(1,a,empty,empty),
       empty
     ),
      empty
) .
ltreeR(
   tree(2,b,
     tree(1,a,empty,empty),
      tree(3,c,empty,empty)
) .
rtree(
   tree(1,a,
     empty,
     tree(2,b,
       empty,
        tree(3,c,
          empty,
          empty
        )
     )
   )
) .
% Right rotation: promote the left child to the root
rotateRight(
 tree(K1, V1,
      tree(K2, V2, L2, R2),
       R1),
 tree (K2, V2,
       L2,
       tree(K1, V1, R2, R1))
) .
% Left rotation: promote the right child to the root
rotateLeft(
 tree(K1, V1,
       L1,
       tree(K2, V2, L2, R2)),
  tree (K2, V2,
       tree(K1, V1, L1, L2),
```

```
R2)
).

* Example execution:

* ?- ltree(T1), rotateRight(T1, T2).

* T1 = tree(3, c, tree(2, b, tree(1, a, empty, empty), empty), empty),

* T2 = tree(2, b, tree(1, a, empty, empty), tree(3, c, empty, empty)).

* ?- rtree(T1), rotateLeft(T1, T2).

* T1 = tree(1, a, empty, tree(2, b, empty, tree(3, c, empty, empty))),

* T2 = tree(2, b, tree(1, a, empty, empty), tree(3, c, empty, empty)).
```