CμLOG Project Final Report

An Entity Interaction Simulation Language

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1 Introduction: CμLOG

CμLOG is a logic language designed for entity interaction simulation. It uses a brute force method for solution searching similar to Prolog but uses a syntax similar to C, making it easier on the typical programmer's eyes, and is compatible with some code tools, such as code indenters and Emacs's c-mode.

Simulations in CμLOG involve a set of entities written in CμLOG which interact in the simulator. The "environment" entity defines the board on which the "agents" play, and defines the game which the entities play. It is a turn-based simulation during which each agent can look at the contents of the environment and decide which which direction it should move. During this decision, the agents can modify their own working memory, thus affecting their decision for the next turn.

Additionally, the CμLOG interpreter may be invoked separately from the simulator. The stand-alone interpreter searches for all the solutions for "main", but typically the output of these programs will be from "print" directives specified in the program.

1.1 Application & Features

One uses the language to provide a set of facts and rules, and the program is run by asking a question, which the interpreter attempts to answer using inferences based on the fact and rule set. CμLOG is designed for simulation, so typically a simulator will ask a given agent program what its next action will be. The agent program then uses CμLOGs entity interaction features to gather information about its environment and decide what to do. Each agent program can communicate with other programs to find out more information about other agents or its own status in the environment. The simulator stores all the contextual information pertaining to the environment and all of the agents present.

As this language is going to be used for simulating real life agents, we strongly emphasize that the program learn and forget data/rules/information at run-time. For this, similar to "assert" and "retract" of Prolog we have introduced two directives called "learn" and "forget." In CμLOG there exist no specific data structures like you would see in Java or Python, however rules and facts can be added to the program dynamically, which allows programs to remember data in a much more natural way since the data simply becomes part of the running code.

The simulator discussed could be modified to be used in other with other simulation environments, such as in a three-dimensional grid simulation with several agents–such as a flight simulation. Alternatively, the interpreter could be used in a real environment like the movement of pick and place robots in a warehouse. The language could be used to define the warehouse environment and agent programs for robots, and a replacement for the simulator would feed live information in to the programs in the form of facts, similarly to how the simulation feeds its state information to agents now.

1.2 Goals

The language and simulator presented here attempts to fulfill the following requirements:

Generic Games are defined mostly by the environment application.

Composable Individual behaviors can be written simply and easily, then combined to obtain high-level actions and reasoning

Declarative Programmers can specify what they want entities to do rather than how

Controlled Communication Data in the system is frequently made up of nearly-atomic bits of data many of which can be used both on their own and composed as complex data. This means that subsets and smaller pieces of data can be communicated between entities without loosing meaning.

High-level libraries Due to the flexibility and composibility of the language, high-level algorithms-such as path finding-can be easily implemented in libraries, allowing further, domain-specific intelligence to be written in the programs.

2 Tutorial

Logic programming is a kind of computer programming using mathematical logic. Specifically, it is based on the the idea of applying a theorem-prover to declarative sentences and deriving implications. Compared with procedural languages, logic programming solves the problem by setting rules with which solutions must fit. We can represent logic programming by the formula:

$Facts + Rules = Solutions$

Logic programming languages are inherently high level languages, allowing programmers to specify problems in a declarative manner, leaving some or all of the details of solving the problem to the interpreter.

Both the programming and data structures in both prolog and CμLOG can be very simple- such as facts. The relationship between code and data is also of note. CμLOG uses the Von Neumann style (vs. Harvard architecture) wherein data is code. It is therefore possible (and inherently necessary) for programs to be introspective and self-modifying. In other words, it is easier for programs to learn and adapt.

2.1 Variables

Variables represent a value to be solved for. They don't have a fixed datatype, but match to the refered type. All variables are scoped to the rule, so that variable solutions can be shared between sub-blocks.

Variables are represented by a dollar sign ($) then the variable name. The name must start with a letter, and is composed of letters, numbers, and underscores. There is a special variable called the anonymous variable which is represented simply by a question mark (?).

```
Example variable names:
   \$foo  \$bar\_  \$f1o2o3

The following are not valid variables:
  foo  \$\_foo  \$1bar
```

2.2 Statements

These are conditional statements which give output as true or false only and are frequently used to constrain variables. They are of two types, comparison and evaluation statements.

Comparison statements are used to compare variables against constants:

```
Example comparisons:
  \$a>1+3-4; //means that variable 'a' is always greater than 0
  \$boo <= 5; // means that variable 'boo' is less than or equal to 5
```

Evaluation or eval statements are used to query the program for solutions:

```
  boofar(\$s,\$d,7); //from all the possible matches in the program's
     //graph it returns various possible values for the pair s and d,
     //and constrains those values in their scope appropriately, as
     //defined by the block in which the statement is contained
```

2.3 Facts

Facts are terminal nodes of the solution search which are always true. Facts help us define constant information in the program like the position of a wall.

```
Syntax: id(parameter1, parameter2 ....);


Examples:
  wall(2,3);  //This means that a wall is defined for 2 and 3

  fire(4,a); //Symbols like 'a' can also be a parameter.
             // Here, fire of 4 and 'a' evaluates to be true.
```

2.4 Rules

Rules are similar to facts, but are only conditionally true. These conditions are defined inside a block. The defination or declaration of rules suggests that the solution tree is about to branch out to search for new solutions.

```
  syntax: id(parameter1, parameter2....) {conditions}
```

The block is "conditions" in the above syntax. Block can be of 2 types, namely 'AND' and 'OR' block. AND blocks evalute true iff all the conditions inside the block are true. Similarly, the OR block is true if any one of the conditions is true. If no reduction method is specified (i.e. AND or OR is written), by default AND is used.

To define a OR block we use the following construct:

```
  {OR:
    foo();
    bar();
  }
```

The AND block is written similarly:

```
wall(2,3) {AND:
  foo();
  bar();
  {OR: barfoo(); foobar();}
}
```

Here "OR: barfoo(); foobar();" is a sub-block. wall(2,3) is true if foo() and bar() are true and if either of barfoo() or foobar() are true.

2.5 Directives

Three interpreter directives are supported; print, learn and forget. print is used to output strings and results during runtime. the learn and forget directives are used for database modification. They function similar to assert and retract of prolog.

```
Syntax: @directive_name(parameters);

Example:
     //prints "hello world: " then whatever constraints exist on $foo
  @print("hello world:", $foo);

    //adds a fact to the database that 'fire' is true for 4,5
  @learn(fire(4,5););

    //erases the fact from the database that tree is true for 3,9.
  @forget(tree(3,9););
```

2.6 Simulator

Now for the user to be able to run a simulation or play a game in Cμ, they will have to use a simulator which interacts with the logic engine of the langauge to produce required results. For demonstration we have done so already. This simulator defines a class of games or simulations described as follows:

The environment is grid based and defined by a CμLOG program. It potentially includes obstacles and a goals which the agent must reach, however the game is defined mostly by the environment program. Every object (i.e. agents, walls, switches, goals) in the environment is defined by grid positions. The environment specifies the representations of the entities to the simulator. The simulator re-evaluates the various object rules during each turn when it renders the grid, so the contents of the grid can be dynamically defined based on the state of the simulation or the contents of the program (which can be changed by the program.) For example based on the grid position of the agent the environment might remove or insert a wall. The agent program decides the next move based on previous moves and obstacle data.

The simulation of the agent program is also turn based. Each time the agent makes a move it sends its new coordinates to the simulator. The new coordinates become part of the simulation's state which are exposed to the environment when it is solved to render the scene.

```
Example 1:
  Size(5,5);  //defines the grid size of 5 by 5
  wall(2,3);  //a fact where wall is present at coordinates 2,3
  wall(4,2);
  goal(3,3);  //a fact which defines the goal to be achieved by the player

  igo("UP");  //move($dir) would be true for all the values of $dir
              // for which igo($dir) is true

  move($dir){
        //causes the interpreter to remove igo("UP") from its database.
    @forget(igo($dir););

        //Fetch the next movement
    igo($dir);
  }

The output of the above program is:
X

. . . . .
. . . . .
. | # . .
x . . | .
. . . . .
```

In the above example, 'size', 'goal', 'wall' and 'move' are keywords for the simulator. Size(5,5) defines the grid in which walls (shown by the pipe symbol) are placed at coordinates (2,3) and (4,2). A goal object (shown by #) is placed at (3,3). The game simulation ends when the agent either hits a wall, moves out of the grid or reaches the goal.

In order to run code through the simulator, put your code in a file with a ".ul" extension (this extension is a convention only) then invoke the simulator, passing it the name of your code file:

```
./simulator mySimulation.ul
```

2.7 Program Modification

Now let us look at example using one of our program modification directives.

```
Example 2:
  size(5, 5);
  wall(2, 3);
  wall(4,2);
```

```
goal(3, 3);
imove("UP");
imove("RIGHT");
imove("RIGHT");
imove("UP");

move($dir) {
  @forget1( imove($dir); );
  imove($dir);
}
```

OUTPUT:

```
==== Turn 1 ====
. . . . .
. . . . .
. | # . .
x . . | .
. . . . .

x: Moving RIGHT

==== Turn 2 ====
. . . . .
. . . . .
. | # . .
. x . | .
. . . . .

x: Moving RIGHT

==== Turn 3 ====
. . . . .
. . . . .
. | # . .
. . x | .
. . . . .

x: Moving UP

Simulation over: x wins!!!Successfully reach the goal at position (3,3)
```

In the above code we see a carefully drafted route through the grid can make you win the game. Each step of the simulation is displayed. In this example, the 'imove' facts are used as a stack of moves which are queried for each turn, and removed from the stack after using it. The "@forget1" directive shown in this example removes only one fact from the program instead of all the facts which match the pattern.

2.8 Breakout

Although we can define an agent's actions within the environment program, it is typically more desirable to specify a separate agent file so that multiple agents can operate in the same environment. In the next example, we use a separate agent which queries the environment for the movements it should take–sort of like asking for directions.

```
Environment Program:
  size(10, 10);
  wall(?, 7);
  goal(6, 6);

  imove("UP");
  imove("RIGHT");
  imove("RIGHT");
  imove("RIGHT");
  imove("RIGHT");
  imove("RIGHT");

  agent("d", "tests/agents/delg_to_env.ul");

Agent Program:
  move($dir) {
    @print($e, " says move ", $dir);
    $e.@forget( imove($dir) );
    env($e);
    $e.imove($dir);
  }
```

3 Language Reference Manual

CμLOG is a logic language designed for entity interaction simulation. It uses a syntax similar to C, making it easier on the typical programmer's eyes, and already integrates with some code tools, such as code indenters. One uses the language to provide a set of facts and rules, and the "program" is run by asking a question, which the interpreter attempts to answer using inference based on the fact and rule set. CμLOG is designed for simulation, so typically a simulator will ask a given agent program what it's next action will be. The agent program then uses CμLOG's entity interaction features to gather information about it's environment and decide what to do.

3.1 Lexical

```
[' ' '\t' '\r' '\n'] WS
"/*"     OPENCOMMENT
"*/"     CLOSECOMMENT
"//"     COMMENT
'('      LPAREN
')'      RPAREN
'{'      LBRACE
'}'      RBRACE
';'      SEMICOLON
','      COMMA
'+'      PLUS
'-'      MINUS
'*'      TIMES
'/'      DIVIDE
"=="     EQ
"!="     NEQ
'<'      LT
"<="     LEQ
">"      GT
">="     GEQ
'@'      AT
'.' DOT
'['      ARROPEN
']'      ARRCLOSE
'"'      QUOTE
'$'['a'-'z' 'A'-'Z']['a'-'z' 'A'-'Z' '0'-'9' '_']* Variable
['0'-'9']+ Number
['a'-'z' 'A'-'Z']['a'-'z' 'A'-'Z' '0'-'9' '_']* Identifier
```

3.2 Facts

Facts define factual relationships. They have a very similar syntax to rules, except they have no code block to make them conditionally true. Any query which matches a fact is simply true. Another way to think of facts is as terminal nodes in the solution search.

Each fact is composed of a name, and a comma separated list of parameters, each of which may be a constant, or a variable. Using any variable except the anonymous variable doesn't make much sense in a fact, but is allowable.

```
Example:
  foo(4, symA);  //Foo of 4 and symA is always true
  foo(4, symA, ?); //Foo of 4, symA, and anything (wildcard) is always true
  wall(4, 5); //In an environment might mean: there is a wall present at (4,5)
```

```
Grammar:
  Fact -> Identifier ( ParamList );
  ParamList -> Param | ParamList , Param
  Param -> Variable | Number | String | Array
```

3.3 Rules

Rules define relationships which are conditionally true. They are similar to facts, but instead of ending with a semicolon, they contain have a block, which defines the conditions upon which the rule should be evaluated as true. Another way to think of a rules is as a node in the solution search which may branch, or be a leaf, depending on the contents of the condition block. Each rule is composed of a name, a comma separated list of parameters, and a block.

```
Example:
  foo(4) { bar(5); }  //Foo of 4 is true if bar(5) is true
  foo(4) { bar(6); }  //Foo of 4 is true if bar(6) is true
The two above rules are together equivalent to:
  foo(4) {OR: bar(5); bar(6); }
```

```
Grammar:
  Fact -> Identifier ( ParamList ) Block
```

3.4 Variables

Variables represent a value to be solved for. During rule matching, they will match any value or type, but can be constrained in an associated block. All variables are scoped to the rule, so that variable solutions can be shared between subblocks. Variables are represented by a dollar sign ($) then the variable name. The name must start with a letter, and is composed of letters, numbers, and underscores. There is a special variable called the anonymous variable which is represented simply by a question mark (?). It cannot be referenced in the block, and simply matches anything.

```
Example:
  foo($X, $y, $foo_bar, $bar9, ?) { }
```

```
Grammar:
  Variable -> $[a-zA-Z][a-zA-Z0-9_]* | ?
```

3.5 Blocks

Blocks contain a list of statements (conditions) to determine truth, and specify a reduction method for those statements. Each block will reduce all of its statements using the same reduction method (usually AND or OR), but may contain sub-blocks. If the reduction method is omitted, AND is assumed. The syntax allows for other reduction methods to be allowed (such as xor, or a user-specified method), however the language does not yet support this.

```
Examples:
 {
    foo();
    bar();
 }
 //True if foo and bar are both true.

 {AND:
    foo();
    bar();
 }
 //True if foo and bar are both true.

 {OR:
    foo();
    bar();
 }
 //True if foo or bar are true.
```

```
Grammar:
  Block -> { (Identifer:)? StatementList }
  StatementList -> Statement | StatementList Statement
```

3.6 Statements

Statements are boolean qualifiers which are used inside of blocks. They can be any one of three types: comparisons, evaluations, or blocks. Comparisons are used to constrain variables. N-ary comparisons are supported. Only values of the same type can be compared, and certain comparisons only work on certain types, so comparisons can be used to constrain variables by type. Evals are used to query the program, and have a similar syntax as facts. They can be thought of as a branch in the solution search. Blocks are considered a statement to support sub-blocks. They are evaluated and the reduced result is used. Comparisons and evals are both terminated by semicolons.

```
Examples:
  1 < $X <= $Y < 10;  // A comparison
```

```
  range($X, $Y, 7);   // An eval
  !range($X, $Y, 7);   // This must not evaluate to true
  {OR: $X > 10; $X < 0; }  //A sub-block with two binary comparisons
```

```
Grammar:
  Statement -> Block | Eval ; | Comparison ;
  Eval -> (!)? Identifier ( ExprList );
  ExprList -> Expression | ExprList , Expression
  Comparison -> Expression ComparisonOp Expression | Expression ComparisonOp Comparison
  ComparisonOp -> EQ | NEQ | LT | LEQ | GT | GEQ
```

3.7 Expressions

Expressions are used to modify values being passed into comparisons or evals. They are used to modify integers, and supports plus, minus, times, and divide. Typical infix notation and precedence rules are used, and expressions can be grouped with parenthesis.

```
Examples:
  $r - 10 < $X < $r + 10;  // A comparison: $r - 10 and $r + 10 are the expressions
  range($X, $Y, $r / 3);   // An eval- $r / 3 is the expression here
```

```
Grammar:
  Expression -> Number | String | Variable | Expression Op Expression | ( Expression )
  Op -> PLUS | MINUS | TIMES | DIVIDE
```

3.8 Types

The following types are supported: integers, strings, arrays, symbols, and entities. Strings in CμLOG are currently atomic, so no string processing such as splitting, joining, or searching is supported. They are primarily used for interaction with the rest of the system (printing, specifying files, ect.). Arrays are discussed in detail in the next section. Symbols are simply identifiers. They share the same namespace as rule and fact names, and can only be compared with equals and not equals. Entities are used to represent other programs (typically agents) and are used for interaction. In addition to equals and not equals comparison operators, they support the dot operator for interaction (discussed later.)

3.9 Arrays

Arrays in CμLOG behave similarly to functional lists, and are matched similiarly as well. They are delimited by [and], and elements are comma separated. The null list (also the tail of the list) is denoted by []. Any number of elements of the array are matched inside of fact and rule declarations. Arrays only appear as fact and rule parameters. The last element listed in [] is an array, and represents the tail of the list. If the elements listed before the last element comprise the entire list, the last element will be simply [].

```
Examples:
```

```
//A set of rules which ensures that all elements are less than $v
lessThan($v, [$head, $tail]) { $head < $v; lessThan($v, $tail); }
lessThan(?, []);

//Matches the list (1, 4, 6)
foo([1, 4, 6, []]);

//Invalid
foo([1, 4, 6]);

//Prepends $v to array $a
prepend($v, $a, [$v, $a]);

//Constructs a list
list($a, $b, [$a, $b, []]);
```

```
Grammar:
  Array -> [ ArrayElems ]
  ArrayElems -> ArrayElem | ArrayElem ArrayElems
  ArrayElem -> Number | String | Variable | []
```

3.10 Directives

CμLOG supports a special syntax for interpreter directives. This allows programs to interact with the interpreter while avoiding symbol collisions. The syntax is similar to that of a fact's, but an at sign (@) is prepended. Four directives are currently planned: attach, print, learn, and forget. Attach is used to include code from another CμLOG file. Print is used to output strings, and results of searches during runtime. Learn and forget are discussed in the next section.

```
Examples:
  @attach("geometry.ul");
  @print("Hello, world!");
```

```
Grammar:
  Directive -> @ Identifier ( ParamList );
```

3.11 Program Modification

The two directives learn and forget are used to modify a program at runtime. This is the only way in which CμLOG supports non-volatile storage. Learn is used to add a fact to a program, and forget is used to remove a fact. The synatax for these two directives is special, consisting of the usual directive syntax, except contained inside the parenthesis is a fact definition. Any non-anonymous variables in this fact definition are filled in with solutions found for those variables, and the learn or forget is "executed" once for each solution. They are similar to Prolog's assert and retract.

```
Examples:
  @learn( wall(4,5); );  //Remember that there is a wall at (4,5)
  @forget( agent(8, 10); ); //Forget about the agent at (8, 10)
```

```
Grammar:
  Directive -> @ (learn|forget) ( Fact );
```

3.12 Interaction- The Dot Operator

If a variable or symbol represents another program (entity), then it supports the dot operator. After appending a dot (.) to the reference, one can put an eval, a learn, or a forget, and that action will take place in the other entity's namespace. This can be used to ask for information from another program (such as the environment program or another agent) or to modify the other program–perhaps to teach another agent, to trick a competitor, or to change the operating environment. Future versions of CμLOG could likely support some sort of access rules in the destination program, allowing it to control who is allowed to access what data, and who is allowed to change its program, and how. These access rules could potentially modify any queries or changes, perhaps revealing an entirely fake namespace to the other agent. Such access rules are beyond the scope of CμLOG initially, however.

```
Example:
  $agent.@learn( wall(4,5); );  //Tell agent2 that there is a wall at (4,5)
  env.view($X, $Y, $obj); //Query the environment, find out what is at ($X, $Y)
```

```
Grammar:
  DotOp -> Directive | Statement
  Dot -> Variable . DotOp | Identifier . DotOp
```

3.13 Example Code

Several examples are now given. They are not complete, and only intended to give a gist of the language's syntax and semantics.

The environ1.ul program defines a 15x15 grid as well as several wall locutions. The simulator doesn't know anything about a "wall" or a "goal", but gets symbols for each grid point by solving the "object" rule. The environment interacts with the simulator primarily via the object rule. The "repr" rule is also used to tell the simulator what file should be associated with each symbol. This file could be an image (to display on the grid) or an agent program to run, starting in that grid.

The agent1.ul program is a pretty simple program which attempts to reach the "goalObject" without running into anything else. To do this, it uses very simple graph-search algorithms to find a valid path to the goalObject, or–alternatively–a grid square which it has not been to yet. This sort of searching algorithm is very simple in CμLOG due to it's logical nature. Indeed, it depends on the simple search which is used internally to solve programs. The agent also attempts to communicate it's knowledge of the environment to any other agents it encounters.

4 Project Plan

4.1 Responsibilities

It was the responsibility of each team member to complete and help complete the individual parts of the interpreter. Specifically, initially the scanner and parser were developed by Devesh Dedhia and Nishant Shah. The AST file was done by Cheng Cheng. The interpreter and translator were completed by John Demme. Nishant Shah Cheng Cheng developed the simulator together. Testing each phase and testing the whole system was not assigned to any particular person as it requires as much man power available. So testing was done by every group member.

4.2 Timeline

The following were the timelines we decided on at the start of the semester:

Table 1: Project Deadlines

Language Features design	Oct 20
LRM	Oct 22
Scanner/Parser	Nov 5
Translator	Nov 15
Interpreter	Nov 22
Simulator	Nov 27
Cold Freeze	Dec 12
Testing	Dec 18

As we started working on the project, it was soon realized that the above deadline are not what our aim should be as, it is not a start-end process. The development process was more like evolution. So every section was up and running by Nov 15th, i.e. by then we were able to print "hello world" in our language. After that we have been adding features and for that support is needed on every level, including the scanner, parser, ast file, translator, interpreter and the simulator. So all members have been simultaneously working on the development and also testing the features at the same time.

4.3 Software Development Environment

The project will be developed on Ubuntu using Objective Caml 3.1.0. The scanner will be developed using Ocamllex v3.1.0. The parser will be developed using Ocamlyacc v3.1.0. We will use Python to run our tests and compare it with the expected output. Version control,managing multiple revisions of files, not only program source files, but any type of files will be done using SVN, a concurrent sucessor of CVS. We will use Google Code for issue tracking and Google groups("pltsim") for communicating within ourselves. Even the TA, Rajesh Venkataraman is a member of the group.

Program 1 A sample CμLOG environment programming

```
/*
  environ1.ul
  The environment being operated in is the list of the
  simulator's facts, then the facts and rules below
*/

// This is a sample 15x15 environment
size(15,15);

@attach("geometry.ul");

// A wall segment at (5,5)
wall(5,5);

// A wall segment from (1,10) to (5,10)
wall($X,$Y) {
    0 > $X >= 5;
    $Y == 10;
}

// A wall that only appears when an agent is at (1,2) or (1,4)
wall(1,3) {OR:
    object(1, 2, agent1);
    object(1, 4, agent1);
}

// A wall that only appears when an agent is at (2,2) or (2,4),
//  but stays there after the agent leaves
wall(2,3) {
    {OR:
        object(2, 2, agent1);
        object(2, 4, agent1);
    }
    @learn( wall(2,3); );
}

/* An invisible switch appears at (3,3) and dissolves the wall
   at (2,3) when the agent steps on it */
object(3, 3, switchObject) {
    object(3, 3, agent1);
    @forget( wall(2,3); );
}

// There is a "wallObject" at x,y,
//  iff we have defined a wall there
object($x, $y, wallObject) {
    wall($x, $y);
}

// The objective is at (15,15)
object(15, 15, goalObject);

// These are the icons for each object
repr(wallObject, "pix/wall.png");
repr(switchObject, "pix/switch.png");
repr(goalObject, "pix/goal.png");

// Agent success if it reaches (15, 15)
finish(SuccessAgent1) {
    object(15, 15, agent1);
}

finish(SuccessAgent2) {
    object(13, 15, agent2);
}

// Fail the simulation if the agent hits a wall
finish(Failure) {
    object($x, $y, agent1);
    wall($x, $y);
}

// Load agent1
repr(agent1, "agent1.sl");

//Place at (1,1) then forget about the agent,
// so the simulator will take over agent management
object(1, 1, agent1) {
    @forget( object(1, 1, agent1); );
}

viewRange($x, $y, $viewer, $obj, $rangeMax) {
    object($ViewerX, $ViewerY, $viewer);
    range($x, $y, $ViewerX, $ViewerY, $range);
    0 <= $range <= $rangeMax;
    object($x, $y, $obj);
}

viewAccessRule(agent1);
//How far can agents see?
// This is defined in geometry.ul
view($x, $y, $viewer, $obj) {
    viewRange($x, $y, $viewer, $obj, 1);
}

repr(agent2, "agent2.ul");

peers(agent1);
peers(agent2);



/*
  Symbols used here to interact with the simulation:

  finish (Reason) - Is the simulation over?

  repr (symbol, filename) - What should the simulator
          use to represent this symbol?

  object(X, Y, symbol) - Is there an object identified by
          'symbol' at (X, Y)?

  view(X, Y, Viewer, Object) - Used by agents to look at
          the environment

  Library functions used:

  range(X1, Y1, X2, Y2, Range) - true if the distance between
                (X1,Y1) and (X2, Y2) is Range
*/
```

Program 2 A sample CμLOG agent

```
// agent1.ul: Sample agent program


//Sample routine to recall last move
lastCoord($Xl, $Yl) {
    moveNum($N);
    myCoord($N-1, $Xl, $Yl));
}

//Sample routine to remember moves
storeCoord() {
    moveNum($N);
    @learn( myCoord($N, $X, $Y); );
    @forget( moveNum($N); );
    @learn( modeNum($N + 1); );
}

//Move routines resolve coordinates for a
// direction or vise-versa
move($X1, $Y1, $X2, $Y2, Up) {
    $X1 == $X2;
    $Y1 + 1 == $Y2;
}

move($X1, $Y1, $X2, $Y2, Down) {
    $X1 == $X2;
    $Y1 - 1 == $Y2;
}

move($X1, $Y1, $X2, $Y2, Left) {
    $X1 - 1== $X2;
    $Y1 == $Y2;
}

move($X1, $Y1, $X2, $Y2, Right) {
    $X1 + 1 == $X2;
    $Y1 == $Y2;
}

//Find and remember all my local peers
action($dir)
{
    {OR:
        $env.peers($p);
        myPeers($p);
    }
    $p != $this;
    // Tell all my peers about all the
    //  walls I know about
    memObj($Xo, $Yo, wallObject);
    $p.@learn( object($Xo, $Yo, wallObject); );

    // Remember all my friends
    @learn( myPeers($p); );
    false;
}

//Learn everything I can see, and store my coordinate
action($dir) {
    $env.view($ox, $oy, $this, $obj);
    @learn( memObj($ox, $oy, $obj); );
    storeCoord();
    false;
}

//Solution solver base case
solution($Xp, $Yp, []) {
    memObj($Xp, $Yp, goalObject);
}

//Find a path to goal
solution($Xp, $Yp, [$Dir, $Rest]) {
    //Does $Rest get us to goal?
    solution($Xn, $Yn, $Rest);
    //Would we run into anything at the new coordinates?
    !memObj($Xn, $Yn, ?);
    //If no, then resolve the direction
    move($Xp, $Yp, $Xn, $Yn, $Dir);
}

//Find a coordinate where we haven't been
explore($Xp, $Yp, []) {
    //Valid explore goal if we haven't been here before
    !myCoord($Xp, $Yp, ?);
}

//Find a path to an unexplored tile
explore($Xp, $Yp, [$Dir, $Rest]) {
    //Does $Rest get us closer to a place we haven't been?
    explre($Xn, $Yn, $Rest);
    //Would we run into anything at the new coordinates?
    !memObj($Xn, $Yn, ?);
    //If no, then resolve the direction
    move($Xp, $Yp, $Xn, $Yn, $Dir);
}

//If we know a solution to goal, use it
action($dir) {
    solution($X, $Y, [$dir, ?]);
}

//If not, use a path to an unexplored square
action($dir) {
    explore($X, $Y, [$dir, ?]);
    //What would the new coordinates be?
    move($X, $Y, $Xn, $Yn, $dir);

}
```

5 Architecture

The language CμLOG we have designed will be used for communication between agents and an environment, as well as to determine behavior of said entities. Every agent program communicates with the environment program through a simulator. The simulator runs a CμLOG logic solver and interpreter which functions on a set of rules defined and modified by the environment and agents then provides solutions representing the actions to be taken by the agents.

[figure]

The cmulog interpreter consists of several major blocks which are common in interpreter designs: scanner, parser,translator and the interpreter. The relationship between these components is demonstrated in Figure *. The input to the translator* are motion simulation speci cation files with a *.ul format and the final output of the form the translator would be a bunch of files showing the simulation results in ascii format. The translator takes one or more files at a time, depending on the number of agents and also the type of environment. We have created the whole translator in Ocaml and used Ocamllex for making the scanner and Ocamlyacc to make the parser.

[figure]

The translator is a unique feature added to make the working of the interpreter fast, easy and elegant. The translator accepts the abstract syntax tree(ast) and converts it into a translated syntax tree (tst). This conversion, though not a neccesity is done to ease the interpreting process. The translator removes all the variable names and indexes them to a list and then each of them are identified by the number rather than the name. An array would seem like the ideal option here, but lists are easy to handle in Ocaml and hence we have used them. It also seperates all the statement with and without side-effects and runs all the ones without side-effects once for each solution. It performs all possible arithmetic to reduce each statement into its simplest form. It brings the unknown variable to the leftmost side by making all the necessary changes. For eg: $(3 + 4 > \$x - 1)$ will reduce to $(\$x < 6)$. Lastly, all the static semantic checking is also done in the translator.

When the input file is run on the simlulator, it invokes the scanner that produces the various tokens. These tokens are fed to the parser which produces the abstarct sytax tree and passes it onto the simulator. Now the simulator takes the ast and invokes the 'translate' function of the translator through the interpreter. The interpreter is invoked with the ast file. The interpreter inturn passes this ast to the translator to get the simplified version, the translated syntax tree, 'tst'. All this happen statically. Now as each statement of the program is executed, the simulator queries the intrepreter for a solution. The interpreter then provides a reference to the database created, pointing to the solution. Simulator contains databases for each entity involved in the simulation. Now the interpreter just provides reference to the next solution on the database. When a learn or forget command are encountered, the reference to the database is changed to the refernce to the new database. These solutions are then simulated and next move of the entity is generated on a *.dat file. For every move a new file is created and thus each simulation move can be viewed seperately.

6 Test Plan

* Show two or three representative source language programs along with the target language program generated for each * Show the test suites used to test your translator * Explain why and how these test cases were chosen * What kind of automation was used in testing

A Appendix: Test Cases

A.1 andTest

Listing 1: andTest Test Case Input

```
wall(4,5);
wall(6,7);

wall($x, 5) {AND:
    $x < 7;
    $x > 2;
}

wall($x, $y) {AND:
         $x < 15;
         $y < 2;
}

main() {
    @print("(", $x, ",", $y, ")");
    wall($x, $y);
}
```

Listing 1: andTest Test Case Input

Listing 2: andTest Test Case Output

```
(4,5)

 ^^^ Solution ^^^

(6,7)

 ^^^ Solution ^^^

(2..7,5)

 ^^^ Solution ^^^

(<15,<2)

 ^^^ Solution ^^^

No more solutions
```

Listing 2: andTest Test Case Output

A.2 facts

Listing 3: facts Test Case Input

```
foo(4,4);

```

```
foo(symA);

bar($name);

foo(){wall(3);}

main() {OR:
    @print($a, " ", $b);
    foo($a);
    foo($a, $b);
    bar("$a");
}
```

Listing 3: facts Test Case Input

Listing 4: facts Test Case Output

```
symA Any

 ^^^ Solution ^^^

4 4

 ^^^ Solution ^^^

Any Any

 ^^^ Solution ^^^

No more solutions
```

Listing 4: facts Test Case Output

A.3 learnForget1

Listing 5: learnForget1 Test Case Input

```
stack("s1");
stack("s2");
stack("s3");

f() {
    @print("Removing: ", $s);
    @forget( stack($s); );

     $s == "s1";
}

l() {
    @print("Learning: ", $s);
    @learn( stack($s); );

```

```
    $s == 6;
}

main() {OR:
    @print($s);
    f();
    l();
    stack($s);
}
```

Listing 5: learnForget1 Test Case Input

Listing 6: learnForget1 Test Case Output

```
Removing: 's1'
Any

 ^^^ Solution ^^^

Learning: 6
6

 ^^^ Solution ^^^

's2'

 ^^^ Solution ^^^

's3'

 ^^^ Solution ^^^

No more solutions
```

Listing 6: learnForget1 Test Case Output

A.4 main

Listing 7: main Test Case Input

```
/* test to find the no. solutions one gets under given constraints*/

wall(3,4);
wall(4,8);
wall(6,8);
wall($X,$Y) {AND:
    $X>=10;
    $X<=15;
    $Y<=8;
    $Y>=2;
}
wall(){}
```

```

main ()
{
    @print("Wall: ", $x, ",", $y);
    wall($x, $y);
}
```

Listing 7: main Test Case Input

Listing 8: main Test Case Output

```
Wall: 3,4

 ^^^  Solution  ^^^

Wall: 4,8

 ^^^  Solution  ^^^

Wall: 6,8

 ^^^  Solution  ^^^

Wall: 9..16,1..9

 ^^^  Solution  ^^^

No more solutions
```

Listing 8: main Test Case Output

A.5 main_fall_through

Listing 9: main_fall_through Test Case Input

```
main() {
    @print("ERROR");
    noexist($y);
}

main() {
    @print("Success");
}
```

Listing 9: main_fall_through Test Case Input

Listing 10: main_fall_through Test Case Output

```
Success

 ^^^  Solution  ^^^

```

```
No more solutions
```

Listing 10: main_fall_through Test Case Output

A.6 mult-main

Listing 11: mult-main Test Case Input

```
main(a,b);

main()
{
    main(a,b);
}

main();
```

Listing 11: mult-main Test Case Input

Listing 12: mult-main Test Case Output

```

 ^^^ Solution ^^^


 ^^^ Solution ^^^

No more solutions
```

Listing 12: mult-main Test Case Output

A.7 neq

Listing 13: neq Test Case Input

```
main() {
    @print($x);
    $x != 8;
}
```

Listing 13: neq Test Case Input

Listing 14: neq Test Case Output

```
!=8

 ^^^ Solution ^^^
```

Listing 14: neq Test Case Output

A.8 not1

Listing 15: not1 Test Case Input

```
wall(10);

wall($y) {
    4 < $y;
    $y < 6;
}

main() {AND:
    @print($y);
    {AND:
        $y > 1;
        $y < 15;
    }
    !wall($y);
}
```

Listing 15: not1 Test Case Input

Listing 16: not1 Test Case Output

```
11..15

 ^^^  Solution  ^^^

1..4

 ^^^  Solution  ^^^

6..9

 ^^^  Solution  ^^^

No more solutions
```

Listing 16: not1 Test Case Output

A.9 plist-twice

Listing 17: plist-twice Test Case Input

```
foo($y, $u, "hello", $y, 6);
```

Listing 17: plist-twice Test Case Input

Listing 18: plist-twice Test Case Output

```
Fatal error: exception Failure("You cannot list the same variable twice in a parameter list
```

Listing 18: plist-twice Test Case Output

A.10 printer_test

Listing 19: printer_test Test Case Input

```
/*This is a test case   */

/*
  environ1.ul
  The environment being operated in is the list of the
  simulator's facts, then the facts and rules below
*/

/*This is a sample 15x15 environment*/
size(15,15);

@attach("geometry.ul");
/*A wall segment at (5,5)*/
wall(5,5);
/*A wall segment from (1,10) to (5,10)*/
wall($X,$Y) {
        $X > 0;
        $X <= 5;
        $Y == 10;
}
/*A wall that only appears when an agent is at (1,2) or (1,4)*/
wall(1,3) {OR:
        object(1, 2, agent1);
        object(1, 4, agent1);
}

/* A wall that only appears when an agent is at (2,2) or (2,4),
  but stays there after the agent leaves*/
wall(2,3) {
        {OR:
                object(2, 2, agent1);
                object(2, 4, agent1);
        }
        @learn( wall(2,3); );
}
/* An invisible switch appears at (3,3) and dissolves the wall
   at (2,3) when the agent steps on it */
object(3, 3, switchObject) {
        object(3, 3, agent1);
        @forget( wall(2,3); );
}
/*The objective is at (15,15)*/
object($x, $y, wallObject) {
        wall($x, $y);
}

/* These are the icons for each object*/
repr(wallObject, "pix/wall.png");
```

```
repr(switchObject, "pix/switch.png");
repr(goalObject, "pix/goal.png");

/* Agent success if it reaches (15, 15)*/
finish(SuccessAgent1) {
        object(15, 15, agent1);
}

finish(SuccessAgent2) {
        object(13, 15, agent2);
}

/* Fail the simulation if the agent hits a wall*/
finish(Failure) {
        object($x, $y, agent1);
        wall($x, $y);
}
/* Load agent1*/
repr(agent1, "agent1.sl");

/*Place at (1,1) then forget about the agent,
 so the simulator will take over agent management*/
object(1, 1, agent1) {
        @forget( object(1, 1, agent1); );
}

viewRange($x, $y, $viewer, $obj, $rangeMax) {
        object($ViewerX, $ViewerY, $viewer);
        range($x, $y, $ViewerX, $ViewerY, $range);
        0 <= $range ;
        $range <= $rangeMax;
        object($x, $y, $obj);
}
viewAccessRule(agent1);
/*How far can agents see?
 This is defined in geometry.ul*/
view($x, $y, $viewer, $obj) {
        viewRange($x, $y, $viewer, $obj, 1);
}

repr(agent2, "agent2.ul");

peers(agent1);
peers(agent2);
```

Listing 19: printer_test Test Case Input

Listing 20: printer_test Test Case Output

```
size(15,15);
@attach("geometry.ul");
wall(5,5);
```

```
wall($X,$Y) {AND:
$X>0;
$X<=5;
$Y=10;
}
wall(1,3) {OR:
object(1,2,agent1);
object(1,4,agent1);
}
wall(2,3) {AND:
{OR:
object(2,2,agent1);
object(2,4,agent1);
}
@learn(wall(2,3);)
}
object(3,3,switchObject) {AND:
object(3,3,agent1);
@forget(wall(2,3);)
}
object($x,$y,wallObject) {AND:
wall($x,$y);
}
repr(wallObject,"pix/wall.png");
repr(switchObject,"pix/switch.png");
repr(goalObject,"pix/goal.png");
finish(SuccessAgent1) {AND:
object(15,15,agent1);
}
finish(SuccessAgent2) {AND:
object(13,15,agent2);
}
finish(Failure) {AND:
object($x,$y,agent1);
wall($x,$y);
}
repr(agent1,"agent1.sl");
object(1,1,agent1) {AND:
@forget(object(1,1,agent1);)
}
viewRange($x,$y,$viewer,$obj,$rangeMax) {AND:
object($ViewerX,$ViewerY,$viewer);
range($x,$y,$ViewerX,$ViewerY,$range);
0<=$range;
$range<=$rangeMax;
object($x,$y,$obj);
}
viewAccessRule(agent1);
view($x,$y,$viewer,$obj) {AND:
viewRange($x,$y,$viewer,$obj,1);
}
```

```
repr(agent2,"agent2.ul");
peers(agent1);
peers(agent2);
```

Listing 20: printer_test Test Case Output

A.11 prsimple

Listing 21: prsimple Test Case Input

```
foo(4,5);
@learn("$x");
foo(){OR:
@learn(wall(4,5););
//@forget(  wall(2,3);  );
}
```

Listing 21: prsimple Test Case Input

Listing 22: prsimple Test Case Output

```
foo(4,5);
@learn("$x");
foo() {OR:
@learn(wall(4,5);)
}
```

Listing 22: prsimple Test Case Output

A.12 prstrings

Listing 23: prstrings Test Case Input

```
foo(4, "asdf");
foo("#@!$%");
foo(4, "//as oiuwer//2356 asdoiulkj ouweoij::::;popi%$%^_)+(*^%&$$$^%&(*_^%&$@#^%$&");
```

Listing 23: prstrings Test Case Input

Listing 24: prstrings Test Case Output

```
foo(4,"asdf");
foo("#@!$%");
foo(4,"//as oiuwer//2356 asdoiulkj ouweoij::::;popi%$%^_)+(*^%&$$$^%&(*_^%&$@#^%$&");
```

Listing 24: prstrings Test Case Output

A.13 range

Listing 25: range Test Case Input

```
/* test to find how the range cases work*/

foo($x,$y) {
    10 >= $x;
    1 <= $x;
     $y>9;
    19 >$y;
}

bar($z) {
    $z < 50;
    10 < $z;
}

main() {
    {OR:
        foo($x,$y);
        bar($z);
        @print("the solutions for $x ",$x,
               " the solutions for $y ",$y,
               " the solutions for $z ",$z);
    }


}
/* conclusions: If an infinte range is given the interpretor gives no solution
                The values returned are exclusive in a range
                so for  10 >= $x;
                        1 <= $x;
                the interpreter returns a range 0..11
*/
```

Listing 25: range Test Case Input

Listing 26: range Test Case Output

```
the solutions for $x 0..11 the solutions for $y 9..19 the solutions for $z Any

 ^^^  Solution  ^^^

the solutions for $x Any the solutions for $y Any the solutions for $z 10..50

 ^^^  Solution  ^^^

No more solutions
```

Listing 26: range Test Case Output

A.14 sim_dot1

Listing 27: sim_dot1 Test Case Input

```
size(10, 10);
wall(?, 7);
goal(6, 6);

imove("UP");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");

move($dir) {
    imove($dir);
}

move("UP");

agent("d", "tests/agents/dot1.ul");
```

Listing 27: sim_dot1 Test Case Input

Listing 28: tests/agents/dot1.ul

```
move($dir) {
    $e.@forget1( imove($dir); );
    @print($e, " says move ", $dir);
    env($e);
    $e.move($dir);
}
```

Listing 28: tests/agents/dot1.ul

Listing 29: sim_dot1 Test Case Output

```
Agent says move 'UP'
d: Moving UP

==== Turn 1 ====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
d . . . . . . . . .
. . . . . . . . . .

```

```
Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 2 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. d . . . . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 3 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . d . . . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 4 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . d . . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 5 =====
. . . . . . . . . .
. . . . . . . . . .
```

```
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . d . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

==== Turn 6 ====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . d . . . .
. . . . . . . . . .

Agent says move 'UP'
d: Moving UP

==== Turn 7 ====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . d . . . .
. . . . . . . . . .
. . . . . . . . . .

Agent says move 'UP'
d: Moving UP

==== Turn 8 ====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . d . . . .
. . . . . . . . . .
```

```
. . . . . . . . . . .
. . . . . . . . . . .

Agent says move 'UP'
d: Moving UP

==== Turn 9 ====
. . . . . . . . . . .
. . . . . . . . . . .
. . . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . d . . . .
. . . . . . . . . . .
. . . . . . . . . . .
. . . . . . . . . . .
. . . . . . . . . . .

Agent says move 'UP'
d: Moving UP

Simulation over: d wins!!! Successfully reach the goal at position (6,6)
```

Listing 29: sim_dot1 Test Case Output

A.15 sim_dot2

Listing 30: sim_dot2 Test Case Input

```
size(10, 10);
wall(?, 7);
goal(6, 6);

imove("UP");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");

move($dir) {
    @forget1( imove($dir); );
    imove($dir);
}

move("UP");

agent("d", "tests/agents/delg_to_env.ul");
```

Listing 30: sim_dot2 Test Case Input

Listing 31: tests/agents/delg_to_env.ul

```
env(yo);

move($dir) {
    @print($e, " says move ", $dir);
    env($e);
    $e.move($dir);
}
```

Listing 31: tests/agents/delg_to_env.ul

Listing 32: sim_dot2 Test Case Output

```
Agent says move 'UP'
d: Moving UP

===== Turn 1 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
d . . . . . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 2 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. d . . . . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 3 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
```

```
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . d . . . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 4 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . d . . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 5 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . d . . . . .
. . . . . . . . . .

Agent says move 'RIGHT'
d: Moving RIGHT

===== Turn 6 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . d . . . .
. . . . . . . . . .

```

```
Agent says move 'UP'
d: Moving UP

===== Turn 7 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . d . . . .
. . . . . . . . . .
. . . . . . . . . .

Agent says move 'UP'
d: Moving UP

===== Turn 8 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . d . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .

Agent says move 'UP'
d: Moving UP

===== Turn 9 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . d . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .

Agent says move 'UP'
d: Moving UP

Simulation over: d wins!!! Successfully reach the goal at position (6,6)
```

Listing 32: sim_dot2 Test Case Output

A.16 sim_my_loc

Listing 33: sim_my_loc Test Case Input

```
size(10, 10);
wall(?, 7);
goal(6, 6);

move("UP") {
    @print("My location: ", $x, ",", $y);
    loc($x, $y);
    $y < 6;
}

move("RIGHT");

main() {
    @print($dir);
    move($dir);
}
```

Listing 33: sim_my_loc Test Case Input

Listing 34: sim_my_loc Test Case Output

```
My location: 1,1
x: Moving UP

==== Turn 1 ====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
x . . . . . . . . .
. . . . . . . . . .

My location: 1,2
x: Moving UP

==== Turn 2 ====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
x . . . . . . . . .
```

```
. . . . . . . . . .
. . . . . . . . . .

My location: 1,3
x: Moving UP

===== Turn 3 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
. . . . . . . . . .
x . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .

My location: 1,4
x: Moving UP

===== Turn 4 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . . # . . . .
x . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .

My location: 1,5
x: Moving UP

===== Turn 5 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
x . . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .

x: Moving RIGHT

===== Turn 6 =====
```

```
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. x . . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .

x: Moving RIGHT

===== Turn 7 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . x . . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .

x: Moving RIGHT

===== Turn 8 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . x . # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .

x: Moving RIGHT

===== Turn 9 =====
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
| | | | | | | | | |
. . . . x # . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
. . . . . . . . . .
```

```
. . . . . . . . . . 

x: Moving RIGHT

Simulation over: x wins!!! Successfully reach the goal at position (6,6)
```

Listing 34: sim_my_loc Test Case Output

A.17 sim_ndot2

Listing 35: sim_ndot2 Test Case Input

```
size(3,3);

wall(3,3);

goal(3,1);

disallow("DOWN");
disallow("LEFT");
disallow("UP");

agent("x", "tests/agents/ndot2.ul");
```

Listing 35: sim_ndot2 Test Case Input

Listing 36: tests/agents/ndot2.ul

```
move($dir) {
    {OR:
        $dir == "UP";
        $dir == "DOWN";
        $dir == "LEFT";
        $dir == "RIGHT";
    }

    @print("Moving: ", $dir);
    env($e);
    !$e.disallow($dir);
}
```

Listing 36: tests/agents/ndot2.ul

Listing 37: sim_ndot2 Test Case Output

```
Moving: 'RIGHT'
x: Moving RIGHT

==== Turn 1 ====
. . |
. . .
. x #
```

```

Moving: 'RIGHT'
x: Moving RIGHT

Simulation over: x wins!!! Successfully reach the goal at position (3,1)
```

Listing 37: sim_ndot2 Test Case Output

A.18 sim_two_test

Listing 38: sim_two_test Test Case Input

```
/*this is test of simulator, it output the walls and trace of agent into agent1.dat*/

/*    ENV CODE... PLAYER---DON'T CHANGE OR LOOK AT ME!!!*/
goal(4,4);
size(20,20);
wall(12,4);
wall(4,9);
wall(6,8);
wall($X,$Y) {AND:
            $X>=4;
            $X<=6;
            $Y<=15;
            $Y>=10;
            }


agent("x", "tests/agents/agent1.ul");
agent("y", "tests/agents/agent2.ul");
```

Listing 38: sim_two_test Test Case Input

Listing 39: tests/agents/agent1.ul

```
imove("UP");
imove("UP");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");

move($dir) {
      @forget1( imove($dir); );
      imove($dir);
}

move("DOWN");

main() {
      @print($d);
      move($d);
```

```
}
```

Listing 39: tests/agents/agent1.ul

Listing 40: tests/agents/agent2.ul

```
imove("RIGHT");
imove("RIGHT");
imove("LEFT");
imove("UP");
imove("RIGHT");
imove("UP");
imove("UP");
imove("RIGHT");

move($dir) {
    @forget1( imove($dir); );
    imove($dir);
}

move("DOWN");
```

Listing 40: tests/agents/agent2.ul

Listing 41: sim_two_test Test Case Output

```
x: Moving UP
y: Moving RIGHT

==== Turn 1 ====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
x . . . . . . . . . . . . . . . . . . .
. y . . . . . . . . . . . . . . . . . .

x: Moving UP
```

```
y: Moving RIGHT

===== Turn 2 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
x . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . y . . . . . . . . . . . . . . . . .

x: Moving RIGHT
y: Moving LEFT

===== Turn 3 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. x . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. y . . . . . . . . . . . . . . . . . .

x: Moving RIGHT
y: Moving UP
```

```
==== Turn 4 ====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . x . . . . . . . . . . . . . . . . .
. y . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving RIGHT
y: Moving RIGHT

==== Turn 5 ====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . . x . . . . . . . . . . . . . . . .
. . y . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving RIGHT
y: Moving UP
```

```
===== Turn 6 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . y . x . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving DOWN
y: Moving UP

===== Turn 7 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . y # . . . . . . . | . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . x . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving DOWN
y: Moving RIGHT

Simulation over: y wins!!!Successfully reach the goal at position (4,4)
```

Listing 41: sim_two_test Test Case Output

A.19 simulator_test

Listing 42: simulator_test Test Case Input

```
/*this is test of simulator, it output the walls and trace of agent into agent1.dat*/

/*    ENV CODE... PLAYER—DON'T CHANGE OR LOOK AT ME!!!*/
goal(4,4);
size(20,20);
wall(12,4);
wall(4,9);
wall(6,8);
wall($X,$Y) {AND:
            $X>=4;
            $X<=6;
            $Y<=15;
            $Y>=10;
            }


agent("x", "tests/agents/agent1.ul");
```

Listing 42: simulator_test Test Case Input

Listing 43: tests/agents/agent1.ul

```
imove("UP");
imove("UP");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");
imove("RIGHT");

move($dir) {
      @forget1( imove($dir); );
      imove($dir);
}

move("DOWN");

main() {
      @print($d);
      move($d);
}
```

Listing 43: tests/agents/agent1.ul

Listing 44: simulator_test Test Case Output

```
x: Moving UP

===== Turn 1 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
x . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving UP

===== Turn 2 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
x . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving RIGHT

```

```
===== Turn 3 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. x . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving RIGHT

===== Turn 4 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . x . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving RIGHT

===== Turn 5 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
```

```
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . . x . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving RIGHT

===== Turn 6 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . . . x . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving DOWN

===== Turn 7 =====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
```

```
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . x . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .

x: Moving DOWN

==== Turn 8 ====
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | | | . . . . . . . . . . . . . .
. . . | . . . . . . . . . . . . . . . .
. . . . . | . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . # . . . . . . . | . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . . . . . . . . . . . . . . . . .
. . . . x . . . . . . . . . . . . . . .

x: Moving DOWN

Simulation over: x hits the x margin and Game over!!!
```

Listing 44: simulator_test Test Case Output

A.20 sprint1

Listing 45: sprint1 Test Case Input

```
wall(4,4);
```

```
wall(6,3);
move("UP");
move("UP");
move("UP");
move("RIGHT");
move("RIGHT");
move("RIGHT");
face("foo");

face(symA);

main() {OR:
     @print("Wall: ", $x, ", ", $y);
     wall($x, $y);
     face($y);
     move($y);
}
```

Listing 45: sprint1 Test Case Input

Listing 46: sprint1 Test Case Output

```
Wall: 4, 4

 ^^^  Solution  ^^^

Wall: 6, 3

 ^^^  Solution  ^^^

Wall: Any, 'foo'

 ^^^  Solution  ^^^

Wall: Any, symA

 ^^^  Solution  ^^^

Wall: Any, 'UP'

 ^^^  Solution  ^^^

Wall: Any, 'RIGHT'

 ^^^  Solution  ^^^

No more solutions
```

Listing 46: sprint1 Test Case Output

B Appendix: Code Listings

B.1 parser.mly

Listing 47: CμLOG Parser

```
/* Original author:Devesh Dedhia*/

%{ open Ast %}

%token PLUS MINUS TIMES DIVIDE NOT ASSIGN EOF COMMENT
%token LBRACE RBRACE LPAREN RPAREN
%token ARROPEN ARRCLOSE AT DOT
%token SEMICOLON OR AND COMMA COLON QUOTE QUESTION
%token <string> ID VARIABLE STRING
%token <int> DIGIT

/* Comparison tokens */
%token EQ GT LT GEQ LEQ NEQ

%nonassoc EQ
%left NEQ
%left LT GT LEQ GEQ
%left PLUS MINUS
%left TIMES DIVIDE


%start program
%type < Ast.program> program

%%

program:
  main { Program($1) }

main:
  EOF { [] }
| top main { $1 :: $2 }

top:
  culogRule            { $1 }  /* the program consists of facts rules and directives*/
| culogFact            { $1 }
| culogDirective       { $1 }

culogFact:                       /*wall(2,2);*/
  ID LPAREN param_list RPAREN SEMICOLON        { Fact($1, Params(List.rev $3) ) }


culogRule:                       /* wall(){}*/
  ID LPAREN param_list RPAREN block            { Rule($1, Params(List.rev $3), $5 ) }

culogDirective:                  /*@print(" these are global directives");*/
```

```
 AT ID LPAREN param_list RPAREN SEMICOLON      { GlobalDirective($2, Params(List.rev $4))


param_list:
  {[]}
| param                        {[$1]}
| param_list COMMA param       {$3::$1} /* Params seprated by Commas*/

param:
  VARIABLE              { Var($1) }     /* $x,$agent*/
| ID                    { Sym($1) }     /* symbA */
| DIGIT                 { Lit($1) }     /* 0...9*/
| PLUS DIGIT            { Lit($2) }     /* +0...+9*/
| MINUS DIGIT           { Lit(-1*$2) }  /* -0...-9*/
| STRING                { Str($1) }     /* "STRINGS"*/
| array                 { Arr($1) }     /* [$x,$y]*/
| QUESTION              { Ques }        /* ?- to indicate Anonymous variables */

array:
  ARROPEN param_list ARRCLOSE { Array( List.rev $2 ) }

block:
  LBRACE stmt_list RBRACE { Block("AND", Stmts( $2 ) ) } /* Default reduction operator is A
| LBRACE ID COLON stmt_list RBRACE{ Block($2, Stmts( $4 )) } /* any operator can be used*/

stmt_list:
  /*nothing*/           { [] }
 | statement stmt_list  { $1 :: $2 }

statement:              /* statements can be sub-blocks, facts,comparison statements */
                        /* directives statements or dot operator statements*/
  block {$1}
| ID LPAREN param_list RPAREN SEMICOLON                     {Eval($1, Params(List.rev $3)) }
| NOT ID LPAREN param_list RPAREN SEMICOLON                 {NEval($2, Params(List.rev $4)) }
| VARIABLE DOT ID LPAREN param_list RPAREN SEMICOLON        {Dot2($1,$3,Params(List.rev $5))}
| NOT VARIABLE DOT ID LPAREN param_list RPAREN SEMICOLON{NDot2($2,$4,Params(List.rev $6))}
| VARIABLE DOT AT ID LPAREN direc_list RPAREN SEMICOLON {Dot1($1,$4,(List.rev $6))}
| expr EQ expr  SEMICOLON                                   {Comp($1,Eq,$3)}
| expr NEQ expr SEMICOLON                                   {Comp($1,Neq,$3)}
| expr GT expr  SEMICOLON                                   {Comp($1,Gt,$3)}
| expr LT expr  SEMICOLON                                   {Comp($1,Lt,$3)}
| expr GEQ expr SEMICOLON                                   {Comp($1,Geq,$3)}
| expr LEQ expr SEMICOLON                                   {Comp($1,Leq,$3)}
| AT ID LPAREN param_list RPAREN SEMICOLON                  {Directive($2, Params(List.rev $4))
| AT ID LPAREN direc_list_first RPAREN SEMICOLON            {DirectiveStudy($2,(List.rev $4))}

direc_list_first:
 directive SEMICOLON direc_list                             { $1 :: $3 }

direc_list:
  {[]}
```

```
| directive SEMICOLON direc_list                              { $1 :: $3 }

directive:
 ID LPAREN param_list RPAREN                                  {($1,Params(List.rev $3))}


expr:
    expr PLUS   expr     { Binop($1, Plus,   $3) }       /* $X+4*/
  | expr MINUS  expr     { Binop($1, Minus,  $3) }       /*3-4*/
  | expr TIMES  expr     { Binop($1, Mult,   $3) }       /* $x*4 */
  | expr DIVIDE expr     { Binop($1, Divide, $3) }       /* $x/$y */
  | DIGIT                { ELit($1) }
  | MINUS DIGIT          { ELit(-1*$2) }
  | PLUS DIGIT           { ELit($2) }
  | VARIABLE             { EVar($1) }
  | STRING               { EStr($1) }
  | ID                   { EId($1) }
```

Listing 47: CμLOG Parser

B.2 scanner.mll

Listing 48: CμLOG Scanner

```
{ open Parser }
rule token = parse
    [' ' '\t' '\r' '\n'] { token lexbuf }
  | "/*"      { comment lexbuf }
  | "//"      { linecomment lexbuf }
  | '('       { LPAREN }
  | ')'       { RPAREN }
  | '{'       { LBRACE }
  | '}'       { RBRACE }
  | ';'       { SEMICOLON }
  | ','       { COMMA }
  | '+'       { PLUS }
  | '-'       { MINUS }
  | '*'       { TIMES }
  | '/'       { DIVIDE }
  | "==" | "="  { EQ }
  | "!="      { NEQ }
  | '<'       { LT }
  | "<="      { LEQ }
  | ">"       { GT }
  | ">="      { GEQ }
  | '@'       { AT }
  | '.'       { DOT }
  | ':'       { COLON }
  | '['       { ARROPEN }
  | ']'       { ARRCLOSE }
  | '"'       { QUOTE}
```

```
  | '?'       { QUESTION }
  | '!'       { NOT}
  | '$'['a'-'z' 'A'-'Z']['a'-'z' 'A'-'Z' '0'-'9' '_']* as var { VARIABLE(var) } (*variables
  | ['0'-'9']+ as lxm { DIGIT(int_of_string lxm) }
  | [ 'a'-'z' 'A'-'Z']['a'-'z' 'A'-'Z' '0'-'9' '_' ]* as lxm { ID(lxm) } (* An ID must star
  | '"'([^ '"''\t' '\r' '\n']+ as lxm) '"'{STRING(lxm)}                (* any thing declar
                                                                         quotes is a string
  | eof       { EOF }

and  comment = parse
    "*/" { token lexbuf }
  | _  { comment lexbuf }

and linecomment = parse
    ['\r' '\n'] {token lexbuf}
  | _ {linecomment lexbuf}
```

Listing 48: CμLOG Scanner

B.3 ast.mli

Listing 49: CμLOG AST

```
(*Original author: Cheng Cheng
  Edited         : Devesh Dedhia
  support added to include directives *)

type operator = Plus | Minus | Mult | Divide
type compoperator = Lt | Leq | Gt | Geq | Eq | Neq

(* type study = learn | forget *)

type param =
    Lit   of int                     (* 0...9*)
  | Sym   of string                  (* sym1*)
  | Var   of string                  (* $X *)
  | Str   of string                  (*"asdf"*)
  | Arr   of params                  (* [2,$x,symb1]*)
  | Ques

and params =
    Params of param list
  | Array of param list

type expr =
    Binop of expr*operator*expr      (* 0>$X>=5  $X==$Y  5!=4*)
  | ELit  of int                     (* 0...9*)
  | EVar  of string                  (* $X *)
  | EStr  of string                  (*"asdf"*)
  | EId   of string                  (* sym1*)

```

```
type eval = string*params

type stmt =
     Block of string*stmts                        (*  {.....}  *)
   | Comp of expr*compoperator*expr               (*  $5+5<$4   $a=5,$b=6;  *)
   | NEval of string*params                       (*!wall(4,5) *)
   | Eval of eval                                 (*wall(4,5) *)
   | DirectiveStudy of string*(eval list)         (*@learn(wall(4,5);)*)
   | Directive of string*params                   (*@print("dfdsf");*)
   | Dot1 of string*string*(eval list)            (*$agent.@learn(wall(4,5);) *)
   | Dot2 of string*string*params                 (* $env.view($X,$Y,$Obj)*)
   | NDot2 of string*string*params                (* !env.view($X,$Y,$Obj)*)

and stmts=Stmts of stmt list  (* statment1;statment2;statement3; *)


type ruleFact =
     Rule of string * params * stmt      (* wall(3,4){AND: ....}*)
   | Fact of string * params             (* wall(2,2);*)
   | GlobalDirective of string*params (*@attach("dfsfsa")*) (*@print("ddafafa")*)


type program = Program of ruleFact list
```

Listing 49: CμLOG AST

B.4 printer.ml

Listing 50: CμLOG AST Printer

```
(*
*   printer.ml
*
*
*   Started on   Wed Nov  5 15:18:34 2008 John Demme
*   Last update Wed Nov  5 16:05:31 2008 John Demme
*)

open Ast

let string_of_compoperator = function
     Lt  -> "<"
   | Leq -> "<="
   | Gt  -> ">"
   | Geq -> ">="
   | Eq  -> "="
   | Neq -> "!="

let string_of_operator = function
     Plus   -> "+"
   | Minus  -> "-"
```

```
    | Mult    -> "*"
    | Divide -> "/"


let rec string_of_expr = function
      Binop(e1, o, e2) -> (string_of_expr e1) ^ (string_of_operator o) ^ (string_of_expr e2)
    | ELit(i) -> string_of_int i
    | EVar(s) -> s
    | EStr(s) -> s
    | EId(s)  -> s

let rec string_of_param = function
      Lit(i) -> string_of_int i
    | Sym(s) -> s
    | Var(s) -> s
    | Str(s) -> "\""^s^"\""
    | Arr(a) -> "["^string_of_params a^"]"
    | Ques    -> "?"


and string_of_params = function
      Params(pList) -> String.concat "," (List.map string_of_param pList)
    | Array(pList) -> String.concat "," (List.map string_of_param pList)

let rec string_of_stmts = function
      Stmts(sList) -> String.concat "\n" (List.map string_of_stmt sList)
and string_of_stmt = function
      Block(red, stmts) -> "{" ^ red ^ ":\n" ^ (string_of_stmts stmts) ^ "\n}"
    | Comp(e1, c, e2) -> (string_of_expr e1) ^ (string_of_compoperator c)
        ^ (string_of_expr e2) ^ ";"
    | Eval(name, ps) -> name ^ "(" ^ (string_of_params ps) ^ ");"
    | NEval(name1, ps1) -> "!" ^ name1 ^ "(" ^ (string_of_params ps1) ^ ");"
    | DirectiveStudy(name,stmts) -> "@"^name ^ "(" ^
        (string_of_stmts (Stmts (List.map (fun a -> Eval(a)) stmts))) ^ ")"
    | Directive(name,params) -> "@"^name^"("^(string_of_params params)^")"
    | Dot1(str1,str2,stmts) -> str1^"."^"@"^str2^"("^
        (string_of_stmts (Stmts (List.map (fun a -> Eval(a)) stmts))) ^ ")"
    | Dot2(str1,str2,ps) -> str1^"."^str2^"("^(string_of_params ps)^");"
    | NDot2(str1,str2,ps) -> "!"^str1^"."^str2^"("^(string_of_params ps)^");"


let string_of_ruleFact = function
      Rule(name, params, stmt) -> name ^ "(" ^ (string_of_params params) ^ ") "
        ^ (string_of_stmt stmt)
    | Fact(name, params)        -> name ^ "(" ^ (string_of_params params) ^ ");"
    | GlobalDirective(name,ps) ->"@"^name ^ "(" ^ (string_of_params ps) ^ ");"

let string_of_program = function
      Program(ruleList) -> String.concat "\n" (List.map string_of_ruleFact ruleList) ^ "\n"
```

Listing 50: CμLOG AST Printer

B.5 tst.mli

Listing 51: CμLOG Translated Syntax Tree

```
(*
  This is a simpler, much more restrictive version of the AST.
  It is much easier for the interpreter to deal with, and is relatively
  easy to obtain given an AST.  The trans.ml module translates from the AST
  to this TST.
*)
type param =
    Lit  of int
  | Sym  of string
  | Var  of int
  | Anon
  | Str  of string
  | Arr  of param list

and params = param list

type expr =
  | ELit  of int

type eval = string*params
type var  = int

type stmt =
    Block of string*stmts                        (*  {.....}  *)
  | Comp of var*Ast.compoperator*expr            (*  $5+5<$4   $a=5,$b=6;  *)
  | StrComp of var*string
  | SymComp of var*string
  | NEval of eval                                (*!wall(4,5)  *)
  | Eval of eval                                 (*wall(4,5)  *)
  | DirectiveStudy of string*(eval list)         (*@learn(wall(4,5);)*)
  | Directive of string*params                   (*@print("dfdsf");*)
  | Dot1 of int*string*(eval list)               (*$agent.@learn(wall(4,5);)  *)
  | Dot2 of int*string*params                    (*  env.view($X,$Y,$Obj)*)
  | NDot2 of int*string*params                   (*  !env.view($X,$Y,$Obj)*)

and stmts=stmt list  (*  statment1;statment2;statement3;  *)

type ruleFact =
  | Rule of string * params * int * stmt * stmt list
  | Fact of string * params


type program = ruleFact list
```

Listing 51: CμLOG Translated Syntax Tree

B.6 trans.ml

Listing 52: CμLOG AST to TST Translator

```
(* Functions to modify the AST slightly
   to make parsing it easier for the interpreter.

   Static checking could happen here as well.

   John Demme
*)

open Ast

module StringMap = Map.Make(String);;

(* Give me the number of items in a StringMap *)
let map_length sMap =
  let fLength k a b =
    b + 1
  in
    StringMap.fold fLength sMap 0
;;

(* Use me with List.fold to get a maximum index *)
let max_index s i l =
  if i > l
  then i
  else l
;;

(* Print all items in a StringMap *)
let smPrint key a =
  Printf.printf "%s: %d\n" key a; ()
;;

(* Get a variable name to variable number binding from a rule *)
let getBindings mRule =
  (* TODO: Many of these functions could be made nicer using stuff like List.fold *)
  let add_binding var bindings =
    if (StringMap.mem var bindings) then
      bindings
    else
      (StringMap.add var (map_length bindings) bindings)
  in
  let rec get_params_var_mapping params bindings =
    let len = map_length bindings in
      match params with
          [] -> bindings
        | Var(name) :: tail ->
            if (StringMap.mem name bindings)
            then failwith "You cannot list the same variable twice in a parameter list"
            else get_params_var_mapping tail (StringMap.add name len bindings)
        | i :: tail ->
```

```
          get_params_var_mapping tail (StringMap.add (string_of_int len) len bindings)
  in
  let rec get_eval_var_mapping params bindings =
    match params with
        [] -> bindings
      | Var(name) :: tail ->
          get_eval_var_mapping tail
            (add_binding name bindings)
      | _ :: tail -> get_eval_var_mapping tail bindings
  in
  let rec get_expr_var_mapping e bindings =
    match e with
        EVar(name) -> add_binding name bindings
      | Binop(a, op, b) -> get_expr_var_mapping a (get_expr_var_mapping b bindings)
      | _ -> bindings
  in
  let rec get_stmts_var_mapping stmts bindings =
    match stmts with
        [] -> bindings
      | Block(redOp, Stmts(stmts)) :: tail ->
          get_stmts_var_mapping tail (get_stmts_var_mapping stmts bindings)
      | Comp(expr1, compOp, expr2) :: tail ->
          get_stmts_var_mapping tail
            (get_expr_var_mapping expr1 (get_expr_var_mapping expr2 bindings))
      | Eval(name, Params(params)) :: tail ->
          get_stmts_var_mapping tail (get_eval_var_mapping params bindings)
      | Directive(name, Params(params)) :: tail ->
          get_stmts_var_mapping tail (get_eval_var_mapping params bindings)
      | _ :: tail ->
          get_stmts_var_mapping tail bindings
  in
    match mRule with
        Rule(name, Params(params), stmt) ->
          get_stmts_var_mapping [stmt] (get_params_var_mapping params StringMap.empty)
      | Fact(name, Params(params)) ->
          (get_params_var_mapping params StringMap.empty)
      | _ -> StringMap.empty
;;

(* Translate a rule or fact from AST to TST *)
let translate_rule mRule =
  let bindings = getBindings mRule in
  let bget name =
    StringMap.find name bindings
  in
    (* Translate paramaters using these bindings *)
  let translate_params params =
    let translate_param param =
      match param with
          Var(name) -> Tst.Var(bget name)
        | Lit(i)    -> Tst.Lit(i)
```

```
      | Sym(s)     -> Tst.Sym(s)
      | Str(s)     -> Tst.Str(s)
      | Arr(prms) -> failwith "Sorry, arrays are unsupported"
      | Ques       -> Tst.Anon
  in
    List.map translate_param params
in
let rec translate_stmts stmts =
  (* Move the variable to one side, and simplyify to a constant on the other *)
  let translate_comp expr1 op expr2 =
    (* Can this expression be numerically reduced? *)
    let rec can_reduce expr =
      match expr with
          ELit(i) -> true
        | Binop(e1, op, e2) -> (can_reduce e1) && (can_reduce e2)
        | _ -> false
    in
    (* Give me the reverse of an operator *)
    let rev_op op =
      match op with
          Lt -> Gt
        | Gt -> Lt
        | Eq -> Eq
        | Neq -> Neq
        | Geq -> Leq
        | Leq -> Geq
    in
      (* Translate a comparison where the variable is on the LHS *)
    let translate_comp_sv var_expr op expr =
      (* Reduce a constant expression to a literal *)
      let reduce expr =
          let rec num_reduce expr =
            match expr with
                ELit(i) -> i
              | Binop(e1, op, e2) ->
                  (let re1 = num_reduce e1 in
                   let re2 = num_reduce e2 in
                     match op with
                         Plus -> re1 + re2
                       | Minus -> re1 - re2
                       | Mult -> re1 * re2
                       | Divide -> re1 / re2)
              | _ -> failwith "Internal error 8"
          in
            Tst.ELit(num_reduce expr)
      in
        match var_expr with
            EVar(name) ->
              (* Can we numerically reduce the RHS? *)
              if not (can_reduce expr)
              then
```

```
                  (* If not, if better be a simple string of symbol comparison *)
                  match (op, expr) with
                      Eq, EStr(s) -> Tst.StrComp(bget name,s)
                    | Eq, EId (s) -> Tst.SymComp(bget name,s)
                    | _ -> failwith "Unsupported comparison"
                else
                  Tst.Comp(bget name, op, reduce expr)
            | _ -> failwith "Comparison unsupported"
      in
        (* Does this expression have a variable *)
      let rec has_var expr =
        match expr with
            EVar(i) -> true
          | Binop(e1, op, e2) -> (has_var e1) || (has_var e2)
          | _ -> false
      in
        (* Check each expression for variables *)
      let ev1 = has_var expr1 in
      let ev2 = has_var expr2 in
        if ev1 && ev2
        then failwith "Comparisons with multiple variables are unsupported."
        else if (not ev1) && (not ev2)
        then failwith "Error: Comparison is constant"
        else if ev1
        then translate_comp_sv expr1 op expr2
        else translate_comp_sv expr2 (rev_op op) expr1
    in
      (* translate a list of evals *)
    let mapEvList evList =
      List.map
        (fun ev ->
           match ev with
               (name, Params(plist)) ->
                 (name,
                  translate_params plist)
             | (name, Array(alist)) ->
                 failwith "Syntax error, arrays not permitted as params")
        evList
    in
      (* Translate a single statement *)
    let rec replace_stmt stmt =
      match stmt with
          Block(redOp, Stmts(stmts))->
            Tst.Block(redOp, translate_stmts stmts)
        | Comp(expr1, compOp, expr2) ->
            translate_comp expr1 compOp expr2
        | Eval(name, Params(params)) ->
            Tst.Eval(name, translate_params params)
        | NEval(name, Params(params)) ->
            Tst.NEval(name, translate_params params)
        | Dot2(vname, pred, Params(params)) ->
```

```
            Tst.Dot2(bget vname, pred, translate_params params)
        | NDot2(vname, pred, Params(params)) ->
            Tst.NDot2(bget vname, pred, translate_params params)
        | Directive(n, Params(params)) ->
            Tst.Directive(n, translate_params params)
        | DirectiveStudy(n, evList) ->
            Tst.DirectiveStudy(n, mapEvList evList)
        | Dot1(vname, n, evList) ->
            Tst.Dot1(bget vname, n, mapEvList evList)
        | _ -> failwith "Unsupported statement"
    in
      List.map replace_stmt stmts
  in
    (* Given a list of TST statements, prune out the ones
       which have no effect on the solutions *)
  let rec filterSE stmts =
    match stmts with
        [] -> []
      | Tst.Block(redOp, stmts) :: tail ->
          Tst.Block(redOp, filterSE stmts) :: filterSE tail
      | Tst.Directive(_, _) :: tail ->
          filterSE tail
      | Tst.DirectiveStudy(_, _) :: tail ->
          filterSE tail
      | Tst.Dot1(_, _, _) :: tail ->
          filterSE tail
      | head :: tail ->
          head :: filterSE tail
  in
    (* Given a list of TST statements, prune out the ones
       which have some effect on the solutions *)
  let rec filterNSE stmts =
    match stmts with
        [] -> []
      | Tst.Block(redOp, stmts) :: tail ->
          List.append (filterNSE stmts) (filterNSE tail)
      | Tst.Directive(n, p) :: tail ->
          Tst.Directive(n, p) :: filterNSE tail
      | Tst.DirectiveStudy(n, p) :: tail ->
          Tst.DirectiveStudy(n, p) :: filterNSE tail
      | Tst.Dot1(v, n, p) :: tail ->
          Tst.Dot1(v, n, p) :: filterNSE tail
      | head :: tail ->
          filterNSE tail
  in
    (* This is the entry point for translate_rule
         ... It's been awhile, so I figured you might need a reminder *)
    match mRule with
        Rule(name, Params(params), stmt) ->
          let replacedStmts = translate_stmts [stmt] in
            Tst.Rule(name,
```

```
                    (translate_params params),
                    1 + (StringMap.fold max_index bindings (-1)),
                    List.hd (filterSE replacedStmts),
                    filterNSE replacedStmts)
      | Fact(name, Params(params)) ->
          Tst.Fact(name, (translate_params params))
      | _ -> failwith "Unsupported␣global␣directive"
;;


let translate prog =
  match prog with
      Program (rfList) ->
        let newProgram = List.map translate_rule rfList in
          (*print_string (Printer.string_of_program newProgram);*)
          newProgram
;;
```

Listing 52: CμLOG AST to TST Translator

B.7 culog.ml

Listing 53: CμLOG "General Purpose" Interpreter

```
(*
*  culog.ml
*
*  Made by (John Demme)
*  Login   <teqdruid@teqBook>
*
*  Started on  Mon Nov 24 16:03:20 2008 John Demme
*  Last update Mon Nov 24 16:03:27 2008 John Demme
*)

open Interp

let rec iter_sols nxt =
  match nxt with
      NoSolution -> print_string "No␣more␣solutions\n"
    | Solution(c,n) ->
        (print_string "\n␣^^^␣␣Solution␣␣^^^␣\n\n");
        iter_sols (n ())
;;

let myDBD db =
  print_string "Database␣dump:\n";
  dump_db !db;
  print_string "\n";;

let _ =
  let lexbuf = Lexing.from_channel (open_in Sys.argv.(1)) in
```

```
  let program = Parser.program Scanner.token lexbuf in
  let pDB = parseDB(program) in
    (* myDBD pDB; *)
    (let sGen = query pDB (ref []) "main" 0 in
       iter_sols sGen);
    (* myDBD pDB; *)
;;
```

Listing 53: CμLOG “General Purpose” Interpreter

B.8 simulator.ml

Listing 54: CμLOG Simulator

```
open Interp
open Ast


let grid_size_ref=ref 1;;
let grid_x_size_ref=ref 1;;
let grid_y_size_ref=ref 1;;
let goal_x_ref=ref 1;;
let goal_y_ref=ref 1;; (* define a goal*)

type sim_agent = {
  x   : int;
  y   : int;
  sym : char;
  db  : database
}

open Printf;;
(*a global array to restore information of wall and agent *)
(* '.'represent empty grid,'|' represents wall *)
let record=
  let f index='.' in
    Array.init 10000 f ;;
(* maximum grid size is 100*100 *)
let clear_array a=
  for index=0 to (Array.length a)-1 do
    if index= (!grid_y_size_ref- !goal_y_ref)* !grid_x_size_ref+ !goal_x_ref-1 then
      begin
        a.(index)<-'#'
      end
    else a.(index)<-'.'
  done
;;

let sim_exit s =
  Printf.printf "\nSimulation over: %s\n\n" s;
  exit(1)
```

```
;;

let rec set_size nxt=
  match nxt with
      NoSolution-> ()
    | Solution(c,n)->
        (match c with
            [CEqlInt(x);CEqlInt(y)]-> if x<1||x>100 then failwith "the length of grid is 
            else if y<1||y>100 then failwith "the width of grid is not illegal!!! "
            else
              begin
                grid_x_size_ref:=x;
                grid_y_size_ref:=y;
                grid_size_ref:=x*y
              end
                (* print_int x;print_char '|';print_int y*)
          |_-> ())
;;

let rec set_goal nxt=
  match nxt with
      NoSolution-> ()
    | Solution(c,n)->
        (match c with
            [CEqlInt(x);CEqlInt(y)]-> if x<1||x> !grid_x_size_ref then failwith "illegal 
            else if y<1||y> !grid_x_size_ref then failwith "illegal goal y position"
            else
              begin
                goal_x_ref:=x;
                goal_y_ref:=y;
              end
          |_->())
;;

let print_grid oc arr =
  for a=0 to !grid_y_size_ref-1
  do
    for j= !grid_x_size_ref*(a) to !grid_x_size_ref*(a+1)-1
    do
      Printf.fprintf oc "%c " arr.(j)
    done;
    Printf.fprintf oc "\n"
  done
;;

let print_file j arr =
  let file = "Agent"^string_of_int(j)^".dat" in  (* Write message to file *)
  let oc = open_out file in     (* create or truncate file, return channel *)
    (print_grid oc arr;
     close_out oc)
;;              (* flush and close the channel *)
```

```
let print_stdout j arr =
  Printf.printf "\n==== Turn %d ====\n" j;
  print_grid stdout arr;
  print_string "\n"
;;

let create_wall x_start x_end y_start y_end =
  if x_start<1 || x_end> !grid_x_size_ref then
    failwith "Creating Wall : x position of wall exceeds the grids"

  else if y_start<1 || y_end> !grid_y_size_ref then
    failwith "Creating Wall : y position of wall exceeds the grids"
  else if x_start>x_end || y_start>y_end then failwith "Creating Wall:wrong range!!!"
  else for i=x_start to x_end do
    for j=y_start to y_end do
      record.((!grid_y_size_ref-j)* !grid_x_size_ref+i-1)<-'|'
    done
  done
;;


let rec iter_wall nxt=
  match nxt with
      NoSolution -> ()
    | Solution(c,n) ->
        (match c with
              [Any; Any]-> create_wall 1 !grid_x_size_ref 1 !grid_y_size_ref
            |[CEqlInt(x);Any]-> create_wall x x 1 !grid_y_size_ref
            |[CLT(x);Any]-> create_wall 1 (x-1) 1 !grid_y_size_ref
            |[CGT(x);Any]-> create_wall (x+1) !grid_x_size_ref 1 !grid_y_size_ref
            |[CRange(x1,x2);Any]->create_wall (x1+1) (x2-1) 1 !grid_y_size_ref
            |[Any;CEqlInt(y)]-> create_wall 1 !grid_x_size_ref y y
            |[Any;CLT(y)]-> create_wall 1 !grid_y_size_ref 1 (y-1)
            |[Any;CGT(y)]-> create_wall 1 !grid_x_size_ref (y+1) !grid_y_size_ref
            |[Any;CRange(y1,y2)]-> create_wall 1 !grid_x_size_ref (y1+1) (y2-1)
            |[CEqlInt(x);CEqlInt(y)]-> create_wall x x y y
            |[CEqlInt(x);CLT(y)]-> create_wall x x 1 (y-1)
            |[CEqlInt(x);CGT(y)]-> create_wall x x (y+1) !grid_y_size_ref
            |[CEqlInt(x);CRange(y1,y2)]-> create_wall x x (y1+1) (y2-1)
            |[CLT(x);CEqlInt(y)]-> create_wall 1 (x-1) y y
            |[CLT(x);CLT(y)]-> create_wall 1 (x-1) 1 (y-1)
            |[CLT(x);CGT(y)]-> create_wall 1 (x-1) (y+1) !grid_y_size_ref
            |[CLT(x);CRange(y1,y2)]-> create_wall 1 (x-1) (y1+1) (y2-1)
            |[CGT(x);CEqlInt(y)]-> create_wall (x+1) !grid_x_size_ref y y
            |[CGT(x);CLT(y)]-> create_wall (x+1) !grid_x_size_ref 1 (y-1)
            |[CGT(x);CGT(y)]-> create_wall (x+1) !grid_x_size_ref (y+1) !grid_y_size_ref
            |[CGT(x);CRange(y1,y2)]-> create_wall (x+1) !grid_x_size_ref (y1+1) (y2-1)
            |[CRange(x1,x2);CEqlInt(y)]-> create_wall (x1+1) (x2-1) y y
            |[CRange(x1,x2);CLT(y)]-> create_wall (x1+1) (x2-1) 1 (y-1)
            |[CRange(x1,x2);CGT(y)]-> create_wall (x1+1) (x2-1) (y+1) !grid_y_size_ref
```

```
            |[CRange(x1,x2);CRange(y1,y2)]->create_wall (x1+1) (x2-1) (y1+1) (y2-1)
            | _ -> ());
        iter_wall (n ())
;;

let agent_move a direction =
  Printf.printf "%c: Moving %s\n" a.sym direction;
  match direction with
      "UP"    -> {x = a.x; y = a.y + 1; db = a.db; sym = a.sym}
    | "DOWN" -> {x = a.x; y = a.y - 1; db = a.db; sym = a.sym}
    | "LEFT" -> {x = a.x - 1; y = a.y; db = a.db; sym = a.sym}
    | "RIGHT"-> {x = a.x + 1; y = a.y; db = a.db; sym = a.sym}
    | _ ->failwith "No such a direction!"
;;

let do_agent_move a =
  let array_index=(!grid_y_size_ref - a.y)* !grid_x_size_ref + a.x-1 in
    if a.x < 1|| a.x > !grid_x_size_ref then (*x position is beyond range *)
      begin
        let str=(Char.escaped a.sym)^" hits the y margin and Game over!!! " in
        sim_exit str
      end
    else if a.y < 1|| a.y > !grid_y_size_ref then (*y position is beyond range *)
      begin
        let str=(Char.escaped a.sym)^" hits the x margin and Game over!!! " in
        sim_exit str
      end
    else if Array.get record array_index = '|' then
      begin
        let str=(Char.escaped a.sym)^" hits the wall and Game over!!!" in
        sim_exit str
      end
    else if Array.get record array_index = '#' then
      begin
        let str=(Char.escaped a.sym)^" wins!!! Successfully reach the goal at position ("^s
^","^string_of_int(!goal_y_ref)^")"
        in
        sim_exit str
      end
    else if (Array.get record array_index) != '.' then
      begin
        let str="Game over!!! Agents crash!!! at position (" ^ string_of_int(a.x)^","^ strin
        sim_exit str
      end
    else record.(array_index)<- a.sym
;;

let iter_move agent nxt =
  match nxt with
      NoSolution -> failwith "No Solution"
    | Solution([CEqlStr(dir)], _ ) ->
```

```
        let new_agent = agent_move agent dir in
          ignore (do_agent_move new_agent);
          new_agent
    | _ -> failwith "Invalid (or no) move"
;;

let my_loc_db agent all env =
  ref ([Interp.Fact({name = "loc"; params = [CEqlInt(agent.x);CEqlInt(agent.y)]});
        Interp.Fact({name = "env"; params = [CEqlAgent(env)]})]
       @
        (List.map
           (fun other ->
              Interp.Fact({name = "agent"; params = [CEqlAgent(other.db)]}))
              (List.filter (fun a -> a != agent) all)))
;;

let simulation envDB agents =
  let rec loop i agents =
    let sGen_size=query envDB (ref []) "size" 2 in
      set_size sGen_size;
      let sGen_goal=query envDB (ref []) "goal" 2 in
        set_goal sGen_goal;
        clear_array record;
        let sGen_wall=query envDB (ref []) "wall" 2 in
          iter_wall sGen_wall;
          let new_agents =
            List.map
              (fun agent ->
                 let sGen_move = query agent.db (my_loc_db agent agents envDB) "move" 1 in
                   iter_move agent sGen_move)
              agents
          in
            print_stdout i record;
            if i>100 then sim_exit "You lose! Can not reach the goal with in 100 steps"
            else loop (i+1) new_agents
  in loop 1 agents
;;
(* print_file i record; *)

let load_agent db_loc =
  match db_loc with
      (c, s) ->
        let lexbuf1 = Lexing.from_channel (open_in s) in
        let program = Parser.program Scanner.token lexbuf1 in
          {x=1; y=1; sym = (String.get c 0); db = Interp.parseDB(program)}
;;

let load_db db_loc =
  let lexbuf1 = Lexing.from_channel (open_in db_loc) in
  let program = Parser.program Scanner.token lexbuf1 in
    {x=1; y=1; sym = 'x'; db = Interp.parseDB(program)}
```

```
;;

let get_agent_locs db =
  let rec gal_int res =
    match res with
        NoSolution -> []
      | Solution([CEqlStr(c); CEqlStr(s)], nxt) -> (c,s) :: (gal_int (nxt()))
      | _ -> failwith "Failed to load agent"
  in
    gal_int (query db (ref []) "agent" 2)
;;


let _ =
  let envDB = load_db Sys.argv.(1) in
  let agent_locs = get_agent_locs envDB.db in
    if 0 == (List.length agent_locs)
    then simulation envDB.db [envDB]
    else
      let agentDBs = List.map load_agent agent_locs in
        simulation envDB.db agentDBs
;;

(*query grid size; different part of the prgram for environment and agent*)
```

Listing 54: CμLOG Simulator

B.9 interp.ml

Listing 55: CμLOG Interpreter

```
(*
 *  interp.ml
 *
 *  This guy is the interpreter... It "compiles" the TST to a bunch of OCaml
 *      functions to be run during a query.
 *
 *  You'll quickly be able to tell that this whole method is _begging_ for co-routines.
 *     Lazy evaluation could be beneficial here as well.
 *
 *
 *  John Demme
 *
 *)

type var_cnst =
    Any
  | FalseSol
  | CEqlSymbol of string
  | CEqlInt    of int
  | CEqlStr    of string
```

```
  | CLT          of int
  | CGT          of int
  | CRange       of int*int
  | CEqlAgent    of database

and cnst = var_cnst list

and signature = {
  name   : string;
  params : cnst
}

and next =
    NoSolution
  | Solution of cnst * (unit -> next)

and rule_fact =
    Fact of signature
  | Rule of signature * (database -> database -> cnst -> next)

and database = rule_fact list ref
;;


let string_of_cnst = function
    Any -> "Any"
  | FalseSol -> "False"
  | CEqlSymbol(s) -> s
  | CEqlStr(s) -> "'" ^ s ^ "'"
  | CEqlInt(i) -> string_of_int i
  | CLT(i)      -> "<" ^ (string_of_int i)
  | CGT(i)      -> ">" ^ (string_of_int i)
  | CRange(a,b)-> (string_of_int a) ^ ".." ^ (string_of_int b)
  | CEqlAgent(a) -> "Agent"
;;

let string_of_eval name vars =
  name ^ "(" ^ String.concat "," (List.map string_of_cnst vars) ^")\n"
;;

let cAnd a b =
  let rec and_int a b t =
    match (a, b) with
        (Any, _) -> b
      | (_, Any) -> a
      | (CEqlAgent(a1),  CEqlAgent(a2))   when (a1 == a2) -> a
      | (CEqlSymbol(s1), CEqlSymbol(s2))  when (0 == String.compare s1 s2) -> a
      | (CEqlStr(s1),    CEqlStr(s2))     when (0 == String.compare s1 s2) -> a
      | (CEqlInt(i1),    CEqlInt(i2))     when (i2 == i2) -> a
      | (CEqlInt(i1),    CGT(i2))         when (i1 > i2) -> a
      | (CEqlInt(i1),    CLT(i2))         when (i1 < i2) -> a
```

```
      | (CLT(i1),         CLT(i2))         -> CLT(min i1 i2)
      | (CGT(i1),         CGT(i2))         -> CLT(max i1 i2)
      | (CGT(i1),         CLT(i2))         when (i1 < i2) -> CRange(i1, i2)
      | (CRange(l, u),    CEqlInt(i))      when (i > l && i < u) -> b
      | (CRange(l, u),    CGT(i))          when (i < u - 1) -> CRange((max l i), u)
      | (CRange(l, u),    CLT(i))          when (i > l + 1) -> CRange(l, (min u i))
      | (CRange(l1,u1),   CRange(l2,u2))   when (u1 > l2 && u2 > l1) -> CRange((max l1 l2),
      | (_, _) when t -> and_int b a false
      | (_, _) -> FalseSol
  in
    and_int a b true
;;

let range_to_int c =
  match c with
      CRange(l, u) when (l + 2 == u) -> CEqlInt(l+1)
    | _ -> c
;;

let int_to_range c =
  match c with
      CEqlInt(i) -> CRange(i-1, i+1)
    | _ -> c
;;

(* For each constraint, subtract the second from the first *)
(* TODO:  There are off-by-one errors in here... Fix when you have a clearer head *)
let cMinus b s =
  let cmi b s =
    (* Too many combinations and no play makes Johnny go something something *)
    match (b, s) with
        (_, Any) ->
          []
      | (Any, _) ->
          failwith "Unsupported␣subtraction␣-␣need␣!=␣constraint"
      | (CEqlSymbol(s1), CEqlSymbol(s2)) when (0 != String.compare s1 s2) ->
          [b; s]
      | (CEqlStr(s1), CEqlStr(s2)) when (0 != String.compare s1 s2) ->
          [b; s]
      | (CEqlInt(i1), CEqlInt(i2)) when (i1 != i2) ->
          [b; s]
      | (CEqlAgent(a1), CEqlAgent(a2)) when (a1 != a2) ->
          [b; s]
      | (CRange(bl, bu), CRange(sl, su)) when (bl < sl && bu > su) ->
          [CRange(bl,sl); CRange(su, bu)]
      | (CRange(bl, bu), CRange(sl, su)) when (bl < sl && bu < su) ->
          [CRange(bl, min sl bu)]
      | (CRange(bl, bu), CRange(sl, su)) when (bl < sl && bu > su) ->
          [CRange(max bl su, bu)]
      | (CRange(bl, bu), CRange(sl, su)) when (bu > sl || bl > su) ->
          [b]
```

```
      | (CGT(bi), CLT(si)) -> [CGT(max bi si)]
      | (CLT(bi), CGT(si)) -> [CLT(min bi si)]
      | (CGT(bi), CGT(si)) when (bi < si) -> [CRange(bi, si)]
      | (CLT(bi), CLT(si)) when (bi < si) -> [CRange(si, bi)]
      | _ -> []
  in
    List.map range_to_int (cmi (int_to_range b) (int_to_range s))
;;

let list_acc mapper list =
  let rec acc list ret =
    match list with
        [] -> ret
      | hd :: tl -> acc tl ((mapper hd) @ ret)
  in
    acc list []
;;

(* return the first n elements of list *)
let rec list_first n list =
  match list with
      [] -> []
    | hd :: tl when n > 0 -> hd :: list_first (n - 1) tl
    | _ -> []
;;

let rec list_fill item number =
  if number <= 0
  then []
  else item :: (list_fill item (number - 1));;

let cnst_extend a b =
  let delta = (List.length a) - (List.length b) in
    if delta > 0
    then (a, List.append b (list_fill Any delta))
    else if delta < 0
    then (List.append a (list_fill Any (delta * -1)), b)
    else (a,b)
;;

let cnst_extend_to a l =
  let delta = l - (List.length a) in
    if delta > 0
    then List.append a (list_fill Any delta)
    else a
;;

let cnstAndAll aC bC =
  let (aC, bC) = cnst_extend aC bC in
    List.map2 cAnd aC bC
;;
```

```
let match_signature signature name vars =
  let match_params param vars =
    let anded = cnstAndAll param vars in
      List.for_all (fun a -> a != FalseSol) anded
  in
    (String.compare signature.name name == 0) &&
      ((List.length signature.params) == (List.length vars)) &&
      (match_params signature.params vars)
;;

let remove_fact_all db pred cnsts =
  (* print_string ("Removing: "^ (string_of_eval pred cnsts) ^ "\n"); *)
  List.filter
    (fun curr ->
       match curr with
           Fact(signature) when
             match_signature signature pred cnsts -> false
         | _ -> true)
    db
;;

let rec remove_fact1 db pred cnsts =
  (* print_string ("Removing: "^ (string_of_eval pred cnsts) ^ "\n"); *)
  match db with
      [] -> []
    | Fact(sign) :: tl when match_signature sign pred cnsts -> tl
    | hd :: tl -> hd :: (remove_fact1 tl pred cnsts)
;;

let cnst_of_params params env =
  let param_to_cnst = function
      Tst.Lit(i) -> CEqlInt    (i)
    | Tst.Sym(s) -> CEqlSymbol (s)
    | Tst.Var(i) -> List.nth env i
    | Tst.Str(s) -> CEqlStr    (s)
    | Tst.Anon   -> Any
    | Tst.Arr(a) -> failwith "Arrays are not support yet"
  in
    (*print_string (string_of_eval "cop_env" env);
    print_string ("cop: " ^ (Printer.string_of_params (Tst.Params(params))) ^ "\n");*)
    List.map param_to_cnst params
;;

let sig_to_cnst signature =
  let param_to_cnst = function
      Tst.Lit(i) -> CEqlInt    (i)
    | Tst.Sym(s) -> CEqlSymbol (s)
    | Tst.Var(i) -> Any
    | Tst.Anon   -> Any
    | Tst.Str(s) -> CEqlStr    (s)
```

```
    | Tst.Arr(a) -> failwith "Arrays are not supported yet"
  in
    List.map param_to_cnst signature
;;

(* TODO: Need constraints list mapping *)
let rec run_eval db addDB name vars =
  let rec run_gen tail nextGen =
    let sols = (nextGen ()) in
      match sols with
          NoSolution -> eval_loop tail
        | Solution (cnst, gen) ->
            Solution(
              (list_first (List.length vars) cnst),
              (fun unit -> run_gen tail gen))
   and eval_loop e =
    match e with
        [] -> NoSolution
      | Fact (signature) :: tail
          when match_signature signature name vars ->
          Solution (cnstAndAll vars signature.params,
                    (fun unit -> eval_loop tail))
      | Rule (signature, exec) :: tail
          when match_signature signature name vars ->
          let matchedVars = cnstAndAll vars signature.params in
            run_gen tail (fun unit -> exec db addDB matchedVars)
      | head :: tail -> eval_loop tail
  in
    (*print_string ("In: " ^ (string_of_eval name vars));*)
    eval_loop (!addDB @ !db)
;;

let rec list_replace i e list =
  match list with
      [] -> []
    | hd :: tl ->
        if i == 0
        then e :: tl
        else hd :: (list_replace (i - 1) e tl)
;;

let rec range i j = if i >= j then [] else i :: (range (i+1) j)

let parseDB (prog) =

  (* Our only compiler directive is print, for now.
     learn/forget have a special syntax *)
  let parseCompilerDirective name params =
    let nc = String.compare name in
      (* Print something... probably just "Hello World" *)
      if (nc "print") == 0
```

```
      then
        fun db addDB cnst ->
          let print_param param =
            match param with
                Tst.Lit(i) -> print_int i
              | Tst.Str(s) -> print_string s
              | Tst.Sym(s) -> print_string s
              | Tst.Var(i) -> print_string (string_of_cnst (List.nth cnst i))
              | _ -> ()
          in
            (List.iter print_param params;
             print_string "\n";
             NoSolution)
      else
        (print_string "Unknown compiler directive";
         fun db addDB cnst ->
           NoSolution)
  in


(* Compute AND blocks by cANDing all the solutions in each row
 *  of the cross product of all the possible solutions
 *)
let rec parseAndBlock stmts =
  match stmts with
      [] -> (fun db addDB cnst -> Solution (cnst, fun unit -> NoSolution))
    | stmt :: tail ->
        let nextStatement = (parseAndBlock tail) in
        let thisStatement = (parseStatement stmt) in
          fun db addDB cnst ->
            let nextGenMain = (nextStatement db addDB) in
            let rec runThisGens thisGen =
              match (thisGen ()) with
                  NoSolution -> NoSolution
                | Solution (thisCnsts, thisGenNxt) ->
                    let rec runNextGens nextGen =
                      match (nextGen ()) with
                          NoSolution ->
                            runThisGens thisGenNxt
                        | Solution(nextCnsts, nextGenNxt) ->
                            Solution(nextCnsts, fun unit -> runNextGens nextGenNxt)
                    in
                      runNextGens (fun unit -> nextGenMain thisCnsts)
            in
              runThisGens (fun unit -> thisStatement db addDB cnst)


(* Return all the solutions from one, then go to the next *)
and parseOrBlock stmts =
  match stmts with
      [] -> (fun db addDB cnst -> NoSolution)
```

```
    | stmt :: tail ->
        let nextStmt = (parseOrBlock tail) in
        let currStmt = (parseStatement stmt) in
          fun db addDB cnst ->
            let rec runOr nxt =
              match nxt with
                  NoSolution -> nextStmt db addDB cnst
                | Solution(vars, nxt) -> Solution(vars,
                                                        (fun unit -> runOr (nxt ())))
            in
              runOr (currStmt db addDB cnst)



(* Return the results from a query *)
and parseEval name params =
  let param_var_index var_idx =
    let rec pvi_iter plist idx =
      match plist with
          [] -> -1
        | Tst.Var(i) :: tl when i == var_idx -> idx
        | _ :: tl -> pvi_iter tl (idx + 1)
    in
      pvi_iter params 0
  in
  fun db addDB cnst ->
      let cnsts = cnst_of_params params cnst in
        (* Map the slots returned from the eval into our slot-space *)
      let revMap rCnsts =
        List.map2
          (fun cnst idx ->
              let pIdx = param_var_index idx in
                if pIdx == -1
                then cnst
                else cAnd cnst (List.nth rCnsts pIdx))
          cnst
          (range 0 (List.length cnst))
      in
        (* Run the eval, then send back the results, reverse mapping the slots as we go *
      let nxt = run_eval db addDB name cnsts in
      let rec doNxt nxt =
        match nxt with
            NoSolution -> NoSolution
          | Solution(rCnsts, nxt) ->
              (* print_string (string_of_eval name rCnsts); *)
              let rCnsts = revMap (list_first (List.length params) rCnsts) in
                (* print_string (string_of_eval name rCnsts); *)
                Solution(rCnsts, (fun unit -> doNxt (nxt ())))
      in
        doNxt nxt

```

```

(* ********    BEHOLD ——— The bane of my existence!!!!!!     *)

(* A dumber man could not have written this function...
 *    ... A smarter man would have known not to.
 *)
 and parseNotEval name params =
   let eval = parseEval name params in
     fun db addDB cnsts ->
       (* It probably will help to think of this function as a binary blob...
        *     I blacked out while I was writing it, but I remember it having
        *     something to do with lazily-generated cross products. ~John
        *)
       let rec iter_outs bigList =
         (* Printf.printf "%s\n" (string_of_eval "Level:" (List.hd bigList)); *)
         match bigList with
             [] -> failwith "Internal error 23"
           | myRow :: [] ->
               let rec linearGen myList =
                 match myList with
                     [] -> NoSolution
                   | hd :: tl -> Solution([hd], fun unit -> linearGen tl)
               in
                 linearGen myRow
           | myRow :: tl ->
               let tlGenMain = iter_outs tl in
               let rec twoGen myList nxtGen =
                 match myList with
                     [] -> NoSolution
                   | myHd :: myTl ->
                       match nxtGen with
                           NoSolution ->
                             twoGen myTl tlGenMain
                         | Solution(sol, nxtGen) ->
                             Solution(myHd :: sol, fun unit -> twoGen myList (nxtGen()))
               in
                 twoGen myRow tlGenMain
       in

       (* Iterate through all the solutions, subtracting all the new solutions
        * from the existing ones being stored in 'outs'
        *)
       let rec minus nxt outs =
         match nxt with
             NoSolution ->
               iter_outs outs
           | Solution(evCnsts, nxt) ->
               minus
                 (nxt())
                 (* (list_acc (fun out -> List.map2 cMinus out evCnsts) outs) *)
                 (List.map2
```

```
                    (fun out evCnst ->
                       list_acc (fun o -> cMinus o evCnst) out)
                    outs
                    evCnsts)
        in
          (* Start with the input solution, and subtract all the results *)
          minus (eval db addDB cnsts) (List.map (fun c -> [c]) cnsts)


(* Run an eval in somebody else's database *)
and parseDot2 v pred params =
  let eval = parseEval pred params in
    (fun db addDB cnst ->
       match (List.nth cnst v) with
           CEqlAgent(adb) ->
             eval adb (ref []) cnst
         | a -> (Printf.printf
                   "Warning: attempted dot ('.') on a non-agent: %s\n"
                   (string_of_cnst a);
                 NoSolution))
and parseNDot2 v pred params =
  let eval = parseNotEval pred params in
    (fun db addDB cnst ->
       match (List.nth cnst v) with
           CEqlAgent(adb) ->
             eval adb (ref []) cnst
         | a -> (Printf.printf
                   "Warning: attempted dot ('.') on a non-agent: %s\n"
                   (string_of_cnst a);
                 NoSolution))


and doAnd myCnsts db addDB cnst =
  let sol = cnstAndAll myCnsts cnst in
    (*(print_string (string_of_eval "" myCnsts));
      (print_string (string_of_eval "" cnst));*)
    if List.for_all (fun a -> a != FalseSol) sol
    then Solution(sol, fun () -> NoSolution)
    else NoSolution
and parseCompOp op v e2 =
  let compOp i  =
    match op with
        Ast.Lt -> CLT(i)
      | Ast.Gt -> CGT(i)
      | Ast.Leq -> CLT(i + 1)
      | Ast.Geq -> CGT(i - 1)
      | Ast.Eq  -> CEqlInt(i)
      | _ -> failwith "Unsupported comparison operator"
  in
    match e2 with
        Tst.ELit(i) ->
```

```
            doAnd ((list_fill Any v) @ [(compOp i)])
and parseStrComp v s =
  doAnd ((list_fill Any v) @ [CEqlStr(s)])
and parseSymComp v s =
  doAnd ((list_fill Any v) @ [CEqlSymbol(s)])
and parseLearnForget name statements =
  let remove_facts db addDB cnsts =
    let remove_fact (name,params) =
      db := remove_fact_all !db name (cnst_of_params params cnsts)
    in
      List.iter remove_fact statements
  in
  let remove_fact1 db addDB cnsts =
    let remove_fact (name,params) =
      db := remove_fact1 !db name (cnst_of_params params cnsts)
    in
      List.iter remove_fact statements
  in
  let add_facts db addDB cnsts =
    let add_fact (name,params) =
      db := Fact({name = name; params = (cnst_of_params params cnsts)}) :: !db
    in
      List.iter add_fact statements
  in
  let nm = String.compare name in
    if (nm "learn") == 0
    then (fun db addDB cnsts -> add_facts db addDB cnsts; NoSolution)
    else if (nm "forget") == 0
    then (fun db addDB cnsts -> remove_facts db addDB cnsts; NoSolution)
    else if (nm "forget1") == 0
    then (fun db addDB cnsts -> remove_fact1 db addDB cnsts; NoSolution)
    else failwith ("Invalid directive: " ^ name)
and parseDot1 v dname statements =
  let study = parseLearnForget dname statements in
    (fun db addDB cnst ->
       match (List.nth cnst v) with
           CEqlAgent(adb) ->
             study adb (ref []) cnst
         | a -> (Printf.printf
                   "Warning: attempted @ dot ('.') on a non-agent: %s\n"
                   (string_of_cnst a);
                 NoSolution))
and parseStatement statement =
  match statement with
      Tst.Block (redOp, statements)
        when 0 == (String.compare redOp "AND") ->
          parseAndBlock statements
    | Tst.Block (redOp, statements)
        when 0 == (String.compare redOp "OR") ->
          parseOrBlock statements
    | Tst.Block (redOp, statements) ->
```

```
            (Printf.printf "Invalid reduction operator %s\n" redOp;
             (fun db addDB cnst -> NoSolution))
      | Tst.Eval (name,    params) ->
          parseEval name params
      | Tst.NEval (name,    params) ->
          parseNotEval name params
      | Tst.Directive (name, params) ->
          parseCompilerDirective name params
      | Tst.Comp(e1, compOp, e2) ->
          parseCompOp compOp e1 e2
      | Tst.DirectiveStudy(name, statements) ->
          parseLearnForget name statements
      | Tst.StrComp(v, s) ->
          parseStrComp v s
      | Tst.SymComp(v, s) ->
          parseSymComp v s
      | Tst.Dot1(v, dname, statements) ->
          parseDot1 v dname statements
      | Tst.Dot2(v, pred, params) ->
          parseDot2 v pred params
      | Tst.NDot2(v, pred, params) ->
          parseNDot2 v pred params
  in
  let parseRule stmt slots actions =
    fun db addDB inCnsts ->
      let rec runPer sols nxt =
        match nxt with
            NoSolution -> NoSolution
          | Solution(outCnsts, nxt) ->
              (* Have we already given this solution? *)
              if (List.mem outCnsts sols)
              then runPer sols (nxt())
              else
                (List.iter
                   (fun action ->
                      (ignore (action db addDB outCnsts)))
                   actions;
                 Solution(outCnsts, fun () -> runPer (outCnsts :: sols)(nxt())))
      in
        (* print_string ("Num slots: " ^ (string_of_int slots) ^ "\n"); *)
        runPer [] (stmt db addDB (cnst_extend_to inCnsts slots))
  in
  let parseRF = function
      Tst.Rule (name, parms, numVars, statement, nseStmt) ->
        Rule ({ name = name; params = (sig_to_cnst parms)},
              (parseRule (parseStatement statement) numVars
                 (List.map parseStatement nseStmt)))
    | Tst.Fact (name, parms)              ->
        Fact ({ name = name; params = (sig_to_cnst parms)})
  in
  let tProg = Trans.translate(prog) in
```

```
    ref (List.map parseRF tProg)
;;

let query db addDB pred numVars =
  run_eval db addDB pred (list_fill Any numVars)
;;

let rec dump_db db =
  let print_sig s =
    Printf.printf "%s(%s)"
      s.name
      (String.concat "," (List.map string_of_cnst s.params))
  in
  let dump_rf rf =
    match rf with
        Fact(s) ->
          print_sig s;
          print_string ";\n"
      | Rule(s, f) ->
          print_sig s;
          print_string " {}\n"
  in
    List.iter dump_rf db
;;
```

Listing 55: CμLOG Interpreter