

# lib.pl

Tim Menzies  
Lane Department of Computer Science and Electrical Engineering  
West Virginia University  
Morgantown, WV 26506  
`tim@menzies.us`

## Contents

<b>1 Library</b>	<b>2</b>
1.1 Random clause */ . . . . .	2

# 1 Library

## 1.1 Random clause \*/

```
one(X) :-
    setof(One,X^one1(X,One),All0),
    beam(X,All0,All),
    member(_/X,All).
```

```
one1(X,Score/X) :-
    X,
    score(X,Score0),
    bound(X,Score0),
    Score is -1 * Score0. /*
```

If we have no knowledge of X, give it a random number. \*/

```
score(_,N) :-
    N is rand(2147483647). /*
```

If we have knowledge of minimum values for a score, test it here. \*/

```
bound(_,Score) :-
    Score > 0. /*
```

Sometimes, we may just want to select the top  $N$  values: makes this a beam search  
But right now, we have no selection knowledge. \*/

```
beam(_,L,L).
```