Name: NIM:

Problem Set 5 TK2ICM: Logic Programming (CSH4Y3) Second Term 2018-2019

Day, date : Tuesday, April 9, 2019

Duration : 60 minutes

Type : *open all*, individual (no cooperation between/among class participants)

Instruction:

1. You are not allowed to discuss these problems with other class participants.

- 2. You may use any reference (books, slides, internet) as well as other students who are not enrolled to this class.
- 3. Use the predicate name as described in each of the problem. The name of the predicate must be precisely identical. Typographical error may lead to the cancellation of your points.
- 4. Submit your work to the provided slot at CeLoE under the file name PS5-<your_name>.pl. For example: PS5-Albert.pl. Please see an information regarding your nickname at google classroom.

1 Interactive Grade Converter

Remark 1 This problem is worth 20 points.

Write the predicate igc/0 that interactively ask the user to input a number between 0 and 100 (inclusive) and outputs the corresponding index grade of that number. The grade is converted using the following rule. Suppose $G \in [0, 100]$, then the index of G, denoted by ind(G), is defined as follows

$$ind(G) = \begin{cases} \mathbf{A}, & \text{if } 80 < G \le 100 \\ \mathbf{AB}, & \text{if } 70 < G \le 80 \\ \mathbf{B}, & \text{if } 65 < G \le 70 \\ \mathbf{BC}, & \text{if } 60 < G \le 65 \\ \mathbf{C}, & \text{if } 50 < G \le 60 \\ \mathbf{D}, & \text{if } 40 < G \le 50 \\ \mathbf{E} & \text{if } 0 \le G \le 40. \end{cases}$$

The interaction will be halted if the user type the word end. In addition, the program outputs a warning Input must be a number between 0 - 100 (inclusive) or a string "end" without quotes. if the input is not a number in [0,100] neither a string end. An example of an I/O interaction is as follows:

?- igc.

Write a number between 0 - 100 (inclusive) or a string "end" without quotes:

|: 79.99.

The index is AB

Write a number between 0 - 100 (inclusive) or a string "end" without quotes:

|: 90.11.

The index is A

Write a number between 0 - 100 (inclusive) or a string "end" without quotes:

|: 56.57.

The index is C

Write a number between 0 - 100 (inclusive) or a string "end" without quotes:

|: 101.50.

Input must be a number between 0 - 100 (inclusive) or a string "end" without quotes.

Write a number between 0 - 100 (inclusive) or a string "end" without quotes:

: twenty

Input must be a number between 0 - 100 (inclusive) or a string "end" without quotes.

Write a number between 0 - 100 (inclusive) or a string "end" without quotes:

|: 0.

The index is E

Write a number between 0 - 100 (inclusive) or a string "end" without quotes:

: end

You choose to end the program, thank you!

true.

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2 Monotone List

Remark 2 This problem is worth 20 points.

Let L = [a[0], a[1], ..., a[n-1]] be a list of length n. We say L is *monotone* if one of the following condition is satisfied:

- for all $1 \le i \le j \le n$ we have a[i] \le a[j], formally $\forall i \forall j \ (i \le j \to a \ [i] \le a \ [j])$, in this case the list L is *monotonically increasing*; or
- for all $1 \le i \le j \le n$ we have a[i] \ge a[j], formally $\forall i \forall j \ (i \le j \to a \ [i] \ge a \ [j])$, in this case the list L is *monotonically decreasing*.

For instance, we have:

- the list L = [-1, 0, 1, 1, 1, 2, 3] is monotonically increasing,
- the list L = [2, 0, -1, -1, -1, -2, -3] is monotonically decreasing,
- the list L = [1, 1, 1, 1, 1, 1] is both monotonically increasing and monotonically decreasing
- the list L = [0, 1, 0, 1, 0, 1] is neither monotonically increasing nor monotonically decreasing,
- the list L = [1, 2] is monotonically increasing,
- the list L = [2, 1] is monotonically decreasing,
- the list L = [8] is both monotonically increasing and monotonically decreasing.

Write the predicate monotone / 1 that takes a non-empty list L as input, monotone (L) is true whenever L is a monotone list (L is monotonically increasing, monotonically decreasing, or both). Several examples:

- ?- monotone([-2,-1,-1,0,0,1,2,7,9]). returns **true**.
- ?- monotone([100,11,9,9,8,3,1,0,-1]). returns **true**.
- ?- monotone([9,9,9,9,9,9,9,9,9,9]). returns **true**.
- ?- monotone([1,2]). returns **true**.
- ?- monotone([3,2]). returns **true**.
- ?- monotone([3,2,3]). returns **false**.
- ?- monotone([1,2,1]). returns **false**.
- ?- monotone([1,2,3,4,1,5,6,7,8,9]). returns **false**.
- ?- monotone([9,8,8,7,6,5,3,4,1,0]). returns **false**.

3 Hamming Distance

Remark 3 This problem is worth 20 points.

Suppose L_1 and L_2 are two lists of the same lengths, the *Hamming distance* between L_1 and L_2 is the number of digits at which the corresponding components of L_1 and L_2 are different. Formally, suppose $L_1 = [L_1 \ [0] \ , L_1 \ [1] \ , \ldots , L_1 \ [n-1]]$ and $L_2 = [L_2 \ [0] \ , L_2 \ [1] \ , \ldots , L_2 \ [n-1]]$, then the Hamming distance between L_1 and L_2 , denoted by $\operatorname{dist}_H(L_1, L_2)$, is defined as

$$\operatorname{dist}_{H}(L_{1}, L_{2}) = |\{i \mid (0 \leq i \leq n-1) \land (L_{1}[i] \neq L_{2}[i])\}|.$$

For example, the Hamming distance between $L_1 = [2, 1, 7, 3, 8, 9, 6]$ and $L_2 = [2, 2, 3, 3, 7, 9, 6]$ is 3, because the different components of L_1 and L_2 occurs at positions 2, 3 and 5.

In this problem your task is to write the predicate hamming/3 such that hamming(L1,L2,D) is true whenever the Hamming distance between L1 and L2 is D. The first two arguments (i.e., L1 and L2) are always instantiated. If the length of L1 and L2 are different, then the program returns the string 'dimension error'. Several examples:

- ?- hamming([k,a,r,o,l,i,n],[k,a,t,h,r,i,n],D). returns D = 3.
- ?- hamming([k,a,r,o,l,i,n],[k,e,r,s,t,i,n],D). returns D = 3.
- ?- hamming([k,a,t,h,r,i,n],[k,e,r,s,t,i,n],D). returns D = 4.
- ?- hamming([1,0,1,1,1,0,1],[1,0,0,1,0,0,1],D). returns D = 2.
- ?- hamming([2,1,7,3,8,9,6],[2,2,3,3,7,9,6],D). returns D = 3.
- ?- hamming([1,2,3],[3,2],D). returns D = 'dimension error'.
- ?- hamming([1,2],[3,2,1],D). returns D = 'dimension error'.
- ?- hamming([a,b,c],[3,2,1],D). returns D = 3.

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4 Arithmetic List

Remark 4 This problem is worth 20 points.

A list L of n elements, $L = [L[0], L[1], \ldots, L[n-1]]$ is called as an *arithmetic list* if L[i+1] - L[i] = c for $c \in \mathbb{R}$ for all $0 \le i \le n-1$. In other words, the differences between two consecutive elements is a constant and it is always identical for every pair of consecutive elements. Hence, an arithmetic list L of n elements can be represented as

$$[a, a+b, a+2b, \ldots, a+(n-2)b, a+(n-1)b].$$

For example, we have:

- [1, 2, 3, 4, 5, 6] is an arithmetic list of length 6,
- [1, 4, 7, 10, 13, 16, 19] is an arithmetic list of length 7,
- [5, 1, -3, -7, -11] is an arithmetic list of length 5,
- [3, 3, 3, 3] is an arithmetic list of length 6,
- [1, 0, 1, 0, 1, 0, 1] is not an arithmetic list,
- [1, 3, 9, 27] is not an arithmetic list,
- [1, 1, 2, 3, 5, 8] is not an arithmetic list.

Write a predicate arithmetic/1 that returns true whenever the input is an arithmetic list. For example:

- ?- arithmetic([1,2,3,4,5,6]). returns **true**.
- ?- arithmetic([1,4,7,10,13,16,19]). returns **true**.
- ?- arithmetic([5,1,-3,-7,-11]). returns **true**.
- ?- arithmetic([3,3,3,3]). returns **true**.
- ?- arithmetic([1,0,1,0,1,0,1]). returns **false**.
- ?- arithmetic([1,3,9,27]). returns false.
- ?- arithmetic([1,1,2,3,5,8]). returns **false**.

5 Maximum Odd Number

Remark 5 This problem is worth 20 points.

Write a predicate maxodd/2 that takes two argument, the first argument is a list of numbers and the second argument is the maximum odd value of such list. If the list contains no odd values, the predicate returns **false**. For example, we have:

- ?- \max odd([1,1,2,3,5,8],M). returns M = 3.
- ?- maxodd([1,1,2,3,9,10],M). returns M = 9.
- ?- maxodd([10,12,2,30,52,88],M). returns false.