PAIP EXERCISES

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Introduction to Common Lisp

Using Functions

```
\langle titles \ {}_{1} \rangle \equiv
                                                                                                    (7)
           (defparameter *titles*
              '(Mr Mrs Miss Ms Sir Madam Dr Admiral Major General)
             "A list of titles that can appear at the start of a name.")
           *titles*, used in chunk 4.
        \langle abstract\ first-name\ {}_{2}\rangle \equiv
2
           (\langle function first-name(name): 3\rangle
              ( (if the first element of name is a title _4)
                \langle then return the first-name of the rest of the name 5\rangle
                \langle else return the first element of the name 6\rangle))
        \langle function\ first-name(name): 3 \rangle \equiv
                                                                                                    (2)
           defun first-name (name)
            "Select the first name from a name represented as a list."
        \langle if the first element of name is a title 4 \rangle \equiv
                                                                                                    (2)
           if (member (first name) *titles*)
       Uses *titles* 1.
        \langle then return the first-name of the rest of the name _5\rangle
                                                                                                    (2)
              (first-name (rest name))
        (else return the first element of the name 6)\equiv
6
                                                                                                    (2)
           (first name)
```

Exercises

```
(intro.lisp 7) ≡
(in-package :paip)
(defpackage paip.intro
(:use :cl :lisp-unit))
(in-package :paip.intro)

⟨titles 1⟩
;; Exercise 1.1
⟨Exercise 1.1 8⟩
;; Exercise 1.2
⟨Exercise 1.2 17⟩
;; Exercise 1.3
⟨Exercise 1.3 24⟩
```

Exercise 1.1

Define a version of last-name that handles "Rex Morgan MD," "Morton Downey, Jr.," and whatever other cases you can think of.

```
\langle Exercise 1.1 8 \rangle \equiv
8
                                                                                               (7)
           ⟨suffixes 13⟩
           ⟨last-name 9⟩
           ⟨Exercise 1.1 tests 14⟩
        \langle last-name 9 \rangle \equiv
                                                                                               (8)
           (defun last-name (name)
              "Select the last name from a name represented as a list."
              (if \langle the last element of a name is a suffix 10\rangle
                   \langle then\ return\ the\ last-name\ of\ all\ but\ the\ last\ element\ of\ the\ name\ {f 11} \rangle
                (else return the last element of the name 12))
        Defines:
           last-name, used in chunks 11, 15, and 16.
           First, we check to see if the last element of the name is a suffix, i.e.
        whether it's a member of *suffixes*.
        (the last element of a name is a suffix 10)\equiv
10
                                                                                               (9)
           (member (first (last name)) *suffixes*)
        Uses *suffixes* 13.
           If it is, then drop it from the name and return the last-name of the
        result.
        (then return the last-name of all but the last element of the name 11) \equiv
                                                                                               (9)
11
```

(last-name (butlast name))

Uses last-name 9.

Otherwise, it's the last name, so return it.

((evenp n) (square (power x (/ n 2))))

Uses power 18 and square 22.

```
(else return the last element of the name 12)\equiv
12
                                                                                                                (9)
             (first (last name))
         \langle suffixes 13 \rangle \equiv
13
                                                                                                                (8)
             (defparameter *suffixes*
                '(MD Jr)
                "A list of suffixes that can appear at the end of a name.")
         Defines:
             *suffixes*, used in chunk 10.
         \langle Exercise 1.1 tests 14 \rangle \equiv
                                                                                                                (8)
14
             (define-test test-last-name
                ⟨Rex Morgan MD 15⟩
                \langle Morton Downey, Jr 16 \rangle)
         ⟨Rex Morgan MD 15⟩≡
                                                                                                                            Assert that the last-name of Rex
15
                                                                                                               (14)
                                                                                                                           Morgan MD is Morgan.
             (assert-equal 'Morgan (last-name '(Rex Morgan MD)))
         Uses last-name 9.
         \langle Morton Downey, Ir 16 \rangle \equiv
16
                                                                                                               (14)
             (assert-equal 'Downey (last-name '(Morton Downey Jr)))
         Uses last-name 9.
         Exercise 1.2
              Write a function to exponentiate, or raise a number to an integer power.
              For example (power 3 2) = 3^2 = 9.
          \langle Exercise 1.2 17 \rangle \equiv
                                                                                                                (7)
17
             ⟨square 22⟩
             \langle power 18 \rangle
             ⟨Exercise 1.2 tests 23⟩
18
          \langle power 18 \rangle \equiv
                                                                                                               (17)
             (defun power (x n)
                "Raise x to the power of n."
                                                                                                                                 x^{n} = \begin{cases} 1 & \text{if } n = 0, \\ (x^{n/2})^{2} & \text{if } n \text{ is even,} \\ x \times x^{n-1} & \text{otherwise.} \end{cases}
                (cond \langle if \ n \ is \ zero \ return \ 1 \ 19 \rangle
                          \langle if \ n \ is \ even \ return \ x \ to \ the \ power \ of \ n \ over \ two, \ squared \ 20 \rangle
                          (otherwise return x times x to the power of n minus one 21))
         Defines:
             power, used in chunks 20, 21, and 23.
                                                                                                                           x^0 = 1
         \langle if \ n \ is \ zero \ return \ 1 \ 19 \rangle \equiv
                                                                                                               (18)
19
             ((zerop n) 1)
         \langle if \ n \ is \ even \ return \ x \ to \ the \ power \ of \ n \ over \ two, \ squared \ {}_{20} \rangle \equiv
                                                                                                               (18)
20
```

```
\langle otherwise\ return\ x\ times\ x\ to\ the\ power\ of\ n\ minus\ one\ 21\rangle \equiv
                                                                                                (18)
21
           (t (* x (power x (- n 1))))
        Uses power 18.
                                                                                                           square(x) = x^2
        \langle square 22 \rangle \equiv
22
                                                                                                (17)
           (defun square (x) (expt x 2))
        Defines:
           square, used in chunk 20.
        \langle Exercise 1.2 tests 23 \rangle \equiv
                                                                                                (17)
23
           (define-test test-power
              (assert-equal 9 (power 3 2)))
        Uses power 18.
        Exercise 1.3
            Write a function that counts the number of atoms in an expression.
            For example: (count-atoms '(a (b) c)) = 3. Notice that there is
            something of an ambiguity in this: should (a nil c) count as three
            atoms, or as two, because it is equivalent to (a () c)?
        \langle Exercise 1.3 24 \rangle \equiv
                                                                                                 (7)
24
           (defun count-atoms (exp)
              "Return the total number of non-nil atoms in the expression."
              (cond \(\langle if exp\) is nil there are no atoms 25\\\
                      (if exp is an atom there is only one 26)
                      (otherwise add the count of the atoms in the first and rest of exp 27))
        Defines:
           count-atoms, used in chunk 27.
        \langle if \ exp \ is \ nil \ there \ are \ no \ atoms \ 25 \rangle \equiv
                                                                                                (24)
25
           ((null exp) 0)
        \langle if \ exp \ is \ an \ atom \ there \ is \ only \ one \ 26 \rangle \equiv
26
                                                                                                (24)
           ((atom exp) 1)
        (otherwise add the count of the atoms in the first and rest of exp 27)\equiv
27
                                                                                                (24)
           (t (+ (count-atoms (first exp))
                    (count-atoms (rest exp))))
        Uses count-atoms 24.
```

Overview of Lisp

GPS: The General Problem Solver

```
\langle gps.lisp 29 \rangle \equiv
29
            (in-package :paip)
            (defpackage paip.gps
               (:use :cl :lisp-unit)
               (:export :GPS))
            (in-package :paip.gps)
            \langle find-all \ 28 \rangle
            (The current state: a list of conditions 30)
            \langle A \text{ list of available operators } _{31} \rangle
            (An operation with preconds, add-list and del-list 32)
            (Solve a goal from a state using a list of operators 33)
            (Achieve an individual goal 34)
            (Decide if an operator is appropriate for a goal 35)
            ⟨Apply operator to current state 36⟩
            (Define a list of operations 38)
            (Assert that a given problem is solvable 39)
            ⟨GPS Tests 40⟩
         Uses GPS 33.
         \langle The \ current \ state: a \ list \ of \ conditions \ 30 \rangle \equiv
30
                                                                                                   (29)
            (defvar *state* nil "The current state: a list of conditions.")
            *state*, used in chunks 33, 34, and 36.
         \langle A \text{ list of available operators } _{31} \rangle \equiv
                                                                                                   (29)
31
            (defvar *ops* nil "A list of available operators.")
         Defines:
            *ops*, used in chunks 33 and 34.
```

```
\langle An \text{ operation with preconds, add-list and del-list } _{32} \rangle \equiv
                                                                                    (29)
32
          (defstruct op
            "An operation"
            (action nil)
            (preconds nil)
            (add-list nil)
            (del-list nil))
       (Solve a goal from a state using a list of operators 33)
                                                                                    (29)
33
          (defun GPS (*state* goals *ops*)
            "General Problem Solver: achieve all goals using *ops*."
            (if (every #'achieve goals) 'solved))
       Defines:
          GPS, used in chunk 29.
       Uses *ops* 31, *state* 30, and achieve 34.
       \langle Achieve\ an\ individual\ goal\ 34 \rangle \equiv
                                                                                    (29)
34
          (defun achieve (goal)
            "A goal is achieved if it already holds,
            or if there is an appropriate op for it that is applicable."
            (or (member goal *state*)
                 (some #'apply-op
                        (find-all goal *ops* :test #'appropriate-p))))
       Defines:
          achieve, used in chunks 33 and 36.
       Uses *ops* 31, *state* 30, apply-op 36, appropriate-p 35, and find-all 28.
       (Decide if an operator is appropriate for a goal 35) \equiv
                                                                                    (29)
35
          (defun appropriate-p (goal op)
            "An op is appropriate to a goal if it is in its add list."
            (member goal (op-add-list op)))
          appropriate-p, used in chunk 34.
       \langle Apply \ operator \ to \ current \ state \ 36 \rangle \equiv
36
                                                                                    (29)
          (defun apply-op (op)
            "Print a message and update *state* if op is applicable."
            (when (every #'achieve (op-preconds op))
               (print (list 'executing (op-action op)))
               (setf *state* (set-difference *state* (op-del-list op)))
               (setf *state* (union *state* (op-add-list op)))
              t))
       Defines:
          apply-op, used in chunk 34.
       Uses *state* 30 and achieve 34.
          To drive the son to school, the son must start at home and the car
       must work.
       \langle Drive\ son\ to\ school\ _{37}\rangle \equiv
37
                                                                                    (38)
          (make-op :action 'drive-son-to-school
                     :preconds '(son-at-home car-works)
                     :add-list '(son-at-school)
                     :del-list '(son-at-home))
```

```
\langle Define\ a\ list\ of\ operations\ 38 \rangle \equiv
38
                                                                                 (29)
          (defparameter *school-ops*
             \langle Drive\ son\ to\ school\ 37 \rangle
             (make-op :action 'shop-installs-battery
                       :preconds '(car-needs-battery shop-knows-problem shop-has-money)
                       :add-list '(car-works))
             (make-op :action 'tell-shop-problem
                       :preconds '(in-communication-with-shop)
                       :add-list '(shop-knows-problem))
             (make-op :action 'telephone-shop
                       :preconds '(know-phone-number)
                       :add-list '(in-communication-with-shop))
             (make-op :action 'look-up-number
                       :preconds '(have-phone-book)
                       :add-list '(know-phone-number))
             (make-op :action 'give-shop-money
                       :preconds '(have-money)
                       :add-list '(shop-has-money)
                       :del-list '(have-money))))
       Tests
       \langle Assert\ that\ a\ given\ problem\ is\ solvable\ 39 \rangle \equiv
39
                                                                                 (29)
          (defmacro assert-solved (form)
            '(assert-equal 'solved ,form))
```

Defines:

assert-solved, used in chunk 40.

40

```
\langle GPS \ Tests \ {}_{40} \rangle \equiv
                                                                    (29)
  (define-test complex
    (assert-equal
     (format nil "~%~{(EXECUTING ~A) ~^~%~}"
              '(look-up-number
                telephone-shop
                tell-shop-problem
                give-shop-money
                shop-installs-battery
                drive-son-to-school))
     (with-output-to-string (*standard-output*)
       (assert-solved
        (gps '(son-at-home car-needs-battery have-money have-phone-book)
              '(son-at-school)
              *school-ops*)))))
  (define-test unsolvable
    (assert-nil (gps '(son-at-home car-needs-battery have-money)
                      '(son-at-school)
                      *school-ops*)))
  (define-test simple
    (assert-solved (gps '(son-at-home car-works)
                          '(son-at-school)
                         *school-ops*)))
  (define-test money-leftover
    (assert-solved (gps '(son-at-home have-money car-works)
                         '(have-money son-at-school)
                         *school-ops*)))
  (define-test clobbered-sibling
    (assert-nil (gps '(son-at-home car-needs-battery have-money have-phone-book)
                      '(have-money son-at-school)
                      *school-ops*)))
Uses assert-solved 39.
```

Package

(in-package :paip)

```
\langle paip.asd_{41} \rangle \equiv
41
         ;;;; paip.asd
         (asdf:defsystem paip
           :description "Paradigms of Artificial Intelligence Programming exercises"
           :author "Eric Bailey <eric@ericb.me>"
           ;; TODO :license "Specify license here"
           :depends-on (:lisp-unit)
           :serial t
           :components ((:module "src"
                          :components
                          ((:module "paip"
                            :components
                            ((:file "intro")
                             (:file "gps")))))))
         (defpackage paip
           (:use :cl))
```

Test Runner

```
⟨runtests 42⟩≡
42
         #! /usr/bin/env nix-shell
         #! nix-shell -i sh -p sbcl
         # N.B. quicklisp must be installed and configured.
         sbcl -noinform -non-interactive ∖
              -userinit src/paip/init.lisp \
              -eval "(in-package :paip.$1)" \
              -eval "(let* ((results (lisp-unit:run-tests :all :paip.$1))
                              (failures (lisp-unit:failed-tests results))
                              (status (if (null failures) 0 1)))
                         (lisp-unit:print-failures results)
                         (sb-posix:exit status))"
      \langle init.lisp_{43}\rangle \equiv
43
         #-quicklisp
         (let ((quicklisp-init (merge-pathnames "quicklisp/setup.lisp"
                                                  (user-homedir-pathname))))
           (when (probe-file quicklisp-init)
             (load quicklisp-init)))
         (push (concatenate 'string (sb-posix:getcwd) "/")
               asdf:*central-registry*)
         (asdf:load-system :paip)
```

Chunks

```
\langle A \text{ list of available operators } _{31} \rangle
⟨abstract first-name ₂⟩
(Achieve an individual goal 34)
(An operation with preconds, add-list and del-list 32)
⟨Apply operator to current state <sup>36</sup>⟩
(Assert that a given problem is solvable 39)
(Decide if an operator is appropriate for a goal 35)
(Define a list of operations 38)
\langle Drive\ son\ to\ school\ _{37}\rangle
(else return the first element of the name 6)
⟨else return the last element of the name 12⟩
⟨Exercise 1.1 8⟩
⟨Exercise 1.1 tests 14⟩
⟨Exercise 1.2 17⟩
⟨Exercise 1.2 tests 23⟩
\langle Exercise 1.3 24 \rangle
\langle find-all \ _{28} \rangle
⟨function first-name(name): <sub>3</sub>⟩
⟨GPS Tests 40⟩
⟨gps.lisp 29⟩
\langle if \ exp \ is \ an \ atom \ there \ is \ only \ one \ 26 \rangle
(if exp is nil there are no atoms 25)
\langle if \ n \ is \ even \ return \ x \ to \ the \ power \ of \ n \ over \ two, \ squared \ {}_{20} \rangle
\langle if \ n \ is \ zero \ return \ 1 \ 19 \rangle
(if the first element of name is a title 4)
⟨init.lisp ₄₃⟩
⟨intro.lisp <sub>7</sub>⟩
\langle last-name 9 \rangle
(Morton Downey, Jr 16)
(otherwise add the count of the atoms in the first and rest of exp 27)
\langle otherwise\ return\ x\ times\ x\ to\ the\ power\ of\ n\ minus\ one\ 21 \rangle
⟨paip.asd 41⟩
\langle power 18 \rangle
⟨Rex Morgan MD 15⟩
```

```
\langle runtests \ _{42} \rangle
\langle Solve \ a \ goal \ from \ a \ state \ using \ a \ list \ of \ operators \ _{33} \rangle
\langle square \ _{22} \rangle
\langle suffixes \ _{13} \rangle
\langle The \ current \ state: \ a \ list \ of \ conditions \ _{30} \rangle
\langle the \ last \ element \ of \ a \ name \ is \ a \ suffix \ _{10} \rangle
\langle then \ return \ the \ last - name \ of \ all \ but \ the \ last \ element \ of \ the \ name \ _{11} \rangle
\langle then \ return \ the \ first-name \ of \ the \ rest \ of \ the \ name \ _{5} \rangle
\langle titles \ _{1} \rangle
```

Index

```
*ops*: 31, 33, 34

*state*: 30, 33, 34, 36

*suffixes*: 10, 13

*titles*: 1, 4

achieve: 33, 34, 36

apply-op: 34, 36

appropriate-p: 34, 35

assert-solved: 39, 40

count-atoms: 24, 27

find-all: 28, 34

GPS: 29, 33

last-name: 9, 11, 15, 16

power: 18, 20, 21, 23

square: 20, 22
```

Bibliography