

XSB Prolog (cont.)

CSE 392, Computers Playing Jeopardy!, Fall 2011

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Example

```
mother_child(trude, sally).
father_child(tom, sally).
father_child(tom, erica).
father_child(mike, tom).
parent_child(X, Y) :- father_child(X, Y).
parent_child(X, Y) :- mother_child(X, Y).
sibling(X, Y):- parent_child(Z, X), parent_child(Z, Y),
    X \= Y.

?- trace.
?- sibling(X, Y).
```

Evaluation

- ?- **father_child(Father, Child).**
enumerates all valid answers on backtracking.

Append example

```
append([],L,L).
```

```
append([X|L], M, [X|N]) :- append(L,M,N).
```

```
append([1,2],[3,4],X)?
```

Append example

```
append([],L,L).
```

```
append([X|L],M,[X|N]) :- append(L,M,N).
```

<code>append([1,2],[3,4],X)?</code>	<code>X=1,L=[2],M=[3,4],A=[X N]</code>
-------------------------------------	--

Append example

```
append([ ],L,L).
```

```
append([X|L],M,[X|N]) :- append(L,M,N).
```

```
append([2],[3,4],N)?
```

```
append([1,2],[3,4],X)?
```

```
X=1,L=[2],M=[3,4],A=[X|N]
```

Append example

`append([],L,L).`

`append([X|L],M,[X|N']) :- append(L,M,N').`

<code>append([2],[3,4],N)?</code>	<code>X=2,L=[],M=[3,4],N=[2 N']</code>
<code>append([1,2],[3,4],X)?</code>	<code>X=1,L=[2],M=[3,4],A=[1 N]</code>

Append example

`append([],L,L).`

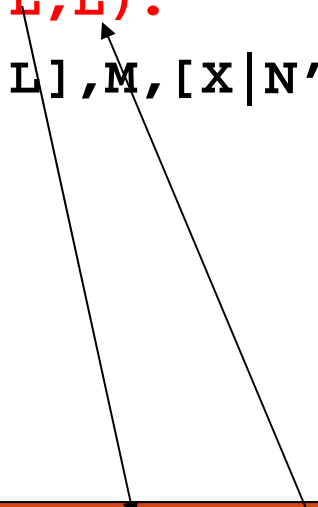
`append([X|L],M,[X|N']) :- append(L,M,N').`

<code>append([],[3,4],N')?</code>	
<code>append([2],[3,4],N)?</code>	<code>X=2,L=[],M=[3,4],N=[2 N']</code>
<code>append([1,2],[3,4],X)?</code>	<code>X=1,L=[2],M=[3,4],A=[1 N]</code>

Append example

append([],L,L).

append([X|L],M,[X|N']) :- append(L,M,N').



append([],[3,4],N')?	L = [3,4], N' = L
append([2],[3,4],N)?	X=2,L=[],M=[3,4],N=[2 N']
append([1,2],[3,4],X)?	X=1,L=[2],M=[3,4],A=[1 N]

Append example

`append([],L,L).`

`append([X|L],M,[X|N']) :- append(L,M,N').`

```
A = [1|N]
N = [2|N']
N' = L
L = [3,4]
Answer: A = [1,2,3,4]
```

<code>append([],[3,4],N')?</code>	<code>L = [3,4], N' = L</code>
<code>append([2],[3,4],N)?</code>	<code>X=2,L=[],M=[3,4],N=[2 N']</code>
<code>append([1,2],[3,4],X)?</code>	<code>X=1,L=[2],M=[3,4],A=[1 N]</code>

Quicksort Example

```
partition([], _, [], []).
partition([X|Xs], Pivot, Smalls, Bigs) :-
    ( X @< Pivot ->
      Smalls = [X|Rest],
      partition(Xs, Pivot, Rest, Bigs)
    ; Bigs = [X|Rest],
      partition(Xs, Pivot, Smalls, Rest)
    ).
quicksort([]) --> [].
quicksort([X|Xs]) -->
    { partition(Xs, X, Smaller, Bigger) },
    quicksort(Smaller), [X], quicksort(Bigger).
```

Interfaces to Java

- XSB Prolog: InterProlog (native | | sockets)
- SWI-Prolog: JPL (native)
- Sicstus: PrologBeans (sockets)

More Examples

`member(X,[X | R]).`

`member(X,[Y | R]) :- member(X,R)`

- *X is a member of a list whose first element is X.*
- *X is a member of a list whose tail is R if X is a member of R.*

?- `member(2,[1,2,3]).`

Yes

?- `member(X,[1,2,3]).`

`X = 1 ;`

`X = 2 ;`

`X = 3 ;`

No

More Examples

$\text{select}(X, [X | R], R).$

$\text{select}(X, [F | R], [F | S]) :- \text{select}(X, R, S).$

- *When X is selected from $[X | R]$, R results.*
- *When X is selected from the tail of $[X | R]$, $[X | S]$ results, where S is the result of taking X out of R .*

$?- \text{select}(X, [1, 2, 3], L).$

$X=1 \quad L=[2, 3] ;$

$X=2 \quad L=[1, 3] ;$

$X=3 \quad L=[1, 2] ;$

No

More Examples

`append([],X,X).`

`append([X | Y],Z,[X | W]) :- append(Y,Z,W).`

`?- append([1,2,3],[4,5],X).`

`X=[1,2,3,4,5]`

Yes

More Examples

`reverse([X | Y], Z, W) :- reverse(Y, [X | Z], W).`

`reverse([], X, X).`

`?- reverse([1,2,3], [], X).`

`X = [3,2,1]`

Yes

More Examples

`perm([],[]).`

`perm([X | Y],Z) :- perm(Y,W), select(X,Z,W).`

?- `perm([1,2,3],P).`

`P = [1,2,3] ;`

`P = [2,1,3] ;`

`P = [2,3,1] ;`

`P = [1,3,2] ;`

`P = [3,1,2] ;`

`P = [3,2,1]`

More Examples

- Sets

```
union([X|Y],Z,W) :- member(X,Z), union(Y,Z,W).
```

```
union([X|Y],Z,[X|W]) :- \+ member(X,Z), union(Y,Z,W).
```

```
union([],Z,Z).
```

```
intersection([X|Y],M,[X|Z]) :- member(X,M), intersection(Y,M,Z).
```

```
intersection([X|Y],M,Z) :- \+ member(X,M), intersection(Y,M,Z).
```

```
intersection([],M,[]).
```

Definite clause grammar (DCG)

- A **DCG** is a way of expressing grammar in a logic programming language such as Prolog
- The definite clauses of a DCG can be considered a set of axioms where the fact that it has a parse tree can be considered theorems that follow from these axioms

DCG Example

sentence --> noun_phrase, verb_phrase.

noun_phrase --> det, noun.

verb_phrase --> verb, noun_phrase.

det --> [the].

det --> [a].

noun --> [cat].

noun --> [bat].

verb --> [eats].

?- sentence(X, []).

DCG

- Not only context-free grammars
- Context-sensitive grammars can also be expressed with DCGs, by providing extra arguments

$s \text{ --> symbols(Sem,a), symbols(Sem,b), symbols(Sem,c).$

$\text{symbols(end,_) --> []}.$

$\text{symbols(s(Sem),S) --> [S], symbols(Sem,S).$

DCG

sentence --> pronoun(subject), verb_phrase.

verb_phrase --> verb, pronoun(object).

pronoun(subject) --> [he].

pronoun(subject) --> [she].

pronoun(object) --> [him].

pronoun(object) --> [her].

verb --> [likes].

Parsing with DCGs

`sentence(s(NP,VP)) --> noun_phrase(NP), verb_phrase(VP).`

`noun_phrase(np(D,N)) --> det(D), noun(N).`

`verb_phrase(vp(V,NP)) --> verb(V), noun_phrase(NP).`

`det(d(the)) --> [the].`

`det(d(a)) --> [a].`

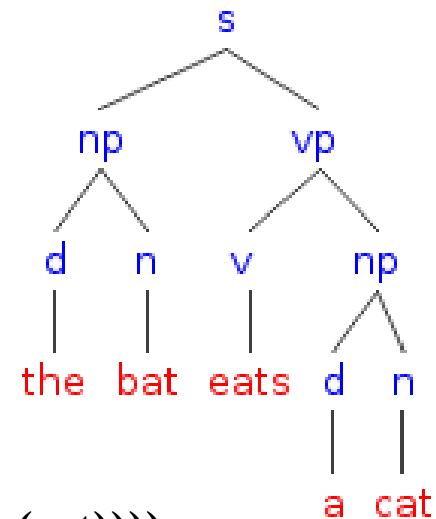
`noun(n(bat)) --> [bat].`

`noun(n(cat)) --> [cat].`

`verb(v(eats)) --> [eats].`

?- `sentence(Parse_tree, [the,bat,eats,a,cat], []).`

`Parse_tree = s(np(d(the),n(bat)),vp(v(eats),np(d(a),n(cat))))`



s --> np, vp.

np --> det, n.

vp --> tv, np.

vp --> v.

det --> [the].

det --> [a].

det --> [every].

n --> [man].

n --> [woman].

n --> [park].

tv --> [loves].

tv --> [likes].

v --> [walks].

| ?- s([a,man,loves,the,woman],[]).

yes

| ?- s([every,woman,walks],[]).

yes

| ?- s([a,woman,likes,the,park],[]).

yes

| ?- s([a,woman,likes,the,prak],[]).

no

Cut (logic programming)

- Cut (! in Prolog) is a goal which always succeeds, but cannot be backtracked past

- **Green cut**

gamble(X) :- gotmoney(X),!.

gamble(X) :- gotcredit(X), \+ gotmoney(X).

- **cut says “stop looking for alternatives”**
- by explicitly writing \+ gotmoney(X), it guarantees that the second rule will always work even if the first one is removed by accident or changed

- **Red cut**

gamble(X) :- gotmoney(X),!.

gamble(X) :- gotcredit(X).