COMP4418: Knowledge Representation and Reasoning

Introduction to Prolog II

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Reference: Ivan Bratko, Prolog Programming for Artificial Intelligence, Addison-Wesley, 2001. Chapter 3.

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Prolog

- Compound terms can contain other compound terms
- A compound term can contain the same kind of term, i.e., it can be recursive:

tree(tree(empty, jack, empty), fred, tree(empty, jill, empty))

• "empty" is an arbitrary symbol use to represent the empty tree

A structure like this could be used to represent a binary tree that looks like:



Binary Trees

■ A binary tree is either empty or it is a structure that contains data and left and right subtrees which are also binary trees

■ To test if some datum is in the tree:

```
in_tree(X, tree(_, X, _)).
in_tree(X, tree(Left, Y, _) :-
    X \= Y,
    in_tree(X, Left).
in_tree(X, tree(_, Y, Right) :-
    X \= Y,
    in_tree(X, Right).
```

The Size of a Tree

```
tree_size(empty, 0).
tree_size(tree(Left, _, Right), N) :-
tree_size(Left, LeftSize),
tree_size(Right, RightSize),
N is LeftSize + RightSize + 1.
```

 $\blacksquare The size of the empty tree is 0$

■ The size of a non-empty tree is the size of the left subtree plus the size of the right subtree plus one for the current node

Lists

- A list may be nil or it may be a term that has a head and a tail. The tail is another list.
- A list of numbers, [1, 2, 3] can be represented as:

list(1, list(2, list(3, nil)))



■ Since lists are used so often, Prolog has a special notation:

```
[1, 2, 3] = list(1, list(2, list(3, nil)))
```

Examples of Lists

[X, Y, Z] = [1, 2, 3]?	Unify the two terms on either side of the equals sign
X = 1 Y = 2 Z = 3	Variables match terms in corresponding positions
[X Y] = [1, 2, 3]?	The head and tail of a list are separated by using ' ' to indicate that the term following
X = 1 Y = [2, 3]	the bar should unify with the tail of the list
[X Y] = [1]?	The empty list is written as '[]'
X = 1 Y = []	The end of a list is usually []'
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More list examples

List Membership

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

■ Rules about writing recursive programs:

- ► Only deal with one element at a time
- Believe that the recursive program you are writing has already been written and works
- ► Write definitions, not programs

Appending Lists

A commonly performed operation on lists is to append one list to the end of another (or, concatenate two lists), e.g.,

append([1, 2, 3], [4, 5], [1, 2, 3, 4, 5]).

■ Start planning by considering the simplest case: append([], [1, 2, 3], [1, 2, 3]).

■ Clause for this case:

append([], L, L).

Appending Lists

```
    Next case:

        append([1], [2], [1, 2]).
    Since append([], [2], [2]):

        append([H|T1], L, [H|T2]) :- append(T1, L, T2).
    Entire program is:

        append([], L, L).

        append([], L, L).

        append([H|T1], L, [H|T2]) :-

        append([H|T1], L, T2).
```

Reversing Lists

```
    rev([1, 2, 3], [3, 2, 1]).
    Start planning by considering the simplest case:
rev([], []).
```

```
■ Note:
```

```
rev([2, 3], [3, 2]).
```

and

```
append([3, 2], [1], [3, 2, 1]).
```

Reversing Lists

Entire program is: rev([], []). rev([A|B], C) :rev(B, D), append(D, [A], C).

An Application of Lists

```
Find the total cost of a list of items:
     cost(flange, 3).
     cost(nut, 1).
     cost(widget, 2).
     cost(splice, 2).
■ We want to know the total cost of [flange, nut, widget,
  splice]
     total_cost([], 0).
     total_cost([A|B], C) :-
         total_cost(B, B_cost),
         cost(A, A_cost),
         C is A_cost + B_cost.
```