

Logic Programming

Lists. Recursion

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Introducing lists

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- ▶ Lists are the only data type in LISP
- ▶ They are *a* data structure in Prolog.
- ▶ **Lists can represent practically *any* structure.**

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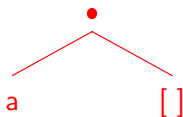
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 - ▶ h - the **head**, can be any term,
 - ▶ t - the **tail**, must be a list.

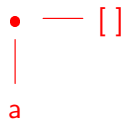
List representations

- ▶ $.(a, [])$ is represented as



*“tree
representation”*

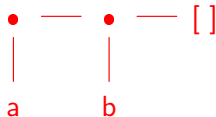
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*“vine
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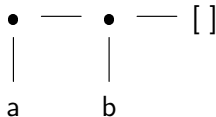
List representations (cont'd)

- ▶ `.(a, .(b, []))` is

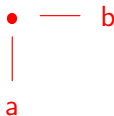


List representations (cont'd)

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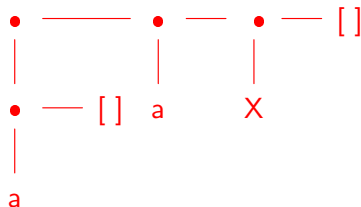


- ▶ $.(a, b)$ is *not* a list, but it is a legal Prolog structure, represented as



List representations (cont'd)

- $.(. (a, []), .(a, .(X, [])))$ is represented as



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- ▶ Prolog will give:

```
?-p([H | T]).
```

```
    H = 1,
```

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    T = [2, 3];
```

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    H = the
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    T = [cat, sat, [on, the, mat]];
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```
no
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    no
```

- ▶ Attention! $[a \mid b]$ is not a list, but it is a valid Prolog expression, corresponding to $.(a, b)$

Unifying lists: examples

`[X, Y, Z] = [john, likes, fish]`

`X = john`

`Y = likes`

`Z = fish`

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$[X, Y, Z] = [\text{john}, \text{likes}, \text{fish}]$

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$[\text{cat}] = [X \mid Y]$

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$X = \text{cat}$

$Y = []$

$[X, Y \mid Z] = [\text{mary}, \text{likes}, \text{wine}]$

$X = \text{mary}$

$Y = \text{likes}$

$Z = [\text{wine}]$

Unifying lists: examples (cont'd)

$[[\text{the}, Y] \mid Z] = [[X, \text{hare}], [\text{is}, \text{here}]]$

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$Y = \text{hare}$

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$T = [\text{norfolk}]$

Unifying lists: examples (cont'd)

`[[the, Y] | Z] = [[X, hare], [is, here]]`

`X = the`

`Y = hare`

`Z = [[is, here]]`

`[golden | T] = [golden, norfolk]`

`T = [norfolk]`

`[vale, horse] = [horse, X]`

`false`

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false

$[\text{white} \mid Q] = [P \mid \text{horse}]$

$P = \text{white}$

$Q = \text{horse}$

Strings

- ▶ In Prolog, strings are written inside double quotation marks.
- ▶ Example: "a string".
- ▶ Internally, a string is a list of the corresponding ASCII codes for the characters in the string.
- ▶ ?– `X = "a string".`
`X = [97, 32, 115, 116, 114, 105, 110, 103].`

Summary

- ▶ Items of interest:
 - ▶ the anatomy of a list in Prolog `.(h, t)`
 - ▶ graphic representations of lists: “tree representation”, “vine representation”,
 - ▶ syntactic sugar for lists `[...]` ,
 - ▶ list manipulation: head-tail notation `[H|T]`,
 - ▶ strings as lists,
 - ▶ unifying lists.

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 - (b) **the general case, which describes the recursive call.**

Example: lists as an inductive domain

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- ▶ any other list is made of a head and a tail (the tail should be a list): $[H|T]$.

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- ▶ For [] the predicate is false, therefore it will be omitted.
- ▶ Note that the recursive call is on a smaller list (second argument). The elements in the recursive call are getting smaller in such a way that eventually the computation will succeed, or reach the empty list and fail. predicate for the empty list (where it fails).

When to use the recursion?

- ▶ Avoid circular definitions:

```
parent(X, Y):- child(Y, X).  
child(X, Y):- parent(Y, X).
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parent(X, Y):- child(Y, X).  
child(X, Y):- parent(Y, X).
```

- ▶ Careful with left recursion:

```
person(X):- person(Y), mother(X, Y).  
person(adam).
```

In this case,

```
?- person(X).
```

will loop (no chance to backtrack). Prolog tries to satisfy the rule and this leads to the loop.

- ▶ Order of facts, rules in the database:

```
is_list([A|B]):- is_list(B).  
is_list([]).
```

The following query will loop:

```
?- is_list(X)
```

- ▶ The order in which the rules and facts are given matters. In general, **place facts before rules**.

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 5. The concatenation of two lists.