Lecture 4

Recursion in PROLOG. Recursive relations. Applications

Mircea Marin

mircea.marin@e-uvt.ro

October 2018

Mircea Marin Logic Programming

イロト イポト イヨト イヨト

E DQC

Recursion

A notion is recursive if it is defined in terms of itself.

- In general, a recursive definition is specified by one ore more rules, called cases:
 - 0 or more base cases, in which the predicate from the head of the rule does not occur in the body of the rule.
 - 1 or more recursive cases, in which the predicate from the head of the rule occurs in the body of the rule.

Several definitions are recursive in PROLOG. For instance:

where f is a function symbol with arity *n*.

Base cases: A term is a constant or a variable. These cases can be restated as follows:

1 is a term if *t* is a constant.

2 t is a term if t is a variable.

Recursive case: *t* is a term if *t* is of the form $f(t_1, ..., t_n)$ with function symbol *f* of arity *n*, and $t_1, ..., t_n$ are terms.

Recursion in PROLOG

List = recursive data structure used frequently in symbolic computations.

In PROLOG, lists are defined as follows:

Base case: [] is a list.

Recursive case: (h, t) is a list if h is a term and t is a list.

Remarks

Every nonempty list *l* is of the form .(*h*, *t*) where *h* is the head (or first element) of *l*, and *t* is the tail of *l*.

For lists, PROLOG allows to use the abbreviated notation [t₁,...,t_n] instead of .(t₁,.(..., .(t_n, [])...)). The terms t₁,..., t_n are called the elements of the list, and can be of any kind: constants, variables, or structures. For example: [*list*, *with*, 4, *elements*, ':', [a, A, book(ion, autor(rebreanu)), _]]



List manipulation Head and tail

Special notation for splitting a nonempty list *L* in head and tail: [X | Y] = L

 \triangleright the variable X gets bound to the head of list L \triangleright the variable Y gets bound to the tail of list L.

ヘロン 人間 とくほ とくほ とう

∃ 𝒫𝔅

Special notation for splitting a nonempty list *L* in head and tail: [X | Y] = L

 \triangleright the variable X gets bound to the head of list L \triangleright the variable Y gets bound to the tail of list L.

Remark.

```
[X|Y] coincides with the term (X, Y).
```

 $[X \mid Y]$ is not a list!

Example			
List	Head	Tail	
[<i>a</i> , <i>b</i> , <i>c</i> , <i>d</i>]	а	[b, c, d]	
[<i>a</i>]	а	[]	
[]	(nothing)	(nothing)	
[[bad, dog],bites]	[bad dog]	[bites]	
[X+Y, x+y]	[X + Y]	[x + y]	
"abc"	97	[98, 99]	

Recursive definitions of predicates

Example 1: Defining a predicate which is a list recognizer

```
% is_list(L) means that L is a list
```

```
% Base case
is_list([]).
```

```
% Recursive case
is_list([_|T]) :- is_list(T).
```

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 ののの

Recursive definitions of predicates

Example 1: Defining a predicate which is a list recognizer

```
% is_list(L) means that L is a list
```

```
% Base case
is_list([]).
```

```
% Recursive case
is_list([_|T]) :- is_list(T).
```

Example 2: Defining element membership to a list

```
% member(X,L) means that X belongs to L
```

```
% Base case: X is the lead of L
member(X,[X|_]).
```

```
% Recursive case: X belongs to the tail of L
member(X,[Y|T]) :- member(X,T).
```

Example: tt member

REMARKS

- PROLOG verifies 2 conditions, in the following order:
- 1 member(X, [X|_]). (base case) 2 member(X, [_|T]) :- member(X, T). (recursive case)

ヘロン 人間 とくほ とくほ とう

э.

- In the recursive case, the list that gets tested for occurrence of x in it becomes shorter.
- The list can not be shortened forever \Rightarrow computation terminates
- PROLOG stops computing in two situations:
 - It encounters a list which satisfies the base case \Rightarrow it stops with success (true).
 - it reaches the empty list
 - \Rightarrow it stops with failure (false).

- Termination = the property of a program to stop after a finite number of steps
- Some programs don't stop

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

Reason: the definitions of predicates parent and child are circular (mutually recursive).

 \Rightarrow avoid circular definitions of this kind!

• The following program is left-recursive and never stops:

```
human(X):-human(Y), parent(X,Y).
human(adam).
```

 \Rightarrow left recursion should be used with care!

・ 同 ト ・ ヨ ト ・ ヨ ト …

Rules and facts are applied in the order they are written in the program.

• Intuitive rule of thumb: facts should be written before rules.

Sometimes, a particular ordering of rules and facts works well only for a particular kind of queries.

Example

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

is a good program to answer the queries

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

but is not good if we want to answer the query $is_list(X)$. What happens if we change the order of clauses in the program? $?-is_list(X)$.

ヘロン 人間 とくほ とくほう

Many predicates defined in PROLOG make distinction between Input parameters (+): they must have concrete values when we call the predicate.

Output parameters (-): their values are computed as answers to the query.

Arbitrary parameters (?): can be both input and output.

ヘロト ヘアト ヘビト ヘビト

```
% nr_elem(+List,-N) computes the number N of elements in list
% List. List is input param. and N is output param.
nr_elem([],0). %1
nr_elem([_|T],N):-nr_elem(T,N1), N is N1+1. %2
```

◆□ ▶ ◆□ ▶ ◆ □ ▶ ◆ □ ▶ ● □ ● ● ● ●

```
% nr_elem(+List,-N) computes the number N of elements in list
% List. List is input param. and N is output param.
nr_elem([],0). %1
nr_elem([_|T],N):-nr_elem(T,N1), N is N1+1. %2
```



∃ <2 <</p>

イロト イポト イヨト イヨト

```
% nr_elem(+List,-N) computes the number N of elements in list
% List. List is input param. and N is output param.
nr_elem([],0). %1
nr_elem([_|T],N):-nr_elem(T,N1), N is N1+1. %2
```



Observaţii:

• The value of N is computed on the branch which backtracks from recursion:

イロト 不得 とくほと くほとう

= 990

```
% nr_elem(+List,-N) computes the number N of elements in list
% List. List is input param. and N is output param.
nr_elem([],0). %1
nr_elem([_|T],N):-nr_elem(T,N1), N is N1+1. %2
```



Observaţii:

- The value of N is computed on the branch which backtracks from recursion:
- It is desirable to compute the result along the branch through recursive calls, to avoid the creation of temporary variables on the stack.

・ロト ・ 同ト ・ ヨト ・ ヨト … ヨ

Computing the number of elements in a list

The version nr_elem1 (Lista, N), to compute the number N of elements in list L along the branch through recursive calls, is based on the auxiliary relation nr_elemAux (Lista, A, N) where:

- A is an extra argument of nr_elem (Lista, N), called accumulator.
- A accumulates the number of elements in the list, while performing recursive calls.

```
nr_elem1(Lista,N):-nr_elemAux(Lista,0,N). %1
nr_elemAux([],N,N). %2
nr_elemAux([_|T],M,N):-P is M+1,nr_elemAux(T,P,N). %3
```

```
nr_elem1([a,b],N).
```

◆□▶ ◆□▶ ◆三▶ ◆三▶ ● ○ ○ ○

Computing the number of elements in a list

The version nr_elem1 (Lista, N), to compute the number N of elements in list L along the branch through recursive calls, is based on the auxiliary relation nr_elemAux (Lista, A, N) where:

- A is an extra argument of nr_elem (Lista, N), called accumulator.
- A accumulates the number of elements in the list, while performing recursive calls.

```
nr_elemAux([a,b],0,N).
```

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 ののの

Computing the number of elements in a list A versiion with accumulator

The version nr_elem1 (Lista, N), to compute the number N of elements in list L along the branch through recursive calls, is based on the auxiliary relation nr_elemAux (Lista, A, N) where:

- A is an extra argument of nr_elem (Lista, N), called accumulator.
- A accumulates the number of elements in the list, while performing recursive calls.

◆□▶ ◆□▶ ◆三▶ ◆三▶ ● ○ ○ ○

Computing the number of elements in a list

The version nr_elem1 (Lista, N), to compute the number N of elements in list L along the branch through recursive calls, is based on the auxiliary relation nr_elemAux (Lista, A, N) where:

- A is an extra argument of nr_elem (Lista, N), called accumulator.
- A accumulates the number of elements in the list, while performing recursive calls.

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 ののの

Computing the number of elements in a list

The version nr_elem1 (Lista, N), to compute the number N of elements in list L along the branch through recursive calls, is based on the auxiliary relation nr_elemAux (Lista, A, N) where:

- A is an extra argument of nr_elem (Lista, N), called accumulator.
- A accumulates the number of elements in the list, while performing recursive calls.

```
nr elem1(Lista,N):-nr elemAux(Lista,0,N).
                                                                          81
                                                                          82
nr_elemAux([],N,N).
                                                                          23
nr elemAux([ |T],M,N):-P is M+1,nr elemAux(T,P,N).
   nr elem1([a,b],N).
                 (1) nr_elem1 (Lista0, N0) :-nr_elemAux (Lista0, 0, N0).
                   Lista0=[a.b]. N0=N.
nr_elemAux([a,b],0,N).
                (3) nr_elemAux([_|T1],M1,N1):-P1 is M1+1,nr_elemAux(T1,P1,N1). T1=[b],M1=0,P1=1.
  nr_elemAux([b],1,N).
                 (3) nr_elemAux([_|T2],M2,N2):-P2 is M2+1,nr_elemAux(T2,P2,N2). T2=[],M2=1,P2=2.
  nr elemAux([],2,N).
                 (2) nr_elemAux([], N3, N3).
                 N3=2. N=2
                                                          ◆□▶ ◆□▶ ◆三▶ ◆三▶ ● ○ ○ ○
                              Mircea Marin
                                            Logic Programming
```



◆□> ◆□> ◆豆> ◆豆> ・豆 ・ のへで

• Idea: Use an accumulator which acts like a stack where we push recursively all elements of L, starting with the head of L.

ヘロン 人間 とくほ とくほ とう

E DQC

- Idea: Use an accumulator which acts like a stack where we push recursively all elements of L, starting with the head of L.
- Initially, the accumulator is empty [].

・ 同 ト ・ ヨ ト ・ ヨ ト …

= 990

- Idea: Use an accumulator which acts like a stack where we push recursively all elements of L, starting with the head of L.
- Initially, the accumulator is empty [].

```
rev_list(L,R):-rev_listAux(L,[],R).
```

```
% base case
rev_listAux([],R,R).
```

```
% recursive case
rev_listAux([H|T],A,R):-rev_listAux(T,[H|A],R).
```

▲□▶▲圖▶▲圖▶▲圖▶ ▲圖 ● ④ ● ●

Illustrated exemple

?-rev_list([a,b,c],R).

Mircea Marin Logic Programming

ヘロマ 人間マ 人間マ 人間マ

÷

Illustrated exemple

```
?-rev_list([a,b,c],R).
```

```
rev_list([a,b,c],R).
```

ヘロマ 人間マ 人間マ 人間マ

÷

Illustrated exemple

```
?-rev_list([a,b,c],R).
```

```
rev_list([a,b,c],R).
                  rev list(L1,R1):-rev listAux(L1,[],R1).
                 L1=[a,b,c], R1=R
rev listAux([a,b,c],[],R).
                  rev listAux([H2|T2],A2,R2):-
                     rev listAux(T2,[H2|A2],R2).
                  H2=[a],T2=[b,c], A2=[],R2=R
rev listAux([b,c],[a],R).
                  rev listAux([H3|T3],A3,R3):-
                     rev listAux(T3,[H3|A3],R3).
                ↓ H3=[b],T3=[c], A3=[a],R3=R
rev listAux([c],[b,a],R).
                  rev listAux([H4|T4],A4,R4):-
                     rev listAux(T4,[H4|A4],R4).
                ↓ H4=[c], T4=[], A4=[b,a], R4=R
rev listAux([],[c,b,a],R).
```

Illustrated exemple

```
?-rev list([a,b,c],R).
R=[c,b,a]
               rev_list([a,b,c],R).
                              rev list(L1,R1):-rev listAux(L1,[],R1).
                             L1=[a,b,c], R1=R
           rev listAux([a,b,c],[],R).
                              rev listAux([H2|T2],A2,R2):-
                                 rev listAux(T2,[H2|A2],R2).
                              H2=[a], T2=[b,c], A2=[], R2=R
            rev listAux([b,c],[a],R).
                              rev listAux([H3|T3],A3,R3):-
                                 rev listAux(T3,[H3|A3],R3).
                           ↓ H3=[b],T3=[c], A3=[a],R3=R
            rev listAux([c],[b,a],R).
                              rev listAux([H4|T4],A4,R4):-
                                 rev listAux(T4,[H4|A4],R4).
                           ↓ H4=[c], T4=[], A4=[b,a], R4=R
           rev_listAux([],[c,b,a],R).
                              rev listAux([],R5,R5).
                              R5=[c,b,a], R=[c,b,a]
```

Mircea Marin Logic Programming

Hypotheses:

- No member of the club has debts to the treasurer of the club.
- If a member of the club did not pay the tax then he has debts to the treasurer of the club,
- The treasurer of the club is a member of the club.

Conclusion: Thr treasurer of the club payed the tax.

Solve the problem in PROLOG, using facts and rules to write a corresponding program, and a query.

ヘロン ヘアン ヘビン ヘビン

Hypotheses:

- No member of the club has debts to the treasurer of the club.
- If a member of the club did not pay the tax then he has debts to the treasurer of the club,
- The treasurer of the club is a member of the club.

Conclusion: Thr treasurer of the club payed the tax.

Solve the problem in PROLOG, using facts and rules to write a corresponding program, and a query.

```
% Hypothesis 1
no_debts(X):-club_member(X).
% Hypothesis 2
payed_tax(X):-no_debts(X).
% Hypothesis 3
club_member(treasurer).
```

?-payed_tax(treasurer).

Observation: this program is not recursive.

・ロ・ ・ 同・ ・ ヨ・ ・ ヨ・

= 990

Formalize the following knowledge in PROLOG:

- Steven and Peter are neighbors.
- 2 Steven is married with doctor who works at Emergency Hospital.
- 9 Peter is married with an actress who works at National Theater.
- Steven is music lover and Peter is hunter.
- 5 All music lovers are sentimental.
- All hunters are liars.
- Actresses like sentimental men.
- Married people have the same neighbors.
- Being married and being neighbors are symmetric relations.

Next, use PROLOG to find the answer to the question: does Peter's wife like Steven?

・ロン ・聞 と ・ ヨ と ・ ヨ と

noighbor1 (stayon notor)	9, 1	
nerghborr (steven, peter).		
marriedl(steven,stevens_Wife).	82	
doctor(stevens_Wife).	82	
<pre>works(stevens_Wife,emergency_hospital).</pre>	82	
<pre>married1(peter,peters_Wife).</pre>	83	
actress(peters_Wife).	83	
works(peters_Wife,national_theater).	83	
<pre>music_lover(steven).</pre>	84	
hunter(peter).	84	
<pre>sentimental(X):-music_lover(X).</pre>	85	
liar(X):-hunter(X).	86	
likes(X,Y):-actress(X),sentimental(Y).	87	
<pre>neighbor(X,Y):-married(X,Z),neighbor(Z,Y).</pre>	88	
neighbor(X,Y):-neighborl(X,Y).	89	
<pre>neighbor(X,Y):-neighbor1(Y,X).</pre>	89	
<pre>married(X,Y):-married1(X,Y).</pre>	89	
<pre>married(X,Y):-married1(Y,X).</pre>	89	
<pre>conclusion:-married(peter,W),likes(W,steven).</pre>		

?-conclusion.

Observation: this program is recursive.

ヘロト 人間 とくほとくほとう

A binary relation is symmetric if

- r(term₁, term₂) holds if and only if r(term₂, term₁) holds.
- The binary relations neighbor and married from the previous example are symmetric.
- Q: How can we specify a symmetric relation?

ヘロン ヘアン ヘビン ヘビン

A binary relation is symmetric if

- r(term₁, term₂) holds if and only if r(term₂, term₁) holds.
- The binary relations neighbor and married from the previous example are symmetric.
- Q: How can we specify a symmetric relation?
- Version 1 Example

r(a,b). r(a,c). r(X,Y):-r(Y,X).

Remark : We must write the fact for r before the rule. Problem:

?-r(b,c).

 \Rightarrow the answer to this query will never be found (infinite recursion). How can we avoid this situation?

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 ののの

A binary relation is symmetric if

- r(term₁, term₂) holds if and only if r(term₂, term₁) holds.
- The binary relations neighbor and married from the previous example are symmetric.
- Q: How can we specify a symmetric relation?
- Version 1 Example

r(a,b). r(a,c). r(X,Y):-r(Y,X).

Remark : We must write the fact for r before the rule. Problem:

?-r(b,c).

 \Rightarrow the answer to this query will never be found (infinite recursion). How can we avoid this situation?

• Version 2: by defining an auxiliary asymmetric relation r1. Example:

```
r1(a,b). r1(a,c).
r(X,Y):-r1(X,Y).
r(X,Y):-r1(Y,X).
```

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 ののの

A binary relation is symmetric if

- r(term₁, term₂) holds if and only if r(term₂, term₁) holds.
- The binary relations neighbor and married from the previous example are symmetric.
- Q: How can we specify a symmetric relation?
- Version 1 Example

r(a,b). r(a,c). r(X,Y):-r(Y,X).

Remark : We must write the fact for r before the rule. Problem:

?-r(b,c).

 \Rightarrow the answer to this query will never be found (infinite recursion). How can we avoid this situation?

• Version 2: by defining an auxiliary asymmetric relation r1. Example:

```
rl(a,b). rl(a,c).
r(X,Y):-rl(X,Y).
r(X,Y):-rl(Y,X).
```

This version was used to define the symmetric relations neighbor and married.

◆□▶ ◆□▶ ◆三▶ ◆三▶ ● ○ ○ ○

We could represent sets by a list where every element occurs only once.

• Define recursively the property is_set (L) which holds if L is a list where every element occurs only once. Example:

```
?-is_set([a,b,d,c]).
true
?-is_set([a,b,a]).
false
```

• Define the relation set (L, M) which takes as input parameter the list L at as M as output parameter, and binds M to the set of elements that occur in L.

```
?-set([a,b,a,c],M).
M=[a,b,c]
```

▲□▶ ▲□▶ ▲三▶ ▲三▶ 三三 ののの

How to represent sets in PROLOG?

🚺 is_set(L)

- ▷ Base case: [] is set.
- Recursive case: [H|T] is set if H does not occur in T and T is set.
- et (L, M)
 - \triangleright Base case: If L=[] then M=[].
 - Recursive case: If L=[H|T] then M=[H|R] where R is the list produced in 2 steps:
 - First, we find the list R1 produced by removing all occurrences of H from T.

To find R1, we will define the relation delete (H, T, R1) which holds if R1 is the list obtained from T by removing all occurrences of H.

・ロト ・ 理 ト ・ ヨ ト ・

R is computed recursively, as answer to the query set (R1, R).

◆□> ◆□> ◆豆> ◆豆> ・豆 ・ のへで

```
set([],[]).
set([H|T],[H|R]):-delete(H,T,R1),set(R1,R).
```

< □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □ > < □

Define recursively the following relations on sets:

- equal_sets (A, B) if A and B represent the same set.
- reunion (A, B, C) which holds if C represents the set produced by the reunion of sets A and B.
- intersection (A, B, C) which holds if C represents the set produced by the intersection of sets A and B.
- difference (A, B, C) which holds if C represents the set produced by th difference of sets A and B.

Recursive relations

Consider the relation next (X, Y, L) defined as follows:

```
next(X,Y,[X,Y]]).
next(X,Y,[Z|T]):-X=Z,next(X,Y,T).
```

- What is the meaning of the relation next (X, Y, Z)?
- What is the meaning of the relation z_u(X, Y) defined by the rule

What is the meaning of the relation z_p(X, Y) defined by the rule

```
z_p(X, Y) := z_u(Y, X).
```

◆□▶ ◆□▶ ★ □▶ ★ □▶ → □ → の Q ()