Prolog Lists...

?- L = .(a, .(.(1, .(2, [])), .(b, .(c, []))))
L = [a, [1, 2], b, c]

Matching Lists – [Head | Tail]

<table>
<thead>
<tr>
<th>A</th>
<th>F</th>
<th>A ≡ F</th>
<th>variable subst.</th>
</tr>
</thead>
<tbody>
<tr>
<td>[]</td>
<td>[]</td>
<td>yes</td>
<td></td>
</tr>
<tr>
<td>[]</td>
<td>a</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>[a]</td>
<td>[]</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>[[]]</td>
<td>[]</td>
<td>no</td>
<td></td>
</tr>
<tr>
<td>[a</td>
<td>[b, c]] L</td>
<td>yes</td>
<td>L=[a,b,c]</td>
</tr>
<tr>
<td>[a]</td>
<td>[H</td>
<td>T]</td>
<td>yes</td>
</tr>
</tbody>
</table>

Prolog Lists

LISP: cons(a, cons(b, cons(c, null)))

Prolog: L = .(a, .(b, .(c, []))))
L = [a, b, c]

?- L = .(a, .(b, .(c, []))))
L = [a, b, c]
Prolog Lists — Member...

?- member(x, [a, b, c, x, f]).
yes

?- member(x, [a, b, c, f]).
no

?- member(x, [a, [x, y], f]).
no

?- member(Z, [a, [x, y], f]).
Z = a
Z = [x, y]
Z = f

Matching Lists — [Head | Tail]...

<table>
<thead>
<tr>
<th>A</th>
<th>F</th>
<th>A ≡ F</th>
<th>variable subst.</th>
</tr>
</thead>
<tbody>
<tr>
<td>[a, b, c]</td>
<td>[H</td>
<td>T]</td>
<td>yes</td>
</tr>
<tr>
<td>[a, [1, 2]]</td>
<td>[H</td>
<td>T]</td>
<td>yes</td>
</tr>
<tr>
<td>[[1, 2], a]</td>
<td>[H</td>
<td>T]</td>
<td>yes</td>
</tr>
<tr>
<td>[a, b, c]</td>
<td>[X, Y, c]</td>
<td>yes</td>
<td>X=a, Y=c</td>
</tr>
<tr>
<td>[a, Y, c]</td>
<td>[X, b, Z]</td>
<td>yes</td>
<td>X=a, Y=b, Z=c</td>
</tr>
<tr>
<td>[a, b]</td>
<td>[X, c]</td>
<td>no</td>
<td></td>
</tr>
</tbody>
</table>

Prolog Lists — Member

(1) member1(X, [Y|\_]) :- X = Y.
(2) member1(X, [\_|Y]) :- member1(X, Y).

(1) member2(X, [X|\_]).
(2) member2(X, [\_|X]) :- member2(X, Y).

(1) member3(X, [Y|Z]) :- X = Y; member3(X, Z).
Prolog Lists — Append

app([a, b], [1, 2], [a, b, 1, 2])

(1) append([], L, L)
(2) append([X|L1], L2, [X|L3]) :-
    append(L1, L2, L3).

1. Appending \( L \) onto an empty list, makes \( L \).
2. To append \( L_2 \) onto \( L_1 \) to make \( L_3 \)
   (a) Let the first element of \( L_1 \) be the first element of \( L_3 \).
   (b) Append \( L_2 \) onto the rest of \( L_1 \) to make the rest of \( L_3 \).

Prolog Lists — Using Append

1. append([a, b], [1, 2], L)
   - What’s the result of appending \([1, 2]\) onto \([a, b]\)?
2. append([a, b], [1, 2], [a, b, 1, 2])
   - Is \([a, b, 1, 2]\) the result of appending \([1, 2]\) onto \([a, b]\)?
3. append([a, b], L, [a, b, 1, 2])
   - What do we need to append onto \([a, b]\) to make \([a, b, 1, 2]\)?
   - What’s the result of removing the prefix \([a, b]\) from \([a, b, 1, 2]\)?
4. \texttt{append(L, \{1,2\}, \{a,b,1,2\})}
   - What do we need to append \([1,2]\) onto to make \([a,b,1,2]\)?
   - What’s the result of removing the suffix \([1,2]\) from \([a,b,1,2]\)?

5. \texttt{append(L1, L2, \{a,b,1,2\})}
   - How can the list \([a,b,1,2]\) be split into two lists \(L1 \& L2\)?
Prolog Lists — Reverse

- `reverse1` is known as *naive reverse*.
- `reverse1` is *quadratic* in the number of elements in the list.
- Is the basis for computing LIPS (Logical Inferences Per Second), the performance measure for logic computers and programming languages. Reversing a 30 element list (using naive reverse) requires 496 reductions. A reduction is the basic computational step in logic programming.
- `reverse1` works like this:
  1. Reverse the tail of the list.
  2. Append the head of the list to the reversed tail.

Prolog Lists — Reusing Append

**member** Can we split the list $Y$ into two lists such that $X$ is at the head of the second list?

**adjacent** Can we split the list $Z$ into two lists such that the two elements $X$ and $Y$ are at the head of the second list?

**last** Can we split the list $Y$ into two lists such that the first list contains all the elements except the last one, and $X$ is the sole member of the second list?

Prolog Lists — Reverse...

- `reverse2` is *linear* in the number of elements in the list.
- `reverse2` works like this:
  1. Use an accumulator pair $\text{In}$ and $\text{Out}$
  2. $\text{In}$ is initialized to the empty list.
  3. At each step we take one element ($X$) from the original list ($Z$) and add it to the beginning of the $\text{In}$ list.
  4. When the original list ($Z$) is empty we instantiate the $\text{Out}$ list to the result (the $\text{In}$ list), and return this result up through the levels of recursion.

Prolog Lists — Reusing Append...

**member**

```
member(X, Y) :- append(_, [X|Z], Y).
?- member(x,[a,b,x,d]).
```

**adjacent**

```
adjacent(X, Y, Z) :- append(_, [X,Y|Q], Z).
?- adjacent(x,y,[a,b,x,y,d]).
```

**last**

```
last(X, Y) :- append(_, [X], Y).
?- last(x, [a,b,x]).
```
**Prolog Lists — Reverse...**

reverse1([], []).
reverse1([X|Q], Z) :- reverse1(Q, Y), append(Y, [X], Z).

reverse2(X, Y) :- reverse2(X, [], Y).
reverse2([X|Z], In, Out) :- reverse(Z, [X|In], Out).
reverse2([], Y, Y).

**Reverse — Naive Reverse**

rev1([a,b,c,d],[d,c,b,a])
rev1([b,c,d],[d,c,b]) app([d,c],[b],[d,c,b]) app([c],[b],[c,b]) app([b],[a],[b,a])
rev1([c,d],[d,c]) app([d,c],[b],[d,c,b]) app([c],[b],[c,b]) app([b],[a],[b,a])
rev1([d],[d]) app([d],[c],[d,c]) app([c],[b],[c,b]) app([b],[a],[b,a])
rev1([],[]) app([],[],d)

**Reverse — Smart Reverse**

D=[d,c,b,a]
reverse2([a,b,c,d],D)
reverse2([a,b,c,d],[],D)
reverse2([b,c,d],[a],D)
reverse2([c,d],[b,a],D)
reverse2([d],[c,b,a],D)
reverse2([], [d,c,b,a],D)

**Prolog Lists — Delete...**

delete(X, L1, L2).

**delete_one**  • Remove the first occurrence.
**delete_all**  • Remove all occurrences.
**delete_struct**  • Remove all occurrences from all levels of a list of lists.
delete_all

1. If the head of the list is X then remove it, and remove X from the tail of the list.
2. If X is not the head of the list then remove X from the tail of the list, and add the head to the resulting tail.
3. When we’re trying to remove X from the empty list, just return the empty list.

- Why do we test for the recursive boundary case (delete_all(X, [], [])) last? Well, it only happens once so we should perform the test as few times as possible.
- The reason that it works is that when the original list (the second argument) is [], the first two rules of delete_all won’t trigger. Why? Because, [] does not match [H|T], that’s why!

delete_struct

1. The first rule is the same as the first rule in delete_all.
2. The second rule is also similar, only that we descend into the head of the list (in case it should be a list), as well as the tail.
3. The third rule is the catch-all for lists.
4. The last rule is the catch-all for non-lists. It states that all objects which are not lists (atoms, integers, structures) should remain unchanged.

Prolog Lists — Delete...

?- delete_one(x, [a, x, b, x], D).
   D = [a, b, x]

?- delete_all(x, [a, x, b, x], D).
   D = [a, b]

?- delete_all(x, [a, x, b, [c, x], x], D).
   D = [a, b, [c, x]]

?- delete_struct(x, [a, x, [c, x], v(x)], D).
   D = [a, b, [c], v(x)]
Prolog Lists — Delete...

\[
\begin{align*}
delete\_one(X, [X|Z], Z). \\
delete\_one(X, [V|Z], [V|Y]) :- X \neq V, \\
delete\_one(X, Z, Y).
\end{align*}
\]

\[
\begin{align*}
delete\_all(X, [X|Z], Y) :- \text{delete\_all}(X, Z, Y). \\
delete\_all(X, [V|Z], [V|Y]) :- X \neq V, \\
delete\_all(X, Z, Y). \\
delete\_all(X, [], []). 
\end{align*}
\]

---

Sorting — Naive Sort

\[
\begin{align*}
\text{permutation}(X, [Z|V]) :- \\
\text{delete\_one}(Z, X, Y), \\
\text{permutation}(Y, V). \\
\text{permutation}([], []). \\
\end{align*}
\]

\[
\begin{align*}
\text{ordered}([X]). \\
\text{ordered}([X,Y|Z]) :- X =< Y, \\
\text{ordered}([Y|Z]). \\
\end{align*}
\]

\[
\begin{align*}
\text{naive\_sort}(X, Y) :- \\
\text{permutation}(X, Y), \\
\text{ordered}(Y). 
\end{align*}
\]
delete_one Removes the first occurrence of X (its first argument) from V (its second argument).
- Notice that when delete_one is called, its first argument (the element to be deleted) is an uninstatiated variable. So, rather than deleting a specific element, it will produce the elements from the input list (+ the remaining list of elements), one by one:

```
?- delete_one(X,[1,2,3,4],Y).
X = 1, Y = [2,3,4] ;
X = 2, Y = [1,3,4] ;
X = 3, Y = [1,2,4] ;
X = 4, Y = [1,2,3] ;
no.
```

Sorting – Naive Sort...

The proof tree in the next slide illustrates permutation([1,2,3],V). The dashed boxes give variable values for each backtracking instance:

**First instance:** delete_one will select X=1 and Y=[2,3]. Y will then be permuted into Y’=[2,3] and then (after having backtraced one step) Y’=[3,2]. In other words, we generate [1,2,3], [1,3,2].

**Second instance:** We backtrack all the way back up the tree and select X=2 and Y=[1,3]. Y will then be permuted into Y’=[1,3] and then Y’=[3,2]. In other words, we generate [2,1,3], [2,3,1].

Sorting – Naive Sort...

- This is an application of a Prolog cliché known as generate-and-test.

naive_sort

1. The permutation part of naive_sort generates one possible permutation of the input.
2. The ordered predicate checks to see if this permutation is actually sorted.
3. If the list still isn’t sorted, Prolog backtracks to the permutation goal to generate a new permutation, which is then checked by ordered, and so on.

sorting

1. If the list is not empty we:
   (a) Delete some element Z from the list
   (b) Permute the remaining elements
   (c) Add Z to the beginning of the list

   When we backtrack (ask permutation to generate a new permutation of the input list), delete_one will delete a different element from the list, and we will get a new permutation.

2. The permutation of an empty list is the empty list.
- Notice that, for efficiency reasons, the boundary case is put after the general case.
**Sorting Strings**

- Prolog strings are lists of ASCII codes.
- "Maggie" = [77,97,103,103,105,101]

  \[\text{aless}(X,Y) :\]
  \[\text{name}(X,X_1), \text{name}(Y,Y_1),\]
  \[\text{aless}(X_1,Y_1).\]

  \[\text{aless}([],[]).\]
  \[\text{aless}([X|L],[Y|L]) :\ X < Y.\]
  \[\text{aless}([A|X],[A|Y]) :\ \text{aless}(X,Y).\]

**Mutant Animals**

- From *Prolog by Example*, Coelho & Cotta.
- We're given a set of words (French animals, in our case).
- Find pairs of words where the ending of the first one is the same as the beginning of the second.
- Combine the words, so as to form new “mutations”.

**Sorting – Naive Sort...**

Third instance: Again, we backtrack all the way back up the tree and select \(X=3\) and \(Y=[1,2]\). We generate \([3,1,2], [3,2,1].\)

\[\text{?- permutation([1,2,3], V).}\]

\[V = [1,2,3];\]
\[V = [1,3,2];\]
\[V = [2,1,3];\]
\[V = [2,3,1];\]
\[V = [3,1,2];\]
\[V = [3,2,1];\]

no.

**Permutations**

- From *Prolog by Example*, Coelho & Cotta.
- We're given a set of words (French animals, in our case).
- Find pairs of words where the ending of the first one is the same as the beginning of the second.
- Combine the words, so as to form new “mutations”. 

- From *Prolog by Example*, Coelho & Cotta.
- We're given a set of words (French animals, in our case).
- Find pairs of words where the ending of the first one is the same as the beginning of the second.
- Combine the words, so as to form new “mutations”. 
Mutant Animals...

?- mutate(X).
X = alligatortue ; /* alligator + tortue */
X = caribours ; /* caribou + ours */
X = chevalligator ; /* cheval + alligator */
X = chevalapin ; /* cheval + lapin */
X = vacheval /* vache + cheval */

Prolog So Far...

- Lists are nested structures
- Each list node is an object
  - with functor . (dot).
  - whose first argument is the head of the list
  - whose second argument is the tail of the list
- Lists can be split into head and tail using [H|T].
- Prolog strings are lists of ASCII codes.
- name(X,L) splits the atom X into the string L (or vice versa).

Mutant Animals...

1. Find two words, Y and Z.
2. Split the words into lists of characters. name(atom, list) does this.
3. Split Y into two sublists, Y1 and Y2.
4. See if Z can be split into two sublists, such that the prefix is the same as the suffix of Y (Y2).
5. If all went well, combine the prefix of Y (Y1) with the suffix of Z (Z2), to create the mutant list X.
6. Use name to combine the string of characters into a new atom.

mutate(M) :-
  animal(Y), animal(Z), Y \== Z,
  name(Y,Ny), name(Z,Nz),
  append(Y1,Y2,Ny), Y1 \== [],
  append(Y2, Z2, Nz), Y2 \== [],
  append(Y1,Nz,X), name(M,X).

animal(alligator). /* crocodile*/
animal(tortue). /* turtle */
animal(caribou). /* caribou */
animal(ours). /* bear */
animal(cheval). /* horse */
animal(vache). /* cow */
animal(lapin). /* rabbit */