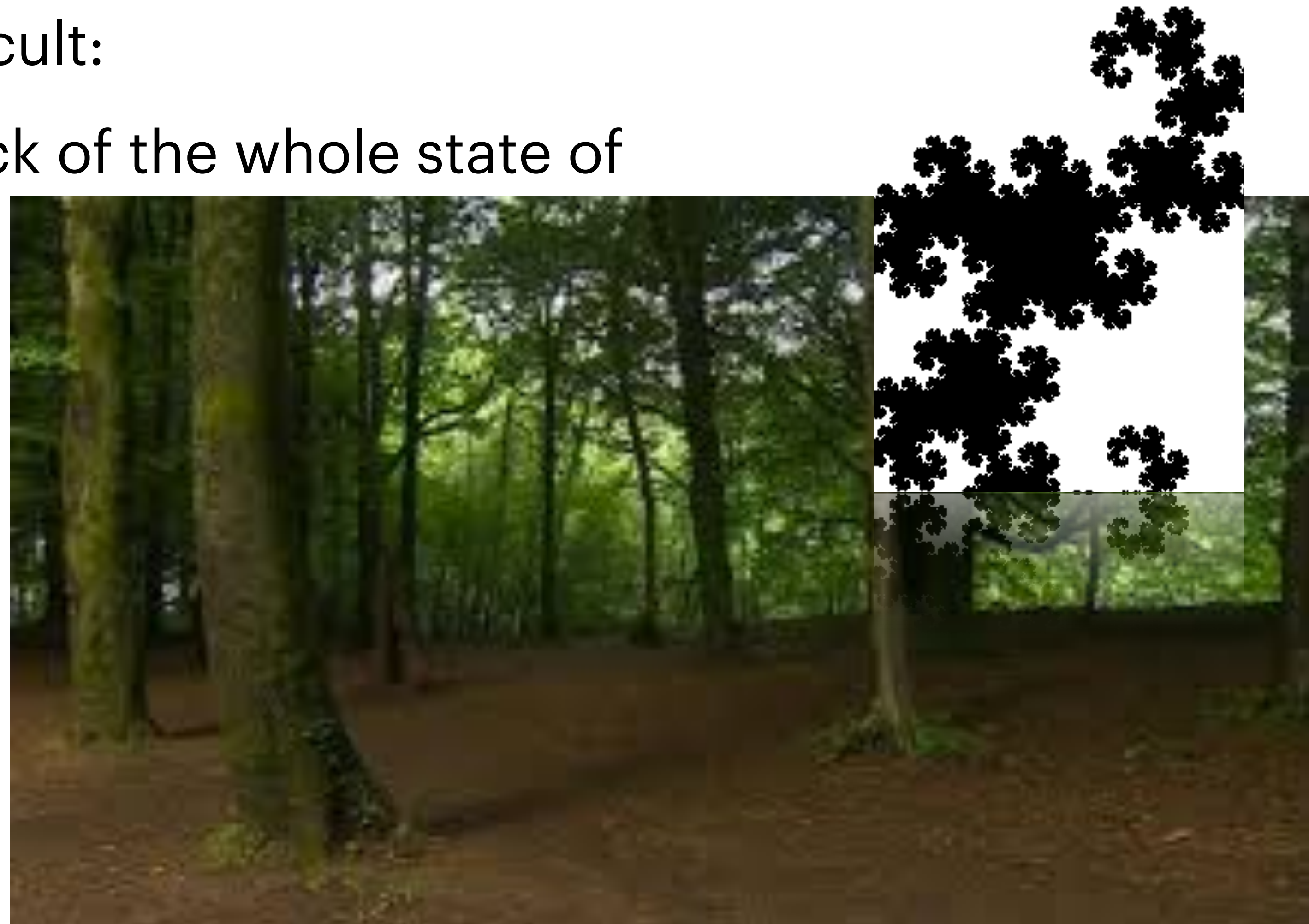
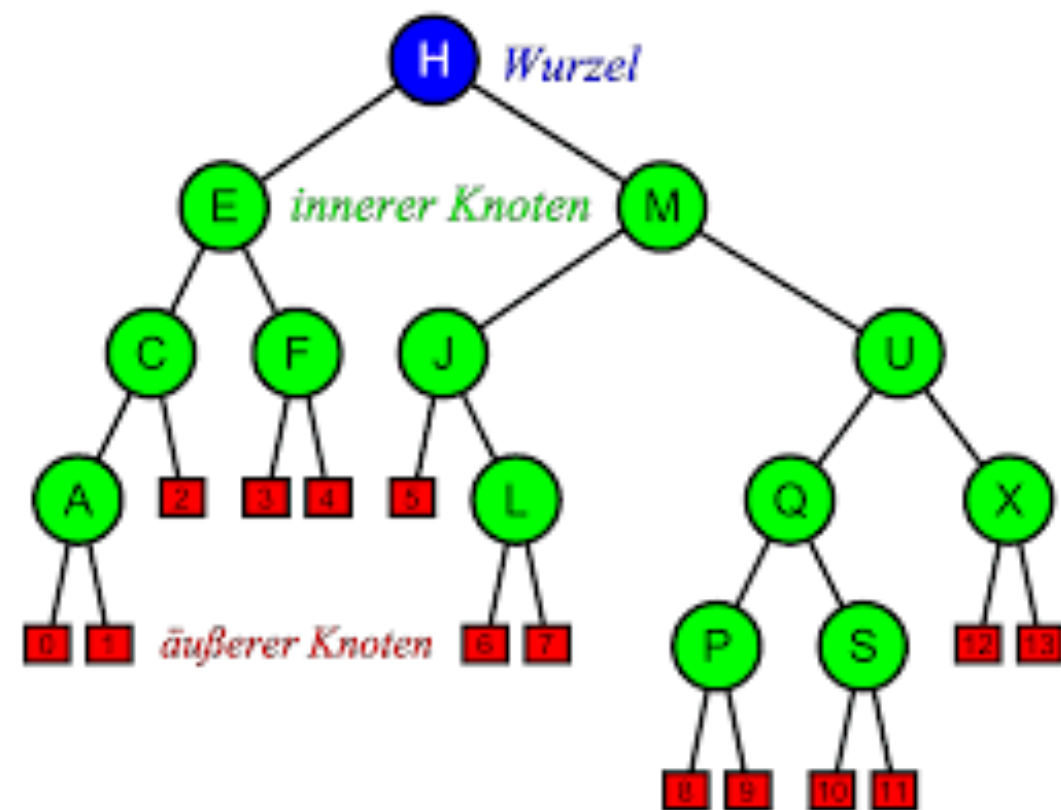


Programação em Lógica

Logic Programming

Programming

- Programming is difficult:
 - You must keep track of the whole state of
 - The world



Improving Programming





Talk to the Computer

We give the Problem

**The computer gives the
Solution**

PROLOG

The Language

Prolog vs History of Logic

Aristotle, Alice, and Robinson

Logic is about the truth of statements

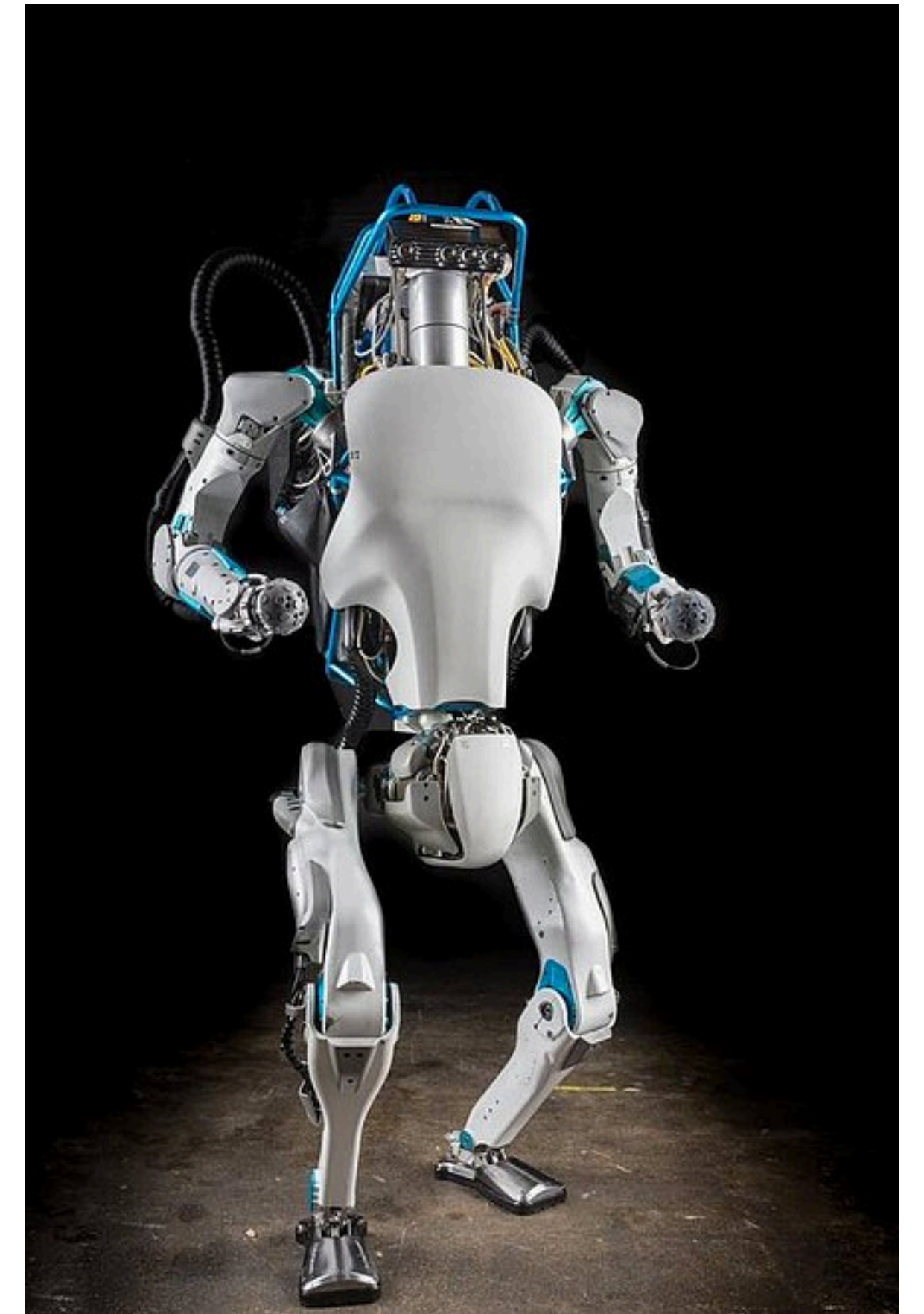


MP:

John is a robot

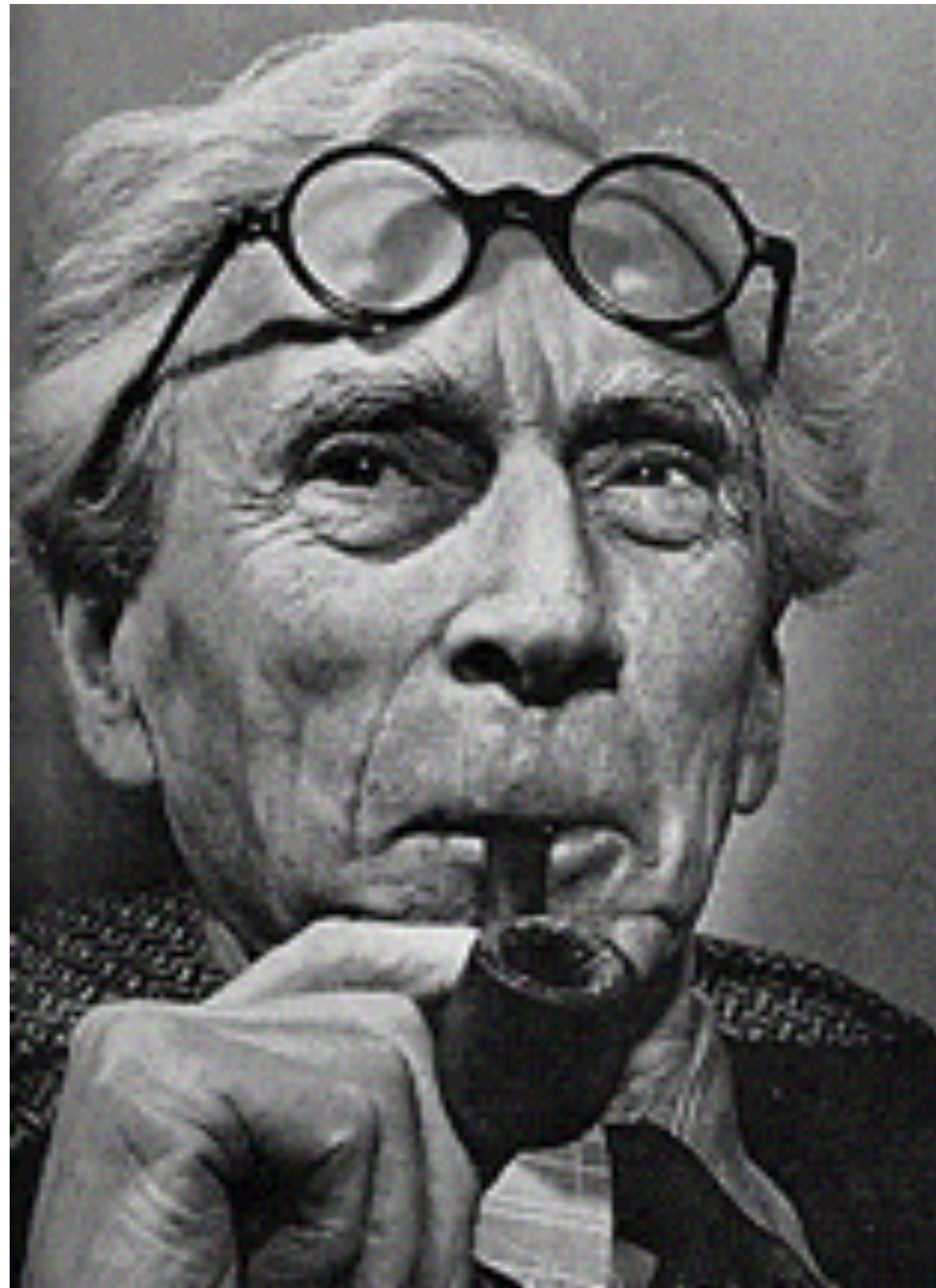
Robots eat oil

John eats oil.



Mathematical Logic

Prove-a-Proof Ltd



•

Predicate Calculus

Example	Frege Notation	Modern Notation
Everything is mortal	$\ulcorner^a M(a)$	$\forall x Mx$
Something is mortal	$\top^a \top M(a)$	$\neg \forall x \neg Mx$ i.e., $\exists x Mx$
Nothing is mortal	$\ulcorner^a \top M(a)$	$\forall x \neg Mx$ i.e., $\neg \exists x Mx$
Every person is mortal	$\ulcorner^a \begin{array}{l} M(a) \\ \perp P(a) \end{array}$	$\forall x (Px \rightarrow Mx)$
Some person is mortal	$\top^a \begin{array}{l} \top M(a) \\ \perp P(a) \end{array}$	$\neg \forall x (Px \rightarrow \neg Mx)$ i.e., $\exists x (Px \& Mx)$
No person is mortal	$\ulcorner^a \begin{array}{l} \top M(a) \\ \perp P(a) \end{array}$	$\forall x (Px \rightarrow \neg Mx)$ i.e., $\neg \exists x (Px \& Mx)$
All and only persons are mortal	$\ulcorner^a P(a) = M(a)$	$\forall x (Px \equiv Mx)$

Resolution

McCarthy



Prolog Syntax

Atoms

- Atoms
 - Start with Lower Caps [a-z]
 - Follow a number of [a-zA-Z0-9] and _
 - UTF-32: LL+LU,LT
 - Symbols (by themselves): ; , .
 - Symbols (group together): = > < / \
 - Quoted text 'Most anything'

Syntax

Variables

- Start with upper case
 - Otherwise, similar to atoms
 - X, Y, Mr, Ms, Prof, Hello
 - Notice that syntax is different from std FOL
- Variables
 - Do not need to be declared
 - Are local to a clause

Syntax

Strings

- Like traditional language strings:
- They are an atomic object
- But they are not permanent: they live in the stack

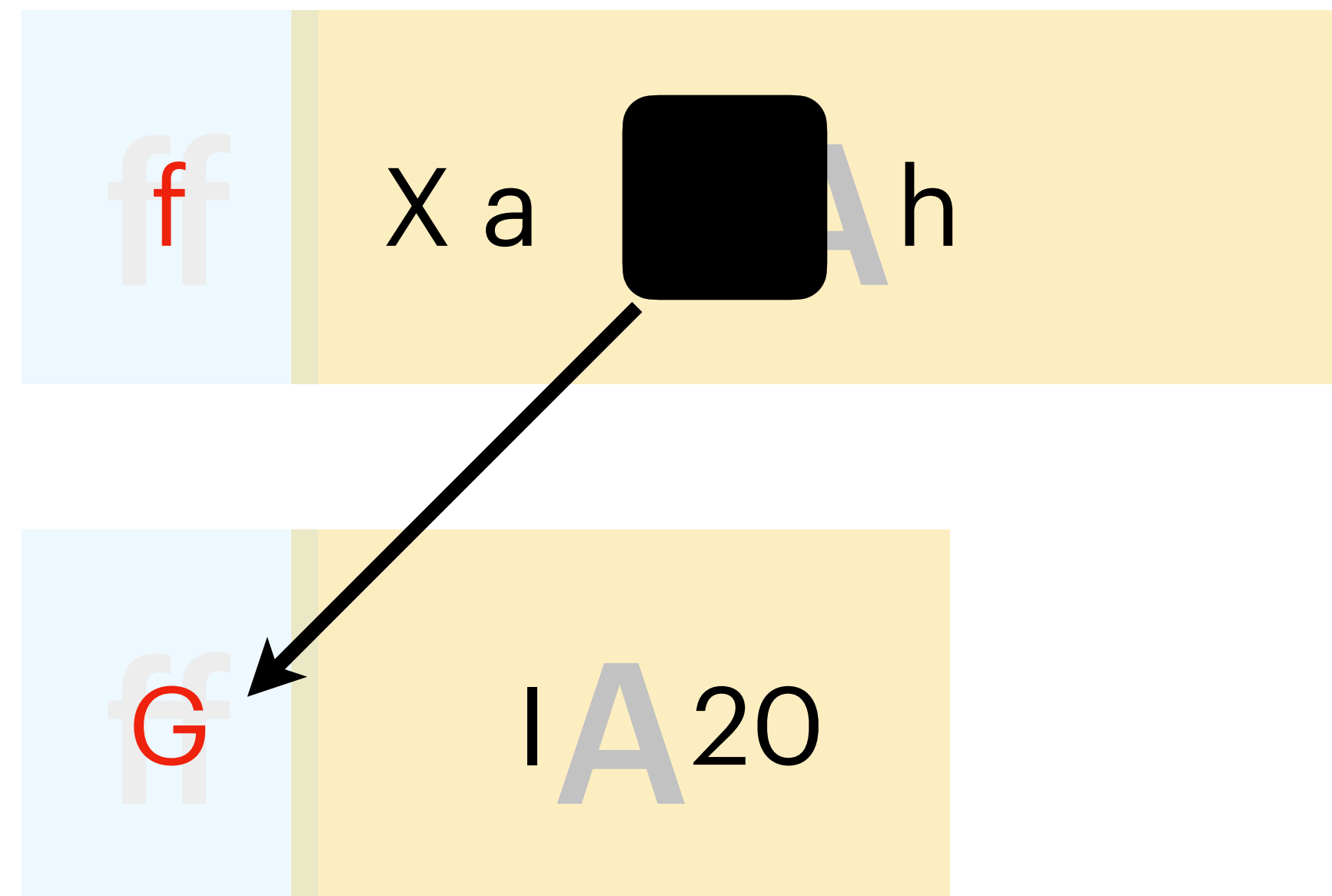
- ``String` is l

Compound Terms

Aka Complex or Applicative

- $f(X,a,g(l,20),h)$

- Stump of a Tree,
- Graph



Compound Terms: Tree

- folha(Val)
- no(folha(Val1), Val0, folha(Val2))
- nó(nó(folha(Val1), Val0, folha(Val2)), Val3, folha(4))
- nó(folha(4), Val3, nó(folha(Val1), Val0, folha(Val2)))
- nó(folha(4), Val3, nó(nó(folha(Val1), Val0, folha(Val2)), Val0, folha(Val2)))
-

Applications

- Also seen as a function call
 - $V = f(A_1, A_2, A_3)$
 - F is a generic function
 - Prolog should do the same operations over any node.

Functions

- Prolog comes from Logic:
 - There, we want to prove a theorem independently of any interpretation
- $2+3 = +(2,3)$
- $5 = 2+3$ fails
- To use arithmetic, we need a theory -> builtins
- 5 is $2+3$ succeeds

Assembly -> C -> Java -> Haskell
Python

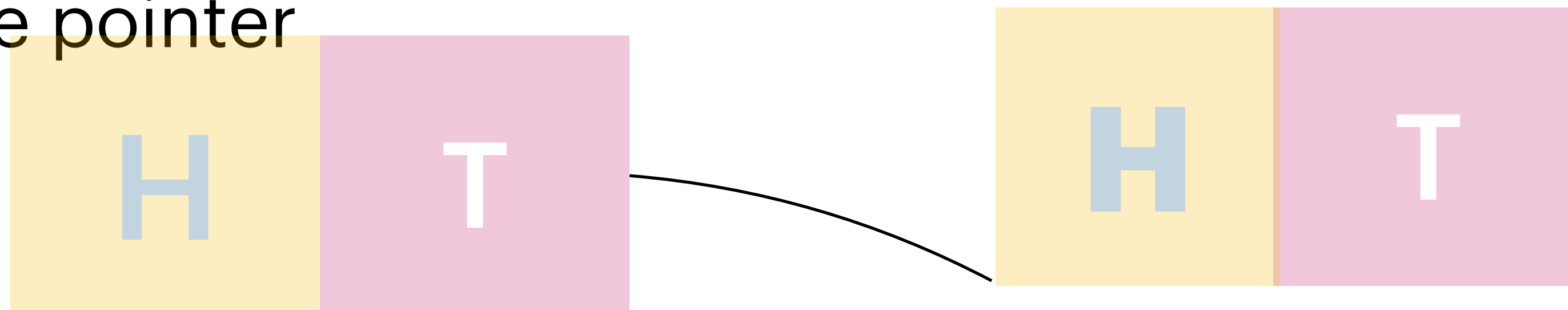
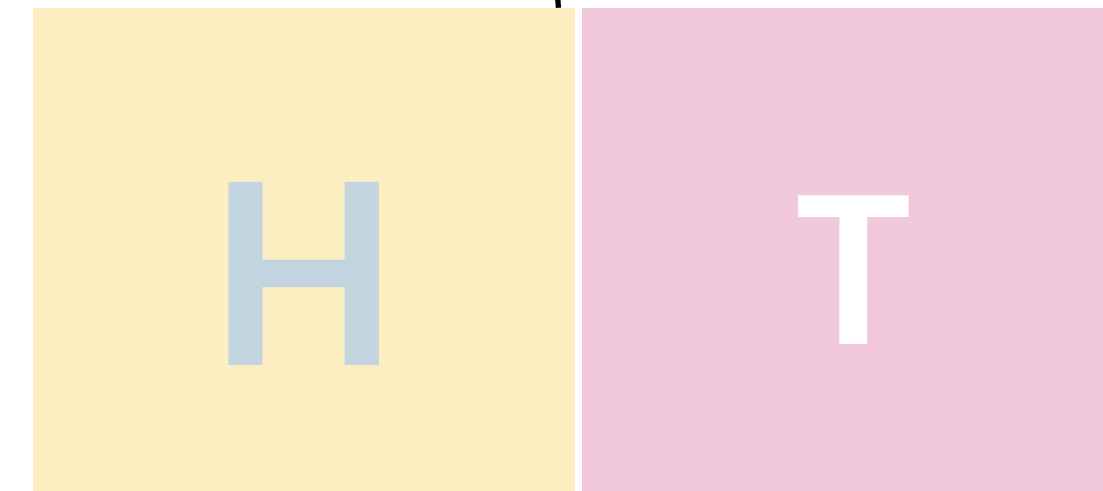
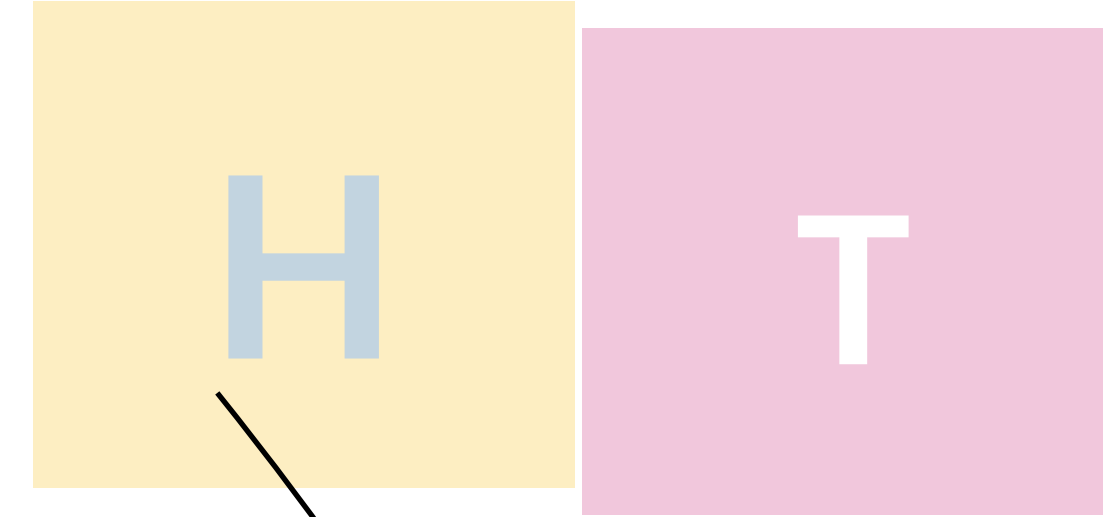
Prolog

Provedores
Linguagem+
Solver

Lists

Pairs

- List = linked list
- True list:
 - Composed of pairs (Hi,Tl)
 - Usually such that:
 - H has the value
 - T has the pointer



Compilador

Programa -> Arvore Sintactica

Arvore Sintatica ->Codigo

Codigo ->Codigo Maquina

Lists

- Default list:
 - $X=[a|Y]$, $Y=[b|Z]$, $Z = [c|W]$, $W=[]$
- Aka
- $[a,b,c]$, $X=[a,b,c]$ $Y = [b,c]$, $Z = [c]$, $W=[]$

Lis

- $\text{Lista} = [\text{Head}|\text{Lista}]$
- $\text{Lista} = []$

Partial Lists

- What if we forgot the Z?
 - $X=[a|Y], Y=[b|Z]$ or $X=[a,b|Z]$
 - This is called a **partial list**
 - In fact, 2 partial lists

Growing Lists

- `append([X|L], Y,[X|NL]) :- append(L,Y,NL).`
- `append([], L, L).`
- Similar to Python `L1+L2` or `L1 ## L2`
- `append([1,2],[3,4],L).`

Append/3

The predicate that can do it

- ?- append([1,2,3],X,[1,2,3,4,5,6])
- ?- append(X,[5,6],[1,2,3,4,5,6])
- ?- append(X,[5,6],[5,6]).
- ?- append([_,A],_,L).
- ?- Middle of a list?

Mergesort

Example

- $[1,5,3,2,6] \rightarrow [1,3,6] + [5,2]$
 - $[1,3,6] \rightarrow [1,6] + [3]$
 - $[1,6] \rightarrow [1] + [6]$
 - $[5,2] \rightarrow [5] + [2]$
 - $[1] + [6] \rightarrow [1,6]$
 - $[3]$ $[1,6] + [3] \Rightarrow [1,3,6]$
 - $[5] + [2] \rightarrow [2,5]$
 - **$[1,3,6] + [2,5] \Rightarrow [1,2,3,5,6]$**

Quicksort

In Prolog

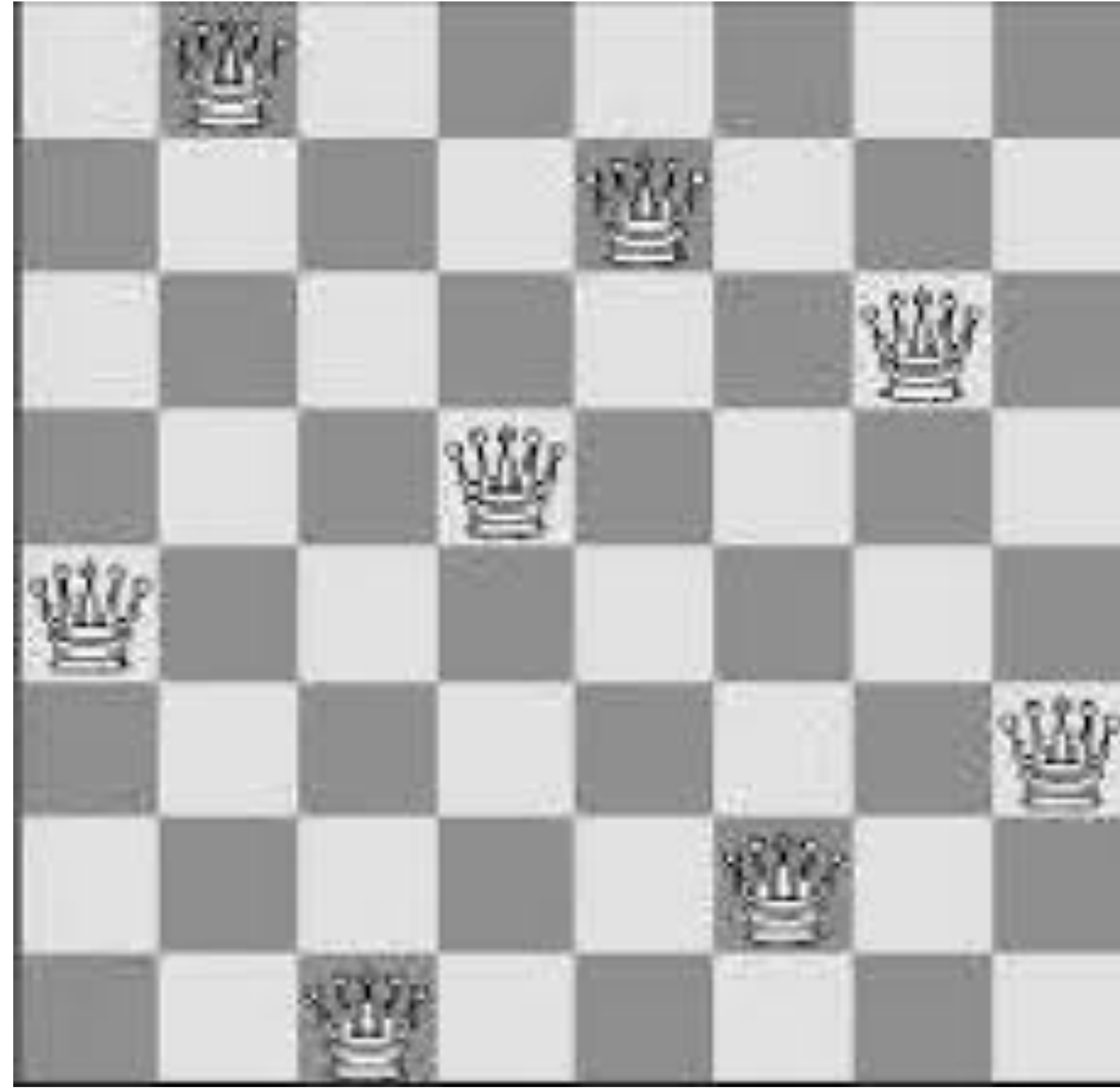
- quicksort([A|L],S) :-
- split(A,LM,Lm),
- quicksort(LM, LOM),
- quicksort(Lm, Lom),
- append([Lom,[H|LOM]],S).

Split

- $\text{split}(A, [X|L], G, [X|S]) :- X@<A.$
- $\text{split}(A, [X|L], [X|G], S) :- X@>= A.$
- Alguns truques:
- $\text{split}(A, [X|L], G, [X|S]) :- X@<A, !.$
- $\text{split}(A, [X|L], [X|G], S).$
-

Quicksort no append

- A better quicksort
 - quicksort([A|L] , S, S0):-
 - split(A,LM,Lm),
 - quicksort(LM, LOM, S0),
 - quicksort(Lm, Lom, [A|LOM]),



Generate n Test

- Generate a solution
 - Each solution is a vector
 - A permutation of 1..N
- Test
 - $X_i + Y_i \neq X_j + Y_j$
 - $X_i - Y_i \neq X_j - Y_j$

Queens

- Instead of trying everything
- Try the Queen with more/less choices.
- How?
- `queens(N,[[I,J]|Queens],Is,Js) :-`
 - `findall(M-[I,J],score(I,J,N,M),MIJs),`
 - `sort(Scores, Scored),`
 - `member(M-[I,J],Scored),`
 - `remove(I,J,Is,Js, NIs,NJs),`
 - `queens(N,Queens, NIs,NJs).`

A Scoring Function

A simple one

- Queens have the same line and cols
- But have diagonals of different length:
 - $\text{cost}(I,J,C)$:-
 - C is $\min(I,8-J)+\min(8-I,J)$
- What is the base case?

Builtin-Predicates

Interfacing the real world

- Library predicates:
 - X is -> arithmetic
 - $X ::= Y$ -> arithmetic comp
 - $X@=<Y$ -> term comparison
 - Write, write_term, format
 - Read, read_term
 - Hundreds more

Builtin Predicates

Tuning Prolog

- !
- `first_queen(X,L) :- queens(X,L), !.`

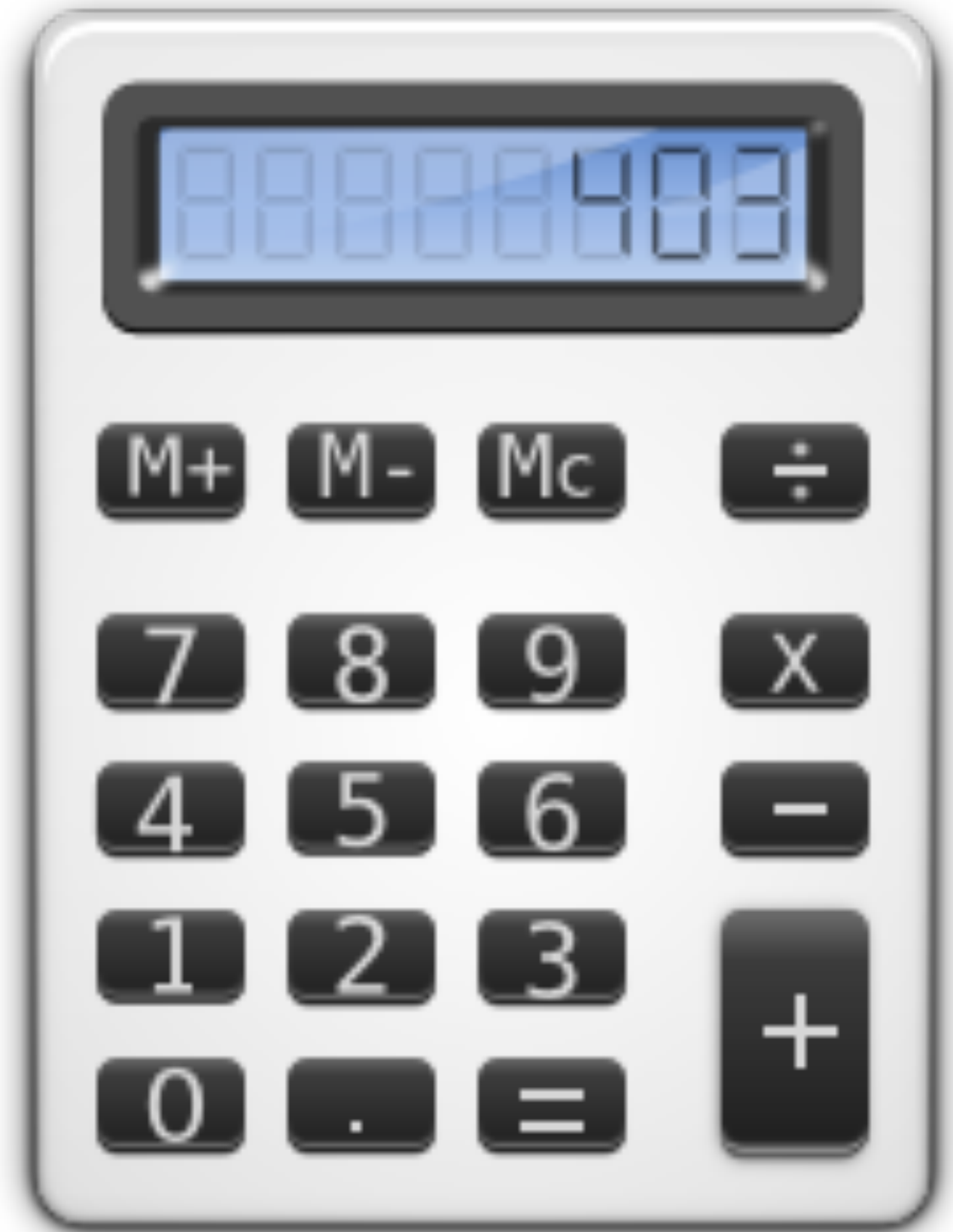
- But more:
- `list(0,[]) :- !.`
- `list(N,[N|L]) :-`
 - N1 is N-1,
 - `list(N1,L).`

Builtin Predicates

Collecting solutions

- `findall(X,append(X,_,[1,2,3],Xs).`
- `findall([X,Y],append(X,Y,[1,2,3],XYs)`
- `findall(X,member(X,L),Xs).`

Calculator



How To Implement?

- Scanner: chops into blocks
- Parser: creates a tree
- Evaluator: gets the result

Scanner