Functional and Logic programming

Tutorial 2: Unification, Lists, Proof trees for recursive predicates.

Unification algorithm

Where do we meet the algorithm?

- 1) When matching a query against a rule:
 connected(picadilly_circus, bank_street).
 ?- connected(X,Y).
- 2) Using the *equals* predicate.

 picadilly_circus = X.

Input: Two terms A and B.

Output: A minimal set of substitution to make the terms A and B equal.

Unification algorithm: Examples 1/2

```
Input: X = picadilly. Output: {X = picadilly}.
```

Input: plus(X,Y) = plus(Z,4)

Output: {X \ 3, Y \ Z}.

Input: cons(first,cons(second,nil)) = cons(A,cons(B,nil))
Output: {A \ first, B \ second}

Unification algorithm: Examples 2/2

```
Input: cons(first,cons(second,nil)) = cons(A,B)
```

Output: {A \ first, B \ cons(second,nil)}

Input: cons(first, nil) = cons(A, cons(B, nil))

Output: false.

Input: cons(X,cons(Y,nil)) = cons(Y,cons(element,nil)

Output: {X \ element, Y \ element}

Unification algorithm

1) A variable and a constant do unify.

```
?- X = piccadily_circus.
true.
```

2) A variable and a variable do unify.

```
?- X = Y. true.
```

- 3) Two functions unify if
 - a) predicate symbols and arities (="signature") are equal
 - b) their arguments unify

Unification for lists

- Prolog vs. LISP:
 '.' instead of cons()
 [] instead of nil.
- Syntactic sugar:
 - Unification [X|Y] = [a,b,c] makes
 X correspond to car and Y correspond to cdr.
 - o Without shorening, we can write
 '.'(X,Y) = '.'(a,'.'(b,'.'(c,[])))
 - When hesitating, just recall: [X|Y] == '.'(X,Y)
 and the unification algorithm.

Underground journey 1/2

- Let's use the code from the last tutorial to declare predicate journey/2 which finds a route between two stations and, if successful, writes them down.
- Example:
- ?- journey(bond_street, leicester_square).
 leicester_square tottenham_court_road
 oxford circus

Underground journey 2/2

- Now define predicate journey/3 which returns a list of visited stations on a journey
- ?- journey(bond_street, leicester_square, LS).
 LS = [oxford_circus, tottenham_court_road,
 leicester square]

Is 'a' member of a list?

- Define your own implementation of the member/2 predicate.
- Example:

```
• ?- my member(a, [b, a, c]). yes.
```

- ?- my member(a, []). no.
- ?- my member([1,a], [b, a, c, [1,a]]). yes.

Homework #1

Implement select predicate. Its functionality overlaps with member, but additionally, it returns the "rest of the list".

```
?- my_select(Element, [a,b,c], Remaining).
Element = a,
Remaining = [b, c];
Element = b,
Remaining = [a, c];
Element = c,
Remaining = [a, b];
false.
```

Reverse a list

- Define predicate addtoend/2 which adds element to the end of given list.
- Example:

```
?- addtoend(0, [1,2,3], L). L = [1,2,3,0].
```

- Define predicate my_reverse/2 that reverse elements of given list (you can use the addtoend/2 predicate)
- Example:

```
?- my_reverse([1,2,3], L). L = [3,2,1].
```

Append two lists

- Define your own implementation of the append/3 predicate
- Example:

```
?- my_append([a,b,c], [d,e], L).
L = [a,b,c,d,e].
```

• What would my_append(L1, L2, [a, b, c]) do?

Solution of append/3

```
append(A,[],A).
```

```
append(A, [H|T], [H|L]):-
append(A, T, L).
```

Homework #2

```
1. Study the = . . metapredicate:
  ?- connected (bond street,
       oxford circus, central) = .. X
 X = [connected, bond street,
       oxford circus, central].
2. What does var(·) do: ?-var(a). ?-var(X).
3. Easy: extract variables from a flat term:
  ?- varsflat(term(a,b,X,c,Y,z),V)....V=[X,Y].
4. Hard: extract variables from a structured term:
  ?- allvars(f(a,X,g(c,h(Y)),z), V)...V=[X,Y].
```

Food for thought

- Study the astonishing beauty of sublist/3 predicate: http://www.cs.bris.ac.uk/~flach/SL/labs/labs3.pl
- Convince yourself about the syntactic sugar
 [X|Y] = '.'(X,Y) using the =.. metapredicate.
- What are the differences between
 a list [a,b,c] and
 a tuple (a,b,c)?
 Again, using = . . is highly recommended!