

## Homework 3: $\lambda$ Prolog and Logic Programming

Due: October 14, 2004.

In this homework, you will learn a few basic skills in logic programming. One reason logic programming is important is because it resembles formal specifications; it is useful to know how these work, even if one does not specify formally. Some of the problems are geared towards this end.

Since the purpose of this homework is to ensure basic skills in logic programming and operational semantics, this is an individual homework. That is, for this homework, you are to do the work on your own, not in groups.

For all  $\lambda$ Prolog programs, you must run your code with a  $\lambda$ Prolog system, such as the Teyjus system we recommend. You must also provide evidence that your program is correct (for example, test cases). Hand in a printout of your code and your testing.

Unless we specifically request, your  $\lambda$ Prolog code does not have to run “backwards”; that is, you do not have to test relations where the last argument is given and other arguments are sought. (But you may want to see which ones can do that, just for fun.) In the examples you will see “no (more) solutions” or “yes” printed; your program does not have to have exactly this output; that is, it could have more solutions than our solution for some queries, or fewer.

You may use `cut` (!), `not`, and `once` in your code. But don’t get in to the mode of trying to sprinkle `cut` throughout your code to make it work; `cut` should be used sparingly and you should think about what you’re doing instead.

Besides Dale Miller’s book, especially chapters 2-4, see the  $\lambda$ Prolog resources available from the course web page. These include several examples. You may want to read a tutorial on the concepts of logic programming. For example, chapter 14 in Watt’s *Programming Language Concepts and Paradigms* is a (very brief) introduction. You might also look in the first few chapters of Sterling and Shapiro’s *The Art of Prolog*, which is an excellent book on the subject.

### 1 Lists

The next few problems deal with lists in  $\lambda$ Prolog. For more examples of list code in  $\lambda$ Prolog, see the files in the Teyjus examples directory (which is `/opt/teyjus/examples` on the department machines), particularly the `utilities` subdirectory. You’ll often have to parenthesize lists, for example `(1:nil)`, so it’s safer to always parenthesize them.

Specify the following relations in  $\lambda$ Prolog.

1. (5 points) The relation `find_last`, whose signature is given by

```
sig find_last.  
type find_last (list T) -> T -> o.
```

and is such that `(find_last L X)` holds iff `X` is the last item in the list `L`. For example.

```
$ tjsim find_last  
?- find_last nil 3.
```

no (more) solutions

```
?- find_last (1::2::3::nil) 3.
```

yes

```
?- find_last (1::2::3::nil) Y.
```

The answer substitution:

`Y = 3`

More solutions (y/n)? y

no (more) solutions

```
?- find_last L 3.
```

The answer substitution:

`L = 3 :: nil`

More solutions (y/n)? y

The answer substitution:

`L = _T1 :: 3 :: nil`

More solutions (y/n)? y

The answer substitution:

`L = _T1 :: _T2 :: 3 :: nil`

More solutions (y/n)? n

yes

```
?- stop.
```

2. (10 points) The relation `consecutive` whose signature is given by

```
sig consecutive.  
type consecutive (list T) -> T -> T -> o.
```

where `consecutive L X Y` holds iff in the list `L`, the items `X` and `Y` appear, next to each other, in that order. For example,

```

$ tjsim consecutive.
?- consecutive (1::2::nil) 1 2.

yes

?- consecutive (1::1::2::3::nil) 1 2.

yes

?- consecutive (1::nil) 1 2.

no (more) solutions

?- consecutive (4::1::3::2::nil) 1 2.

no (more) solutions

```

3. (15 points) The relation `subst_second` whose signature is given by

```

sig subst_second.
  type subst_first T -> T -> (list T) -> (list T) -> o.
  type subst_second T -> T -> (list T) -> (list T) -> o.

```

where `(subst_second New Old L1 L2)` holds if `L2` is like `L1` except that the second occurrence of `Old`, if any, has been replaced by `New`. For example,

```

$ tjsim subst_second.
?- subst_second 33 1 (1::2::1::3::4::1::nil) L.

```

The answer substitution:  
`L = 1 :: 2 :: 33 :: 3 :: 4 :: 1 :: nil`

```

?- subst_second 55 1 (3::1::nil) L.

```

The answer substitution:  
`L = 3 :: 1 :: nil`

```

?- stop.

```

4. (5 points extra credit only) Using `not` and `cut (!)`, but a minimum number of times, can you program `subst_second` so that when run forwards, it only gives one answer?

In the following problems, you are to build on the code in the `unary.mod` file available from the web page and in

```

~leavens/WWW/ComS541/homework/unary.mod

```

(You should copy that file to your directory, and then accumulate it into your answer module.)

5. (10 points) Write a module `modulo.mod` that satisfies the following signature

```

sig modulo.
  accum_sig unary.
  type modulo nat -> nat -> nat -> o.

```

and such that `(modulo X Y R)` holds if `R` is `X modulo Y`. To include `unary`, your code in `modulo.mod` should start as follows.

```

module modulo.
  accumulate unary.
  % ... your code below ...

```

Do not use the  $\lambda$ Prolog built-in integer arithmetic or `to_int`; instead give a direct specification of `modulo` for unary numbers. Here are some examples.

```

$ tjsim modulo
[modulo] ?- to_nat 3 X.

```

The answer substitution:  
`X = s (s (s z))`

```

[modulo] ?- to_nat 3 THREE, to_nat 2 TWO, modulo THREE TWO N, to_int N Z.

```

The answer substitution:  
`Z = 1`  
`N = s z`  
`TWO = s (s z)`  
`THREE = s (s (s z))`

```

[modulo] ?- to_nat 3 THREE, to_nat 7 SEVEN, modulo SEVEN THREE N, to_int N Z.

```

The answer substitution:  
`Z = 1`  
`N = s z`  
`SEVEN = s (s (s (s (s (s (s z))))))`  
`THREE = s (s (s z))`

```

[modulo] ?- to_nat 3 THREE, to_nat 7 SEVEN, modulo THREE SEVEN N, to_int N Z.

```

The answer substitution:  
`Z = 3`  
`N = s (s (s z))`  
`SEVEN = s (s (s (s (s (s (s z))))))`  
`THREE = s (s (s z))`

```

[modulo] ?- to_nat 3 THREE, modulo THREE THREE N, to_int N Z.

```

The answer substitution:  
`Z = 0`  
`N = z`  
`THREE = s (s (s z))`

(Hint: you may need to think about the order of clauses if your program seems to be in an infinite loop.)

## 2 Conceptual Modeling

The following explore the conceptual modeling (or database) aspects of  $\lambda$ Prolog.

- (20 points) Encode your program of study (the classes you are taking as part of your degree) as a set of  $\lambda$ Prolog facts and rules. Show how it would be used by writing some queries. (If you don't yet have a program of study for your degree, make one up.)

7. (40 points, extra credit) Encode the rules for getting a Ph.D. degree in computer science as a set of  $\lambda$ Prolog facts and rules.

### 3 Describing Abstract Values

In this section we'll look at how to use  $\lambda$ Prolog to specify abstract data types. The idea is much like that in Chapter 6 of Watt's *Programming Languages: Syntax and Semantics*, which you might want to read.

8. (42 points) Specify in  $\lambda$ Prolog a module for homogeneous finite sets. Your module should be called `set.mod`. It should start somewhat like the following.

```
module set.  
  has (set_insert Set Elem) Elem.  
  % ...
```

The signature `set.sig` specifies the types of what you need to program for this problem.

```
sig set.  
  
  kind set                type -> type.  
  
  % set terms  
  type emptyset          set T.  
  type set_insert        set T -> T -> set T.  
  
  % set observers  
  type has                set T -> T -> o.  
  type set_delete         set T -> T -> set T -> o.  
  type set_union          set T -> set T -> set T -> o.  
  type set_intersect      set T -> set T -> set T -> o.  
  type set_size           set T -> int -> o.  
  type subseteq           set T -> set T -> o.  
  type set_equal          set T -> set T -> o.
```

You should make a copy of the file `set.sig`, which is available from the web page and from

`~leavens/WWW/ComS541/homework/set.sig`

and put it in the directory where you have the your file `set.mod`.

You are to specify all the “observer” relations whose types are given in `set.sig`. The meaning of these is intended to be the usual thing for sets. For example, the relation (`has S E`) holds iff `E` is an element of `S`. The relation (`set_delete X E Z`) holds iff `Z` has all the elements of `X` except `E`. The relation (`subseteq X Y`) holds iff each element of `X` is also an element of `Y`.

Note that terms of type (`set T`) allow for duplicates; however, you are to specify the mathematical content. For example, you should have:

```
$ tjsim set  
[set] ?- set_size (set_insert (set_insert emptyset 3) 3) Z.
```

The answer substitution:

```
Z = 1
```

Similarly, order should not matter in testing for subsets or equality.

9. (30 points; extra credit) Write the previous problem so that all your relations run backwards. (We will give appropriately scaled partial credit for doing part of this.)
10. (30 points; extra credit) In a separate module that accumulates the `set` module, Add the constructor

```
type set_singleton      T -> set T.
```

to sets and rewrite all of the observers to deal with singleton sets constructed using `set_singleton`. Why is this so painful? What could be done to make using singleton sets possible without having to go through the pain?

11. (45 points; extra credit) Specify in  $\lambda$ Prolog a module for homogeneous finite doubly-ended queues. Your module should be called `dequeue.mod` and should satisfy the following signature. (The file is available from the web page and from the following.)

```
~leavens/WWW/ComS541/homework/dequeue.sig
```

```
sig dequeue. % syntax for doubly ended queues
```

```
kind deq                type -> type.

% constructors
type emptydeq          deq T.
type deq_precat        deq T -> T -> deq T.
type deq_postcat       deq T -> T -> deq T.

% observers
type deq_has           deq T -> T -> o.
type deq_size         deq T -> int -> o.
type deq_head         deq T -> T -> o.
type deq_last         deq T -> T -> o.
type deq_init         deq T -> deq T -> o.
type deq_tail         deq T -> deq T -> o.
type deq_count        deq T -> T -> int -> o.
type deq_isEmpty      deq T -> o.
type deq_equal        deq T -> deq T -> o.
```

You are to specify all the “observer” relations. The meaning of these is intended to be the usual thing for doubly-ended queues. The relation `(deq_has Q E)` holds iff `E` is in the deque `Q`. The relation `(deq_init Q1 Q2)` holds iff `Q2` has all the elements of `Q1` except the last. The relation `(deq_tail Q1 Q2)` holds iff `Q2` has all the elements of `Q1`, except the first. Etc.

12. (30 points; extra credit) Write the previous problem so that all your relations run backwards. (We will give appropriately scaled partial credit.)