Outline

1. Accumulators
2. Order of Subgoals and Clauses
3. Backtracking and the Cut Operator
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3. Backtracking and the Cut Operator
Accumulators

- Frequently we need to traverse a Prolog structure or list and calculate a result which depends on what was found so far.
- At intermediate stages of the traversal, we will have an intermediate result.
- A common technique to represent the intermediate result is to use an argument of the predicate, termed an accumulator.
Example: `listlen/1` without Accumulator

Consider predicate `listlen(L,N)` that succeeds if `N` is the length of list `L`:
- Some Prolog implementations have a built-in predicate `length(L,N)`
- Lets first look at an implementation without an accumulator

```
listlen([],0).
listlen([H|T],N) :- listlen(T,N1),
    N is N1 + 1.
```

- The base case is a fact stating that the empty list has length `0`
- The recursive case is a rule stating that the length of a non-empty list can be calculated by adding one to the length of the tail of the list
- Notice that this solution is **not tail-recursive**
Example: listlen/1 with Accumulators/1

Now let's look at a solution with an accumulator

```
listlen(L,N) :- listlen_acc(L,0,N).
listlist_acc([],A,A).
listlist_acc([H|T],A,N) :- A1 is A + 1
                  listlen_acc(T,A1,N).
```

- `listlen_acc(L,A,N)` is an auxiliary predicate that uses an accumulator `A` and has the following meaning:
  - the length of list `L`, when added to the number `A`, is `N`
- The base case of `listacc` states that the length of the list is whatever has been accumulated so far, i.e., `A`
  - Equivalent to adding 0 (length of the empty list) to `A`
- In the recursive clause, 1 is added to the accumulated amount `A`, and recur on the tail of the list with a new accumulator value `A1`
- This solution is **tail-recursive**
Example: `listlen/1` with Accumulators/2

- Notice that the final argument \( N \) of the recursive subgoal is the same as the final argument in the head of the clause.
- This means that the length \( N \) returned for the whole list will be the number that the recursive subgoal calculates.
  - Thus, the production of the final result is delegated to the recursive subgoal.
  - All extra information that is needed to construct the final result is provided by the accumulator.
- We get a sequence of `listlen_acc` goals, all sharing the same last argument \( N \):
  ```prolog
  listlen_acc([a,b,c],0,N).
  listlen_acc([b,c],1,N).
  listlen_acc([c],2,N).
  listlen_acc([],3,N).
  ```
- The last goal will be matched with the first clause and instantiates \( N=3 \), which is returned as the final result.
List as Accumulator/1

- The accumulator need not be a number, but can be a list or another structure.
- Consider the predicate `revere(L,R)` that is true if list `R` is the reverse of list `L`.

\[
\begin{align*}
\text{reverse}([],[]). \\
\text{reverse}([H|T], R) :&\ - \text{reverse}(T, R1), \\
&\ \text{append}(R1, [H], R).
\end{align*}
\]

- This predicate does not use an accumulator and is expensive because \text{append} is expensive.
- In fact, it runs in \(O(n^2)\) time (prove this!)
- Moreover, it is not tail-recursive.
List as Accumulator/2

- The predicate `reverse` written with an accumulator

  ```prolog
  reverse(X, R) :- reverse_acc(X, [], R).
  reverse_acc([], R, R).
  reverse_acc([H|T], R1, R) :- reverse_acc(T, [H|R1], R).
  ```

- In the predicate `reverse_acc(L1, L2, L3)`, `L2` is used to accumulate partial reversals of the list.
- `L1` holds the part of the list that remains to be reversed.
- When `L1` is empty, `L2` holds the reversed list and the first clause instantiates `L3` to `L2`.
- Notice the linear complexity of this version!
Outline

1. Accumulators

2. Order of Subgoals and Clauses

3. Backtracking and the Cut Operator
Recall our generalized rule about friends: "X and Y are friends, if X and Y like the same Z and X and Y are not the same"

What if we translate this in the following Prolog rule:

```prolog
friend(X, Y) :- \+(X=Y), likes(X, Z), likes(Y, Z).
```

Might not look like a big change, but this has serious consequences

If we run the query `friend(wallace, Y)` with the above rule, we get

```
?- friend(wallace, Y).
no
```

But both of them like cheese! What is going wrong?

Knowledge base

- `likes(wallace, toast).`
- `likes(wallace, cheese).`
- `likes(gromit, cheese).`
- `likes(gromit, cake).`
- `likes(wendolene, sheep).`
The subgoals are in the **wrong order**!

The position of the predicate \(+(X=Y)\) has a big impact

Prolog tries to satisfy subgoals from **left to right**

\(+(X=Y)\) fails if \(X=Y\) can be satisfied

- \(X\) and \(Y\) start off uninstantiated in the above case
- This makes \(X=Y\) true, resulting in \(+(X=Y)\) being false
- Consequently, the first subgoal always fails
If we arrange the predicates in a different order

friend(X, Y) :- likes(X,Z), likes(Y,Z), +(X=Y).

then X and Y will be instantiated when reaching the subgoal +(X=Y)

If X and Y have a different value at that point, then +(X=Y) will succeed

It is important to get the order right in which variables are instantiated!
Order of Clauses/1

- Similar as for subgoals in a body of a rule, the order of clauses/rules is crucial.
- Consider the following predicate `is_in2` to find/check elements in a list:
  - We just swapped the order of the base case and the recursive case.

```prolog
is_in2(X, [\_|T]) :- is_in2(X, T).
is_in2(X, [X|\_]).
```

- Checking membership and the enumeration of the elements works:

```prolog
?- is_in2(a,[1,2,a]).
true
?- is_in2(X,[1,2,a]).
X = 1;
X = 2;
X = a
```
But what happens with the query `is_in2(a, L)`?

```prolog
is_in2(X, [\_|T]) :- is_in2(X, T).
is_in2(X, [X|\_]).
```

- Rules are matched in the order they occur in the program
- In this example, the first predicate/rule always succeeds, leading to a recursive call
- As a consequence, the base case never occurs, and we get a stack error

```prolog
?- is_in2(a, L)
ERROR: Out of local stack
```
Outline

1. Accumulators
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3. Backtracking and the Cut Operator
If you ask Prolog to keep looking for further solutions (by answering with ";");), it will go through all possible solutions using backtracking:

dance_pairs(X,Y) :- boy(X), girl(Y).
boy(adam).
boy(bert).
...
girl(angela).
girl(betty).
...
?- dance_pairs(X,Y).
X = adam, Y = angela ;
X = adam, Y = betty ;
...
Sometimes we are not interested in exhaustively going through all solutions:
- We only want to know if a solution exists
- We are happy with a certain subset of solutions
- In some recursive cases, there may be an infinite number of solutions

For instance, the following goal succeeds twice

```prolog
is_in(a, [a,b,a]).
true ;
true ;
false.
```

However, to check membership, it should succeed only once!

Prolog provides the cut operator to force it not to consider certain choices
The cut operator is denoted by "!" and can be inserted into a rule as a subgoal.

What does it do?

```prolog
foo :- a, b.
foo :- c, d, !, e, f.
foo :- g, h.
```

First of all, the ! operator **always succeeds**
- e.g., if c and d are satisfied in the second rule, then Prolog will immediately start matching e

Second, the ! operator **stops backtracking**
There are two levels where backtracking occurs and is blocked by !.

First, backtracking within a rule
- Assuming c and d are satisfied while checking the second rule, then the choices made for c and d are “locked in”
  - Prolog may not go back and search for other solutions for c and d
  - It may still do backtracking for e and f, though

Second, backtracking across rules
- If the second rule fails after the ! operator, Prolog may not go beyond this rule to try to satisfy foo
  - In particular, it will not try out the third rule foo :- g, h.

foo :- a, b.
foo :- c, d, !, e, f.
foo :- g, h.
The *memberchk/2* Predicate

- The built-in predicate `memberchk/2` checks whether the first parameter occurs in the list of elements passed as second parameter.

  ```prolog
  memberchk(X,[X|_]) :- !.
  memberchk(X,[_|T]) :- memberchk(X,T).
  ```

- The `!` operator is used to avoid that the predicate succeeds for every occurrence of the first parameter in the second parameter.

  ```prolog
  memberchk(a, [a,b,a]).
  true.
  ```
Using the Cut Operator

We will show three common ways how to use the cut operator in practice:

- to confirm a choice of a rule
- as a cut-fail combination
- in the generate and test pattern
The first use is to tell Prolog that it has found the “right rule” to apply

Assume we want to add up the numbers from 1 to N

\[
\text{sum}_\text{to}(1, 1).
\]

\[
\text{sum}_\text{to}(N, \text{Result}) : -
\text{TmpN is } N - 1,
\text{sum}_\text{to}(\text{TmpN}, \text{TmpRes}),
\text{Result is } \text{TmpRes} + N.
\]

While this works, it may start an infinite recursion if we ask for a second solution

?- \text{sum}_\text{to}(3, X).
X = 6 ? ;
Fatal Error: local stack overflow

So, what happens here?
Confirming Choice of a Rule/2

- The first solution is reported when the first rule matches for the first time, i.e., `sum_to(1, TmpRes)`.
- Asking for another solution forces Prolog to search for another solution for `sum_to(1, TmpRes)`, applying the second rule `sum_to(N, Result)` to it.
- The second rule executes a recursive call `sum_to(0, TmpRes)`.
- This in turn will match again with the second rule, which executes a recursive call `sum_to(-1, TmpRes)` and so on... yielding an endless loop.
Confirming Choice of a Rule/3

- We want to tell Prolog that once it has matched the fact `sum_to(1,1)`, it should not try searching for further solutions.
- We can achieve this by rewriting the first rule.

```
sum_to(1,1) :- !.
sum_to(N,Result) :-
    TmpN is N-1,
    sum_to(TmpN,TmpRes),
    Result is TmpRes + N.
```

```
?- sum_to(3,X).
X = 6.
```

- Notice that Prolog is not offering you a second solution!
We could just tell Prolog to stop searching for further solutions in the above example.

However, this may not always be under our control.

```prolog
go :- sum_to(1,X), foo(apples).
```

?- go.

If `foo(apples)` fails, then this will trigger backtracking on `sum_to(1,X)`.
“Cut-Fail” Combination/1

- The second use of the cut operator is as a “cut-fail” combination
  - i.e., the ! operator followed by the fail predicate: !, fail
  - The built-in predicate fail cannot be satisfied
- This pattern is used in situations where it is known that, if the current rule fails, there is no need trying further rules for the same predicate since no other solutions exists
“Cut-Fail” Combination/2

Consider the following step function

\[
f(x) = \begin{cases} 
0 & \text{if } X < 3 \\
2 & \text{if } X \geq 3 \land X < 6 \\
4 & \text{if } X \geq 6 
\end{cases}
\]

This is the corresponding Prolog code:

\[
\begin{align*}
f(X,0) & :- X < 3. \\
f(X,2) & :- X \geq 3, X < 6. \\
f(X,4) & :- X \geq 6.
\end{align*}
\]

What happens when we ask:

?- f(1,Y), 2 < Y.
What happens when we ask:

?- \( f(1,Y), 2 < Y. \)

- The first rule matches and binds variable \( Y \) to 0
- The second goal becomes \( 2 < 0 \), which fails
- Prolog then tries through backtracking two other (useless) alternatives for \( f(1,Y) \)
- Since the 3 rules for \( f(.,.,.) \) are mutually exclusive, there is no point in trying another one
- The ! operator explicitly tells Prolog not to do so and waste time if no other solution exists
To figure out the correct tax rate for people, we define a predicate to determine average taxpayers.

However, there is a special tax rate for non-residents, i.e., they never pay the average rate.

average_taxpayer(X) :- non_resident(X), fail.
average_taxpayer(X) :- income(X,Inc), ...

This will not work, as a non-resident will fail the first rule and then one of the following rules will be applied.

However, that’s exactly what we don’t want to happen.

The following will make sure that none of the following rules will be applied.

average_taxpayer(X) :- non_resident(X), !, fail.
average_taxpayer(X) :- income(X,Inc), ...
The third major use of cut is in the “generate and test” pattern. It is a common programming pattern in Prolog and has the form:

```
foo :- g1, g2, ..., gn, t1, t2, ..., tm.
```

- The sequence of predicates $g_1, g_2, \ldots, g_n$ is called **generator** and can succeed in many different ways.
  - They generate lots of different potential solutions.
- The sequence of predicates $t_1, t_2, \ldots, t_m$ is called **tester** and tests whether something generated by $g_1, g_2, \ldots, g_n$ is actually a solution.
  - If something is not a solution, this causes $g_1, g_2, \ldots, g_n$ to backtrack and generate the next candidate.
Generate and Test/2

- We want to define integer division just using addition and multiplication
- First we build a predicate that generates all integers

\[
\text{is\_integer}(0).
\]
\[
\text{is\_integer}(X) :\neg \text{is\_integer}(Y), X \text{ is } Y+1.
\]

- Then we check the numbers generated by is\_integer

\[
\text{idiv}(X,Y,\text{Result}) :\neg
\]
\[
\text{is\_integer}(\text{Result}),
\]
\[
\text{Prod1} \text{ is } \text{Result}*Y,
\]
\[
\text{Prod2} \text{ is } (\text{Result}+1)*Y,
\]
\[
\text{Prod1} =\langle X,
\]
\[
\text{Prod2} > X,
\]
\[
!.
\]
Generate and Test/3

- The first line in `idiv` is the generator, the other lines implement the tester.
- We know that there can only be one possible solution.
- After reaching it, we stop the search.
- Otherwise, on backtracking `is_integer` would keep on producing integers.
- None of these integers would pass the test, resulting in an endless loop.
Cutting too Deeply/1

- The **cut operator** is a dangerous tool and should be used sparingly!
- It can behave in unexpected ways.
- We want to formulate that every person has two parents, except Adam and Eve who have no parents

```prolog
number_of_parent(adam,0) :- !.
number_of_parent(eve,0) :- !.
number_of_parent(X,2).
```

- Works fine if we want to retrieve the number of parents
  
  ```prolog
  ?- number_of_parent(eve,X).
  X = 0
  ```
  
  ```prolog
  ?- number_of_parent(john,X).
  X = 2
  ```

- But does not correctly verify the number of parents
  
  ```prolog
  ?- number_of_parent(eve,2).
  yes
  ```
A general lesson is that if we introduce cuts to obtain correct behaviours when the goals are of one form, there is no guarantee that anything sensible will happen if goals of another form start appearing.

The goal

```
number_of_parent(eve,X)
```

works fine, while

```
number_of_parent(eve,2)
```

does not!

How can we address this problem?
Replace Cut by Not/1

It is considered good programming style to replace cuts by the use of negation, \(+\) or not (if possible)

parent(adam,0).
parent(eve,0).
parent(X,2) :- \(+\)(X = adam), \(+\)(X = eve).

?- parent(eve,X).
X = 0 ? ;
no

?- parent(john,X).
X = 2

?- parent(eve,2).
no
The program computing the sum of the numbers from 1 to N can also be rewritten without a cut operator

```prolog
sum_to(1,1).
sum_to(N,Result) :-
    not(N=1),
    TmpN is N-1,
    sum_to(TmpN,TmpRes),
    Result is TmpRes + N.
```

or

```prolog
sum_to(N,1) :- N =< 1.
sum_to(N,Result) :-
    N > 1,
    TmpN is N-1,
    sum_to(TmpN,TmpRes),
    Result is TmpRes + N.
```

This programming style makes it clear, which rule to use when
Cut versus Not

- A general pattern with cut might look as following
  
  \[
  A :\neg B, !, C. \\
  A :\neg D.
  \]

- A general pattern with not might look as following
  
  \[
  A :\neg B, C. \\
  A :\neg \text{not}(B), D.
  \]

- The not operator makes the program more readable
- The cut operator makes the program more efficient
  
  - If backtracking occurs, B needs to be evaluated for the second rule as well