

# Logic Programming

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# Summary of Last Lecture

## Example

```
is_map([region(a,A,[B,C,D]), region(b,B,[A,C,E]),
       region(c,C,[A,B,D,E,F]), region(d,D,[A,C,F]),
       region(e,E,[B,C,F]), region(f,F,[C,D,E]))).
```

```
coloured_map([Region|Regions], Colours) :-
  coloured_region(Region,Colours),
  coloured_map(Regions,Colours).
coloured_map([],Colours).
```

```
coloured_region(region(Name,Colour,Neighbours), Colours) :-
  select(Colour,Colours,Colours1),
  sublist_of(Neighbours,Colours1).
```

```
test_colour(Map) :-
  is_map(Map),
  is_colours(Colours),
  coloured_map(Map,Colours).
```

# Outline of the Lecture

## Monotone Logic Programs

introduction, basic constructs, unification, database and recursive programming, termination

## Incomplete Data Structures and Constraints

incomplete data structures, definite clause grammars, constraint logic programming

## Full Prolog

semantics, correctness proofs, meta-logical predicates, cuts nondeterministic programming, efficient programs, complexity

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incomplete data structures, definite clause grammars, **constraint logic programming**

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semantics, correctness proofs, meta-logical predicates, cuts nondeterministic programming, efficient programs, complexity

# Cryptarithmic

## Definition

- a cryptarithmic problem is a puzzle in which each letter represents a unique digit  $\leq 9$
- the object is to find the value of each letter
- first digit cannot be 0

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## Example

$$\begin{array}{r}
 9 \text{ E N D} \\
 \underline{1 \text{ 0 R E}} \\
 1 \text{ 0 N E Y}
 \end{array}
 +$$

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$$\begin{array}{r}
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 \underline{1\ 0\ 8\ E} \\
 1\ 0\ N\ E\ Y
 \end{array}
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## Example

$$\begin{array}{r}
 95ND \\
 \underline{1085} \\
 10N5Y
 \end{array}
 +$$

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## Example

$$\begin{array}{r} 9567 \\ 1085 \\ \hline 10652 \end{array} +$$

# First Attempt

generate and test

```

solve ([[S,E,N,D],[M,O,R,E],[M,O,N,E,Y]]) :-
    Digits = [D, E, M, N, O, R, S, Y],
    Carries = [C1,C2,C3,C4],
    selects(Digits, [0,1,2,3,4,5,6,7,8,9]),
    members(Carries, [0,1]),
    M          ::= C4,
    O + 10 * C4 ::= S + M + C3,
    N + 10 * C3 ::= E + O + C2,
    E + 10 * C2 ::= N + R + C1,
    Y + 10 * C1 ::= D + E,
    M > 0, S > 0.

:- solve(X),
X = [[9, 5, 6, 7], [1, 0, 8, 5], [1, 0, 6, 5, 2]].

```

## Discussion

very inefficient

```
?- time(solve(X)).
```

```
% 133,247,057 inferences ,
```

```
% 7.635 CPU in 7.667 seconds (100% CPU, 17452690 Lips)
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### explanation

- generate-and-test in it's purest form
- all guesses are performed before the constraints are checked
- arithmetic checks cannot deal with variables



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### improvement

- move testing into generating
- destroys clean structure of program

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### explanation

- generate-and-test in it's purest form
- all guesses are performed before the constraints are checked
- arithmetic checks cannot deal with variables

### improvement

- move testing into generating
- destroys clean structure of program
- any other ideas?

# Constraint Logic Programming

## Definitions (CLP on finite domains)

- `use_module(library(clpfd))` loads the clpfd library
- `Xs ins N .. M` specifies that all values in `Xs` must be in the given range
- `all_different(Xs)` specifies that all values in `Xs` are different
- `label(Xs)` all variables in `Xs` are evaluated to become values
- `#=`, `#\=`, `#>`, ... like the arithmetic comparison operators, but may contain (constraint) variables

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- `#=`, `#\=`, `#>`, ... like the arithmetic comparison operators, but may contain (constraint) variables

## standard approach

- load the library
- specify all constraints
- call `label` to start efficient computation of solutions

## Second Attempt

constraint logic program

```

solve ([[S,E,N,D],[M,O,R,E],[M,O,N,E,Y]]) :-
    Digits = [D, E, M, N, O, R, S, Y],
    Carries = [C1,C2,C3,C4],
    Digits ins 0 .. 9, all_different(Digits),
    Carries ins 0 .. 1,
    M           $\neq$           C4,
    O + 10 * C4  $\neq$  S + M + C3,
    N + 10 * C3  $\neq$  E + O + C2,
    E + 10 * C2  $\neq$  N + R + C1,
    Y + 10 * C1  $\neq$  D + E,
    M  $\#>$  0, S  $\#>$  0,
    label(Digits).

```

## 8 queens (as before)

```
queens(Xs) :- template(Xs), solution(Xs).
```

```
template([1/_Y1,2/_Y2,3/_Y3,4/_Y4,
          5/_Y5,6/_Y6,7/_Y7,8/_Y8]).
```

```
solution([]).
```

```
solution([X/Y|Others]) :-
    solution(Others),
    member(Y, [1,2,3,4,5,6,7,8]),
    noattack(X/Y, Others).
```

```
noattack(_, []).
```

```
noattack(X/Y, [X1/Y1|Others]) :-
    Y \= Y1,
    Y1 - Y \= X1 - X,
    Y1 - Y \= X - X1,
    noattack(X/Y, Others).
```

## $n$ -queens (using clp)

```
nqueens(N,Qs) :-  
    length(Qs,N),  
    Qs ins 1 .. N, all_different(Qs),  
    constraint_queens(Qs),  
    label(Qs).
```

```
constraint_queens([]).  
constraint_queens([Q|Qs]) :-  
    noattack(Q,Qs,1),  
    constraint_queens(Qs).
```

```
noattack(_,[],_).  
noattack(X,[Q|Qs],N) :-  
    X #\= Q+N,  
    X #\= Q-N,  
    M is N+1,  
    noattack(X,Qs,M).
```

## Definition

- **Sudoku** is a well-known logic puzzle; usually played on a  $9 \times 9$  grid
- $\forall$  *cells*:  $cells \in \{1, \dots, 9\}$
- $\forall$  *rows*: all entries are different
- $\forall$  *columns*: all entries are different
- $\forall$  *blocks*: all entries are different



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- $\forall$  *blocks*: all entries are different

## Main Loop (using clp)

```
sudoku(Puzzle) :-  
    show(Puzzle),  
    flatten(Puzzle, Cells),  
    Cells ins 1 .. 9,  
    rows(Puzzle),  
    cols(Puzzle),  
    blocks(Puzzle),  
    label(Cells),  
    show(Puzzle).
```

## auxiliary predicates

- *flatten/2* flattens a list
- *show/1* prints the current puzzle

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- *flatten*/2 flattens a list
- *show*/1 prints the current puzzle

## *row*/1

```
rows ([]).  
rows ([R|Rs]) :-  
    all_different(R), rows(Rs).
```

## auxiliary predicates

- *flatten/2* flattens a list
- *show/1* prints the current puzzle

## *row/1*

```
rows ([]).  
rows ([R|Rs]) :-  
    all_different(R), rows(Rs).
```

## *row/1* (alternative)

```
rows(Rs) :- maplist(all_distinct, Rs).
```

*cols/1*

```
cols ([[ ] | -]).
```

```
cols ([
```

```
    [X1 | R1] ,
```

```
    [X2 | R2] ,
```

```
    [X3 | R3] ,
```

```
    [X4 | R4] ,
```

```
    [X5 | R5] ,
```

```
    [X6 | R6] ,
```

```
    [X7 | R7] ,
```

```
    [X8 | R8] ,
```

```
    [X9 | R9] ] ) :-
```

```
    all_different ([X1, X2, X3, X4, X5, X6, X7, X8, X9]) ,
```

```
    cols ([R1, R2, R3, R4, R5, R6, R7, R8, R9]).
```

*cols/1*

```

cols ([[ ] | -]).
cols ([
    [X1 | R1],
    [X2 | R2],
    [X3 | R3],
    [X4 | R4],
    [X5 | R5],
    [X6 | R6],
    [X7 | R7],
    [X8 | R8],
    [X9 | R9]]) :-
    all_different([X1, X2, X3, X4, X5, X6, X7, X8, X9]),
    cols([R1, R2, R3, R4, R5, R6, R7, R8, R9]).

```

*cols/1* (alternative)

use *maplist/2*

*blocks/1*

```
blocks ([]).  
blocks ([[ ], [ ], [ ] | Rs]) :- blocks(Rs).  
blocks ([[X1,X2,X3 | R1],  
        [X4,X5,X6 | R2],  
        [X7,X8,X9 | R3] | Rs]) :-  
    all_different([X1,X2,X3,X4,X5,X6,X7,X8,X9]),  
    blocks([R1,R2,R3 | Rs]).
```

*blocks/1*

```

blocks ([]).
blocks ([[ ], [ ] , [ ] | Rs]) :- blocks(Rs).
blocks ([[X1,X2,X3 | R1],
        [X4,X5,X6 | R2],
        [X7,X8,X9 | R3] | Rs]) :-
    all_different([X1,X2,X3,X4,X5,X6,X7,X8,X9]),
    blocks([R1,R2,R3 | Rs]).

```

## Example

```

:- sudoku([[1, -, -, -, -, -, -, -, -, -],
          [-, -, 2, 7, 4, -, -, -, -, -],
          [-, -, -, 5, -, -, -, -, 4],
          [-, 3, -, -, -, -, -, -, -],
          [7, 5, -, -, -, -, -, -, -],
          [-, -, -, -, -, 9, 6, -, -],
          [-, 4, -, -, -, 6, -, -, -],
          [-, -, -, -, -, -, 7, 1],
          [-, -, -, -, -, 1, -, 3, -]]).

```



# GUPU

Example (constraint logic programming)

- Example 53, 58 ...