

SYMBOLIC DIFFERENTIATION

P.35

```

d(X, X, 1).

d(C, =, 0) :- atom(C).

d([- , U] , X , [- , A]) :- d(U , X , A).

d([U , + , V] , X , [A , + , B]) :-  

    d(U , X , A) , d(V , X , B).

d([U , - , V] , X , [A , - , B]) :-  

    d(U , X , A) , d(V , X , B).

d([C , * , X] , X , C) :- atom(C).

| ?- d(x , x , Q).
   Q = 1

| ?- d(a , x , Q).
   Q = 0

| ?- d([- , x] , x , Q).
   Q = [- , 1]

| ?- d([[a , * , x] , + , b] , x , Q).
   Q = [a , + , 0]

```

MORE DIFFERENTIATION

P.36

Rewrite the last rule to be more general.

```

d([C , * , U] , X , [C , * , A]) :-  

    atom(C),
    C \== X,
    d(U , X , A).

```

```

d([U , ^ , V] , X , [V , * , [U , ^ , [V , - , 1]] , * , W])  

:-
    atom(V),
    V \== X,
    d(U , X , W).

```

```

| ?- d([c , * , [x , ^ , t]] , x , Q).
   Q = [c , * , [t , * , [x , ^ [t , - , 1]] , * , 1]]

```

```

| ?- d([c , * , [[a , * , x] , + , b] , ^ , t]] , x , Q).
   Q = [c , * , [t , * , [[[a , * , x] , + , b] ,
                           ^ , [t , - , 1]] , * , [[a , * , 1] , + , 0]]]

```

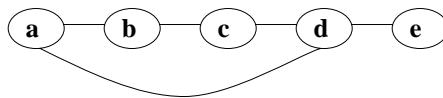
P.37

Last One

```
d([ U , * , V ] , X , [ [ B , * , U ] , + , [ A , * , V ] ]) :-  
    d( U , X , A ) , d( V , X , B ).  
  
| ? - d( [ [ [ a , * , x ] , + , b ] , * , [ [ c , * , x ] , + , d ] ] , x , Q ).  
  
Q = [ [ [ [ c , * , 1 ] , + , 0 ] , * , [ [ a , * , x ] , + , b ] ] ,  
      + , [ [ [ a , * , 1 ] , + , 0 ] , * , [ [ c , * , x ] , + , d ] ] ]
```

P.38

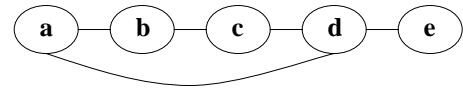
Alan's connected program



```
adjacent( a , b ) .  
adjacent( b , c ) .  
adjacent( c , d ) .  
adjacent( d , e ) .  
adjacent( a , d ) .  
  
next_to( X , Y ) :- adjacent( X , Y ) .  
next_to( X , Y ) :- adjacent( Y , X ) .  
  
connected( A , B ) :- connect_mark( A , B , [ A ] ) .  
  
connect_mark( A , B , MarkedList ) :-  
    next_to( A , B ) ,  
    nonmember( B , MarkedList ) ,  
    print( [ B | MarkedList ] ) .  
  
connect_mark( A , B , MarkedList ) :-  
    next_to( A , C ) ,  
    nonmember( C , MarkedList ) ,  
    connect_mark( C , B , [ C | MarkedList ] ) .  
  
nonmember( X , L ) :- not( member( X , L ) ) .
```

Trying It

P.39



connected(e , a).
connect_mark(e , a , [e])

next_to(e , a)
adjacent(e , a)
adjacent(a , e)

fail
fail

next_to(e , c)

:

next_to(e , d)

nonmember(d , [e])

succeed

connect_mark(d , a , [d , c])

next_to(d , a)
adjacent(d , a)
adjacent(a , d)

fail
succeed

nonmember(a , [d , e])

succeed

print([a , d , e])

succeed

succeed

succeed

P.39

Inserting an Element (Somewhere) in a List

P.40

e [e1 , e2 , e3 , e4]

[e , e1 , e2 , e3 , e4]
[e1 , e , e2 , e3 , e4]
[e1 , e2 , e , e3 , e4]
[e1 , e2 , e3 , e , e4]
[e1 , e2 , e3 , e4 , e]

insert(X , L , [X | L]).

insert(X , [H | T] , [H | U]) :- insert(X , T , U).

If you only ask for one solution, it will only use the first rule.

| ? - insert(a , [b , c , d] , Ans).
Ans = [a , b , c , d]

For a second answer, it goes on to the next rule.

| ? - insert(a , [b | [c , d]] , [b | U])
| insert(a , [c , d] , U2)
| insert(a , [c , d] , [a , c , d])
| insert(a , [b | [c , d]] , [b , a , c , d])

Permutations of a List , Using Insert

P.41

```
permute( [ ], [ ] ).  
permute( [ H | T ], L ) :- permute( T, U ),  
                           insert( H, U, L ).  
  
?- permute([1, 2, 3], Q).  
     permute([1 | [2, 3]], Q) :- permute([2, 3], U), insert(1, U, Q).  
         permute([2, 3], U1)  
             permute([2 | [3]], U1) :- permute([3], U2), insert(2, U2, U1)  
                 permute([3], U2)  
                     permute([3 | NIL], U2) :- permute(NIL, U3), insert(3, U3, U2)  
                                         permute(NIL, NIL), insert(3, NIL, U2)  
                                         insert(3, NIL, [3])  
             permute([3], [3])  
                 insert(2, [3], U1)  
                 insert(2, [3], [2, 3])  
         permute([2, 3], [2, 3])  
             insert(1, [2, 3], Q)  
             insert(1, [2, 3], [1, 2, 3])  
     permute([1, 2, 3], [1, 2, 3])  
     Q = [1, 2, 3] ← first answer!
```

Now if you ask it for another answer it backs up.

P.42

```
redo insert(1, [2, 3], Q)  
insert(1, [2, 3], [2, 1, 3])  
  
permute([1, 2, 3], [2, 1, 3])  
Q = [2, 1, 3]  
  
redo insert(1, [2, 3], Q)  
insert(1, [2, 3], [2, 3, 1])  
  
permute([1, 2, 3], [2, 3, 1])  
Q = [2, 3, 1]  
  
Now redoing the last insert fails.  
  
redo permute([2, 3], U1)  
permute([2, 3], [3, 2])  
  
insert(1, [3, 2], Q)  
insert(1, [3, 2], [1, 3, 2])  
  
permute([1, 2, 3], [1, 3, 2])  
Q = [1, 3, 2]  
:  
Q = [3, 1, 2]  
:  
Q = [3, 2, 1]
```

Using Permute to Sort (Inefficiently)

P.43

```
sorted( [ ] ).  
sorted( [ X ] ).  
sorted( [ A, B | R ] ) :- A = < B ,  
                      sorted( [ B | R ] ).  
sort2( L, S ) :- permute( L, S ), sorted( S ).
```

```
sort2( [ 2, 3, 1 ], Ans )  
      permute( [ 2, 3, 1 ], Ans )  
      permute( [ 2, 3, 1 ], [ 2, 3, 1 ] )  sorted( [ 2, 3, 1 ] )  
                                         :  
                                         fail  
      permute( [ 2, 3, 1 ], [ 3, 2, 1 ] )  sorted( [ 3, 1, 2 ] )  
                                         :  
                                         fail  
      permute( [ 2, 3, 1 ], [ 3, 1, 2 ] )  sorted( [ 3, 1, 2 ] )  
                                         :  
                                         fail  
      permute( [ 2, 3, 1 ], [ 1, 2, 3 ] )  sorted( [ 2, 1, 3 ] )  
                                         fail  
      permute( [ 2, 3, 1 ], [ 1, 2, 3 ] )  sorted( [ 1, 2, 3 ] )  
Ans = [ 1, 2, 3 ]
```