

COMP219: Artificial Intelligence

Lecture 12: Prolog – Cut

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Overview

- **Last time**
 - Lists in Prolog and debugging
- **Today:**
 - Built in operators for arithmetic and comparison
 - Another example with lists: the n-queens problem
 - Preventing backtracking (cut)
 - Green cuts and red cuts
- Learning outcome covered today:
Understand and write Prolog code to solve simple knowledge-based problems.

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Announcement

- **Class Test scheduling**
 - In **week 8 and 12**, Fridays 3pm.
 - (Friday in week 8, there also is a lecture at 11am)
 - Everything should be in your timetable
- **Class Test contents**
 - test 1 will cover prolog
 - test 2 will cover rest
 - we will cover example questions the week before the test

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Arithmetic

- Prolog has several built in operators for arithmetic
 - + addition
 - subtraction
 - * multiplication
 - / division
 - ** power
 - // integer division
 - mod modulo, the remainder of integer division

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Numeric Comparison

- Similarly there are several built in comparison operators
 - > greater than
 - < less than
 - >= greater than or equal to
 - <= less than or equal to
 - =:= is equal to
 - = \= is not equal to

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Evaluating Arithmetic Operators

- The query

```
?- X = 3 + 5.  
X = 3+5.
```

does **not evaluate** the addition operation. The = instantiates the RHS to the LHS
- However, the following evaluates the RHS

```
?- X is 3 + 5.  
X = 8.
```

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Arithmetic is Procedural

- In order to use 'is' we must have the right hand side instantiated

```
X is 3 + 5. X = 8.  
X is 3 + Y. Error:
```
- Arithmetic is procedural - it won't tell us what numbers make 5, which is a declarative notion

```
5 is X + Y. Error:
```

Still requires **two** arguments instantiated on the right hand side

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Example: Calculating the Length of a List

```
tlength([],0).  
tlength([H|Tail],Len1):-  
    tlength(Tail,Len2),  
    Len1 is Len2 + 1.
```

- How is `tlength([a,b,c],X)` calculated?

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List Length



?- trace,tlength([a,b,c],X).

Call: (7) tlength([a, b, c], _G1720) ? creep

Call: (8) tlength([b, c], _G1851) ? creep

Call: (9) tlength([c], _G1848) ? creep

Call: (10) tlength([], _G1846) ? creep

Exit: (10) tlength([], 0) ? creep

Call: (10) _G1848 is 0+1 ? creep

Exit: (10) 1 is 0+1 ? creep

Exit: (9) tlength([c], 1) ? creep

Call: (9) _G1851 is 1+1 ? creep

Exit: (9) 2 is 1+1 ? creep

Exit: (8) tlength([b, c], 2) ? creep

Call: (8) _G1720 is 2+1 ? creep

Exit: (8) 3 is 2+1 ? creep

Exit: (7) tlength([a, b, c], 3) ? creep

X = 3.

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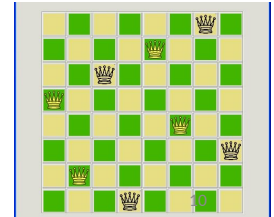
Problem Formulation



- **States:** List of positions of queens in terms of vertical and horizontal position. Each element of the list is a position of a queen
 - [p(1,2), p(2,5), p(3,7), p(4,4), p(5,1), p(6,8), p(7,6), p(8,3)]As no solution has queens in the same vertical, use a template to simplify the search space
 - [p(1,Y1), p(2,Y2), p(3,Y3), p(4,Y4), p(5,Y5), p(6,Y6), p(7,Y7), p(8,Y8)]
- **Initial state:** Empty list [], no queens on board, so no queen attacks any other queen
- **Goal:** A list of n positions such that no queen is attacked by another; that is, there are no two queens in the same column (done), row (easy), or diagonal (bit more complex)

Return to a familiar example: n-Queens

- Recall:
 - This is a problem from chess.
 - In the 8-queens version, place 8 queens on chess board so that no queen can be taken by another.
 - A queen attacks any piece in the same row, column or diagonal.
 - Has served as a useful test scenario for search algorithms.
- We will now look at how we can write a Prolog program to represent and solve this problem...
(based on an example from Chapter 4 of the Prolog book by Bratko).



Actions

- Suppose there are queens on the board, then how can we add another? The new one is p(X,Y), and the present queens is the list of **Others**. So, we form the new list:
 - [p(X,Y) | Others]
- such that:
 - No queen in Others attacks another queen in Others
 - X and Y must be integers between 1 and 8
 - A queen at p(X,Y) **must not attack any** of the queens in the list Others

Actions (continued)

- What is the attack relation?
- tnoattack(Q,Qlist)
 - If Qlist is empty, then there are no queens to attack, so this will be true
 - If Qlist is not empty, then Qlist has the form [Q1|Qlist1] where in tnoattack(Q,[Q1|Qlist1])
 - the queen at Q does not attack Q1, and
 - the queen at Q does not attack any queen in Qlist1
- Since we use a template, we only need to look at attacks with respect to Y so
 - the Y coordinates must be different
 - the queens are not in the same diagonal (the distance in the X-direction is not equal to the distance in the Y-direction)

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Example

?- template(Solution),tqueensolution(Solution).

The Solution variable is shared by both functors

Solution = [p(1, 4), p(2, 2), p(3, 7), p(4, 3), p(5, 6), p(6, 8), p(7, 5), p(8, 1)] ;
 Solution = [p(1, 5), p(2, 2), p(3, 4), p(4, 7), p(5, 3), p(6, 8), p(7, 6), p(8, 1)] ;
 Solution = [p(1, 3), p(2, 5), p(3, 2), p(4, 8), p(5, 6), p(6, 4), p(7, 7), p(8, 1)] ;
 Solution = [p(1, 3), p(2, 6), p(3, 4), p(4, 2), p(5, 8), p(6, 5), p(7, 7), p(8, 1)] ;
 Solution = [p(1, 5), p(2, 7), p(3, 1), p(4, 3), p(5, 8), p(6, 6), p(7, 4), p(8, 2)] ;
 and so on....

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n-Queens Program

```
tqueensolution([]).
tqueensolution([p(X,Y)|Others]):-
    tqueensolution(Others),           % Queen at p(X,Y), other queens at Others
    member(Y,[1,2,3,4,5,6,7,8]),    % No attacks between Others
    tnoattack(p(X,Y),Others),       % Y must be integer between 1 - 8
                                     % Queen at X,Y does not attack a queen in Others

tnoattack(_,[_]).                   % Nothing to attack
tnoattack(p(X,Y), [p(X1,Y1)|Others]):-
    Y=\=Y1,                          % Queens have different Ys
    Y1-Y=\=X1-X,                     % Queens have different diagonals
    tnoattack(p(X,Y),Others).

template([p(1,Y1), p(2,Y2), p(3,Y3), p(4,Y4), p(5,Y5), p(6,Y6), p(7,Y7), p(8,Y8)]).
                                     % A solution template to simplify the search space
```

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Search and Backtracking

- Prolog does depth-first search
- If a goal fails, Prolog will automatically *backtrack* and explore another possibility
 - Useful programming concept
 - **BUT** uncontrolled backtracking may lead to inefficiency (or worse)



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Example: Tax Rates



- Consider the following program that sets tax rates (0, 1, 2) for particular incomes (X)

```
tax_rate(X,0):- X < 10000.
tax_rate(X,1):- 10000 =< X, X < 30000.
tax_rate(X,2):- 30000 =< X.
```

- Note, we assume that X is instantiated to a number, as required by the comparison operators
- The goal `tax_rate(2000,Z)` will succeed with `Z=0`. That is, for an income of 2000, the tax rate is 0

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Introduces an internal variable `_G1711` for Z, matches to the head of the first rule, then tests the body. The body is true, so we make `Z = 0`

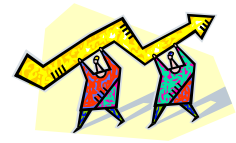
```
?- trace,tax_rate(2000,Z), 1<Z.
Call: (7) tax_rate(2000, _G1711) ? creep
Call: (8) 2000<10000 ? creep
Exit: (8) 2000<10000 ? creep
Exit: (7) tax_rate(2000, 0) ? creep
Call: (7) 1<0 ? creep
Fail: (7) 1<0 ? creep
Redo: (7) tax_rate(2000, _G1711) ? creep
Call: (8) 10000=<2000 ? creep
Fail: (8) 10000=<2000 ? creep
Redo: (7) tax_rate(2000, _G1711) ? creep
Call: (8) 30000=<2000 ? creep
Fail: (8) 30000=<2000 ? creep
Fail: (7) tax_rate(2000, _G1711) ? creep
false.
```

Tests second part of query, where `1 < 0`. Fails. Could stop here, but backtracks to try to find another solution

It tries the body of the 2nd clause, which fails

It tries the body of the 3rd clause, which fails again

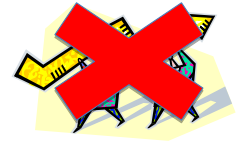
Backtracking



- Now consider the query `?- tax_rate(2000,Z), 1 < Z.`
‘What is the tax rate where the income is 2000 and the tax band is greater than 1?’
- When executing `tax_rate(2000,Z)`, Z is instantiated as 0 since `tax_rate(2000,Z)`. That is, it matches the first clause of the program `tax_rate(X,0):- X < 10000, X=2000`
- The second goal of the query becomes `1 < 0`, which fails
- At this point Prolog will try to backtrack and match the first goal with each of the other definitions for tax rate, which will also fail
- But, why backtrack at all?

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Problem



- The problem is that the set of rules for `tax_rate` are *mutually exclusive*, i.e. for any value of X, the body of only *one* rule can succeed
- So we know that once `1 < 0` fails, there is no point in trying any other clause for `tax_rate`
- We do not want to backtrack *after* a solution is found because this is inefficient
- We ought to encode our knowledge in our rules
- Can be tricky where we have a very complicated set of rules

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Cut

! means if you have tried this clause, and the previous body goal $X < 10000$ succeeds, then don't backtrack. Just give the result relative to this clause

- We can tell Prolog explicitly not to backtrack by using **cut**, written as **!**
- The program with cuts becomes the following


```
tax_rate(X,0):- X < 10000, !.
tax_rate(X,1):- 10000 =< X, X < 30000, !.
tax_rate(X,2):- 30000 =< X.
```
- Now with the query

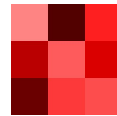

```
?-tax_rate(2000,Z), 1 < Z.
```
- We try the first clause, where $2000 < 10000$ succeeds, then we get to **!**. We have $tax_rate(2000,0), Z = 0$. We test the second goal of the query, $1 < 0$, which fails
- But, since we have hit a cut, the program does **not backtrack** to explore the branches from rules 2 and 3. No other values for Z are considered, and the program is more efficient - it fails earlier

No ! here since either succeeds or fails, and nothing to backtrack to

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Green Cuts and Red Cuts



- With this type of cut the program gives the **same results** as the version without cuts but is, in general, more efficient. Such cuts are called **green cuts**. They are a **procedural convenience**.
- The above is not always the case; using cuts can also **change the results** of the program - they can change the **declarative meaning** of the program. These are known as **red cuts**. Examples of red cuts occurring are where explicit conditions in a rule are omitted - exercise caution.

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Cut



- Take the program


```
tax_rate(X,0):- X < 10000, !.
tax_rate(X,1):- 10000 =< X, X < 30000, !.
tax_rate(X,2):- 30000 =< X.
```
- With the query


```
?- tax_rate(40000,Z), 1 < Z.
```

The execution tries the first clause of the program. Since $40000 < 10000$ fails, we do not reach the cut in the first clause. We do, then, backtrack to try the second and the third clauses. Since $30000 =< 40000$ succeeds, we assign $Z = 2$, and test the second goal of the query, $1 < 2$, which succeeds. So, we have found the solution $Z = 2$
- The order of goals within a clause and cut may be important
- Experiment with different orders or having/not having cuts

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Red Cuts - Tax Program

- Now we remove the condition $X \geq 10000$ in the second rule, the idea being that if we get to try the second rule then $X < 10000$ must have **already failed**

```
tax_rate(X,0):- X < 10000, !. First rule
tax_rate(X,1):- X < 30000, !. Half of second rule
tax_rate(X,2):- 30000 =< X. Third rule
```
- Note that **because of the cut** the query


```
?- tax_rate(500,Z).
```

 will only produce one result, i.e. $Z=0$.
- What would happen if we posed the same query to a program like the above, but without the cuts?
- Shows the difference in declarative meaning we can have with and without cuts

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Summary

- We have looked at the use of cut to improve the efficiency of programs by stopping backtracking
- Green cuts prune branches (affect the procedural behaviour of the program) **without** changing the results of the program
- Red cuts **both** prune branches and affect the results
- Cuts may destroy the correspondence between the declarative and procedural semantics
- Use cuts with care. Only use cut with good reason

- **Next time**
 - Applying search to games