

# Lecture 5: Arithmetic

- Theory
  - Introduce Prolog's built-in abilities for performing **arithmetic**
  - Apply these to simple list processing problems, using **accumulators**
  - Look at **tail-recursive** predicates and explain why they are more efficient than predicates that are not tail-recursive
- Exercises
  - Exercises of LPN: 5.1, 5.2, 5.3
  - Practical work

# Arithmetic in Prolog

- Prolog provides a number of basic arithmetic tools
- Integer and real numbers

## Arithmetic

$$2 + 3 = 5$$

$$3 \times 4 = 12$$

$$5 - 3 = 2$$

$$3 - 5 = -2$$

$$4 : 2 = 2$$

1 is the remainder when 7 is  
divided by 2

## Prolog

?- 5 is 2+3.

?- 12 is 3\*4.

?- 2 is 5-3.

?- -2 is 3-5.

?- 2 is 4/2.

?- 1 is mod(7,2).

# Example queries

?- 10 is 5+5.

yes

?- 4 is 2+3.

no

?- X is 3 \* 4.

X=12

yes

?- R is mod(7,2).

R=1

yes

# Defining predicates with arithmetic

```
addThreeAndDouble(X, Y):-  
    Y is (X+3) * 2.
```

# Defining predicates with arithmetic

```
addThreeAndDouble(X, Y):-  
    Y is (X+3) * 2.
```

```
?- addThreeAndDouble(1,X).
```

```
X=8
```

```
yes
```

```
?- addThreeAndDouble(2,X).
```

```
X=10
```

```
yes
```

# A closer look

- It is important to know that  $+$ ,  $-$ ,  $/$  and  $*$  do not carry out any arithmetic
- Expressions such as  $3+2$ ,  $4-7$ ,  $5/5$  are ordinary Prolog terms
  - Functor:  $+$ ,  $-$ ,  $/$ ,  $*$
  - Arity: 2
  - Arguments: integers

# A closer look

$$?- X = 3 + 2.$$

# A closer look

?-  $X = 3 + 2.$

$X = 3 + 2$

yes

?-



# A closer look

$$?- X = 3 + 2.$$

$$X = 3 + 2$$

yes

$$?- 3 + 2 = X.$$

# A closer look

?-  $X = 3 + 2.$

$X = 3 + 2$

yes

?-  $3 + 2 = X.$

$X = 3 + 2$

yes

?-

# The is/2 predicate

---

- To force Prolog to actually evaluate arithmetic expressions, we have to use

**is**

just as we did in the other examples

- This is an instruction for Prolog to carry out calculations
- Because this is not an ordinary Prolog predicate, there are some restrictions

# The is/2 predicate

?- X is 3 + 2.

# The is/2 predicate

?- X is 3 + 2.

X = 5

yes

?-

# The is/2 predicate

?- X is 3 + 2.

X = 5

yes

?- 3 + 2 is X.

# The is/2 predicate

?- X is 3 + 2.

X = 5

yes

?- 3 + 2 is X.

ERROR: is/2: Arguments are not sufficiently instantiated

?-

# The is/2 predicate

?- X is 3 + 2.

X = 5

yes

?- 3 + 2 is X.

ERROR: is/2: Arguments are not sufficiently instantiated

?- Result is 2+2+2+2+2.



# The is/2 predicate

?- X is 3 + 2.

X = 5

yes

?- 3 + 2 is X.

ERROR: is/2: Arguments are not sufficiently instantiated

?- Result is 2+2+2+2+2.

Result = 10

yes

?-

# Restrictions on use of `is/2`

---

- We are free to use variables on the right hand side of the `is` predicate
- But when Prolog actually carries out the evaluation, the variables must be instantiated with a variable-free Prolog term
- This Prolog term must be an arithmetic expression

# Notation

- Two final remarks on arithmetic expressions
  - $3+2$ ,  $4/2$ ,  $4-5$  are just ordinary Prolog terms in a user-friendly notation:  
 **$3+2$**  is really  **$+(3,2)$**  and so on.
  - Also the **is** predicate is a two-place Prolog predicate

# Notation

- Two final remarks on arithmetic expressions
  - $3+2$ ,  $4/2$ ,  $4-5$  are just ordinary Prolog terms in a user-friendly notation:  
 **$3+2$**  is really  **$+(3,2)$**  and so on.
  - Also the **is** predicate is a two-place Prolog predicate

```
?- is(X,+(3,2)).  
X = 5  
yes
```

# Arithmetic and Lists

---

- How long is a list?
  - The empty list has length: zero;
  - A non-empty list has length: one plus length of its tail.

# Length of a list in Prolog

```
len([],0).  
len(_|L,N):-  
    len(L,X),  
    N is X + 1.
```

?-

# Length of a list in Prolog

```
len([],0).  
len(_|L,N):-  
    len(L,X),  
    N is X + 1.
```

```
?- len([a,b,c,d,e,[a,x],t],X).
```

# Length of a list in Prolog

```
len([],0).  
len(_|L,N):-  
    len(L,X),  
    N is X + 1.
```

```
?- len([a,b,c,d,e,[a,x],t],X).  
X=7  
yes  
?-
```



# Accumulators

---

- This is quite a good program
  - Easy to understand
  - Relatively efficient
- But there is another method of finding the length of a list
  - Introduce the idea of accumulators
  - Accumulators are variables that hold intermediate results

# Defining `acclen/3`

---

- The predicate `acclen/3` has three arguments
  - The list whose length we want to find
  - The length of the list, an integer
  - An accumulator, keeping track of the intermediate values for the length

# Defining acclen/3

---

- The accumulator of acclen/3
  - Initial value of the accumulator is 0
  - Add 1 to accumulator each time we can recursively take the head of a list
  - When we reach the empty list, the accumulator contains the length of the list

# Length of a list in Prolog

```
acclen([],Acc,Length):-  
    Length = Acc.
```

```
acclen([_|L],OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

?-

# Length of a list in Prolog

```
acclen([],Acc,Length):-  
    Length = Acc.
```

add 1 to the  
accumulator each time  
we take off a head  
from the list

```
acclen([_|L],OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

?-

# Length of a list in Prolog

```
acclen([],Acc,Length):-  
    Length = Acc.
```

when we reach the empty list, the accumulator contains the length of the list

```
acclen([_|L],OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

?-

# Length of a list in Prolog

```
acclen([],Acc,Acc).
```

```
acclen([_|L],OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

```
?-
```

# Length of a list in Prolog

```
acclen([],Acc,Acc).
```

```
acclen([_|L],OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

```
?-acclen([a,b,c],0,Len).
```

```
Len=3
```

```
yes
```

```
?-
```



# Search tree for acclen/3

?- acclen([a,b,c],0,Len).

```
acclen([ ],Acc,Acc).
```

```
acclen(_|L,OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

# Search tree for acclen/3

?- acclen([a,b,c],0,Len).  
/            \

```
acclen([ ],Acc,Acc).
```

```
acclen(_|L,OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

# Search tree for acclen/3

?- acclen([a,b,c],0,Len).

no                      \

                          /?- acclen([b,c],1,Len).

                          /                      \

```
acclen([ ],Acc,Acc).
```

```
acclen(_|L,OldAcc,Length):-  
  NewAcc is OldAcc + 1,  
  acclen(L,NewAcc,Length).
```

# Search tree for acclen/3

?- acclen([a,b,c],0,Len).

/  
no

\  
?- acclen([b,c],1,Len).

/  
no

\  
?- acclen([c],2,Len).

/

\

```
acclen([ ],Acc,Acc).
```

```
acclen(_|L,OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

# Search tree for acclen/3

?- acclen([a,b,c],0,Len).

/  
no

\  
?- acclen([b,c],1,Len).

/  
no

\  
?- acclen([c],2,Len).

/  
no

\  
?- acclen([],3,Len).

```
acclen([ ],Acc,Acc).
```

```
acclen(_|_|L,OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

# Search tree for acclen/3

?- acclen([a,b,c],0,Len).

/  
no

\  
?- acclen([b,c],1,Len).

/  
no

\  
?- acclen([c],2,Len).

/  
no

\  
?- acclen([],3,Len).

/  
Len=3

\  
no

```
acclen([ ],Acc,Acc).
```

```
acclen(_|_|L,OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

# Adding a wrapper predicate

```
acclen([ ],Acc,Acc).
```

```
acclen([ _|L],OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

```
length(List,Length):-  
    acclen(List,0,Length).
```

```
?-length([a,b,c], X).
```

```
X=3
```

```
yes
```

# Tail recursion

- Why is `acclen/3` better than `len/2` ?
  - `acclen/3` is tail-recursive, and `len/2` is not
- Difference:
  - In tail recursive predicates the results is fully calculated once we reach the base clause
  - In recursive predicates that are not tail recursive, there are still goals on the stack when we reach the base clause



# Comparison

*Not tail-recursive*

```
len([],0).
len(_|L,NewLength):-
  len(L,Length),
  NewLength is Length + 1.
```

*Tail-recursive*

```
acclen([],Acc,Acc).
acclen(_|L,OldAcc,Length):-
  NewAcc is OldAcc + 1,
  acclen(L,NewAcc,Length).
```

# Search tree for len/2

?- len([a,b,c], Len).

```
len([],0).
len(_|L,NewLength):-
    len(L,Length),
    NewLength is Length + 1.
```

# Search tree for len/2

```
?- len([a,b,c], Len).  
  /      \  
no  ?- len([b,c],Len1),  
      Len is Len1 + 1.
```

```
len([],0).  
len([_|L],NewLength):-  
  len(L,Length),  
  NewLength is Length + 1.
```

# Search tree for len/2

```
?- len([a,b,c], Len).  
  /      \  
no  ?- len([b,c],Len1),  
      Len is Len1 + 1.  
    /      \  
no   ?- len([c], Len2),  
        Len1 is Len2+1,  
        Len is Len1+1.
```

```
len([],0).  
len(_|L,NewLength):-  
  len(L,Length),  
  NewLength is Length + 1.
```

# Search tree for len/2

?- len([a,b,c], Len).

  /  
no  ?- len([b,c],Len1),  
      Len is Len1 + 1.

    /  
no   ?- len([c], Len2),  
       Len1 is Len2+1,  
       Len is Len1+1.

      /  
no     ?- len([], Len3),  
          Len2 is Len3+1,  
          Len1 is Len2+1,  
          Len is Len1 + 1.

```
len([],0).
```

```
len(_[_|L],NewLength):-
```

```
  len(L,Length),
```

```
  NewLength is Length + 1.
```

# Search tree for len/2

?- len([a,b,c], Len).

/ \  
no ?- len([b,c], Len1),  
Len is Len1 + 1.

/ \  
no ?- len([c], Len2),  
Len1 is Len2+1,  
Len is Len1+1.

/ \  
no ?- len([], Len3),  
Len2 is Len3+1,  
Len1 is Len2+1,  
Len is Len1 + 1.

/ \  
Len3=0, Len2=1, no  
Len1=2, Len=3

len([],0).

len([\_|L],NewLength):-  
len(L,Length),  
NewLength is Length + 1.

# Search tree for acclen/3

?- acclen([a,b,c],0,Len).

/  
no

\  
?- acclen([b,c],1,Len).

/  
no

\  
?- acclen([c],2,Len).

/  
no

\  
?- acclen([],3,Len).

/  
Len=3

\  
no

```
acclen([ ],Acc,Acc).
```

```
acclen(_|_|L,OldAcc,Length):-  
    NewAcc is OldAcc + 1,  
    acclen(L,NewAcc,Length).
```

# Exercises

---

- Exercise 5.1
- Exercise 5.2
- Exercise 5.3



# Comparing Integers

---

- Some Prolog arithmetic predicates actually do carry out arithmetic by themselves
- These are the operators that compare integers

# Comparing Integers

## Arithmetic

$x < y$

$x \leq y$

$x = y$

$x \neq y$

$x \geq y$

$x > y$

## Prolog

$X < Y$

$X = < Y$

$X = := Y$

$X = \backslash = Y$

$X > = Y$

$X > Y$

# Comparison Operators

- Have the obvious meaning
- Force both left and right hand argument to be evaluated

?- 2 < 4+1.

yes

?- 4+3 > 5+5.

no

# Comparison Operators

- Have the obvious meaning
- Force both left and right hand argument to be evaluated

?- 4 = 4.

yes

?- 2+2 = 4.

no

?- 2+2 =:= 4.

yes

# Comparing numbers

- We are going to define a predicate that takes two arguments, and is true when:
  - The first argument is a list of integers
  - The second argument is the highest integer in the list
- Basic idea
  - We will use an accumulator
  - The accumulator keeps track of the highest value encountered so far
  - If we find a higher value, the accumulator will be updated

# Definition of accMax/3

```
accMax([H|T],A,Max):-
```

```
  H > A,
```

```
  accMax(T,H,Max).
```

```
accMax([H|T],A,Max):-
```

```
  H =< A,
```

```
  accMax(T,A,Max).
```

```
accMax([],A,A).
```

```
?- accMax([1,0,5,4],0,Max).
```

```
Max=5
```

```
yes
```

# Adding a wrapper max/2

```
accMax([H|T],A,Max):-  
    H > A,  
    accMax(T,H,Max).
```

```
accMax([H|T],A,Max):-  
    H =< A,  
    accMax(T,A,Max).
```

```
accMax([],A,A).
```

```
max([H|T],Max):-  
    accMax(T,H,Max).
```

```
?- max([1,0,5,4], Max).
```

```
Max=5
```

```
yes
```

```
?- max([-3, -1, -5, -4], Max).
```

```
Max= -1
```

```
yes
```

```
?-
```

# Summary of this lecture

---

- In this lecture we showed how Prolog does arithmetic
- We demonstrated the difference between tail-recursive predicates and predicates that are not tail-recursive
- We introduced the programming technique of using accumulators
- We also introduced the idea of using wrapper predicates



# Next lecture

---

- Yes, more lists!
  - Defining the `append/3`, a predicate that concatenates two lists
  - Discuss the idea of reversing a list, first naively using `append/3`, then with a more efficient way using accumulators