## 61A Lecture 32

Friday, November 22

## Announcements

Homework 10 due Tuesday 11/26 @ 11:59pm
No lecture on Wednesday 11/27 or Friday 11/29
No discussion section Wednesday 11/27 through Friday 11/29
Lab will be held on Wednesday 11/27
Recursive art contest entries due Monday 12/2 @ 11:59pm

**Appending Lists** 

#### Lists in Logic



In a fact, the first relation is the conclusion and the rest are hypotheses.

In a query, all relations must be satisfied.

The interpreter lists all bindings of variables to values that it can find to satisfy the query.

**Permuting Lists** 

#### Anagrams in Logic



Unification

## Pattern Matching

The basic operation of the Logic interpreter is to attempt to *unify* two relations. Unification is finding an assignment to variables that makes two relations the same.

### Unification

Unification recursively unifies each pair of corresponding elements in two relations, accumulating an assignment.

1.Look up variables in the current environment.

2.Establish new bindings to unify elements.



## **Unifying Variables**

Two relations that contain variables can be unified as well.



Substituting values for variables may require multiple steps.

This process is called grounding. Two unified expressions have the same grounded form.

 $lookup('?x') \rightarrow (a ?y c) lookup('?y') \rightarrow b ground('?x') \rightarrow (a b c)$ 

## **Implementing Unification**



Search

#### Searching for Proofs



#### **Depth-First Search**

The space of facts is searched exhaustively, starting from the query and following a *depth-first* exploration order.

Depth-first search: Each proof approach is explored exhaustively before the next.

```
def search(clauses, env):
    for fact in facts:
        env_head = an environment extending env
        if unify(conclusion of fact, first clause, env_head):
        for env_rule in search(hypotheses of fact, env_head):
        for result in search(rest of clauses, env_rule):
            yield each successful result

•Limiting depth of the search avoids infinite loops.
•Each time a fact is used, its variables are renamed.
•Bindings are stored in separate frames to allow backtracking.
```

# Addition