

*LIFE Su Doku*

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## *LIFE Su Doku*—Outline

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- ▶ Overview
- ▶ A quick look back on *LIFE*
- ▶ How is *LIFE* (*all* that) *different*?
- ▶ Purely declarative *Su Doku*
- ▶ It's *all different* using graphs!
- ▶ *LIFE* bonus: a declarative *Su Doku* GUI
- ▶ Epilogue

## *Overview*

# Overview

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Life is “trying things to see if they work. . .”

RAY BRADBURY

*LIFE* stands for: *L*ogic  
*I*nheritance  
*F*unctions  
*E*quations

*LIFE* may be viewed as a *CLP* language:

Logic Programming over (logically and functionally)  
constrained order-sorted labeled graphs

## Overview—ctd.

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*N.B.*: *LIFE* does not have “*alldiff*” as a built-in constraint!

However... *LIFE*'s features enable a surprisingly efficient “*alldiff*” purely declaratively thanks to:

- ▶ *LIFE*'s built-in constrained data-structure—the  $\psi$ -term
- ▶ *LIFE*'s control strategy—(constraint) *residuation*

***Residuation:*** Functional evaluation that proceeds as far as possible, *suspending upon unbound variables and resuming as they get further instantiated*

***A quick look back on LIFE***

## A quick look back on *LIFE*

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Life can only be understood looking backwards  
but it must be lived forwards.

SØREN KIERKEGAARD

- ▶ *LIFE* is a *CLP* language that may be loosely defined as “Prolog over  $\psi$ -terms”
- ▶ A  $\psi$ -**term** is a rooted graph whose nodes are typed with *sorts*, and whose arcs are labelled by feature symbols
- ▶ A  $\psi$ -term’s syntax extends that of a Prolog term:
  - $f(a, X, g(X))$  — same as  $f(3 \Rightarrow g(1 \Rightarrow X), 1 \Rightarrow a, 2 \Rightarrow X)$
  - $\text{person}(\text{name} \Rightarrow \text{"bozo"}, \text{dob} \Rightarrow \text{date}(\text{year} \Rightarrow 1980))$
  - $\text{add}(X, Y, \text{result} \Rightarrow X+Y)$
  - $X:\text{person}(\text{spouse} \Rightarrow \text{person}(\text{spouse} \Rightarrow X))$

## A quick look back on *LIFE*

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- ▶ A  $\psi$ -term has **no arity**—can have **no or many features**
- ▶ Unifying the  $\psi$ -terms  $f(a, 3 \Rightarrow c)$  and  $f(a, b)$  succeeds and results in  $f(a, b, c)$ .

- ▶ Unifying the  $\psi$ -term:

`person(P, dob => date(month => may))`

with the  $\psi$ -term:

`person(dob => date(year => 1980)),`

succeeds with the  $\psi$ -term:

`person(P, dob => date(month => may, year => 1980)).`



## A quick look back on *LIFE*

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- ▶ **Everything** in *LIFE* is a  $\psi$ -term
- ▶ *LIFE*'s **predicates** are:
  - defined by **Horn rules** over  $\psi$ -terms
  - invoked using **unification**
  - **non-deterministic**: they use **top-down left-right backtracking** (*i.e.*, like Prolog)
- ▶ *LIFE*'s **functions** are:
  - defined by **rewrite rules** over  $\psi$ -terms
  - invoked using **matching**
  - **deterministic**: they use **top-down committed choice** (*i.e.*, functions do not backtrack)

## A quick look back on *LIFE*

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- ▶ *LIFE*'s logical variables are typed—e.g., `X:int`
- ▶ No difference between type and value—all are sorts
- ▶ Sorts are partially ordered in a sort hierarchy
- ▶ The **top** sort is `@`; the **bottom** sort is `{}`
- ▶ If we declare: `apple <| fruit. apple <| food.` then, the query: `X = food, X = fruit?` yields: `X = apple`
- ▶ If we also declare: `banana <| fruit. banana <| food.` then, the query backtracks to yield: `X = banana`
- ▶ **Disjunctive sort**: `X: { breakfast ; lunch ; dinner }`

## A quick look back on *LIFE*

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### *Predicate resolution and function evaluation cooperate by residuation*

- ▶ In query:

$$X = Y+1, Y = 2?$$

equation:

$$X = Y+1$$

is a *residual* constraint (or *residuation*)

- ▶ Executing  $Y = 2?$  **awakens** the residuation
- ▶ Resulting in fully resolved binding:  $X = 3, Y = 2$

### Feature projection extracts subterms

- ▶ Dyadic function *. / 2*:
  - *1st arg*: a  $\psi$ -term
  - *2nd arg*: a feature—*i.e.*, position or symbol
  - *returns*: the subterm rooted at specified feature

That is:

$$T.f = T' \quad \text{iff} \quad T = s(\dots, f \Rightarrow T', \dots)$$

- ▶ ***N.B.:*** Feature projection residuates whenever its second argument is not ground—*e.g.*, `foo(bar => baz).X` with `X` unbound

### *Feature projection may have side effects! ...*

- ▶ If a  $\psi$ -term  $T$  does **not** have feature  $f$ , then  $T.f$  **creates the feature  $f$  for  $T$**

That is, the query:

```
X = foo(bar => baz), X.boo = fuz?
```

yields the binding:

```
X = foo(bar => baz, boo => fuz)
```

- ▶ ***N.B.:*** ***All*** (binding and feature creation) ***side-effects are undone upon backtracking***

**How is *LIFE* (all that) different?**

## How is *LIFE* (all that) *different*?

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Life is the sum of all your choices.

ALBERT CAMUS

*At first, LIFE feels like Prolog:*

**Same syntax for Horn clauses** (‘:-/2’, ‘,/2’, ‘;/2’), logical variables, lists, ...; e.g.,

```
append( [], L, L) .  
append( [H|T], L, [H|R] ) :- append(T, L, R) .
```

can be used exactly as in Prolog!

How is *LIFE* (all that) *different?*—ctd.

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**But, *LIFE* also differs from Prolog:**

***Arity is not constrained; e.g.,***

A = foo(a => 1, b => 2),  
B = foo(b => X, c => 3),  
A = B ?

succeeds, resulting in the solved form:

A = foo(a => 1, b => X, c => 3),  
B = A,  
X = 2.



## How is *LIFE* (all that) different?—ctd.

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*LIFE*'s **user-defined functions** are specified as **rewrite rules** using infix operator ' $\rightarrow/2$ ':

```
length([]) -> 0.  
length([_|T]) -> 1 + length(T).
```

and use them in relational clauses:

```
has_even_length(L:list) :- length(L) mod 2 = 0.
```

Then,

```
has_even_length([a,b])?
```

succeeds as expected.

## How is *LIFE* (all that) *different?*—ctd.

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*Similarly:*

```
has_even_length([a,L:list])?
```

creates the residuation:

```
(1 + length(L:list)) mod 2 = 0?
```

with incomplete solution:

```
L = list~
```

*LIFE* indicates an incomplete solution with as many *tildas* (“~”) as it has *pending residuations*

## How is *LIFE* (all that) *different?*—ctd.

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*metaprogramming allows reasoning about features using feature projection*

For instance, if:

$A = \text{foo}(a \Rightarrow 1, b \Rightarrow 2, c \Rightarrow 2)$

then:

$X = \{ a ; b ; c \}, A.X = 2?$

succeeds first with:  $X = b$

then, upon backtracking, with:  $X = c$

*Purely declarative Su Doku*

## Purely declarative *Su Doku*

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The art of life is the art of avoiding pain.

THOMAS JEFFERSON

```
% Specify the Su Doku grid:
sudoku(@(@(X11,...,X19), ..., @(X91,...,X99)))
:- % The rows constraints:
    alldiff(X11,...,X19), ..., alldiff(X91,...,X99),
% The columns constraints:
    alldiff(X11,...,X91), ..., alldiff(X19,...,X99),
% The square constraints:
    alldiff(X11,...,X33), ..., alldiff(X77,...,X99).
```

## Purely declarative *Su Doku*

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```
% Specify the cell labels:  
labels(@(@(X11,...,X19), ..., @(X91,...,X99)))  
:- X11 = label, ..., X19 = label,  
   ...,  
   X91 = label, ..., X99 = label.  
  
% Generate the cell labels:  
label -> { 1 ; ... ; 9 }.  
  
% The main predicate:  
sudoku_solver(G) :- sudoku(G), labels(G).
```

*It's all different using graphs!*

## It's *all different* using graphs!

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If A equals success, then the formula is:  $A = X + Y + Z$ ,  
where X is work, Y is play, and Z is keep your mouth shut.

ALBERT EINSTEIN

```
alldiff(X1,X2,X3)
:- assign(A,X1,1), assign(A,X2,2), assign(A,X3,3).
```

where:

- ▶ A denotes the ***global assignment***
- ▶ X denotes the ***constrained variable***
- ▶ I denotes the ***assignment's unique id***

```
assign(A,X,I) :- A.X = I.
```



## It's *all different* using graphs!

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For example:

```
show(X1,X2,X3)
:- alldiff(X1,X2,X3),
   X1 = a ; b ,    % domain of X1
   X2 = b ; c ,    % domain of X2
   X3 = a ; d .    % domain of X3
```

Then, invoking `show(X1,X2,X3)?` yields, successively:

```
X1 = a, X2 = b, X3 = d.
X1 = a, X2 = c, X3 = d.
X1 = b, X2 = c, X3 = a.
X1 = b, X2 = c, X3 = d.
```

## Purely declarative *Su Doku*

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Test and generate:

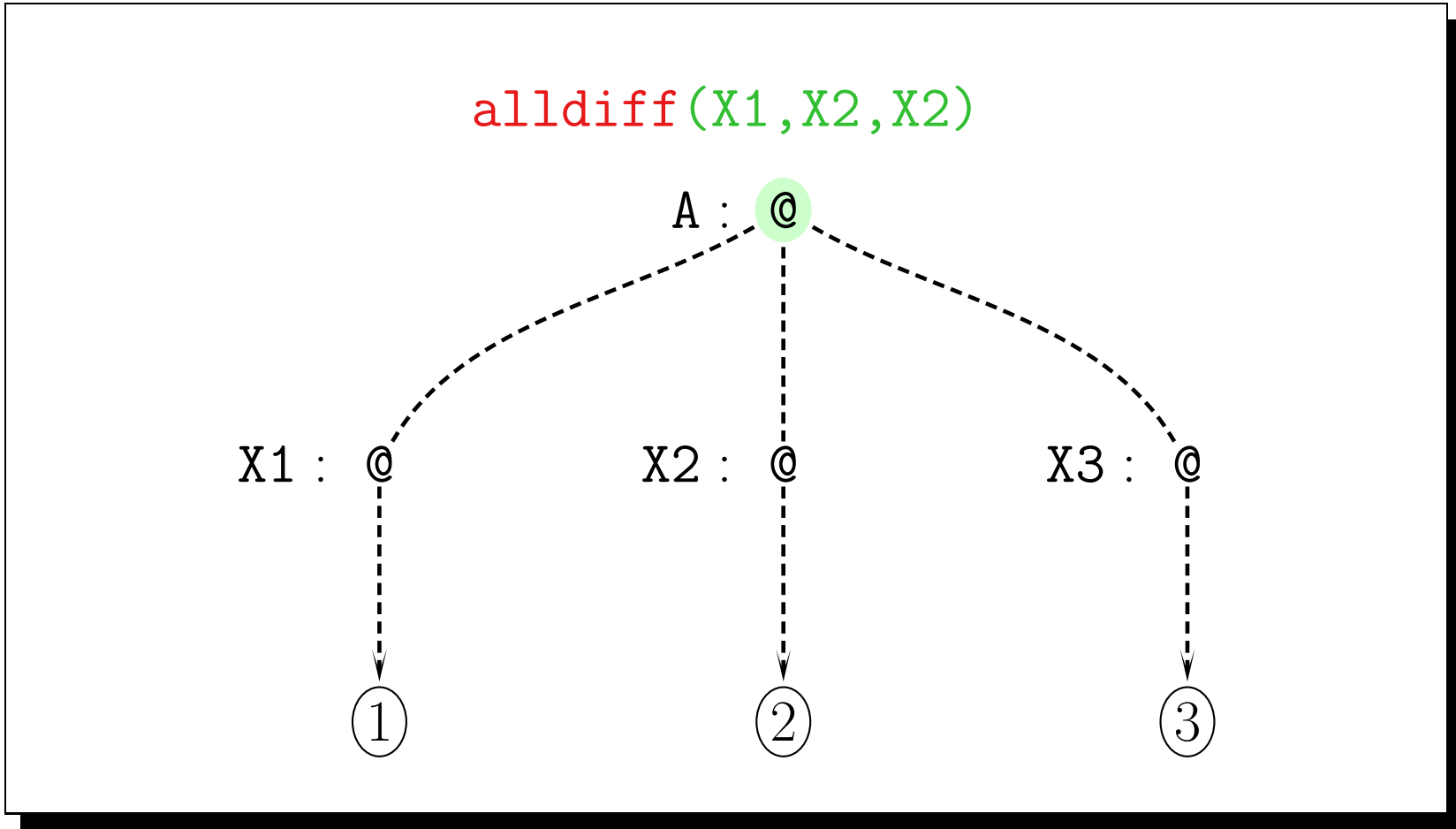
```
sudoku_solver(G) :- sudoku(G), labels(G).
```

vs.

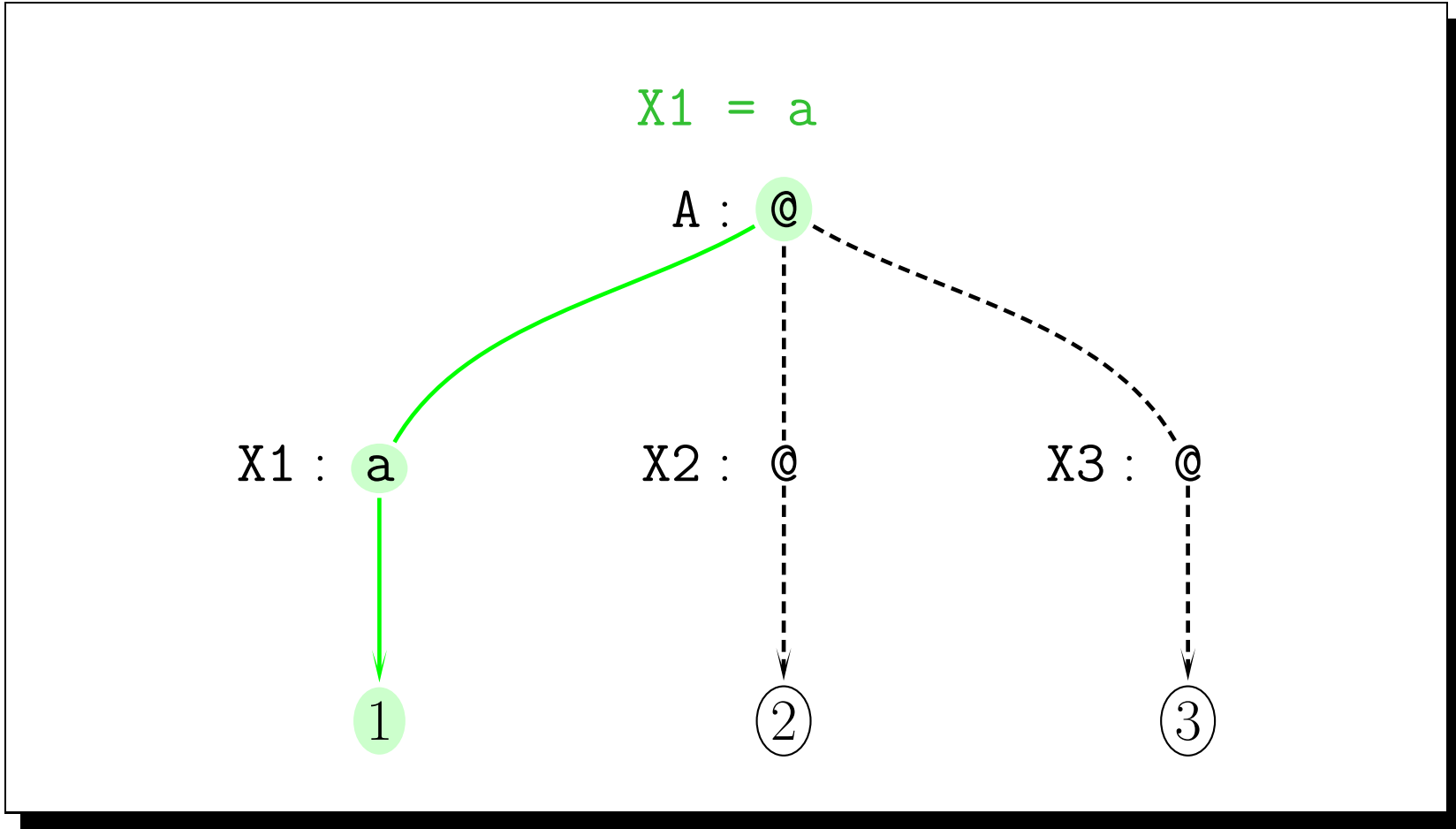
Generate and test:

```
bad_sudoku_solver(G) :- labels(G), sudoku(G).
```

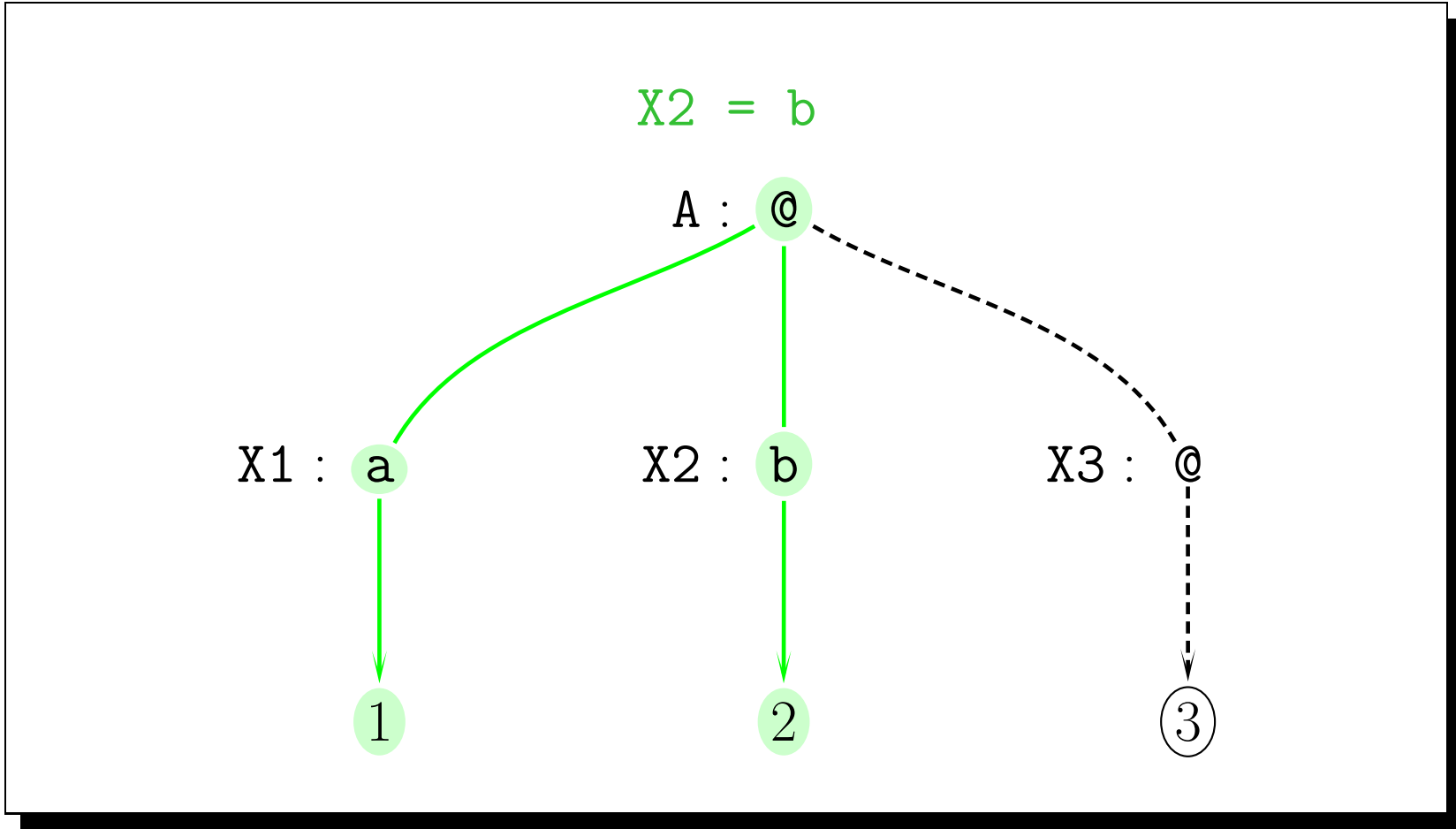
# It's *all different* using graphs!



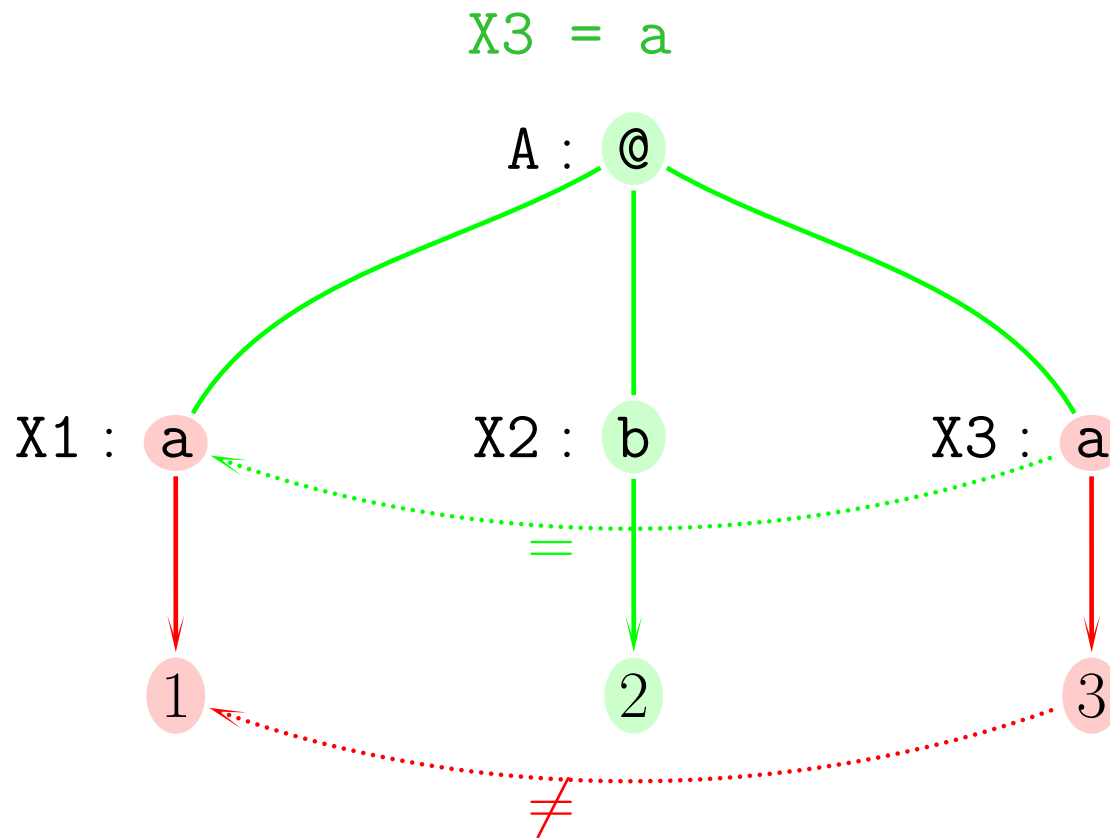
# It's *all different* using graphs!



# It's *all different* using graphs!



# It's *all different* using graphs!

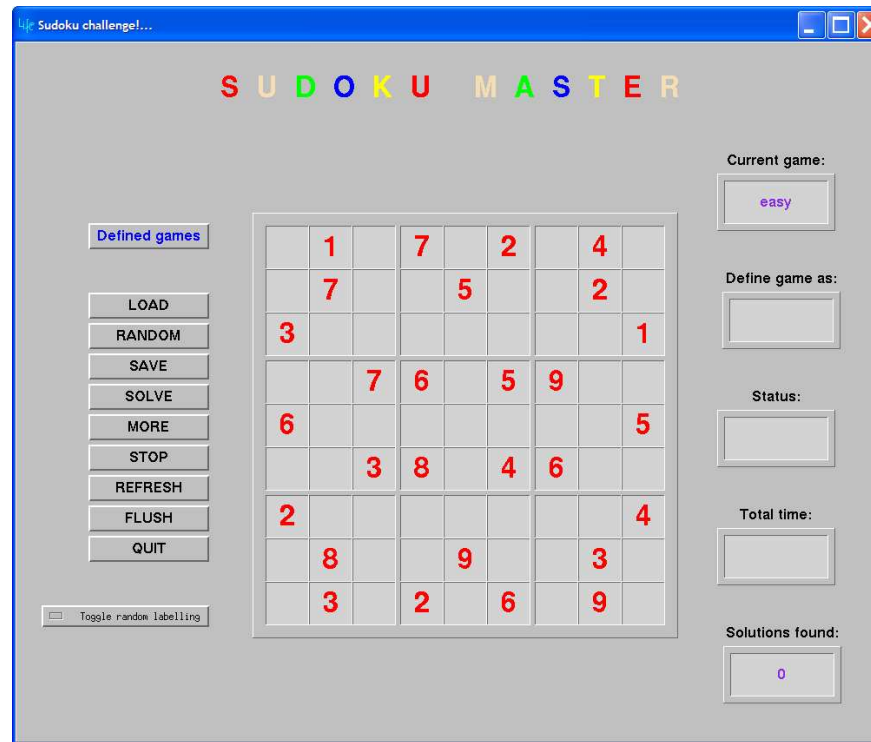


*LIFE* **bonus: a declarative Su Doku GUI**

# LIFE bonus: a declarative *Su Doku* GUI

Life is just a mirror, and what you see out there,  
you must first see inside of you.

WALLY 'FAMOUS' AMOS



A *LIFE Su Doku* game GUI display



# Epilogue

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***In life, the earlier one fails, the earlier one eventually succeeds!***

Altaïr El-Ghoul



**Thank You For Your Attention !**

