Recursion, divide & conquer, text processing

Yves Lespérance
Adapted from Peter Roosen-Runge

finite state automata

- a finite state automaton (Σ, S, s_0, δ, F) is a representation of a machine as a
  - finite set of states S
  - a state transition relation/table δ
    - mapping current state & input symbol from alphabet Σ to the next state
  - an initial state s_0
  - a set of final states F

accepting an input

- a fsa *accepts* an input sequence from an alphabet Σ if, starting in the designated starting state, scanning the input sequence leaves the automaton in a final state
- sometimes called *recognition*
- e.g. automaton that accepts strings of x's and y's with an even number of x's and an odd number of y's

example

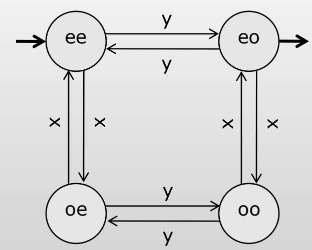
- automaton that accepts strings of x's and y's with an even number of x's and an odd number of y's
- idea: keep track of whether we have seen even number of x's and y's
- S = {ee, eo, oe, oo}
- s_0 = ee
- δ = {(ee, x, oe), (ee, y, eo),…}
- F = {eo}

example

- initial_state(ee).

- final_states([eo]).

- next_state(ee,x,oe).
- next_state(ee,y,eo).
- next_state(oe,x,ee).
- next_state(oe,y,oo).
- next_state(oo,x,eo).
- next_state(oo,y,oe).
- next_state(eo,x,oo).
- next_state(eo,y,ee).



implementation

- fsa(Input) succeeds if and only if the fsa accepts or recognizes the sequence (list) Input.
- initial state represented by a predicate
  - initial_state(State)
- final states represented by a predicate
  - final_states(List)
- state transition table represented by a predicate
  - next_state(State, InputSymbol, NextState)
- note: next_state need not be a function

implementing fsa/1

- fsa(Input) :- initial_state(S), scan(Input, S).
  % scan is a Boolean predicate

- scan([], State) :- final_states(F),
  member(State, F).
- scan([Symbol | Seq], State) :-
  next_state(State, Symbol,
  Next), scan(Seq, Next).

result propagation

- scan uses pumping/result propagation
- carries around current state and remainder of input sequence
- if FSA is deterministic, when end of input is reached, can make an accept/reject decision immediately; tail recursion optimization can be applied
- if FSA is nondeterministic, may have to backtrack; must keep track of remaining alternatives on execution stack

non-determinism

- a non-deterministic fsa accepts an input sequence if there exists *at least one sequence* which leaves the automaton in one of its final states
- ?- fsa(Input).
- scan searches through all possible choices for Symbol at each state;
- fails only if no sequence leads to a final state

representing tables

- can use binary connector, e. g., A-B-C instead of next_state(A,B,C)
  - reduces typing;
  - can make it easier to check for errors
- ee-x-oe. ee-y-eo.
- oe-x-ee. oe-y-oo.
- etc.

revised version

```
scan([], State) :- final_states(F),
    member(State, F).

scan([Symbol | Seq], State) :-
    State-Symbol-Next,
    scan(Seq, Next).
```


divide and conquer

divide and conquer

- algorithm design technique
- key idea: reduce problem to two sub-problems of about equal size
- e.g. mergesort
- tournament example
  - minimize number of matches required to fairly determine
    - winner
    - runner-up

tournament definitions

- *runner-up* is the winner of a sub-tournament among losers to *winner*
  - by definition, *winner* has not lost any tournament match
  - losers to *winner* are all themselves winners except for the loser of the winner's 1st game
  - so we don't need a sub-tournament among *all* other players, just those who lost to *winner*

minimum matches

- minimum matches required to determine winner = n - 1
- why?
  - every one except the winner is eliminated by a loss to someone
  - every loss requires a match
  - n-1 losers implies n-1 matches
- minimum # of matches for the runner-up?

winner's matches

- we only need matches between those who lost to *winner*
- how many?
- *winner* need play no more than

  ceiling($\log_2 n$ *)* matches

  proof based on idea that number of matches = length of path from root to leaf of a binary tree containing n nodes

  shortest path is in a balanced tree

total # of matches

- total matches =
  matches to determine winner = n - 1
  + matches to determine runner-up =
  $n - 1 + \log_2 n - 1$
  $n + \log_2 n - 2$

defining a tournament

```
tournament(Field, Winner, RunnerUp) :-
   round(Field, Winner-Runners),
   round(Runners, RunnerUp-_).
```

fixing the match

- can use binary connector
  Competitor-LoserList

```
match(C1-L1, C2-_,  C1-[C2-[] | L1]) :-
    order(C1, C2).
match(C1-_, C2-L2,  C2-[C1-[] | L2]) :-
    not order(C1, C2).
```


implementing a round

```
round([X],X).
round([C1, C2], Winner) :-
        match(C1, C2, Winner).
round([C1, C2, C3 | R], Winner) :-
    split([C1, C2, C3 | R], Group1, Group2),
    round(Group1, Winner1),
    round(Group2, Winner2),
    match(Winner1, Winner2, Winner).
```

- are rules ordered as expected?
  yes -- from specific to general

parsing text and definite clause grammars

Prolog representation for parsing text

- want to parse natural language text
- one way to represent grammar rules:

  sentence --> noun_phrase, verb_phrase.

  stands for

  sentence(X):- append(Y,Z,X),
  noun_phrase(Y), verb_phrase(Z).

  determiner --> [the].

  stands for

  determiner([the]).
- must guess how to split the sequence, inefficient; let constituent parsers decide

a better representation

- sentence(S0,S):-
  noun_phrase(S0,S1), verb_phrase(S1,S).
- determiner([the | S],S).
- 1st argument is sequence to parse and 2nd argument is what is left after removing it
- Rule means "there is a sentence between S0 and S if …"
- ?-sentence([the, boy, drinks, the, juice], []). succeeds
- ?-noun_phrase([the, boy, drinks, the, juice], R). succeeds with R = [drinks, the, juice]

definite clause grammar (DCG) notation

sentence -->
noun_phrase,verb_phrase.

stands for

sentence(S0,S):- noun_phrase(S0,S1),
verb_phrase(S1,S).

determiner --> [the].

stands for

determiner([the|S],S).

enforcing constraints between constituents

- suppose we want to enforce number agreement
- can add extra argument to pass this info between constituents
- noun_phrase(N) --> determiner(N), noun(N).
- noun(singular) --> [boy].
- noun(plural) --> [boys].
- determiner(singular) --> [a].
- ?- noun_phrase(N,[a, boys],[]). fails
- ?- noun_phrase(N,[a, boy],[]). succeeds with N = singular

returning a parse tree or interpretation

- Extra arguments can also be used to return a parse tree or interpretation
- noun_phrase(np(D,N)) --> determiner(D), noun(N).
- determiner(determiner(a)) --> [a].
- noun(noun(boy)) --> [boy].
- ?- noun_phrase(PT,[a, boy],[]). succeeds with PT = np(determiner(a),noun(boy))

adding extra tests

- can invoke predicates for tests or interpretation by putting between {}
- don't match input tokens
- e.g. accessing a lexicon
- noun(N,noun(W)) --> [W],
  {is_noun(W,N)}.
- is_noun(boy,singular).

grammar writing tips

- good grammars:
  - are very modular
  - achieve broad coverage with small number of rules
- collecting a corpus of examples can help design and test grammar
- identify patterns built out of certain types of constituents

Prolog & text processing

- Prolog good for analyzing and generating text
- parsing involves *pattern-matching*
- text & parse-trees are *recursive* data structures
- text patterns involve *many alternatives*, backtracking is helpful
- *steadfast* predicates can analyze and generate

modeling and analyzing concurrent processes

process algebra

- concurrent programs are hard to implement correctly
- many subtle non-local interactions
- deadlock occurs when some processes are blocked forever waiting for each other
- process algebra are used to model and analyze concurrent processes

deadlocking system example

- defproc(deadlockingSystem, user1 | user2 $ lock1s0 | lock2s0 | iterDoSomething).

- defproc(user1, acquireLock1 > acquireLock2 > doSomething > releaseLock2 > releaseLock1).

- defproc(user2, acquireLock2 > acquireLock1 > doSomething > releaseLock1 > releaseLock2).

deadlocking system example

```
defproc(lock1s0,
   acquireLock1 > lock1s1 ? 0).
defproc(lock1s1, releaseLock1 > lock1s0).

defproc(lock2s0,
   acquireLock2 > lock2s1 ? 0).
defproc(lock2s1,releaseLock2 > lock2s0).
defproc(iterDoSomething,
   doSomething > iterDoSomething ? 0).
```


transition relation

- P - A - RP means that P can do a *single step* by doing action A and leaving program RP remaining
- *empty program*: 0 - A - P is always false.
- *primitive action*: A - A - 0 holds, i. e., an action that has completed leaves nothing more to be done.
- *sequence*: (A > P) - A - P
- *nondeterministic choice*: (P_1 ? P_2) - A - P holds if either P_1 - A - P holds or P_2 - A - P holds.

transition relation

- *interleaved concurrency*: (P_1 | P_2) - A - P holds if either P_1 - A - P_{11} holds and P = (P_{11} | P_2), or P_2 - A - P_{21} holds and P = (P_1 | P_{21})
- *synchronized concurrency*: (P_1 \$ P_2) - A - P holds if both P_1 - A - P_{11} holds and P_2 - A - P_{21} holds and P = (P_{11} \$ P_{21})
- *recursive procedures*: ProcName - A - P holds if ProcName is the name of a procedure that has body B and B - A - P holds.

can check properties by searching process graph

- a process has an *infinite execution* if there is a cycle in its configuration graph
- e.g. defproc(aloop, a > aloop)
- has_infinite_run(P):- P - _ - PN, has_infinite_run(PN,[P]).
- has_infinite_run(P,V):- member(P,V), !.
- has_infinite_run(P,V):- P - _ - PN, has_infinite_run(PN,[P|V]).

checking properties by searching process graph

- cannot_occur(P,A) holds if no execution of P where action A occurs
- search graph for a transition P1 - A - P2
- useful built-in predicate: forall(+Cond, +Action) holds iff for all bindings of Cond, Action succeeds
- e.g. forall(member(C,[8,3,9]), C >= 3) succeeds

cannot_occur examples

- ?- cannot_occur(a > b | a > c, b). succeeds or fails?
- ?- cannot_occur((a > b | a > c)$(a > c), b). succeeds or fails?

whenever_eventually

- whenever_eventually(P,A1,A2) holds if in all executions of P whenever action A1 occurs, action A2 occurs afterwards
- ?- whenever_eventually(a > b > a , a, b). succeeds or fails?
- ?- whenever_eventually(a > b | a > c, a, b). succeeds or fails?

whenever_eventually examples

- ?- whenever_eventually(loop1 , a, b). succeeds or fails, where
  defproc(loop1, a > b > loop1)?
- ?- whenever_eventually(loop1 , b, a). succeeds or fails, where
  defproc(loop1, a > b > loop1)?
- ?- whenever_eventually(loop2 , b, a). succeeds or fails, where
  defproc(loop2, a > b > (loop2 ? 0)).

deadlock_free

- deadlock_free(P) holds if process P cannot reach a deadlocked configuration, i.e. one where the remaining process is not final, but no transition is possible
- ?- deadlock_free(a $ a). succeeds or fails?
- ?- deadlock_free(a > a $ a). succeeds or fails?

deadlock_free examples

- ?- deadlock_free(loop3 $ a). where defproc(loop3, (a > loop3) ? 0))

succeeds or fails?