

Lecture 23: Logic I

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08/01/2016

Announcements

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Functions

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Mutability

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Applications

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Applications

- This week (Paradigms), the goals are:

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 - To study examples of paradigms that are very different from what we have seen so far

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Applications

- This week (Paradigms), the goals are:
 - To study examples of paradigms that are very different from what we have seen so far
 - To expand our definition of what counts as programming

Today's Example: Map Coloring

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- Problem: Given a map divided into regions, is there a way to color each region **red**, **blue**, or **green** without using the same color for any neighboring regions?

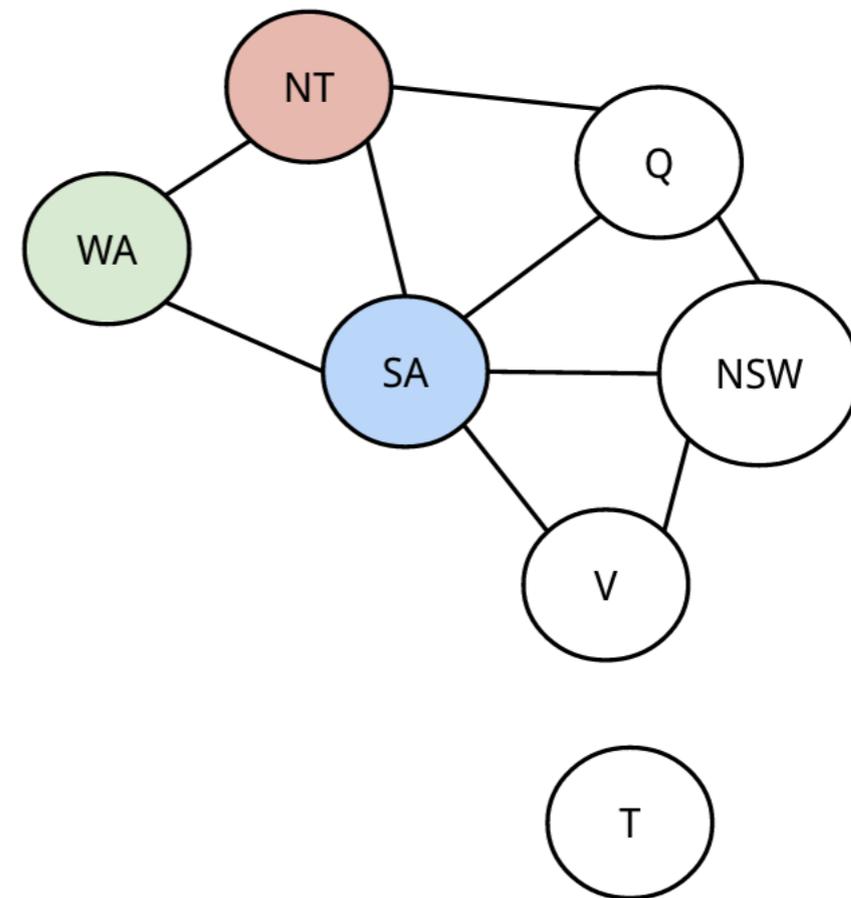
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Imperative map coloring

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        # ???
```

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```
# Declarative map coloring idea:
```

```
Find a solution where:
```

- All regions of the map are colored
- No neighboring regions have the same color

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Most Declarative Programming

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- As long as the problem is not too big
- Requires cleverness from the programmer

Most Declarative Programming

- Solve less cool problems
- But the problems can be much bigger
- More standard approach for programmers

Logic

The programming language

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```
logic> (query (border NSW ?region))
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```
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```

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region: q
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Failed.
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Failed.
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Success!
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- Relations in facts can also contain variables

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logic> (fact (equal ?x ?x))
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Failed.
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region: q
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- Relations in facts can also contain variables

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logic> (fact (equal ?x ?x))
logic> (query (equal brian brian))
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logic> (query (not (border NSW NT)))  
Success!
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Failed.
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```
logic> (query (not (equal brian ?who)))
```

```
Failed.
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Compound Facts

(demo)

- Compound facts contain more than one relation
- The first relation is the *conclusion* and the subsequent relations are *hypotheses*

```
(fact <conclusion> <hypothesis-1> ... <hypothesis-n>)
```

- The conclusion is true if, and only if, all of the hypotheses are true

```
; declare all border relations first
```

```
logic> (fact (two-away ?r1 ?r2)
            (border ?r1 ?mid)
            (border ?mid ?r2)
            (not (border ?r1 ?r2)))
```

```
logic> (query (two-away ?r1 ?r2))
```

```
Success!
```

```
r1: nsw    r2: wa
```

```
r1: nt     r2: v
```

```
r1: q      r2: wa
```

```
r1: q      r2: v
```

An Aside

An Aside

```
logic> (query (border NSW Q))
```

An Aside

```
logic> (query (border NSW Q))  
Success!
```

An Aside

```
logic> (query (border NSW Q))  
Success!  
logic> (query (border Q NSW))
```

An Aside

```
logic> (query (border NSW Q))  
Success!  
logic> (query (border Q NSW))  
Failed.
```

An Aside

```
logic> (query (border NSW Q))  
Success!  
logic> (query (border Q NSW))  
Failed.
```

- Relations are not *symmetric*, which is weird for borders

An Aside

```
logic> (query (border NSW Q))  
Success!  
logic> (query (border Q NSW))  
Failed.
```

- Relations are not *symmetric*, which is weird for borders
- We can fix this by declaring more facts for borders, but we won't do that yet because doing so introduces *cycles*

An Aside

```
logic> (query (border NSW Q))  
Success!  
logic> (query (border Q NSW))  
Failed.
```

- Relations are not *symmetric*, which is weird for borders
- We can fix this by declaring more facts for borders, but we won't do that yet because doing so introduces *cycles*
- Handling cycles is hard (remember cyclic linked lists?), and makes the whole example a bit too complicated

An Aside

```
logic> (query (border NSW Q))  
Success!  
logic> (query (border Q NSW))  
Failed.
```

- Relations are not *symmetric*, which is weird for borders
- We can fix this by declaring more facts for borders, but we won't do that yet because doing so introduces *cycles*
- Handling cycles is hard (remember cyclic linked lists?), and makes the whole example a bit too complicated
 - So we will leave it out for now

An Aside

```
logic> (query (border NSW Q))  
Success!  
logic> (query (border Q NSW))  
Failed.
```

- Relations are not *symmetric*, which is weird for borders
- We can fix this by declaring more facts for borders, but we won't do that yet because doing so introduces *cycles*
- Handling cycles is hard (remember cyclic linked lists?), and makes the whole example a bit too complicated
 - So we will leave it out for now
- But the basic idea is that, if we have cycles, we have to keep track of what regions we have already seen, to make sure we don't look through the same regions forever

Compound Queries

Compound Queries

- Compound queries contain more than one relation

Compound Queries

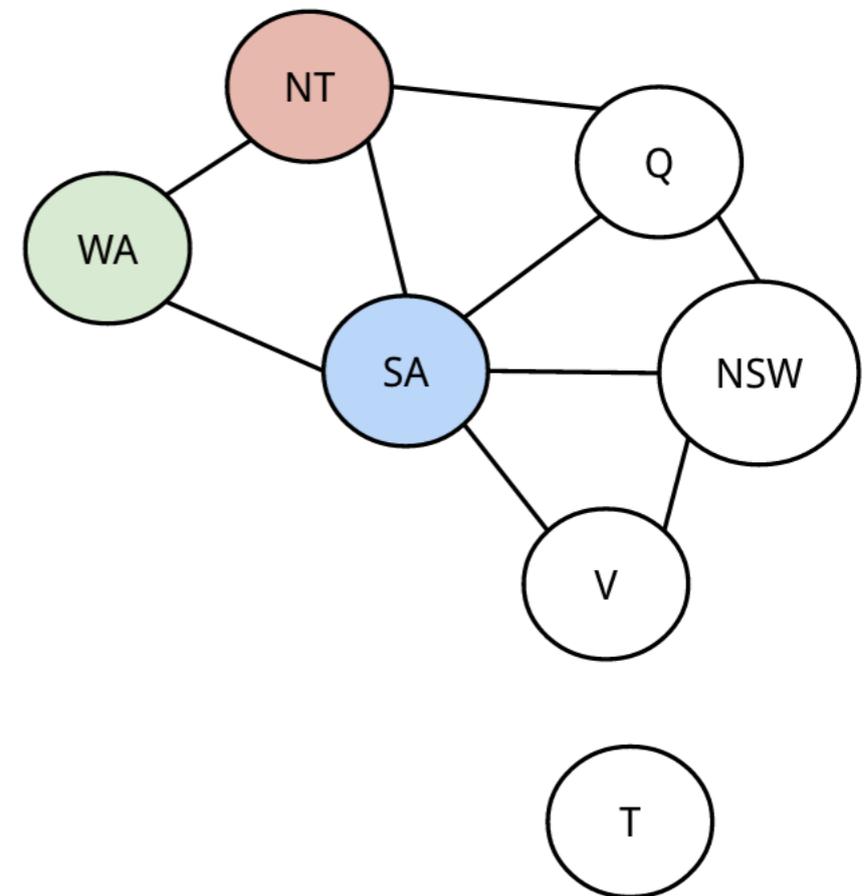
- Compound queries contain more than one relation
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Compound Queries

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- The query succeeds if, and only if, all of the relations are true

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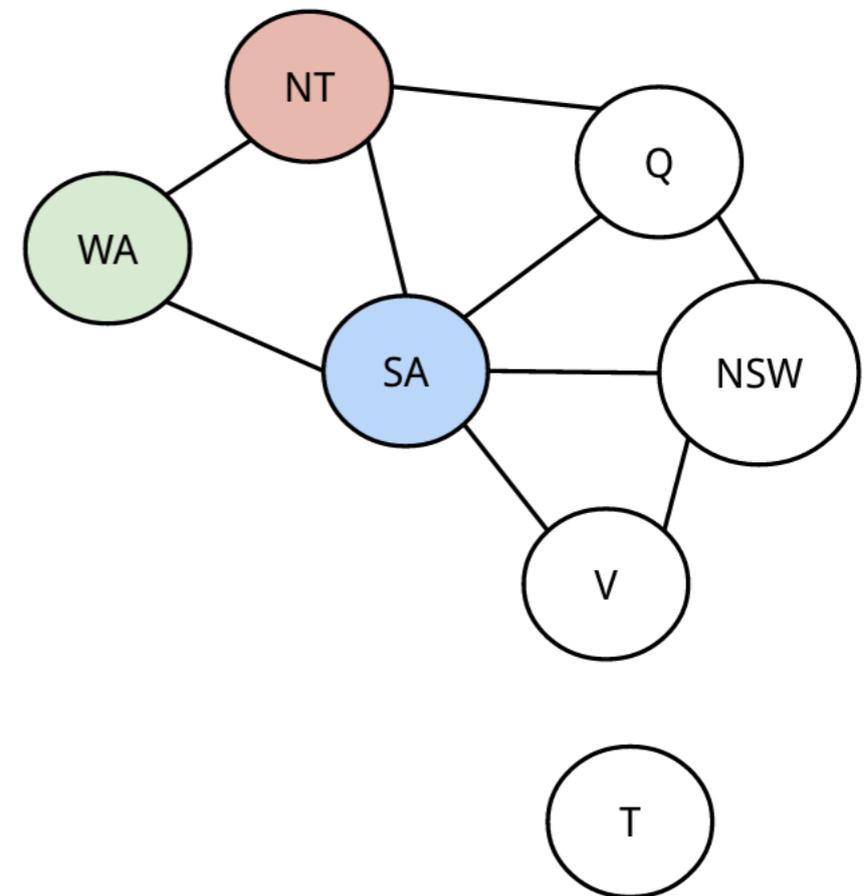
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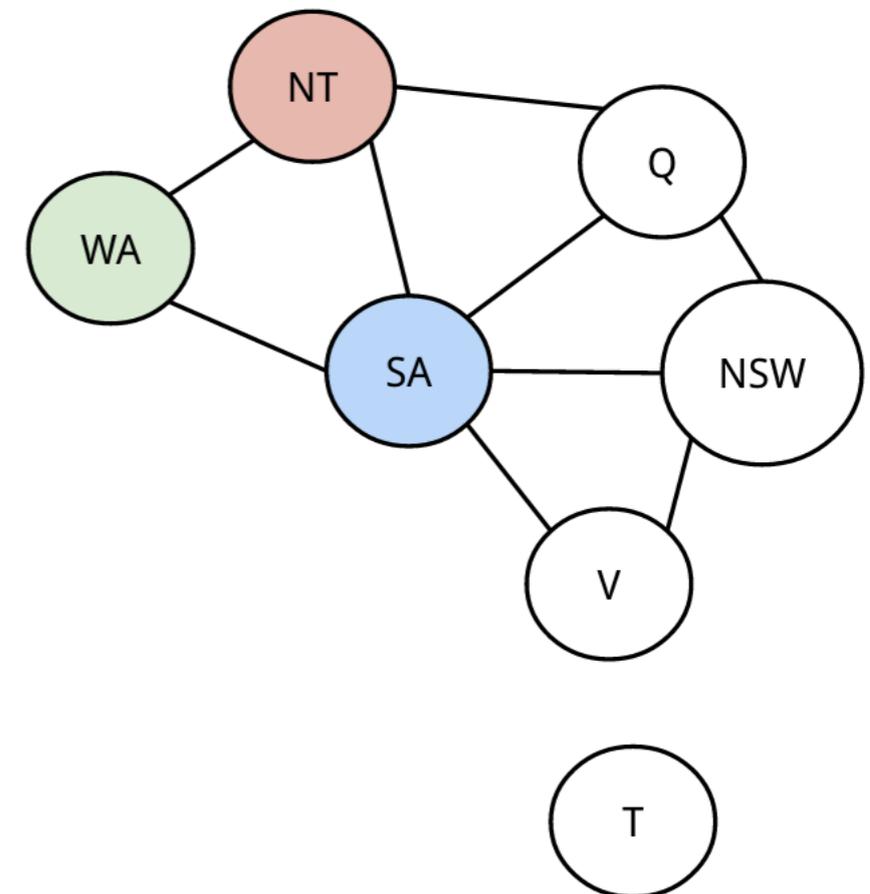
```
logic> (query (two-away NSW ?region)  
             (two-away Q ?region))
```



Compound Queries

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(query <relation-1> ... <relation-n>)
- The query succeeds if, and only if, all of the relations are true

```
logic> (query (two-away NSW ?region)  
             (two-away Q ?region))  
Success!
```

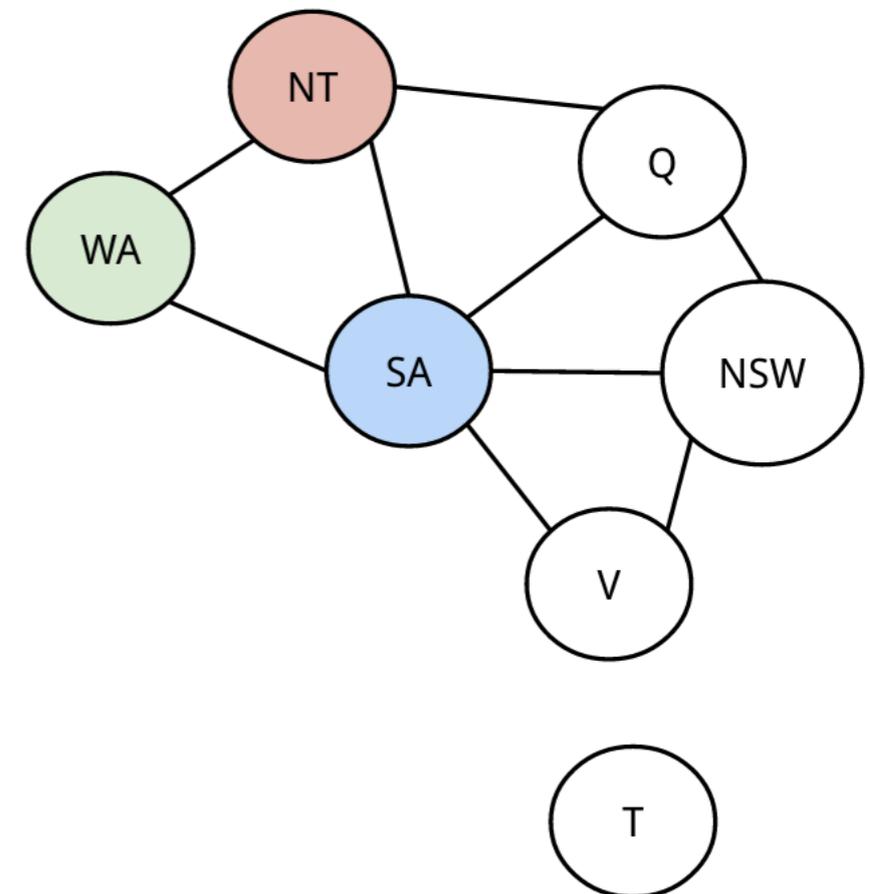


Compound Queries

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(query <relation-1> ... <relation-n>)
- The query succeeds if, and only if, all of the relations are true

```
logic> (query (two-away NSW ?region)  
            (two-away Q ?region))
```

```
Success!  
region: wa
```



Compound Queries

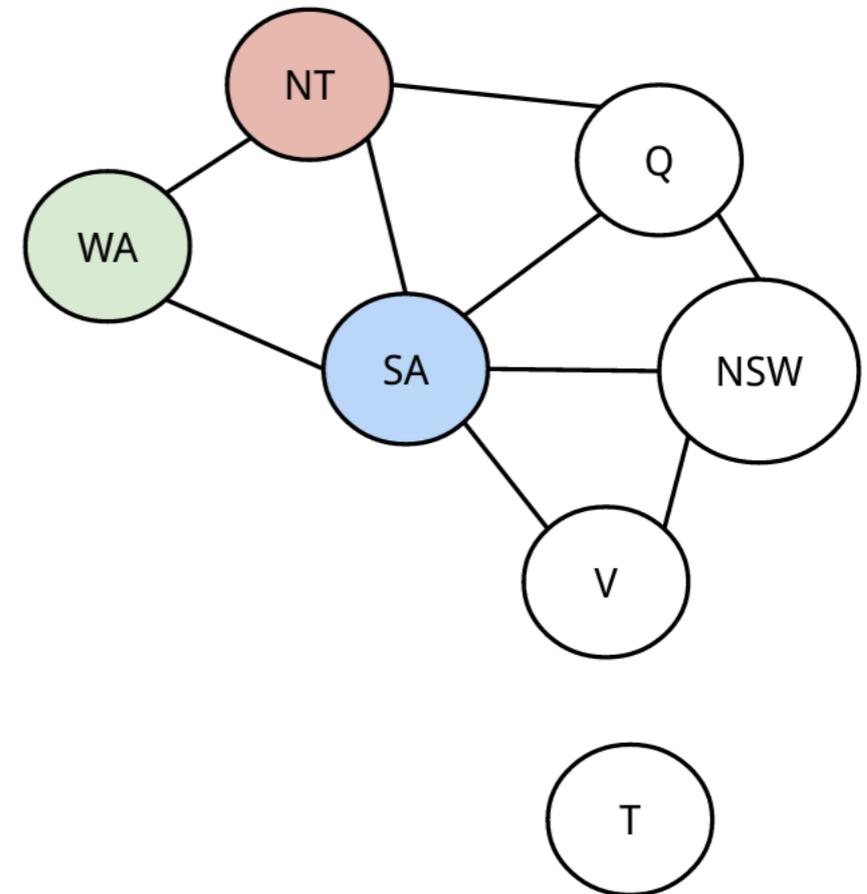
- Compound queries contain more than one relation
(query <relation-1> ... <relation-n>)
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```
logic> (query (two-away NSW ?region)
              (two-away Q ?region))
```

Success!

region: wa

```
logic> (query (two-away ?r1 ?r2)
              (border NT ?r2))
```



Compound Queries

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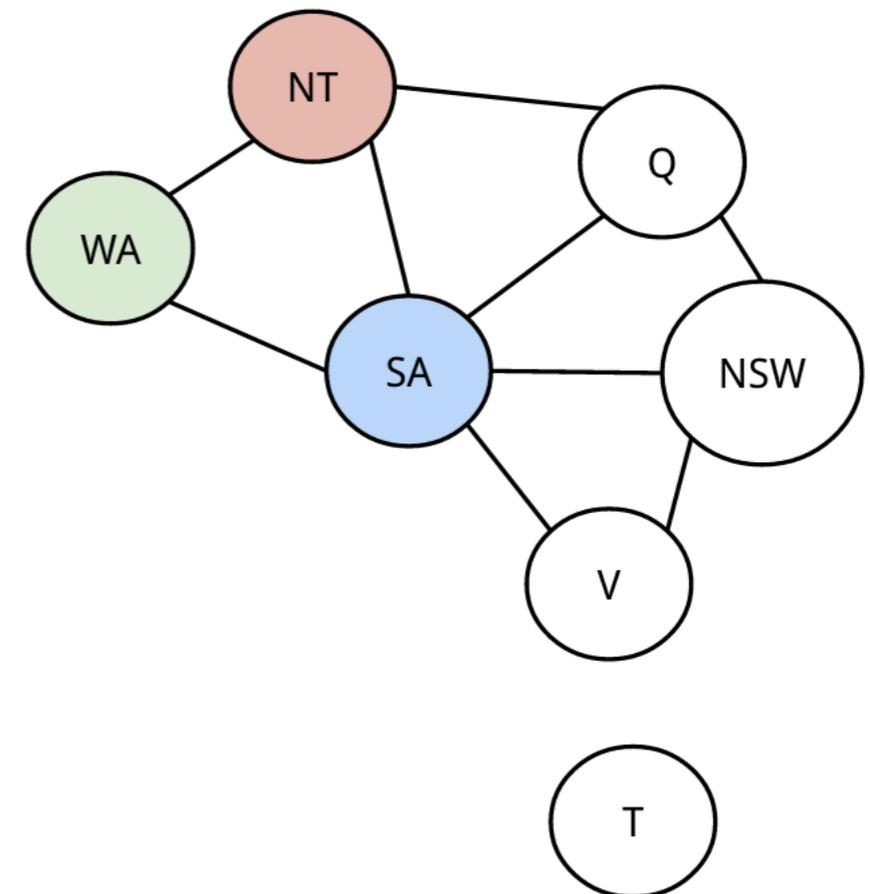
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logic> (query (two-away NSW ?region)  
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```

Success!

region: wa

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```

Success!



Compound Queries

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```
logic> (query (two-away NSW ?region)
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```

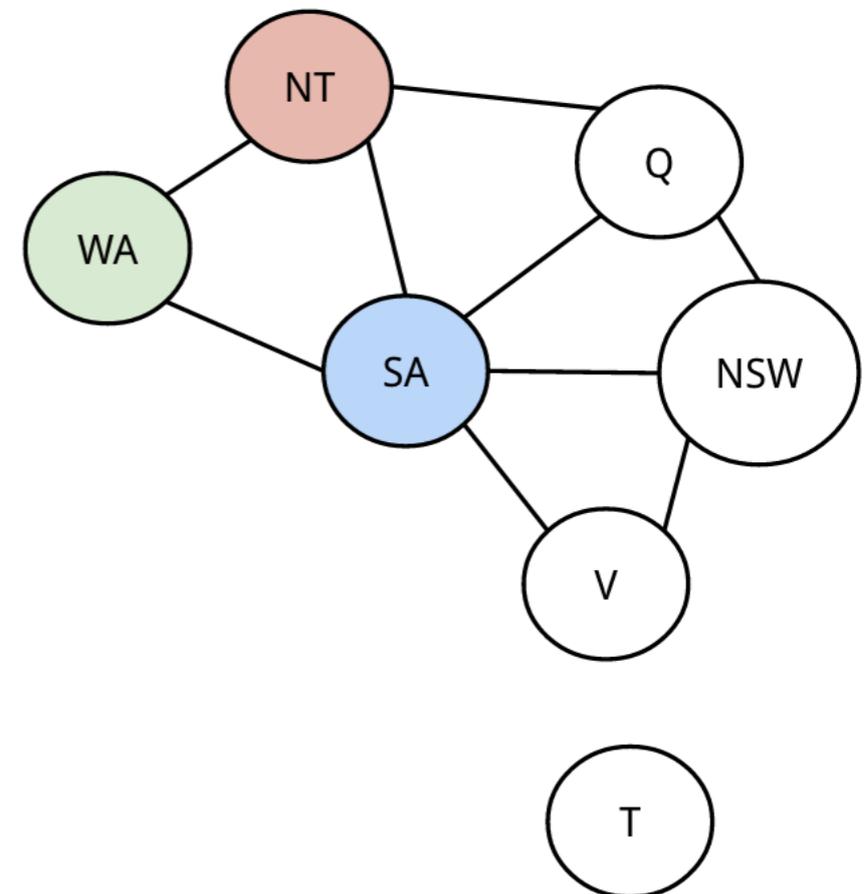
Success!

region: wa

```
logic> (query (two-away ?r1 ?r2)
              (border NT ?r2))
```

Success!

r1: nsw r2: wa



Compound Queries

- Compound queries contain more than one relation
(query <relation-1> ... <relation-n>)
- The query succeeds if, and only if, all of the relations are true

```
logic> (query (two-away NSW ?region)
             (two-away Q ?region))
```

Success!

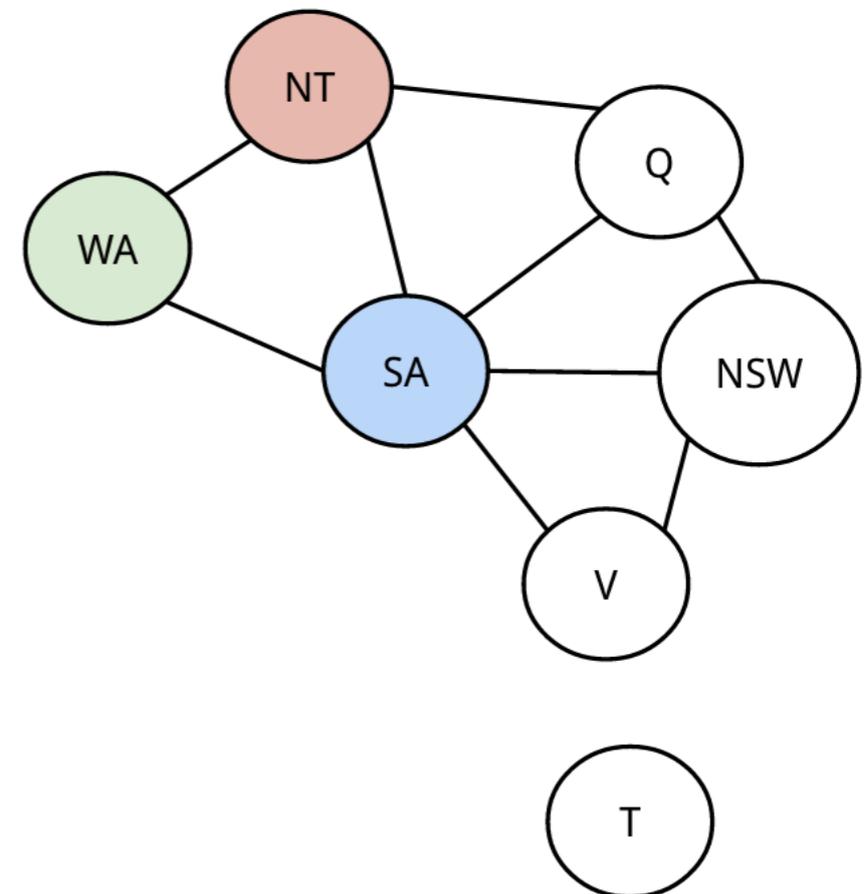
region: wa

```
logic> (query (two-away ?r1 ?r2)
             (border NT ?r2))
```

Success!

r1: nsw r2: wa

r1: q r2: wa



Recursive facts

Also, hierarchical facts

Recursive Facts

Recursive Facts

- A *recursive fact* uses the same relation in the conclusion and one or more hypotheses

Recursive Facts

- A *recursive fact* uses the same relation in the conclusion and one or more hypotheses
- Just like in imperative programming, we need a *base fact* that stops the recursion

Recursive Facts

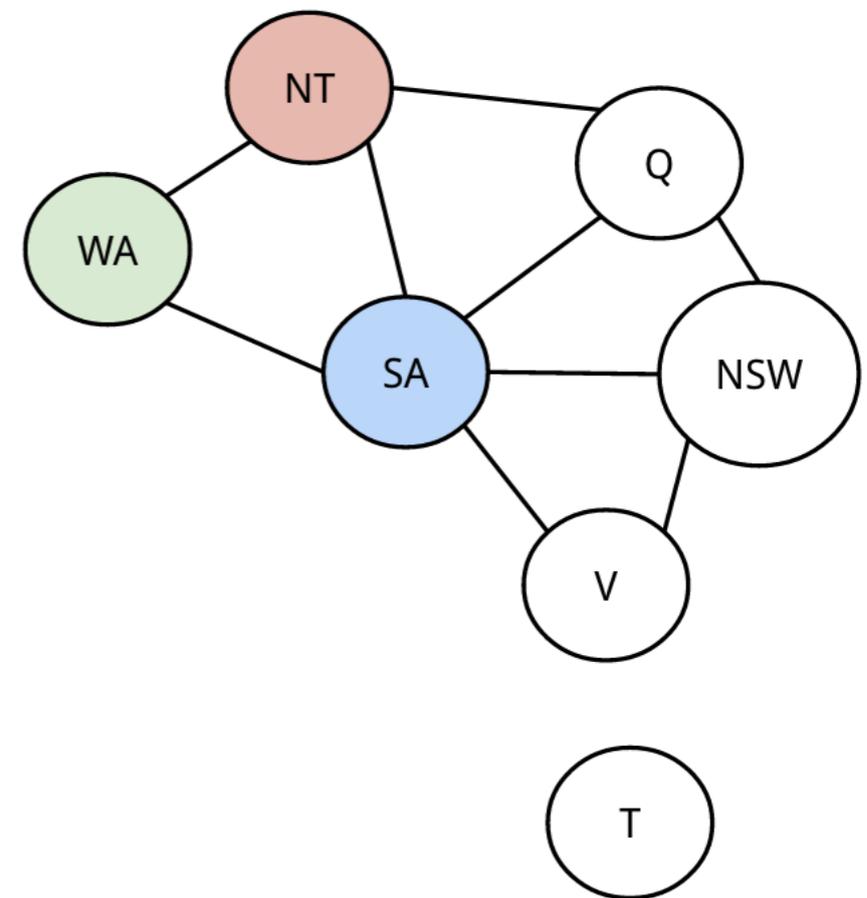
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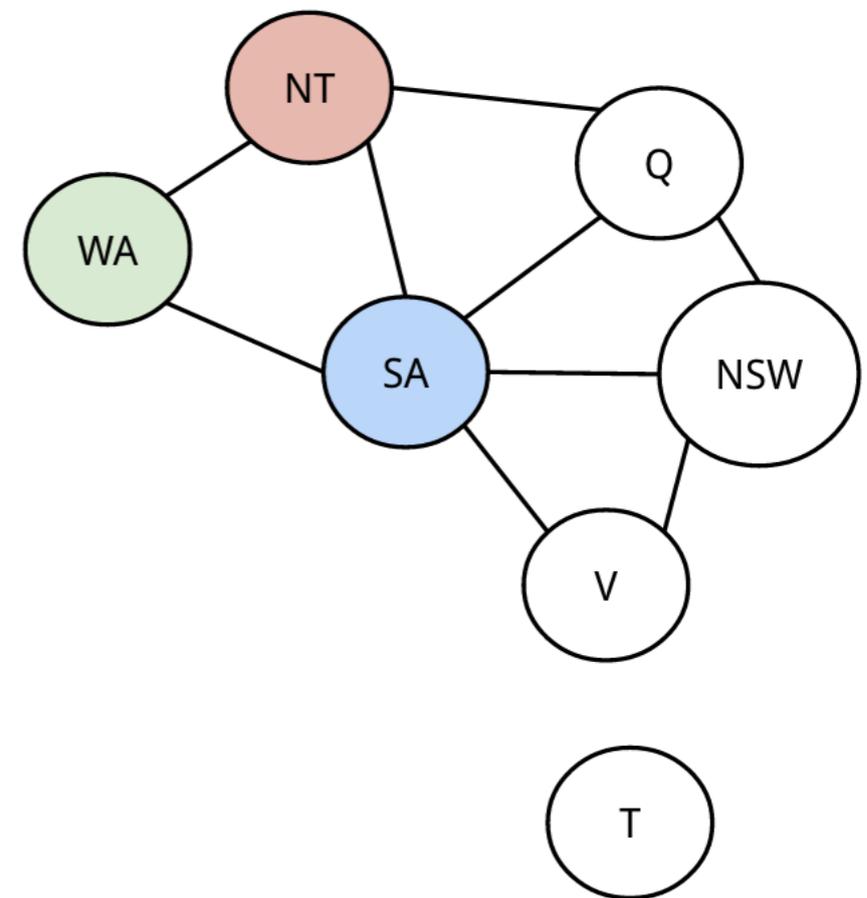
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```
logic> (fact (connected ?r1 ?r2)  
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```

```
logic> (fact (connected ?r1 ?r2)  
         (border ?r1 ?next)  
         (connected ?next ?r2))
```



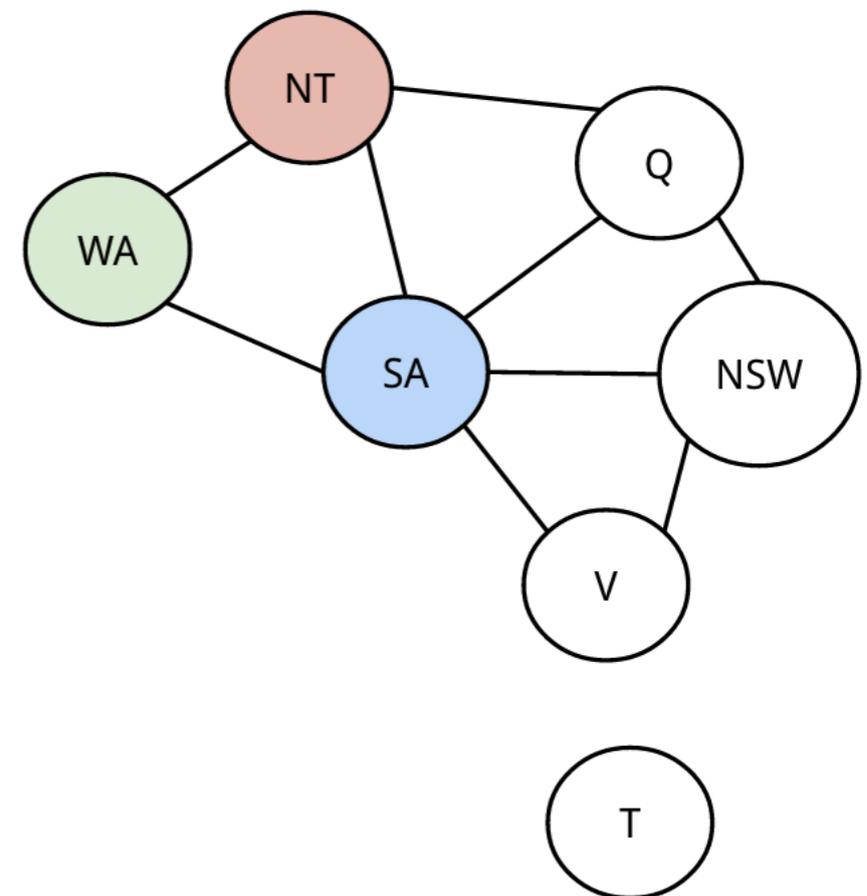
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logic> (fact (connected ?r1 ?r2)  
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```

```
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```



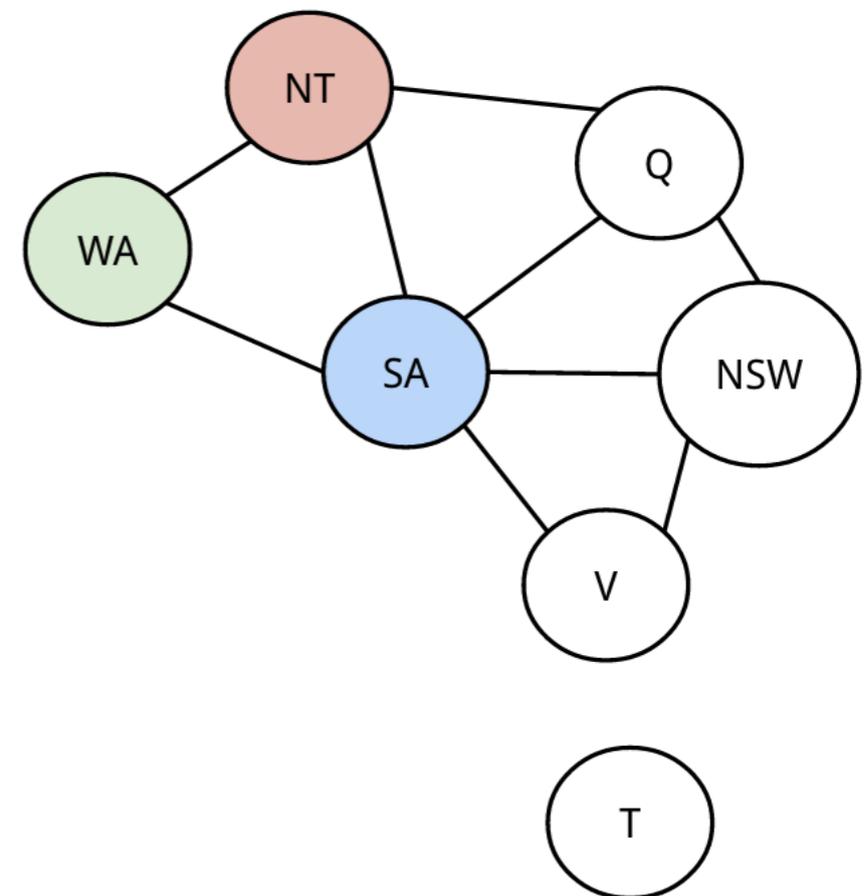
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```



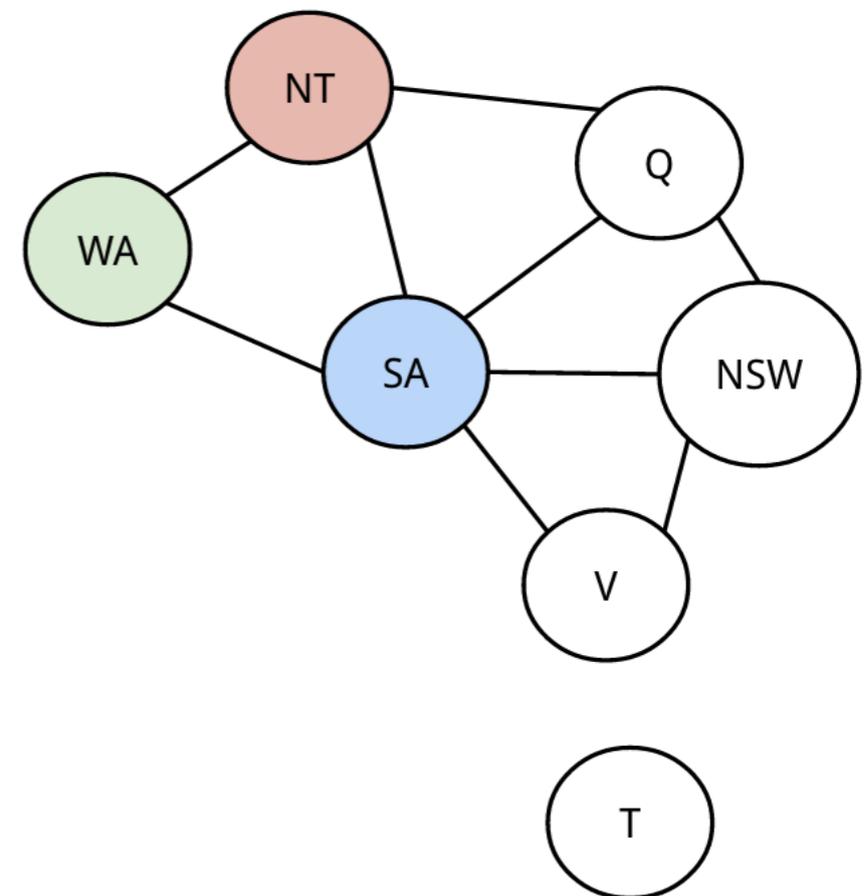
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         (connected ?next ?r2))
```



Recursive Facts

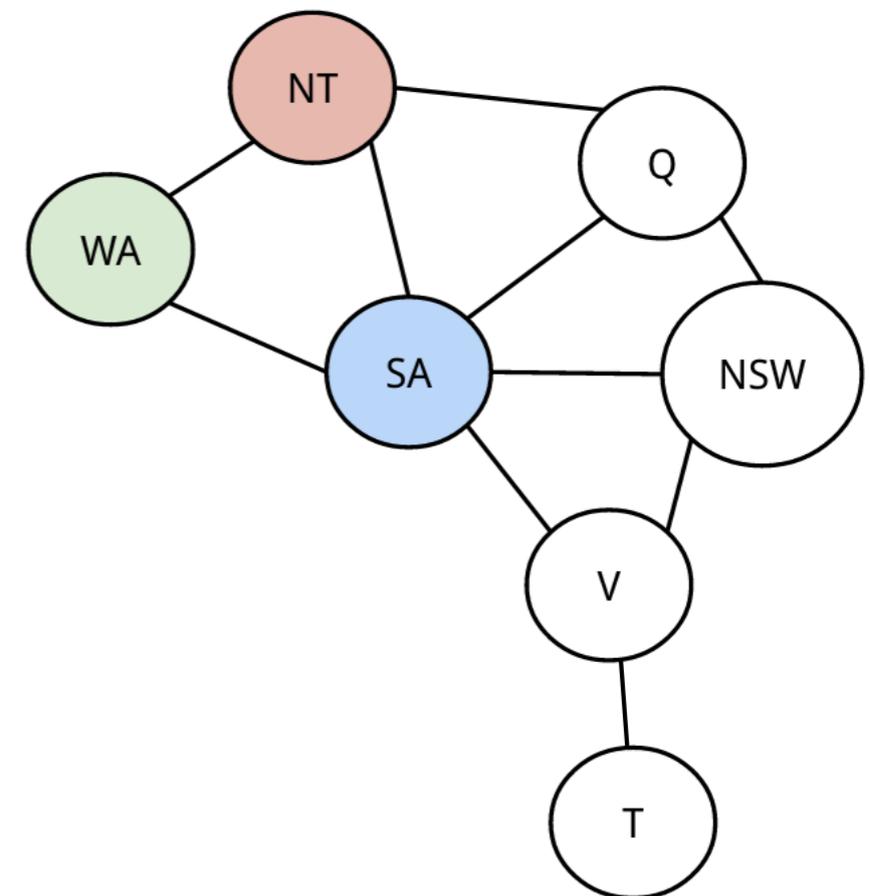
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- A *recursive fact* uses the same relation in the conclusion and one or more hypotheses
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```
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?r2))
```

```
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?next)
         (connected ?next ?r2))
```

```
logic> (fact (border V T))
```



Recursive Facts

(demo)

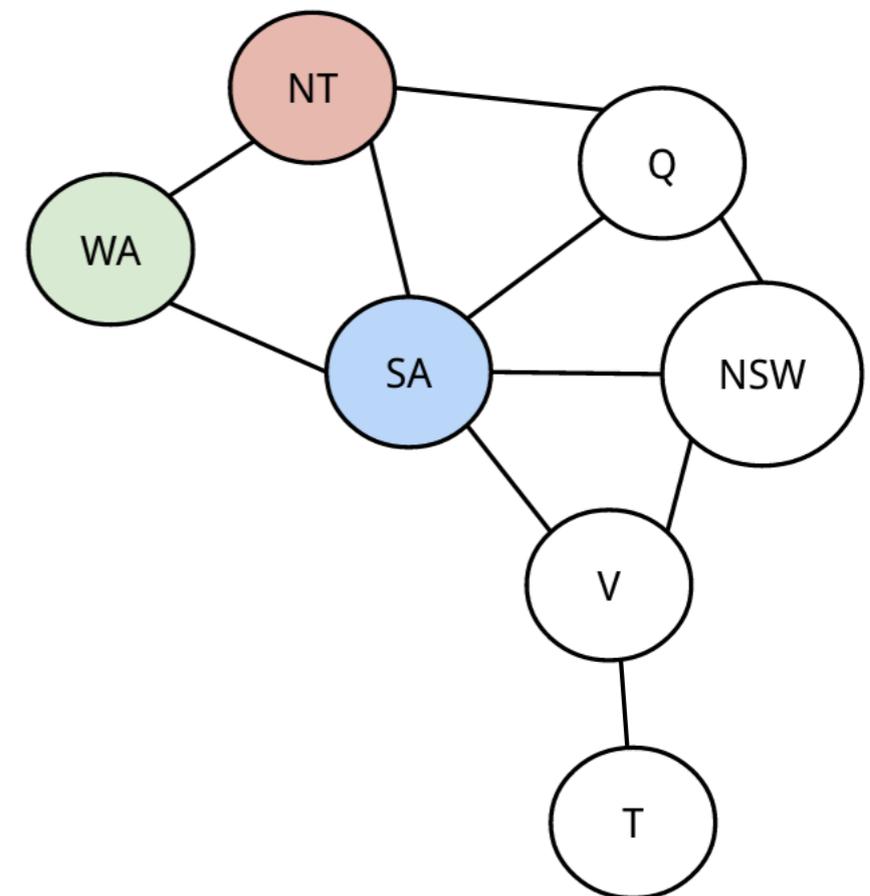
- A *recursive fact* uses the same relation in the conclusion and one or more hypotheses
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```
logic> (fact (connected ?r1 ?r2)
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```

```
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?next)
         (connected ?next ?r2))
```

```
logic> (fact (border V T))
```

```
logic> (query (two-away NT T))
```



Recursive Facts

(demo)

- A *recursive fact* uses the same relation in the conclusion and one or more hypotheses
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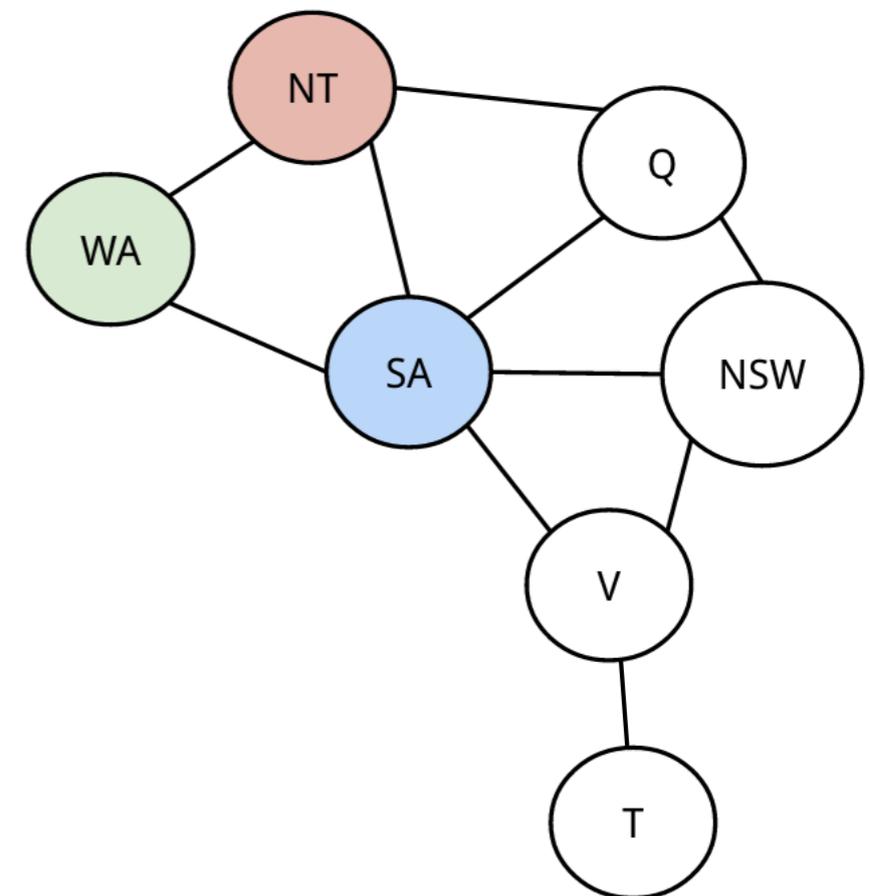
```
logic> (fact (connected ?r1 ?r2)
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```

```
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         (border ?r1 ?next)
         (connected ?next ?r2))
```

```
logic> (fact (border V T))
```

```
logic> (query (two-away NT T))
```

Failed.



Recursive Facts

(demo)

- A *recursive fact* uses the same relation in the conclusion and one or more hypotheses
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```
logic> (fact (connected ?r1 ?r2)
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```

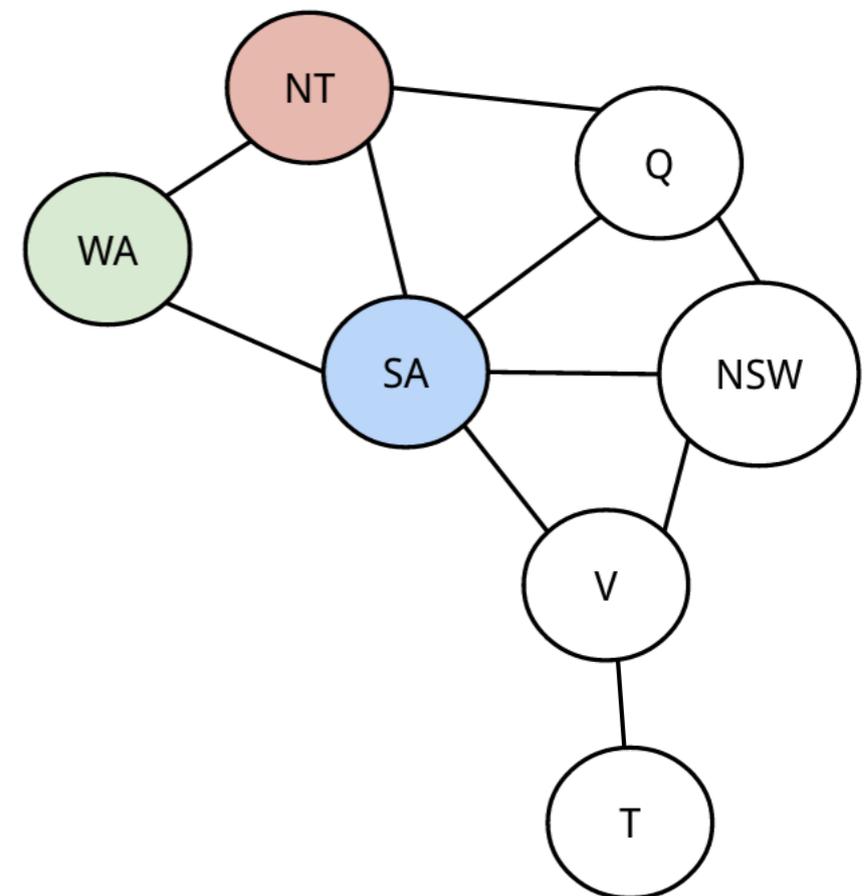
```
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?next)
          (connected ?next ?r2))
```

```
logic> (fact (border V T))
```

```
logic> (query (two-away NT T))
```

Failed.

```
logic> (query (connected NT T))
```



Recursive Facts

(demo)

- A *recursive fact* uses the same relation in the conclusion and one or more hypotheses
- Just like in imperative programming, we need a *base fact* that stops the recursion

```
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?r2))
```

```
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?next)
          (connected ?next ?r2))
```

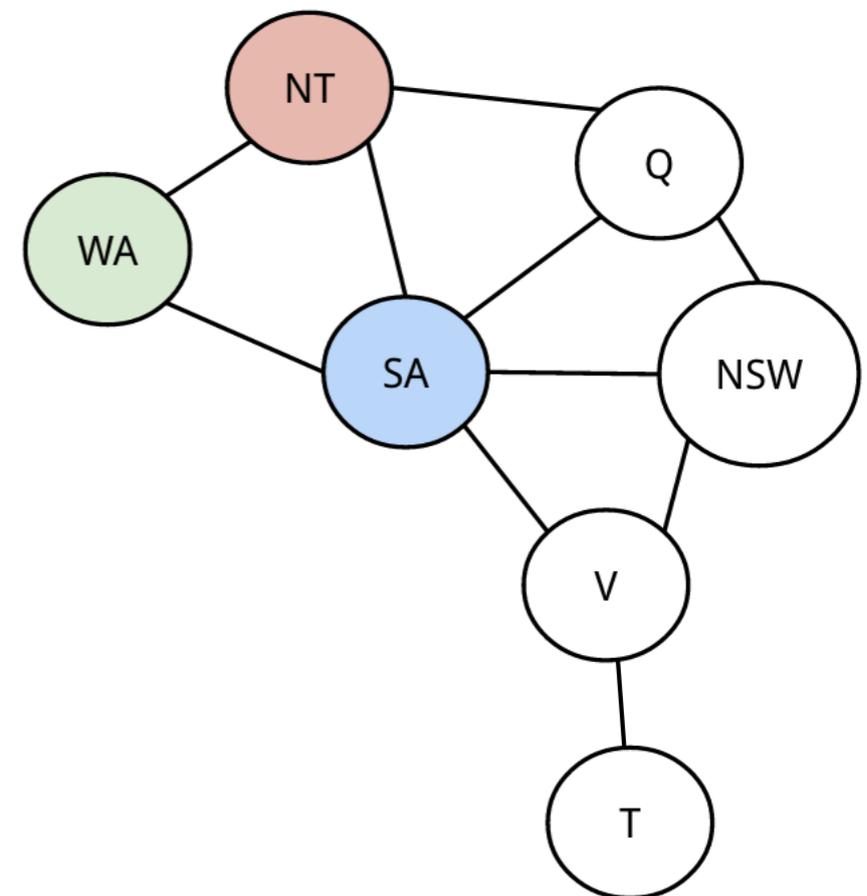
```
logic> (fact (border V T))
```

```
logic> (query (two-away NT T))
```

Failed.

```
logic> (query (connected NT T))
```

Success!



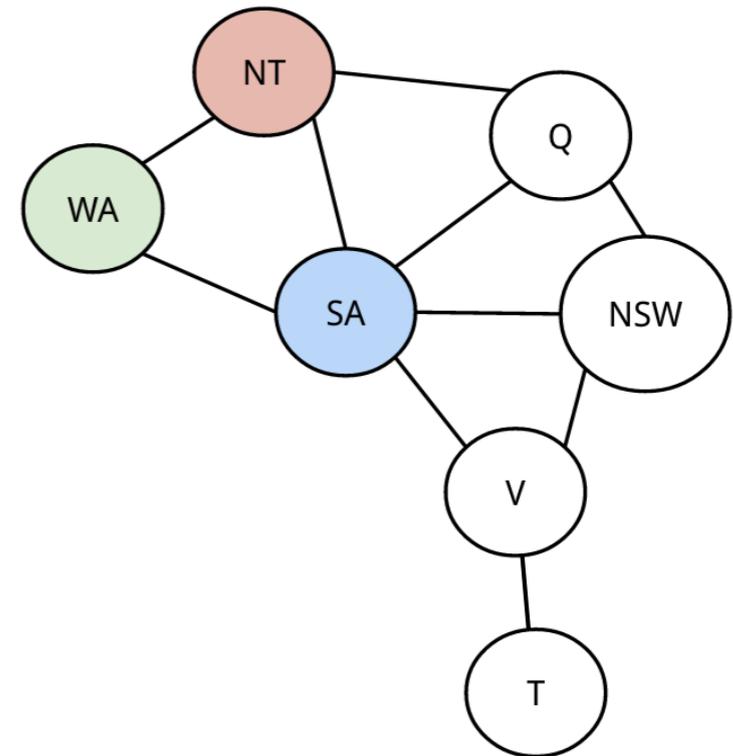
Recursive Facts

Recursive Facts

- The Logic interpreter performs a search in the space of relations for each query to find satisfying assignments

Recursive Facts

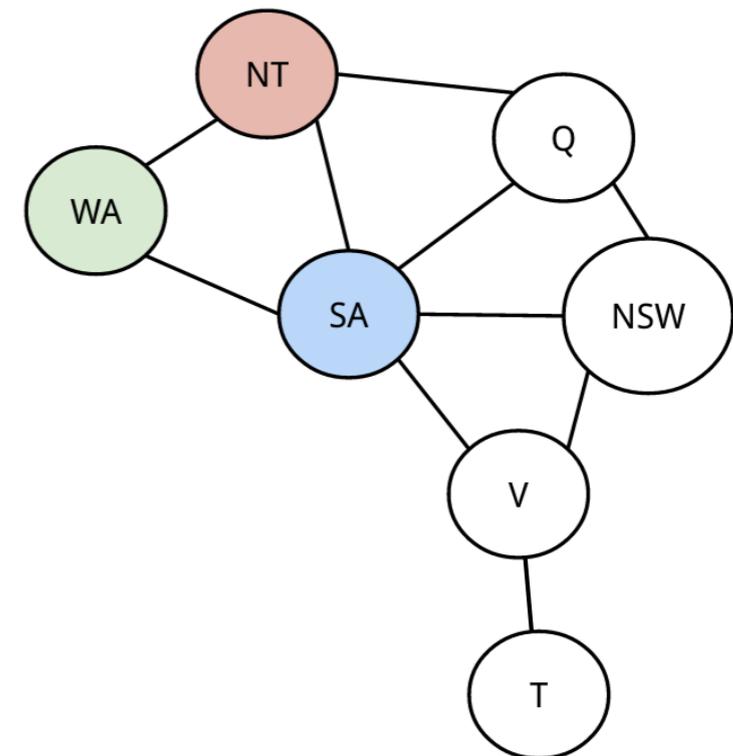
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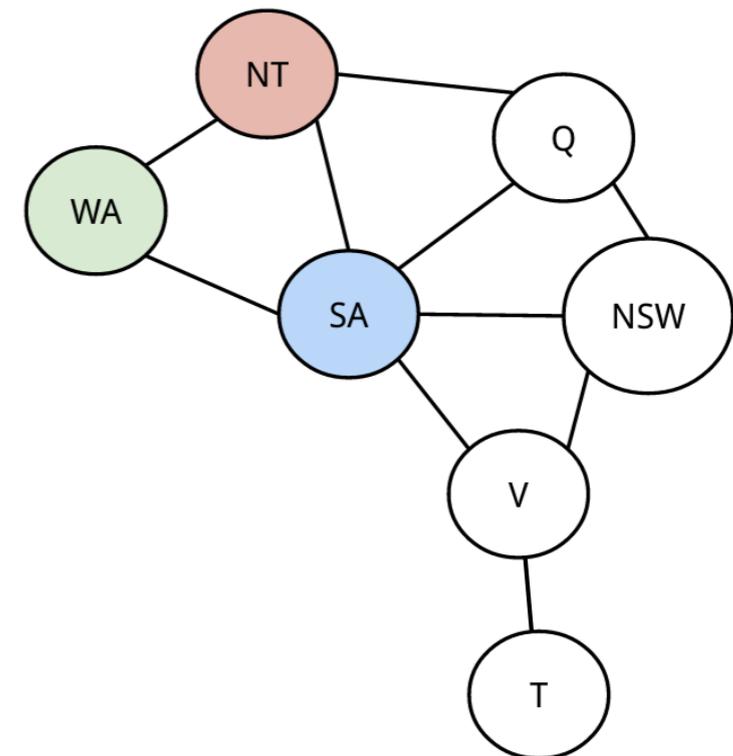
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logic> (fact (connected ?r1 ?r2)
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logic> (fact (connected ?r1 ?r2)
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          (connected ?next ?r2))
```



Recursive Facts

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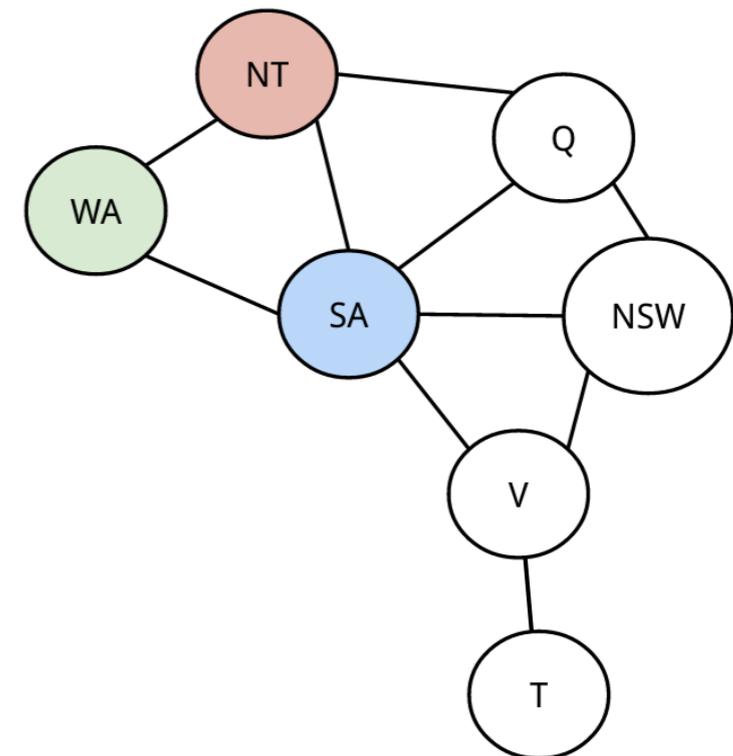
```
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?r2))
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?next)
         (connected ?next ?r2))
logic> (query (connected NT T))
Success!
```



Recursive Facts

- The Logic interpreter performs a search in the space of relations for each query to find satisfying assignments

```
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?r2))
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?next)
          (connected ?next ?r2))
logic> (query (connected NT T))
Success!
```

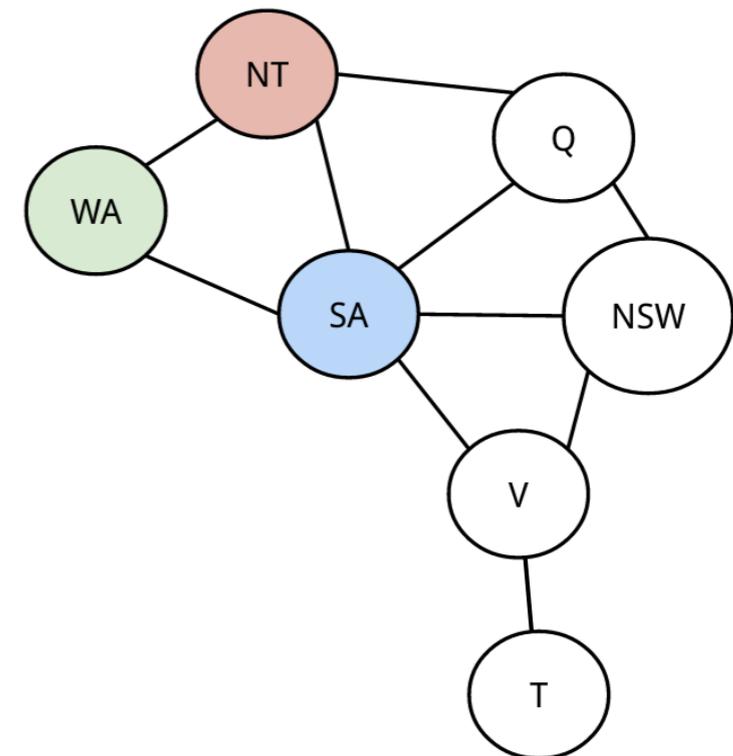


(border NT SA)

Recursive Facts

- The Logic interpreter performs a search in the space of relations for each query to find satisfying assignments

```
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?r2))
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?next)
          (connected ?next ?r2))
logic> (query (connected NT T))
Success!
```

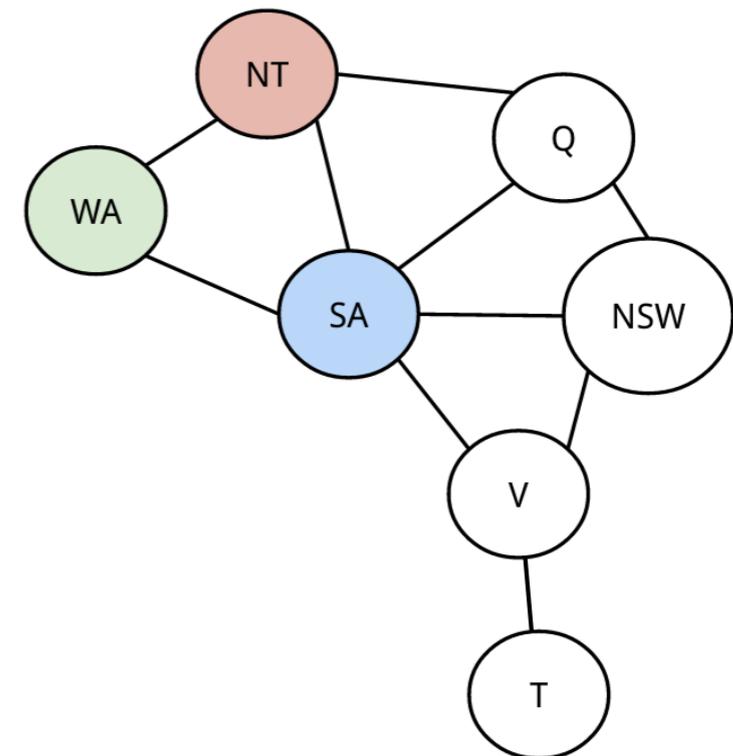


```
(border SA V)
(border NT SA)
```

Recursive Facts

- The Logic interpreter performs a search in the space of relations for each query to find satisfying assignments

```
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?r2))
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?next)
         (connected ?next ?r2))
logic> (query (connected NT T))
Success!
```



```
(border NT SA)
```

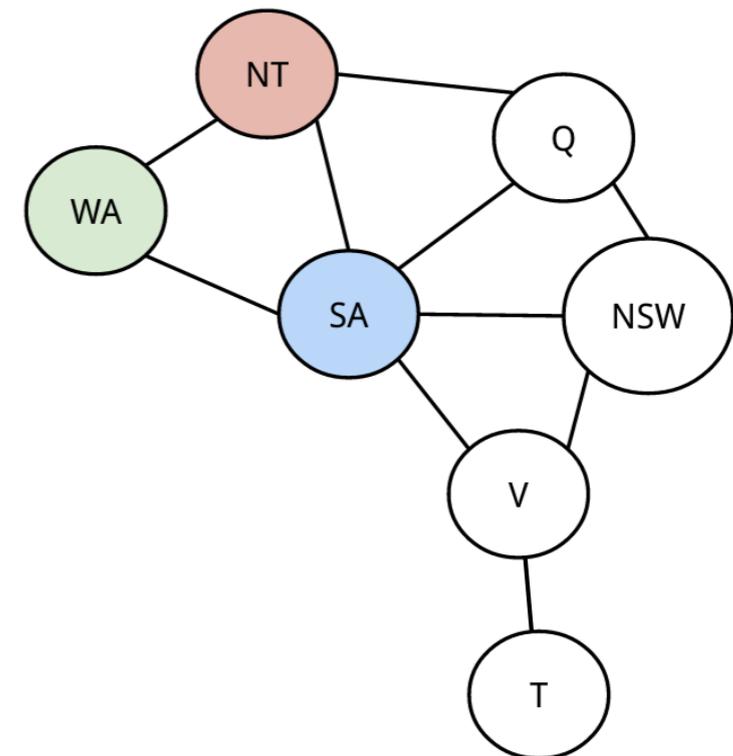
```
(border SA V)
```

```
(border V T)
```

Recursive Facts

- The Logic interpreter performs a search in the space of relations for each query to find satisfying assignments

```
logic> (fact (connected ?r1 ?r2)
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logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?next)
         (connected ?next ?r2))
logic> (query (connected NT T))
Success!
```



```
(border NT SA)
```

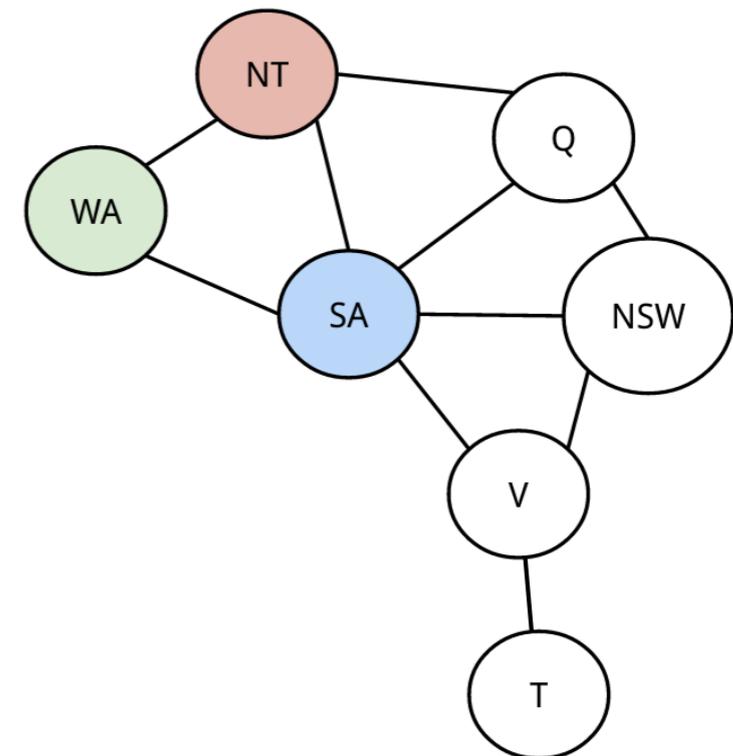
```
(border SA V)
```

```
(border V T)  $\Rightarrow$  (connected V T)
```

Recursive Facts

- The Logic interpreter performs a search in the space of relations for each query to find satisfying assignments

```
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?r2))
logic> (fact (connected ?r1 ?r2)
          (border ?r1 ?next)
          (connected ?next ?r2))
logic> (query (connected NT T))
Success!
```

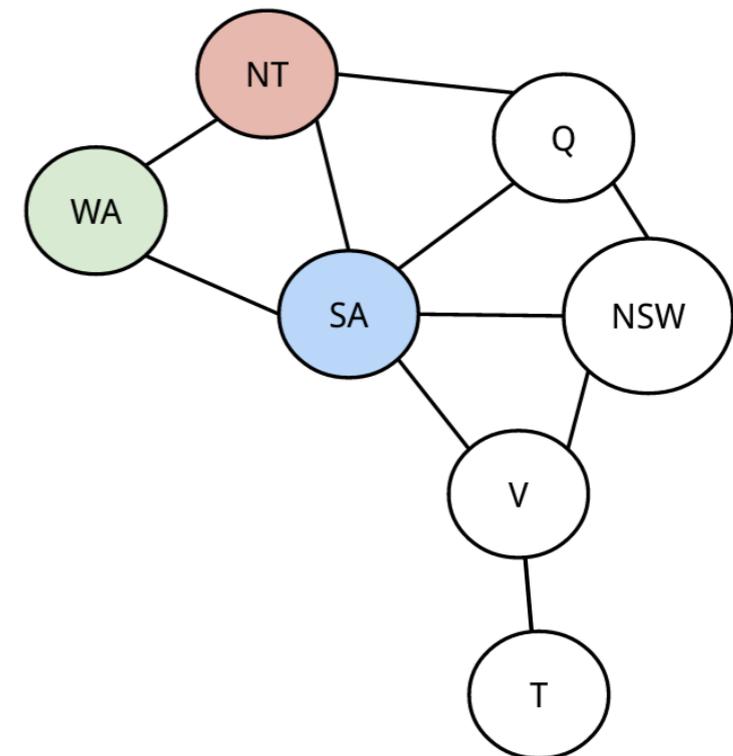


```
(border V T) ⇒ (connected V T)
                ⇒ (connected SA T)
                (border SA V)
                (border NT SA)
```

Recursive Facts

- The Logic interpreter performs a search in the space of relations for each query to find satisfying assignments

```
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?r2))
logic> (fact (connected ?r1 ?r2)
         (border ?r1 ?next)
         (connected ?next ?r2))
logic> (query (connected NT T))
Success!
```



```
(border V T) ⇒ (connected V T)
                ⇒ (connected SA T)
                (border SA V)
                (border NT SA) ⇒ (connected NT T)
```

Hierarchical Facts

Hierarchical Facts

- Relations can also contain lists in addition to symbols

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`(fact (australia (NSW NT Q SA T WA V)))`

Hierarchical Facts

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```
(fact (australia (NSW NT Q SA T WA V)))
```

symbol _____



Hierarchical Facts

- Relations can also contain lists in addition to symbols

```
(fact (australia (NSW NT Q SA T WA V)))
```

symbol _____ list of symbols

Hierarchical Facts

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- The fancy name for this is *hierarchy*, but it's not a fancy or complex idea

Hierarchical Facts

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(fact (australia (NSW NT Q SA T WA V)))
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symbol _____ list of symbols

- The fancy name for this is *hierarchy*, but it's not a fancy or complex idea
- Variables can refer to either symbols or lists of symbols

Hierarchical Facts

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(fact (australia (NSW NT Q SA T WA V)))
```

symbol _____ list of symbols

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```
logic> (query (australia ?regions))
```

Hierarchical Facts

- Relations can also contain lists in addition to symbols

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(fact (australia (NSW NT Q SA T WA V)))
```

symbol _____ list of symbols

- The fancy name for this is *hierarchy*, but it's not a fancy or complex idea
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```
logic> (query (australia ?regions))  
Success!
```

Hierarchical Facts

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```
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```

symbol _____ list of symbols

- The fancy name for this is *hierarchy*, but it's not a fancy or complex idea
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```
logic> (query (australia ?regions))  
Success!  
regions: (nsw nt q sa t wa v)
```

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```
logic> (query (australia ?regions))
```

```
Success!
```

```
regions: (nsw nt q sa t wa v)
```

```
logic> (query (australia (?first . ?rest)))
```

Hierarchical Facts

- Relations can also contain lists in addition to symbols

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(fact (australia (NSW NT Q SA T WA V)))
```

symbol _____ list of symbols

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logic> (query (australia ?regions))
```

```
Success!
```

```
regions: (nsw nt q sa t wa v)
```

```
logic> (query (australia (?first . ?rest)))
```

```
Success!
```

Hierarchical Facts

- Relations can also contain lists in addition to symbols

```
(fact (australia (NSW NT Q SA T WA V)))
```

symbol _____ list of symbols

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```
logic> (query (australia ?regions))
```

```
Success!
```

```
regions: (nsw nt q sa t wa v)
```

```
logic> (query (australia (?first . ?rest)))
```

```
Success!
```

```
first: nsw    rest: (nt q sa t wa v)
```

Hierarchical Facts

- Relations can also contain lists in addition to symbols

```
(fact (australia (NSW NT Q SA T WA V)))
```

symbol _____ list of symbols

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- Variables can refer to either symbols or lists of symbols

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logic> (query (australia ?regions))
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Success!
```

```
regions: (nsw nt q sa t wa v)
```

```
logic> (query (australia (?first . ?rest)))
```

```
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```

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first: nsw rest: (nt q sa t wa v)
```

- Why the dot? Because we are using Scheme lists,
(nsw nt q sa t wa v) is the same as (nsw . (nt q sa t wa v))

Hierarchical Facts

- Relations can also contain lists in addition to symbols

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(fact (australia (NSW NT Q SA T WA V)))
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symbol _____ list of symbols

- The fancy name for this is *hierarchy*, but it's not a fancy or complex idea
- Variables can refer to either symbols or lists of symbols

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```

```
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```
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Failed.
```

```
logic> (query (in ?x (1 2 3 4)))  
Success!
```

```
x: 1
```

```
x: 2
```

```
x: 3
```

```
x: 4
```

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```

```
logic> (fact (append (?first . ?rest) ?lst (?first . ?rest+lst))  
        (append ?rest ?lst ?rest+lst))
```

```
logic> (query (append (1 2) (3 4) (1 2 3 4)))
```

Success!

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```

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```
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```

Failed.

```
logic> (query (append ?lst1 ?lst2 (1 2 3 4)))
```

Success!

```
lst1: ()          lst2: (1 2 3 4)
```

```
lst1: (1)         lst2: (2 3 4)
```

```
lst1: (1 2)       lst2: (3 4)
```

```
lst1: (1 2 3)     lst2: (4)
```

```
lst1: (1 2 3 4)  lst2: ()
```

Let's Color Australia

In two different ways

Map Coloring Way #1

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 - All regions of the map are colored
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            (in ?SA (red green blue))
            (in ?T (red green blue))
            (in ?V (red green blue))
            (in ?WA (red green blue))
            (not (equal ?NSW ?Q))
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- This is very different idea, so you'll have to practice!