COMP 410
Summer 2024
Midterm Practice Exam #1 (Solutions)

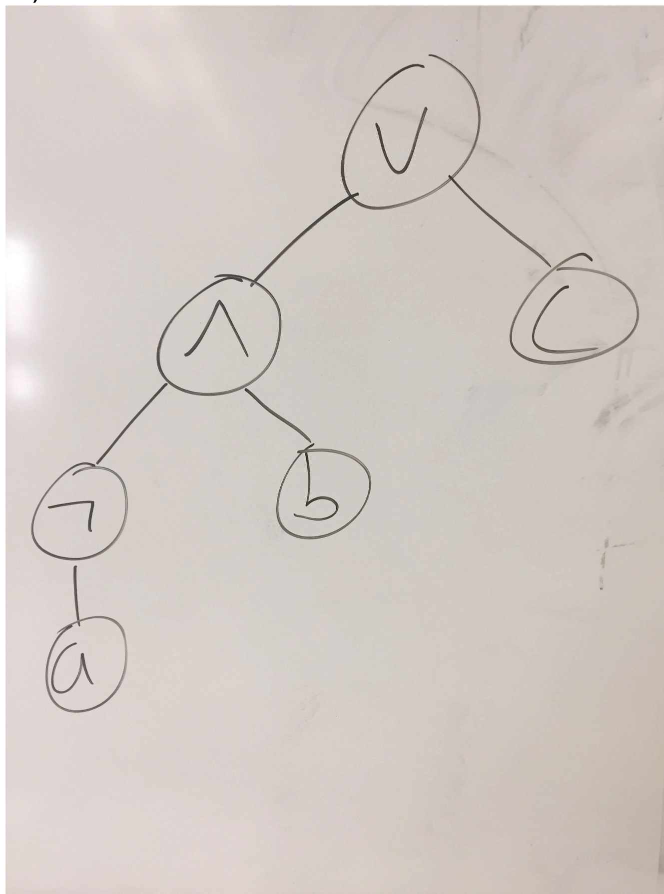
This is representative of the kinds of topics and kind of questions you may be asked on the midterm. This practice exam, along with assignments 1-3 and the 6in-class handouts, are intended to be comprehensive of everything on the exam. That is, I will not ask anything that's not somehow covered by those sources. (I will announce the exact cutoff for the handouts on Wednesday.)

You are permitted to bring two 8.5 x 11 sheets of paper into the exam with you, as long as they have handwritten notes on them. Both sides of both sheets can be used. To be clear, these must be entirely handwritten.

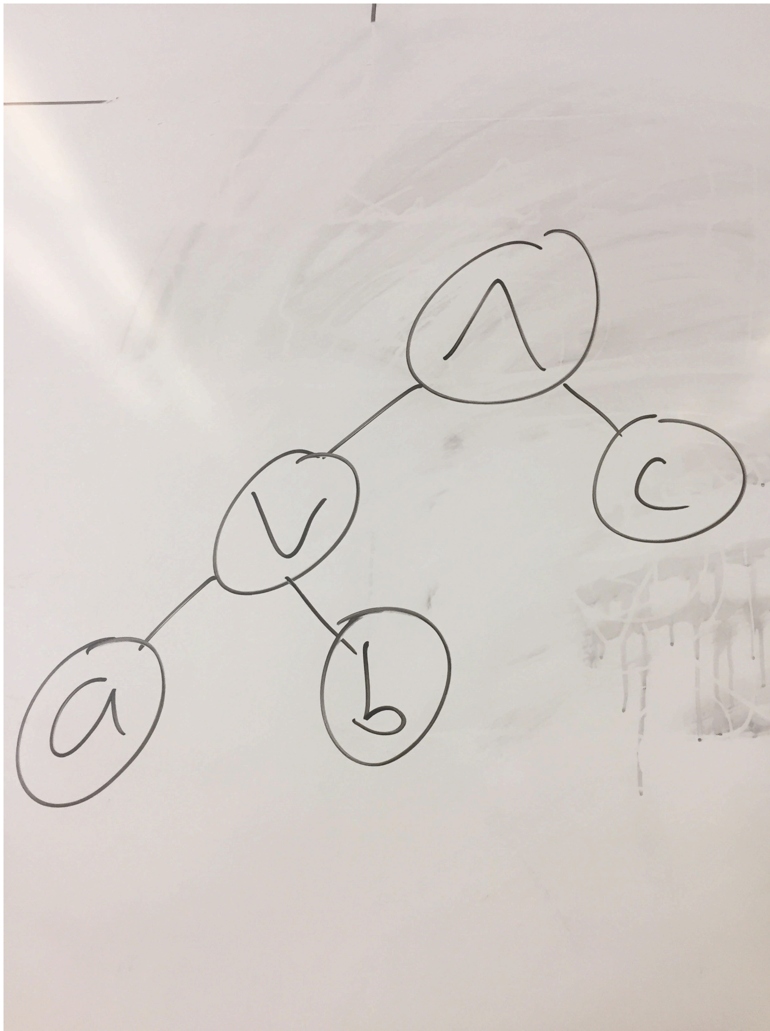
Abstract Syntax Trees

In Boolean expressions, ¬ has the highest precedence, followed by ∧ and ∨. With this in mind, write out the ASTs corresponding to each of the following Boolean expressions:

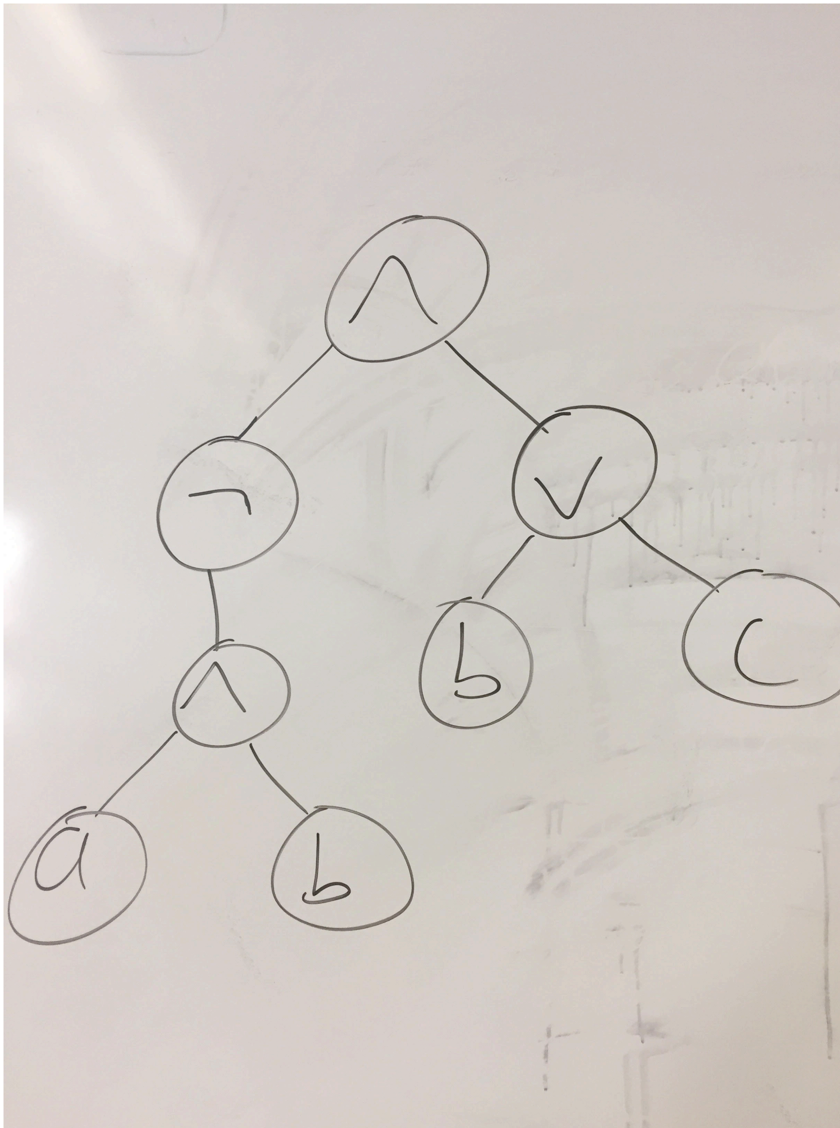
1.) `¬a ∧ b ∨ c`



2.) (a ∨ b) ∧ c

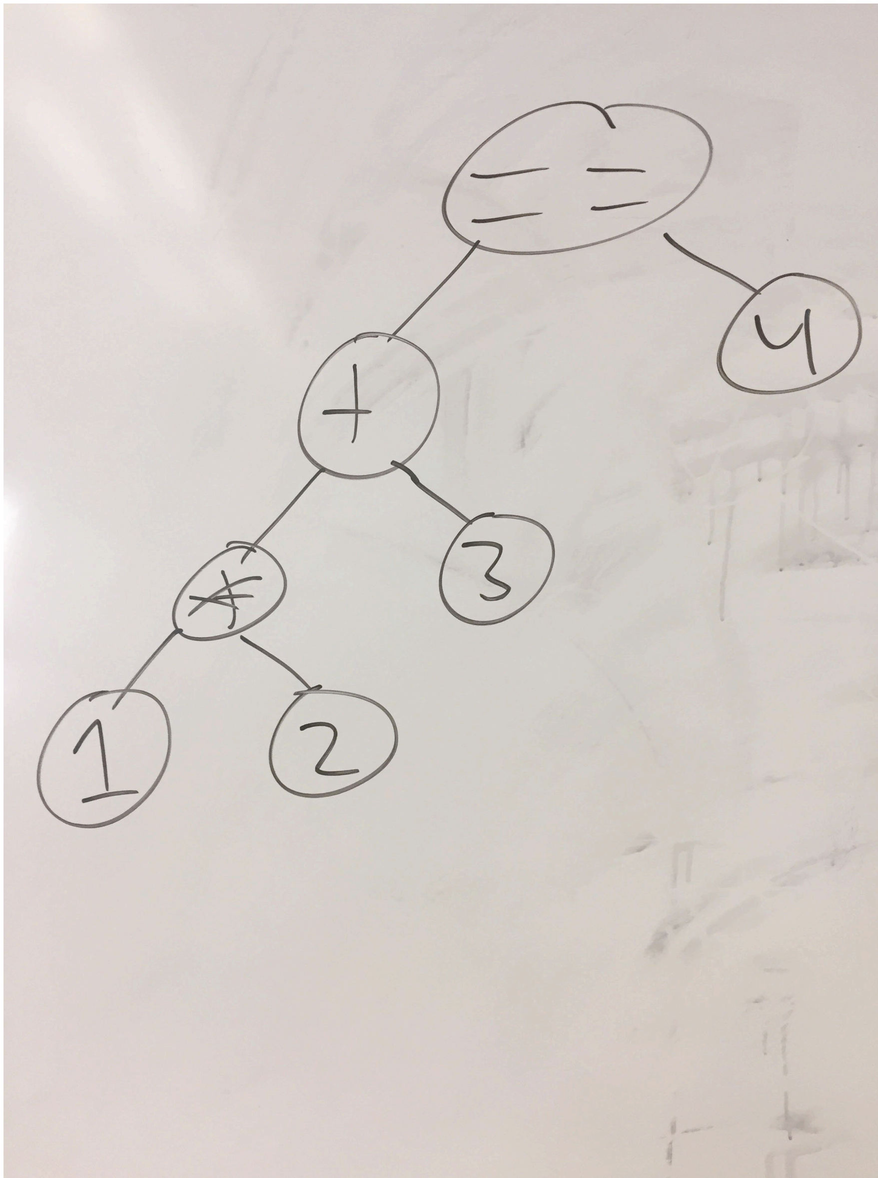


3.) $\neg(a \land b) \land (b \lor c)$

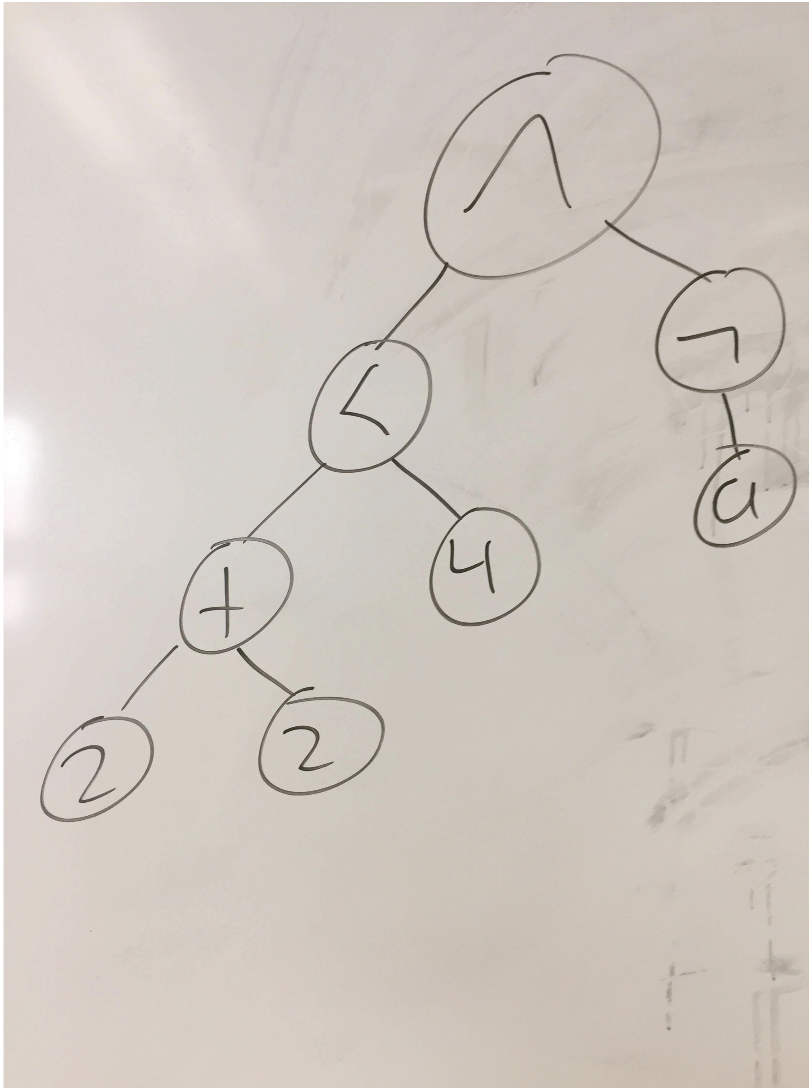


Arithmetic expressions can be used to form Boolean expressions with the help of arithmetic comparisons (e.g., <, <=, >, >=, ==). These comparisons have the lowest possible precedence. With this in mind, write out the ASTs corresponding to each of the following expressions:

4.) `1 * 2 + 3 == 4`



5.) $(2 + 2 < 4) \land \neg a$



6.) Consider the following Python class definitions, which are adapted from assignment 1's boolean evaluator. These classes are used to represent AST nodes.

```
class And:
  def __init__(self, left, right):
    self.left = left
    self.right = right

class Or:
  def __init__(self, left, right):
    self.left = left
    self.right = right
```

Assume that Boolean true is represented as an AST with Python's `True`, and Boolean false is represented as an AST with Python's `False`. With all this in mind, represent the following Boolean expressions in Python using `And`, `Or`, `True`, and `False` as appropriate.

6.a) `true ∧ false`

```
And(True, False)
```

6.b.) `false ∨ true`

```
Or(False, True)
```

6.c.) `false ∧ true ∨ true`

```
Or(And(False, True), True)
```

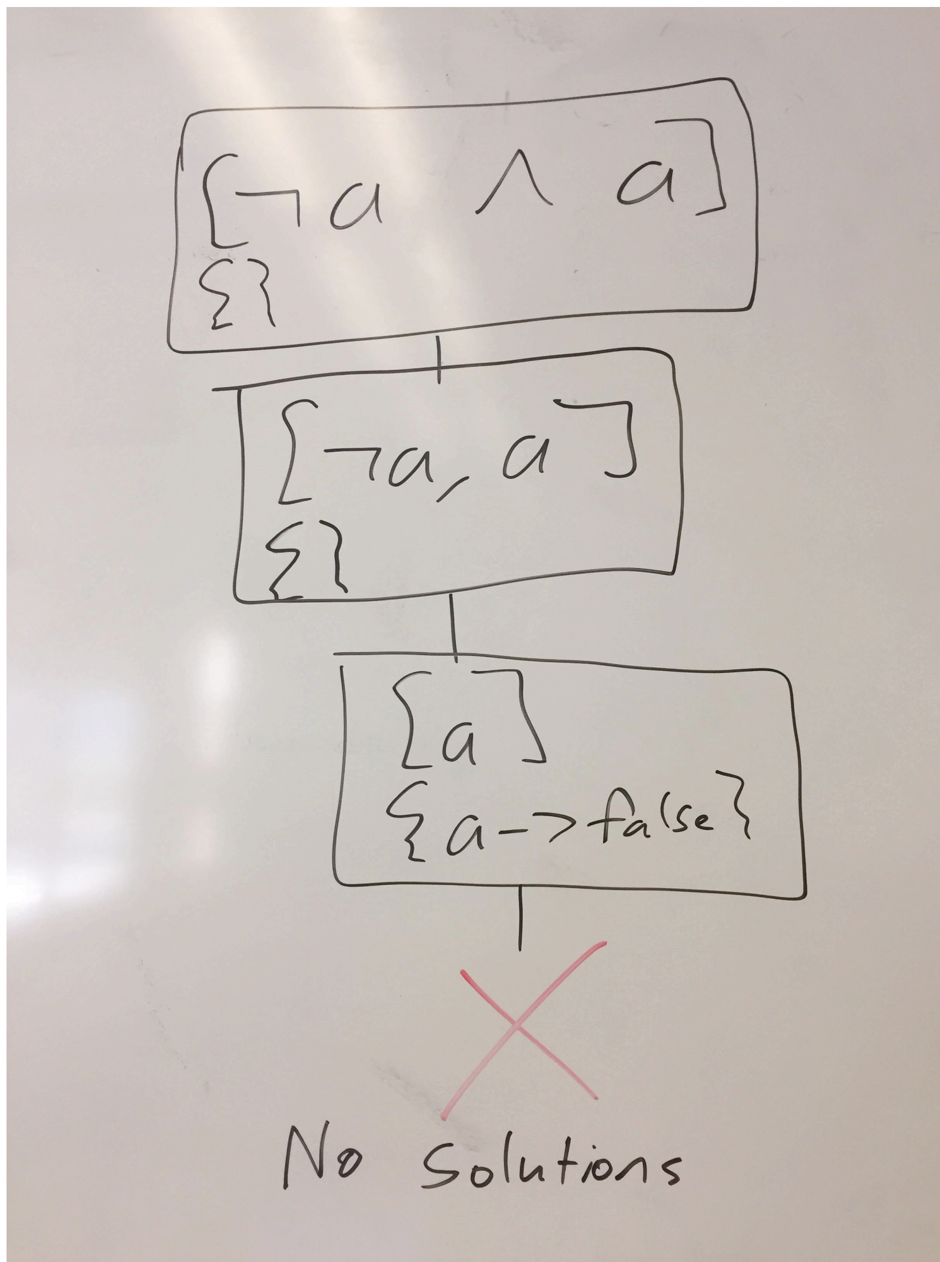
6.d.) `false ∨ true ∧ true`

```
Or(False, And(True, True))
```

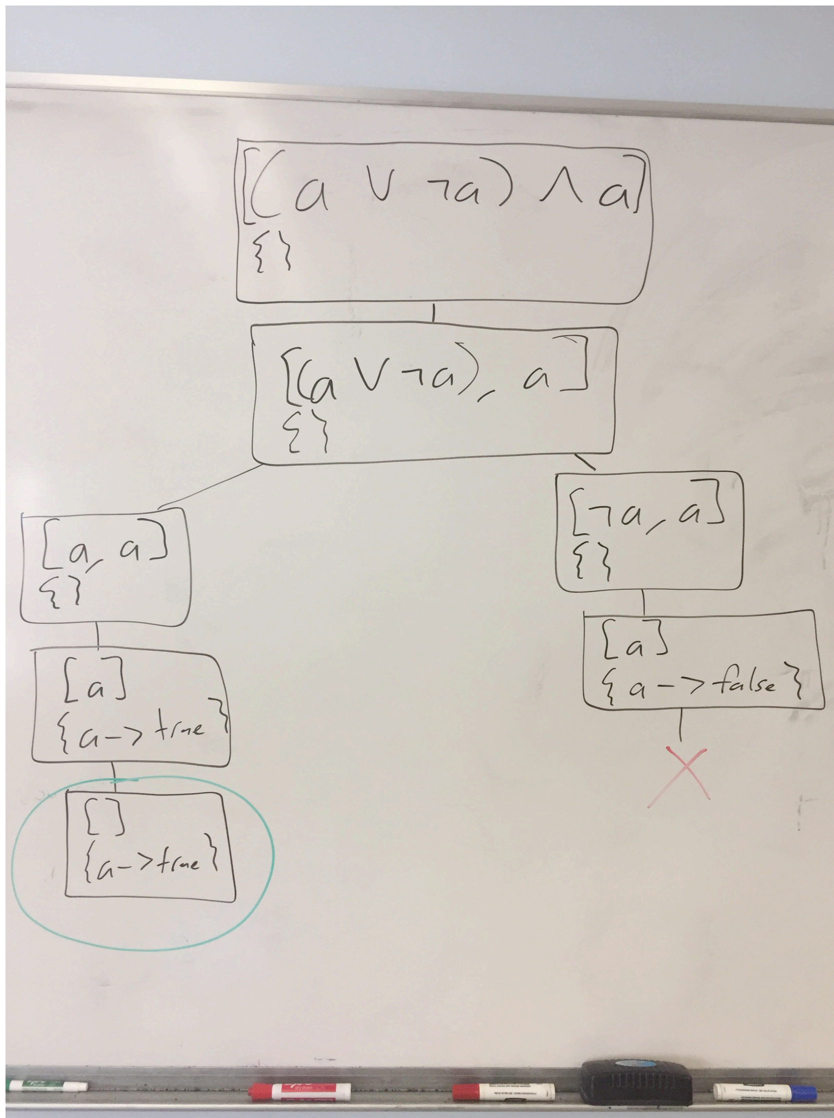
Semantic Tableau

For each of the following Boolean formulas, write out the complete semantic tableau tree. **Circle** the nodes in the tree representing solutions. If a tree has no solutions, say so. **Be sure to write all steps.**

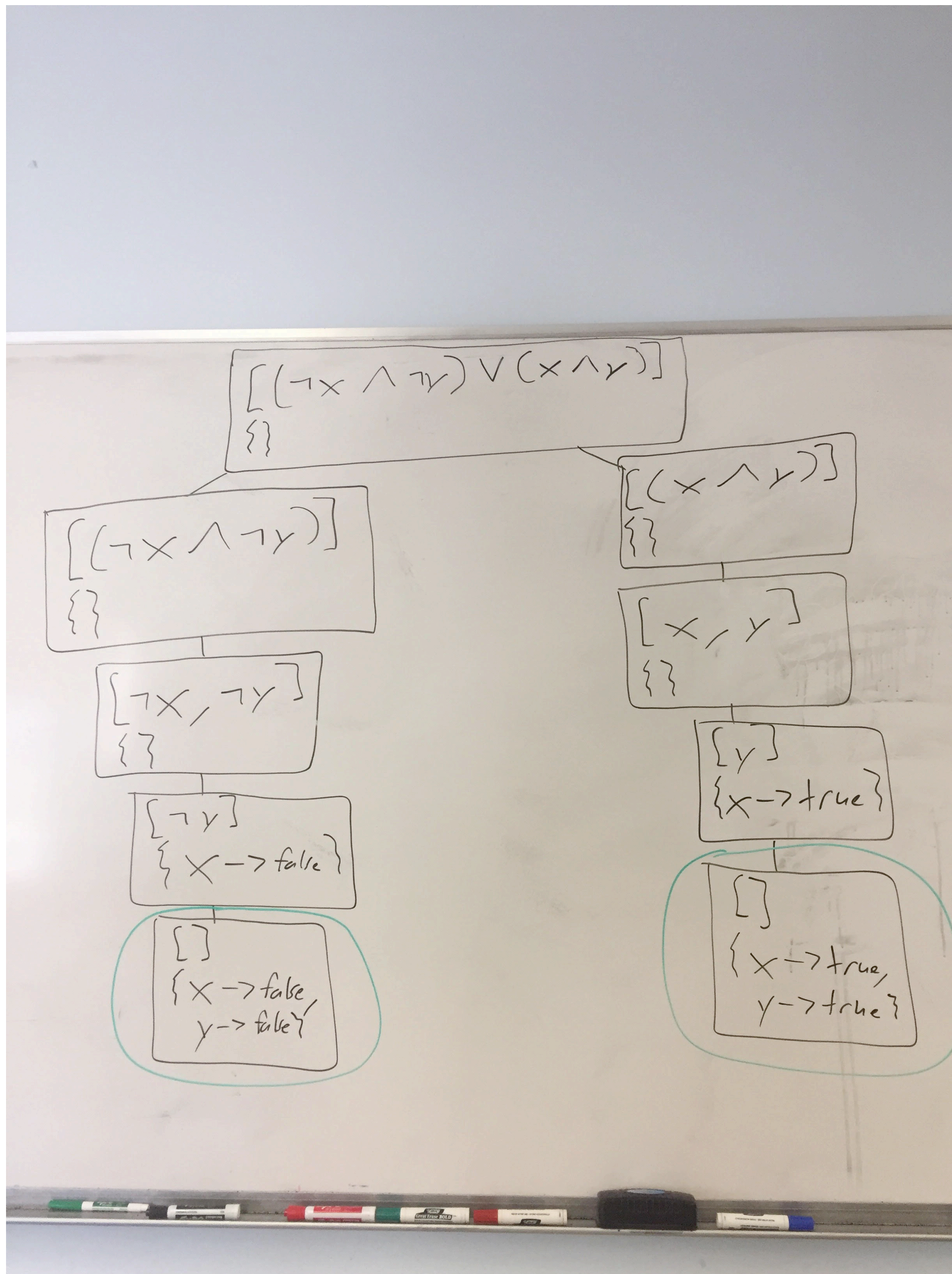
7.) ¬a ∧ a



8.) (a ∨ ¬a) ∧ a



9.) $(\neg x \land \neg y) \lor (x \land y)$



Prolog - Modeling the World

10.a)
For this problem, you need to write a clause database encapsulating pricing information for a convenience store. Write Prolog code accurately reflecting the following:

- Soda costs $2
- Chips cost $3
- Hot dogs cost twice as much as soda (do not hardcode $4)
- Soda chips, and hot dogs are food
- Pencils and pens are office supplies
- All office supplies cost $2
- Cold medicine costs $7

```
% all facts and rules with the same name should be placed
% together in the file
cost(soda, 2).
cost(chips, 3).
cost(hot_dog, Cost) :-
    cost(soda, SodaCost),
    Cost is SodaCost * 2.
cost(OS, 2) :-
    office_supplies(OS).
cost(cold_medicine, 7).

food(soda).
food(chips).
food(hot_dog).

office_supplies(pencil).
office_supplies(pen).
```

Using the clause database you previously wrote, write queries to determine the following:

10.b.) Which items cost exactly $2?

```
?- cost(Item, 2).
```

10.c.) Which items cost more than $3?

```
?- cost(Item, Cost), Cost > 3.
```

10.d.) Which foods cost less than $3?

```
?- food(Food), cost(Food, Cost), Cost < 3.
```

10.e.) Which foods are also office supplies?

```
?- food(Item), office_supplies(Item).
```

Unification

Consider each of the following unification attempts. If the unification succeeds, record any values any variables take. If the unification fails, say so.

11.) `foo(1, X) = foo(Y, 2)`

`X = 2, Y = 1`

12.) `foo(1, X) = foo(X, 2)`

`false`

13.) `foo(1, _) = foo(X, 2)`

`X = 1`

14.) `foo(1, _) = foo(1, _)`

`true`

15.) `foo(1, 2, bar) = foo(X, _, _, _)`

`false`

16.) `foo(bar(baz), X) = foo(Y, Z), Y = bar(A)`

`X = Z, Y = bar(baz), A = baz`

Recursion

17.) Consider the following mathematical definition of a recursive function:

$$f_n = \begin{cases} 2 & \text{if } n = 0 \\ 3 & \text{if } n = 1 \\ (3 \times f_{n-1}) + (4 \times f_{n-2}) & \text{otherwise} \end{cases}$$

Write an equivalent definition in Prolog.

```
f(0, 2).
f(1, 3).
f(N, Result) :-
    N > 1,
    MinOne is N - 1,
    MinTwo is N - 2,
    f(MinOne, T1),
    f(MinTwo, T2),
    Result is (3 * T1) + (4 * T2).
```

18.) Write a procedure named `evensBetween`, which will nondeterministically produce all the even numbers within an inclusive range. As a hint, a number `N` is even if and only if the clause `0 is mod(N, 2)` is true. An example query is below:

```
?- evensBetween(1, 4, Even).
Even = 2 ;
Even = 4.
```

```
evensBetween(Min, Max, Min) :-
    Min   =< Max,
    0 is mod(Min, 2).
evensBetween(Min, Max, Result) :-
    Min   < Max,
    NewMin is Min + 1,
    evensBetween(NewMin, Max, Result).
```

Unification with Lists

Consider each of the following unification attempts involving lists. If the unification succeeds, record any values any variables take. If the unification fails, say so.

19.) `[1, 2, _] = [A, B, C|D]`

`A = 1, B = 2, D = []`

20.) `A = [1, 2|B], B = [4]`

`A = [1, 2, 4], B = [4]`

21.) `[[A|B], C] = [[1, 2]|D]`

`A = 1, B = [2], D = [C]`

22.) `X = [A|[2]]`

`X = [A, 2]`

23.) `[A, [B, [C|D]]] = [1, [2, [3, 4]]]`

`A = 1, B = 2, C = 3, D = [4]`

Consider the following inductive list definition, which makes use of Prolog atoms and structures:

$$e \in \mathit{ListElement}$$

$$\ell \in \mathit{List} ::= \mathtt{cons}(e, \ell) \mid \mathtt{nil}$$

Now consider the following unifications, using Prolog lists. Rewrite these unifications using the above definition.

24.) `X = [1, 2, 3]`

```
X = cons(1, cons(2, cons(3, nil)))
```

25.) `X = [Y|Z]`

```
X = cons(Y, Z)
```

26.) `X = [A|[2]]`

```
X = cons(A, cons(2, nil))
```

27.) `X = [1, [2, [3]]]`

```
X = cons(1, cons(cons(2, cons(cons(3, nil), nil)), nil))
```

More Recursion

28.) Write a procedure named `allEqual` which will succeed if all list elements are equal to each other according to unification (=). You may introduce any helpers you wish. Example calls are below:

```
?- allEqual([]).
true.
?- allEqual([1, 1, 1]).
true.
?- allEqual([1, 2, 3]).
false.
?- allEqual([1, X, 1]).
X = 1.
?- allEqual([A, B]).
A = B.
?- allEqual([X, 1, 2]).
false.
```

```
allEqual([]).
allEqual([_]).
allEqual([H, H|Rest]) :-
    allEqual([H|Rest]).
```

29.) Write a procedure named `zip`, which takes two lists of the same length, an output list of the same length. The output list is a list of `pair` structures, where each `pair` holds an element from each list, preserving order. If the lists are not the same length, `zip` should fail, though you shouldn't need to explicitly check the length. Example calls are below:

```
?- zip([], [], Output).
Output = [].
?- zip([hello], [goodbye], Output).
Output = [pair(hello, goodbye)].
?- zip([1, 2, 3], [a, b, c], Output).
Output = [pair(1, a), pair(2, b), pair(3, c)].
?- zip([A, B], [C, D], Output).
Output = [pair(A, C), pair(B, D)].
?- zip([foo], [bar, baz], Output).
false.
?- zip([foo, bar], [baz], Output).
false.
```

```
zip([], [], []).
zip([H1|T1], [H2|T2], [pair(H1, H2)|Rest]) :-
    zip(T1, T2, Rest).
```