Programming Languages Lab (CS389) Computer Science and Engineering Indian Institute of Technology Bombay

Lab 5 Out: 2002-10-21 Due: 2002-10-30

Thanks to Kedar Bellare for scribing these assignment specs from my lecture.

1. Here is Prolog code for quicksort:

```
partition(X,[A|B],[A|Y1],Y2) :- A < X, partition(X,B,Y1,Y2).
partition(X,[A|B],Y1,[A|Y2]) :- A >= X, partition(X,B,Y1,Y2).
```

- (a) In the line marked (*), what is '_'? Can we use a free variable instead of '_'?
- (b) Is the above program reversible, i.e., on giving an unsorted list as the first argument it binds the second argument to a sorted list, but on giving a sorted list as the second argument does it bind the first argument to all possible permutations of the elements? If not, explain why not.
- (c) Implement quicksort in a different manner which does show reversible input-output behavior.
- 2. Here is Prolog code to generate all permutations of a set of items:

```
remove(X, [X|Xs], Xs).
remove(X, [Y|Ys], [Y|Zs]) :- remove(X,Ys,Zs).
permute(Xs,Ys) :- mystery(Xs,Ys,Ys).
mystery([],[],[]).
mystery([X|Xs],Ys1,[_|Zs]) :- mystery(Xs,Ys,Zs), remove(X,Ys1,Ys).
```

- (a) Consider only the two rules for **remove**. What happens if there are multiple occurences of an item in a list? Are all the occurences of the item removed at once or are the lists outputted with X removed one at a time and the others intact?
- (b) Explain clearly what mystery is meant to do.