

Self-inspecting and self-modifying programs

- Tools in Prolog
- Meta-interpreters (short intro)
- Modifying program while it runs

Metaprogramming: treating programs as data

Homogeneous format, program \approx data

- Can you tell difference between

fact **p(a,b)** and *term* **p(a,b)**?

clause **p(x):- q(x)** and *term* **p(x):- q(x)**?

Using infix op. for:

' :- ' (p(x), q(x))

Self-inspection by predicate clause/2.

Works as if any clause *head:- body* represented dually by fact

clause(head, body).

NB: works only when predicates are declared to be dynamic:

:- dynamic father/2, grandfather/2.

Vanilla: A (meta-)interpreter for Prolog in Prolog

```
solve(true):- !.  
solve((A,B)):- !, solve(A), solve(B).  
solve(A):- clause(A,B), solve(B).
```

Querying it:



```
?- father(X,Y).  
X = john, Y = mary ? ;  
X = john, Y = karen  
?- solve(father(X,Y)).  
X = john, Y = mary ? ;  
X = john, Y = karen
```

write('Try: '),
write((A:- B))

write('Success: '),
write((A:- B))

Why on earth...???

You can modify it, e.g.,

- add test prints 
- change order of evaluation 

A more advanced example:

Relaxation by taxonomy,

if subgoal empty, step up in taxonomy
dog? empty! animal? cat? nonempty :)

Modifying the program while it runs

Add new *last* clause: `assertz(clause)`

Add new *first* clause: `asserta(clause)`

Delete *first clause unifying* pattern: `retract(clause)`

```
?- father(X,Y).
```

```
X = peter, Y = karen ?; // no
```

```
?- asserta(father(john,mary)), assertz(father(john,paul)).
```

```
yes
```

```
?- father(X,Y).
```

```
X = john, Y = mary ?;
```

```
X = peter, Y = karen ?;
```

```
X = john, Y = paul ?; // no
```

```
?- \+ (retract(father(john,X)), fail). // yes
```

```
?- father(X,Y).
```

```
X = peter, Y = karen ?; // no
```

Applications for AI

- Metainterpreters, for modifying execution strategy, adding "meta-rules" (a la expert systems)
- Defining backward/forward chaining with assert for "modifying the fact base"
 - (I have never tried this; a good exercise ...)
- Later we introduce Constraint Handling Rules in which these things can be explained in more clean way.