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% FILE: crypto.pro of crypto_hps
% TYPE: Prolog source
% LINE: The heuristic crypto problem solver
% DATE: 2019

% -----
% LOAD FILES

:- consult('crypto.pro').
:- consult('combinatorial_sets.pro').
:- consult('lp.pro').

% -----
% SOME SIMPLE "LOWER LEVEL" RECOGNITION UTILITIES

same(A,A).

adjacent(A,B) :- A is B+1.
adjacent(A,B) :- A is B-1.
% -----
% SOME SIMPLE "LOWER LEVEL" ACTION UTILITIES

multiply([A,B],ex(A,*,B)).
multiply([H|T],ex(H,*,R)) :- multiply(T,R).

divide([A,B],ex(A,/,B)).
divide([H|T],ex(H,/,R)) :- divide(T,R).

add([A,B],ex(A,+,B)).
add([H|T],ex(H,+,R)) :- add(T,R).

subtract([A,B],ex(A,-,B)).
subtract([H|T],ex(H,-,R)) :- subtract(T,R).

% -----
% SOME "HIGHER LEVEL" CRYPTO PROBLEM SOLVING PREDICATES

goal_is_zero :-
    value_of(crypto_problem,problem(_,goal(0))). 

goal_is_one :-
    value_of(crypto_problem,problem(_,goal(1))). 

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goal_is_seven :-
    value_of(crypto_problem,problem(_,goal(7))).

goal_is_nonzero :-
    value_of(crypto_problem,problem(_,goal(G))),
    G \= 0.

zero_in_numbers :-
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),_)),
    contains([N1,N2,N3,N4,N5],0).

goal_in_numbers :-
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),goal(G))),
    contains([N1,N2,N3,N4,N5],G).

one_in_numbers :-
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),_)),
    contains([N1,N2,N3,N4,N5],1).

two_in_numbers :-
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),_)),
    contains([N1,N2,N3,N4,N5],2).

three_in_numbers :-
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),_)),
    contains([N1,N2,N3,N4,N5],3).

goal_M1_in_numbers :-
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),goal(G))),
    GM1 is G - 1,
    contains([N1,N2,N3,N4,N5],GM1).

goal_P4_in_numbers :-
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),goal(G))),
    GP4 is G + 4,
    contains([N1,N2,N3,N4,N5],GP4).

goal_X2_in_numbers :-
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),goal(G))),
    GX2 is G * 2,
    contains([N1,N2,N3,N4,N5],GX2).

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pair_of_two :-  
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),_)),  
    comb(set(N1,N2,N3,N4,N5),comb(A,B),_),  
    same(A,B),  
    A = 2.
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```
pair_in_numbers :-  
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),_)),  
    comb(set(N1,N2,N3,N4,N5),comb(A,B),_),  
    same(A,B).
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pair_in_numbers(value(V),rest(C,D,E)) :-  
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),_)),  
    comb(set(N1,N2,N3,N4,N5),comb(A,B),extras(C,D,E)),  
    same(A,B), V=A.
```

```
numbers(N1,N2,N3,N4,N5) :-  
    value_of(crypto_problem,problem(numbers(N1,N2,N3,N4,N5),_)).
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goal(G) :-  
    value_of(crypto_problem,problem(_,goal(G))).
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numbers_other_than(these(A1,A2),those(B1,B2,B3)) :-  
    numbers(N1,N2,N3,N4,N5),  
    remove_elements([A1,A2],[N1,N2,N3,N4,N5],[B1,B2,B3]).
```

```
numbers_other_than(these(A1,A2,A3),those(B1,B2)) :-  
    numbers(N1,N2,N3,N4,N5),  
    remove_elements([A1,A2,A3],[N1,N2,N3,N4,N5],[B1,B2]).
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numbers_other_than(these(A1,A2,A3,A4),those(B1)) :-  
    numbers(N1,N2,N3,N4,N5),  
    remove_elements([A1,A2,A3,A4],[N1,N2,N3,N4,N5],[B1]).
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% -----  
% MORE LIST PROCESSORS
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remove_elements([],List,List).  
remove_elements([H|T],List,Reduced_List) :-  
    member(H,List),  
    remove(H,List,Partial_List),  
    remove_elements(T,Partial_List,Reduced_List).  
remove_elements([_|T],List,Reduced_List) :-
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remove_elements(T,List,Reduced_List).

% -----
% CRYPTO HEURISTIC 1

situation1 :-
    goal_is_zero,
    zero_in_numbers.

action1 :-
    numbers(N1,N2,N3,N4,N5),
    multiply([N1,N2,N3,N4,N5],Expression),
    add_solution_to_KB(Expression).

% -----
% CRYPTO HEURISTIC 2

situation2 :-
    goal_is_zero,
    pair_in_numbers.

action2 :-
    pair_in_numbers(value(V),rest(C,D,E)),
    subtract([V,V],X1),
    multiply([0,C,D,E],X2),
    substitute(X1,0,X2,Expression),
    add_solution_to_KB(Expression).

% -----
% CRYPTO HEURISTIC 3

situation3 :-
    goal_is_nonzero,
    goal_in_numbers,
    zero_in_numbers.

action3 :-
    goal(G),
    numbers_other_than(these(0,G),those(A,B,C)),
    multiply([0,A,B,C],Zero_valued_expression),
    Expression = ex(G,+,Zero_valued_expression),
    add_solution_to_KB(Expression).

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% CRYPTO HEURISTIC 4
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situation4 :-  
    zero_in_numbers,  
    pair_in_numbers,  
    goal_is_one.
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action4 :-  
    %pair_in_numbers(value(V),rest(A,B)),  
    numbers_other_than(these(V,V,0),those(A,B)),  
    divide([V,V],X1),  
    multiply([0,A,B],X2),  
    add([X1,X2], Expression),  
    add_solution_to_KB(Expression).
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% CRYPTO HEURISTIC 5
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situation5 :-  
    zero_in_numbers,  
    one_in_numbers,  
    goal_M1_in_numbers.
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action5 :-  
    goal(G),  
    GM1 is G -1,  
    numbers_other_than(these(1,GM1,0),those(A,B)),  
    multiply([0,A,B],Zero_valued_expression),  
    add([GM1,1], One),  
    add([One,Zero_valued_expression], Expression),  
    add_solution_to_KB(Expression).
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% CRYPTO HEURISTIC 6
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situation6 :-  
    pair_of_two,  
    goal_P4_in_numbers,  
    zero_in_numbers.
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action6 :-  
    goal(G),  
    GP4 is G + 4,
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```
numbers_other_than(these(V,V,GP4,0),those(A)),  
add([V,V],Four),  
multiply([0,A],Zero_valued_expression),  
subtract([GP4,Four], SG),  
add([SG,Zero_valued_expression], Expression),  
add_solution_to_KB(Expression).
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% CRYPTO HEURISTIC 7
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situation7 :-
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two_in_numbers,  
goal_X2_in_numbers,  
zero_in_numbers.
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action7 :-
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goal(G),  
GX2 is G * 2,  
numbers_other_than(these(2,GX2,0),those(A,B)),  
multiply([0,A,B],Zero_valued_expression),  
divide([GX2,2], SG),  
add([SG,Zero_valued_expression], Expression),  
add_solution_to_KB(Expression).
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% CRYPTO HEURISTIC 8
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situation8 :-
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pair_of_two,  
goal_is_seven,  
zero_in_numbers,  
three_in_numbers.
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action8 :-
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numbers_other_than(these(2,2,3,0),those(A)),  
multiply([0,A],Zero_valued_expression),  
add([2,2],Four),  
add([Four,3], SG),  
add([SG,Zero_valued_expression],Expression),  
add_solution_to_KB(Expression).
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% THE RULE BASE
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rule(1,situation1,action1).
rule(2,situation2,action2).
rule(3,situation3,action3).
rule(4,situation4,action4).
rule(5,situation5,action5).
rule(6,situation6,action6).
rule(7,situation7,action7).
rule(8,situation8,action8).
```

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% -----
% SOLVE AN INTERNALIZED PROBLEM (IT MAY HAVE BEEN RANDOMLY
% GENERATED OR SPECIFICALLY ESTABLISHED) HEURISTICALLY,
% PLACING ITS SOLUTION IN THE KB.
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```
solve_problem_heuristically :-
rule(Number,Situation,Action),
write('considering rule '),write(Number),write(' ...'),nl,
Situation,
write('application of rule '),write(Number),
Action.
solve_problem_heuristically :-
add_solution_to_KB(none).
```

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add_solution_to_KB(Expression) :-
undeclare(solution),
declare(solution,solution(Expression)).
add_solution_to_KB(Expression) :-
declare(solution,solution(Expression)).
```

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% -----
% DISPLAY THE SOLUTION -- ASSUMING THAT THE PROBLEM HAS BEEN SOLVED
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display_solution :-
value_of(solution,solution(none)),
write('NO SOLUTION found with this rule base.'),nl.
display_solution :-
value_of(solution,solution(Expression)),
write(' produces solution: '), display_result(Expression),nl.
display_solution.
```

```
display_result(ex(A,O,B)) :-
number(A),number(B),
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write(' '), write(A), write(' '), write(O), write(' '), write(B), write(' ').
display_result(ex(A,O,B)) :-
    number(A), B = ex(A1,O1,B1),
    write(' '), write(A), write(' '), write(O), write(' '),
    display_result(ex(A1,O1,B1)), write(' ').
display_result(ex(A,O,B)) :-
    number(B), A = ex(A1,O1,B1),
    write(' '), display_result(ex(A1,O1,B1)), write(' '), write(O), write(' '),
    write(B), write(' ').
display_result(ex(A,O,B)) :-
    A = ex(A1,O1,B1), B = ex(A2,O2,B2),
    write(' '), display_result(ex(A1,O1,B1)), write(' '), write(O), write(' '),
    display_result(ex(A2,O2,B2)), write(' ').

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% -----
% SUBSTITUTION CODE

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substitute( New, Old, ex( Old, O, Z ), ex( New, O, Z ) ).
substitute( New, Old, ex( X, O, Old ), ex( X, O, New ) ).
substitute( New, Old, ex( X, O, Z ), ex( Y, O, Z ) ) :-
    substitute( New, Old, X, Y ).
substitute( New, Old, ex( X, O, Y ), ex( X, O, Z ) ) :-
    substitute( New, Old, Y, Z ).
```

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% -----
% CRYPTO PROBLEM SOLVER -- SOLVE A RANDOM PROBLEM

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solve_one :-
    generate_random_crypto_problem,
    display_problem,
    solve_problem_heuristically,
    display_solution.
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% -----
% CRYPTO PROBLEM SOLVER -- SOLVE A SPECIFIC PROBLEM

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solve(problem(numbers(N1,N2,N3,N4,N5),goal(G))) :-
    add_crypto_problem_to_KB(N1,N2,N3,N4,N5,G), % from crypto.pro of crypto_rpg
    display_problem,
    solve_problem_heuristically,
    display_solution.
```

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% RANDOM CRYPTO PROBLEM SOLVING

```
demo(1) :-  
solve_one.  
demo(N) :-  
demo(1),  
M is N-1,  
demo(M).
```