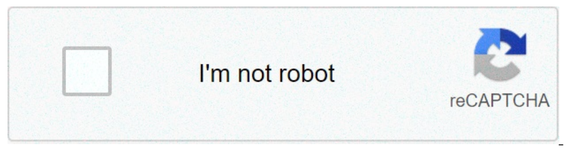

Continue

Syntax and semantics of first order logic

Discuss the syntax and semantics of first order logic. Syntax and semantics of first order logic in artificial intelligence. Describe the syntax and semantics of first order logic.

All the above examples of scripts £ Checking the type of use. They sÃ £ found the source of order in the classpath, which means: a Groovy source file corresponding to the type of the extension Checking £ £ o, is available on the classpath of the £ compilation this file Ã © compiled by the Groovy compiler for each source to be compiled unit (often a source of unity corresponds to a file Ãºnico) Ã © a very convenient way to develop extensions of £ Checking the type, however, implies one compilation phase £ slower, because of the compilation £ prÃ³pria the £ extension for each file to be compiled. For these reasons, it may be prÃ¡tico of having an extension £ o prÃ © -compilados. You have two opÃ§Ãµes to do this: write the extension in the £ Groovy, compilÃ¡ it, then use a referÃªncia for the extension of the class £ instead of £ recording source to the extension in £ Java, compilÃ¡ it, then use a referÃªncia for the class of the extension £ Writing a £ Checking the extension type in the Groovy £ Ã © the path easier. Basically, IDA Ia © © £ Checking that the script type of the extension £ becomes the body Ma © around a main type of the extension Checking £ £ the class, as illustrated here: importaÃ§Ã the class £ {org.codehaus.groovy.transform.stc.GroovyTypeCheckingExtensionSupport PrecompiledExtension extends GroovyTypeCheckingExtensionSupport.TypeCheckingDSL (1) performing a @Override () {object (2) {var unresolvedVariable -> if ('robot' == var.name) StoreType {(var classNodeFor (robot)) (3) is treated = true}}}} that extends to a class © TypeCheckingDSL the easier 2, then the requirements CÃ³digo the extension £ him to go into the mÃ © all run 3 and you can use the same events as an extension £ written in source form Configuring extension £ o Ã © very similar to using an extension £ font form : config.addCompilationCustomizers (new ASTTransformationCustomizer (TypeChecked, extensions: ['typing.PrecompiledExtension'])) Ã © the difference that instead of using a C aminho the classpath, just specify the fully qualified class name of the extension £ prÃ © -compilada. In case you really want to write a extension the £ Java, the Enta £ £ You do the DSL will benefit the type of extension of the £ Checking the £. The extension £ o can be written in Java as follows: org.codehaus.groovy.ast.ClassHelper importaÃ§Ã £ o; £ importaÃ§Ã the org.codehaus.groovy.ast.expr.VariableExpression; £ importaÃ§Ã the org.codehaus.groovy.transform.stc.AbstractTypeCheckingExtension; £ importaÃ§Ã the org.codehaus.groovy.transform.stc.StaticTypeCheckingVisitor; class {pÃºblica PrecompiledJavaExtension extends AbstractTypeCheckingExtension (1) PrecompiledJavaExtension pÃºblica (Final StaticTypeCheckingVisitor typeCheckingVisitor) {super (typeCheckingVisitor); } Boolean @Override handleUnresolvedVariableExpression pÃºblica (Final VariableExpression Vexp) {(2) where ("robot" .equals (vexp.getName ())) {StoreType (Vexp, ClassHelper.make (Robot.class)); setHandled (true); Return true; } Returns false; }} Class 1 2 AbstractTypeCheckingExtension extend the Enta £ © mÃ replace all handleXXX as required fully possible to use the @Grab anotaÃ§Ã £ £ in a Checking the extension of the type £. This means that you can add-Only libraries that would disponÃveis compilation time in the £. In this case, you should understand that you would increase the time of the compilation £ significantly (at least the first time that grips the dependÃªncias). An extension of the £ £ Checking the type Ã © just a script that need to be in the classpath. As such, you can compartilhÃ¡ it as estÃ¡ or empacotÃ¡ it in a jar file that would be added to the classpath. While you can configure the compiler to add extensions transparent £ Checking the type for your script, do the £ hÃ¡ currently no way to apply a transparent extension £ only have it in the classpath. Checking extensions of the type sÃ £ £ Ã used with the @TypeChecked but as well © m can be used with However, you should be aware that: the extension checking type used with @compilestatic, in general, not enough to allow the Know compiler how to generate statically compilable code from the "insecure" code is possible Use a type of extension verification with @compilestatic only to improve type check, this is to enter more compilion errors, without actually dealing handle CÃ³digo Dina ¢ mico Leta s explain the first point, which Ã © that even if you use an extension £ o, the compiler nA £ o will know how to compile statically CÃ³digo: technically, even if you tell the checker type which Ã © the type of a Variable Dina ¢ mica, for example, do know how the £ compilÃ¡ it. GetBinding Ã ('foo'), getProperty ('foo') delegate.getFoo (), an |? so absolutely no direct ThereÃ ¢ s to tell the compiler how to compile this Static Content CÃ³digo, even if you use an extension of the £ £ Checking the type (which, again, dÃ £-Only the tips on the type) . Checking the £ type extensions allow you to help the type checker where it fails, but as well © m allow you fail at that doesn ¢ t. In this context, it makes sense to support extensions of fÃ³runs @CompileStatic Tamba © m. Imagine that an extension £ what Ã © able to Checking queries £ the type SQL. In this case, the extension would be the £ vÃ¡lido both Dina ¢ mica and Static Content context, because without the extension the £, the CÃ³digo still would pass. In the previous £ seÃ§Ã, we highlight the fact that you can enable extensions of £ Checking the type with @CompileStatic. In this context, the type of verifier on the £ would complain about some variÃ¡veis â NA £ solved or the calls of hand © all unknown, but it would still wouldnâ ¢ t know how statically compilÃ¡ them. Mixed mode offers the compilation £ a third way, which Ã © instruct the compiler that whenever a Variable nA £ resolved or the call of hand all © Ã © found, Enta £ of it should fall back to a Dina mode ¢ physician. This Ã © possible thanks to enter current extensions and a makeDynamic special call. To illustrate this, Latvian ¢ s return to the example of the robot: and try Latvian ¢ s to enable our kind of £ Checking the extension using the £ @CompileStatic instead of @TypeChecked: config = new CompilerConfiguration def () config .addCompilationCustomizers (new ASTTransformationCustomizer (CompileStatic (1) extensions: ['robotextension.groovy']) (2)) DEF = new GroovyShell shell (setup) robot def = new Robot () shell.setVariable ('robot', Roba ') shell.evaluate (screenplay) 1 @CompileStatic apply transparent 2 Activate £ Checking the type of extension £ oo serÃ¡ script runs fine because the compiler Static Content Ã © said about the type of Variable Roba ', so Ã © able to make a direct call to move. But before that, as Ã © that the compiler knows how to get to Variable robot? In fact, by default the £ in an extension of the £ £ Checking the type, establishing treaty = true in a Variable nA £ solved the irÃ¡ automatically trigger a £-Resolution Dina ¢ mica, so in this case you donÃ ¢ t tÃªm anything special to make the use of a mixed-mode compiler. However, Latvian ¢ s refresh a little our example, from the robot script: Here you can see that does the £ hÃ¡ no referÃªncia the robot more. Our extension the sampler £ £ o will help, why not give the Enta £ £ o'll be able to instruct the compiler that the movement © Ã ¢ Calls made into a robot's INSTANCE. This example CÃ³digo can be performed in a manner totally thanks to Dina ¢ medical aid of a groovy.util.DelegatingScript: config = new CompilerConfiguration fin () = config.scriptBaseClass 'groovy.util.DelegatingScript' (1) fin shell = new GroovyShell (config) = def runner shell.parse (script) (2) runner.setDelegate (new Robot ()) (3) runner.run () (4) 1 to set the compiler to use a DelegatingScript as based script class 2 source to be analyzed and irÃ¡ calls return a ¢ INSTANCE of DelegatingScript £ 3 can Enta setDelegate the call to use a robot as the delegate 4 script, then executing the script. serÃ¡ movement run directly on the delegate If we want this happening to @CompileStatic, we have to use an extension of the £ £ Checking the type of Latvian mode ¢ s update our configuraÃ§Ã £ o: config.addCompilationCustomizers (new ASTTransformationCustomizer (CompileStatic (1) extensions: ['robotextension2.groovy']) (2)) 1 apply @CompileStatic 2 Using a type of extension alternative Verification is intended to recognize the call to move next, in the previous section, we learn how to deal with non-recognized methods, by This we are able to write this extension: methodnotfound robotextension2.groovy {receiver, name, arglist, argyps, argyps, -> if (ismethodcalexpression (call) (1) && call.implicictthis (2) && 'move' == name (3) == 1 && argtypes.length (4) && argtypes [0] == classnodefor (int) 5)) = real {manipulated (6) newmethod ('move', classnodefor (robot)) (7) 1}} if the call is a call of hand © whole (to the a call £ © all of hand Static) 2 this call Ã © made "implÃcita this' (in the £ explains it.) 3 that the mÃ © all that estÃ¡ being called Ã © 4 and move the call Ã © made with a single argument and that argument Ã 5 © 6 INT type, the report Enta £ type checker that called Ã © vÃ¡lida 7 and that the return type of the call Ã © robot if you try to run this CÃ³digo, Enta £ o you may be surprised he really failure Execution time £ o: java.lang.NoSuchMethodError: java.lang.object.move () ltyping / robot; The reason Ã © very simple: while the extension of the £ £ Checking the type Ã © enough to @typeChecked, that does the £ £ compilation involves the Static, do the £ Ã © enough to @compilestatic which requires additional My Information. In this case, I told the compiler that the mÃ © all existed, but You do the £ explained mÃ © Ã © all that in reality, and what Ã © receiver of the message (the delegate). Correcting this Ã © very easy and only involves £ substituiÃ§Ã the call NewMethod with something else: RoboTExtension3.Groovy MethodNotfound {Receiver, Name, Argist, ArgTypes, Call -> If (ISMethodCalLexpression (Call) && 'Call .Implicitthis && 'moves' == == 1 && argtypes.length argtypes [0] == classnodefor (int)) {makedynamic (call classnodefor (robot)) (1) 1}} tell the compiler that the call should be Dina mica ¢ call makedynamic do 3 things: Returns a mÃ © whole virtual as NewMethod handled automatically sets the flag to True for you, but as well © m mark the call to be made dynamically so when the compiler will have to generate bytecode for the call to move, already now estÃ¡ marked as a DINA ¢ mica call it serÃ¡ falionmento for Dina ¢ mico compiler and permitirÃ¡ he handle the call. And since the extension £ tells us that the return type of the call Dina mica ¢ Ã © one robot, the calls will be £ subseqÃ¼entes the statically made! Some would wonder why the compiler in £ Static Content does this by default without an extension the £ £ o. Ã £ DECISION one of the design: If the CÃ³digo is statically compiled, usually want the kind of seguranÃ§ae best performance, so if the variÃ¡veis â NA £ Recognized / calls of hand © all sÃ £ Dina ¢ micas, you perderÃ¡ the security type, but as well © m full support for digitaÃ§Ã £ errors in the schedule of the £ compilation! In short, if you want to have the £ compilation mixed mode, it must be explÃcito, atravÃ © s an extension of the £ £ Checking the type, so the compiler, and the designer of the DSL, they are fully aware of what is the £ doing. Makedynamic can be used in three types from us AST: one nÃ³ the mÃ © whole (mÃ © todoNode) A Variable (variÃ¡velExpressÃ £ o) an express £ the property (property ownership) if it in for the £ enough, the Enta £ means that the compilation £ Static nA £ o can be done directly and that you have to rely on transformaÃ§Ãµes AST. Enter £ Checking the extensions look very attractive transformaÃ§Ã a design standpoint £ AST: The extensions tÃªm access to context as inferred types, which often Ã © nice to have. And the £ extension has a direct access Ã Ã¡rvore abstract syntax. As you have access to AST, do the £ hÃ¡ nothing in theory to prevent you modify the AST. However, do you recommend that the £ faÃ§a that, unless a designer avanÃ§ado of transformaÃ§Ã £ AST and well aware of the internal compiler: first of all, you explicitly break the contract verificaÃ§ Ã £ Ã the sort noted that © AST only. The type of the sampler £ Checking the £ must modify the AST because Ã¡rvore You do the £ would be able to ensure that the CÃ³digo without the anotaÃ§Ã £ @TypeChecked behaves the same without the £ anotaÃ§Ã . If your extension £ intends to work with the @compilestatic, Enta £ o you can modify the AST because it Ã © indeed the @compilestatic will eventually. The static compilation does not guarantee the same semi-dynamic in the dynamic groovy, so there is effectively a difference between the codigo compiled with @compilestatic and codigo compiled with @TypeChechecked. Ãƒ © © For you to choose any strategy you want to update the AST, but probably using an AST transformation that is performed before the type of verification is easier. If you can not trust a transformation that kicked before the type checker, then you must be very careful the type of verification of the type is the last phase in execution o In the compiler before the generation of the bytecode. All other AST transformations are executed before that and the compiler does a very good job in "fixed" incorrect AST generated before the type of verification of the type. As soon as you perform a transformation during the type verification, for example, directly in an extension of type verification, you have to do all this work to generate a Abstract 100% compiler syntax tree by itself, which can easily become complex. This is why we do not recommend going like this if you are starting with type and AST transform extensions. An example of a complex type check extension can be found in the source code of the marking mark motor: This model mechanism depends on an extension of verification of AST types and transformations to transform models into a totally compiled codigo statically. Sources for this can be found here. on here.

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