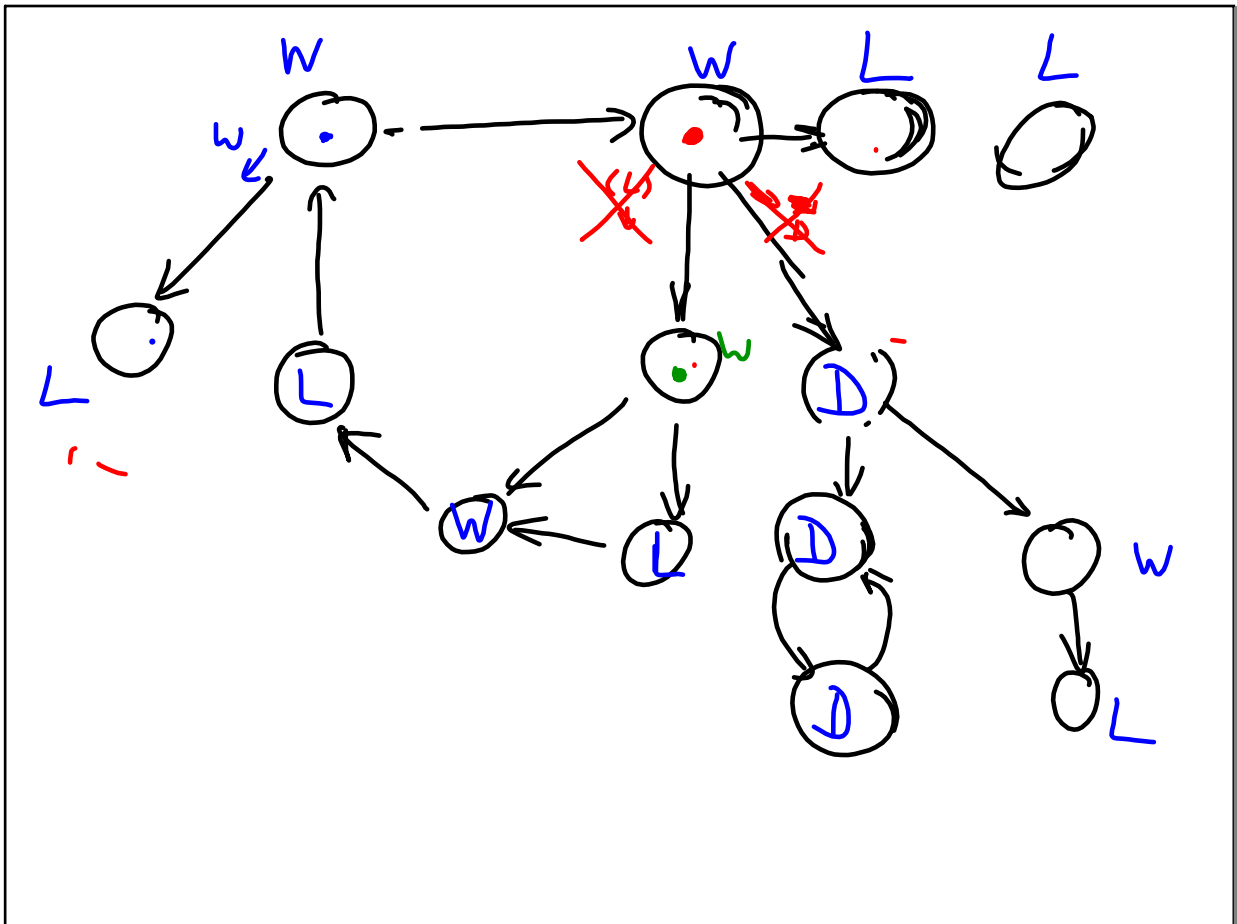


§. 595

- Win-move games
- Ehrenfeucht-Fraïssé - Games
  - mathematical logic
  - model theory, database theory
- ~ research of others 1970-200x
- pebble games

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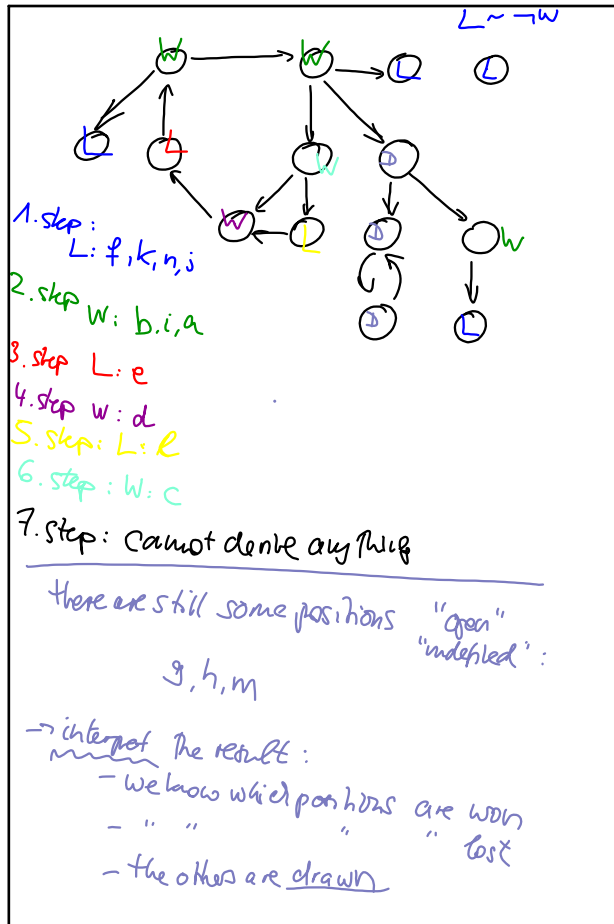
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- for each move
  - zero, one, or more possibilities where to go

Win (x)?  $\sim \exists y: \text{move}(x,y) \wedge$   
the other loses at y

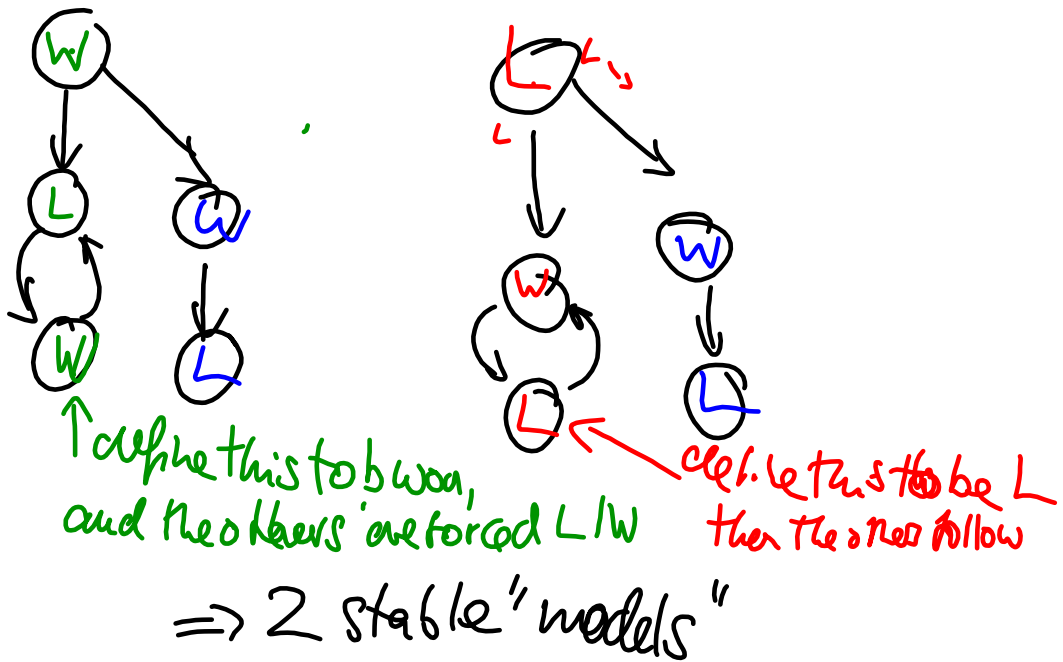
lose (y)?  $\sim \forall z: \text{move}(y,z)$  the  
other will win at z

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look on the right lower part locally:



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FOL:

$$\forall x: win(x) \leftrightarrow \exists y: move(x,y) \wedge win(y)$$

↔ ⇒ (WA)

$$\forall x: win(x) \leftrightarrow \neg lose(x)$$

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after first step :  $L(f)$   
 $L(k)$   
 $L(n)$   
 $L(j)$  known

means:  $\mathcal{X}^-$   $\left\{ \begin{array}{l} \neg \text{win}(f) \\ \neg \text{win}(k) \\ \neg \text{win}(n) \\ \neg \text{win}(j) \end{array} \right.$  are known

recall: Heuristics where  $\mathcal{H}$  is a set of positive atoms  
 define  $T_P^{\omega}(\mathcal{H}, \mathcal{H}^-)$  .....

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(\*  $f, k, n, j$  are known to be in  $\neg \text{win}$   
 $\rightarrow$  ground the program:

rule  $\text{win}(X) : -\text{move}(X, Y), \neg \text{win}(Y).$

Consider all parts of  $X, Y$

X	Y	
a	f	* $\text{win}(a) \leftarrow (\text{move}(a, f)) / \text{not win}(f)$
a	b	<del><math>\text{win}(a) \leftarrow \text{move}(a, b), \text{not win}(b)?</math></del>
a	c	<del><math>\text{win}(a) \leftarrow \text{move}(a, c), \text{not win}(c).</math></del>
:	:	
k	d	<del><math>\text{win}(k) \leftarrow \text{move}(k, d), \text{not win}(d)</math></del>

$\Rightarrow$  reduced ground program  $P'$   
 positive  
 $\hookrightarrow T_{P'}^{\omega}$

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Current, non-recursive case:

Start with  $\mathcal{H}_0 := \emptyset$

reduced  $P'_{\mathcal{H}_0} \rightarrow$  run  $T_{P'_{\mathcal{H}_0}}(\mathcal{Q})$  once

$\mathcal{H}_1 :=$

reduced  $P'_{\mathcal{H}_1} \downarrow$

$\vdots$   
 $\mathcal{H}_6$  stops.

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