Slide 612: game

wh(X) :- move(X,Y), ¬wh(Y).

P_G

w(a) :- m(a,b), ¬w(b).
w(b) :- m(b,a), ¬w(a).
w(b) :- m(b,c), ¬w(c).
w(c) :- m(c,d), ¬w(d).

all other ground instances ignored since no move(X,Y)

$P_{J_\emptyset}$	$T_{P_{J_\emptyset}}(\emptyset)$	P_{J_1}	$T_{P_{J_1}}(\emptyset)$	P_{J_2}	$T_{P_{J_2}}(\emptyset)$
✓	w(a)	–	–	✓	w(a)
✓	w(b)	–	–	✓	w(b)
✓	w(b)	–	–	–	–
✓	w(c)	✓	w(c)	✓	w(c)
¬wh(d)		¬wh(d), ¬wh(b), ¬wh(a)		¬wh(a)	
$= J_1$		$= J_2$		$= J_3$	

not in the first opposite ⇒ definitely false

underestimate ⇒ wh(c) always true

$= J_5$

$P_{J_3} = \{ w(c) :- m(c,d) \}$

$T_{P_{J_3}}(\emptyset) = \{ w(c) \} = J_4 = J_2$

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Slide 607:

p(a) :- true.

p(b) :- ¬p(a).

$P_+ = \{ p(a) :- true \}$

$P_- = \{ p(a) :- true, p(b) :- true \}$

$T_{P_+}(\emptyset) = \{ p(a) \}$ = underestimate of the atoms = "necessary things"

$T_{P_-}(\emptyset) = \{ p(a), p(b) \}$ = all atoms that can maximally be derived = overestimate

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