

Unsafe Formulas :

$$F_1(x) = x < 3$$

$$F_2(x) = \neg \text{border}(\overset{de}{\cancel{D}}, x)$$

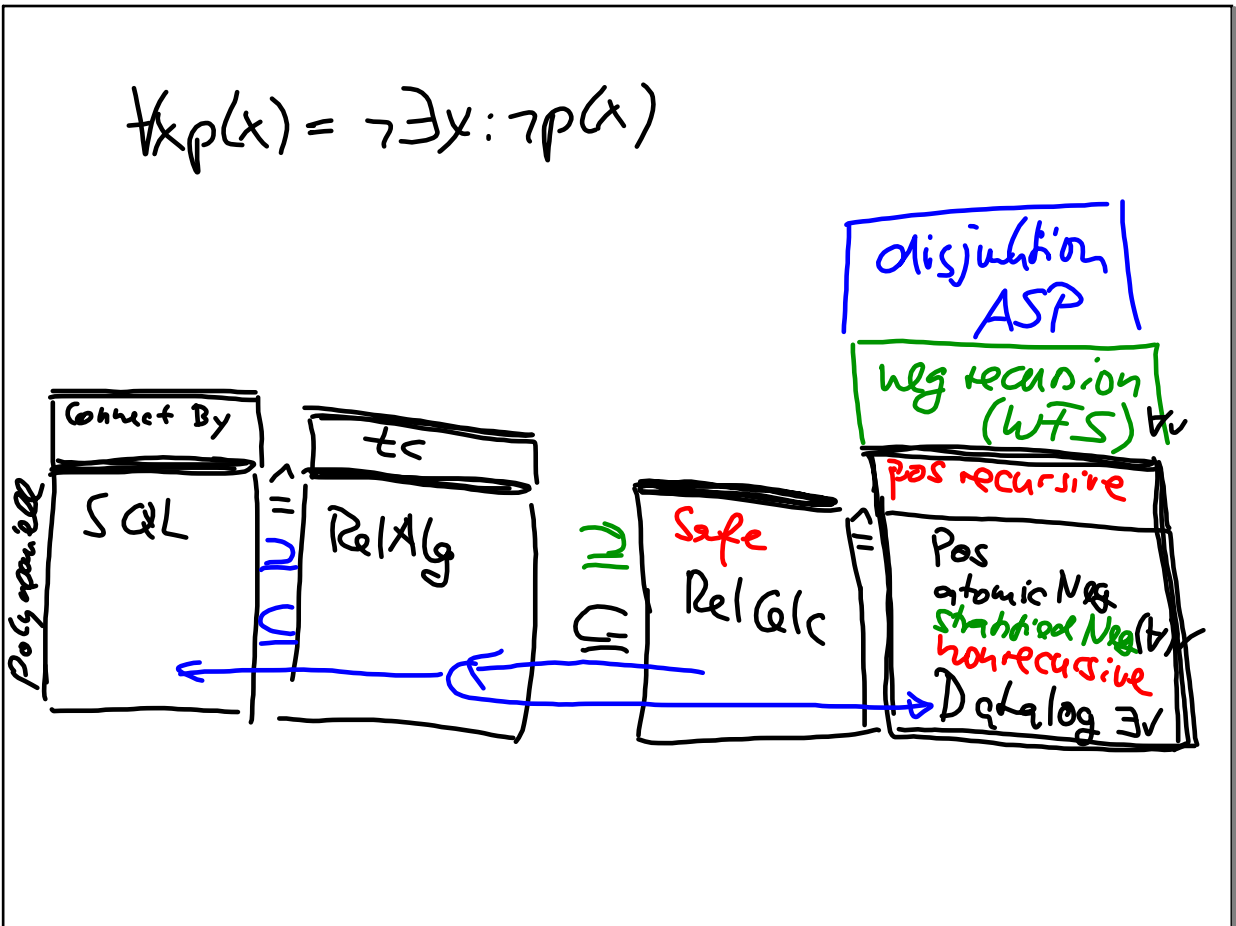
$$F_3(x, y, z) = p(x, y) \vee q(x, z)$$

$$F'_1(x) = \exists c: \text{comb}(c) \wedge \text{area}(c, x) \wedge x < 3$$

$$\{ (x/0, 44), (x/1, 43), \dots \}$$

$$F'_2(x) = \exists c: \text{comb}(c) \wedge \text{code}(c, x) \wedge \neg \text{border}(\overset{de}{\cancel{D}}, x)$$

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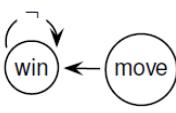
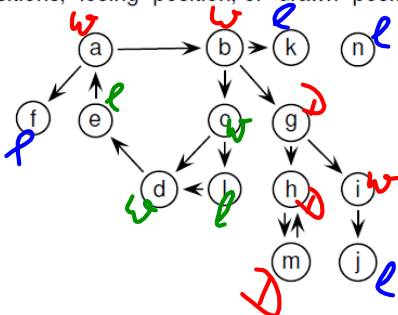
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Example: Win-Move-Game

- 2 players,
- places on a board that are connected by (directed) moves (relation "move(x,y)"),
- first player puts a pebble on a position,
- players alternately move the pebble from x to a connected y ,
- if a player cannot move, he loses.
- Question: which positions are "winning" positions, "losing" position, or "drawn" positions?

The following program "describes" the game:
win(X) :- move(X,Y), not win(Y).

- the dependency graph contains a negative cycle:

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Nov 4-14:51

$$\underbrace{p(x, z) \wedge z = y \wedge q(z, y)}_{\pi = \{x\}} \quad \begin{matrix} : \\ : \\ : \end{matrix} \quad \underbrace{q(z, y)}_{\pi = \{y\}}$$

$$\underbrace{\pi = \{x\}}_{\pi = \{x, y, z\}}$$

Nov 4-15:28