

Mapping by Source

Gamedev

- m1) $\forall x.\forall y.\forall n.\forall t.\forall ci.\forall co.\forall w.\mathbf{gamedev}(x, y, n, t, ci, co, w)$
 $\rightarrow \mathbf{SoftwareHouse}(n, w) \wedge \mathbf{locatedIn}(n, ci, X, Y) \wedge \mathbf{Location}(ci, co)$
- m2) $\forall x.\forall y.\forall n.\forall t.\forall ci.\forall co.\forall w.\mathbf{gamedev}(x, y, n, t, ci, co, w) \wedge (t = \text{publisher}) \rightarrow \mathbf{Publisher}(n)$
- m3) $\forall x.\forall y.\forall n.\forall t.\forall ci.\forall co.\forall w.\mathbf{gamedev}(x, y, n, t, ci, co, w) \wedge (t = \text{developer}) \rightarrow \mathbf{Developer}(n)$

VGChartz

- m4) $\forall id.\forall g.\forall c.\forall pub.\forall dev.\forall s.\forall y.\mathbf{vgsales}(id, g, c, pub, dev, s, y)$
 $\rightarrow \exists ge.\mathbf{Videogame}(g, ge) \wedge \mathbf{Console}(c) \wedge \exists us.\exists cs.\mathbf{ReleasedFor}(g, c, us, cs, s, y)$
- m5) $\forall id.\forall g.\forall c.\forall pub.\forall dev.\forall s.\forall y.\mathbf{vgsales}(id, g, c, pub, dev, s, y) \wedge \neg(pub = \text{NULL})$
 $\rightarrow \exists w.\mathbf{SoftwareHouse}(pub, w) \wedge \mathbf{Publisher}(pub) \wedge \mathbf{publish}(pub, g)$
- m6) $\forall id.\forall g.\forall c.\forall pub.\forall dev.\forall s.\forall y.\mathbf{vgsales}(id, g, c, pub, dev, s, y) \wedge \neg(dev = \text{NULL})$
 $\rightarrow \exists w.\mathbf{SoftwareHouse}(dev, w) \wedge \mathbf{Developer}(dev) \wedge \mathbf{develop}(dev, g)$

Metacritic

- m7) $\forall t.\forall g.\mathbf{datagenreX}(t, g) \rightarrow \mathbf{Videogame}(t, g)$
- m8) $\forall t.\forall us.\forall ms.\forall p.\forall r.\mathbf{metacritic}(t, us, ms, p, r)$
 $\rightarrow \exists ge.\mathbf{Videogame}(t, ge) \wedge \mathbf{Console}(p) \wedge \exists us.\exists s.\exists y.\mathbf{ReleasedFor}(t, p, us, ms, s, y)$
- m9) $\forall t.\forall us.\forall ms.\forall p.\forall r.\mathbf{metacritic}(t, us, ms, p, r) \wedge \neg(us = \text{tdb}) \rightarrow \exists s.\exists y.\mathbf{ReleasedFor}(t, p, us, ms, s, y)$
- m10) $\forall t.\forall us.\forall ms.\forall p.\forall r.\mathbf{metacritic}(t, us, ms, p, r) \wedge \neg \exists id.\exists pub.\exists dev.\exists s.\exists y.\mathbf{vgsales}(id, t, p, pub, dev, s, y)$
 $\rightarrow \exists us.\exists s.\exists y.\mathbf{ReleasedFor}(t, p, us, ms, s, y)$

Corgis

- m11) $\forall t.\forall g.\forall p.\forall c.\mathbf{spvg}(t, g, p, c) \wedge \neg(p = \text{NULL}) \rightarrow \mathbf{SoftwareHouse}(p) \wedge \mathbf{Publisher}(p) \wedge \mathbf{publish}(p, t)$
- m12) $\forall t.\forall g.\forall p.\forall c.\mathbf{spvg}(t, g, p, c) \rightarrow \exists ge.\mathbf{Videogame}(t, ge) \wedge \mathbf{Console}(c)$
- m13) $\forall t.\forall g.\forall p.\forall c.\mathbf{spvg}(t, g, p, c) \wedge \neg \exists ge.\mathbf{datagenreX}(t, ge) \rightarrow \mathbf{Videogame}(t, g)$

eSport data

- m14) $\forall g.\forall r.\forall ge.\forall te.\forall oe.\forall pp.\forall tt.\mathbf{generalED}(g, r, ge, te, oe, pp, tt) \rightarrow \exists ge.\mathbf{Videogame}(g, ge)$
- m15) $\forall g.\forall r.\forall ge.\forall te.\forall oe.\forall pp.\forall tt.\mathbf{generalED}(g, r, ge, te, oe, pp, tt) \wedge \dots$
 $\dots \wedge \neg \exists ge' . \forall p.\forall c.\mathbf{spvg}(g, ge', p, c) \wedge \neg \exists ge'' . \mathbf{datagenreX}(g, ge'') \rightarrow \mathbf{Videogame}(g, ge)$
- m16) $\forall g.\forall r.\forall ge.\forall te.\forall oe.\forall pp.\forall tt.\mathbf{generalED}(g, r, ge, te, oe, pp, tt) \rightarrow \mathbf{eSport}(g, te, oe)$
- m17) $\forall d.\forall g.\forall e.\forall pp.\forall ne.\mathbf{historicalED}(d, g, e, pp, ne) \rightarrow \mathbf{Tournament}(d, g, e, pp, ne)$

Mapping by Entity

SoftwareHouse, Publisher, Developer, Location

- m1) $\forall x.\forall y.\forall n.\forall t.\forall ci.\forall co.\forall w.\mathbf{gamedev}(x, y, n, t, ci, co, w)$
 $\rightarrow \mathbf{SoftwareHouse}(n, w) \wedge \mathbf{locatedIn}(n, ci, x, y) \wedge \mathbf{Location}(ci, co)$
- m2) $\forall x.\forall y.\forall n.\forall t.\forall ci.\forall co.\forall w.\mathbf{gamedev}(x, y, n, t, ci, co, w) \wedge (t = \mathit{publisher}) \rightarrow \mathbf{Publisher}(n)$
- m3) $\forall x.\forall y.\forall n.\forall t.\forall ci.\forall co.\forall w.\mathbf{gamedev}(x, y, n, t, ci, co, w) \wedge (t = \mathit{developer}) \rightarrow \mathbf{Developer}(n)$
- m4) $\forall id.\forall g.\forall c.\forall pub.\forall dev.\forall s.\forall y.\mathbf{vgsales}(id, g, c, pub, dev, s, y) \wedge \neg(pub = \mathit{NULL})$
 $\rightarrow \exists w.\mathbf{SoftwareHouse}(pub, w) \wedge \mathbf{Publisher}(pub) \wedge \mathbf{publish}(pub, g)$
- m5) $\forall id.\forall g.\forall c.\forall pub.\forall dev.\forall s.\forall y.\mathbf{vgsales}(id, g, c, pub, dev, s, y) \wedge \neg(dev = \mathit{NULL})$
 $\rightarrow \exists w.\mathbf{SoftwareHouse}(dev, w) \wedge \mathbf{Developer}(dev) \wedge \mathbf{develop}(dev, g)$
- m6) $\forall t.\forall g.\forall p.\forall c.\mathbf{spvg}(t, g, p, c) \wedge \neg(p = \mathit{NULL}) \rightarrow \mathbf{SoftwareHouse}(p) \wedge \mathbf{Publisher}(p) \wedge \mathbf{publish}(p, t)$
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Videogame, Console, ReleasedFor

- m7) $\forall id.\forall g.\forall c.\forall pub.\forall dev.\forall s.\forall y.\mathbf{vgsales}(id, g, c, pub, dev, s, y)$
 $\rightarrow \exists ge.\mathbf{Videogame}(g, ge) \wedge \mathbf{Console}(c) \wedge \exists us.\exists cs.\mathbf{ReleasedFor}(g, c, us, cs, s, y)$
- m8) $\forall t.\forall g.\mathbf{datagenreX}(t, g) \rightarrow \mathbf{Videogame}(t, g)$
- m9) $\forall t.\forall us.\forall ms.\forall p.\forall r.\mathbf{metacritic}(t, us, ms, p, r)$
 $\rightarrow \exists ge.\mathbf{Videogame}(t, ge) \wedge \mathbf{Console}(p) \wedge \exists us.\exists s.\exists y.\mathbf{ReleasedFor}(t, p, us, ms, s, y)$
- m10) $\forall t.\forall us.\forall ms.\forall p.\forall r.\mathbf{metacritic}(t, us, ms, p, r) \wedge \neg(us = \mathit{tdb}) \rightarrow \exists s.\exists y.\mathbf{ReleasedFor}(t, p, us, ms, s, y)$
- m11) $\forall t.\forall us.\forall ms.\forall p.\forall r.\mathbf{metacritic}(t, us, ms, p, r) \wedge \neg id.\exists pub.\exists dev.\exists s.\exists y.\mathbf{vgsales}(id, t, p, pub, dev, s, y)$
 $\rightarrow \exists us.\exists ms.\exists s.\mathbf{ReleasedFor}(t, p, us, ms, s, r)$
- m12) $\forall t.\forall g.\forall p.\forall c.\mathbf{spvg}(t, g, p, c) \rightarrow \exists ge.\mathbf{Videogame}(t, ge) \wedge \mathbf{Console}(c)$
- m13) $\forall t.\forall g.\forall p.\forall c.\mathbf{spvg}(t, g, p, c) \wedge \neg \exists ge.\mathbf{datagenreX}(t, ge) \rightarrow \mathbf{Videogame}(t, g)$
- m14) $\forall g.\forall r.\forall ge.\forall te.\forall oe.\forall pp.\forall tt.\mathbf{generalED}(g, r, ge, te, oe, pp, tt) \rightarrow \exists ge'.\mathbf{Videogame}(g, ge')$
- m15) $\forall g.\forall r.\forall ge.\forall te.\forall oe.\forall pp.\forall tt.\mathbf{generalED}(g, r, ge, te, oe, pp, tt) \wedge \dots$
 $\dots \wedge \neg \exists ge'.\forall p.\forall c.\mathbf{spvg}(g, ge', p, c) \wedge \neg \exists ge''.\mathbf{datagenreX}(g, ge'') \rightarrow \mathbf{Videogame}(g, ge)$
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eSport, Tournament

- m16) $\forall g.\forall r.\forall ge.\forall te.\forall oe.\forall pp.\forall tt.\mathbf{generalED}(g, r, ge, te, oe, pp, tt) \rightarrow \mathbf{eSport}(g, te, oe)$
- m17) $\forall d.\forall g.\forall e.\forall pp.\forall ne.\mathbf{historicalED}(d, g, e, pp, ne) \rightarrow \mathbf{Tournament}(d, g, e, pp, ne)$
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