

COMPUTATIONALLY HARD PROBLEMS

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Hand-in for week: 1

Exercise 1

A chess game configuration describes the current state in the well known chess game. Such a state includes the positions of the up to 32 available pieces on the 8 x 8-chess board and the color of the player whose turn it is next. The aim is to design a formal language L_{chess} for chess game configurations.

a)

Specify the alphabet Σ_{chess} you use.

$$\Sigma_{chess} = \{a, b, c, d, e, f, g, h, 1, 2, 3, 4, 5, 6, 7, 8, +, -, \#, Q, K, N, B, R, P\}$$

Description of letters

Short description of the given letters in the alphabet Σ_{chess}

Letters: a, b, c, d, e, f, g, h, 1, 2, 3, 4, 5, 6, 7, 8
Describe the position of a piece on the board

Letters: +, -
Describe the colors of the piece (- white, + black)

The Letter: #
Describe the beginning of a new fragment in the word

The Letters: Q, K, N, B, R, P
Describe the class of the piece.
Q: Queen
K: King
N: Knight
B: Bishop
R: Rook
P: Prawn

b)

Specify how a chess game configuration is encoded in the language L_{chess} .

Rules for L_{chess}

1. We only describe positions with pieces.
2. First fraction describe which turn it is.
3. When describing the position of a piece, we first tell the color of the piece, followed by the position on the board (letters first), followed by the letter representing the piece.

c)

Describe how one can check whether a given word $\omega \in \sum_{chess}^*$, and, if so, how the game configuration can be reconstructed.

The word is incorrect if $|\omega| < \text{minLength}$ or if $|\omega| > \text{maxLength}$.

$\text{minLength} = 2 \text{ next turn letters} + 5 \text{ pieces letters} = 7$

$\text{maxLength} = 2 \text{ next turn letters} + 5 \text{ pieces letters} * 32 \text{ pieces} = 162$

A word must be able to be defined as following $\frac{|\omega|-2}{5} = \mathbb{N}$

d)

How would the initial game configuration (i. e., the configuration the game is set up to begin with) be encoded in your language?

$- \# + a8R\# + b8N\# + c8B\# + d8K\# + e8Q\# + f8B\# + g8N\# + h8R\# + a7P\# + b7P\# + c7P\# + d7P\# + e7P\# + f7P\# + g7P\# + h7P\# - a1R\# - b1N\# - c1B\# - d1K\# - e1Q\# - f1B\# - g1N\# - h1R\# - a2P\# - b2P\# - c2P\# - d2P\# - e2P\# - f2P\# - g2P\# - h2P$