Hoo-Doo Solver

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Abstract. Este projecto consiste na implementao de um *solver* para o jogo de tabuleiro *Hoo-Doo*. O solver funciona para uma dimenso arbitrria do tabuleiro. A implementao foi feita usando Prolog, mas concretamente a plataforma *Sicstus Prolog* tendo sido usados para tal os mdulos desta mesma ferramente para Pragramao em Lgica com Restries sobre domnios finitos.

1 Introdução

With this chapter, the preliminaries are over, and we begin the search for periodic solutions ...

1.1 Autonomous Systems

In this section we will consider the case when the Hamiltonian $H(x)$ ...

The General Case: Nontriviality. We assume that H is (A_∞, B_∞)-subquadratic at infinity, for some constant ...

Notes and Comments. The first results on subharmonics were ...

Proposition 1. *Assume $H'(0) = 0$ and $H(0) = 0$. Set ...*

Proof (of proposition). Condition (8) means that, for every $\delta' > \delta$, there is some $\varepsilon > 0$ such that ... □

Example 1 ((External forcing)). Consider the system ...

Corollary 1. *Assume H is C^2 and (a_∞, b_∞)-subquadratic at infinity. Let ...*

Lemma 1. *Assume that H is C^2 on $\mathbb{R}^{2n}\backslash\{0\}$ and that $H''(x)$ is ...*

Theorem 1 ((Ghoussoub-Preiss)). *Let X be a Banach Space and $\Phi : X \to \mathbb{R}$ ...*

Definition 1. *We shall say that a C^1 function $\Phi : X \to \mathbb{R}$ satisfies ...*