**Reasoning with Computational Tree Logic**

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**Human vs Computer**

I move Pawn, he most likely moves that; then I move Knight, he most likely moves that; then I move Bishop, he most likely moves that; then I move Castle, he most likely moves that; then I move Queen, he most likely moves that;

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“Sigh” I really can’t do more.

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I only can think 5 steps in advance.

I **FEEL** this is a good move according to my intuition and experience.

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**Computational Tree Logic**

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I can think hundreds of steps in advance.

I **KNOW** this is a good move according to my reasoning with CTL.

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**Interview with Human Player**

How do you feel after the match? What can you do to improve your skills for the next year?

Human Player

I have no regret although I lost. He is better than me indeed. For the next year, the only way I can do better is that I have to hire a terminator as my assistant. :-)

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**Interview with Computer Player**

How do you feel after the match? What can you do to improve your skills for the next year?

Computer Player

The human champion is good, but is not the best. For the next year, one way to improve is to use an implementable novel calculus for Computational Tree Logic (CTL). I know some people in Liverpool intend to use techniques of first-order logic to handle CTL problems. If I can get it first, probably I will also become the best amongst computer players.