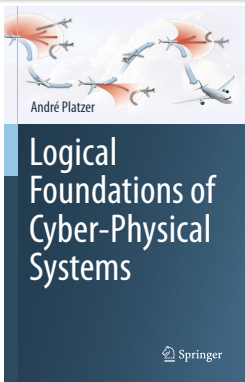
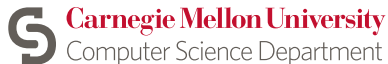


15: Winning Strategies & Regions

Logical Foundations of Cyber-Physical Systems



Stefan Mitsch



1 Learning Objectives

2 Denotational Semantics

- Differential Game Logic Semantics
- Hybrid Game Semantics

3 Semantics of Repetition

- Repetition with Advance Notice
- Infinite Iterations and Inflationary Semantics
- Ordinals
- Inflationary Semantics of Repetitions
- Implicit Definitions vs. Explicit Constructions
- +1 Argument
- Fixpoints and Pre-fixpoints
- Comparing Fixpoints
- Characterizing Winning Repetitions Implicitly

4 Summary

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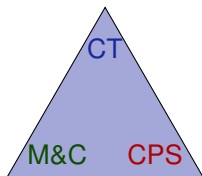
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4 Summary

Learning Objectives

Winning Strategies & Regions

fundamental principles of computational thinking
logical extensions
PL modularity principles
compositional extensions
differential game logic
denotational vs. operational semantics



adversarial dynamics
adversarial semantics
adversarial repetitions
fixpoints

CPS semantics
multi-agent operational-effects
mutual reactions
complementary hybrid systems

Definition (Hybrid game α)

$$\alpha, \beta ::= x := e \mid ?Q \mid x' = f(x) \& Q \mid \alpha \cup \beta \mid \alpha; \beta \mid \alpha^* \mid \alpha^d$$

Definition (dGL Formula P)

$$P, Q ::= e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid \forall x P \mid \exists x P \mid \langle \alpha \rangle P \mid [\alpha] P$$

Differential Game Logic: Syntax

Discrete
Assign

Test
Game

Differential
Equation

Choice
Game

Seq.
Game

Repeat
Game

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All
Reals

Some
Reals

Differential Game Logic: Syntax

Discrete
Assign

Test
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Repeat
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Dual
Game

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All
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Angel
Wins

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All
Reals

Some
Reals

Angel
Wins

Demon
Wins

Differential Game Logic: Syntax

Discrete
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Test
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“Angel has Wings $\langle \alpha \rangle$ ”

All
Reals

Some
Reals

Angel
Wins

Demon
Wins

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$\llbracket \cdot \rrbracket : \text{Fml} \rightarrow \wp(\mathcal{S})$

$$\llbracket e_1 \geq e_2 \rrbracket = \{ \omega \in \mathcal{S} : \omega[e_1] \geq \omega[e_2] \}$$

$$\llbracket \neg P \rrbracket = (\llbracket P \rrbracket)^c$$

$$\llbracket P \wedge Q \rrbracket = \llbracket P \rrbracket \cap \llbracket Q \rrbracket$$

$$\llbracket \langle \alpha \rangle P \rrbracket = \zeta_\alpha(\llbracket P \rrbracket) \quad \{ \omega : v \in \llbracket P \rrbracket \text{ for some } v \text{ with } (\omega, v) \in \llbracket \alpha \rrbracket \} \text{ ???}$$

$$\llbracket [\alpha] P \rrbracket = \delta_\alpha(\llbracket P \rrbracket)$$

Only for HPs. No interactive play!

Definition (dGL Formula P)

$\llbracket \cdot \rrbracket : \text{Fml} \rightarrow \wp(\mathcal{S})$

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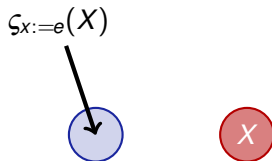
Definition (Hybrid game α : denotational semantics)

$\mathcal{S}_{x:=e}(X) =$



Definition (Hybrid game α : denotational semantics)

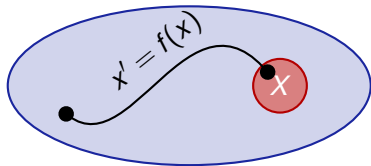
$$\llbracket \alpha \rrbracket = \{ \omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X \}$$



Differential Game Logic: Denotational Semantics

Definition (Hybrid game α : denotational semantics)

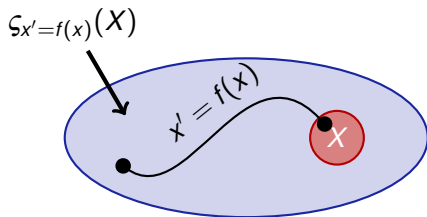
$$\llbracket x' = f(x) \& Q(X) \rrbracket =$$



Differential Game Logic: Denotational Semantics

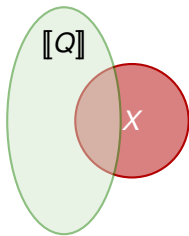
Definition (Hybrid game α : denotational semantics)

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Definition (Hybrid game α : denotational semantics)

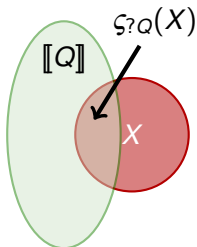
$$\zeta_{?Q}(X) =$$



Differential Game Logic: Denotational Semantics

Definition (Hybrid game α : denotational semantics)

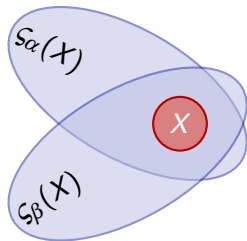
$$\zeta_{?Q}(X) = \llbracket Q \rrbracket \cap X$$



Differential Game Logic: Denotational Semantics

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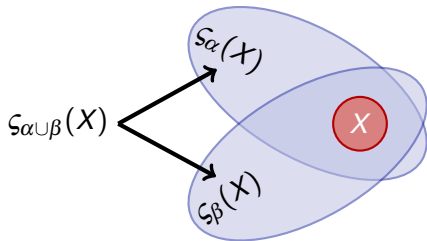
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Differential Game Logic: Denotational Semantics

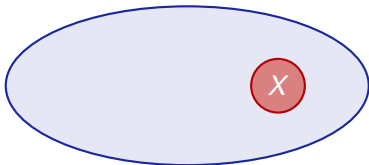
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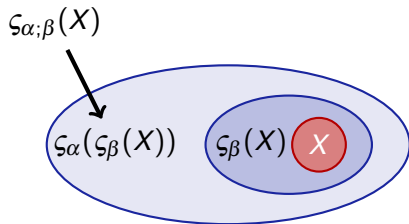
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$$\zeta_{\alpha;\beta}(X) =$$



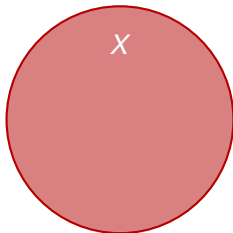
Definition (Hybrid game α : denotational semantics)

$$\wp_{\alpha;\beta}(X) = \wp_{\alpha}(\wp_{\beta}(X))$$



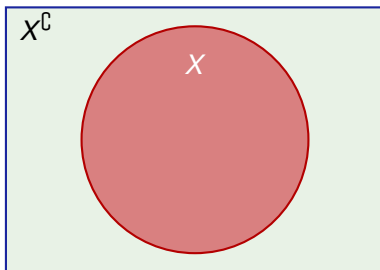
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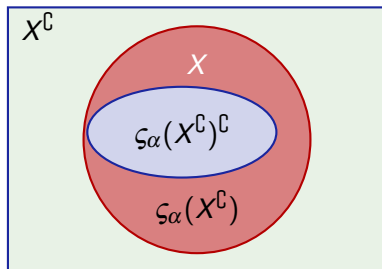
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Differential Game Logic: Denotational Semantics

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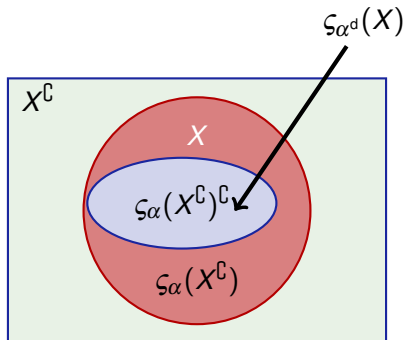
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Differential Game Logic: Denotational Semantics

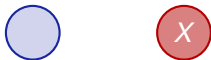
Definition (Hybrid game α : denotational semantics)

$$\mathfrak{S}_{\alpha^d}(X) = (\mathfrak{S}_{\alpha}(X^{\mathbb{C}}))^{\mathbb{C}}$$



Definition (Hybrid game α : denotational semantics)

$$\delta_{x:=e}(X) =$$



Definition (Hybrid game α : denotational semantics)

$$\delta_{x:=e}(X) = \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\}$$

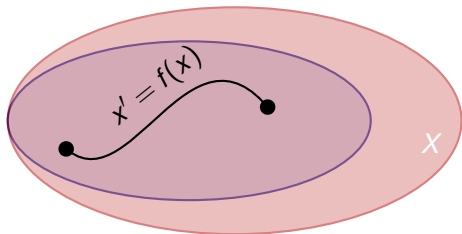
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Differential Game Logic: Denotational Semantics

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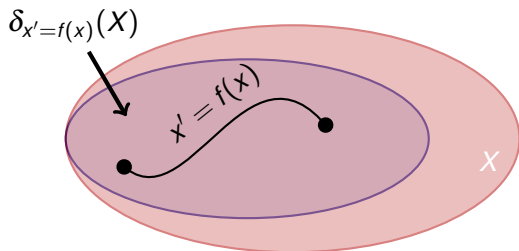
$$\delta_{x'=f(x) \& Q}(X) =$$



Differential Game Logic: Denotational Semantics

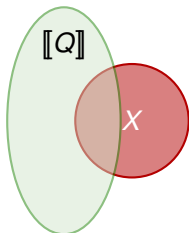
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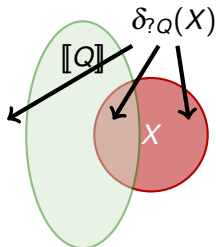
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Differential Game Logic: Denotational Semantics

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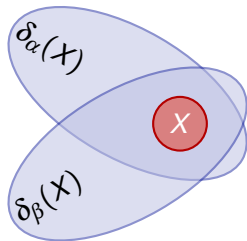
$$\delta_{?Q}(X) = \llbracket Q \rrbracket^c \cup X$$



Differential Game Logic: Denotational Semantics

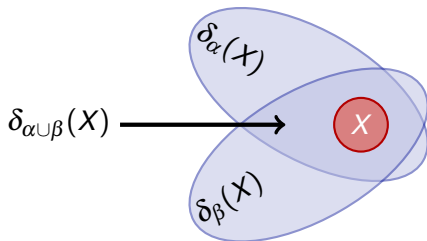
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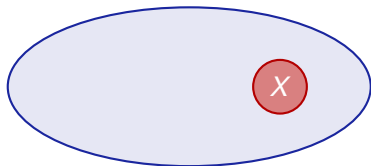
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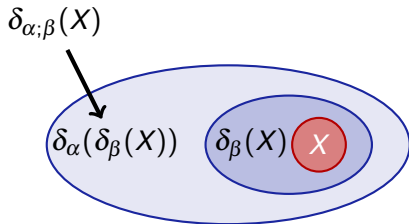
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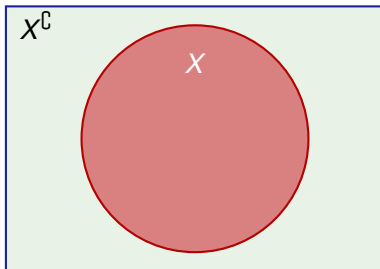
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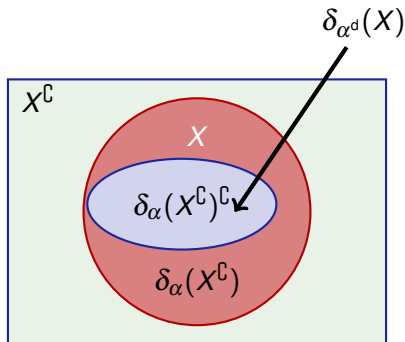
$$\delta_{\alpha^d}(X) =$$



Differential Game Logic: Denotational Semantics

Definition (Hybrid game α : denotational semantics)

$$\delta_{\alpha^d}(X) = (\delta_{\alpha}(X^c))^c$$



Definition (Hybrid game α)

$\llbracket \cdot \rrbracket : \text{HG} \rightarrow (\wp(\mathcal{S}) \rightarrow \wp(\mathcal{S}))$

$$\begin{aligned} \wp_{x:=e}(X) &= \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\} \\ \wp_{x'=f(x)}(X) &= \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X \text{ for some } r \geq 0 \text{ and } \varphi \models x' = f(x)\} \\ \wp_{?Q}(X) &= \llbracket Q \rrbracket \cap X \\ \wp_{\alpha \cup \beta}(X) &= \wp_{\alpha}(X) \cup \wp_{\beta}(X) \\ \wp_{\alpha ; \beta}(X) &= \wp_{\alpha}(\wp_{\beta}(X)) \\ \wp_{\alpha^*}(X) &= \\ \wp_{\alpha^d}(X) &= (\wp_{\alpha}(X^c))^c \end{aligned}$$

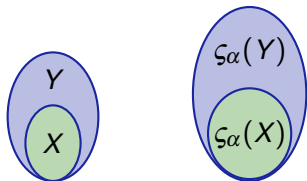
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$$\begin{aligned} \llbracket e_1 \geq e_2 \rrbracket &= \{\omega \in \mathcal{S} : \omega[e_1] \geq \omega[e_2]\} \\ \llbracket \neg P \rrbracket &= (\llbracket P \rrbracket)^c \\ \llbracket P \wedge Q \rrbracket &= \llbracket P \rrbracket \cap \llbracket Q \rrbracket \\ \llbracket \langle \alpha \rangle P \rrbracket &= \wp_{\alpha}(\llbracket P \rrbracket) \\ \llbracket [\alpha] P \rrbracket &= \delta_{\alpha}(\llbracket P \rrbracket) \end{aligned}$$

Lemma (Monotonicity)

$\zeta_\alpha(X) \subseteq \zeta_\alpha(Y)$ and $\delta_\alpha(X) \subseteq \delta_\alpha(Y)$ for all $X \subseteq Y$



Lemma (Monotonicity)

$\varsigma_\alpha(X) \subseteq \varsigma_\alpha(Y)$ and $\delta_\alpha(X) \subseteq \delta_\alpha(Y)$ for all $X \subseteq Y$

Definition (Hybrid game α)

$[[\cdot]] : \text{HG} \rightarrow (\wp(\mathcal{S}) \rightarrow \wp(\mathcal{S}))$

$$\varsigma_{x:=e}(X) = \{\omega \in \mathcal{S} : \omega_x^{\omega[[e]]} \in X\}$$

$$\varsigma_{x'=f(x)}(X) = \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X \text{ for some } r \geq 0 \text{ and } \varphi \models x' = f(x)\}$$

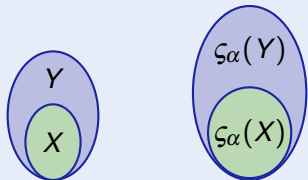
$$\varsigma_{?Q}(X) = [[Q]] \cap X$$

$$\varsigma_{\alpha \cup \beta}(X) = \varsigma_\alpha(X) \cup \varsigma_\beta(X)$$

$$\varsigma_{\alpha;\beta}(X) = \varsigma_\alpha(\varsigma_\beta(X))$$

$$\varsigma_{\alpha^*}(X) =$$

$$\varsigma_{\alpha^d}(X) = (\varsigma_\alpha(X^c))^c$$



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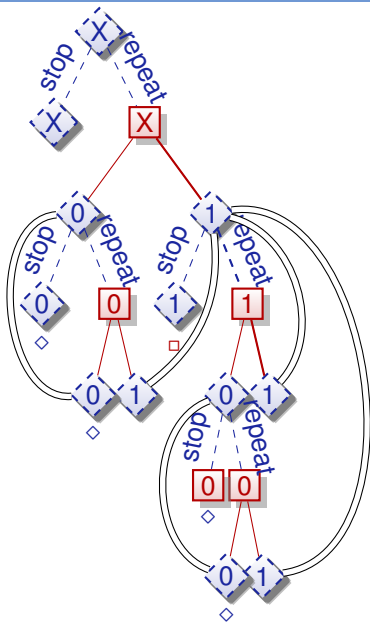
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4 Summary

Filibusters & The Significance of Finitude

$\langle (x := 0 \cap x := 1)^* \rangle x = 0$

$\stackrel{\text{wfd}}{\rightsquigarrow}$ false unless $x = 0$



Definition (Hybrid game α)

$$\zeta_{\alpha^*}(X) =$$

Definition (Hybrid game α)

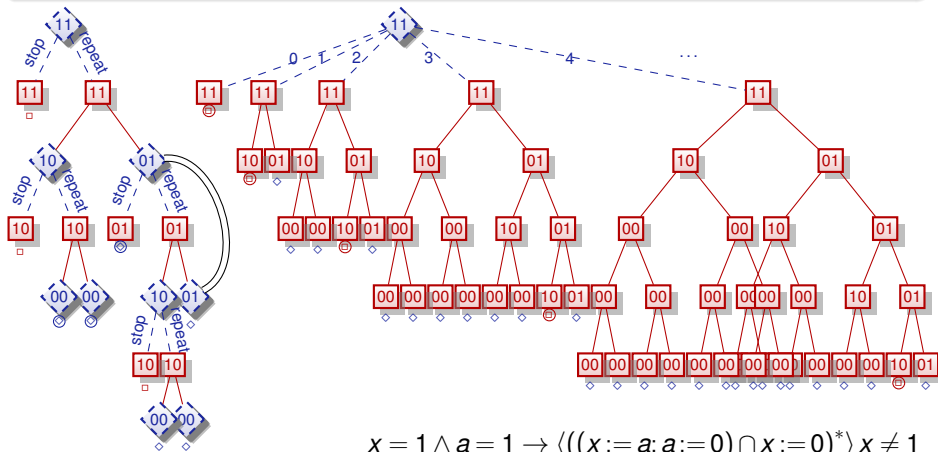
$$\mathcal{S}\alpha^*(X) = \bigcup_{n \in \mathbb{N}} \mathcal{S}\alpha^n(X)$$

$$\llbracket \alpha^* \rrbracket = \bigcup_{n \in \mathbb{N}} \llbracket \alpha^n \rrbracket \quad \text{where } \alpha^{n+1} \equiv \alpha^n; \alpha \quad \alpha^0 \equiv ?\text{true} \quad \text{for HP } \alpha$$

Semantics of Repetition

Definition (Hybrid game α)

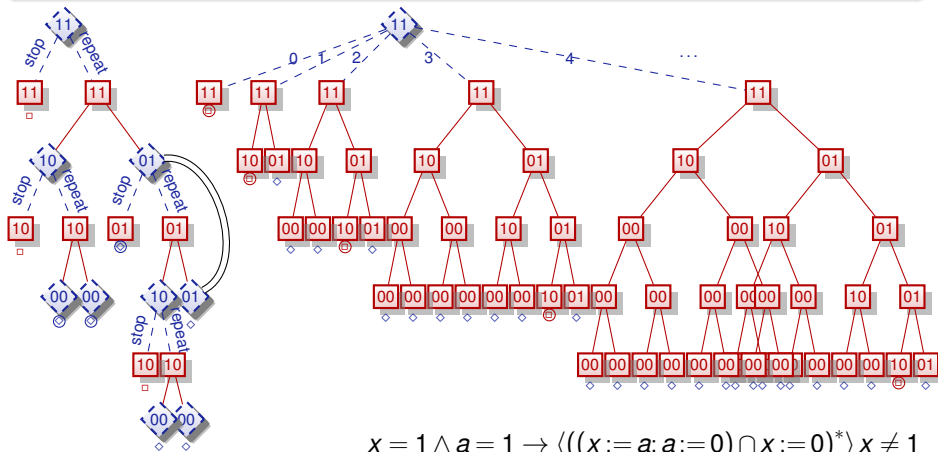
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Definition (Hybrid game α)

$$\mathcal{S}\alpha^*(X) = \bigcup_{n \in \mathbb{N}} \mathcal{S}\alpha^n(X)$$

advance notice semantics?

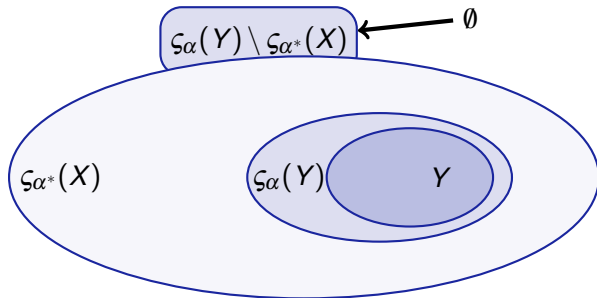


+1 Argument

Note (+1 argument)

$$Y \subseteq \zeta_{\alpha^*}(X) \text{ then } \zeta_{\alpha}(Y) \subseteq \zeta_{\alpha^*}(X)$$

Since $\zeta_{\alpha}(Y)$ is just one more round away from Y .



Definition (Hybrid game α)

$$\mathfrak{S}^{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \mathfrak{S}_\alpha^n(X)$$

$$\mathfrak{S}_\alpha^0(X) \stackrel{\text{def}}{=} X$$

$$\mathfrak{S}_\alpha^{k+1}(X) \stackrel{\text{def}}{=} X \cup \mathfrak{S}_\alpha(\mathfrak{S}_\alpha^k(X))$$



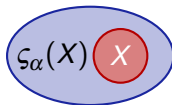
Semantics of Repetition

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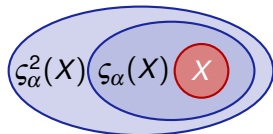


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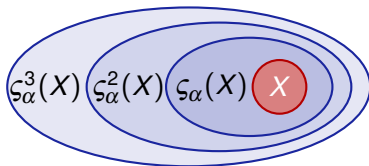


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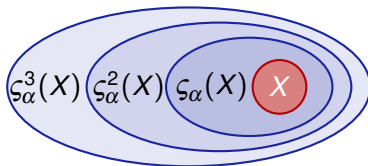
Definition (Hybrid game α)

$$\mathfrak{S}_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \mathfrak{S}_{\alpha}^n(X)$$

n outside the game so Demon won't know

$$\mathfrak{S}_{\alpha}^0(X) \stackrel{\text{def}}{=} X$$

$$\mathfrak{S}_{\alpha}^{k+1}(X) \stackrel{\text{def}}{=} X \cup \mathfrak{S}_{\alpha}(\mathfrak{S}_{\alpha}^k(X))$$



Definition (Hybrid game α)

$$\mathfrak{S}_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \mathfrak{S}_{\alpha}^n(X)$$

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Example

$$\langle (x := 1; x' = 1^d \cup x := x - 1)^* \rangle (0 \leq x < 1)$$

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 ω -semantics

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$$\mathfrak{S}_{\alpha}^{\omega}([0, 1)) = \bigcup_{n \in \mathbb{N}} \mathfrak{S}_{\alpha}^n([0, 1)) = [0, \infty) \neq \mathbb{R}$$

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Example

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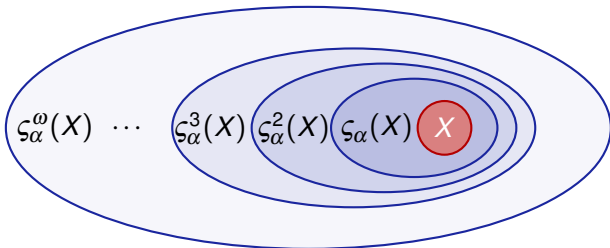
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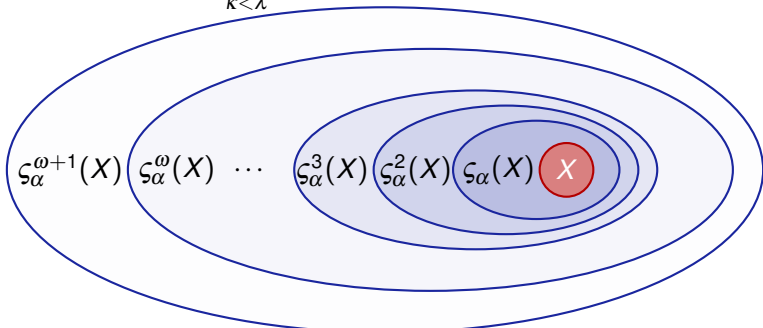
$$\mathfrak{S}_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \mathfrak{S}_{\alpha}^n(X)$$

missing winning strategies

$$\mathfrak{S}_{\alpha}^0(X) \stackrel{\text{def}}{=} X$$

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Expedition: Ordinal Arithmetic

$$l + 0 = l$$

$$l + (\kappa + 1) = (l + \kappa) + 1 \quad \text{successor } \kappa + 1$$

$$l + \lambda = \bigsqcup_{\kappa < \lambda} l + \kappa \quad \text{limit } \lambda$$

$$l \cdot 0 = 0$$

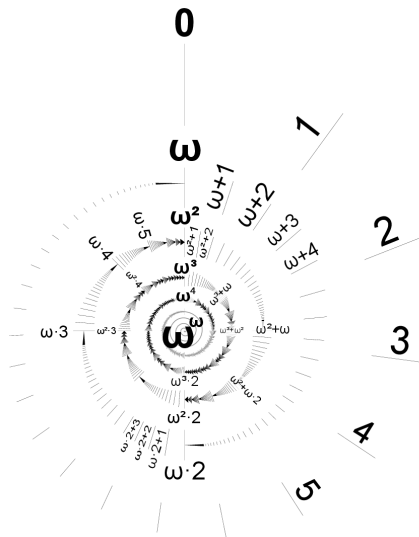
$$l \cdot (\kappa + 1) = (l \cdot \kappa) + l \quad \text{successor } \kappa + 1$$

$$l \cdot \lambda = \bigsqcup_{\kappa < \lambda} l \cdot \kappa \quad \text{limit } \lambda$$

$$l^0 = 1$$

$$l^{\kappa + 1} = l^{\kappa} \cdot l \quad \text{successor } \kappa + 1$$

$$l^{\lambda} = \bigsqcup_{\kappa < \lambda} l^{\kappa} \quad \text{limit } \lambda$$



$$2 \cdot \omega = 4 \cdot \omega \neq \omega \cdot 2 < \omega \cdot 4$$

Definition (Hybrid game α)

$$\mathfrak{S}_{\alpha^*}(X) = \bigcup_{\kappa < \infty} \mathfrak{S}_{\alpha}^{\kappa}(X)$$

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$\lambda \neq 0$ a limit ordinal

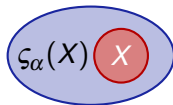
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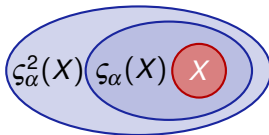
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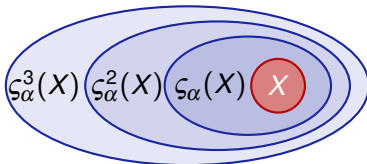
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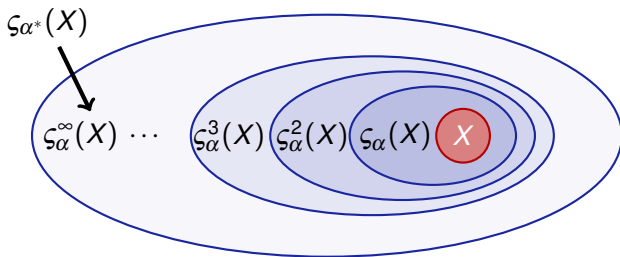
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Definition (Hybrid game α)

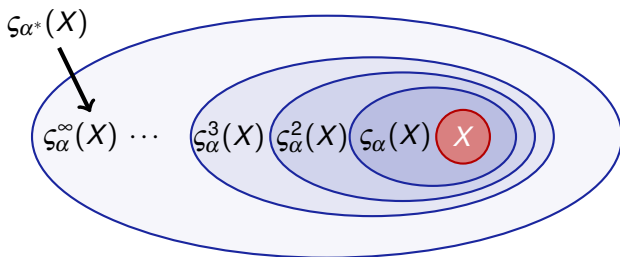
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Definition (Hybrid game α)

$$\mathfrak{S}_{\alpha^*}(X) = \bigcup_{\kappa < \infty} \mathfrak{S}_{\alpha}^{\kappa}(X)$$

requires transfinite patience



Implicit Definitions

The advantages of implicit definition over construction are roughly those of theft over honest toil.

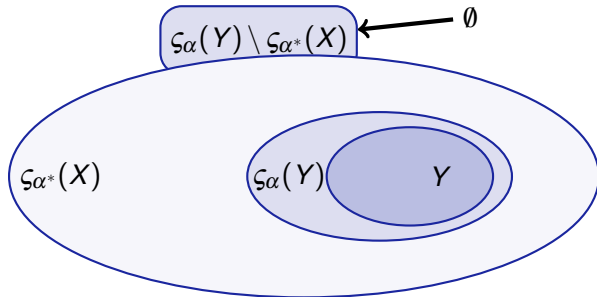
— Bertrand Russell

+1 Argument

Note (+1 argument)

$$Y \subseteq \zeta_{\alpha^*}(X) \text{ then } \zeta_{\alpha}(Y) \subseteq \zeta_{\alpha^*}(X)$$

Since $\zeta_{\alpha}(Y)$ is just one more round away from Y .



+1 Argument

Note (+1 argument)

$$Y \subseteq \zeta_{\alpha^*}(X) \text{ then } \zeta_{\alpha}(Y) \subseteq \zeta_{\alpha^*}(X)$$

$$Z \stackrel{\text{def}}{=} \zeta_{\alpha^*}(X) \text{ then } \zeta_{\alpha}(Z) \subseteq \zeta_{\alpha^*}(X) = Z$$

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- Which Z with $\zeta_{\alpha}(Z) \subseteq Z$ is the right one?
- Are there multiple such Z ?
- Does such a Z exist?

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- Then: $\zeta_{?Q^d}([\neg Q]) = \zeta_{?Q}([\neg Q]^c)^c = ([Q] \cap [Q])^c = [\neg Q] \subseteq [\neg Q]$

Note (+1 argument)

$$Y \subseteq \varsigma_{\alpha^*}(X) \text{ then } \varsigma_{\alpha}(Y) \subseteq \varsigma_{\alpha^*}(X)$$

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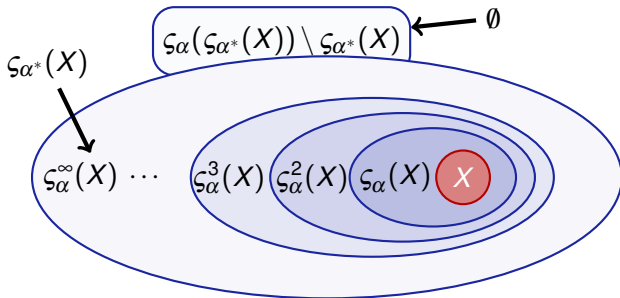
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- Then: $\varsigma_{?Q^d}([\neg Q]) = \varsigma_{?Q}([\neg Q]^c)^c = ([Q] \cap [Q])^c = [\neg Q] \subseteq [\neg Q]$
- Still too small: $X \subseteq Z$ since Angel may decide not to repeat

Fixpoints and Pre-Fixpoints

Definition (Pre-fixpoint)

$$X \cup \zeta_\alpha(Z) \subseteq Z$$

for the winning region $Z \stackrel{\text{def}}{=} \zeta_{\alpha^*}(X)$

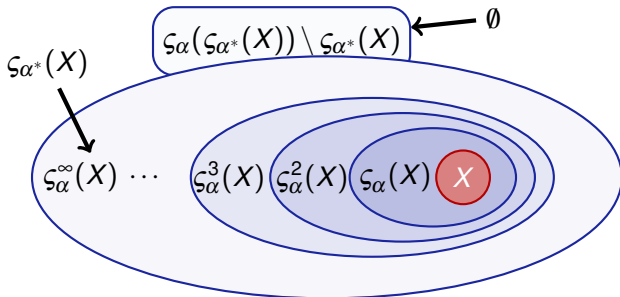


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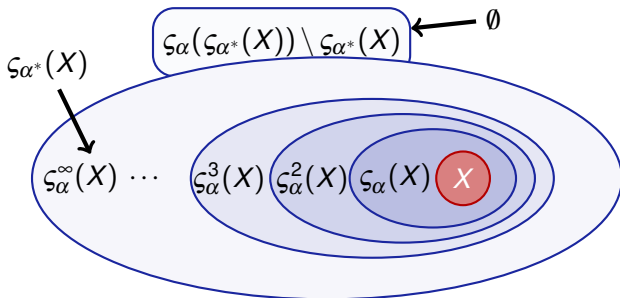
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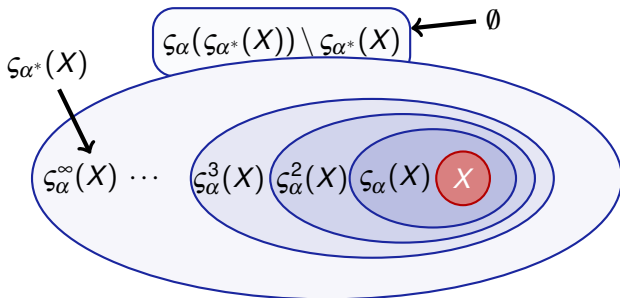
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- Which Z is the right one?
- Are there multiple such Z ? Does such a Z exist?
- Existence: $Z = \mathcal{S}$ but that's too big and independent of α

Comparing (Pre-)Fixpoints

Lemma ()

$$X \cup \zeta_{\alpha}(Y) \subseteq Y$$

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are pre-fixpoints, then

Comparing (Pre-)Fixpoints

Lemma (Intersection closure)

$$X \cup \zeta_\alpha(Y) \subseteq Y$$

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are pre-fixpoints, then $Y \cap Z$ is a smaller pre-fixpoint.

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Proof.

$$X \cup \zeta_\alpha(Y \cap Z) \stackrel{\text{mon}}{\subseteq} X \cup (\zeta_\alpha(Y) \cap \zeta_\alpha(Z)) \stackrel{\text{above}}{\subseteq} Y \cap Z \quad \square$$

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Even: The intersection of *any* family of pre-fixpoints is a pre-fixpoint!

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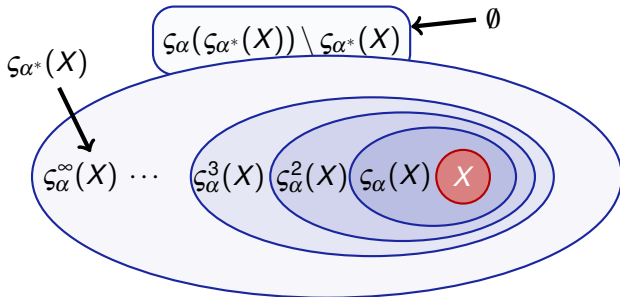
Even: The intersection of *any* family of pre-fixpoints is a pre-fixpoint!

So: repetition semantics is the smallest pre-fixpoint (well-founded)

Semantics of Repetition

Definition (Hybrid game α)

$$\zeta_{\alpha^*}(X) = \bigcap \{Z \subseteq \mathcal{S} : X \cup \zeta_{\alpha}(Z) \subseteq Z\}$$



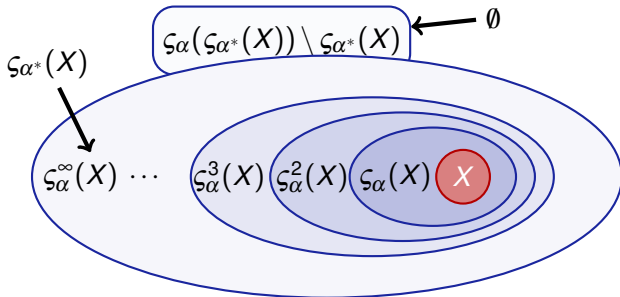
$$X \cup \zeta_{\alpha}(\zeta_{\alpha^*}(X)) \subseteq \zeta_{\alpha^*}(X)$$

$\zeta_{\alpha^*}(X)$ intersection of solutions

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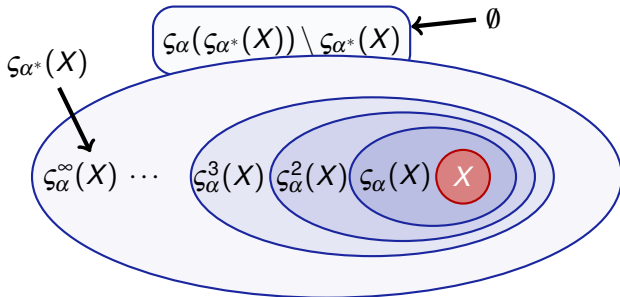
$$\zeta_{\alpha}(Z) \subseteq \zeta_{\alpha}(\zeta_{\alpha^*}(X))$$

$\zeta_{\alpha^*}(X)$ intersection of solutions
by mon since $Z \subseteq \zeta_{\alpha^*}(X)$

Semantics of Repetition

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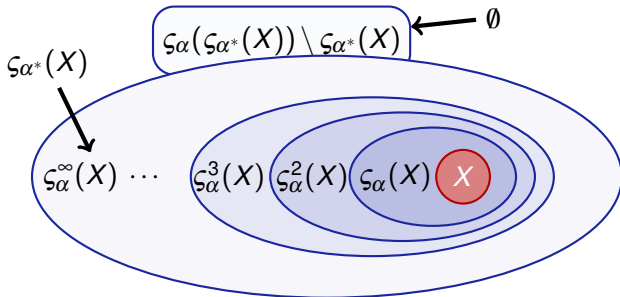
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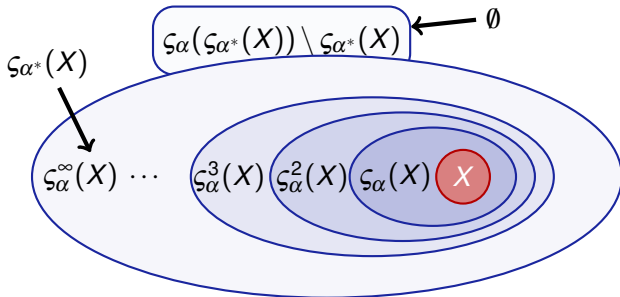
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Semantics of Repetition

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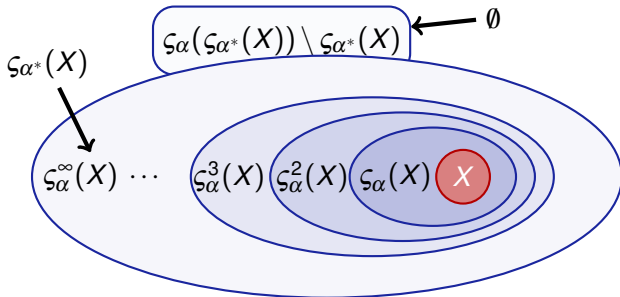
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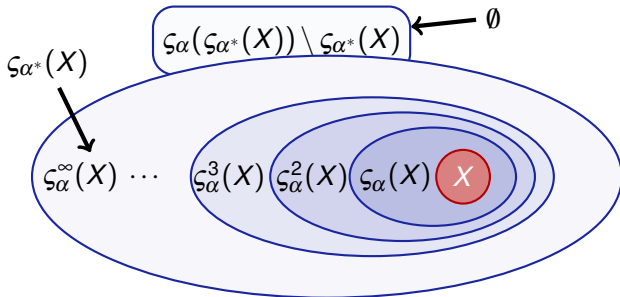
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Semantics of Repetition

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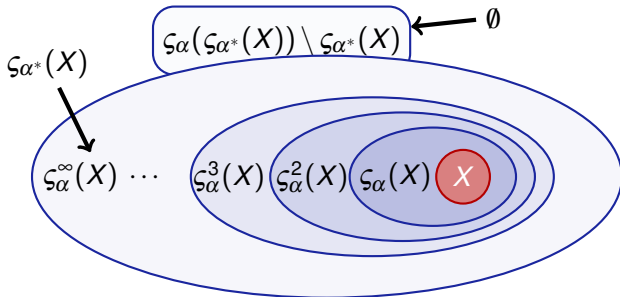
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Semantics of Repetition

Definition (Hybrid game α)

$$\zeta_{\alpha^*}(X) = \bigcap \{Z \subseteq \mathcal{S} : X \cup \zeta_{\alpha}(Z) = Z\} = \bigcup_{k < \infty} \zeta_{\alpha}^k(X) \quad \text{by Knaster-Tarski}$$



$$Z \stackrel{\text{def}}{=} X \cup \zeta_{\alpha}(\zeta_{\alpha^*}(X)) \subseteq \zeta_{\alpha^*}(X)$$

$\zeta_{\alpha^*}(X)$ intersection of solutions

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1 Learning Objectives

2 Denotational Semantics

- Differential Game Logic Semantics
- Hybrid Game Semantics

3 Semantics of Repetition

- Repetition with Advance Notice
- Infinite Iterations and Inflationary Semantics
- Ordinals
- Inflationary Semantics of Repetitions
- Implicit Definitions vs. Explicit Constructions
- +1 Argument
- Fixpoints and Pre-fixpoints
- Comparing Fixpoints
- Characterizing Winning Repetitions Implicitly

4 Summary

Definition (Hybrid game α)

$\llbracket \cdot \rrbracket : \text{HG} \rightarrow (\wp(\mathcal{S}) \rightarrow \wp(\mathcal{S}))$

$$\begin{aligned} \wp_{x:=e}(X) &= \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\} \\ \wp_{x'=f(x)}(X) &= \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X \text{ for some } r \geq 0 \text{ and } \varphi \models x' = f(x)\} \\ \wp_{?Q}(X) &= \llbracket Q \rrbracket \cap X \\ \wp_{\alpha \cup \beta}(X) &= \wp_{\alpha}(X) \cup \wp_{\beta}(X) \\ \wp_{\alpha ; \beta}(X) &= \wp_{\alpha}(\wp_{\beta}(X)) \\ \wp_{\alpha^*}(X) &= \bigcup_{k < \infty} \wp_{\alpha}^k(X) \\ \wp_{\alpha^d}(X) &= (\wp_{\alpha}(X^{\mathbb{C}}))^{\mathbb{C}} \end{aligned}$$

Definition (dGL Formula P)

$\llbracket \cdot \rrbracket : \text{Fml} \rightarrow \wp(\mathcal{S})$

$$\begin{aligned} \llbracket e_1 \geq e_2 \rrbracket &= \{\omega \in \mathcal{S} : \omega[e_1] \geq \omega[e_2]\} \\ \llbracket \neg P \rrbracket &= (\llbracket P \rrbracket)^{\mathbb{C}} \\ \llbracket P \wedge Q \rrbracket &= \llbracket P \rrbracket \cap \llbracket Q \rrbracket \\ \llbracket \langle \alpha \rangle P \rrbracket &= \wp_{\alpha}(\llbracket P \rrbracket) \\ \llbracket [\alpha] P \rrbracket &= \delta_{\alpha}(\llbracket P \rrbracket) \end{aligned}$$

Definition (Hybrid game α)

$\llbracket \cdot \rrbracket : \text{HG} \rightarrow (\wp(\mathcal{S}) \rightarrow \wp(\mathcal{S}))$

$$\begin{aligned} \zeta_{x:=e}(X) &= \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\} \\ \zeta_{x'=f(x)}(X) &= \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X \text{ for some } r \geq 0 \text{ and } \varphi \models x' = f(x)\} \\ \zeta_{?Q}(X) &= \llbracket Q \rrbracket \cap X \\ \zeta_{\alpha \cup \beta}(X) &= \zeta_{\alpha}(X) \cup \zeta_{\beta}(X) \\ \zeta_{\alpha;\beta}(X) &= \zeta_{\alpha}(\zeta_{\beta}(X)) \\ \zeta_{\alpha^*}(X) &= \bigcup_{k < \infty} \zeta_{\alpha}^k(X) = \bigcap \{Z \subseteq \mathcal{S} : X \cup \zeta_{\alpha}(Z) \subseteq Z\} \\ \zeta_{\alpha^d}(X) &= (\zeta_{\alpha}(X^{\complement}))^{\complement} \end{aligned}$$

Definition (dGL Formula P)

$\llbracket \cdot \rrbracket : \text{Fml} \rightarrow \wp(\mathcal{S})$

$$\begin{aligned} \llbracket e_1 \geq e_2 \rrbracket &= \{\omega \in \mathcal{S} : \omega[e_1] \geq \omega[e_2]\} \\ \llbracket \neg P \rrbracket &= (\llbracket P \rrbracket)^{\complement} \\ \llbracket P \wedge Q \rrbracket &= \llbracket P \rrbracket \cap \llbracket Q \rrbracket \\ \llbracket \langle \alpha \rangle P \rrbracket &= \zeta_{\alpha}(\llbracket P \rrbracket) \\ \llbracket [\alpha] P \rrbracket &= \delta_{\alpha}(\llbracket P \rrbracket) \end{aligned}$$

Definition (Hybrid game α)

$\llbracket \cdot \rrbracket : \text{HG} \rightarrow (\wp(\mathcal{S}) \rightarrow \wp(\mathcal{S}))$

$$\begin{aligned} \zeta_{x:=e}(X) &= \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\} \\ \zeta_{x'=f(x)}(X) &= \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X \text{ for some } r \geq 0 \text{ and } \varphi \models x' = f(x)\} \\ \zeta_{?Q}(X) &= \llbracket Q \rrbracket \cap X \\ \zeta_{\alpha \cup \beta}(X) &= \zeta_{\alpha}(X) \cup \zeta_{\beta}(X) \\ \zeta_{\alpha;\beta}(X) &= \zeta_{\alpha}(\zeta_{\beta}(X)) \\ \zeta_{\alpha^*}(X) &= \bigcap \{Z \subseteq \mathcal{S} : X \cup \zeta_{\alpha}(Z) \subseteq Z\} \\ \zeta_{\alpha^d}(X) &= (\zeta_{\alpha}(X^c))^c \end{aligned}$$

Definition (dGL Formula P)

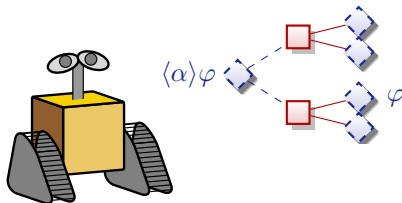
$\llbracket \cdot \rrbracket : \text{Fml} \rightarrow \wp(\mathcal{S})$

$$\begin{aligned} \llbracket e_1 \geq e_2 \rrbracket &= \{\omega \in \mathcal{S} : \omega[e_1] \geq \omega[e_2]\} \\ \llbracket \neg P \rrbracket &= (\llbracket P \rrbracket)^c \\ \llbracket P \wedge Q \rrbracket &= \llbracket P \rrbracket \cap \llbracket Q \rrbracket \\ \llbracket \langle \alpha \rangle P \rrbracket &= \zeta_{\alpha}(\llbracket P \rrbracket) \\ \llbracket [\alpha] P \rrbracket &= \delta_{\alpha}(\llbracket P \rrbracket) \end{aligned}$$



differential game logic

$$\text{dGL} = \text{GL} + \text{HG} = \text{dL} + \text{d}$$



- Semantics for differential game logic
- Simple compositional denotational semantics
- Meaning is a simple function of its pieces
- Outlier: repetition is subtle higher-ordinal iteration
- Better: repetition means least fixpoint

Next chapter

- 1 Axiomatics
- 2 How to win and prove hybrid games



André Platzer.

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