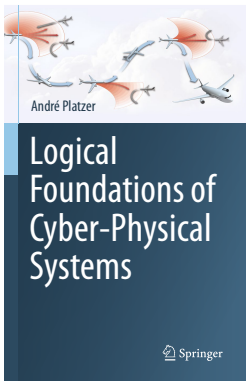


15: Winning Strategies & Regions

Logical Foundations of Cyber-Physical Systems



André Platzer

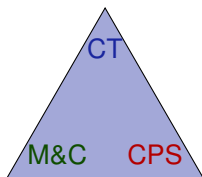
Karlsruhe Institute of Technology
Department of Informatics

Computer Science Department
Carnegie Mellon University

- 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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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)

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

Discrete
Assign

Test
Game

Differential
Equation

Choice
Game

Seq.
Game

Repeat
Game

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All
Reals

Some
Reals

Discrete
Assign

Test
Game

Differential
Equation

Choice
Game

Seq.
Game

Repeat
Game

Dual
Game

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All
Reals

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All
Reals

Some
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Angel
Wins

Discrete
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All
Reals

Some
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Angel
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Demon
Wins

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

All
Reals

Some
Reals

Angel
Wins

Demon
Wins

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Definition (dGL Formula P)

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

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

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

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

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

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

Only for HPs. No interactive play!

Definition (dGL Formula P)

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

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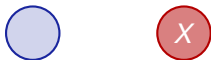
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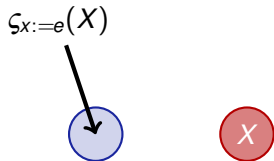
Definition (Hybrid game α : denotational semantics)

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



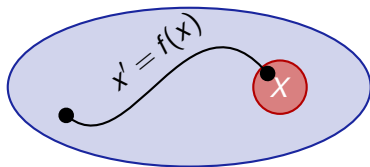
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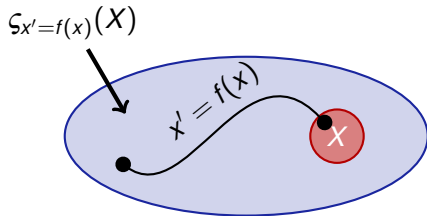
Definition (Hybrid game α : denotational semantics)

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



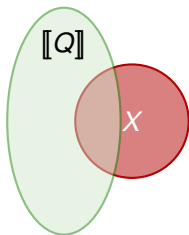
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$$\mathcal{S}_{x'=f(x) \& Q}(X) = \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X \text{ for an } r \text{ and } \varphi \models x' = f(x) \wedge Q\}$$



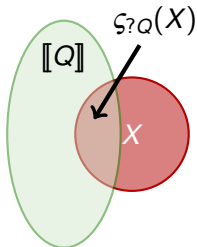
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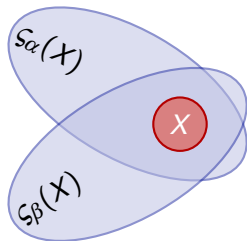
Definition (Hybrid game α : denotational semantics)

$$\llbracket \alpha \rrbracket(X) = \llbracket Q \rrbracket \cap X$$



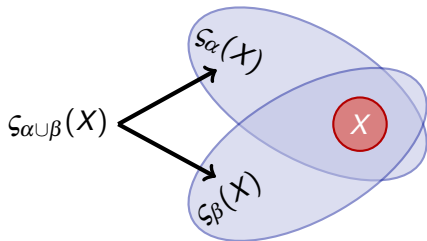
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$$\mathcal{S}_{\alpha \cup \beta}(X) =$$



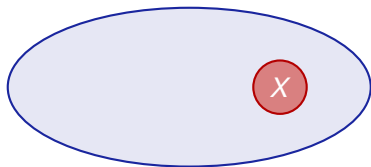
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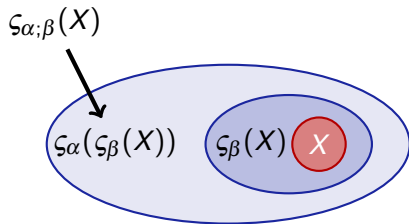
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$$\mathcal{S}_{\alpha;\beta}(X) =$$



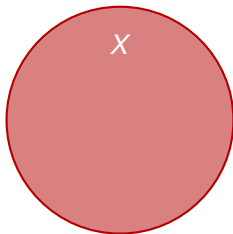
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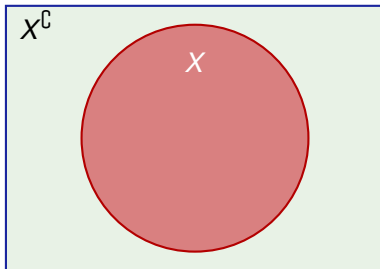
Definition (Hybrid game α : denotational semantics)

$$\mathcal{S}_{\alpha^d}(X) =$$



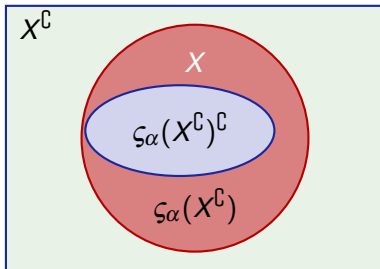
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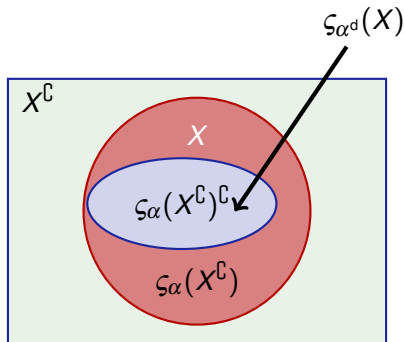
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Definition (Hybrid game α : denotational semantics)

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



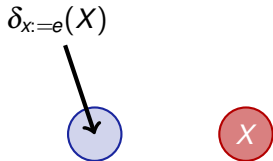
Definition (Hybrid game α : denotational semantics)

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



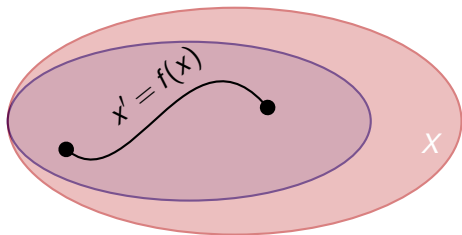
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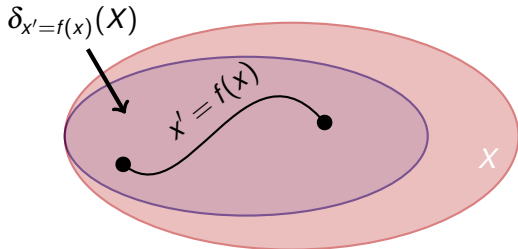
Definition (Hybrid game α : denotational semantics)

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



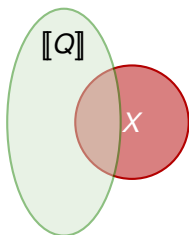
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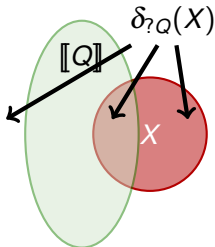
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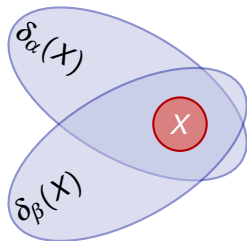
Definition (Hybrid game α : denotational semantics)

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



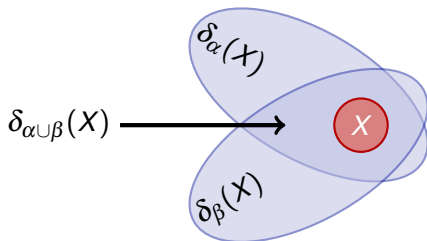
Definition (Hybrid game α : denotational semantics)

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



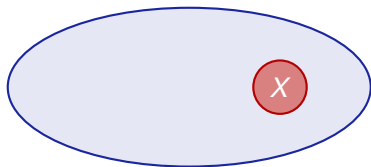
Definition (Hybrid game α : denotational semantics)

$$\delta_{\alpha \cup \beta}(X) = \delta_{\alpha}(X) \cap \delta_{\beta}(X)$$



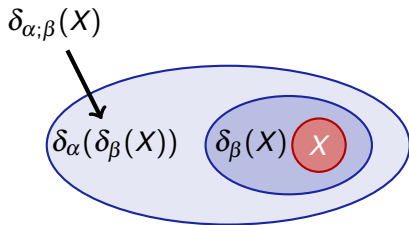
Definition (Hybrid game α : denotational semantics)

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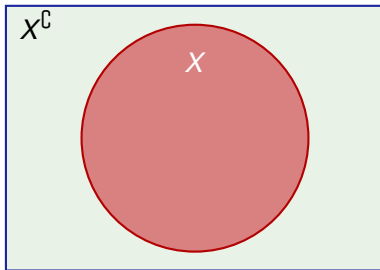
Definition (Hybrid game α : denotational semantics)

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



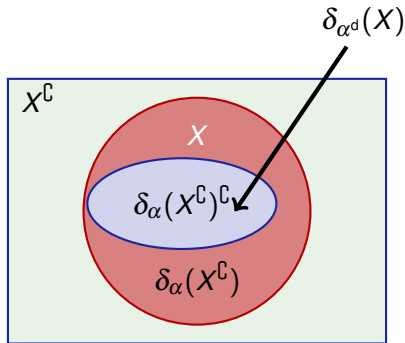
Definition (Hybrid game α : denotational semantics)

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



Definition (Hybrid game α : denotational semantics)

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



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

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

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

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

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

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

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

$$\zeta_{\alpha^d}(X) = (\zeta_{\alpha}(X^{\mathbb{C}}))^{\mathbb{C}}$$

Definition (dGL Formula P) $[[\cdot]] : \text{Fml} \rightarrow \wp(\mathcal{S})$

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

$$[[\neg P]] = ([[P]])^{\mathbb{C}}$$

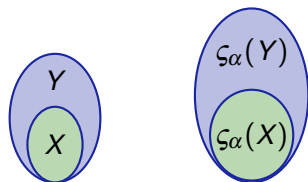
$$[[P \wedge Q]] = [[P]] \cap [[Q]]$$

$$[[\langle \alpha \rangle P]] = \zeta_{\alpha}([[P]])$$

$$[[[\alpha] P]] = \delta_{\alpha}([[P]])$$

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)

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

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

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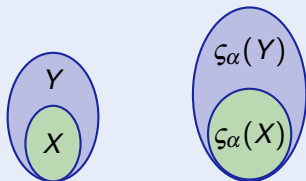
$$\varsigma_{?Q}(X) = [[Q]] \cap X$$

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

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

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

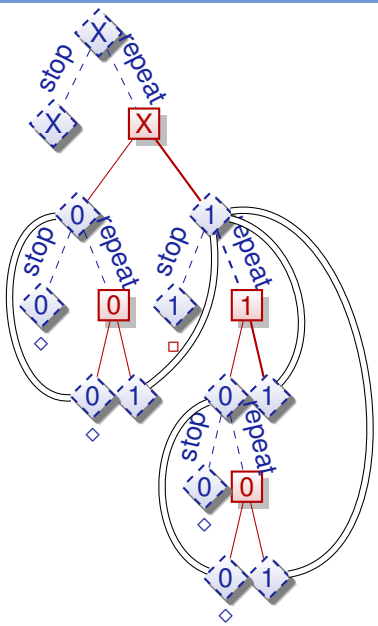
$$\varsigma_{\alpha^d}(X) = (\varsigma_\alpha(X^c))^c$$



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

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



Definition (Hybrid game α)

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

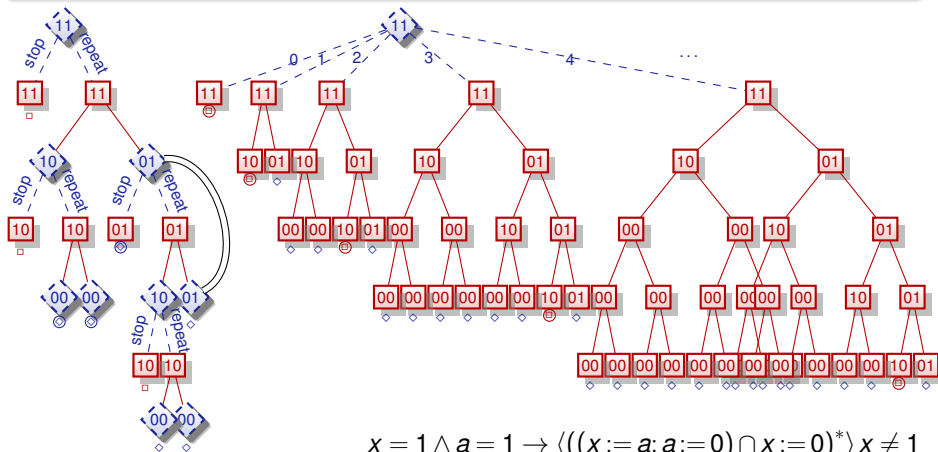
Definition (Hybrid game α)

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

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

Definition (Hybrid game α)

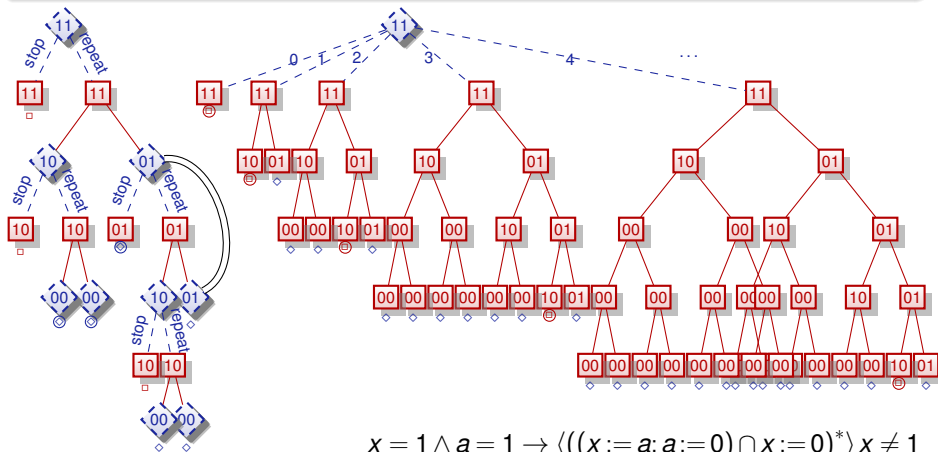
$$\zeta\alpha^*(X) = \bigcup_{n \in \mathbb{N}} \zeta\alpha^n(X)$$



Definition (Hybrid game α)

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

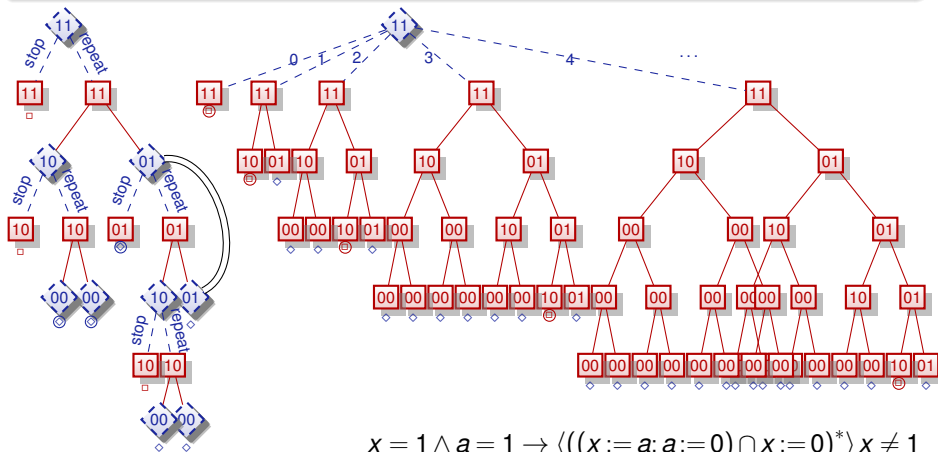
advance notice semantics?



Definition (Hybrid game α)

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

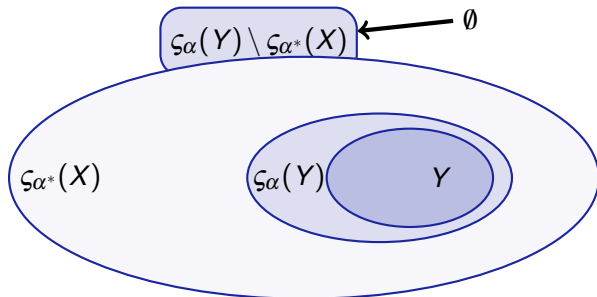
too hard to predict all iterations!



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)

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

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

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

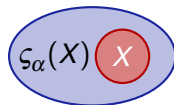


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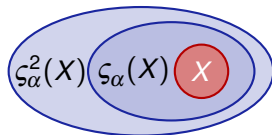


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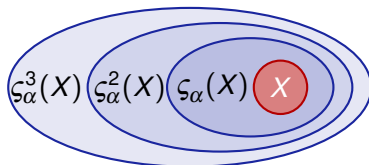


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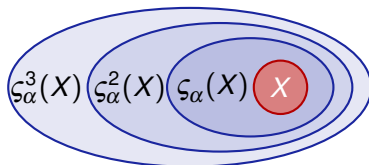
Definition (Hybrid game α)

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

n outside the game so Demon won't know

$$\zeta_{\alpha}^0(X) \stackrel{\text{def}}{=} X$$

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



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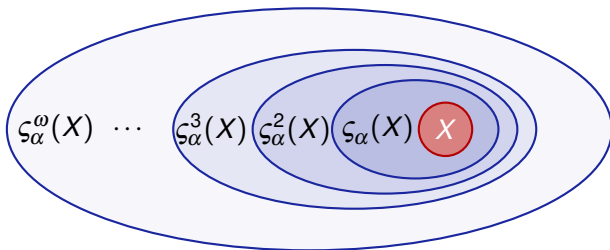
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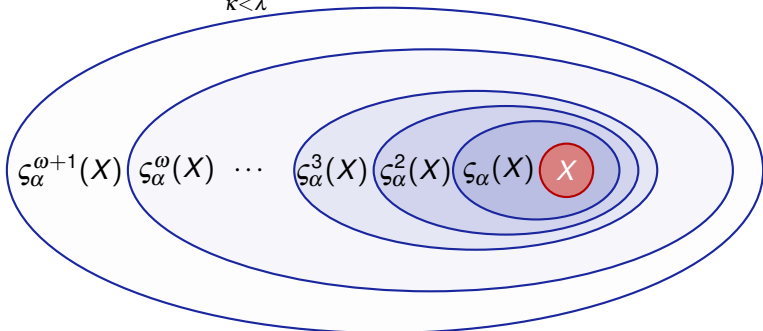
$$\mathfrak{S}_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \mathfrak{S}_{\alpha}^n(X)$$

missing winning strategies

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

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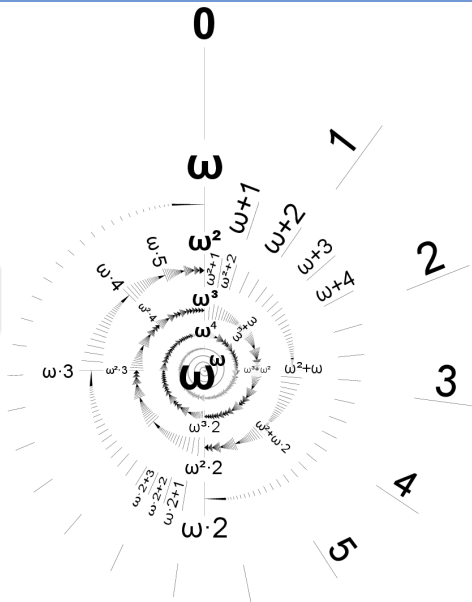
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Theorem

Hybrid game closure ordinal $> \omega^\omega$

ω_1^{CK} first nonrecursive ordinal.



$$l + 0 = l$$

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

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

$$l \cdot 0 = 0$$

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

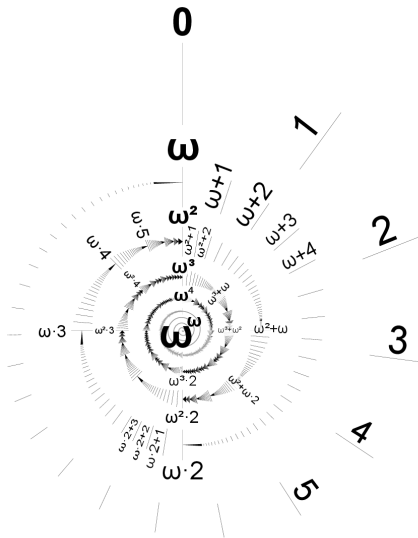
$$l \cdot \lambda = \bigsqcup_{\kappa < \lambda} l \cdot \kappa \quad \text{limit } \lambda$$

$$l^0 = 1$$

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

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

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



Definition (Hybrid game α)

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

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$\lambda \neq 0$ a limit ordinal

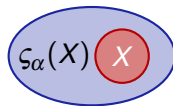
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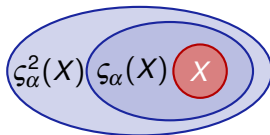
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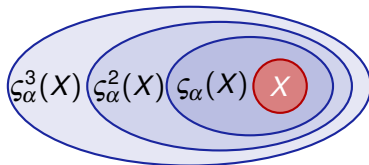
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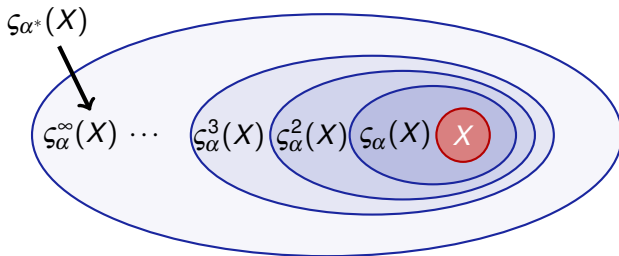
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Definition (Hybrid game α)

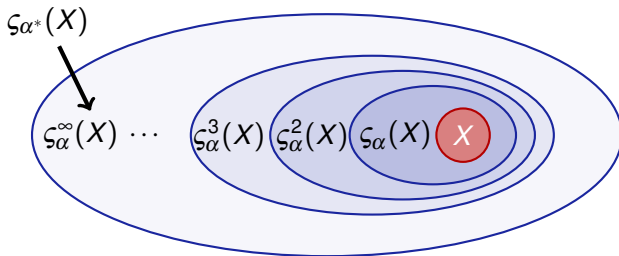
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Definition (Hybrid game α)

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

requires transfinite patience



Implicit Definitions

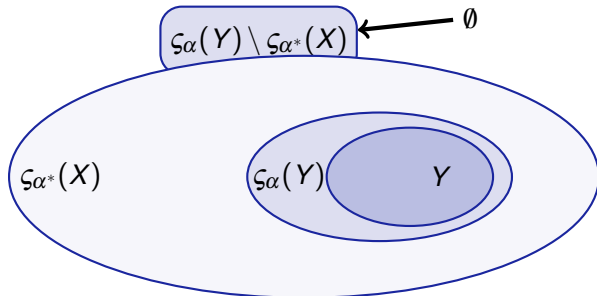
The advantages of implicit definition over construction are roughly those of theft over honest toil.

— Bertrand Russell

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 .



Note (+1 argument)

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

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

Note (+1 argument)

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

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

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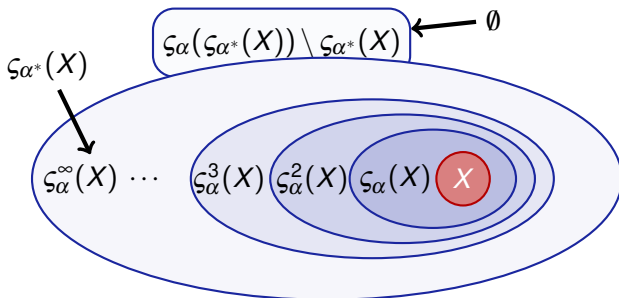
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- Then: $\zeta_{?Q^d}([\neg Q]) = \zeta_{?Q}([\neg Q]^c)^c = ([Q] \cap [Q])^c = [\neg Q] \subseteq [\neg Q]$
- Still too small: $X \subseteq Z$ since Angel may decide not to repeat

Definition (Pre-fixpoint)

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

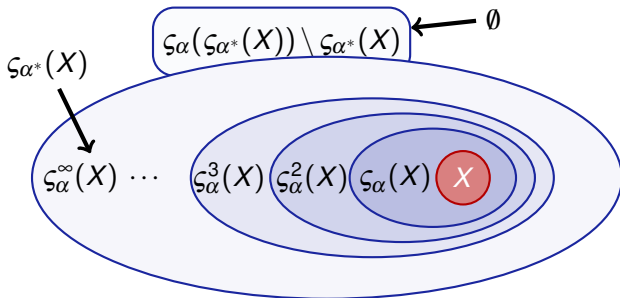
for the winning region $Z \stackrel{\text{def}}{=} \zeta_{\alpha^*}(X)$



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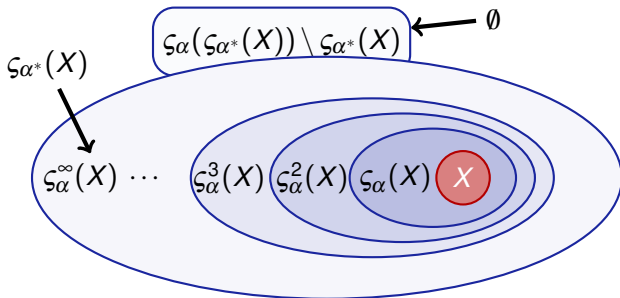


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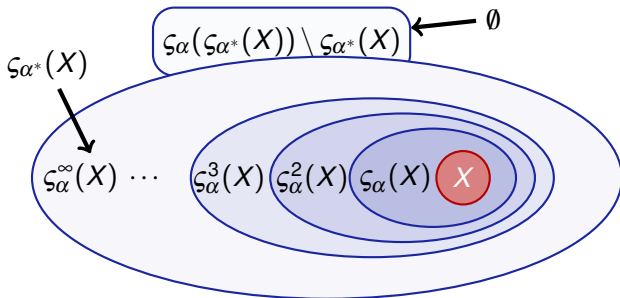


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- Which Z is the right one?
- Are there multiple such Z ? Does such a Z exist?
- Existence: $Z = \mathcal{S}$ but that's too big and independent of α

Lemma ()

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

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are pre-fixpoints, then

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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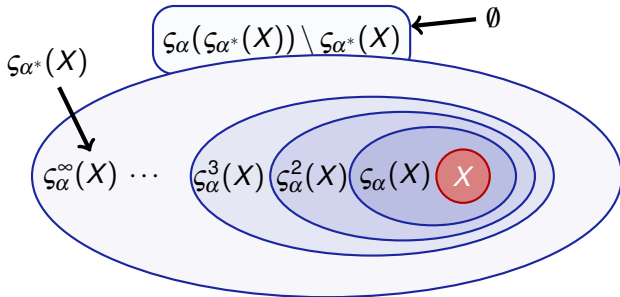
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Even: The intersection of *any* family of pre-fixpoints is a pre-fixpoint!
So: repetition semantics is the smallest pre-fixpoint (well-founded)

Definition (Hybrid game α)

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

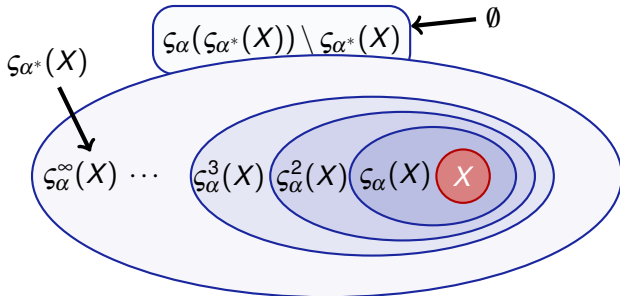


$$X \cup \zeta_{\alpha}(\zeta_{\alpha^*}(X)) \subseteq \zeta_{\alpha^*}(X)$$

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

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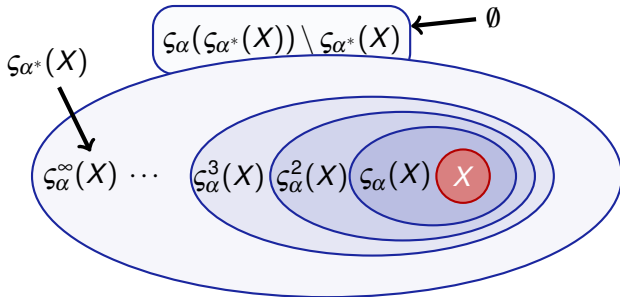
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by mon since $Z \subseteq \zeta_{\alpha^*}(X)$

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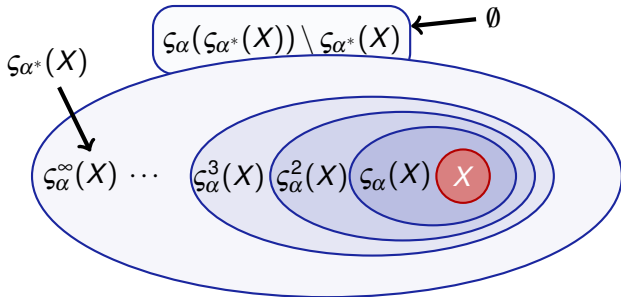
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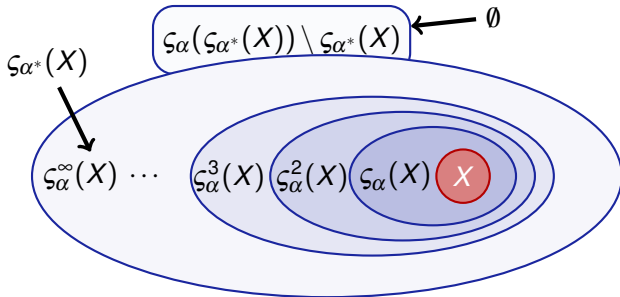
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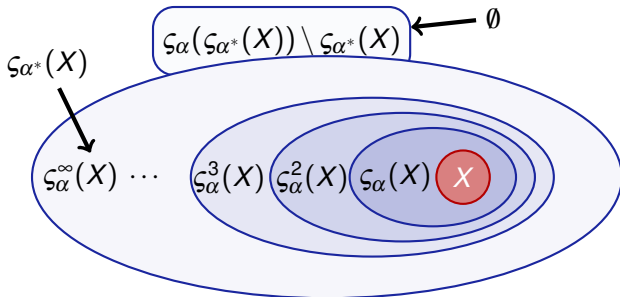
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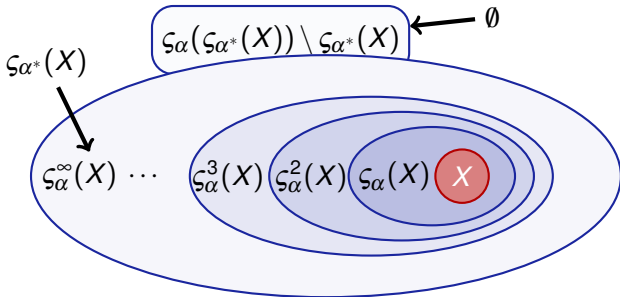
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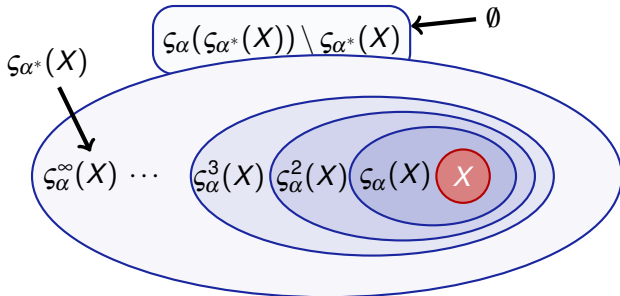
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Definition (Hybrid game α)

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



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

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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)

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

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

Definition (dGL Formula P)

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

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

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

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

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

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

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

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

Definition (dGL Formula P) $[[\cdot]] : \text{Fml} \rightarrow \wp(\mathcal{S})$

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

$$[[\neg P]] = ([[P]])^c$$

$$[[P \wedge Q]] = [[P]] \cap [[Q]]$$

$$[[\langle \alpha \rangle P]] = \zeta_{\alpha}([[P]])$$

$$[[[\alpha]P]] = \delta_{\alpha}([[P]])$$

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

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

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

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

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

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

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

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

Definition (dGL Formula P) $[[\cdot]] : \text{Fml} \rightarrow \wp(\mathcal{S})$

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

$$[[\neg P]] = ([[P]])^c$$

$$[[P \wedge Q]] = [[P]] \cap [[Q]]$$

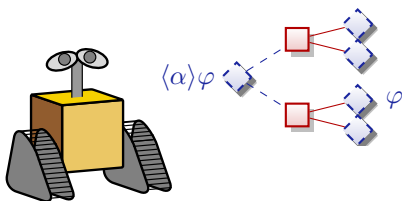
$$[[\langle \alpha \rangle P]] = \zeta_{\alpha}([[P]])$$

$$[[[\alpha]P]] = \delta_{\alpha}([[P]])$$



differential game logic

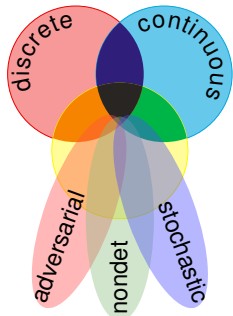
$$\text{dGL} = \text{GL} + \text{HG} = \text{dL} + \text{d}$$



- 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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