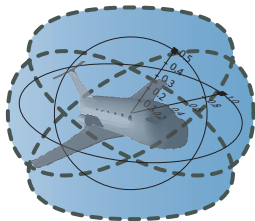


# 17: Winning Strategies & Regions

## 15-424: Foundations of Cyber-Physical Systems

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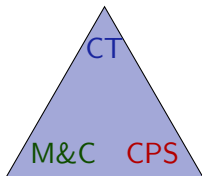
- 1 Learning Objectives
- 2 Denotational Semantics
  - Differential Game Logic Semantics
  - Hybrid Game Semantics
- 3 Semantics of Repetition
  - Repetition with Advance Notice
  - Infinite Iterations and Inflationary Semantics
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  - +1 Argument
  - Fixpoints and Pre-fixpoints
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- 4 Summary

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# 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

# Differential Game Logic: Syntax

Discrete  
Assign

Test  
Game

Differential  
Equation

Choice  
Game

Seq.  
Game

Repeat  
Game

Dual  
Game

Definition (Hybrid game  $\alpha$ )

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

Definition (dGL Formula  $P$ )

$p(e_1, \dots, e_n) \mid e \geq \tilde{e} \mid \neg P \mid P \wedge Q \mid \forall x P \mid \exists x P \mid \langle \alpha \rangle P \mid [\alpha] P$

All  
Reals

Some  
Reals

Angel  
Wins

Demon  
Wins

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Definition (dGL Formula  $P$ )

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

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

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

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

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

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

Definition (Hybrid game  $\alpha$ : denotational semantics)

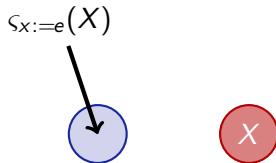
$\mathcal{S}_{x:=e}(X) =$





Definition (Hybrid game  $\alpha$ : denotational semantics)

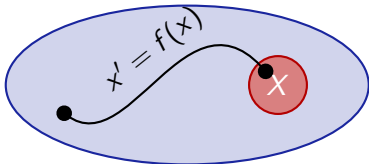
$$\mathcal{S}_{x:=e}(X) = \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\}$$



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ : denotational semantics)

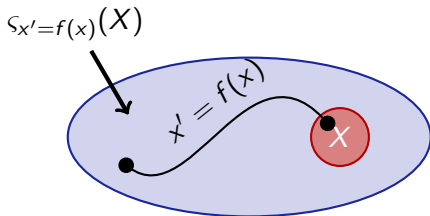
$$\mathcal{S}_{x'=f(x)}(X) =$$



# Differential Game Logic: Denotational Semantics

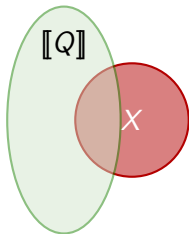
Definition (Hybrid game  $\alpha$ : denotational semantics)

$$S_{x'=f(x)}(X) = \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X, \frac{d\varphi(t)(x)}{dt}(z) = \varphi(z) \llbracket f(x) \rrbracket \text{ for all } z\}$$



Definition (Hybrid game  $\alpha$ : denotational semantics)

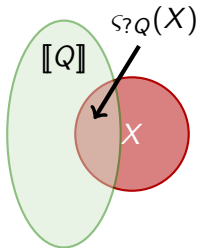
$$\mathfrak{s?Q}(X) =$$



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ : denotational semantics)

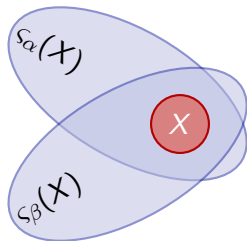
$$\mathfrak{s?Q}(X) = \llbracket Q \rrbracket \cap X$$



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ : denotational semantics)

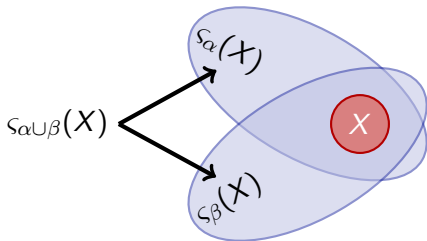
$$s_{\alpha \cup \beta}(X) =$$



# Differential Game Logic: Denotational Semantics

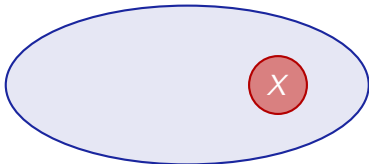
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



Definition (Hybrid game  $\alpha$ : denotational semantics)

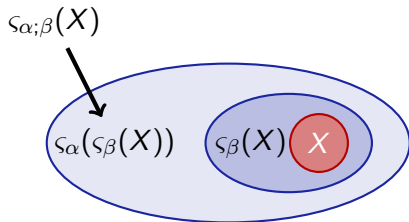
$$S_{\alpha;\beta}(X) =$$





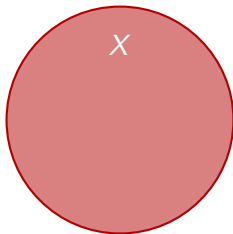
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



Definition (Hybrid game  $\alpha$ : denotational semantics)

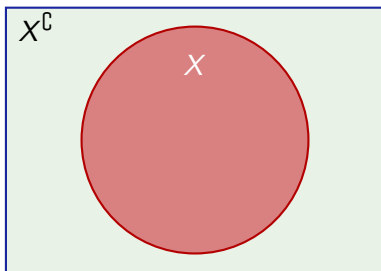
$$S_{\alpha^d}(X) =$$



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ : denotational semantics)

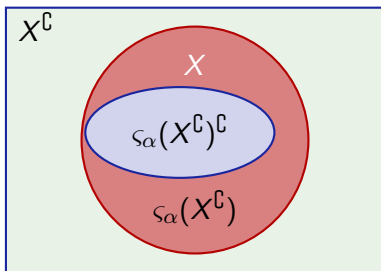
$$S_{\alpha^d}(X) =$$



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ : denotational semantics)

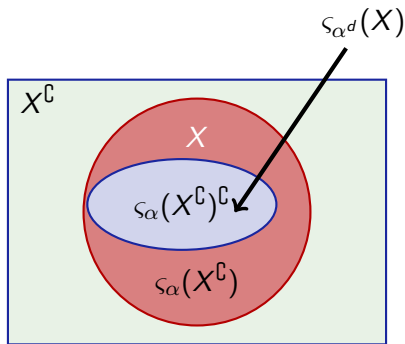
$$S_{\alpha^d}(X) =$$



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ : denotational semantics)

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



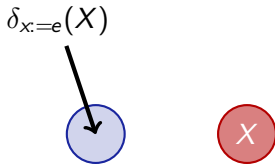
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



Definition (Hybrid game  $\alpha$ : denotational semantics)

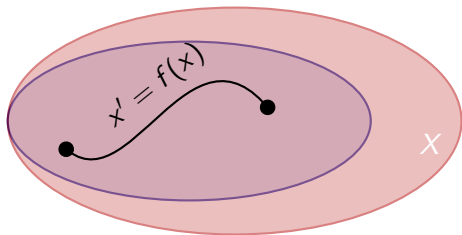
$$\delta_{x:=e}(X) = \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\}$$



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ : denotational semantics)

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

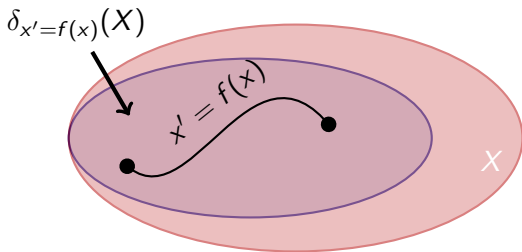




# Differential Game Logic: Denotational Semantics

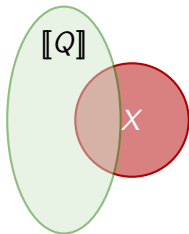
Definition (Hybrid game  $\alpha$ : denotational semantics)

$$\delta_{x'=f(x)}(X) = \{\varphi(0) \in \mathcal{S} : \varphi(z) \in X, \frac{d\varphi(t)(x)}{dt}(z) = \varphi(z) \llbracket f(x) \rrbracket \text{ for all } z\}$$



Definition (Hybrid game  $\alpha$ : denotational semantics)

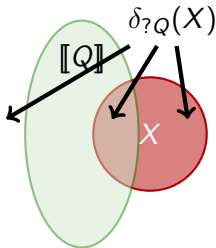
$$\delta_{?Q}(X) =$$



# Differential Game Logic: Denotational Semantics

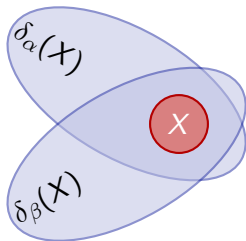
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



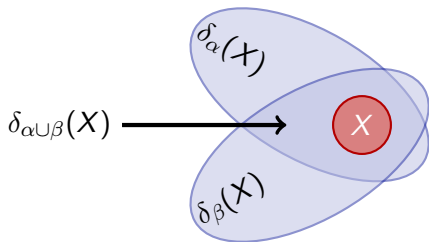
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



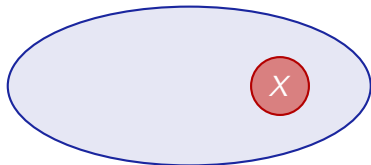
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



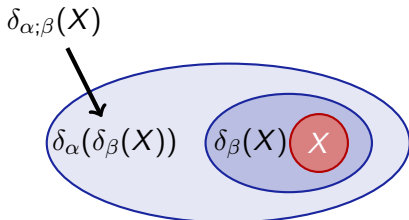
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



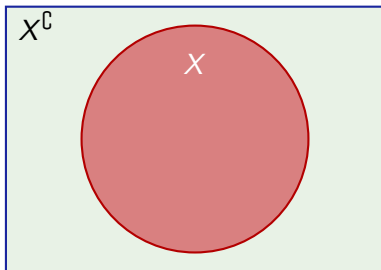
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



Definition (Hybrid game  $\alpha$ : denotational semantics)

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

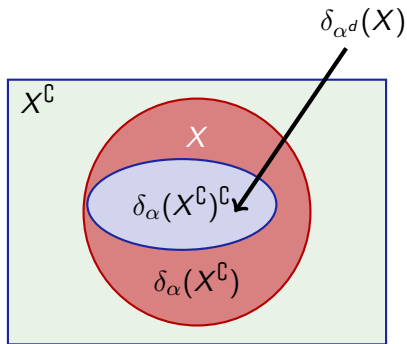




# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ : denotational semantics)

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



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ )

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

$$\begin{aligned} \varsigma_{x:=e}(X) &= \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\} \\ \varsigma_{x'=f(x)}(X) &= \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X, \frac{d\varphi(t)(x)}{dt}(z) = \varphi(z)[f(x)] \text{ for all } z\} \\ \varsigma_{?Q}(X) &= \llbracket Q \rrbracket \cap X \\ \varsigma_{\alpha \cup \beta}(X) &= \varsigma_{\alpha}(X) \cup \varsigma_{\beta}(X) \\ \varsigma_{\alpha; \beta}(X) &= \varsigma_{\alpha}(\varsigma_{\beta}(X)) \\ \varsigma_{\alpha^*}(X) &= \\ \varsigma_{\alpha^d}(X) &= (\varsigma_{\alpha}(X^c))^c \end{aligned}$$

Definition (dGL Formula  $P$ )

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

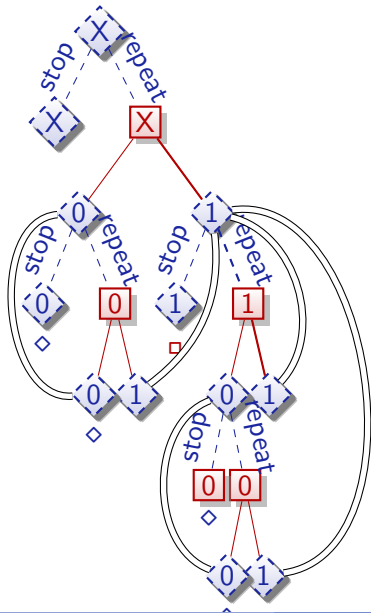
$$\begin{aligned} \llbracket e_1 \geq e_2 \rrbracket &= \{\omega \in \mathcal{S} : \omega[e_1] \geq \omega[e_2]\} \\ \llbracket \neg P \rrbracket &= (\llbracket P \rrbracket)^c \\ \llbracket P \wedge Q \rrbracket &= \llbracket P \rrbracket \cap \llbracket Q \rrbracket \\ \llbracket \langle \alpha \rangle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

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# Filibusters & The Significance of Finitude

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

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



Definition (Hybrid game  $\alpha$ )

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

## Definition (Hybrid game $\alpha$ )

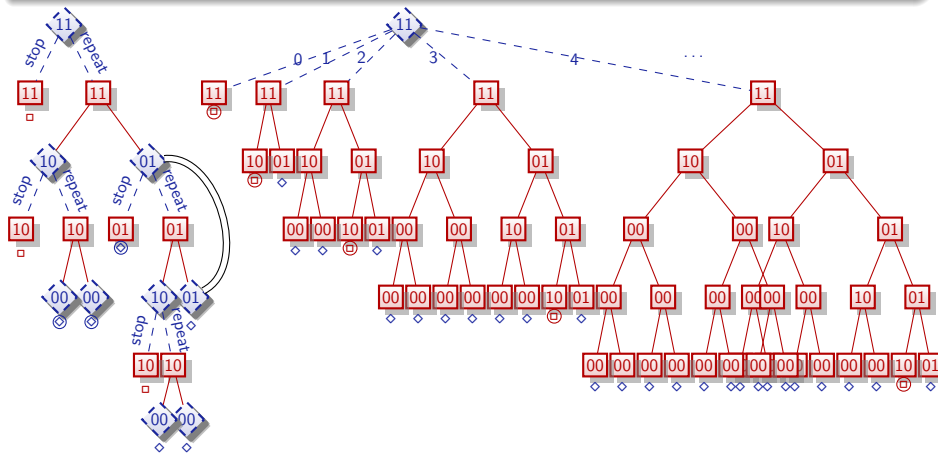
$$\varsigma_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \varsigma_{\alpha^n}(X)$$

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

# Semantics of Repetition

Definition (Hybrid game  $\alpha$ )

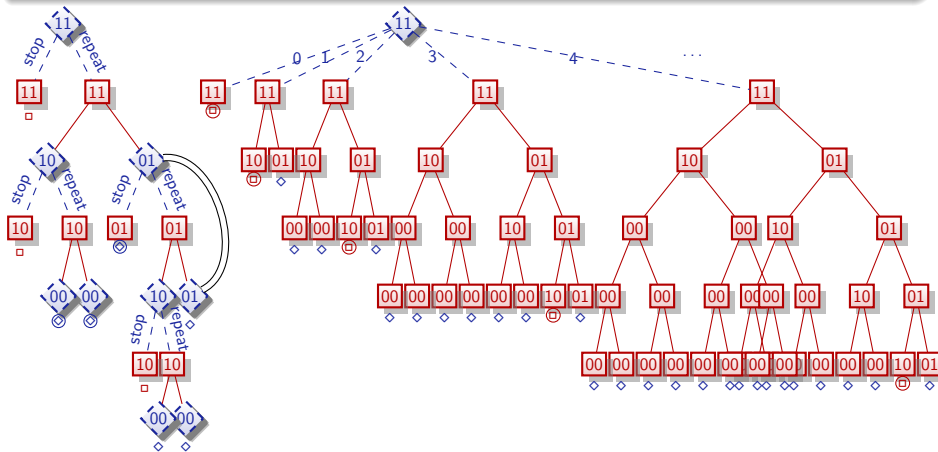
$$\mathcal{S}_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \mathcal{S}_{\alpha^n}(X)$$



Definition (Hybrid game  $\alpha$ )

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

advance notice semantics



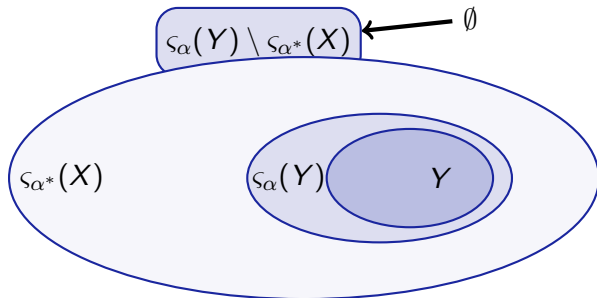


# +1 Argument

Note (+1 argument)

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

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



## Definition (Hybrid game $\alpha$ )

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

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

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

## Definition (Hybrid game $\alpha$ )

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

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

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

## Example

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

Definition (Hybrid game  $\alpha$ )

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

 $\omega$ -semantics

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

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

## Example

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

$$\varsigma_{\alpha}^n([0, 1)) = [0, n) \neq \mathbb{R}$$

Definition (Hybrid game  $\alpha$ )

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

 $\omega$ -semantics

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

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

$$\varsigma_{\alpha}^{\lambda}(X) \stackrel{\text{def}}{=} \bigcup_{\kappa < \lambda} \varsigma_{\alpha}^{\kappa}(X)$$

 $\lambda \neq 0$  a limit ordinal

## Example

$$\langle (x := 1; x' = 1^d \cup x := x - 1)^* \rangle (0 \leq x < 1) \quad \varsigma_{\alpha}^n([0, 1)) = [0, n) \neq \mathbb{R}$$

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

## Definition (Hybrid game $\alpha$ )

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

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

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

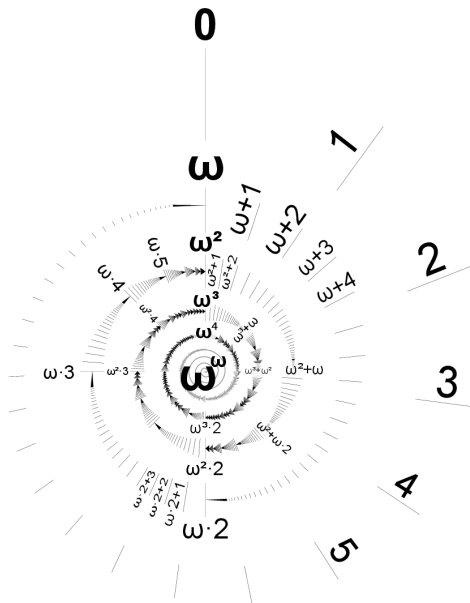
$$\varsigma_{\alpha}^{\lambda}(X) \stackrel{\text{def}}{=} \bigcup_{\kappa < \lambda} \varsigma_{\alpha}^{\kappa}(X) \quad \lambda \neq 0 \text{ a limit ordinal}$$

## Example

$$\langle (x := 1; x' = 1^d \cup x := x - 1)^* \rangle (0 \leq x < 1) \quad \varsigma_{\alpha}^n([0, 1]) = [0, n] \neq \mathbb{R}$$
$$\varsigma_{\alpha}^{\omega+1}([0, 1]) = \varsigma_{\alpha}([0, \infty)) = \mathbb{R} \quad \varsigma_{\alpha}^{\omega}([0, 1]) = \bigcup_{n \in \mathbb{N}} \varsigma_{\alpha}^n([0, 1]) = [0, \infty) \neq \mathbb{R}$$

## Theorem

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



# Expedition: Ordinal Arithmetic

$$\iota + 0 = \iota$$

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

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

$$\iota \cdot 0 = 0$$

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

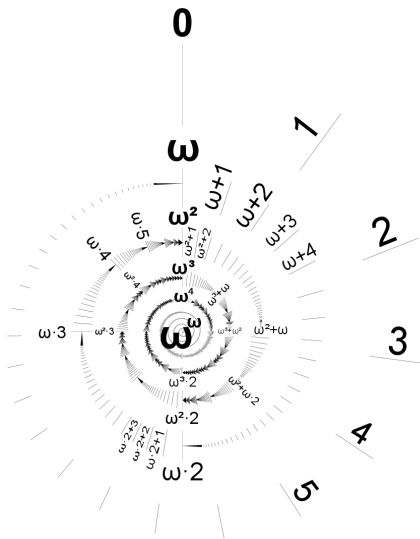
$$\iota \cdot \lambda = \bigsqcup_{\kappa < \lambda} \iota \cdot \kappa \quad \text{limit } \lambda$$

$$\iota^0 = 1$$

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

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

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





## Definition (Hybrid game $\alpha$ )

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

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

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

$$\varsigma_{\alpha}^{\lambda}(X) \stackrel{\text{def}}{=} \bigcup_{\kappa < \lambda} \varsigma_{\alpha}^{\kappa}(X)$$

$\lambda \neq 0$  a limit ordinal

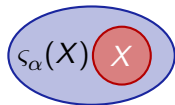
Definition (Hybrid game  $\alpha$ )

$$\varsigma_{\alpha^*}(X) = \bigcup_{k < \infty} \varsigma_{\alpha}^k(X)$$



Definition (Hybrid game  $\alpha$ )

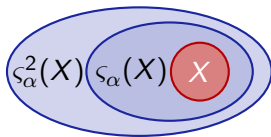
$$\varsigma_{\alpha^*}(X) = \bigcup_{k < \infty} \varsigma_{\alpha}^k(X)$$



# Semantics of Repetition

Definition (Hybrid game  $\alpha$ )

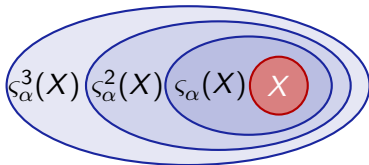
$$\varsigma_{\alpha^*}(X) = \bigcup_{k < \infty} \varsigma_{\alpha}^k(X)$$



# Semantics of Repetition

Definition (Hybrid game  $\alpha$ )

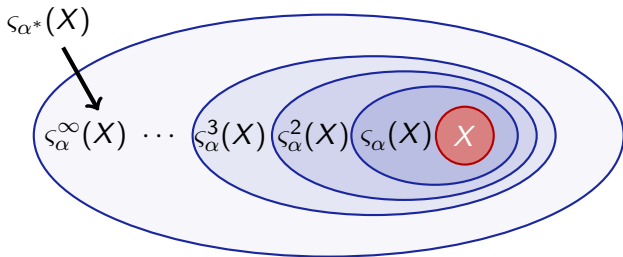
$$\mathcal{S}_{\alpha^*}(X) = \bigcup_{k < \infty} \mathcal{S}_{\alpha}^k(X)$$



# Semantics of Repetition

Definition (Hybrid game  $\alpha$ )

$$s_{\alpha^*}(X) = \bigcup_{k < \infty} s_{\alpha}^k(X)$$



# The Power of Implicit Definitions

## Implicit Definitions

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

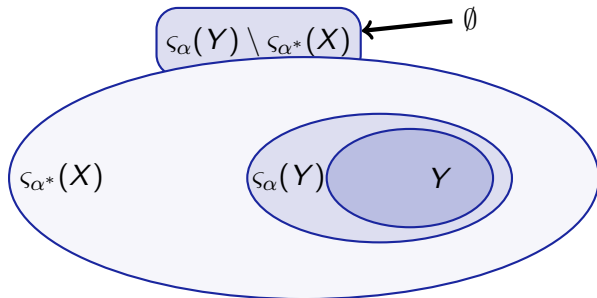
— Bertrand Russell

# +1 Argument

Note (+1 argument)

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

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





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

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

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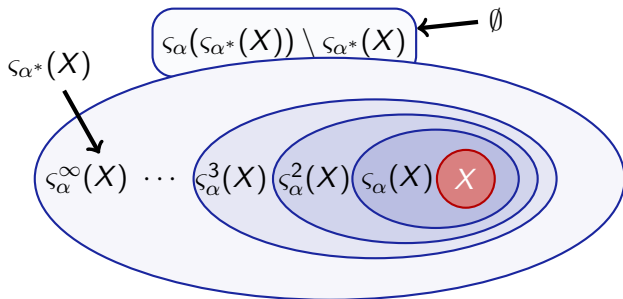
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- Still too small:  $X \subseteq Z$  since Angel may decide not to repeat

# Fixpoints and Pre-Fixpoints

## Definition (Pre-fixpoint)

$$X \cup s_{\alpha}(Z) \subseteq Z$$

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

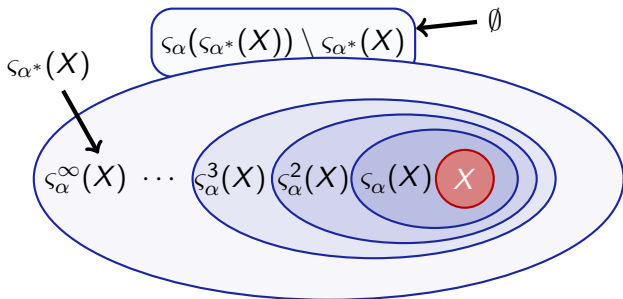


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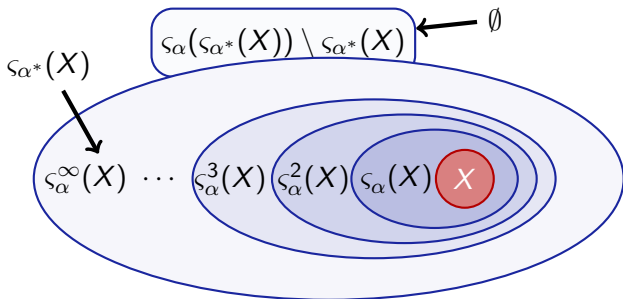


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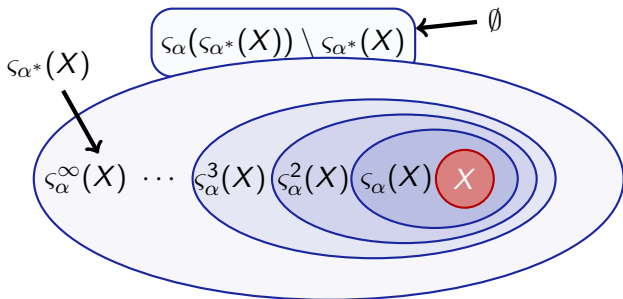
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- Does such a  $Z$  exist?
- Existence:  $Z = \mathcal{S}$  but that's too big and independent of  $\alpha$

# Comparing (Pre-)Fixpoints

Lemma ( )

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

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

*are pre-fixpoints, then*

Lemma (Intersection closure)

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

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

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

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Proof.

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



# Comparing (Pre-)Fixpoints

Lemma (Intersection closure)

$$X \cup_{S_\alpha}(Y) \subseteq Y$$

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

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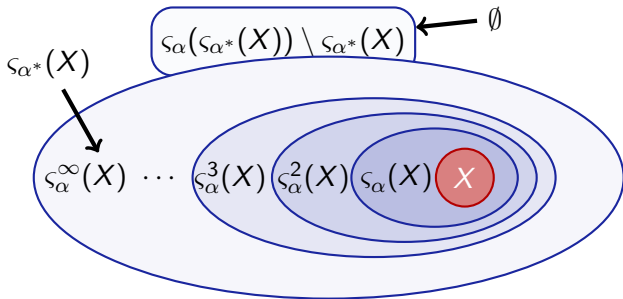


Even: The intersection of *any* family of pre-fixpoints is a pre-fixpoint!  
So: repetition semantics is the smallest pre-fixpoint (well-founded)

# Semantics of Repetition

Definition (Hybrid game  $\alpha$ )

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

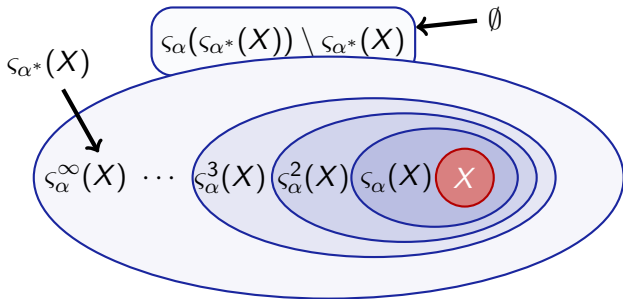




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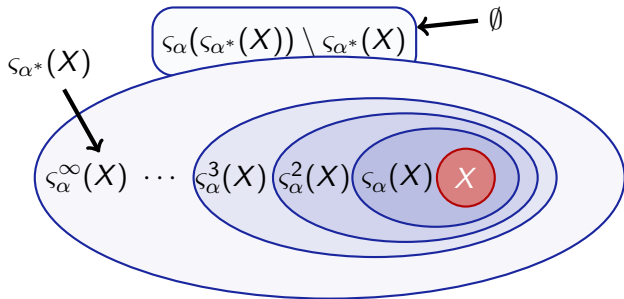
$$X \cup \varsigma_{\alpha}(\varsigma_{\alpha^*}(X)) \subseteq \varsigma_{\alpha^*}(X)$$

$\varsigma_{\alpha^*}(X)$  intersection of solution

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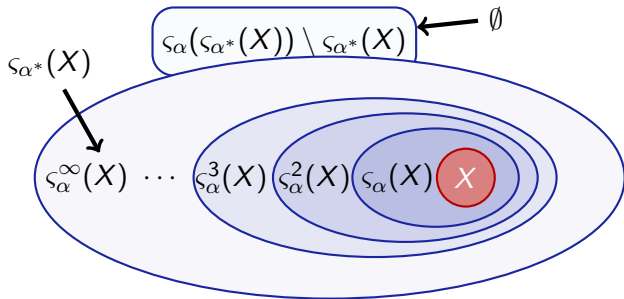
$$\varsigma_{\alpha}(Z) \subseteq \varsigma_{\alpha}(\varsigma_{\alpha^*}(X))$$

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

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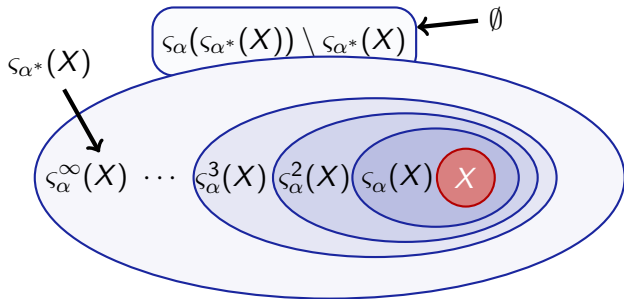
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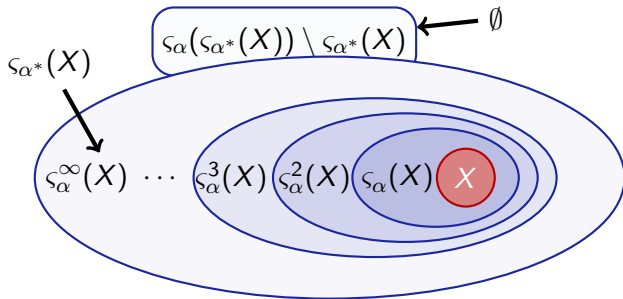
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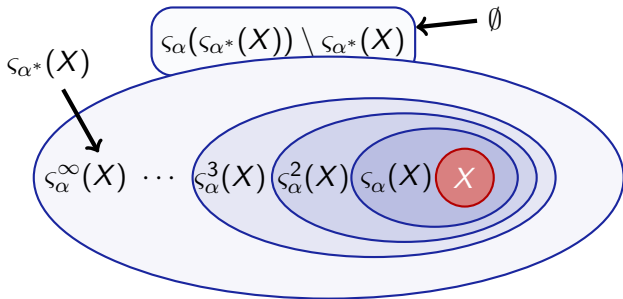
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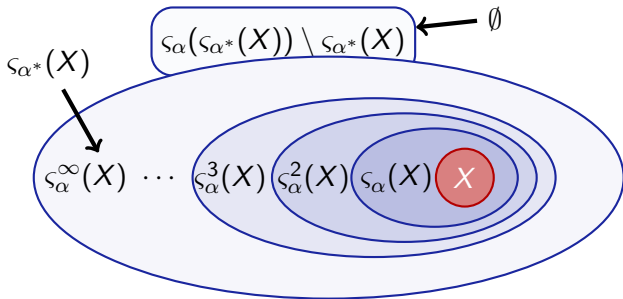
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# Semantics of Repetition

## Definition (Hybrid game $\alpha$ )

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



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

$\mathcal{S}_{\alpha^*}(X)$  intersection of solution

$$X \cup \mathcal{S}_{\alpha}(Z) \subseteq X \cup \mathcal{S}_{\alpha}(\mathcal{S}_{\alpha^*}(X)) = Z \text{ by mon since } Z \subseteq \mathcal{S}_{\alpha^*}(X)$$

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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



# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ )

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

$$\begin{aligned} \varsigma_{x:=e}(X) &= \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\} \\ \varsigma_{x'=f(x)}(X) &= \{\varphi(0) \in \mathcal{S} : \varphi(r) \in X, \frac{d\varphi(t)(x)}{dt}(z) = \varphi(z)\llbracket f(x) \rrbracket \text{ for all } z\} \\ \varsigma_{?Q}(X) &= \llbracket Q \rrbracket \cap X \\ \varsigma_{\alpha \cup \beta}(X) &= \varsigma_{\alpha}(X) \cup \varsigma_{\beta}(X) \\ \varsigma_{\alpha;\beta}(X) &= \varsigma_{\alpha}(\varsigma_{\beta}(X)) \\ \varsigma_{\alpha^*}(X) &= \bigcup_{\kappa < \infty} \varsigma_{\alpha}^{\kappa}(X) \\ \varsigma_{\alpha^d}(X) &= (\varsigma_{\alpha}(X^{\mathbb{C}}))^{\mathbb{C}} \end{aligned}$$

Definition (dGL Formula  $P$ )

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

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

# Differential Game Logic: Denotational Semantics

Definition (Hybrid game  $\alpha$ )

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

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

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

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

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

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

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

Definition (dGL Formula  $P$ )

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

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

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

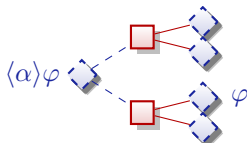
$$\llbracket \langle \alpha \rangle P \rrbracket = \varsigma_{\alpha}(\llbracket P \rrbracket)$$

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# Summary

differential game logic

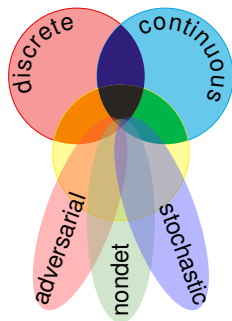
$$\text{dGL} = \text{GL} + \text{HG} = \text{dL} + d$$



- 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 lecture

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





André Platzer.

Foundations of cyber-physical systems.

Lecture Notes 15-424/624/824, Carnegie Mellon University, 2017.

URL: <http://1fcps.org/course/fcps17.html>.



André Platzer.

Differential game logic.

*ACM Trans. Comput. Log.*, 17(1):1:1–1:51, 2015.

doi:10.1145/2817824.