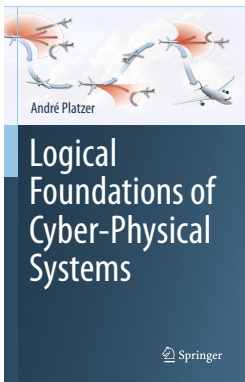


15: Winning Strategies & Regions

Logical Foundations of Cyber-Physical Systems



André Platzer



- 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

1 Learning Objectives

2 Denotational Semantics

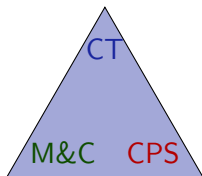
- Differential Game Logic Semantics
- Hybrid Game Semantics

3 Semantics of Repetition

- Repetition with Advance Notice
- Infinite Iterations and Inflationary Semantics
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4 Summary

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

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Differential
Equation

Choice
Game

Seq.
Game

Repeat
Game

Dual
Game

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Some
Reals

Angel
Wins

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

All
Reals

Some
Reals

Angel
Wins

Demon
Wins

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

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

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

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

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

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

Only for HPs. No interactive play!

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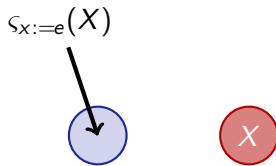
Definition (Hybrid game α : denotational semantics)

$\llbracket x := e \rrbracket(X) =$



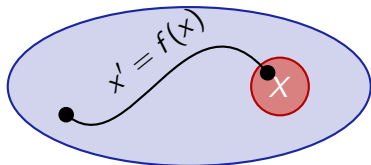
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$$\llbracket \alpha \rrbracket = \{\omega \in \mathcal{S} : \omega_x^{\llbracket \alpha \rrbracket} \in X\}$$



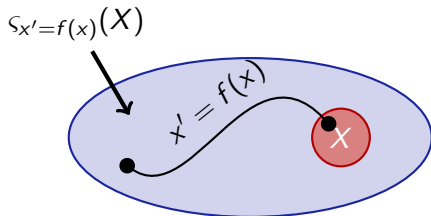
Definition (Hybrid game α : denotational semantics)

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



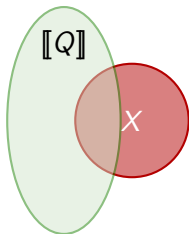
Definition (Hybrid game α : denotational semantics)

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



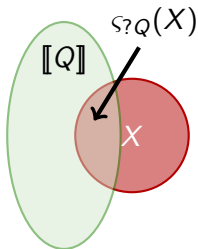
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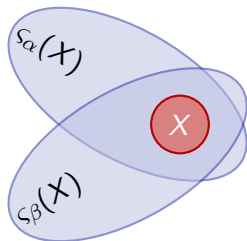
Definition (Hybrid game α : denotational semantics)

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



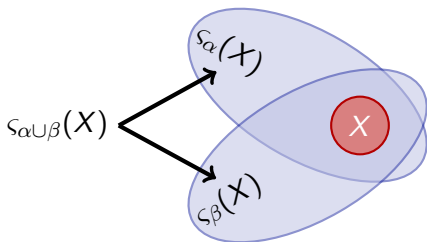
Definition (Hybrid game α : denotational semantics)

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



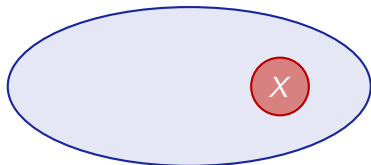
Definition (Hybrid game α : denotational semantics)

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



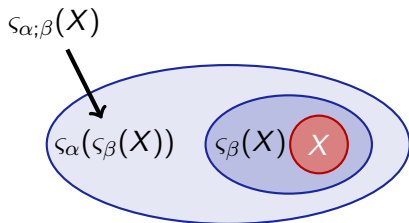
Definition (Hybrid game α : denotational semantics)

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



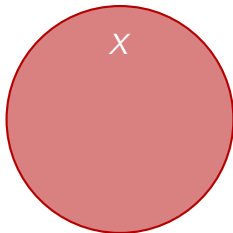
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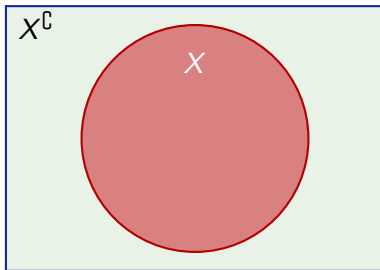
Definition (Hybrid game α : denotational semantics)

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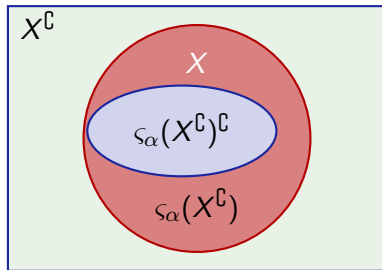
Definition (Hybrid game α : denotational semantics)

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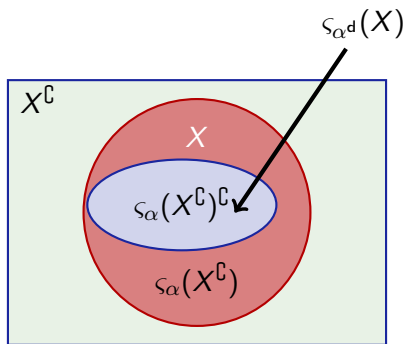
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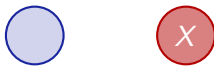
Definition (Hybrid game α : denotational semantics)

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



Definition (Hybrid game α : denotational semantics)

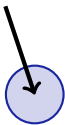
$$\delta_{x:=e}(X) =$$



Definition (Hybrid game α : denotational semantics)

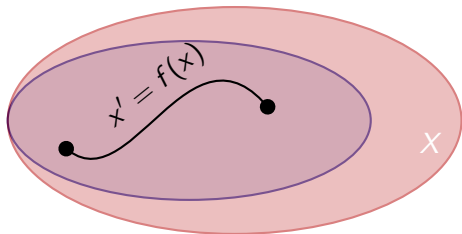
$$\delta_{x:=e}(X) = \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\}$$

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



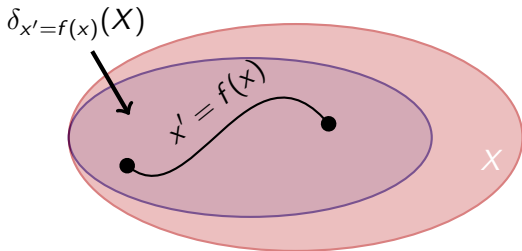
Definition (Hybrid game α : denotational semantics)

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



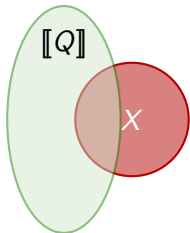
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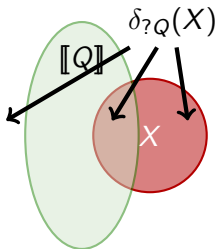
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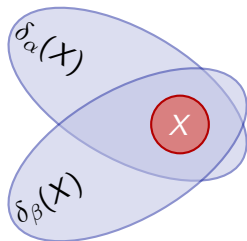
Definition (Hybrid game α : denotational semantics)

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



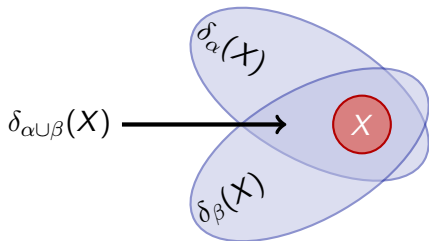
Definition (Hybrid game α : denotational semantics)

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



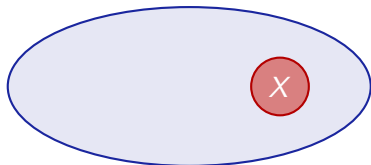
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$$\delta_{\alpha \cup \beta}(X) = \delta_{\alpha}(X) \cap \delta_{\beta}(X)$$



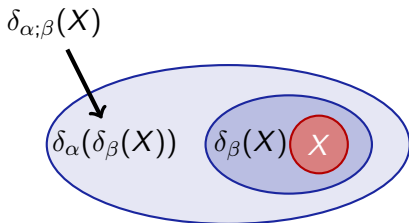
Definition (Hybrid game α : denotational semantics)

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



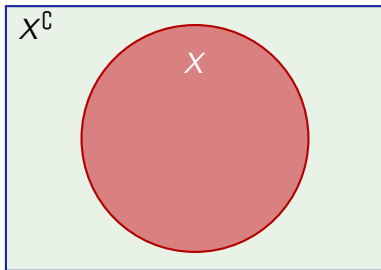
Definition (Hybrid game α : denotational semantics)

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



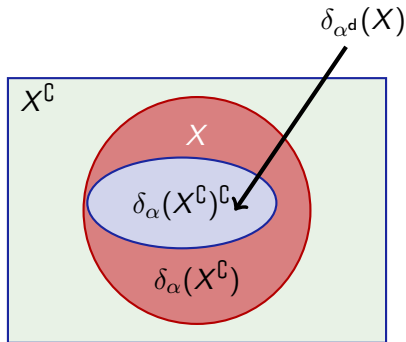
Definition (Hybrid game α : denotational semantics)

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



Definition (Hybrid game α : denotational semantics)

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



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

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

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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Definition (Hybrid game α)

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

Definition (Hybrid game α)

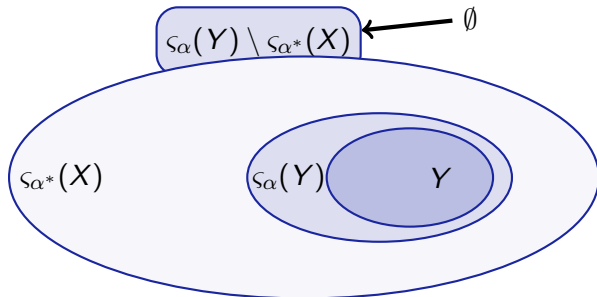
$$\mathcal{S}_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \mathcal{S}_{\alpha^n}(X)$$

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

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 α)

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

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

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

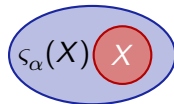


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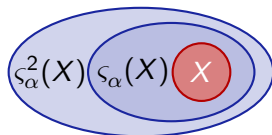


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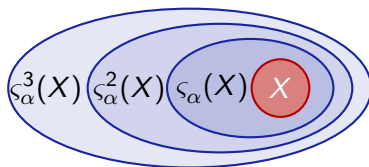
Definition (Hybrid game α)

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

n outside the game so Demon won't know

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Example

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

Definition (Hybrid game α)

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

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Example

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

Definition (Hybrid game α)

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

ω -semantics

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

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

Example

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

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

Definition (Hybrid game α)

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

ω -semantics

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

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Example

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

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

Definition (Hybrid game α)

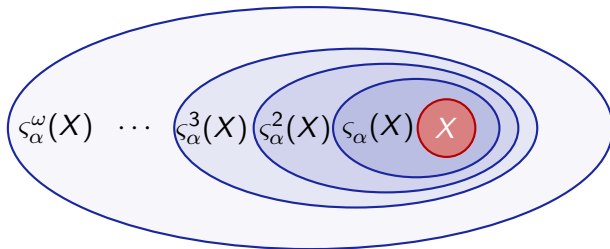
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Definition (Hybrid game α)

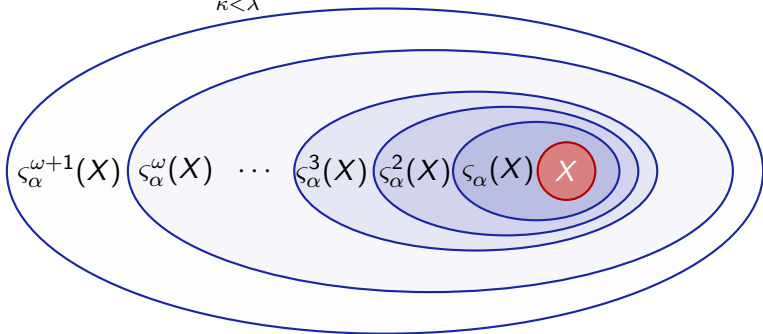
$$\varsigma_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \varsigma_{\alpha}^n(X)$$

missing winning strategies

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

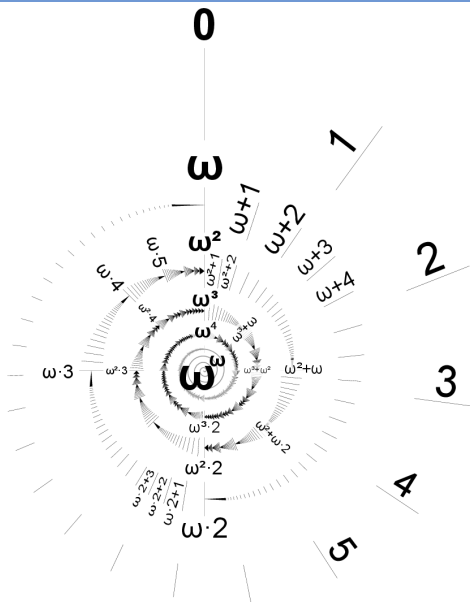
$$\varsigma_{\alpha}^{\kappa+1}(X) \stackrel{\text{def}}{=} X \cup \varsigma_{\alpha}(\varsigma_{\alpha}^{\kappa}(X))$$

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



Theorem

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



$$\iota + 0 = \iota$$

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

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

$$\iota \cdot 0 = 0$$

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

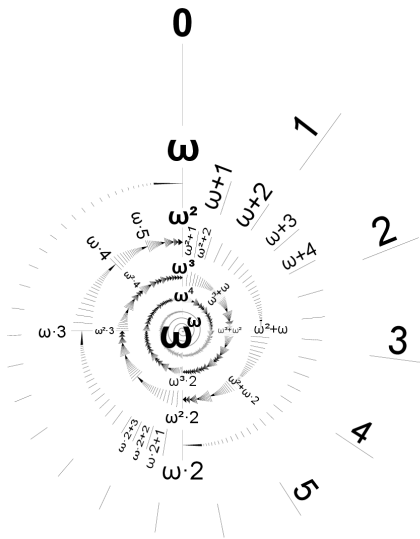
$$\iota \cdot \lambda = \bigsqcup_{\kappa < \lambda} \iota \cdot \kappa \quad \text{limit } \lambda$$

$$\iota^0 = 1$$

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

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

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



Definition (Hybrid game α)

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

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

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$\lambda \neq 0$ a limit ordinal

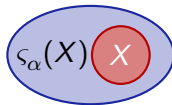
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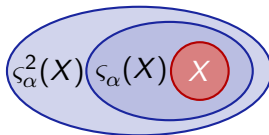
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$$\varsigma_{\alpha^*}(X) = \bigcup_{\kappa < \infty} \varsigma_{\alpha}^{\kappa}(X)$$



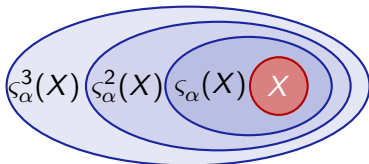
Definition (Hybrid game α)

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



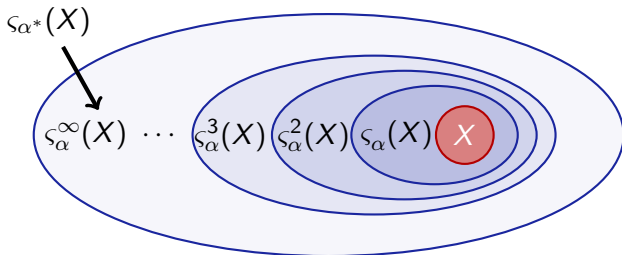
Definition (Hybrid game α)

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



Definition (Hybrid game α)

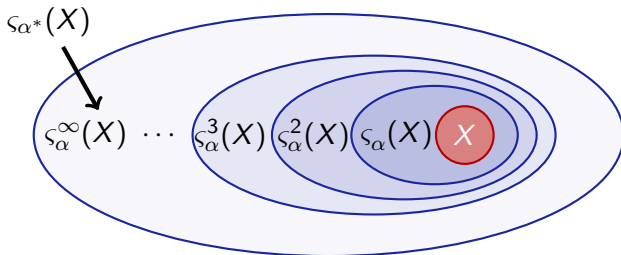
$$\varsigma_{\alpha^*}(X) = \bigcup_{k < \infty} \varsigma_{\alpha}^k(X)$$



Definition (Hybrid game α)

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

requires transfinite patience



Implicit Definitions

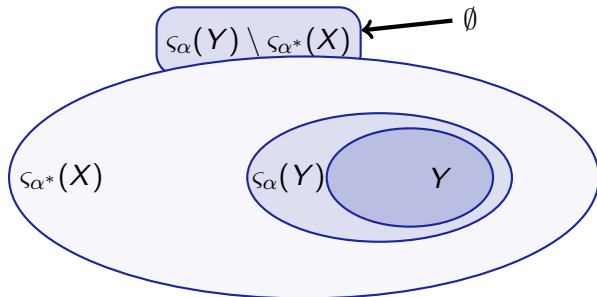
The advantages of implicit definition over construction are roughly those of theft over honest toil.

— Bertrand Russell

Note (+1 argument)

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

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



Note (+1 argument)

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

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

Note (+1 argument)

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

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

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

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

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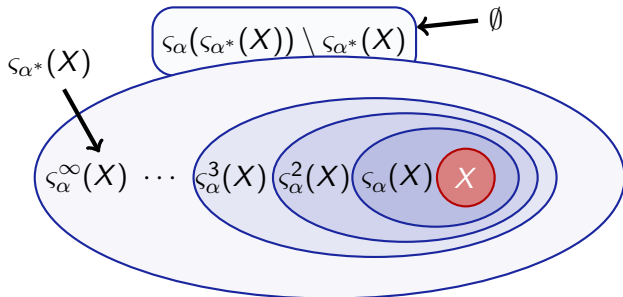
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- Then: $s_{?Q^d}([\neg Q]) = s_{?Q}([\neg Q]^c)^c = ([Q] \cap [Q])^c = [\neg Q] \subseteq [\neg Q]$
- Still too small: $X \subseteq Z$ since Angel may decide not to repeat

Definition (Pre-fixpoint)

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

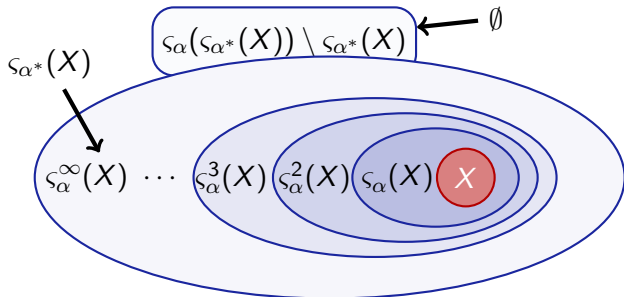
for the winning region $Z \stackrel{\text{def}}{=} s_{\alpha^*}(X)$



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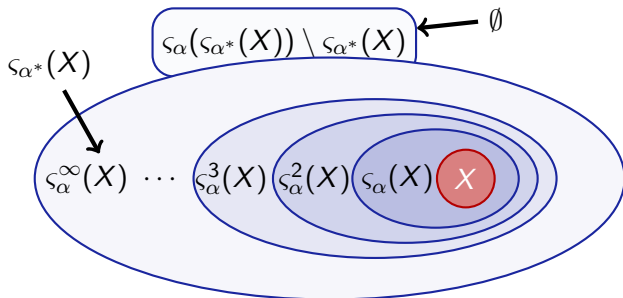


- Which Z is the right one?
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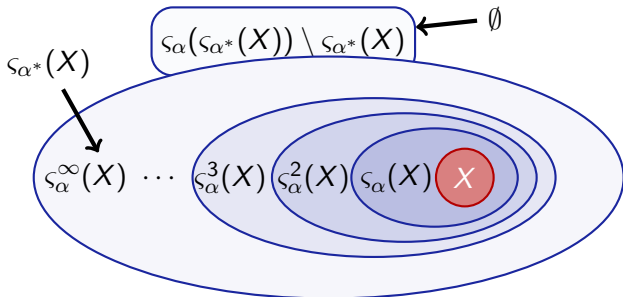


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for the winning region $Z \stackrel{\text{def}}{=} s_{\alpha^*}(X)$



- 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 ()

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

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

are pre-fixpoints, then

Lemma (Intersection closure)

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

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

Lemma (Intersection closure)

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Proof.

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

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

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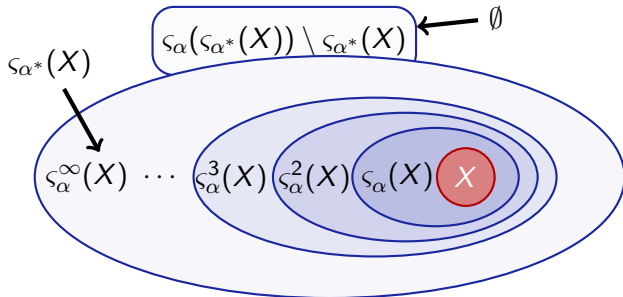
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Even: The intersection of *any* family of pre-fixpoints is a pre-fixpoint!
So: repetition semantics is the smallest pre-fixpoint (well-founded)

Definition (Hybrid game α)

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

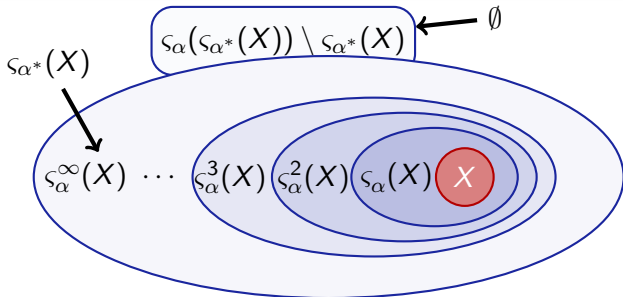


$$X \cup \varsigma_{\alpha}(\varsigma_{\alpha^*}(X)) \subseteq \varsigma_{\alpha^*}(X)$$

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

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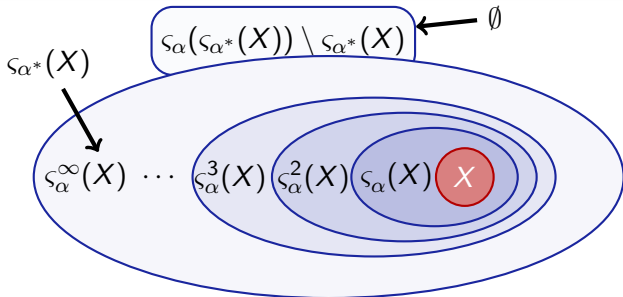
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$\varsigma_{\alpha^*}(X)$ intersection of solutions
by mon since $Z \subseteq \varsigma_{\alpha^*}(X)$

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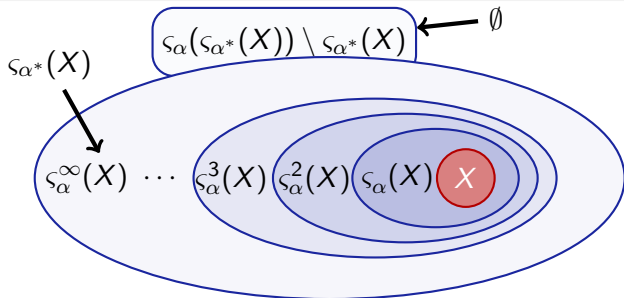
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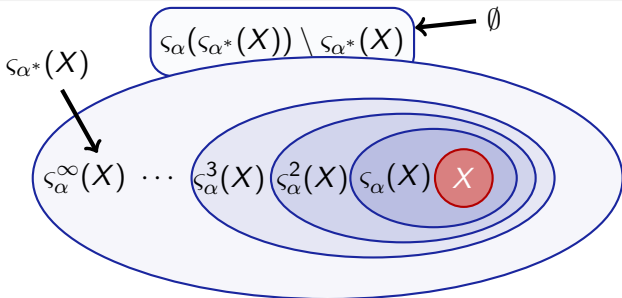
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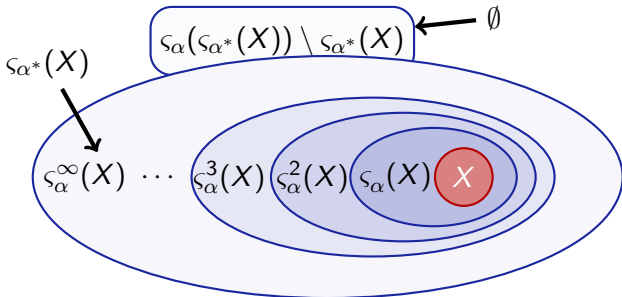
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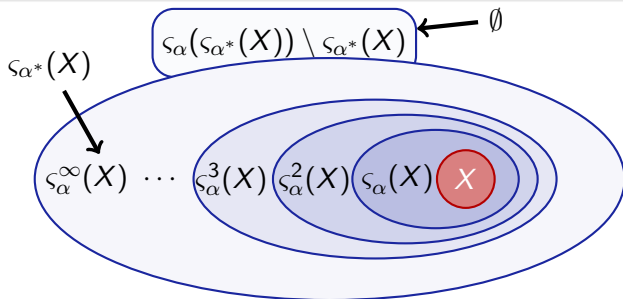
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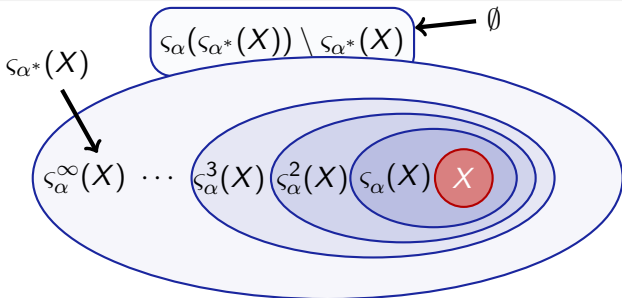
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Definition (Hybrid game α)

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



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

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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

Definition (Hybrid game α)

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

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

Definition (dGL Formula P)

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

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

Definition (Hybrid game α)

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

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s_{x:=e}(X) &= \{\omega \in \mathcal{S} : \omega_x^{\omega[e]} \in X\} \\
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s_{?Q}(X) &= \llbracket Q \rrbracket \cap X \\
s_{\alpha \cup \beta}(X) &= s_{\alpha}(X) \cup s_{\beta}(X) \\
s_{\alpha;\beta}(X) &= s_{\alpha}(s_{\beta}(X)) \\
s_{\alpha^*}(X) &= \bigcap \{Z \subseteq \mathcal{S} : X \cup s_{\alpha}(Z) \subseteq Z\} \\
s_{\alpha^d}(X) &= (s_{\alpha}(X^c))^c
\end{aligned}$$

Definition (dGL Formula P)

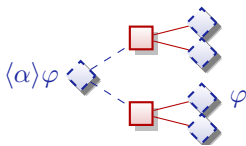
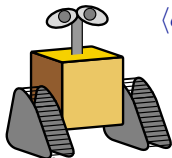
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\llbracket \langle \alpha \rangle P \rrbracket &= s_{\alpha}(\llbracket P \rrbracket) \\
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\end{aligned}$$



differential game logic

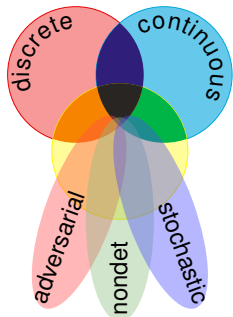
$$\text{dGL} = \text{GL} + \text{HG} = \text{dL} + \text{d}$$



- 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.

Logical Foundations of Cyber-Physical Systems.

Springer, Switzerland, 2018.

URL: <http://www.springer.com/978-3-319-63587-3>,

doi:10.1007/978-3-319-63588-0.



André Platzer.

Differential game logic.

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

doi:10.1145/2817824.