

LFCPS Exercise Class 5

Differential Games

Exercise 1. Recall the syntax for programs in Hybrid games

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

Hybrid games introduce the dual operator that flips the player from demon to angel and vice versa. Find the corresponding formulas constructed with the syntax given above for the following formulas

1. $\alpha \cap \beta \equiv \dots$,
2. $\alpha^\times \equiv \dots$,
3. $(x := e)^d \equiv \dots$.

Can you also construct such formulas for

1. $(x' = f(x) \& Q)^d$,
2. $(?Q)^d$.

Exercise 2. Prove that the following axiom are sound:

1. $\langle ; \rangle \quad \langle \alpha; \beta \rangle P \leftrightarrow \langle \alpha \rangle \langle \beta \rangle P$,
2. $\langle \cup \rangle \quad \langle \alpha \cup \beta \rangle P \leftrightarrow \langle \alpha \rangle P \vee \langle \beta \rangle P$.

Exercise 3. Recall the semantics of hybrid games given on the handout. In the lecture, we considered two explicit definitions for the semantics of loops, e.g.,

1. $\zeta_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \zeta_{\alpha^n}(X)$,
2. $\zeta_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \zeta_{\alpha^n}(X)$, $\zeta_{\alpha^0}(X) = X$, $\zeta_{\alpha^{n+1}}(X) = X \cup \zeta_{\alpha}(\zeta_{\alpha^n}(X))$ for $n \in \mathbb{N}$.

Now, address the following two tasks:

1. Explore the distinctions between these two definitions and support your argument with an example.
2. Investigate whether these definitions stand up to scrutiny.

Exercise 4. Prove or disprove:

1.
$$\frac{\vdash P \vee \langle \alpha \rangle Q \rightarrow Q}{\vdash \langle \alpha^* \rangle P \rightarrow Q}$$
2.
$$\frac{\vdash \langle \alpha \rangle (P \vee Q)}{\vdash \langle \alpha \rangle P \vee \langle \alpha \rangle Q}$$

Exercise 5. Use the dGL axioms to prove the following formulas:

1. $\langle x := -x \cup (x := x + 1 \cap x := x + 2) \rangle x > 0$
2. $\langle x := x^2 \cup (x := x + 1 \cap x' = 2) \rangle x > 0$
3. $\langle x := -x \cup (x := x + 2 \cap x' = 2) \rangle x \geq 0$
4. $\langle (x := -x \cup (x := x + 2 \cap x' = 2))^* \rangle x \geq 0$