

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. $\langle \cup \rangle \quad \langle \alpha \cup \beta \rangle P \leftrightarrow \langle \alpha \rangle P \vee \langle \beta \rangle P$.

Recall the definition of the iterations by recursion on ordinals.

$$\begin{aligned} \zeta_\alpha^0(X) &= X \\ \zeta_\alpha^{\gamma+1}(X) &= X \cup \zeta_\alpha(\zeta_\alpha^\gamma(X)) \\ \zeta_\alpha^\lambda(X) &= \bigcup_{\gamma < \lambda} \zeta_\alpha^\gamma(X) \end{aligned}$$

Exercise 3. In the lecture, the following four potential definitions for the semantics of repetition games were given:

1. Advance-notice semantics: $\zeta_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \zeta_{\alpha^n}(X)$,
2. ω -semantics: $\zeta_{\alpha^*}(X) = \bigcup_{n \in \mathbb{N}} \zeta_\alpha^n(X)$
3. Inflationary semantics: $\zeta_{\alpha^*}(X) = \bigcup_{\gamma \in \text{Ord}} \zeta_\alpha^\gamma(X)$
4. Intersection semantics: $\zeta_{\alpha^*}(X) = \bigcap \{ Z : X \cup \zeta_\alpha(Z) \subseteq Z \}$

Compare these semantics. That is for any pair of semantics either show that they are the same or find an example where they disagree.

Exercise 4. Which of the four semantics best captures the spirit of gameplay and why?

Exercise 5. How many times to you need to repeat the winning region construction to show semantically validity of the following formulas:

1. $\langle (x := x + 1; x' = 1^d \cup x := x - 1)^* \rangle 0 \leq x < 1$
2. $\langle (x := x - 1; y' = 1^d \cup y := y - 1; z' = 1^d \cup z := z - 1)^* \rangle 0 \leq x < 0 \wedge y < 0 \wedge z < 0$

Exercise 6. Are the following rules sound or unsound? Prove this.

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

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

$$3. \frac{\vdash \langle \alpha \rangle (P \vee Q)}{\vdash \langle \alpha \rangle P \vee \langle \alpha \rangle Q}$$

Exercise 7. Use the *dGL* axioms to prove the following formulas:

$$1. \langle x := -x \cup (x := x + 1 \cap x := x + 2) \rangle x > 0$$

$$2. \langle x := x^2 \cup (x := x + 1 \cap x' = 2) \rangle x > 0$$

$$3. \langle x := -x \cup (x := x + 2 \cap x' = 2) \rangle x \geq 0$$

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