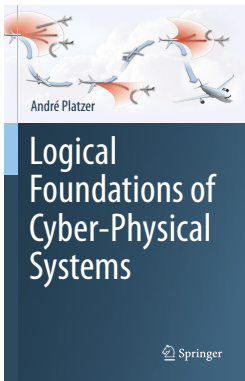


# 15: Winning Strategies & Regions

## 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

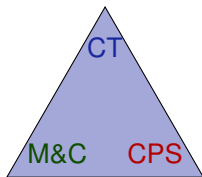
- Differential Game Logic Semantics
- Hybrid Game Semantics

## 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  $\alpha$ )

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

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

Definition (Hybrid game  $\alpha$ )

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All  
Reals

Some  
Reals

Discrete  
Assign

Test  
Game

Differential  
Equation

Choice  
Game

Seq.  
Game

Repeat  
Game

Dual  
Game

Definition (Hybrid game  $\alpha$ )

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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

Some  
Reals

Angel  
Wins



Discrete  
Assign

Test  
Game

Differential  
Equation

Choice  
Game

Seq.  
Game

Repeat  
Game

Dual  
Game

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All  
Reals

Some  
Reals

Angel  
Wins

Demon  
Wins

Discrete  
Assign

Test  
Game

Differential  
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Choice  
Game

Seq.  
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Repeat  
Game

Dual  
Game

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Definition (dGL Formula  $P$ )

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

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

All  
Reals

Some  
Reals

Angel  
Wins

Demon  
Wins



1

## Learning Objectives

2

## Denotational Semantics

- Differential Game Logic Semantics
- Hybrid Game Semantics

3

## Semantics of Repetition

- Repetition with Advance Notice
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## Summary

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  $P$ )

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

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

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

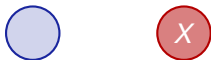
$$[[P \wedge Q]] = [[P]] \cap [[Q]]$$

$$[[\langle \alpha \rangle P]] = \zeta_\alpha([[P]]) \quad \{\omega : \nu \in [[P]] \text{ for some } \nu \text{ with } (\omega, \nu) \in [[\alpha]]\} \text{ ???}$$

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

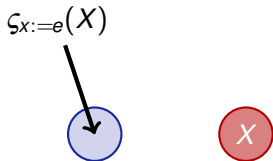
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



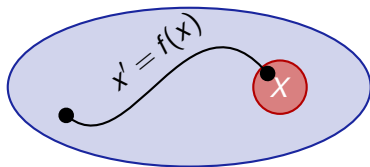
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Definition (Hybrid game  $\alpha$ : denotational semantics)

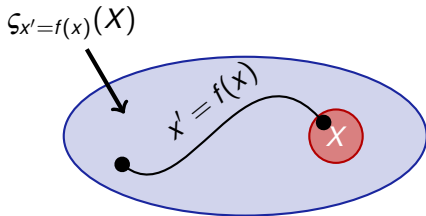
$$\llbracket \alpha \rrbracket = \{x' = f(x) \ \& \ Q(X)\}$$





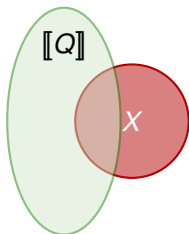
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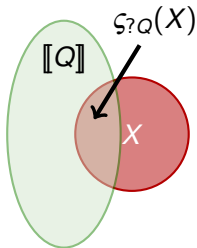
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



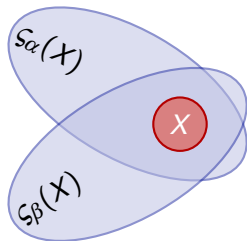
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



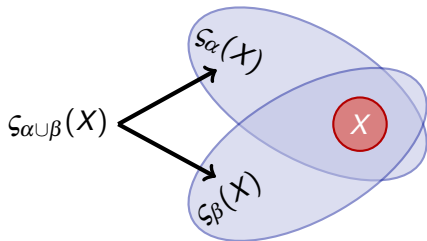
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



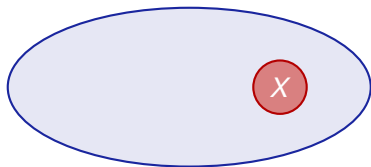
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



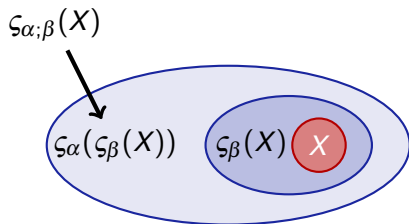
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



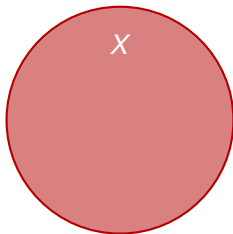
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



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

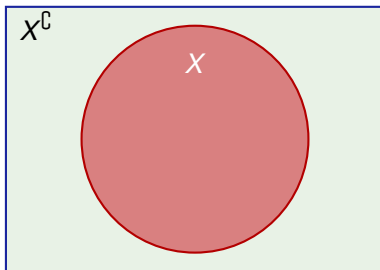
$$\mathcal{S}_{\alpha^d}(X) =$$





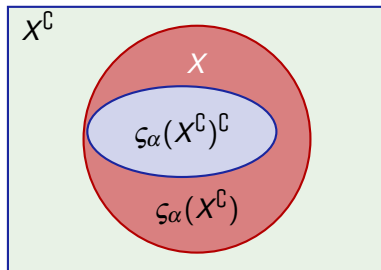
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



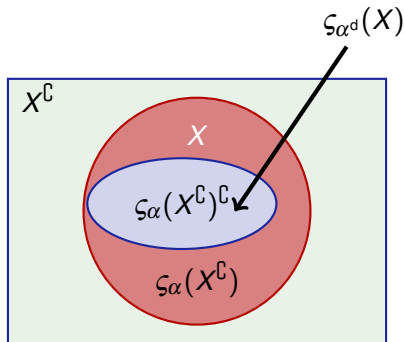
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



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

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



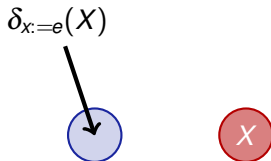
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



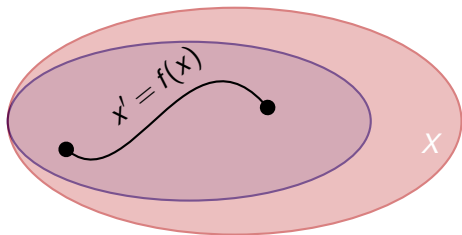
Definition (Hybrid game  $\alpha$ : denotational semantics)

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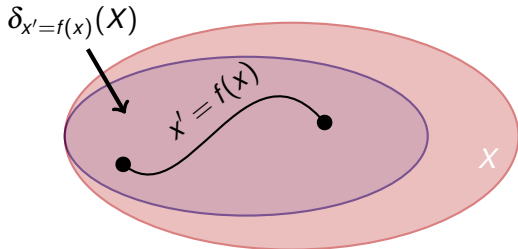
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



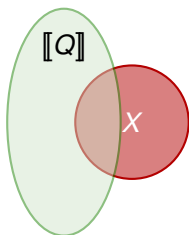
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Definition (Hybrid game  $\alpha$ : denotational semantics)

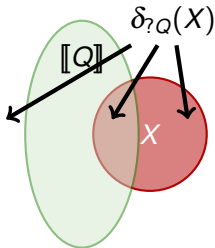
$\delta_{?Q}(X) =$





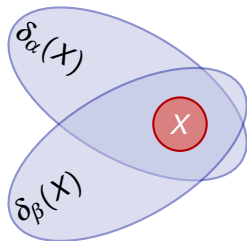
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



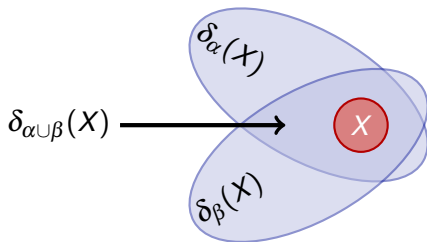
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



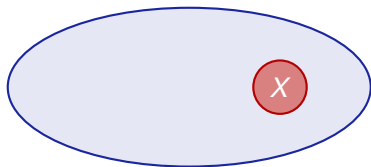
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



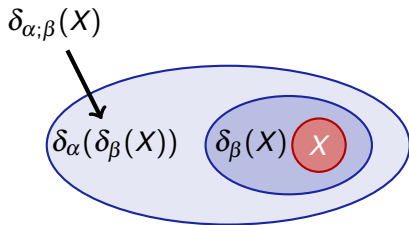
Definition (Hybrid game  $\alpha$ : denotational semantics)

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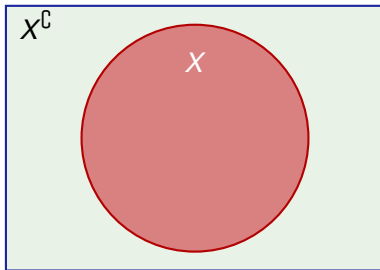
Definition (Hybrid game  $\alpha$ : denotational semantics)

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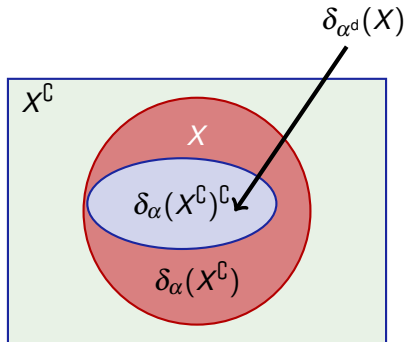
Definition (Hybrid game  $\alpha$ : denotational semantics)

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



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

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



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

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

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

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

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

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

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

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

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

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

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

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

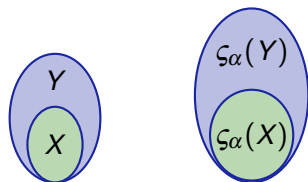
$$[[\langle \alpha \rangle P]] = \zeta_{\alpha}([[P]])$$

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



## 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 $\alpha$ )

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

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

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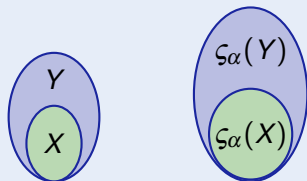
$$\varsigma_{?Q}(X) = [[Q]] \cap X$$

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

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

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

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

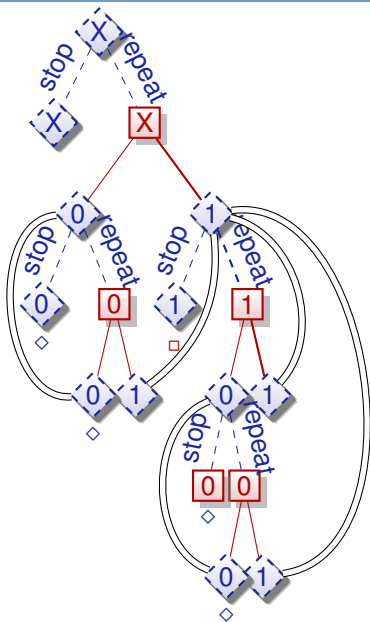


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$$\langle (x := 0 \cap x := 1)^* \rangle x = 0$$

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



Definition (Hybrid game  $\alpha$ )

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

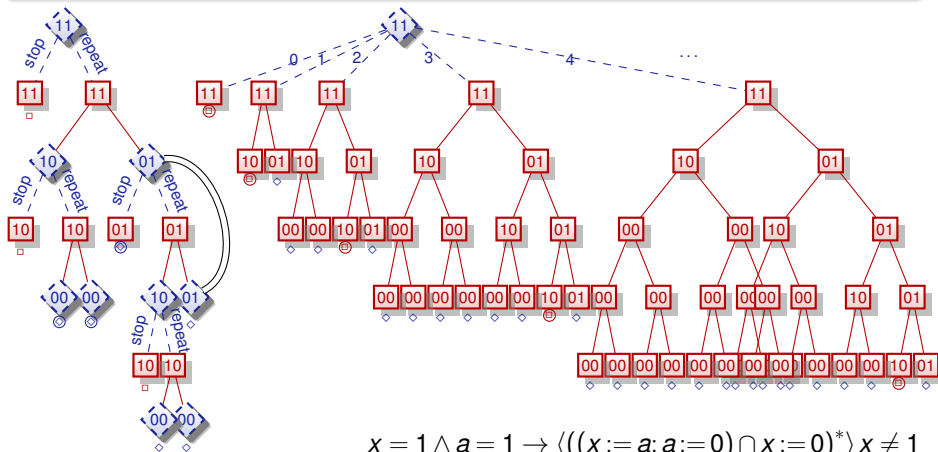
Definition (Hybrid game  $\alpha$ )

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

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

## Definition (Hybrid game $\alpha$ )

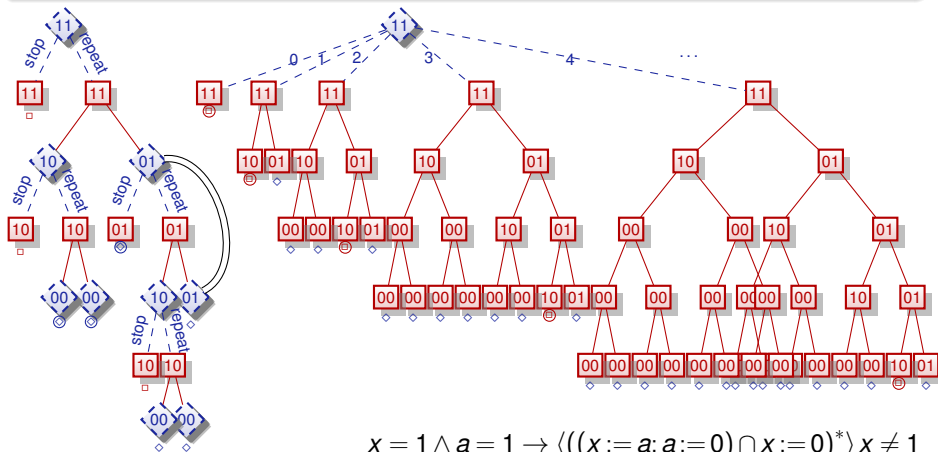
$$\zeta\alpha^*(X) = \bigcup_{n \in \mathbb{N}} \zeta\alpha^n(X)$$



Definition (Hybrid game  $\alpha$ )

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

advance notice semantics?

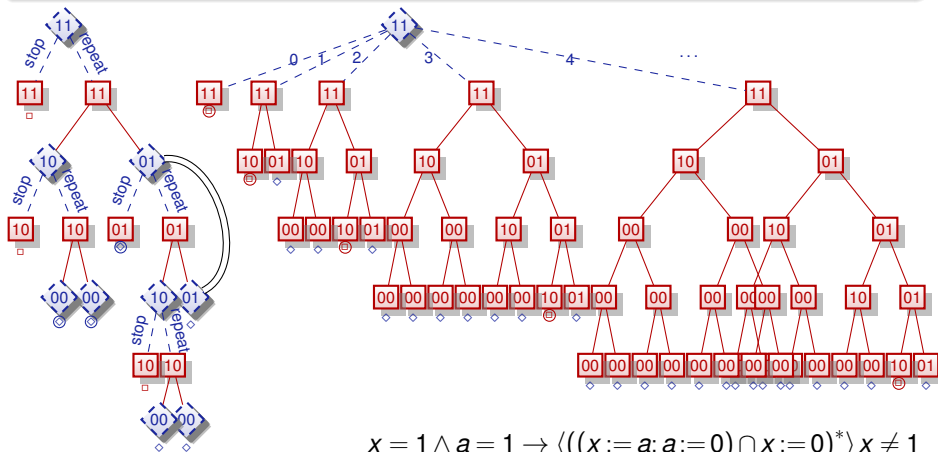




Definition (Hybrid game  $\alpha$ )

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

too hard to predict all iterations!

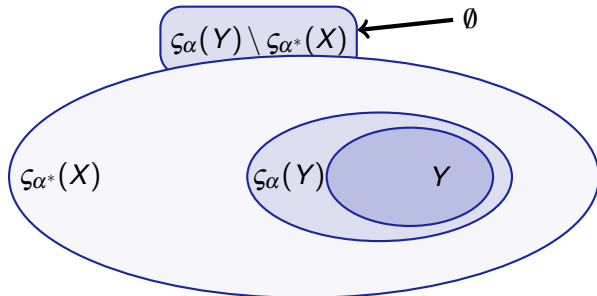


$$x = 1 \wedge a = 1 \rightarrow \langle ((x := a; a := 0) \cap x := 0)^* \rangle x \neq 1$$

## 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 $\alpha$ )

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

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

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

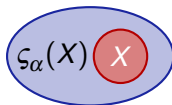


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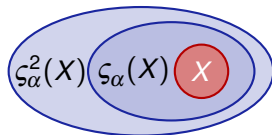


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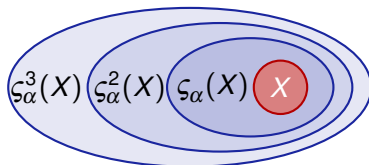


Definition (Hybrid game  $\alpha$ )

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

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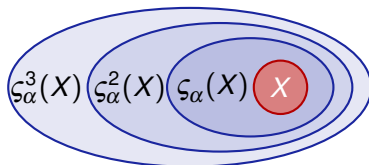
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$n$  outside the game so Demon won't know

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



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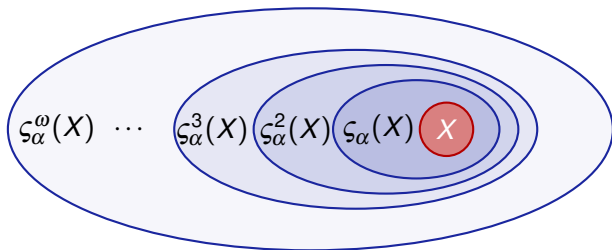
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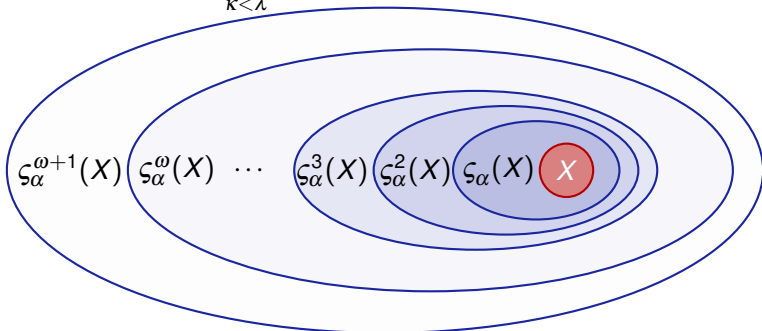
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missing winning strategies

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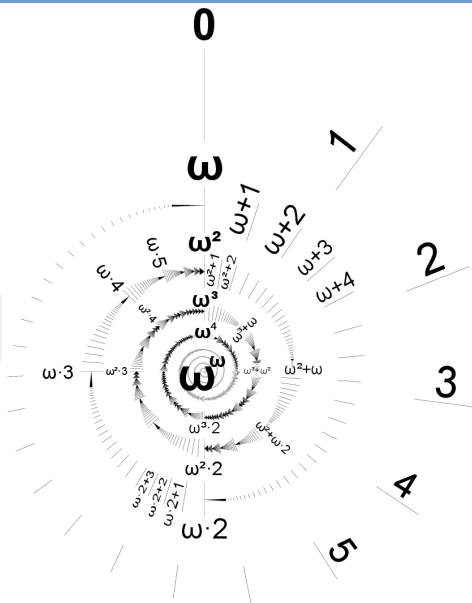
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Theorem

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



$$l + 0 = l$$

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

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

$$l \cdot 0 = 0$$

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

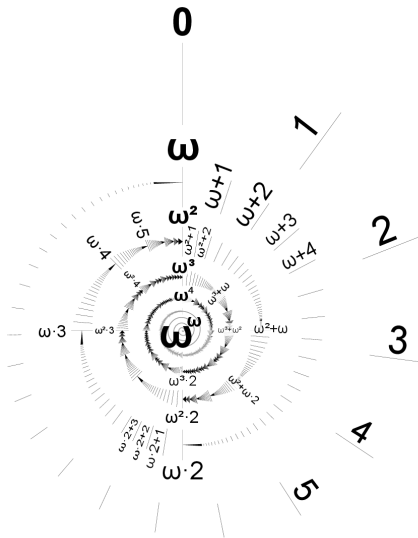
$$l \cdot \lambda = \bigsqcup_{\kappa < \lambda} l \cdot \kappa \quad \text{limit } \lambda$$

$$l^0 = 1$$

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

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

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



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$\lambda \neq 0$  a limit ordinal



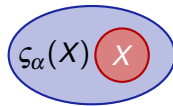
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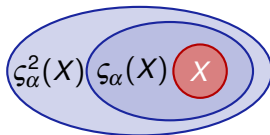
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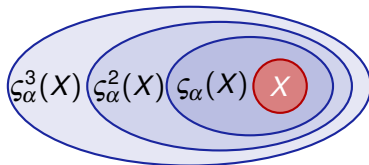
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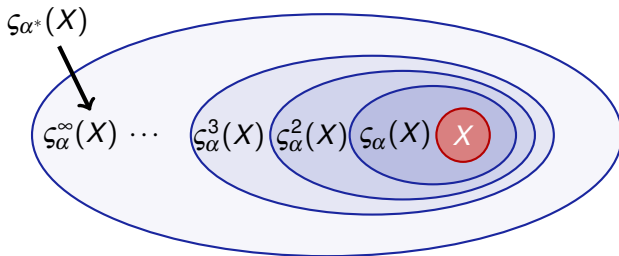
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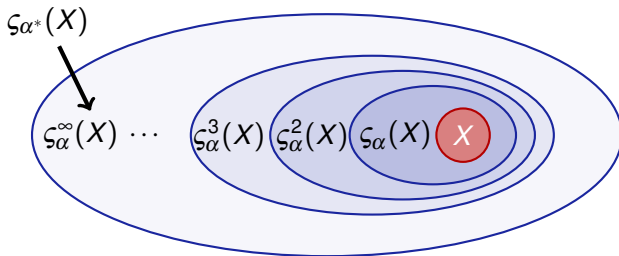
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Definition (Hybrid game  $\alpha$ )

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

requires transfinite patience



## Implicit Definitions

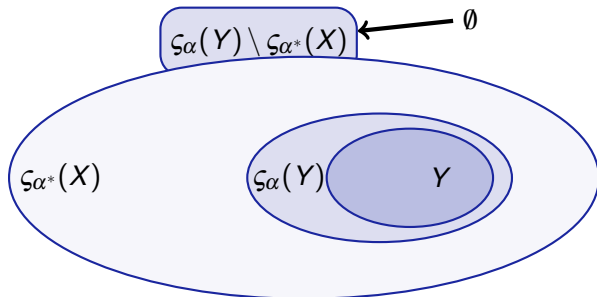
The advantages of implicit definition over construction are roughly those of theft over honest toil.

— 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)

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

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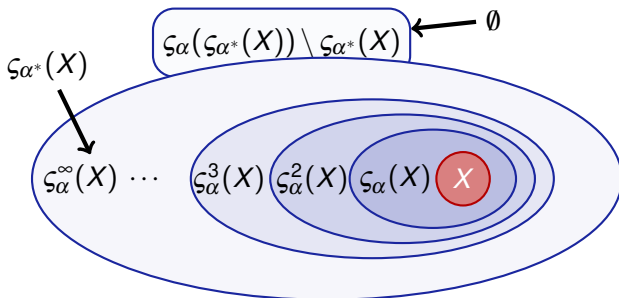
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- Still too small:  $X \subseteq Z$  since Angel may decide not to repeat

## Definition (Pre-fixpoint)

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

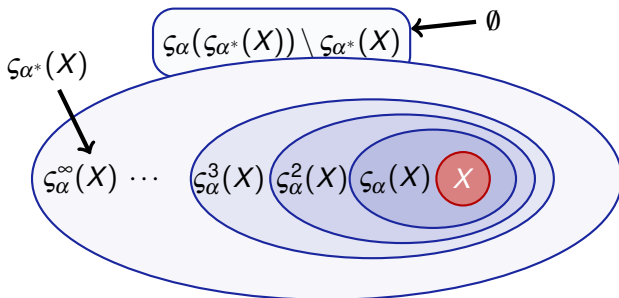
for the winning region  $Z \stackrel{\text{def}}{=} \zeta_{\alpha^*}(X)$



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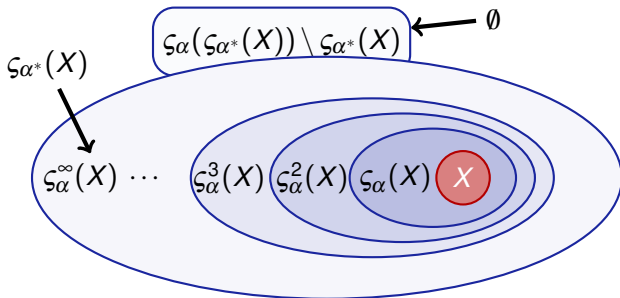
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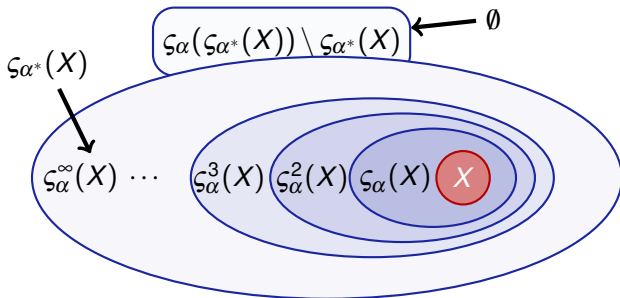


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- Existence:  $Z = \mathcal{S}$  but that's too big and independent of  $\alpha$

Lemma ( )

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

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

*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.

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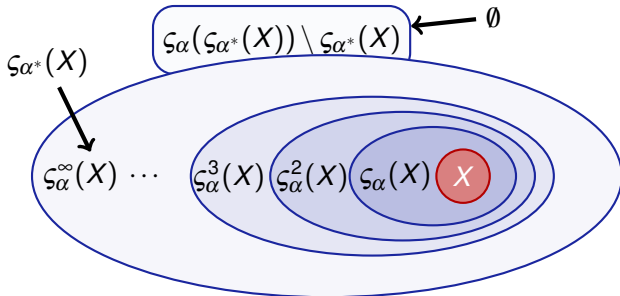
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Even: The intersection of *any* family of pre-fixpoints is a pre-fixpoint!  
So: repetition semantics is the smallest pre-fixpoint (well-founded)

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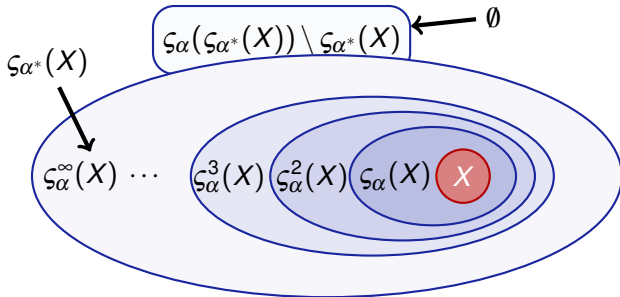
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$\zeta_{\alpha^*}(X)$  intersection of solutions



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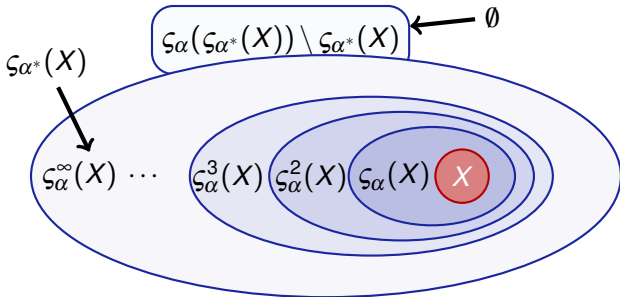
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$\zeta_{\alpha^*}(X)$  intersection of solutions  
by mon since  $Z \subseteq \zeta_{\alpha^*}(X)$

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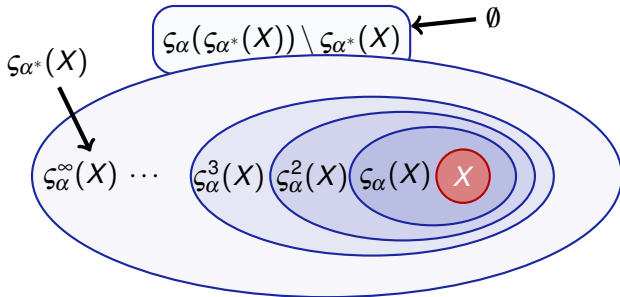
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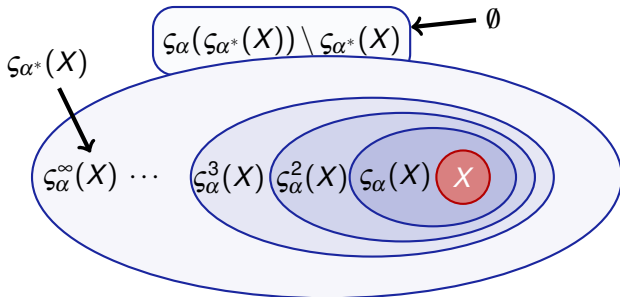
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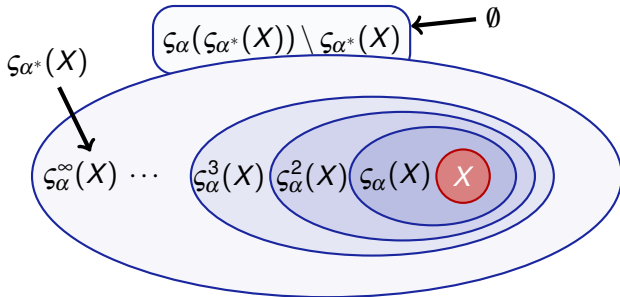
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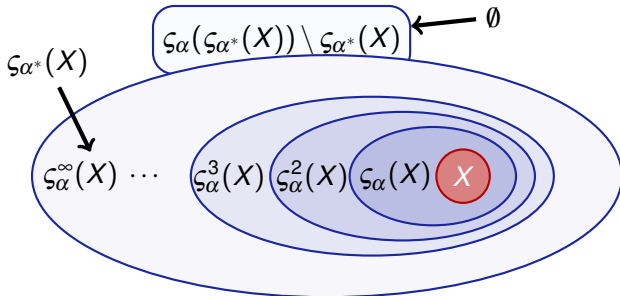
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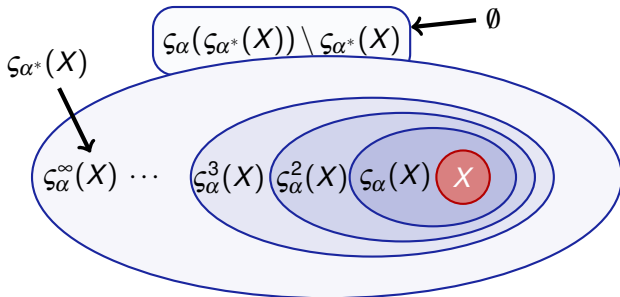
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## Definition (Hybrid game $\alpha$ )

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



$$\begin{aligned}
 Z \stackrel{\text{def}}{=} X \cup \zeta_{\alpha}(\zeta_{\alpha^*}(X)) &\subseteq \zeta_{\alpha^*}(X) && \zeta_{\alpha^*}(X) \text{ intersection of solutions} \\
 X \cup \zeta_{\alpha}(Z) &\subseteq X \cup \zeta_{\alpha}(\zeta_{\alpha^*}(X)) = Z && \text{by mon since } Z \subseteq \zeta_{\alpha^*}(X) \\
 \zeta_{\alpha^*}(X) &= X \cup \zeta_{\alpha}(\zeta_{\alpha^*}(X)) = Z && \text{since } \zeta_{\alpha^*}(X) \text{ smallest such } Z
 \end{aligned}$$

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Definition (Hybrid game  $\alpha$ )

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

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

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

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

Definition (dGL Formula  $P$ )

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

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

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

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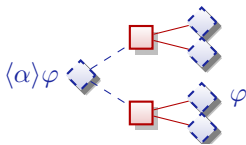
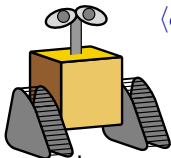
$$[[\langle \alpha \rangle P]] = \zeta_{\alpha}([[P]])$$

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



## differential game logic

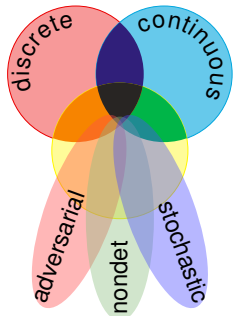
$$\text{dGL} = \text{GL} + \text{HG} = \text{dL} + \text{d}$$



- 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.

*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.