

Hypergame semantics: Ten years later

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Hypergames model/semantics

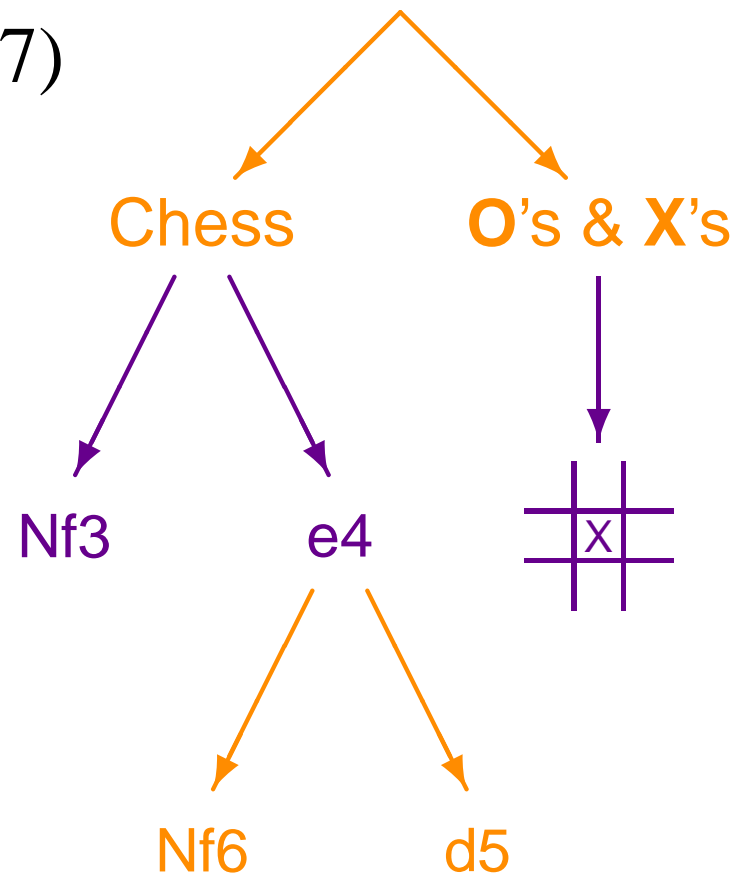
- For a 2nd-order logic / polymorphic progr. language
- Two principles:
 - (GM) Games as Moves
 - (UC) Uniformity by Copycat expansion
- *Imperial College Games Workshop* 1996
LICS 97, PhD thesis (Luke Ong, Oxford)
 - System F (LICS 97, PhD)
 - affine linear (Murawski-Ong '01, Murawski PhD '01)
 - Type isos (de Lataillade, yesterday)
- Here cleaner notation: no \times , transition games, Felscher

(GM) Games as Moves

- Zwicker's Hypergame H (1987)

- O chooses terminating game G ;
play G (P starts)

- “Is H terminating?”
~ Russell's paradox
(Mirimanoff 1917)



(GM) Games as Moves

- $\langle a, b \rangle \mapsto a : \forall X. X \times X \rightarrow X$

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- $\langle a, b \rangle \mapsto a : \forall X . X \times X \rightarrow X$
 - at \mathbb{N} : $\langle 7, 3 \rangle \mapsto 7 : \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$

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 - at \mathbb{B} : $\langle \text{true}, \text{false} \rangle \mapsto \text{true} : \mathbb{B} \times \mathbb{B} \rightarrow \mathbb{B}$

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 - at P : $\langle \pi_2, \pi_1 \rangle \mapsto \pi_2 : \text{P} \times \text{P} \rightarrow \text{P}$

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- $\langle a, b \rangle \mapsto a : \forall X . X \times X \rightarrow X$ **Uniform**
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- $\left\{ \begin{array}{l} \langle a, b \rangle \mapsto a \quad \text{if } X = \mathbb{N} \\ \langle a, b \rangle \mapsto b \quad \text{otherw.} \end{array} \right\} : \forall X . X \times X \rightarrow X$ ~~Uniform~~
Ad hoc

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● ●

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n n

7


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at \mathbb{N} : $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$



(UC) Uniformity by Copycat expansion

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\bullet \bullet

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n n

7 7

Convention:

\circ = Opponent = Orange

\bullet = Player = Purple

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b

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\bullet \bullet

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b b

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at \circ : $\circ \times \circ \rightarrow \circ$

\bullet \bullet

at \mathbb{B} : $\mathbb{B} \times \mathbb{B} \rightarrow \mathbb{B}$

b b

true

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at \circ : $\circ \times \circ \rightarrow \circ$

\bullet \bullet

at \mathbb{B} : $\mathbb{B} \times \mathbb{B} \rightarrow \mathbb{B}$

b b

true true

(UC) Uniformity by Copycat expansion

$$\forall X. X \times X \rightarrow X$$

at \mathbb{N} : $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$

$$\begin{array}{ccc} & n & n \\ & 3 & 3 \end{array}$$

at \mathbb{B} : $\mathbb{B} \times \mathbb{B} \rightarrow \mathbb{B}$

$$\begin{array}{ccc} & b & b \\ & \text{true} & \text{true} \end{array}$$

~~Uniform~~
Ad hoc

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$$\begin{array}{ccccccc} & & \circ & \times & \circ & \rightarrow & \circ \\ & & & & & & \bullet \\ & & \bullet & & & & \bullet \end{array}$$

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$$(\mathbb{N} \rightarrow \mathbb{B}) \times (\mathbb{N} \rightarrow \mathbb{B}) \rightarrow (\mathbb{N} \rightarrow \mathbb{B})$$

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$$\begin{array}{ccccccc} (\mathbb{N} \rightarrow \mathbb{B}) & \times & (\mathbb{N} \rightarrow \mathbb{B}) & \rightarrow & (\mathbb{N} \rightarrow \mathbb{B}) & & \\ & & & & & & b \\ & & & & & & b \end{array}$$

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at $\mathbb{N} \rightarrow \mathbb{B}$:

$$\begin{array}{ccccccc} (\mathbb{N} \rightarrow \mathbb{B}) & \times & (\mathbb{N} \rightarrow \mathbb{B}) & \rightarrow & (\mathbb{N} \rightarrow \mathbb{B}) \\ & & n & & b \end{array}$$

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at \circ :

$$\begin{array}{ccccccc} & \circ & \times & \circ & \rightarrow & \circ & \\ & \bullet & & & & \bullet & \end{array}$$

at $\mathbb{N} \rightarrow \mathbb{B}$:

$$\begin{array}{ccccccc} (\mathbb{N} \rightarrow \mathbb{B}) & \times & (\mathbb{N} \rightarrow \mathbb{B}) & \rightarrow & (\mathbb{N} \rightarrow \mathbb{B}) & & \\ & & & & & & \\ & n & b & & & & b \\ & & & & & & \\ & & & & & n & \end{array}$$

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$$\begin{array}{ccccccc} (\mathbb{N} \rightarrow \mathbb{B}) & \times & (\mathbb{N} \rightarrow \mathbb{B}) & \rightarrow & (\mathbb{N} \rightarrow \mathbb{B}) \\ & & & & & & b \\ & n & b & & & & \\ & & & & & n & \\ & & & & & 5 & \end{array}$$

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$$\begin{array}{ccc} (\mathbb{N} \rightarrow \mathbb{B}) \times (\mathbb{N} \rightarrow \mathbb{B}) & \rightarrow & (\mathbb{N} \rightarrow \mathbb{B}) \\ \begin{array}{cc} n & b \\ & \\ & \\ 5 & \end{array} & & \begin{array}{c} b \\ & \\ n \\ 5 \end{array} \\ \text{true} & & \end{array}$$

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$$\begin{array}{ccc} n & b & b \\ & & n \\ & & 5 \\ & \text{true} & \text{true} \end{array}$$

$$\langle \text{prime?} , \text{even?} \rangle \mapsto \text{prime?}$$

Related

- Hypergame semantics: (**GM**) & (**UC**)
 - System F (Imperial '96, LICS 97, PhD)
 - affine linear (Murawski-Ong '01, Murawski PhD'01)
 - Type isos (de Lataillade, yesterday)
- \sqcap -game semantics: \neg (**GM**) & (**U \sqcap**)
 - affine linear (Abramsky '97, Newton Inst. '95)
 - ... Abramsky & Lenisa ...
- Generic game semantics: \neg (**GM**) & (**UC'**)
 - system F (Abramsky-Jagadeesan '05) full compl. ML types

Impredicativity

- $$\underbrace{\langle a, b \rangle \mapsto a}_{\pi_1} : \underbrace{\forall X . X \times X \rightarrow X}_P$$
 - at \mathbb{N} : $\langle 7, 3 \rangle \mapsto 7 : \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$
 - at P : $\langle \pi_2, \pi_1 \rangle \mapsto \pi_2 : P \times P \rightarrow P$ ~~ML~~ , F
- { barbers : shave non-self-shavers }
- H is a move in H : “ $H \in H$ ” (Zwicker)

Impredicativity: dynamic solution

- Static approaches not fully complete for F :
 - Domain models (continuity/approximation/limit)
 - PER models (families/ \cap)
 - Abramsky-Jagadeesan '05 (no 2nd-order moves)
- Dynamic solution: (**GM**) **G**ames as **M**oves

Impredicativity: dynamic solution

$$\langle a, b \rangle \mapsto a \quad : \quad \forall X . X \times X \rightarrow X \quad = \text{P}$$

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$$\text{at } \mathbf{P} : \quad (\forall X . X \times X \rightarrow X) \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow (\forall Z . Z \times Z \rightarrow Z)$$

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n

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} O's hyper-move
n

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at **N** : $(\forall X . X \times X \rightarrow X) \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$

n

at **N** : $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N} \quad \times \quad (\forall Y . Y \times Y \rightarrow Y) \rightarrow \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$

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 n

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at **N** : $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N} \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$ } P's hyper-move

Impredicativity: dynamic solution

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n

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n

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$$\forall X . \quad X \quad \times \quad X \quad \rightarrow \quad X$$

at **P** : $(\forall X . X \times X \rightarrow X) \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow (\forall Z . Z \times Z \rightarrow Z)$

at **N** : $(\forall X . X \times X \rightarrow X) \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$
n

at **N** : $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N} \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$
m *n*

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$$\forall X . \quad X \quad \times \quad X \quad \rightarrow \quad X$$

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m *n* *m*

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$$\forall X . \quad X \quad \times \quad X \quad \rightarrow \quad X$$

at **P** : $(\forall X . X \times X \rightarrow X) \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow (\forall Z . Z \times Z \rightarrow Z)$

at **N** : $(\forall X . X \times X \rightarrow X) \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$
n

at **N** : $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N} \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$
m *n* *m*
4

Impredicativity: dynamic solution

$$\langle a, b \rangle \mapsto a \quad : \quad \forall X . X \times X \rightarrow X \quad = \mathbf{P}$$

$$\forall X . \quad X \quad \times \quad X \quad \rightarrow \quad X$$

at **P** : $(\forall X . X \times X \rightarrow X) \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow (\forall Z . Z \times Z \rightarrow Z)$

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 m n m
4 5 4

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m *n* *m*
4 4
5 5

Impredicativity: dynamic solution

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 n

at \mathbf{N} : $\mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N} \times (\forall Y . Y \times Y \rightarrow Y) \rightarrow \mathbb{N} \times \mathbb{N} \rightarrow \mathbb{N}$

m n

4

5

m

4

5


succ

Full completeness for system F

- Uniform
- Innocent
- Total
- Compact

Full completeness for system F

- Uniform (UC)
- Innocent
- Total
- Compact

Full completeness for system F

- Uniform (UC)
- Innocent \leftarrow Hyland-Ong
- Total
- Compact

Full completeness for system F

- Uniform (UC)
- Innocent \leftarrow Hyland-Ong
- Total \leftarrow λ fragment
- Compact

Full completeness for system F

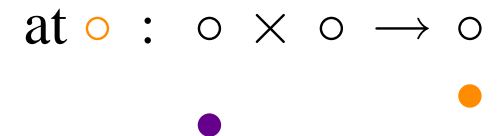
- Uniform (UC)
- Innocent \leftarrow Hyland-Ong
- Total \leftarrow λ fragment
- Compact = finite 'spine'

Full completeness for system F

- Uniform (UC)
- Innocent \leftarrow Hyland-Ong
- Total \leftarrow λ fragment
- Compact = finite ‘spine’

$$\forall X. X \times X \rightarrow X$$

at \circ : $\circ \times \circ \rightarrow \circ$



Formal Hypergames

- **Assertion**: type occurrence
 - Lorenzen/Felscher dialogue games (1960, 1985)
- $A \rightarrow \forall X.B \overset{\text{prenex}}{\rightsquigarrow} \forall X.(A \rightarrow B)$
- **resolve** = exhaustively instantiate leading \forall s

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$$\forall X. X \rightarrow X$$

$$\downarrow \forall Y.Y$$

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$$\begin{array}{c}
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 (\forall Y.Y) \rightarrow (\forall Y.Y)
 \end{array}$$

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 (\forall Y.Y) \rightarrow (\forall Y.Y) \\
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 \end{array}$$

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 (\forall Y.Y) \rightarrow (\forall Y.Y) \\
 \downarrow \text{prenex} \\
 \forall Y. (\forall Y.Y) \rightarrow Y
 \end{array}$$

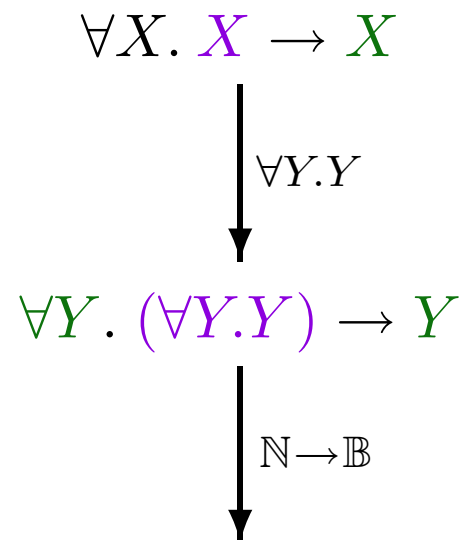
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$$\begin{array}{c}
 \forall X. X \rightarrow X \\
 \downarrow \forall Y.Y \\
 \Downarrow \text{prenex} \\
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$$\begin{array}{c}
 \forall X. X \rightarrow X \\
 \downarrow \forall Y.Y \\
 \forall Y. (\forall Y.Y) \rightarrow Y \\
 \downarrow N \rightarrow B \\
 (\forall Y.Y) \rightarrow (N \rightarrow B)
 \end{array}$$

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$$\begin{array}{c}
 \forall X. X \rightarrow X \\
 \downarrow \begin{array}{l} \forall Y.Y \\ \mathbb{N} \rightarrow \mathbb{B} \end{array} \\
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 \downarrow \begin{array}{l} \forall Y.Y \\ \mathbb{N} \rightarrow \mathbb{B} \end{array} \\
 (\forall Y.Y) \rightarrow (\mathbb{N} \rightarrow \mathbb{B})
 \end{array}$$

- n **branches**: $A_1 \rightarrow A_2 \rightarrow \dots \rightarrow A_n \rightarrow X$

Hypergame $\mathcal{H}(A)$

Hypergame $\mathcal{H}(A)$

- O resolves A

Hypergame $\mathcal{H}(A)$

$$\forall X. X \rightarrow X \rightarrow X$$

- O resolves A

Hypergame $\mathcal{H}(A)$

- O resolves A

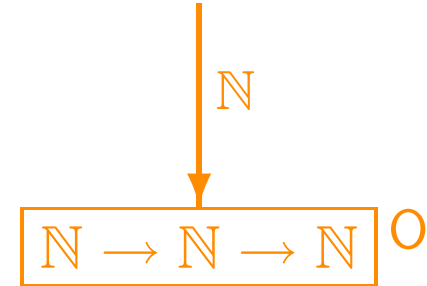
$$\forall X. X \rightarrow X \rightarrow X$$



Hypergame $\mathcal{H}(A)$

- O resolves A

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Hypergame $\mathcal{H}(A)$

- O resolves A
- resolve opposing branch

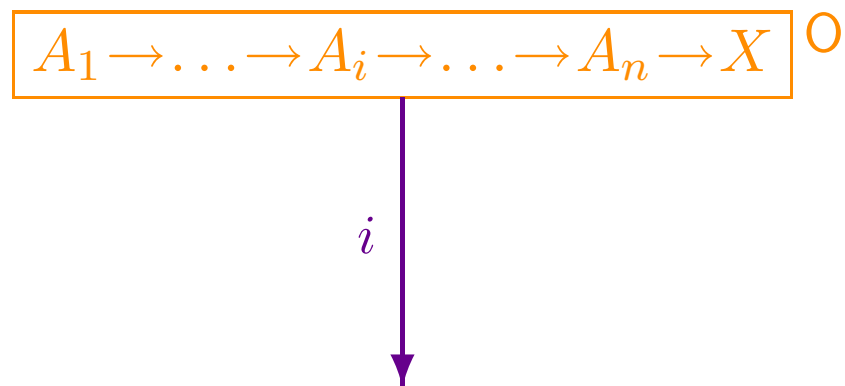
Hypergame $\mathcal{H}(A)$

- O resolves A
- resolve opposing branch

$$A_1 \rightarrow \dots \rightarrow A_i \rightarrow \dots \rightarrow A_n \rightarrow X \quad O$$

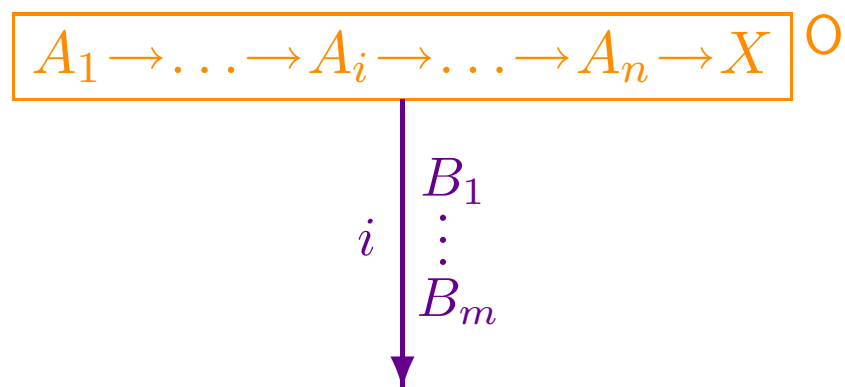
Hypergame $\mathcal{H}(A)$

- O resolves A
- resolve opposing branch



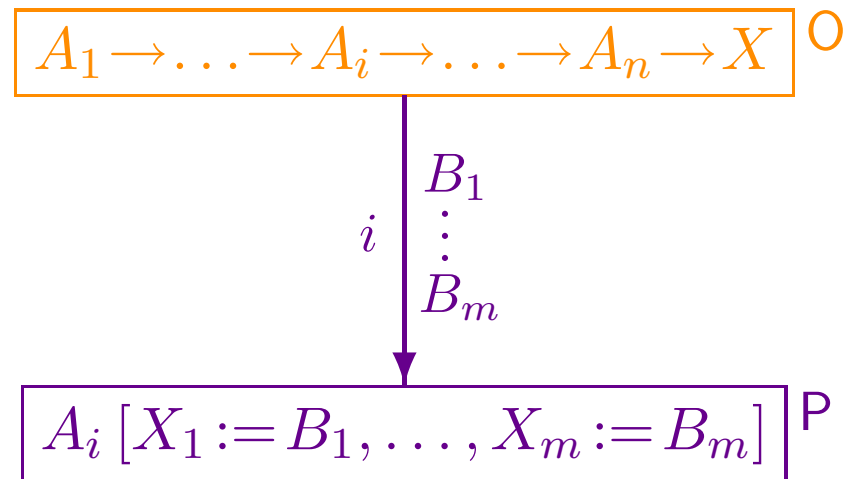
Hypergame $\mathcal{H}(A)$

- O resolves A
- resolve opposing branch



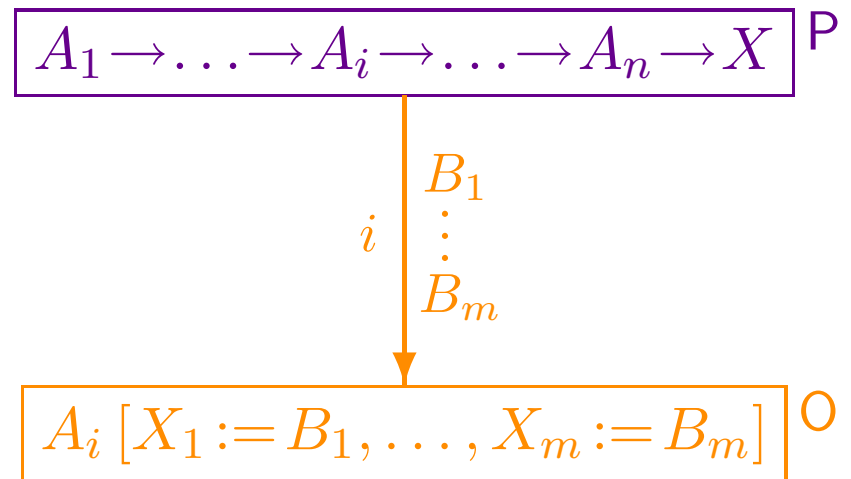
Hypergame $\mathcal{H}(A)$

- O resolves A
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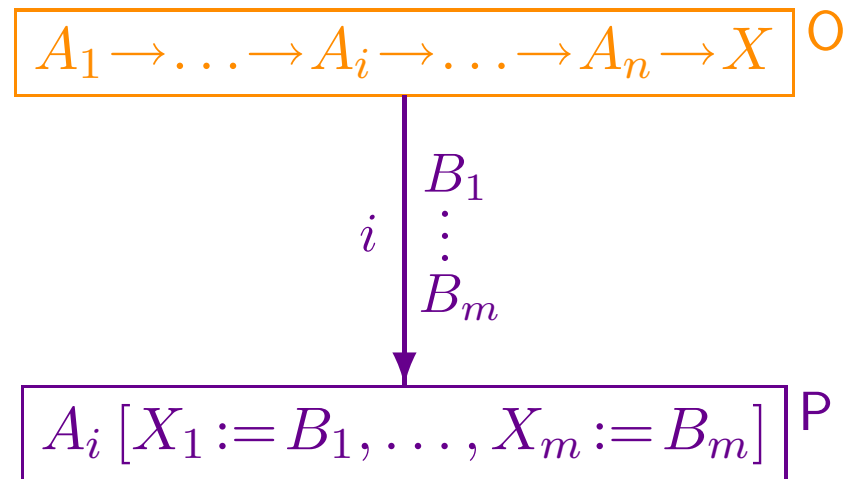
Hypergame $\mathcal{H}(A)$

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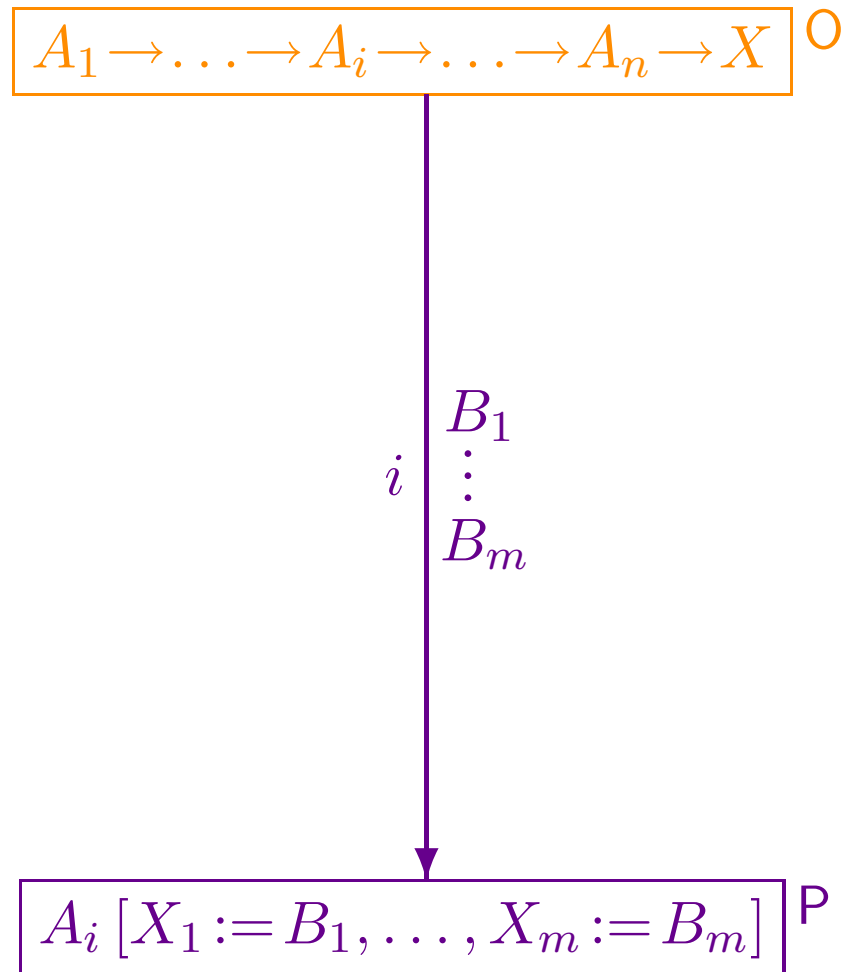
Hypergame $\mathcal{H}(A)$

- O resolves A
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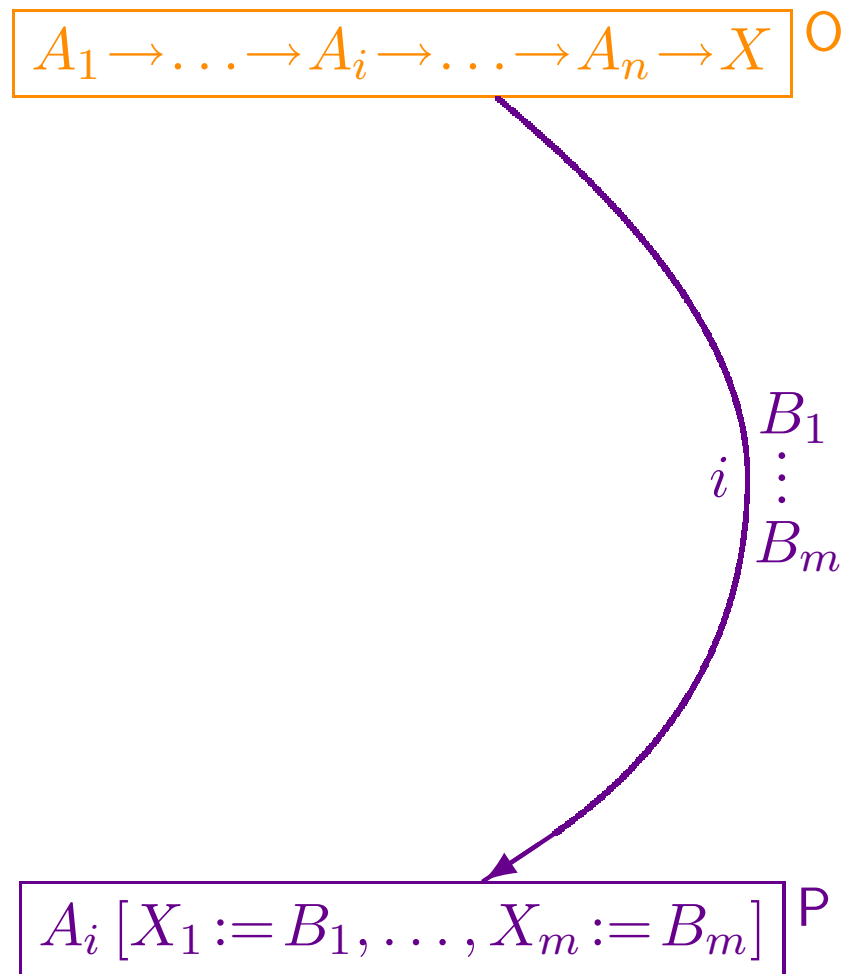
Hypergame $\mathcal{H}(A)$

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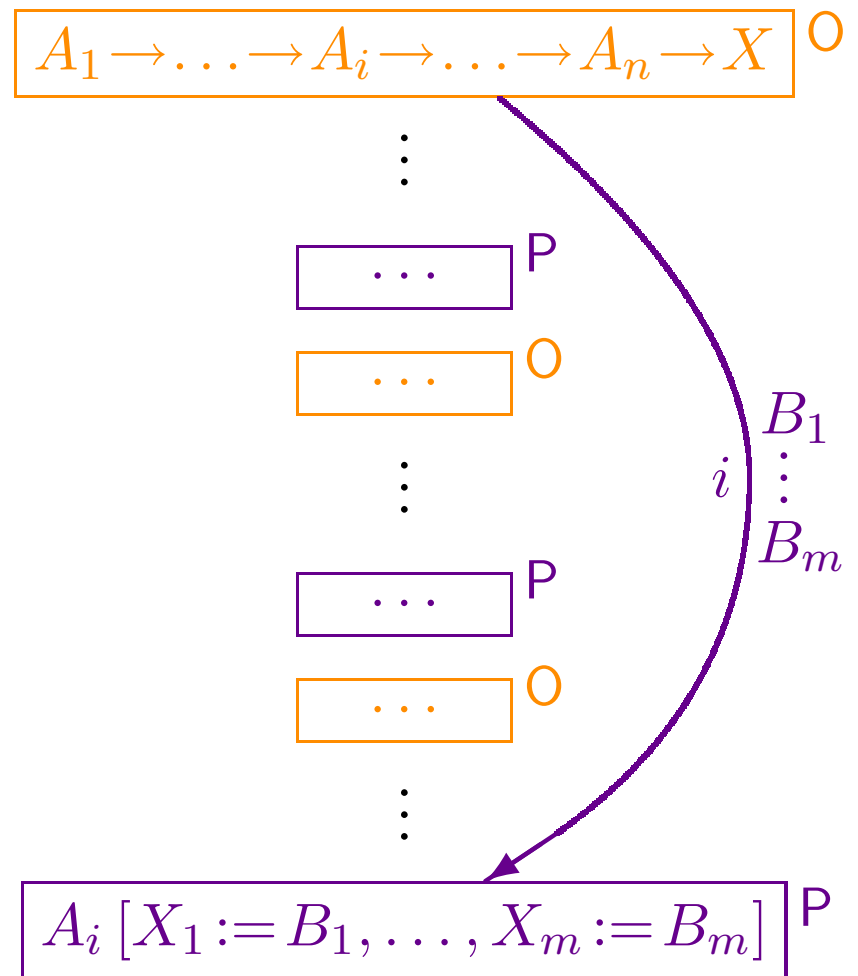
Hypergame $\mathcal{H}(A)$

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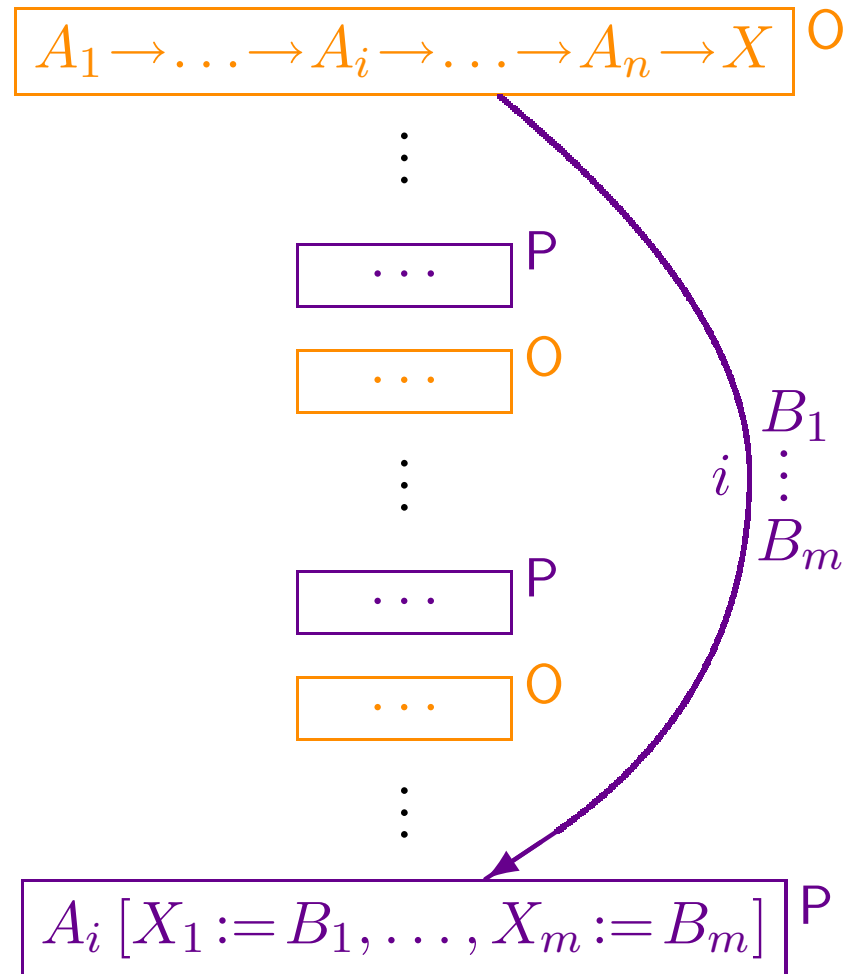
Hypergame $\mathcal{H}(A)$

- O resolves A
- resolve opposing branch



Hypergame $\mathcal{H}(A)$

- O resolves A
- \circlearrowleft resolve opposing branch



$$\forall X. X \rightarrow X$$

$\forall X. X \rightarrow X$

$\downarrow \forall Y.Y$
 \mathbb{N}

$(\forall Y.Y) \rightarrow \mathbb{N}$ \circ

$$\forall X. X \rightarrow X$$

\downarrow $\forall Y.Y$
 \mathbb{N}

$(\forall Y.Y) \rightarrow \mathbb{N}$

0

$$\forall X. X \rightarrow X$$

\downarrow $\forall Y.Y$

$$(\forall Y.Y) \rightarrow (\forall Y.Y)$$

\downarrow prenex

$$\forall Y. (\forall Y.Y) \rightarrow Y$$

\downarrow \mathbb{N}

$$(\forall Y.Y) \rightarrow \mathbb{N}$$

$\forall X. X \rightarrow X$

$\downarrow \forall Y.Y$
 \mathbb{N}

$(\forall Y.Y) \rightarrow \mathbb{N}$ 0

$$\forall X. X \rightarrow X$$

$$\begin{array}{c} \forall Y. Y \\ \mathbb{N} \end{array}$$

$$\boxed{(\forall Y. Y) \rightarrow \mathbb{N}} \text{ O}$$

$$1 \quad (\forall Z. Z \rightarrow Z) \rightarrow \mathbb{R} \rightarrow \mathbb{B}$$

$$\boxed{(\forall Z. Z \rightarrow Z) \rightarrow \mathbb{R} \rightarrow \mathbb{B}} \text{ P}$$

$\forall X. X \rightarrow X$

$\forall Y. Y$
 \mathbb{N}

$(\forall Y. Y) \rightarrow \mathbb{N}$ \mathbb{O}

1 $(\forall Z. Z \rightarrow Z) \rightarrow \mathbb{R} \rightarrow \mathbb{B}$

$(\forall Z. Z \rightarrow Z) \rightarrow \mathbb{R} \rightarrow \mathbb{B}$ \mathbb{P}

2

\mathbb{R} \mathbb{O}

$\forall X. X \rightarrow X$

$\forall Y. Y$
 \mathbb{N}

$(\forall Y. Y) \rightarrow \mathbb{N}$ \mathbb{O}

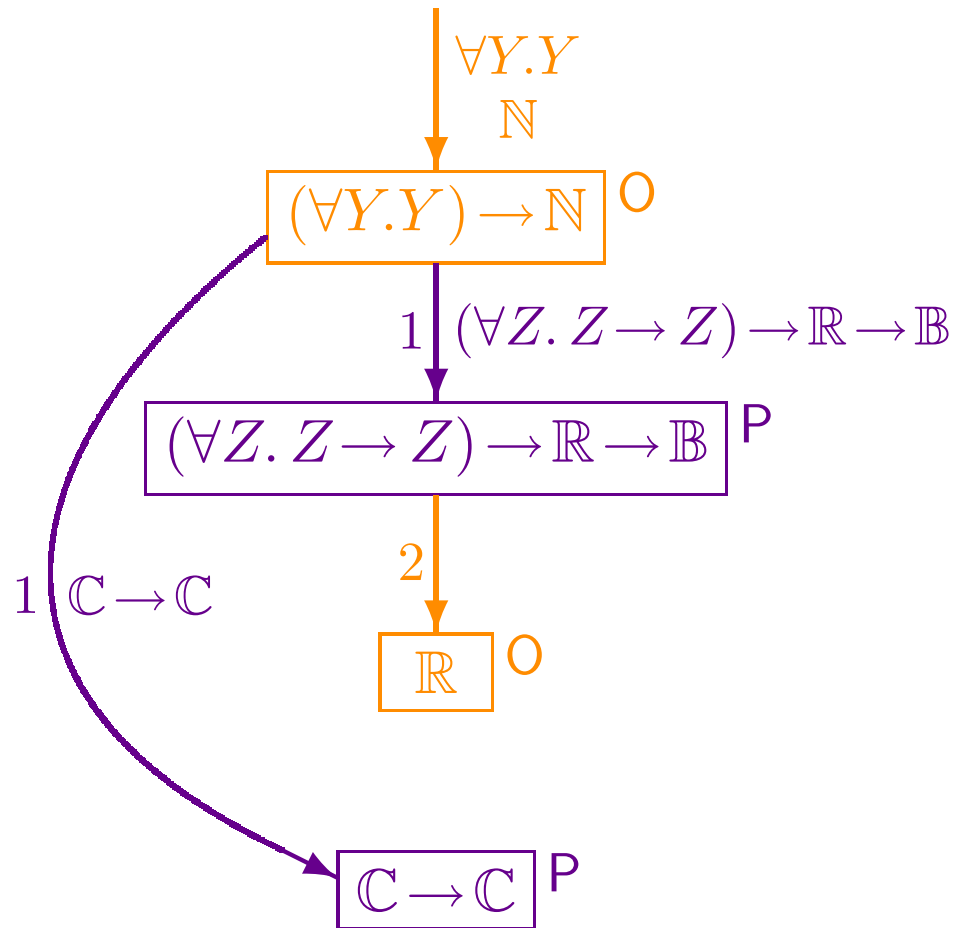
1 $(\forall Z. Z \rightarrow Z) \rightarrow \mathbb{R} \rightarrow \mathbb{B}$

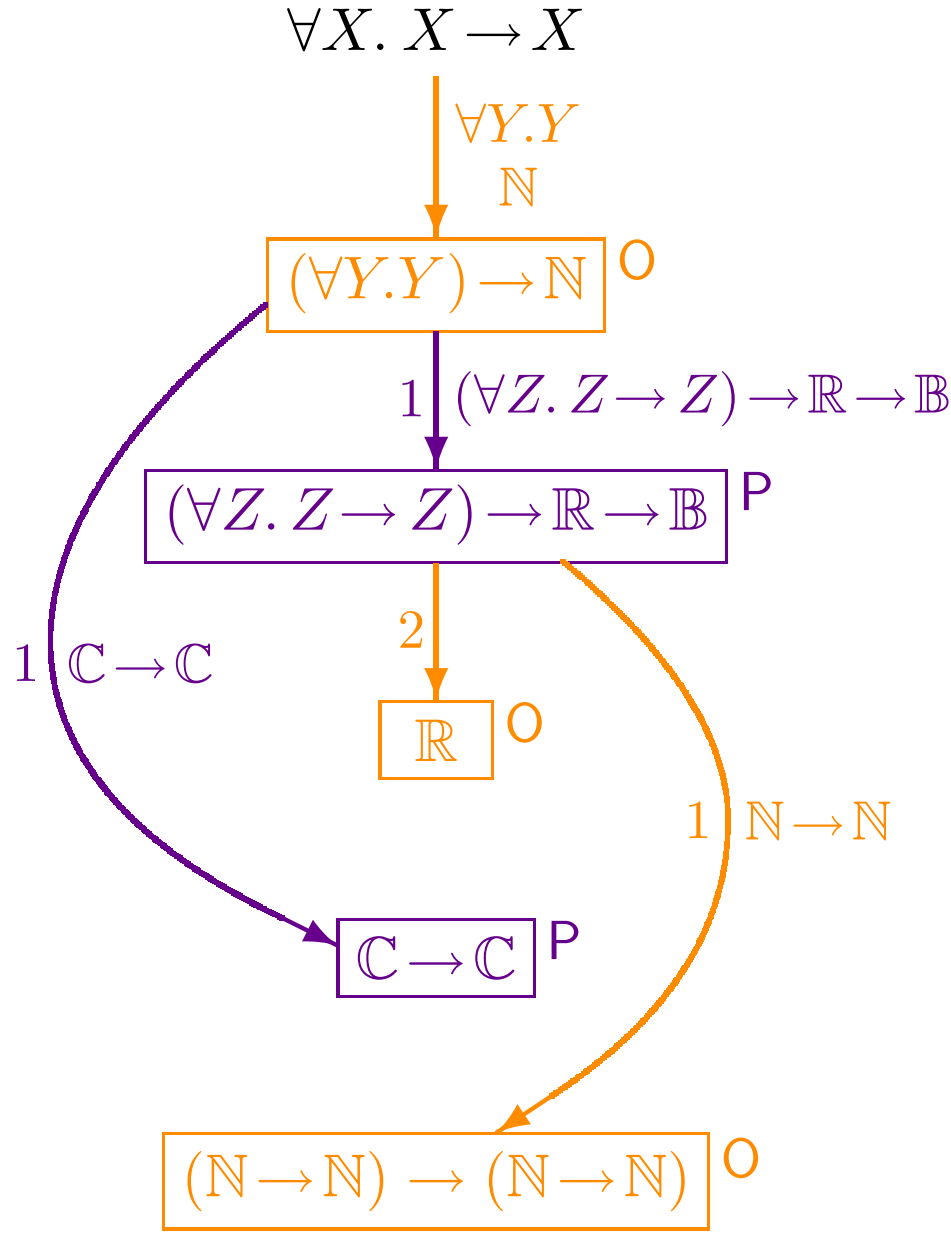
$(\forall Z. Z \rightarrow Z) \rightarrow \mathbb{R} \rightarrow \mathbb{B}$ \mathbb{P}

2
 \mathbb{R} \mathbb{O}

1 $\mathbb{C} \rightarrow \mathbb{C}$

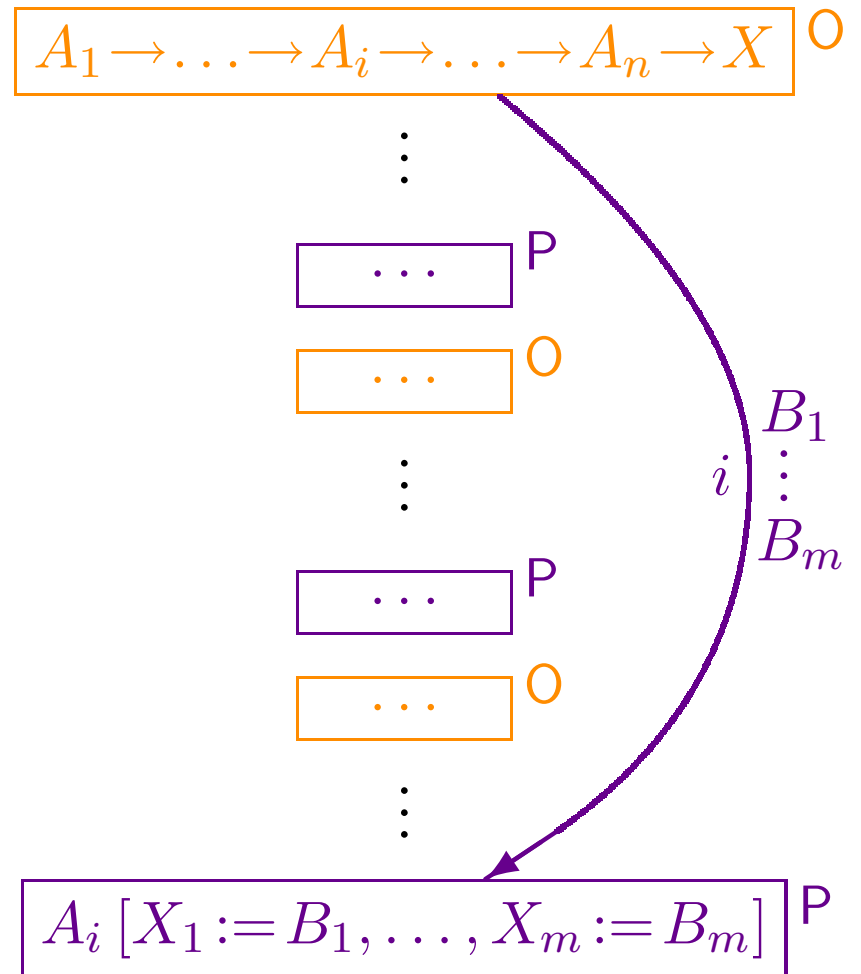
$\mathbb{C} \rightarrow \mathbb{C}$ \mathbb{P}





Hypergame $\mathcal{H}(A)$

- O resolves A
- resolve opposing branch

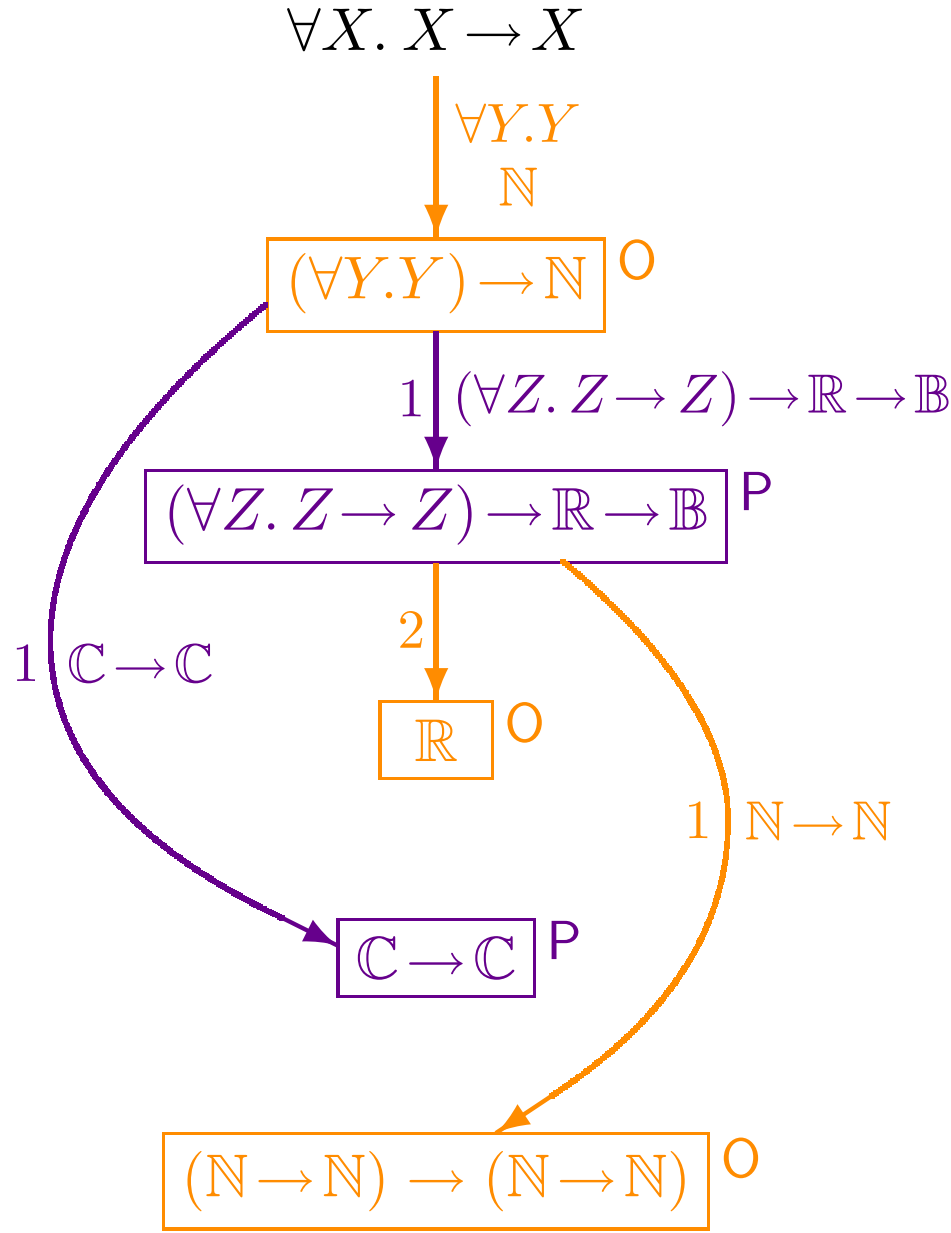


Composition

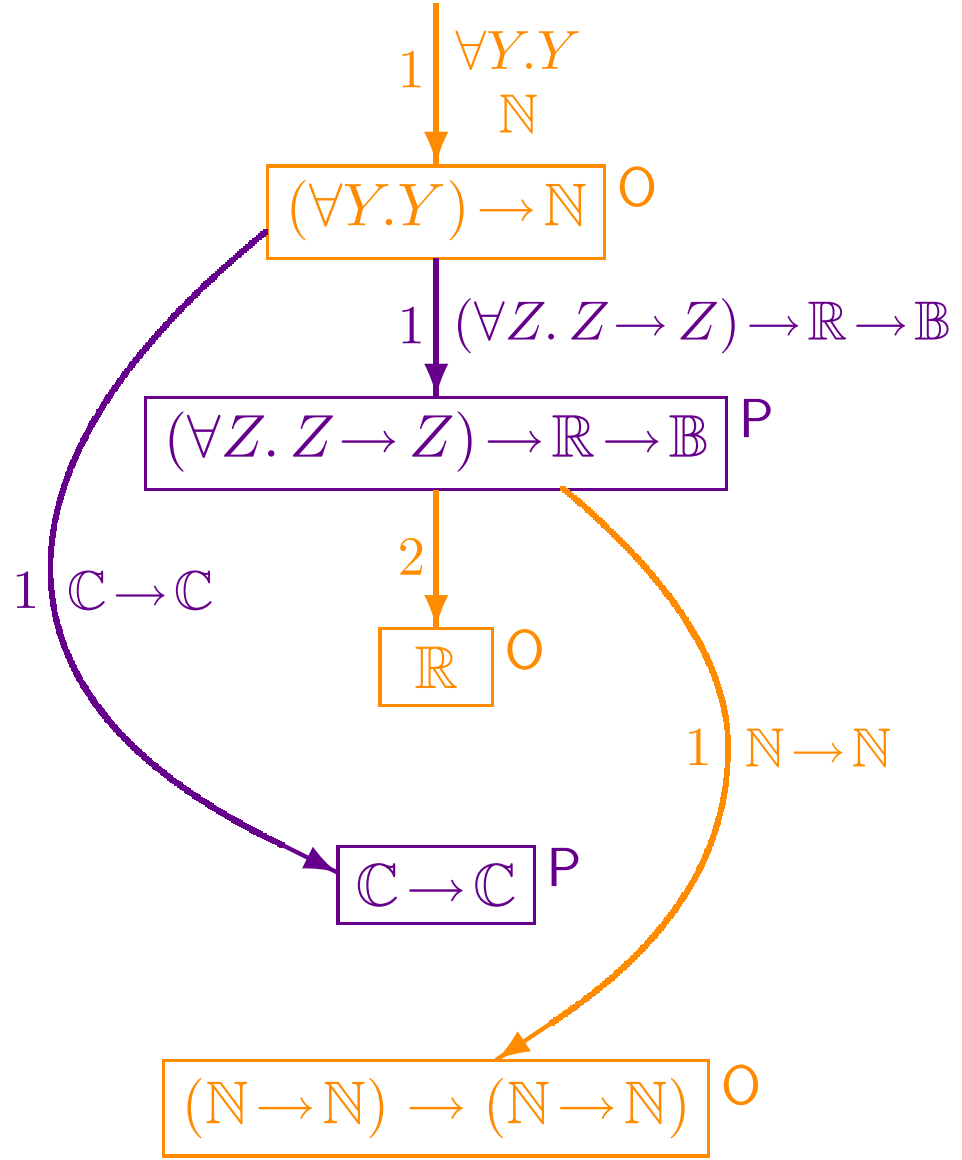
- 2nd-order extension of Hyland-Ong (λ fragment):
Interaction = Hyland-Ong interaction
- Originally (LICS'97, PhD) abstract machine style:
(uniform) view \leftrightarrow (uniform) view
[Danos-Herbelin-Regnier, LICS'96; Nickau PhD '96]
- This tutorial:
 - back to Hyland-Ong style (all info shared)
 - **Transition (system) games**

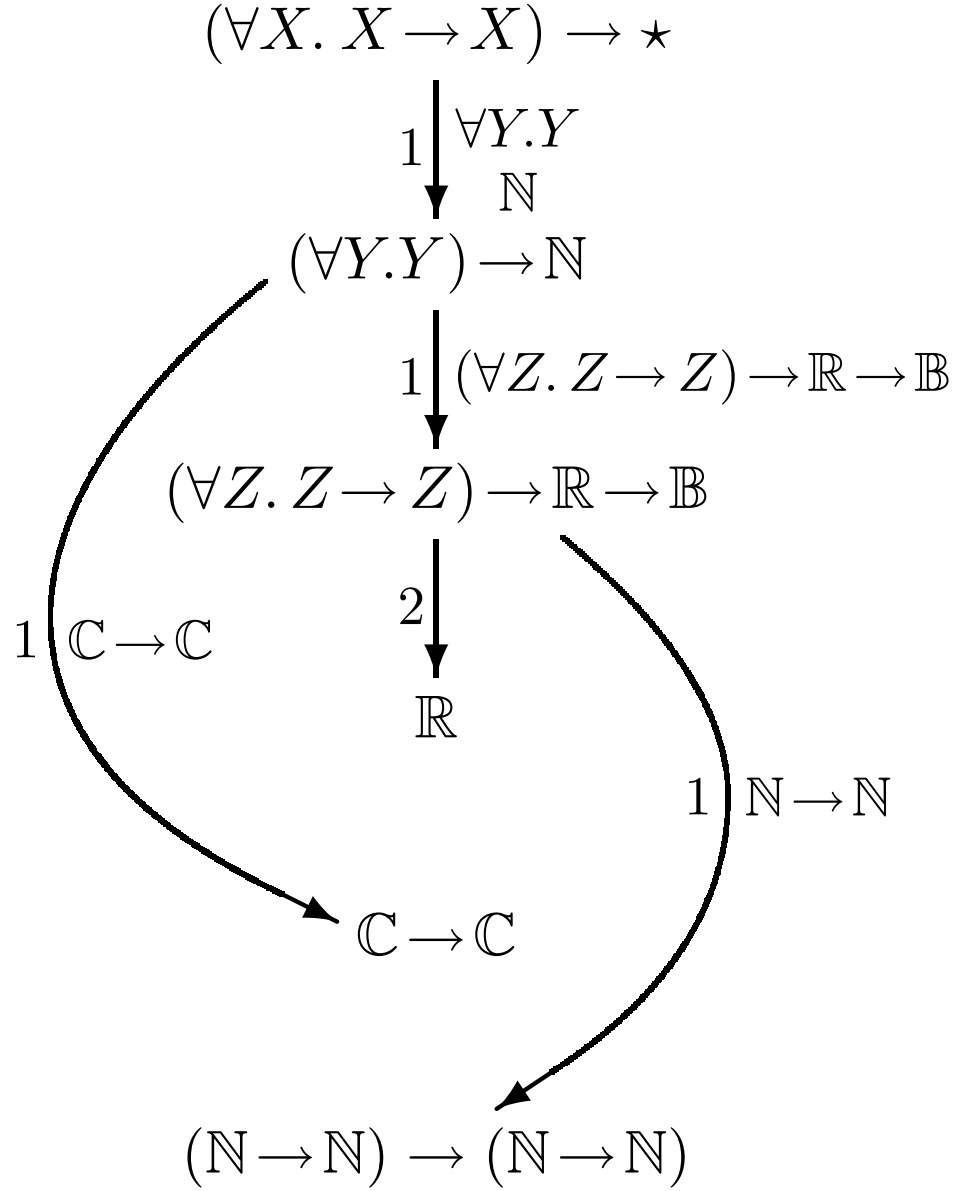
Transition game $\text{LTS}(A)$

- States: $\text{TYPES}(F \cup \{\star\})$
- Transitions: $A_1 \rightarrow \dots \rightarrow A_n \rightarrow X$
 $i \downarrow B_1 \dots B_m$
 $A_i [X_1 := B_1, \dots, X_m := B_m]$
- Initial state: $A \rightarrow \star$

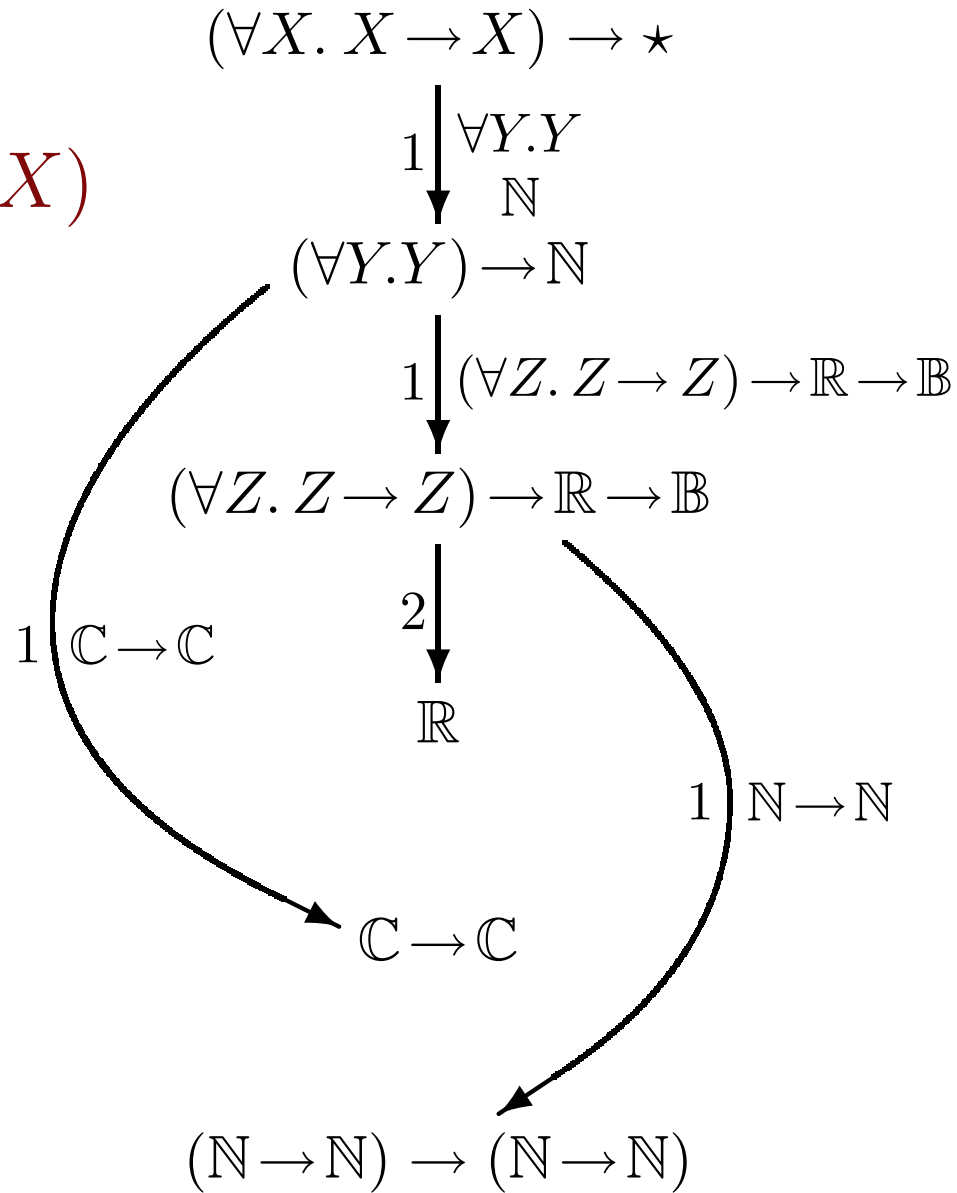


$$(\forall X. X \rightarrow X) \rightarrow \star$$

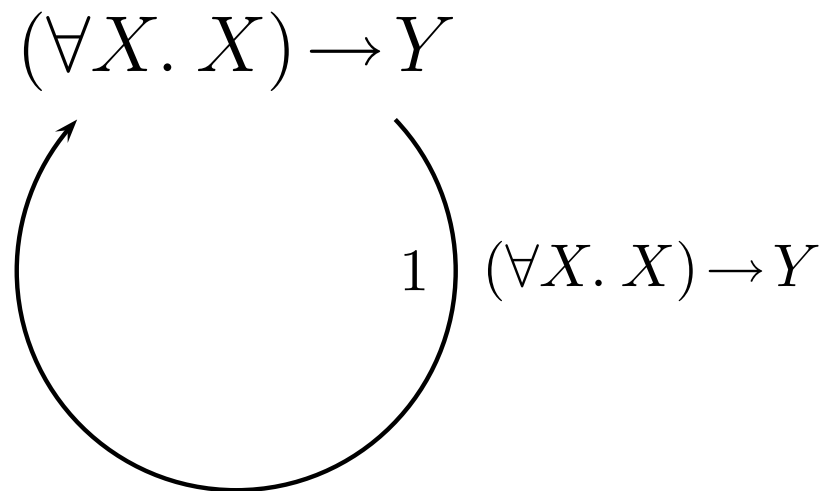




part of
 $LTS(\forall X. X \rightarrow X)$



Loops in $\text{LTS}(A)$



Transition game $\mathcal{G}(A)$

- Hyland-Ong arena $\text{Ar}(LTS) := \text{Traces}_{ne}(LTS)$
- Hyland-Ong game $\mathcal{G}(LTS)$
- $\mathcal{G}(A) := \mathcal{G}(\text{LTS}(A)) \cong \mathcal{H}(A)$
- Arena isos: $\text{Ar}(A \rightarrow B) \cong \text{Ar}(A) \Rightarrow \text{Ar}(B)$
 $\text{Ar}(\forall X.A) \cong \prod_{\text{Types } B} \text{Ar}(A[B/X])$

Transition game $\mathcal{G}(A)$

- Hyland-Ong arena $\text{Ar}(LTS) := \text{Traces}_{ne}(LTS)$
- Hyland-Ong game $\mathcal{G}(LTS)$ (**−VISIBILITY**)
- $\mathcal{G}(A) := \mathcal{G}(\text{LTS}(A)) \cong \mathcal{H}(A)$
- Arena isos: $\text{Ar}(A \rightarrow B) \cong \text{Ar}(A) \Rightarrow \text{Ar}(B)$
 $\text{Ar}(\forall X.A) \cong \prod_{\text{Types } B} \text{Ar}(A[B/X])$

Hypergame composition

$$\text{Ar}(B \rightarrow C) \cong \text{Ar}(B) \Rightarrow \text{Ar}(C)$$

Composition = Hyland-Ong composition

Uniformity & Full Completeness

Uniformity precondition

- **COPYCAT** Condition [LICS'97, PhD]:

X is rightmost var in O 's assertion



X is rightmost var in P 's assertion

Strengthens (D10) in Felscher'85 ← Lorenz(en)

Uniformity precondition

- **COPYCAT** Condition [LICS'97, PhD]:

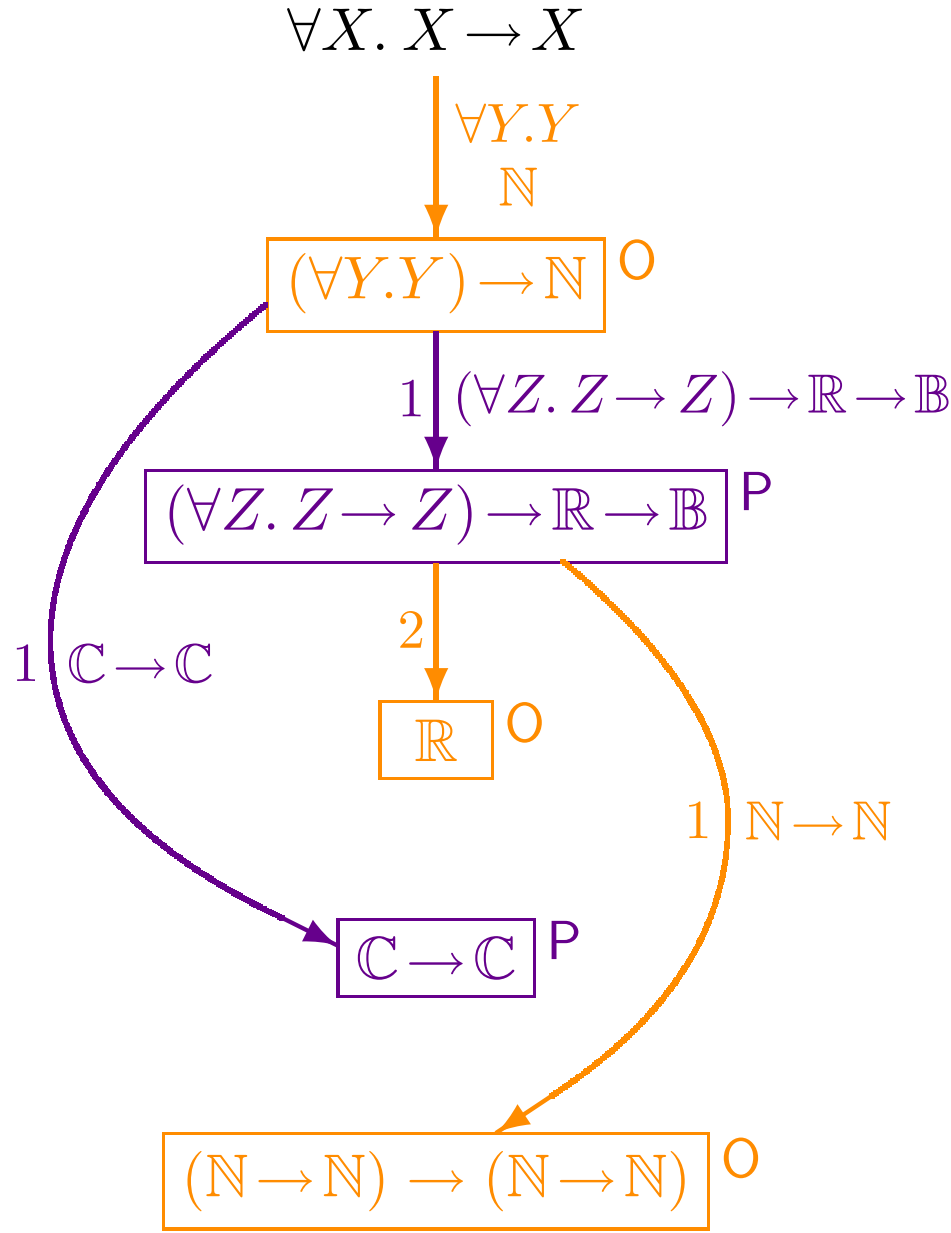
X is rightmost var in O 's assertion

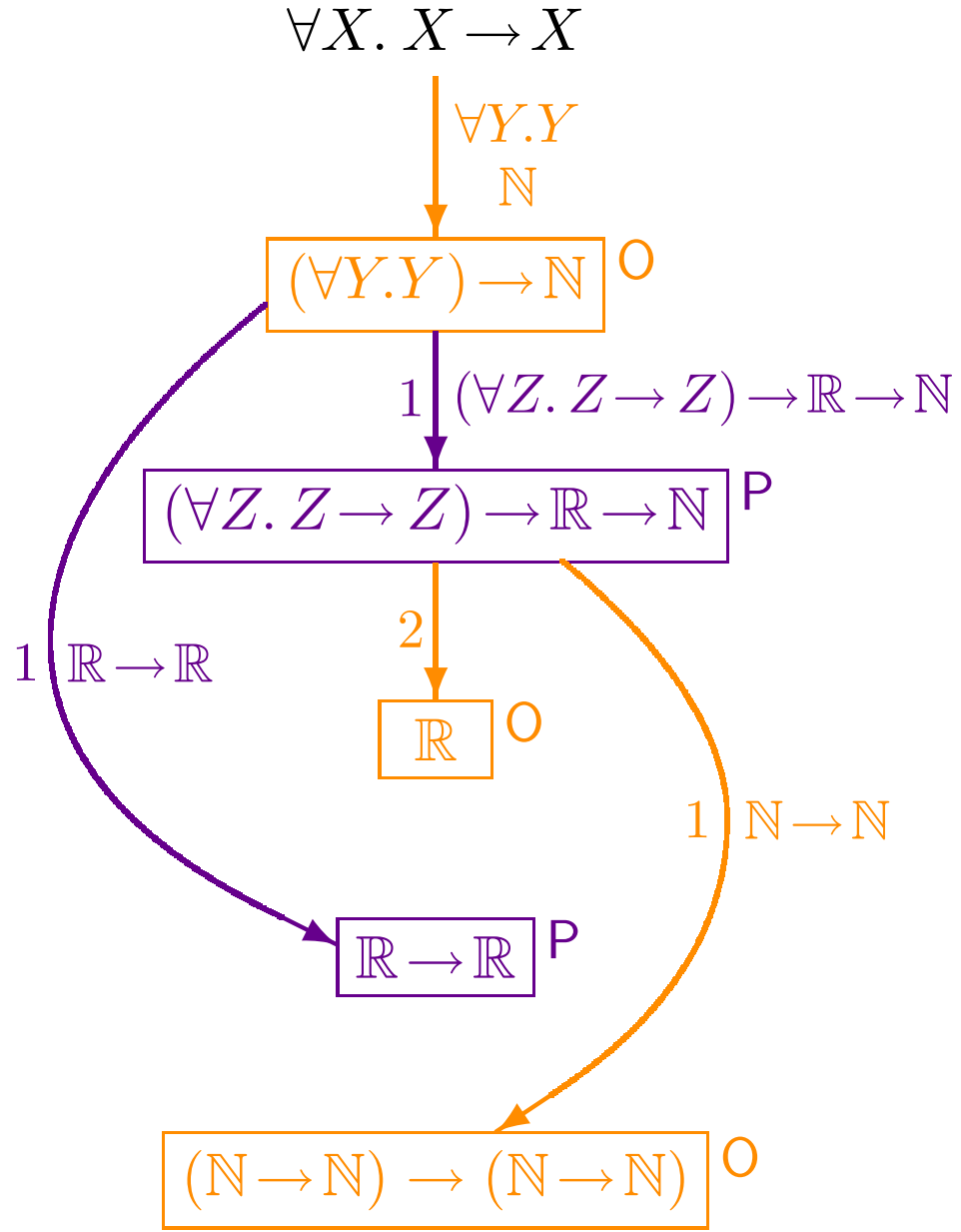


X is rightmost var in P 's assertion

Strengthens (D10) in Felscher'85 ← Lorenz(en)

Note: henceforth read $\mathbb{N}, \mathbb{B}, \mathbb{R}, \dots$ as type variables





COPYCAT \rightarrow (UC) Uniformity by Copycat expansion

- Suppose
 - play p satisfies COPYCAT
 - X free, first imported by O
- **Copycat expansion** $p(X \mapsto A) : \text{copycat } A^+ \leftrightarrow A^-$
 \sim Felscher's *skeleton* expansion
- Strategy **uniform** if:
 - satisfies COPYCAT
 - closed under copycat expansions

Copycat expansion \sim η expansion

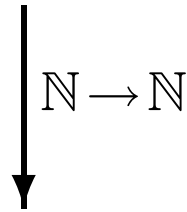
$\Lambda X. \lambda f^X. f$: $\forall X. X \rightarrow X$ (η -exp. β -normal)

↓
 $\mathbb{N} \rightarrow \mathbb{N}$

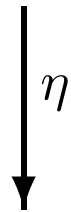
$\lambda f^{\mathbb{N} \rightarrow \mathbb{N}}. f$: $(\mathbb{N} \rightarrow \mathbb{N}) \rightarrow (\mathbb{N} \rightarrow \mathbb{N})$ (not η -exp.)

Copycat expansion \sim η expansion

$$\Lambda X. \lambda f^X. f \quad : \quad \forall X. X \rightarrow X \quad (\eta\text{-exp. } \beta\text{-normal})$$



$$\lambda f^{\mathbb{N} \rightarrow \mathbb{N}}. f \quad : \quad (\mathbb{N} \rightarrow \mathbb{N}) \rightarrow (\mathbb{N} \rightarrow \mathbb{N}) \quad (\text{not } \eta\text{-exp.})$$



$$\lambda f^{\mathbb{N} \rightarrow \mathbb{N}}. \lambda x^{\mathbb{N}}. f x \quad : \quad (\mathbb{N} \rightarrow \mathbb{N}) \rightarrow (\mathbb{N} \rightarrow \mathbb{N}) \quad (\eta\text{-exp.})$$

Full completeness

An innocent uniform strategy is **compact** if it is generated from a finite set of views by copycat expansion

THEOREM:

System F terms $\xrightarrow{\text{onto}}$ total compact strategies