

# Towards Categorical Structures for Operational Game Semantics

(a Work in Progress)

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June 5, 2024

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Towards the definition of an open composition:  $\llbracket TU \rrbracket = \llbracket T \rrbracket \circ \llbracket U \rrbracket$ .

- A semantic category  $\mathcal{C}_{sem}$ :  
based on LTSs and parallel composition;
- A syntactic category  $\mathcal{C}_{syn}$ :  
based on name assignments and the substitution;
- A functor between  $\mathcal{C}_{syn}$  and  $\mathcal{C}_{sem}$ .

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## Definition (Reduction)

Evaluation Contexts:  $E, F \triangleq [\cdot] \mid ET$

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$I = \lambda x.x$	$Ix \rightarrow_{\beta} x$
$\Omega = (\lambda x.xx)(\lambda x.xx)$	$\Omega \rightarrow_{\beta} \Omega \rightarrow_{\beta} \dots \rightarrow_{\beta} \Omega \rightarrow_{\beta} \dots$
$X = (\lambda x.(xx)f)(\lambda x.(xx)f)$	$X \rightarrow (((\lambda x.(xx)f)(\lambda x.(xx)f))f)$ $\rightarrow (((((\lambda x.(xx)f)(\lambda x.(xx)f)))f)f)$ $\rightarrow \dots \rightarrow (((((\dots)f)f)f)$



Definition (Game bipartite LTS  $\mathcal{G} = (\text{Pos}, \text{Moves}, \rightarrow)$ )

With  $\phi^{\text{in}}$  and  $\phi^{\text{out}}$  sets of names  $a, b$

$$\frac{a \in \phi^{\text{out}} \quad b_1, \dots, b_k \notin \phi^{\text{in}}}{\langle \phi^{\text{in}} \mid \phi^{\text{out}} \rangle^{\oplus} \xrightarrow{a!(b_1, \dots, b_k)} \langle \phi^{\text{in}} \cup \{b_1, \dots, b_k\} \mid \phi^{\text{out}} \rangle^{\ominus}}$$

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## A Few Definitions

- An *LTS morphism* from  $\mathcal{L}_1 = (\text{STATES}_1, \text{ACTIONS}, \rightarrow_1)$  to  $\mathcal{L}_2 = (\text{STATES}_2, \text{ACTIONS}, \rightarrow_2)$  is a function  $f : \text{STATES}_1 \rightarrow \text{STATES}_2$  such that for all transitions  $S \xrightarrow{\text{act}}_1 R$  of  $\mathcal{L}_1$ , there is  $f(S) \xrightarrow{\text{act}}_2 f(R)$  in  $\mathcal{L}_2$ .

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- A *game-indexed LTS* is a pair  $(\mathcal{L}, \circ)$  formed by a bipartite LTS, together a bipartite LTS morphism  $\circ$  between  $\mathcal{L}$  and the Game LTS  $\mathcal{G}$ .

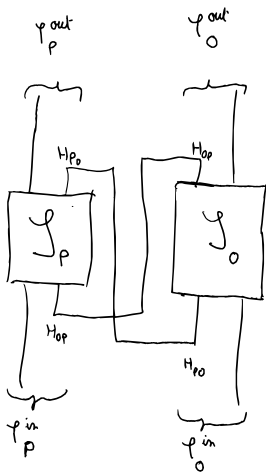
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- A *strategy*  $\mathcal{S} \in \text{Strats}$  is a triple  $(\mathcal{L}, \circ, \mathbb{S})$  formed by a game-indexed LTS  $(\mathcal{L}, \circ)$ , and a passive state  $\mathbb{S}$ .  
We write  $\text{Strats}[\mathbb{P}]$  for the strategies  $(\mathcal{L}, \circ, \mathbb{S})$  such that  $\mathbb{S} \circ \mathbb{P}$ .

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We write  $\text{Strats}[\mathbb{P}]$  for the strategies  $(\mathcal{L}, \circ, \mathbb{S})$  such that  $\mathbb{S} \circ \mathbb{P}$ .
- A game-indexed LTS  $(\mathcal{L}, \circ)$  is *receptive* when for all  $\mathbb{S} \circ \mathbb{P}$  with  $\mathbb{P}$  passive, if  $\mathbb{P} \xrightarrow{\mathbf{m}} \mathbb{Q}$  then there exists a state  $\mathbb{R}$  such that  $\mathbb{S} \xrightarrow{\mathbf{m}} \mathbb{R}$  and  $\mathbb{R} \circ \mathbb{Q}$ .

# Parallel Composition $\mathcal{L}_P \parallel \mathcal{L}_O$



- states:  $S_P \parallel_{H_{PO}, H_{OP}} S_O$  with  $H_{PO}, H_{OP}$  *hidden names*,
- visible actions: Moves, silent actions: sync,
- transition function: (with  $\mathbf{m} = a(b_1, \dots, b_k)$ )

$$\frac{S_O \xrightarrow{\mathbf{m}}_O R_O \quad S_P \text{ passive } a \notin H}{S_P \parallel_{H_{PO}, H_{OP}} S_O \xrightarrow{\mathbf{m}} S_P \parallel_{H_{PO}, H_{OP}} R_O}$$

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Composition: for  $\mathcal{S}_1 \in \text{Strats}[\langle \phi^{\text{in}} \mid \phi \rangle^\ominus]$  and  $\mathcal{S}_2 \in \text{Strats}[\langle \phi \mid \phi^{\text{out}} \rangle^\ominus]$   
 $\mathcal{S}_2 \circ \mathcal{S}_1 = \mathcal{S}_1 \phi||_\emptyset \mathcal{S}_2 \in \text{Strats}[\langle \phi^{\text{in}} \mid \phi^{\text{out}} \rangle^\ominus]$ .



# Semantic Category

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## Definition ( $\mathcal{C}_{\text{sem}}$ )

- objects: set of names  $\phi$ ,
- morphisms between  $\phi$  and  $\psi$ : strategies  $\mathcal{S} \in \text{Strats}[\langle \phi | \psi \rangle^\ominus]$  quotiented by bisimilarity,
- composition of two morphisms as above,
- identity morphism over  $\phi$ : the bisimilarity quotient of the Forwarder strategy  $\mathcal{F}_\phi$ .

# Syntactic Category

Names:  $a = x \mid v \mid c$

Name assignments: partial maps s.t.  $\gamma(x) = T, \gamma(v) = V$  and  $\gamma(c) = [d]E$

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- identity of  $\{a_1, \dots, a_k\}$  is the map  $[a_1 \mapsto a_1] \cdots [a_k \mapsto a_k]$ .

## Definition (Configurations)

$\mathbb{G}; \mathbb{H} \in \text{CONF}$  are either passive of the shape  $\langle \gamma \rangle$ , or active of the shape  $\langle \mathbb{N} \mid \gamma \rangle$  with

- $\mathbb{N}$  a named term ( $[c]T$  with  $c$  a continuation name);
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**decomp**( $NF$ ) transform normal forms into a pair  $(\mathbf{m}, \gamma)$ :

$$\mathbf{decomp}(K[x]) \triangleq \{(\bar{x}(c), [c \mapsto K]) \mid c \in \text{CNames}\}$$

**recomp**( $\mathbf{m}, \gamma$ ) apply the substitution from  $\gamma$  to get a named term:

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$$\frac{T \rightarrow U}{\langle [c]T \mid \gamma \rangle \xrightarrow{\text{eval}}_{\text{ogs}} \langle [c]U \mid \gamma \rangle} \quad \frac{(\mathbf{m}, \delta) \in \mathbf{decomp}(N)}{\langle N \mid \gamma \rangle \xrightarrow{\mathbf{m}}_{\text{ogs}} \langle \delta \cdot \gamma \rangle} \quad \frac{\mathbf{recomp}(\mathbf{m}, \gamma) = N}{\langle \gamma \rangle \xrightarrow{\mathbf{m}}_{\text{ogs}} \langle N \mid \gamma \rangle}$$

# Link between Categories

We define the morphism  $\circ$  between  $\mathcal{L}_{\text{OGS}}$  and  $\mathcal{G}$  as:

$$\begin{aligned} \langle \gamma \rangle &\circ \langle \phi^{\text{out}} \mid \phi^{\text{in}} \rangle^{\ominus} \triangleq \phi^{\text{in}} \vdash \gamma : \phi^{\text{out}} \\ \langle \mathbb{N} \mid \gamma \rangle &\circ \langle \phi^{\text{out}} \mid \phi^{\text{in}} \rangle^{\oplus} \triangleq \phi^{\text{in}} \vdash \gamma : \phi^{\text{out}} \wedge \phi^{\text{in}} \vdash \mathbb{N} \end{aligned}$$

Use  $\text{CONF}[\mathbb{P}]$  for the set of configurations  $\mathbb{G}$  satisfying  $\mathbb{G} \circ \mathbb{P}$ .

# Link between Categories

We define the morphism  $\circ$  between  $\mathcal{L}_{\text{OGS}}$  and  $\mathcal{G}$  as:

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## Theorem

*The function mapping a name assignment to a strategy:*

$$\phi^{\text{in}} \vdash \gamma : \phi^{\text{out}} \rightarrow (\mathcal{L}_{\text{OGS}}, \circ, \langle \gamma \rangle)$$

*induces a functor between  $\mathcal{C}_{\text{syn}}$  and  $\mathcal{C}_{\text{sem}}$ .*

## Merging in $\mathcal{L}_{OGS}$ :

Let  $\mathbb{G}_P \in \text{CONF}[\langle \phi_P^{\text{in}} \mid \phi_P^{\text{out}} \rangle^{\kappa_P}]$  and  $\mathbb{G}_O \in \text{CONF}[\langle \phi_O^{\text{in}} \mid \phi_O^{\text{out}} \rangle^{\kappa_O}]$ .

The *merging*  $\mathbb{G}_P \mathop{H_{PO}} \gamma \mathop{H_{OP}} \mathbb{G}_O$  is

- $\langle \langle N \mid \eta \rangle \mid \gamma \rangle$  when one of  $\mathbb{G}_P, \mathbb{G}_O$  is active and  $N$  the active term;
- $\langle \eta \mid \gamma \rangle$  when both  $\mathbb{G}_P, \mathbb{G}_O$  are passive;

$$\eta = \gamma_P \upharpoonright_{H_{PO}} \cdot \gamma_O \upharpoonright_{H_{OP}} \quad \text{and} \quad \gamma = \gamma_P \upharpoonright_{\phi_P^{\text{out}} \setminus H_{PO}} \cdot \gamma_O \upharpoonright_{\phi_O^{\text{out}} \setminus H_{OP}}.$$

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## MOGS LTS ( $\mathcal{L}_{\text{MOGS}}$ ):

Abstract machine:

$$\frac{T \rightarrow U}{\langle [c]T \mid \gamma \rangle \mapsto_{\text{me-op}} \langle [c]U \mid \gamma \rangle}$$

$$\frac{(\mathbf{m}, \delta) \in \text{decomp}(N) \quad \text{recomp}(\overline{\mathbf{m}}, \gamma) = M}{\langle N \mid \gamma \rangle \mapsto_{\text{me-sy}} \langle M \mid \delta \cdot \gamma \rangle}$$

$$\frac{A \mapsto_{\text{me-op}} B}{\langle A \mid \gamma \rangle \xrightarrow{\text{eval}}_{\text{mogs}} \langle B \mid \gamma \rangle} \quad \frac{A \mapsto_{\text{me-sy}} B}{\langle A \mid \gamma \rangle \xrightarrow{\text{sync}}_{\text{mogs}} \langle B \mid \gamma \rangle}$$

$$\frac{\text{recomp}(\mathbf{m}, \gamma) = N}{\langle \eta \mid \gamma \rangle \xrightarrow{\mathbf{m}}_{\text{mogs}} \langle \langle N \mid \eta \rangle \mid \gamma \rangle}$$

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- We have a bisimulation between the parallel composition of two copies of  $(\mathcal{L}_{OGS}, \circ)$  and  $(\mathcal{L}_{OGS}, \circ)$  itself.

# A Functor between $\mathcal{C}_{syn}$ and $\mathcal{C}_{sem}$

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The function mapping a name assignment to a strategy:

$$\phi^{in} \vdash \gamma : \phi^{out} \rightarrow (\mathcal{L}_{OGS}, \circ, \langle \gamma \rangle)$$

induces a functor between  $\mathcal{C}_{syn}$  and  $\mathcal{C}_{sem}$ .

What have we done?

- Game LTS
- Parallel composition
- Semantic category (based on strategies)
- Syntactic category (based on name assignments)
- OGS LTS using name assignments
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What we will do?

- A denotational model
- A call-by-need version