# Bisimulation-Invariant Logics: Beyond Finite (and Infinite)

Jędrzej Kołodziejski

24 V 2024 Warszawa

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• programs: some states, how they change

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- epistemic states of an agent: knowledge & beliefs, how they evolve

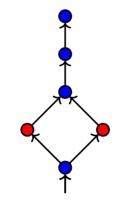
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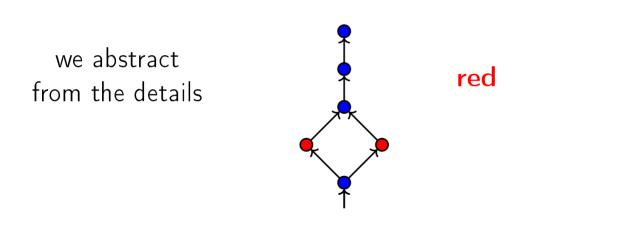
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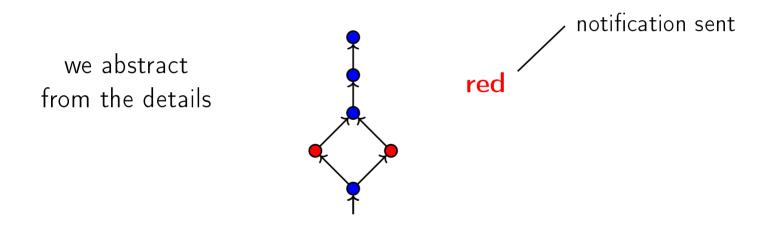
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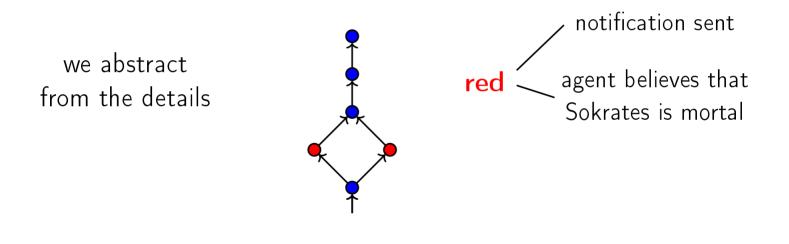
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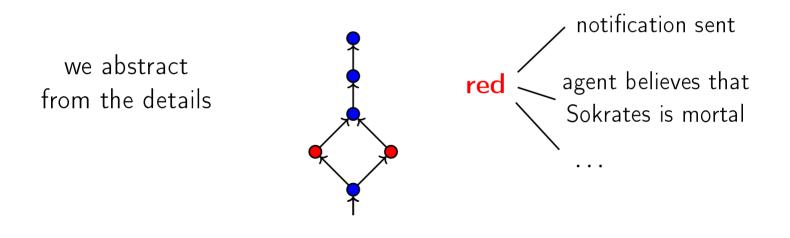
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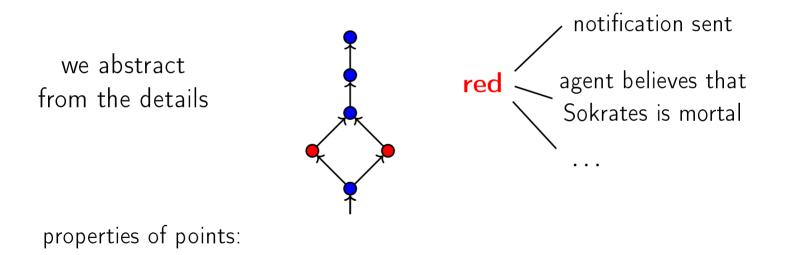
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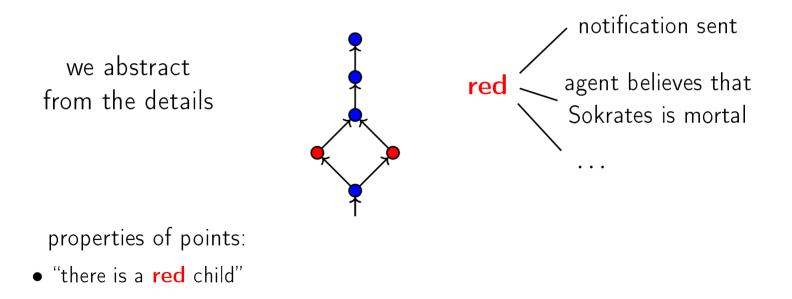
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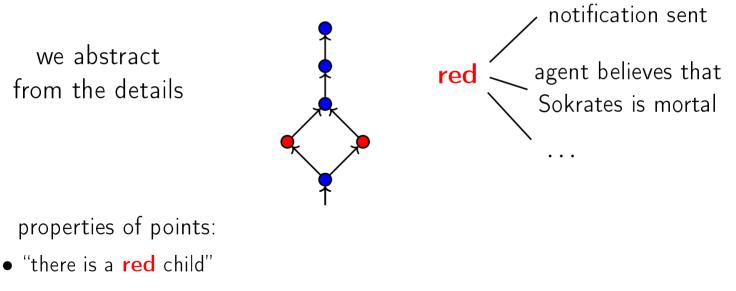
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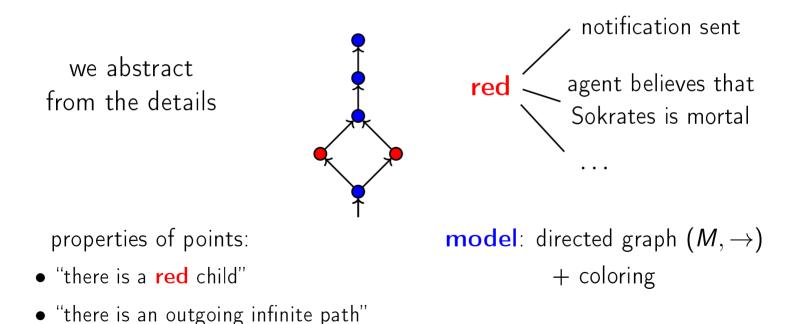


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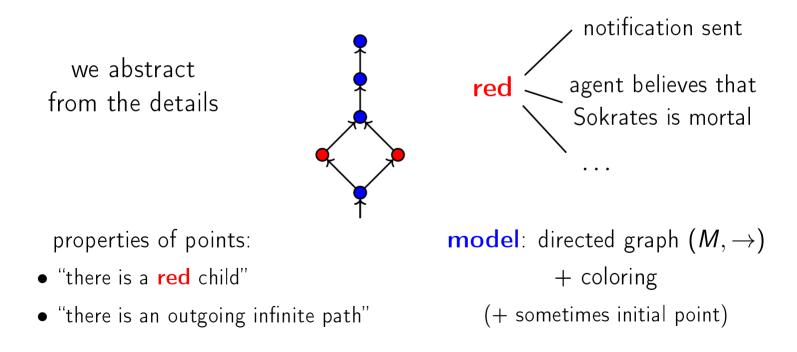


• "there is an outgoing infinite path"

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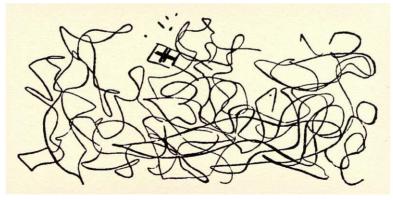
finer: more information



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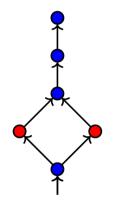


#### coarser: easier to understand

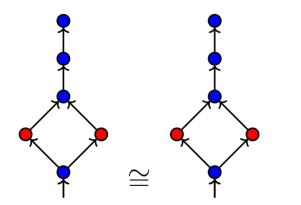


isomorphism: the same structure

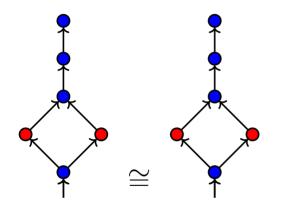
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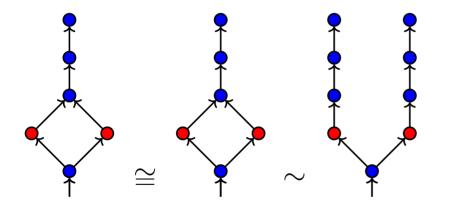
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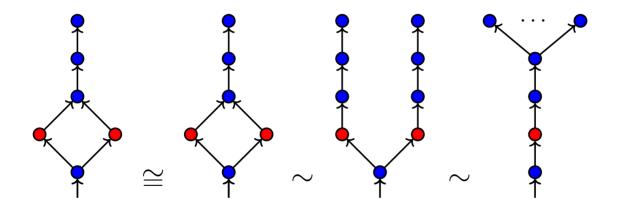
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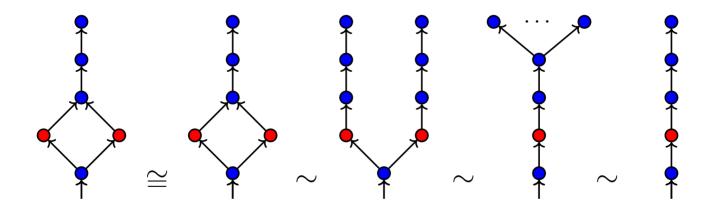
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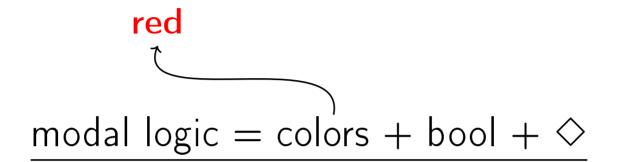
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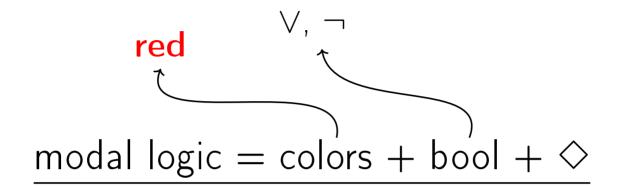


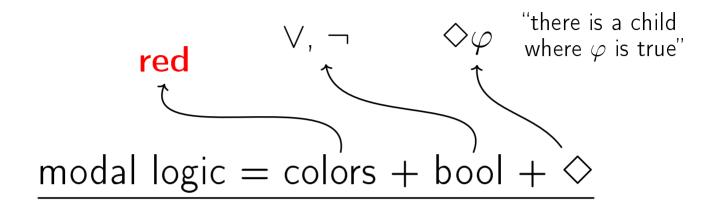
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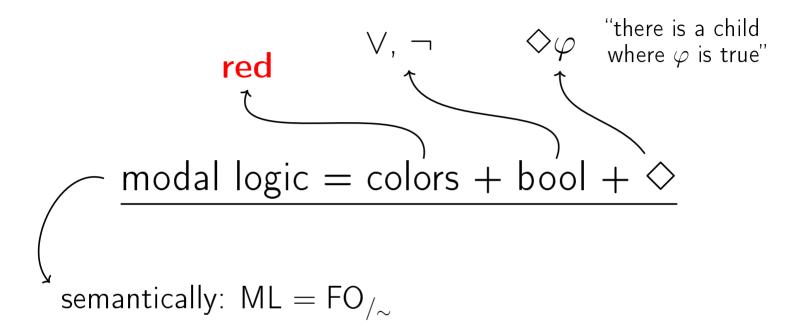


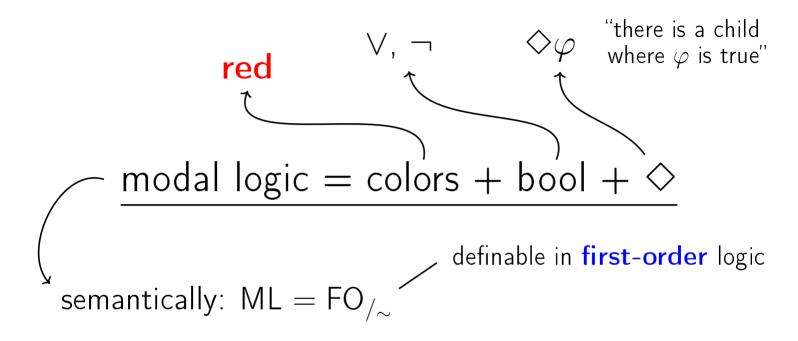
# modal logic = colors + bool + $\diamond$

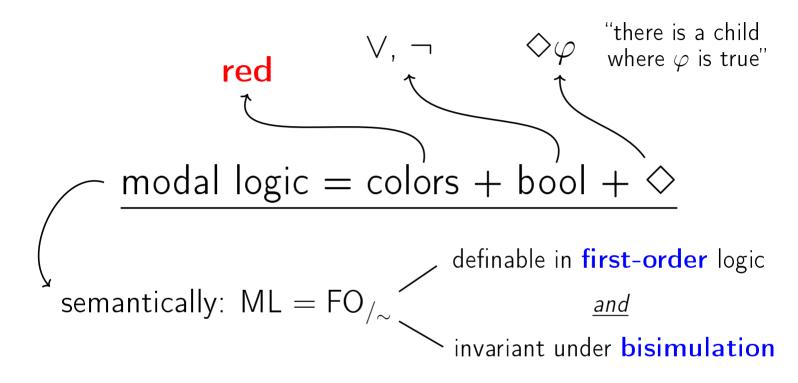


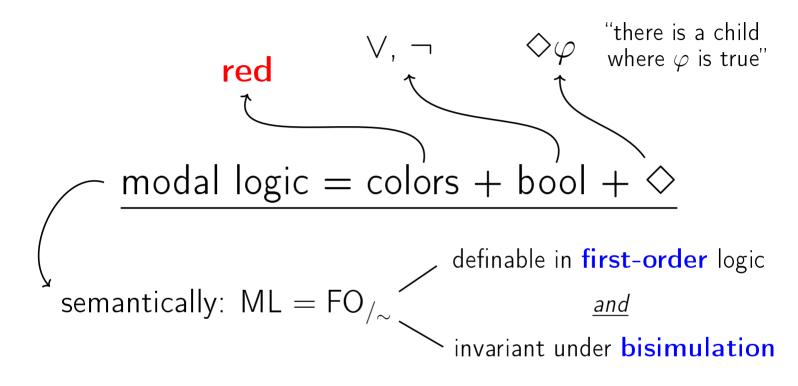




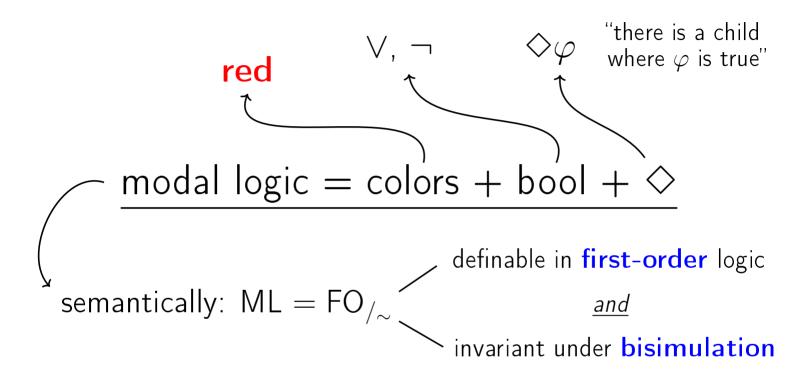








"<u>there is a **red** child</u>" expressible, by ML-formula **red** 



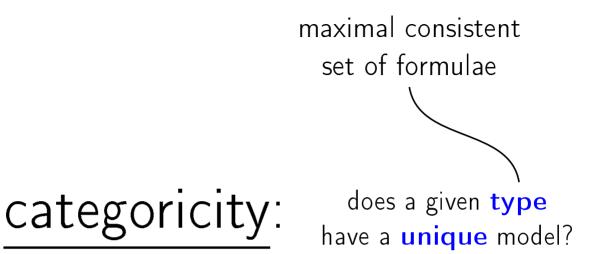
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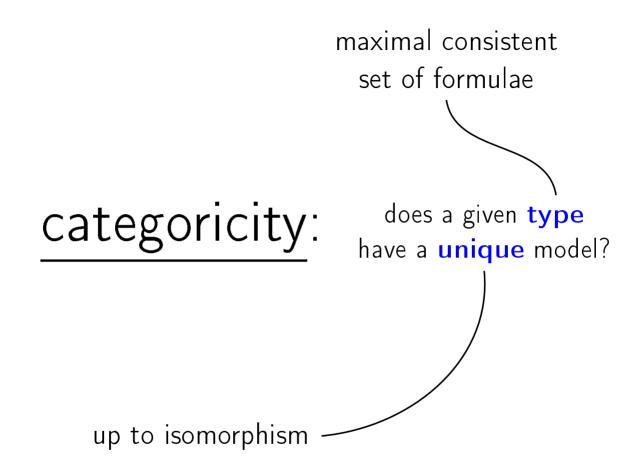
"there is an outgoing infinite path" not local, so not expressible

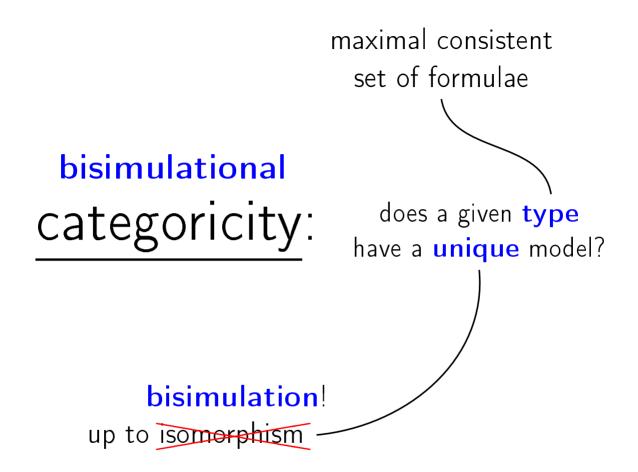
# categoricity:

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does a given **type** have a **unique** model?



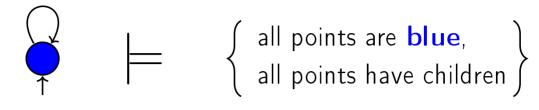


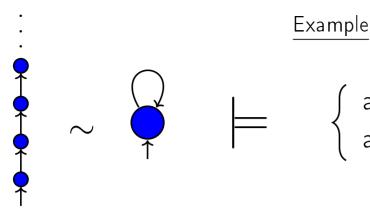


#### Example

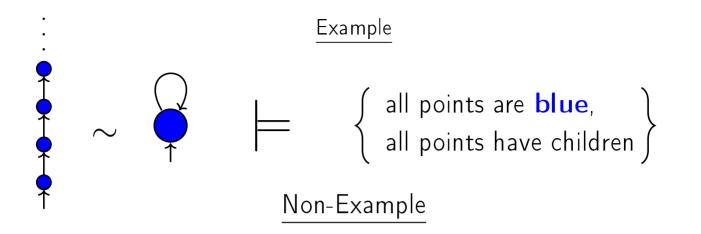
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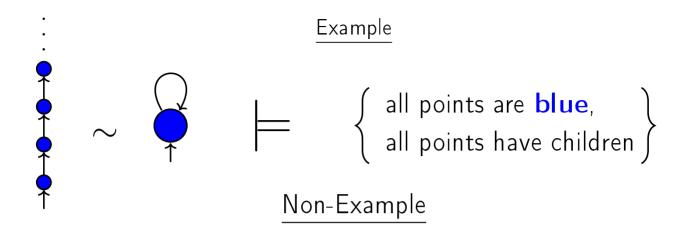
{ all points are blue, all points have children } Example

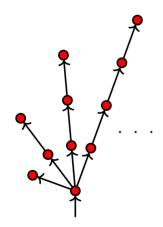


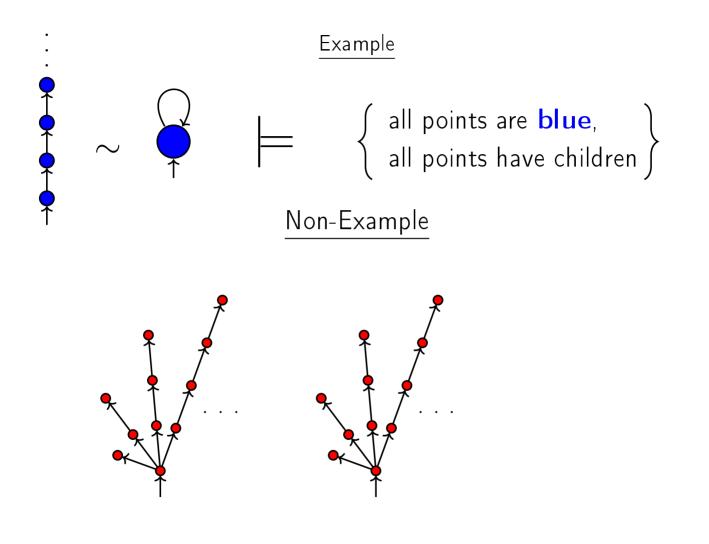


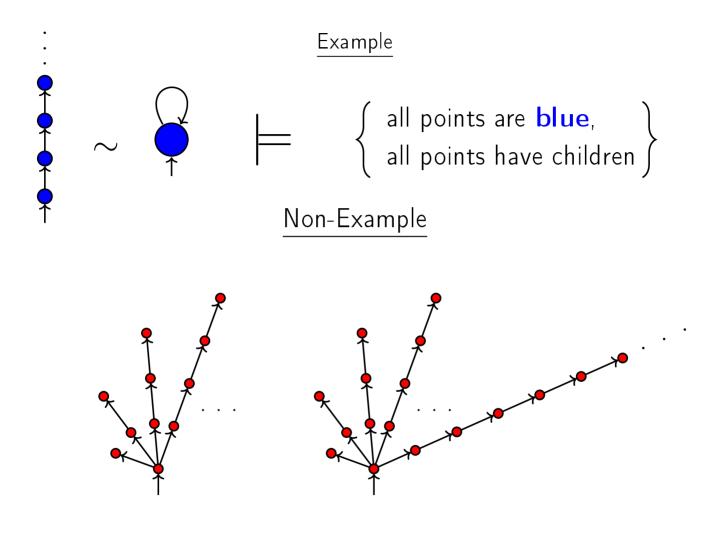
 $= \begin{cases} all points are$ **blue** $, \\ all points have children \end{cases}$ 

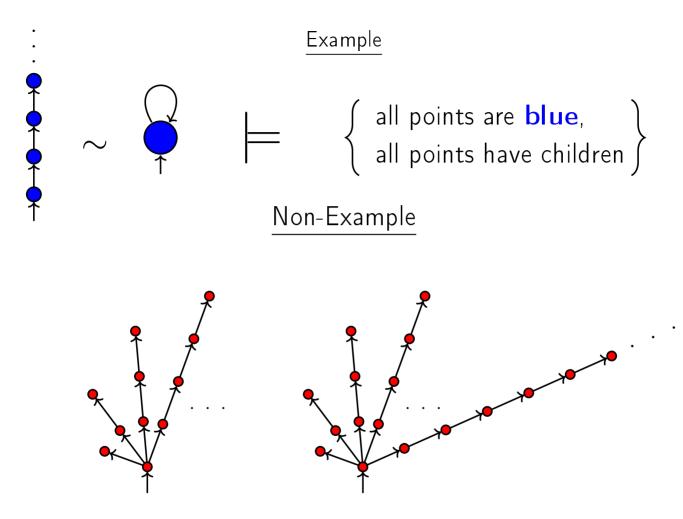








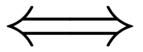




satisfy the same modal formulae, but are not bisimilar!

t has a unique model up to  $\sim$ .

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*t* has a model where every point has finite outdegree.

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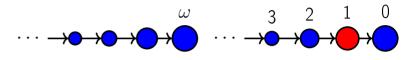
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*t* has a **two-way** model where every point has finite in- and outdegree.

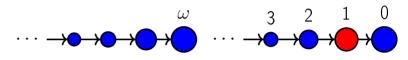
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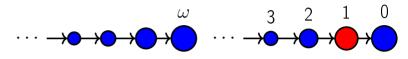
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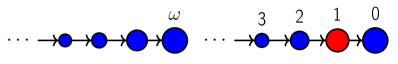
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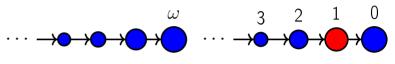
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# A different case: ordinal models

#### Compactness:

If every finite subset of  $t \subseteq ML$  has an ordinal model then so does the entire **t**.

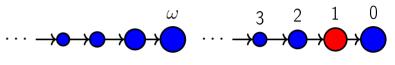
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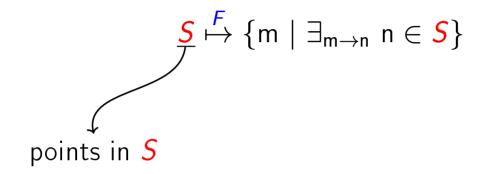
#### Short Model Property:

If  $t \subseteq$  ML has an ordinal model then it has one of length  $\leq \omega^{|colors|} + 1$ .

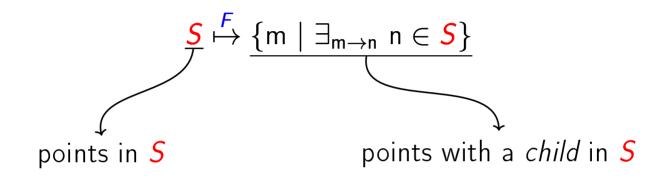
▶  $\diamond$ *S* induces an operation *F* :  $\mathcal{P}(M) \rightarrow \mathcal{P}(M)$ :

$$\overset{F}{\mathsf{S}} \overset{F}{\mapsto} \{ \mathsf{m} \mid \exists_{\mathsf{m} \to \mathsf{n}} \mathsf{n} \in \overset{\mathbf{S}}{\mathsf{S}} \}$$

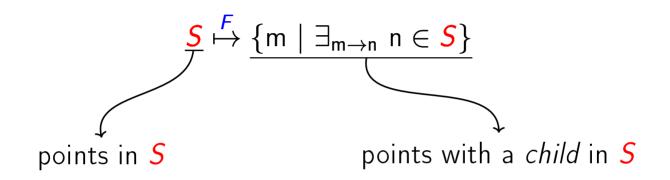
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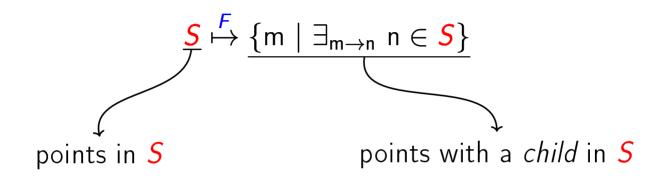


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▶ ...and so *F* has the greatest and the least fixpoint!

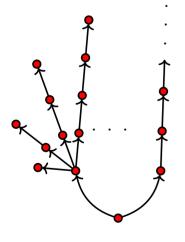
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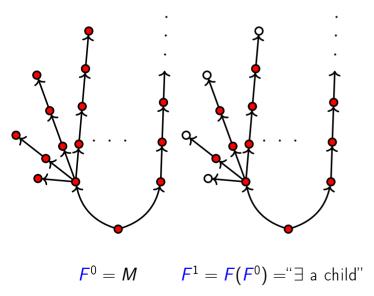
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 $F^{0} = M$ 

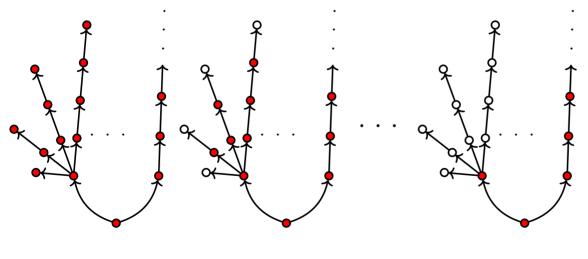
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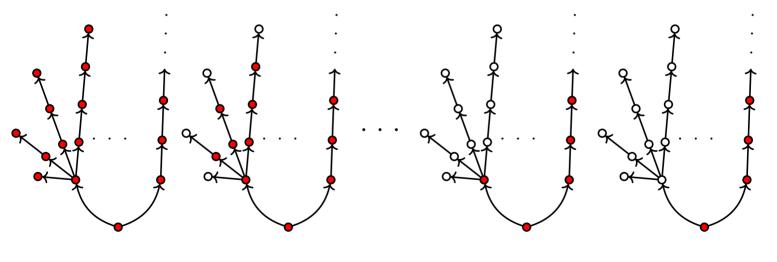
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 $F^0 = M$   $F^1 = F(F^0) = "\exists a child"$   $F^{\omega} = "arbitrarily long paths"$ 

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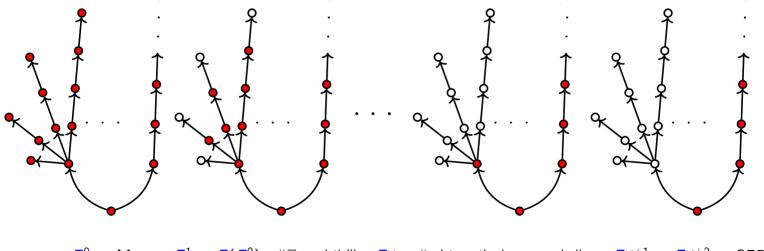
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 $\mathbf{F}^{\omega+1} = \mathbf{F}^{\omega+2} = \mathsf{GFP}.\mathbf{F}$ 

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$$S \stackrel{F}{\mapsto} \{ m \mid \exists_{m \to n} \ n \in S \}$$

GFP.F = "there is an outgoing infinite path"



 $F^0 = M$   $F^1 = F(F^0) = "\exists$  a child"  $F^{\omega} = "arbitrarily long paths" <math>F^{\omega+1} = F^{\omega+1}$ 

 $F^{\omega+1} = F^{\omega+2} = \mathsf{GFP}.F$ 

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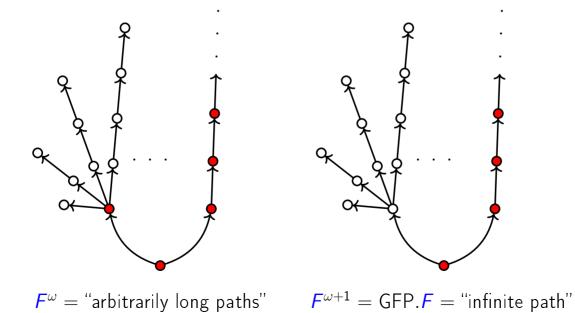
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  - "there are arbitrarily long finite paths"

### Extend the $\mu$ -calculus:

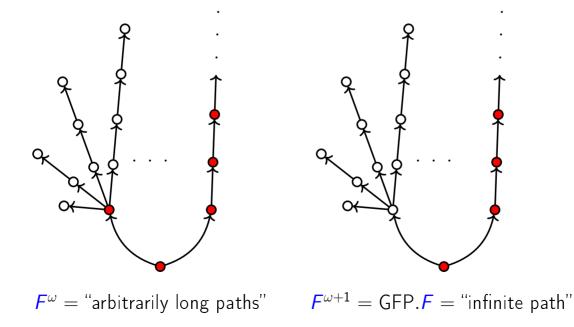
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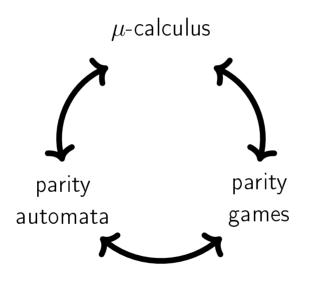


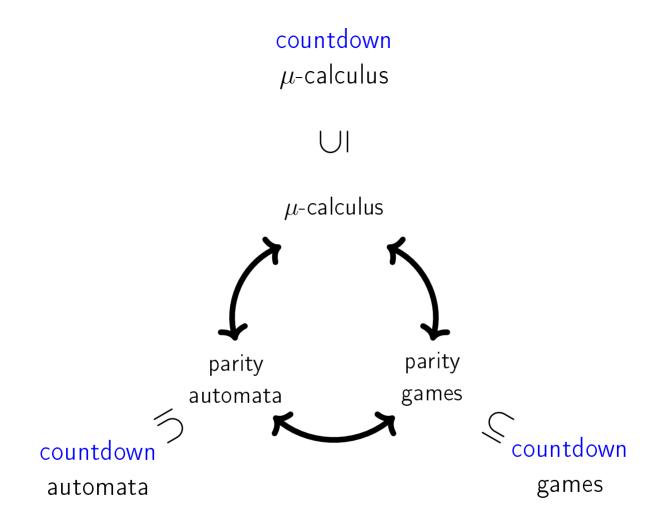
**countdown**  $\mu$ -calculus

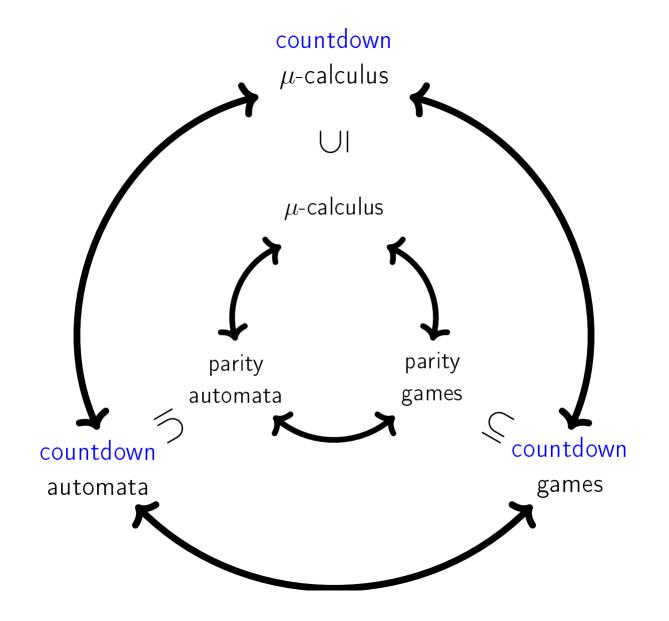


### The source of good properties of $\mu$ -ML:

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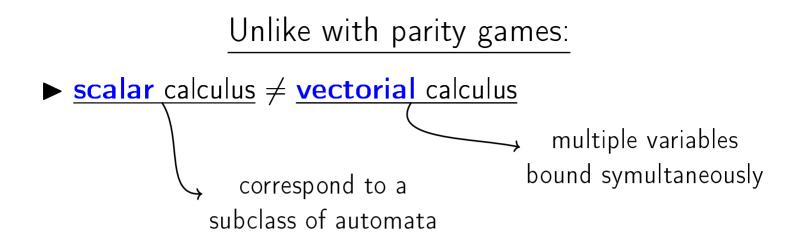
COMPLICATIONS!!!

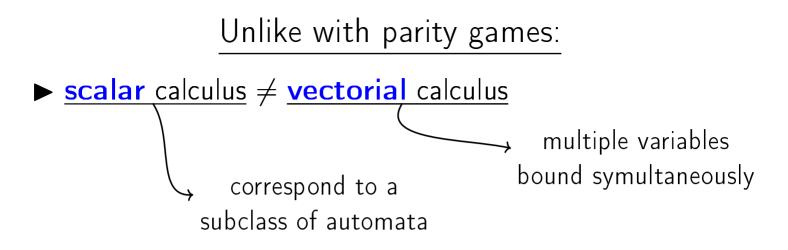
### Unlike with parity games:

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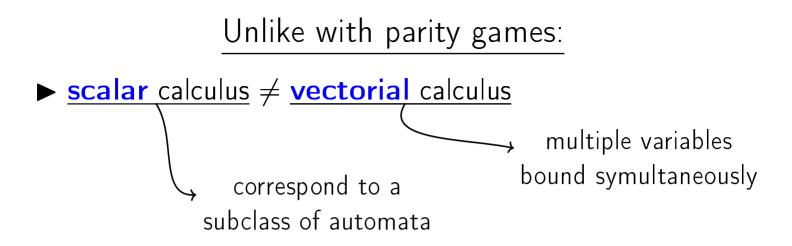
**scalar** calculus  $\neq$  **vectorial** calculus

Unlike with parity games:
► scalar calculus ≠ vectorial calculus multiple variables bound symultaneously





▶ players may need **unbounded memory** to win



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- ► due to this, automata are more complicated:

alternating automata, no nondeterministic model



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- ► Model-checking decidable.

► strict hierarchy:

### greater **nesting** of new operators

greater expressive power

► strict hierarchy:

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greater expressive **power** 

► normal forms:

► strict hierarchy:

greater **nesting** of new operators

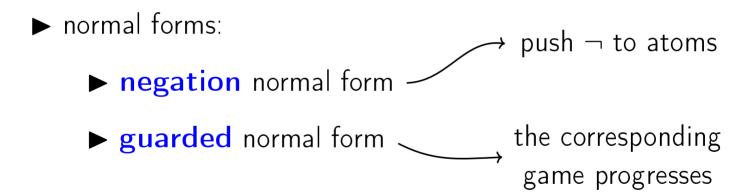
greater expressive power

▶ normal forms:
 ▶ negation normal form

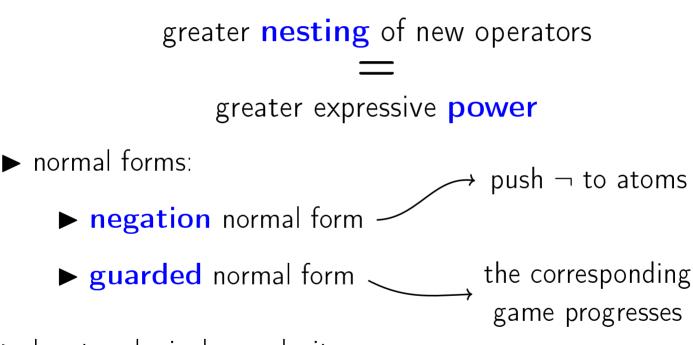
► strict hierarchy:



greater expressive power

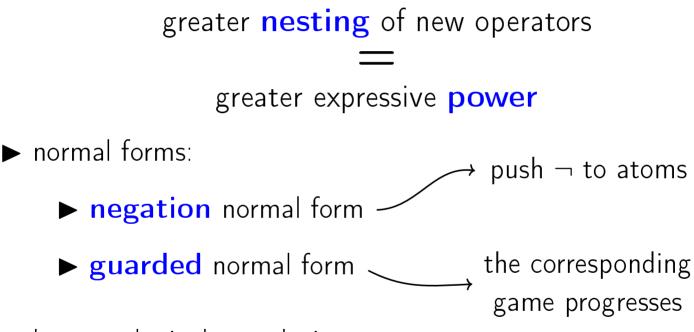


► strict hierarchy:

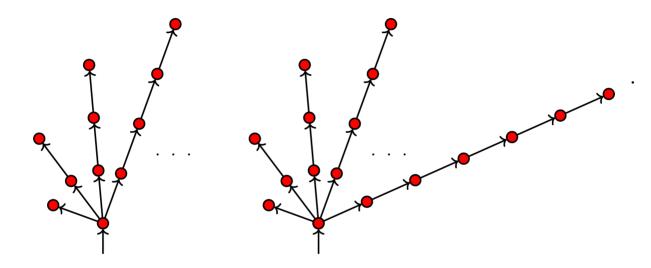


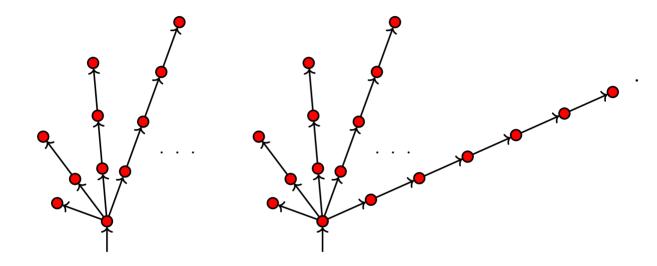
► low topological complexity

► strict hierarchy:

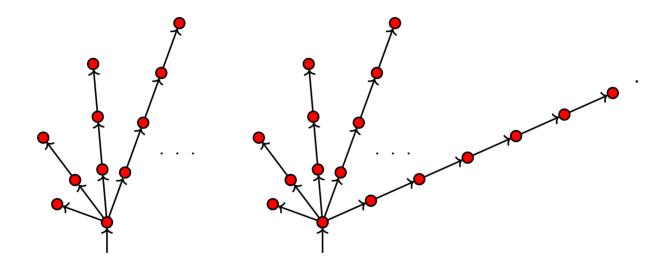


- Iow topological complexity
- ▶ works over models, words, trees, coalgebras...





I studied the difference between these two pictures.



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Thank you!