

Comonadic Semantics for Hybrid Logic

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Outline

- ▶ Background on hybrid logic.
- ▶ The hybrid game comonad.
- ▶ Local character and semantic characterisation.

Hybrid Temporal Logic

Syntax of HTL

$$\varphi ::= \underbrace{p \mid \neg\varphi \mid \varphi \wedge \varphi' \mid \varphi \vee \varphi'}_{\text{propositional}} \mid \overbrace{\square\varphi \mid \diamond\varphi \mid \square^-\varphi \mid \diamond^-\varphi}_{\text{2-way modal}} \mid \underbrace{x \mid \downarrow x.\varphi \mid @_x\varphi}_{\text{hybrid}}$$

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The *positive fragment* excludes \Box , \Box^- and \neg .

Hybrid Temporal Logic

Semantics

Models are relational structures over a signature with unary relation symbols and a single binary relation symbol E .

Hybrid Temporal Logic

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Propositions and Boolean connectives:

$$ST_x(p) = P(x)$$

$$ST_x(\neg\varphi) = \neg ST_x(\varphi)$$

$$ST_x(\varphi \wedge \varphi') = ST_x(\varphi) \wedge ST_x(\varphi')$$

$$ST_x(\varphi \vee \varphi') = ST_x(\varphi) \vee ST_x(\varphi')$$

Hybrid Temporal Logic

Semantics

Models are relational structures over a signature with unary relation symbols and a single binary relation symbol E .

Modalities:

$$ST_x(\Box\varphi) = \forall y.[E(x, y) \rightarrow ST_y(\varphi)]$$

$$ST_x(\Diamond\varphi) = \exists y.[E(x, y) \wedge ST_y(\varphi)]$$

$$ST_x(\Box^-\varphi) = \forall y.[E(y, x) \rightarrow ST_y(\varphi)]$$

$$ST_x(\Diamond^-\varphi) = \exists y.[E(y, x) \wedge ST_y(\varphi)]$$

Hybrid Temporal Logic

Semantics

Models are relational structures over a signature with unary relation symbols and a single binary relation symbol E .

Hybrid connectives:

$$ST_x(\downarrow_{x'}.\varphi) = ST_x(\varphi)[x/x']$$

$$ST_x(@_{x'}\varphi) = ST_x(\varphi)[x'/x]$$

$$ST_x(x') = x = x'$$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x' . \diamond x')$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x'.\diamond x')$

$$\exists y.E(x, y) \wedge x = y$$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x' . \diamond x')$

$$E(x, x)$$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x' . \diamond x')$

$$E(x, x)$$

2. $ST_x(@_{x'} p)$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x' . \diamond x')$

$$E(x, x)$$

2. $ST_x(@_{x'} p)$

$$P(x)[x'/x]$$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x' . \diamond x')$

$$E(x, x)$$

2. $ST_x(@_{x'} p)$

$$P(x')$$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x' \cdot \diamond x')$

$$E(x, x)$$

2. $ST_x(@_{x'} p)$

$$P(x')$$

3. $ST_x(@_{x'} \diamond y')$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x' . \diamond x')$

$$E(x, x)$$

2. $ST_x(@_{x'} p)$

$$P(x')$$

3. $ST_x(@_{x'} \diamond y')$

$$\exists x_1. E(x', x_1) \wedge x_1 = y'$$

Example Hybrid Formulae

Example

1. $ST_x(\downarrow x' . \diamond x')$

$$E(x, x)$$

2. $ST_x(@_{x'} p)$

$$P(x')$$

3. $ST_x(@_{x'} \diamond y')$

$$E(x', y')$$

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$$E(x', y')$$

4. $ST_x(@_{x'} y')$

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4. $ST_x(@_{x'} y')$

$$x' = y'$$

The Hybrid Game

The **Hybrid game** between pointed structure (\mathfrak{A}, a) and (\mathfrak{B}, b) has initial position is $a_0 = a$, $b_0 = b$. In each round i , Spoiler moves by either

- ▶ choosing an $a_j \in A$ such that for some $i < j$, $E^{\mathfrak{A}}(a_i, a_j)$ or $E^{\mathfrak{A}}(a_j, a_i)$, to which Duplicator responds by choosing a $b_j \in B$; or
- ▶ choosing a $b_j \in B$ such that for some $i < j$, $E^{\mathfrak{B}}(b_i, b_j)$ or $E^{\mathfrak{B}}(b_j, b_i)$, to which Duplicator responds by choosing an $a_j \in A$.

The winning condition for Duplicator is that the correspondence $a_i \mapsto b_i$ is a partial isomorphism from \mathfrak{A} to \mathfrak{B} .

The Game / Logic Correspondence

- ▶ Duplicator has a winning strategy for the one-sided k -round game iff every positive Hybrid formula φ of depth $\leq k$:

$$(\mathfrak{A}, a) \models \varphi \quad \Rightarrow \quad (\mathfrak{B}, b) \models \varphi$$

- ▶ Duplicator has a winning strategy for the two-sided k -round game iff for every Hybrid formula φ of depth $\leq k$:

$$(\mathfrak{A}, a) \models \varphi \quad \Leftrightarrow \quad (\mathfrak{B}, b) \models \varphi$$

Hybrid Game Comonad

Game Comonads

Game comonads give a semantic characterisation of model equivalence games¹². For a given logic \mathcal{L} , a game comonad is typically an indexed comonad \mathbb{C}_k on relational structures such that:

- ▶ Morphisms $\mathbb{C}_k(\mathfrak{A}) \rightarrow \mathfrak{B}$ correspond to winning strategies for Duplicator in the one sided model comparison game, up to resource depth k .
- ▶ The existence of a span of open pathwise embeddings $F_k(\mathfrak{A}) \leftarrow R \rightarrow F_k(\mathfrak{B})$ in the Eilenberg-Moore category corresponds to a winning strategy for Duplicator in the full model comparison game.

¹S. Abramsky, A. Dawar, and P. Wang. “The pebbling comonad in finite model theory”. In: *2017 32nd Annual ACM/IEEE Symposium on Logic in Computer Science (LICS)*. IEEE. IEEE, 2017, pp. 1–12.

²S. Abramsky and N. Shah. “Relating structure and power: Comonadic semantics for computational resources”. In: *Journal of Logic and Computation* 31.6 (2021), pp. 1390–1428.

Hybrid Game Comonad

A Hybrid Comonad

To capture Hybrid logic, we work with pointed structures. For structure (\mathfrak{A}, a) , we define a structure $\mathbb{H}_k(\mathfrak{A}, a)$ with:

Universe: Non-empty sequences $\langle a_0, a_1, \dots, a_l \rangle$ such that $a_0 = a$, and for all j with $0 < j \leq l$, for some i , $0 \leq i < j$, $E^{\mathfrak{A}}(a_i, a_j)$ or $E^{\mathfrak{A}}(a_j, a_i)$.

Count: $\varepsilon_{\mathfrak{A}}(\langle a_0, \dots, a_l \rangle) = a_l$.

Relations: $R^{\mathbb{H}_k \mathfrak{A}}(s_1, \dots, s_n)$ holds iff the s_i are pairwise comparable and $R^{\mathfrak{A}}(\varepsilon_{\mathfrak{A}}(s_1), \dots, \varepsilon_{\mathfrak{A}}(s_n))$.

Point: $\langle a \rangle$.

Coextension: Given a morphism $h : \mathbb{H}_k(\mathfrak{A}, a) \rightarrow (\mathfrak{B}, b)$, we define $h^* : \mathbb{H}_k(\mathfrak{A}, a) \rightarrow \mathbb{H}_k(\mathfrak{B}, b)$ by

$$h^*(\langle a, a_1, \dots, a_i \rangle) = \langle h(\langle a \rangle), \dots, h(\langle a, a_1, \dots, a_i \rangle) \rangle$$

Hybrid Game Comonad

Equality and I -relations

Given a vocabulary σ , define:

$$\sigma^+ = \sigma \cup \{I\}$$

There is a full and faithful embedding

$J : \text{Struct}_*(\sigma) \rightarrow \text{Struct}_*(\sigma^+)$ such that $I^{J(\mathfrak{A}, a)}$ is the identity on A .

Hybrid Game Comonad

Game Comonad Results

- ▶ The triple $(\mathbb{H}_k, \varepsilon, (-)^*)$ is a comonad in Kleisli form.
- ▶ The composite $\mathbb{H}_k^+ = \mathbb{H}_k^! \circ J$ is a relative comonad.
- ▶ Kleisli morphisms have the form $\mathbb{H}_k^! J(\mathfrak{A}, a) \rightarrow J(\mathfrak{B}, b)$, and bijectively correspond to winning strategies for Duplicator in the one-sided game from (\mathfrak{A}, a) to (\mathfrak{B}, b) .
- ▶ There is a span of open pathwise embeddings $F_k(\mathfrak{A}, a) \leftarrow R \rightarrow F_k(\mathfrak{B}, b)$ iff Duplicator has a winning strategy in the two-sided hybrid game between those structures.

Semantic Characterisation

Gaifman Graph Distance

Recall the *Gaifman graph* of a σ -structure \mathfrak{A} has:

Vertices : The universe of \mathfrak{A} .

Edges : Pairs of distinct a, a' appearing in some \bar{a} such that there exists $R \in \sigma$ with $R^{\mathfrak{A}}(\bar{a})$.

Yields a metric on \mathfrak{A} via minimum path length.

Semantic Characterisation

Definitions

- ▶ Define $\mathbb{S}_k(\mathfrak{A}, a)$ to be $(\mathfrak{A}[a; k], a)$, where $\mathfrak{A}[a; k]$ is the substructure of \mathfrak{A} induced by the closed ball $A[a; k]$ induced by the Gaifman graph distance in \mathfrak{A} .
- ▶ Define $\mathbb{S}(\mathfrak{A}, a) := \bigcup_{k \in \mathbb{N}} \mathbb{S}_k(\mathfrak{A}, a)$.
- ▶ Say that a first-order formula $\varphi(x)$ is *invariant under generated substructures* if for all (\mathfrak{A}, a) in $\text{Struct}_*(\sigma)$:
 $(\mathfrak{A}, a) \models \varphi \iff \mathbb{S}(\mathfrak{A}, a) \models \varphi$.
- ▶ Say that a first-order formula $\varphi(x)$ is *invariant under k -generated substructures* if for all (\mathfrak{A}, a) in $\text{Struct}_*(\sigma)$:
 $(\mathfrak{A}, a) \models \varphi \iff \mathbb{S}_k(\mathfrak{A}, a) \models \varphi$.
- ▶ We say that a sentence φ is *invariant under disjoint extensions* if for all $(\mathfrak{A}, a), \mathfrak{B}$:

$$(\mathfrak{A}, a) \models \varphi \iff (\mathfrak{A} + \mathfrak{B}, a) \models \varphi$$

Semantic Characterisation

Theorem (Characterisation Theorem)

For any first-order formula $\varphi(x)$ with quantifier rank q , the following are equivalent:

- 1. φ is invariant under generated substructures.*
- 2. φ is invariant under $q2^q$ -generated substructures.*
- 3. φ is invariant under disjoint extensions.*
- 4. φ is equivalent to a sentence ψ of hybrid temporal logic with modal depth $\leq q2^q$.*

Proof Idea One

Hybrid to FO Strategies via Resources

Lemma

For all $k, q > 0$,

if $\mathbb{S}_k(\mathfrak{A}, a) \equiv_{kq}^{\text{HTL}} \mathbb{S}_k(\mathfrak{B}, b)$ then $\mathbb{S}_k(\mathfrak{A}, a) \equiv_q \mathbb{S}_k(\mathfrak{B}, b)$

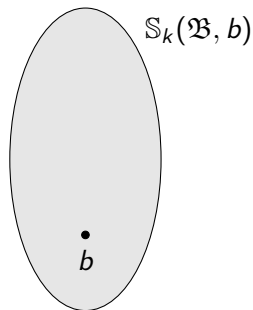
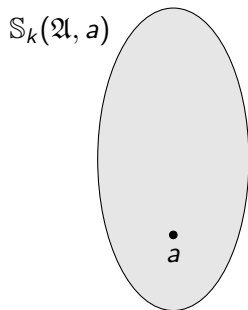
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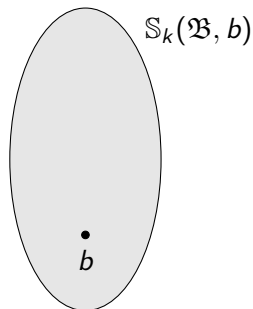
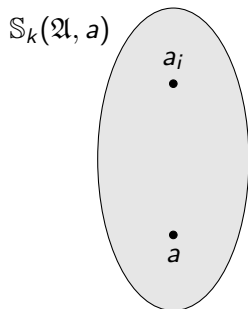
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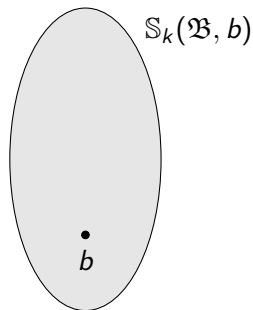
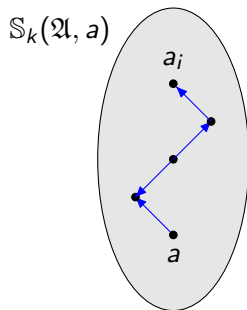
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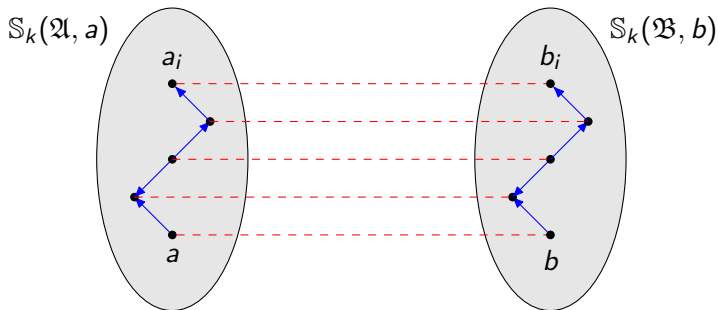
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Proof Idea Two

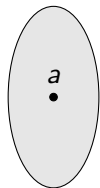
The Workspace Lemma

Lemma (Workspace Lemma)

Given (\mathfrak{A}, a) and $q > 0$, there is a structure \mathfrak{B} such that

$$(\mathfrak{A} + \mathfrak{B}, a) \equiv_q (\mathfrak{A}[a; k] + \mathfrak{B}, a),$$

where $k = 2^q$. Moreover, $|B| \leq 2q|A|$. Hence if \mathfrak{A} is finite, so is \mathfrak{B} .



Proof Idea Two

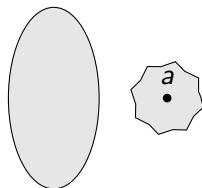
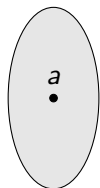
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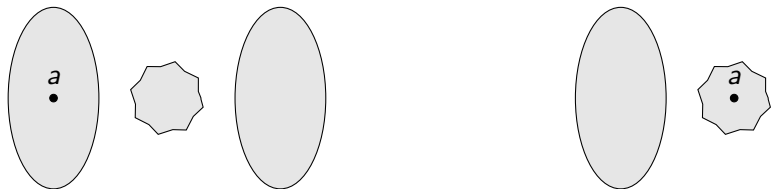
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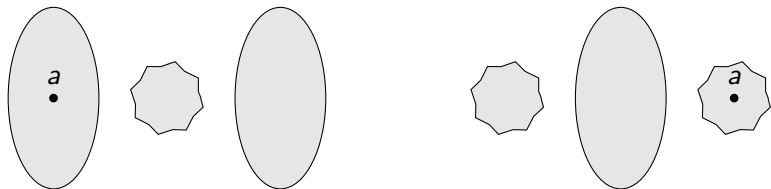
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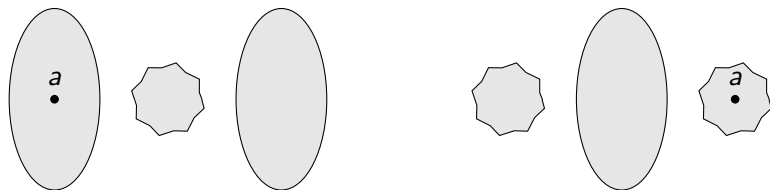
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$$\mathfrak{B} = \underbrace{\mathfrak{A} + \dots + \mathfrak{A}}_{q \text{ copies}} + \underbrace{\mathfrak{A}[a; k] + \dots + \mathfrak{A}[a; k]}_{q \text{ copies}}$$

Final Remarks

- ▶ Everything in the paper can be extended to the general bounded fragment of first-order logic.
- ▶ The semantic characterisation theorem makes essential use of bidirectional modal logic.
- ▶ The bounded $q2^q$ in the semantic characterisation theorem is not known to be sharp.