

DISPLAY-TYPE CALCULI

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joint work with
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INFORMAL PRESENTATION OF DISPLAY CALCULI

Display calculi: variation of sequent calculi

Sequent calculi:

- One structural symbol ;

$$\frac{X \vdash A \quad Y \vdash B}{X ; Y \vdash A \wedge B} \qquad \frac{A \vdash X \quad B \vdash Y}{A \vee B \vdash A ; B}$$

- Cut Rule:

$$\frac{X \vdash A \quad A \vdash Y}{X \vdash Y}$$

Display calculi: One structural symbol for each logical connective.

INFORMAL PRESENTATION OF DISPLAY CALCULI

Why: modularity and cut elimination meta theorem

How do they work? 1 property = 1 rule

SOME RULES

$$\frac{X \vdash A \quad Y \vdash B}{X; Y \vdash A \wedge B} \quad \frac{X \vdash A}{\circ X \vdash \Diamond A} \quad \frac{\circ X \vdash Y}{X \vdash \bullet Y} \text{display}$$

; structural symbols \longrightarrow to manipulate structures

\wedge operational symbols \longrightarrow formulas such as $\Diamond A$ are “frozen”.

Main feature: display property

display property \implies cut elimination meta theorem

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DISPLAY POSTULATE

Structural symbols	>		;	
Operational symbols	>	→	∧	∨

Display Postulates

$$(\text{;<}) \frac{X; Y \vdash Z}{X \vdash Z < Y} \quad (\text{;>}) \frac{X; Y \vdash Z}{Y \vdash X > Z}$$

Adjunction

$$A \wedge B \leq C \quad \text{iff} \quad B \leq A \rightarrow C \quad \text{iff} \quad A \leq C \leftarrow B$$

MODULARITY: STRUCTURAL RULES FOR PROPOSITIONAL BASE

Intuitionistic base

$$Id \frac{}{p \vdash p}$$

$$\frac{X \vdash A \quad A \vdash Y}{X \vdash Y} Cut$$

$$I_L^1 \frac{X \vdash Y}{I \vdash Y < X} \quad \frac{X \vdash Y}{X < Y \vdash I} I_R^1$$

$$I_L^2 \frac{X \vdash Y}{I \vdash X > Y} \quad \frac{X \vdash Y}{Y > X \vdash I} I_R^2$$

$$IW_L \frac{I \vdash X}{Y \vdash X} \quad \frac{X \vdash I}{X \vdash Y} IW_R$$

$$C_L \frac{X; X \vdash Y}{X \vdash Y} \quad \frac{Y \vdash X; X}{Y \vdash X} C_R$$

$$W_L^1 \frac{X \vdash Z}{Y \vdash Z < X} \quad \frac{X \vdash Z}{X < Z \vdash Y} W_R^1$$

$$W_L^2 \frac{X \vdash Z}{Y \vdash X > Z} \quad \frac{X \vdash Z}{Z > X \vdash Y} W_R^2$$

$$E_L \frac{Y; X \vdash Z}{X; Y \vdash Z} \quad \frac{Z \vdash X; Y}{Z \vdash Y; X} E_R$$

$$A_L \frac{X; (Y; Z) \vdash W}{(X; Y); Z \vdash W} \quad \frac{W \vdash (Z; Y); X}{W \vdash Z; (Y; X)} A_R$$

Classical base

$$Gri_L \frac{X > (Y; Z) \vdash W}{(X > Y); Z \vdash W} \quad \frac{W \vdash X > (Y; Z)}{W \vdash (X > Y); Z} Gri_R$$

CUT ELIMINATION: PROOF BY INDUCTION

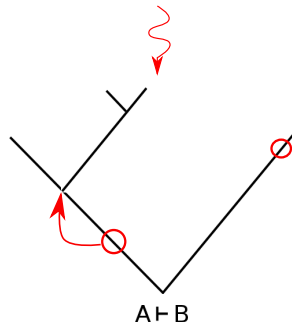
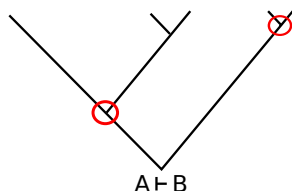
Complexity of the cut formula

$$\frac{\frac{\vdots \pi_1}{Z \vdash \circ A} \quad \frac{\vdots \pi_2}{A \vdash Y}}{\frac{Z \vdash \Box A \quad \Box A \vdash \circ Y}{Z \vdash \circ Y}} \text{Cut}$$

⇓

$$\text{Display} \frac{\frac{\vdots \pi_1}{Z \vdash \circ A} \quad \frac{\vdots \pi_2}{A \vdash Y}}{\frac{\bullet Z \vdash A \quad A \vdash Y}{\text{Display} \frac{\bullet Z \vdash Y}{Z \vdash \circ Y}}} \text{Cut}$$

Height of the cut



APPLIED LOGICS

PDL, DEL, Monotone Modal Logic, Game Logic, ...

‘bad’ logics for proof theory:

- not closed under uniform substitution,
- dynamic interactions: difficult to handle,
- non-normal modal logics: no adjunction,
- iteration operators call for ω -rules,

\implies some display rules might be NOT sound

Question: Can we guarantee full display property then?

Conjecture: YES, under some conditions. (work in progress)

But what if conjecture is false?

Let's discuss **alternative strategies**.

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EAK: MULTI-TYPE

EAK syntax: $p \in \text{Prop}, a \in \text{Agent}, \alpha \in \text{Action},$

$$\varphi ::= \top \mid p \mid \neg\varphi \mid \varphi \vee \varphi \mid \underbrace{\Diamond_a\varphi \mid \Diamond_\alpha\varphi}_{\text{unary}}$$

multi-type syntax:

$$\text{Formulas } \varphi ::= \top \mid p \mid \neg\varphi \mid \varphi \vee \varphi \mid \underbrace{\langle a \rangle\varphi \mid \langle \alpha \rangle\varphi}_{\text{binary}}$$

$$\text{Actions } \alpha ::= \alpha \mid \langle a, \alpha \rangle$$

$$\text{Agents } a ::= a$$

$\langle a, \alpha \rangle$: new modality, indistinguishability between actions
 \Rightarrow Increase expressivity

EAK: MULTI-TYPE

Interaction Axiom:

$$\langle \alpha \rangle \langle a \rangle A \rightarrow \text{Pre}(\alpha) \wedge \bigvee \{ \langle a \rangle \langle \beta \rangle A \mid \alpha a \beta \}$$

Rule without multi-type:

$$\frac{\left(\{a\} \{ \beta \} X \vdash Y \mid \alpha a \beta \right)}{\{ \alpha \} \{ a \} X \vdash ; \left(Y \mid \alpha a \beta \right)}$$

Rule without multi-type:

$$\frac{X \vdash (a \blacktriangle \alpha) \blacktriangleright (a \blacktriangleright Y)}{X \vdash a \blacktriangleright (\alpha \blacktriangleright Y)}$$

EAK: MULTI-TYPE

Formulas $\varphi ::= \top \mid \mathbf{p} \mid \neg\varphi \mid \varphi \vee \varphi \mid \langle \mathbf{a} \rangle \varphi \mid \langle \alpha \rangle \varphi$

Actions $\alpha ::= \alpha \mid \langle \mathbf{a}, \alpha \rangle$

Agents $a ::= a$

Display property:

- **dynamic modalities:**

$$\mathbb{M}, w \Vdash \langle \alpha \rangle \varphi \quad \text{iff} \quad \mathbb{M}, w \Vdash \text{Pre}(\alpha) \quad \text{and} \quad \mathbb{M}_\alpha, w_\alpha \Vdash \varphi$$

\implies **final coalgebra semantics**

- Fact: **virtual adjoints** for $\langle \mathbf{a}, \alpha \rangle$ are safe
 \rightsquigarrow **Very ad hoc proof**
 \rightsquigarrow **no known uniform method** to guarantee safeness

MONOTONE MODAL LOGIC: VISIBILITY

MML syntax: $\varphi ::= \top \mid p \mid \neg\varphi \mid \varphi \vee \varphi \mid \langle \exists \forall \rangle \varphi$

Problem: $\langle \exists \forall \rangle$ does not distribute over \vee or \wedge
 \implies NO adjunction \implies **NO display property.**

Solution: Surgical cut + Visibility

Visibility. If A is **active** in a rule, then A is in **isolation**.

$$Cut_L \frac{Z \vdash A \quad (X \vdash Y)[A]^{pre}}{(X \vdash Y)[Z]^{pre}} \quad \frac{(X \vdash Y)[A]^{suc} \quad A \vdash Z}{(X \vdash Y)[Z]^{suc}} Cut_R$$

CONCLUSIONS & FUTURE WORKS

To summarise

- ✓ Multi-type
- ✓ Weak display + strong visibility
- ✓ Virtual adjoints with adhoc proof

Further research:

- Linear Logic: avoiding *closed-enough rules*
 - PDL: avoiding *omega-rule*
 - PDL + MML \longrightarrow Game Logic
- Find uniform proof of safeness of virtual adjoints.

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