

# Generic Weakest Precondition Semantics from Monads Enriched with Order

Ichiro Hasuo  
University of Tokyo (JP)



# Prologue: Alternating Branching

\* (Automata-theoretic) model checking

See e.g. [LNCS 2500]

$$S \models \psi$$

$\iff S$  is accepted by  $A_\psi$

$\iff$  Player has a winning str. in  $\mathcal{G}(S, A_\psi)$



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modal  
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Algorithms like  
[Jurdzinski '98]

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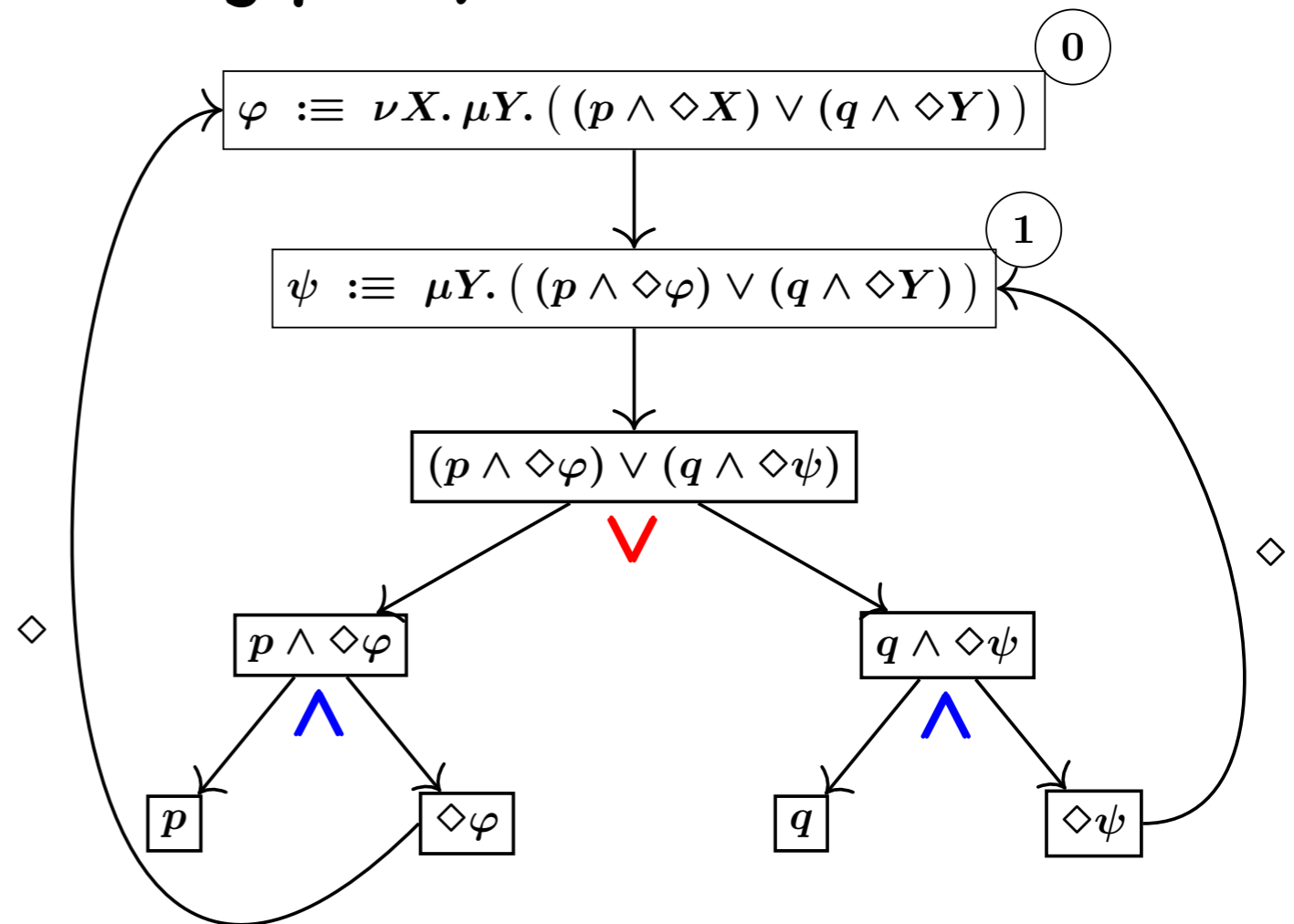
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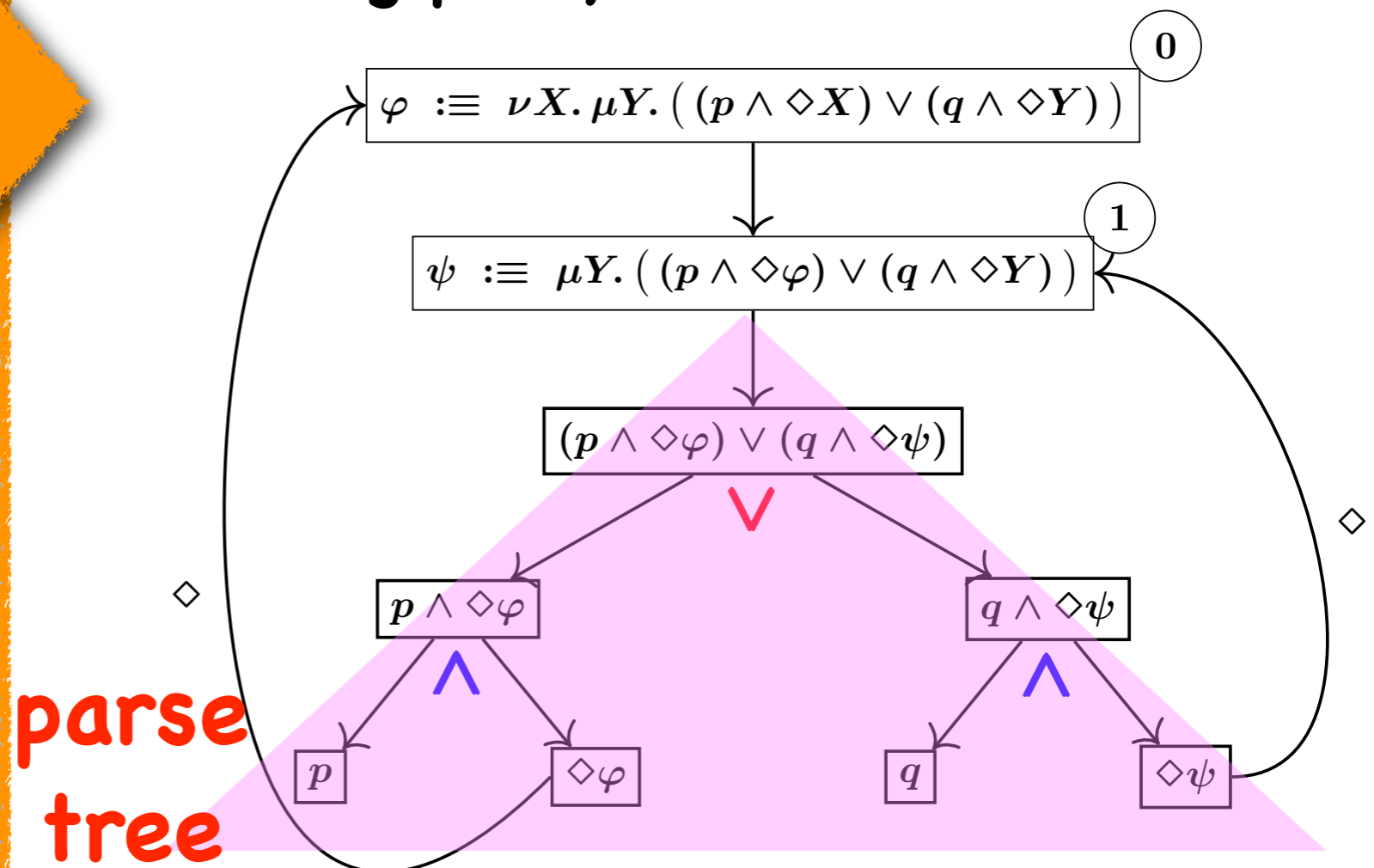
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$$\varphi ::= \nu X. \mu Y. ((p \wedge \diamond X) \vee (q \wedge \diamond Y))$$

$$\psi ::= \mu Y. ((p \wedge \diamond \varphi) \vee (q \wedge \diamond Y))$$

$$(p \wedge \diamond \varphi) \vee (q \wedge \diamond \psi)$$

$$p \wedge \diamond$$

$$q \wedge \diamond \psi$$

$p$

$\diamond \varphi$

$q$

$\diamond \psi$

fixed-pts.  
expanded

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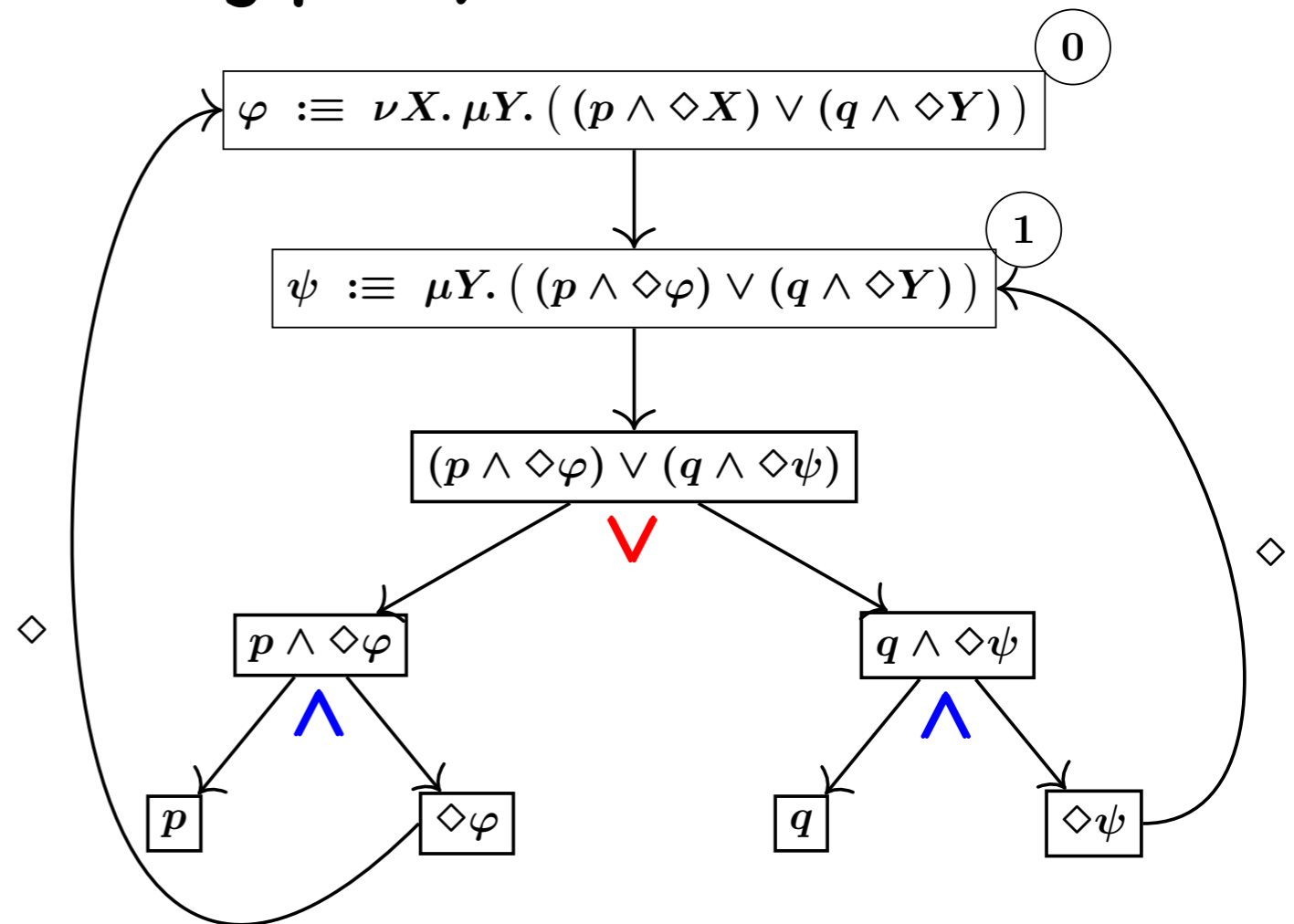
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$$\{x\} \longmapsto \{ \{x_1, x_2\}, \{x_3\} \}$$

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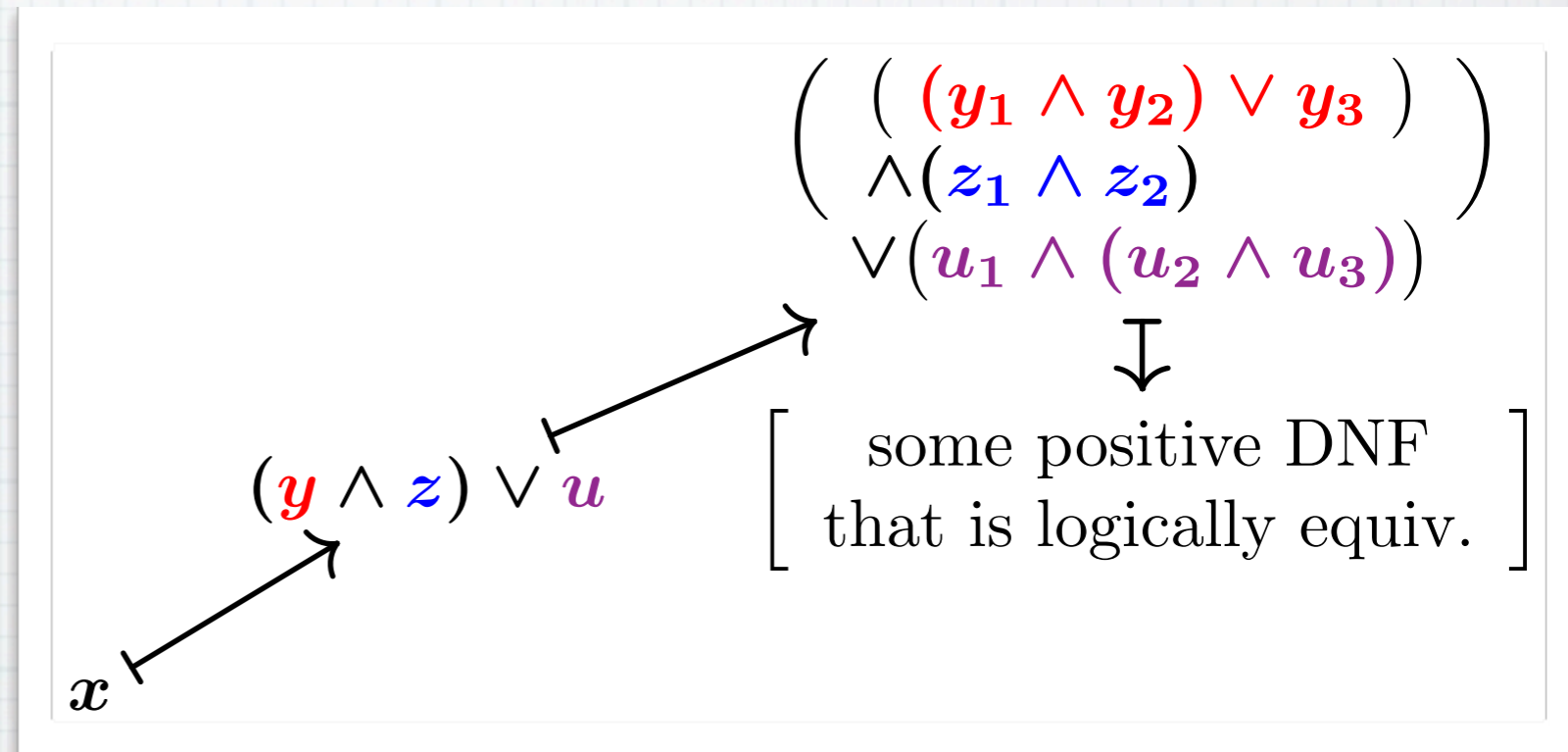
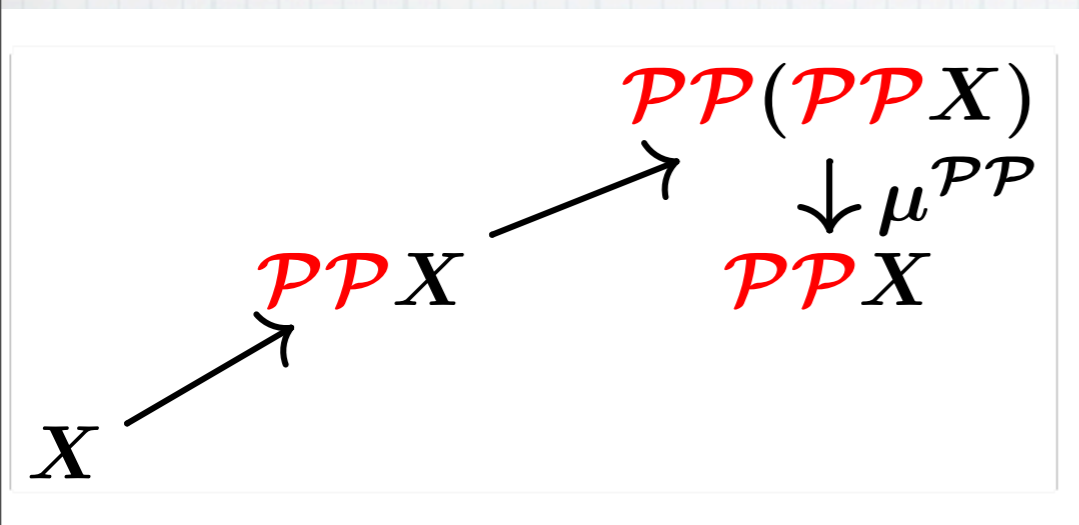
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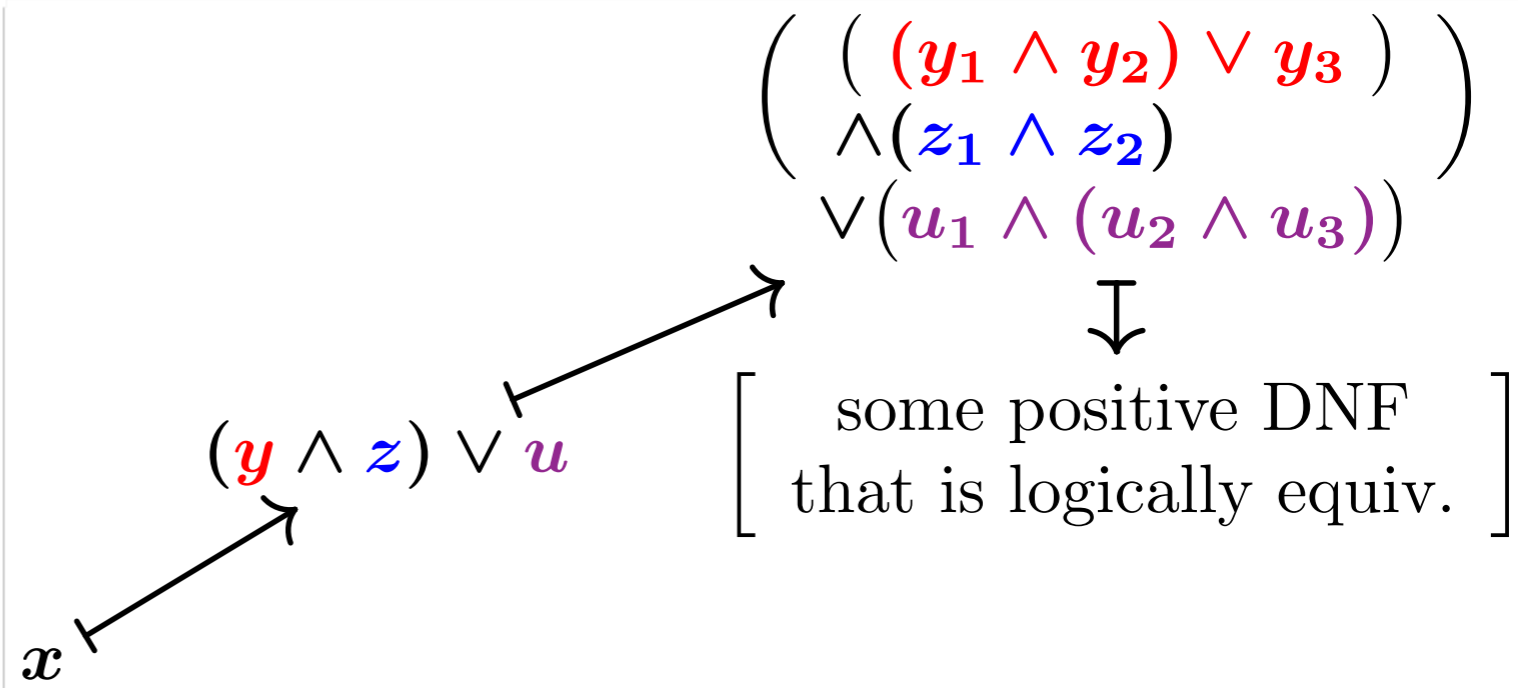
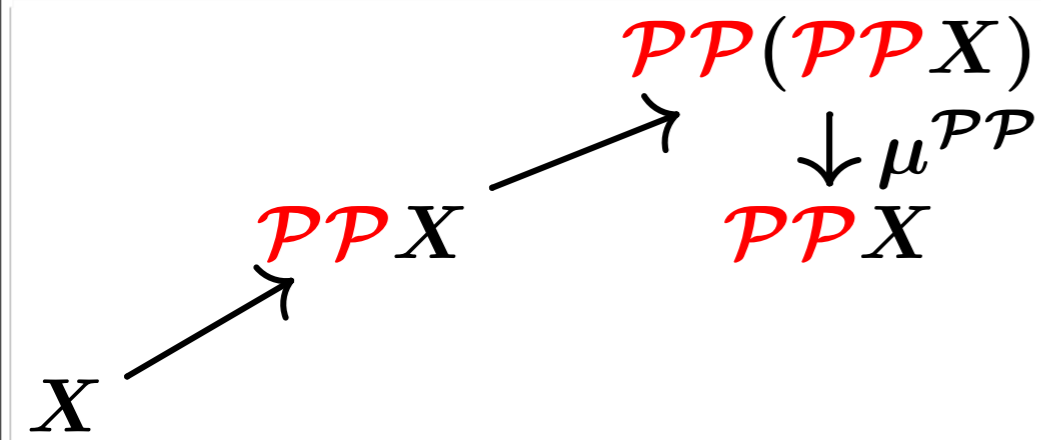
Q1. How?

# Prologue: Alternating Branching

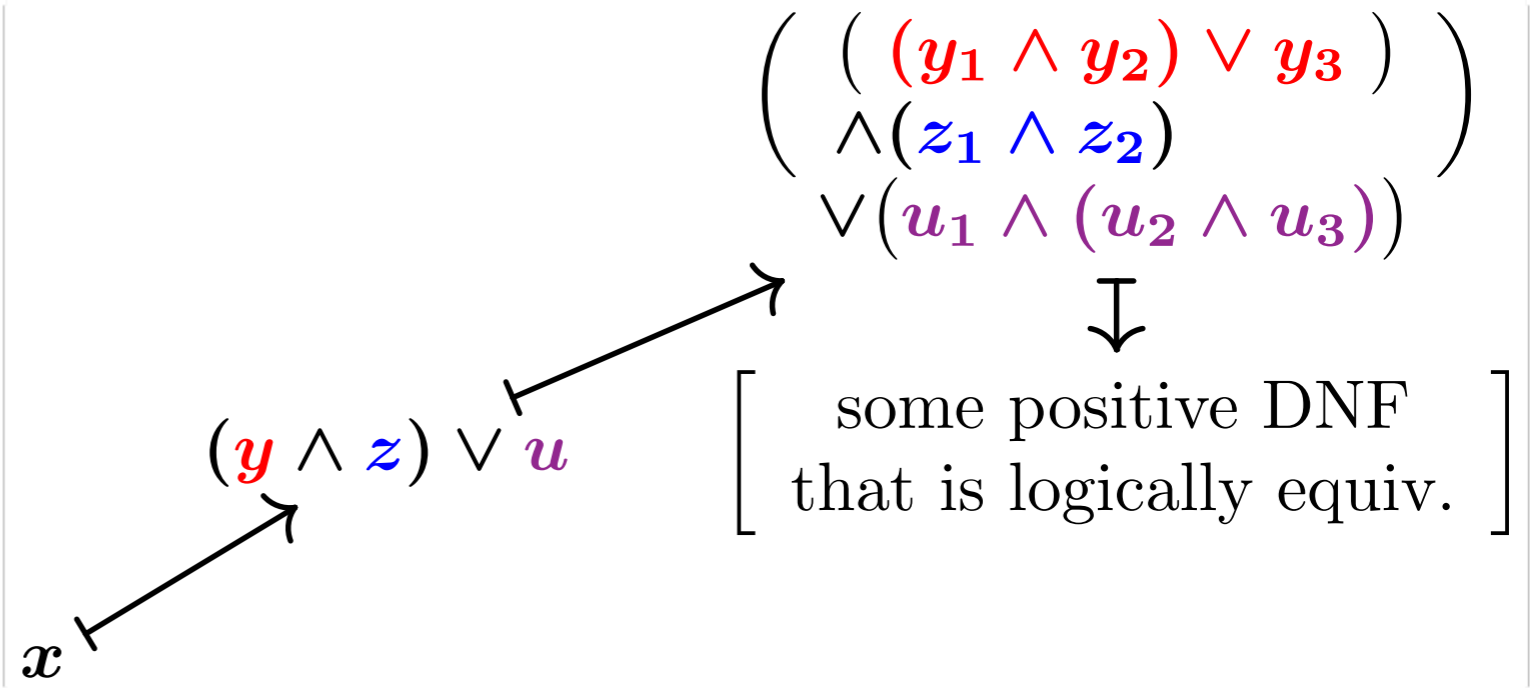
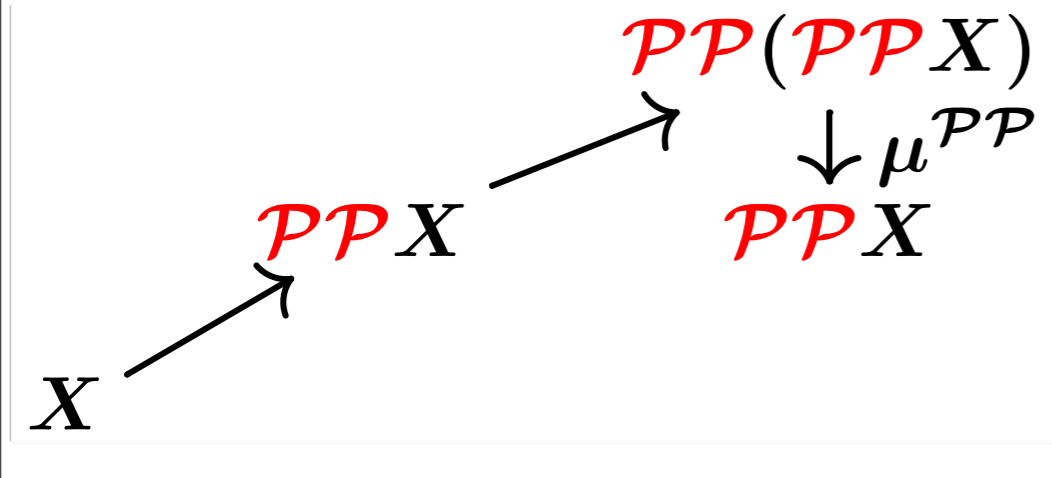
## \* Monad multiplication



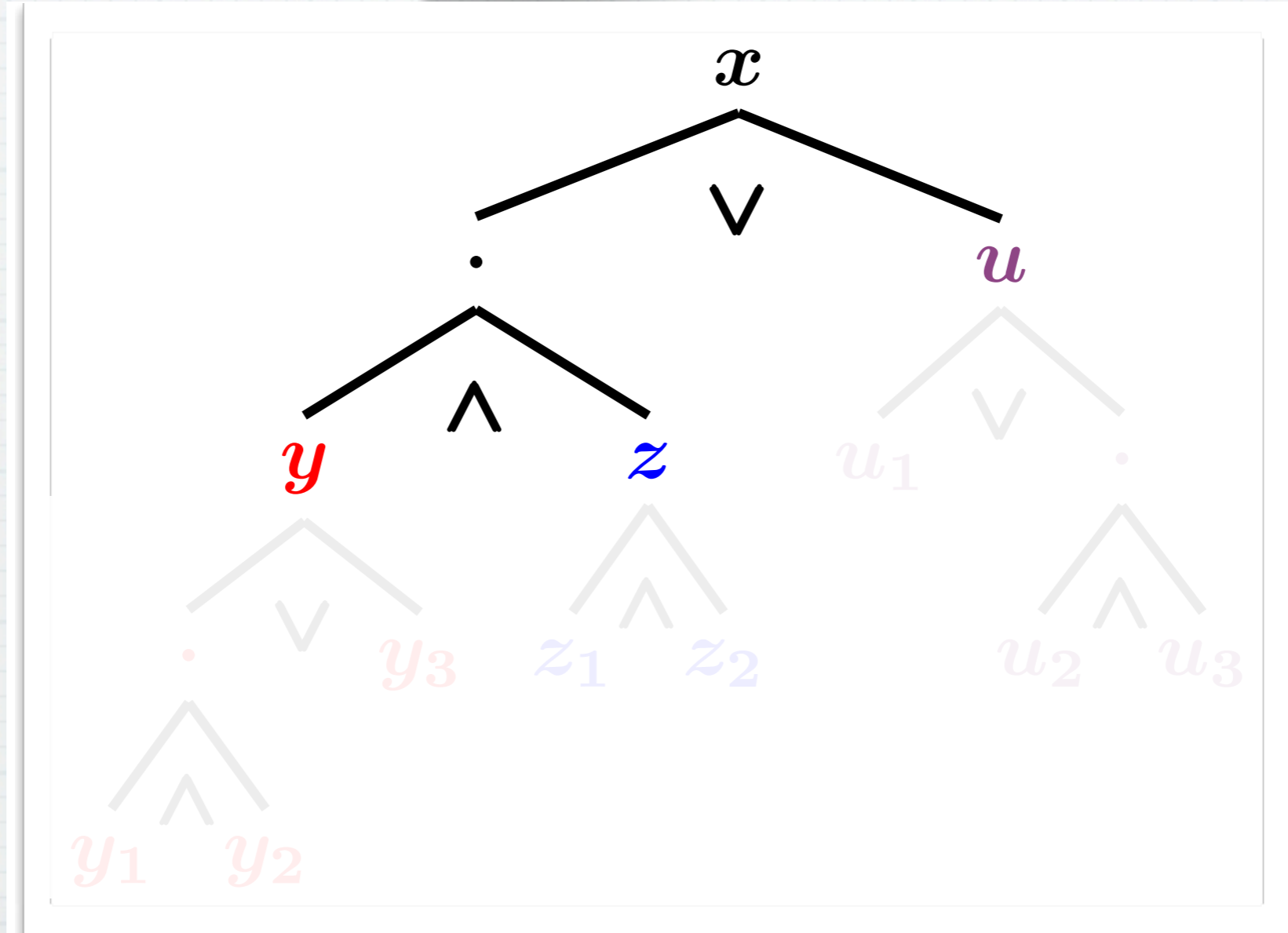




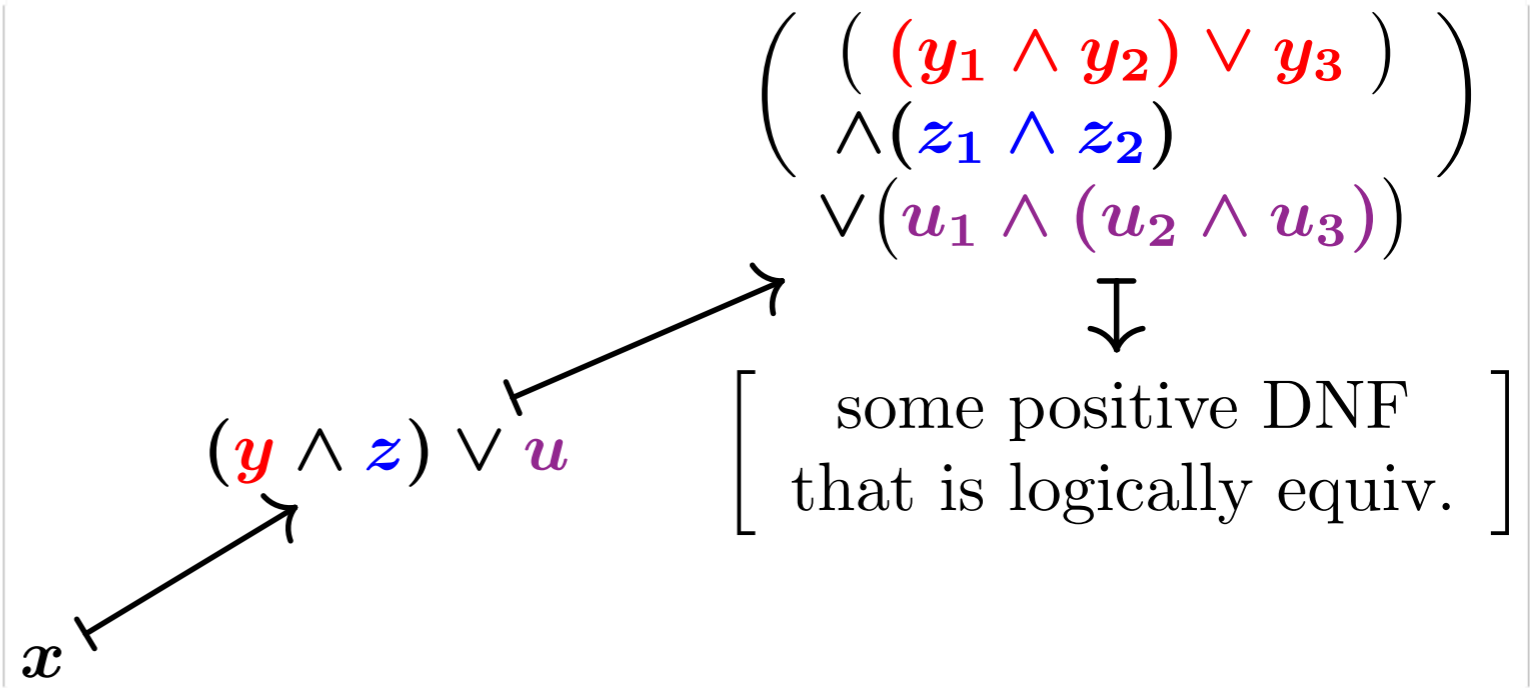
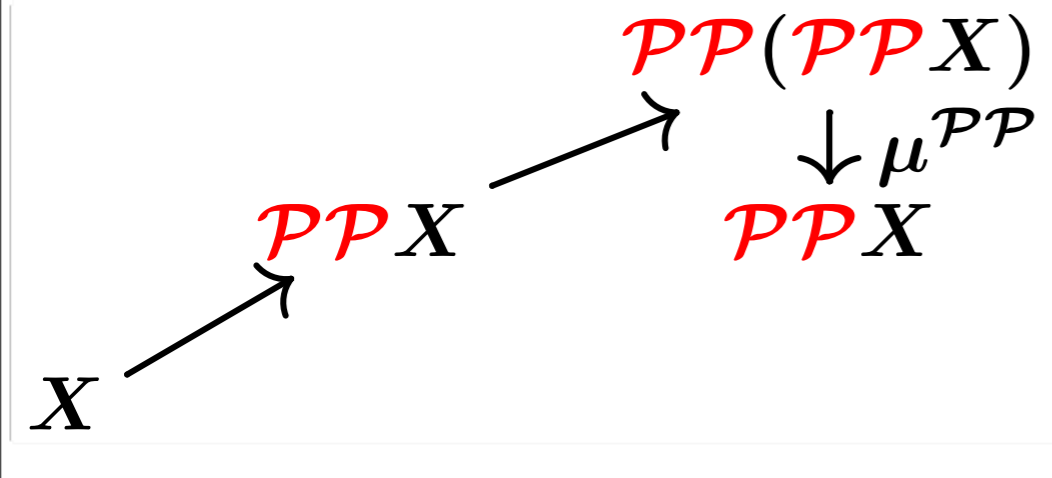
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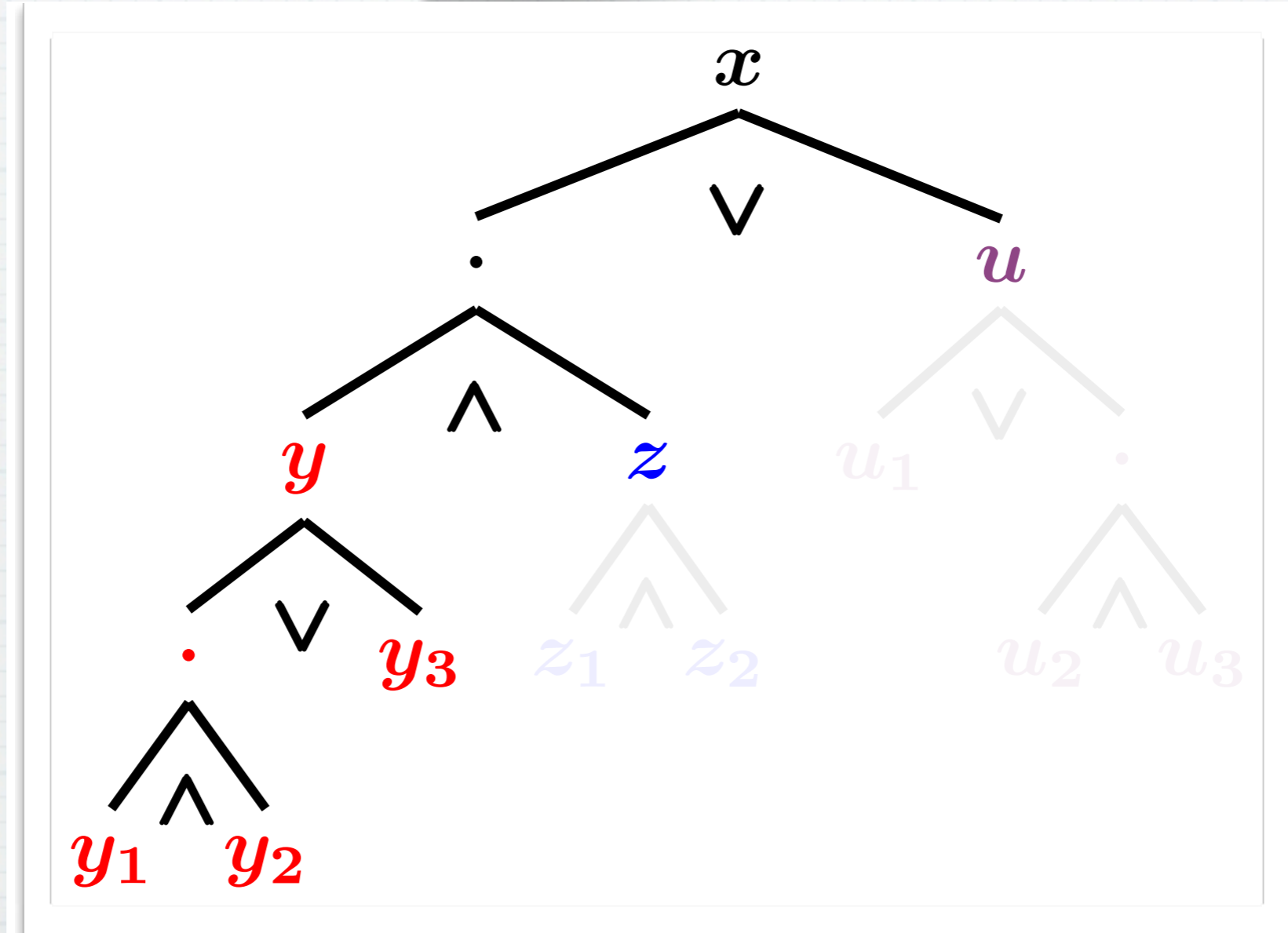
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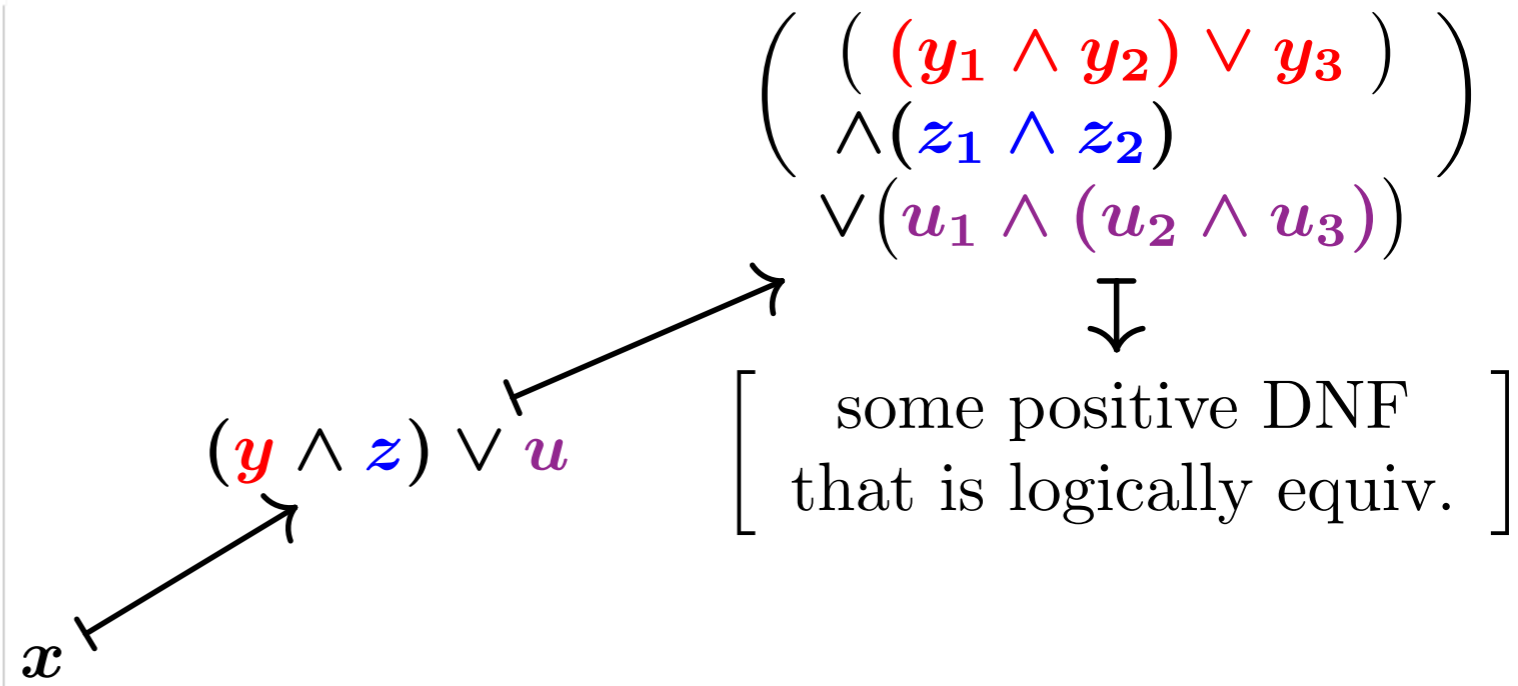
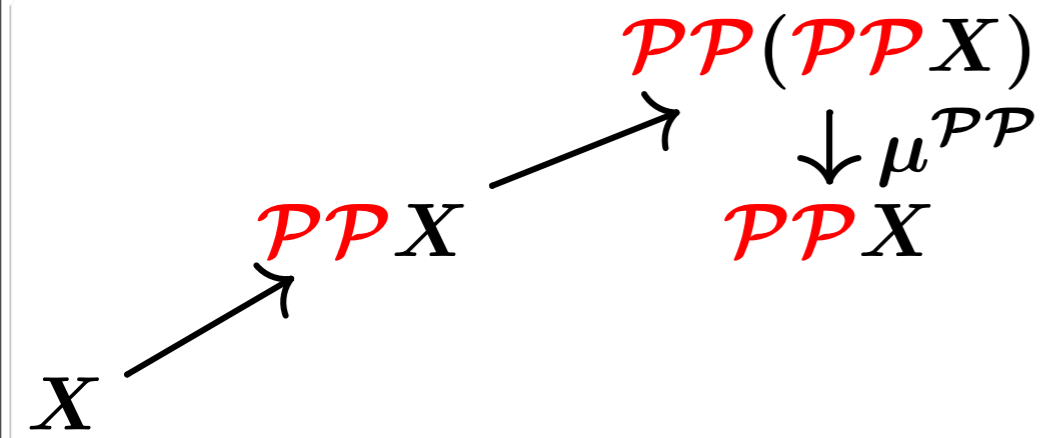




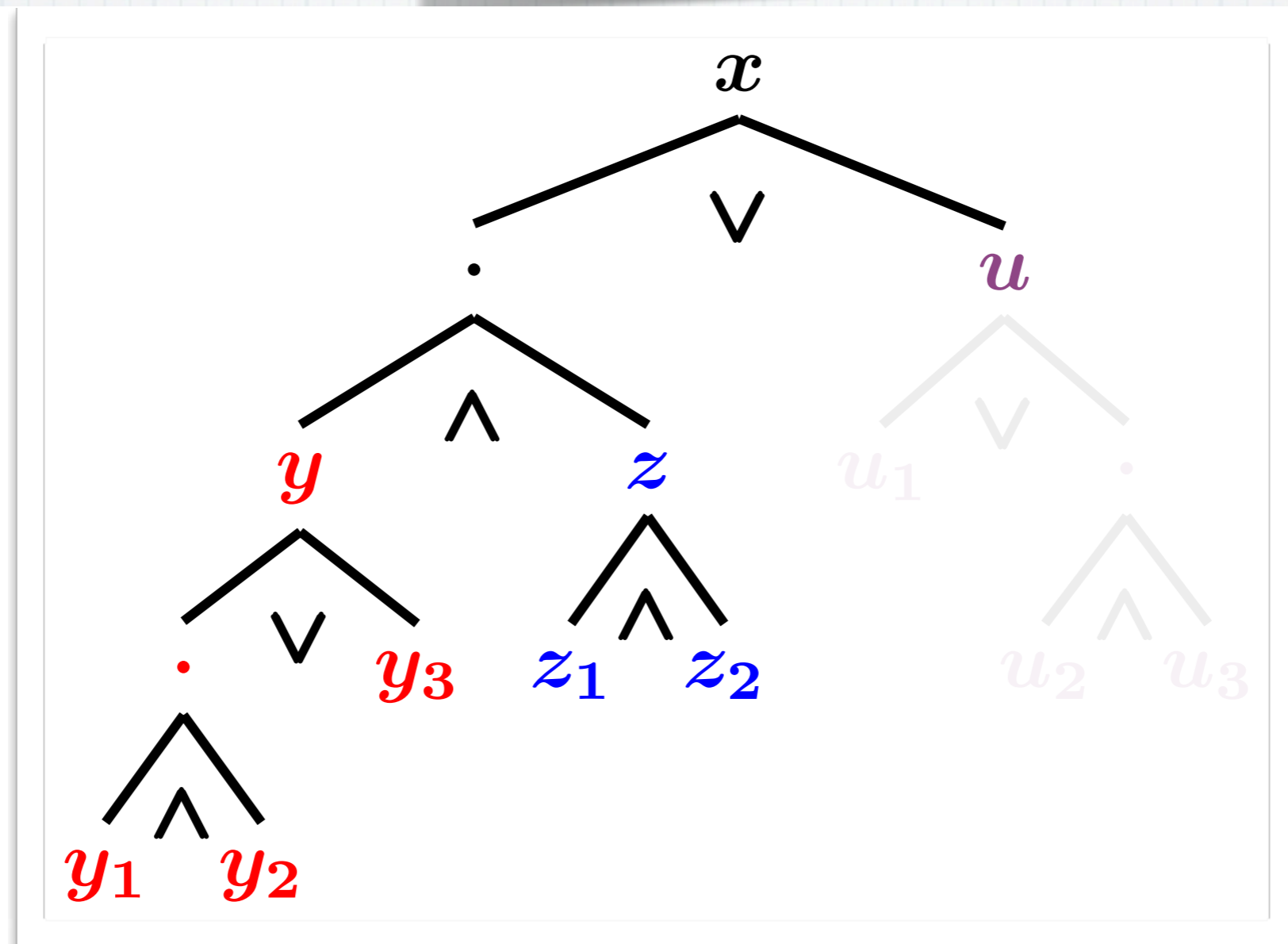


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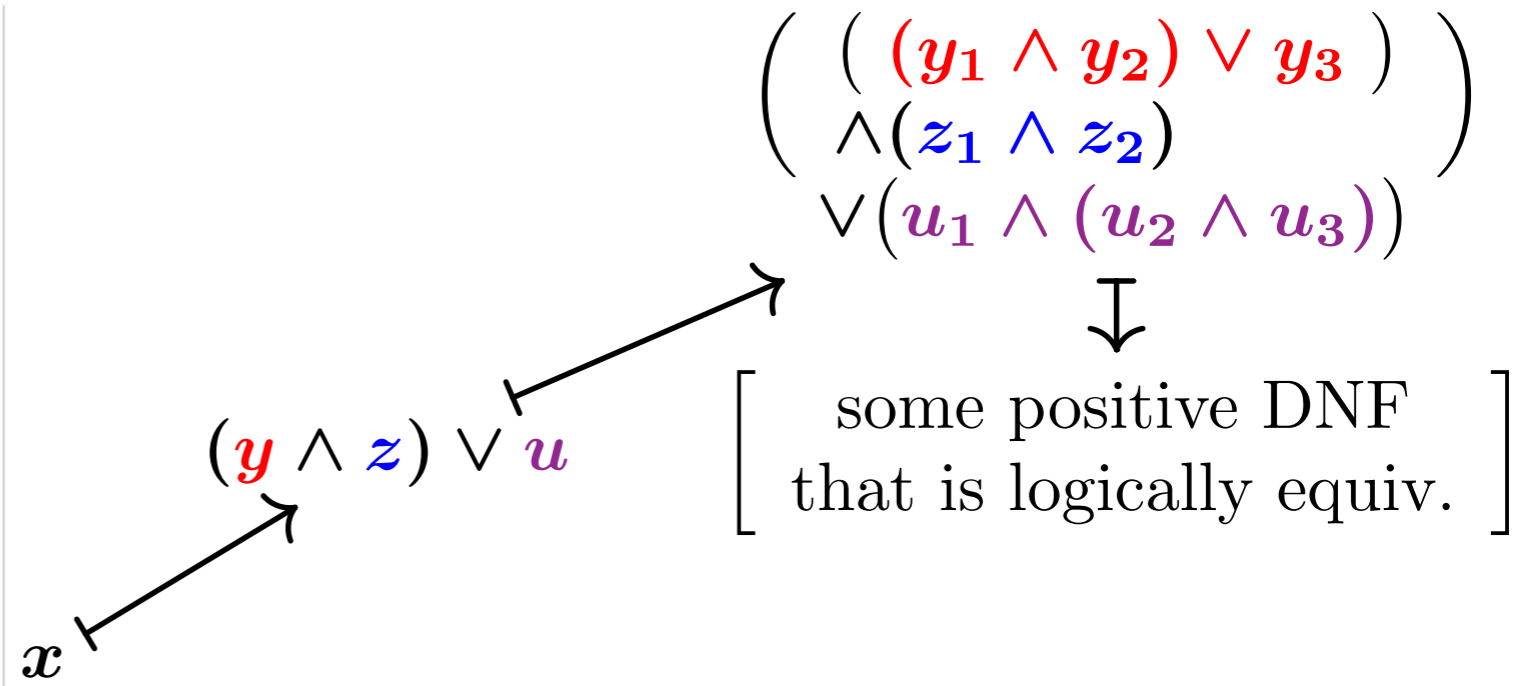
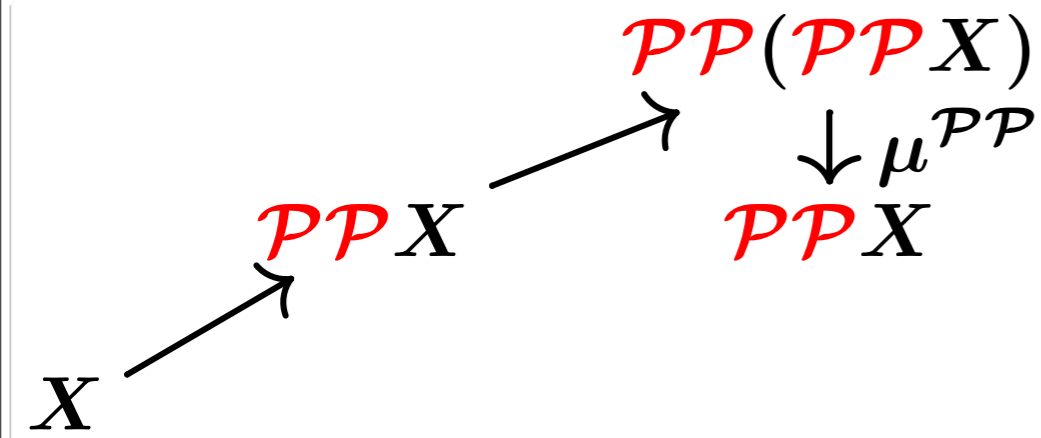




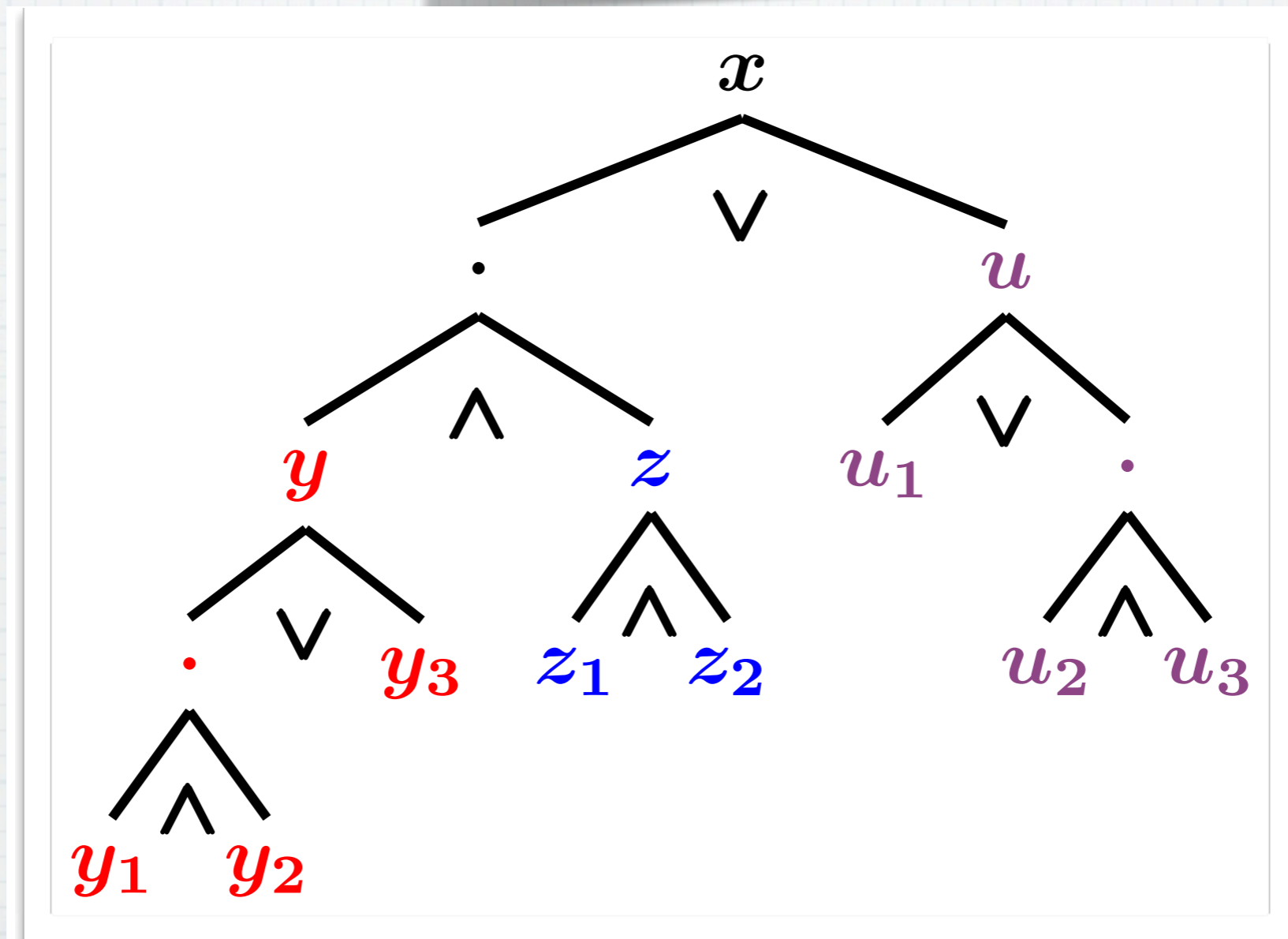
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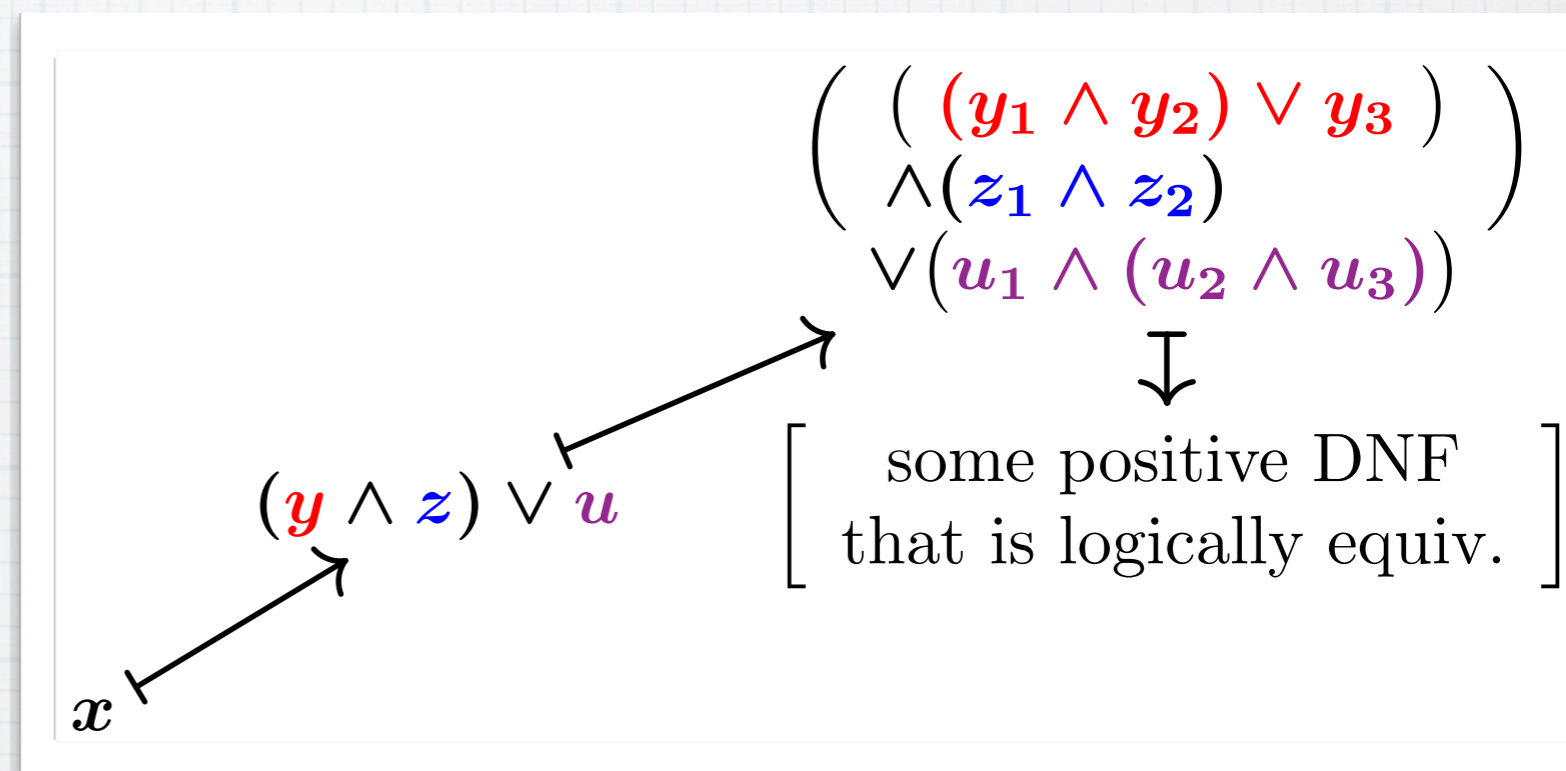
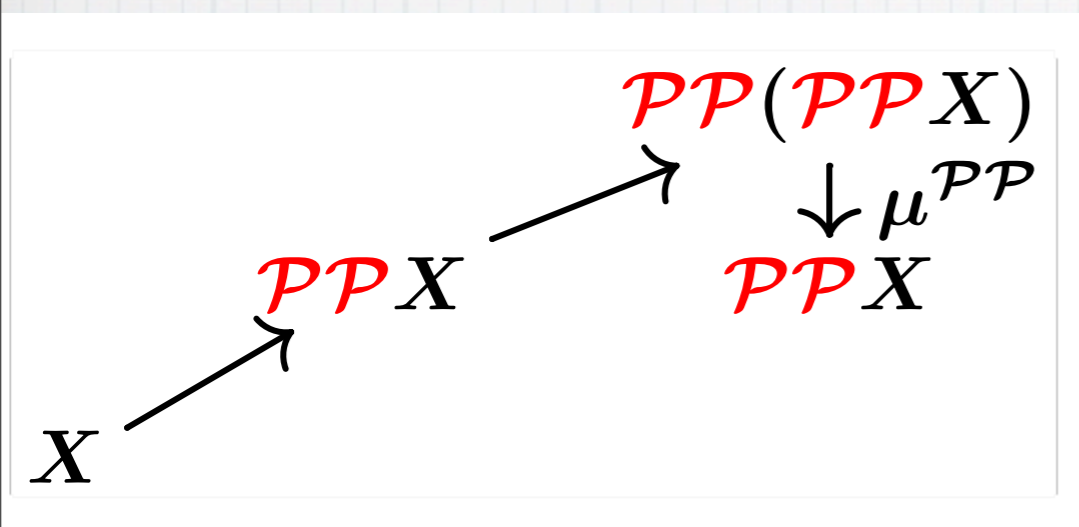


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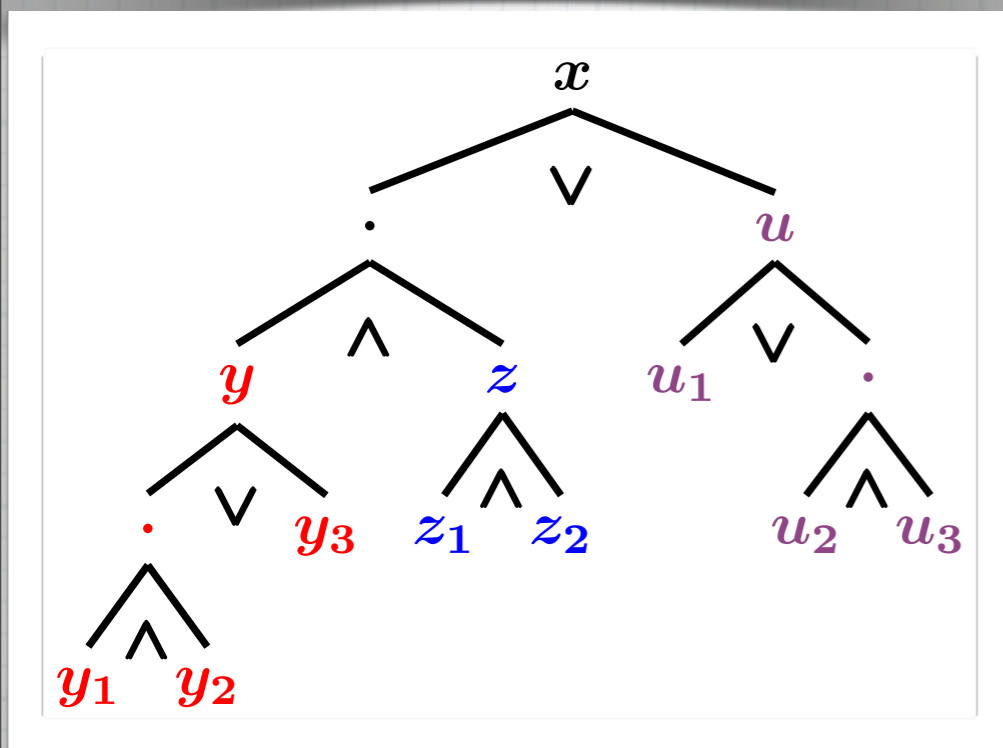
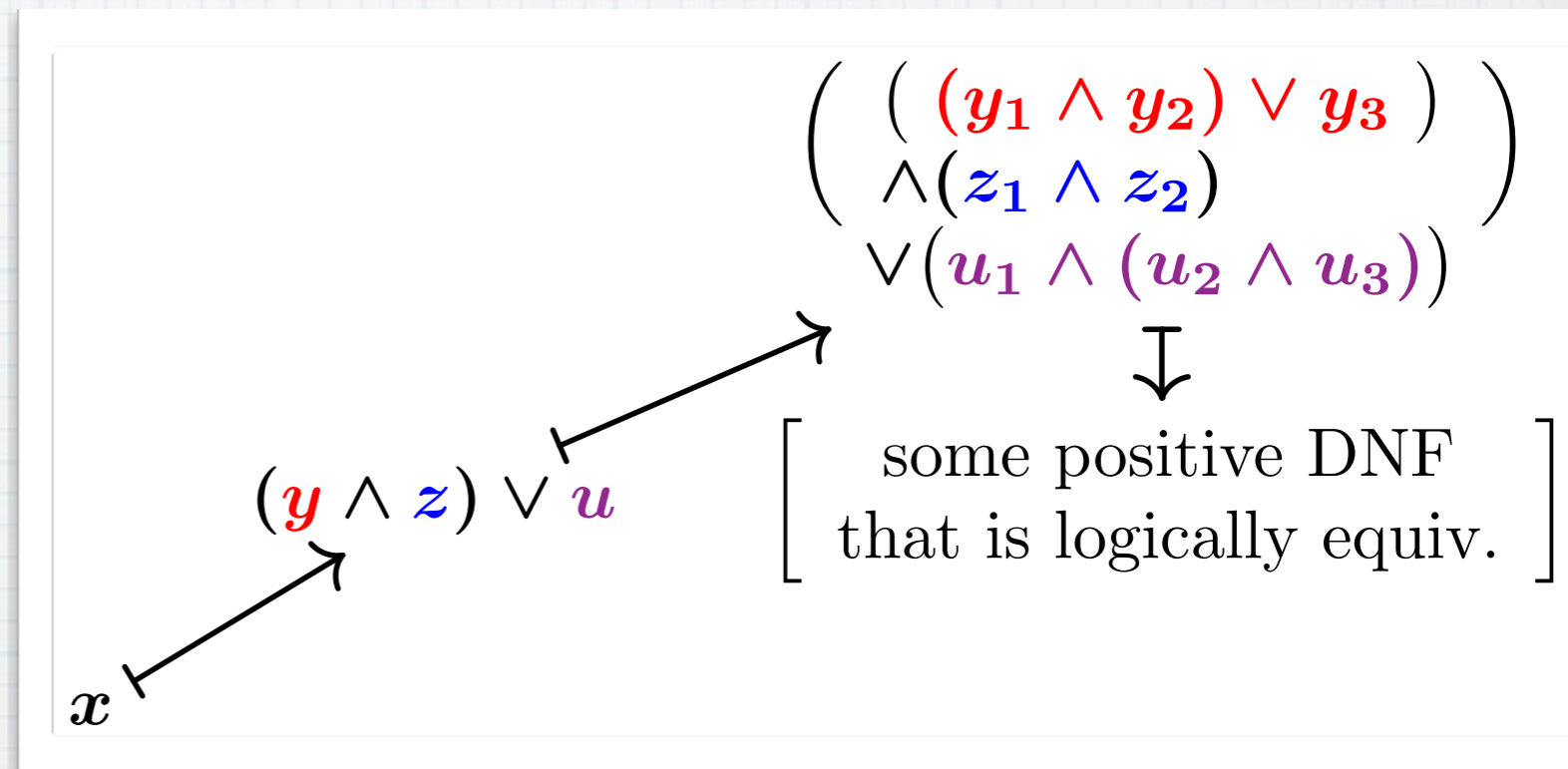
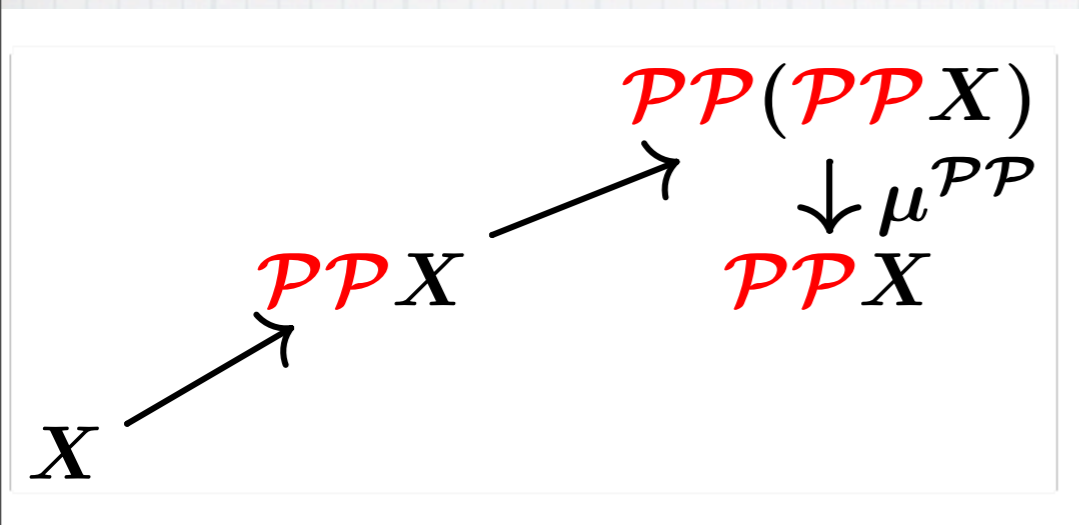
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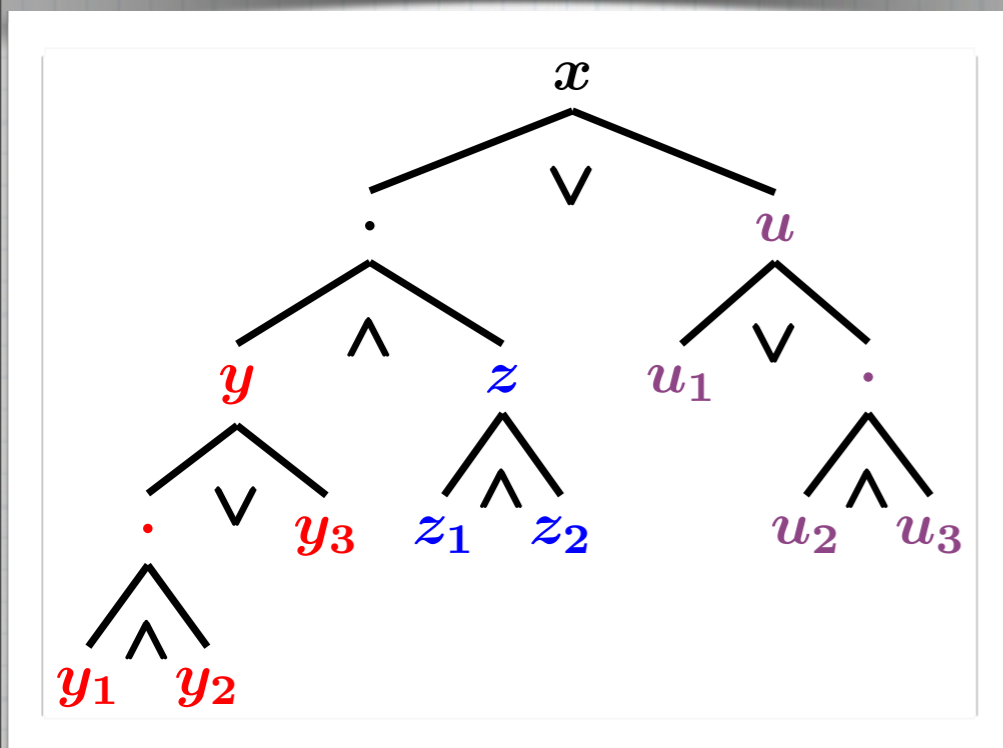
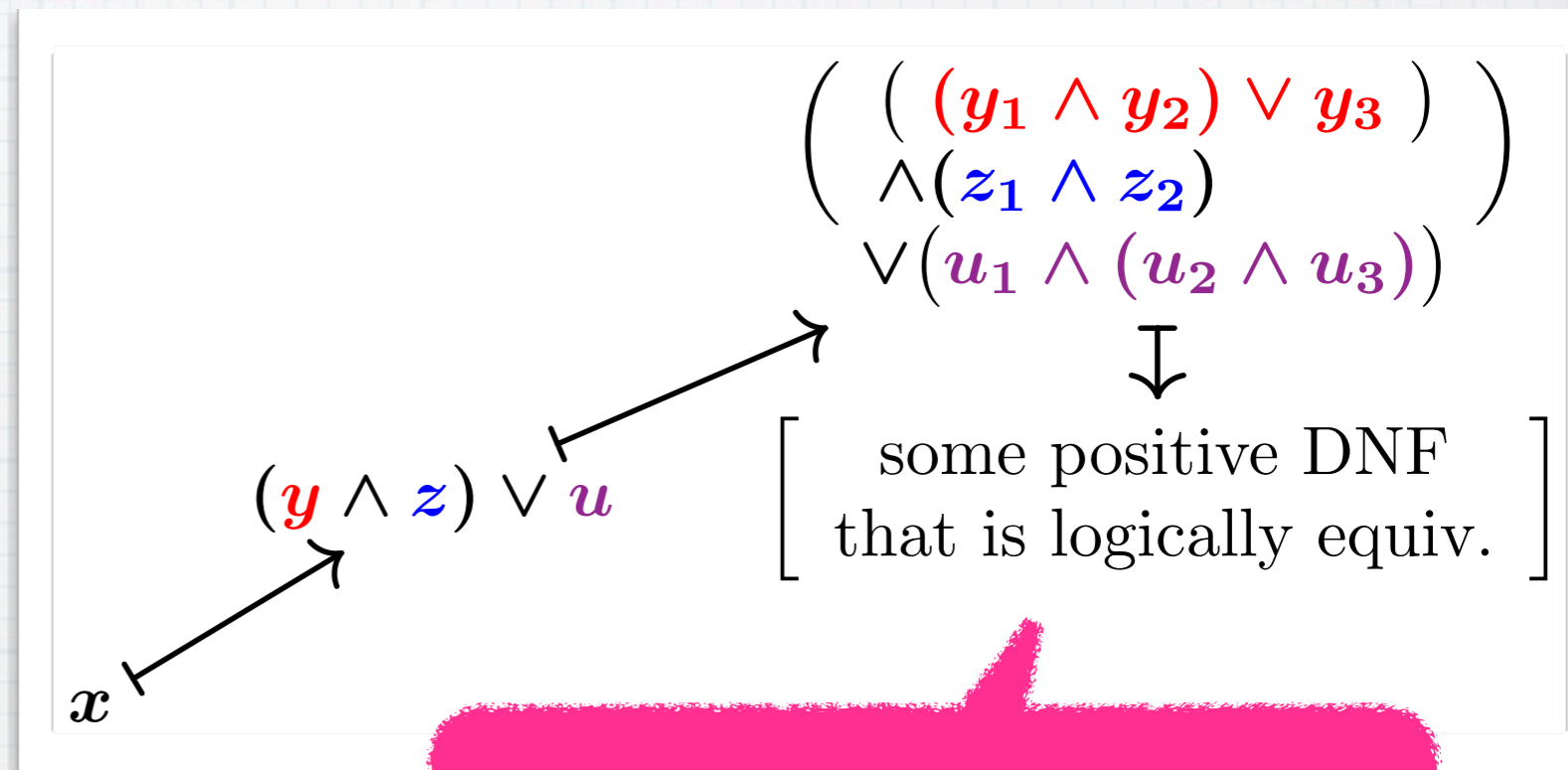
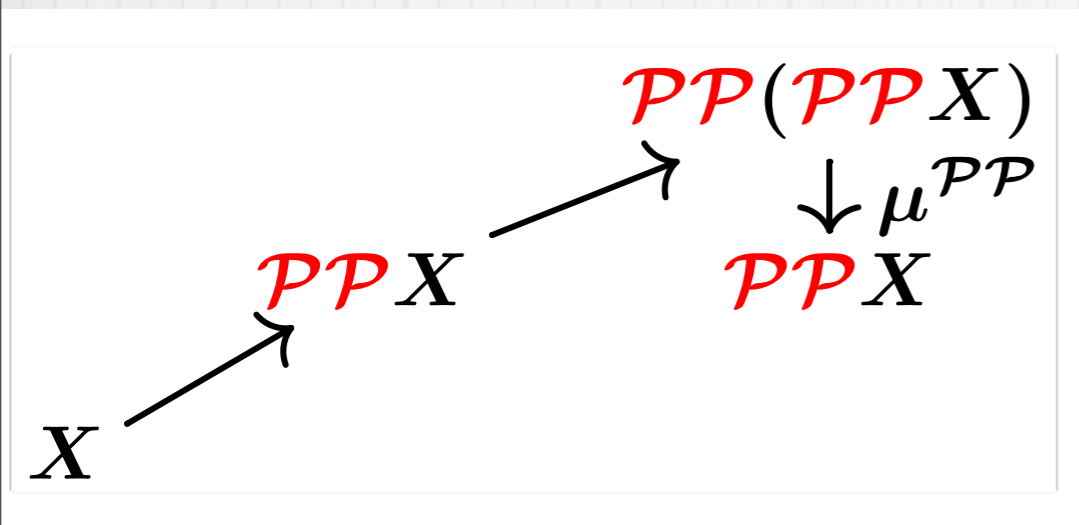
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**Q2. How?**



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# Introduction



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\* Hoare logic calculus

\* Weakest precond. calculus

$$\frac{}{\{A[a/x]\} x := a \{A\}} \text{ (ASSIGN)}$$

$$\frac{\{A\} c_1 \{C\} \quad \{C\} c_2 \{B\}}{\{A\} c_1; c_2 \{B\}} \text{ (SEQ)}$$

$$\frac{\{A \wedge b\} c_1 \{B\} \quad \{A \wedge \neg b\} c_2 \{B\}}{\{A\} \text{if } b \text{ then } c_1 \text{ else } c_2 \{B\}} \text{ (IF)}$$

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$$\text{wp}[x := a, \Phi] \equiv \Phi[a/x]$$

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**Advertisement:** Hoare logic for hybrid systems, by nonstandard analysis (esp. transfer principle)

[Suenaga, Hasuo, Sekine, ICALP'11/CAV'12/POPL'13]

# Categorical View on Weakest Precondition Semantics

[Jacobs, LICS'13/LMCS'13/...]

$$\mathbf{CL}_\wedge \longleftarrow^{\mathbb{P}^{\mathcal{K}l}} \mathcal{K}l(\mathcal{P})^{\text{op}}$$

$$\left( \begin{array}{c} \mathcal{P}X \xleftarrow{\text{wp}(f)} \mathcal{P}Y \\ \{x \mid f(x) \subseteq Q\} \leftarrow (Q \subseteq Y) \end{array} \right) \longleftarrow^{\mathbb{P}^{\mathcal{K}l}} (X \xrightarrow{f} \mathcal{P}Y)$$



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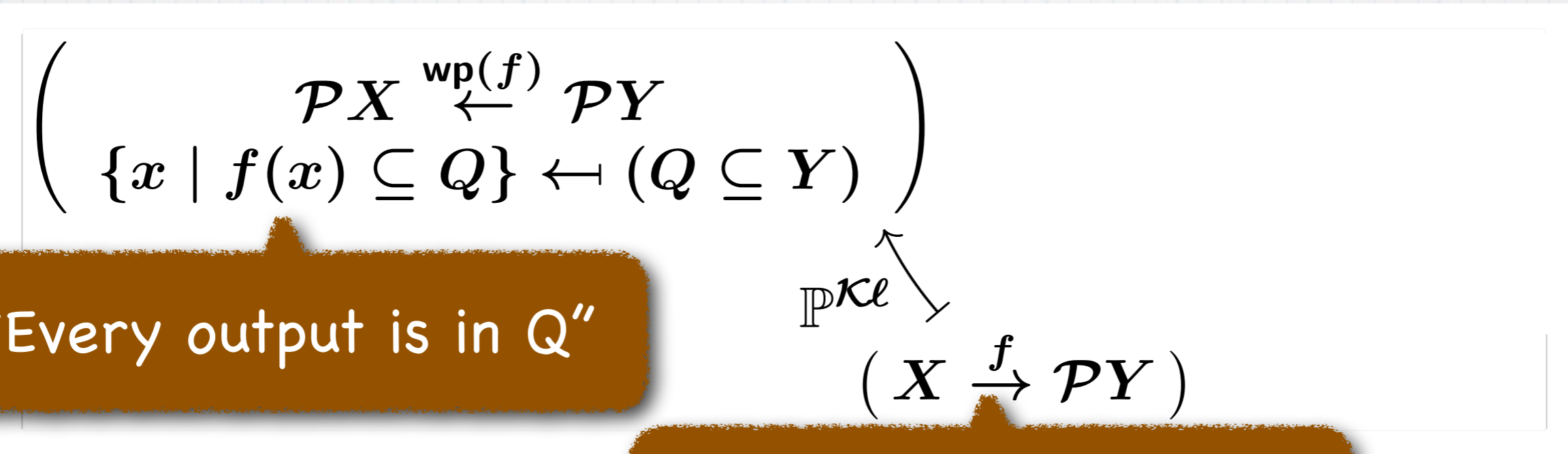
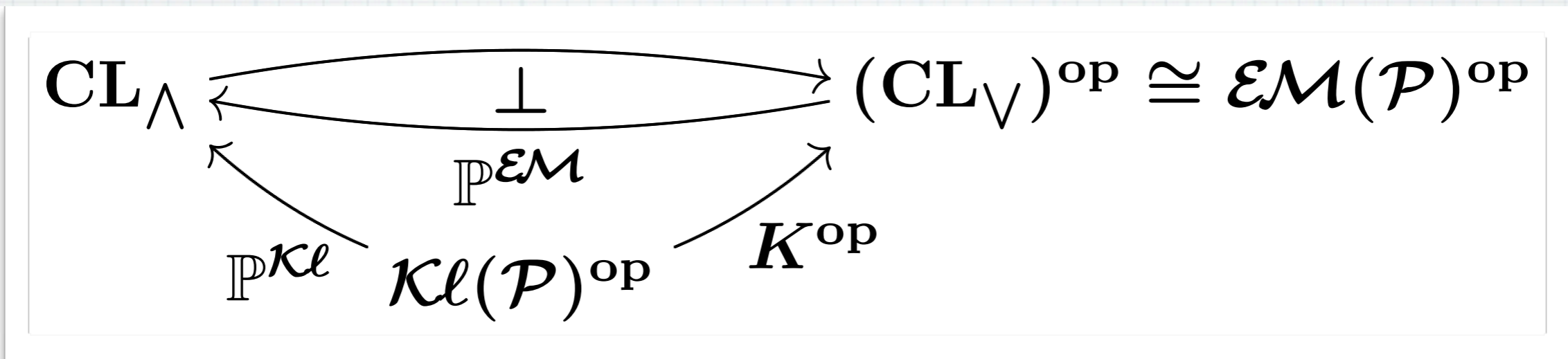
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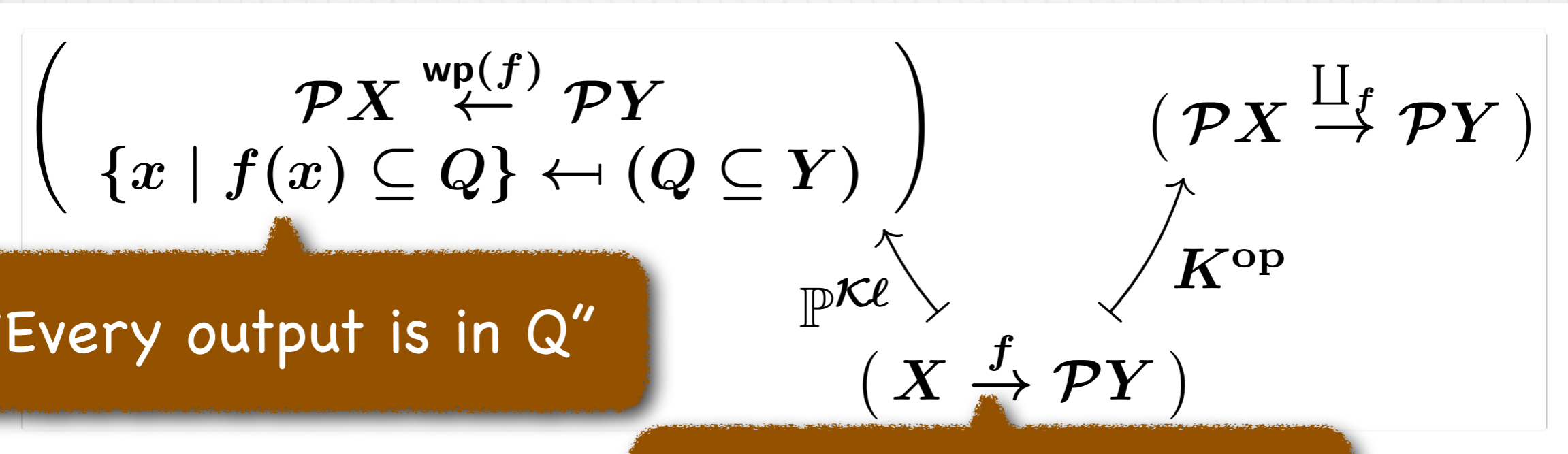
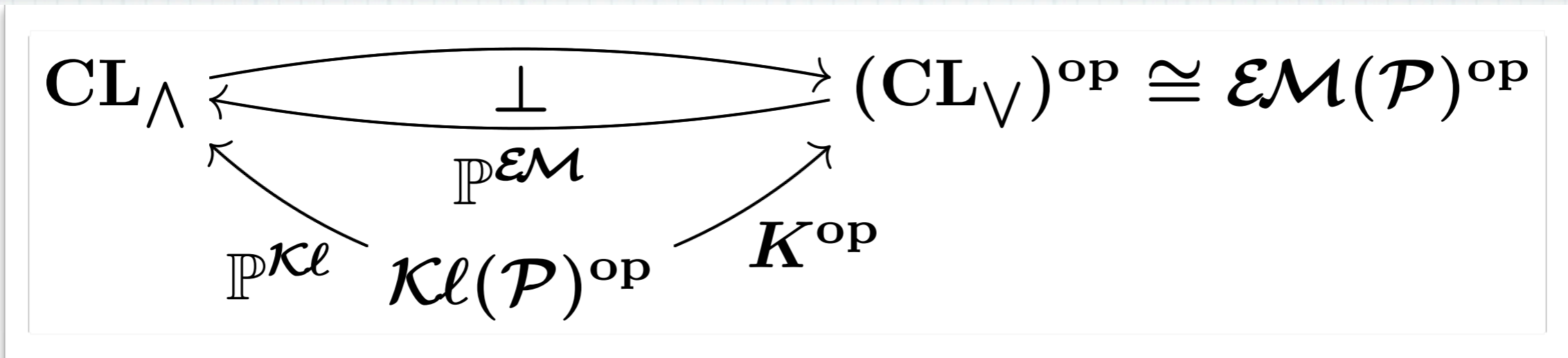


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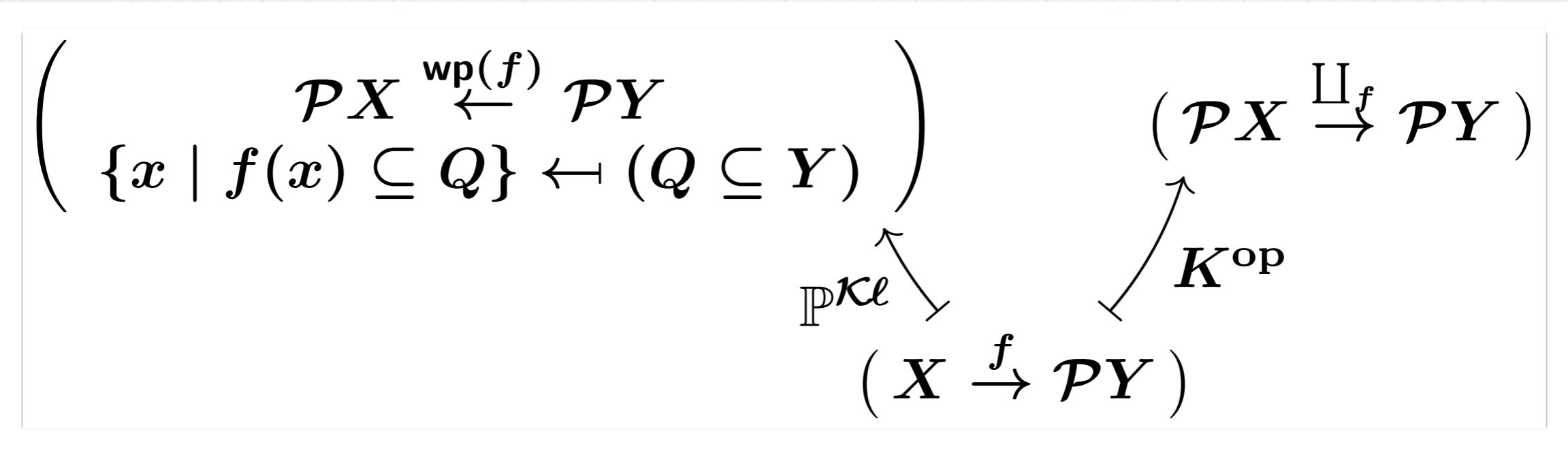
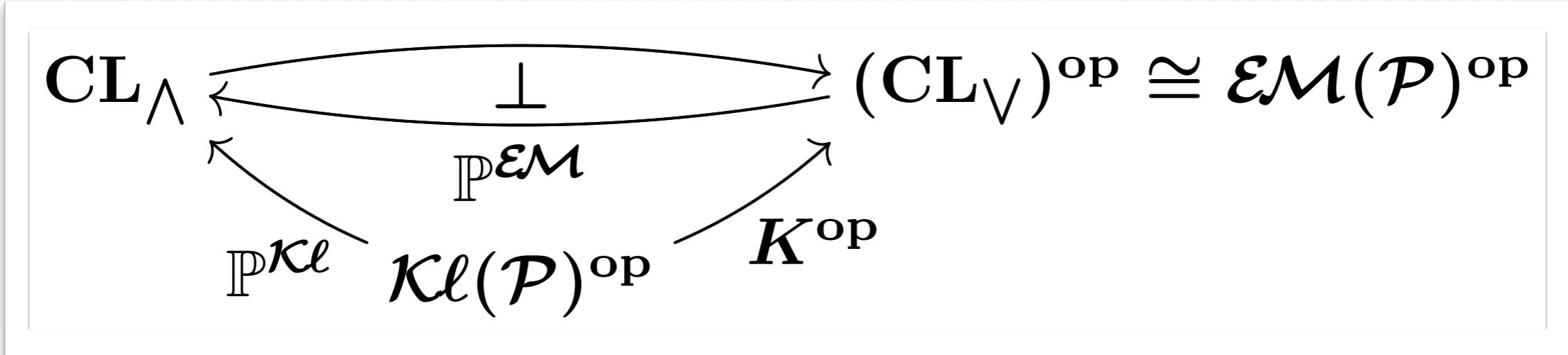
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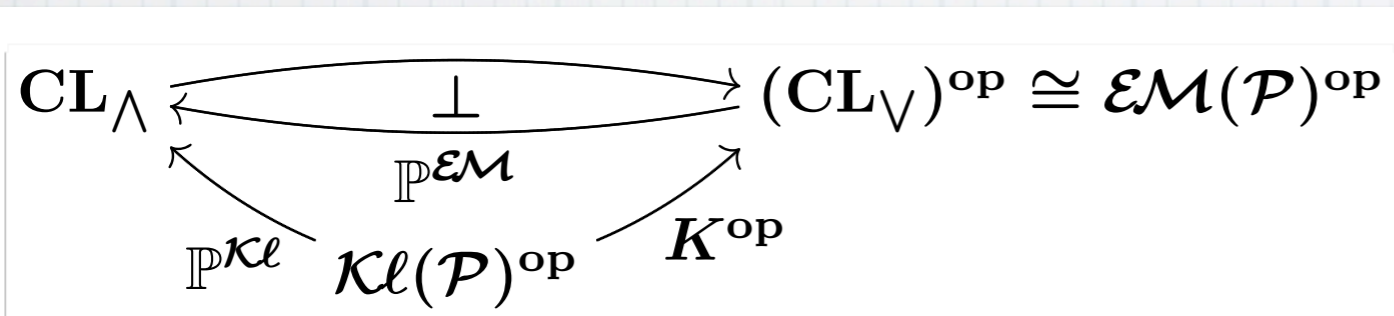
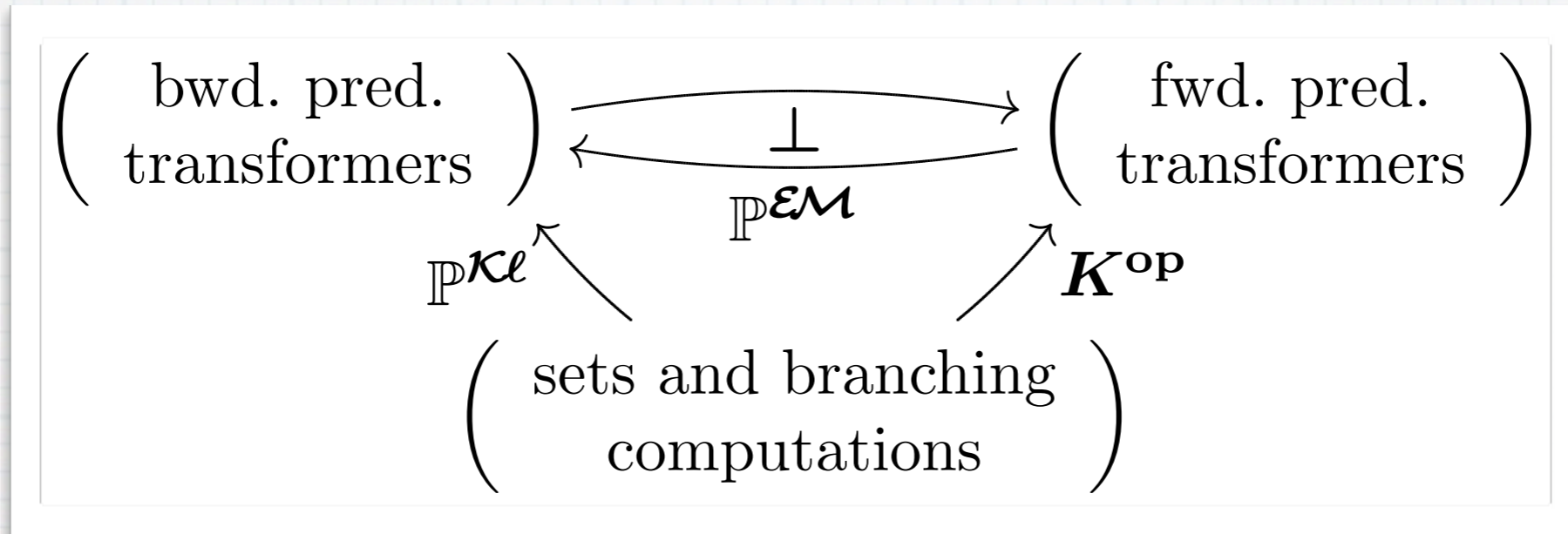
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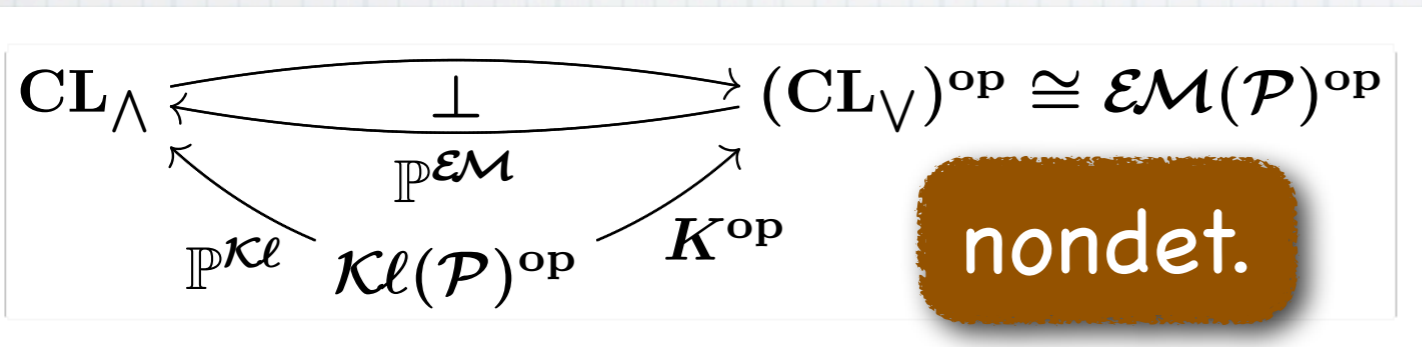
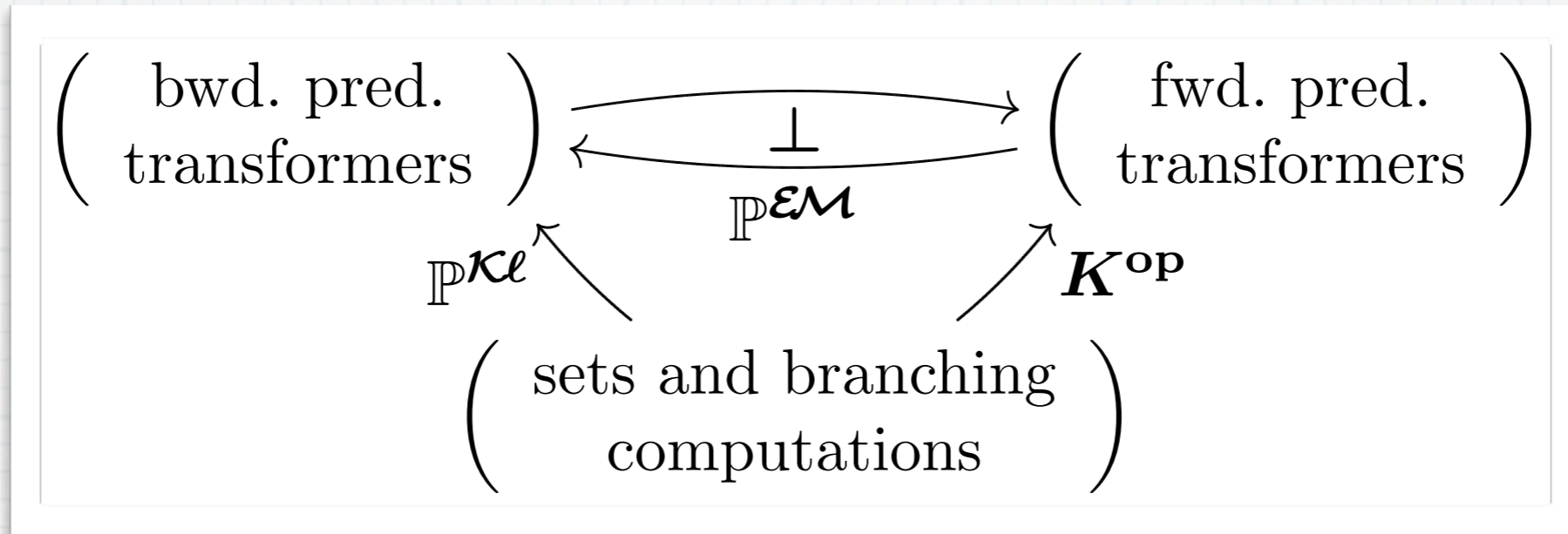
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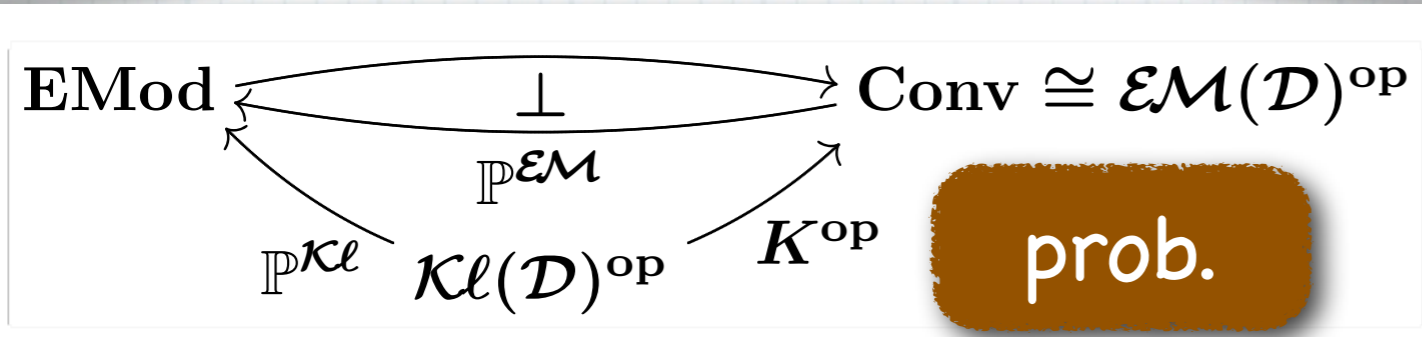
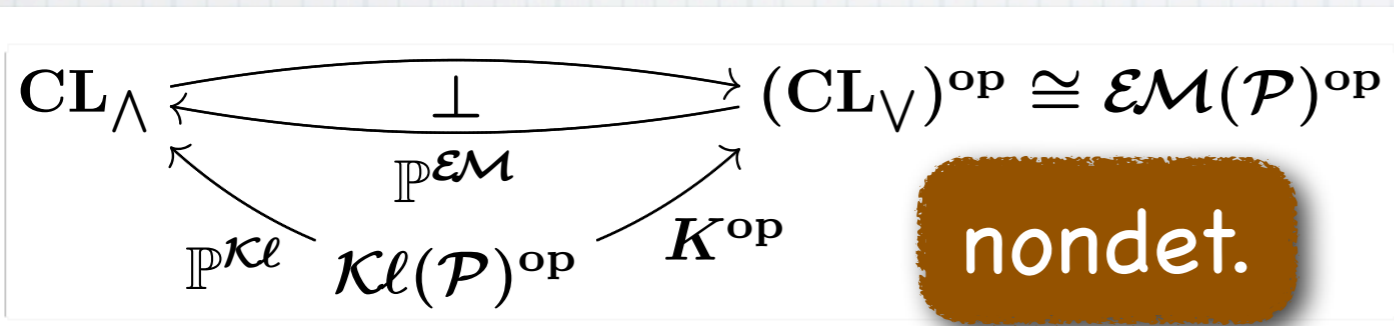
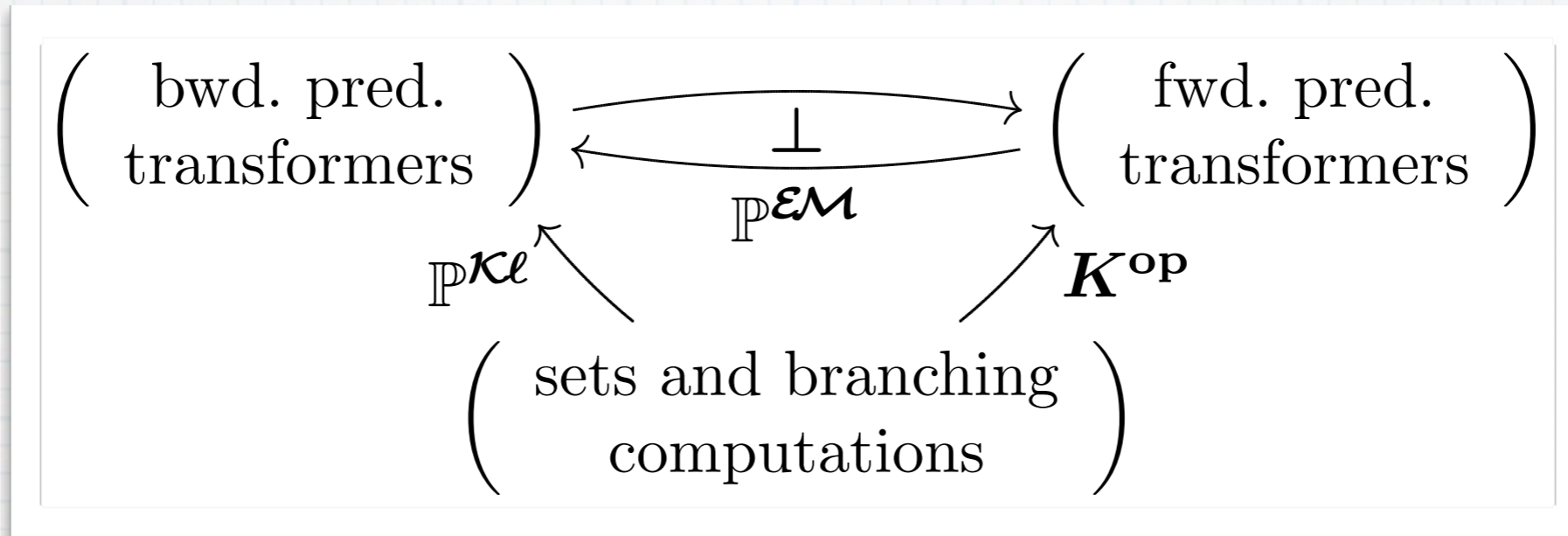
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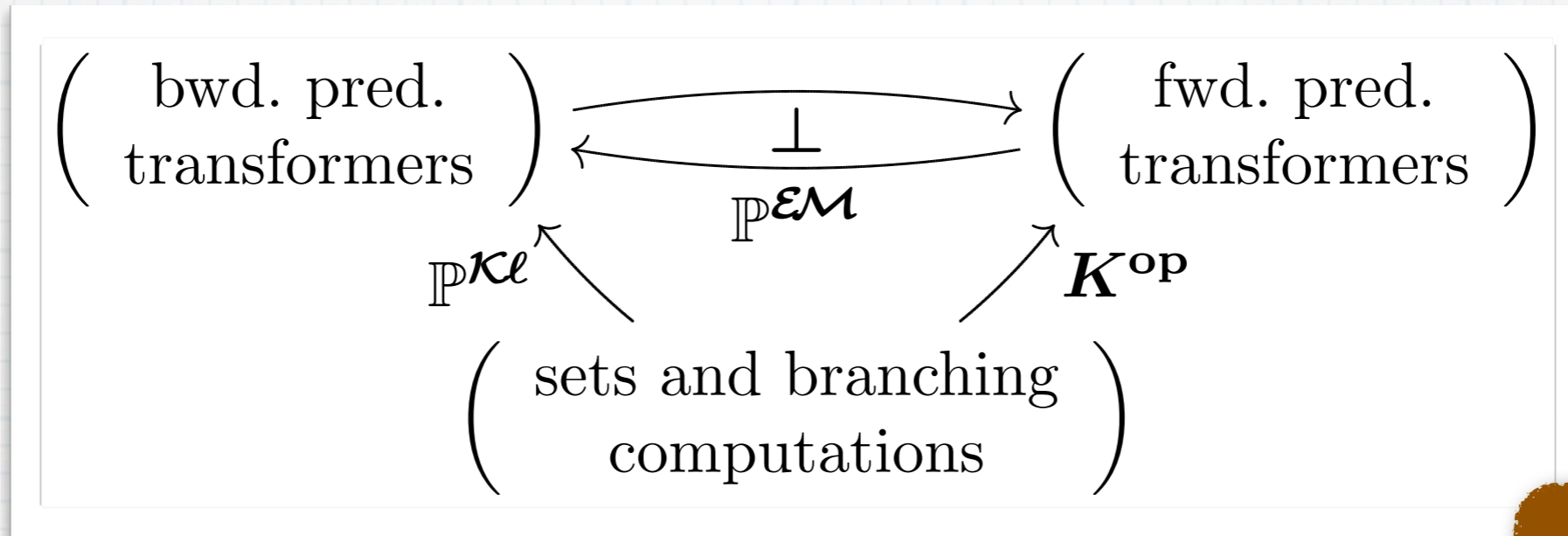
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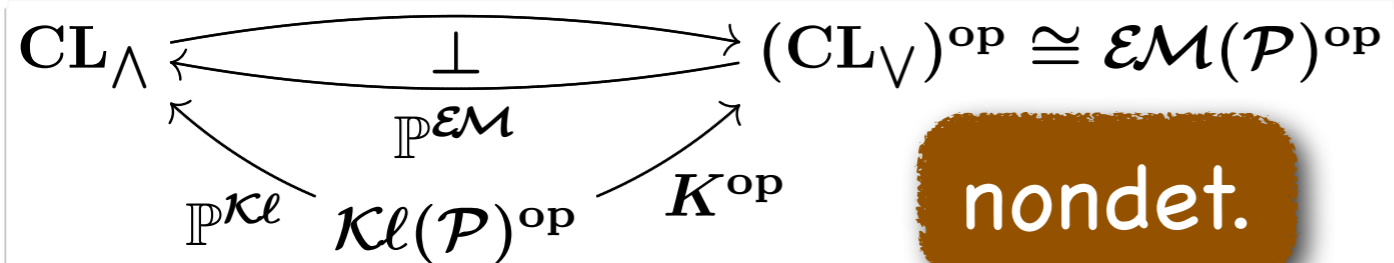


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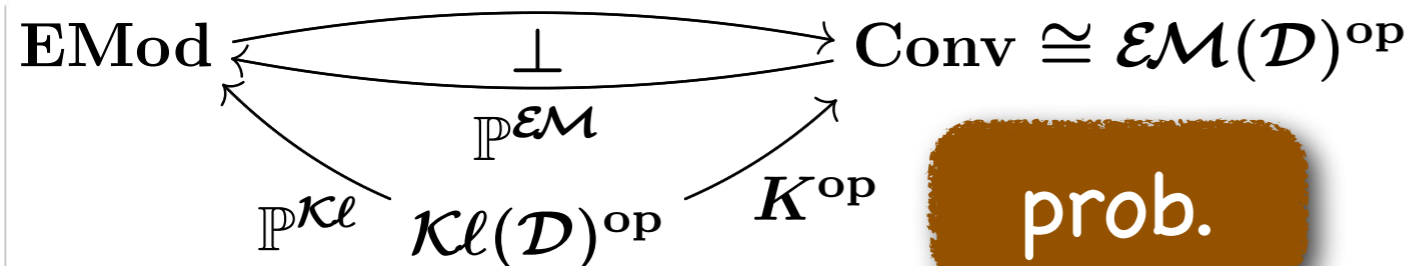
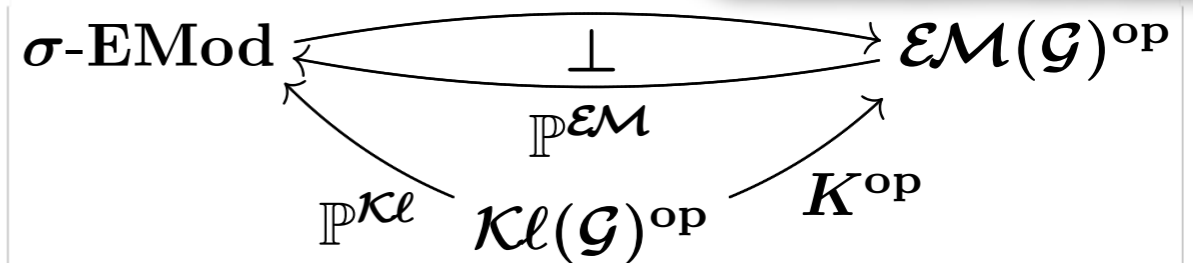
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conti. prob.



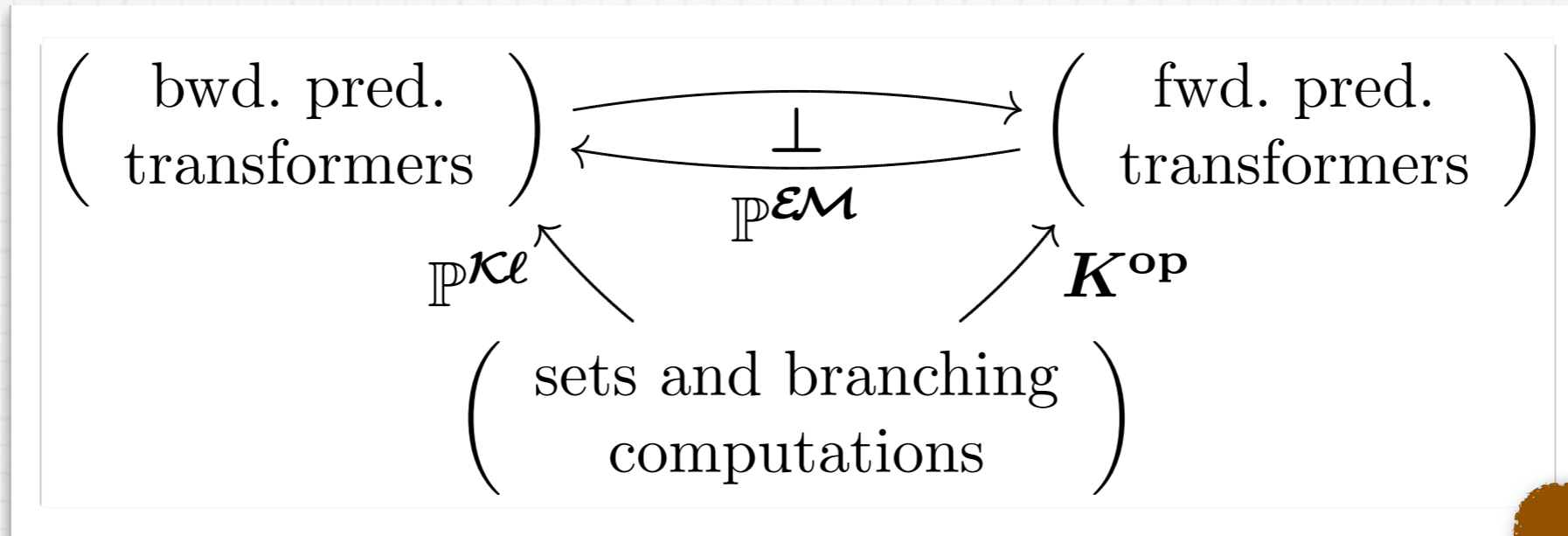
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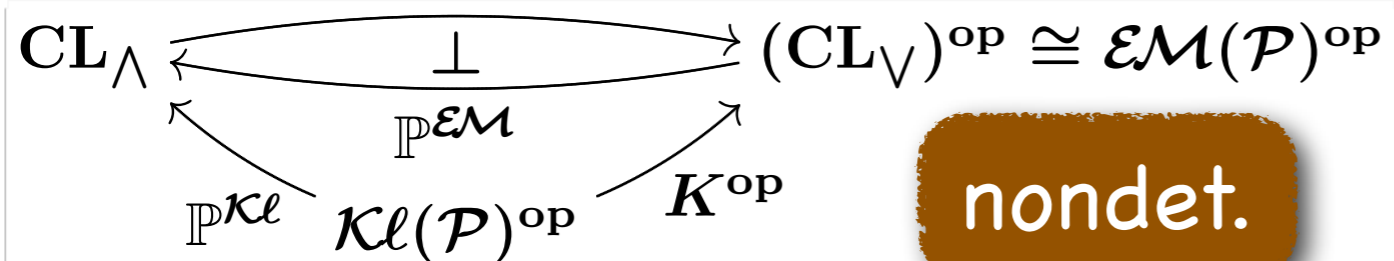
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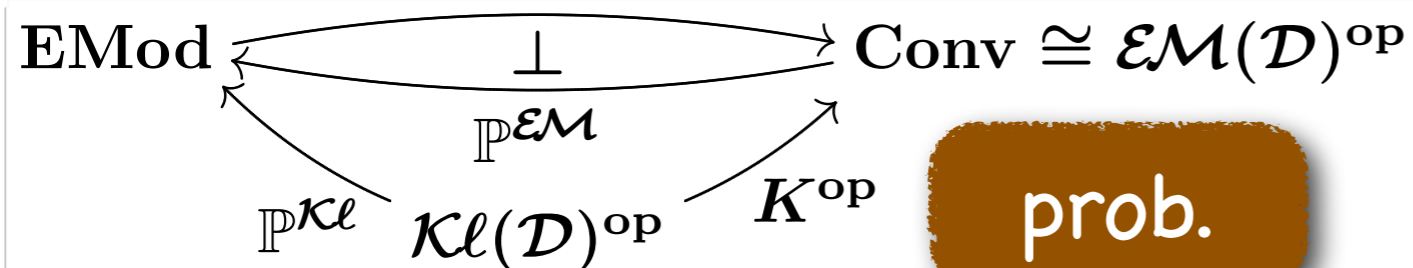
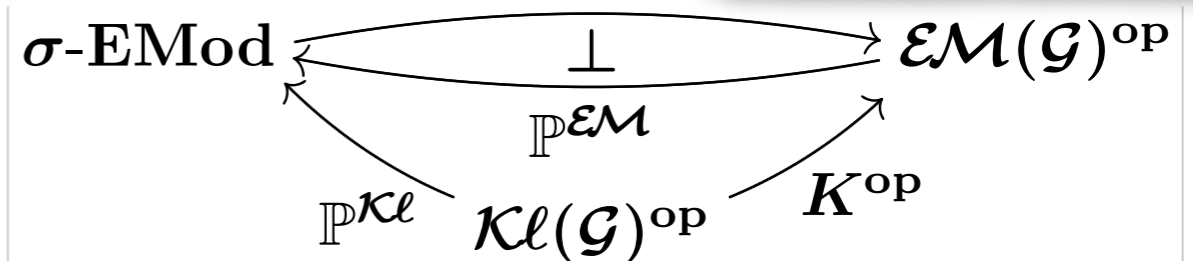
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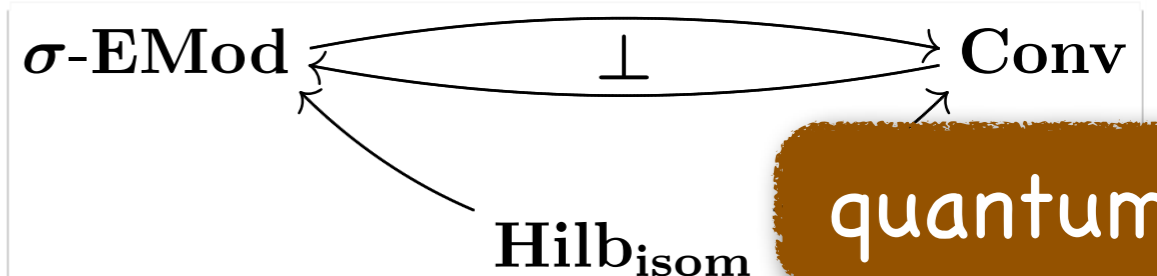
conti. prob.



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prob.



quantum



# Categorical Axiomatics

In the paper in the proceedings...

- \* Foundation by **order-enriched monad  $T$** 
  - \* That is:  $Kl(T)$  is **Posets-enriched**
  - \*  $T(1) = \{\text{truth values}\}$   
[Kock; Coumans & Jacobs; Cirstea]
- \* **Additional generality**
  - \* **modalities**, like  $\square$  vs.  $\diamond$
  - \* **Two players** (cf. Prologue)

# Modality

## in Predicate Transformers

$$\begin{array}{ccc}
 \mathbf{CL}_\wedge & \begin{array}{c} \xrightarrow{\perp} \\ \xleftarrow{\mathbb{P}\mathcal{EM}} \end{array} & (\mathbf{CL}_\vee)^{\text{op}} \cong \mathcal{EM}(\mathcal{P})^{\text{op}} \\
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$$\begin{array}{ccc}
 \left( \begin{array}{c} \mathcal{P}X \xleftarrow{\text{wp}(f)} \mathcal{P}Y \\ \{x \mid f(x) \subseteq Q\} \leftrightarrow (Q \subseteq Y) \end{array} \right) & & (\mathcal{P}X \xrightarrow{\Pi_f} \mathcal{P}Y) \\
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# Modality

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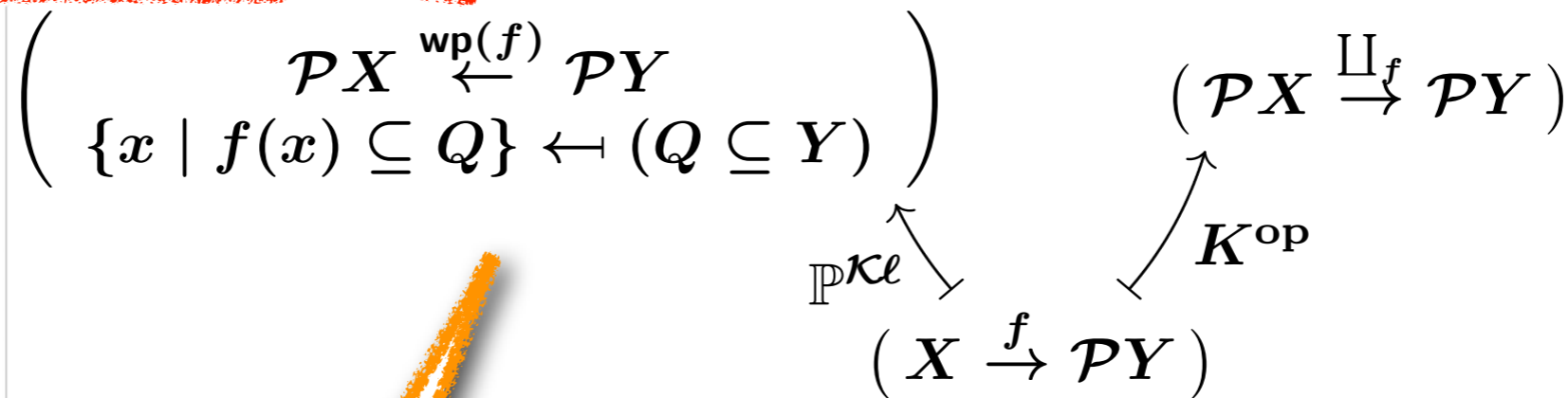
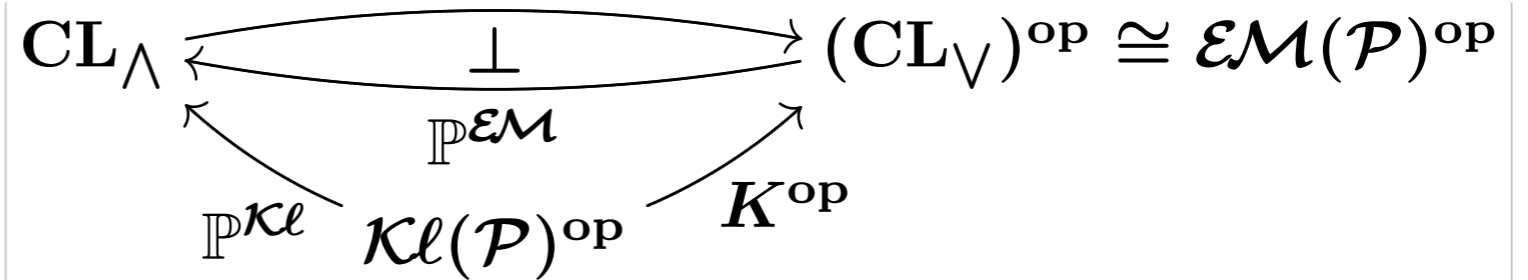
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$\text{wp}_{\square}(f)$



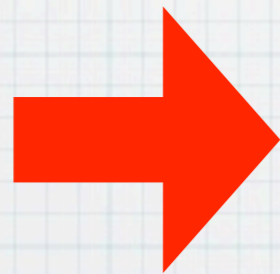
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# MONADIC FOUNDATION OF WEAKEST PRECONDITION SEMANTICS



1-player setting

2-player setting

# (1-Player) Monadic Preconditions: Overview



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  - \* i.e.  $Kl(T)$  is Posets-enriched
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# Order-Enriched Monads

## Defn.

An *order-enriched monad*  $T$  on  $\mathbb{C}$  is a monad together with a **Posets**-enriched str. of  $\mathcal{Kl}(T)$ .



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the **lift** monad  
 $\mathcal{L}$

(potential)  
nontermination

$$\begin{aligned} \mathcal{L}X &= \{\perp\} + X \\ &= \left[ \begin{array}{ccccccc} \dots & x & \dots & x' & \dots \\ & \diagdown & & \diagup & \\ & \perp & & & \end{array} \right] \end{aligned}$$

the **powerset**  
monad  $\mathcal{P}$

nondeterminism

$$\mathcal{P}X = \{U \subseteq X\}$$

the  
**subdistribution**  
monad  $\mathcal{D}$

probability

$$\begin{aligned} \mathcal{D}X &= \\ & \{d: X \rightarrow [0, 1] \mid \sum_{x \in X} d(x) \leq 1\} \end{aligned}$$

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Char. by substitutivity &  
congruence

[Katsumata & Sato, FoSSaCS'13]

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# $T(1)$ as $\{\text{true}$

[0,1]-valued random var.,  
"likelihood"

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Given  $\begin{cases} X \xrightarrow{f} TY & \text{“branching computation”} \\ Y \xrightarrow{q} T1 & \text{“postcondition”} \end{cases}$

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- \* multiplication  $\mu^\top$  ?  $\rightarrow$  not necessarily!
- \* choice of  $\begin{array}{c} T(T1) \\ \downarrow \tau \\ T1 \end{array}$   
= choice of “**modality**”

# Categorical Axiomatics

**Defn.** A *PT situation* on  $\mathbb{C}$  is

$$(T, \Omega, \begin{array}{c} T(T\Omega) \\ \downarrow \tau \\ T\Omega \end{array})$$

where

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- \* **monotonicity**
- \* **functoriality:**

$$\text{wp}(f, \text{wp}(g, Q)) = \text{wp}(g \circ f, Q)$$

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if  $T = \mathcal{P}$  and  $\Omega = 1$

→ predicate lifting!

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“monotone pred. lifting that is compatible is monad str.”

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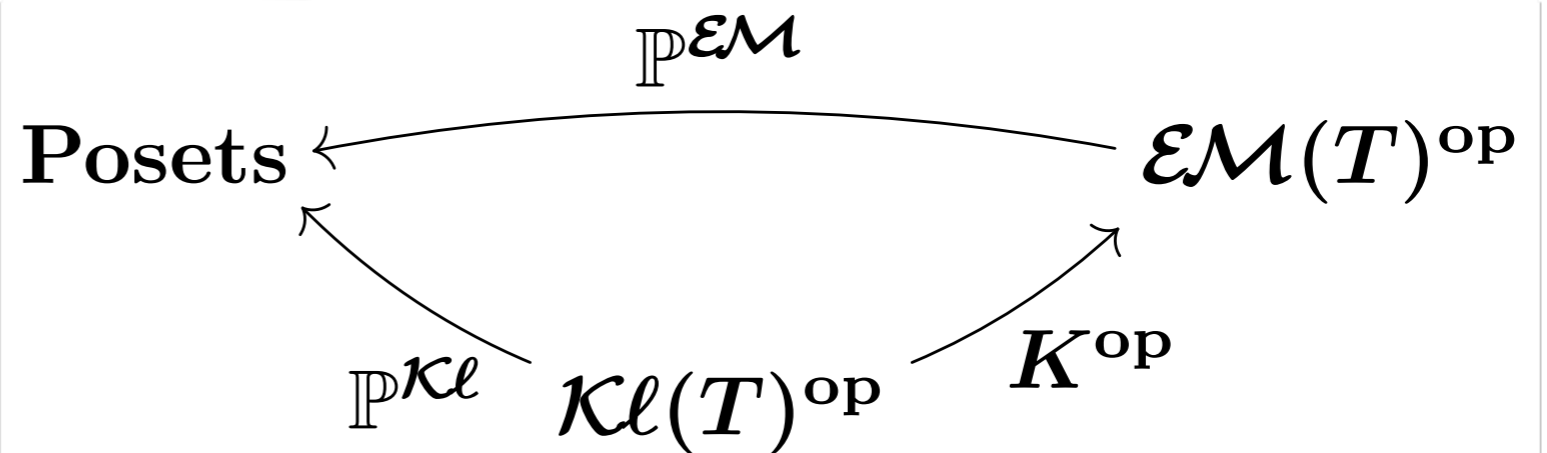
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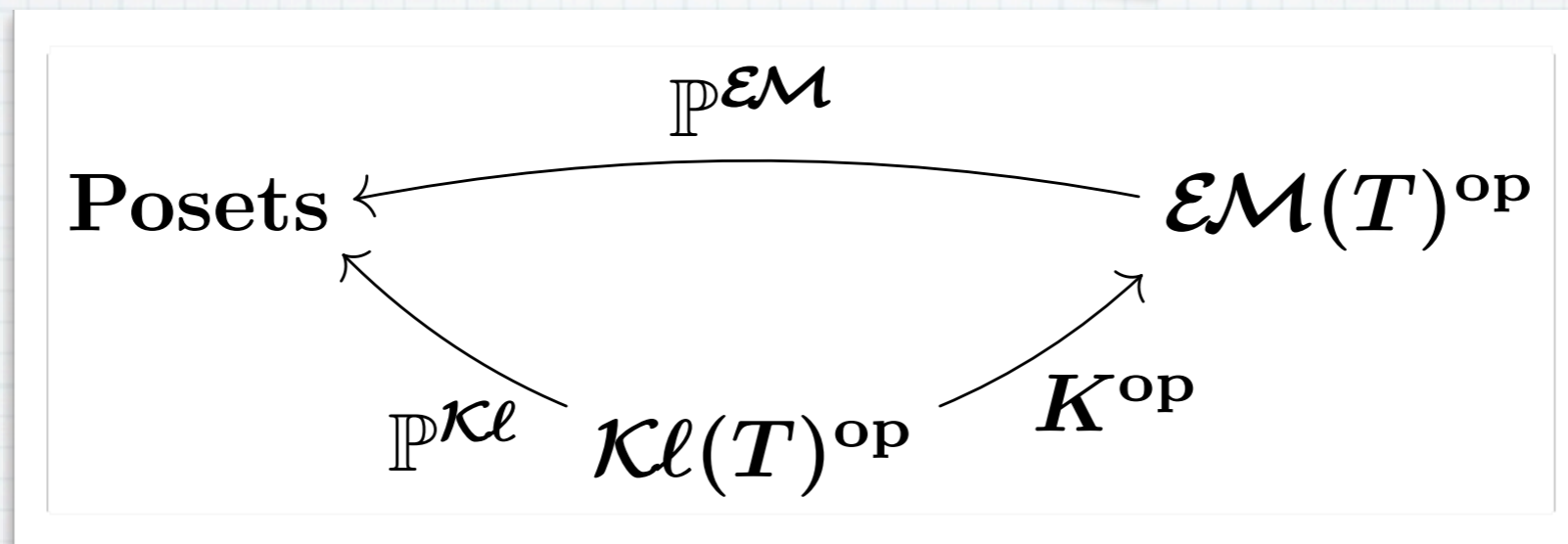
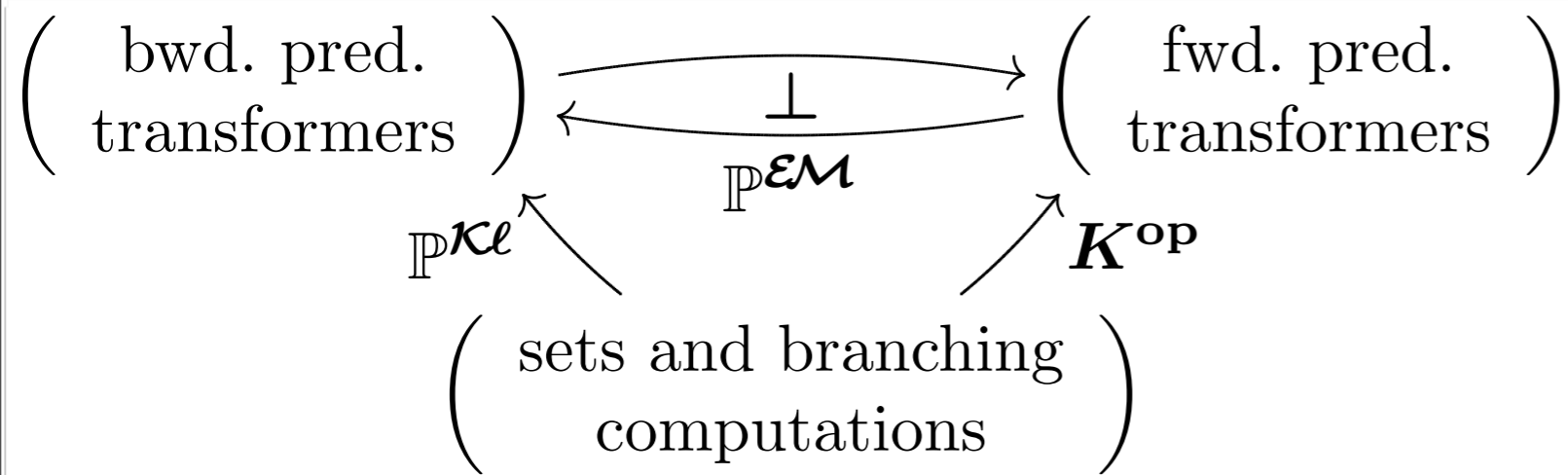
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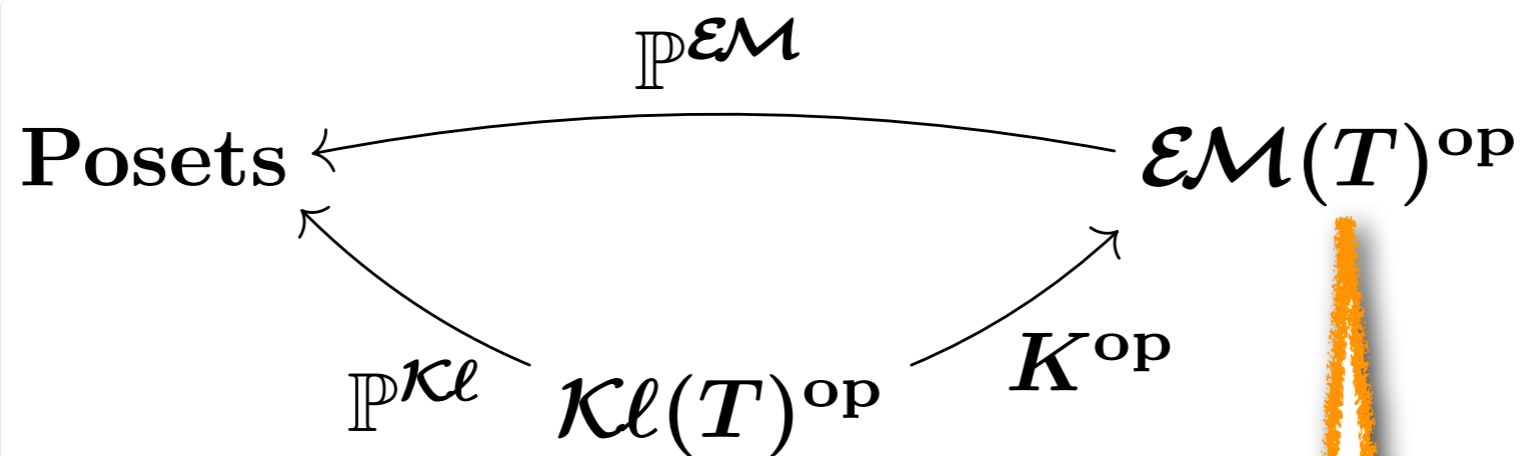
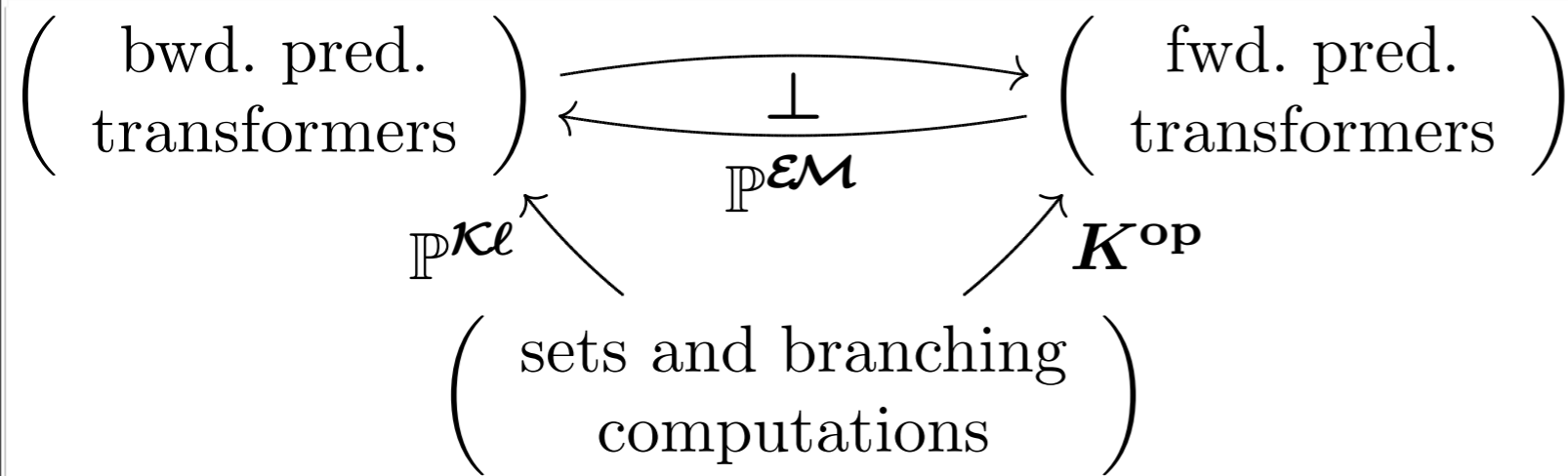
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# Limitations



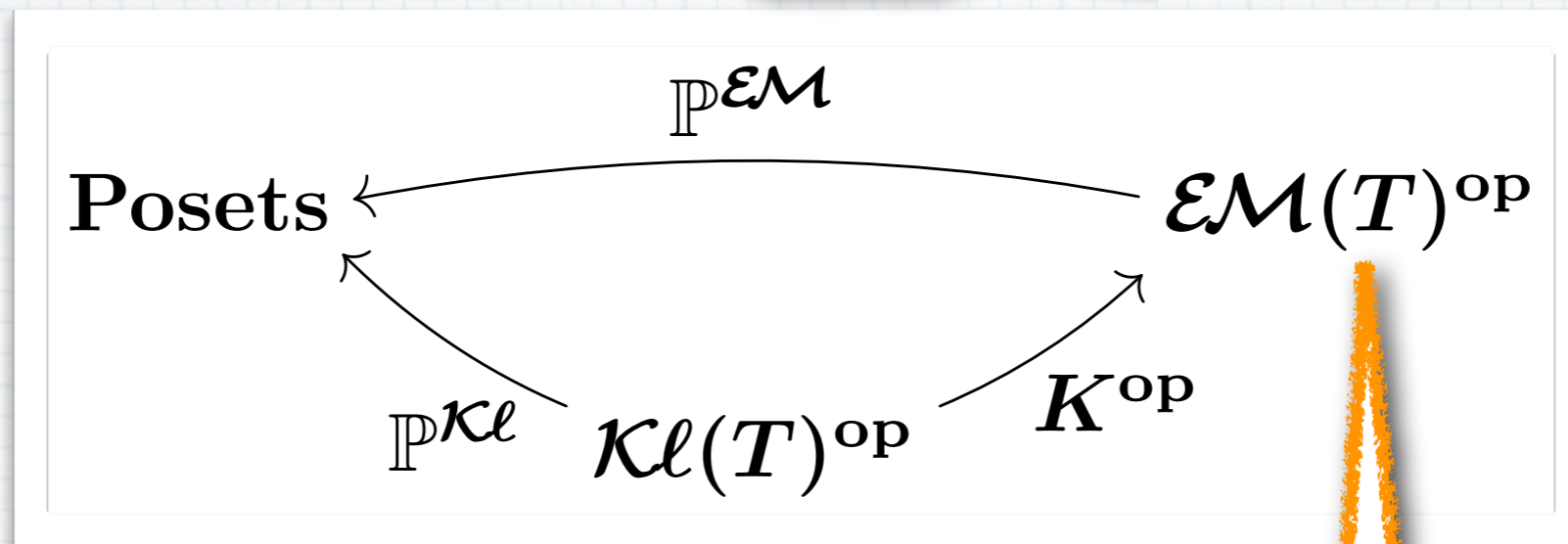
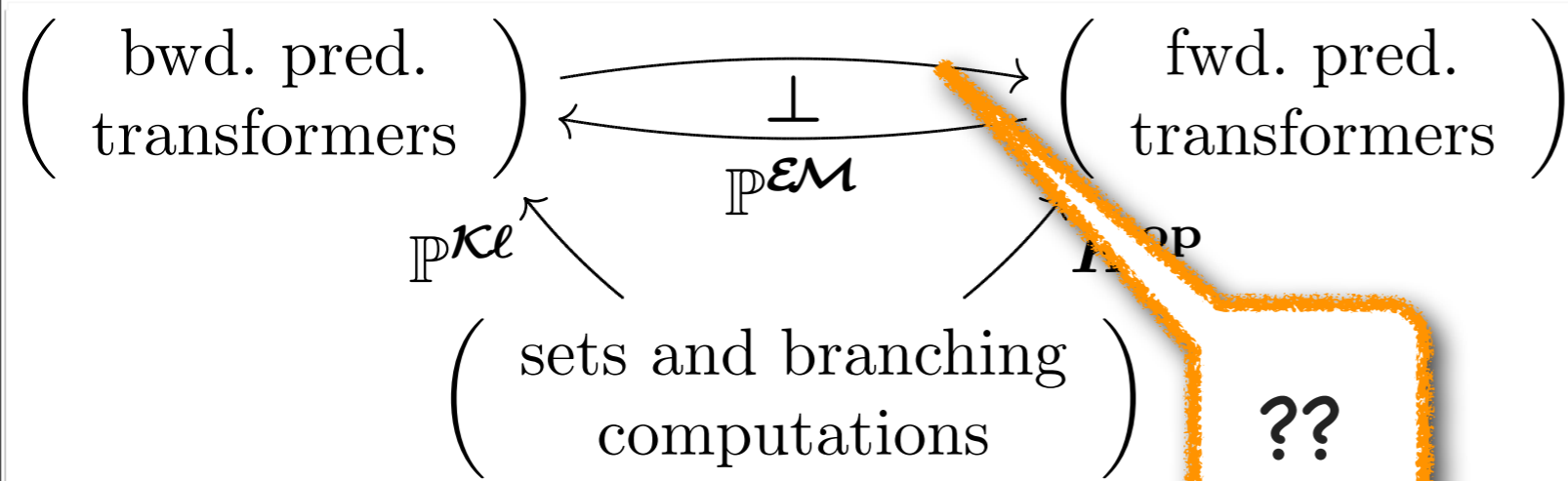


# Limitations



- \* Here predicates are
- \*  $d \in \mathcal{D}X$  "uncertain whereabouts"  
(subj. to normalization  $\sum_x d(x) \leq 1$ )
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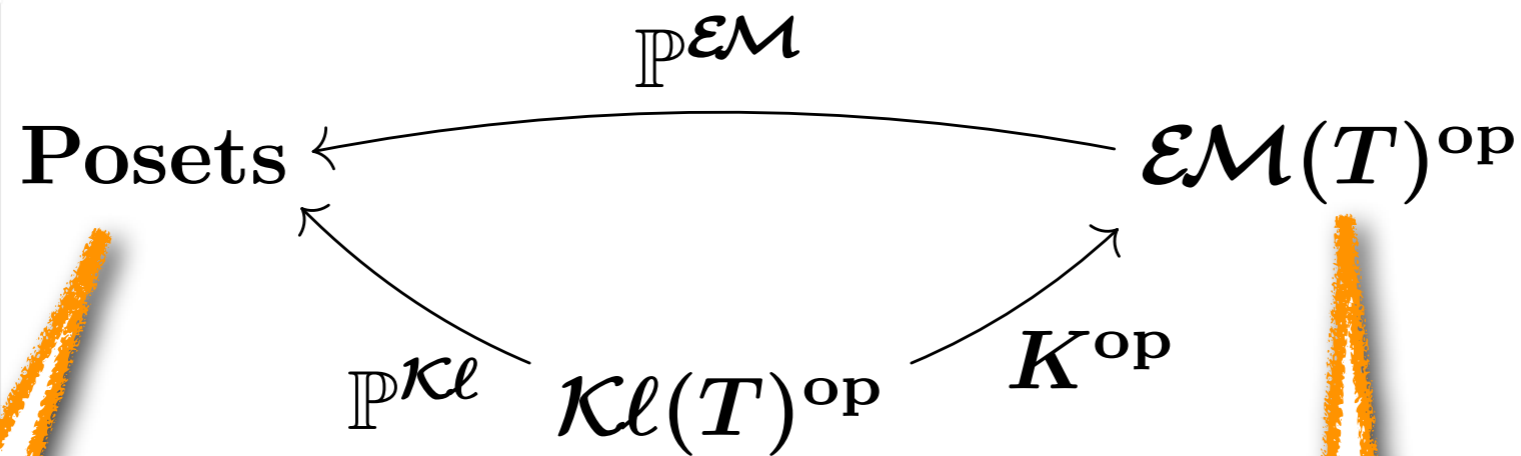
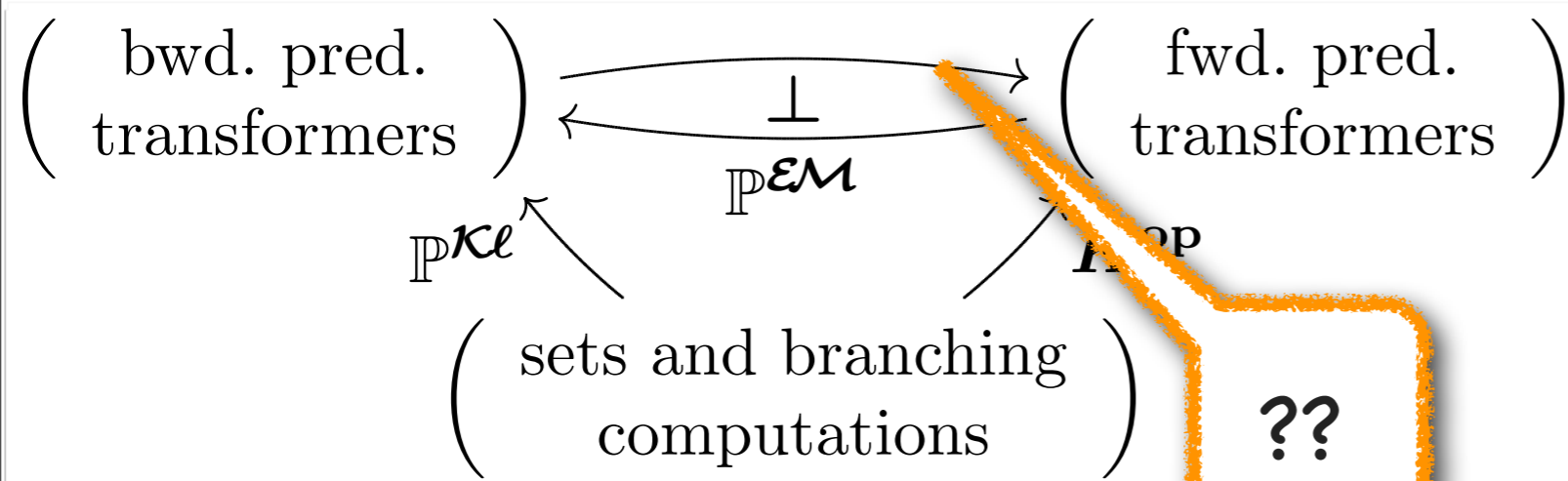
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richer structure?  
(e.g. effect modules)

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# PT Situation: Examples

**Lem.**  
 $T(T\Omega)$   
 $\downarrow \mu_{T\Omega}^T$  is monotone, hence a modality.  
 $T\Omega$



# PT Situation: Examples

$$T = \mathcal{P}, \Omega = 1$$

\*

$$\begin{array}{c} \mathcal{P}(\mathcal{P}1) \\ \downarrow \mu^{\mathcal{P}} = \cup =: \tau_{\diamond} \\ \mathcal{P}1 \end{array}$$

→ “existential”  
predicate transformer

$$\text{wp}_{\diamond}(f)(Q) = \{x \mid f(x) \cap Q \neq \emptyset\}$$



# PT Situation: Examples

$$T = \mathcal{P}, \Omega = 1$$

\*

$$\begin{array}{c} \mathcal{P}(\mathcal{P}1) \\ \downarrow \mu^{\mathcal{P}} = \cup =: \tau_{\diamond} \\ \mathcal{P}1 \end{array}$$

→ “existential”  
predicate transformer

$$\text{wp}_{\diamond}(f)(Q) = \{x \mid f(x) \cap Q \neq \emptyset\}$$

\*

$$\begin{array}{ccc} \mathcal{P}(\mathcal{P}1) & \xrightarrow{\mathcal{P}\sigma} & \mathcal{P}(\mathcal{P}1) \\ \tau_{\square} \downarrow & \cong & \downarrow \tau_{\diamond} \\ \mathcal{P}1 & \xrightarrow[\sigma \text{ (swap)}]{\cong} & \mathcal{P}1 \end{array}$$

→ “universal”  
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$$\text{wp}_{\square}(f)(Q) = \{x \mid f(x) \subseteq Q\}$$



# PT Situation: Ex

These are the only modalities

$$T = \mathcal{P}, \Omega = 1$$

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# PT Situation: Examples

$$T = \mathcal{D}, \Omega = 1$$

\*

$$\begin{array}{c} \mathcal{D}(\mathcal{D}1) \\ \downarrow \mu^{\mathcal{D}} \\ \mathcal{D}1 \end{array} =: \tau_{\text{total}}$$

→ probab. pred. transformer,  
"as expected"

$$\begin{aligned} & \mathbf{wp}_{\text{total}}(X \xrightarrow{f} \mathcal{D}Y)(Y \xrightarrow{q} [0, 1]) \\ &= \left[ \begin{array}{l} x \mapsto \sum_y f(x)(y) \cdot q(y) \\ = \sum_y \Pr[x \rightarrow y] \cdot q(y) \end{array} \right] \end{aligned}$$



# PT Situation: Examples

$$T = \mathcal{D}, \Omega = 1$$

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$$\begin{array}{ccc} \mathcal{D}(\mathcal{D}1) & \xrightarrow{\mathcal{D}\sigma} & \mathcal{D}(\mathcal{D}1) \\ \tau_{\text{partial}} \downarrow & & \downarrow \tau_{\text{total}} \\ \mathcal{D}1 & \xrightarrow[\sigma \text{ (swap)}]{\cong} & \mathcal{D}1 \end{array}$$

→ "partial" pred. transf.

$$\begin{aligned} \text{wp}_{\text{partial}}(X \xrightarrow{f} \mathcal{D}Y)(Y \xrightarrow{q} [0, 1]) \\ = \left[ \begin{array}{l} x \mapsto \sum_y f(x)(y) \cdot q(y) + (1 - \sum_y f(x)(y)) \\ = \text{wp}_{\text{total}}(f)(q)(x) + \text{Pr}[\text{deadlock}] \end{array} \right] \end{aligned}$$



# 1-Player Setting: Summary

$$(T, \Omega, \begin{array}{c} T(T\Omega) \\ \downarrow \tau \\ T\Omega \end{array})$$



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order-enriched monad  
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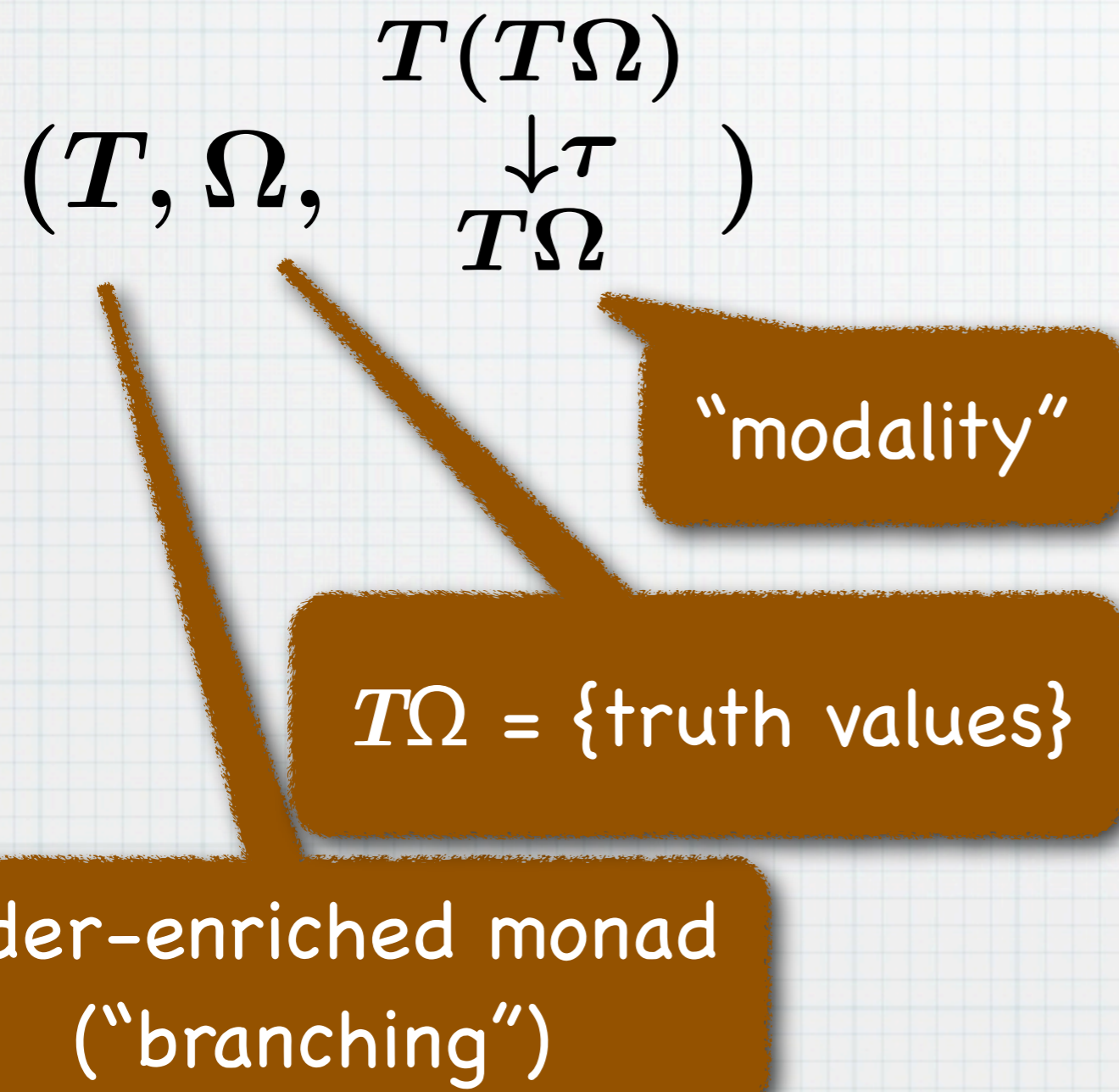
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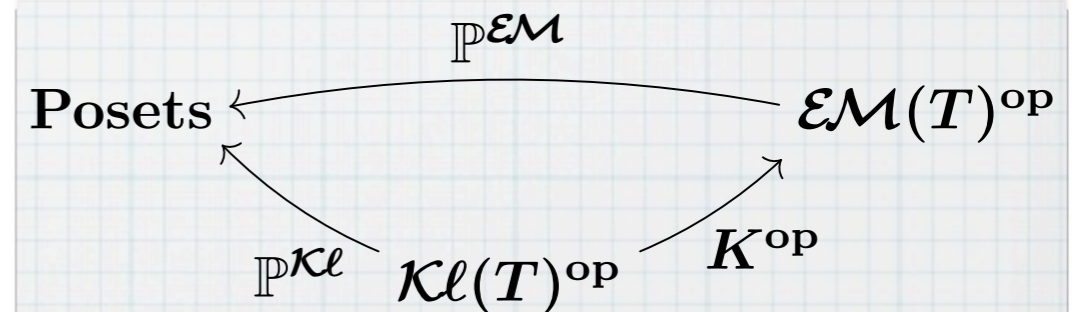
"modality"

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- \* modality:  
"monotone" EM-alg.  
= monotone pred lifting  
compat. w/ monad str.

- \* induces

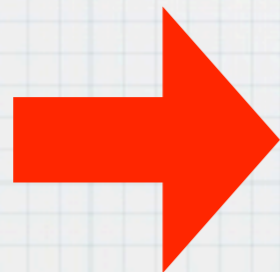


- \* Various modalities  
that can be "enumerated"<sup>27</sup>



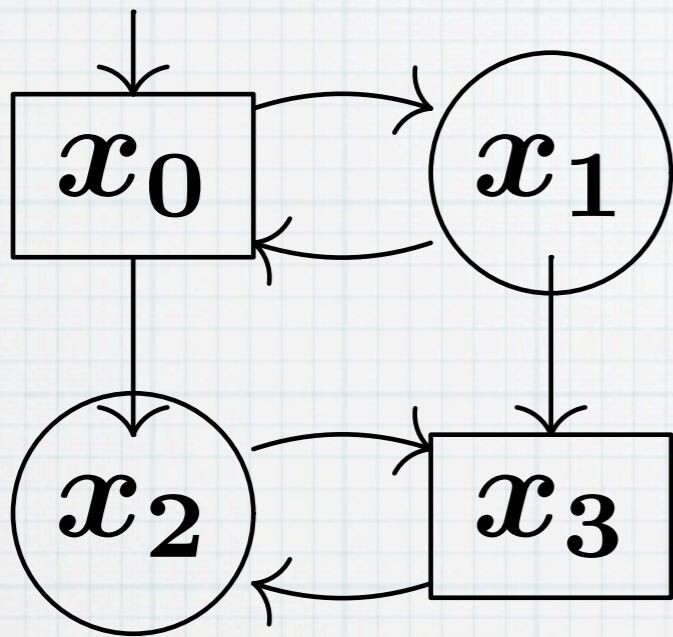
# MONADIC FOUNDATION OF WEAKEST PRECONDITION SEMANTICS

1-player setting



2-player setting

# 2-Player Setting: Games

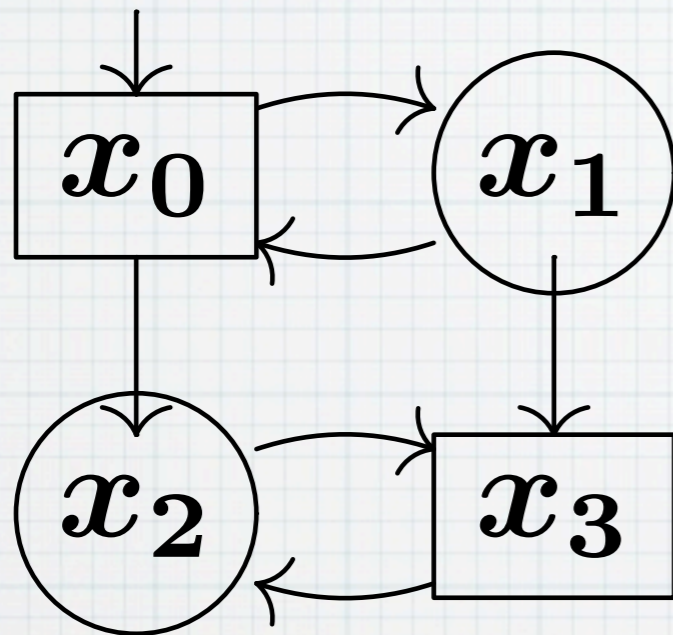


□: **Player's** state

○: **Opponent's** state



# 2-Player Setting: Games



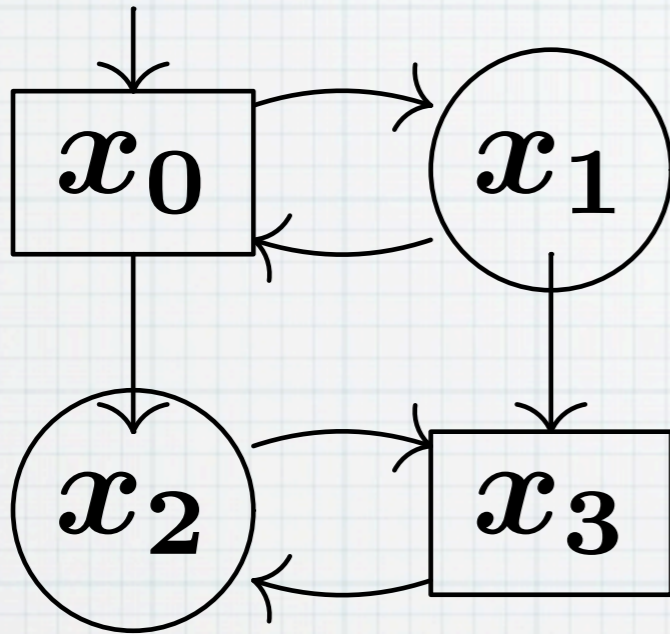
\* Game = 2-player autom.

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# 2-Player Setting: Games



\* Game = 2-player autom.

\* Question:  
what **Player** can **force**

\*  $x_3$  visited? (Yes!)

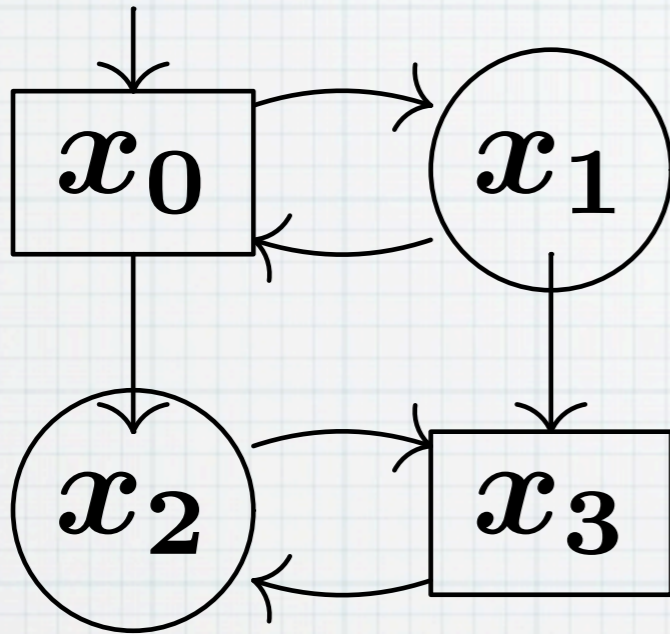
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\* cf. nonnormal modal logic  
[Hansen, Kupke, ...]

$$\Box \varphi \wedge \Box \psi \not\Rightarrow \Box (\varphi \wedge \psi)$$

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# 2-Player Setting: Probability & Nondeterminism

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$$X \longrightarrow PDFX$$



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linear-time  
behavior,  
e.g.  $F = \sum x \_$



# Technical Challenges

*PD*

*PP*



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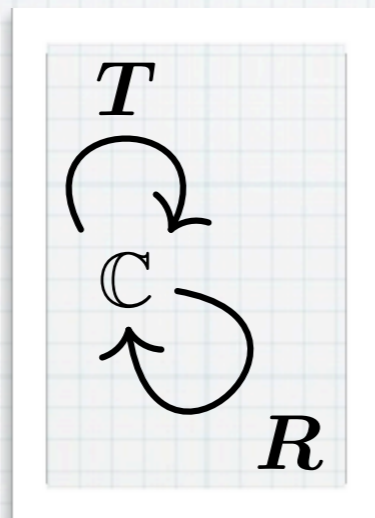


# Contributions

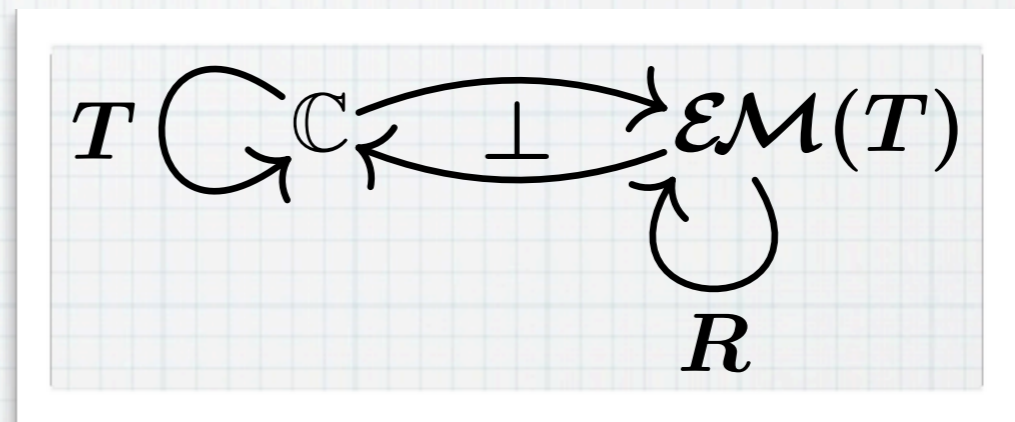
In the paper in the proceedings...

- \* Modular presentation of 2-player settings

\* Not



but



- \* Backward pred. transf. semantics, e.g.

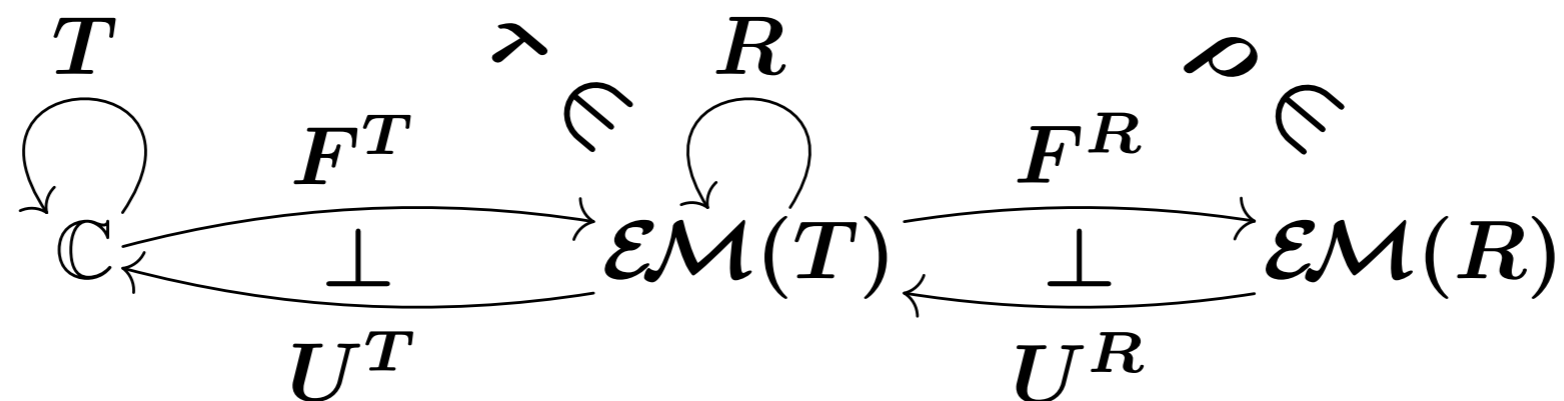
$$\frac{X \xrightarrow{f} \text{UPY} \quad Y \xrightarrow{q} 2}{X \xrightarrow{\text{wp}(f,q)} 2}$$

# Categorical Axiomatics

**Defn.** A 2-player PT situation on  $\mathbb{C}$  is

$$(T, \Omega, \begin{matrix} T(T\Omega) \\ \downarrow \tau \\ T\Omega \end{matrix}, R, \begin{matrix} R\tau \\ \downarrow \rho \\ \tau \end{matrix})$$

in



s.t.  $\tau, \rho$  are “monotone”

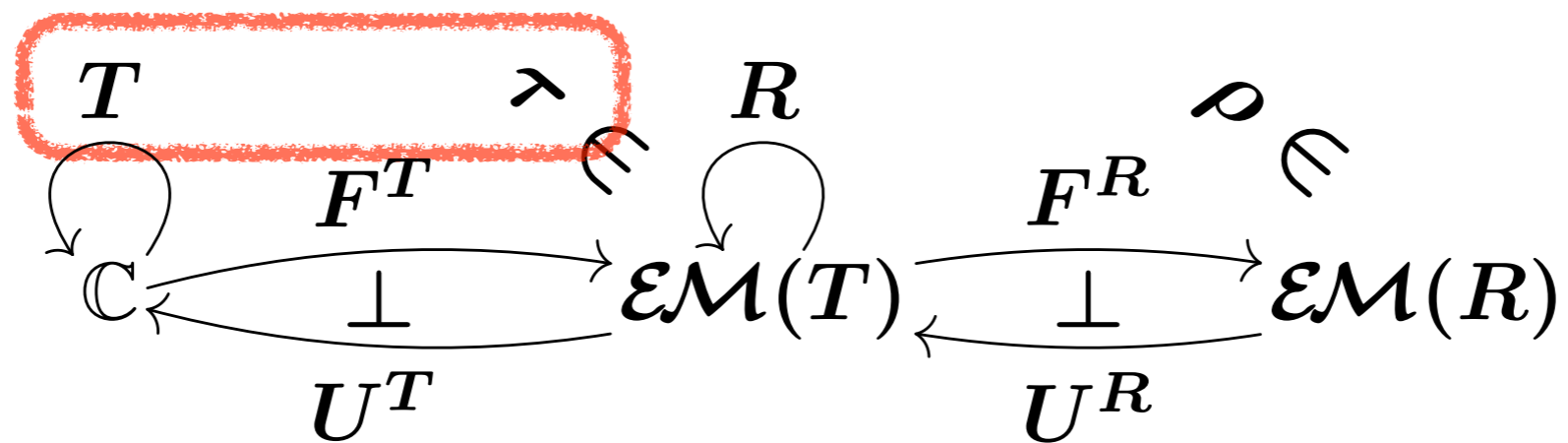


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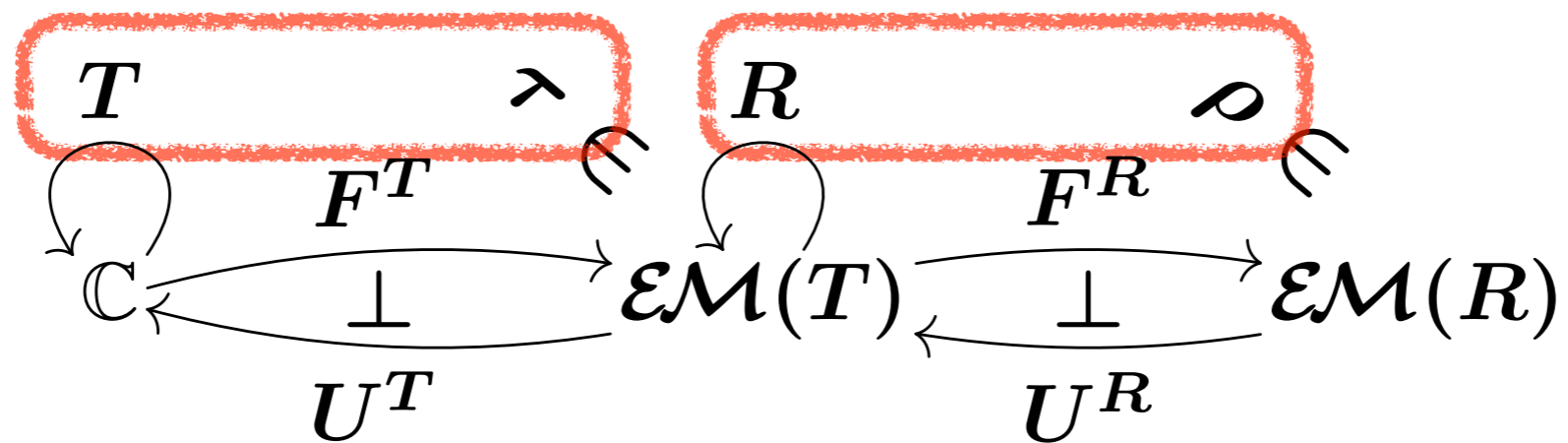
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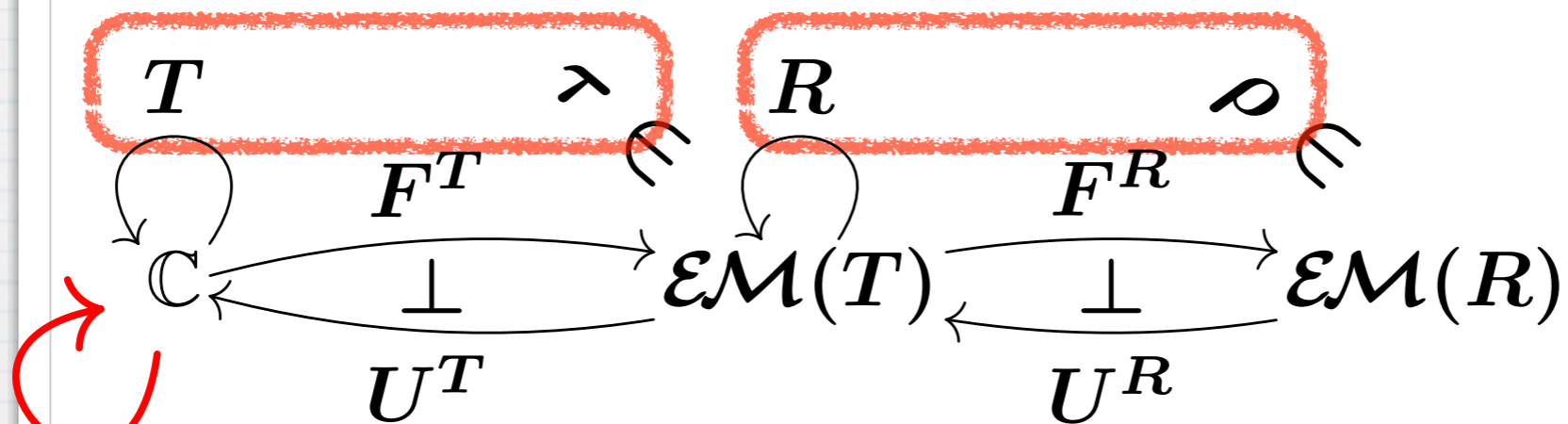


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$$U^T R F^T$$

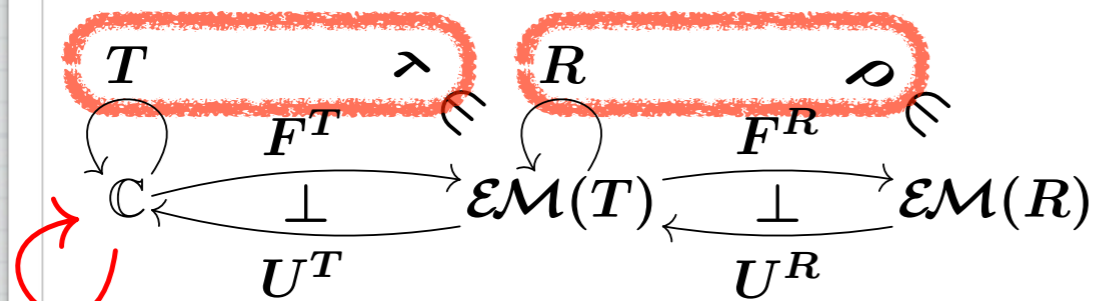
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$U^T R F^T$

**Prop.**

$$\mathcal{Kl}(U^T R F^T)^{\text{op}} \xrightarrow{\text{wp}} \text{Posets}$$

arises, realizing

$$\frac{X \xrightarrow{f} U^T R F^T Y \quad Y \xrightarrow{q} T\Omega}{X \xrightarrow{\text{wp}(f,q)} T\Omega}$$

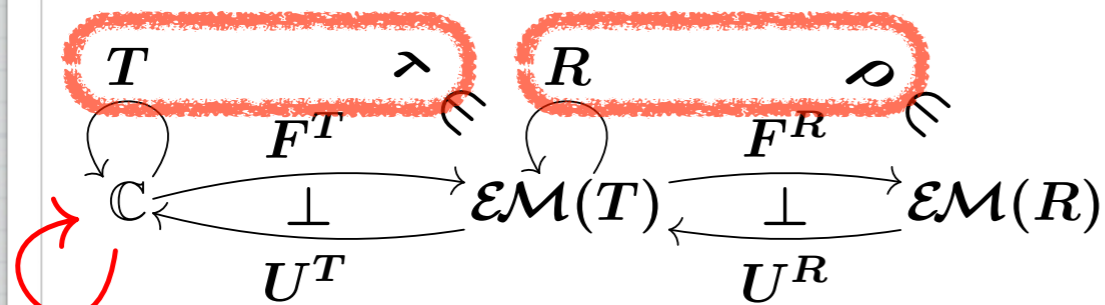


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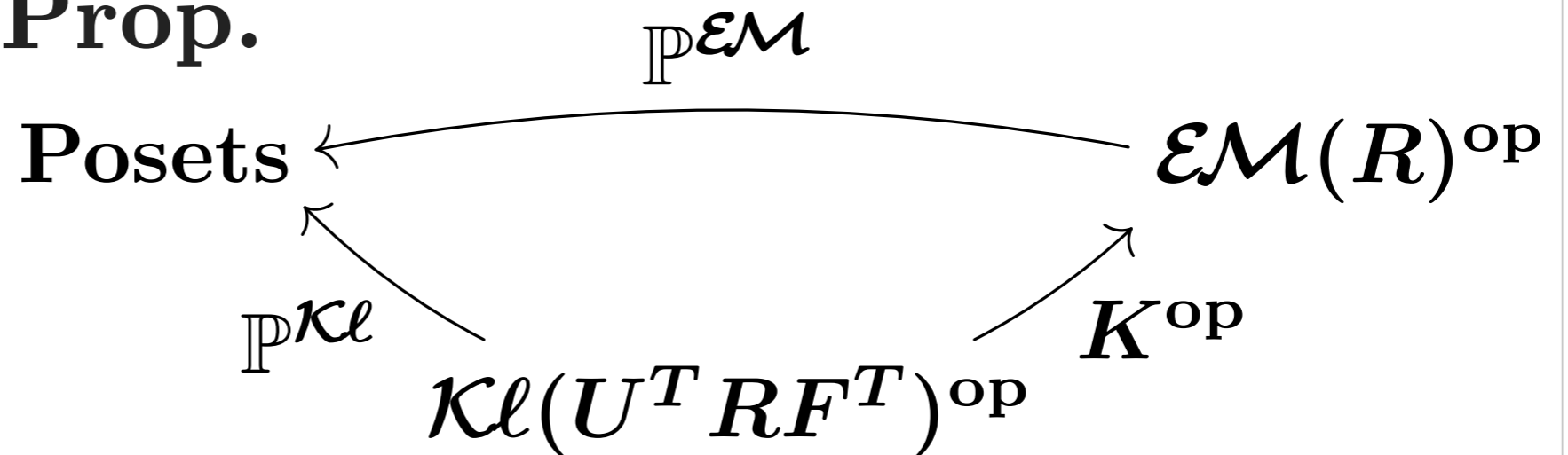
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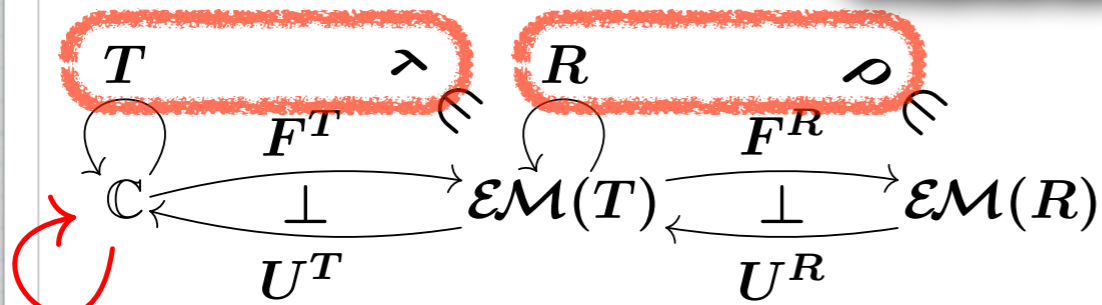


# Categorical Axiomatics

Defn. A 2-player PT situation

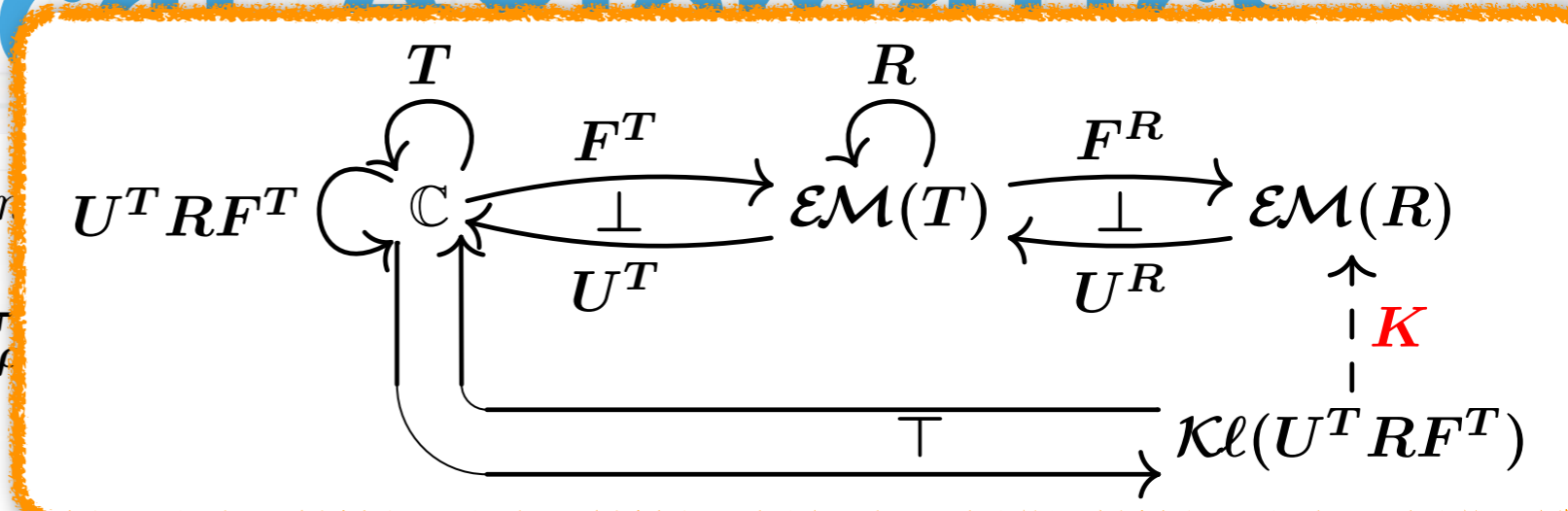
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in



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$U^T R F^T$



Prop.

Posets

$\mathbb{P}EM$

$EM(R)^{op}$

$\mathbb{P}K\ell$

$K^{op}$

$K\ell(U^T R F^T)^{op}$



# Examples

first move by...

second move by...

nondet. **Player**

nondet. **Opponent**

nondet. **Opponent**

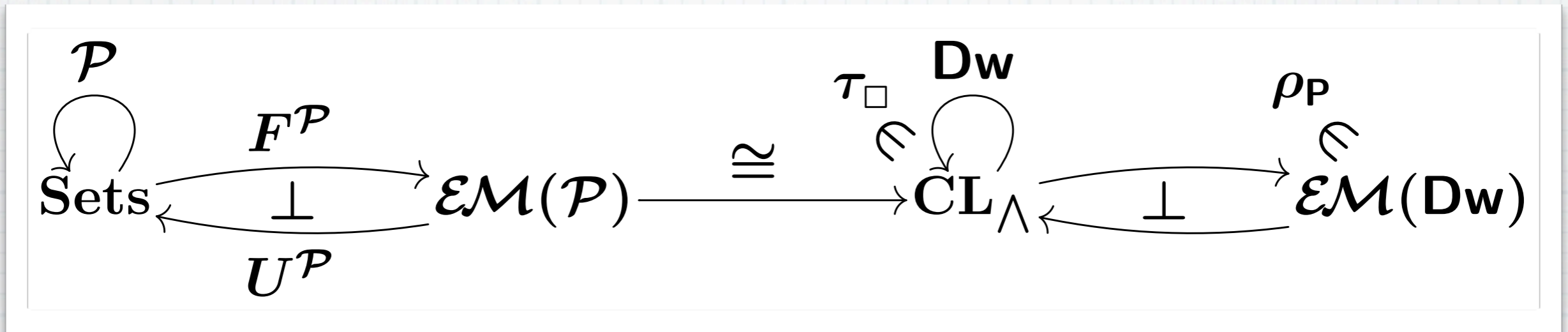
nondet. **Player**

nondet. **Opponent**

probabilistic **Player**

# Example:

Nondet.  $\mathcal{P} \rightarrow$  Nondet.  $\mathbf{0}$



\* modalities:

$\mathcal{P}(\mathcal{P}1)$	$\{\}$	$\{ff\}$	$\{tt\}$	$\{tt, ff\}$
$\downarrow \tau_{\square}$	$\downarrow$	$\downarrow$	$\downarrow$	$\downarrow$
$\mathcal{P}1$	$tt$	$ff$	$tt$	$ff$

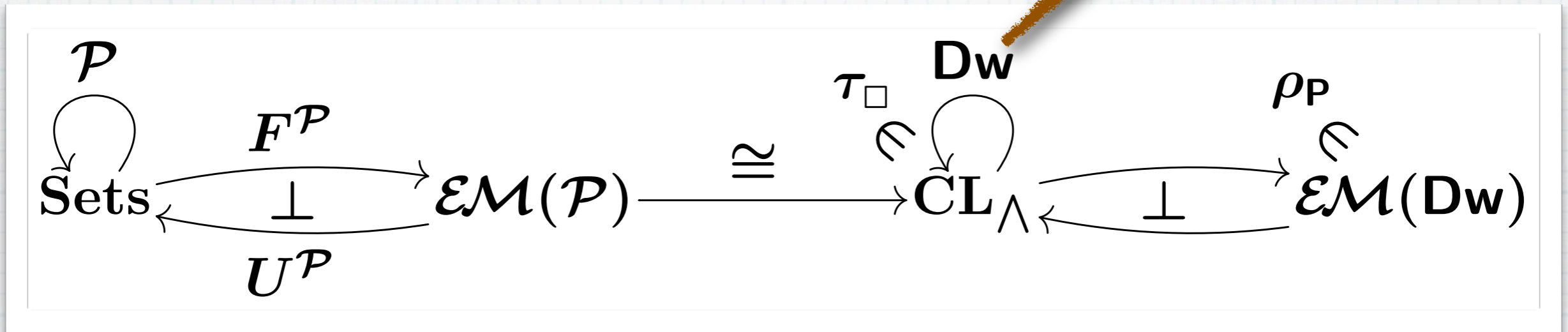
$Dw(\tau_{\square})$	$\{\}$	$\{ff\}$	$\{tt, ff\}$
$\downarrow \rho_{\mathcal{P}}$	$\downarrow$	$\downarrow$	$\downarrow$
$\tau_{\square}$	$ff$	$ff$	$tt$



Downward closed subsets

# Example:

## Nondet. $\mathcal{P} \rightarrow$ Nondet. $\mathcal{O}$



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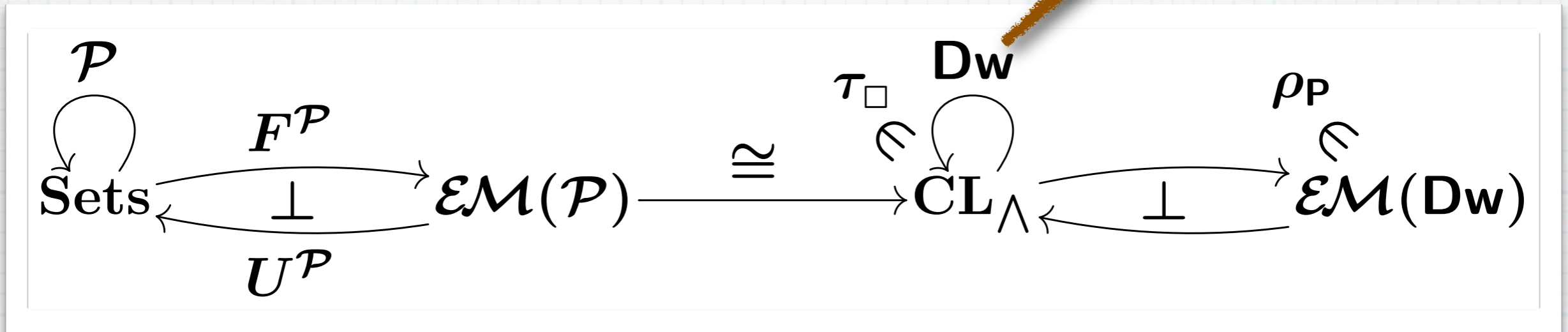
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$\wedge$

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$\mathcal{P}1$	$tt$	$ff$	$tt$	$ff$

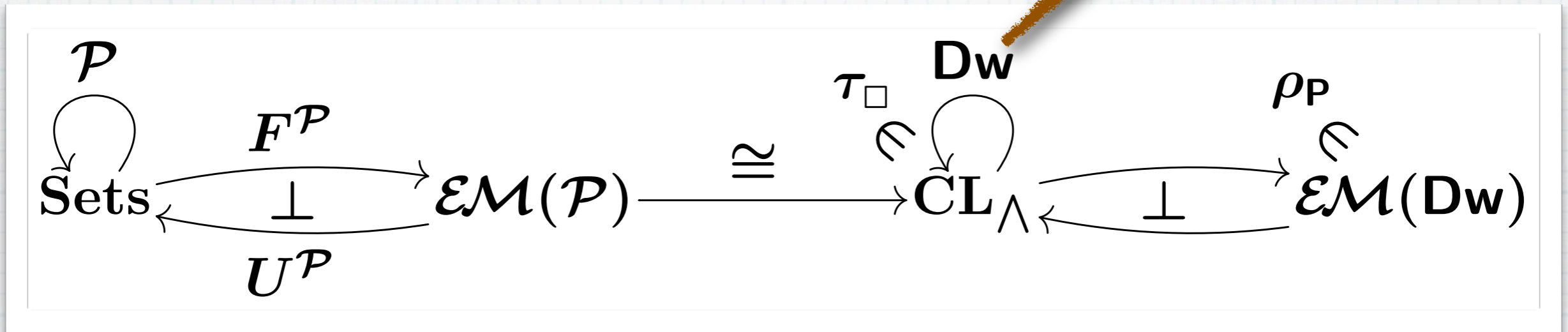
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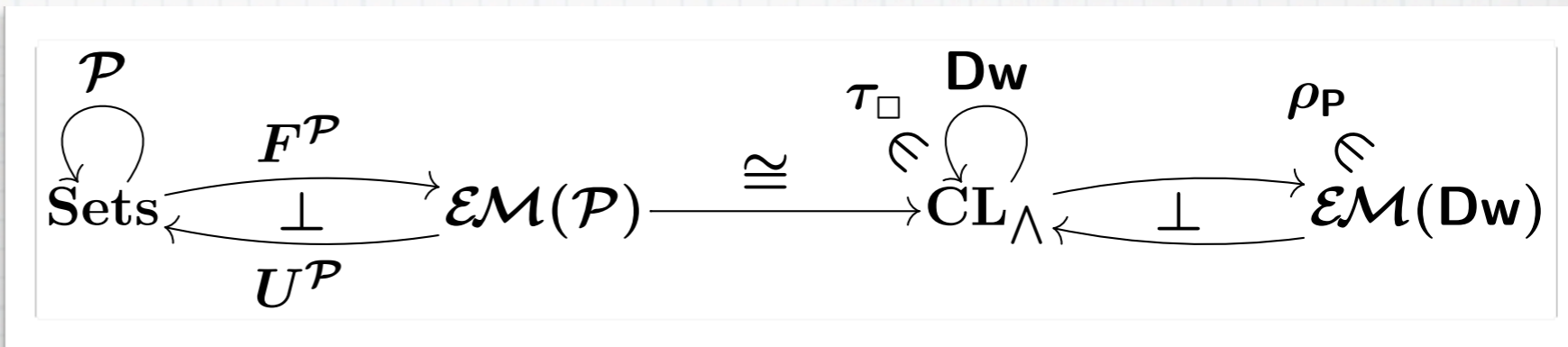
$\vee$

$\mathcal{Dw}(\tau_{\square})$	$\{\}$	$\{ff\}$	$\{tt, ff\}$
$\downarrow \rho_{\mathcal{P}}$	$\downarrow$	$\downarrow$	$\downarrow$
$\tau_{\square}$	$ff$	$ff$	$tt$

# Example:

Nondet.  $\mathcal{P} \rightarrow$  Nondet.  $\mathcal{O}$

\* From this we obtain...



$$\mathcal{Kl}(U^{\mathcal{P}} Dw F^{\mathcal{P}})^{\text{op}} \cong \mathcal{Kl}(U^{\mathcal{P}})^{\text{op}} \longrightarrow \text{Posets}$$



# Technical Challenges

$\mathcal{PD}$

- \* No distr. law  $\mathcal{DP} \Rightarrow \mathcal{PD}$  [Plotkin]  
 → not easily a monad!

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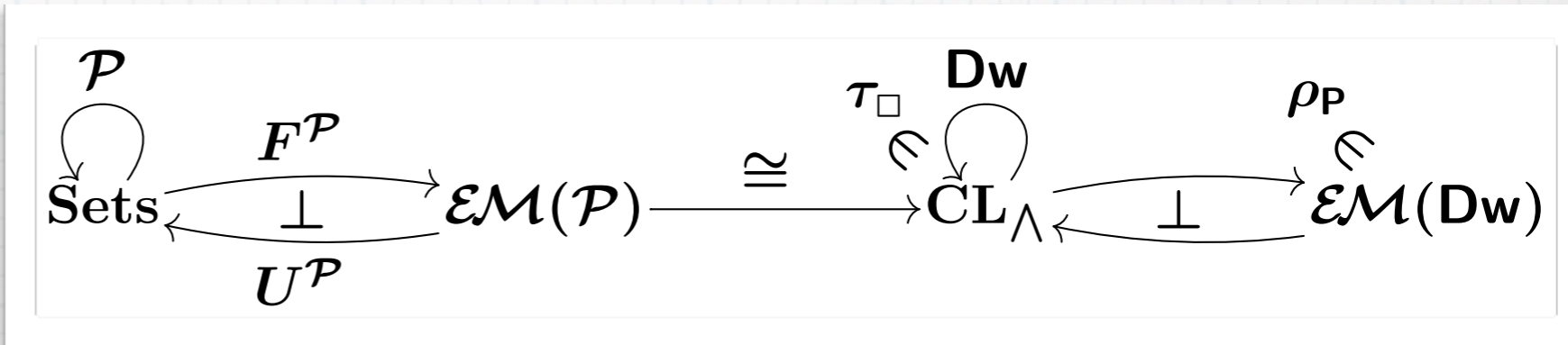
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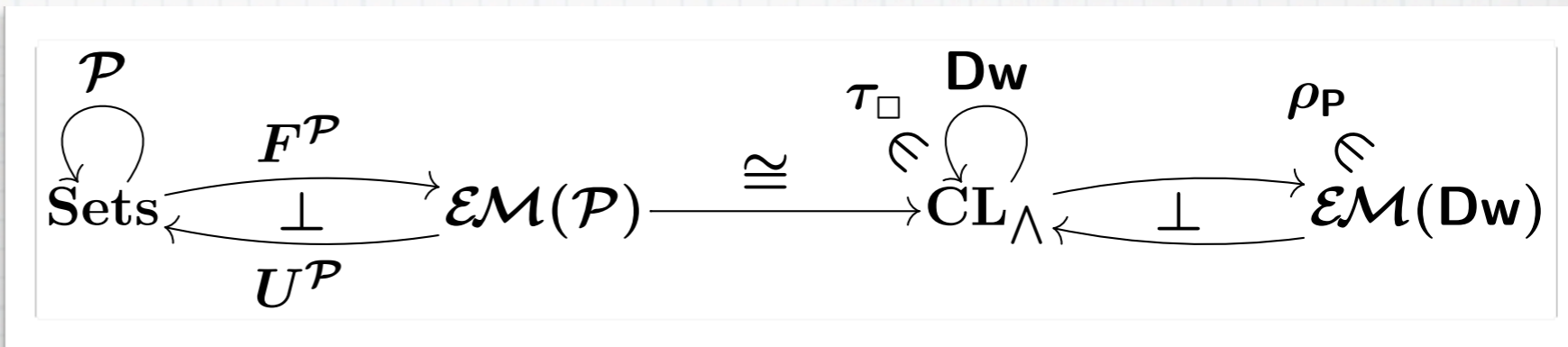


$$\mathcal{Kl}(U^{\mathcal{P}} Dw F^{\mathcal{P}})^{\text{op}} \cong \mathcal{Kl}(U^{\mathcal{P}})^{\text{op}} \longrightarrow \text{Posets}$$

# Example:

Nondet.  $\mathcal{P} \rightarrow$  Nondet.  $\mathbf{0}$

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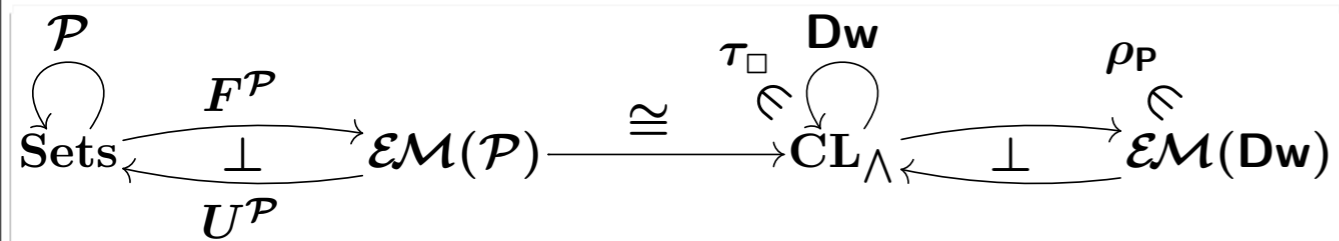
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$$\begin{aligned} \text{wp}(f, q)(x) = \text{tt} &\iff \exists S \in f(x). \forall y \in S. q(y) = \text{tt} \\ &\iff \text{“}x \text{ can force } q \text{ via } f\text{”} \end{aligned}$$



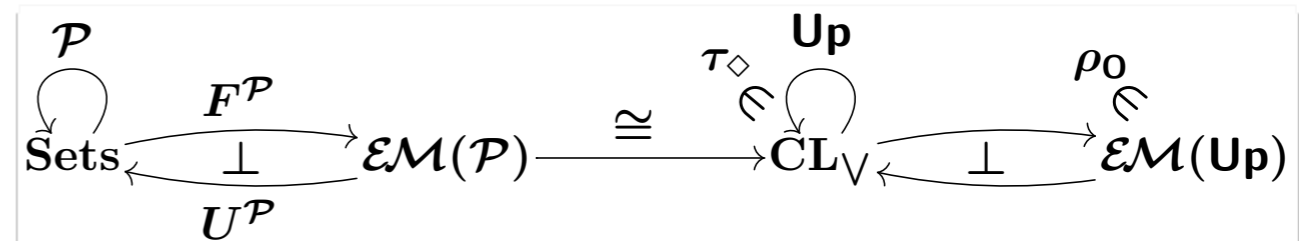
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# Example:

Nondet.  $\mathcal{O} \rightarrow$  Nondet.  $\mathcal{P}$



## \* modalities:

$\mathcal{P}(\mathcal{P}1)$	$\{\}$	$\{\text{ff}\}$	$\{\text{tt}\}$	$\{\text{tt}, \text{ff}\}$
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$\mathcal{P}1$	$\text{tt}$	$\text{ff}$	$\text{tt}$	$\text{ff}$

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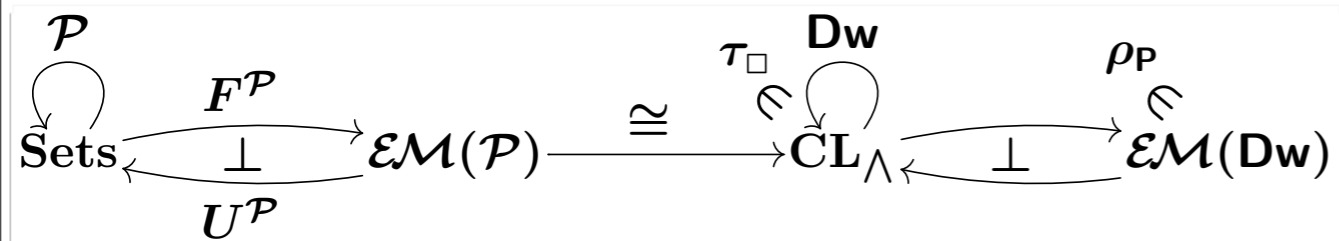
$\mathcal{P}(\mathcal{P}1)$	$\{\}$	$\{\text{ff}\}$	$\{\text{tt}\}$	$\{\text{tt}, \text{ff}\}$
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$\mathcal{P}1$	$\text{ff}$	$\text{ff}$	$\text{tt}$	$\text{tt}$

$\text{Dw}(\tau_{\square})$	$\{\}$	$\{\text{ff}\}$	$\{\text{tt}, \text{ff}\}$
$\downarrow \rho_{\mathcal{P}}$	$\downarrow$	$\downarrow$	$\downarrow$
$\tau_{\square}$	$\text{ff}$	$\text{ff}$	$\text{tt}$

$\text{Up}(\tau_{\diamond})$	$\{\}$	$\{\text{tt}\}$	$\{\text{tt}, \text{ff}\}$
$\downarrow \rho_{\mathcal{O}}$	$\downarrow$	$\downarrow$	$\downarrow$
$\tau_{\diamond}$	$\text{tt}$	$\text{tt}$	$\text{ff}$

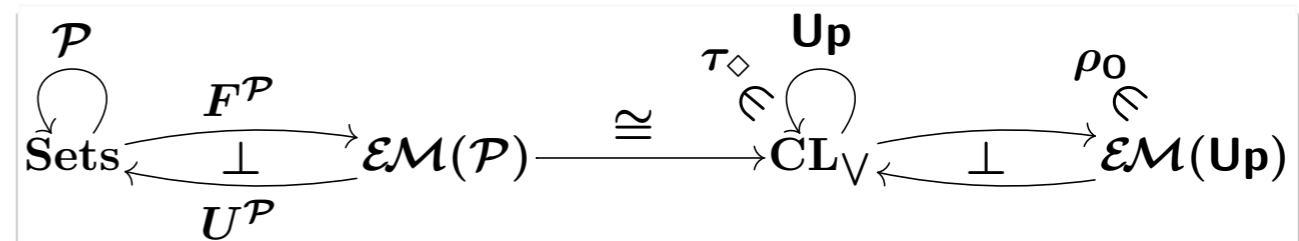
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$\mathcal{P}1$	tt	ff	tt	ff

$Dw(\tau_{\square})$	$\{\}$	$\{ff\}$	$\{tt, ff\}$
$\downarrow \rho_P$	$\downarrow$	$\downarrow$	$\downarrow$
$\tau_{\square}$	ff	ff	tt

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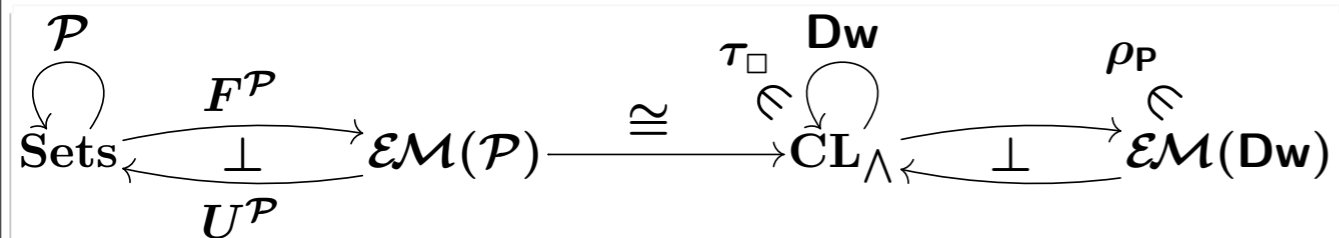
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$\tau_{\diamond}$	tt	tt	ff



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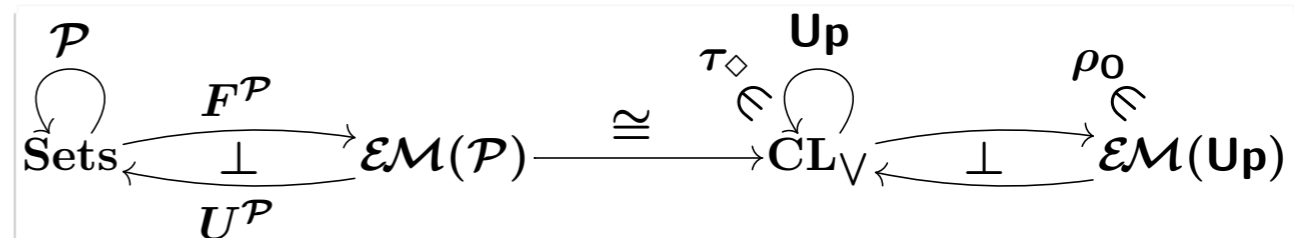
$$\exists S \in f(x). \forall y \in S. q(y) = \text{tt}$$

$$\iff$$

“ $x$  can force  $q$  via  $f$ ”

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# Examples

first move by...

second move by...

nondet. **Player**

nondet. **Opponent**

nondet. **Opponent**

nondet. **Player**

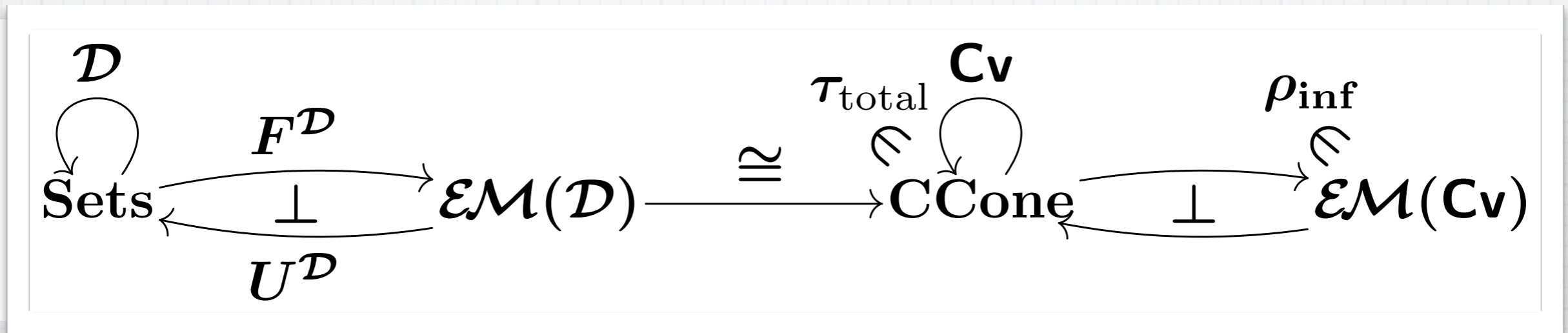
nondet. **Opponent**

probabilistic **Player**

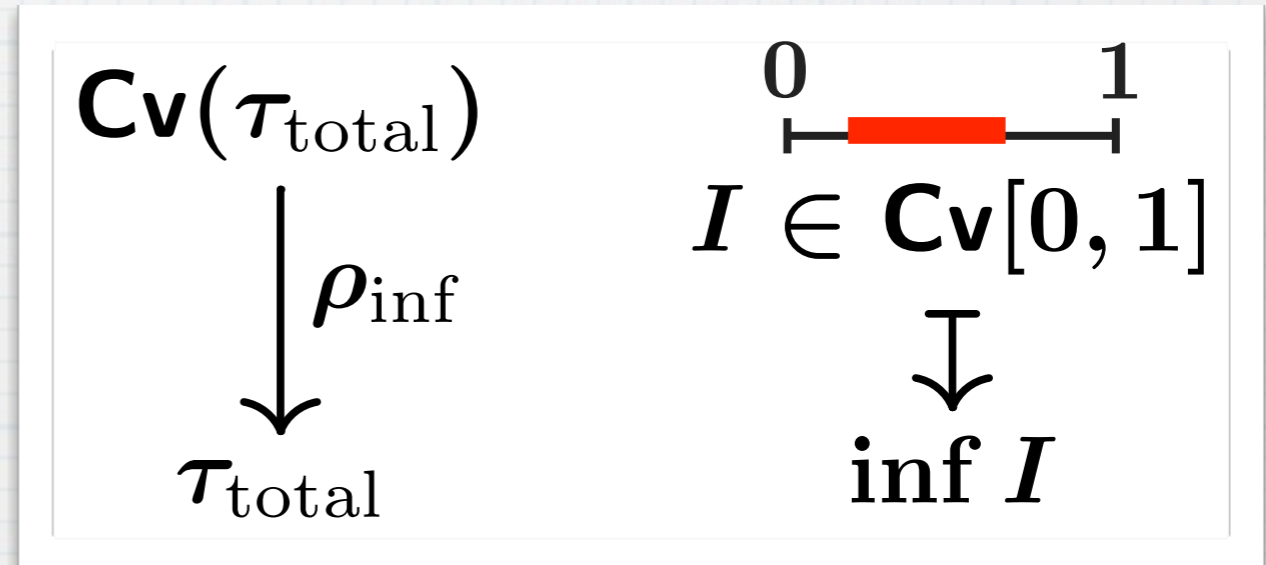
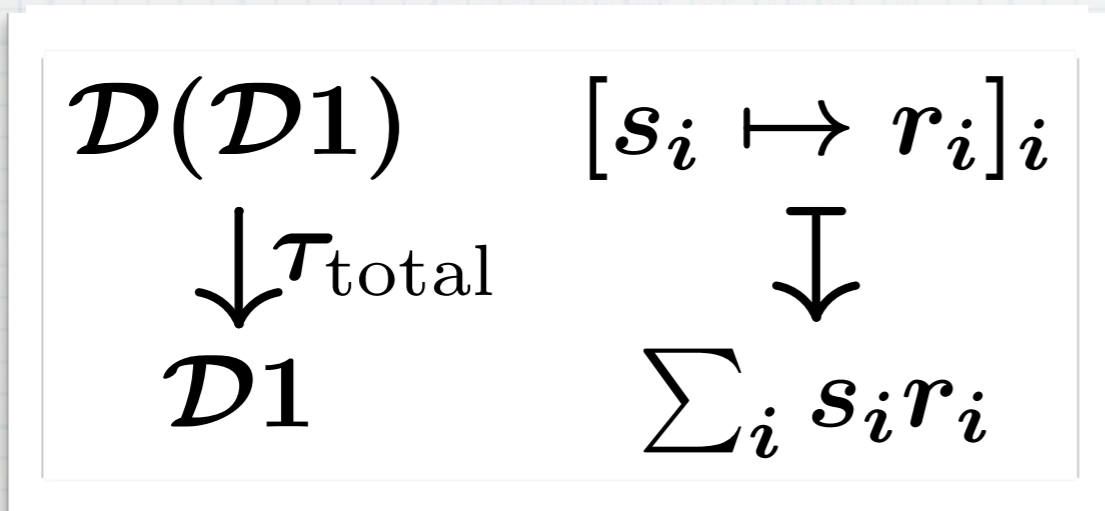


# Example:

## Nondet. $\mathcal{O}$ $\rightarrow$ Probab. $\mathcal{P}$

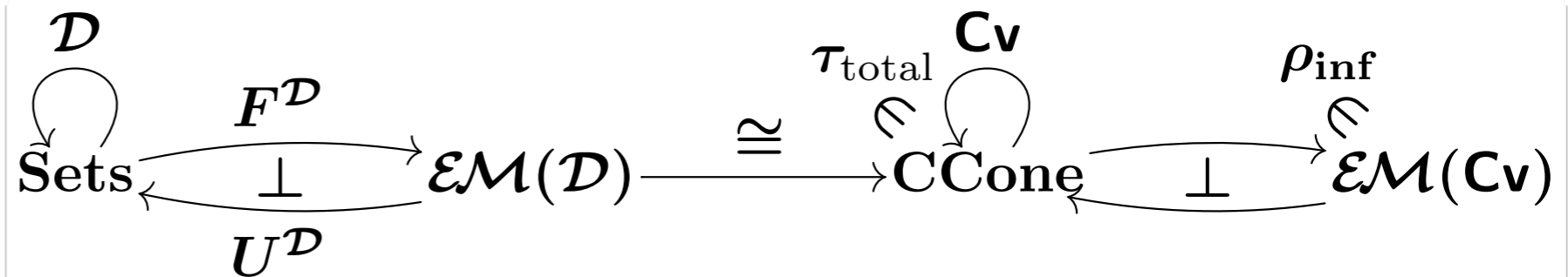


\* modalities:



# Example:

Nondet.  $\mathcal{O} \rightarrow$  Probab.  $\mathcal{P}$



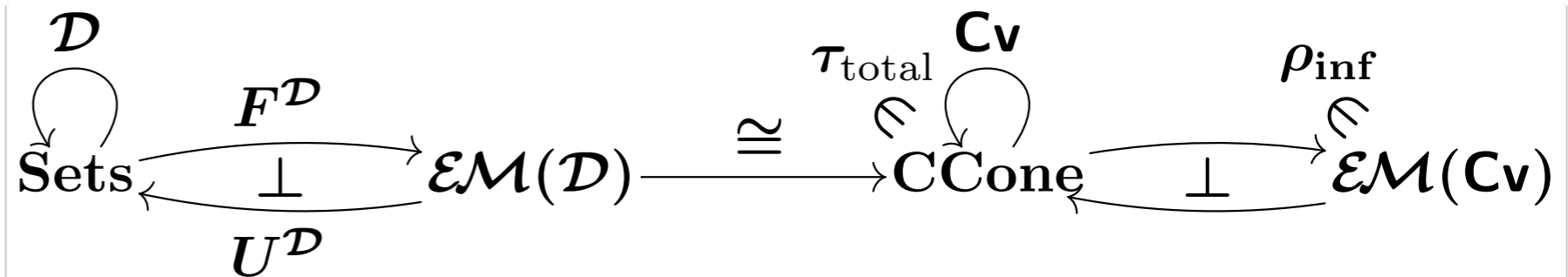
\* From this we obtain:

$$\frac{X \xrightarrow{f} \mathcal{Cv} \mathcal{D} Y \quad Y \xrightarrow{q} \mathcal{D} 1 \cong [0, 1]}{X \xrightarrow{\text{wp}(f, q)} \mathcal{D} 1}$$



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Nondet.  $\mathcal{O} \rightarrow$  Probab.  $\mathcal{P}$



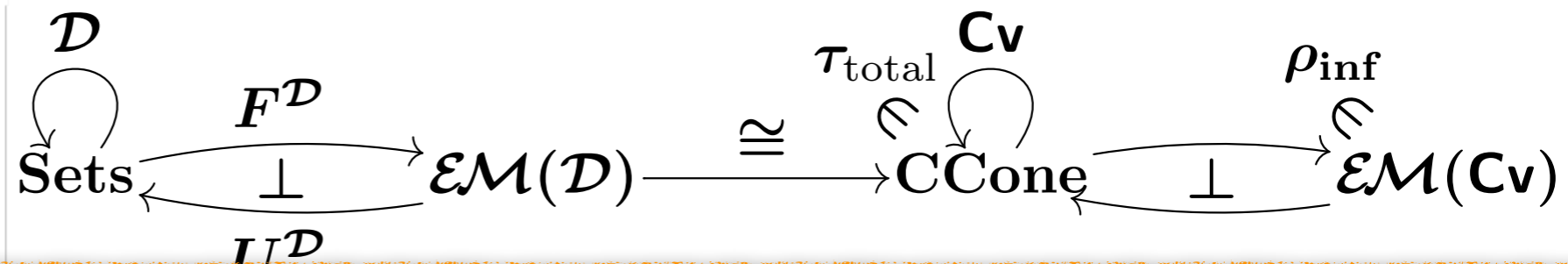
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s.t. 
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Nondet.  $\mathcal{O} \rightarrow$  Probab.  $\mathcal{P}$



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$$\text{like } f(x) = \left\{ \left[ \begin{array}{l} y_1 \mapsto \frac{1}{4} \\ y_1 \mapsto \frac{3}{4} \end{array} \right], \left[ \begin{array}{l} y_1 \mapsto \frac{3}{4} \\ y_1 \mapsto \frac{1}{4} \end{array} \right], (\text{hence}) \left[ \begin{array}{l} y_1 \mapsto \frac{1}{2} \\ y_1 \mapsto \frac{1}{2} \end{array} \right], \dots \right\}$$

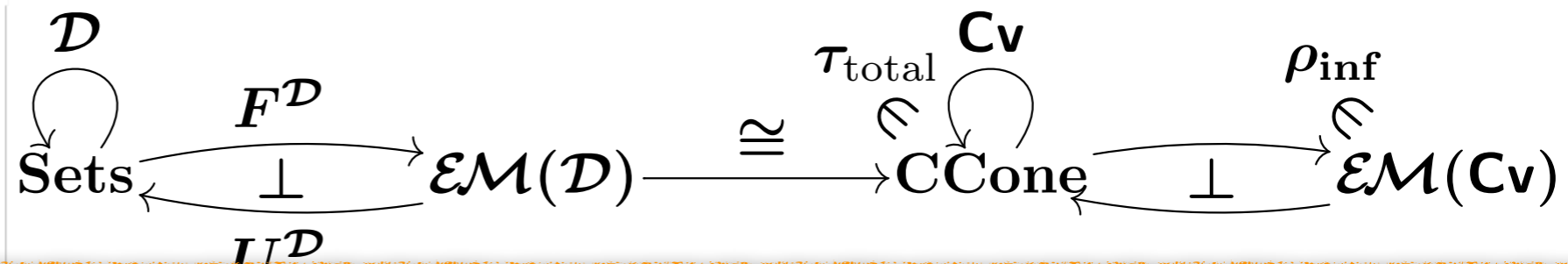
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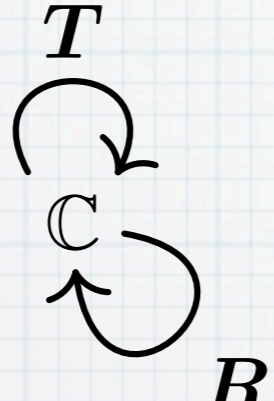
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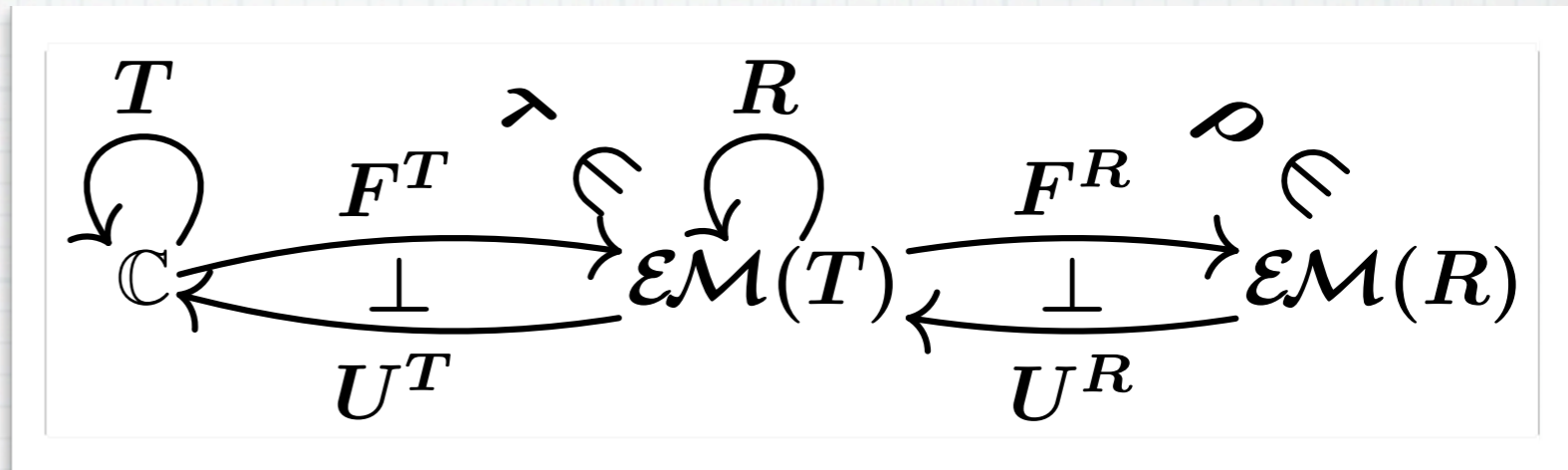
$$\text{s.t. } \text{wp}(q, f)(x) = \inf_{d \in f(x)} \sum_y d(y) \cdot q(y)$$

“prob. pred. transformer” in  
[Morgan, McIver, Seidel, TOPLAS'96]

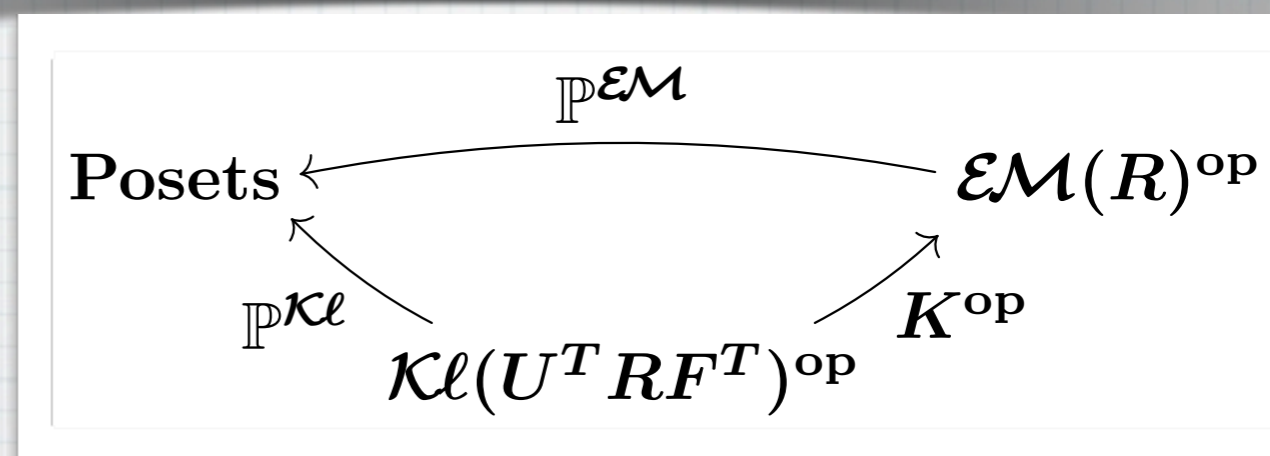
# 2-Player Setting: Summary

\* 2-player branching

\* Not  but



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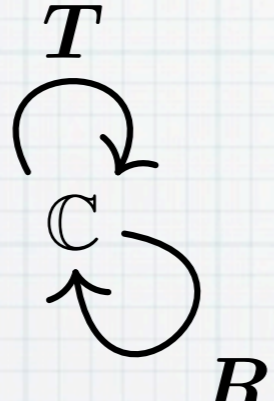


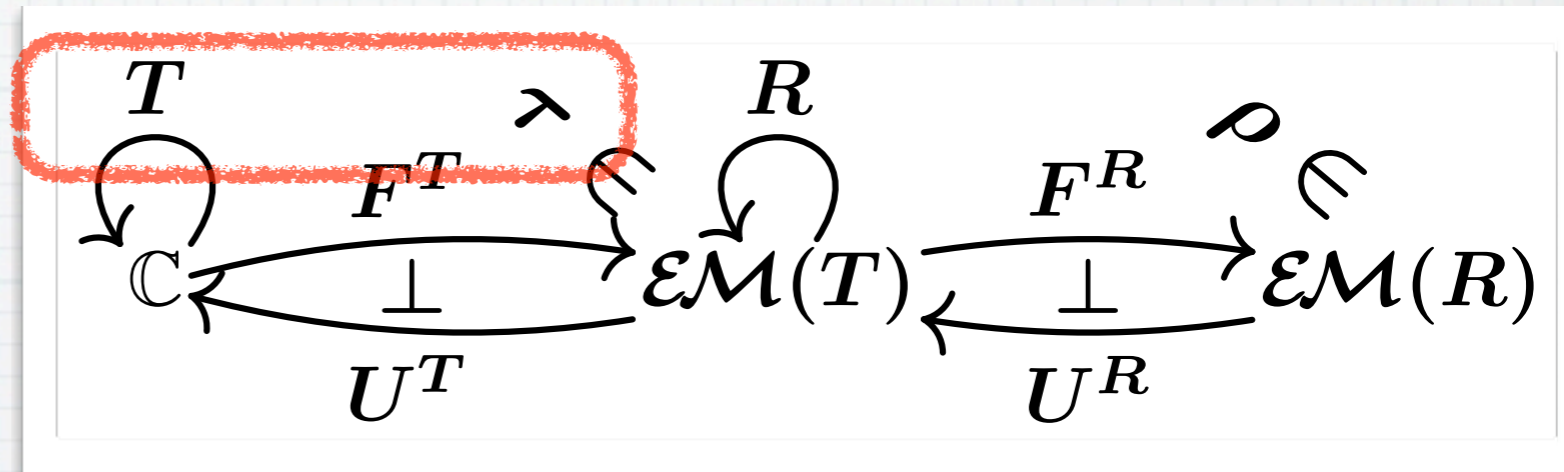
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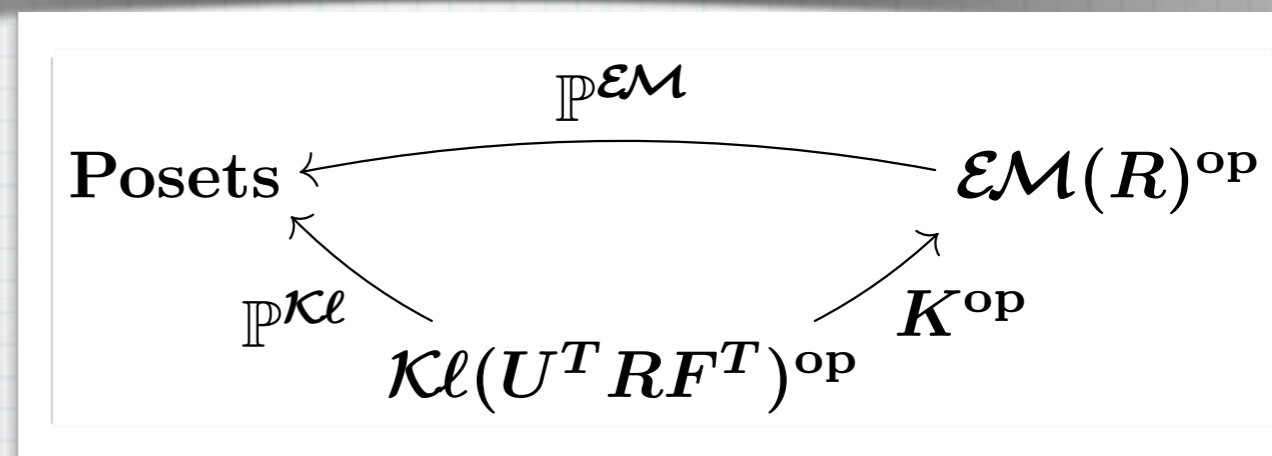
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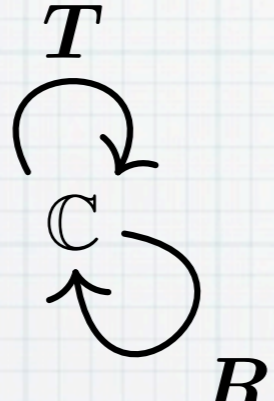
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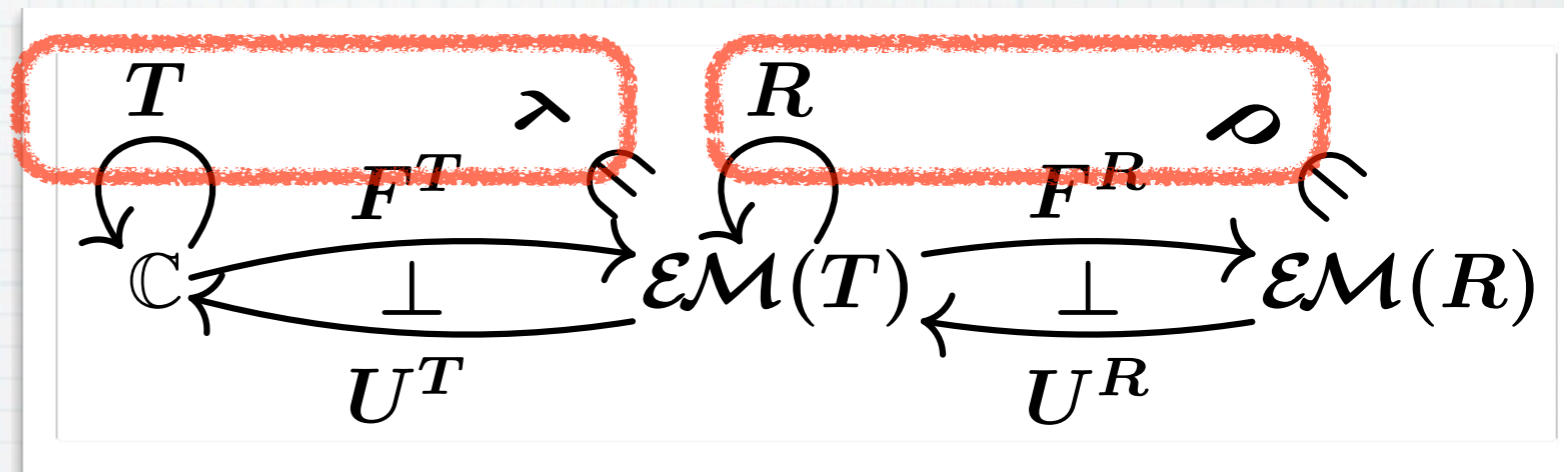


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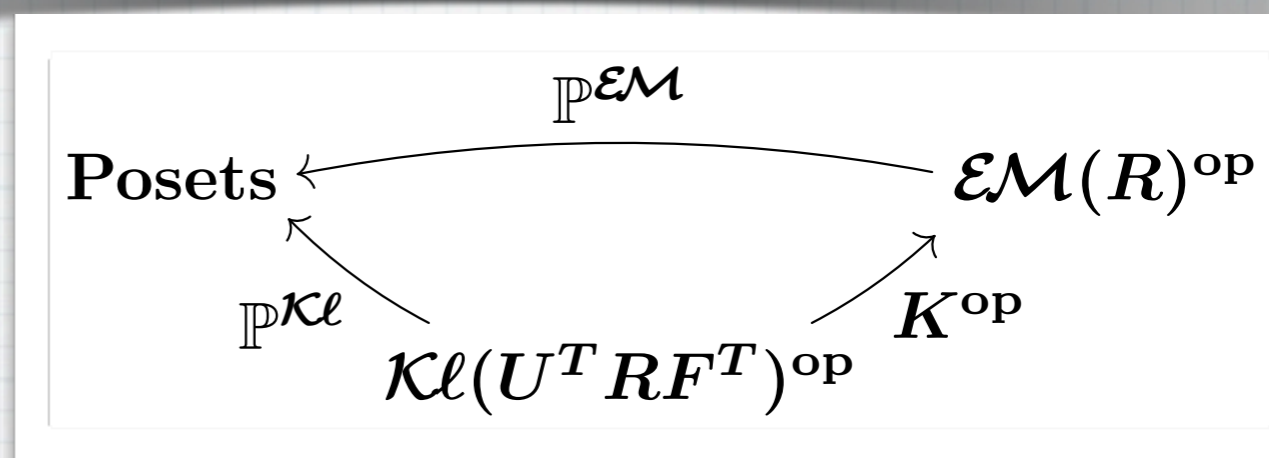
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# Conclusions

- \* **Monadic foundation of weakest precondition semantics**
- \* **“Branching” as an order-enriched monad**
- \*  $T(1) = \{\text{truth values}\}$
- \* **“Modality” as an EM-alg.**
- \* **Extends to a 2-player setting**

# Epilogue: Alternating Branching

\* (Automata-theoretic) model checking

See e.g. [LNCS 2500]

$$S \models \psi$$

$\iff S$  is accepted by  $A_\psi$

$\iff$  Player has a winning str. in  $\mathcal{G}(S, A_\psi)$



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Kripke  
frame

modal  
 $\mu$ -fml.

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alternating parity  
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$( (p \wedge \diamond X)$

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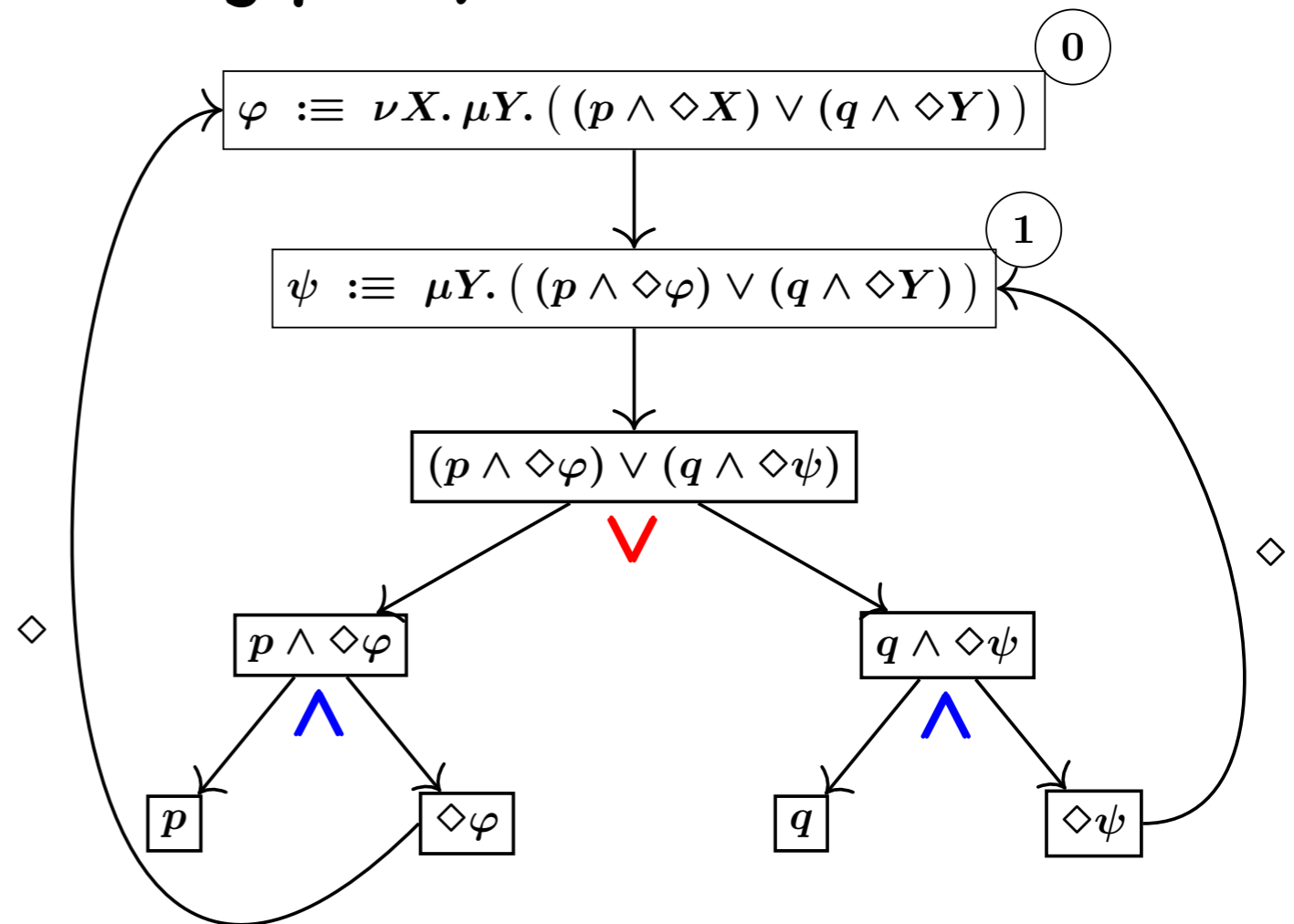
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parse  
tree

$$\varphi ::= \nu X. \mu Y. ((p \wedge \diamond X) \vee (q \wedge \diamond Y))$$

$$\psi ::= \mu Y. ((p \wedge \diamond \varphi) \vee (q \wedge \diamond Y))$$

$$(p \wedge \diamond \varphi) \vee (q \wedge \diamond \psi)$$

$$p \wedge \diamond$$

$$q \wedge \diamond \psi$$

$$p$$

$$\diamond \varphi$$

$$q$$

$$\diamond \psi$$

fixed-pts.  
expanded

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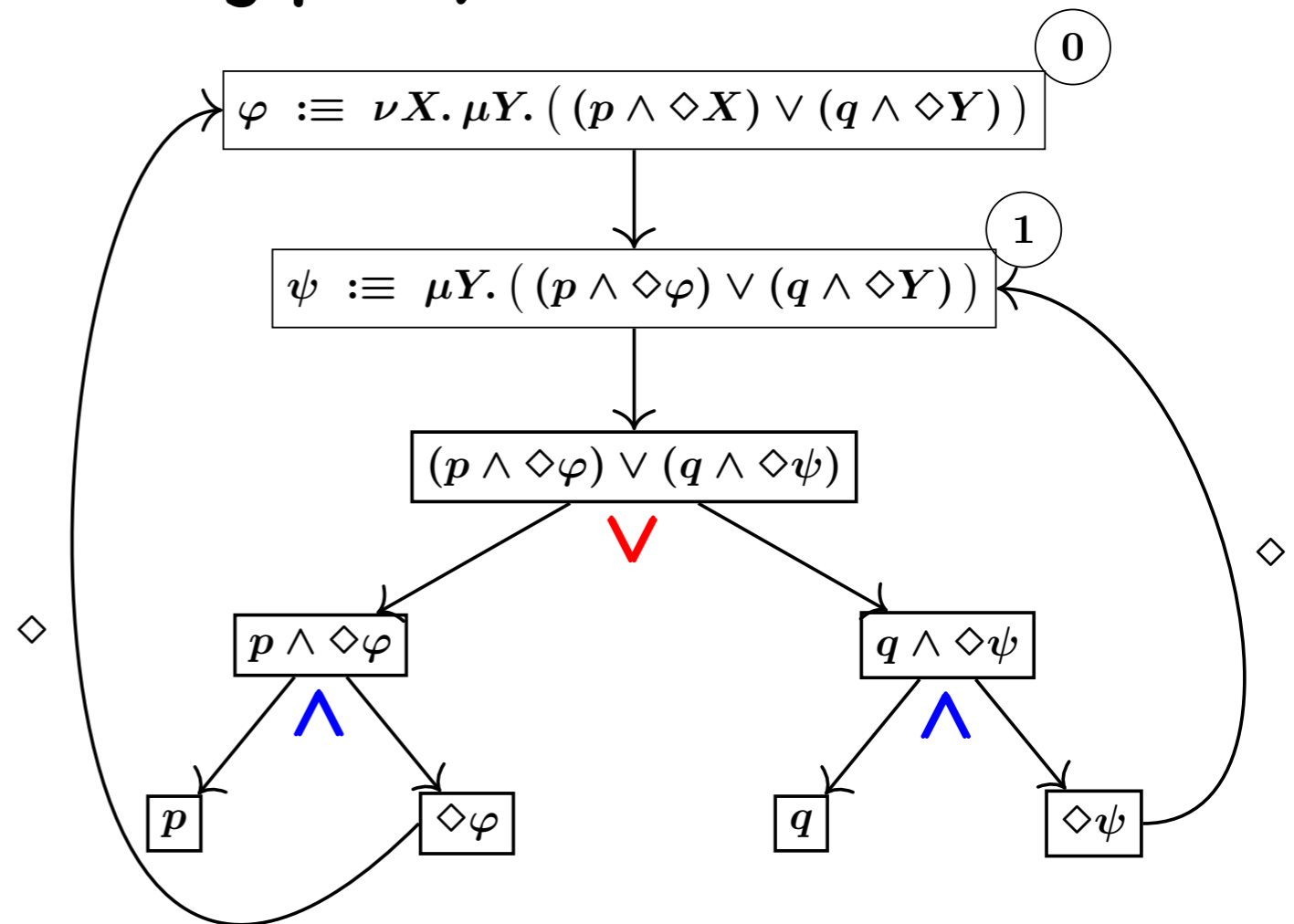
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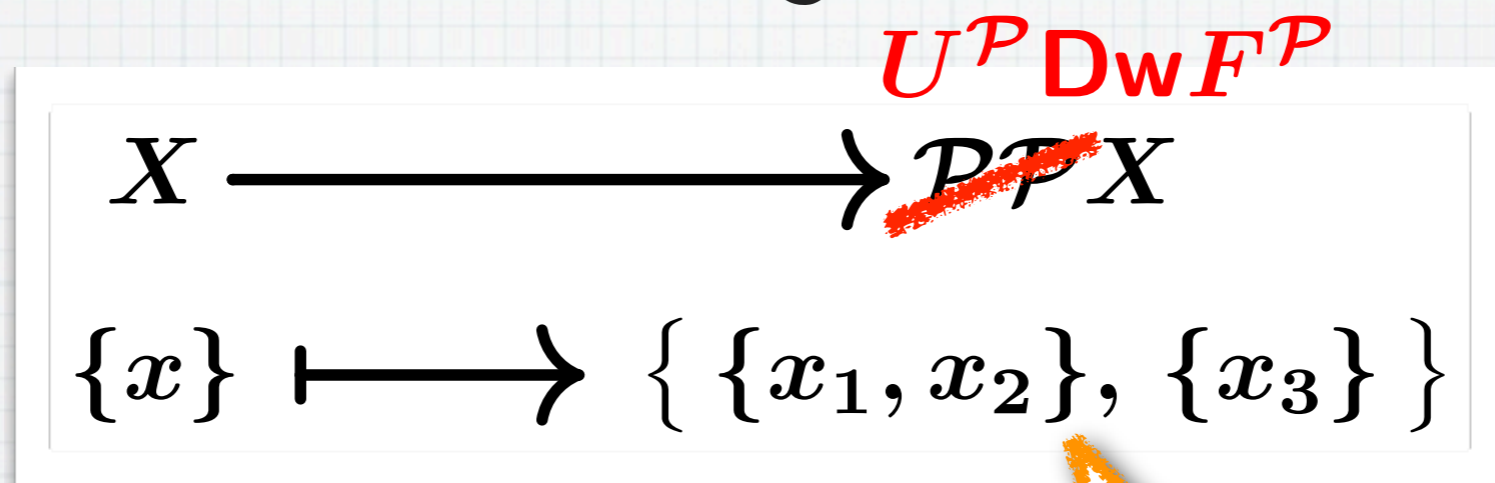
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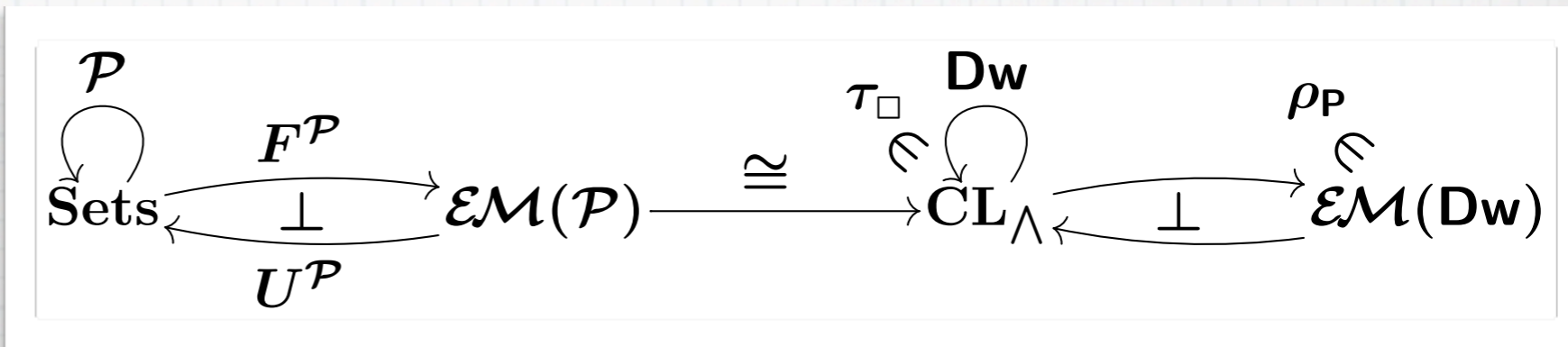
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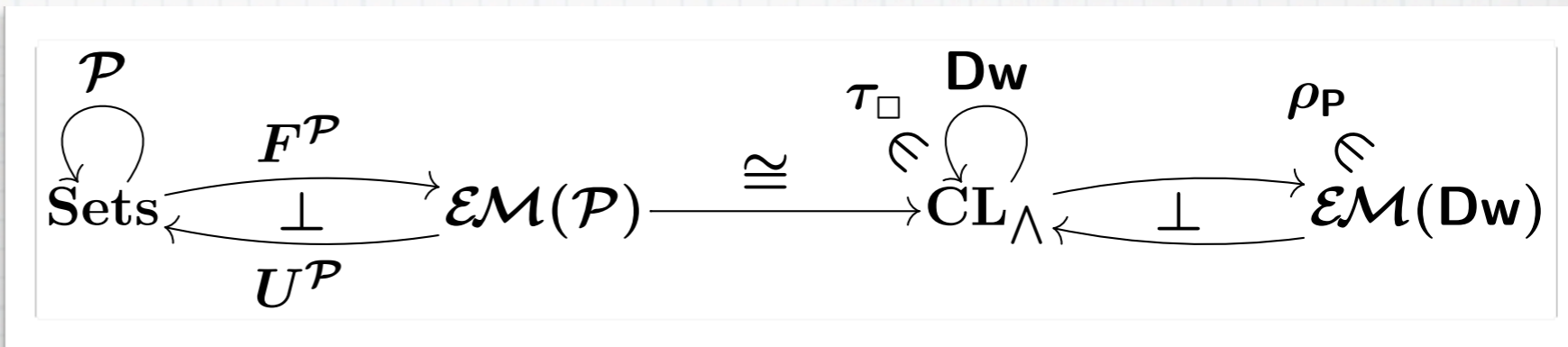


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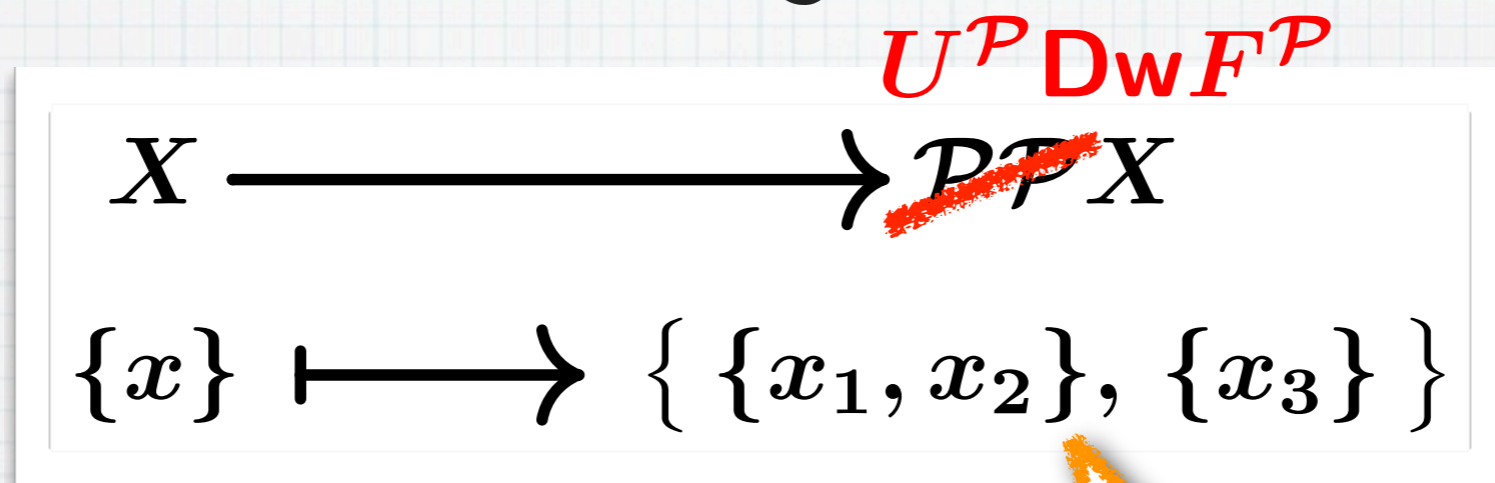
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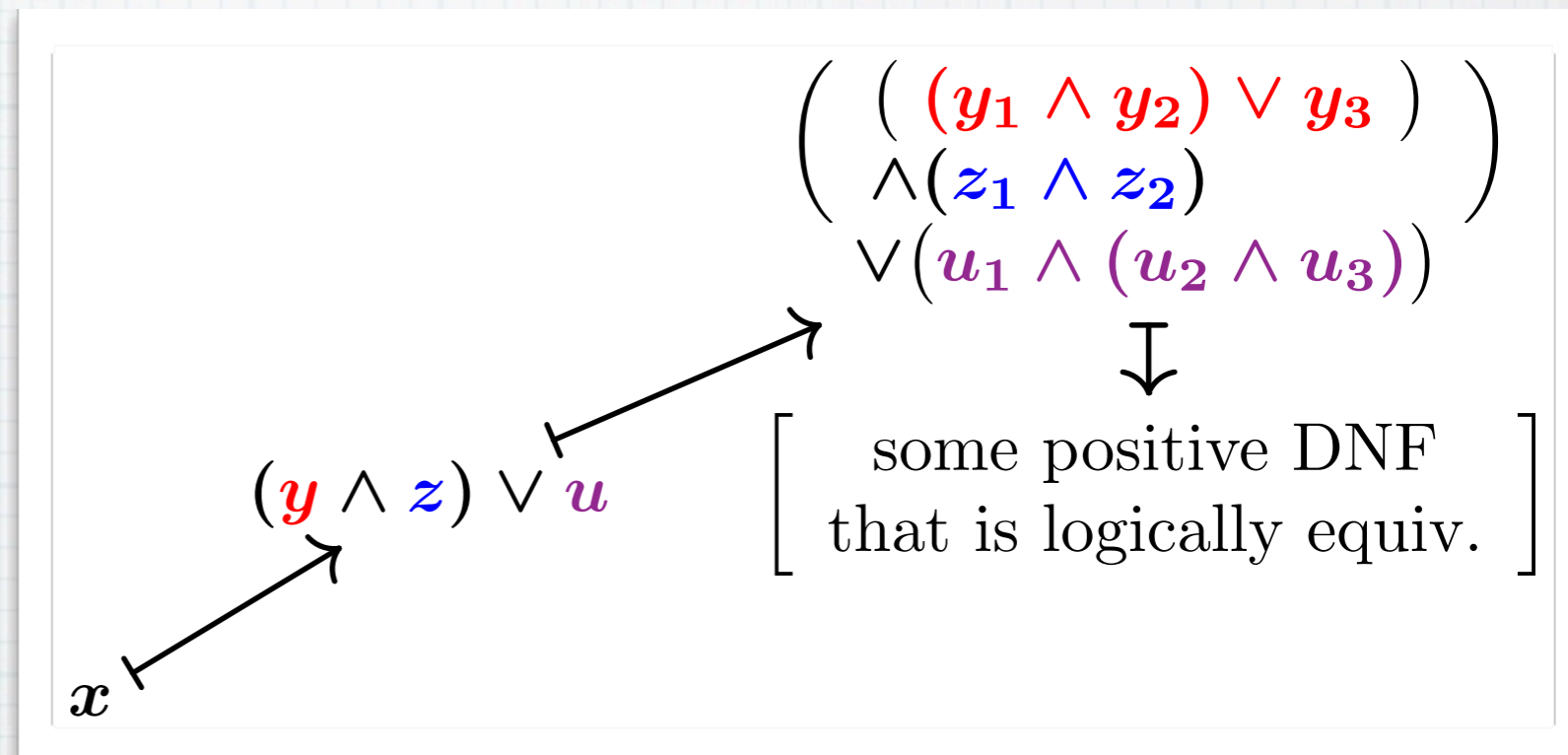
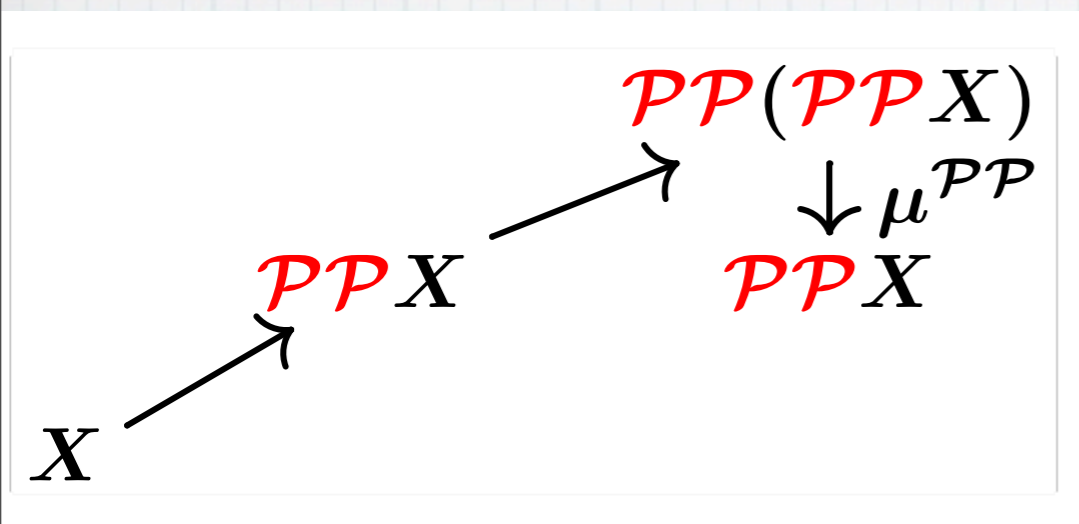
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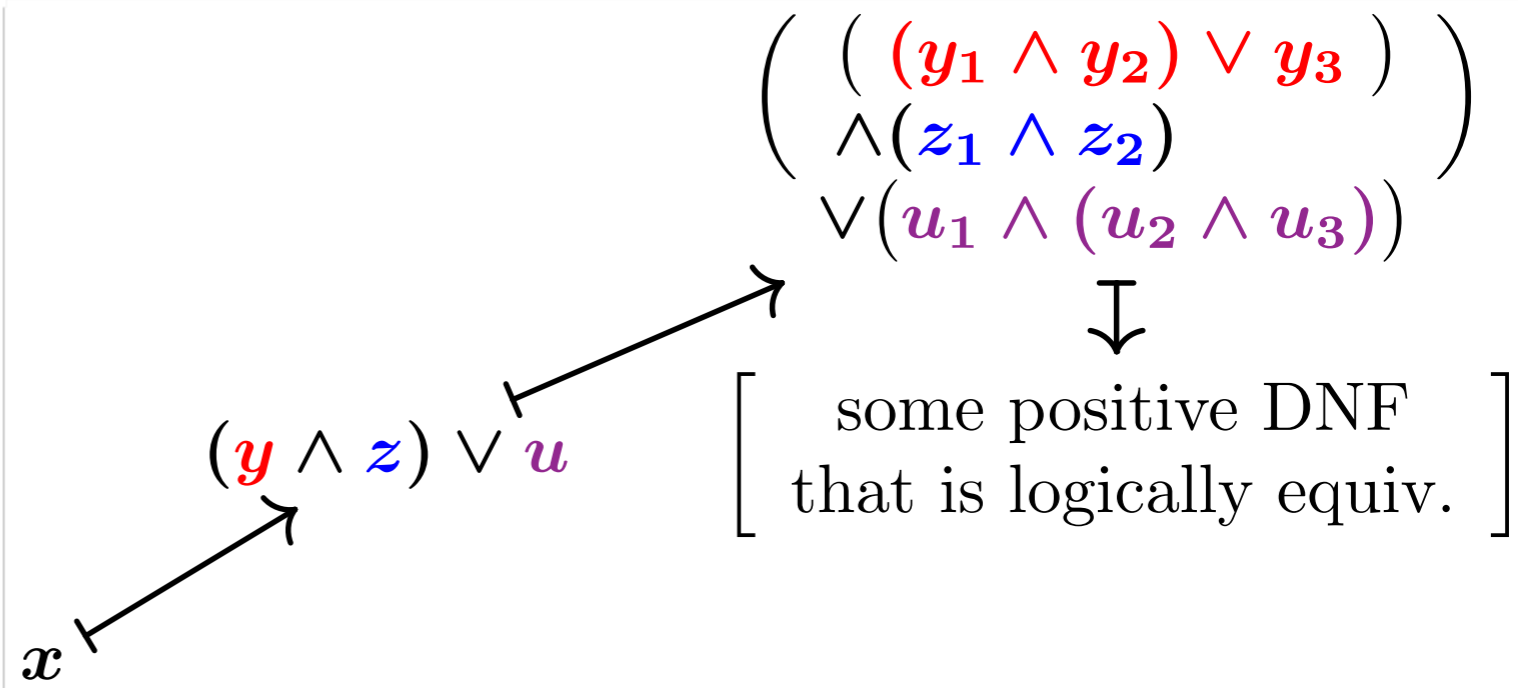
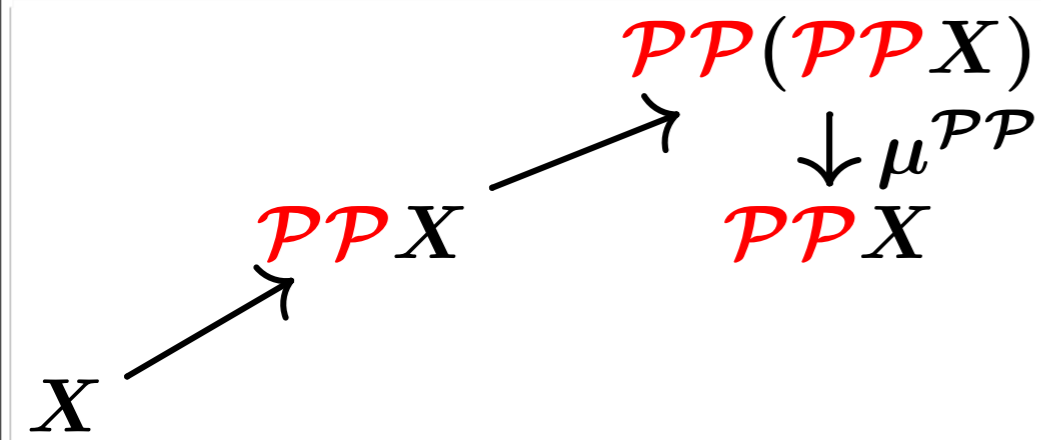
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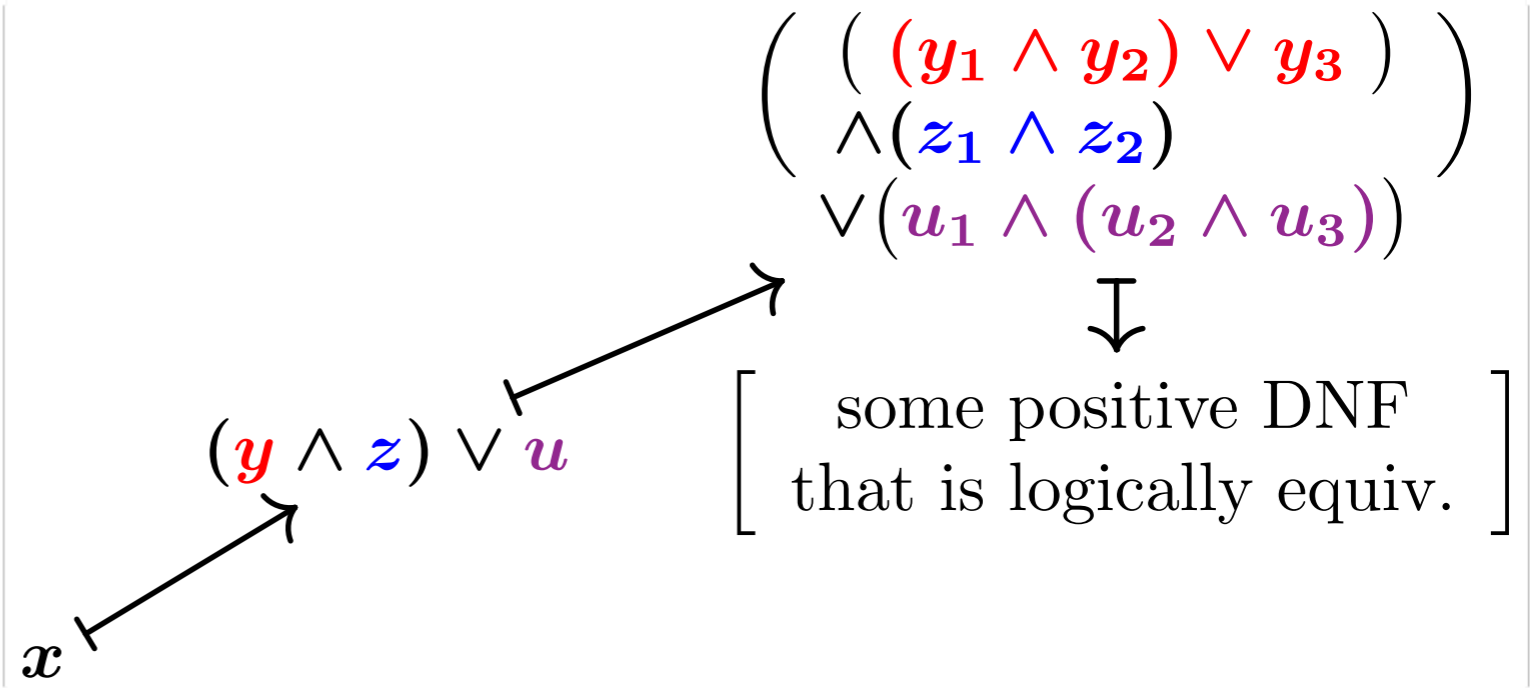
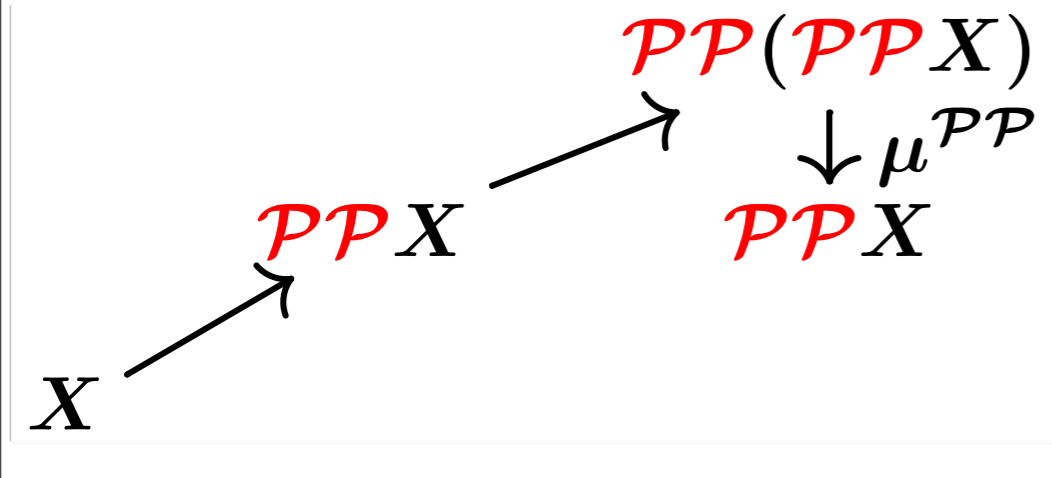
## \* Monad multiplication



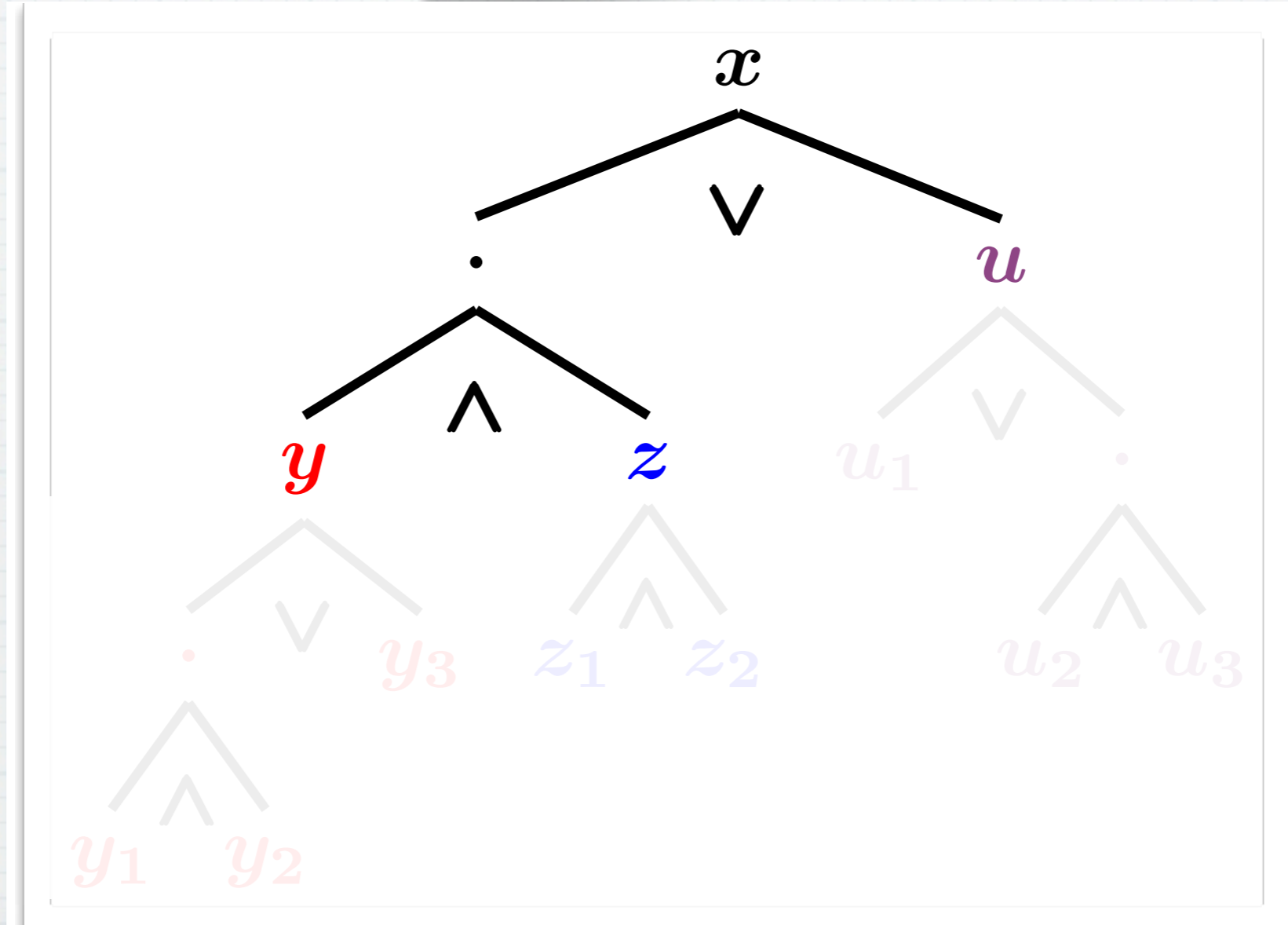




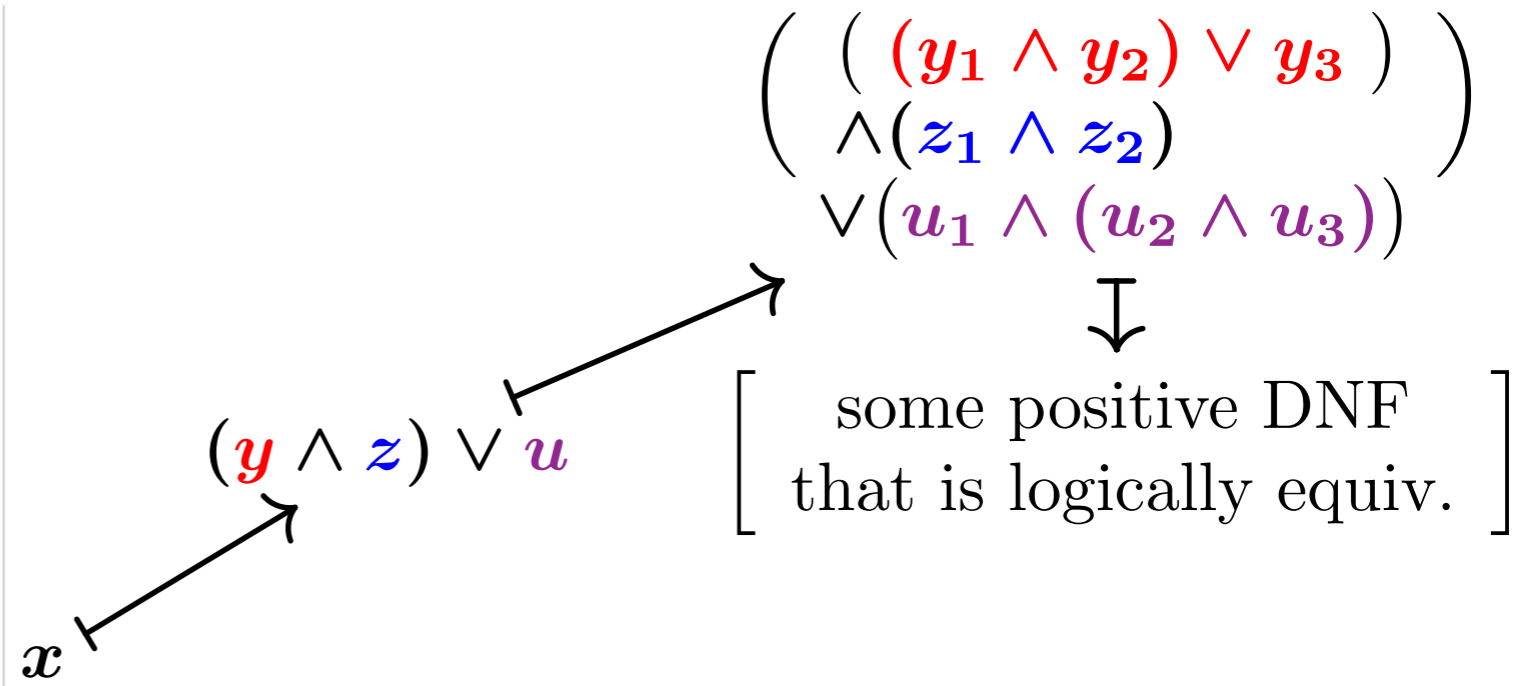
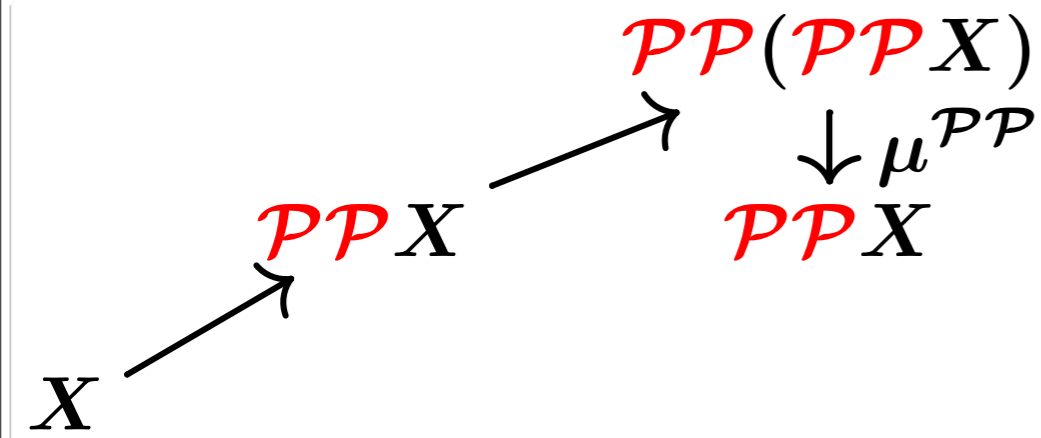
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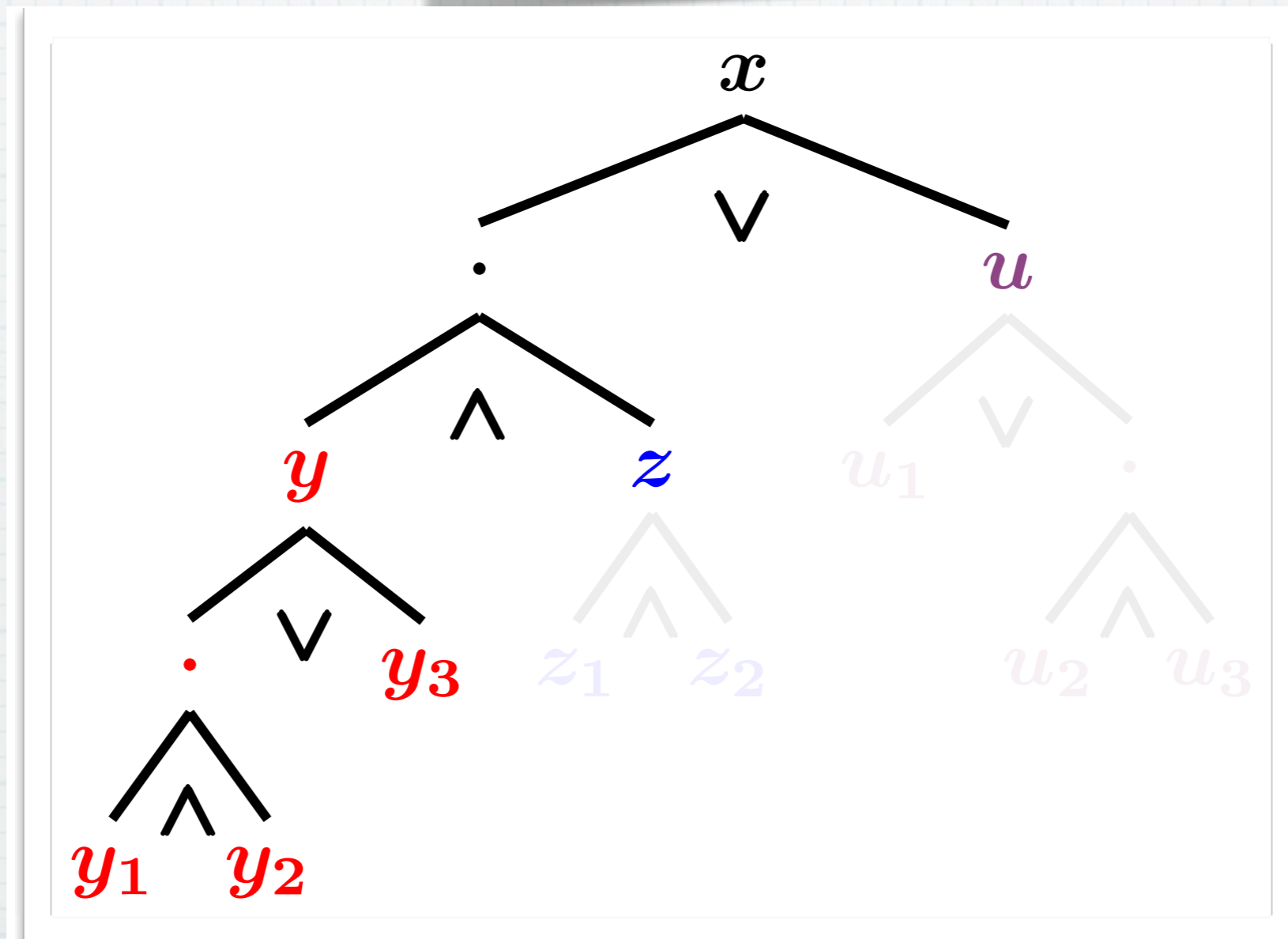
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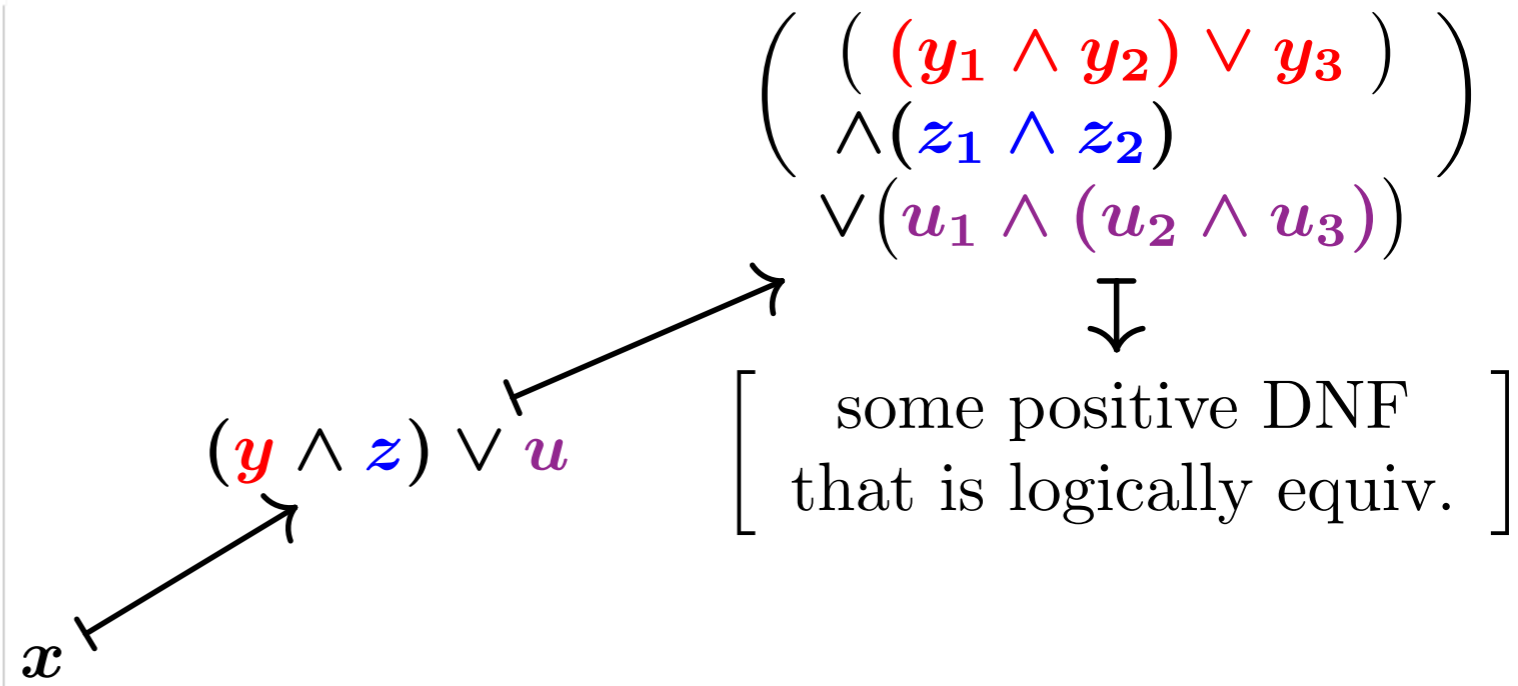
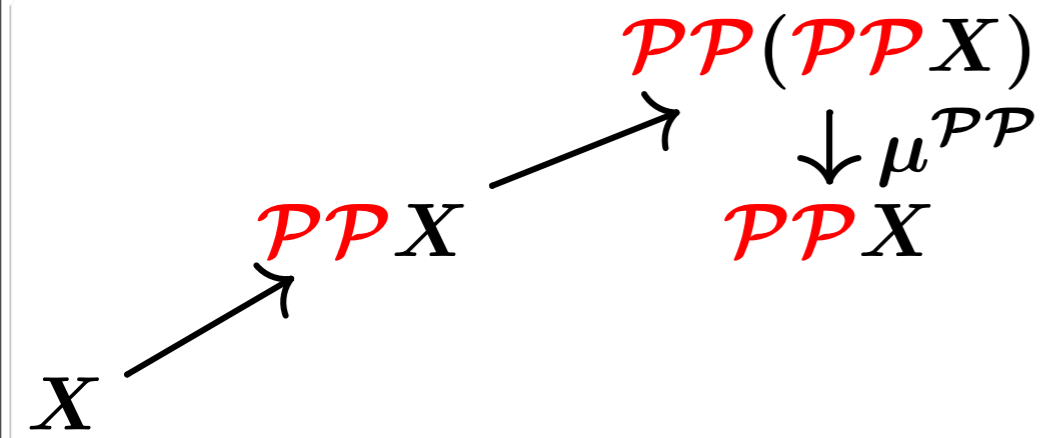




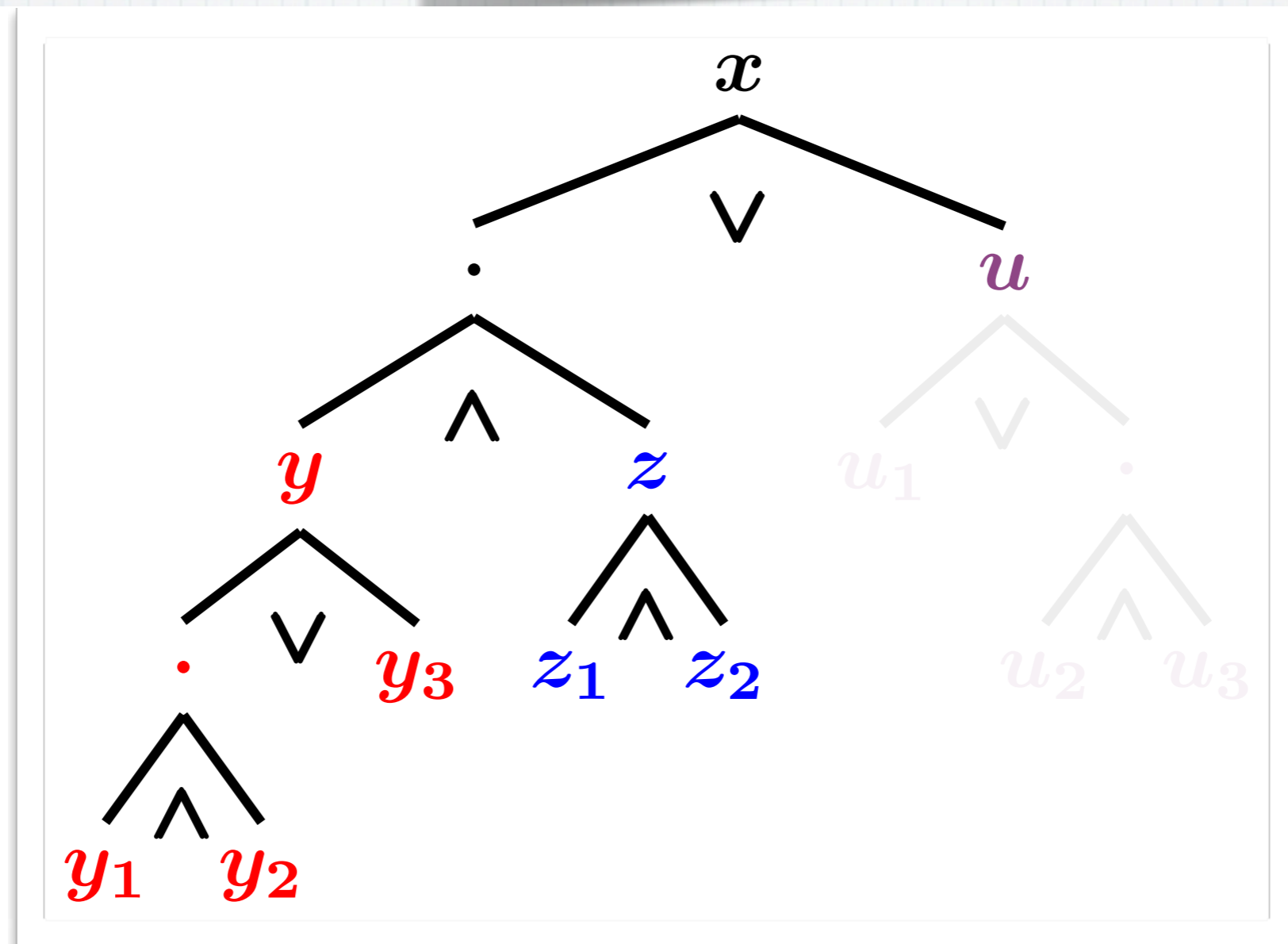


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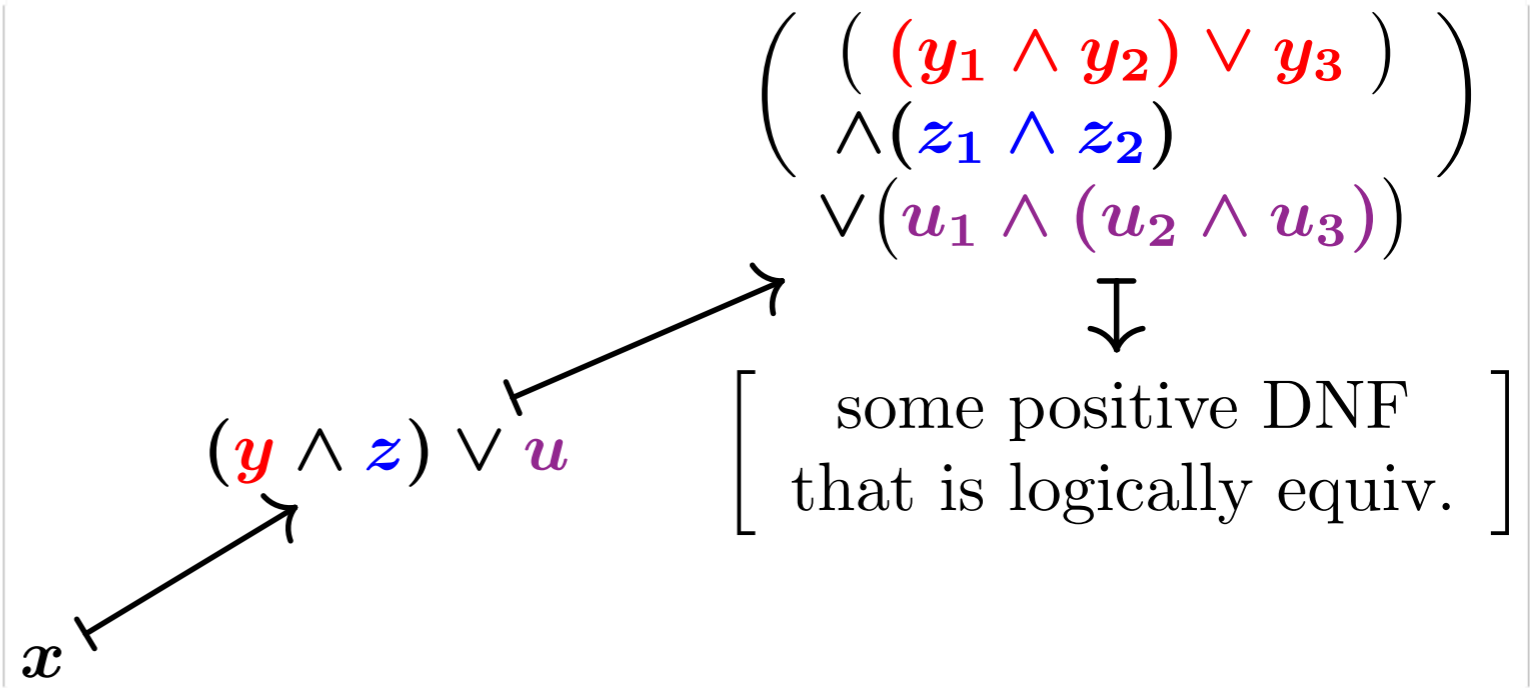
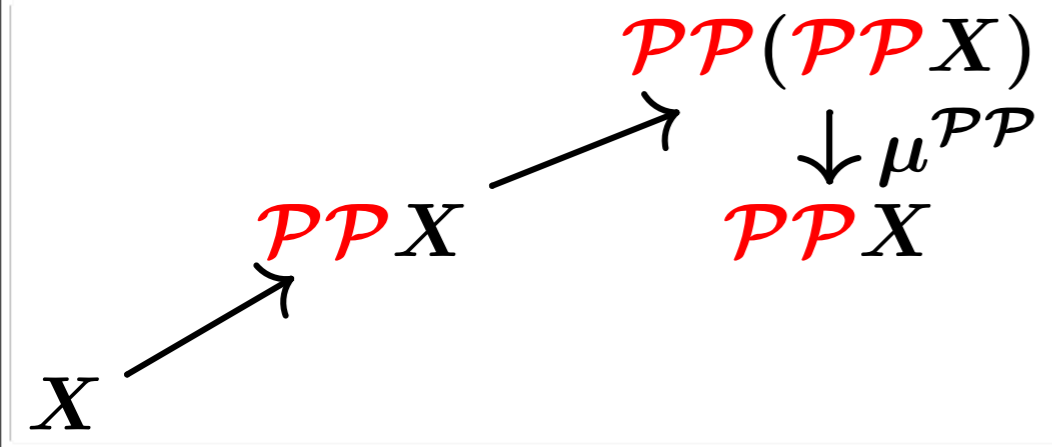




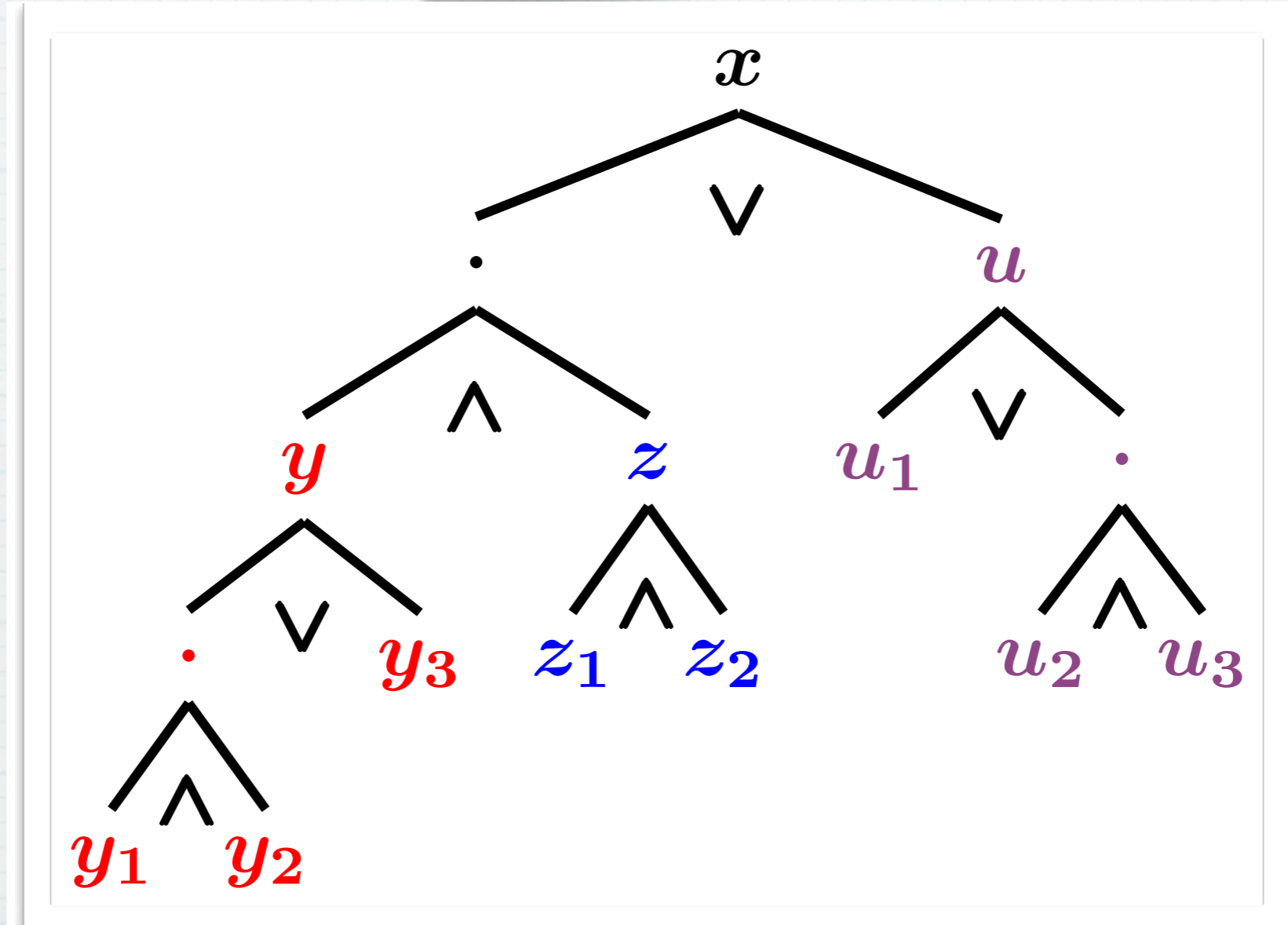
\* Monad multiplication





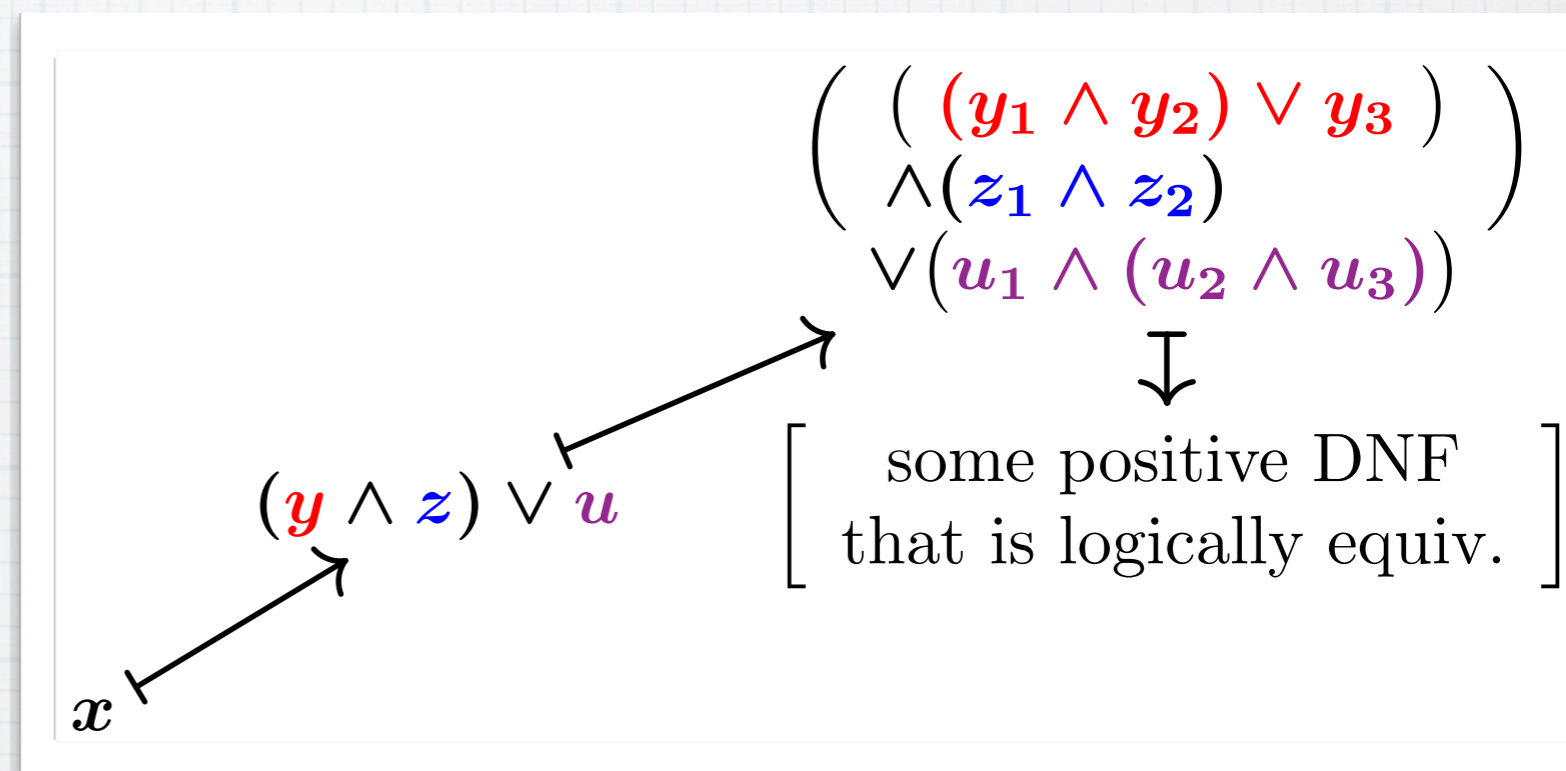
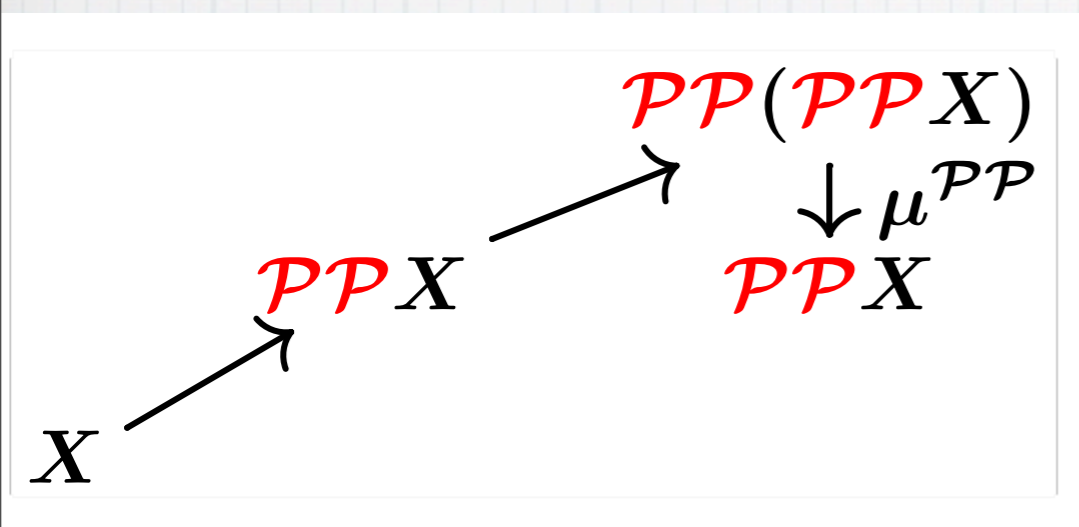


\* Monad multiplication



# Epilogue: Alternating Branching

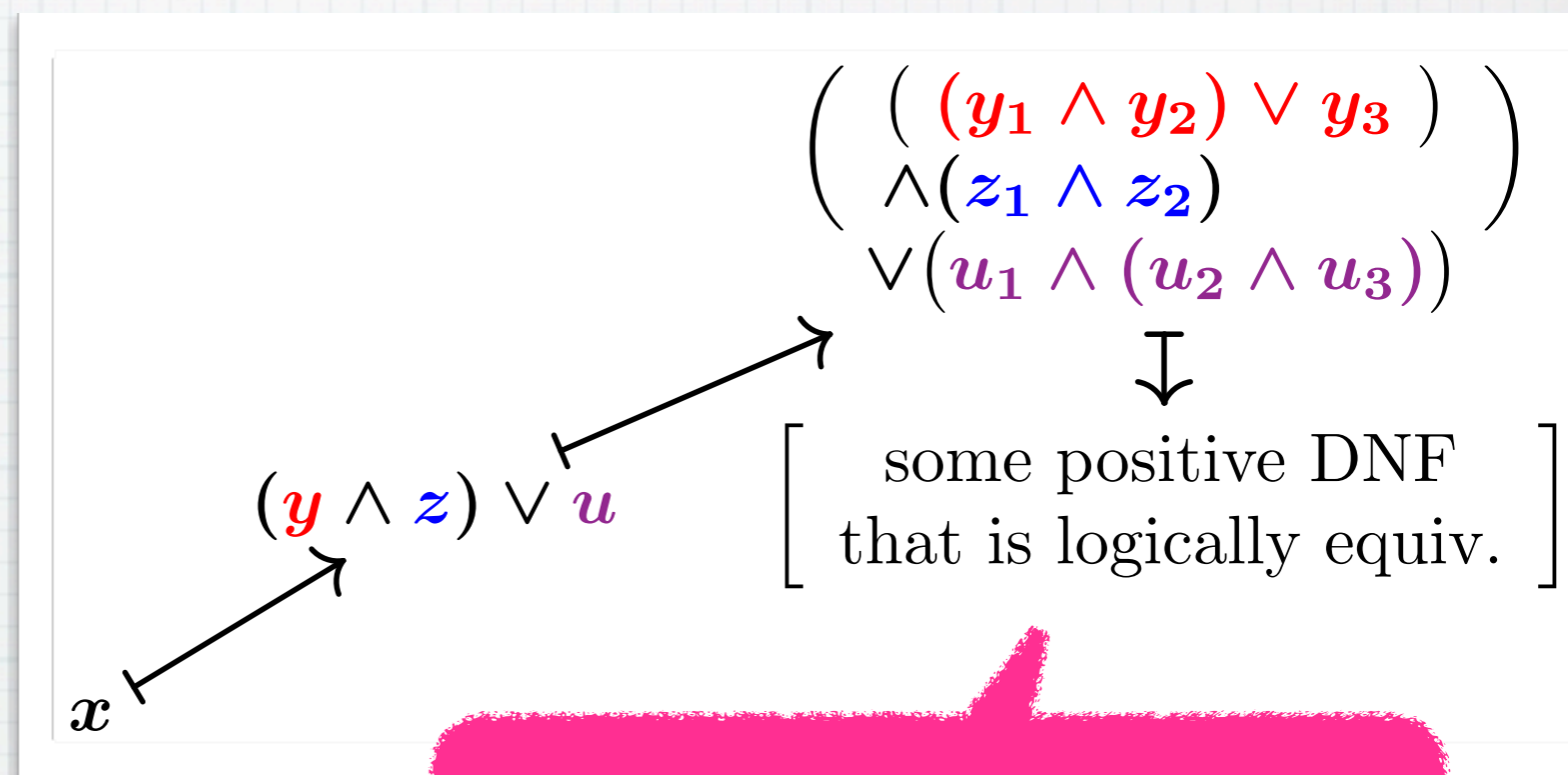
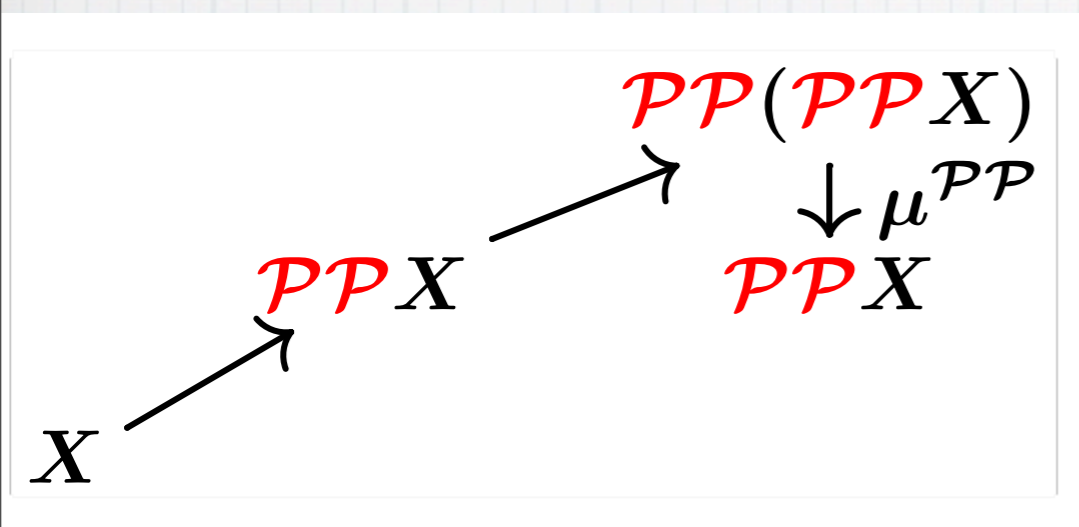
## \* Monad multiplication





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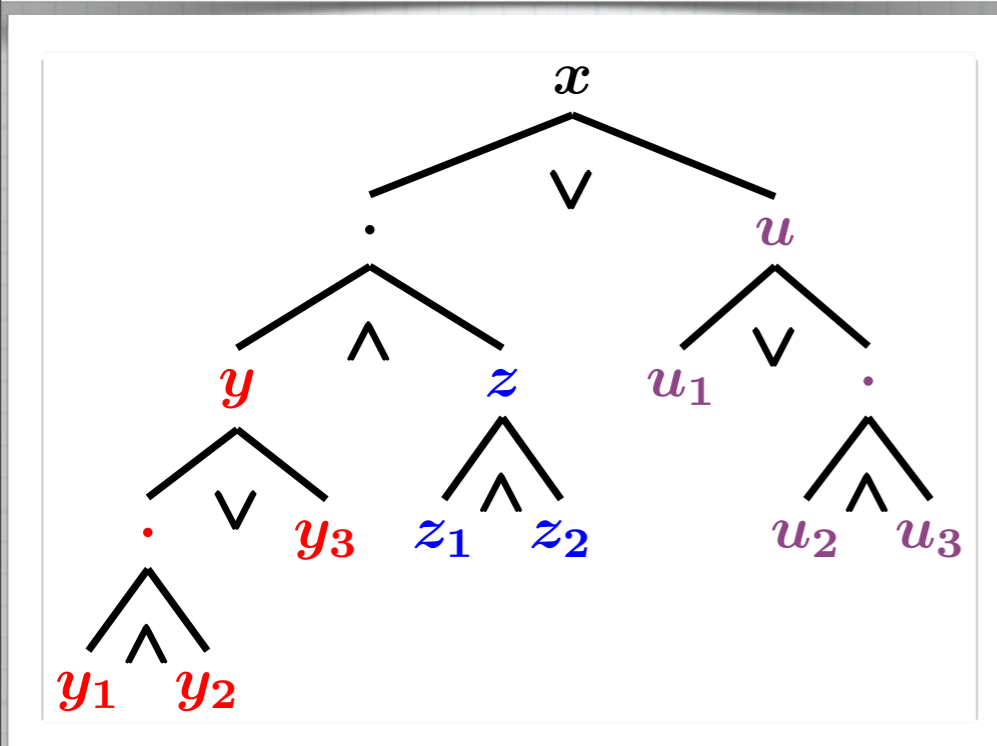
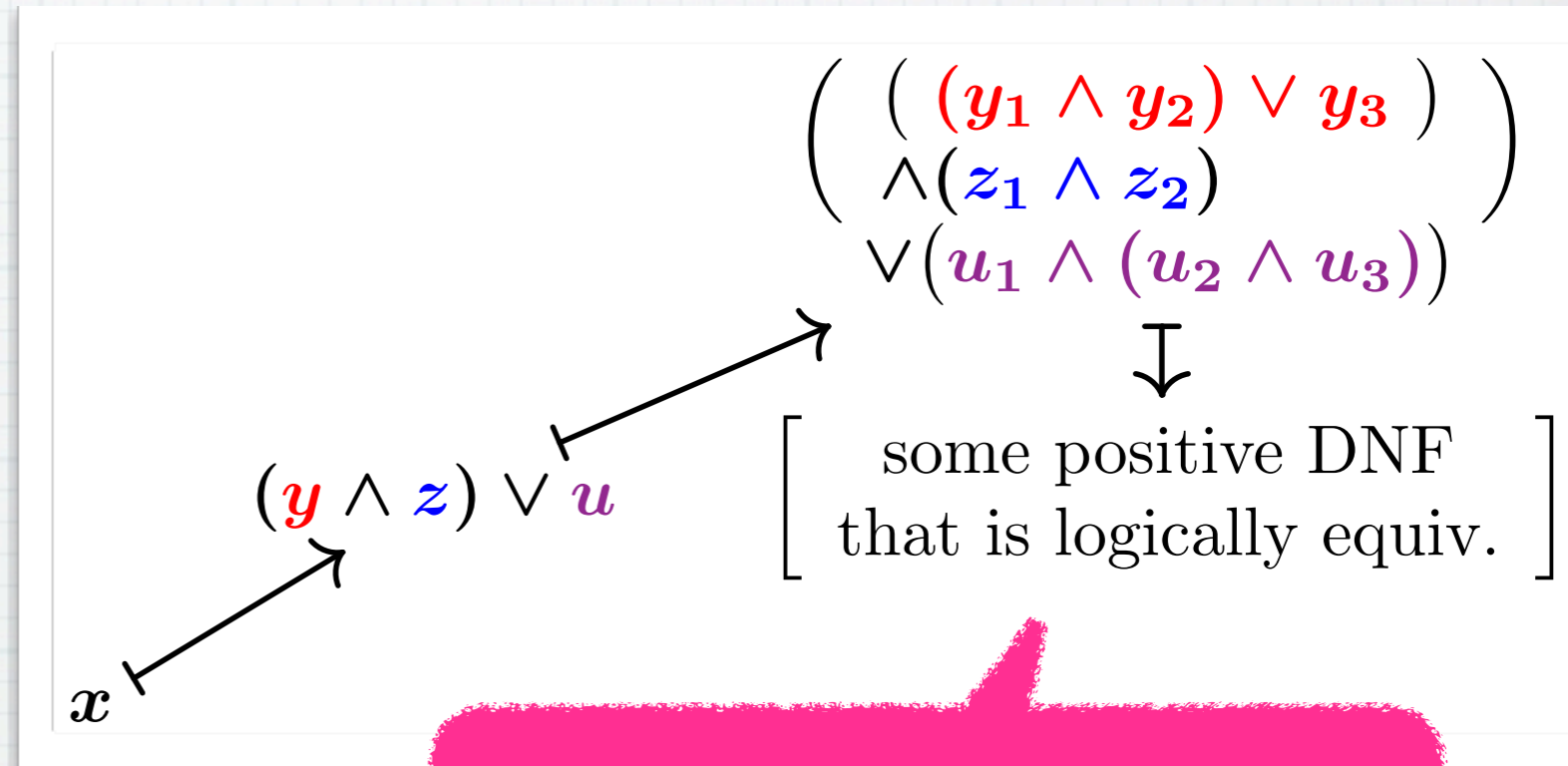
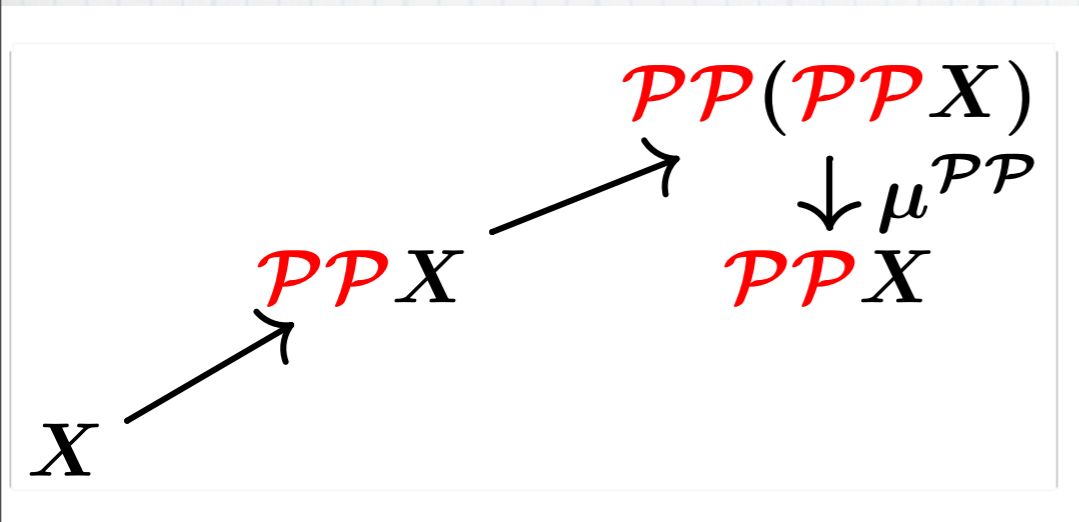
## \* Monad multiplication



**Q2. How?**

# Epilogue: Alternating Branching

## \* Monad multiplication



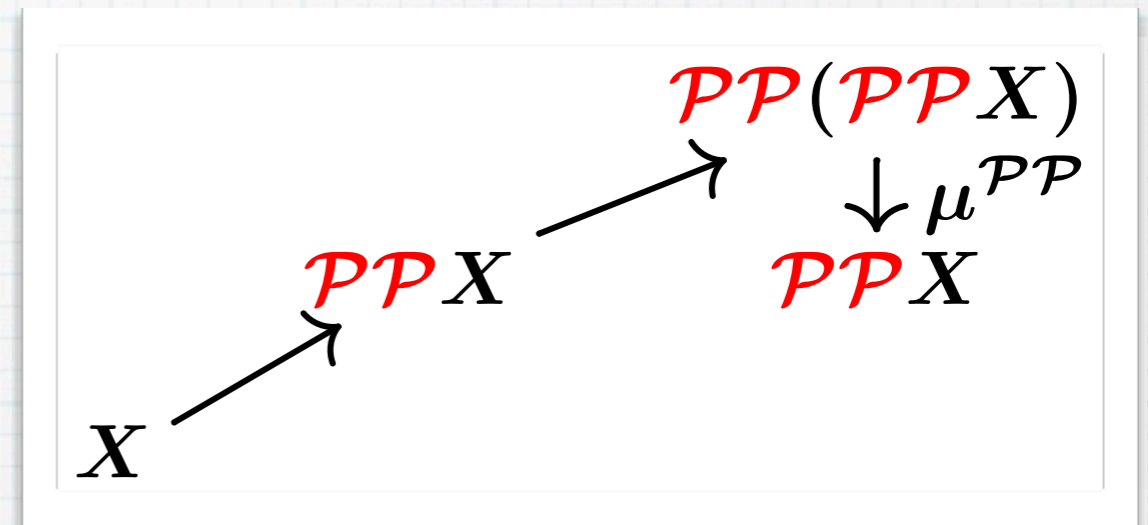
**Q2. How?**



# Epilogue: Alternating Branching

- \* Monad multiplication

- \* arises from



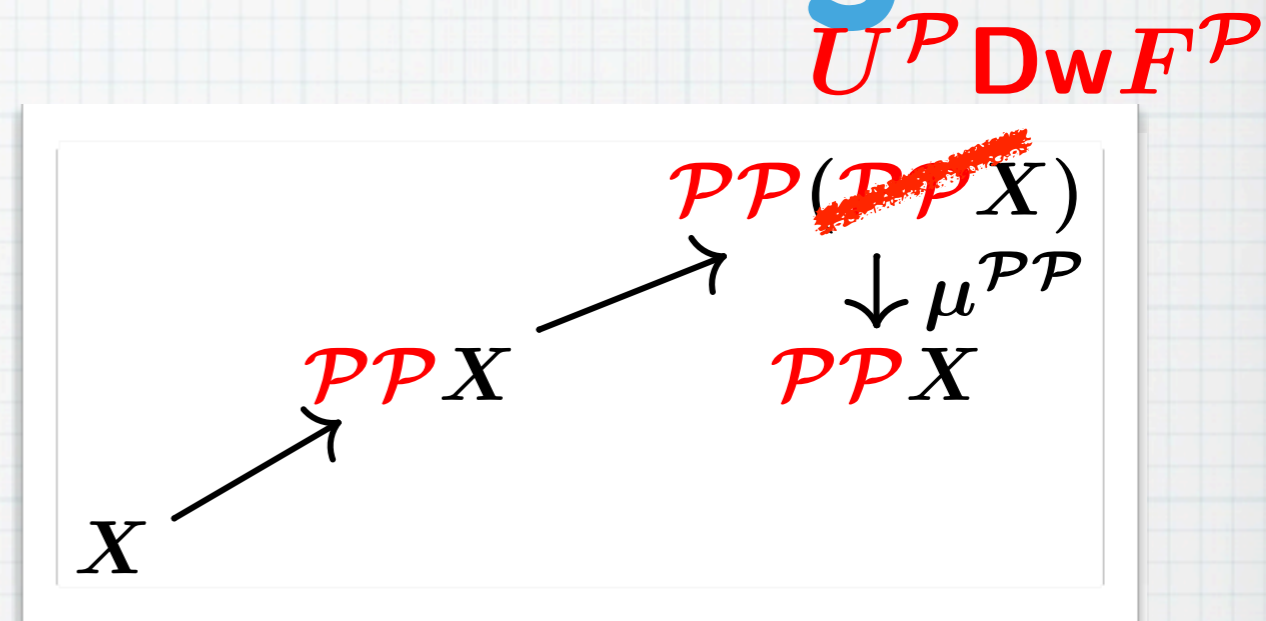
- \* Logical equivalence: from **functoriality/compositionality**

# Epilogue: Alternating Branching

- \* Monad multiplication

- \* arises from

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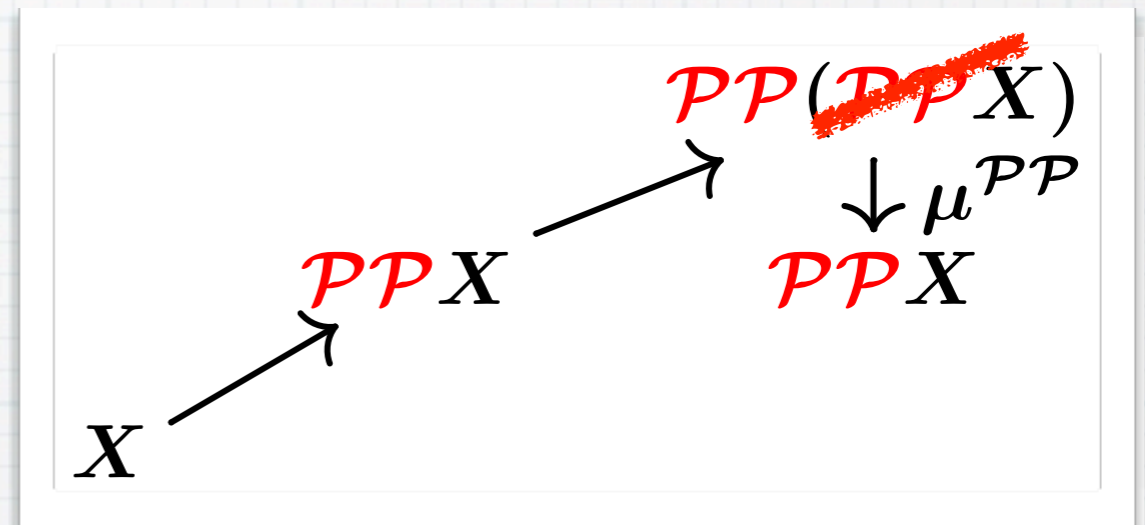




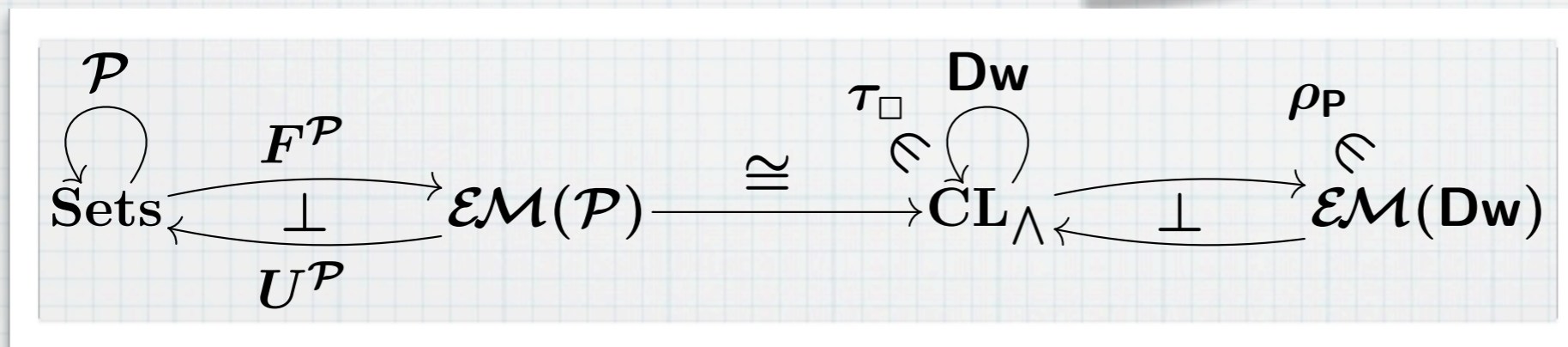
# Epilogue: Alternating Branching

\* Monad multiplication

$U^{\mathcal{P}} D_w F^{\mathcal{P}}$



\* arises from

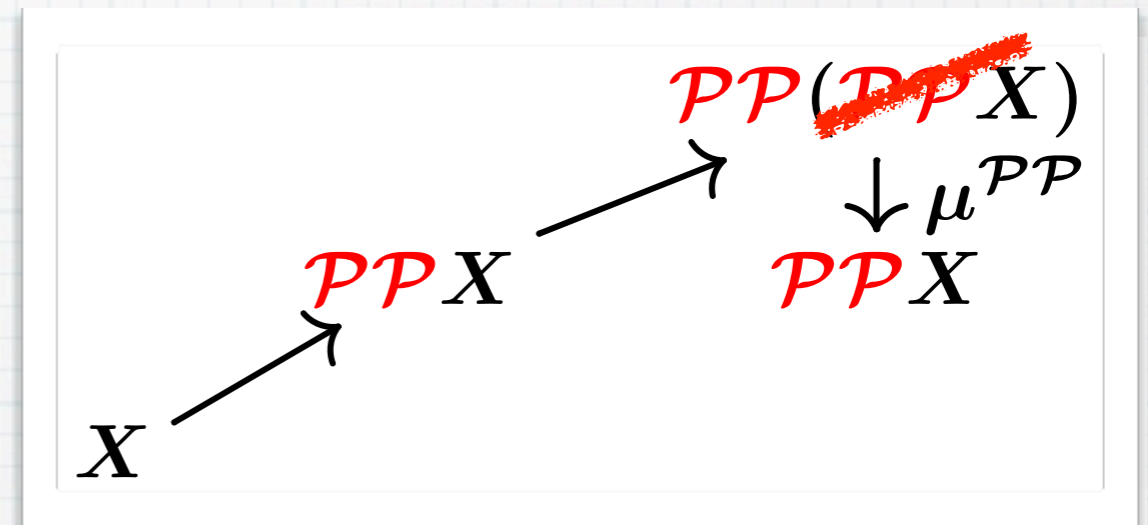




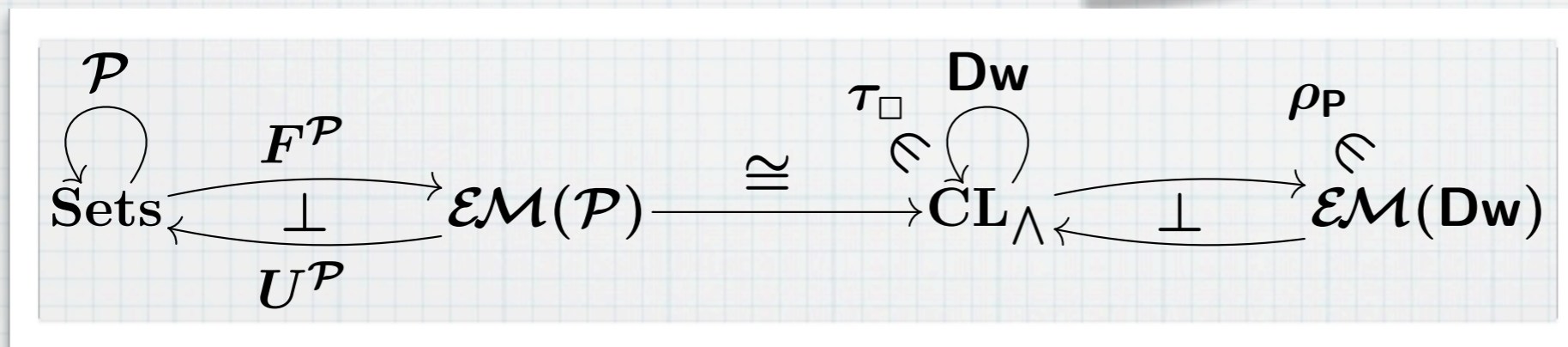
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\* arises from



\* Logical equivalence: from **functoriality/compositionality**

$$\mathbf{wp}(f, \mathbf{wp}(g, Q)) = \mathbf{wp}(g \circ f, Q)$$



# Special Thanks

Bart Jacobs

Kenta Cho

Kazuyuki Asada

Corina  
Cirstea

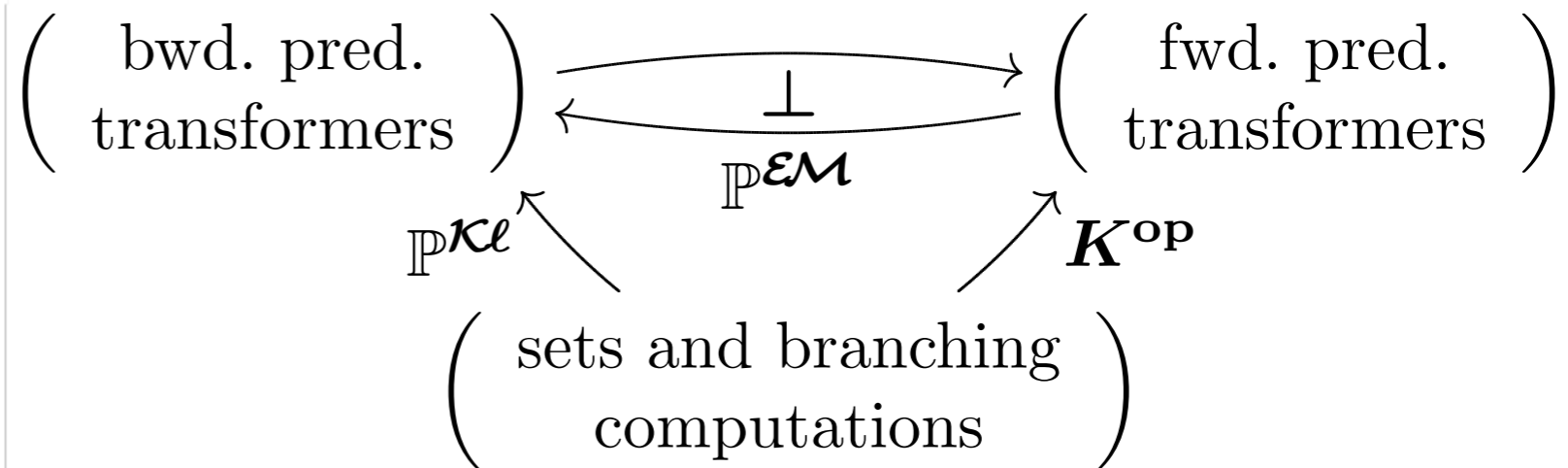
Tetsuri  
Moriya

Hasuo (Tokyo)



# Future Work

- \* Complete Bart's picture:
- \* Syntactic calculus
- \* "Healthiness" [Dijkstra]
- \* Game bisimulation [Kissig, Venema]
- \* Trace semantics & simulation
- \* LTL model checking [Cirstea, FoSSaCS'14]
- \* Higher-order extension
- \* Three (or more) players [Cirstea, CMCS'14]



Characterize those

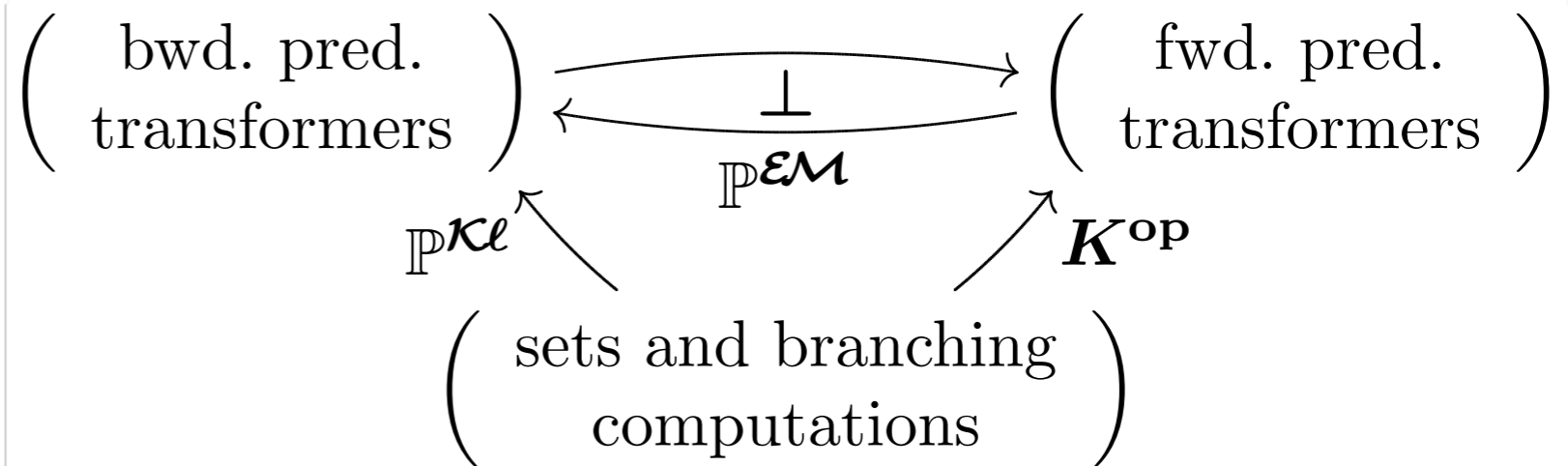
$$\mathbb{C}(Y, T\Omega) \rightarrow \mathbb{C}(X, T\Omega)$$

in the form of  $\mathbf{wp}(f)$



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**Thank you for your attention!**

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