

# Dialogical Strategies as Proof-search Strategies

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Joint works with Davide Catta

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What is a proof?

A proof is...

- A strategy to win an argumentation

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# Motivations



In **dialogical logic** proofs are **winning strategies** for a two-player turn-based game.

- **Proponent (P)** tries to construct a proof of a formula  $A$
- ...by answering to the **Opponent (O)** objections.

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- What is the exact relation between these games and derivations?
- Can we capture proof-search strategies as **P** and **O** behavior?
- What about game semantics [denotational semantics]?

# Intuitionistic Logic (minimal)

Formulas:

$$A, B ::= a \mid A \rightarrow B$$

Sequent calculus  $\text{LJ}^{\rightarrow}$ :

$$\text{ax} \frac{}{\Gamma, a \vdash a} \quad \rightarrow_R \frac{\Gamma, A \vdash B}{\Gamma \vdash A \rightarrow B} \quad \rightarrow_L \frac{\Gamma, A \rightarrow B \vdash A \quad \Gamma, A \rightarrow B, B \vdash C}{\Gamma, A \rightarrow B \vdash C}$$

### Proposition

$A_1, \dots, A_n \vdash C$  is derivable in  $\text{LJ}^{\rightarrow}$  iff  $A_1 \rightarrow (\dots \rightarrow (A_n \rightarrow C) \dots)$  is valid.

A lot of non-determinism in proof search!  
 [even in in LJ $\rightarrow$ ]

$$\begin{array}{c}
 \text{ax} \frac{}{\Gamma_1, a \vdash a} \quad \text{ax} \frac{}{\Gamma_2, b \vdash b} \quad \text{ax} \frac{}{\Gamma_3, c \vdash c} \\
 \rightarrow_L \frac{}{a \rightarrow b, b \rightarrow c, b \vdash c} \\
 \rightarrow_L \frac{}{a \rightarrow b, b \rightarrow c, a \vdash c} \\
 3x \rightarrow_R \frac{}{\vdash (a \rightarrow b) \rightarrow ((b \rightarrow c) \rightarrow (a \rightarrow c))}
 \end{array}$$

$$\begin{array}{c}
 \text{ax} \frac{}{\Delta_1, a \vdash a} \quad \text{ax} \frac{}{\Delta_2, b \vdash b} \\
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# Dialogical Logic

**Move:**       $\underbrace{\langle ?, \alpha \rangle}_{\text{Attack}}$        $\underbrace{\langle !, F \rangle}_{\text{Defense}}$       with  $\alpha \in \mathcal{F} \cup \{\bullet\}$  and  $F \in \mathcal{F}$

**Play:** sequence  $\rho := \rho_1, \dots, \rho_n$  of moves  
 [each  $\rho_{2k}$  is a **P**-move, each  $\rho_{2k+1}$  is an **O**-move]

**Justification:** map  $\phi$  such that  $\phi(\rho_i) = \rho_j$  with  $j < i$ :

- $\rho_i = \langle ?, \bullet \rangle$  and  $\phi(\rho_i) = \langle \star, a \rangle$ ;
- $\rho_i = \langle ?, A \rangle$  and  $\phi(\rho_i) = \langle \star, A \rightarrow B \rangle$ ;
- $\rho_i = \langle !, a \rangle$  and  $\phi(\rho_i) = \langle ?, \bullet \rangle$ ;
- $\rho_i = \langle !, B \rangle$  and  $\phi(\rho_i) = \langle ?, A \rangle$ ;

## Dialogical Play = play + justification s.t.

- $\rho_1 = \langle !, A \rangle$ ;
- $\rho_{2k}$  is justified by  $\rho_{2k-1}$ ;
- $\rho_{2k+1} = \langle !, B \rangle$  is justified by the latest unanswered **O**-attack;
- if  $\rho_i = \langle ?, \bullet \rangle$ , then  $i = 2k$  and  $\rho_{i-1} = \langle ?, a \rangle$ ;
- if  $\rho_{2k} = \langle !, a \rangle$ , then  $\rho_{2j+1} = \langle \star, a \rangle$  for a  $j < k$ .

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**P** :  $\langle !, a \rightarrow (b \rightarrow a) \rangle$

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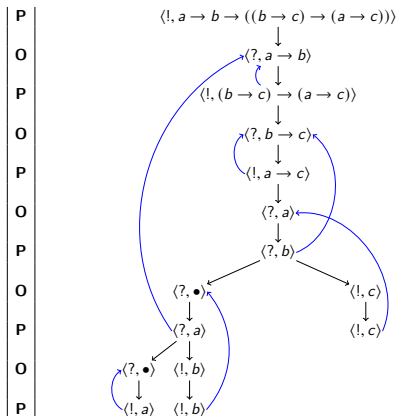
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$\mathbf{P} : \langle !, a \rightarrow (b \rightarrow a) \rangle$ $\mathbf{O} : \langle ?, a \rangle$ $\mathbf{P} : \langle !, b \rightarrow a \rangle$ $\mathbf{O} : \langle ?, b \rangle$ $\mathbf{P} : \langle !, a \rangle$	$\rho_i = \langle ?, \bullet \rangle \implies \phi(\rho_i) = \langle \star, a \rangle$ ; $\rho_i = \langle ?, A \rangle \implies \phi(\rho_i) = \langle \star, A \rightarrow B \rangle$ ; $\rho_i = \langle !, a \rangle \implies \phi(\rho_i) = \langle ?, \bullet \rangle$ ; $\rho_i = \langle !, B \rangle \implies \phi(\rho_i) = \langle ?, A \rangle$ .
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**Winning condition for P:**  $\rho$  is finite with last (**P**-)move  $\rho_{2k+1} = \langle !, a \rangle$ .

## Winning Strategy for P: finite tree such that

- each branch is a play for  $A \in \mathcal{F}$  won by **P**;
- each **O**-move has exactly one child;
- each **P**-move has a children for each possible continuation.



(1)

Theorem (Felscher (1985), Herbelin (1995), Fermüller (2003))

*There is a winning strategy for  $F$  iff  $F$  is valid.*

$$\frac{\frac{\text{ax} \frac{}{\vdash a, b \vdash a}}{\rightarrow_R \frac{}{\vdash a \vdash b \rightarrow a}}}{\rightarrow_R \frac{}{\vdash a \rightarrow (b \rightarrow a)}}$$

$\leftrightarrow$

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## Special Strategies

### Lorenzen-Felscher:

In each play, if  $\langle \star, a \rangle$  is a **P**-move, then there is a previous **O**-move  $\langle \star, a \rangle$ ;

### Stubborn:

In each play

- if  $\rho \sqsupseteq \rho' \cdot \langle !, A \rightarrow B \rangle^{\mathbf{O}}$ , then  $\rho \sqsupseteq \rho' \cdot \langle !, A \rightarrow B \rangle^{\mathbf{O}} \cdot \langle ?, A \rangle^{\mathbf{P}}$  ;
- if  $\rho \sqsupseteq \rho' \cdot \langle !, a \rangle^{\mathbf{O}}$ , then  $\rho \sqsupseteq \rho_1 \cdots \rho_{2j+1} \cdots \rho_{2k+1} \cdot \langle !, a \rangle^{\mathbf{O}} \cdot \langle ?, a \rangle^{\mathbf{P}}$  ;

## Correspondence between strategies and derivations

- **Strategic derivation:**

$$\rightarrow_L \frac{\pi_1 \parallel \Gamma' \vdash A \rightarrow B \quad \pi_2 \parallel \Gamma', C \vdash D}{\Gamma, (A \rightarrow B) \rightarrow C \vdash D} \Rightarrow \rightarrow_R \frac{\pi'_1 \parallel \Gamma', A \vdash B \quad \pi_2 \parallel \Gamma', C \vdash D}{\Gamma, (A \rightarrow B) \rightarrow C \vdash D}$$

- **LF-derivation:**

$$\rightarrow_L \frac{\pi_1 \parallel \Gamma' \vdash A \quad \pi_2 \parallel \Gamma', B \vdash C}{\Gamma, A \rightarrow B \vdash C} \Rightarrow \rightarrow_R \frac{\vdots \quad \pi_2 \parallel \Gamma', B \vdash C}{\Gamma, A \rightarrow B \vdash C} \quad \text{or} \quad \rightarrow_L \frac{\text{ax} \frac{}{\Gamma' \vdash a} \quad \pi_2 \parallel \Gamma', B \vdash C}{\Gamma, a \rightarrow B \vdash C}$$

- **ST-derivation:**

$$\rightarrow_L \frac{\pi_1 \parallel \Gamma' \vdash A \quad \pi_2 \parallel \Gamma', B \vdash C}{\Gamma, A \rightarrow B \vdash C} \Rightarrow \rightarrow_L \frac{\pi_1 \parallel \Gamma' \vdash A \quad \rightarrow_L \frac{\vdots}{\Gamma', B \vdash C}}{\Gamma, A \rightarrow B \vdash C} \quad \text{or} \quad \rightarrow_L \frac{\pi_1 \parallel \Gamma' \vdash A \quad \text{ax} \frac{}{\Gamma', b \vdash b}}{\Gamma, A \rightarrow b \vdash C}$$

## Example

$$\begin{array}{c} \text{ax} \frac{}{\Gamma, b \vdash b} \quad \text{ax} \frac{}{\Gamma, c \vdash c} \\ \rightarrow_L \frac{\Gamma, a \vdash a \quad a \rightarrow b, b \rightarrow c, b \vdash c}{a \rightarrow b, b \rightarrow c, a \vdash c} \\ \text{3x} \rightarrow_R \frac{}{\vdash (a \rightarrow b) \rightarrow ((b \rightarrow c) \rightarrow (a \rightarrow c))} \end{array}$$

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## Theorem

*There are bijections between:*

- *Strategic derivations of  $A$  and winning strategies for  $A$ ;*
- *LF-derivations of  $A$  and Lorenzen-Felscher winning strategies for  $A$ ;*
- *ST-derivations of  $A$  and Stubborn winning strategies for  $A$ .*

## Theorem

*Strategic derivations, LF-derivations and ST-derivations are sound and complete for intuitionistic logic.*

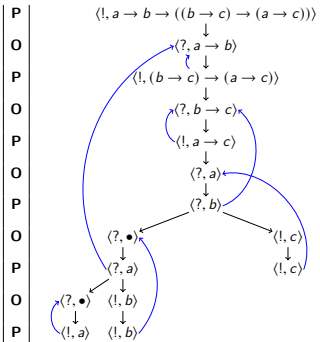
## Theorem

*There is a one-to-one correspondence between Stubborn winning strategies and Hyland-Ong winning innocent strategies.*

Dialogical Logic	Games on Hyland-Ong arenas
a play $\sigma_1, \sigma_2, \dots$ starts $i = 1$ odd	a play $\tau_0, \tau_1, \dots$ starts $i = 0$ even
a play starts with a <b>P</b> -move	a play starts with a <b>O</b> -move
a move is a subformula of $F$ plus a polarity	a move corresponds to an atom in $F$

## Corollary

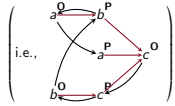
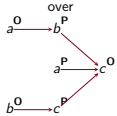
*There is a one-to-one correspondence between Stubborn winning strategies and  $\lambda$ -terms in  $\eta\beta$ -normal form.*



$$\frac{\frac{\frac{\text{ax } \overline{\Gamma, a \vdash a} \quad \text{ax } \overline{\Gamma, b \vdash b}}{\rightarrow_L \overline{a \rightarrow b, b \rightarrow c, b \vdash c}} \quad \text{ax } \overline{\Gamma, c \vdash c}}{\rightarrow_L \overline{a \rightarrow b, b \rightarrow c, a \vdash c}}}{3x \rightarrow_R \overline{\vdash (a \rightarrow b) \rightarrow ((b \rightarrow c) \rightarrow (a \rightarrow c))}}$$

$\lambda x.\lambda y.\lambda z.yxz$

$\Sigma = \{c^O c^P b^O b^P a^O a^P\}$



## Conclusion and Future Works

## Main results:

- Correspondence between dialogical games and sequent calculi  
[between restriction on plays and proof search strategy]
- Correspondence between dialogical games and game semantics  
[between Lorenzen & Lorenzen games and Hyland-Ong games]

## Future Works:

- Extensions to the full propositional intuitionistic logic
- What about other logics? (modal, first-order, etc. . . )
- What about games with loops?

