

Ineffective Theorems and Higher-order Games

Paulo Oliva

Queen Mary University of London

(based on joint work with M. Escardó and T. Powell)

Oberwolfach, 7 November 2017

Plan

- Functional interpretation
- Game interpretation of functional interpretation
- Examples
 - ♦ Logic: *Drinker's paradox*
 - ♦ Arithmetic: *Infinite PHP*
 - ♦ Analysis: *Countable choice*

Drinker's Paradox

$$\exists x^X (\phi(x) \rightarrow \forall y^X \phi(y))$$

$$\exists \varepsilon^{(X \rightarrow X) \rightarrow X} \forall p^{X \rightarrow X} (\phi(\varepsilon p) \rightarrow \phi(p(\varepsilon p)))$$

$$\varepsilon(p) = \left\{ \begin{array}{ll} a & \text{if } \phi(pa) \\ pa & \text{if } \neg\phi(pa) \end{array} \right\}$$

Drinker's Paradox

$$\exists x^X (\phi(x) \rightarrow \forall y^X \phi(y))$$

$$\exists \varepsilon^{(X \rightarrow X) \rightarrow X} \forall p^{X \rightarrow X} (\phi(\varepsilon p) \rightarrow \phi(p(\varepsilon p)))$$

$$\varepsilon(p) = \left\{ \begin{array}{ll} a & \text{if } \phi(pa) \\ pa & \text{if } \neg\phi(pa) \end{array} \right\}$$

Infinite PHP

$$\forall n \forall c^{\mathbb{N} \rightarrow n} \exists i < n \forall j \exists k (k \geq j \wedge c(k) = i)$$

$$\forall n \forall c^{\mathbb{N} \rightarrow n} \forall \varepsilon \exists i < n \exists p (p(\varepsilon_i p) \geq \varepsilon_i p \wedge c(p(\varepsilon_i p)) = i)$$

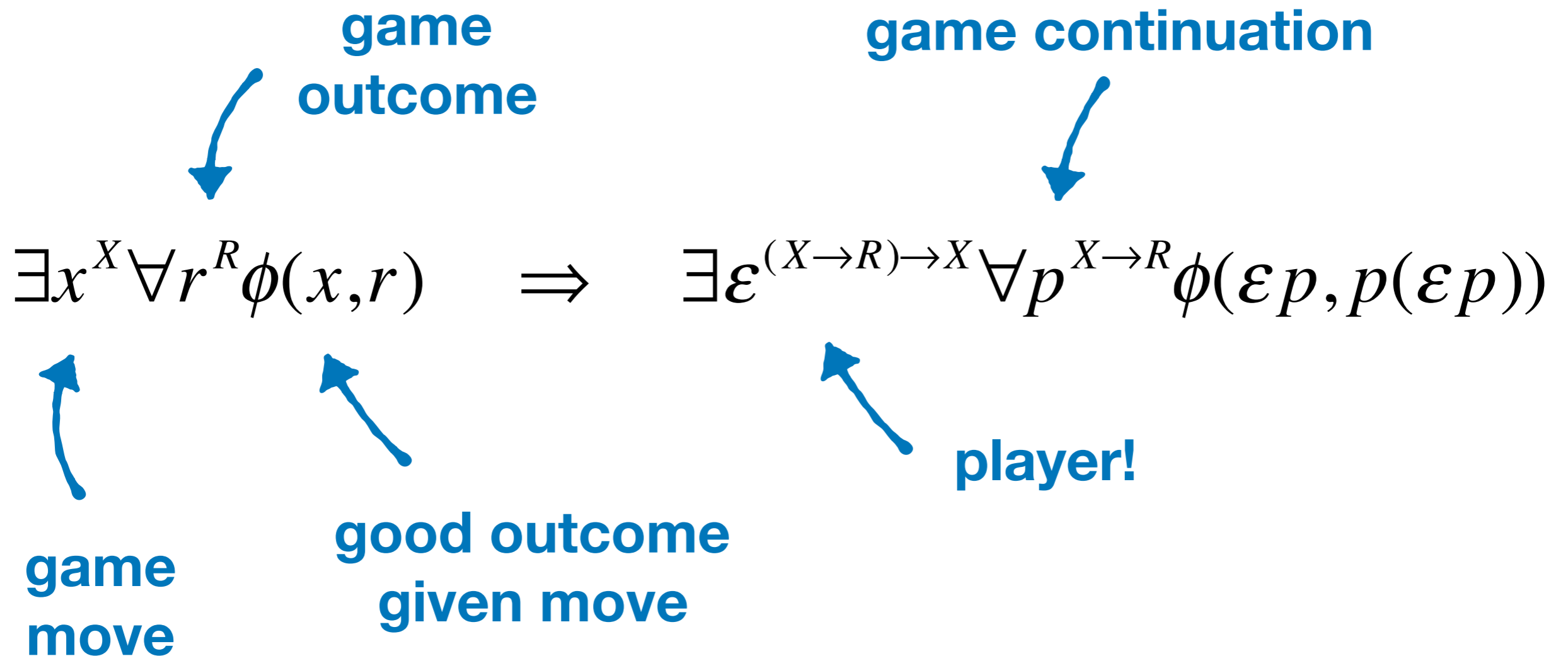
we can produce witness i and p for this

but can we make sense of it?!?!

The Interpretation

$$\exists x^X \forall r^R \phi(x, r) \quad \Rightarrow \quad \exists \varepsilon^{(X \rightarrow R) \rightarrow X} \forall p^{X \rightarrow R} \phi(\varepsilon p, p(\varepsilon p))$$

The Interpretation (of the interpretation)



Games



x

y

z

a game play

outcome function




$q: X \times Y \times Z \rightarrow R$



r

a game
outcome

Game Continuation

$$p : X \rightarrow R$$




x



y




z

$$q : X \times Y \times Z \rightarrow R$$



r

Game Continuation

$$p : Y \rightarrow R$$




x



y

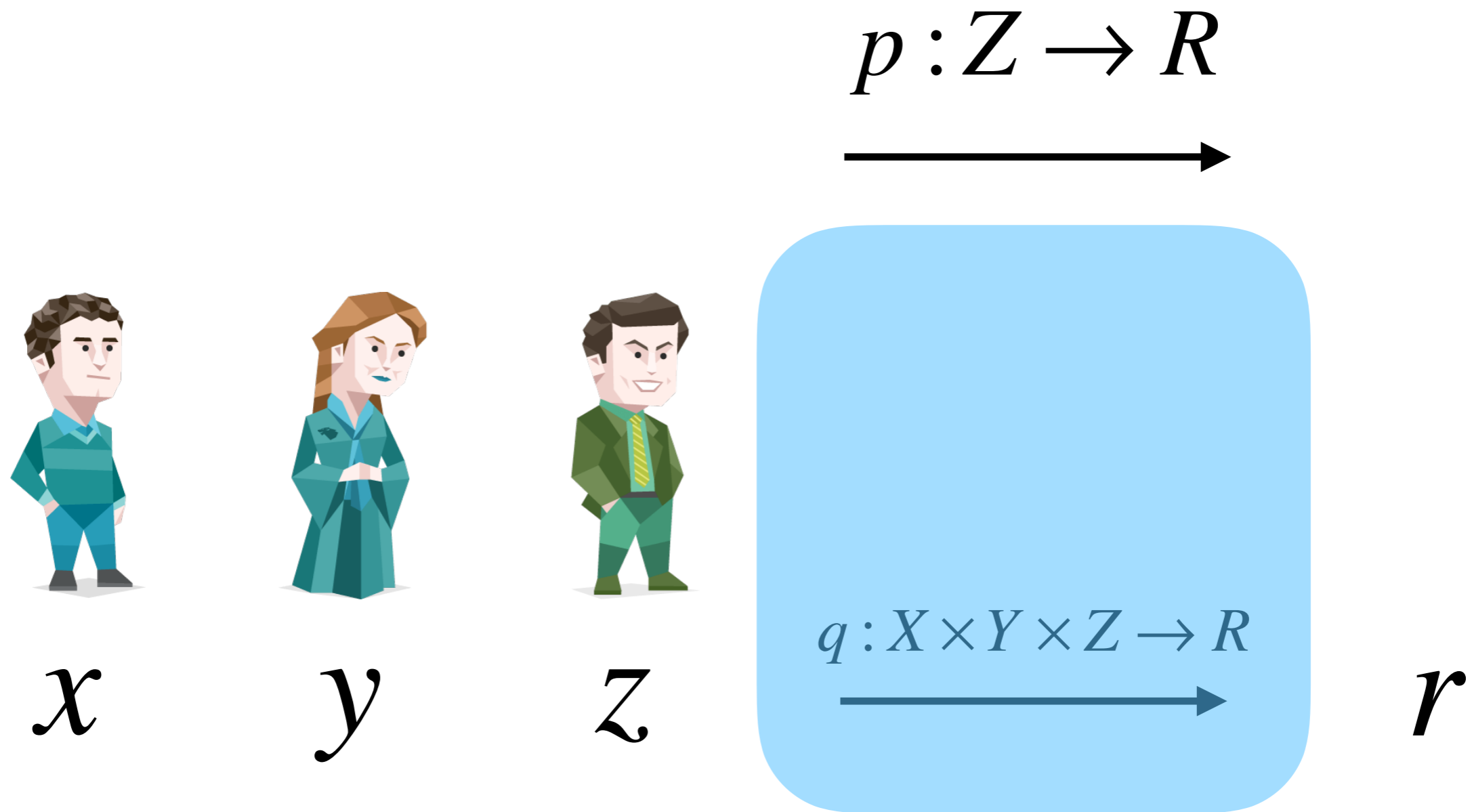


z

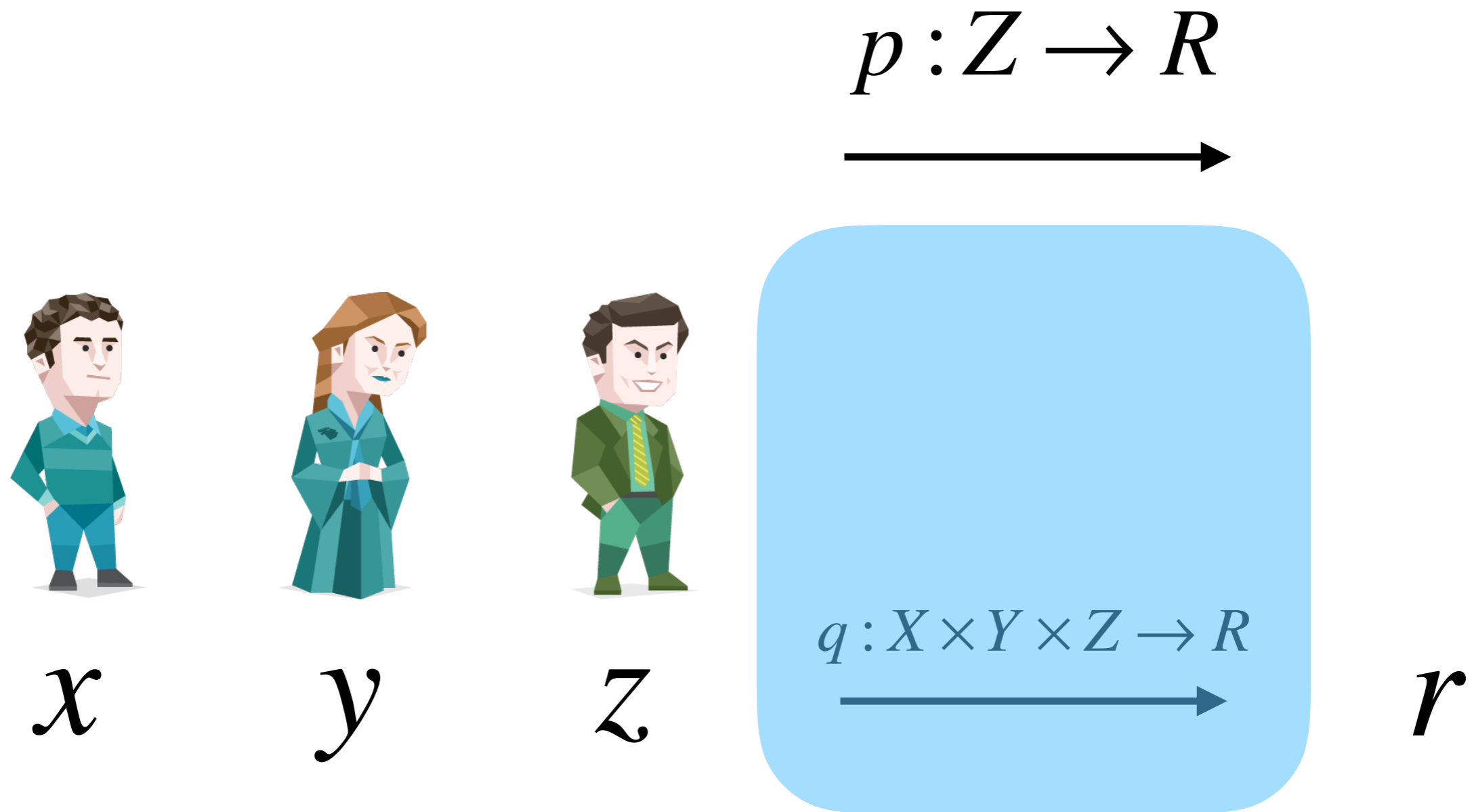
$$q : X \times Y \times Z \rightarrow R$$


r

Game Continuation



Game Continuation



Player



$$(X \rightarrow R) \rightarrow X$$



$$(Y \rightarrow R) \rightarrow Y$$



$$(Z \rightarrow R) \rightarrow Z$$

Game

$$\varepsilon_X : (X \rightarrow R) \rightarrow X$$

$$\varepsilon_Y : (Y \rightarrow R) \rightarrow Y$$

$$\varepsilon_Z : (Z \rightarrow R) \rightarrow Z$$

$$q : X \times Y \times Z \rightarrow R$$

Optimal Strategies

A strategy $\{\xi_i : \prod_{j < i} X_j \rightarrow X_i\}_{i \leq n}$, is **optimal** if

$$\xi_i(x_1, \dots, x_{i-1}) = \varepsilon_i(p_i)$$

where $p_i(y) = q(x_1, \dots, x_{i-1}, y, \xi_{i+1}(x_1, \dots, x_{i-1}, y), \dots)$

Optimal strategies always exist and can be calculated as

$$\xi_i(x_1, \dots, x_{i-1}) = \text{first}((\otimes_{j=i}^n \varepsilon_j)(q_{x_1, \dots, x_{i-1}}))$$

where $\otimes_{j=i}^n \varepsilon_j$ is the product of selection functions

Central Bank Paradox

$$\exists \varepsilon^{(X \rightarrow X) \rightarrow X} \forall p^{X \rightarrow X} (\phi(\varepsilon p) \rightarrow \phi(p(\varepsilon p)))$$

X = rate of inflation player = central bank

$\phi(x)$ = inflation target continuation = $X \rightarrow X$

$$\varepsilon(p) = \left\{ \begin{array}{ll} 0\% & \text{if } \phi(p(0\%)) \\ p(0\%) & \text{otherwise} \end{array} \right\}$$

**predicted
inflation**

**real
inflation**



Infinite PHP

$$\forall n \forall c^{\mathbb{N} \rightarrow n} \forall \varepsilon \exists i < n \exists p (p(\varepsilon_i p) \geq \varepsilon_i p \wedge c(p(\varepsilon_i p)) = i)$$

n players

one of the
players

a game
continuation

$$r \geq x_i$$

$x_i = \varepsilon_i p$ (move of the i -th player)

$r = p(x_i)$ (game outcome)

$$c(r) = i$$

Countable Choice

$$\forall n^{\mathbb{N}} \exists x^X \forall y^R A_n(x, y) \rightarrow \exists \alpha \forall n \forall y A_n(\alpha n, y)$$

$$\forall \varepsilon, q, \omega (\forall n \forall p A_n(\varepsilon_n p, p(\varepsilon_n p))) \rightarrow \exists \alpha A_{\omega \alpha}(\alpha(\omega \alpha), q \alpha)$$

unbounded
game

assumption about
the players

play in
the game






round

game
outcome

Benefits

- Functional interpretation of ineffective theorems are themselves mathematically interesting (theorems about higher-order games)
- Game-theoretic intuition for the extraction process
- Extracted (higher-order) programs make more sense
- Bar recursion = calculation of optimal strategies (generalisation of sub-game perfect equilibrium)

References

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