

## Subject 3: Basic game semantics

### The category of partial functions

We write  $\mathbf{PFn}$  for the category of sets and partial functions.

**Question 1.** Give an example that shows why the Cartesian product

$$A \times B := \{(a, b) \mid a \in A, b \in B\}$$

equipped with the projections  $\pi_1 : A \times B \rightarrow A$  and  $\pi_2 : A \times B \rightarrow B$  is *not* a categorical product in  $\mathbf{PFn}$ .

**Question 2.** Can you find an alternative definition that *does* provide a categorical product in  $\mathbf{PFn}$ ? What is the terminal object?

### The category of simple games

We write  $\mathbf{G}$  for the category of games and strategies defined in class.

**Question 3\*.** Prove that  $\otimes$  is a bi-functor, *i.e.* for strategies  $\sigma : A \multimap B$ ,  $\sigma' : A' \multimap B'$ ,  $\tau : B \multimap C$  and  $\tau' : B' \multimap C'$ , we have  $(\sigma \otimes \tau); (\sigma' \otimes \tau') = (\sigma; \tau) \otimes (\sigma'; \tau')$ ; and  $1_{A \otimes B} = 1_A \otimes 1_B$ .

**Question 4.** Consider the game  $\mathbb{B} := (\{q\}, \{t, f\}, \{\varepsilon, q, qt, qf\})$ . What are the strategies on this game?

**Question 5.** What is the game tree of  $(\mathbb{B} \otimes \mathbb{B}) \multimap \mathbb{B}$ ?

**Question 6.** Define a left-strict strategy on  $(\mathbb{B} \otimes \mathbb{B}) \multimap \mathbb{B}$  that calculates the logical OR function. Define all possible input strategies on  $\mathbf{1} \multimap (\mathbb{B} \otimes \mathbb{B})$  and calculate the composite strategies.

**Question 7.** What is the game tree of  $((\mathbb{B} \otimes \mathbb{B}) \multimap \mathbb{B}) \multimap \mathbb{B}$ ? Can you think of a strategy on this game that distinguishes between left- and right-strict OR?

## The ! exponential

**Question 8.** Show that  $!A \otimes !B$  is isomorphic to  $!(A \& B)$  in  $\mathbf{G}$ .

**Question 9\*.** Show (i) that  $!$  is a symmetric monoidal functor; (ii) that the dereliction strategies  $\varepsilon_A: !A \multimap A$  are the components of a monoidal natural transformation; and (iii) that the co-multiplication strategies  $\delta_A: !A \multimap !!A$  are also the components of a monoidal natural transformation.