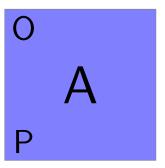
## Un modello fully abstract del PCF

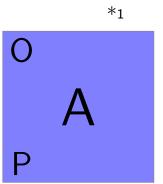
Grilletti Gianluca Barbarino Giovanni

Università di Pisa

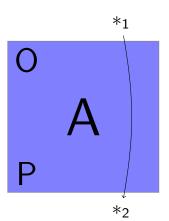
May 17, 2014

Come rappresentiamo i giochi (il tavolo insomma)

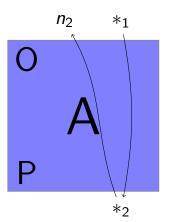


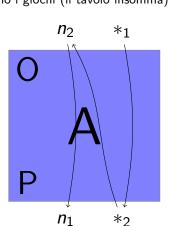


## Come rappresentiamo i giochi (il tavolo insomma)



## Come rappresentiamo i giochi (il tavolo insomma)





$$A \implies B \equiv !A \multimap B$$



$$A \implies B \equiv !A \multimap B$$



$$A \Longrightarrow B \equiv !A \multimap B$$

$$*2 \qquad *1$$

$$B \qquad B$$

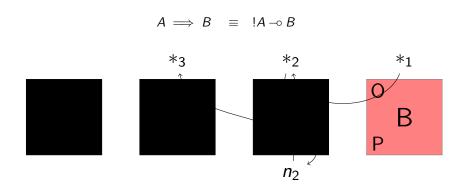
$$B \qquad B$$

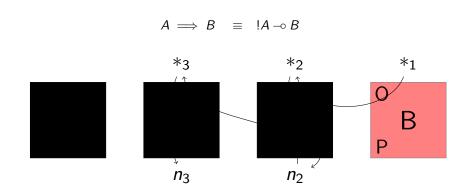
$$A \Rightarrow B \equiv !A - B$$

$$*2 \qquad *1$$

$$B \qquad B$$

$$P$$





$$A \Rightarrow B \equiv !A - 0B$$

$$*3 \qquad *2 \qquad *1$$

$$O \qquad B$$

$$P \qquad n_{1}$$