# Uniform Strategies in the Dynamic Epistemic Logic of Propositional Control

Andreas Herzig University of Toulouse, IRIT-CNRS, France www.irit.fr/~Andreas.Herzig

joint work with

Tiago de Lima (Lens), Emiliano Lorini (Toulouse), Nicolas Troquard (Trento)

Workshop "Dynamics in Logic II" Lille, March 1, 2012

## An invitation to join www.sintelnet.eu

• "European Network for Social Intelligence" (SINTELNET)

- FET open coordination action
- coordination: David Pearce, Dirk Walther
- idea: revisit basic concepts of philosophy, humanities and social sciences in the light of new forms of information technology-enabled social environments
- actions:
  - working groups:
    - action and agency (chair: Marek Sergot)
    - Interactive communication (chair: Andrew Jones)
    - Igroup attitudes (chairs: Andreas Herzig, Emiliano Lorini)
    - socio-technical epistemology (chairs: Cristiano Castelfranchi, Luca Tummolini)
    - social coordination (chair: Pablo Noriega)
  - interdisciplinary workshops
  - short term academic visits
  - production of guidelines and policy documents
- just started  $\Rightarrow$  join!

# Uniform Strategies in the Dynamic Epistemic Logic of Propositional Control

Andreas Herzig University of Toulouse, IRIT-CNRS, France www.irit.fr/~Andreas.Herzig

joint work with

Tiago de Lima (Lens), Emiliano Lorini (Toulouse), Nicolas Troquard (Trento)

Workshop "Dynamics in Logic II" Lille, March 1, 2012

# Motivation

2 very different families of logics of action:

- $\langle \pi \rangle \varphi$  = "there is a possible execution of  $\pi$  after which  $\varphi$ "
  - aim: prove correctness of programs
    - algorithmic logic [Salwicki 1970]
  - typically: dynamic logics [Pratt 1976; Parikh; Segerberg;...]
  - focus: both means (program  $\pi$ ) and result (proposition  $\varphi$ )
- Stit<sub>*i*</sub> $\varphi$  = "agent *i* sees to it that  $\varphi$  (whatever -i does)"
  - focus: result of action
  - aim: clarify "being agentive for a proposition"
  - typically: stit logics
     [von Kutschera, Belnap, Perloff, Horty, Wölfl,...]
  - embed Alternating-time Temporal Logic ATL [Broersen, Herzig&Troquard 2007]
  - reasoning about uniform strategies: better than ATEL [Herzig&Troquard 2006; Broersen et al. 2009; Herzig&Lorini2011]

 $\Rightarrow$  relation? blend?

# Motivation

2 very different families of logics of action:

- $\langle \pi \rangle \varphi$  = "there is a possible execution of  $\pi$  after which  $\varphi$ "
  - aim: prove correctness of programs
    - algorithmic logic [Salwicki 1970]
  - typically: dynamic logics [Pratt 1976; Parikh; Segerberg;...]
  - focus: both means (program  $\pi$ ) and result (proposition  $\varphi$ )
- Stit<sub>*i*</sub> $\varphi$  = "agent *i* sees to it that  $\varphi$  (whatever -i does)"
  - focus: result of action
  - aim: clarify "being agentive for a proposition"
  - typically: stit logics
     [von Kutschera, Belnap, Perloff, Horty, Wölfl,...]
  - embed Alternating-time Temporal Logic ATL [Broersen, Herzig&Troquard 2007]
  - reasoning about uniform strategies: better than ATEL [Herzig&Troquard 2006; Broersen et al. 2009; Herzig&Lorini2011]

 $\Rightarrow$  relation? blend?

# Dynamic logic: advantages and shortcomings

advantages:

- means-end reasoning
- program operators
- standard possible worlds semantics

shortcomings:

- no agents
  - action = event brought about by an agent
- about opportunity rather than about action itself
  - ⟨π⟩φ = "there is a possible execution of π such that..."
     ⇒ no reasoning about what I am actually doing
- Inot suited for reasoning about actions in AI [McCarthy, Reiter]
  - no solution to the frame problem

#### 1st idea: add agents to dynamic logic programs

Ianguage:

 $\alpha ::= \mathbf{i}: \pi_0 \mid \alpha; \alpha \mid \alpha \cup \alpha \mid \alpha^* \mid \varphi?$ 

where  $\pi_0$  is an atomic program and *i* is an agent

semantics: an agent's action repertoire
 [van der Hoek et al., AlJ 2005; Herzig et al., IJCAI 2011]

#### 2nd idea: add a 'do' modality to dynamic logic

# language: another dynamic operator [Cohen&Levesque 1990; Herzig&Lorini, JoLLI 2010; ...]

 $\langle \alpha \rangle \varphi$  = " $\exists$  possible execution of  $\alpha$  s.th.  $\varphi$  true afterwards"  $\langle \langle \alpha \rangle \rangle \varphi$  = " $\alpha$  is going to be executed and  $\varphi$  is true afterwards"

• semantics: integrate linear time (histories)

## 3rd idea: solve the frame problem in dynamic logic

 language: atomic programs = propositional assignments [van Ditmarsch, Herzig&de Lima, JLC 2011]

 $p := \varphi$ 

 $\Rightarrow$  frame axioms 'built in':

$$\models q \rightarrow \langle p := \varphi \rangle q \text{ for } p \neq q$$

• semantics: assignments update models (cf. DEL)

# Outline



- DL-PC: semantics
- 3 The Chellas stit
- Relating DL-PC with the Chellas stit
- 6 Mathematical properties
- 6 Adding knowledge
- Uniform strategies

## **Propositional Assignments**

- propositional DL: "abstracts away from the nature of the domain of computation and studies the pure interaction between programs and propositions" [Harel et al. 2000]
  - abstract atomic programs
  - interpreted by accessibility relations
- first-order DL: assignments *x*:=*t* of object variables to terms
  - example: x:=x+1
- here: assignments of propositional variables to truth values ("commands" [v. Eijck 2000])

$$+p =$$
 "make p true"  
 $-p =$  "make p false"

# Adding assignments to dynamic logic [Tiomkin&Makowsky 1985; Wilm 1991; v. Eijck 2000]

- abstract programs plus assignments: two options
  - ±p modifies valuations of possible worlds globally
     ⇒ meaning?
  - ±p modifies valuations of possible worlds locally
     ⇒ undecidable [Tiomkin&Makowsky 1985]
- here: atomic programs = assignments [v.Eijck 2000]
  - no abstract programs
  - a single possible world is enough
    - model = valuation of classical propositional logic
    - small (interesting for model checking)

# Language of DL-PC: assignments

•  $\mathbb{P} = \{p, q, \ldots\}$  = set of propositional variables

• assignments:

- +p = "p becomes true"
- −p = "p becomes false"

• 
$$+P = \{+p : p \in P\}$$

• set of positive assignments of the variables in  $P \subseteq \mathbb{P}$ 

● *−P* = . . .

• ...

•  $\pm P = +P \cup -P$ 

•  $\pm p$  = arbitrary assignment from  $+\mathbb{P} \cup -\mathbb{P}$ 

#### Language of DL-PC: actions and joint actions

- $\mathbb{A} = \{i, j, \ldots\}$  = set of agents ('individuals')
- $\mathcal{JR} = \mathbb{A} \times \pm \mathbb{P} = \text{set of all joint actions}$

• group *J*'s part in joint action  $\alpha$ :

$$\alpha_J = \alpha \cap (J \times \pm \mathbb{P})$$
$$= \{i : \pm p \in \alpha : i \in J\}$$

#### Language of DL-PC: action operators, agency operators

- executability of an action (opportunity):
  - $\langle \alpha \rangle \varphi =$  "each action in  $\alpha$  may happen

and  $\varphi$  is true after the joint performance of  $\alpha$ "

• execution of an action:

 $\langle\!\langle \alpha \rangle\!\rangle \varphi$  = "each action in  $\alpha$  is going to occur

and  $\varphi$  is true after the joint performance of  $\alpha$ "

#### • being agentive for a proposition:

Stit<sub>J</sub> $\varphi$  = "group J sees to it that  $\varphi$ "

#### Language of DL-PC: formulas

$$\varphi \quad ::= \quad p \mid \\ \forall \mid \\ \neg \varphi \mid \\ \varphi \land \varphi \mid \\ \langle \alpha \rangle \varphi \mid \\ \langle \alpha \rangle \varphi \mid \\ Stit_{J} \varphi \mid \\ X \varphi \end{cases}$$

opportunity of action action agency temporal 'next'

# Outline





- 3 The Chellas stit
- Relating DL-PC with the Chellas stit
- 6 Mathematical properties
- 6 Adding knowledge
- Uniform strategies

# Valuations and their updates

#### • Val $\subseteq \mathbb{P}$

(valuation)

- update of Val by a joint action  $\alpha$ 
  - what if update by {*i*:+*p*, *j*:−*p*}?
     ⇒ don't change *p*'s truth value

```
Val^{\alpha} = (Val \setminus \{p : \exists i:-p \text{ in } \alpha \text{ and } \nexists j:+p \text{ in } \alpha\}) \cup \{p : \exists i:+p \text{ in } \alpha \text{ and } \nexists j:-p \text{ in } \alpha\}
```

#### Action repertoires and their updates

• Rep  $\subseteq \mathbb{A} \times \pm \mathbb{P}$ 

(action repertoire)

- $\operatorname{Rep}_i$  = agent *i*'s repertoire of actions
- joint action  $\alpha \in \mathcal{JR}$  respects Rep iff  $\alpha \subseteq$  Rep
- update of Rep by joint action α:

 $\operatorname{Rep}^{\alpha}$  =  $\operatorname{Rep}$ 

(but one may think of actions modifying repertoires)

#### Successor functions and their updates

Succ : JA\* → JA (successor function)
 JA\* = the set of all finite sequences of joint actions
 Succ(σ) = joint action that will be performed after the sequence of joint actions σ has occurred
 Succ(nil) = joint action that is going to be performed now (nil = empty sequence)

update of Succ by joint action α:

 $\operatorname{Succ}^{\alpha}(\sigma) = \operatorname{Succ}(\alpha \cdot \sigma)$ 

 $(\alpha \cdot \sigma = \text{composition of joint action } \alpha \text{ with sequence } \sigma)$ 

### Models and their updates

#### • M = (Val, Rep, Succ) where

- $Val \subseteq \mathbb{P}$  ('valuation')
- $\mathsf{Rep} \subseteq \mathcal{JR}$  ('repertoire')
- Succ :  $\mathcal{JR}^* \longrightarrow \mathcal{JR}$  such that Succ( $\sigma$ ) respects Rep, for all  $\sigma$  ('successor function')

#### • update of *M* by joint action $\alpha$ :

$$M^{\alpha} = (Val^{\alpha}, Rep^{\alpha}, Succ^{\alpha})$$

### Varying the successor function

- interpretation of Stit<sub>J</sub>: quantify over the actions of -J ("whatever the agents outside J do")
- Succ ~<sub>J</sub> Succ' iff for all σ, (Succ(σ))<sub>J</sub> = (Succ'(σ))<sub>J</sub>
   "Succ and Succ' agree on J's strategy"
- $M \sim_J M'$  iff Val = Val', Rep = Rep', and Succ  $\sim_J$  Succ'

#### Truth conditions

for M = (Val, Rep, Succ) a DL-PC model:

 $M \models \langle \alpha \rangle \varphi$  iff  $\alpha \subseteq \operatorname{Rep} \operatorname{and} M^{\alpha} \models \varphi$ 

 $M \models \langle\!\langle \alpha \rangle\!\rangle \varphi$  iff  $\alpha \subseteq \operatorname{Succ}(\operatorname{nil})$  and  $M^{\alpha} \models \varphi$ 

 $M \models \text{Stit}_J \varphi$  iff  $M' \models \varphi$  for every M' such that  $M \sim_J M'$ (keep J's part in next joint action; vary –J's part)

# Outline

- DL-PC: language
- DL-PC: semantics
- 3 The Chellas stit
- 4 Relating DL-PC with the Chellas stit
- 6 Mathematical properties
- 6 Adding knowledge
- Uniform strategies

### Models of the Chellas stit: branching time (BT)





discrete *BT* structure (*Mom*, <):

- set of moments Mom
- relation of temporal precedence <
  - history = maximally <-ordered set of moments</li>
  - Hist = set of all histories
  - *Hist<sub>m</sub>* = set of histories passing through moment *m*
  - discrete: succ(m, h)

#### Models of the Chellas stit: agents' choices (AC)

 $h_5$ 



- Choice : A × Mom → Hist × Hist such that each Choice<sup>m</sup><sub>i</sub> is an equivalence relation on Hist<sub>m</sub> (Choice<sup>m</sup><sub>i</sub> = set of 'choice cells' for agent *i* at moment *m*)
- no choice between undivided histories: ...
- independence of agents: ...
- choice function can be extended to groups:  $Choice_{J}^{m} = \bigcap_{i \in J} Choice_{i}^{m}$

#### BT+AC models



BT+AC model  $\mathcal{M} = (Mom, <, Choice, v)$ , where:

- $\langle Mom, < \rangle$  is a discrete branching time structure
- Choice is a choice function
- $v : (Mom \times Hist) \longrightarrow 2^{\mathbb{P}}$  valuation function

#### The Chellas stit: truth conditions

formulas evaluated at a moment/history pairs m/h:

- $\mathcal{M}, m/h \models p \qquad \text{iff} \quad p \in v(m/h) \\ \mathcal{M}, m/h \models \neg \varphi \qquad \text{iff} \quad \dots$
- $\mathcal{M}, m/h \models \varphi \land \psi$  iff ...
- $\mathcal{M}, m/h \models X\varphi$  iff  $\mathcal{M}, succ(m, h)/h \models \varphi$

 $\mathcal{M}, m/h \models \text{Stit}_J \varphi$  iff  $\mathcal{M}, m/h' \models \varphi$  for all h' s.th.  $(h, h') \in Choice_J^m$ 

$$Stit_J \varphi$$
 = "the alternative that is presently and actually  
chosen by J guarantees that  $\varphi$  is true"

= "J sees to it that  $\varphi$ "

# Outline

- DL-PC: language
- 2 DL-PC: semantics
- 3 The Chellas stit
- A Relating DL-PC with the Chellas stit
- 6 Mathematical properties
- 6 Adding knowledge
- Uniform strategies

## Turning a DL-PC model into a *BT*+*AC* model

for every DL-PC model M = (Val, Rep, Succ):

- $Mom_M = (2^{\text{Rep}})^*$  (finite sequences of joint actions)
- $\sigma <_M \sigma'$  iff  $\sigma' = \sigma \cdot \sigma''$  for some  $\sigma' \neq nil$  (prefix relation)
  - history = infinite sequence of joint actions
  - $\mathit{Hist}_{\sigma} = \mathit{histories} \ \mathit{passing} \ \mathit{through} \ \mathit{moment} \ \sigma$

 $= \{h : \sigma \text{ is a prefix of } h\}$ 

• Choice<sup>$$\sigma$$</sup><sub>*i*</sub> = {(*h*, *h'*) : there are  $\alpha, \alpha'$  such that  
 $\sigma \cdot \alpha \in h, \sigma \cdot \alpha' \in h'$ , and  $\alpha_i = \alpha'_i$ }

• recursive definition of valuation *v<sub>M</sub>*:

$$v_M(\operatorname{nil}, h) = Val$$
  
 $v_M(\sigma \cdot \alpha, h) = (v(\sigma, h))^{\alpha}$ 

 $(Mom_M, <_M, Choice_M, v_M)$  is a discrete BT+AC model

#### The relation with the Chellas stit

• for DL-PC formulas  $\varphi$  without  $\langle\!\langle \alpha \rangle\!\rangle$ ,  $\langle \alpha \rangle$ :

•  $M \models \varphi$  iff (Mom, <, Choice, v),  $nil/h_M \models \varphi$ 

where  $h_M = (nil, Succ(nil), Succ(Succ(nil)), ...)$ 

- if  $\varphi$  is valid in discrete BT+AC models then  $\varphi$  is DL-PC valid
- o converse does not hold:
  - $p \rightarrow \text{Stit}_i p$  valid in DL-PC, but not in BT+AC models
  - $Stit_i(p \lor q) \rightarrow (Stit_i \lor Stit_i q)$  valid in DL-PC, but not in BT+AC models
- open question: are there schematic validities distinguishing DL-PC from *BT*+*AC* models?

# Outline

- DL-PC: language
- DL-PC: semantics
- 3 The Chellas stit
- 4 Relating DL-PC with the Chellas stit
- 5 Mathematical properties
- 6 Adding knowledge
- Uniform strategies

#### Decision procedure (1)

simplify «.»:

$\langle\!\langle \alpha \rangle\!\rangle \varphi$	$\leftrightarrow$	$\langle \alpha \rangle \varphi \wedge \langle \langle \alpha \rangle \rangle \top$
$\langle \langle \emptyset \rangle \rangle \top$	$\leftrightarrow$	Т
$\langle \langle \alpha \cup \beta \rangle \rangle \top$	$\leftrightarrow$	$\langle \langle \alpha \rangle \rangle \top \land \langle \langle \beta \rangle \rangle \top$

#### Decision procedure (2)

simplify  $\langle . \rangle$ :

$$\begin{array}{ll} \langle \alpha \rangle p & \longleftrightarrow & \begin{cases} \langle \alpha \rangle \top & \text{if } \exists i : i :+ p \in \alpha \text{ and } \nexists j : j :- p \in \alpha \\ \bot & \text{if } \exists i : i :- p \in \alpha \text{ and } \nexists j : j :+ p \in \alpha \\ \langle \alpha \rangle \top \wedge p & \text{if } \exists i, j : i :+ p, j :- p \in \alpha \\ & \text{or } \forall i, j : i :+ p, j :- p \notin \alpha \end{cases} \\ \begin{array}{ll} \langle \alpha \rangle \neg \varphi & \longleftrightarrow & \langle \alpha \rangle \top \wedge \neg \langle \alpha \rangle \varphi \\ \langle \alpha \rangle \langle \varphi \wedge \psi \rangle & \leftrightarrow & \langle \alpha \rangle \varphi \wedge \langle \alpha \rangle \psi \\ \langle \alpha \rangle \langle \beta \rangle \top & \longleftrightarrow & \langle \alpha \rangle \top \wedge \langle \beta \rangle \top \end{cases}$$

 $\Rightarrow$  result: Boolean combination of modal atoms:

- propositional variables
- ⟨*i*:±*p*⟩⊤
- $\overline{M}\langle\langle i:\pm p\rangle\rangle$ , where  $\overline{M}$  is a sequence of  $\langle \alpha \rangle$  and X

#### Decision procedure (3)

reduction axioms for Stit<sub>J</sub> (cf. dynamic epistemic logics):

•  $\operatorname{Stit}_J(\varphi_1 \land \varphi_2) \leftrightarrow \operatorname{Stit}_J \varphi_1 \land \operatorname{Stit}_J \varphi_2$ 

• Stit<sub>J</sub>(
$$p \lor \varphi$$
)  $\leftrightarrow p \lor$  Stit<sub>J</sub> $\varphi$   
Stit<sub>J</sub>( $\neg p \lor \varphi$ )  $\leftrightarrow \neg p \lor$  Stit<sub>J</sub> $\varphi$ 

• 
$$\operatorname{Stit}_J(\langle \alpha \rangle \top \lor \varphi) \leftrightarrow \langle \alpha \rangle \top \lor \operatorname{Stit}_J \varphi$$
  
 $\operatorname{Stit}_J(\neg \langle \alpha \rangle \top \lor \varphi) \leftrightarrow \neg \langle \alpha \rangle \top \lor \operatorname{Stit}_J \varphi$ 

• 
$$\operatorname{Stit}_J(\overline{M}\langle\langle i, \pm p \rangle\rangle \top \lor \varphi) \leftrightarrow \overline{M}\langle\langle i, \pm p \rangle\rangle \top \lor \operatorname{Stit}_J\varphi$$
 if  $i \in J$   
 $\operatorname{Stit}_J(\neg \overline{M}\langle\langle i, \pm p \rangle\rangle \top \lor \varphi) \leftrightarrow \neg \overline{M}\langle\langle a_n \rangle\langle\langle i, \pm p \rangle\rangle \top \lor \operatorname{Stit}_J\varphi$  if  $i \in J$ 

 Let P and Q be two finite sets of modal atoms that are all of the form M((i, ±p))⊤ with i ∉ J. Then

$$\texttt{Stit}_J\big((\bigvee P) \lor \neg(\bigwedge Q)\big) \leftrightarrow \begin{cases} \top & \text{if } P \cap Q \neq \emptyset \\ \neg \bigwedge_{\overline{M} \leqslant i, \pm p \gg \top \in Q} \langle i, \pm p \rangle \top & \text{if } P \cap Q = \emptyset \end{cases}$$

# Decision procedure (4)

given a DL-PC formula  $\varphi$ :

- take some innermost  $Stit_J\psi$
- 2 transform  $\psi$  into a Boolean combination of modal atoms
- eliminate Stit
- (3) iterate until no more agency operators  $Stit_J$  $\Rightarrow$  result:  $\varphi'$  = Boolean combination of modal atoms
- Solution Content of a set of a set

$$\begin{split} \Gamma_{\varphi'} &= \{ \overline{M} \langle \langle i : \pm p \rangle \rangle \top \to \langle i : \pm p \rangle \top : \\ \overline{M} \langle \langle i : \pm p \rangle \rangle \top \text{ is a modal atom of } \varphi' \end{split}$$

# Outline

- DL-PC: language
- DL-PC: semantics
- 3 The Chellas stit
- 4 Relating DL-PC with the Chellas stit
- 6 Mathematical properties
- 6 Adding knowledge
- Uniform strategies

## Adding knowledge to DL-PC: models

• 
$$M = (W, \{\approx_i\}_{i \in \mathbb{A}}, \{Val_w\}_{w \in W}, \{Rep_w\}_{w \in W}, \{Succ_{w \in W}\}_w)$$
 where

- W set of possible worlds
- $\approx_i \subseteq W \times W$ , equivalence relation
- $Val_w \subseteq \mathbb{P}$
- Rep<sub>w</sub> ⊆ *J*A
- $Succ_w : \mathcal{JR}^* \longrightarrow \mathcal{JR}$  s.th.  $Succ_w(\sigma) \subseteq \text{Rep for all } \sigma \in \mathcal{JR}$
- constraints:
  - $Succ_w(\sigma) \subseteq \operatorname{Rep}_w$ , for all  $\sigma$
  - if  $w \approx_i w'$  then  $(\operatorname{Rep}_w)_i = (\operatorname{Rep}_{w'})_i$
  - if w≈<sub>i</sub>w' then (Succ<sub>w</sub>(σ))<sub>i</sub> = (Succ<sub>w'</sub>(σ))<sub>i</sub>, for all σ
     ⇒ will be valid:
    - $\langle \alpha \rangle \top \to \mathbf{K}_i \langle \alpha_i \rangle \top$
    - $\langle \langle \alpha \rangle \rangle \top \to \mathbb{K}_i \langle \langle \alpha_i \rangle \rangle \top$

#### Adding knowledge to DL-PC: truth conditions

$$\begin{array}{ll} M, w \models \langle\!\langle \alpha \rangle\!\rangle \varphi & \text{iff} & \alpha \subseteq \operatorname{Succ}_w(\operatorname{nil}) \text{ and } M^{\langle\!\langle \alpha \rangle\!\rangle \top}, w \models \varphi \\ M, w \models \langle\!\langle \alpha \rangle\!\varphi & \text{iff} & \alpha \subseteq \operatorname{Rep}_w \text{ and } M^{\langle\!\langle \alpha \rangle\!\rangle \top}, w \models \varphi \\ M, w \models \operatorname{Stit}_J \varphi & \text{iff} & M', w \models \varphi \text{ for every } M' \text{ such that } M \sim_J M' \\ M, w \models \operatorname{K}_i \varphi & \text{iff} & M, w' \models \varphi \text{ for every } w' \text{ s.th. } w \approx_i w' \end{array}$$

update = announcement of executability/execution of  $\alpha$ :

• 
$$W^{\langle \alpha \rangle \top} = \{ w \in W : \alpha \subseteq \operatorname{Rep}_w \}$$

• 
$$W^{\langle\!\langle \alpha \rangle\!\rangle \top} = \{ w \in W : \alpha \subseteq \operatorname{Succ}_w(\operatorname{nil}) \}$$

#### ⇒ Dynamic Epistemic Logic of Propositional Control (DEL-PC)

# Outline

- DL-PC: language
- 2 DL-PC: semantics
- 3 The Chellas stit
- Relating DL-PC with the Chellas stit
- 6 Mathematical properties
- 6 Adding knowledge
- Uniform strategies

## Uniform strategies

- STIT plus knowledge better suited than ATEL [Herzig&Troquard 2006, Broersen et al. 2009, Herzig&Lorini 2010]
- $\Box \varphi \stackrel{\text{def}}{=} \text{Stit}_{\emptyset} \varphi$  (historic necessity)  $\diamond \varphi \stackrel{\text{def}}{=} \neg \Box \neg \varphi$  (historic possibility)
- *i* knows that he can ensure  $\varphi$ :

 $K_i \diamondsuit Stit_i \varphi$ 

• *i* knows how to ensure  $\varphi$ :

 $\Diamond K_i Stit_i \varphi$ 

# Uniform strategies: example

- hypotheses:
  - ⟨*i*:−*p*⟩⊤ (*i* can make *p* false) (*i* knows that *p*)
  - K<sub>i</sub>p
  - $\neg K_i q \land \neg K_i \neg q$
- valid in DL-PC:
  - *i* knows that he can ensure that  $p \leftrightarrow q$ 
    - $\models$  Hypotheses  $\rightarrow K_i \diamond Stit_i X(p \leftrightarrow q)$
  - ... but *i* does not know how to ensure that  $p \leftrightarrow q$ 
    - $\models$  Hypotheses  $\rightarrow \neg \Diamond K_i Stit_i X(p \leftrightarrow q)$

(*i* uncertain about *q*)

# Conclusion

- DL-PC = PDL with assignments as the only atomic programs
  - complete axiomatisation
  - decidable (≠ group stit [Herzig&Schwarzentruber])
  - with program operators:
    - Kleene star can be eliminated
    - SAT complexity: ExpTime complete
- DEL-PC = DL-PC plus epistemic operator
  - agents know what they are going to play
  - allows to reason about uniform strategies
  - t.b.d.: decidability & complexity of epistemic extension
- good basis for a logic of agent interaction
  - more elaborate account of constitutive rules: brute facts, institutional facts, roles [Herzig et al., CLIMA 2011]
  - social simulation [Gaudou et al. MABS 2011]