

# Logic of Action: STIT Logic

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- ▶ PDL (Propositional Dynamic Logic)

$[p]\varphi$ : 'For every possible execution of program  $p$ ,  $\varphi$  holds afterwards.'

- ▶ PAL (Public Announcement Logic)

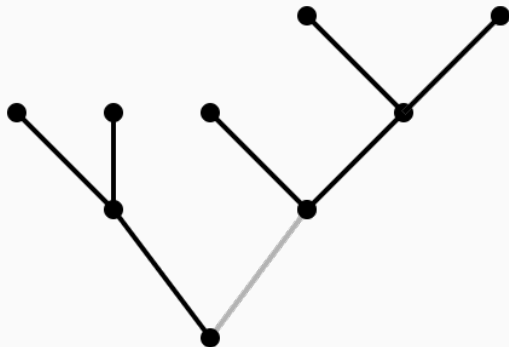
$[\varphi!]\psi$ : ' $\psi$  is true after the truthful public announcement  $\varphi$ .'

- ▶ STIT logic

- ▶ STIT stands for 'See To It That.'
- ▶  $\text{stit}\varphi$ : 'an agent see to it that  $\varphi$  is true.'
- ▶ STIT logic does not directly describe actions.

*To formalize the notion of action, begin with two general observations:*

- i . usually an agent is not able to select one possible future to become the unique actual future, but*
- ii . by his action he can make sure that certain futures, which before his action are possible, are no longer possible after his action. (Seegerberg et.al., 2013)*



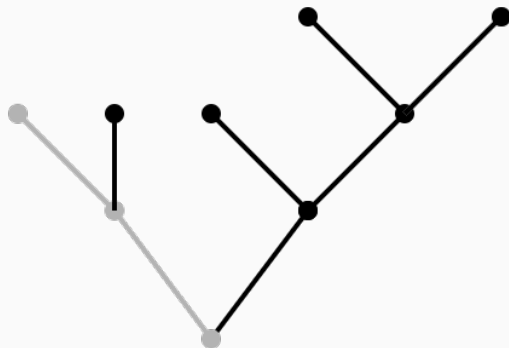
Let  $\mathcal{P}$  be a countable set of atomic propositions,  $\mathcal{G}$  be a countable set of agents. The language  $\mathcal{L}$  is the set of formulas generated by the following grammar:

$$\mathcal{L} \ni \varphi ::= p \mid \neg\varphi \mid \varphi \wedge \varphi \mid \text{stit}_i\varphi,$$

where  $p \in \mathcal{P}$  and  $i \in \mathcal{G}$ . Other logical connectives  $\vee$ ,  $\rightarrow$ , and  $\leftrightarrow$  are defined in the usual manner.

A stit model  $M$  is a tuple  $\langle T, \leq, \{C_i^m\}_{m \in T, i \in \mathcal{G}}, V \rangle$ , where:

- $T$  is a set of moments;
  - $\leq$  is a partial order of  $T$ , such that, for any  $m_1, m_2, m_3$ , if  $m_1 \leq m_3$  and  $m_2 \leq m_3$ , then  $m_1 \leq m_2$  or  $m_2 \leq m_1$ ;
  - $C_i^m : H_m \rightarrow 2^{(H_m)}$  is a function, where  $H_m$  is a collection of maximal sets of linearly ordered moments that contain  $m$ .
  - $V : \mathcal{P} \times H \times T \rightarrow \{1, 0\}$ , where  $H$  is a collection of maximal sets of linearly ordered moments;
- We call  $h \in H$  a history.





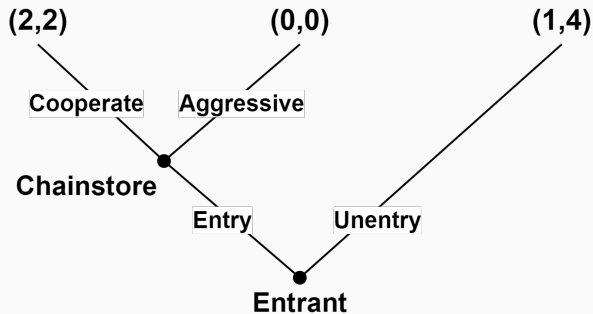
For a history  $h \in H$  and a moment  $m \in M$ , a satisfaction relation  $\models$  is given as follows:

$$\begin{aligned}(h, m) &\models p \text{ iff } V(p, h, m) = 1; \\(h, m) &\models \neg\varphi \text{ iff } (h, m) \not\models \varphi; \\(h, m) &\models \varphi \wedge \psi \text{ iff } (h, m) \models \varphi, \text{ and } (h, m) \models \psi; \\(h, m) &\models \text{stit}_i\varphi \text{ iff } C_i^m(h) \subseteq \|\varphi\|_m,\end{aligned}$$

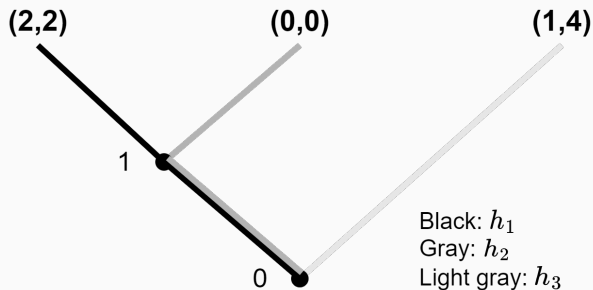
where  $\|\varphi\| := \{h \in H_m \mid (h, m) \models \varphi\}$ .

- For each  $m, i, h$ ,  $C_i^m(h)$  refers to the possible histories after all actions open to  $i$  at  $m$  in  $h$ .
- The definition of stit operator is called that of Chellas stit.

## Example: a Chainstore Game



- $\mathcal{G} = \{e, c\}$
- $p_{\{0,1,2,4\}}^i$ : ' $i$  obtains payoff  $\{0, 1, 2, 4\}$ '



- ▶  $(h_1, 1) \models \text{stit}_e \neg p_4^c$ : ' $e$  see it to that  $c$  is not able to obtain payoff 4 at 1 in  $h_1$ .'
- ▶  $C_e^m(h) \subseteq \{h' \mid (h', m) \models \neg p_4^c\}$

- ▶ STIT logic expresses futures that agents achieve by their actions, whatever the opponents do.
- ▶ Analysis of strategic action.
- ▶ Applying the idea to other logic, such as awareness logic.
- ▶ 足立さん誕生日おめでとうございます。

- [1] Segerberg, K., Meyer, J.-J., and Kracht, M.. (2013). The Logic of Action.  
<https://plato.stanford.edu/entries/logic-action>.
- [2] Horty, J. F. and Belnap, N.. (1995). The Deliberative Stit: A Study of Action, Omission, Ability, and Obligation. *Journal of Philosophical Logic*, 24(6):583-644.