#### 444 Lecture 22

**Bratman on Group Action** 

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# Day Plan

Bratman's Theory

### Strategy

- Like Gilbert, Bratman starts with a simple case, and builds up.
- But for Bratman, the building isn't an impressionistic picture; it's a set of conditions.
- Of course, these conditions don't quite work in puzzle cases, so we add complications.
- The history of philosophy suggests this path does not have a great record of success.

#### **Three Conditions**

- 1. Mutual Responsiveness
- 2. Commitment to joint activity; i.e., we both intend to do this very activity, under something like this description.
- 3. Commitment to mutual support; i.e., we both intend to help the other should they falter, and not claim all the glory.

The last condition is a strengthening of the idea that cooperative activity is not side-by-side activity.

### Many Person Groups

- Like with Gilbert, you might worry about the generalisation of these to many person groups.
- In a large group, I can intend that this group activity happen without having any commitment to being part of it.
- That can't happen in a two person group; if I leave, the group ceases to exist.

### Many Person Groups

- So there is this tricky question about what kind of commitment is needed on the part of each individual for a large group activity to persist.
- Thinking about two person cases is unlikely to help clarify that.

- One of the central moves Bratman makes is that each person individually intends that the group does something.
- You might think this is odd; I can only intend that I do things.

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- I can intend to spend a sunny day at the beach, without intending the sunshine.
- I can even, I think, do it without being 100% sure of the sunshine.

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- Maybe (when thinking about my family) I can intend that we holiday in Paris.
- And that's all Bratman needs.
- So it's a bit weird, but seems maybe ok.

### **Big Question**

What are the limits on intention? Two dimensions you might care about.

- Power dimension: how much is it in my power to make it happen.
- Epistemic dimension: is it compatible with knowing it won't happen/not knowing it will happen?

#### Mesh

- Bratman's idea that plans should mesh is, I think, a really nice way
  of splitting the difference between the views that our plans must
  match, and that there is no constraint on mutual plans.
- Matching plans is too strong; I don't need to have views about what you do.
- No constraints is too weak; it isn't a joint activity if I don't have some kinds of vetos.
- Mesh is a nice attempt to get something between these.

#### **Problems for Mesh**

- But as stated it feels too strong.
- Imagine that your job is to get the paint.
- I have views about where to get the paint from (as in Bratman's example), but also how to drive there.
- This feels like it shouldn't matter; it's your job to get the paint.

### **Structured Groups**

- This is really evident in structured groups.
- If it quite literally your job to do X, and my job to do Y, we could be in a group even if I disapprove of how you do your job.
- Imagine applying mesh to a group the size of the United States Armed Forces.

#### Mesh and Counterfactuals

From the other direction, it's fascinating to think through cases that turn on how counterfactually resilient mesh must be.

- Some level of resiliency is needed. If we are working side by side on different projects, the fact that they happen to mesh doesn't make them joint projects.
- But total counterfactual resiliency isn't needed either. I can be in a group with you, but be disposed to leave if you insist on singing arias while we work.
- I suspect there will be some vague cases in the middle here.

#### Coercion

- Assuming that everyone plans to stay in the group, and to be cooperative, it feels we should give each other some flexibility in how they do their jobs.
- There is something vaguely coercive about even having views about how you should get to the store to buy the paint.
- Of course, it's fine to be helpful, and there isn't really anything wrong with having views about what is better and worse.
- I don't really know to balance these considerations.

#### **Power and Coercion**

It's famously hard to draw a line between a power imbalance and a coercive situation.

- Coercion doesn't literally mean that I give you no options at all. I can coerce you while you have agency.
- But not every unwanted pressure is coercive.

## **Groups and Coercion**

Thinking about groups helps with a really hard puzzle case for coercion.

- A1 has illegitimate power over C1, and A2 has illegitimate power over C2.
- C2 enters into a deal with A1 that is mutually beneficial, but which they would not enter into but for A2's illegitimate power over them.
- C1 enters into a deal with A2 that is mutually beneficial, but which they would not enter into but for A1's illegitimate power over them.

### **Groups and Coercion**

This seems kind of bad at some level, but it is possible that the 'deals' are still in some sense cooperative ventures.

- But if A1 and A2 are exercising their illegitimate power as part of a group, in some strong sense of group, then the deals are coercive.
- This matters if, e.g., C2 doesn't keep up their part of the deal does A1 have a legitimate complaint?
- Perhaps it depends on how closely they are working with A2.

#### Coercion

Note that for Bratman there is a difference between a **shared intention** and a **shared cooperative activity**.

- Even coercive agreements might produce shared intentions. (If the coercion is to steer your agency, not to bypass it.)
- But they can't produce shared cooperation.

### What Counts as Support

- The single possible kind of support feels really weak.
- What if there is a kind of thing I can't stand seeing anyone suffer through?
- Feels like we need a generic here not an existential.

### Are Competitive Games SCAs, or Group Actions

- Last case, because this is both a problem for Bratman and an interesting puzzle that tells us something about the stakes of these questions.
- Is playing chess with a friend a shared cooperative activity?
- It doesn't satisfy mesh, or support. I want to upset your plans.
- But in some ways it is; a chess game involves a fair amount of coordination and cooperation.

### Are Competitive Games SCAs, or Group Actions

- What turns on calling a game of chess a shared cooperative activity or not?
- I don't really have a good answer here.

### An Objection to Gilbert

Bratman believes that intentions typically come with resilience conditions.

- But he doesn't think that shared cooperative activity comes with a Gilbert style obligation to continue.
- One key case for him is where the participants explicitly disavow any such obligation.
- Are such cases plausible? Are they problems for Gilbert?