Logic, Interaction and Collective Agency

Lecture 5

ESSLLI'10, Copenhagen

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Correlations arise from the Team Authority requirement:

If
$$t_i = k$$
 then $\alpha_i = \alpha_i^k(s)$

$\lambda_E(I_E)(I_O)$	M_O	H_O
•, <i>M</i> , <i>MM</i>		
•, M, MH		
:		
•, <i>H</i> , <i>MM</i>		
●, <i>H</i> , <i>MH</i>		
:		

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:		

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●, <i>M</i> , <i>MH</i>		0
:		
•, <i>H</i> , <i>MM</i>	0	
●, <i>H</i> , <i>MH</i>	0	
:		

$\lambda_E(I_E)(C_O)$	M_O	H_O
•, <i>M</i> , <i>MM</i>		
●, <i>M</i> , <i>MH</i>		
÷		
•, <i>H</i> , <i>MM</i>		
 →, H, MH 		
:		

Correlations arise from the Team Authority requirement:

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•, <i>M</i> , <i>MM</i>		0
•, <i>M</i> , <i>MH</i>		0
÷		
•, <i>H</i> , <i>MM</i>	0	
•, <i>H</i> , <i>MH</i>	0	
:		

$\lambda_E(I_E)(C_O)$	M_O	H_O
•, <i>M</i> , <i>MM</i>		0
●, <i>M</i> , <i>MH</i>		
:		
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•, <i>M</i> , <i>MM</i>		0
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•, <i>H</i> , <i>MM</i>	0	
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•, <i>M</i> , <i>MM</i>		0
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•, <i>M</i> , <i>MM</i>		0
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●, <i>H</i> , <i>MH</i>		
:		

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If
$$t_i = k$$
 then $\alpha_i = \alpha_i^k(s)$

(Part of) an ex-interim type space for this TI:

$\lambda_E(I_E)(I_O)$	M_O	H_O	$\lambda_E(I_E)(C_O)$	М
•, <i>M</i> , <i>MM</i>		0	•, <i>M</i> , <i>MM</i>	
•, M, MH		0	•, <i>M</i> , <i>MH</i>	0
÷			:	
•, <i>H</i> , <i>MM</i>	0		•, <i>H</i> , <i>MM</i>	
•, <i>H</i> , <i>MH</i>	0		•, <i>H</i> , <i>MH</i>	0
÷			÷	

 H_O

0

Plan

- 1. Prior Beliefs and the Common Prior Assumption.
- 2. Correlations: strategies, beliefs, quantitatively, qualitatively.
- 3. General Discussion on Commitments and Intentions.
- 4. Wrap up.

▶ Different stages of information disclosure:

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 - 1. Ex ante: A priori. No information. Possibly background beliefs about who you are playing against (background beliefs about the "context of interaction").

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 - 2. *Ex interim*: the players receive a piece of (private) information. They know more.

- ▶ Different stages of information disclosure:
 - Ex ante: A priori. No information. Possibly background beliefs about who you are playing against (background beliefs about the "context of interaction").
 Prior beliefs.
 - Ex interim: the players receive a piece of (private) information.
 They know more.
 Posterior beliefs.

- ▶ We encountered priors many time already:
 - In type spaces, in UTIs, in Bayesian games...

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 - In type spaces, in UTIs, in Bayesian games...

$$\lambda_i(t_i)(s,t) = rac{\Omega((s,t) \ \& \ t_i)}{\Omega(t_i)}$$

- ▶ We encountered priors many time already:
 - In type spaces, in UTIs, in Bayesian games...
 - We mostly used common priors:
 - ▶ $\Omega_i = \Omega_j$ for all $i, j \in A$.
 - $ightharpoonup \preceq_i = \preceq_j$ for all $i,j \in \mathcal{A}$ (in epistemic-plausibility models)

Common priors

▶ ⇒ same posteriors!

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- ▶ Olivier and I play card together.



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- ▶ Olivier and I play card together. Before the cards are dealt, our common prior belief that the other end up with a Joker is 0.37 = 2/54.



Common priors

- ▶ ≠ same posteriors! For the simple reason that agents can receive different private information.
- ▶ Olivier and I play card together. Before the cards are dealt, our common prior belief that the other end up with a Joker is 0.37 = 2/54.
- We get 5 card each (and don't show them to each other). I end up with the 2 Jokers.
 - My posterior belief that Olivier has a Joker is 0.
 - Olivier's posterior belief that I have a Joker is 0.4 = 2/49.



▶ Differences in posterior beliefs should be seen as coming from different information, not from different priors.

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- ▶ Alternative formulation: "...people with different information may legitimately entertain different probabilities, but there is no rational basis for people who have always been fed precisely the same information to do so." (...Given that we are Bayesians)

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"Harsanyi doctrine" [Aumann, 1976].

R. Aumann. Agreeing to Disagree. Annals of Statistics, Vol.4, No.6, 1976.

J.C. Harsanyi. Games with incomplete informations played by Bayesian players.

Management Science 14:159, pgs. 182, 320 - 334, 486 -502, 1967-68.

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"Harsanyi doctrine" [Aumann, 1976].

CPA not an innocuous assumption!

► Explanation

R. Aumann. Agreeing to Disagree. Annals of Statistics, Vol.4, No.6, 1976.

J.C. Harsanyi. *Games with incomplete informations played by Bayesian players. Management Science* 14:159, pgs. 182, 320 - 334, 486 -502, 1967-68.

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Why CPA?

- A controversial question!
 - See Morris (1995) for a thorough discussion. One methodological observation:
 - Better to explain differences in posterior on the basis of identifiable differences in information or plausible errors in information processing.
 - Resorting on differences in priors often appears ad hoc (the resulting theory is "too permissive").

S. Morris. The Common Prior Assumption in Economic Theory. Economics and Philosophy, 11(2): pgs. 227-253, 1995.

Common Prior and Shared Perspective

- ► Common prior is already a form of shared background within a group, although a relatively weak one.
 - RCBR characterizes non-dominance; but RCBR + (non-correlated) CP characterizes Nash equilibrium.

Common Prior and Shared Perspective

- ► Common prior is already a form of shared background within a group, although a relatively weak one.
 - RCBR characterizes non-dominance; but RCBR + (non-correlated) CP characterizes Nash equilibrium.
- ▶ But the connection between group members can be strengthened if the priors are correlated.

Correlations

	Н	М	
Н	3, 3	0, 4	
М	4, 0	1, 1	

	Н	М	
Н	3, 3	0, 4	
М	4, 0	1, 1	

We each can make our choice dependent on a flip of the coin:

	Н	М	
Н	3, 3	0, 4	
М	4, 0	1, 1	

We each can make our choice dependent on a flip of the coin:

- ► A mixed strategy is a random variable assigning actions to the outcome of a coin toss.
- ▶ The coins are *independent*: (H, H) is never rational.

	Н	М
Н	3, 3	0, 4
М	4, 0	1, 1

Suppose we base our choices on the same coin:

	Н	М	
Н	3, 3	0, 4	
М	4, 0	1, 1	

Suppose we base our choices on the same coin:

- $ho_E = (Head \Rightarrow H, Tail \Rightarrow M)$
- $\rho_O = (Head \Rightarrow H, Tail \Rightarrow M)$

Our choice are correlated, i.e. not independent (In general, the players need not observe the *same* random event.)

	Η	М
Н	3, 3	0, 4
М	4, 0	1, 1

	Н	М
Н	1/2	0
М	0	1/2

Convenient representation of correlated strategies in terms of the distribution of the external signal.

Correlated Equilibrium

Let \mathbb{G} be a game in strategic form and W a (measurable) set of outside signals and $\Omega(S)$ a probability distribution over S.

- ▶ A correlated strategy for player i is a function $\rho_i : W \longrightarrow S_i$ assigning to each signal an action in S_i .
- ▶ The expected value for player *i* of the profile ρ :

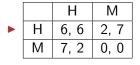
$$EV_i(\rho) = \sum_{w \in W} \Omega(w) v_i(\rho(w))$$

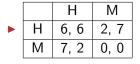
▶ A correlated equilibrium is a profile ρ_i of correlated strategies such that, for all i:

$$\rho_i \in argmax_{\rho_i'}(\rho_i', \rho_{-i})$$

R.J. Aumann. Correlated equilibrium as an expression of bayesian rationality. Econometrica, 55(1-18), 1987.

	Н	M
Н	3, 3	0, 0
М	0, 0	1, 1

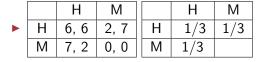




► Three Nash equilibria: (M, H), (H, M) and ((2/3 M, 1/3 H), (2/3 M, 1/3 H)).



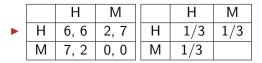
Now suppose we make our choice dependent on drawing one of three cards.



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- Now suppose we make our choice dependent on drawing one of three cards.
- ► This is a correlated equilibrium, with expected value of 5 for each of us.



- Now suppose we make our choice dependent on drawing one of three cards.
- ► This is a correlated equilibrium, with expected value of 5 for each of us.
- No Nash equilibrium can give you that.

	Н	М		Н	М
Н	6, 6	2, 7	Н	1/3	1/3
М	7, 2	0, 0	М	1/3	

- Now suppose we make our choice dependent on drawing one of three cards.
- ► This is a correlated equilibrium, with expected value of 5 for each of us.
- ▶ No mixing can give you the probability distribution ρ on $\Pi_i S_i$.

	Н	М		Н	М
Н	6, 6	2, 7	Н	1/3	1/3
М	7, 2	0, 0	М	1/3	

- Now suppose we make our choice dependent on drawing one of three cards.
- ► This is a correlated equilibrium, with expected value of 5 for each of us.
- ▶ The probability distribution ρ on $\Pi_i S_i$ cannot be factorized in independent probability distributions on S_i 's.

Correlations in Belief

▶ Small step from correlated strategies to correlated priors.

	Н	М
Н	3, 3	0, 0
М	0, 0	1, 1

Correlations in Belief

▶ Small step from correlated strategies to correlated priors.

	Н	М	Ω	М	Н
Н	3, 3	0, 0	Н	1/2	0
М	0, 0	1, 1	М	0	1/2

•
$$T = \{t_O, t_E\}.$$

Correlations in Belief

▶ Small step from correlated strategies to correlated priors.

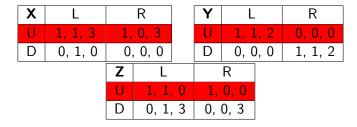
	Н	М	Ω	М	Н	
Н	3, 3	0, 0	Н	1/2	0	
М	0, 0	1, 1	М	0	1/2	

•
$$T = \{t_O, t_E\}.$$

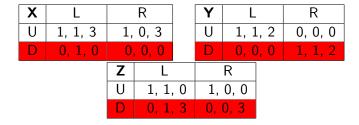
X	L	R			Υ	L		R
U	1, 1, 3	1, 0, 3			U	1, 1	l, 2	0, 0, 0
D	0, 1, 0	0, 0, 0			D	0, 0), 0	1, 1, 2
		Z	<u>. </u>			R		
		U	1, 1,	, 0	1, 0, 0			
		D	0, 1,	, 3	0,	0, 3		

► Three players: Ann, Bob and Charlie.

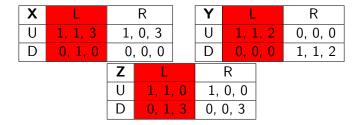
A. Brandenburger and A. Friedenberg. *Intrinsic Correlations in Games*. J.E.T., vol. 141, 2008.



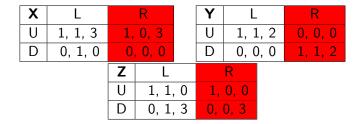
Ann chooses the column.



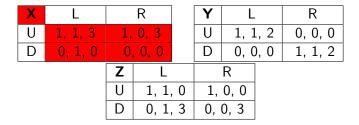
Ann chooses the column.



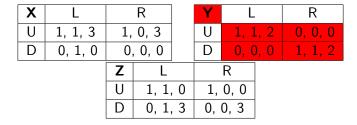
Bob chooses the row.



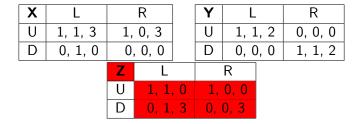
Bob chooses the row.



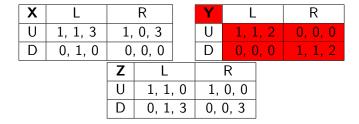
Charlie chooses the matrix.



Charlie chooses the matrix.



Charlie chooses the matrix.



► Strategy **Y** is rationalizible for Charlie.

X	L	R			Υ	L		R
U	1, 1, 3	1, 0, 3			U	1, 1	L, 2	0, 0, 0
D	0, 1, 0	0, 0, 0			D	0, 0), 0	1, 1, 2
		Z L				R		
		U	J 1, 1,		1, 0, 0			
		D	D 0, 1,		0,	0, 3		

- ► Strategy **Y** is rationalizible for Charlie.
- ▶ Take: $\lambda(t_C)(U, L) = 1/2$, $\lambda(t_C)(D, R) = 1/2$.

X	L	R			Υ	L	-	R
U	1, 1, 3	1, 0, 3			U	1, 1	1, 2	0, 0, 0
D	0, 1, 0	0, 0, 0			D	0, (0, 0	1, 1, 2
		Z L				R		
		U	U 1, 1,		1, 0, 0			
		D	0, 1,		0,	0, 3		

- Strategy Y is rationalizable for Charlie.
- ▶ Take: $\lambda(t_C)(U, L) = 1/2$, $\lambda(t_C)(D, R) = 1/2$. Then:

$$EV_C(X, t_C) = 1/2(3) + 1/2(0) = 1.5$$

X	L	R			Υ	L		R
U	1, 1, 3	1, 0, 3			U	1, 1, 2		0, 0, 0
D	0, 1, 0	0	0, 0, 0		D	0, 0, 0		1, 1, 2
		Z	L			R		
		U	1, 1,	, 0	1, 0, 0			
		D	0, 1,	, 3	0,	0, 3		

- ► Strategy **Y** is rationalizible for Charlie.
- ► Take: $\lambda(t_C)(U, L) = 1/2$, $\lambda(t_C)(D, R) = 1/2$. Then:

$$EV_C(X, t_C) = 1/2(3) + 1/2(0) = 1.5$$

$$EV_C(Y, t_C) = 1/2(2) + 1/2(2) = 2$$

X	L	R			Υ	L		R
U	1, 1, 3	1, 0, 3			U	1, 1	L, 2	0, 0, 0
D	0, 1, 0	0	0, 0, 0		D	0, 0, 0		1, 1, 2
		Z	ZL			R		
		U	1, 1,	, 0	1,	0, 0		
		D	0, 1,	, 3	0,	0, 3		

- ► Strategy **Y** is rationalizible for Charlie.
- ► Take: $\lambda(t_C)(U, L) = 1/2$, $\lambda(t_C)(D, R) = 1/2$. Then:

$$EV_C(X, t_C) = 1/2(3) + 1/2(0) = 1.5$$

$$EV_C(Y, t_C) = 1/2(2) + 1/2(2) = 2$$

$$EV_C(Z, t_C) = 1/2(0) + 1/2(3) = 1.5$$

X	L	R			Υ	L		R
U	1, 1, 3	1, 0, 3			U	1, 1	1, 2	0, 0, 0
D	0, 1, 0	0, 0, 0			D	0, (0, 0	1, 1, 2
		Z	Z L			R		
		U	1, 1,	0	1, 0, 0]	
		D	0, 1,	3	0,	0, 3		

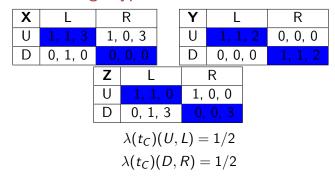
- ► Strategy **Y** is rationalizible for Charlie.
- ► Take: $\lambda(t_C)(U, L) = 1/2$, $\lambda(t_C)(D, R) = 1/2$.
- ▶ **Y** is not rationalizable if Charlie doesn't believe that Ann and Bob correlate their choices. (Left as an exercise).

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 - For more than two agents: some (beliefs in) correlations are bound to arise.
 - We just saw an example of that.

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 - We just saw an example of that.
 - Team Interactions generate correlations.
- Question: where do (beliefs in) correlations come from?

- ► RCBR ⇔ Playing iteratively rationalizable strategies.
 - For more than two agents: some (beliefs in) correlations are bound to arise.
 - We just saw an example of that.
 - Team Interactions generate correlations.
- Question: where do (beliefs in) correlations come from? Answer: A player can think that other players' strategy choices are correlated, because he thinks what they believe about the game is correlated.



X	L		R		Υ	L		R
U	1, 1, 3	1, 0, 3			U	1, 1, 2		0, 0, 0
D	0, 1, 0	0, 0, 0			D	0, 0, 0		1, 1, 2
		Z	L			R		
		U	1, 1	, 0	1,	0, 0		
		D	0, 1	, 3	0,	0, 3		

► Instead: make strategy choices conditional on types/beliefs/hierarchies.

X	L	R		
U	1, 1, 3	1, 0, 3		
D	0. 1. 0	0. 0. 0		

Υ	L	R		
U	1, 1, 2	0, 0, 0		
D	0, 0, 0	1, 1, 2		

Z	L	R		
U	1, 1, 0	1, 0, 0		
D	0, 1, 3	0, 0, 3		

- Instead: make strategy choices conditional on types/beliefs/hierarchies.
 - Suppose $T_A = \{t_A, u_A\}$ and $T_B = \{t_B, u_B\}$ and:

$$\lambda(t_C)(t_A, t_B, U, L) = 1/2 = \lambda(t_C)(u_A, u_B, D, R)$$

t_C	UL	UR	DL	DR
$t_A t_B$	1/2	0	0	0
$t_A u_B$	0	0	0	0
$u_A t_B$	0	0	0	0
$u_A u_B$	0	0	0	1/2

- ► Instead: make strategy choices conditional on types/beliefs/hierarchies.
 - Suppose $T_A = \{t_A, u_A\}$ and $T_B = \{t_B, u_B\}$ and:

$$\lambda(t_C)(t_A, t_B, U, L) = 1/2 = \lambda(t_C)(u_A, u_B, D, R)$$

We get the same result: Charlie is rational at state

$$(t_C, \bullet), (s_A, s_B, Y)$$

- Strategy choices conditional on signals.
 - $\rho_A = \{ Head \Rightarrow U, Tail \Rightarrow D \}, \ \rho_B = \{ Head \Rightarrow L, Tail \Rightarrow R \}.$
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How much explanatory power?

▶ CI: For any type t_i for agent i, the choices $(s_j, s_k, ...)$ for the other agents $(i \neq j, \neq k, ...)$ are independent (i.e. non-correlated), conditional on the type of the other players.

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$$\begin{array}{ccc} \lambda(t_C)(U,L|t_A,t_B) & = & \lambda(t_C)(U|t_A,t_B) & \times & \lambda(t_C)(L|t_A,t_B) \\ & = & \times & \end{array}$$

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Theorem If Conditional Independence (CI) and Sufficient (SUFF) hold and type t_i has independent assessments about the types of players j and k, then t_i must have an independent assessment about j's and k's strategy choice.

A. Brandenburger and A. Friedenberg. *Intrinsic Correlations in Games*. J.E.T., vol. 141, 2008.

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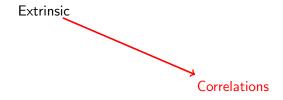
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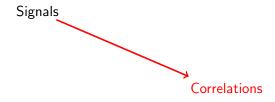
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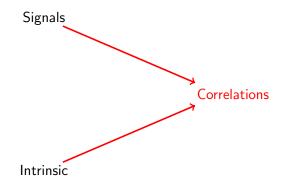
Correlations

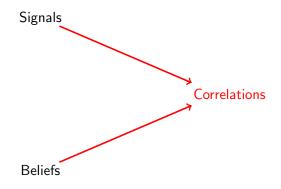


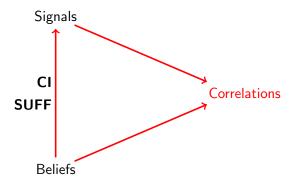
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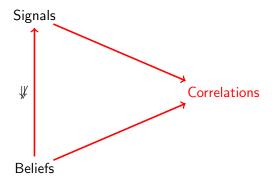
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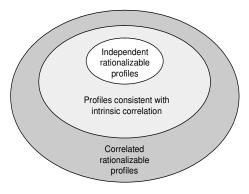


Figure 2.2

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More general questions:

- What does it means to say that a team is rational at a given state?
- And what about correlations in non-probabilistic models of beliefs?

 $\label{eq:Additional requirements on team work.}$

What is a team?

- 1. Group identification.
 - Information about who's in and who's out.
 - Reasoning as group members.
 - Shared goal.
 - Group preference / utilities.
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Key Philosophical Work:

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G. Harmann. Practical Reasoning. Review of Metaphysics, 1976.

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- G. Harmann. Practical Reasoning. Review of Metaphysics, 1976.
- M. Bratman. Intention, Plans, Practical Reason. Harvard UP, 1987.

Intentions and Teamwork:

- M. Gilbert. On Social Facts. Princeton UP, 1989.
- J. Searle. The Construction of Social Reality. Free Press, 1995.
- M. Bratman. Faces of Intentions. Cambridge UP, 1999.
- R. Tuomela. The Philosophy of Sociality. Oxford UP, 2010.

Formally - but mostly signle-agent:

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- M. Bratman, D. Israel and M. Pollack. *Plans and Ressource-Bounded Reasoning. Computational Intelligence*, 4(3), 1988.
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Formally - Multi-agent:

- B. Dunin-Keplicz and R. Verbrugge. *Teamwork in Multi-Agent Systems*. Wiley, 2010.
- ⇒ See also (Lorini and Herzig:
- http://www.irit.fr/~Andreas.Herzig/Esslli09course/)

Teamwork as Shared cooperative activity:



Teamwork ++

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A The Intention part:

- 1. Me:
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- B: The epistemic part:
 - 1. It is common knowledge between us that (A).
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Conclusions: Teams in Interaction

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 - Information about who's in and who's out.
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Teamwork ++

Thanks and Merci (and Bedankt)

Agreement Theorem:

If two people have the common priors, and their posteriors for an event A are common knowledge, then these posterior have to be the same.

► Agreement Theorem:

The Annals of Statistics 1976, Vol. 4, No. 6, 1236-1239

AGREEING TO DISAGREE¹

BY ROBERT J. AUMANN

Stanford University and the Hebrew University of Jerusalem

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► Agreement Theorem: ► Back to Lecture

Suppose a being in whose power to predict your choices you have enormous confidence. [...]

R. Nozick. Newcomb's Problem and Two Principles of Choice. 1969.

Suppose a being in whose power to predict your choices you have enormous confidence. [...] There are two boxes, (A) and (B). (B1) contains 1000 [euros]. (B2) contains either 1 million [euros] (M), or nothing.

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- 1. taking what is in both boxes
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Furthermore, [the following is common knowledge]:

- ▶ If the being predicts you will take what is in both boxes, he does not put the 1 M in the second box.
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The situation is as follows. First the being makes its prediction. Then it puts the 1M in the second box, or does not, depending upon what it has predicted. Then you make your choice. What do you do?

	A = 1M	A = 0
1 Box	1M	0
2 Boxes	1M + 100	100



	A = 1M	A = 0
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	A = 1M	A = 0
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▶ No uncertainty on types here.

	A = 1M	A = 0
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1 Box	1/2	0
2 Boxes	0	1/2

- ▶ No uncertainty on types here.
- ▶ SUFF is trivially satisfied (always for two agents).

	A = 1M	A = 0
1 Box	1M	0
2 Boxes	1M + 100	100

	A = 1M	A = 0
1 Box	1/2	0
2 Boxes	0	1/2

- ▶ No uncertainty on types here.
- SUFF is trivially satisfied (always for two agents).
- ► CI is violated.