

Complexity Study of Reasoning about Knowledge and Public Observations

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Joint work with
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How do we mathematically model certain scenarios?

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- Graphs, Flows, Linear Programs



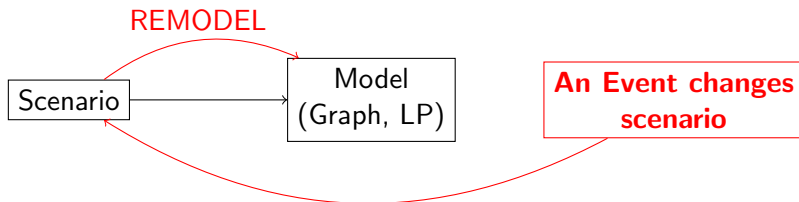
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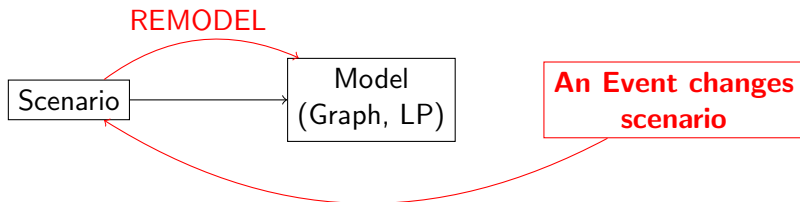
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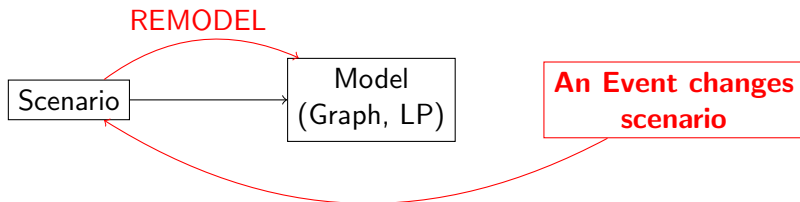
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- Supervisor Assignment Problem: **Perfect Matching**

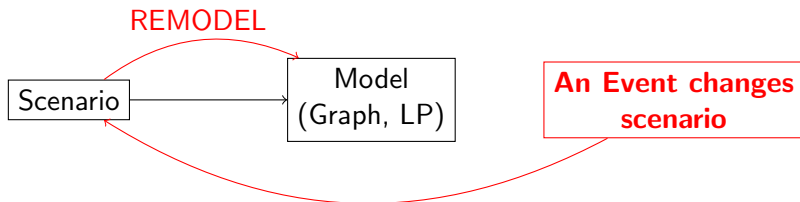
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- **Problem:**



- **Examples:**

- Supervisor Assignment Problem: Perfect Matching
- Whether a certain town is reachable given a map: Reachability

Some More Examples

- Propositional Language (Valuation models):

$$\varphi_G \rightarrow \varphi_C$$

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$$\exists x \in \mathbb{N} : \forall y \in \mathbb{N} : (x \leq y)?$$

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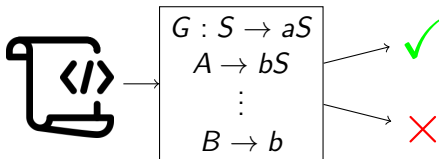
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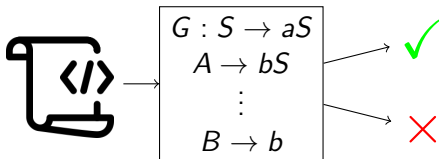
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- Buchi Automata: Will an OS arrive at a deadlock EVENTUALLY?

Modelling Knowledge

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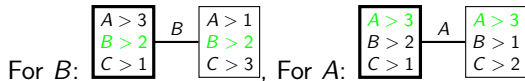
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$C > 1$	$C > 3$	$C > 1$	

- **Indistinguishable Possibilities:**

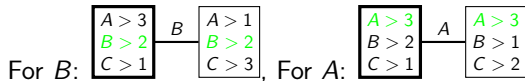


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- **Indistinguishable Possibilities:**



- **Event changes Knowledge:** A tells B it has 3, now for B :

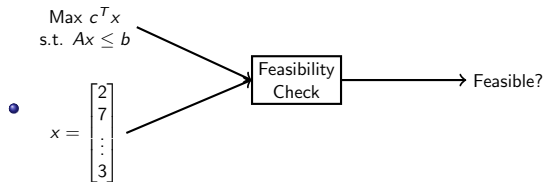
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Checking Solution vs Finding a Solution

- Two kind of questions using Linear Programs:

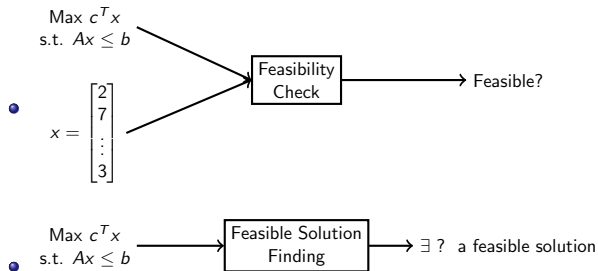
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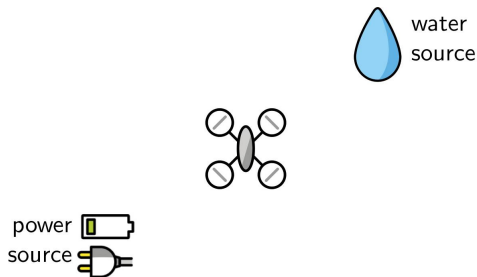


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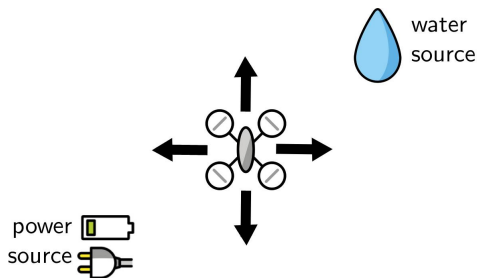


Motivation: A Farming Drone



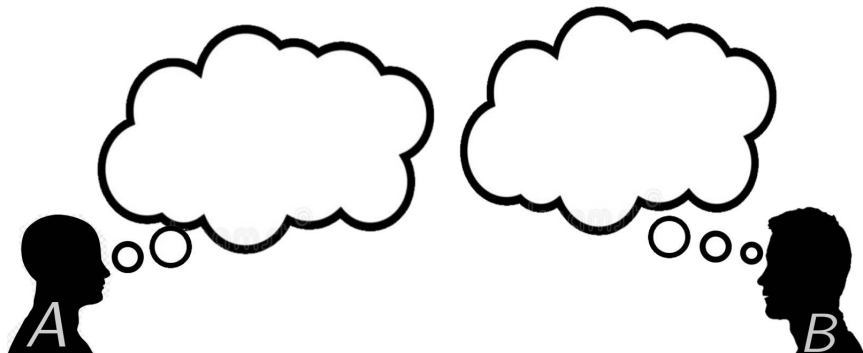
- A water source on top right corner
- A power source on bottom right corner

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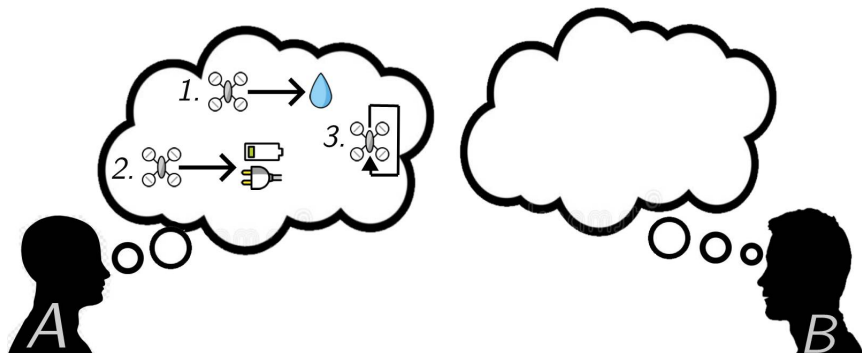


- Can move up, down, left or right
- Cannot move diagonally

Farming Drone: Agents and their expectations

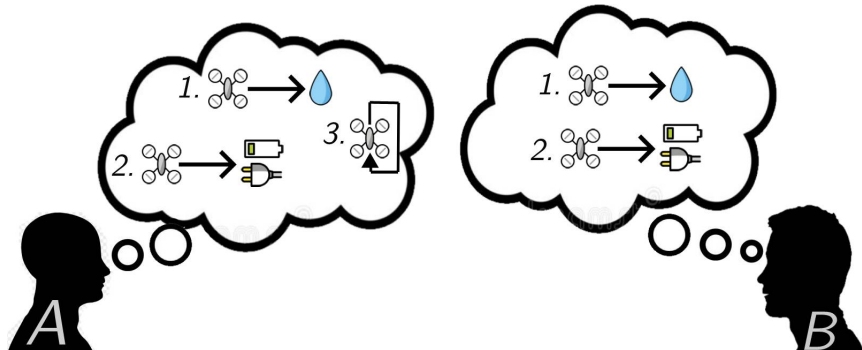


Farming Drone: Agents and their expectations



- ① Go to water with ≤ 1 wrong move.
- ② Go to power with ≤ 1 wrong move.
- ③ Go patrolling in clockwise direction.

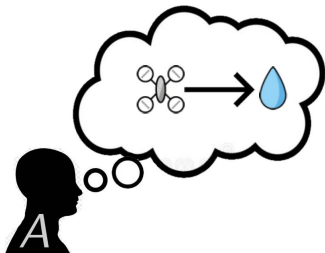
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


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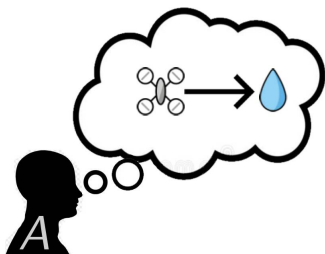
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

Farming Drone: Reasoning about this scenario



- What is the minimal number of  moves that A has to **observe** to know its goal?

Farming Drone: Reasoning about this scenario



- What is the minimal number of  moves that A has to **observe** to know its goal?
- Does there exist a sequence of  moves such that by observing it, B would know its goal but A would not?

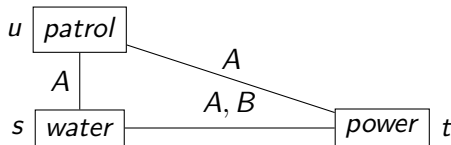
Modelling Knowledge: Epistemic Model

- Epistemic model (W, R, V) .

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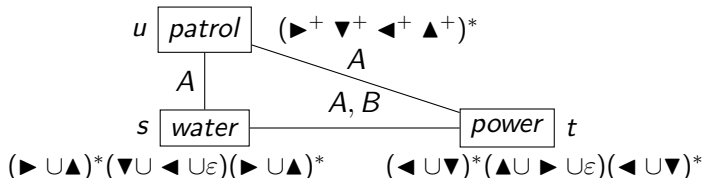
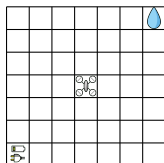
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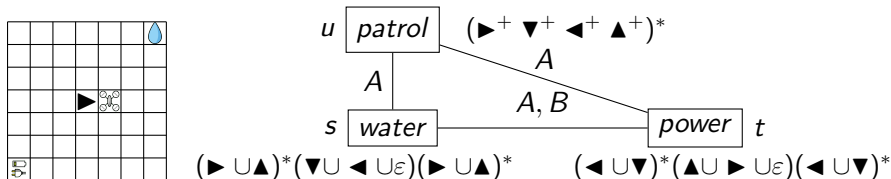
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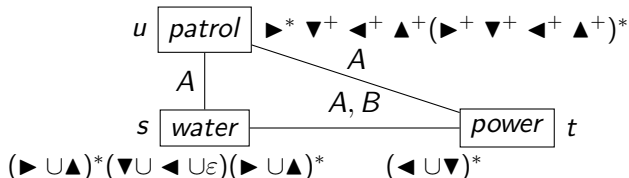
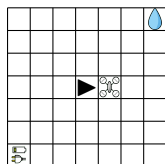
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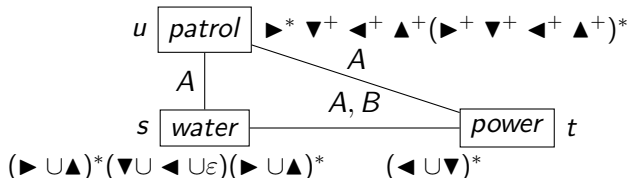
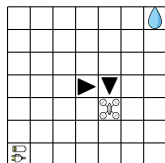
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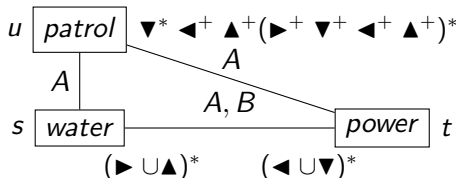
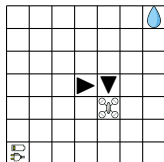
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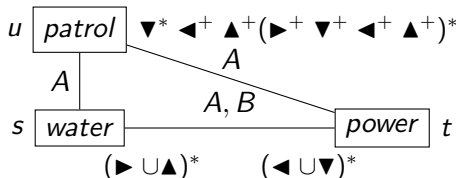
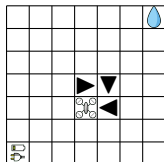
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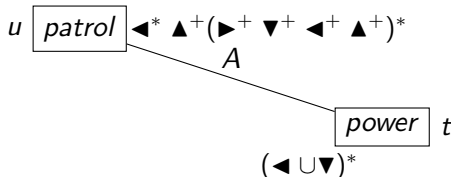
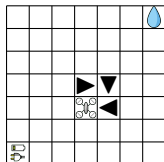
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The language of POL:

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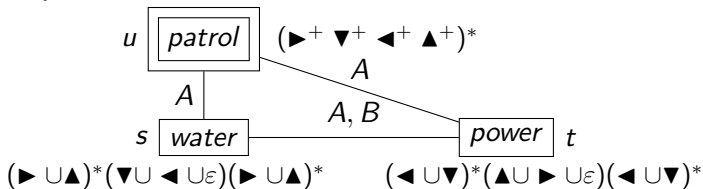
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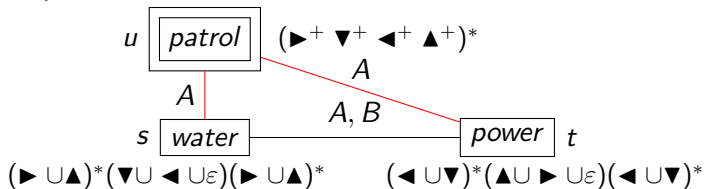
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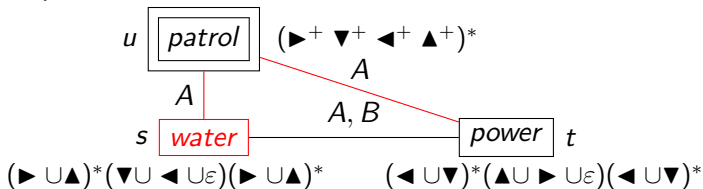
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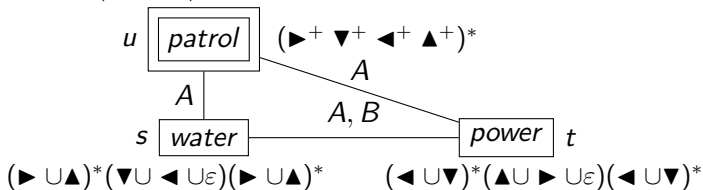
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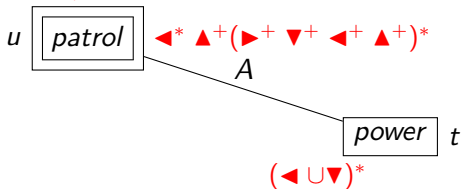
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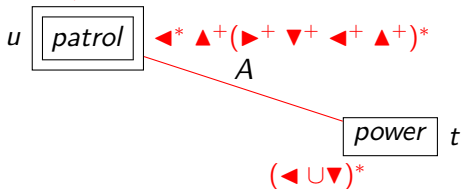
¹H van Ditmarsch, S Ghosh, R Verbrugge, and Y Wang. Hidden protocols: Modifying our expectations in an evolving world. Artificial Intelligence, 208:18–40, 2014

Public Observation Logic: Syntax¹

The language of POL:

$$\varphi ::= \top \mid p \mid \neg\varphi \mid \varphi \wedge \varphi \mid K_i\varphi \mid \hat{K}_i\varphi \mid [\pi]\varphi \mid \langle\pi\rangle\varphi$$

- $K_i\varphi$: an agent i **knows** φ holds.
- $\hat{K}_i\varphi$: an agent i considers φ **possibly** holds.
- $[\pi]\varphi$: after any sequence of **observation** matching π , φ holds.
 - $\langle\pi\rangle\varphi$: after some sequence of **observation** matching π , φ holds.
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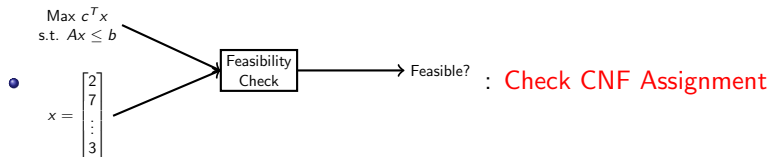
- 1 Background
- 2 Model-Checking and Satisfiability
- 3 Decidability: A High Level Idea
- 4 Conclusion

Recall: Checking Solution vs Finding a Solution

- Recall the questions using Linear Programs:

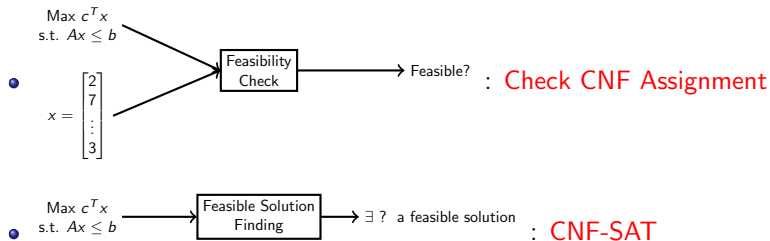
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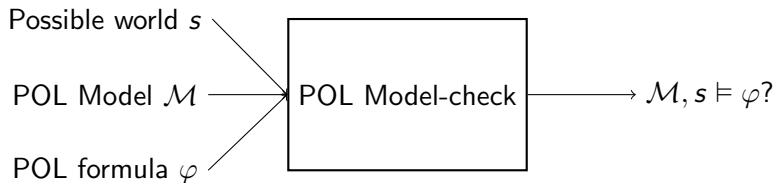


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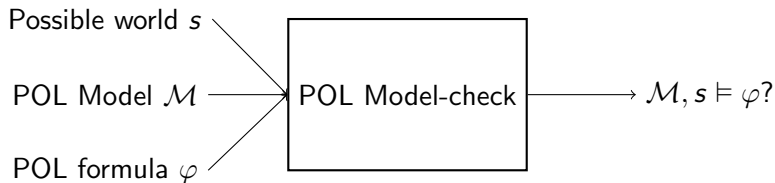


The Model Checking Question



Is POL Model-checking **decidable**?

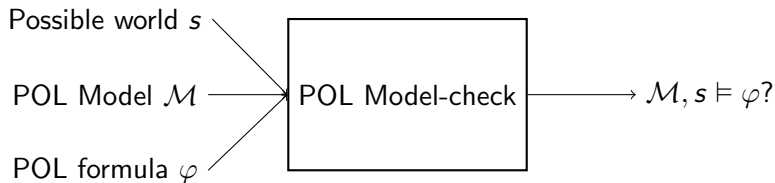
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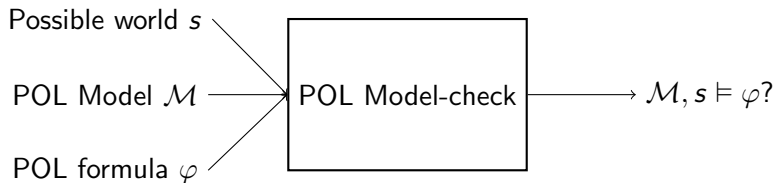
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The model-checking problem of POL is PSPACE-Complete.

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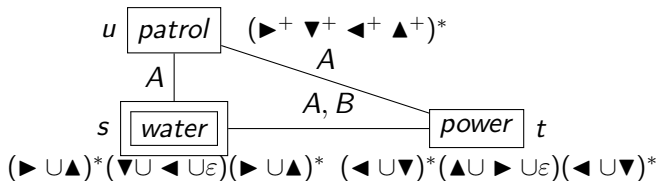
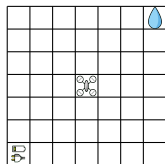
The model-checking problem of POL is PSPACE-Complete.

It's too hard, isn't it?

Enter: **Fragments**

POL Model-checking

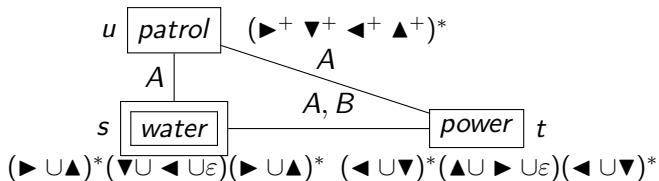
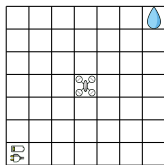
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¹T. Bolander, A Gentle Introduction to Epistemic Planning: The DEL Approach, M4M@ICLA 2017

POL Model-checking

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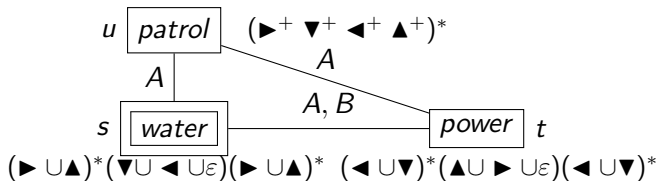
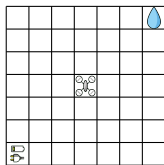


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¹T. Bolander, A Gentle Introduction to Epistemic Planning: The DEL Approach, M4M@ICLA 2017

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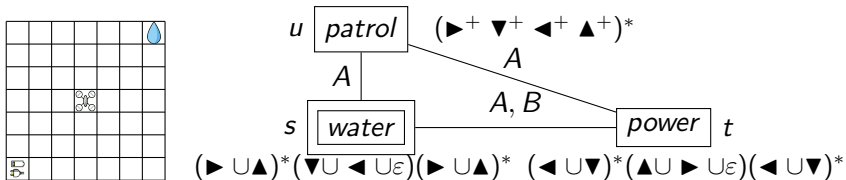



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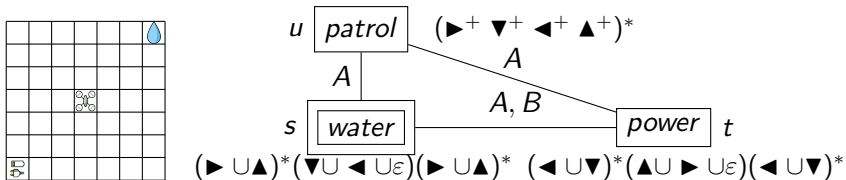



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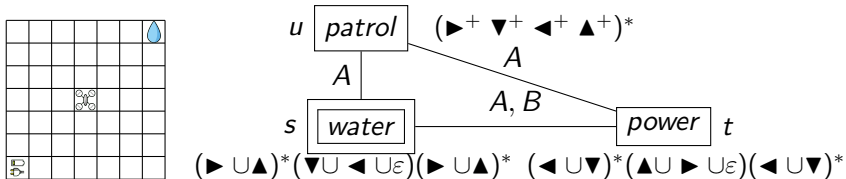
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
Solution: $\mathcal{M}, s \models \langle (\blacktriangleright \cup \blacktriangledown \cup \blacktriangleleft \cup \blacktriangle)^* \rangle K_A \varphi$

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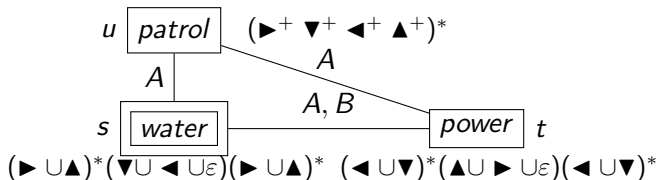
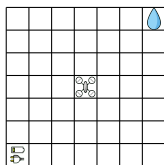


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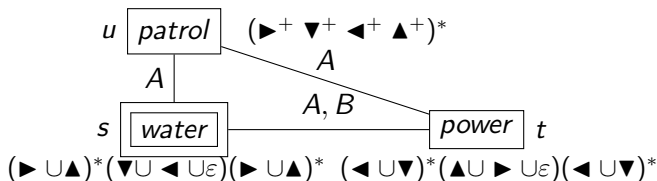
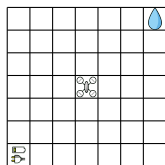
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POL Model-checking




- **Verification of a plan, Word Fragment:** only **word** in π .

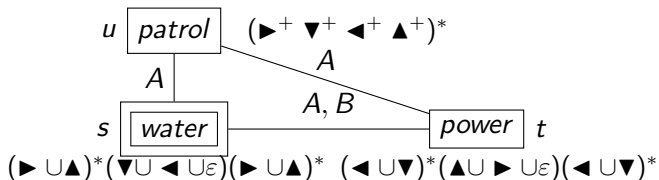
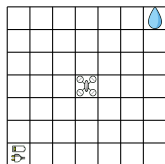
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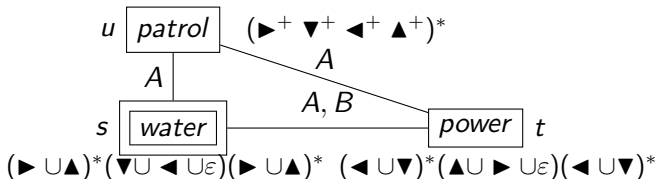
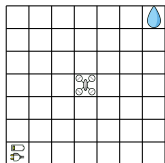
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Can A know the goal is  after observing **three** \blacktriangleright **moves** (a plan)?



- Star-Free **Fragment**: no Kleene Star (*) in π .

$$\mathcal{M}, s \models [(\blacktriangleright U \blacktriangledown U \blacktriangleleft U \blacktriangle)^2] \neg K_A \text{water} \wedge \langle (\blacktriangleright U \blacktriangledown U \blacktriangleleft U \blacktriangle)^3 \rangle K_A \text{water}$$



- Star-Free **Fragment**: no Kleene Star (*) in π .

$$\mathcal{M}, s \models [(\text{right} \cup \text{down} \cup \text{left} \cup \text{up})^2] \neg K_A \text{water} \wedge \langle (\text{right} \cup \text{down} \cup \text{left} \cup \text{up})^3 \rangle K_A \text{water}$$

- A cannot **know** about the goal until the length of the sequence of moves is at least 3.

Some Fragments of POL Model-Checking

Are these more efficient fragments?

Star-Free fragment	$[aab + b]K_i p, [aab^*]K_i p$	PSPACE-Hard (<i>TQBF</i>)
Existential fragment	$\langle aab^* \rangle K_i p, [aab^*]K_i p$	PSPACE-Hard (Intersection Non-Emptiness Problem)
Star-Free—Existential fragment	$\langle aab + b \rangle \hat{K}_i p, \langle aab^* \rangle K_i p$	NP-Complete (3-SAT)
Word fragment	$[aab]K_i p, [aab + b]K_i p$	P

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For example:

$water \wedge \hat{K}_{Apower}$

POL Satisfiability

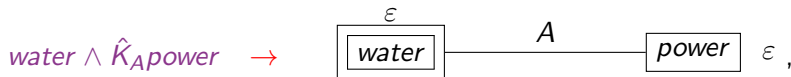
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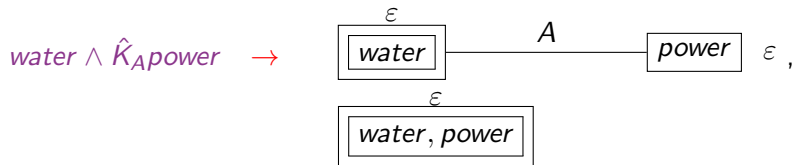
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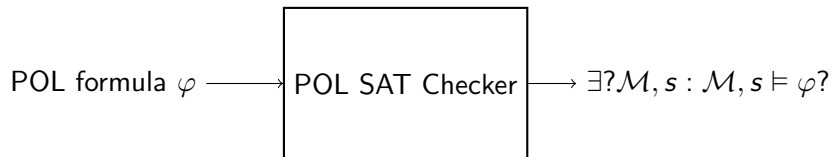
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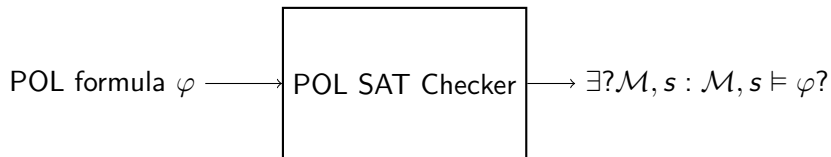
If **NO MODEL** then φ is a property

Else it is not

POL Satisfiability Results

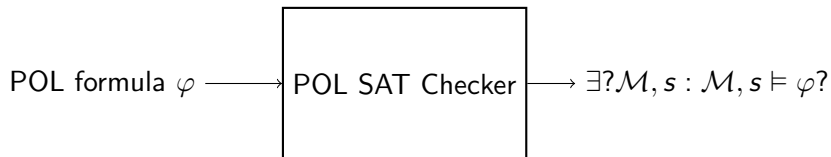


POL Satisfiability Results



Is POL-Sat **decidable**?

POL Satisfiability Results



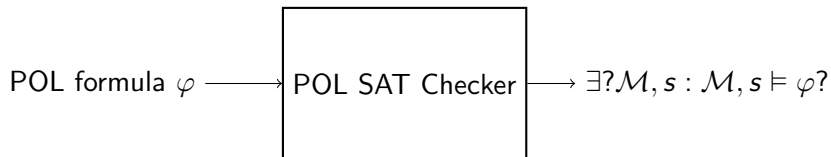
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The satisfiability problem of POL is in DOUBLE – EXPSPACE.

POL Satisfiability Results



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Open: Lower Bound

POL Fragment Results (KR'23)¹

Star-Free Multi-agent
fragment

$$[aab + b]K_i p, [\textcolor{red}{aab^*}]K_i p$$

NEXPTIME-
Complete
(Tiling Problem)

Star-Free Single-
agent fragment

$$[aab]K_i p \quad \vee \quad K_i q, \\ \textcolor{red}{[aab^* + b]K_i p \vee K_j q}$$

PSPACE-Hard
(TQBF)

Word Multi-agent
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PSPACE-
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Word Single-agent
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NP-Complete
(PAL Reduction)

¹Chakraborty S.; Ghosh A.; Ghosh S.; and Schwarzenruber F. 2023. On simple expectations and observations of intelligent agents: A complexity study., KR 2023, Rhodes, Greece, September 2-8, 2023, 136–145

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Decidability: Model-Checking

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- **Solution:** π^* is a regular expression \longrightarrow NFA/DFA (**FINITE**)
- Given a model \mathcal{M} , bound the number of **unique** $\mathcal{M}|_w$ over any $w \in \Sigma^*$.

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- **Formula Term**

- $(\sigma \ w \ \varphi)$: φ holds in World σ after updating by w

Decidability of POL^- : Some Tableau Rules

Propositional Rules

$$\text{Clash rule} \quad \frac{(\sigma \quad w \quad p), \quad (\sigma \quad w \quad \neg p)}{\perp}$$

Diamond and Box Rules

$$\text{Diamond Project} \quad \frac{(\sigma \quad w \quad \langle a \rangle \psi)}{(\sigma \quad wa \quad \checkmark), (\sigma \quad wa \quad \psi)}$$

$$\text{Box Project} \quad \frac{(\sigma \quad w \quad [\pi] \psi), \quad (\sigma \quad wa \quad \checkmark)}{(\sigma \quad wa \quad [\pi \backslash a] \psi)}$$

Survival Rules

$$\text{Constant Valuation Up} \quad \frac{(\sigma \quad w \quad p)}{(\sigma \quad \epsilon \quad p)} \quad \frac{(\sigma \quad w \quad \neg p)}{(\sigma \quad \epsilon \quad \neg p)}$$

$$\text{Survival Chain} \quad \frac{(\sigma \quad wa \quad \checkmark)}{(\sigma \quad w \quad \checkmark)}$$

Again consider the formula: $\langle \pi^* \rangle \psi$.

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Approach: Look towards Automaton structures

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Concluding...

- Model-Checking and Satisfiability problem for POL (Full language ongoing)
- Complete Axiomatic System for extension of POL : Epistemic Protocol Logic¹
- Programs can be interpreted more efficiently in CFL.
How about CFG instead of regular?

¹H van Ditmarsch, S Ghosh, R Verbrugge, and Y Wang. Hidden protocols: Modifying our expectations in an evolving world. Artificial Intelligence, 208:18–40, 2014