safeAI | checking logical models

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1 WEEK 8 ASSIGNMENTS

1.1 Defining Concurrent Epistemic Game Structures

Consider a CEGS $M_{chicken}$, where $(\mathbb{A}gt, St, Act, d, out)$ is a concurrent game structure, and $\sim_a$ are indistinguishability relations over St, one per agent in $\mathbb{A}gt$. We can now define the CEGS as a tuple

$$M_{chicken} = (\mathbb{A}gt, St, \sim_a |a \in \mathbb{A}gt, Act, d, out) \quad (1)$$

, where

- $\mathbb{A}gt = \{a_1, a_2\}$
- $St =$
  - q_0 = left-hand traffic
  - q_1 = right-hand traffic
  - q_2 = left-hand traffic; a_1 drives left; a_2 drives left
  - q_3 = left-hand traffic; a_1 drives left; a_2 drives right
  - q_4 = left-hand traffic; a_1 drives right; a_2 drives left
  - q_5 = left-hand traffic; a_1 drives right; a_2 drives right
  - q_6 = right-hand traffic; a_1 drives right; a_2 drives right
  - q_7 = right-hand traffic; a_1 drives right; a_2 drives left
  - q_8 = right-hand traffic; a_1 drives left; a_2 drives right
  - q_9 = right-hand traffic; a_1 drives left; a_2 drives left
- $\sim_a = \{\{q_0, q_1\}, \{q_3, q_8\}, \{q_4, q_7\}, \{q_2\}, \{q_5\}, \{q_6\}, \{q_9\}\}$
- $Act = \{drive\_left, drive\_right\}$
- $d(\mathbb{A}gt, q_i) = \{drive\_left, drive\_right\}, \forall i \in \{0, ..., 9\}$
- $out =$
  - $out(q_0, drive\_left, drive\_left) = q_2$
  - $out(q_0, drive\_left, drive\_right) = q_3$
  - $out(q_0, drive\_right, drive\_left) = q_4$
  - $out(q_0, drive\_right, drive\_right) = q_5$
  - $out(q_1, drive\_left, drive\_left) = q_9$
  - $out(q_1, drive\_left, drive\_right) = q_8$
  - $out(q_1, drive\_right, drive\_left) = q_7$
  - $out(q_1, drive\_right, drive\_right) = q_6$
- let the evaluations be V, where
  - $V(crash) = \{q_3, q_4, q_5, q_7, q_8, q_9\}$
  - $V(lft) = \{q_0, q_2, q_3, q_4, q_5\}$

As there is no propositional argument matching the action $drive\_right$, we are evaluating q_6 implicitly.

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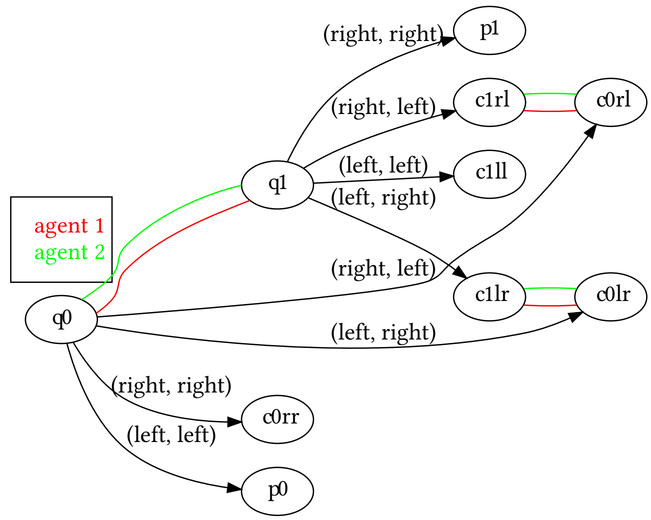

1.2 Validating Concurrent Epistemic Game Structures through Memoryless Strategies

For the defined CEGS $M_{chicken}$ in 1.1, it is **untrue** that under the independent combination of ATL semantics with epistemic semantics (no uniform strategies requirement) agent a_1 has a memoryless strategy in q_0 to enforce $\neg crash$ in the next state ($\langle\langle 1 \rangle\rangle X \neg crash$).

This is because in q_0, the only way not to crash is for both agents to take action $drive\_left$. Agent a_1 cannot force this protocol alone, agent a_2 needs to adhere to it as well.

1.3 Validating Concurrent Epistemic Game Structures through Indistinguishability

For the defined CEGS $M_{chicken}$ in 1.1, it is **untrue** that under ATL$_{ir}$, $M_{chicken}, q_0 \models_{ir} \langle\langle 1 \rangle\rangle X \neg crash$ holds.

This is because agent a_1 does not know whether it is in q_0 or q_1. Therefore it does not know whether the action to take is $drive\_left$ or $drive\_right$. Even more, if agent a_1 would choose the correct action ($drive\_left$), agent 2 can still cause a crash by executing $drive\_right$.

1.4 Validating Concurrent Epistemic Game Structures through Memoryless Strategies

For the defined CEGS $M_{chicken}$ in 1.1, it is **true** that under the independent combination of ATL semantics with epistemic semantics (no uniform strategies requirement), both agents together have a memoryless strategy in q_0 to enforce $\neg crash$ in the next state, namely $s_{a_1}(q_0) = drive\_left$.

This is because there is a strategy in q_0 which leads to a state with $\neg crash$ from both agents' perspective. To make it a complete strategy in the formal sense, we would need a strategy that also covers state q_1. Then, the strategy becomes $s_i(q_0) = drive\_left \;\; \forall i \in \{1, 2\}$; $s_i(q_1) = drive\_right \;\; \forall i \in \{1, 2\}$.

1.5 Validating Concurrent Epistemic Game Structures through Indistinguishability

For the defined CEGS $M_{chicken}$ in 1.1, it is **true** that under ATL_{ir}, $M_{chicken}, q_0 \models_{ir} \langle\langle 1, 2 \rangle\rangle X \neg crash$ holds.

This is because agents do not know whether they are in q_0 or q_1. Therefore, they do not know whether the action to take is $drive\_left$ or $drive\_right$, not being able to create a uniform strategy.

1.6 Validating Concurrent Epistemic Game Structures through Knowledge

For the defined CEGS $M_{chicken}$ in 1.1, it is **true** that under the independent combination of ATL semantics with epistemic semantics (no uniform strategies requirement), both agents together know that they have a memoryless strategy in q_0 to enforce $\neg crash$ in the next state ($K_1 \langle\langle 1, 2 \rangle\rangle X \neg crash \wedge K_2 \langle\langle 1, 2 \rangle\rangle X \neg crash$).

This is because the only state indistinguishable for both agents from q_0 is q_1. For $q \in \{q_0, q_1\}$, it holds that $M_{chicken}, q \models \langle\langle 1, 2 \rangle\rangle X \neg crash$, using the following strategy $s_i(q_0) = drive\_left \quad \forall i \in \{1, 2\}$; $s_i(q_1) = drive\_right \quad \forall i \in \{1, 2\}$.

1.7 7

1.8 8

1.9 9

1.10 10