

# Coalition Logic: links to current research

Natasha Alechina    Brian Logan

Utrecht University

n.a.alechina@uu.nl    b.s.logan@uu.nl

## In this recording:

- properties of coalition logic (axiom system)
- combining CL with epistemic operators
- complexity of reasoning
- use of CL for formalising the notion of responsibility

# Complete axiom system

- a system of axioms and inference rules is *complete* for some logic if any valid (universally true) formula in the logic is derivable from the axioms using the rules
- not all logics have a complete axiomatisation
- coalition logic does

# Complete axiom system for CL

PL complete set of axioms for propositional logic

Safety  $[\mathbb{A}gt]\top$

Liveness  $\neg[A]\perp$

$\mathbb{A}gt$ -maximality  $\neg[\emptyset]\varphi \rightarrow [\mathbb{A}gt]\neg\varphi$

Superadditivity  $[A_1]\varphi \wedge [A_2]\psi \rightarrow [A_1 \cup A_2](\varphi \wedge \psi)$  for any disjoint  $A_1, A_2 \subseteq \mathbb{A}gt$

inference rules

Modus Ponens from  $\varphi$  and  $\varphi \rightarrow \psi$  derive  $\psi$

Monotonicity if  $\varphi \rightarrow \psi$  is a theorem (you already proved it), then  $[A]\varphi \rightarrow [A]\psi$  is also a theorem.

# Alternative semantics for CL

- it is often easier to work with so-called effectivity semantics for CL (instead of CGS or action semantics)
- an effectivity model  $\mathcal{E} = (St, E, \mathcal{V})$  where  $E : St \rightarrow 2^{\mathbb{A}^{gt}} \rightarrow 2^{2^{St}}$  is an *effectivity function*
- intuitively, in a state  $q$ , a coalition  $A$  is *effective for*, or has an action guaranteeing the outcome to be in a certain set of states
- $\mathcal{E}, q \models [A]\varphi$  iff  $\{q' \mid \mathcal{E}, q' \models \varphi\} \in E(q)(A)$
- for example, in Prisoner's Dilemma,  $E(q_0)(\{1\}) = \{\{q_1, q_2\}, \{q_3, q_4\}, \{q_1, q_2, q_3\}, \{q_1, q_2, q_4\}, \{q_1, q_3, q_4\}, \{q_2, q_3, q_4\}, \{q_1, q_2, q_3, q_4\} \text{ plus all the same sets with } q_0 \text{ added}\}$
- an effectivity function corresponds to a concurrent game structure iff it has certain properties (is 'truly playable')

# Truly playable effectivity function

**Outcome monotonicity**  $X \in E(q, A)$  and  $X \subseteq Y$  implies  $Y \in E(q, A)$

**Safety**  $E(q, A) \neq \emptyset$  ( $\mathbb{A}_{\text{gt}}$  should be able to enforce *something*  
(fluffed this in the recording))

**Liveness**  $\emptyset \notin E(q, A)$

**Superadditivity** If  $A_1 \cap A_2 = \emptyset$ ,  $X \in E(q, A_1)$  and  $Y \in E(q, A_2)$ , then  
 $X \cap Y \in E(q, A_1 \cup A_2)$

**$\mathbb{A}_{\text{gt}}$ -maximality**  $\overline{X} \notin E(q, \emptyset)$  implies  $X \in E(q, \mathbb{A}_{\text{gt}})$

**Determinacy** If  $X \in E(q, \mathbb{A}_{\text{gt}})$ , then  $\{x\} \in E(q, \mathbb{A}_{\text{gt}})$  for some  $x \in X$

# Adding epistemic operators to CL

- we can add  $\sim_i$  relations between states in a CGS
- epistemic operators are defined as usual

# Interaction between knowledge and ability for effectivity functions

- agents have the same ability in two states that they cannot distinguish:
- $q \sim_i q'$  implies  $X \in E(q, \{i\})$  iff  $X \in E(q', \{i\})$
- corresponding axiom:  $[\{i\}]\varphi \rightarrow K_i[\{i\}]\varphi$



# Complexity of the satisfiability problem

- Satisfiability: given a formula  $\varphi$  of CL, is it satisfiable?
- satisfiability for CL is in PSPACE (Pauly 2001)
- satisfiability for CL + K + D and interaction axioms: also PSPACE
- see Agotnes and Alechina: Coalition logic with individual, distributed and common knowledge, Journal of Logic and Computation, Volume 29, Issue 7, 2019, 1041-1069
- satisfiability for CL + C + interaction axiom: still open?

# Responsibility and blameworthiness

- CL started in Philosophy
- used for reasoning about games
- another relevant problem for AI: what does it mean that a group of agents is responsible (or to blame) for a state of affairs  $\varphi$
- CL or CL-like logic can be used to make this notion precise

# Responsibility and blameworthiness

- classic approach: a group  $A$  is **to blame** for  $\varphi$  if:
  - $\varphi$  is the case now
  - and in the initial state:
  - $A$  could have prevented  $\varphi$ :  $[A]\neg\varphi$
  - $A$  knew this:  $E_A[A]\neg\varphi$  (or  $D_A[A]\neg\varphi$ ,  $C_A[A]\neg\varphi$ )
  - $A$  is a minimal such group: for no  $B \subset A$ ,  $[B]\neg\varphi$ .
- for more, see: Naumov, Tao: An epistemic logic of blameworthiness. *Artificial Intelligence* 283: article 103269 (2020)
- added in additional materials for week 5