# Contents

## Preface xv

# Introduction Exploring the Realm of Logic in Games 1

- 1 Encounters between logic and games
- 2 Logical games 2
- 3 From logic games to general game structure 5

1

- 4 Games as interactive processes 9
- 5 Logic meets game theory 13
- 6 From logic and game theory to Theory of Play 23
- 7 Conclusion 25
- 8 Contents of this book 26

I Game Logics and Process Structure 31

# Introduction to Part I 33

# 1 Games as Processes: Definability and Invariance 35

- 1.1 Games as process graphs in modal logic 36
- 1.2 Process and game equivalences 43
- 1.3 Further notions of game equivalence 48
- 1.4 Conclusion 51

1.5	Literature 52
<b>2</b>	Preference, Game Solution, and Best Action 53
2.1	Basic preference logic 53
2.2	Relational strategies and options for preference $57$
2.3	Defining Backward Induction in fixed point logics 59
2.4	Zooming out to modal logics of best action $61$
2.5	Conclusion 63
2.6	Literature 64
2.7	Further directions 64
3	Games with Imperfect Information 67
3.1	Varieties of knowledge in games $67$
3.2	Imperfect information games at a glance $69$
3.3	Modal-epistemic logic $70$
3.4	Correspondence for logical axioms 74
3.5	Complexity of rich game logics 77
3.6	Uncovering the mechanics of the dotted lines $79$
3.7	Conclusion 80
3.8	Literature 80
3.9	Further directions 81
4	Making Strategies Explicit 85
4.1	Strategies as first-class citizens 85
4.2	Defining strategies in dynamic logic $86$
4.3	General calculus of strategies 91
4.4	Strategies in the presence of knowledge 93
4.5	Conclusion 97
4.6	Literature 98
4.7	Further directions 99
5	Infinite Games and Temporal Evolution 103
5.1	Determinacy generalized 104
5.2	Branching time and temporal logic of powers 106
5.3	Strategizing temporal logic $108$

vi

- 5.4Epistemic and doxastic temporal logics 113 5.5Conclusion 118 5.6Literature 119 From Games to Models for Games 6 121 6.1122 Some simple scenarios 6.2Different styles of reasoning and modeling choices 1236.3Triggers for jumps: Diversity of knowledge in games 1256.4Modal logic of game trees 126 6.5From nodes to histories: Dynamic and temporal logics 128 6.6 Procedural information and epistemic forests 1296.7Observation uncertainty and imperfect information games 1326.8 Taking stock: Models of extensive games 1326.9 Adding beliefs and expectations 136 6.10From statics of games to dynamics of play 1396.11Conclusion 1406.12Literature 141 6.13 Further directions 141 Conclusion to Part I 145
- II Logical Dynamics and Theory of Play 147

# Introduction to Part II 149

- 7 Logical Dynamics in a Nutshell 151
- 7.1 Logic as information dynamics 151
- 7.2 From epistemic logic to public announcement logic 153
- 7.3 From correctness to correction: Belief change and learning 159
- 7.4 Update by general events with partial observation 165
- 7.5 Temporal behavior and procedural information 168
- 7.6 Inference and variety of information 173
- 7.7 Questions and direction of inquiry 174

7.8	From correct to reasonable: Harmony with evaluation 176
7.9	Conclusion 177
7.10	Literature 178
7.11	Recent developments 178
8	Deliberation as Iterated Update 181
8.1	Backward Induction and announcing rationality 181
8.2	Another scenario: Beliefs and iterated plausibility upgrade 185
8.3	Repercussions and extensions 190
8.4	Logical aspects 193
8.5	Conclusion 197
8.6	Literature 197
9	Dynamic-Epistemic Mechanisms at Play 199
9.1	Retrieving play from a game record 199
9.2	A representation for update on epistemic-temporal models 201
9.3	Tracking beliefs over time 205
9.4	Witnessing events and adding temporal logic 207
9.5	Help is on the way: Hard information during play 210
9.6	Forest murmurs: Soft information during play 213
9.7	Preference change 214
9.8	Dynamics after play 216
9.9	Changing the games themselves 218
9.10	Conclusion 220
9.11	Literature 221
9.12	Further issues 221
10	Toward a Theory of Play 227
10.1	Dynamics in games 227
10.2	Problems of fit: From deliberation to actual play $228$
10.3	Forming beliefs from observations 231
10.4	Logical aspects: Models and update actions 235
10.5	Theory of Play 241
10.6	Locating the necessary diversity 242
10.7	Some objections 244

#### Contents

10.8 Living with diversity, linguistic cues, and logical design 245

- 10.9 Connections and possible repercussions 246
- 10.10 Conclusion 247
- 10.11 Literature 247

Conclusion to Part II 249

# III Players' Powers and Strategic Games 251

# Introduction to Part III 253

## 11 Forcing Powers 255

<ul> <li>11.2 Formal conditions and game representation 257</li> <li>11.3 Modal forcing logic and neighborhood models 258</li> <li>11.4 Bisimulation, invariance, and definability 259</li> <li>11.5 Digression: Topological models and similarity games 261</li> <li>11.6 Compositional computation and game algebra 264</li> <li>11.7 Forcing intermediate positions 264</li> </ul>
<ul> <li>11.4 Bisimulation, invariance, and definability 259</li> <li>11.5 Digression: Topological models and similarity games 261</li> <li>11.6 Compositional computation and game algebra 264</li> </ul>
<ul><li>11.5 Digression: Topological models and similarity games 261</li><li>11.6 Compositional computation and game algebra 264</li></ul>
11.6 Compositional computation and game algebra 264
11.7 Forcing intermediate positions 264
11.8 Interfacing modal logics of forcing and action $265$
11.9 Powers in games with imperfect information $266$
11.10 Game transformations and extended logic $269$
11.11 Forcing languages, uniform strategies, and knowledge $-271$
11.12 Conclusion <i>272</i>
11.13 Literature 273
12 Matrix Games and Their Logics 275
12.1 From trees and powers to strategic matrix forms 275
12.2 Models for strategic games 276
12.3 Matching modal languages 278
12.4 Modal logics for strategic games 280
12.5 General game models, dependence, and correlation 281
12.6 Special logics of best response 282

- 12.7 A case study: Rationality assertions, weak and strong 285
- 12.8 STIT logic and simultaneous action 289
- 12.9 Conclusion 294
- 12.10 Literature 294
- 12.11 Further directions 295

## 13 Rational Dynamics for Strategic Games 299

- 13.1 Reaching equilibrium as an epistemic process 299
- 13.2 Iterated announcement of rationality and game solution 302
- 13.3 From epistemic dynamics to fixed point logic 304
- 13.4 Variations and extensions 307
- 13.5 Iteration, limits, and abstract fixed point logic for games 308
- 13.6 Literature 309

#### Conclusion to Part III 311

IV Logic Games 313

#### Introduction to Part IV 315

## 14 Formula Evaluation 317

- 14.1 Evaluation games for predicate logic 317
- 14.2 Truth and winning strategies of verifier 319
- 14.3 Exploring the game view of predicate logic 321
- 14.4 Game-theoretic aspects of predicate logic 324
- 14.5 Gamification: Variations and extensions 326
- 14.6 Conclusion 332
- 14.7 Literature 333

#### 15 Model Comparison 335

- 15.1 Isomorphism and first-order equivalence 335
- 15.2 Ehrenfeucht-Fraïssé games 337
- 15.3 Adequacy and strategies 339
- 15.4 An explicit version: The logic content of strategies 341

The games in practice: Invariants and special model classes 15.515.6Game theory: Determinacy, finite and infinite games 344 15.7Modifications and extensions 34515.8Connections between logic games 347 15.9Conclusion 34815.10 Literature 34916 **Model Construction** 351 16.1351Learning tableaus by example 16.2Tableaus, some general features 355 16.3Model construction games 356 16.4The success lemma and some game theory 358 16.5Making critic more essential: Fragments and variations 359Conclusion 16.636216.7Literature 36217 **Argumentation and Dialogue** 363 17.1Dialogue games and actual debate 36317.2Learning by playing 36517.3Constructive versus classical logic 366 17.4The logic of the games 369 17.5Extensions and variations 371 17.6 Conclusion 373 373 17.7Literature 17.8Appendix on argumentation 373 18 General Lines through Logic Games 379 18.1 What is gamification? 37918.2Calculus of strategies 380 18.3Game equivalence 381 18.4Connections between logic games 383 18.5Operations on logic games 38518.6Universal formats: Graph games 386 18.7Conclusion 388 18.8 Literature 388

343

18.9 Further directions 38818.10 Appendix on games in computational logic 390

# Conclusion to Part IV 397

# V Operations on Games 399

# Introduction to Part V 401

19	Dynamic Logic of Sequential Game Operations 403	
19.1	Internal and external views of games $403$	
19.2	From logic games to game logics 404	
19.3	Forcing models, games, and game boards $404$	
19.4	Dynamic game logic 411	
19.5	Basic game algebra 414	
19.6	Bisimulation, invariance, and safety 416	
19.7	Conclusion 419	
19.8	Literature 420	
19.9	Further directions 420	
<b>20</b>	Linear Logic of Parallel Game Operations 427	
20.1	From logic games to game logics, once more 427	
20.2	Parallel operations 428	
20.3	The games defined $430$	
20.4	Logical validity of game expressions 432	
20.5	Linear logic and resources $432$	
20.6	An axiom system 435	
20.7	Soundness and completeness 436	
20.8	From proof theory to program semantics $437$	
20.9	Conclusion 438	
20.10	Literature 438	
20.11	Further directions 439	
Conclusion to Part V 443		

# VI Comparisons and Merges 445

## Introduction to Part VI 447

# 21 Logic Games with Imperfect Information 449

- 21.1 IF games and imperfect information 449
- 21.2 The new perspective motivated 451
- 21.3 The IF language and its games 452
- 21.4 IF games: Extended examples 454
- 21.5 IF games, algebra, and logic of imperfect information games 456
- 21.6 The underlying epistemic dynamics 460
- 21.7 Conclusion 460
- 21.8 Literature 461
- 21.9 Further directions 461

## 22 Knowledge Games 467

- 22.1 Group communication on epistemic models 467
- 22.2 Games on epistemic models 469
- 22.3 Announcement games 471
- 22.4 Question games 472
- 22.5 Epistemic games, imperfect information, and protocols 473
- 22.6 Further logical lines 475
- 22.7 Conclusion 476
- 22.8 Literature 476

#### 23 Sabotage Games and Computation 477

- 23.1 From algorithms to games: The sabotage game 477
- 23.2 Logical and computational features 479
- 23.3 Other interpretations: Learning 480
- 23.4 Computational and game-theoretic aspects of gamification 480
- 23.5 Logical aspects of sabotage 482
- 23.6 Conclusion 484
- 23.7 Literature 485

 $\mathbf{24}$ Logic Games Can Represent Game Logics 487 24.1Forcing relations and game operations 487 24.2Forcing bisimulations 188 48924.3Basic game algebra 24.4First-order evaluation games and general game laws 489 24.5The main result 49024.6Discussion 49224.7Extensions and desiderata 49324.8494 Literature  $\mathbf{25}$ Merging Logic Games with Game Logics 49525.1Logical systems with game terms 49525.2Tracking a game at different levels 49625.3499Making games explicit 25.4Making strategies explicit 50025.5Logic games as fine structure for game logics 50325.6Logic games and game logics entangled 50325.7Conclusion 504Conclusion to Part VI 507

VII Conclusion 509

Conclusion 511

Bibliography 515

Index 543