

Strategic ability, information and memory

Friday, 6 March 2020 13:00 (45 minutes)

A typical game theoretic question is this: given some set of information and available memory, what conditions can an agent force? This talk will tackle the converse: given a class of conditions, what information and memory does an agent need to force the conditions? Specifically, I present the logic *ATL* for reasoning about strategic ability in a multi-agent settings, and show that for certain fragments of *ATL*, one can restrict the information available to agents without limiting their strategic abilities.

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