

TITLE: Informational Cascades, Logic, and Games

Informational cascades are a social phenomena where people, who sequentially receive private information and reveal publicly their beliefs, base their beliefs on the publicly revealed beliefs before them. A classical example of this is the Urn example, where agents know an urn has either a majority of white balls or a majority of black balls and sequentially draw a ball, privately observe, replace the ball, and then publicly reveal their guesses as to which type of urn it is. This example can be extended to a game by adding payoffs to certain types of guesses. This talk introduces a game logic that can be used to reason about such games as well as the rationality of agents.