

Levels of Knowledge and Belief

TbiLLC 2013

Dominik Klein and Eric Pacuit

TiLPS Tilburg

September 23, 2013

An epistemic situation

Ann and Bob are playing poker.

An epistemic situation

Ann and Bob are playing poker. Ann is having an **Ace** and of course she knows that.

An epistemic situation

Ann and Bob are playing poker. Ann is having an **Ace** and of course she knows that. There is a mirror behind Ann, so Bob sees that Ann has an **Ace**

An epistemic situation

Ann and Bob are playing poker. Ann is having an **Ace** and of course she knows that. There is a mirror behind Ann, so Bob sees that Ann has an **Ace** but she does not know that he knows. However since Bob is notorious for cheating she does consider possible that he knows.

Epistemic Logic

Standard modelling tool: Epistemic Logic.

Epistemic Logic

Standard modelling tool: Epistemic Logic.

Classic logic (atoms $p_1 \dots p_n$, \neg , \wedge , \vee) enriched with an operator K_i for every agent i . (*Agent i knows that*)

Epistemic Logic

Standard modelling tool: Epistemic Logic.

Classic logic (atoms $p_1 \dots p_n, \neg, \wedge, \vee$) enriched with an operator K_i for every agent i . (*Agent i knows that*)

Axioms:

- ▶ Truth: $K_i\varphi \rightarrow \varphi$
- ▶ Positive Introspection: $K_i\varphi \rightarrow K_iK_i\varphi$
- ▶ Negative Intropsection $\neg K_i\varphi \rightarrow K_i\neg K_i\varphi$

What to use epistemic logic for

Different viewpoints for different situations

- ▶ Representation of the situation: Kripke models

What to use epistemic logic for

Different viewpoints for different situations

- ▶ Representation of the situation: Kripke models
- ▶ Perspective of one player: game theory

What to use epistemic logic for

Different viewpoints for different situations

- ▶ Representation of the situation: Kripke models
- ▶ Perspective of one player: game theory
- ▶ All information about one particular fact: **levels of knowledge**

What to use epistemic logic for

Different viewpoints for different situations

- ▶ Representation of the situation: Kripke models
- ▶ Perspective of one player: game theory
- ▶ All information about one particular fact: **levels of knowledge**

Examples

- ▶ Card Game
- ▶ Security
- ▶ Knowledge of Rationality in GT

Levels of Knowledge

Preliminary Definition: A **level of knowledge** of a proposition φ is a complete description of all the facts that hold true about φ .

Levels of Knowledge

Preliminary Definition: A **level of knowledge** of a proposition φ is a complete description of all the facts that hold true about φ .

For example: $\{\varphi, K_A\varphi, K_B\varphi, K_BK_A\varphi, \neg K_AK_B\varphi, K_A\varphi \wedge K_B\varphi \dots\}$

Levels of Knowledge

Preliminary Definition: A **level of knowledge** of a proposition φ is a complete description of all the facts that hold true about φ .

For example: $\{\varphi, K_A\varphi, K_B\varphi, K_BK_A\varphi, \neg K_AK_B\varphi, K_A\varphi \wedge K_B\varphi \dots\}$

More generally: a level of knowledge is a maximally consistent subset of the language \mathcal{L}_φ generated by $\varphi, \vee, \wedge, \neg, K_1 \dots K_n$

But...

In general we are only interested in a *fragment* of the language.

- ▶ Positive Knowledge: Only $K_i \dots K_j \varphi$
- ▶ Limited Reasoning: At most 5 nested knowledge operators
- ▶ Tractability
- ▶ ...

Thus...

Official Definition: Let \mathcal{F} be a subset of the formulae generated by $\varphi, \vee, \wedge, \neg, K_1 \dots K_n$. (fragment of interest)

Then a **level of \mathcal{F} -knowledge** of φ is a subset L of \mathcal{F} such that $L = \mathcal{F} \cap T$ for some maximally consistent subset T of \mathcal{L}_φ

Thus...

Official Definition: Let \mathcal{F} be a subset of the formulae generated by $\varphi, \vee, \wedge, \neg, K_1 \dots K_n$. (fragment of interest)

Then a **level of \mathcal{F} -knowledge** of φ is a subset L of \mathcal{F} such that $L = \mathcal{F} \cap T$ for some maximally consistent subset T of \mathcal{L}_φ

Equivalently $L \subset \mathcal{F}$ is a level of \mathcal{F} -knowledge iff there is a Kripke Model (\mathcal{M}, s) such that

$$L = \{\psi \in \mathcal{F} \mid \mathcal{M}, s \models \psi\}$$

Thus...

Official Definition: Let \mathcal{F} be a subset of the formulae generated by $\varphi, \vee, \wedge, \neg, K_1 \dots K_n$. (fragment of interest)

Then a **level of \mathcal{F} -knowledge** of φ is a subset L of \mathcal{F} such that $L = \mathcal{F} \cap T$ for some maximally consistent subset T of \mathcal{L}_φ

Equivalently $L \subset \mathcal{F}$ is a level of \mathcal{F} -knowledge iff there is a Kripke Model (\mathcal{M}, s) such that

$$L = \{\psi \in \mathcal{F} \mid \mathcal{M}, s \models \psi\}$$

Notation: (\mathcal{M}, s) realizes L .

Our Main Questions

- ▶ How does the expressive power of levels of \mathcal{F} -knowledge depend on \mathcal{F}
- ▶ Which levels are realizable in *finite* Kripke Models
- ▶ How Do levels of knowledge behave under incoming information?

Measure of Expressive Power

- ▶ Expressive Power: Number of different situations that can be distinguished by \mathcal{F} .
- ▶ Levels of knowledge are subsets of \mathcal{F} . If \mathcal{F} is infinite, there are uncountably many subsets of \mathcal{F} .
- ▶ How many levels are there (countable vs. uncountable)

Results I

For the following fragments there are only **countably** many levels of knowledge:

- ▶ \mathcal{F}_K generated by K_1, \dots, K_n, φ (Parikh, Krasucki)

Results I

For the following fragments there are only **countably** many levels of knowledge:

- ▶ \mathcal{F}_K generated by K_1, \dots, K_n, φ (Parikh, Krasucki)
- ▶ \mathcal{F}_L generated by L_1, \dots, L_n, φ (L dual of K)
- ▶ \mathcal{F}_D generated by $D_I : I \subseteq \{1 \dots n\}, \varphi$ where $D_I = \bigvee_{i \in I} K_i$
- ▶ \mathcal{F}_\wedge generated by $K_1, \dots, K_n, \wedge, \varphi$
- ▶ open, but very close partial results: The language generated by $K_1, \dots, K_n, \vee, \varphi$ solved for 2 agents, bounded number of \vee

Results II

For the following fragments there are **uncountably** many levels knowledge (for $n \geq 2$ agents):

- ▶ \mathcal{F}_{\neg} generated by $K_1, \dots, K_n, \neg, \varphi$
- ▶ $\mathcal{F}_{L,K}$ generated by $K_1, \dots, K_n, L_1, \dots, L_n, \varphi$
- ▶ \mathcal{F}_J generated by J_1, \dots, J_n, x , where $J_i x$ is defined as $J_i x := K_i x \vee K_i \neg \varphi$ (knowing whether) (Heifetz et al)

General Lessons

- ▶ Negation increases expressive power
- ▶ \vee and \wedge : no effect on expressive power
- ▶ Tools developed work for many other modal logics (BQO-theory)
- ▶ In the belief case: Already the subset generated by $B_1 \dots B_n, \varphi$ has uncountably many types (Parikh, Pacuit)
 \Rightarrow Finer discriminants needed
- ▶ T axiom is crucial for countability results.

Representability in Kripke models

Question: Which types are representable in *finite* Kripke Models

Representability in Kripke models

Question: Which types are representable in *finite* Kripke Models

Limitation: If there are uncountably many levels of \mathcal{F} -knowledge not all can be represented in finite Models.

Representability in Kripke models

Question: Which types are representable in *finite* Kripke Models

Limitation: If there are uncountably many levels of \mathcal{F} -knowledge not all can be represented in finite Models.

Theorem

For the fragments \mathcal{F} above that only have countably many levels of \mathcal{F} -knowledge every level of knowledge is realized in a finite Kripke Model.

Levels and Dynamics

Question: How do levels of information behave under \oplus -updates?

$$\langle \varphi, K_A \varphi, K_B \varphi \rangle \stackrel{\oplus\text{-update}}{\Rightarrow} \langle \varphi, K_A \varphi, K_B \varphi, K_A K_B \varphi \rangle$$

Levels and Dynamics

Question: How do levels of information behave under \oplus -updates?

Answer for positive knowledge, i.e. \mathcal{F} generated by K_1, \dots, K_n, φ .

Theorem Let $L_1 \neq \emptyset$ and L_2 be levels of positive knowledge. Let \mathcal{M}, s be a Kripke model realizing L_1 . Then there is an event model \mathcal{E} and a Kripke model \mathcal{L}, t realizing L_2 with $\mathcal{M}, s \oplus \mathcal{E} = \mathcal{L}, t$ if and only if $L_1 \subseteq L_2$.

Conclusion

- ▶ Complexity of levels of \mathcal{F} -knowledge depends crucially upon \mathcal{F}
- ▶ T axiom reduces complexity
- ▶ \neg increases expressive power (also for the belief case)
- ▶ \wedge, \vee do not add (too much) expressive power
- ▶ Little expressive power: Representable in finite models
- ▶ Connection between levels of knowledge and dynamics

Future Work

- ▶ Understand how levels are related

Given the level of p and q , what can be said about the level of $p \wedge q$...

That is: Every Kripke structure defines a map from the Lindenbaum Algebra to the set of levels:

$$\Psi : \mathcal{T} \rightarrow \{Lev\}$$

characterize this map

- ▶ Finer discriminants than cardinality
- ▶ General modal logics

Thank You!