

First Steps in Updating Knowing How

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Overview of the talk

- Background
- The Knowing How logic
- Dynamic modalities: Ontic & epistemic updates
- Conclusions and future work

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- This work: a dynamic epistemic approach of knowing how.
 - Actions updating different kinds of information.

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 - ① **Ontic updates**: modify the ontic information of the models (announcements and arrow updates)
 - ② **Epistemic updates**: modify the perception of the agent about her own abilities (refinements, learning how)

Knowing How: Models

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An LTS^U is a tuple $\mathcal{M} = \langle W, \{R_a\}_{a \in \text{Act}}, \{S_i\}_{i \in \text{Agt}}, V \rangle$ where:

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\mathbb{S}_i represents the sets of plans agent i cannot distinguish between each other.

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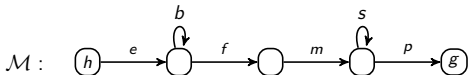
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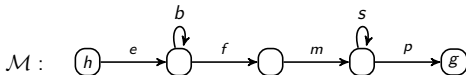
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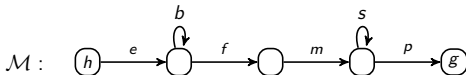
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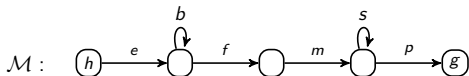
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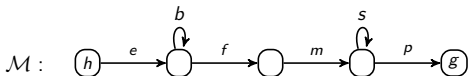
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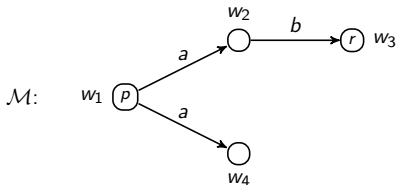
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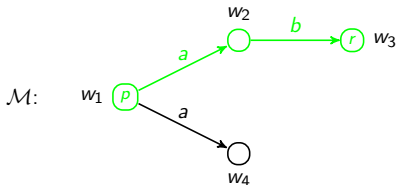
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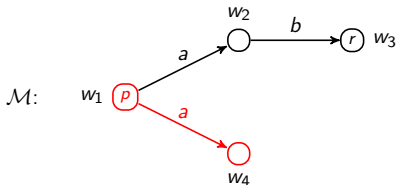
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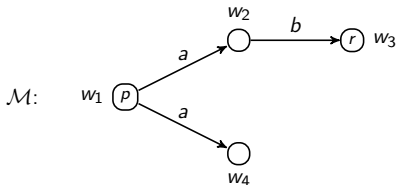
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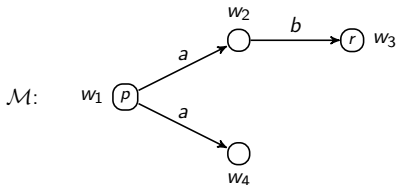


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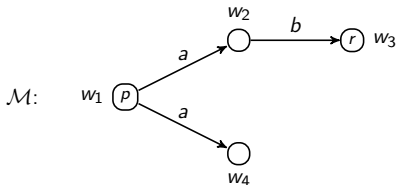
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- $\sigma \in \text{Act}^*$ is SE at a state u iff every partial execution of σ from u can be completed.
- $\pi \subseteq \text{Act}^*$ is SE at a state u iff for *all* $\sigma \in \pi$, σ is SE at u .

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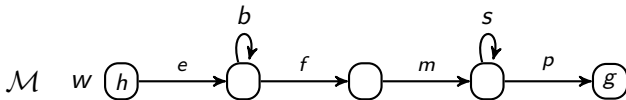
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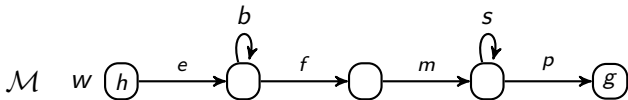


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- $\mathbb{S}_i = \{\{ebfmsp\}\}$, $\mathbb{S}_j = \{\{ebfmsp, ebmfsp\}\}$.
- $\mathcal{M}, w \models \text{Kh}_i(h, g) \wedge \neg \text{Kh}_j(h, g)$

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This enables us to define ways of updating these two types of information.

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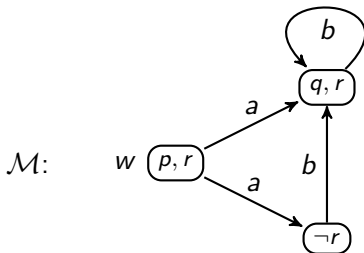
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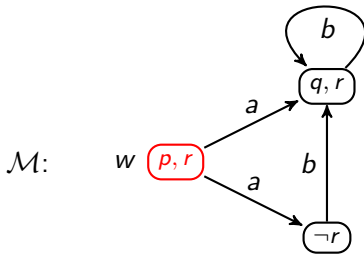
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$$\mathcal{M}, w \models [!r]\text{Kh}_i(p, q)?$$

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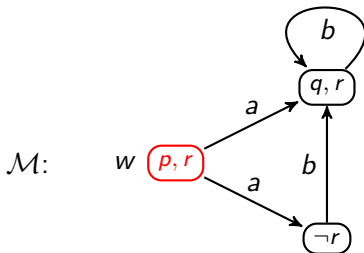
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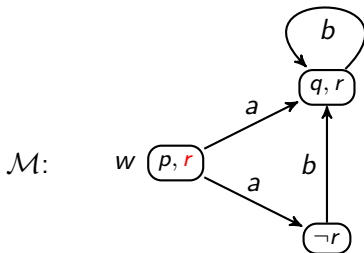
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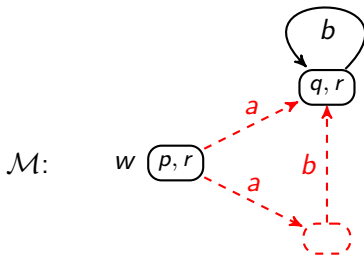
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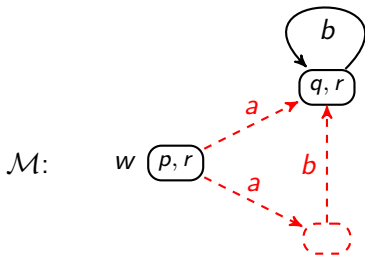
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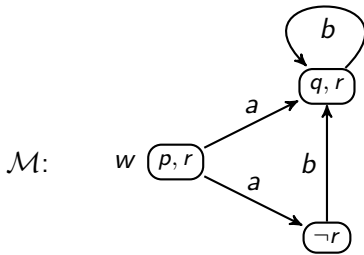
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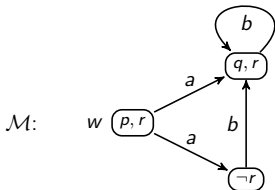
Theorem

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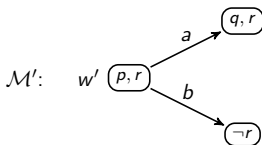
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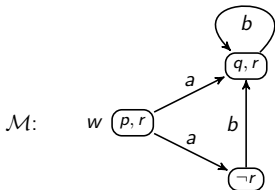


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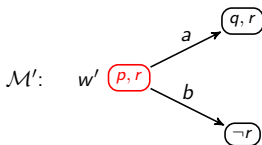
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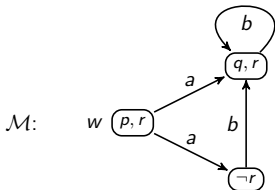


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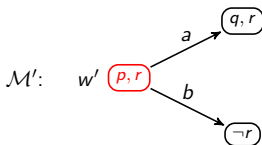
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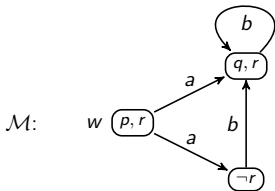


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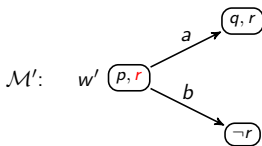
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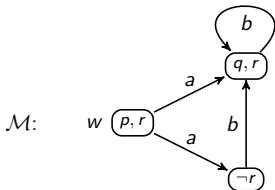


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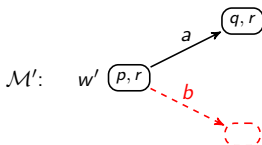
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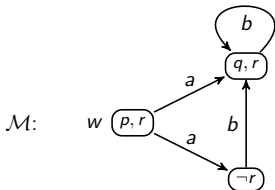


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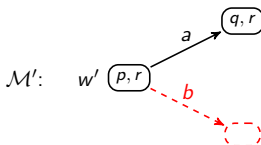
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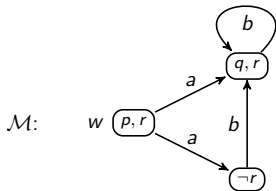


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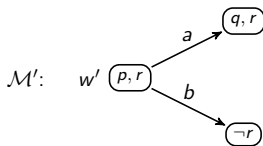
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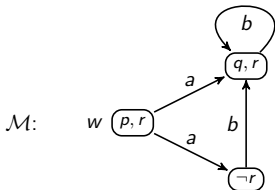


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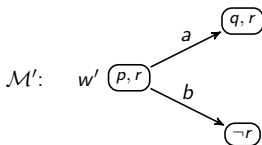
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Epistemic updates: Refinement (L_{Ref})

Definition (L_{Ref} formulas)

$$\varphi ::= p \mid \neg\varphi \mid \varphi \vee \varphi \mid \text{Kh}_i(\varphi, \varphi) \mid \langle \sigma_1 \not\sim \sigma_2 \rangle \varphi$$

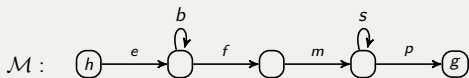
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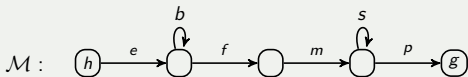


$$\mathbb{S}_i = \{\{ebfm\text{sp}\}\},$$

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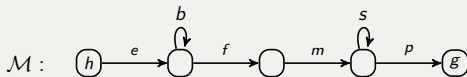


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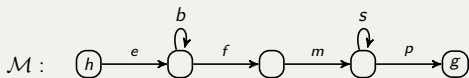


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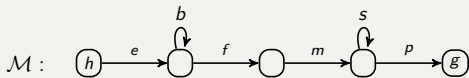


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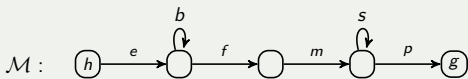


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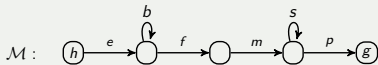
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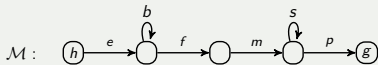
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Conclusions

Dynamic modalities in the context of *knowing how* logics.

- Ontic updates:
 - Announcement-like and arrow-update-like modalities
 - Axiomatizations over a particular class of models
- Epistemic updates:
 - Refining the perception of an agent regarding her own abilities.
 - Preliminary thoughts and some semantic properties.

Future work

- Study other dynamic operators in this context.
- Explore alternative techniques for obtaining proof systems without a general rule of substitution.
- Find fragments that are axiomatizable via reduction axioms by studying the operators' expressivity.