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Disciplina	004
Soggetti	Machine theory Mathematical logic Computer science—Mathematics Discrete mathematics Computer science Formal Languages and Automata Theory Mathematical Logic and Foundations Discrete Mathematics in Computer Science Symbolic and Algebraic Manipulation Computer Science Logic and Foundations of Programming
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Nota di contenuto	Sabotage Modal Logic: Some Model and Proof Theoretic Aspects -- Game Theoretical Semantics for Paraconsistent Logics -- Generalized Ultraproduct and Kirman-Sondermann Correspondence for Vote Abstention -- Learning Actions Models: Qualitative Approach -- Great Expectations -- Probabilistic Epistemic Updates on Algebras -- An Abstract Algebraic Logic View on Judgment Aggregation -- Context-dependent Utilities: A Solution to the Problem of Constant Acts in Savage -- Graph-Based Belief Merging -- Human strategic reasoning in dynamic games: Experiments, logics, cognitive models -- A note on reliability-based preference dynamics -- Informational Dynamics of `Might' Assertions -- A poor man's epistemic logic based on

propositional assignment and higher-order observation -- Trace Semantics for IPDL -- A Decidable Temporal Relevant Logic for Time-Dependent Relevant Human Reasoning -- Introspection, normality and agglomeration -- On the Expressivity of First-Order Modal Logic with "Actually" -- Causal Models and the Ambiguity of Counterfactuals -- Tableaux for Single-Agent Epistemic PDL with Perfect Recall and No Miracles -- Formulating Semantics of Probabilistic Argumentation by Characterizing Subgraphs -- Algebraic Semantics for Dynamic Dynamic Logic -- Logic and Ethics. An Integrated Model for Norms, Intentions and Actions -- A General Framework for Modal Correspondence in Dynamic Epistemic Logic -- Intuitionistic Epistemology and Modal Logics of Verification -- An argument for Permissivism from safespots -- Model Transformers for Dynamical Systems of Dynamic Epistemic Logic -- 'Transitivity' of consequence relations -- Boolean Game with Prioritized Norms -- Boolean Network Games and Iterated Boolean Games -- Symbolic Model Checking for Dynamic Epistemic Logic -- Three-Valued Plurivaluationism of Vague Predicates -- A logic of knowing how -- A Dynamic Epistemic Logic with a Knowability Principle -- Reflective Oracles: A Foundation for Game Theory in Artificial Intelligence -- Infinite Ordinals and Finite Improvement -- Solving the Hi-Lo Puzzle -- Epistemic Updates on algebras -- On the Complexity of Input/Output Logic -- Translating a Counterpart Theory into a Quantified Modal Language with Descriptors.

Sommario/riassunto

FoLLI-LNCS is the publication platform for the Association of Logic, Language and Information (FoLLI, www.folli.org). The Association was founded in 1991 to advance research and education on the interface between logic, linguistics, computer science, and cognitive science. The FoLLI Publications on Logic, Language and Information aim to disseminate results of cutting-edge research and tutorial materials in these interdisciplinary areas. This LNCS volume is part of FoLLi book serie and contains the papers presented at the 5th International Workshop on Logic, Rationality and Interaction/ (LORI-V), held in October 2015 in Taipei, Taiwan. The topics covered in this program well represent the span and depth that has by now become a trademark of the LORI workshop series, where logic interfaces with disciplines as diverse as game theory and decision theory, philosophy and epistemology, linguistics, computer science and artificial intelligence.
