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                         and Communities / / edited by Johan van Benthem, Sujata Ghosh,
                         Rineke Verbrugge

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   Disciplina   519.3

   Soggetti   Machine theory
                         Computer science
                         Computer networks
                         Software engineering
                         Application software
                         Algorithms
                         Formal Languages and Automata Theory
                         Computer Science Logic and Foundations of Programming
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   Nota di bibliografia Includes bibliographical references and index.

   Nota di contenuto   Reasoning about games -- Dynamic models of rational deliberation in
                         games.- Reasoning about strategies and rational play in dynamic
                         games.- Finite reasoning procedures for dynamic games -- Formal
                         frameworks for strategies -- Logics for reasoning about strategic
                         abilities in multi-player games.- Using STIT theory to talk about
                         strategies -- Automata and compositional strategies in extensive form
                         games -- Languages for imperfect information.-Strategies in social
                         situations -- Strategies of persuasion, manipulation and propaganda:
                         Psychological and social aspects -- Strategies in social software --
                         Future perspective.- Logic of strategies: What and how?

Sommario/riassunto   Strategic behavior is the key to social interaction, from the ever-evolving world of living beings to the modern theatre of designed computational agents. Strategies can make or break participants' aspirations, whether they are selling a house, playing the stock market, or working toward a treaty that limits global warming. This book aims at understanding the phenomenon of strategic behavior in its proper width and depth. A number of experts have combined forces in order to create a comparative view of the different frameworks for strategic reasoning in social interactions that have been developed in game theory, computer science, logic, linguistics, philosophy, and cognitive and social sciences. The chapters are organized in three topic-based sections, namely reasoning about games; formal frameworks for strategies; and strategies in social situations. The book concludes with a discussion on the future of logical studies of strategies.