#### **FALSE-BELIEF AND LOGIC**

MINI-WORKSHOP ON FORMAL MODELING

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## WHERE IS THE CHOCOLATE?

- > second-order false belief task
- > differences between 1 and 2 order reasoning in dependence of age
- > gradual progress, not an "on" and "off" ability
- > theories: simulation theory, theory theory, hybrid theory
- > ACT-R learning via utility adjustment (cf. van Lambalgen's preponent rule)
- > assumptions of the model and epistemic logic axioms
- > predictions: in terms of the usage of different strategies
- > spikes in development vs continued development
- > ACT-R accounting for brain development

#### **DEL MODELING**

- how to make autonomous agents reason about false beliefs?
- > Would DEL predict a difference between smarties and sally-ann?
- if a logic cannot distinguish between two models and a subject can that's not the right logic... or not a right subject (equivalence between two types)
- > agents are unable to build certain type of event models
- > agents might be unable of store certain types of event models
- > representing observability in DEL
- goal representation (but epistemic planning is OK with that)

## **MODELING TOM**

- > neuro-science and ACT transfer of abilities (monotonicity of ability operators)
- > transfer between false-belief abilities and marble drop game (analogy)
- > production rules in grammars and PRIMS (abstract logical clustering rules)
- > re-usage of rules (steps in proofs)?
- > zero-to-one: shift in strategy
- higher-order depends on processing and memory strategies
- > discrepancies in complexity (Szymanik) and experimental results in difficulty
- > recursive nature of ToM vs. Limitations
- > centipede game vs different branching types

#### **HYBRID LOGIC**

- interpreting information at point in time and at a person
- > research in perspective shift
- hybrid logic and deduction rules
- > common cognitive basis for different tasks
- proof theory vs model theory
- > natural deduction
- > comprehension vs production

# + VL & S

- > false-belief task and executive deficits.
- ➢ logical computational model:
- inhibition clause: "and nothing funny happens"
- default reasoning
- closed world assumption
- > sequence of conditional formulas that relate the mental precondition with a proper response. The mental precondition is enriched with an inhibitory clause (a propositional letter). This encodes the fact that the subject can refrain from reacting in a way prescribed by the conditional even if the mental precondition is satisfied, i.e., when the inhibitory clause is false

# + VD & L

- > formalization in terms of inability to represent beliefs of others
- modal logic for modeling degrees of belief by partially ordered preference relations.
- > type 1: agent believes that other agents do not distinguish among their beliefs
- > type 2: agents believes that the beliefs of other agents are in part as their own
- > type 3: agents believe that the beliefs of other agents are exactly as their own
- > the multi-agent belief interaction is frame characterizable
- > preservation under three common forms of belief revision



#### **DISCUSSION**

IT'S STORMY OUTSIDE ANYWAY