

Logic and games meet in many ways, as described in my book "Logic in Games", MIT Press, 2014, Cambridge MA. In this seminar, I want to teach you 4 different types of meeting, each of them a concrete topic for one session, while leaving the broader picture to readers interested in exploring the LiG book further.

Current plan (relevant chapters should be read beforehand, you may also want to browse through some preceding chapters in each case):

Monday 9 Nov, Games as a tool in logic. Model comparison games, LiG, Ch. 15.

Wednesday 11 Nov, Benchmark in game theory: backward induction. Logics of reference, action and game solution, LiG, Ch. 2.

Friday 13 Nov, Computational logics of game structure. Dynamic logic of sequential game operations, LiG, Ch. 19.

Monday 16 Nov, Some recent topic in logic and games. To be announced. It could be a new paper on the Brandenburger-Keisler Paradox by Holliday & Pacuit, presented at the LORI conference in Taiwan Oct 2015. But maybe other options come up during the seminar.