



## Logic in Games (MIT Press)

*Johan van Benthem*

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This book draws on ideas from philosophical logic, computational logic, multi-agent systems, and game theory to offer a comprehensive account of logic and games viewed in two complementary ways. It examines the logic of games: the development of sophisticated modern dynamic logics that model information flow, communication, and interactive structures in games. It also examines logic as games: the idea that logical activities of reasoning and many related tasks can be viewed in the form of games. In doing so, the book takes up the "intelligent interaction" of agents engaging in competitive or cooperative activities and examines the patterns of strategic behavior that arise. It develops modern logical systems that can analyze information-driven changes in players' knowledge and beliefs, and introduces the "Theory of Play" that emerges from the combination of logic and game theory. This results in a new view of logic itself as an interactive rational activity based on reasoning, perception, and communication that has particular relevance for games. *Logic in Games*, based on a course taught by the author at Stanford University, the University of Amsterdam, and elsewhere, can be used in advanced seminars and as a resource for researchers.

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