A Semantics for Means-End Relations

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Practical reasoning is concerned with actions to attain desired results.



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 \bullet an assertion that some end φ is desirable,



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• an assertion that ψ .

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Typical practical syllogisms include premises:

- an assertion that some end φ is desirable,
- an assertion that (given ψ), the action α is related to φ ,
- an assertion that ψ .

The conclusion is an *action* or an *intention*.





I want to make the hut habitable.

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I want to make the hut habitable. Unless I heat the hut, it will not be habitable.

Therefore I must heat the hut.

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Unless I heat the hut, it will not be habitable.

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• Expression of an agent's desire,

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- Expression of an agent's desire,
- A necessary means-end relation,

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- A necessary means-end relation,
- Concludes in a *necessary* action.



I want to make the hut habitable. Unless I heat the hut, it will not be habitable. Therefore I must heat the hut.

- Expression of an agent's desire, Note: distinct premises
- A necessary means-end relation,⁴
- Concludes in a *necessary* action.



I want to make the hut habitable. Unless I heat the hut, it will not be habitable. Therefore I must heat the hut.

Evaluation:

• How to evaluate the syllogism?

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Evaluation:

- How to evaluate the syllogism?
- How do the premises make the conclusion necessary?



I want to make the hut habitable. Unless I heat the hut, it will not be habitable. Therefore I must heat the hut.

Evaluation:

- How to evaluate the syllogism?
- How do the premises make the conclusion necessary?
- For this, we need to know the meaning of the premises.

Aim: Formal semantics for means-end relations

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Aim: Formal semantics for means-end relationsClarify means-end relations in practical syllogisms.

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Aim: Formal semantics for means-end relations

- Clarify means-end relations in practical syllogisms.
- Approximates natural language uses.

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Aim: Formal semantics for means-end relations

- Clarify means-end relations in practical syllogisms.
- Approximates natural language uses.
- Distinguishes sufficient and necessary means.

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- include objects-as-means
- include conditional relations
- include efficacy and probabilistic outcomes

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Outline



- A brief overview of PDL
- Sufficient means-end relations
- Necessary means-end relations

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Outline

Means-end relations in PDL

- A brief overview of PDL
- Sufficient means-end relations
- Necessary means-end relations

2 Additional topics

- Objects as means
- Conditional means-end relations
- Efficacy and fuzzy PDL

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• An end is a condition to be realized.

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A brief overview of PDL Sufficient means-end relations Necessary means-end relations

Conceptual starting points



• An end is a condition to be realized.

Think possible worlds!

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Conceptual starting points



Think possible worlds!

- An end is a condition to be realized.
- A means is a way of realizing the condition.



Think possible worlds! Think transitions!

- An end is a condition to be realized.
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Thus:

• an end is a formula;



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Thus:

- an end is a formula;
- a means is an action;



Think possible worlds! Think transitions!

- An end is a condition to be realized.
- A means is a way of realizing the condition.

Thus:

- an end is a formula;
- a means is an action;
- Propositional Dynamic Logic is a natural setting.
PDL syntax

Propositional Dynamic Logic is a logic of actions.

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Basic types:

• a set act of actions,

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Basic types:

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 - Closed under:
 - sequential composition $\alpha; \beta$
 - non-deterministic choice $\alpha \cup \beta$

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• a set **prop** of *propositions*.

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 - Closed under:
 - boolean connectives,
 - dynamic operators $[\alpha]\varphi$, $\langle \alpha \rangle \varphi$.

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Intuitions:

• $[\alpha]\varphi$: after doing α , φ will hold.

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- a set **prop** of *propositions*.
 - Closed under:
 - boolean connectives,
 - dynamic operators $[\alpha]\varphi$, $\langle \alpha \rangle \varphi$.

Intuitions:

- $[\alpha]\varphi$: after doing α , φ will hold.
- $\langle \alpha \rangle \varphi$: after doing α , φ might hold.



Possible world semantics with transition systems for each action α .

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Possible world semantics with transition systems for each action α .

 $w \xrightarrow{\alpha} w'$ means:

one can reach w' by doing α in w.

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Possible world semantics with transition systems for each action α .

 $w \xrightarrow{\alpha} w'$ means:

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 $w \models [\alpha] \varphi$ iff $\forall w \xrightarrow{\alpha} w'$. $w' \models \varphi$.

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Possible world semantics with transition systems for each action α .

 $w \xrightarrow{\alpha} w'$ means:

one can reach w' by doing α in w.

$$w \models [\alpha]\varphi \quad iff \quad \forall w \xrightarrow{\alpha} w' \quad w' \models \varphi.$$
$$w \models \langle \alpha \rangle \varphi \quad iff \quad \exists w \xrightarrow{\alpha} w' \quad w' \models \varphi.$$

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A sufficient means is an action α that can realize one's end $\varphi.$

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Two interpretations:



Weak: α might realize φ .

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A sufficient means is an action α that can realize one's end $\varphi.$

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Weak: α might realize φ . $w \models \langle \alpha \rangle \varphi$



Strong: α will realize φ . $w \models [\alpha] \varphi \land \langle \alpha \rangle \top$

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A sufficient means is an action α that can realize one's end $\varphi.$

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Weak: α might realize φ . $w \models \langle \alpha \rangle \varphi$



Strong: α will realize φ . $w \models [\alpha] \varphi \land \langle \alpha \rangle \top$ α can be done.

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A sufficient means is an action α that can realize one's end $\varphi.$

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Strong: α will realize φ . $w \models [\alpha] \varphi \land \langle \alpha \rangle \top$

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Caveat: This definition omits relevance.

Necessary means seem simpler in practical syllogisms.

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The consequence of a necessary means seems well-motivated.

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von Wright's example



I want to make the hut habitable. Unless I heat the hut, it will not be habitable.

Therefore I must heat the hut.

- Expression of an agent's desire,
- A necessary means-end relation,
- Concludes in a *necessary* action.

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- Necessary means seem *simpler* in practical syllogisms.
- The consequence of a necessary means seems well-motivated.
- But the semantics for necessary means are subtle.

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Necessary means seem simpler in practical syllogisms.

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Necessary means seem simpler in practical syllogisms.

The consequence of a necessary means seems well-motivated.

But the semantics for necessary means are subtle.

Necessary means (roughly): If α is a *necessary means* to φ , then

- φ can be realized and
- any weakly sufficient means to φ involves *doing* α .

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Necessary means and counterexamples

Necessary means (roughly):

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Note:

• Necessary does not imply sufficient.

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Note:

- Necessary does not imply sufficient.
- Necessary does not mean *immediately* necessary.
- Key unanalyzed term: "involves"

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Write $\beta \preccurlyeq \alpha$ for: β *involves* α .

Write $\beta \preccurlyeq \alpha$ for: β involves α .

Loosely: $\beta \preccurlyeq \alpha$ means by doing β , one also "does" α .

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Loosely: $\beta \preccurlyeq \alpha$ means by doing β , one also "does" α . If $\beta \preccurlyeq \alpha$, then the sufficiency of β does not refute

the necessity of α .

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Necessary means: summarized

 α is a necessary means to φ in w iff

• φ is attainable in w;

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Necessary means: summarized

- α is a necessary means to φ in w iff
 - φ is attainable in w;
 - \bullet there is no β such that

•
$$\mathbf{w} \models \langle \beta \rangle \varphi$$
,

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Necessary means: summarized

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(Annoying technical detail)

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(Annoying technical detail)

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Thus, α is necessary iff

 $\bullet \ \varphi$ is attainable and

 α is a necessary means to φ in w iff

- φ is attainable in w;
- there is no β such that
 - $w \models \langle \beta \rangle \varphi$,
 - $\beta \not\preccurlyeq \alpha$ and
 - β is \cup -free \bigstar

(Annoying technical detail)

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Thus, α is necessary iff

- φ is attainable and
- any (U-free) weakly sufficient means to φ involves α .

Outline

Means-end relations in PDL

- A brief overview of PDL
- Sufficient means-end relations
- Necessary means-end relations

2 Additional topics

- Objects as means
- Conditional means-end relations
- Efficacy and fuzzy PDL

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Objects as means

A bottle-opener is a means to liquid refreshment.



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Objects as means

A bottle-opener is a means to liquid refreshment. *But* means are actions!



A bottle-opener is a means to liquid refreshment. But means are actions! How to represent objects-as-means in PDL?



A bottle-opener is a means to liquid refreshment. But means are actions! How to represent objects-as-means in PDL?

Step 1: Introduce actions "use o".



A bottle-opener is a means to liquid refreshment. *But* means are actions! How to represent objects-as-means in PDL?

Step 1: Introduce actions "use o". Problem: Keys lock and unlock doors.



A bottle-opener is a means to liquid refreshment. But means are actions! How to represent objects-as-means in PDL?

Step 1: Introduce actions "use o". Problem: Keys lock and unlock doors.

• In PDL: $[\alpha]\varphi \wedge [\alpha]\neg\varphi$ implies $[\alpha](\varphi \wedge \neg\varphi).$



A bottle-opener is a means to liquid refreshment. But means are actions! How to represent objects-as-means in PDL?

Step 1: Introduce actions "use o". Problem: Keys lock and unlock doors. • In PDL: $[\alpha]\varphi \wedge [\alpha]\neg \varphi$ implies

 $[\alpha](\varphi \wedge \neg \varphi).$

Step 2: Move to minimal models.



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A bottle-opener is a means to liquid refreshment. But means are actions! How to represent objects-as-means in PDL?

Step 1: Introduce actions "use *o*". Problem: Keys lock and unlock doors.

- In PDL: $[\alpha]\varphi \wedge [\alpha]\neg\varphi$ implies $[\alpha](\varphi \wedge \neg\varphi).$
- Step 2: Move to minimal models.
 - Give up distributivity.



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A bottle-opener is a means to liquid refreshment. But means are actions! How to represent objects-as-means in PDL?

Step 1: Introduce actions "use o".

Problem: Keys lock and unlock doors.

• In PDL: $[\alpha]\varphi \wedge [\alpha]\neg\varphi$ implies $[\alpha](\varphi \wedge \neg\varphi).$

Step 2: Move to minimal models.

- Give up distributivity.
- Gain richer sense of "using" objects.



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PDL means-end relations are *local* relations

Our definition

In w, m is a means to $\varphi \text{ iff } w \models [m]\varphi \& \langle m \rangle$ True.

This is a very narrow sense of means-end relation.

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In w, m is a means to \varphi \text{ iff } w \models [m]\varphi \& \langle m \rangleTrue.
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This is a very narrow sense of means-end relation.

Example

"Riding the train is a means to reaching Delft."



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Do we mean this is true just in

• this world?

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Do we mean this is true just in

- this world?
- every world?

Our definition

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In w, m is a means to \varphi \text{ iff } w \models [m]\varphi \& \langle m \rangle True.
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Example

"Riding the train is a means to reaching Delft."

Cristian

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Do we mean this is true just in

- <u>this</u> world?
- every world?
- every world in which we are in Eindhoven?

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Example

"Riding the train is a means to reaching Delft."



Do we mean this is true just in

- this world?
- every world?
- every world in which we are in Eindhoven?
- every "normal" world in which we are in Eindhoven?

Natural means-end relations are conditional

Example

"Riding the train is a means to reaching Delft."



Natural means-end relations:

Natural means-end relations are conditional

Example

"Riding the train is a means to reaching Delft."



Natural means-end relations:

- are not local
 - more general than just this world

Natural means-end relations are conditional

Example

"Riding the train is a means to reaching Delft."



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Natural means-end relations:

- are not local
 - more general than just this world
- are not global
 - doesn't express relation about every world

Natural means-end relations are conditional

Example

"Riding the train is a means to reaching Delft."



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Natural means-end relations:

- are not local
 - more general than just this world
- are not global
 - doesn't express relation about every world
- are defeasible
 - relation is about *normal* expectations

Natural means-end relations are conditional

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"Riding the train is a means to reaching Delft."



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Natural means-end relations:

- are not local
 - more general than just this world
- are not global
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- sometimes include preconditions

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- are not global
 - doesn't express relation about every world
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Solution:

• add a non-monotonic conditional operator to PDL.

Different means to a common end have different degrees of reliability.

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Different means to a common end have different degrees of reliability.

End: Get 12 points with one dart.



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End: Get 12 points with one dart.

Three different means:

• Throw for 12.



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Different means to a common end have different degrees of reliability.

End: Get 12 points with one dart.

Three different means:

- Throw for 12.
- Throw for double 6.



Different means to a common end have different degrees of reliability.

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- Throw for triple 4.



Different means to a common end have different degrees of reliability.

End: Get 12 points with one dart.

Three different means:

- Throw for 12.
- Throw for double 6.
- Throw for triple 4.



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Efficacy: The degree of reliability of a means to an end.



Efficacy is a measure of likelihoods.

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Efficacy is a measure of likelihoods.

PDL includes non-determinism, not probabilities.



Efficacy is a measure of likelihoods.

PDL includes non-determinism, not probabilities.

Fix (semantic): use *probabilistic* transition structures.

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Efficacy is a measure of likelihoods.

PDL includes non-determinism, not probabilities.

Fix (semantic): use *probabilistic* transition structures.

 $w \xrightarrow{\alpha}{x} w'$ means that doing α in w has probability xof resulting in w'.
From non-determinism to probabilities



Efficacy is a measure of likelihoods.

PDL includes non-determinism, not probabilities.

Fix (semantic): use *probabilistic* transition structures.

 $w \xrightarrow{\alpha}{x} w'$ means that doing α in w has probability xof resulting in w'.

Interpret $\langle \alpha \rangle$ as a *fuzzy* operator.

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• Like decision theory, we use averages for expected outcomes.

- Unlike decision theory, there are no utilities involved.
- Elegant treatment of complex ends, like $\langle \alpha \rangle \varphi \wedge \langle \beta \rangle \psi$.

Summary:

• Semantics for means-end relations

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 - Sufficient and necessary

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Thanks and references:

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Thank you.

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Outline



4 Extra details on fuzzy PDL

- Probability is not fuzziness
- Fuzzy ends

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A simple derivation:

If I had money, she would marry me.



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If I had money, she would marry me.

If I robbed her, I would have money.



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A simple derivation:

If I had money, she would marry me.

- If I robbed her, I would have money.
- \therefore If I robbed her, she would marry me.

Bad argument: **money** \rightarrow [propose]**marry**



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[rob]**money**

∴ [rob; propose]**marry**.



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 $\textbf{Loaded} \rightarrow [\texttt{fire}] \textbf{Started}$

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Problem: If I rob her, she will hate me and (money & HATE) $\not\rightarrow$ [propose]marry.

Non-monotonicity

 $\begin{array}{l} \textbf{money} \rightarrow [\texttt{propose}] \textbf{marry} \quad \underline{but} \\ \textbf{(money \& HATE)} \not \rightarrow [\texttt{propose}] \textbf{marry}. \end{array}$

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• **money** \rightarrow [propose]**marry** just isn't true.

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Reasoning about means is hard.

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But probability \neq fuzziness...

Slogan: Probabilities and fuzziness are different.

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But one can use probabilities to define fuzzy predicates.

Hajek, et al., uses distributions on propositional formulas to define "Probably φ ".

Truth degrees

"Probably φ ": $P(\varphi)$

 $\langle \alpha \rangle \varphi : \sum_{w' \in \mathcal{W}} \mathcal{P}(w \stackrel{\alpha}{\longrightarrow} w') \cdot \llbracket \varphi \rrbracket(w')$

Fuzzy ends An accidental advantage

Weapons are for causing harm.

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This end is fuzzy.



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Non-monotonicity Extra details on fuzzy PDL

Fuzzy ends An accidental advantage



Weapons are for causing harm. Examples: slingshot, nuke This end is fuzzy. Fuzzy PDL allows for fuzzy ends. A nuke is more effective in causing harm than a slingshot. (Duh.)

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