

Integrating Dialectical and Accrual Modes of Argumentation

Sanjay Modgil¹

Trevor Bench-Capon²

1 Department of Informatics, King's College London

2 Department of Computer Science, University of Liverpool

Outline of Talk

- *Metalevel Argumentation* :
Dung's *dialectical* argumentation theory and its extensions formalised within metalevel Dung frameworks
 - Accrual mode of argumentation abstractly characterised in terms of reasoning about preferences in metalevel frameworks \Rightarrow
dialectical argumentation semantics that integrates accrual
-

Metalevel Argumentation - a unifying formalism for abstract argumentation theories ¹

- Given a Dung AF $\Delta = (\text{Args}, \text{Attacks})$

there is an $x \in \text{Args}$ that is in an extension of Δ and so x is justified

$= j-x$

there is an $x \in \text{Args}$ that is not in an extension of Δ and so x is rejected

$= r-x$

there is an attack from x to y and so x defeats y

$= xDy$

The justified status of $y \in \text{Args}$ is challenged by a defeat on $y \Rightarrow xDy$ *'meta-attacks'* $j-y$

if x is rejected then x does not defeat $y \Rightarrow r-x$ *'meta-attacks'* xDy

if x is justified then x is not rejected $\Rightarrow j-x$ *'meta-attacks'* $r-y$

¹ S. Modgil and T. Bench Capon. **Metalevel Argumentation**. To appear in: *Journal of Logic and Computation*, (2010).

Meta-argumentation

□ MAF Δ_M is a tuple $\langle A, R, C, L, D \rangle$

- $\langle A, R \rangle$ is a Dung framework

- C is a claim function mapping meta-arguments in A to sets of wff in a language L

- Constraints D on meta-attack relation

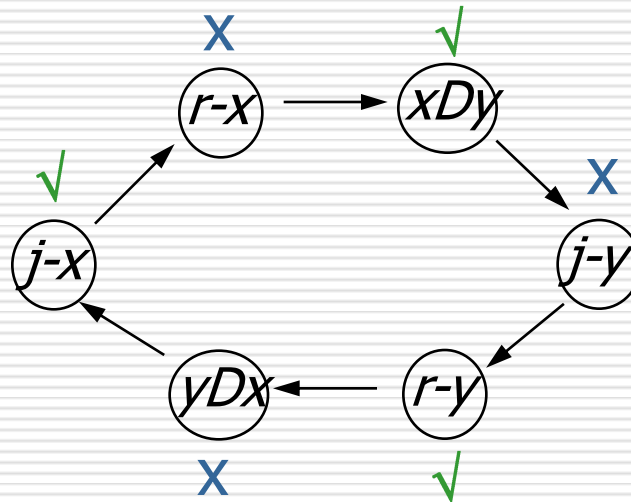
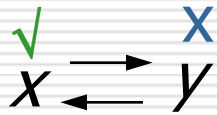
if $I_1 \in C(\alpha)$ and $I_2 \in C(\beta)$ then $(\alpha, \beta) \in R$

(e.g., if $\text{justified}(y) \in C(\alpha)$ and $\text{defeat}(x, y) \in C(\beta)$ then $(\beta, \alpha) \in R$)

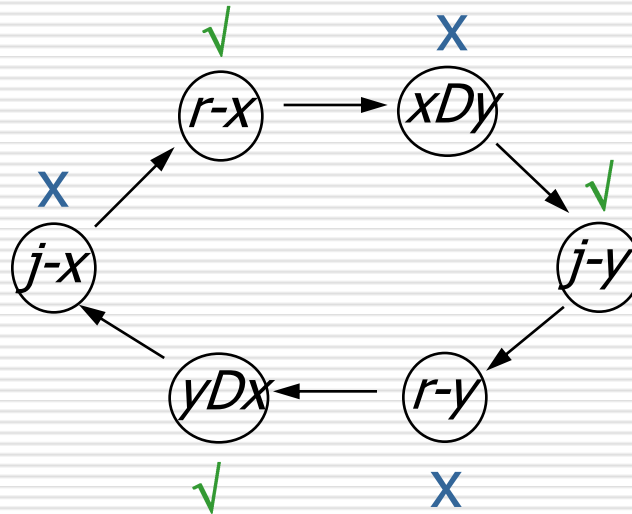
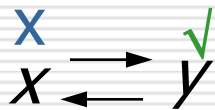
constraints characterise reasoning used to evaluate justified arguments of object level framework s.t.

x is justified argument of object level framework Δ iff meta-argument claiming $\text{justified}(x)$ is a justified argument of Δ 's metalevel formulation Δ_M

Example of meta-arguments and meta-attacks



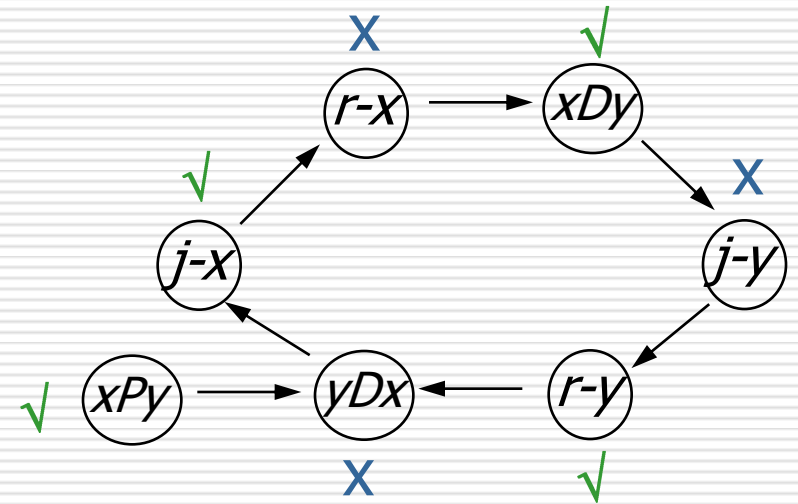
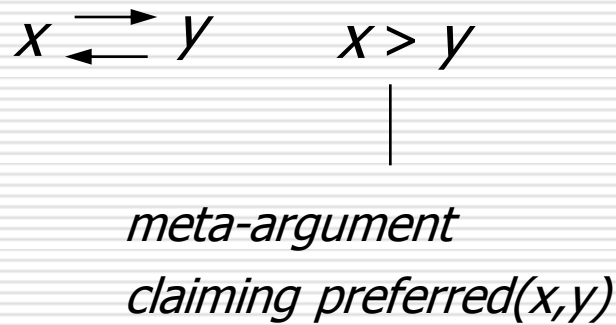
Example of meta-arguments and meta-attacks



Metalevel Characterisation of Preference Based Argumentation

$$\Delta = (Args, Attack, \geq)$$

$$\Delta_M = \langle A, R, C, L, D \rangle$$



$$D4: (C(\alpha) = yDx , C(\beta) = xPy) \Rightarrow (\beta, \alpha) \in R$$

x is a justified argument of Δ iff $j-x$ is a justified argument of Δ_M

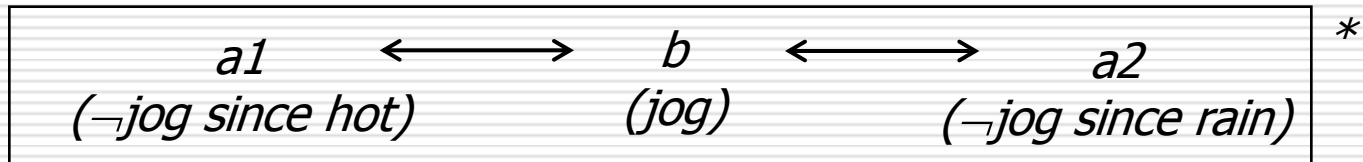
Metalevel Argumentation

- Metalevel characterisations and correspondence theorems shown for ¹:
 - preference (Amgoud and Cayrol) and value-based argumentation (Bench-Capon)
 - hierarchical extended argumentation (Modgil)
 - collective attacks (Nielsen and Parsons)
(abstract dialectical frameworks ?)

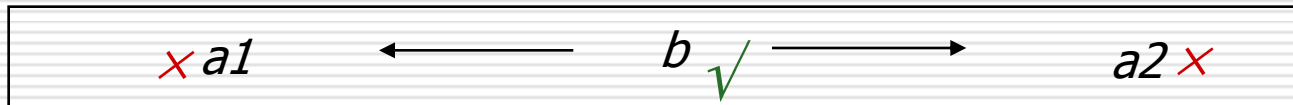
- Accrual can be abstractly modelled in terms of reasoning about preferences between sets of arguments in metalevel argumentation frameworks

¹ S. Modgil and T.Bench Capon. Metalevel Argumentation. To appear in: *Journal of Logic and Computation*, (2010).

Accrual versus Dialectical Argumentation



$b > a_1, b > a_2$



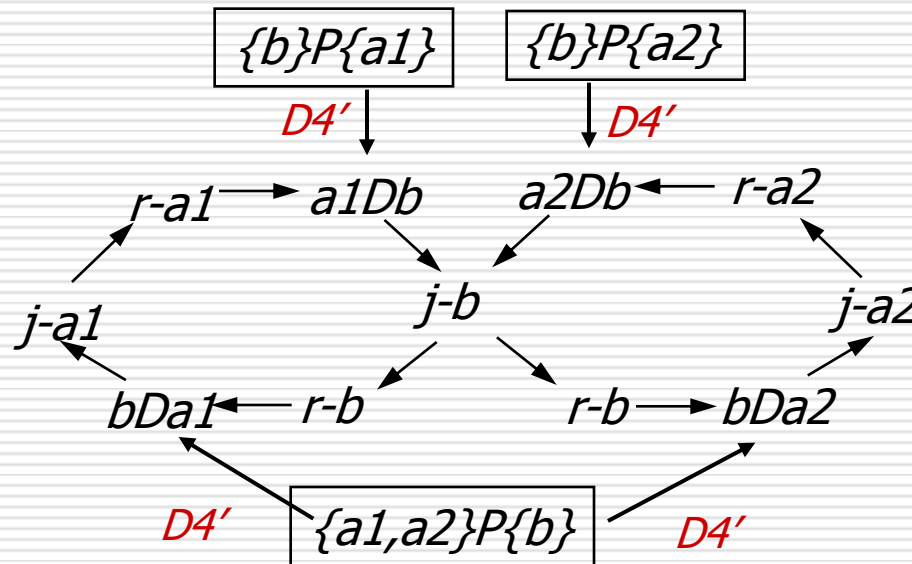
But combined weight of independent arguments for \neg jog outweighs b

- we want a_1 and a_2 to be justified - problem with dialectical mode is only pair-wise relationships between arguments considered
- *knowledge representation* solutions combine rules ($h \wedge r \Rightarrow \neg$ jog)
- *inference rule* solutions license "super-arguments" (a_1+a_2)

* *Example from* : H. Prakken. A study of accrual of arguments, with applications to evidential reasoning. In: *Proc. 10th Int. Conf. on Artificial intelligence and law*, pages 85–94, 2005.

Encoding accrual in metalevel frameworks

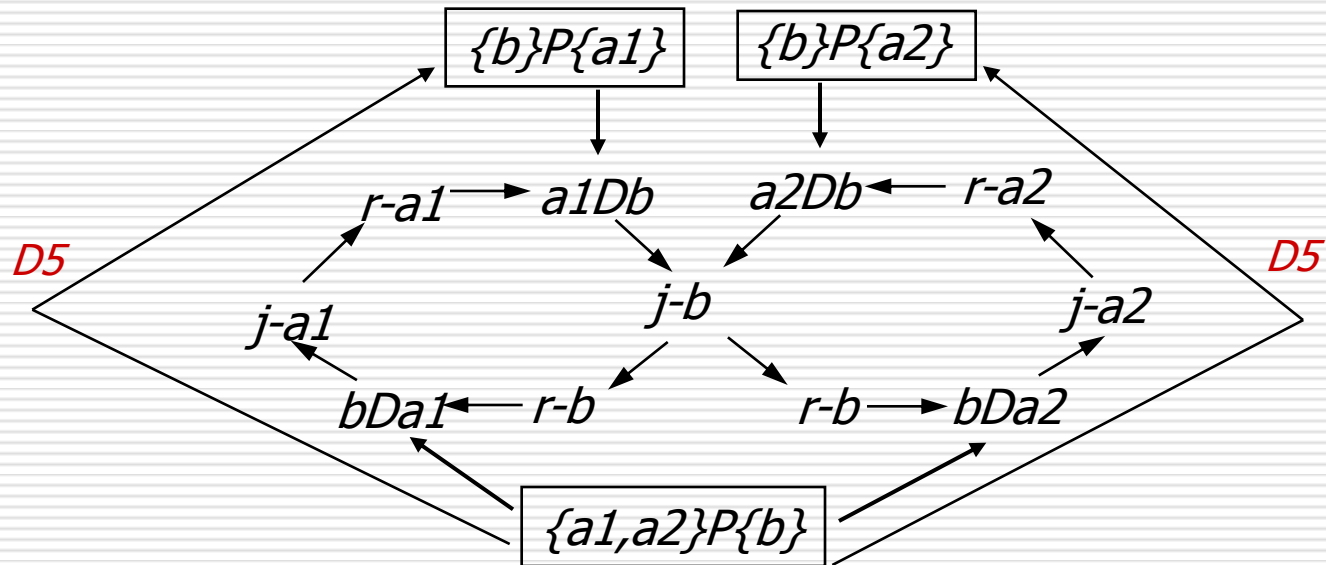
- Accrual modelled in terms of application of preferences in metalevel frameworks



Constraint $D4'$ states that meta-arg claiming $\{x_1 \dots x_n\}P\{y_1 \dots y_m\}$ meta-attacks meta-arg claiming yDx only if $x \in \{x_1 \dots x_n\}$, $y \in \{y_1 \dots y_m\}$

Encoding accrual in metalevel frameworks

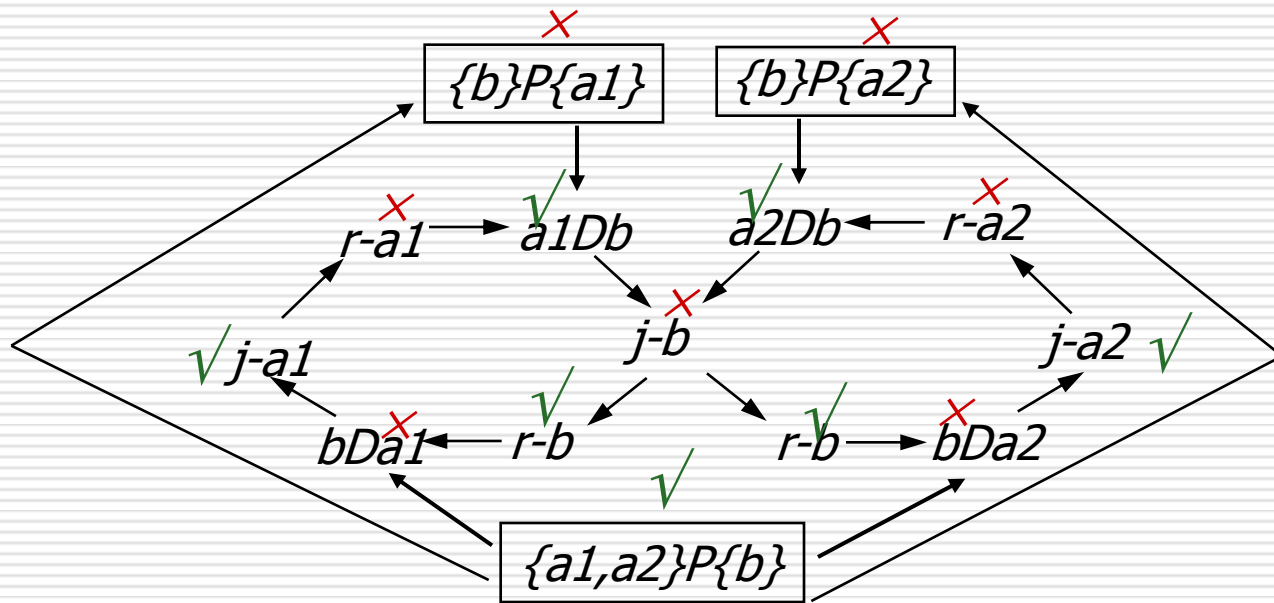
□ Preferences defined by an accrual take precedence over the preferences defined by elements of the accrual * - encoded as constraint *D5* on metalevel attack relation



D5 : $Y'PX'$ meta-attacks XPY only if $Y \subseteq Y'$, $X \subseteq X'$ and $Y \subset Y'$ or $X \subset X'$

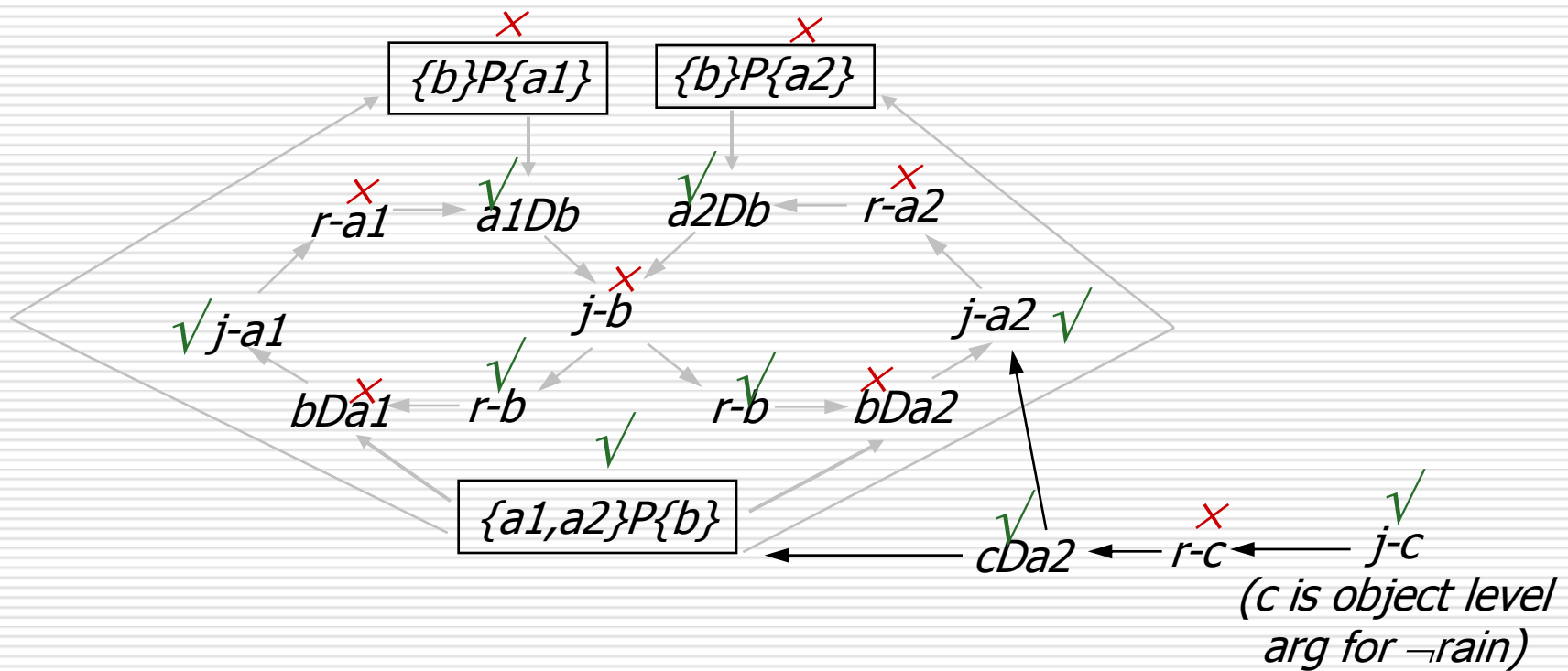
* cf Prakken's accrual principle that accrual's make their elements inapplicable \Rightarrow super-argument $a1+a2$ justified, but $a1$ and $a2$ not justified

Encoding accrual in metalevel frameworks



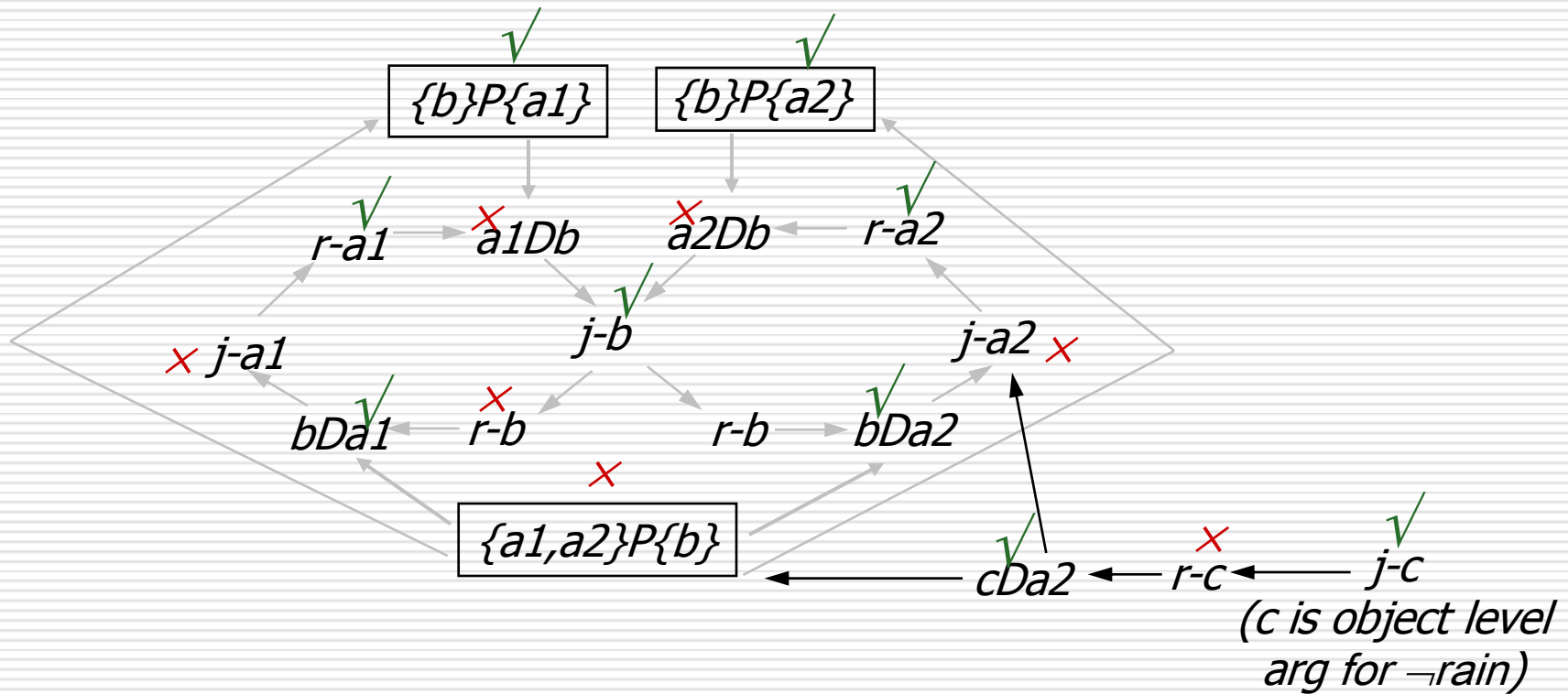
Encoding accrual in metalevel frameworks

- Preferences defined by accrual invalidated if elements of accrual defeated *
- encoded as constraint *D6* on metalevel attack relation



* cf Prakken's principle that "flawed arguments may not accrue"

Encoding accrual in metalevel frameworks



Example

- - $y1 = [r1: b, r2 : b \Rightarrow a]$, $y2 = [r3 : \Rightarrow a]$
 - $z1 = [r4: c, r5 : c \Rightarrow \neg a]$, $z2 = [r6 : \Rightarrow \neg a]$
 - \Rightarrow
 - meta-arguments claiming “justified(y1)”, “defeat(y1,z1)” etc.

 - $p1 = [r7: e, r8 : e \Rightarrow (r5 \wedge r6) > (r2 \wedge r4)]$
 - \Rightarrow
 - meta-argument claiming “preferred({z1,z2},{y1,y2})”

 - can accommodate object level arguments for contradictory preferences e.g., $p2 = [r8: f, r9 : f \Rightarrow (r2 \wedge r4) > (r5 \wedge r6)]$,
 $p3 = [r10 : \Rightarrow r9 > r8]$ (j-p3 attacks meta-arg claiming p1Dp2)

 - Justified arguments of object level theory evaluated based on extensions of instantiated metalevel Dung framework
-

Conclusions

Abstract formalisation of accrual in metalevel Dung frameworks in which constraints on metalevel attack relation encode analogues of Prakken's accrual principles:

- Avoids proliferation of rules in *KR* approach, many of which are somewhat artificial given that premises are entirely independent
 - Respects individuality of accrued arguments in contrast to inference approach
 - Integrates accrual within dialectical mode of argumentation
⇒ results and techniques (e.g., argument game proof theories) for Dung frameworks applied to metalevel frameworks integrating accrual
-