** Adding dynamics into the logic

- Time (temporal logics) versus action (Situation Calculus, Dynamic Logic)

- Time basics
  --- The structure of time
  --- The entities (facts, events, actions)
  --- The language and models (explicit time versus tense logics)

- Dynamic Logic versus Situation Calculus

- Explicit time + K
  Logic of perfect memory
  Logic of minimal learning?

- Lakemeyer: Sit Calc+time+K (note: Barcan formula...)

- Mostly Modal: a note on ETL and DEL (TL+K, DL+K)

** Agency

Timeless:

P"orn: "Do", the KT logic
Elgesem: "Can" (E) and "Do" (C), a *nonstandard* modal logic

TL-based:

Chellas: "See to it that (STIT)"
Belnap++: branching-time TL semantics for STIT

DL-based:

Segerberg: "Bring it about that" (BIAT): making explicit the causing action

SitCalc-based:

LLLS: "Can" + having a plan