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Multiagent systems combine multiple autonomous entities, each having diverging interests or different information. This overview of the field offers a computer science perspective, but also draws on ideas from game

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This exciting and pioneering new overview of multiagent systems, which are online systems composed of multiple interacting intelligent agents,

i.e., online trading, offers a newly seen computer science perspective on multiagent systems, while integrating ideas from operations research, game theory, economics, logic, and even philosophy and linguistics.

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Multiagent Systems: Algorithmic, Game-Theoretic and Logical Foundations Yoav Shoham and Kevin Leyton-Brown CAMBRIDGE UNIVERSITY PRESS 2009, 483 PAGES PRICE (HARDBACK) £37.00 ISBN 978-0-521-89943-7

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Its extensive treatment of the interplay between computer science and game theory will define how the subject should be taught." – Joseph Halpern , Cornell University "Multiagent Systems

touches all aspects of multiagent systems—from artificial intelligence to algorithms to game theory, to logic, and beyond—and presents, for the first time, all this cutting-edge research in a textbook form.

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This book is a fantastic introduction to game theory where the authors are

cleverly worried about the algorithms used to solve the problems. Therefore, it provides a great link among computer science, economic theory and operational research.

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This exciting and pioneering new overview of multiagent systems, which are online systems composed of multiple interacting intelligent agents, i.e., online trading, offers a newly seen computer science perspective on multiagent systems, while integrating ideas from operations research, game theory, economics, logic, and even philosophy and linguistics.

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We present a formal multiagent framework for coordinating a class of

collaborative industrial practices called Industrial Symbiotic Networks (ISNs) as cooperative games. The game-theoretic formulation of ISNs enables systematic reasoning about what we call the ISN implementation problem. Specifically, the characteristics of ISNs may lead to the inapplicability of standard fair and stable ...

This exciting and pioneering new overview of multiagent systems, which are online systems composed of multiple interacting intelligent agents, i.e., online trading, offers a newly seen computer science perspective on multiagent systems, while integrating ideas from operations research, game theory, economics, logic, and even philosophy and linguistics. The authors

emphasize foundations to create a broad and rigorous treatment of their subject, with thorough presentations of distributed problem solving, game theory, multiagent communication and learning, social choice, mechanism design, auctions, cooperative game theory, and modal logics of knowledge and belief. For each topic, basic concepts are introduced, examples are given, proofs of key results are offered, and algorithmic considerations are examined. An appendix covers background material in probability theory, classical logic, Markov decision processes and mathematical programming. Written by two of the leading researchers of this engaging field, this book will surely serve as THE reference for researchers in the fastest-growing area of computer science, and be used as a text for

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advanced undergraduate or graduate courses.

Multiagent systems combine multiple autonomous entities, each having diverging interests or different information. This overview of the field offers a computer science perspective, but also draws on ideas from game theory, economics, operations research, logic, philosophy and linguistics. It will serve as a reference for researchers in each of these fields, and be used as a text for advanced undergraduate or graduate courses. The authors emphasize foundations to create a broad and rigorous treatment of their subject, with thorough presentations of distributed problem solving, game theory, multiagent communication and learning, social choice, mechanism design, auctions,

cooperative game theory, and modal logics of knowledge and belief. For each topic, basic concepts are introduced, examples are given, proofs of key results are offered, and algorithmic considerations are examined. An appendix covers background material in probability theory, classical logic, Markov decision processes and mathematical programming.

Game theory is the mathematical study of interaction among independent, self-interested agents. The audience for game theory has grown dramatically in recent years, and now spans disciplines as diverse as political science, biology, psychology, economics, linguistics, sociology, and computer science, among others. What has been missing

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is a relatively short introduction to the field covering the common basis that anyone with a professional interest in game theory is likely to require. Such a text would minimize notation, ruthlessly focus on essentials, and yet not sacrifice rigor. This Synthesis Lecture aims to fill this gap by providing a concise and accessible introduction to the field. It covers the main classes of games, their representations, and the main concepts used to analyze them.

This is an introduction to a burgeoning interdisciplinary field, with an emphasis on foundational material.

The new edition of an introduction to multiagent systems that captures the state of the art in both theory and practice, suitable as textbook or

reference. Multiagent systems are made up of multiple interacting intelligent agents--computational entities to some degree autonomous and able to cooperate, compete, communicate, act flexibly, and exercise control over their behavior within the frame of their objectives. They are the enabling technology for a wide range of advanced applications relying on distributed and parallel processing of data, information, and knowledge relevant in domains ranging from industrial manufacturing to e-commerce to health care. This book offers a state-of-the-art introduction to multiagent systems, covering the field in both breadth and depth, and treating both theory and practice. It is suitable for classroom use or independent study. This second edition has been completely revised,

capturing the tremendous developments in multiagent systems since the first edition appeared in 1999. Sixteen of the book's seventeen chapters were written for this edition; all chapters are by leaders in the field, with each author contributing to the broad base of knowledge and experience on which the book rests. The book covers basic concepts of computational agency from the perspective of both individual agents and agent organizations; communication among agents; coordination among agents; distributed cognition; development and engineering of multiagent systems; and background knowledge in logics and game theory. Each chapter includes references, many illustrations and examples, and exercises of varying degrees of difficulty. The

chapters and the overall book are designed to be self-contained and understandable without additional material. Supplemental resources are available on the book's Web site. Contributors Rafael Bordini, Felix Brandt, Amit Chopra, Vincent Conitzer, Virginia Dignum, J rgen Dix, Ed Durfee, Edith Elkind, Ulle Endriss, Alessandro Farinelli, Shaheen Fatima, Michael Fisher, Nicholas R. Jennings, Kevin Leyton-Brown, Evangelos Markakis, Lin Padgham, Julian Padget, Iyad Rahwan, Talal Rahwan, Alex Rogers, Jordi Sabater-Mir, Yoav Shoham, Munindar P. Singh, Kagan Tumer, Karl Tuyls, Wiebe van der Hoek, Laurent Vercouter, Meritxell Vinyals, Michael Winikoff, Michael Wooldridge, Shlomo Zilberstein

Computer science and economics

have engaged in a lively interaction over the past fifteen years, resulting in the new field of algorithmic game theory. Many problems that are central to modern computer science, ranging from resource allocation in large networks to online advertising, involve interactions between multiple self-interested parties. Economics and game theory offer a host of useful models and definitions to reason about such problems. The flow of ideas also travels in the other direction, and concepts from computer science are increasingly important in economics. This book grew out of the author's Stanford University course on algorithmic game theory, and aims to give students and other newcomers a quick and accessible introduction to many of the most important concepts in the field. The book also includes

case studies on online advertising, wireless spectrum auctions, kidney exchange, and network management.

This cross-disciplinary book dives into the technical and computational aspects that make cooperative games possible. It is appropriate for professional researchers, graduate students, and advanced undergraduates hoping to pursue careers in academia and / or industry.

This book will introduce students to intelligent agents, explain what these agents are, how they are constructed and how they can be made to co-operate effectively with one another in large-scale systems.

In recent years game theory has had a substantial impact on computer

science, especially on Internet- and e-commerce-related issues. Algorithmic Game Theory, first published in 2007, develops the central ideas and results of this exciting area in a clear and succinct manner. More than 40 of the top researchers in this field have written chapters that go from the foundations to the state of the art. Basic chapters on algorithmic methods for equilibria, mechanism design and combinatorial auctions are followed by chapters on important game theory applications such as incentives and pricing, cost sharing, information markets and cryptography and security. This definitive work will set the tone of research for the next few years and beyond. Students, researchers, and practitioners alike need to learn more about these fascinating theoretical developments

and their widespread practical application.

The book begins with a chapter on traditional methods ofsupervised learning, covering recursive least squares learning,mean square error methods, and stochastic approximation. Chapter 2covers single agent reinforcement learning. Topics include learningvalue functions, Markov games, and TD learning with eligibilitytraces. Chapter 3 discusses two player games including two playermatrix games with both pure and mixed strategies. Numerousalgorithms and examples are presented. Chapter 4 covers learning inmulti-player games, stochastic games, and Markov games, focusing onlearning multi-player grid games—two player grid games,Q-learning, and Nash Q-

learning. Chapter 5 discusses differentialgames, including multi player differential games, actor critiquestructure, adaptive fuzzy control and fuzzy interference systems,the evader pursuit game, and the defending a territory games.Chapter 6 discusses new ideas on learning within robotic swarms andthe innovative idea of the evolution of personality traits. ￼ Framework for understanding a variety of methods andapproaches in multi-agent machine learning. ￼ Discusses methods of reinforcement learning such as anumber of forms of multi-agent Q-learning ￼ Applicable to research professors and graduatestudents studying electrical and computer engineering, computerscience, and mechanical and aerospace engineering

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