



# Multiagent Systems: Algorithmic, Game-Theoretic, and Logical Foundations

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Cambridge University Press, 2008. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: 1. Distributed constraint satisfaction; 2. Distributed optimization; 3. Introduction to non-cooperative game theory; 4. Computing solution concepts of normal-form games; 5. Games with sequential actions; 6. Richer representations; 7. Learning and teaching; 8. Communication; 9. Aggregating preferences; 10. Protocols for strategic agents; 11. Protocols for multiagent resource allocation; 12. Teams of selfish agents; 13. Logics of knowledge and belief; 14. Beyond belief.



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