

Foundations Of Distributed Artificial Intelligence Sixth Generation Computer Technologies

Multi-Agent Systems Methodologies and Applications
Encyclopedia of Internet Technologies and Applications
Artificial intelligence and soft computing
Multiagent Systems
Distributed Optimization and Statistical Learning Via the Alternating Direction Method of Multipliers
Ontology, Epistemology, and Teleology for Modeling and Simulation
Global Implications of Modern Enterprise Information Systems: Technologies and Applications
MHS '99
Distributed Artificial Intelligence: Theory and Praxis
Multiagent Systems
Cyber-Physical Systems
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A Concise Introduction to Multiagent Systems and Distributed Artificial Intelligence
Multi-agent Systems
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Artificial Intelligence Foundations of Artificial Intelligence
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Foundations and Theoretical Perspectives of Distributed Team Cognition
Knowledge Representation, Reasoning, and the Design of Intelligent Agents
Foundations of Distributed Artificial Intelligence
Foundations of Computer Science
Progress in Artificial Intelligence
Building the Knowledge Society on the Internet: Sharing and Exchanging Knowledge in Networked Environments
Foundations of Machine Learning
Readings in Distributed Artificial Intelligence
Multi-agent Systems
Readings in Distributed Artificial Intelligence
Intelligent Agents
Cooperation
Handbook of

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Constraint Programming
Artificial Intelligence for the Internet of Everything
Distributed Artificial Intelligence, Agent Technology, and Collaborative Applications
Distributed Artificial Intelligence
Handbook of Research on Multi-Agent Systems: Semantics and Dynamics of Organizational Models
Neural Codes and Distributed Representations
Advanced Artificial Intelligence
Integrated Management of Networked Systems

Multi-Agent Systems Methodologies and Applications

Distributed AI is the branch of AI concerned with how to coordinate behavior among a collection of semi-autonomous problem-solving agents: how they can coordinate their knowledge, goals and plans to act together, to solve joint problems, or to make individually or globally rational decisions in the face of uncertainty and multiple, conflicting perspectives. Distributed, coordinated systems of problem solvers are rapidly becoming practical partners in critical human problem-solving environments, and DAI is a rapidly developing field of both application and research, experiencing explosive growth around the world. This book presents a collection of articles surveying several major recent developments in DAI. The book focuses on issues that arise in building practical DAI systems in real-world settings, and covers work undertaken in a number of major research and development projects in the U.S. and in Europe. It provides a synthesis of

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recent thinking, both theoretical and applied, on major problems of DAI in the 1990s.

Encyclopedia of Internet Technologies and Applications

Most artificial intelligence research investigates intelligent behavior for a single agent--solving problems heuristically, understanding natural language, and so on. Distributed Artificial Intelligence (DAI) is concerned with coordinated intelligent behavior: intelligent agents coordinating their knowledge, skills, and plans to act or solve problems, working toward a single goal, or toward separate, individual goals that interact. DAI provides intellectual insights about organization, interaction, and problem solving among intelligent agents. This comprehensive collection of articles shows the breadth and depth of DAI research. The selected information is relevant to emerging DAI technologies as well as to practical problems in artificial intelligence, distributed computing systems, and human-computer interaction. "Readings in Distributed Artificial Intelligence" proposes a framework for understanding the problems and possibilities of DAI. It divides the study into three realms: the natural systems approach (emulating strategies and representations people use to coordinate their activities), the engineering/science perspective (building automated, coordinated problem solvers for specific applications), and a third, hybrid approach that is useful in analyzing and developing mixed collections of machines and human agents working together. The editors introduce the

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volume with an important survey of the motivations, research, and results of work in DAI. This historical and conceptual overview combines with chapter introductions to guide the reader through this fascinating field. A unique and extensive bibliography is also provided.

Artificial intelligence and soft computing

Constraint programming is a powerful paradigm for solving combinatorial search problems that draws on a wide range of techniques from artificial intelligence, computer science, databases, programming languages, and operations research. Constraint programming is currently applied with success to many domains, such as scheduling, planning, vehicle routing, configuration, networks, and bioinformatics. The aim of this handbook is to capture the full breadth and depth of the constraint programming field and to be encyclopedic in its scope and coverage. While there are several excellent books on constraint programming, such books necessarily focus on the main notions and techniques and cannot cover also extensions, applications, and languages. The handbook gives a reasonably complete coverage of all these lines of work, based on constraint programming, so that a reader can have a rather precise idea of the whole field and its potential. Of course each line of work is dealt with in a survey-like style, where some details may be neglected in favor of coverage. However, the extensive bibliography of each chapter will help the interested readers to find suitable sources for the

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missing details. Each chapter of the handbook is intended to be a self-contained survey of a topic, and is written by one or more authors who are leading researchers in the area. The intended audience of the handbook is researchers, graduate students, higher-year undergraduates and practitioners who wish to learn about the state-of-the-art in constraint programming. No prior knowledge about the field is necessary to be able to read the chapters and gather useful knowledge. Researchers from other fields should find in this handbook an effective way to learn about constraint programming and to possibly use some of the constraint programming concepts and techniques in their work, thus providing a means for a fruitful cross-fertilization among different research areas. The handbook is organized in two parts. The first part covers the basic foundations of constraint programming, including the history, the notion of constraint propagation, basic search methods, global constraints, tractability and computational complexity, and important issues in modeling a problem as a constraint problem. The second part covers constraint languages and solver, several useful extensions to the basic framework (such as interval constraints, structured domains, and distributed CSPs), and successful application areas for constraint programming. - Covers the whole field of constraint programming - Survey-style chapters - Five chapters on applications

Multiagent Systems

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Distributed Artificial Intelligence (DAI) came to existence as an approach for solving complex learning, planning, and decision-making problems. When we talk about decision making, there may be some meta-heuristic methods where the problem solving may resemble like operation research. But exactly, it is not related completely to management research. The text examines representing and using organizational knowledge in DAI systems, dynamics of computational ecosystems, and communication-free interactions among rational agents. This publication takes a look at conflict-resolution strategies for nonhierarchical distributed agents, constraint-directed negotiation of resource allocations, and plans for multiple agents. Topics included plan verification, generation, and execution, negotiation operators, representation, network management problem, and conflict-resolution paradigms. The manuscript elaborates on negotiating task decomposition and allocation using partial global planning and mechanisms for assessing nonlocal impact of local decisions in distributed planning. The book will attract researchers and practitioners who are working in management and computer science, and industry persons in need of a beginner to advanced understanding of the basic and advanced concepts.

Distributed Optimization and Statistical Learning Via the Alternating Direction Method of Multipliers

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Since its founding in 1989 by Terrence Sejnowski, Neural Computation has become the leading journal in the field. Foundations of Neural Computation collects, by topic, the most significant papers that have appeared in the journal over the past nine years. The present volume focuses on neural codes and representations, topics of broad interest to neuroscientists and modelers. The topics addressed are: how neurons encode information through action potential firing patterns, how populations of neurons represent information, and how individual neurons use dendritic processing and biophysical properties of synapses to decode spike trains. The papers encompass a wide range of levels of investigation, from dendrites and neurons to networks and systems.

Ontology, Epistemology, and Teleology for Modeling and Simulation

Knowledge representation and reasoning is the foundation of artificial intelligence, declarative programming, and the design of knowledge-intensive software systems capable of performing intelligent tasks. Using logical and probabilistic formalisms based on answer set programming (ASP) and action languages, this book shows how knowledge-intensive systems can be given knowledge about the world and how it can be used to solve non-trivial computational problems. The authors maintain a balance between mathematical analysis and practical design of

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intelligent agents. All the concepts, such as answering queries, planning, diagnostics, and probabilistic reasoning, are illustrated by programs of ASP. The text can be used for AI-related undergraduate and graduate classes and by researchers who would like to learn more about ASP and knowledge representation.

Global Implications of Modern Enterprise Information Systems: Technologies and Applications

Distributed Artificial Intelligence presents a collection of papers describing the state of research in distributed artificial intelligence (DAI). DAI is concerned with the cooperative solution of problems by a decentralized group of agents. The agents may range from simple processing elements to complex entities exhibiting rational behavior. The book is organized into three parts. Part I addresses ways to develop control abstractions that efficiently guide problem-solving; communication abstractions that yield cooperation; and description abstractions that result in effective organizational structure. Part II describes architectures for developing and testing DAI systems. Part III discusses applications of DAI in manufacturing, office automation, and man-machine interactions. This book is intended for researchers, system developers, and students in artificial intelligence and related disciplines. It can also be used as a reference for students and researchers in other disciplines,

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such as psychology, philosophy, robotics, and distributed computing, who wish to understand the issues of DAI.

MHS '99

Artificial Intelligence for the Internet of Everything considers the foundations, metrics and applications of IoE systems. It covers whether devices and IoE systems should speak only to each other, to humans or to both. Further, the book explores how IoE systems affect targeted audiences (researchers, machines, robots, users) and society, as well as future ecosystems. It examines the meaning, value and effect that IoT has had and may have on ordinary life, in business, on the battlefield, and with the rise of intelligent and autonomous systems. Based on an artificial intelligence (AI) perspective, this book addresses how IoE affects sensing, perception, cognition and behavior. Each chapter addresses practical, measurement, theoretical and research questions about how these “things may affect individuals, teams, society or each other. Of particular focus is what may happen when these “things begin to reason, communicate and act autonomously on their own, whether independently or interdependently with other “things . Considers the foundations, metrics and applications of IoE systems Debates whether IoE systems should speak to humans and each other Explores how IoE systems affect targeted audiences and society Discusses theoretical IoT ecosystem models

Distributed Artificial Intelligence: Theory and Praxis

Multiagent Systems

Cyber-Physical Systems

Federated Learning

"This book is a catalyst for emerging research in intelligent information, specifically artificial intelligent technologies and applications to assist in improving productivity in many roles such as assistants to human operators and autonomous decision-making components of complex systems"--Provided by publisher.

Distributed Artificial Intelligence

The background and interwoven streams of team cognition and distributed cognition fermenting together has wielded new nuances of exploration, which continue to be relevant for a theoretical understanding of team phenomena.

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Foundations and Theoretical Perspectives of Distributed Teams Cognition looks at fundamentals, theoretical concepts, and how theory informs perspectives of thinking for distributed team cognition. The chapters yield a broad understanding of the nature of diverse thinking and insights into technologies, foundations, and theoretical perspectives of distributed team cognition. Features Generates historical patterns and significance that compose developmental trajectories Explains multiple perspectives that incorporate an interdisciplinary understanding that specifies diverse theories Identifies and develops particular challenges resident within team simulation studies and then illustrates research frameworks Highlights and reviews how team simulations are used to produce dynamic experimental results Investigates and studies research variables within distributed team cognition

A Concise Introduction to Multiagent Systems and Distributed Artificial Intelligence

Multi-agent Systems

Assuming no prior knowledge of Distributed Artificial Intelligence (DAI), this book deals with the complete development lifecycle of multi-agent systems for industrial

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applications.

Cooperation in Industrial Multi-agent Systems

What are multi-agent systems? How do they work? What do they do? If you are looking for the answers to these questions, read on; for Jacques Ferber's authoritative book is the first to provide a single, coherent overview of multi-agent systems. Introduces and defines key concepts throughout the text; provides numerous examples to illustrate core principles; draws on contributions from different disciplines to present a holistic, comprehensive picture of state-of-the-art agent technology; and describes all the latest developments in the field and encourages the reader to reflect on possibilities for the future.

Distributed Artificial Intelligence

"In today's networked societies, a key factor of the social and economic success is the capability to exchange, transfer, and share knowledge. This book provides research on the topic providing a foundation of an emerging and multidisciplinary field"--Provided by publisher.

Artificial Intelligence

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Multiagent systems is an expanding field that blends classical fields like game theory and decentralized control with modern fields like computer science and machine learning. This monograph provides a concise introduction to the subject, covering the theoretical foundations as well as more recent developments in a coherent and readable manner. The text is centered on the concept of an agent as decision maker. Chapter 1 is a short introduction to the field of multiagent systems. Chapter 2 covers the basic theory of singleagent decision making under uncertainty. Chapter 3 is a brief introduction to game theory, explaining classical concepts like Nash equilibrium. Chapter 4 deals with the fundamental problem of coordinating a team of collaborative agents. Chapter 5 studies the problem of multiagent reasoning and decision making under partial observability. Chapter 6 focuses on the design of protocols that are stable against manipulations by self-interested agents. Chapter 7 provides a short introduction to the rapidly expanding field of multiagent reinforcement learning. The material can be used for teaching a half-semester course on multiagent systems covering, roughly, one chapter per lecture.

Foundations of Artificial Intelligence

This text constitutes proceedings from the International Conference on Micro Mechatronics and Human Science, which took place in 1999. Topics covered include microfabrication, microcomponents and microdevices, and measurement

and system.

The Foundations of Artificial Intelligence

Foundations and Theoretical Perspectives of Distributed Team Cognition

In this book, internationally recognized experts in philosophy of science, computer science, and modeling and simulation are contributing to the discussion on how ontology, epistemology, and teleology will contribute to enable the next generation of intelligent modeling and simulation applications. It is well understood that a simulation can provide the technical means to display the behavior of a system over time, including following observed trends to predict future possible states, but how reliable and trustworthy are such predictions? The questions about what we can know (ontology), how we gain new knowledge (epistemology), and what we do with this knowledge (teleology) are therefore illuminated from these very different perspectives, as each expert uses a different facet to look at these challenges. The result of bringing these perspectives into one book is a challenging compendium that gives room for a spectrum of challenges: from general philosophy questions, such as can we use modeling and simulation and other

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computational means at all to discover new knowledge, down to computational methods to improve semantic interoperability between systems or methods addressing how to apply the recent insights of service oriented approaches to support distributed artificial intelligence. As such, this book has been compiled as an entry point to new domains for students, scholars, and practitioners and to raise the curiosity in them to learn more to fully address the topics of ontology, epistemology, and teleology from philosophical, computational, and conceptual viewpoints.

Knowledge Representation, Reasoning, and the Design of Intelligent Agents

Provides the most thorough examination of Internet technologies and applications for researchers in a variety of related fields. For the average Internet consumer, as well as for experts in the field of networking and Internet technologies.

Foundations of Distributed Artificial Intelligence

"This book provide a comprehensive view of current developments in agent organizations as a paradigm for both the modeling of human organizations, and for designing effective artificial organizations"--Provided by publisher.

Foundations of Computer Science

This graduate-level textbook introduces fundamental concepts and methods in machine learning. It describes several important modern algorithms, provides the theoretical underpinnings of these algorithms, and illustrates key aspects for their application. The authors aim to present novel theoretical tools and concepts while giving concise proofs even for relatively advanced topics. Foundations of Machine Learning fills the need for a general textbook that also offers theoretical details and an emphasis on proofs. Certain topics that are often treated with insufficient attention are discussed in more detail here; for example, entire chapters are devoted to regression, multi-class classification, and ranking. The first three chapters lay the theoretical foundation for what follows, but each remaining chapter is mostly self-contained. The appendix offers a concise probability review, a short introduction to convex optimization, tools for concentration bounds, and several basic properties of matrices and norms used in the book. The book is intended for graduate students and researchers in machine learning, statistics, and related areas; it can be used either as a textbook or as a reference text for a research seminar.

Progress in Artificial Intelligence

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This outstanding collection is designed to address the fundamental issues and principles underlying the task of Artificial Intelligence.

Building the Knowledge Society on the Internet: Sharing and Exchanging Knowledge in Networked Environments

Distributed Artificial Intelligence

Foundations of Machine Learning

Most artificial intelligence research investigates intelligent behavior for a single agent--solving problems heuristically, understanding natural language, and so on. Distributed Artificial Intelligence (DAI) is concerned with coordinated intelligent behavior: intelligent agents coordinating their knowledge, skills, and plans to act or solve problems, working toward a single goal, or toward separate, individual goals that interact. DAI provides intellectual insights about organization, interaction, and problem solving among intelligent agents. This comprehensive collection of articles shows the breadth and depth of DAI research. The selected information is relevant to emerging DAI technologies as well as to practical problems in artificial intelligence, distributed computing systems, and human-computer interaction. "Readings in Distributed Artificial Intelligence" proposes a framework for

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understanding the problems and possibilities of DAI. It divides the study into three realms: the natural systems approach (emulating strategies and representations people use to coordinate their activities), the engineering/science perspective (building automated, coordinated problem solvers for specific applications), and a third, hybrid approach that is useful in analyzing and developing mixed collections of machines and human agents working together. The editors introduce the volume with an important survey of the motivations, research, and results of work in DAI. This historical and conceptual overview combines with chapter introductions to guide the reader through this fascinating field. A unique and extensive bibliography is also provided.

Readings in Distributed Artificial Intelligence

This book constitutes the strictly refereed post-workshop proceedings originating from the Second Australian Workshop on Distributed Artificial Intelligence, held in Cairns, QLD, Australia, in August 1996, as a satellite meeting of PRICAI'96. The 13 revised full papers presented have been selected for inclusion in the book during a very careful and iterated process of reviewing and improvement. Among these papers are three invited ones, by leading scientists, solicited in order to round off the overall presentation and coverage of relevant topics. A wide range of multi-agent systems issues is covered including methodologies, cooperation, conflict resolution, applications, mobility, adaptation, negotiation, and implementations.

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Multi-agent Systems

Content Description #Dedicated to Wilfried Brauer.#Includes bibliographical references and index.

Readings in Distributed Artificial Intelligence

Intelligent Agents

Cyber-Physical Systems: Foundations, Principles and Applications explores the core system science perspective needed to design and build complex cyber-physical systems. Using Systems Science's underlying theories, such as probability theory, decision theory, game theory, organizational sociology, behavioral economics, and cognitive psychology, the book addresses foundational issues central across CPS applications, including System Design -- How to design CPS to be safe, secure, and resilient in rapidly evolving environments, System Verification -- How to develop effective metrics and methods to verify and certify large and complex CPS, Real-time Control and Adaptation -- How to achieve real-time dynamic control and behavior adaptation in a diverse environments, such as clouds and in network-challenged spaces, Manufacturing -- How to harness communication, computation,

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and control for developing new products, reducing product concepts to realizable designs, and producing integrated software-hardware systems at a pace far exceeding today's timeline. The book is part of the Intelligent Data-Centric Systems: Sensor-Collected Intelligence series edited by Fatos Xhafa, Technical University of Catalonia. Indexing: The books of this series are submitted to EI-Compendex and SCOPUS Includes in-depth coverage of the latest models and theories that unify perspectives, expressing the interacting dynamics of the computational and physical components of a system in a dynamic environment Focuses on new design, analysis, and verification tools that embody the scientific principles of CPS and incorporate measurement, dynamics, and control Covers applications in numerous sectors, including agriculture, energy, transportation, building design and automation, healthcare, and manufacturing

Cooperation

Distributed Artificial Intelligence (DAI) is a dynamic area of research and this book is the first comprehensive, truly integrated exposition of the discipline presenting influential contributions from leaders in the field. Commences with a solid introduction to the theoretical and practical issues of DAI, followed by a discussion of the core research topics--communication, coordination, planning--and how they are related to each other. The third section describes a number of DAI testbeds, illustrating particular strategies commissioned to provide software environments

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for building and experimenting with DAI systems. The final segment contains contributions which consider DAI from different perspectives.

Handbook of Constraint Programming

This guide, focusing on the application of standards instead of describing them, is for network and systems planners, managers, administrators and users.

Artificial Intelligence for the Internet of Everything

Surveys the theory and history of the alternating direction method of multipliers, and discusses its applications to a wide variety of statistical and machine learning problems of recent interest, including the lasso, sparse logistic regression, basis pursuit, covariance selection, support vector machines, and many others.

Distributed Artificial Intelligence, Agent Technology, and Collaborative Applications

In Cooperation, A Philosophical Study, Tuomela offers the first comprehensive philosophical theory of cooperation. He builds on such notions a collective and joint goals, mutual beliefs, collective commitments, acting together and acting

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collectively. The book analyzes the varieties of cooperation, making use of the crucial distinction between group-mode and individual-mode cooperation. The former is based on collective goals and collective commitments, the latter on private goals and commitments. The book discusses the attitudes and the kinds of practical reasoning that cooperation requires and investigate some of the conditions under which cooperation is likely, rationally, to occur. It also shows some of the drawbacks of the standard game-theoretical treatments of cooperation and presents a survey of cooperation research in neighbouring fields. Readership: Essential reading for researchers and graduate students in philosophy. Also of interest to researchers in the social sciences and AI.

Distributed Artificial Intelligence

In the 11 contributions, theorists historically associated with each position identify the basic tenets of their position.

Handbook of Research on Multi-Agent Systems: Semantics and Dynamics of Organizational Models

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

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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,

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Vincent Conitzer, Virginia Dignum, Jürgen 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

Neural Codes and Distributed Representations

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

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programming.

Advanced Artificial Intelligence

"This book presents useful strategies, techniques, and tools for the successful design, development, and implementation of enterprise information systems"--Provided by publisher.

Integrated Management of Networked Systems

Artificial Intelligence presents a practical guide to AI, including agents, machine learning and problem-solving simple and complex domains.

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