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Soggetti	Artificial intelligence Application software User interfaces (Computer systems) Human-computer interaction Computer science - Mathematics Computer engineering Computer networks Social sciences - Data processing Artificial Intelligence Computer and Information Systems Applications User Interfaces and Human Computer Interaction Mathematics of Computing Computer Engineering and Networks Computer Application in Social and Behavioral Sciences
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Nota di contenuto	The Power of Signaling and its Intrinsic Connection to the Price of Anarchy -- Uncertainty-aware Low-Rank Q-Matrix Estimation for Deep Reinforcement Learning -- SEIHAI: A Sample-efficient Hierarchical AI for the MineRL Competition -- GC: Multi-Agent Group Belief with Graph Clustering -- Incomplete Distributed Constraint Optimization Problems: Model, Algorithms, and Heuristics -- Securities Based

Decision Markets -- MARL for Traffic Signal Control in Scenarios with Different Intersection Importance -- Safe Distributional Reinforcement Learning -- The Positive Effect of User Faults over Agent Perception in Collaborative Settings and its Use in Agent Design -- Behavioral Stable Marriage Problems -- FUN-Agent: a HUMAINE Competitor -- Signal Instructed Coordination in Cooperative Multi-Agent Reinforcement Learning -- A Description of the Jadescript Type System -- Combining M-MCTS and Deep Reinforcement Learning for General Game Playing -- A Two-Step Method for Dynamics of Abstract Argumentation.

Sommario/riassunto

This book constitutes the refereed proceedings of the Third International Conference on Distributed Artificial Intelligence, DAI 2021, held in Shanghai, China, in December 2021. The 15 full papers presented in this book were carefully reviewed and selected from 31 submissions. DAI aims at bringing together international researchers and practitioners in related areas including general AI, multiagent systems, distributed learning, computational game theory, etc., to provide a single, high-profile, internationally renowned forum for research in the theory and practice of distributed AI.
