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Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Ascending-Price Mechanism for General Multi-sided Markets -- 1 Introduction -- 1.1 Previous Work -- 1.2 Our Contribution -- 2 Formal Definitions -- 2.1 Agents and Categories -- 2.2 Trades and Gains -- 2.3 Mechanisms -- 2.4 Recipe Forests -- 3 Computing Optimal Trade -- 4 Ascending Auction Mechanism -- 4.1 General Description -- 4.2 Example Run -- 5 Ascending Auction Properties -- 6 Experiments -- 6.1 Agents' Values -- 6.2 Number of Deals and Gain from Trade -- References -- Governing Black-Box Agents in Competitive Multi-Agent Systems -- 1 Introduction -- 1.1 Motivation -- 1.2 Governance in Multi-Agent Systems -- 1.3 Overview of the Approach -- 1.4 Contribution -- 1.5 Structure -- 2 Existing Work -- 2.1 Classification and Scope -- 2.2 Relevant Related Work -- 3 Model -- 3.1 Agents and Environment -- 3.2 Governance -- 4 Governance Loop -- 4.1 Observation and Learning Step -- 4.2 Restriction of Action Spaces -- 4.3 Algorithm -- 4.4 Computational Complexity -- 5 Evaluation -- 5.1 Setup -- 5.2 Results -- 6 Conclusion -- 6.1 Summary -- 6.2 Future Work -- References -- Path and Action Planning in Non-uniform Environments for Multi-agent Pickup and Delivery Tasks -- 1 Introduction -- 2 Related Work -- 3 Problem Formulation and Background -- 3.1 N-MAPD -- 3.2 Well-Formed N-MAPD -- 4 Path and Action Planning with Orientation -- 4.1 Two-Stage Action Planning (TSAP) -- 4.2 Conflict Resolution of

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