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Discussion and Related Work -- 2 Preliminaries -- 3 Price of Anarchy Guarantees -- 4 Lower Bounds -- 5 General Solution Concepts -- 6 Extensions -- 6.1 Price of Stability -- 6.2 Unit-Range Representation -- 7 Conclusion and Future Work -- References -- Using Multiagent Negotiation to Model Water Resources Systems Operations -- 1 Introduction -- 2 Related Work -- 3 The Case Study -- 4 The Negotiation Protocols -- 4.1 Point-Based Protocol -- 4.2 Set-Based Protocol -- 5 Simulations -- 6 Conclusions -- References -- To Big Wing, or Not to Big Wing, Now an Answer -- 1 Introduction -- 1.1 The Battle of Britain -- 1.2 The Lanchester Model -- 1.3 Agent Based Models -- 2 Model Design -- 2.1 RAF Forces -- 2.2 German Forces -- 2.3 Model Functionality -- 3 Experiments -- 4 Results -- 5 Conclusion -- References -- How Testable Are BDI Agents? An Analysis of Branch Coverage -- 1 Introduction -- 2 Belief-Desire-Intention (BDI) Agents -- 3 All-Edge Coverage Analysis -- 3.1 Removing Failure Handling. 3.2 Simplifying for Uniform Programs -- 4 All-Edges vs. All-Paths -- 5 BDI vs. Procedural -- 6 Conclusion -- References -- Dynamics of Fairness in Groups of Autonomous Learning Agents -- 1 Introduction -- 2 Multiplayer Ultimatum Game -- 2.1 Sub-game Perfect Equilibrium -- 3 Learning Model -- 4 Results -- 5 Discussion and Conclusion -- References -- Using Stackelberg Games to Model Electric Power Grid Investments in Renewable Energy Settings -- 1 Introduction -- 2 Related Work -- 3 Curtailment Rules -- 3.1 Effects of Curtailment Strategies on Renewable Capacity Utilisation - An Illustration -- 4 Renewable Investment in Single Locations -- 4.1 Individual Generator Incentives -- 4.2 Total Generation Capacity -- 5 Transmission Investment in Multiple Locations -- 5.1 Implementation in Areas with High Curtailment -- 5.2 Transmission Investment as a Stackelberg Game -- 6 Network Upgrade Case Study -- 7 Conclusions and Future Work -- References -- Multi-scale Simulation for Crowd Management: A Case Study in an Urban Scenario -- 1 Introduction -- 2 Related Works -- 3 A Multi-scale Model for the Simulation of Urban Scenarios -- 3.1 The Discrete Microscopic Model -- 3.2 The Mesoscopic Model -- 3.3 Strategic Model -- 4 Analysis of an Urban Scenario -- 4.1 The Scenario of the Tortona Design Week -- 4.2 Experiments -- 5 Conclusion -- References -- Communication and Shared Mental Models for Teams Performing Interdependent Tasks -- 1 Introduction -- 2 Background and Related Work -- 2.1 Measuring SMM -- 2.2 SMM and Task Interdependence -- 3 Scenario: Blocks World for Teams -- 3.1 Task Design -- 3.2 Agent Teams and Agent Behaviours -- 3.3 Communication and SMM -- 3.4 Using Shared Mental Models -- 4 Experiment Design -- 5 Results -- 5.1 SMM Components and Team Performance -- 5.2 Communication Performance -- 5.3 Analysis of Sharedness -- 6 Discussion. 7 Conclusions and Future Work -- References -- An Examination of a Novel Information Diffusion Model: Considering of Twitter User and Twitter System Features -- 1 Introduction -- 2 Related Works -- 3 Weak Point of Extended SIR Model -- 4 Proposed Method -- 4.1 State Transition Model -- 4.2 Multiplexing of Information Path -- 4.3 Life Pattern -- 4.4 User's diversity -- 5 Experiment -- 5.1 Experiment Outline -- 5.2 Evaluation Methods -- 5.3 Experimental Results -- 6 Conclusion -- References -- Author Index.

Sommario/riassunto

This book features a selection of best papers from 11 workshops held at the International Conference on Autonomous Agents and Multiagent Systems, in Singapore in May 2016. The 11 full papers were carefully reviewed and selected for inclusion in this volume. They cover specific topics, both theoretical and applied, in the general area of autonomous agents and multiagent systems.
