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Nota di contenuto	Intro -- Title -- Preface -- Organization -- Table of Contents -- Invited Talks -- Game Theory for Security: Lessons Learned from Deployed Applications -- Tools for a Robust, Sustainable Agent Community -- From Notions to Models and Back Again, Again -- References -- Full Papers -- Coalitions and Teamwork -- A Compact Representation Scheme of Coalitional Games Based on Multi-Terminal Zero-Suppressed Binary Decision Diagrams -- Introduction -- Preliminaries -- Coalitional Games -- SCG -- BDD and ZDD -- New

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Sommario/riassunto

This book constitutes the proceedings of the 14th International Conference on Principles and Practice in Multi-Agent Systems, PRIMA 2011, held in Wollongong, Australia, in November 2011. The 39 papers presented together with 3 invited talks were carefully reviewed and selected from numerous submissions. They focus on practical aspects of multiagent systems and are organised in topical sections on coalitions and teamwork, learning, mechanisms and voting, modeling and simulation, negotiation and coalitions, optimization, sustainability, agent societies and frameworks, argumentation, and applications.