

## Table of Contents

|   |     |
|---|-----|
| MacCOIN: Medium access control for wireless sensor networks based on collective intelligence<br><i>Pieter Beyens, Karl Tuyls, Kris Steenhaut and Ann Nowé</i> .....             | 1   |
| An optimal execution of autonomous agents with plans under time and resource uncertainty<br><i>Aurélie Beynier, Abdel-Illah Mouaddib and Rich Washington</i> .....              | 13  |
| Notes on equilibria in symmetric games<br><i>Shin-Fen Cheng, Daniel M. Reeves, Yevgeniy Vorobeychik and Michael P. Wellman</i> .....  | 23  |
| Preferences in qualitative conditional games<br><i>Paul E. Dunne and Michael Wooldridge</i> .....   | 29  |
| A framework for sequential planning in multi-agent settings<br><i>Piotr J. Gmytrasiewicz and Prashant Doshi</i> .....   | 39  |
| Dynamic programming for partially observable stochastic games<br><i>Eric A. Hansen, Daniel S. Bernstein and Shlomo Zilberstein</i> .....  | 49  |
| Stability of the truth-telling strategy in multi-unit option allocation auctions: Laboratory experimentation<br><i>Atsushi Iwasaki, Makoto Yakoo and Masafumi Matsuda</i> ..... | 57  |
| Knowledge condition games<br><i>Sieuwert van Otterloo, Wiebe van der Hoek and Michael Wooldridge</i> .....  | 67  |
| Elicitation of user preferences by cross modality matching<br><i>P. H. M. P. Roelofsma and M. C. Schut</i> .....  | 75  |
| Predicting agent strategy mix in heterogeneous populations<br><i>Sabyasachi Saha and Sandip Sen</i> .....   | 83  |
| On approximating the best decision for an autonomous agent<br><i>Gerardo I. Simari and Simon Parsons</i> .....  | 91  |
| Computing approximate equilibria in graphical games on arbitrary graphs<br><i>Vishal Soni, Satinder Singh and Michael P. Wellman</i> .....                                      | 101 |
| Multiagent preference aggregation using fuzzy quantifiers<br><i>Ronald R. Yager</i> .....   | 111 |