

EUMAS 2021 – List of Accepted Papers

1. Dvir Gilor, Rica Gonen and Erel Segal-Halevi. *Ascending-Price Mechanism for General Multi-Sided Markets*
2. Michael Pernpeintner, Christian Bartelt and Heiner Stuckenschmidt. *Governing Black-Box Agents in Competitive Multi-Attribute MAS*
3. Tomoki Yamauchi, Yuki Miyashita and Toshiharu Sugawara. *Path and Action Planning in Non-Uniform Environments for Multi-Agent Pickup and Delivery Tasks*
4. Nguyen Duy Hung and Van Nam Huynh. *Revealed preference argumentation framework and applications in consumer behaviour analyses*
5. Waldy Joe and Hoong Chuin Lau. *Coordinating Multi-Party Vehicle Routing with Location Congestion via Iterative Best Response*
6. David Zar, Noam Hazon and Amos Azaria. *Explaining Ridesharing: Selection of Explanations for Increasing User Satisfaction*
7. Luca Capezzuto, Danesh Tarapore and Sarvapali Ramchurn. *Large-scale, Dynamic and Distributed Coalition Formation with Spatial and Temporal Constraints*
8. Priel Levy and Nathan Griffiths. *Convention emergence with congested resources*
9. Stavros Orfanoudakis, Stefanos Kontos, Charilaos Akasiadis and Georgios Chalkiadakis. *Aiming for Half Gets You to the Top: Winning PowerTAC 2020*
10. Barak Steindl and Meirav Zehavi. *Parameterized Analysis of Assignment Under Multiple Preferences*
11. Xiaolong Liu and Weiwei Chen. *Solid Semantics for Abstract Argumentation Frameworks and the Preservation of Solid Semantic Properties*
12. Barak Steindl and Meirav Zehavi. *Verification of Multi-Layered Assignment Problems*
13. Alberto Termine, Alessandro Antonucci, Giuseppe Primiero and Alessandro Facchini. *Logic and Model Checking by Imprecise Probabilistic Interpreted Systems*
14. Dorothea Baumeister and Tobias Alexander Högbe. *On the Complexity of Predicting Election Outcomes and Estimating Their Robustness*
15. Sarit Adhikari and Piotr Gmytrasiewicz. *Point Based Solution Method for Communicative IPOMDPs*
16. Cihan Eran, Onur Keskin, Furkan Canturk and Reyhan Aydoğan. *A Decentralized Token-based Negotiation Approach for Multi-Agent Path Finding*