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1 [2]	Alternating-time temporal logic
2 [15,	Alternating-time Temporal Epistemic Logic
3 [9]	BDI Logics
4 [11, 1	Coalition game logic 10]
5 [7]	Comparing semantics for logics for multi-agent systems
6 [3]	Epistemic Foundations of Game Theory
7 [1]	Knowledge and Ability
8 [12]	Knowledge and Security
9 [5]	Logic-based specification and verification of homogeneous dynamic multi-agent systems

10 Logics of knowledge and action: critical analysis and challenges

[8]

11 Matching logic

[13]

12 Public Announcements

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13 Quantitative and qualitative reasoning in concurrent multiplayer games

[4]

14 Complete characterizations of the properties of knowledge

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15 Knowledge in Multi-Agent Systems

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16 Common Knowledge and Agreement

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17 Knowledge-Based Programming

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18 Logical Omniscience

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19 Multiagent Organizations

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20 Agent Communication

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21 Argumentation among Agents

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22 Computational Social Choice

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23 Mechanism Design and Auctions

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24 Computational Coalition Formation

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25 Multiagent Learning

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26 Multiagent Planning, Control, and Execution

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27 Programming Multiagent Systems

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28 Specification and Verification of Multiagent Systems

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29 Agent-Oriented Software Engineering

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30 Distributed Constraint Satisfaction and Distributed Optimization

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32 Game theory - Beyond the Normal and Extensive Forms

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33 Protocols for Strategic Agents: Mechanism Design

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34 Protocols for Multiagent Resource Allocation: Auctions

Chapter 11, pag. 329-382 in [14]

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