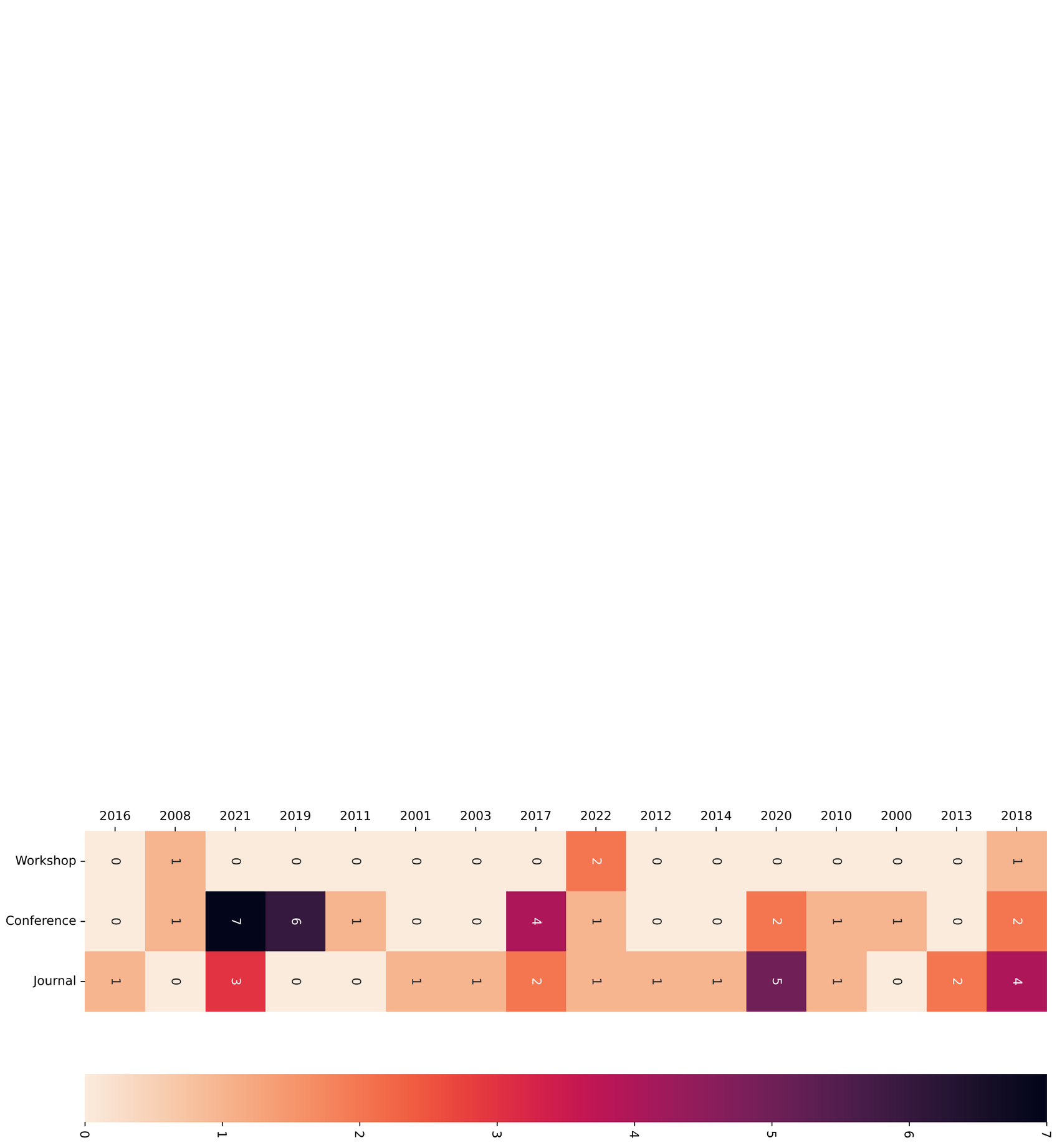
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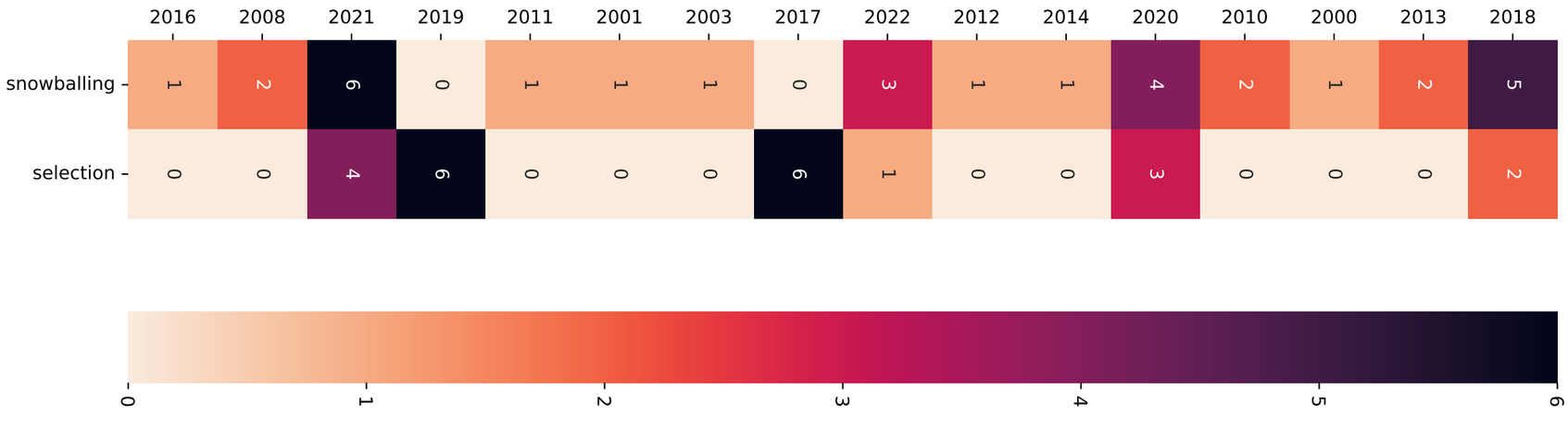
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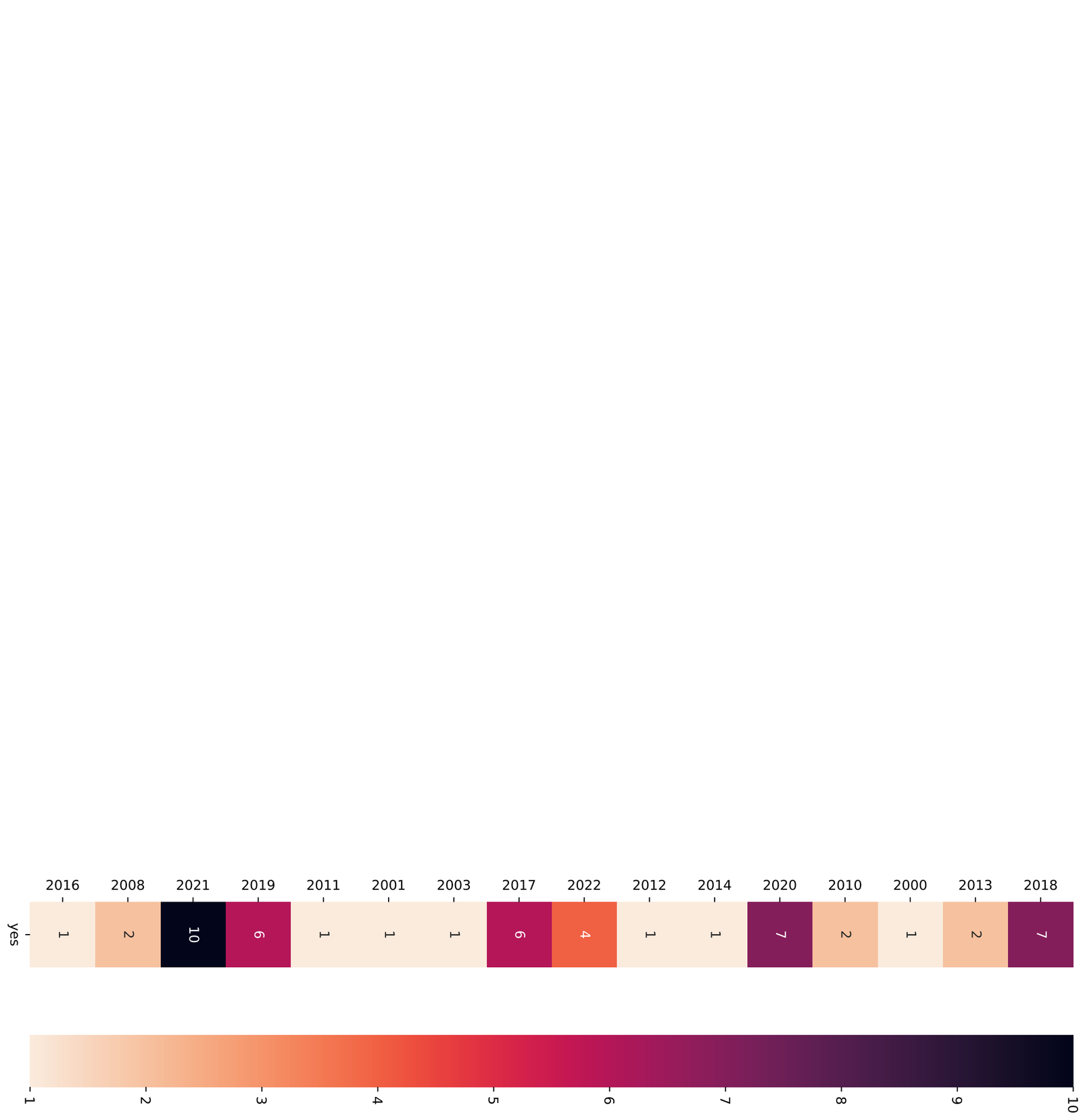
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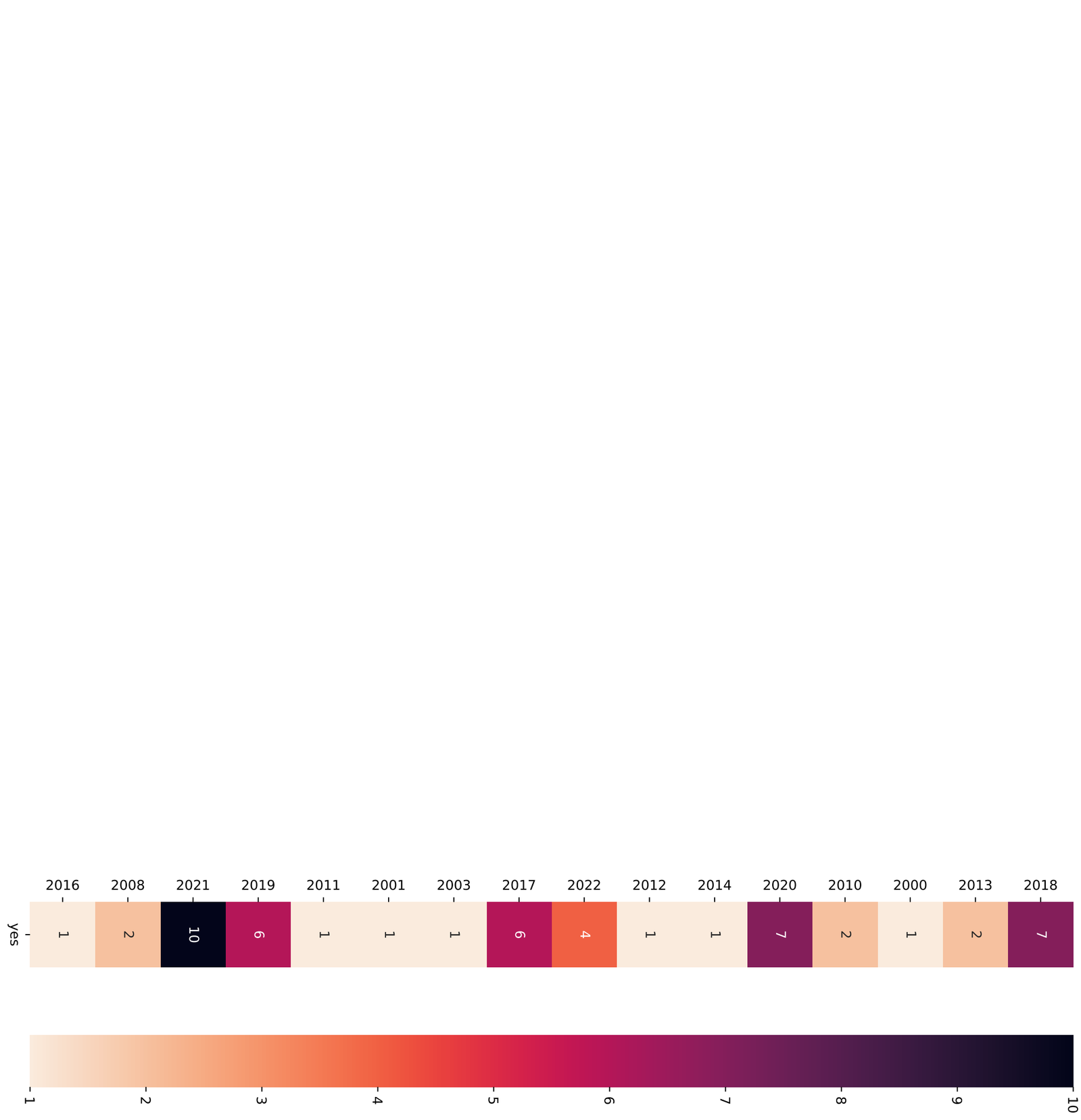
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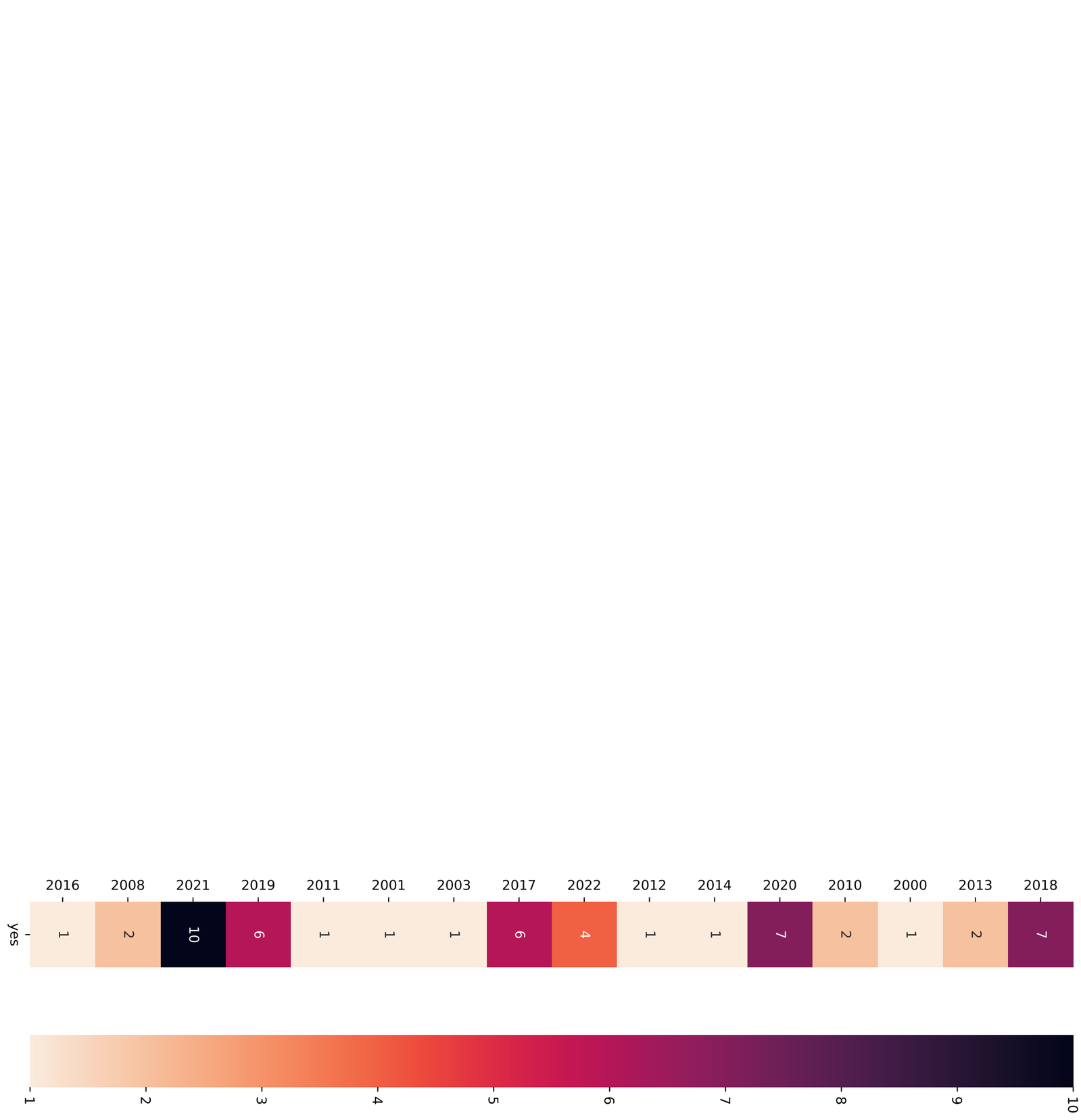
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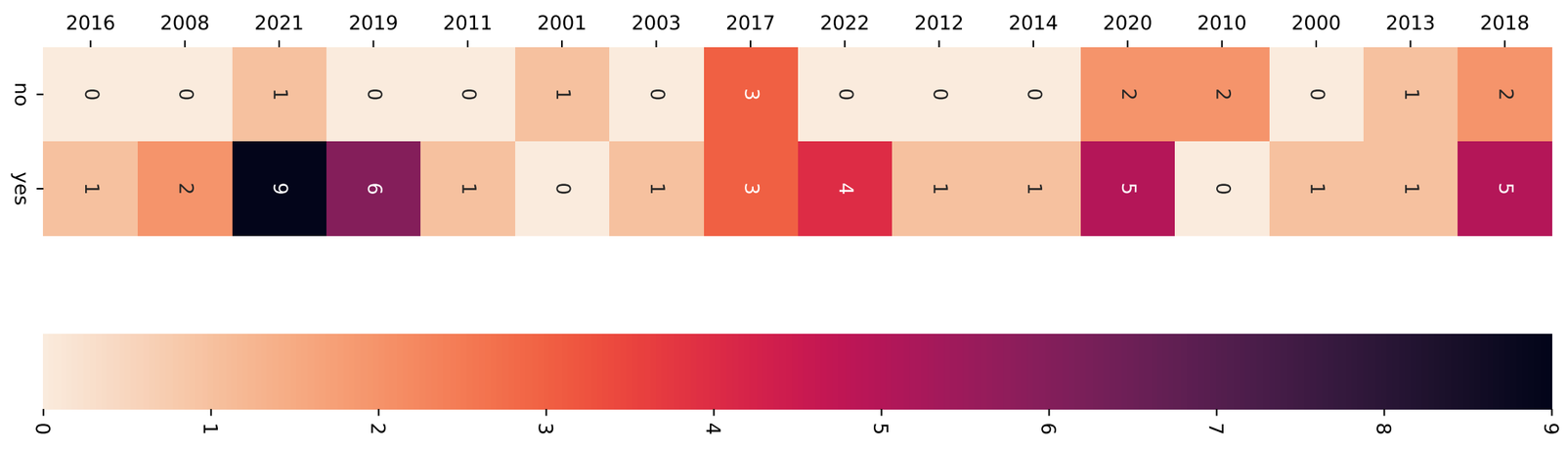
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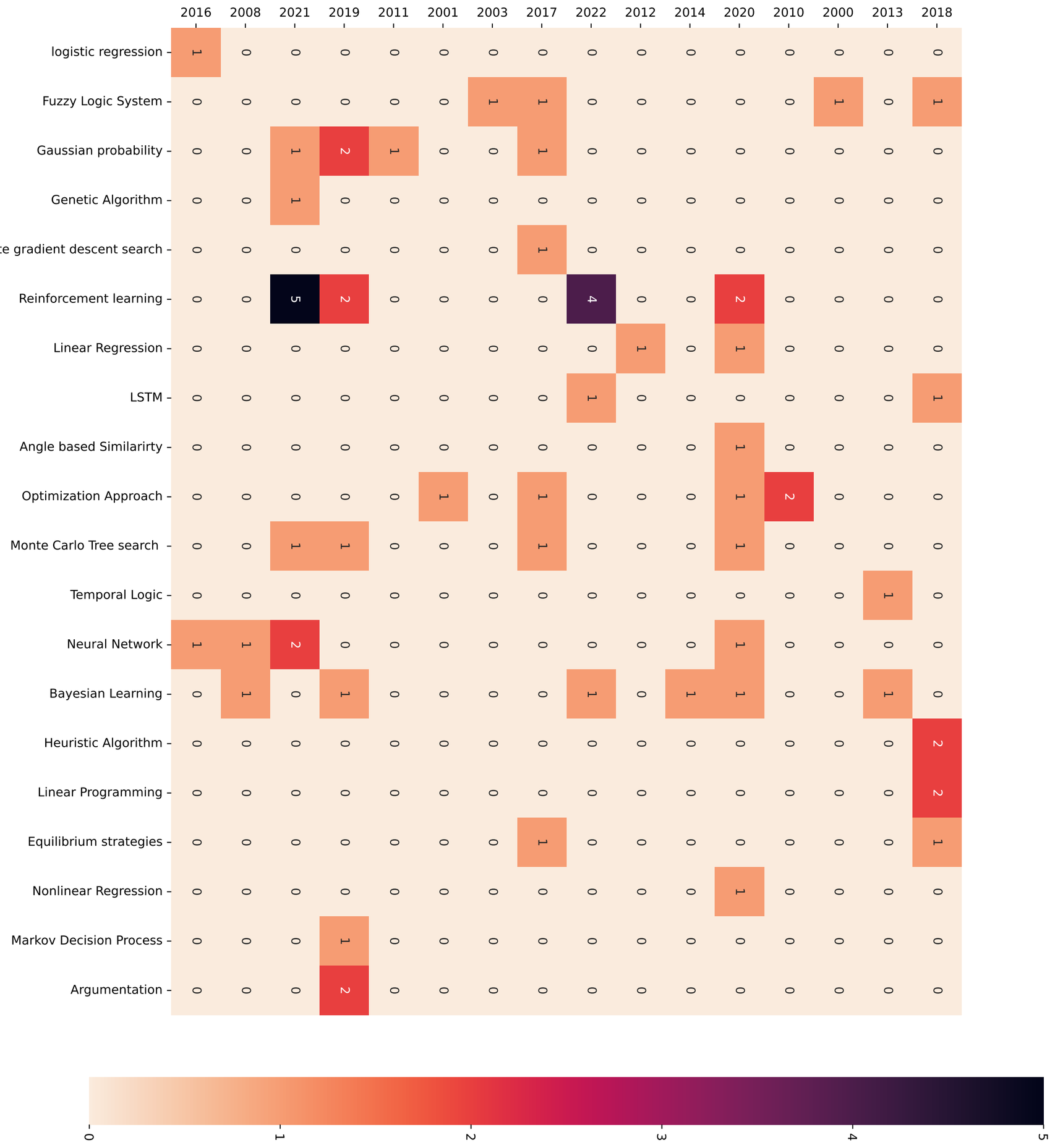
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Gaussian probability
Genetic Algorithm
bipartite gradient descent search
Reinforcement learning
Linear Regression
LSTM
Angle based Similarirty
Optimization Approach
Monte Carlo Tree search
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Linear Programming
Equilibrium strategies
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Markov Decision Process
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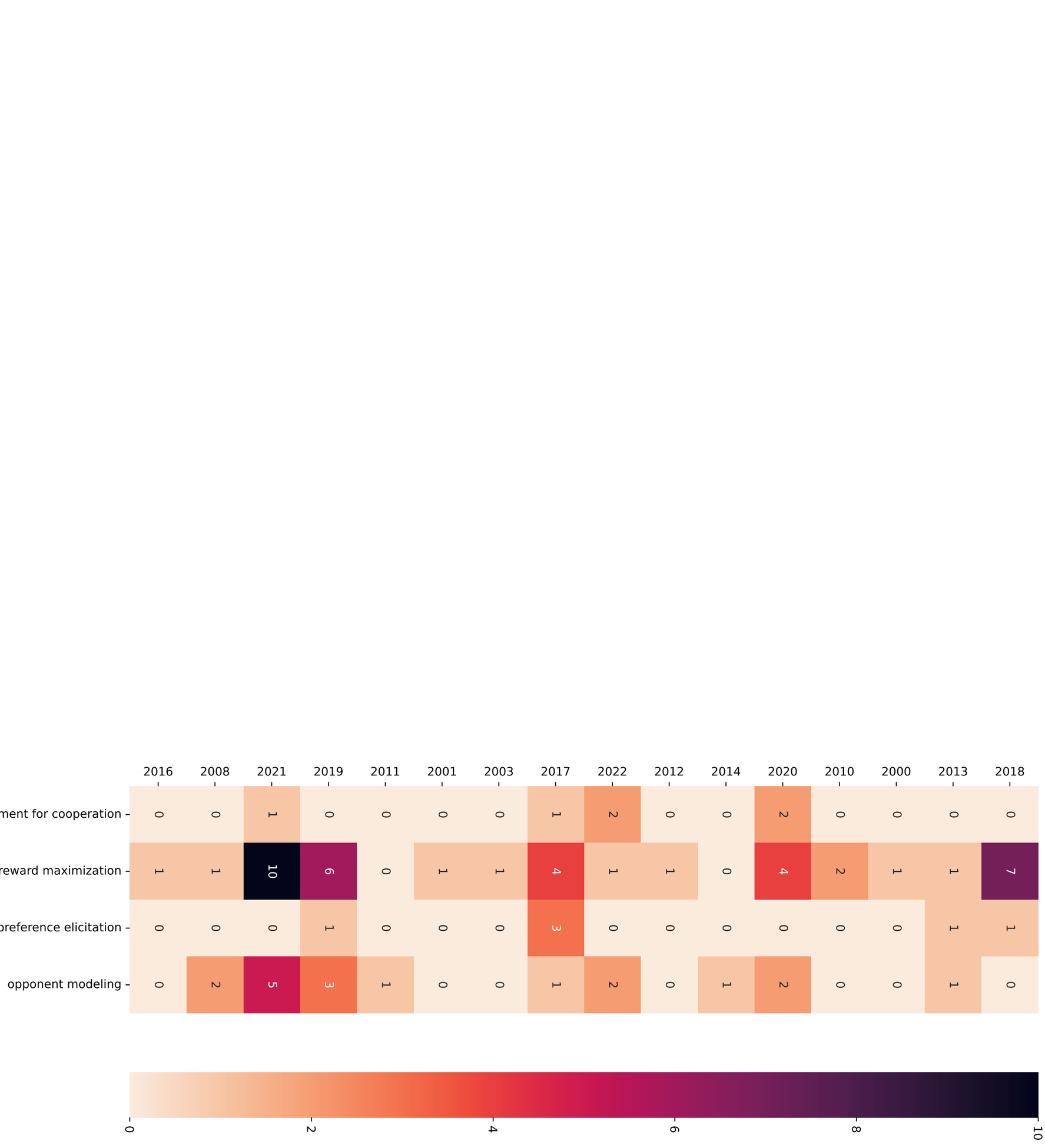
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opponent modeling
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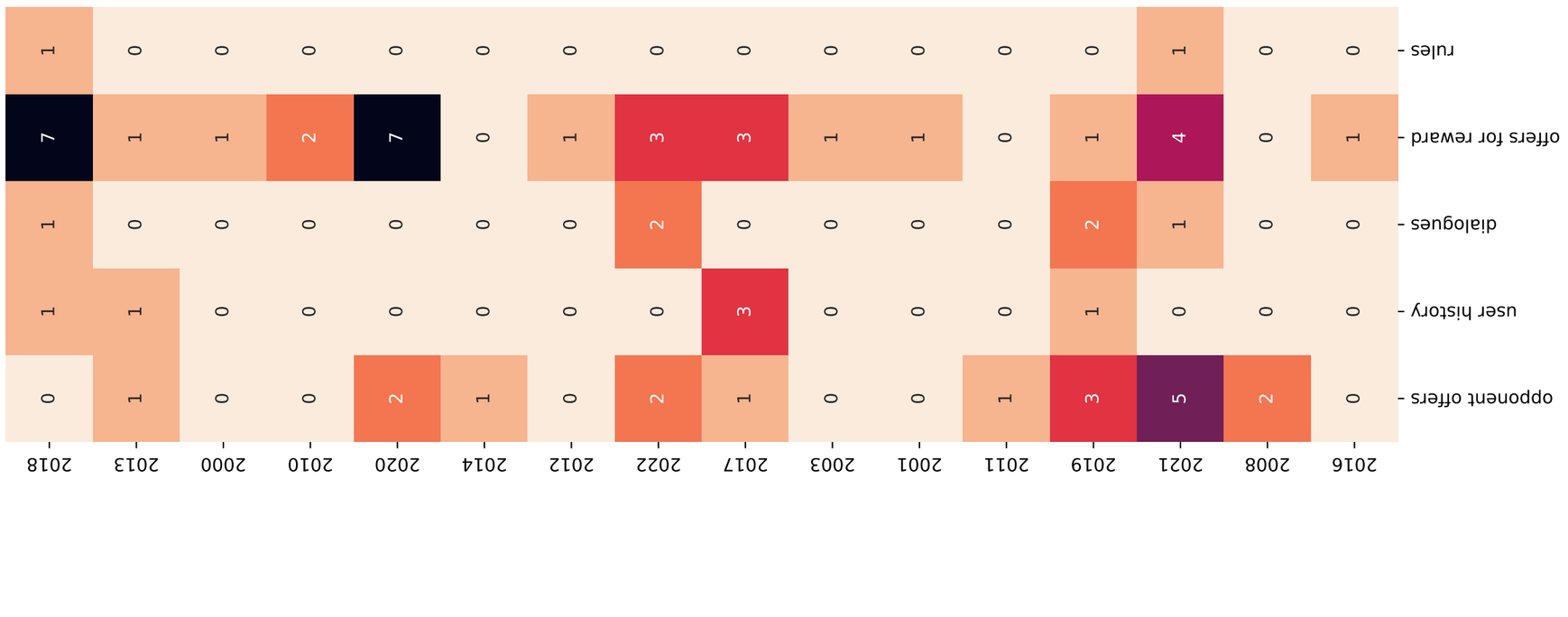
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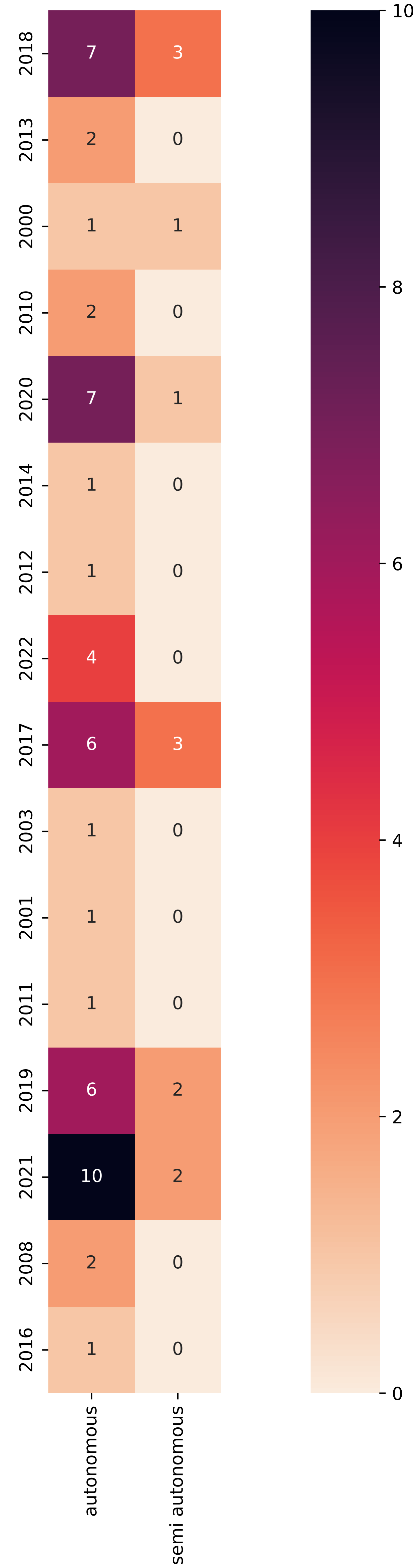

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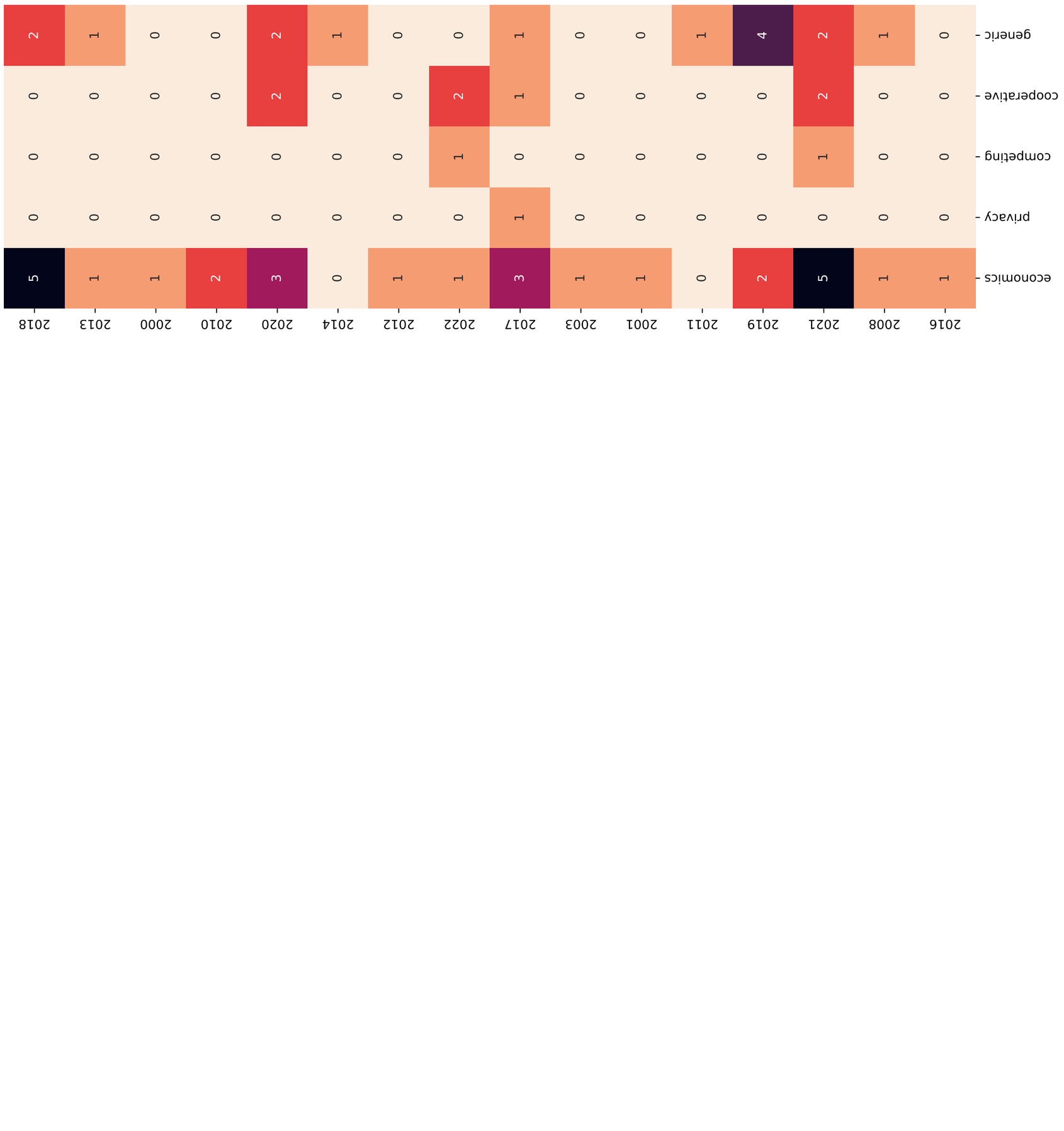
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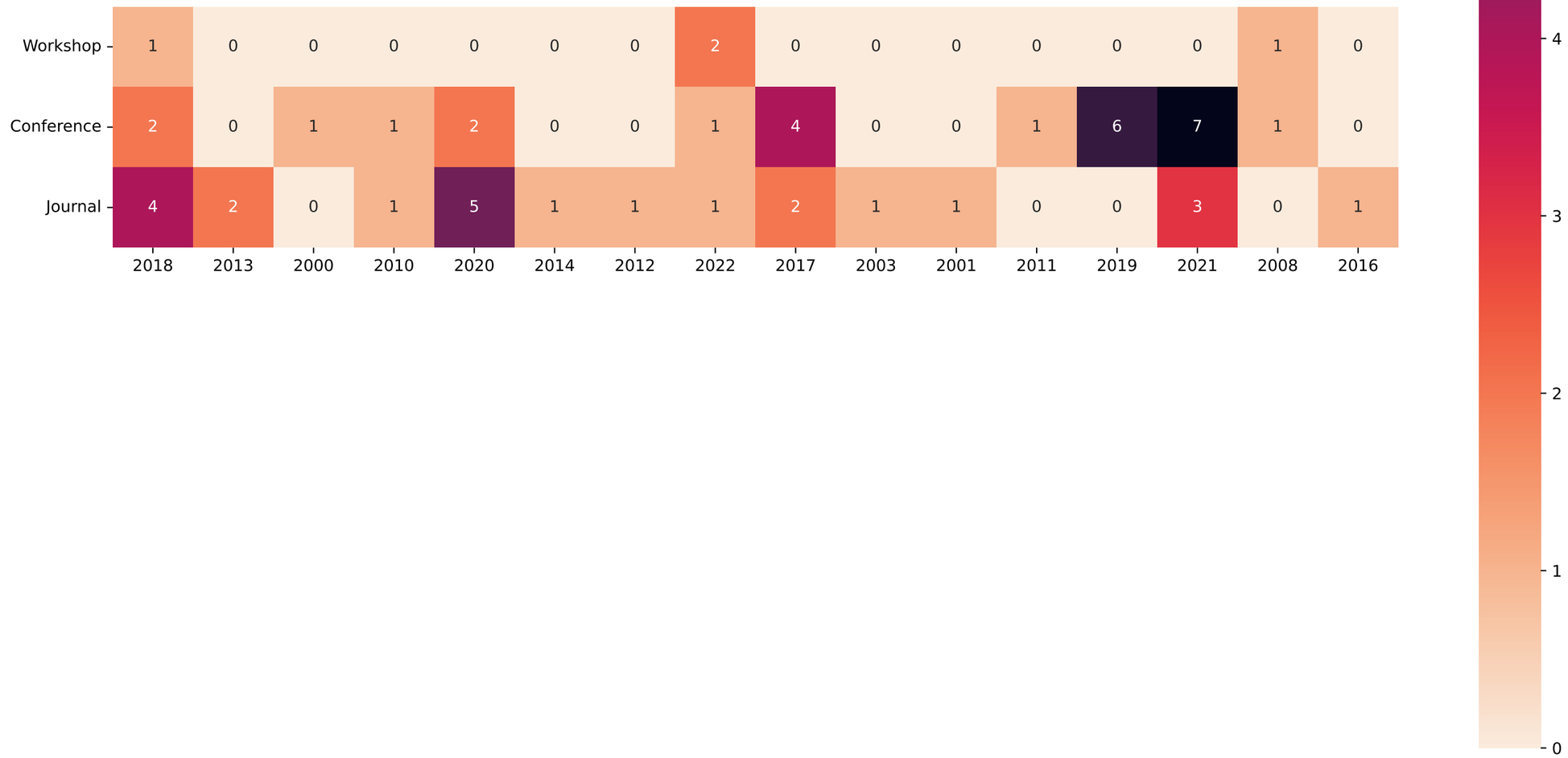
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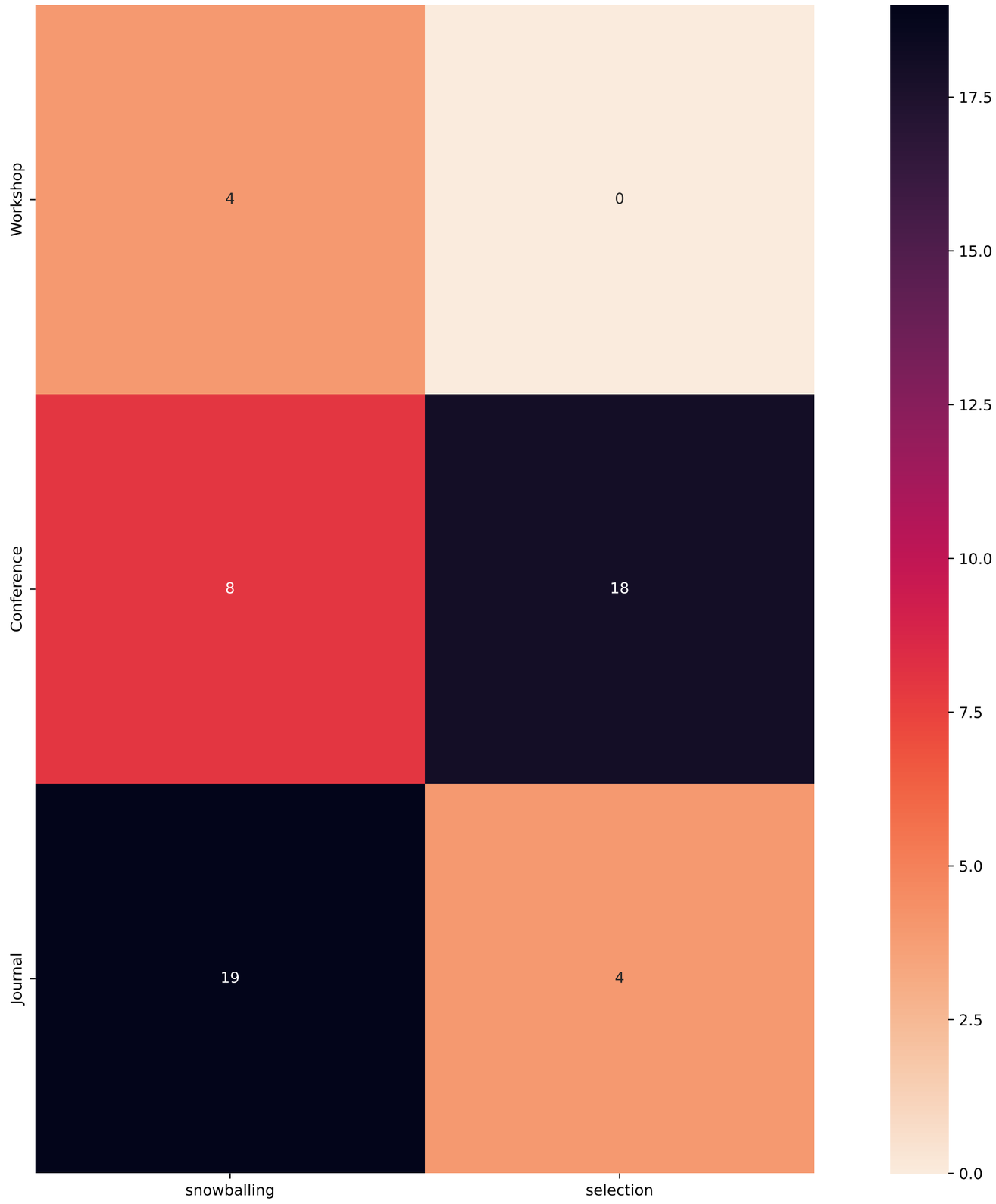
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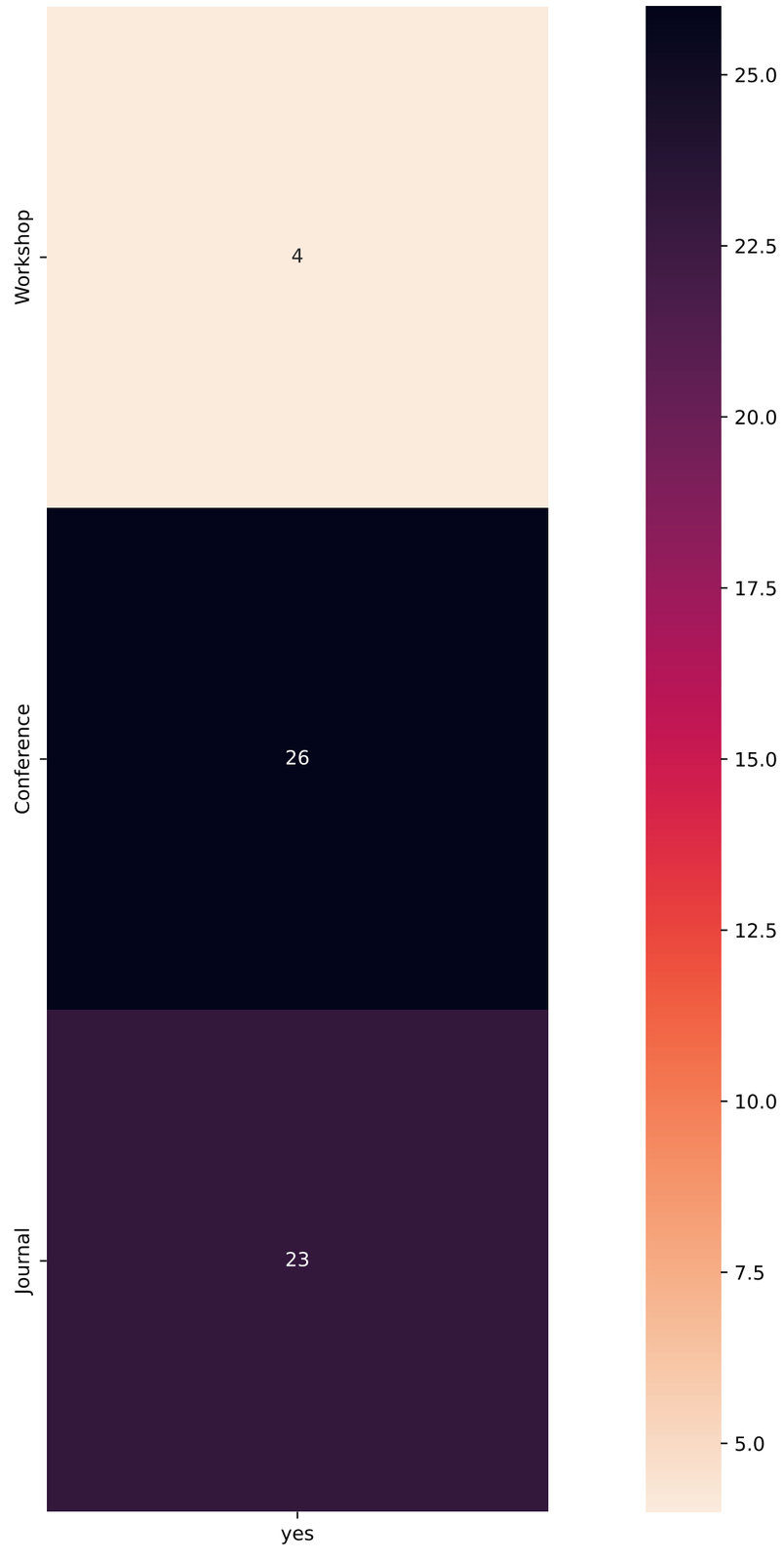
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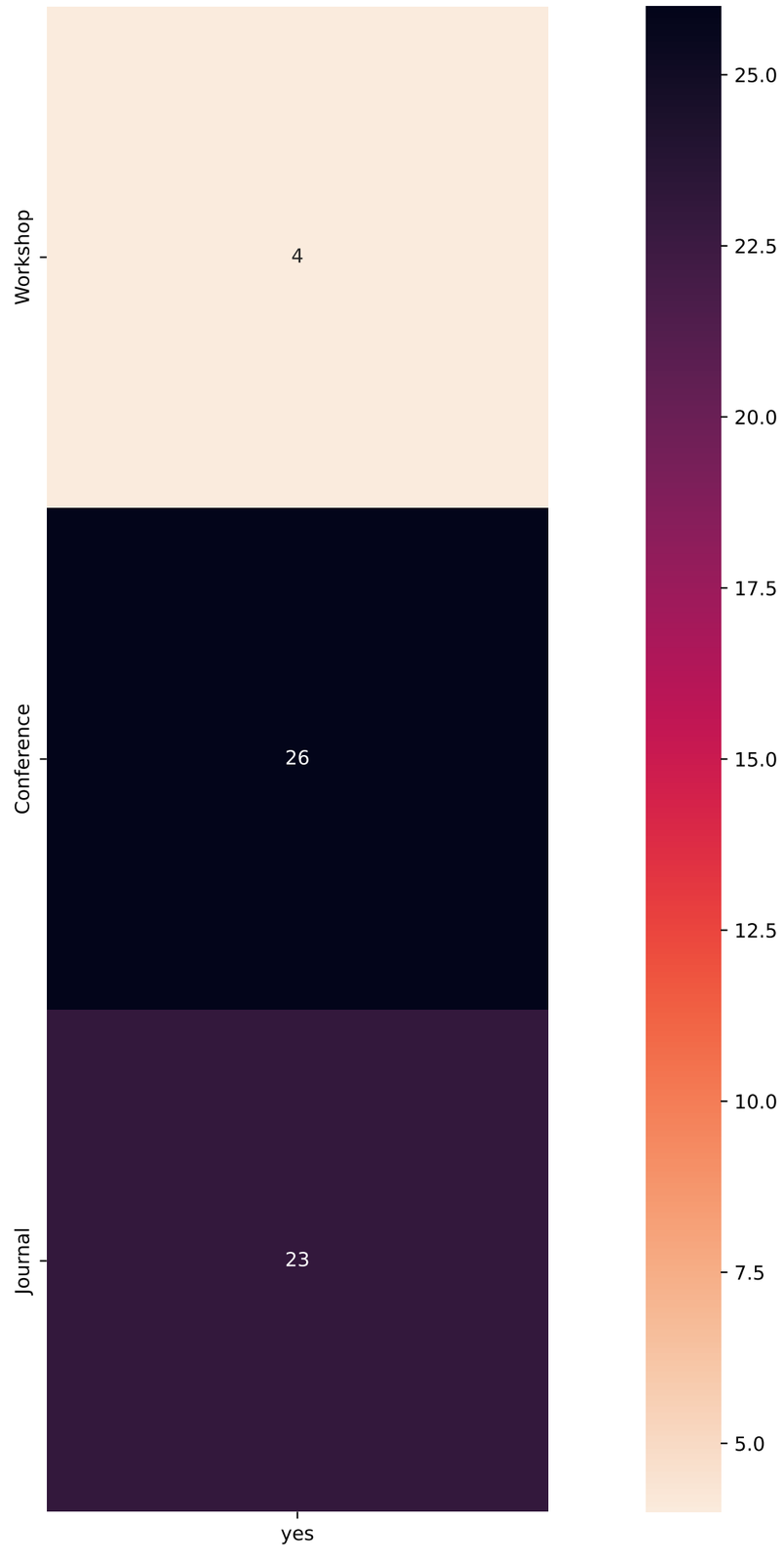
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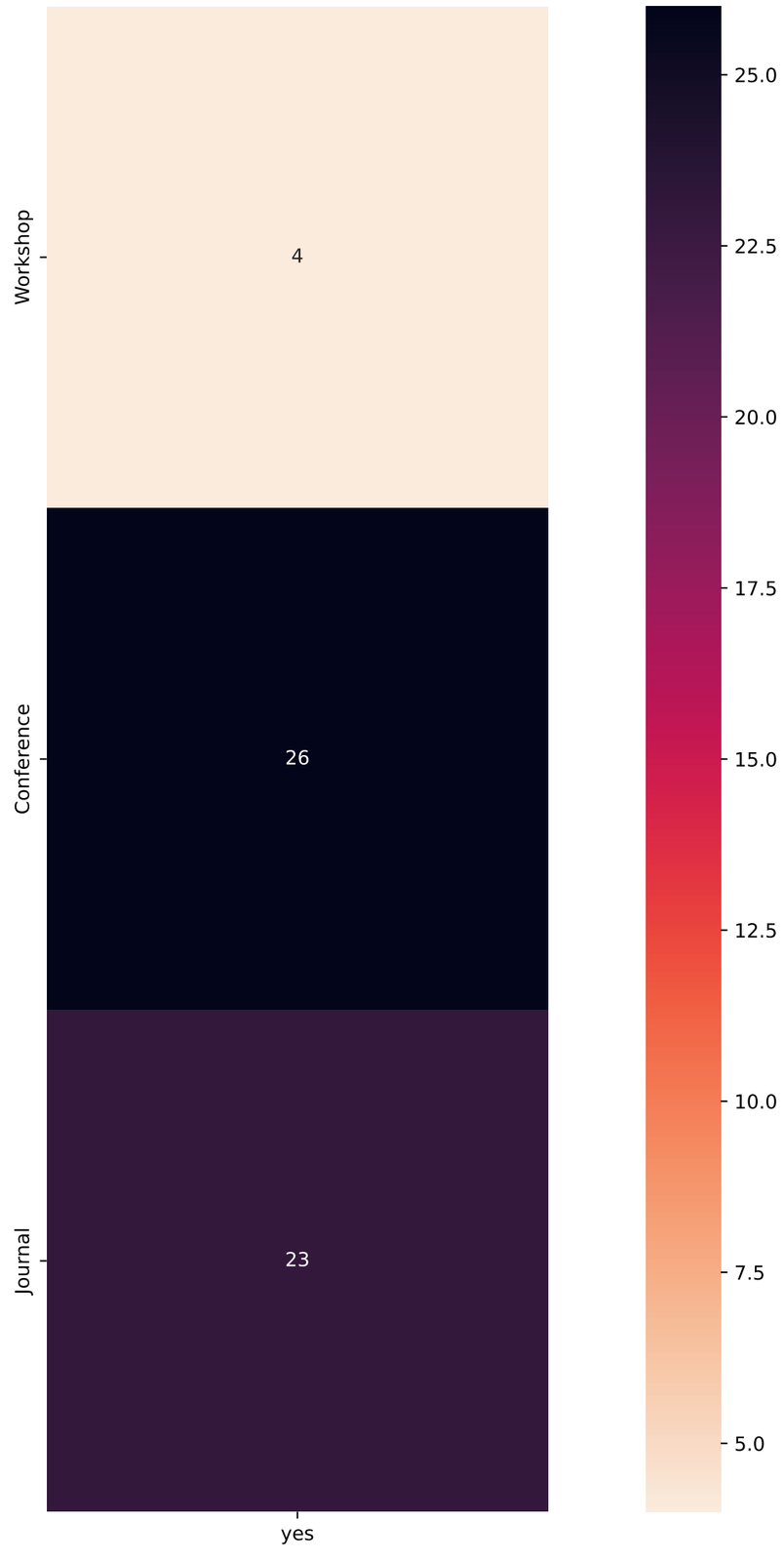
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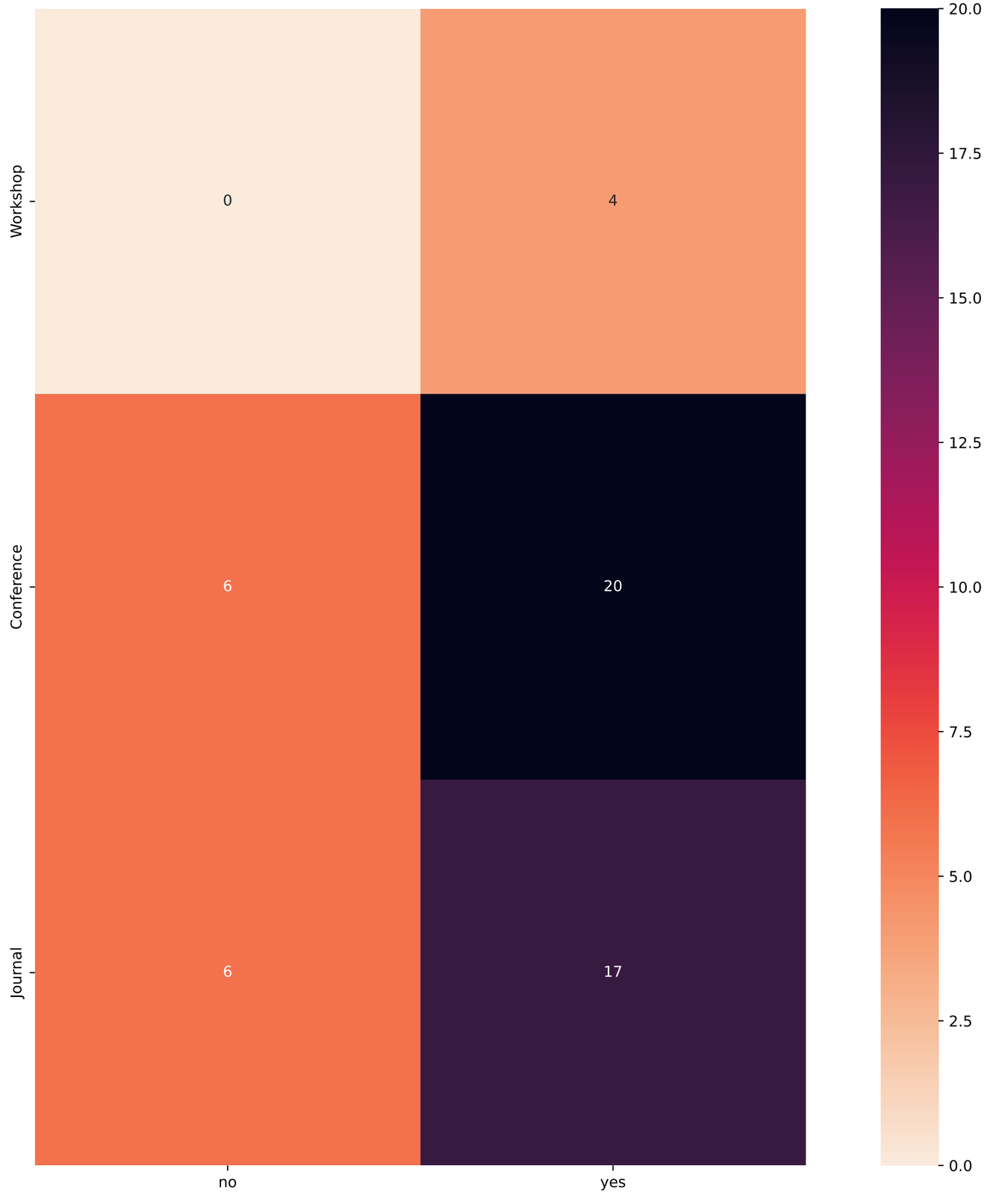
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Journal
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logistic regression 1 0 0
Fuzzy Logic System 3 1 0
Gaussian probability 0 5 0
Genetic Algorithm 1 0 0
Multi bipartite gradient descent search 0 1 0
Reinforcement learning 4 7 2
Linear Regression 1 1 0
LSTM 0 1 1
Angle based Similarirty 1 0 0
Optimization Approach 3 2 0
Monte Carlo Tree search 0 4 0
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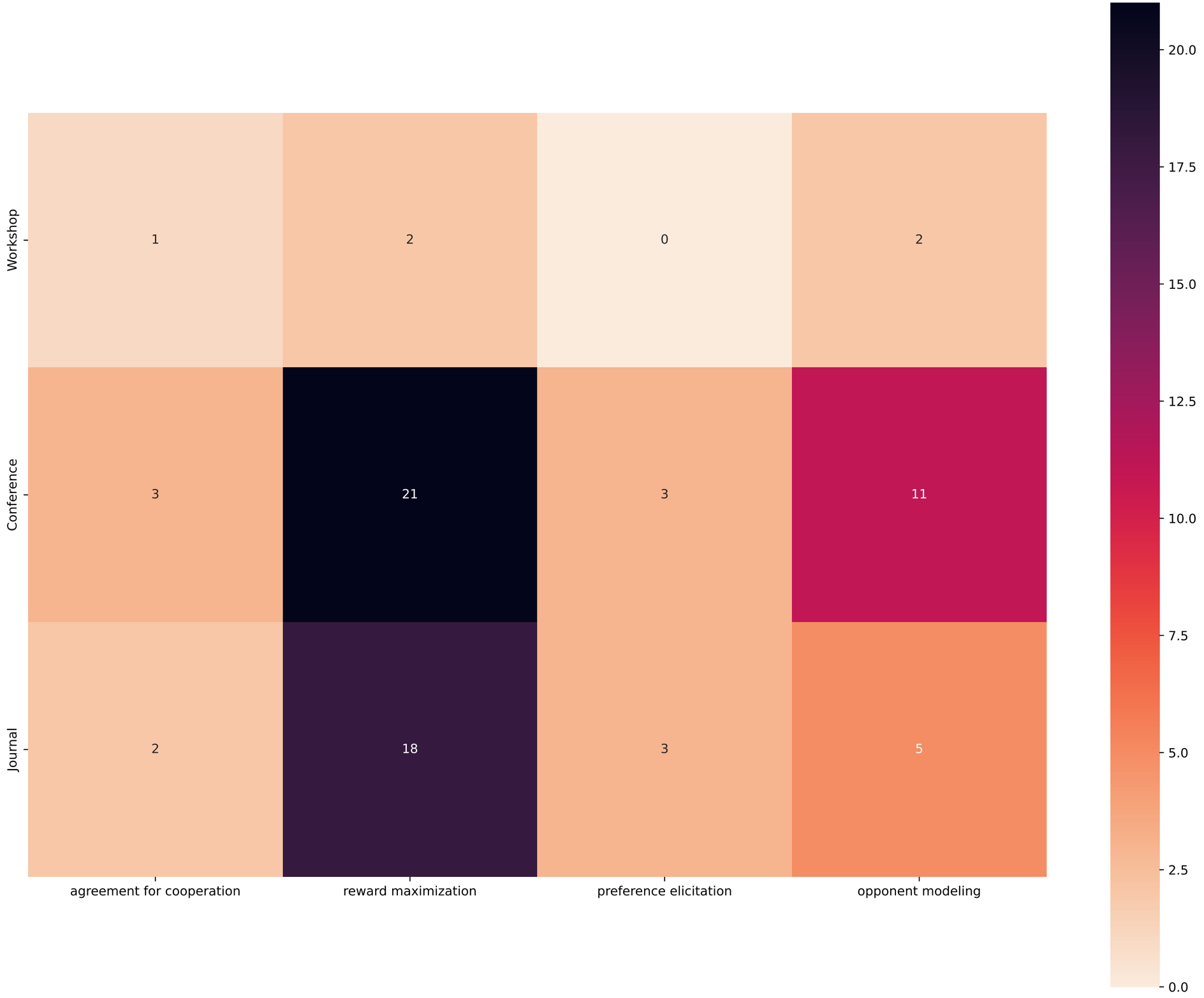
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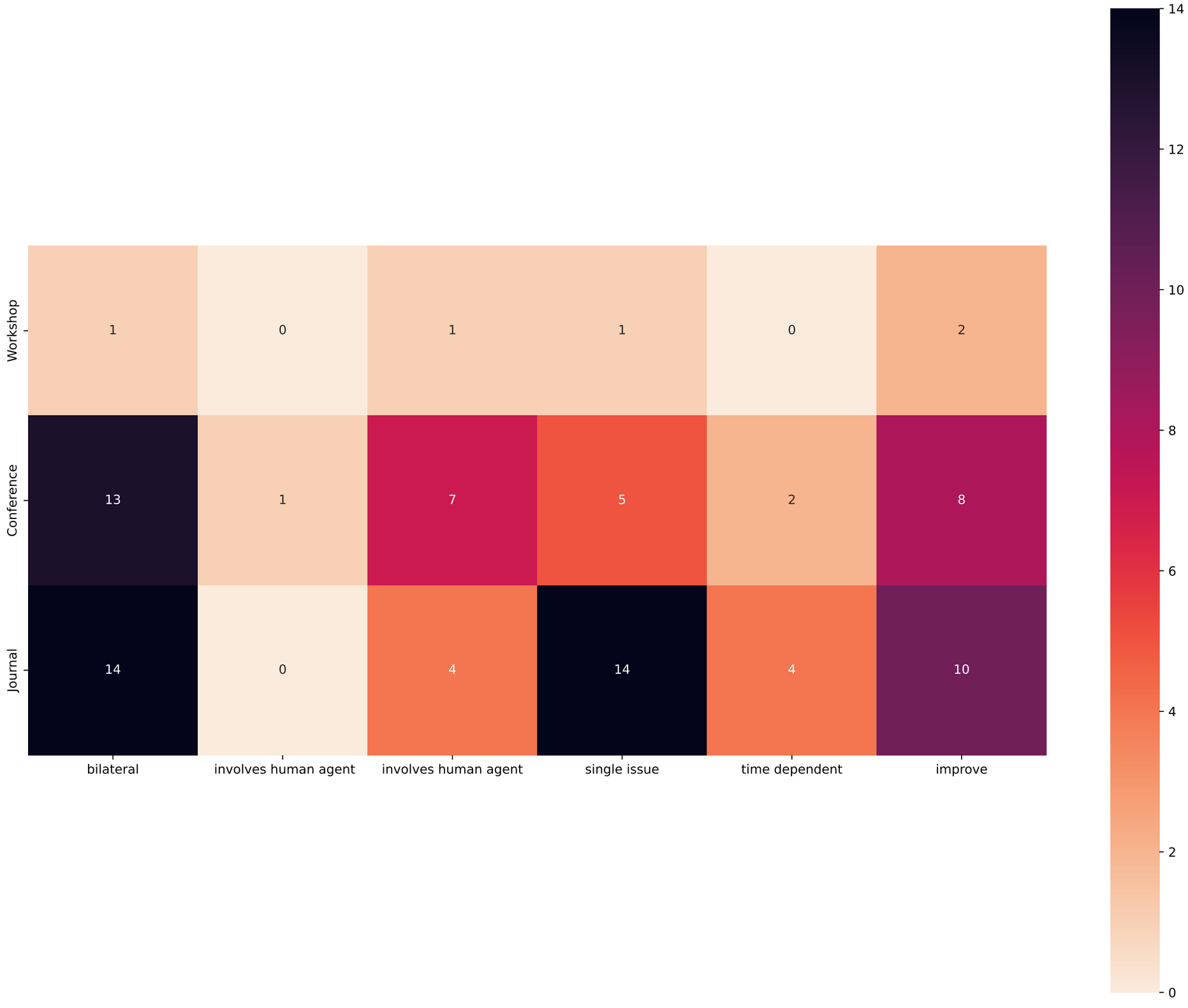
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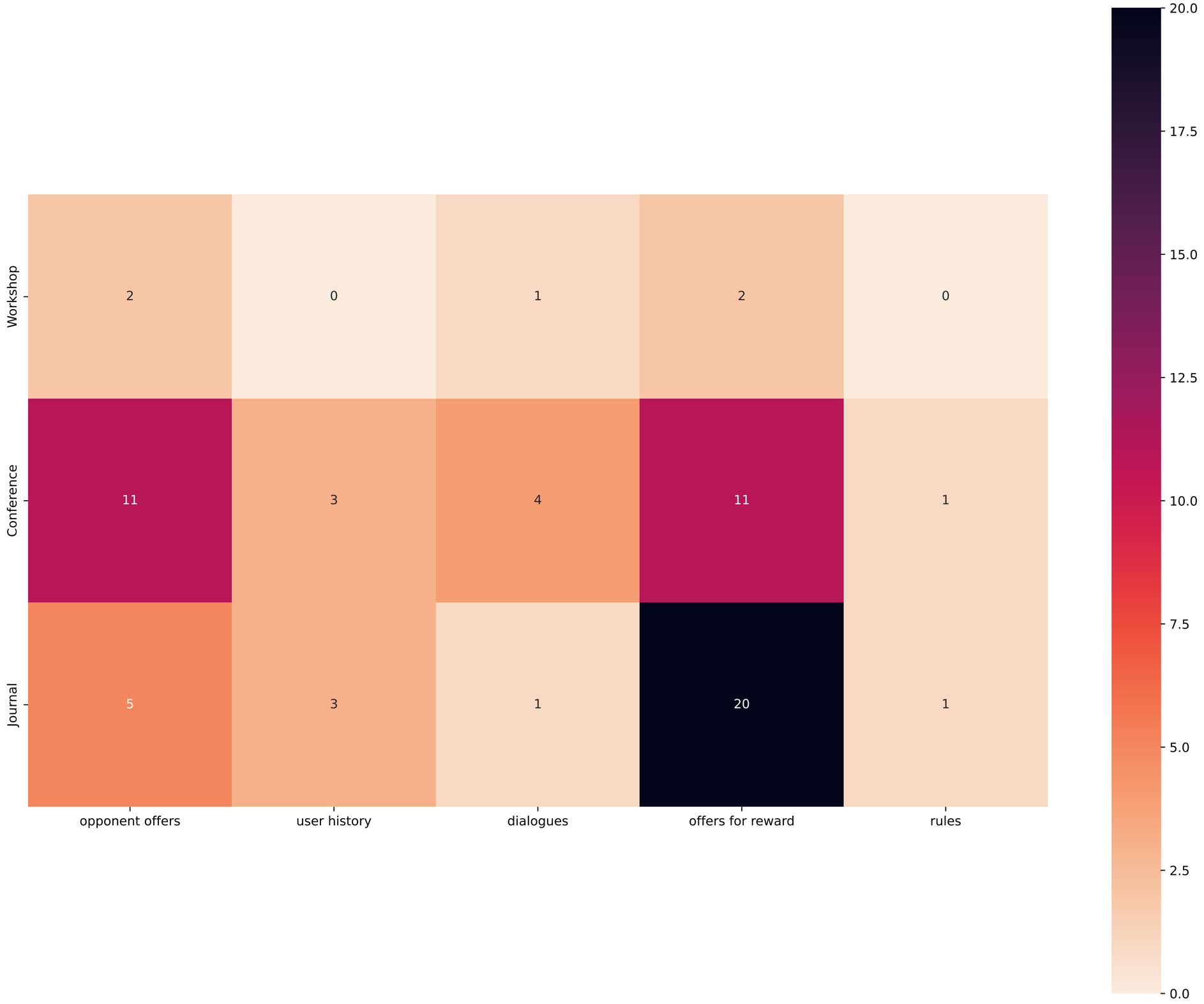
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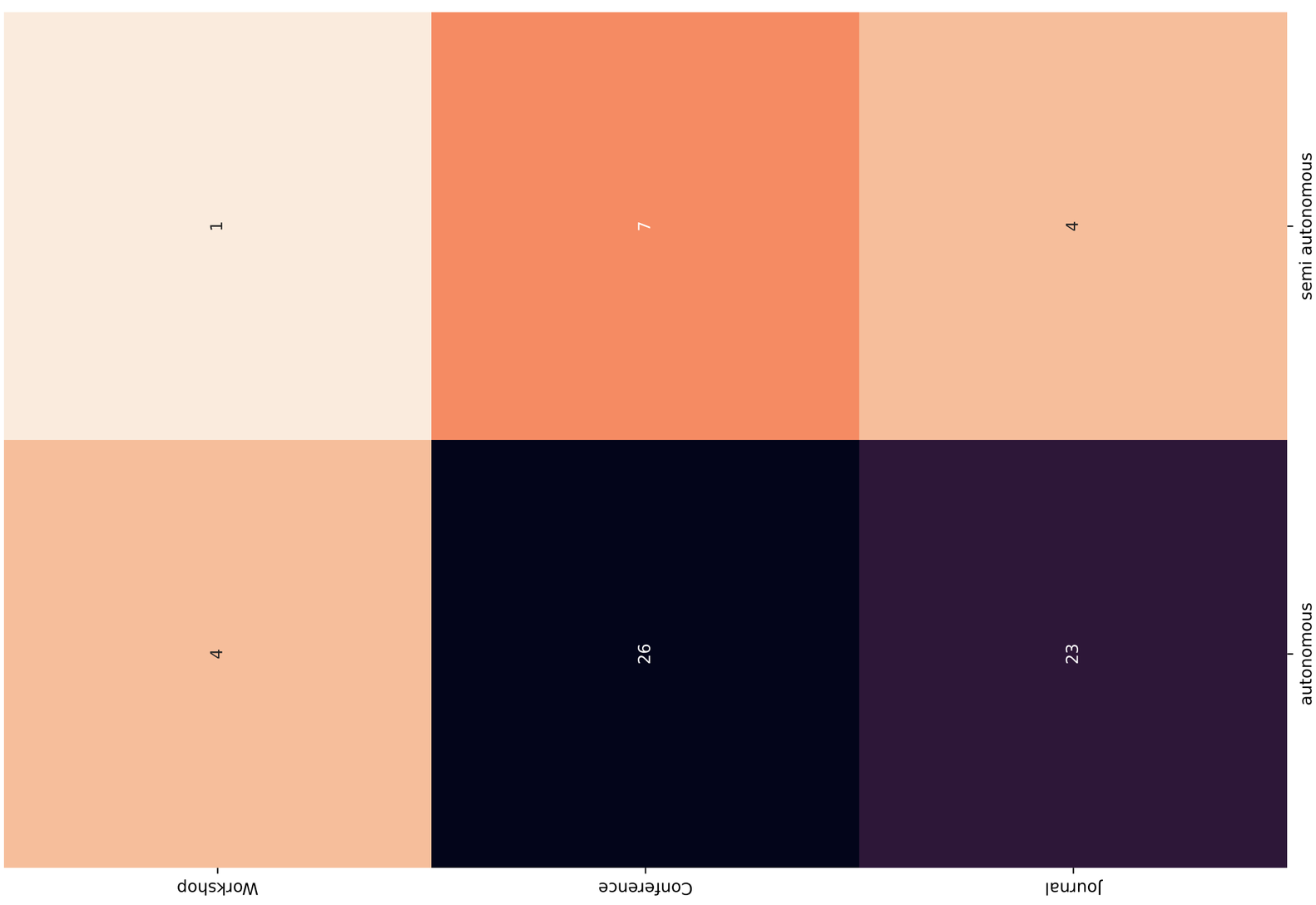
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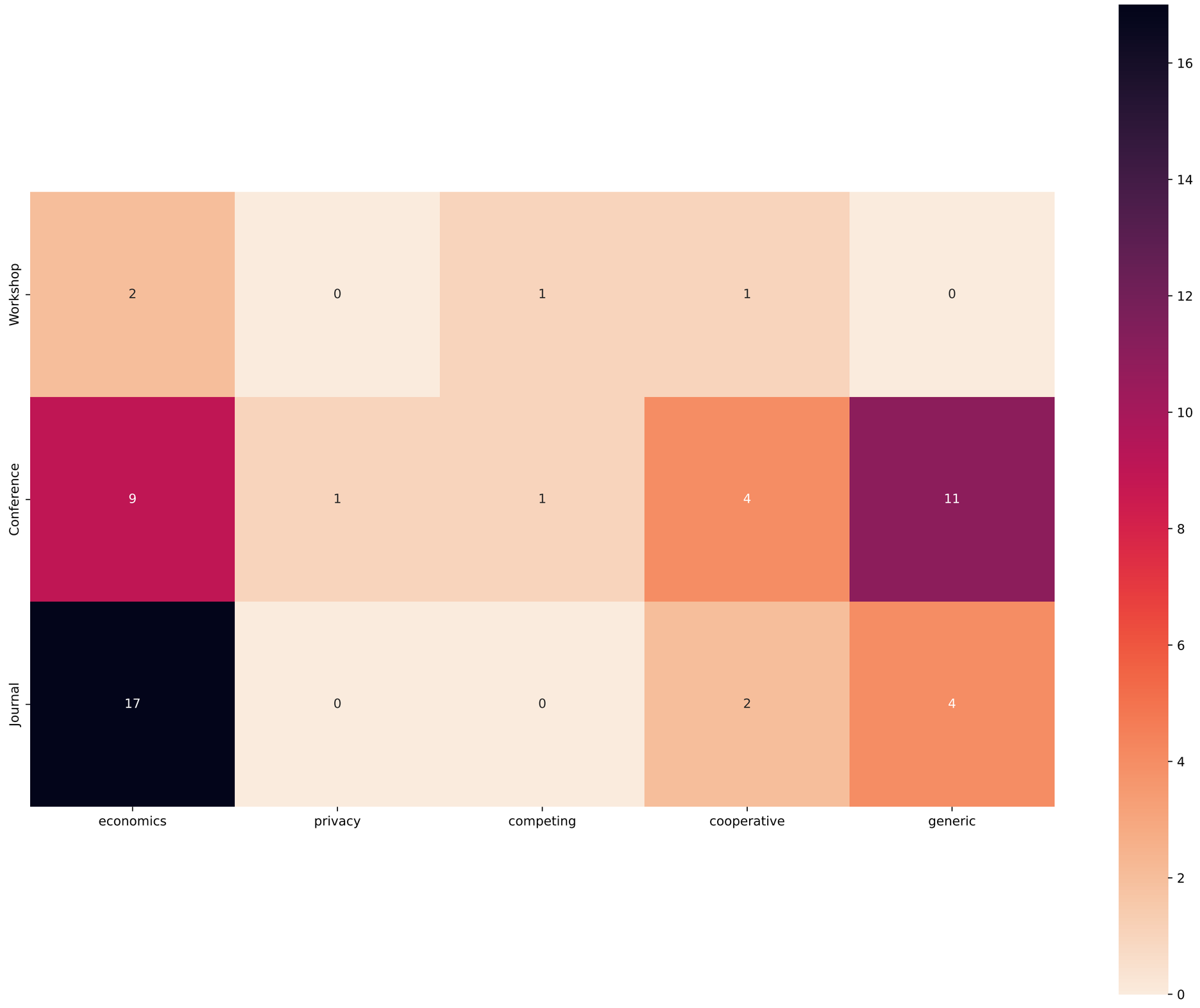
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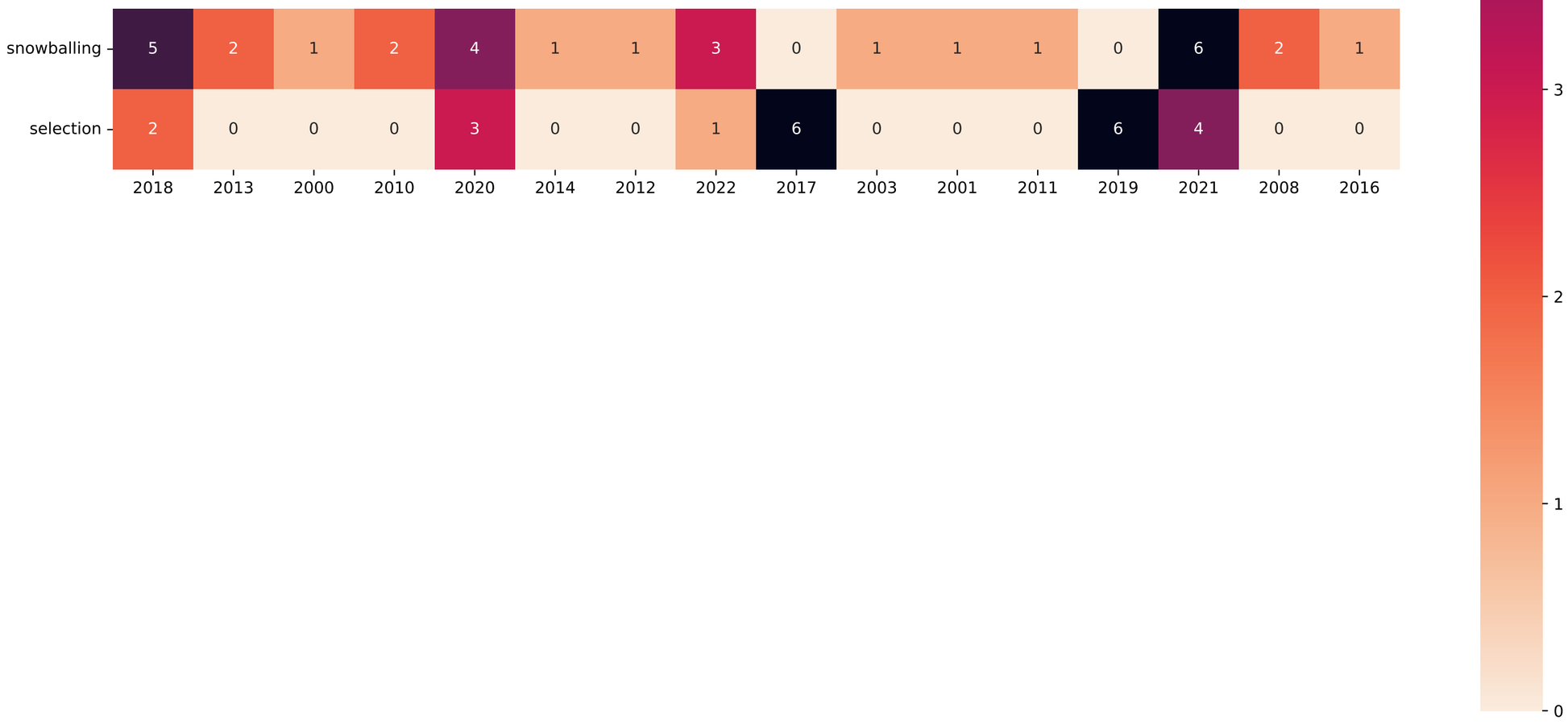
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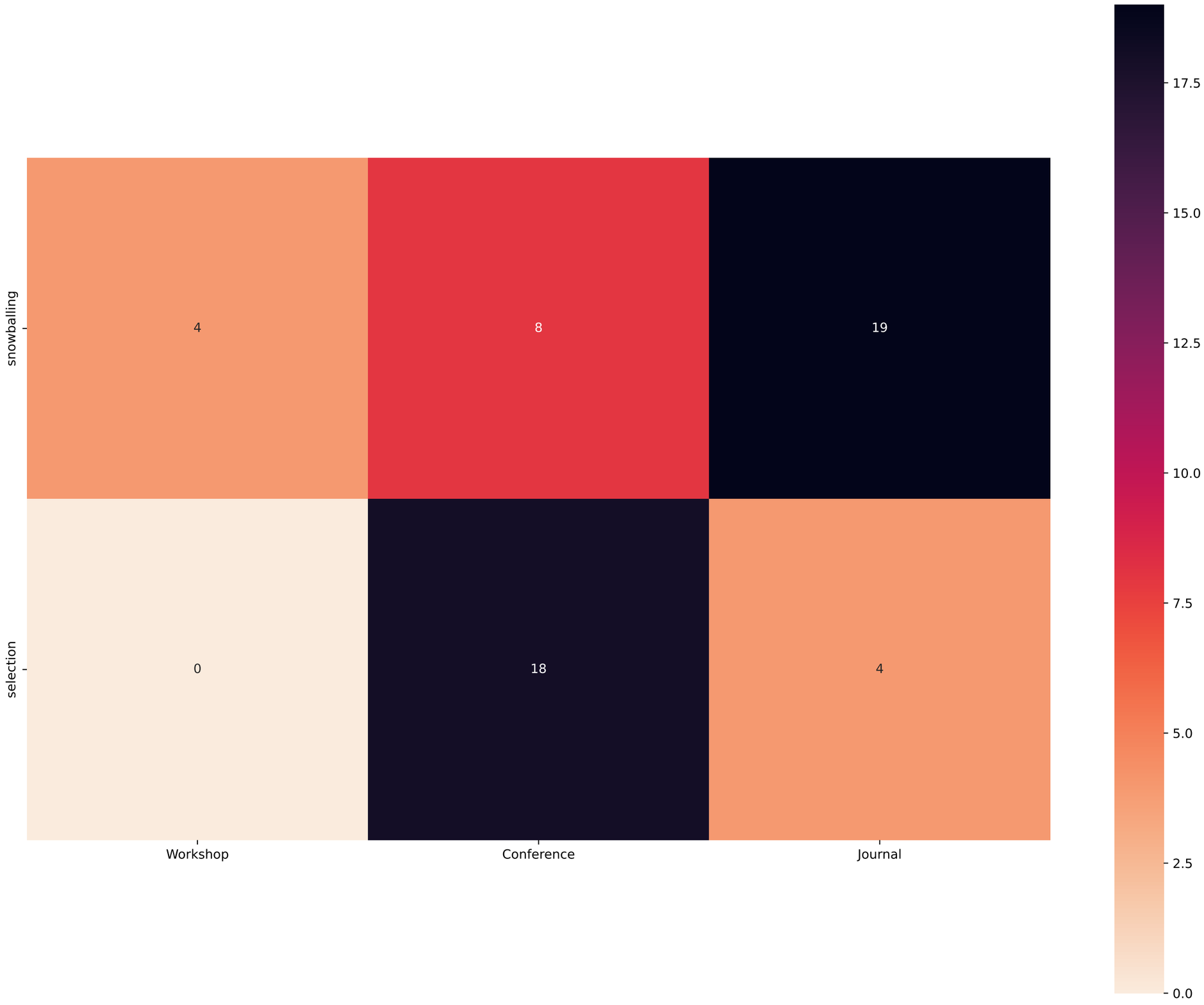
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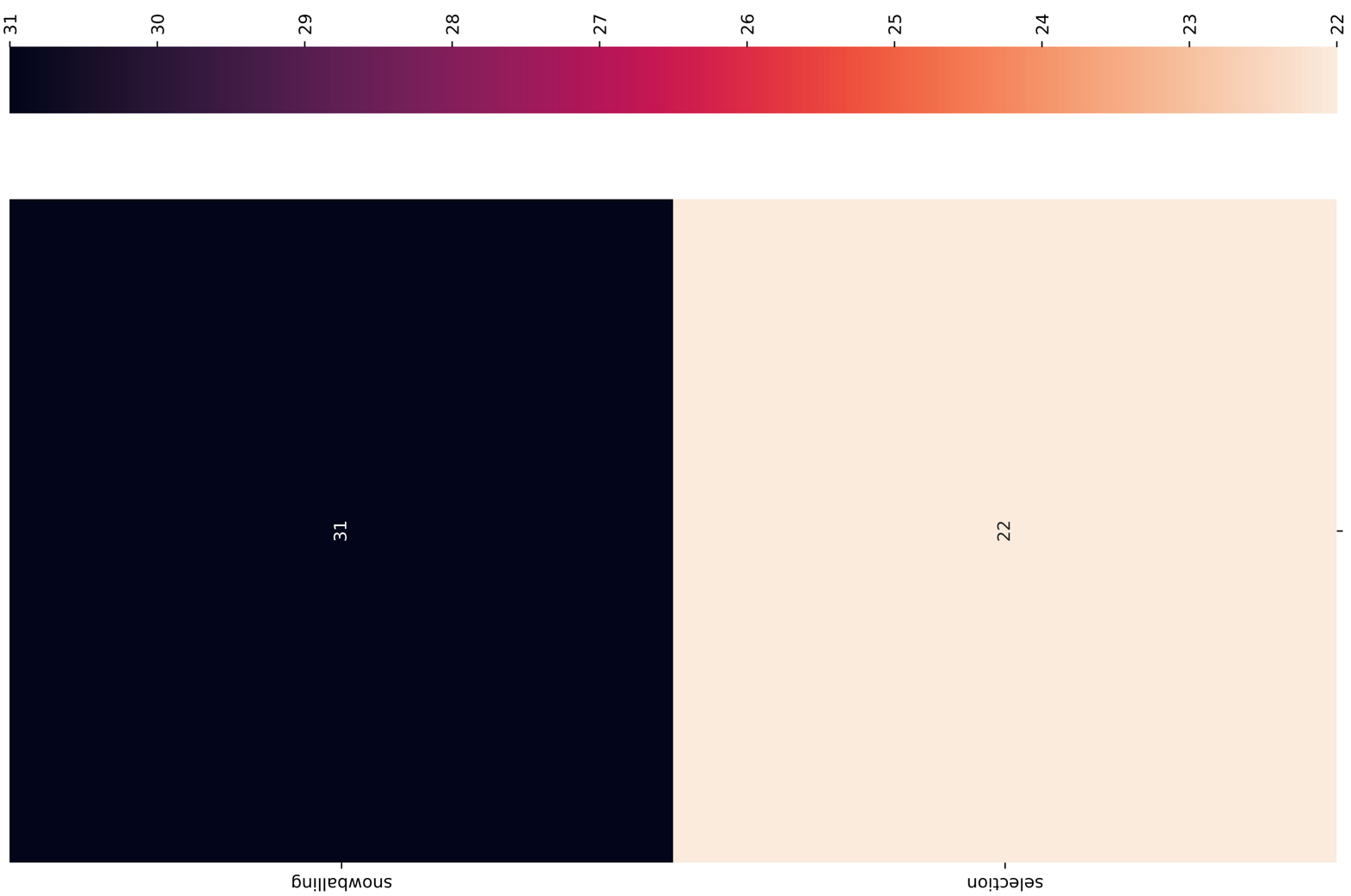
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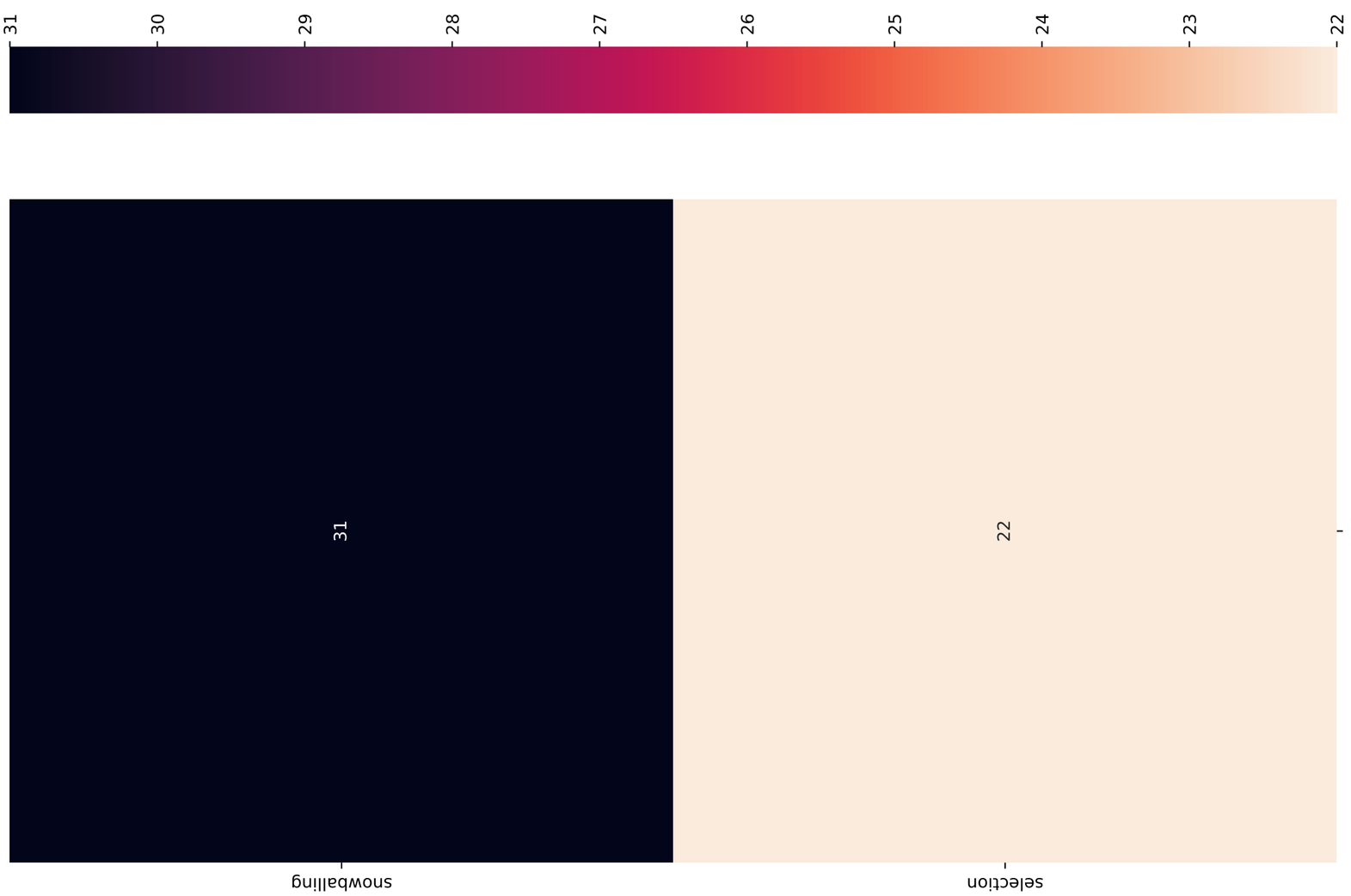
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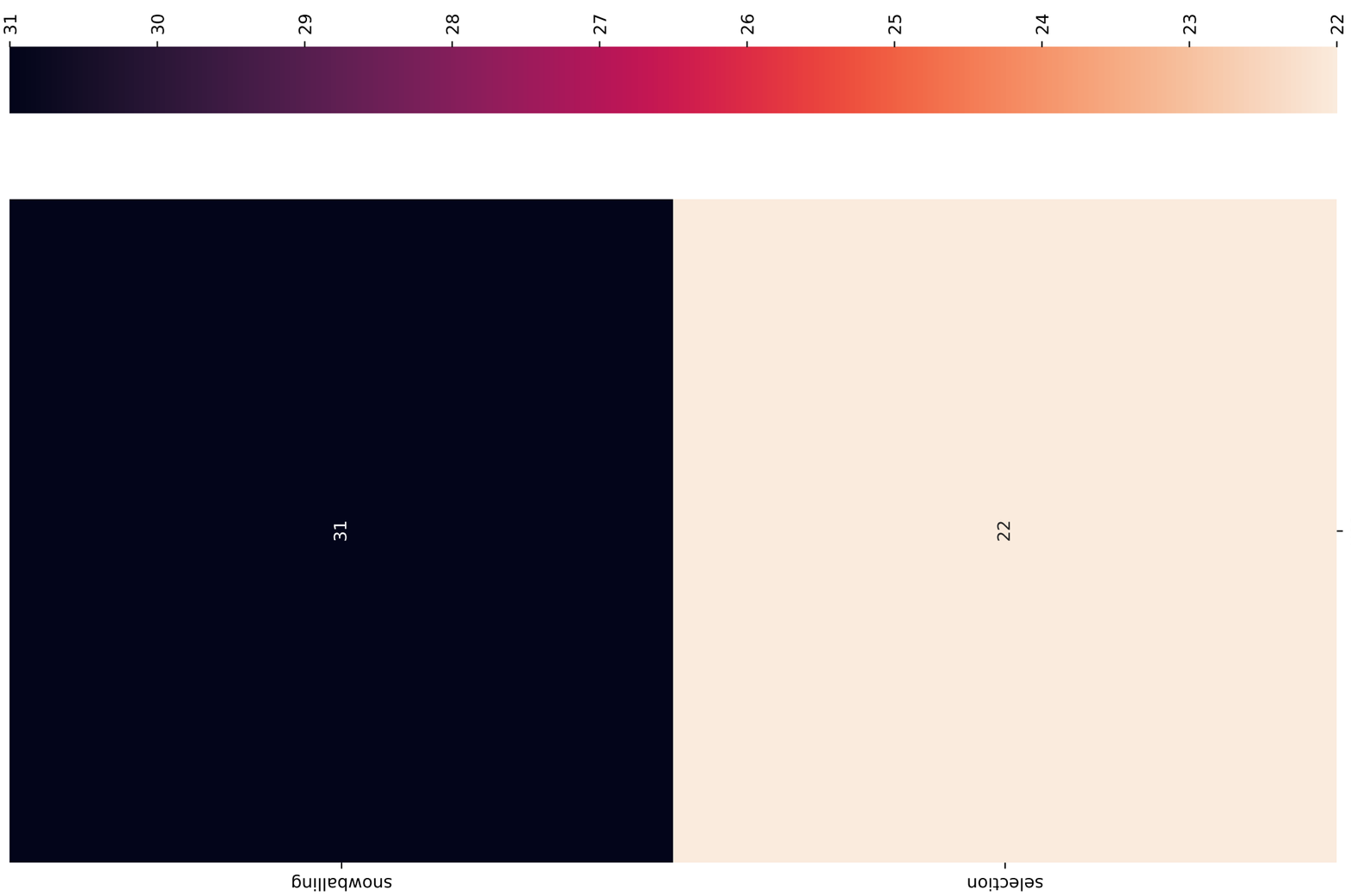
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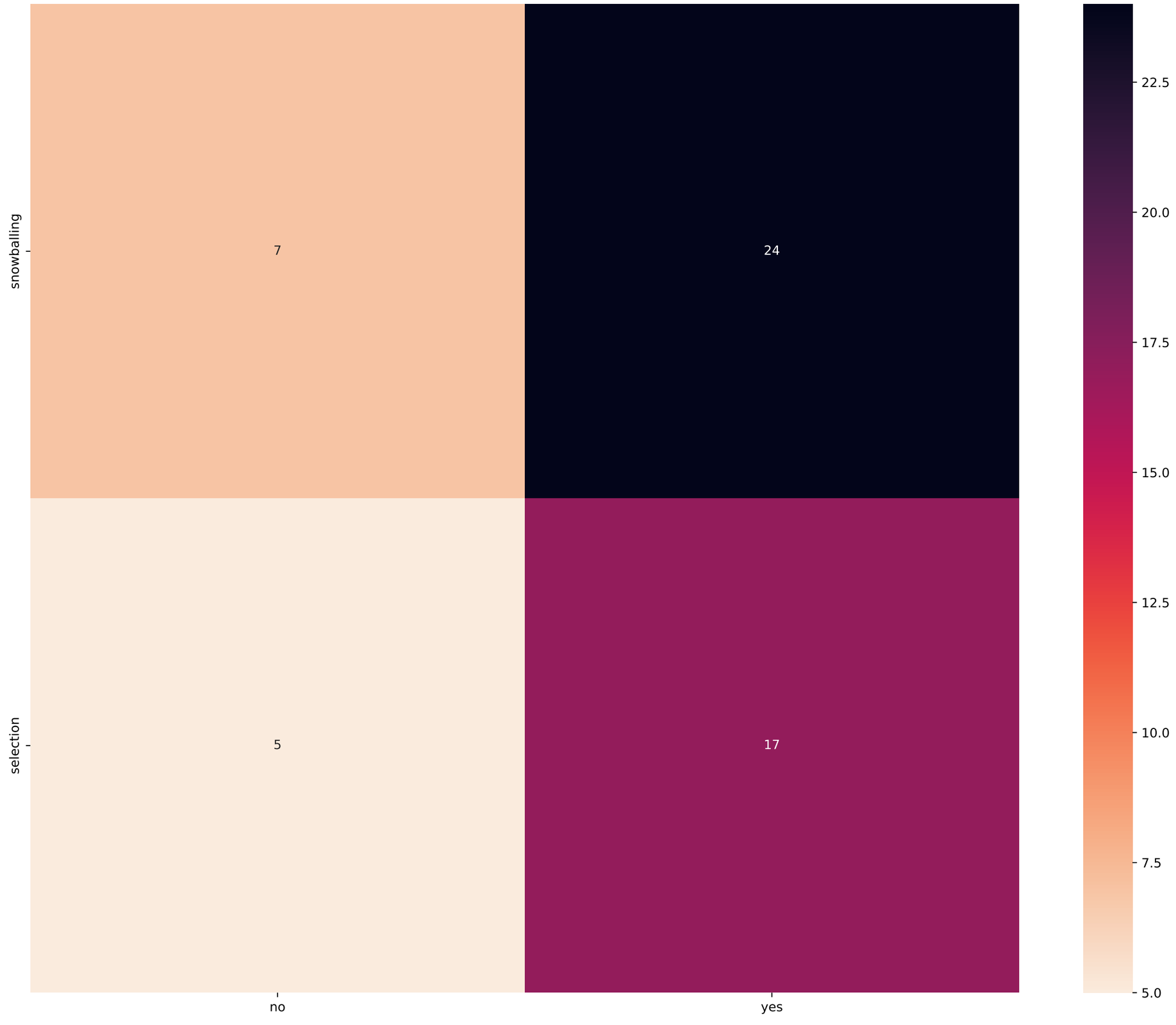
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logistic regression
Fuzzy Logic System
Gaussian probability
Genetic Algorithm
Multi bipartite gradient descent search
Reinforcement learning
Linear Regression
LSTM
Angle based Similarirty
Optimization Approach
Monte Carlo Tree search
Temporal Logic
Neural Network
Bayesian Learning
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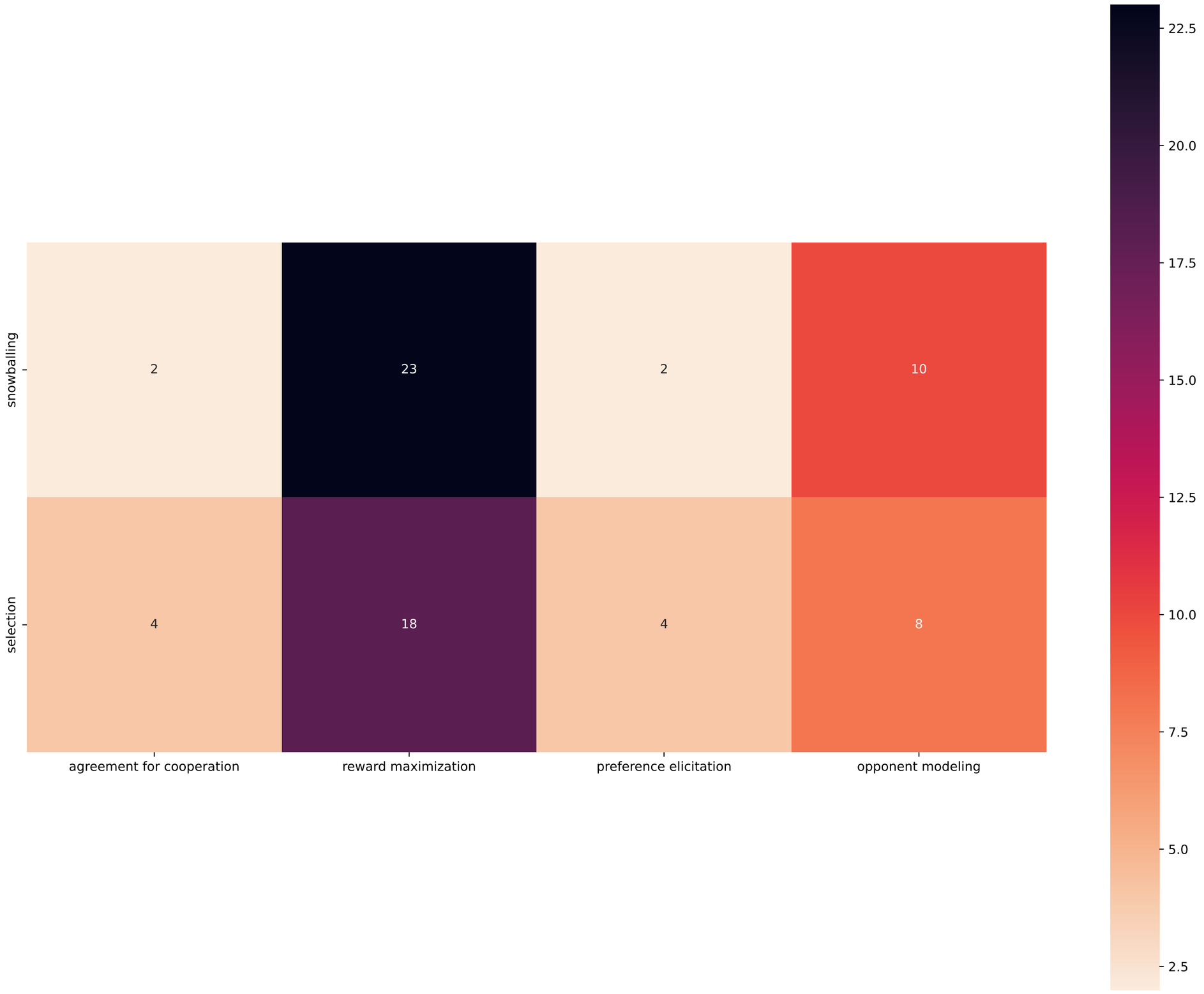
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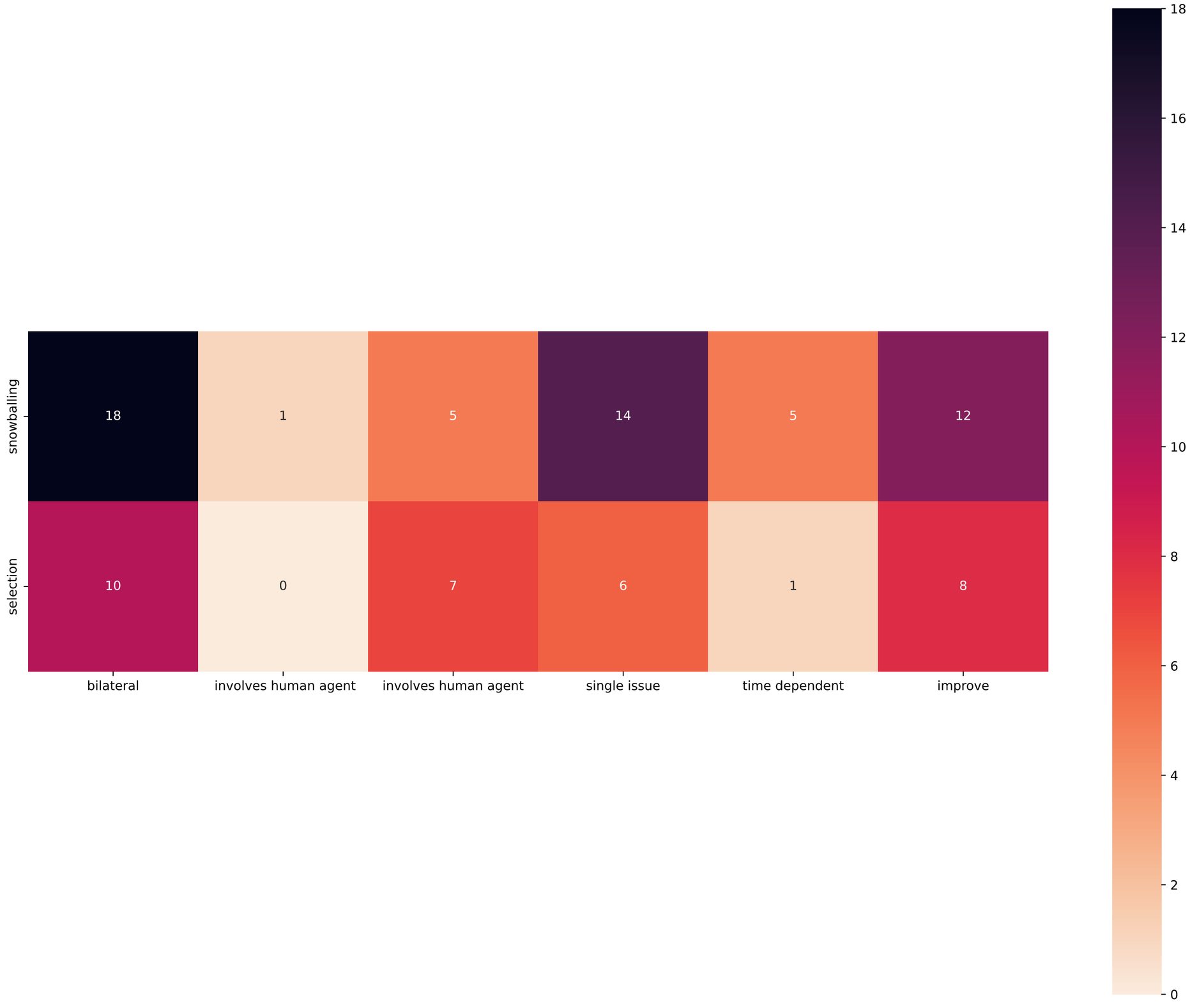
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involves human agent
involves human agent
single issue
time dependent
improve
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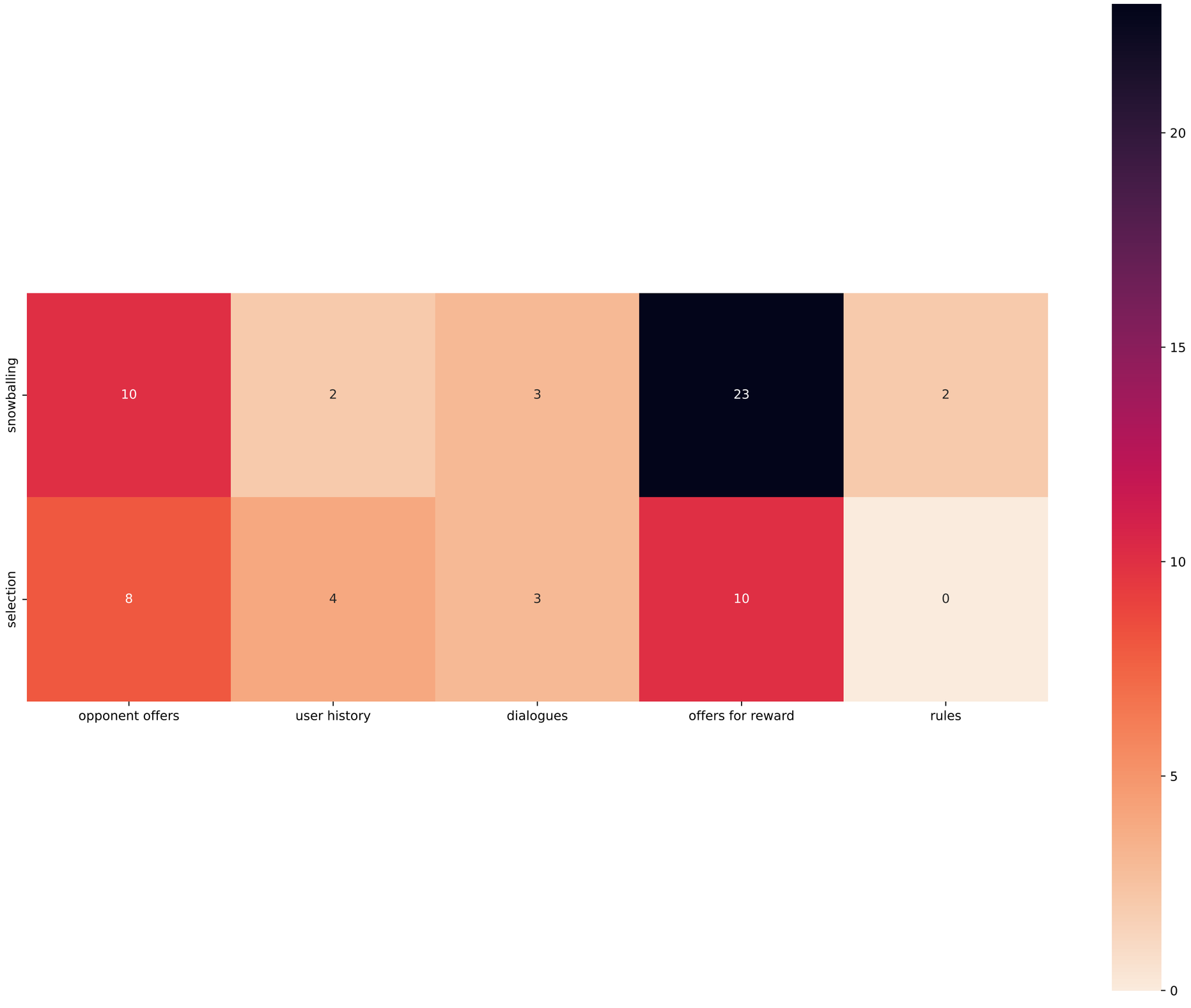
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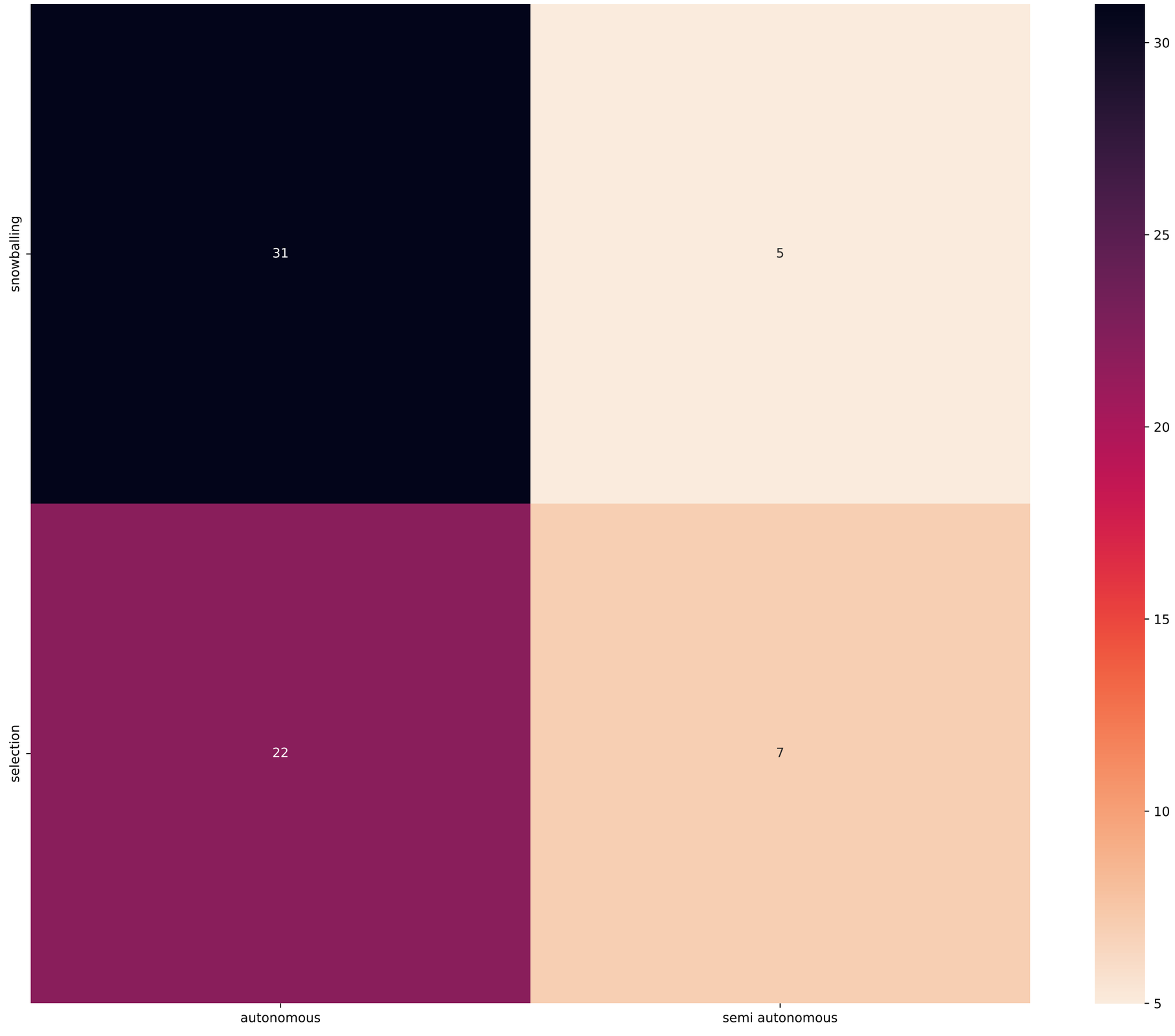
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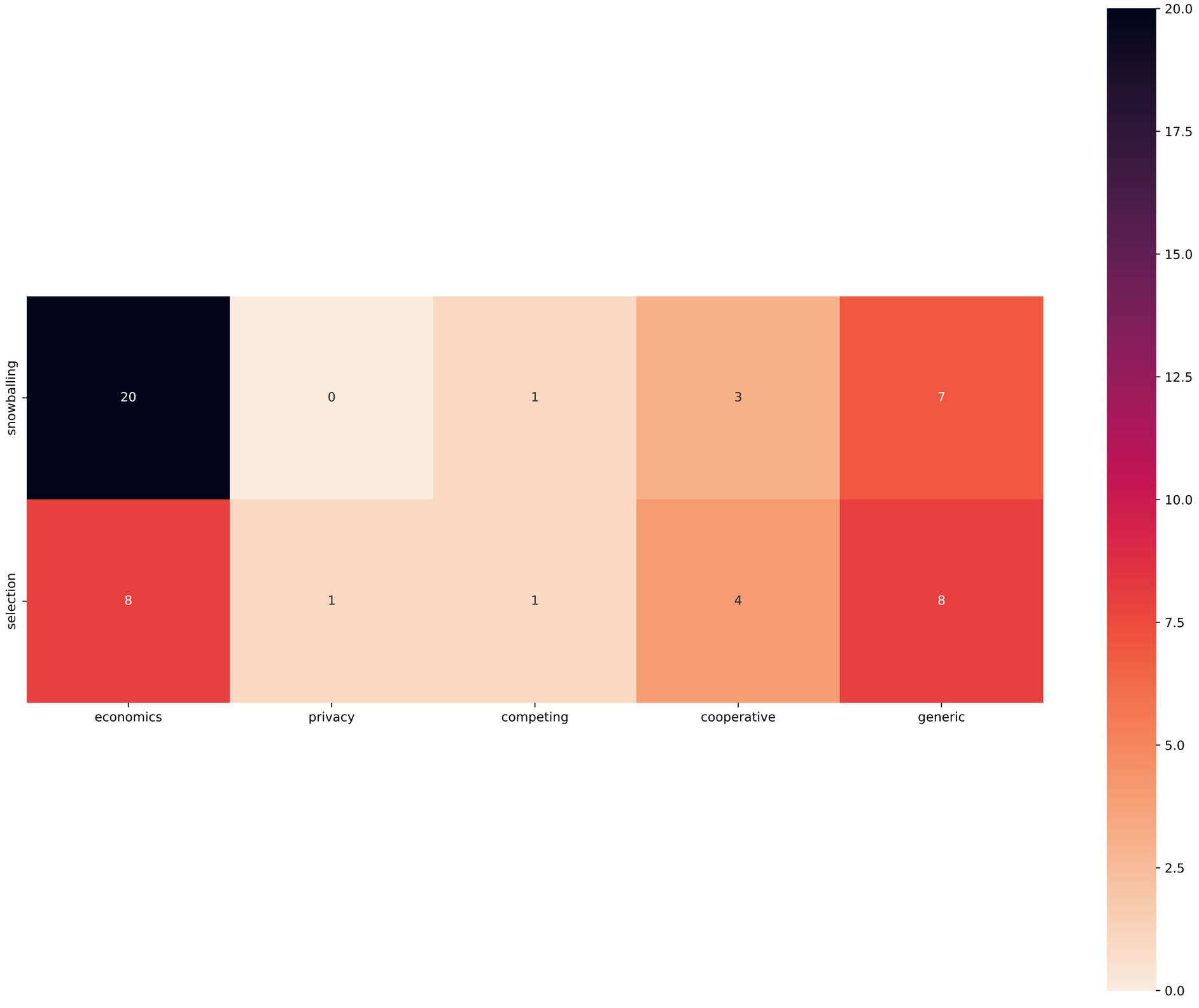
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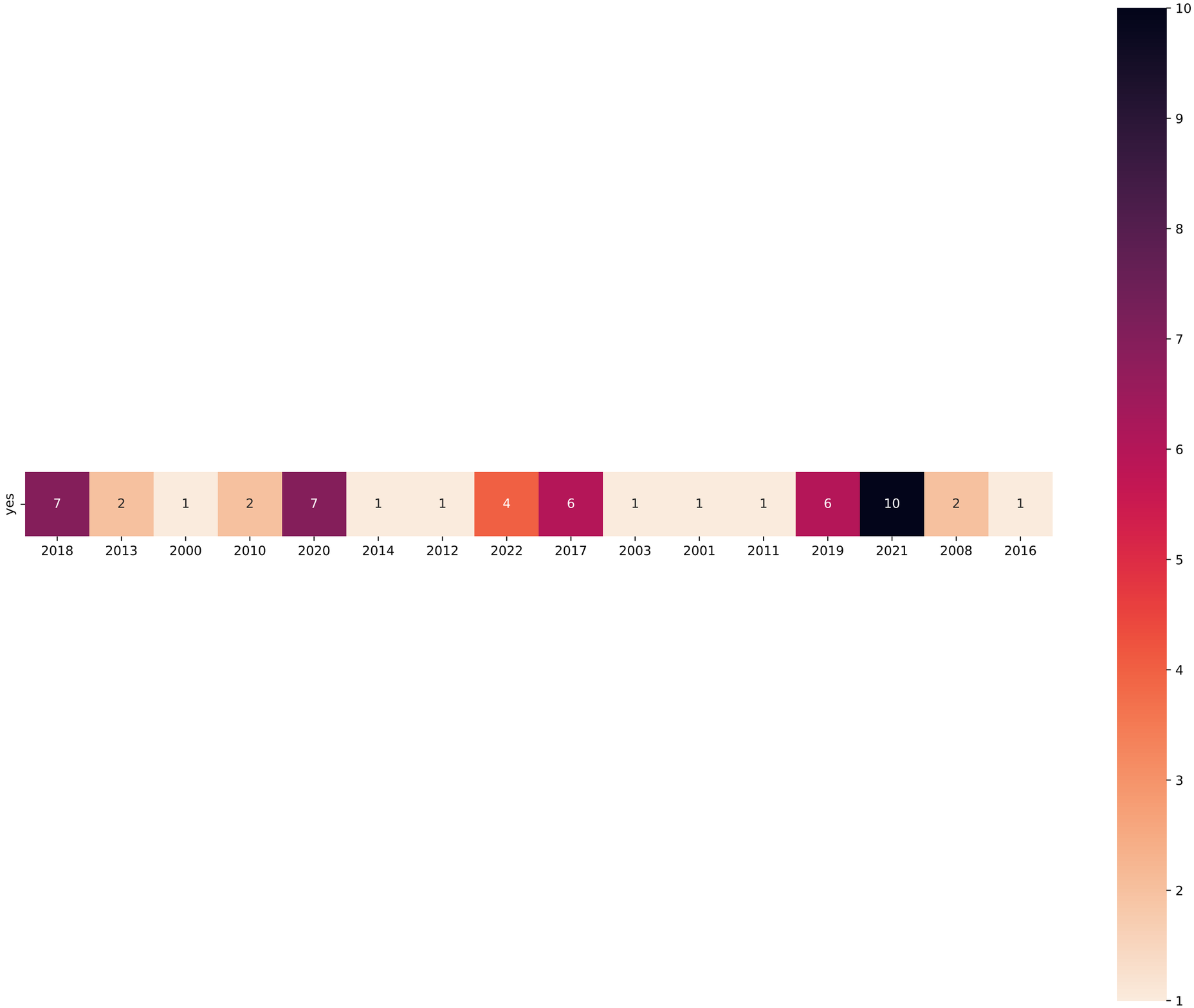
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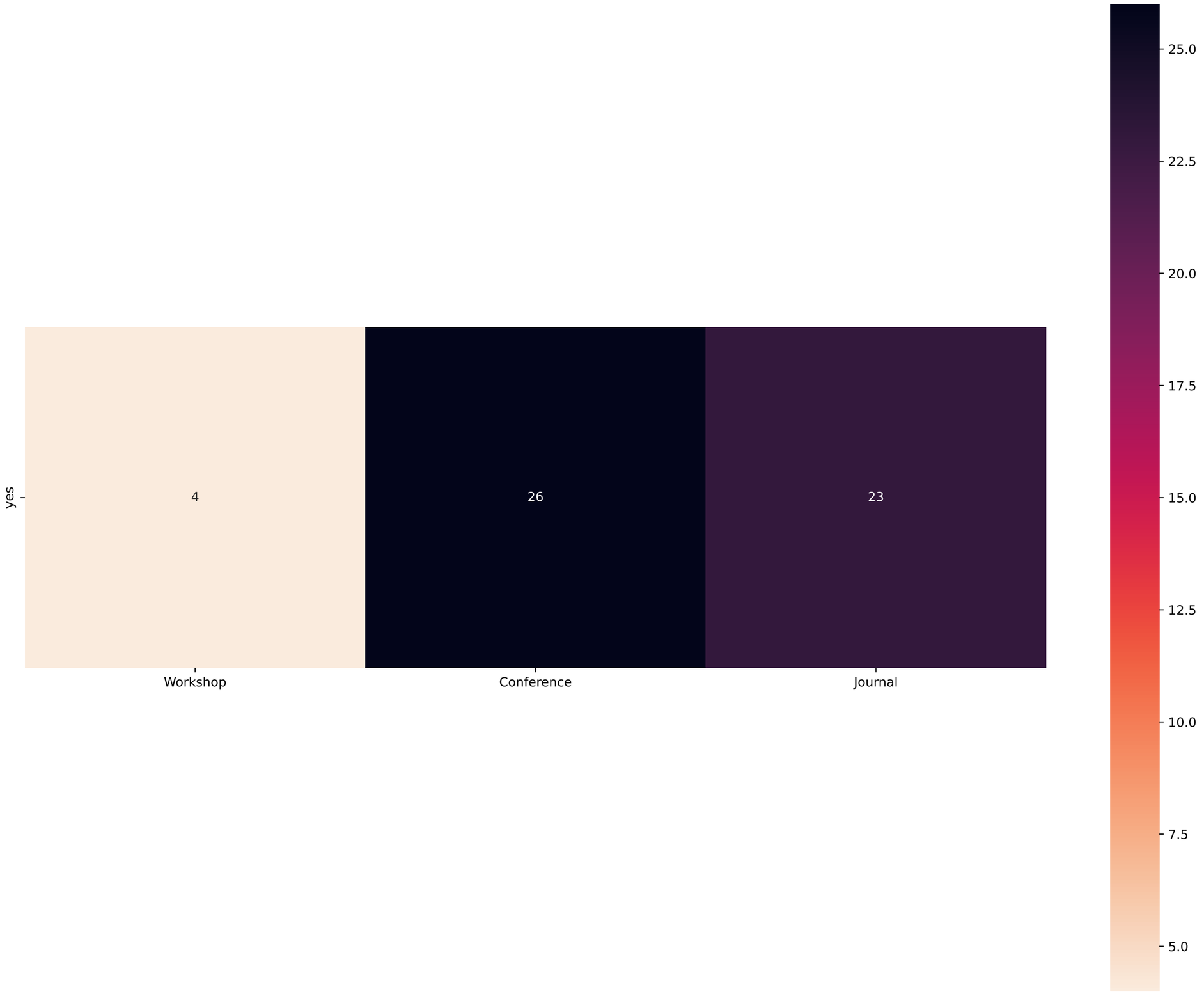
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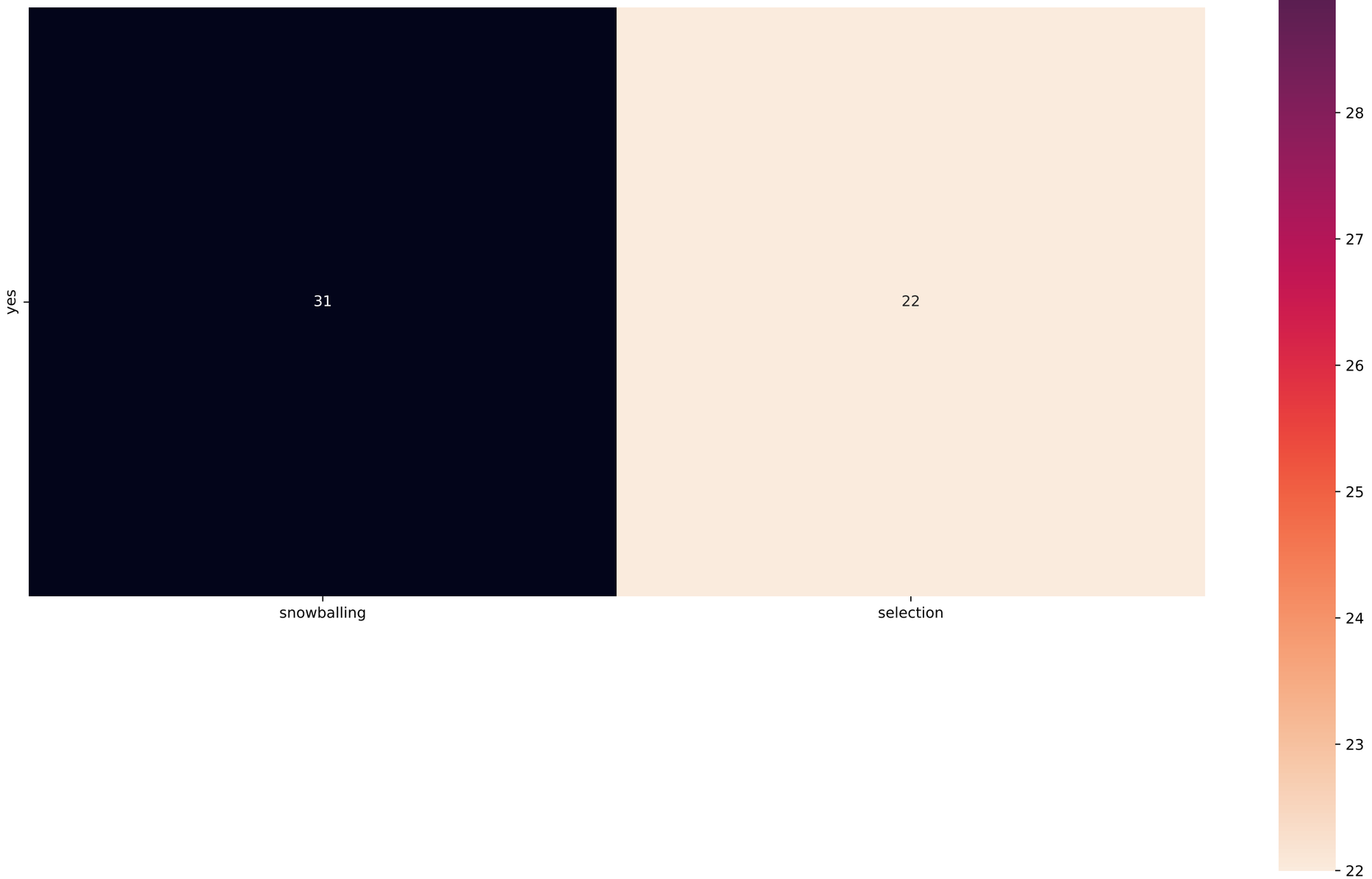
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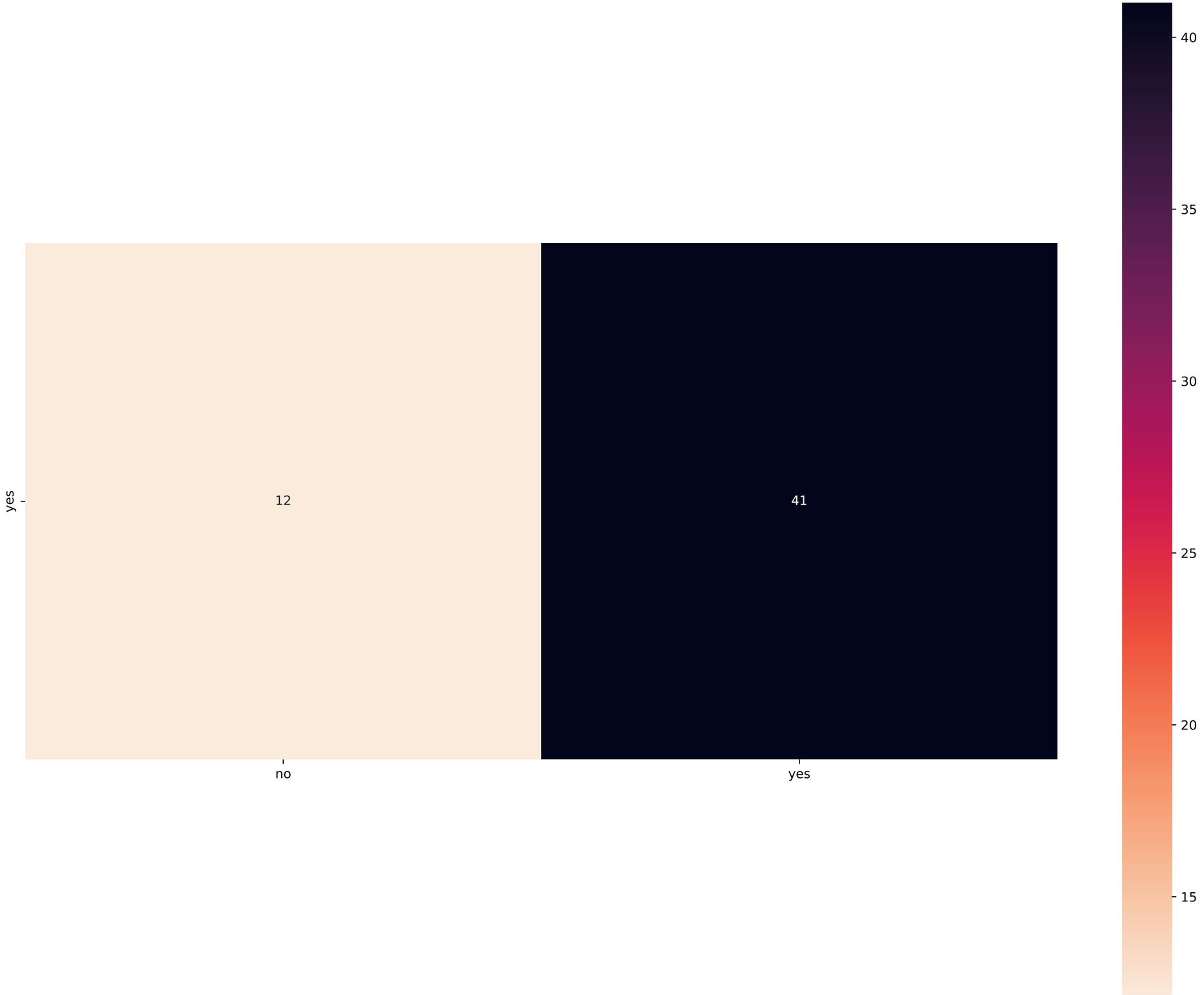
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Angle based Similarirty
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Optimization Approach
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Monte Carlo Tree search
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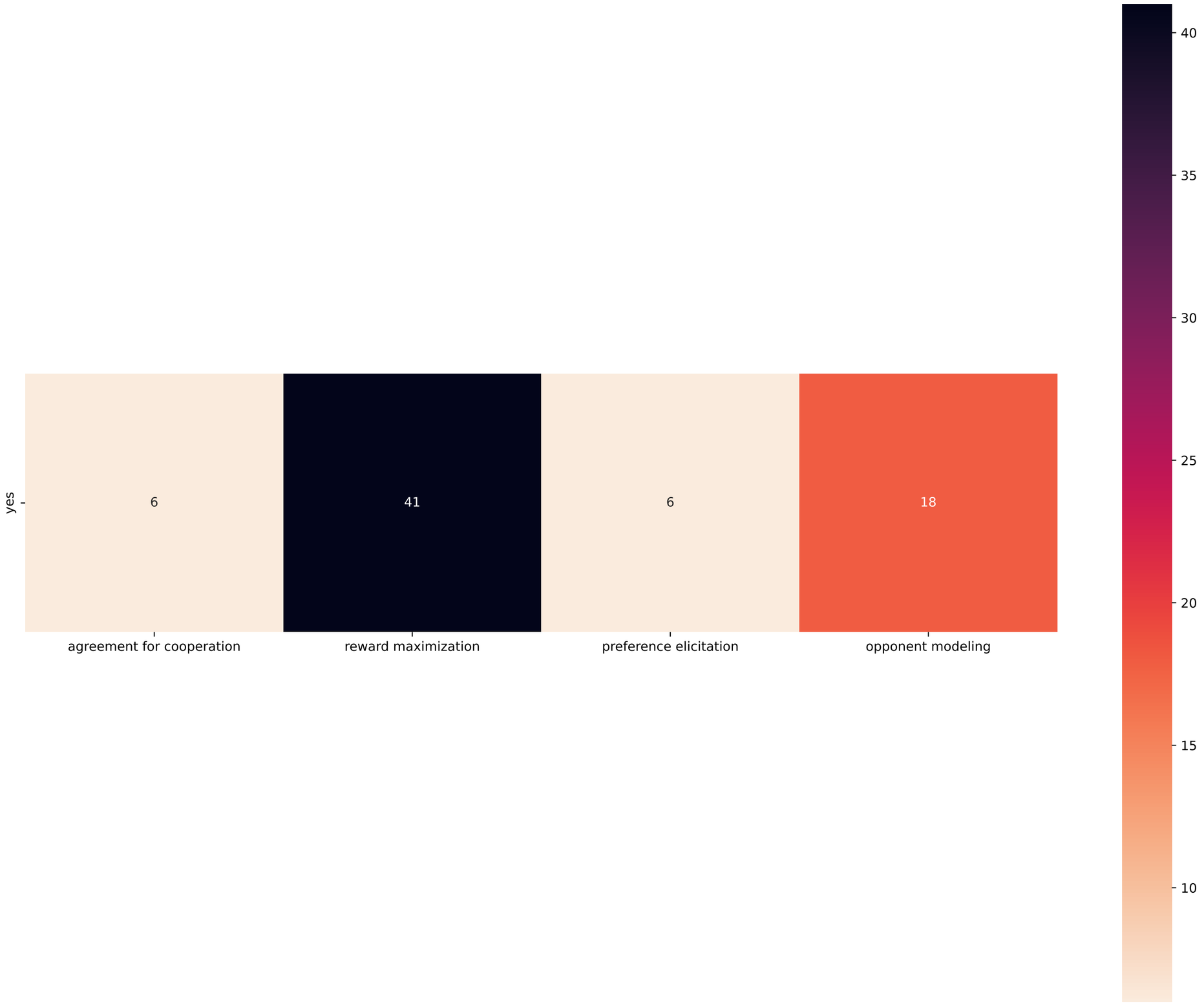
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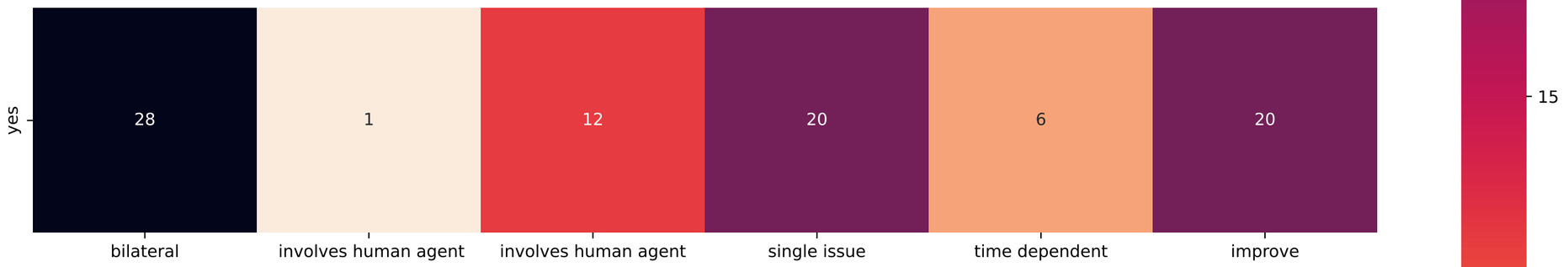
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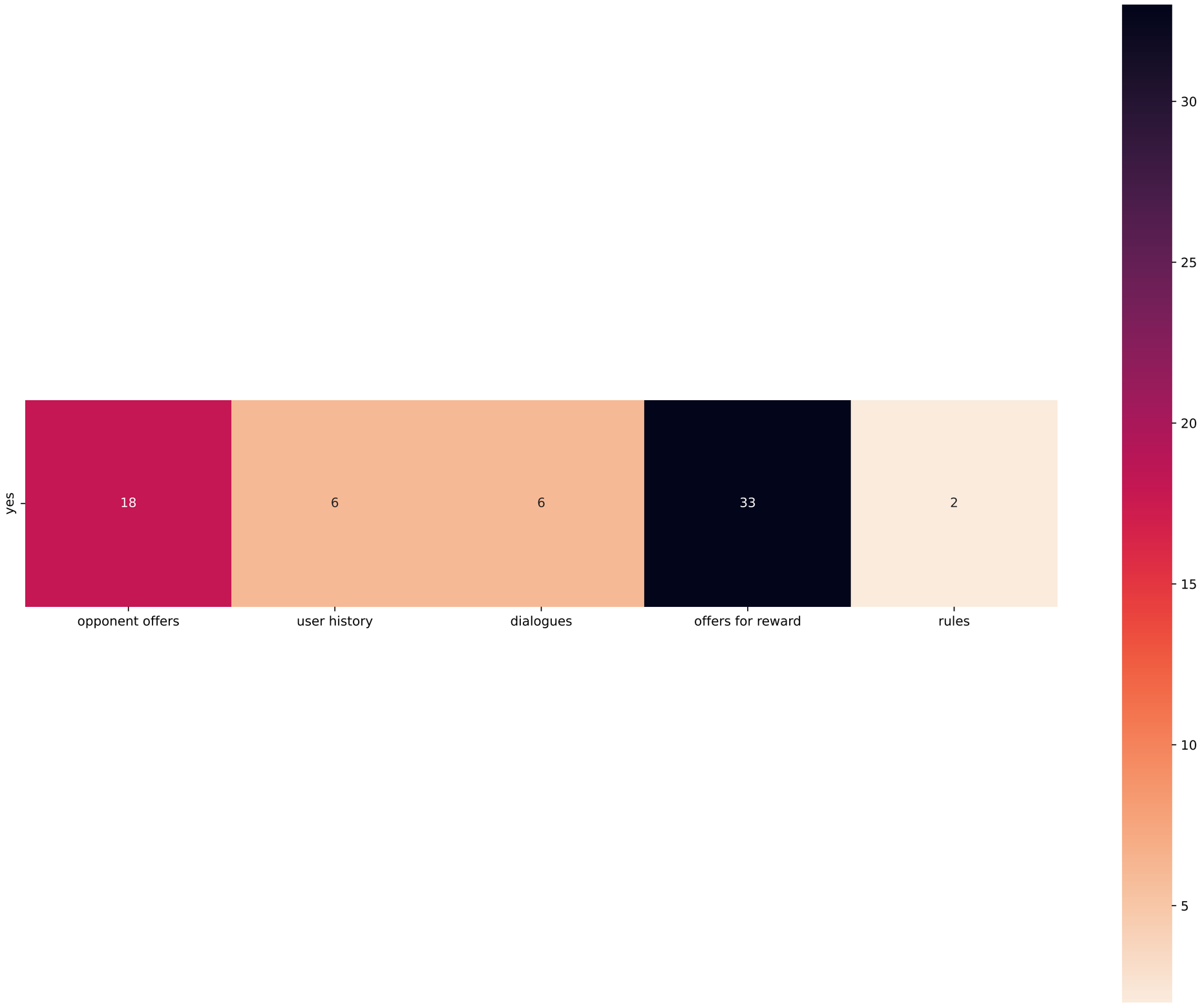
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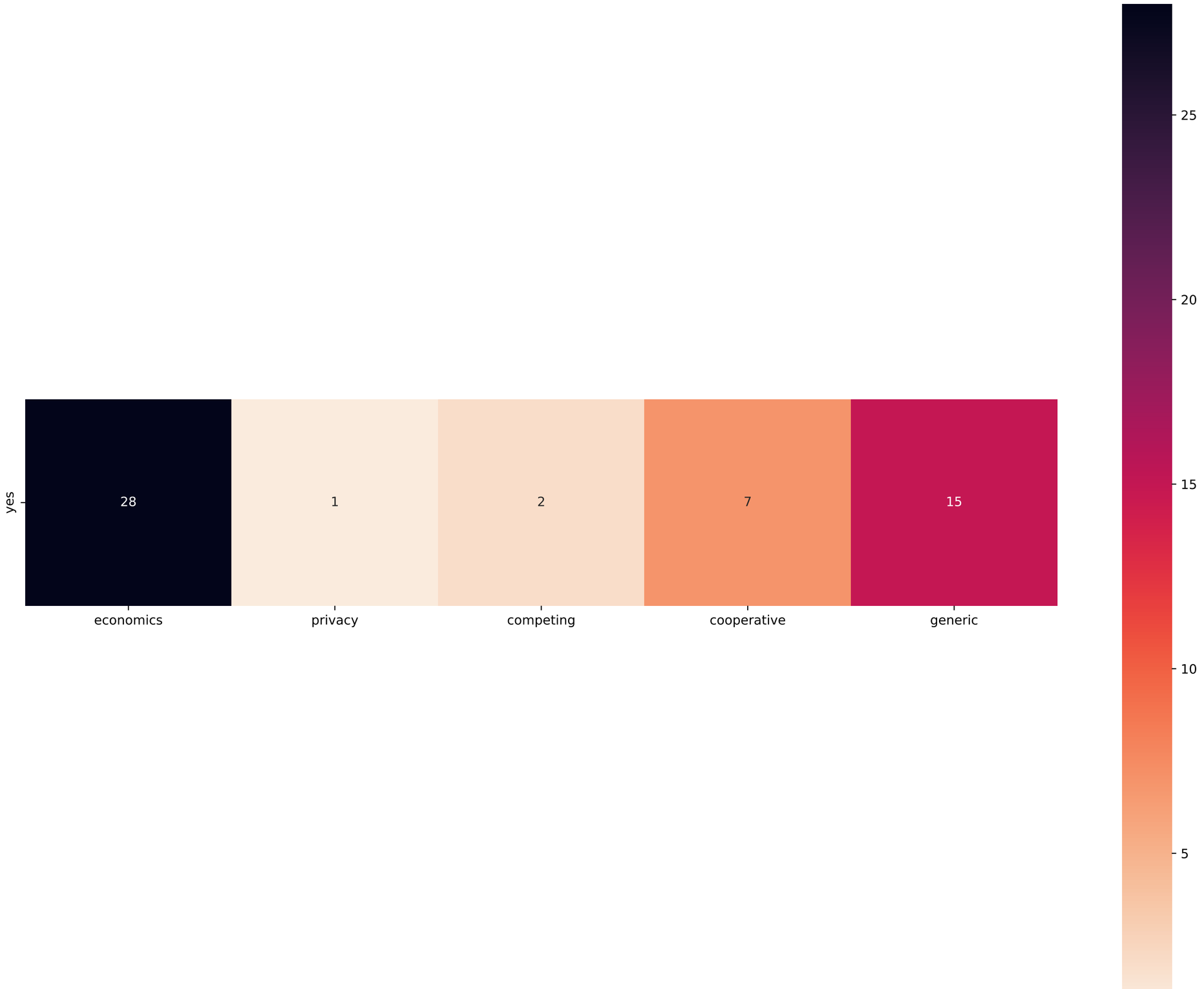
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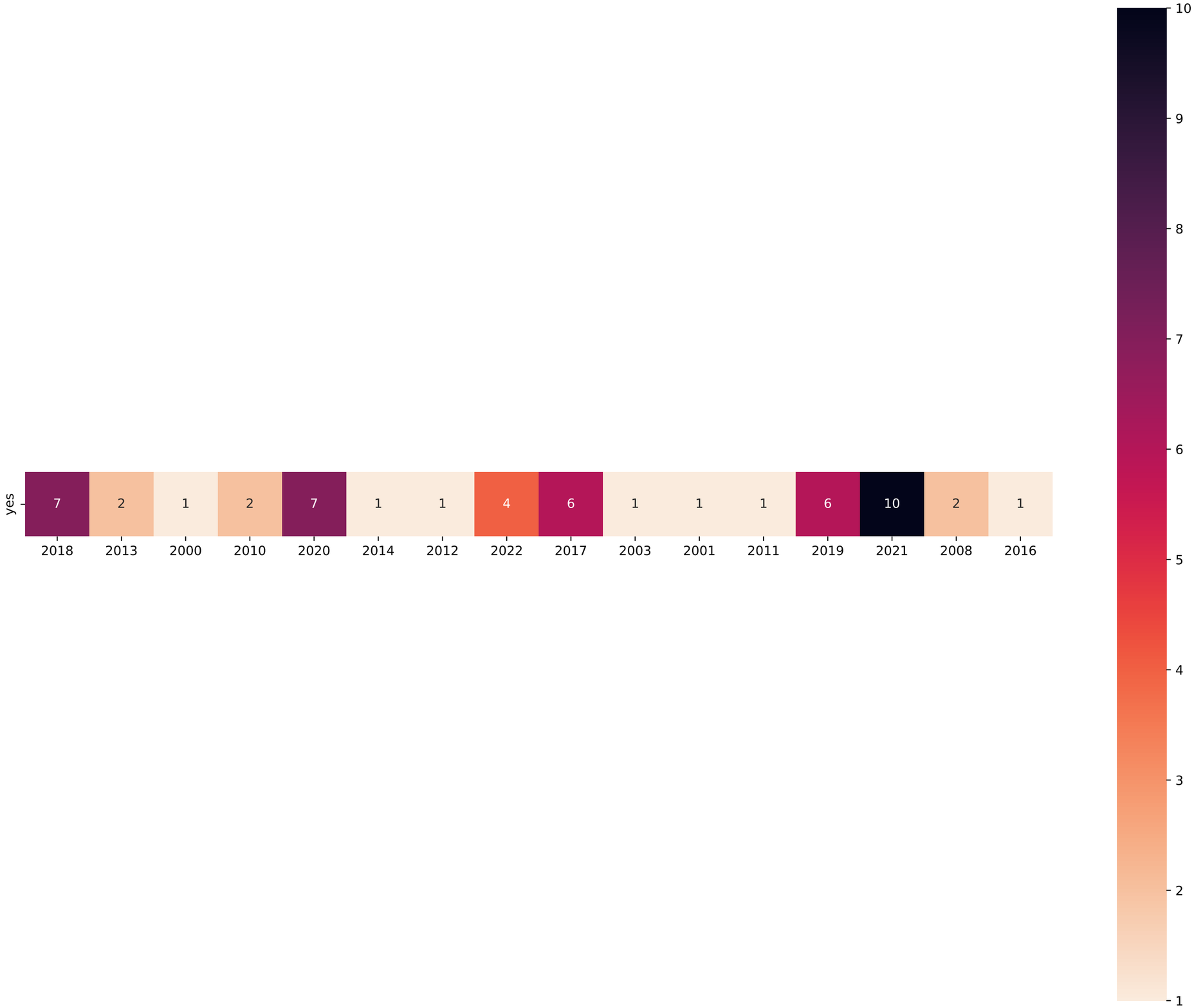
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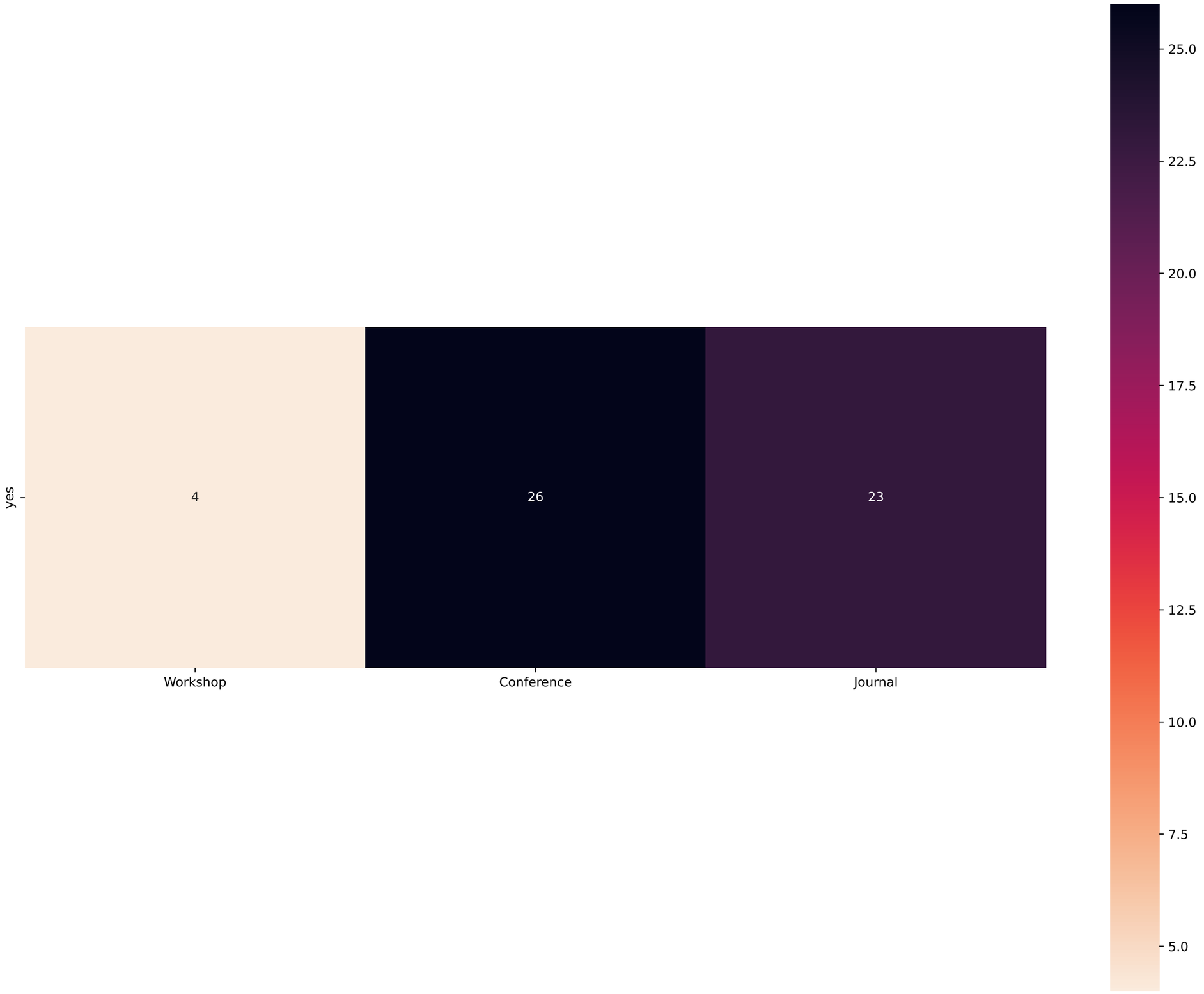
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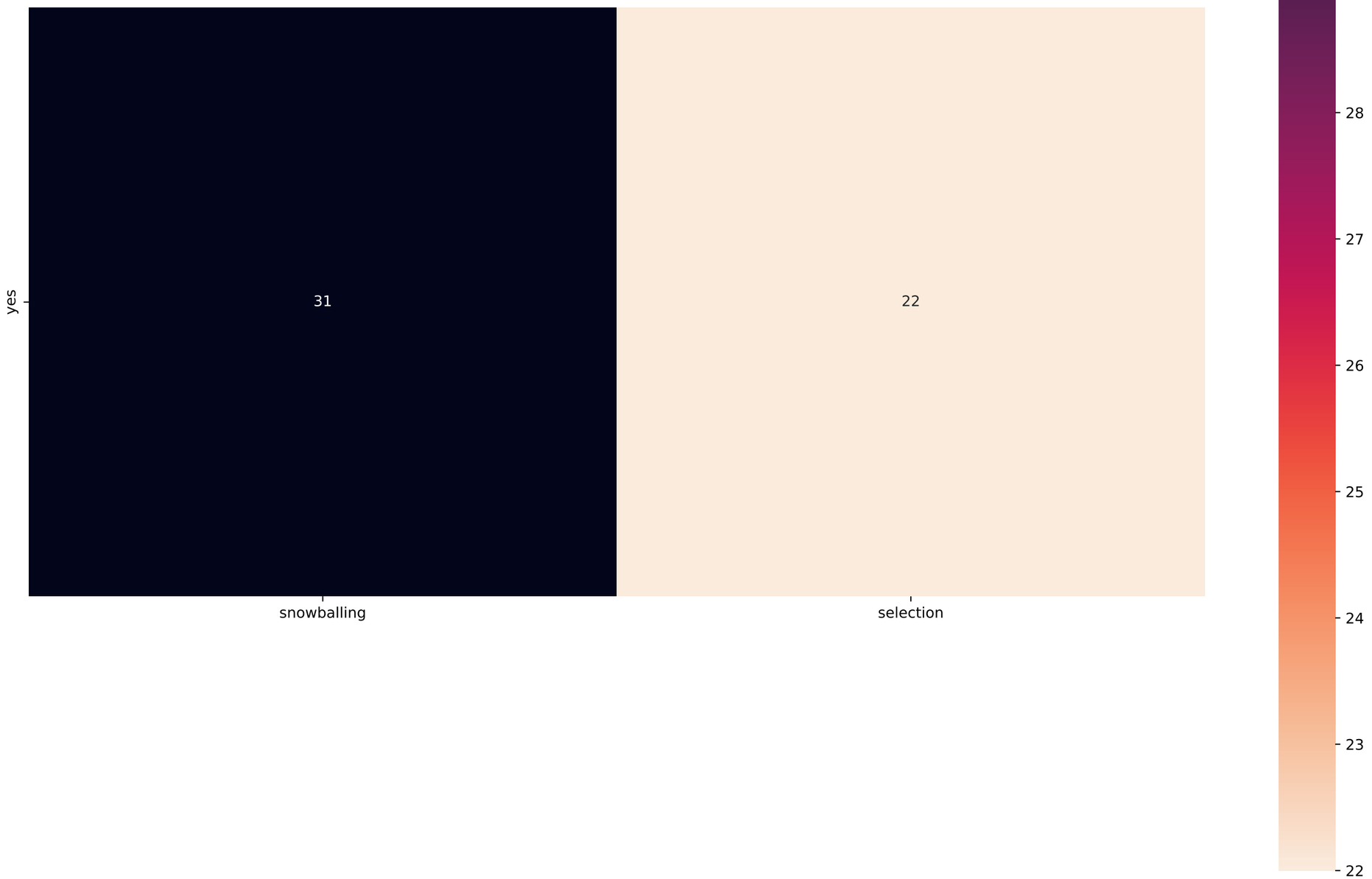
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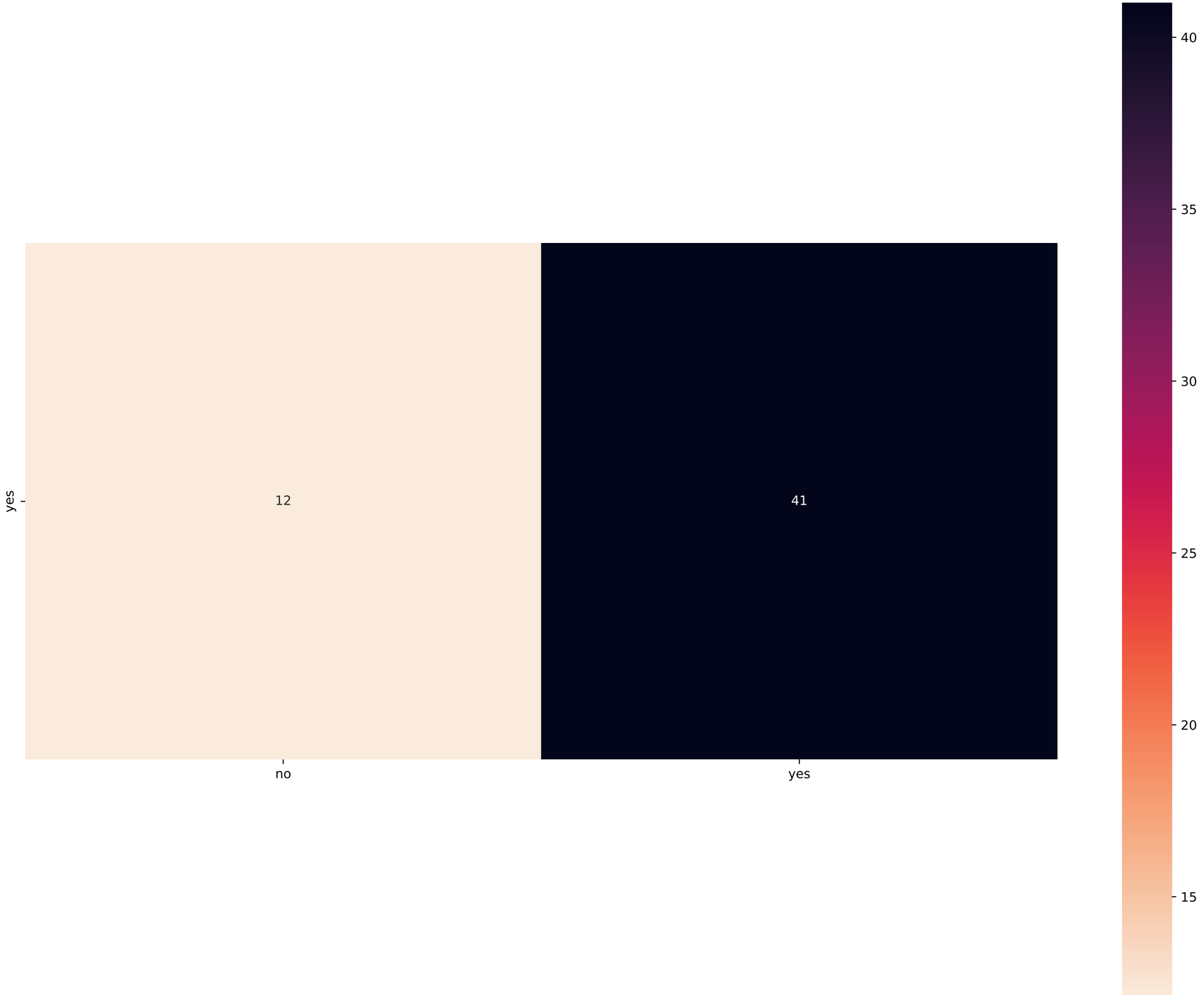
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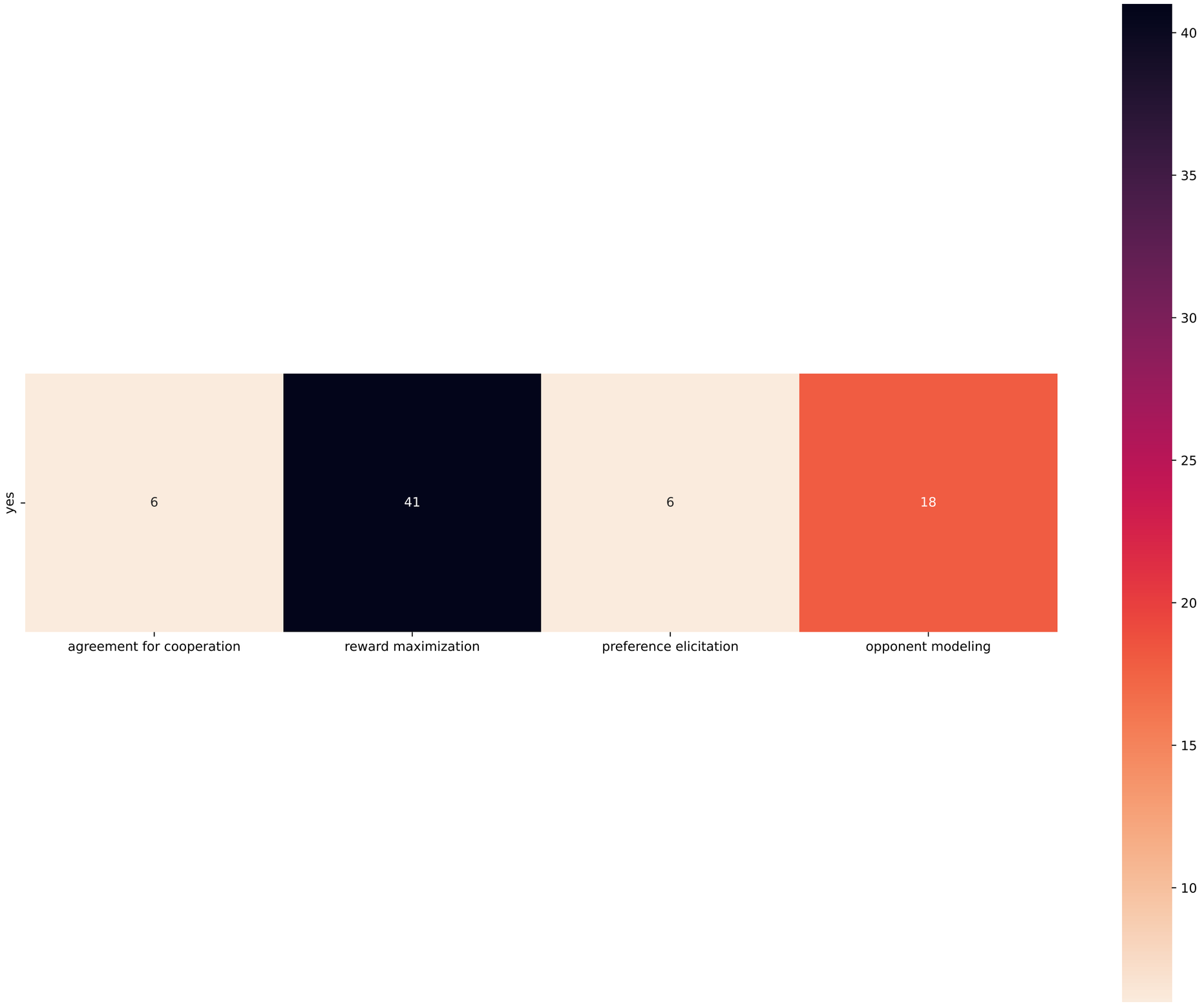
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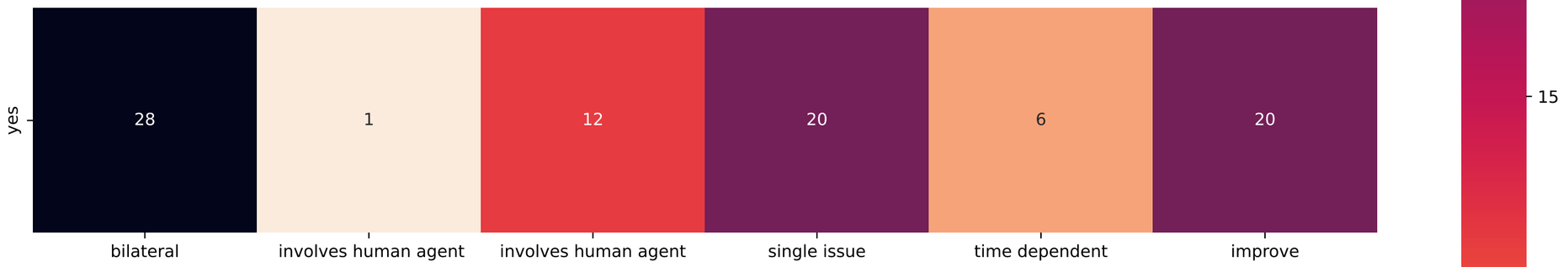
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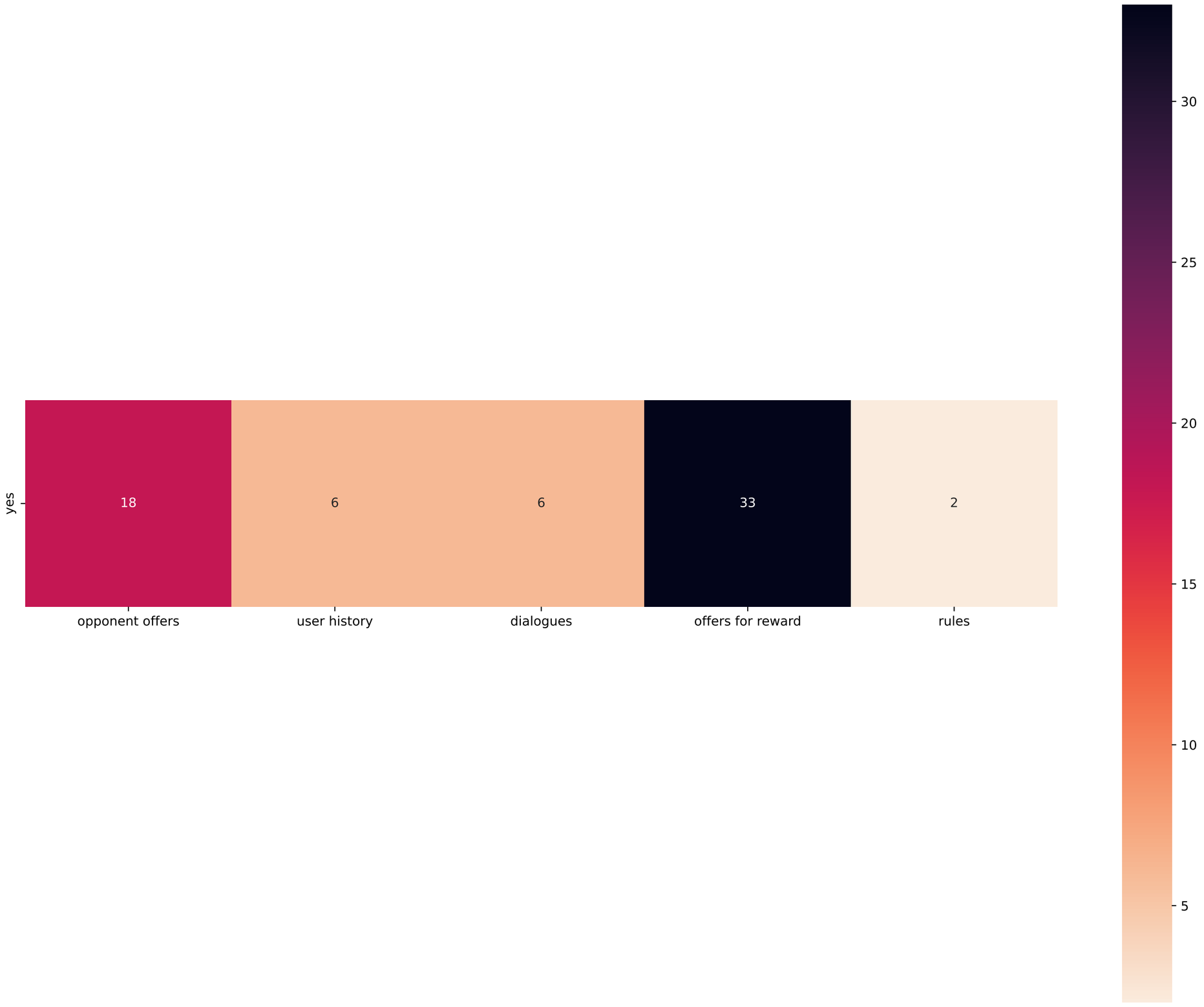
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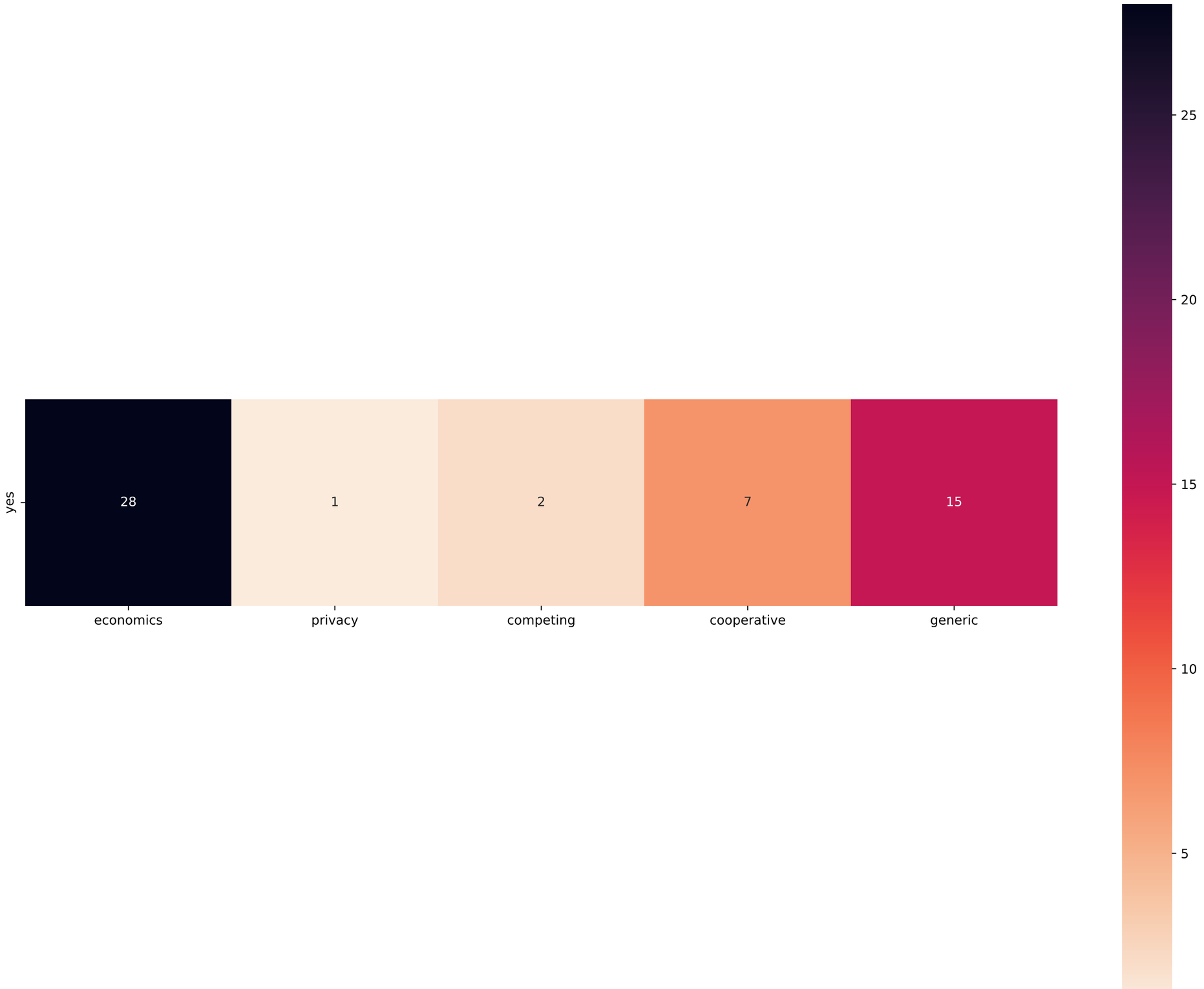
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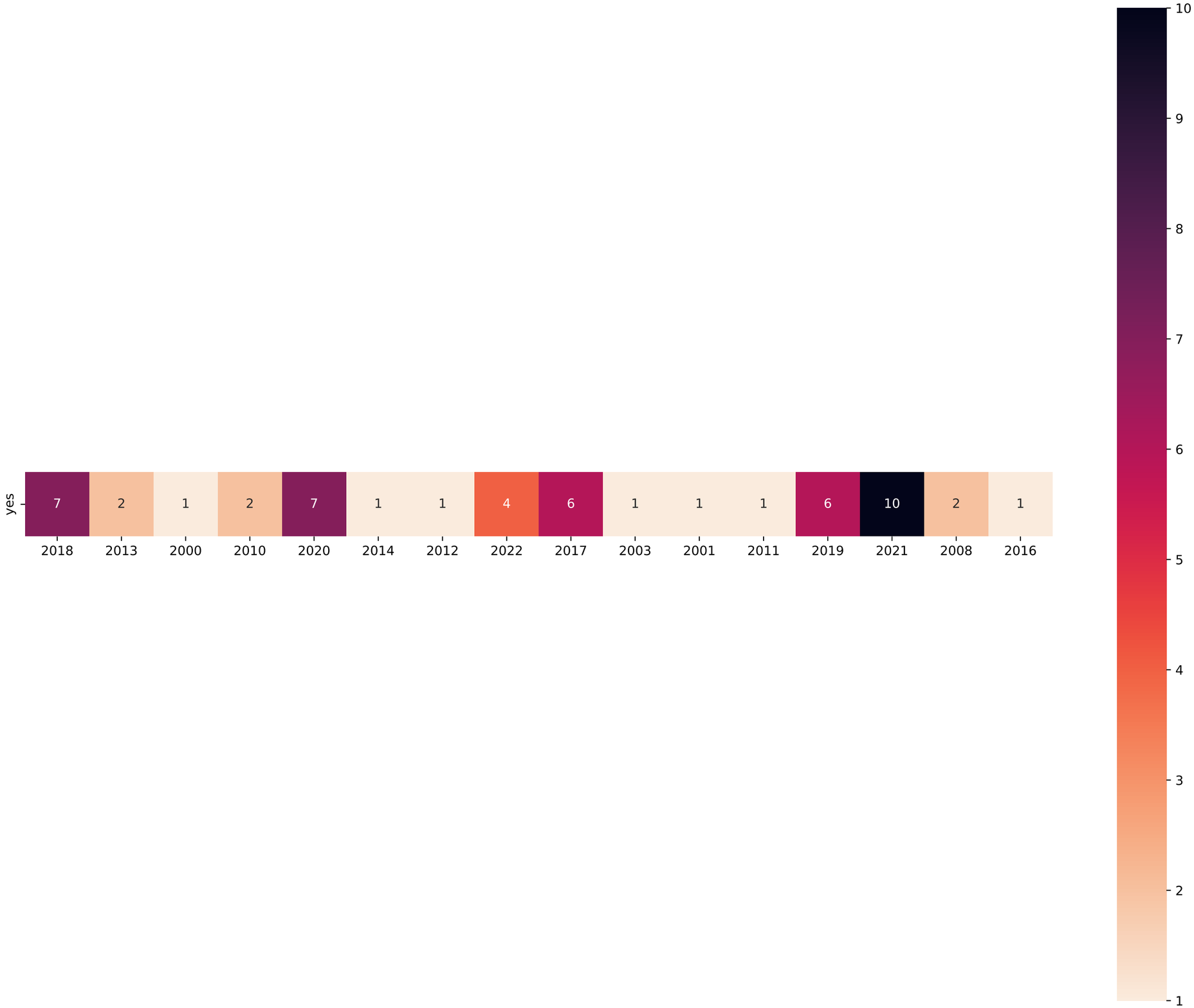
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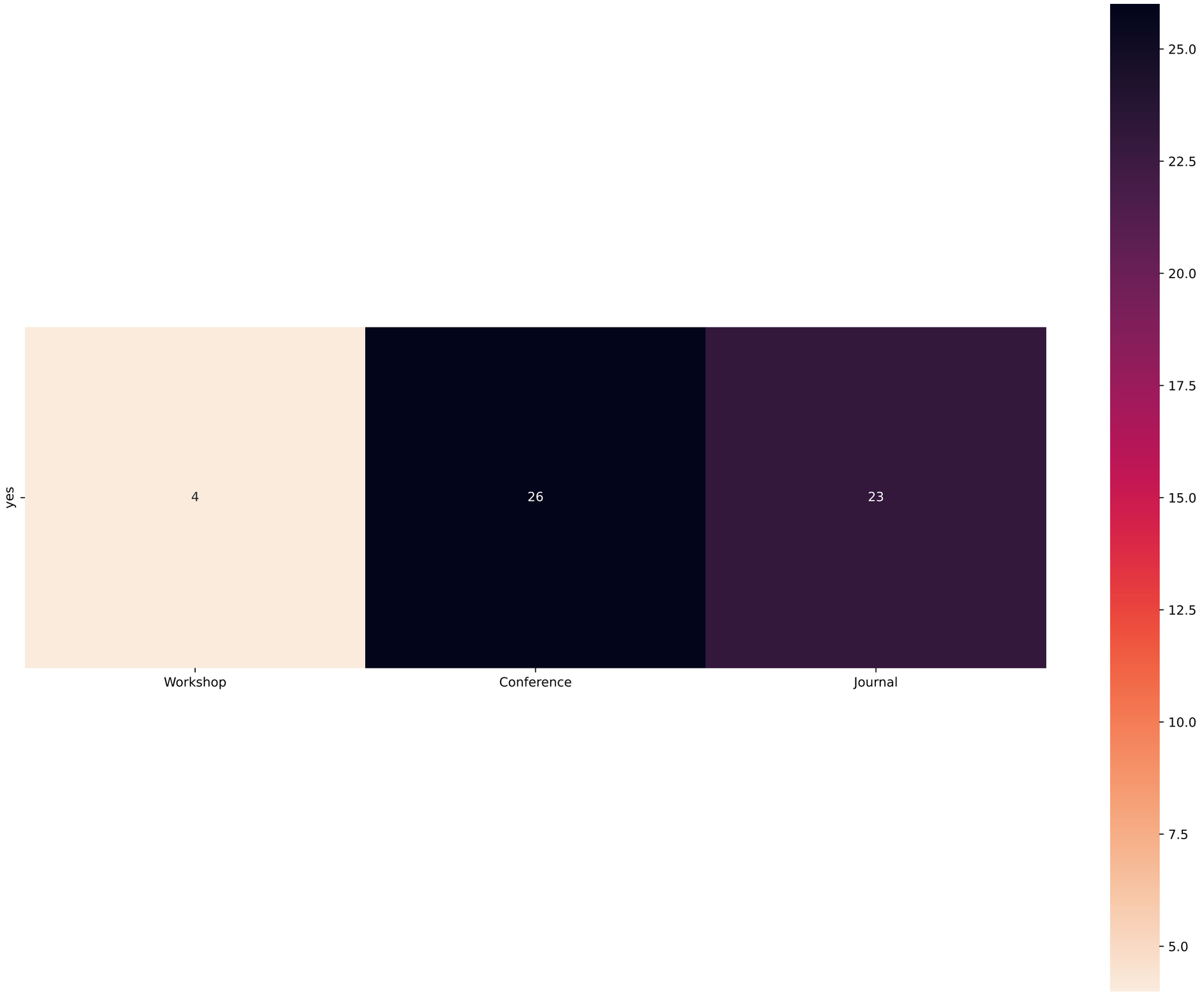
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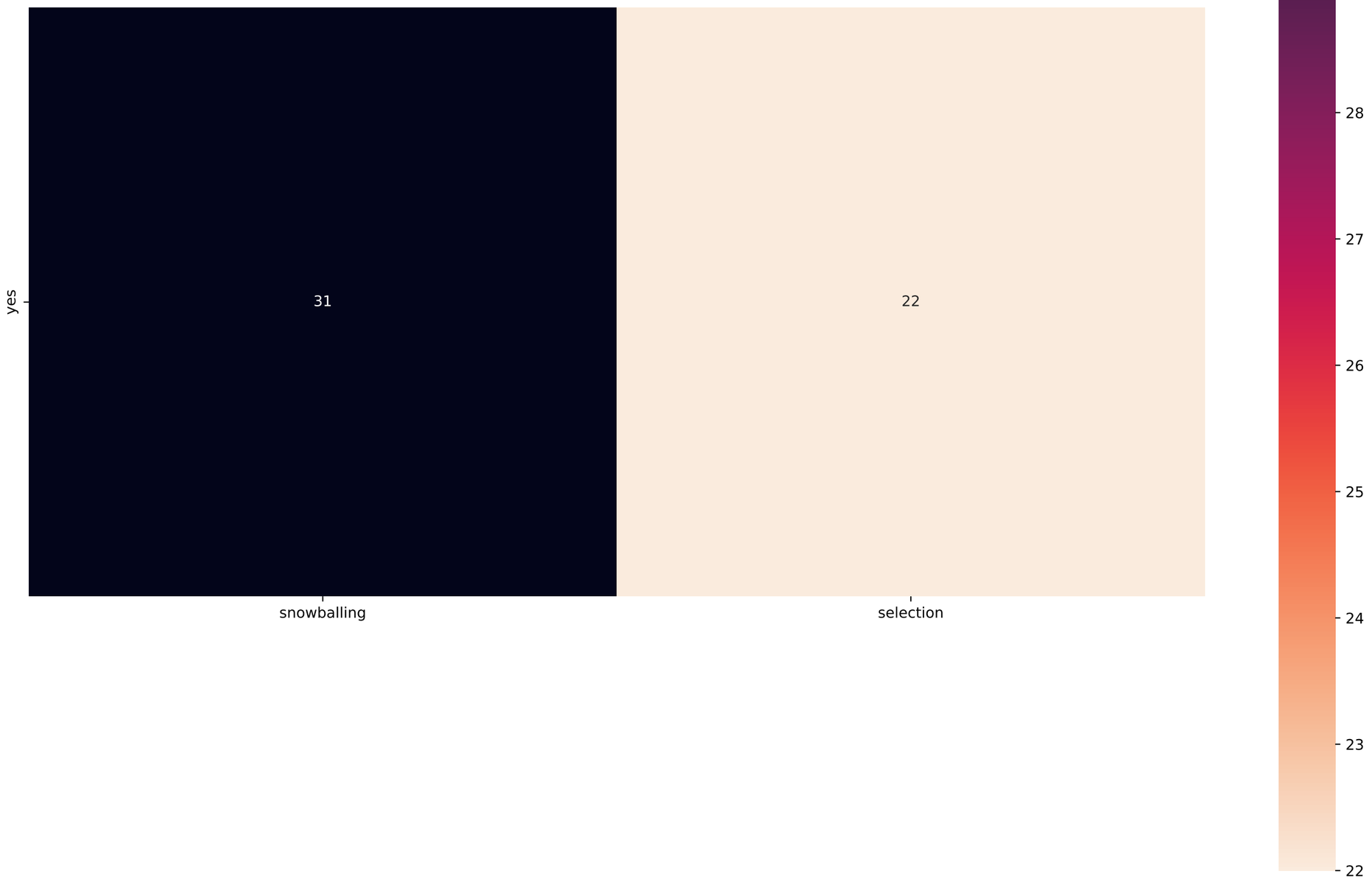
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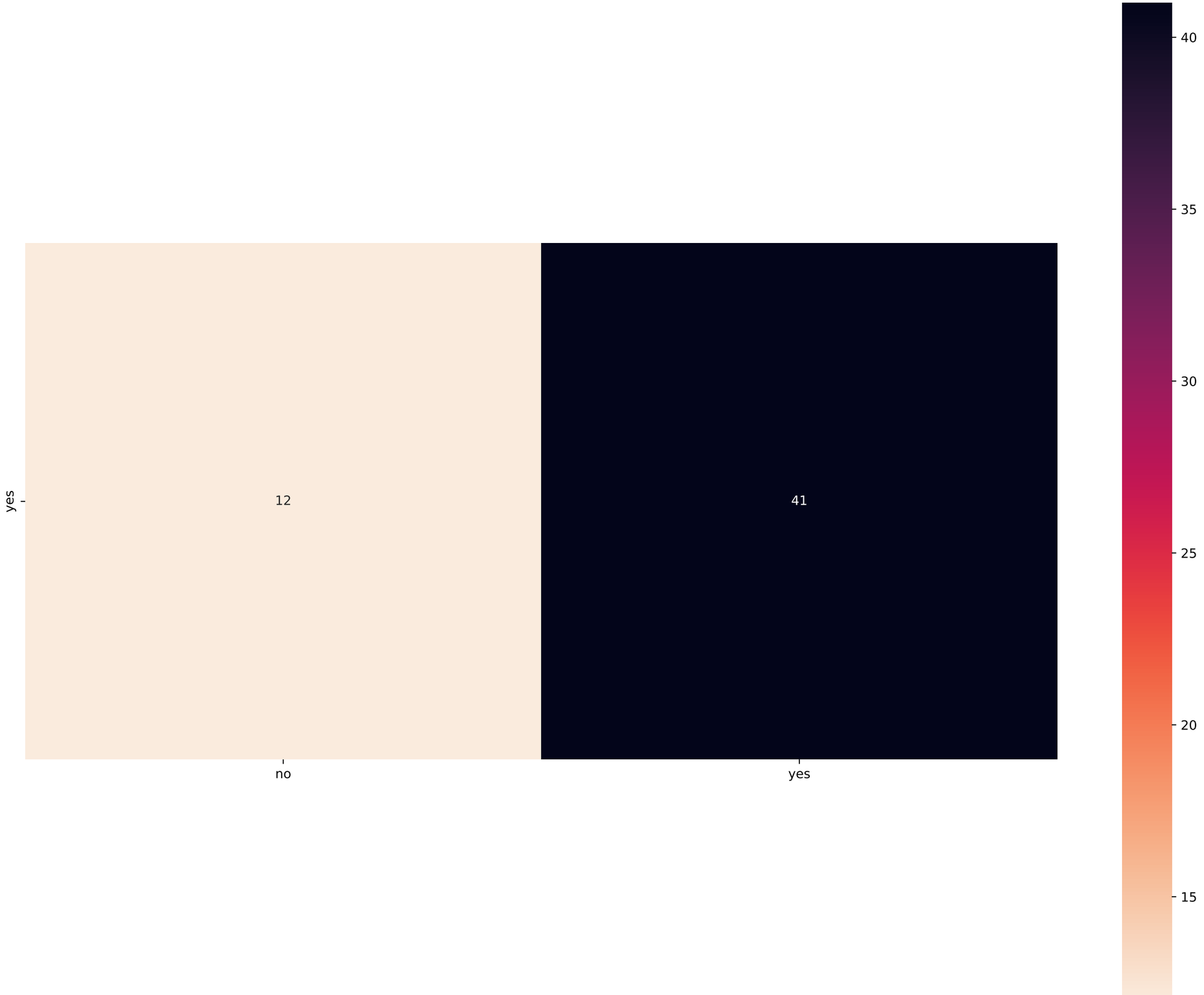
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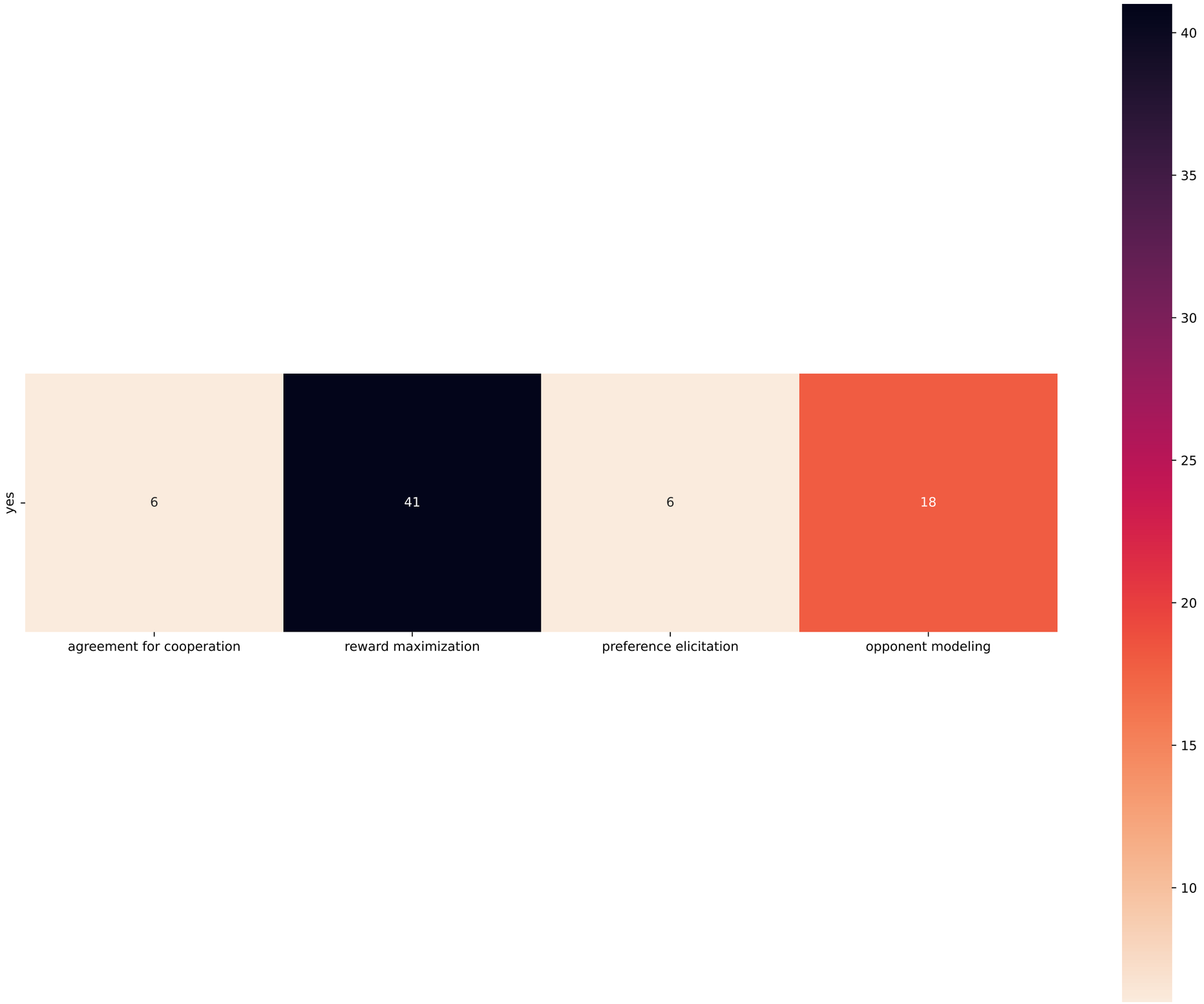
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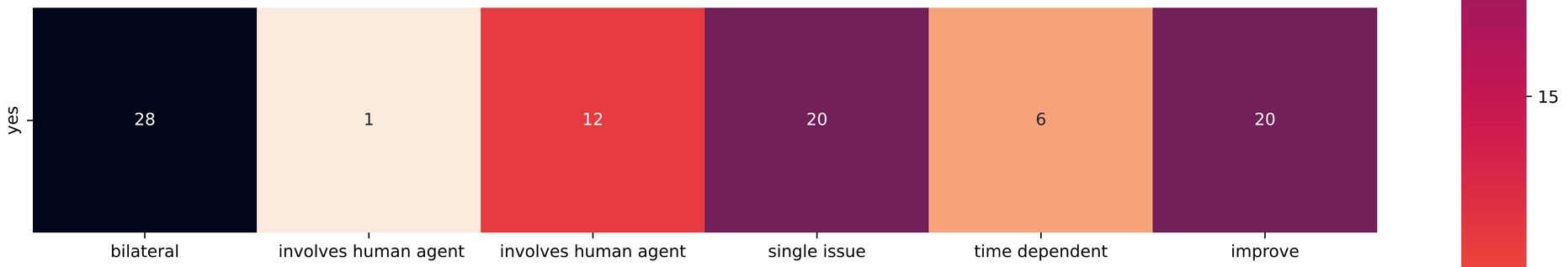
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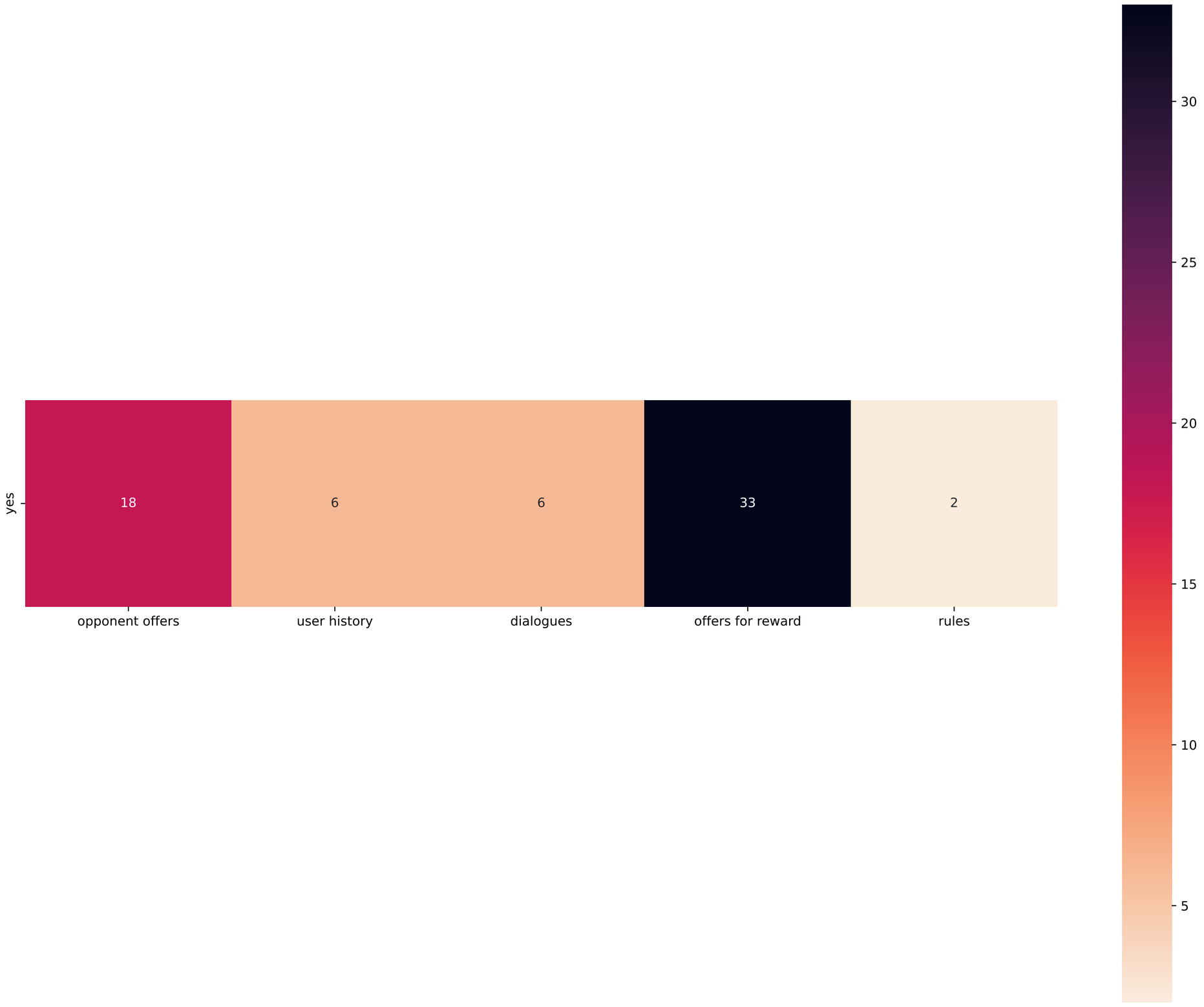
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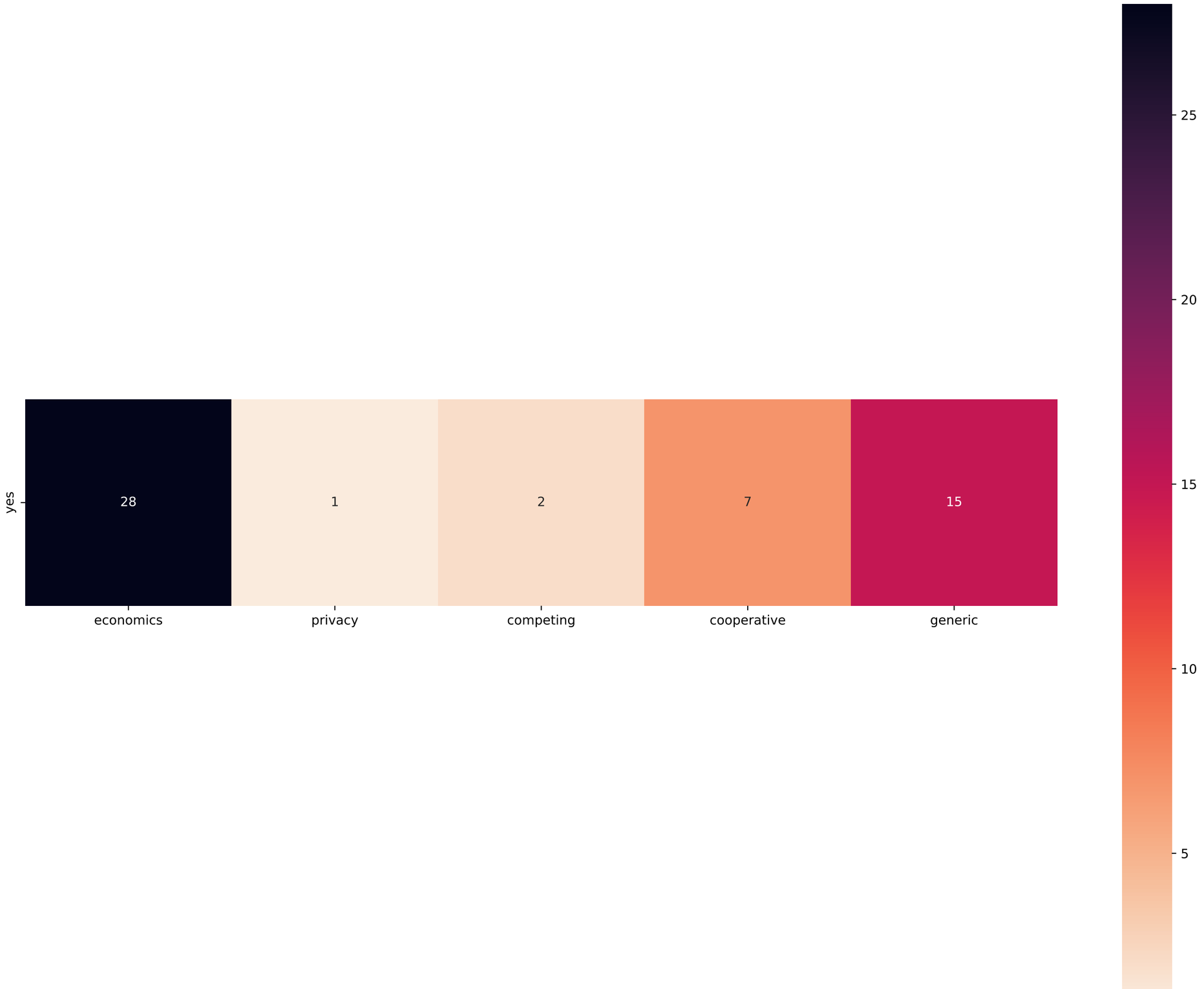
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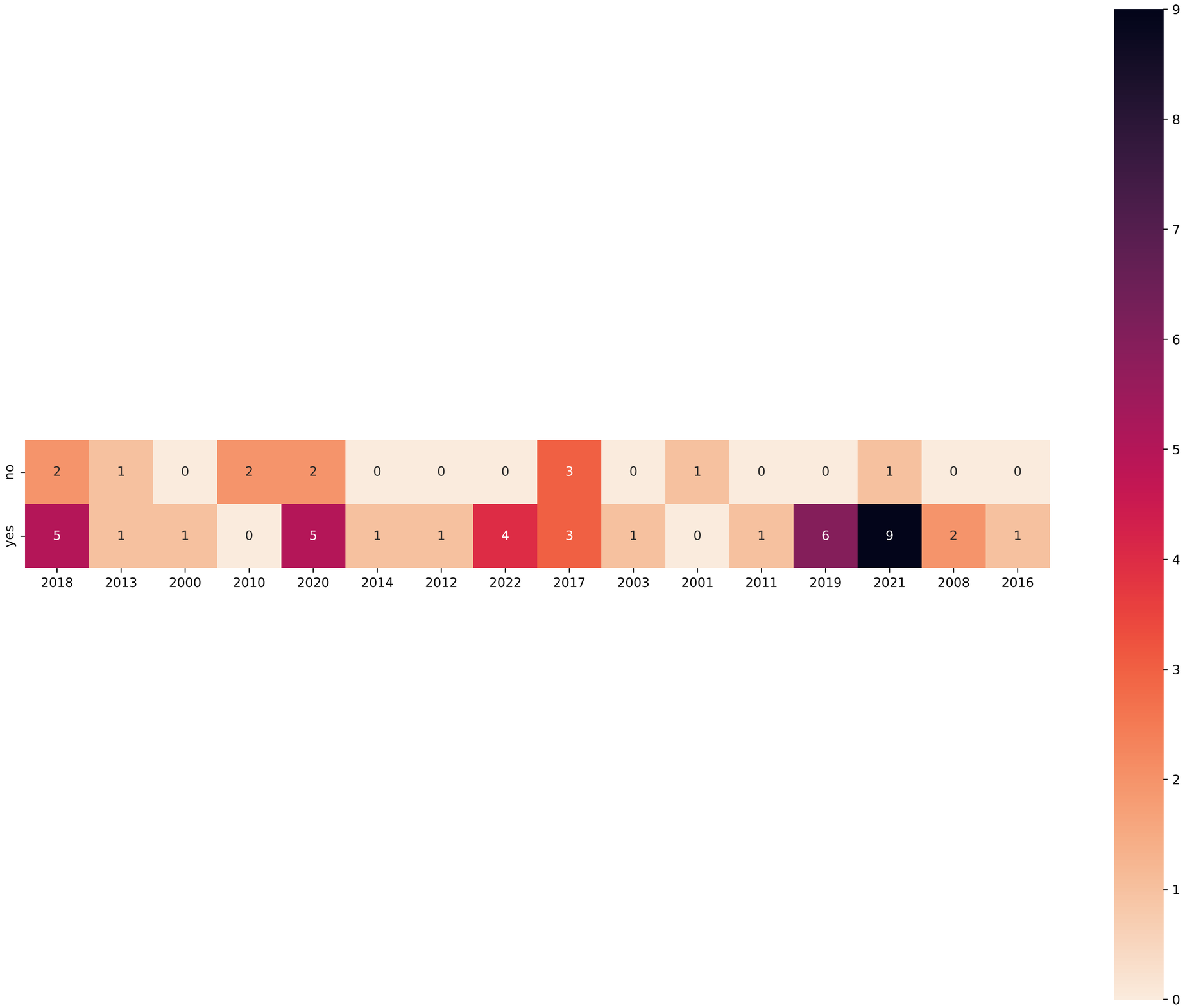
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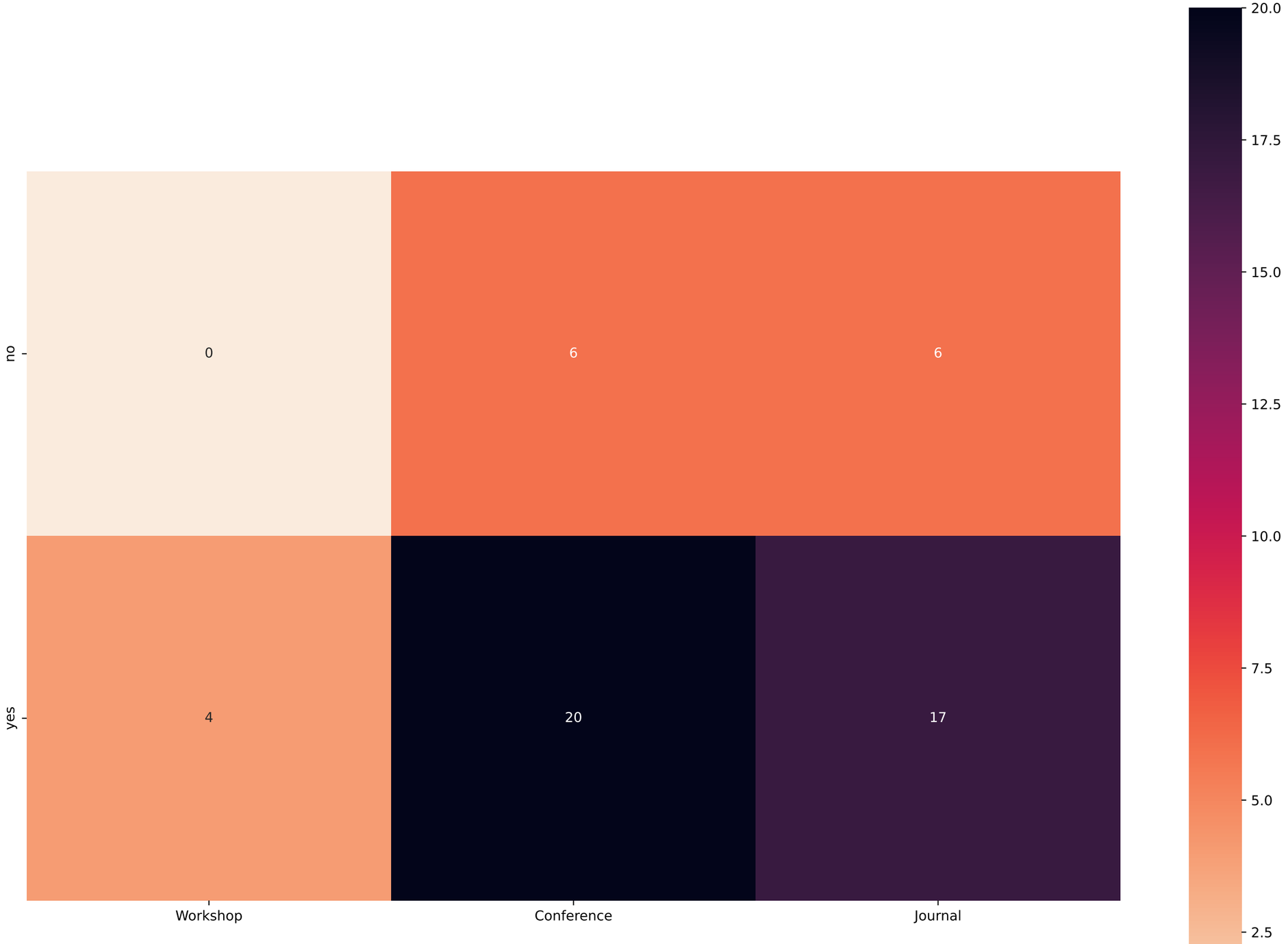
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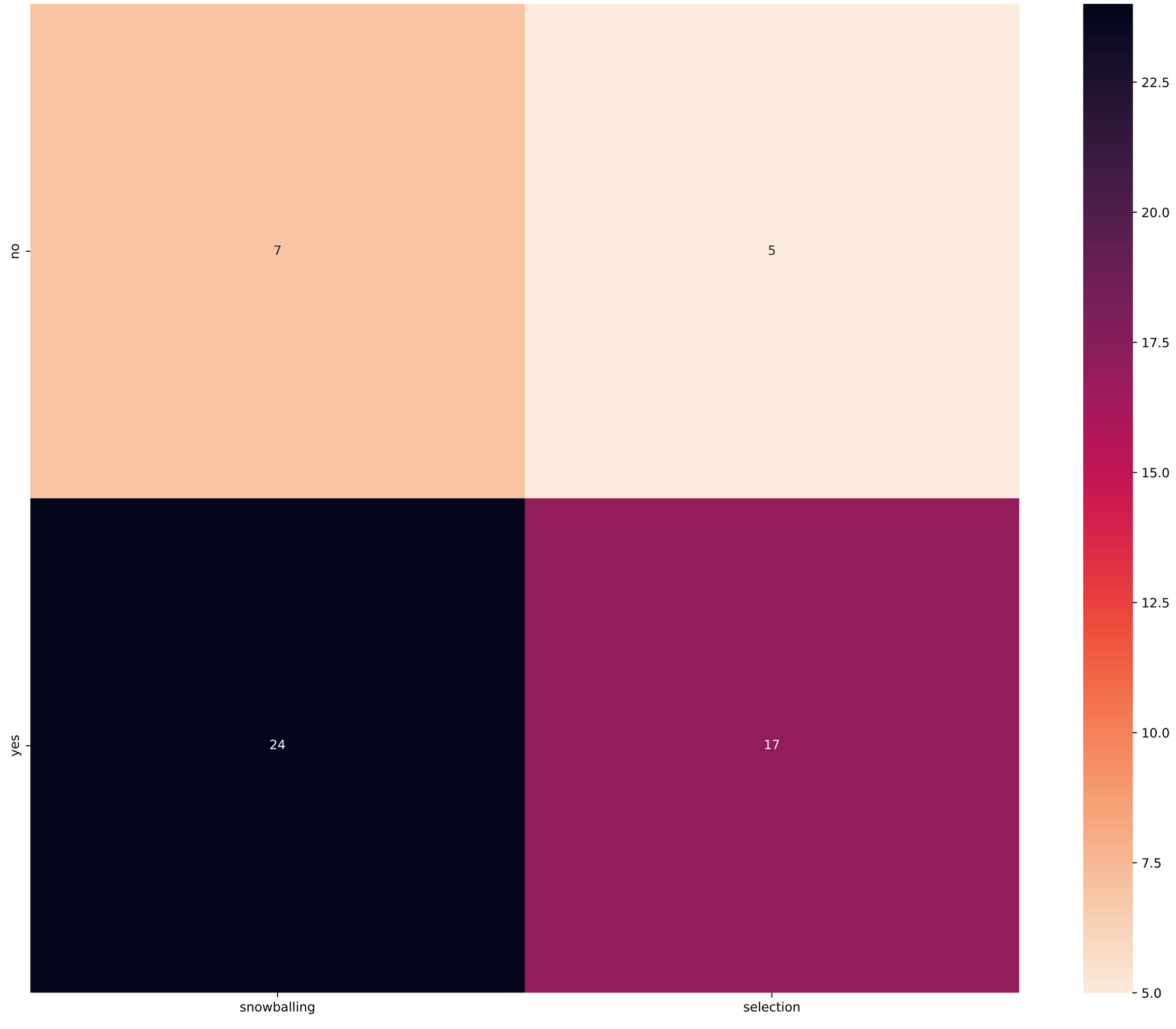
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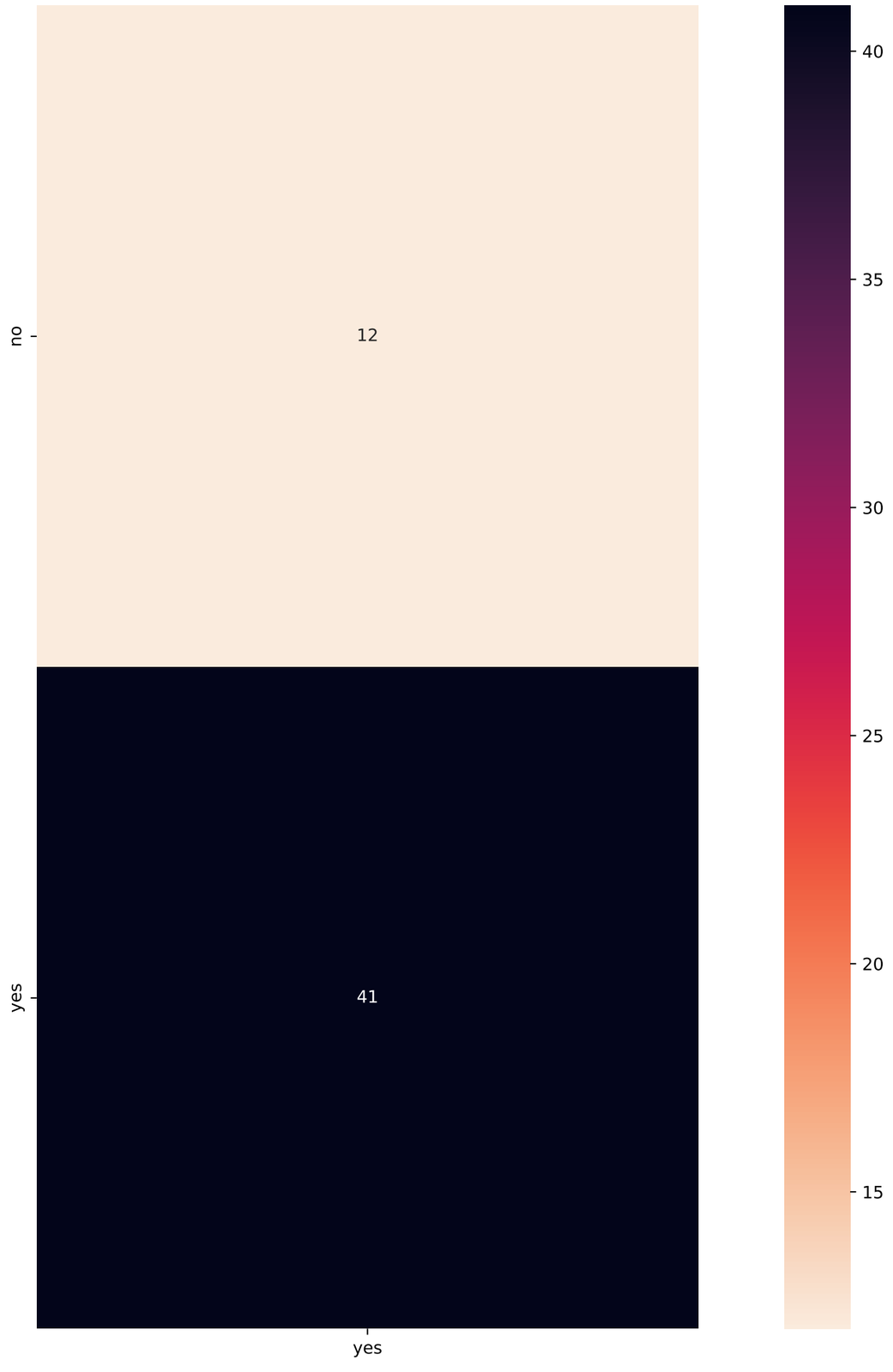
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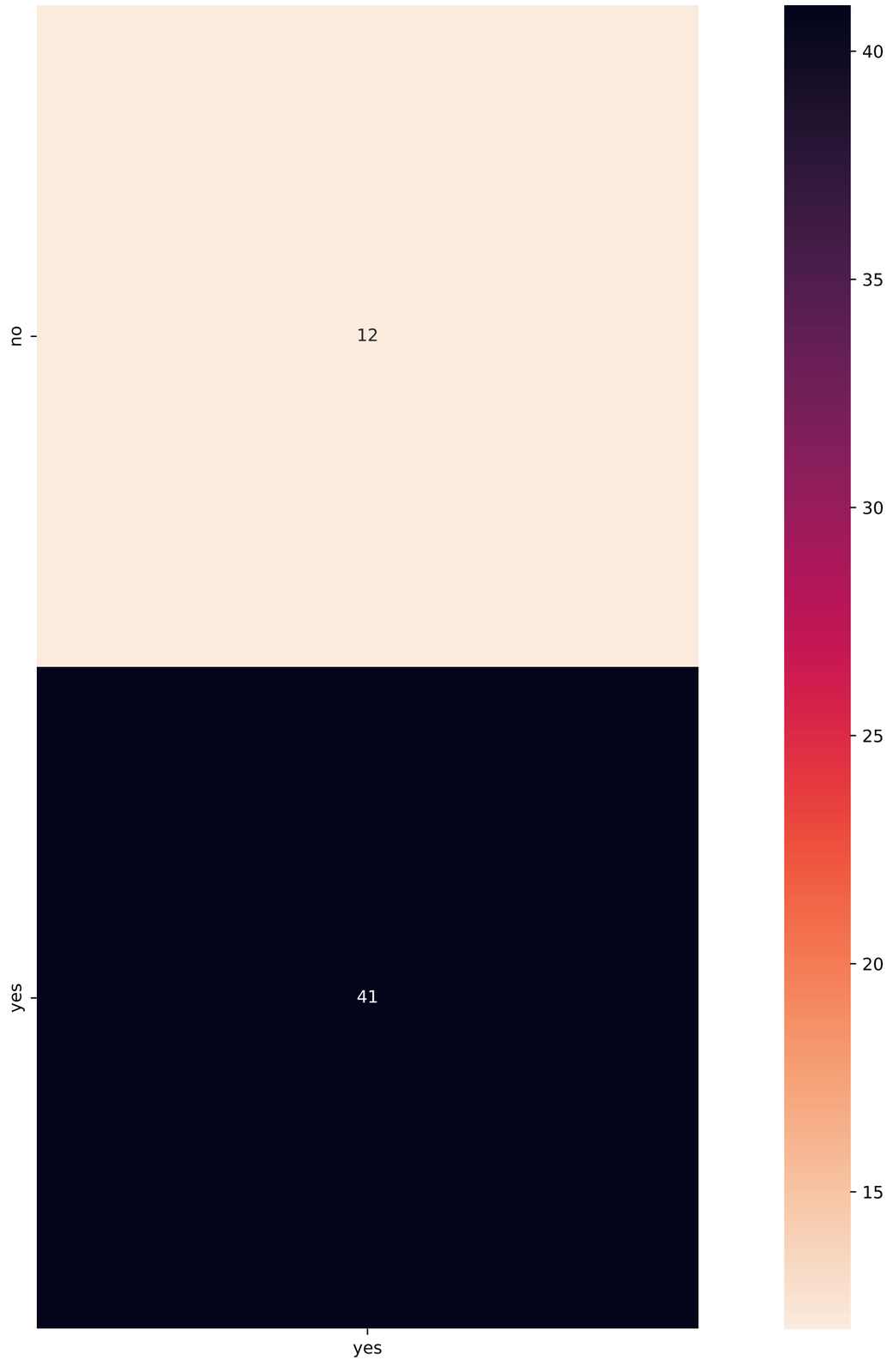
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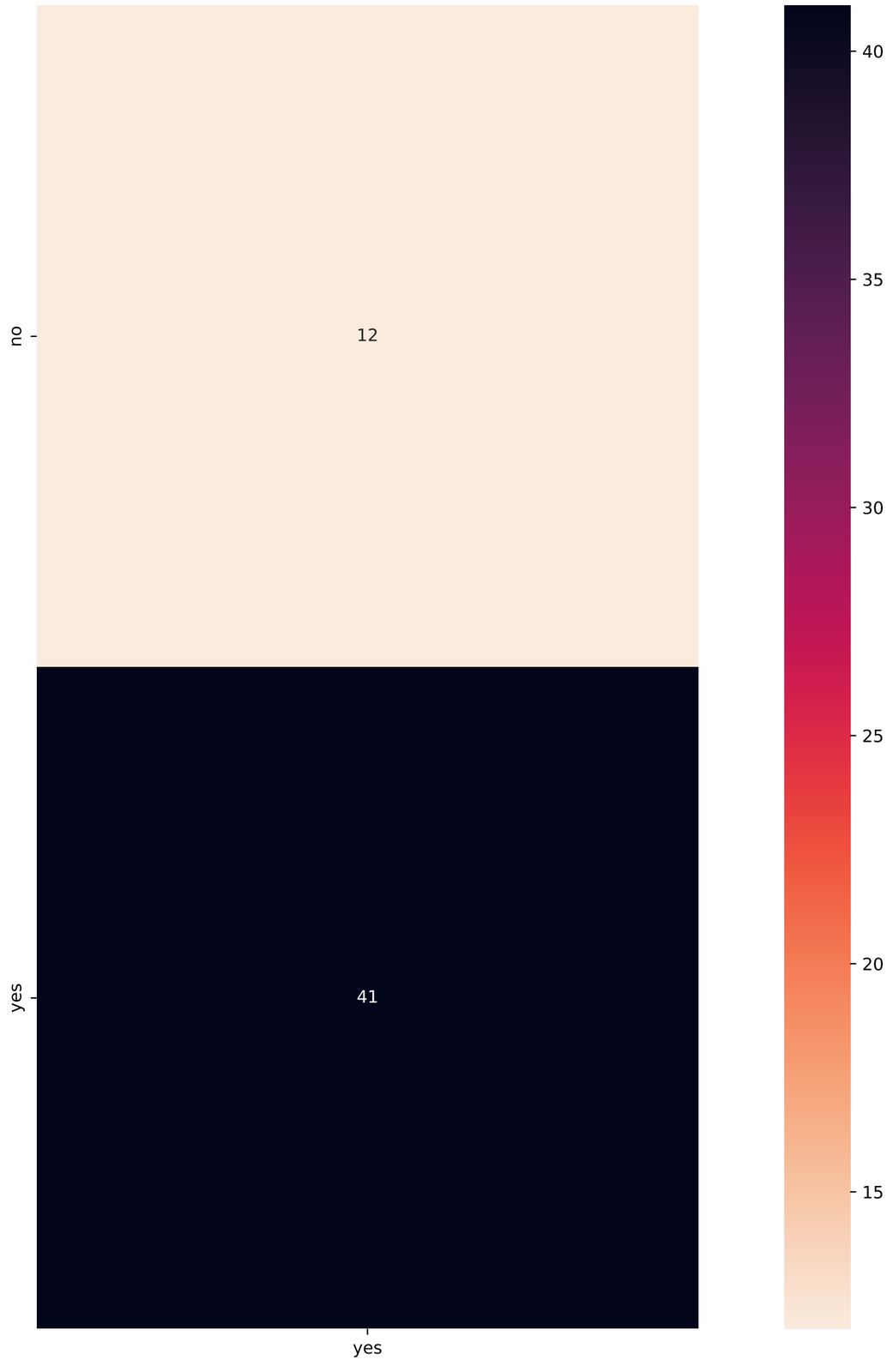
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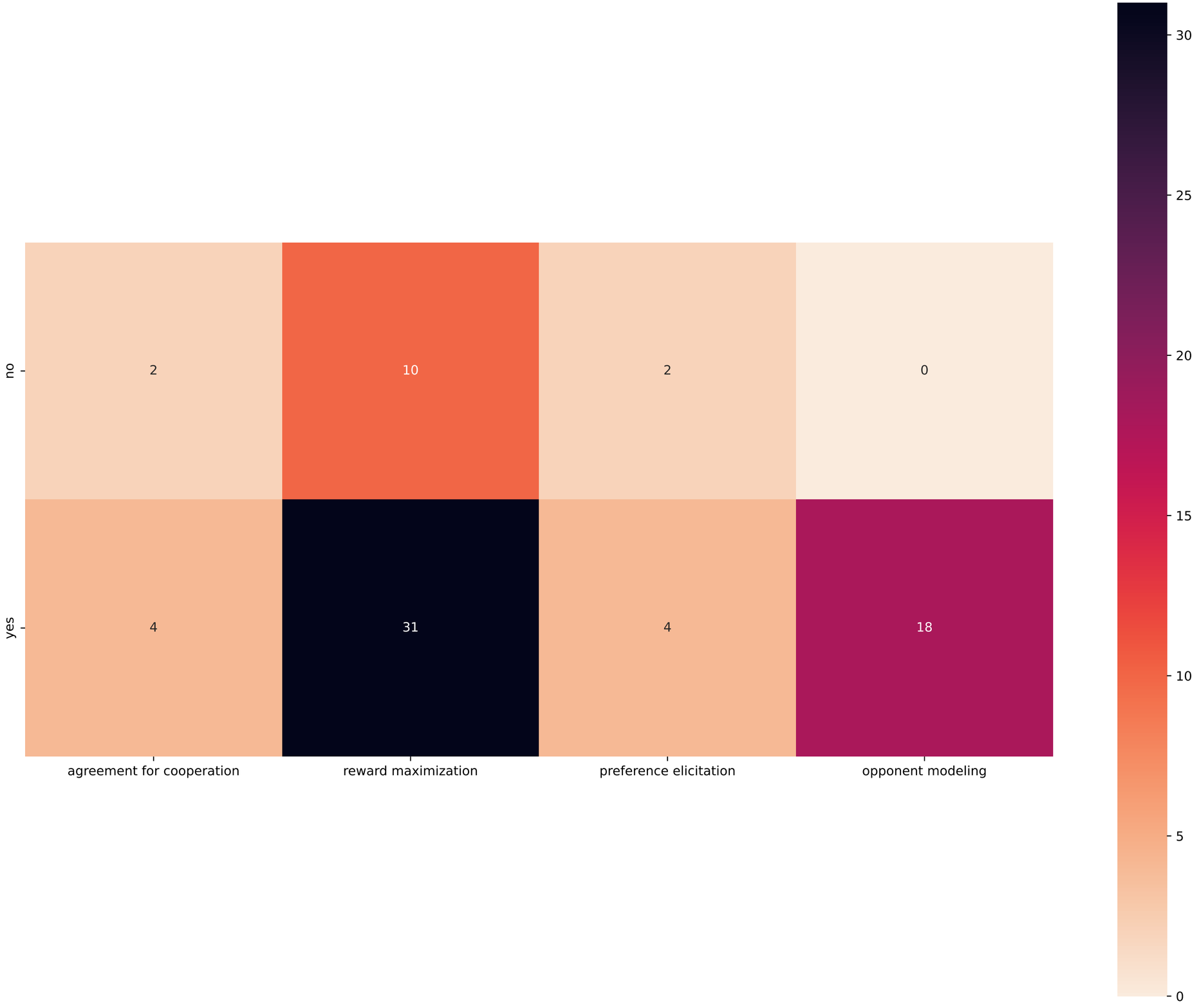
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agreement for cooperation
reward maximization
preference elicitation
opponent modeling
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bilateral
involves human agent
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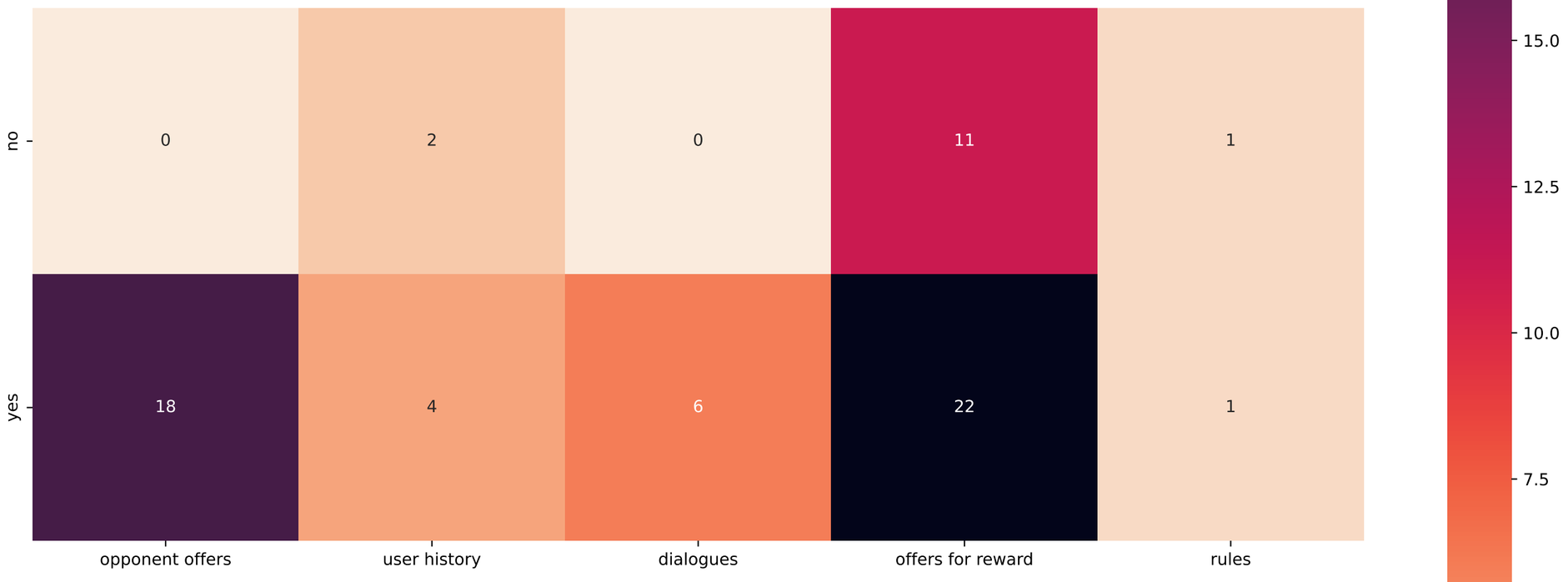
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opponent offers
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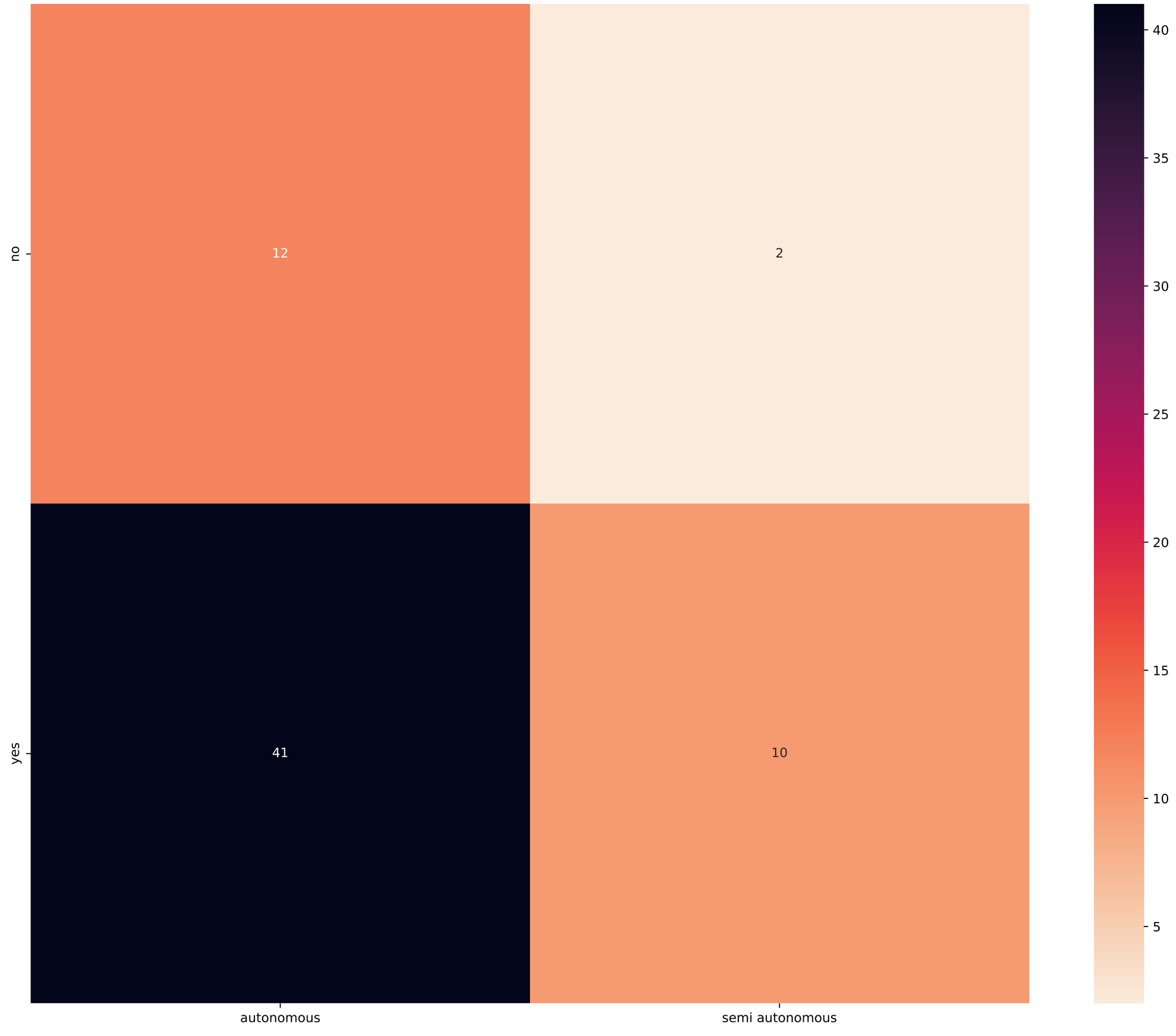
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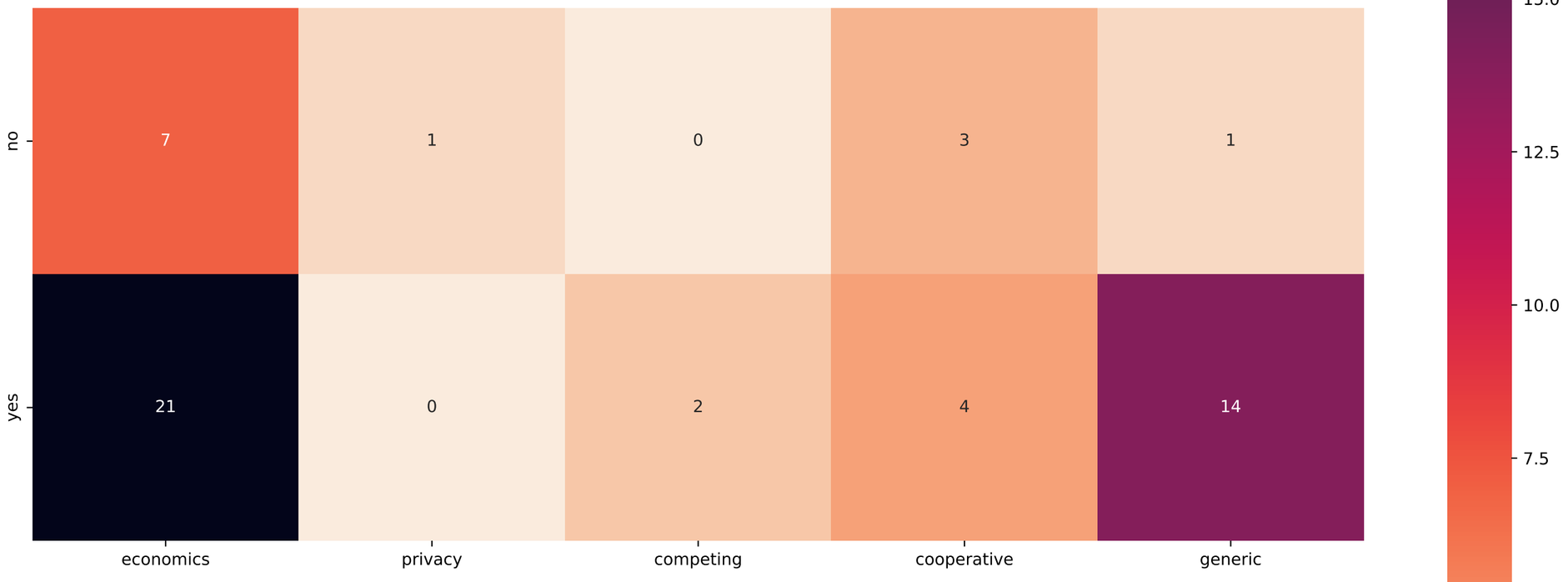
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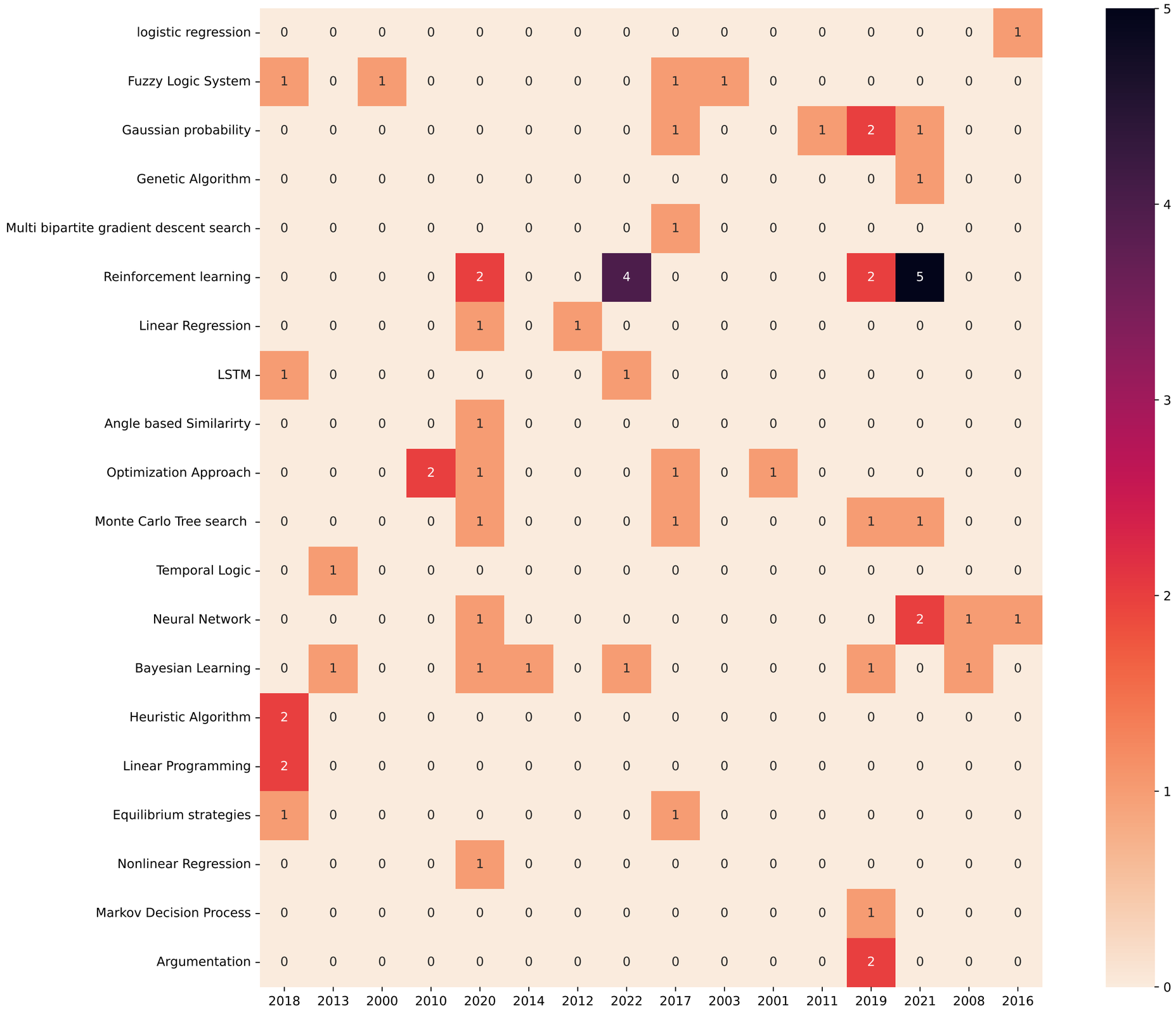
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Gaussian probability 0 0 0 0 0 0 0 0 1 0 0 1 2 1 0 0
Genetic Algorithm 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0
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Linear Regression 0 0 0 0 1 0 1 0 0 0 0 0 0 0 0 0
LSTM 1 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0
Angle based Similarirty 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0
Optimization Approach 0 0 0 2 1 0 0 0 1 0 1 0 0 0 0 0
Monte Carlo Tree search 0 0 0 0 1 0 0 0 1 0 0 0 1 1 0 0
Temporal Logic 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Neural Network 0 0 0 0 1 0 0 0 0 0 0 0 0 2 1 1
Bayesian Learning 0 1 0 0 1 1 0 1 0 0 0 0 1 0 1 0
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Linear Programming 2 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Equilibrium strategies 1 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0
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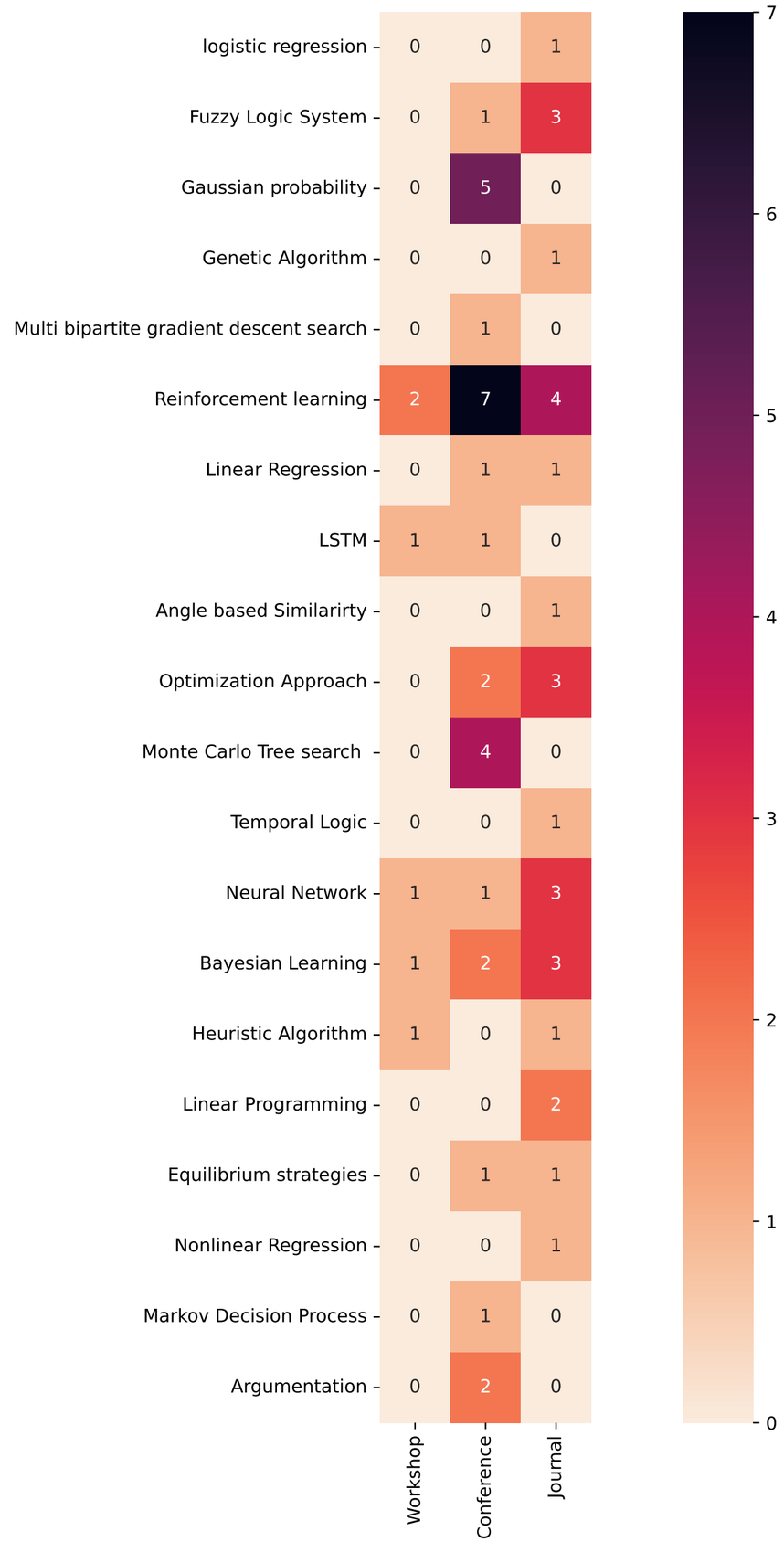
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Optimization Approach 0 2 3
Monte Carlo Tree search 0 4 0
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Linear Programming 0 0 2
Equilibrium strategies 0 1 1
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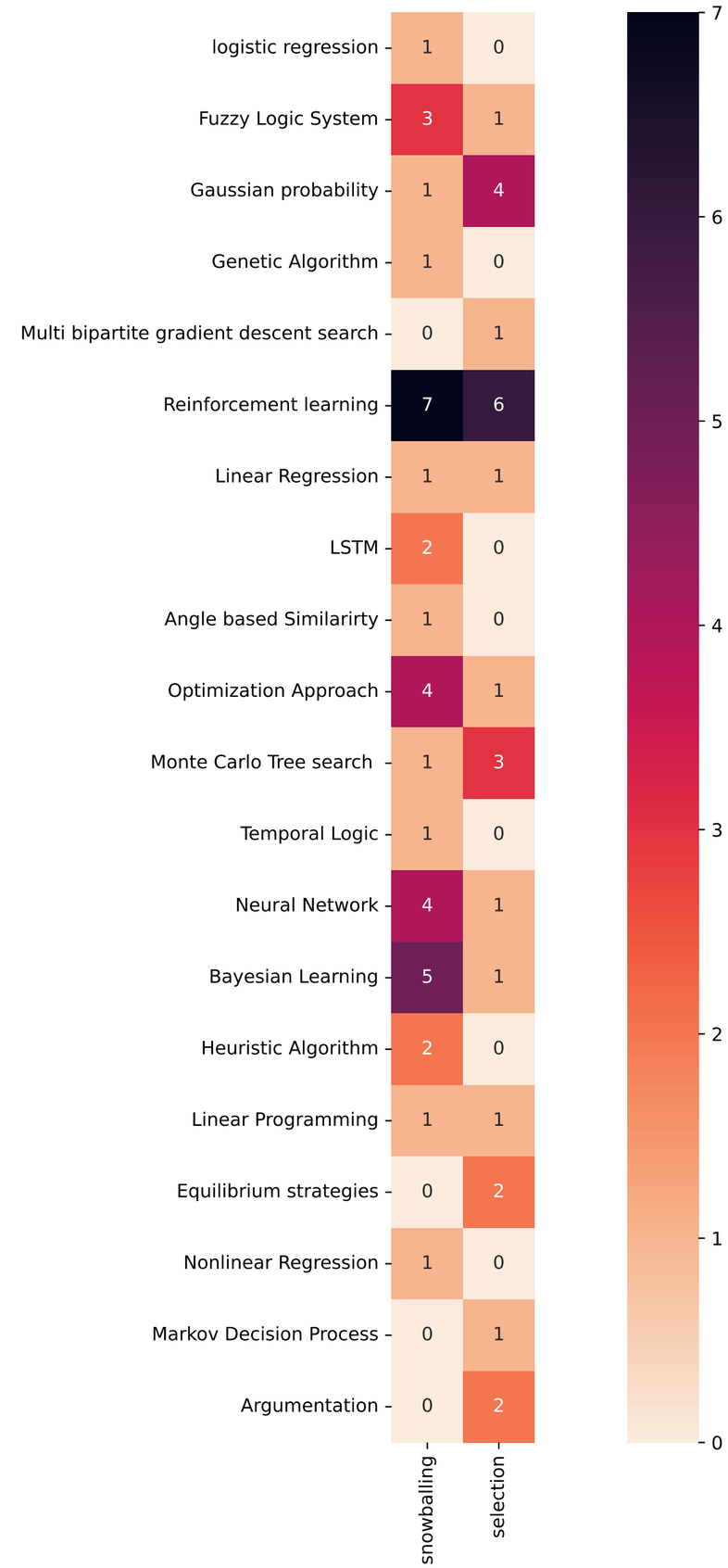
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Gaussian probability
Genetic Algorithm
Multi bipartite gradient descent search
Reinforcement learning
Linear Regression
LSTM
Angle based Similarirty
Optimization Approach
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Temporal Logic
Neural Network
Bayesian Learning
Heuristic Algorithm
Linear Programming
Equilibrium strategies
Nonlinear Regression
Markov Decision Process
Argumentation
snowballing
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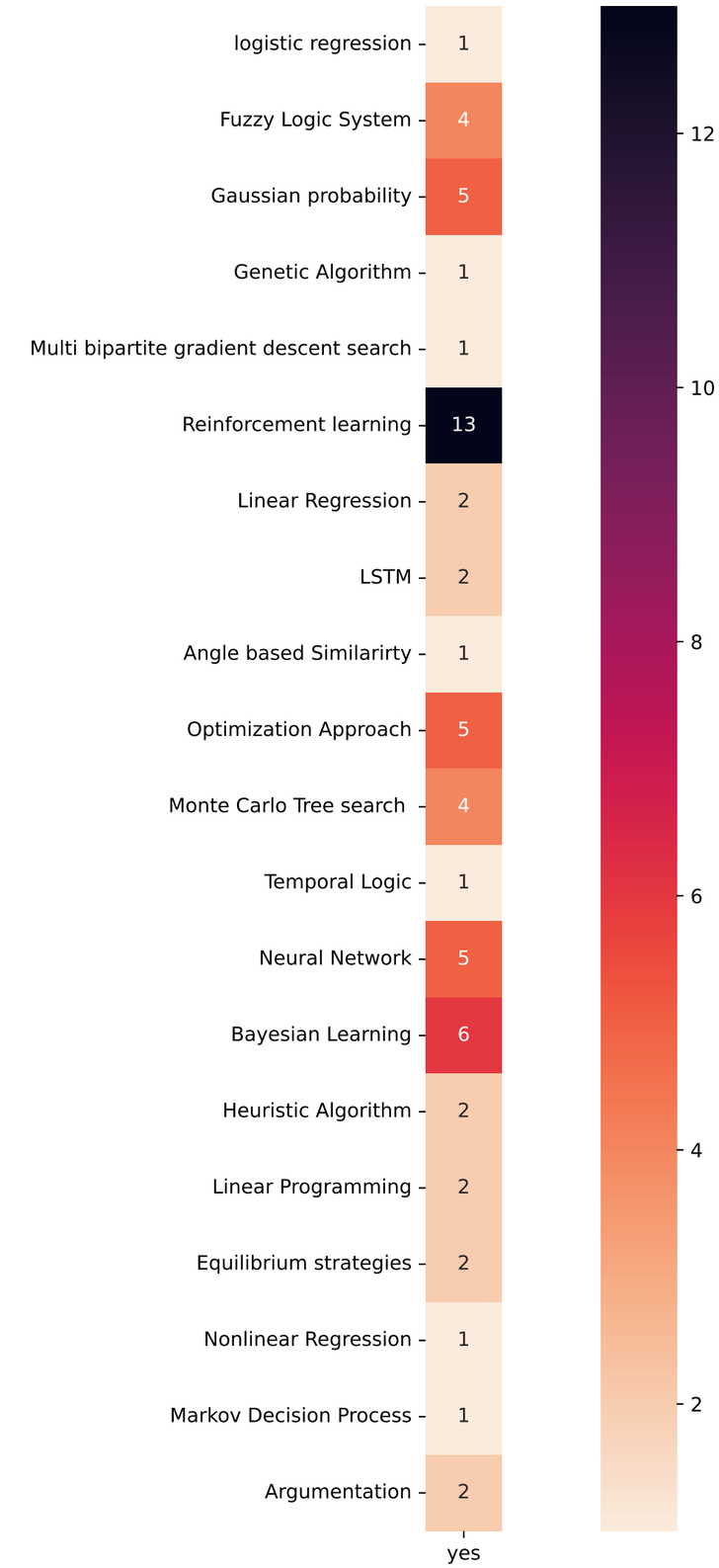
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Angle based Similarirty
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Optimization Approach
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Monte Carlo Tree search
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Nonlinear Regression
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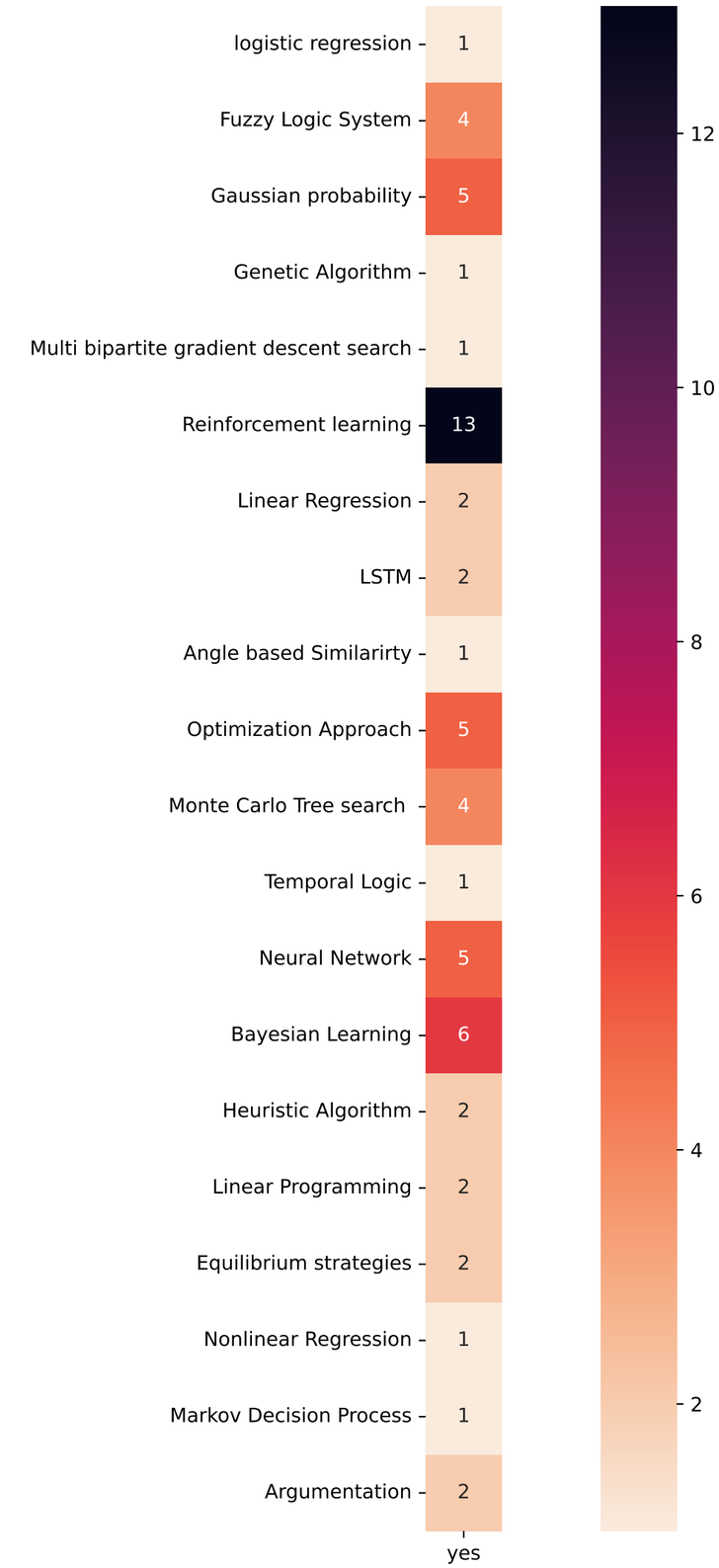
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Gaussian probability
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Linear Regression
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Angle based Similarirty
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Optimization Approach
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Monte Carlo Tree search
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Temporal Logic
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Neural Network
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Bayesian Learning
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Heuristic Algorithm
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Markov Decision Process
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Argumentation
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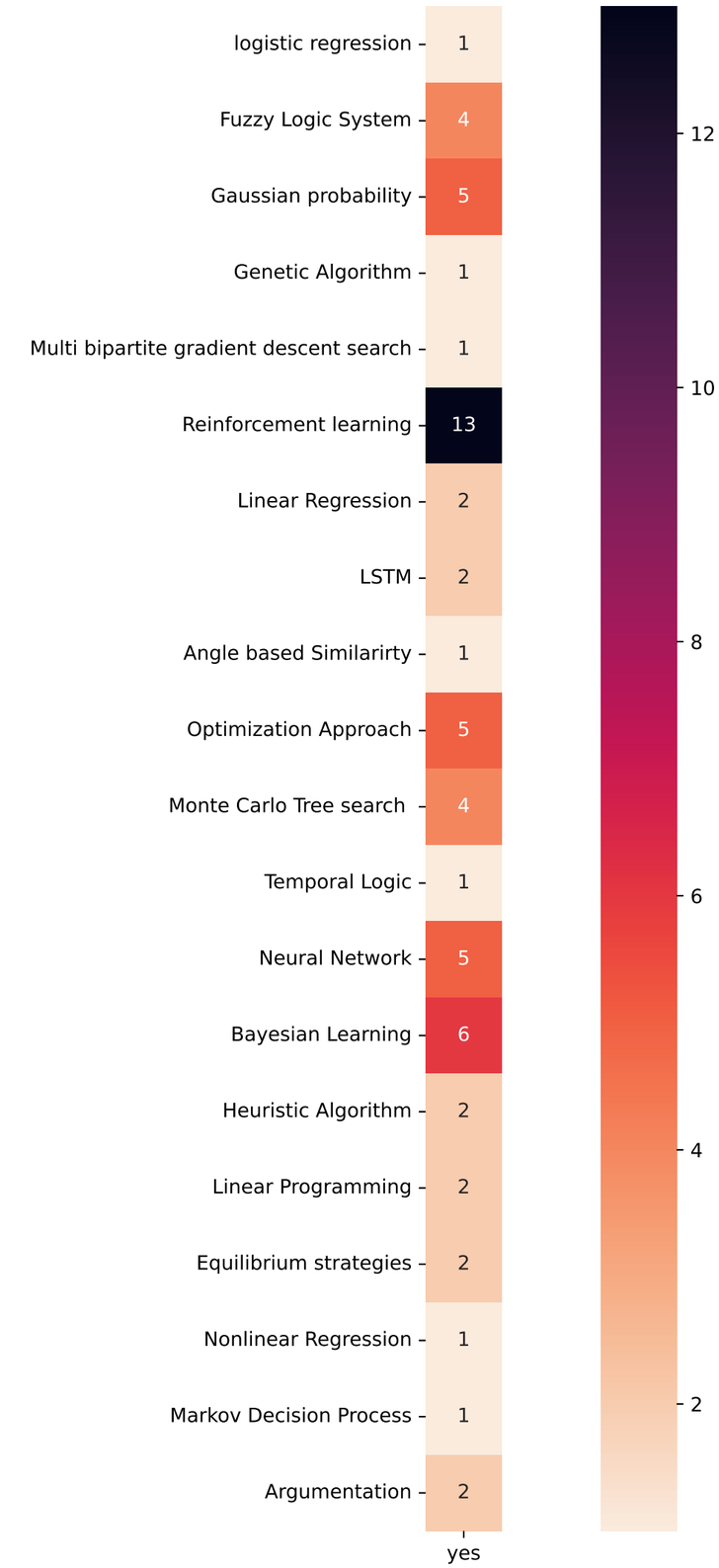
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Gaussian probability
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Optimization Approach
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Monte Carlo Tree search
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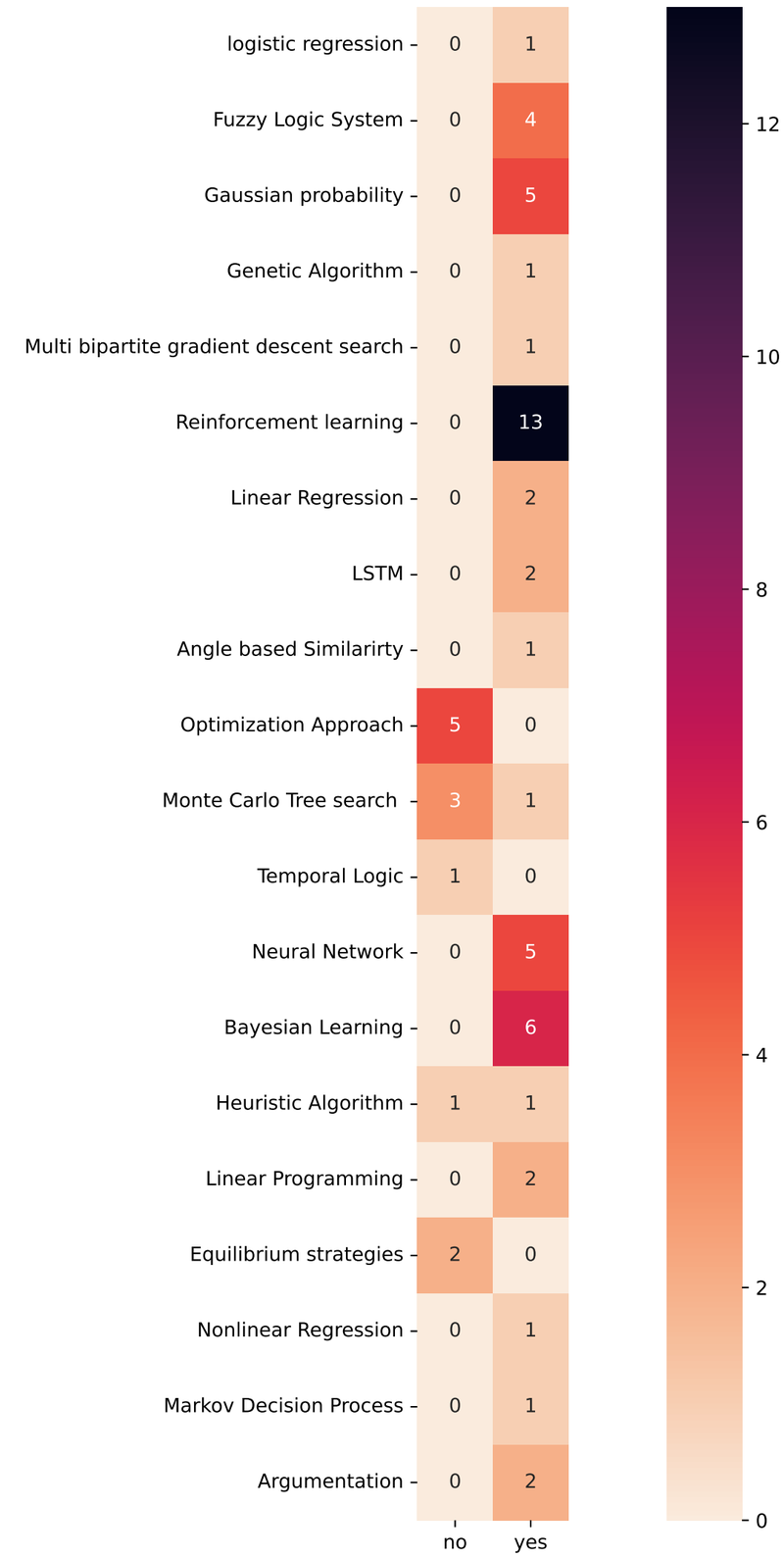
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Argumentation 0 2
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logistic regression
Fuzzy Logic System
Gaussian probability
Genetic Algorithm
Multi bipartite gradient descent search
Reinforcement learning
Linear Regression
LSTM
Angle based Similarirty
Optimization Approach
Monte Carlo Tree search
Temporal Logic
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Linear Programming
Equilibrium strategies
Nonlinear Regression
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reward maximization
preference elicitation
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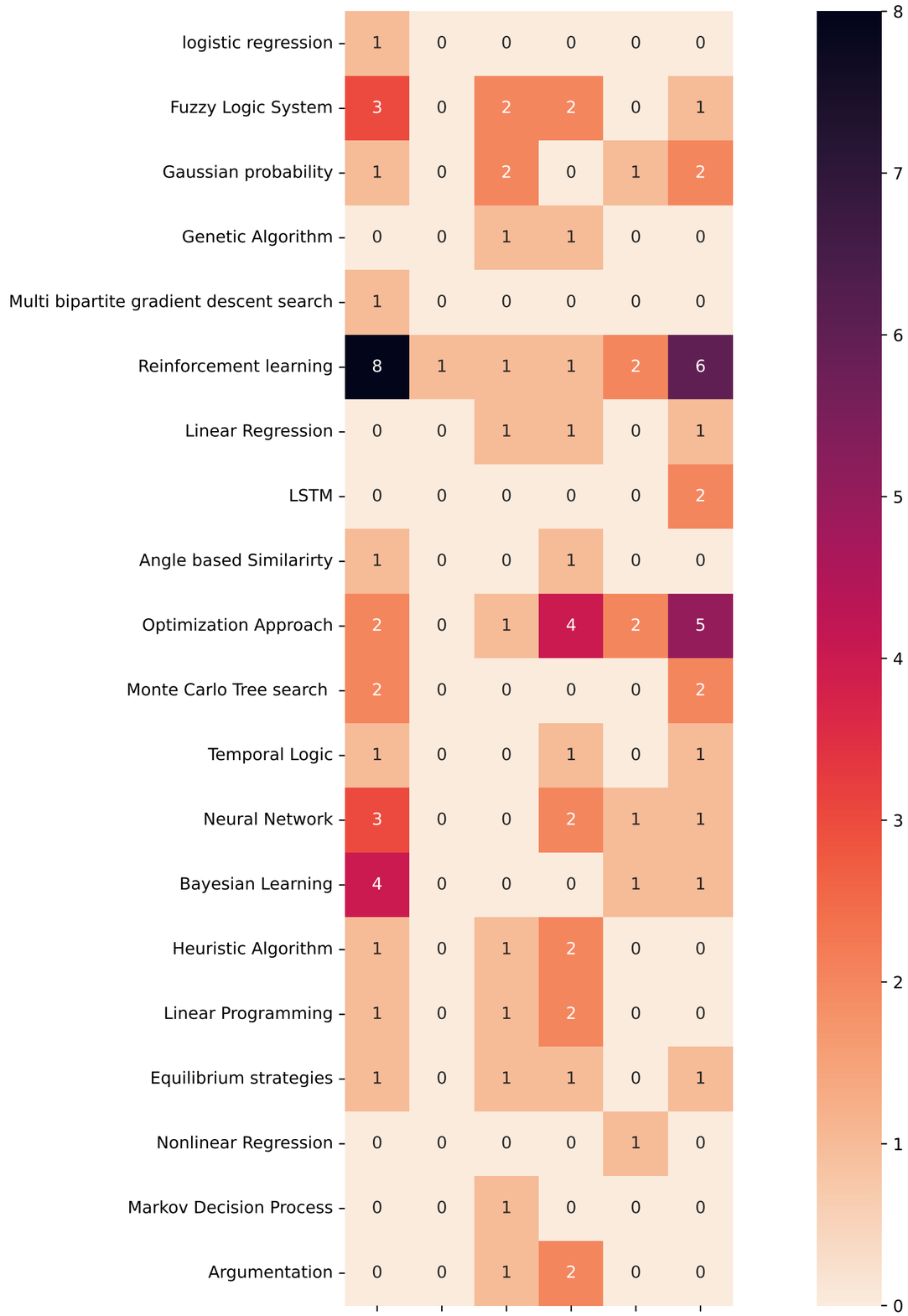
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Optimization Approach
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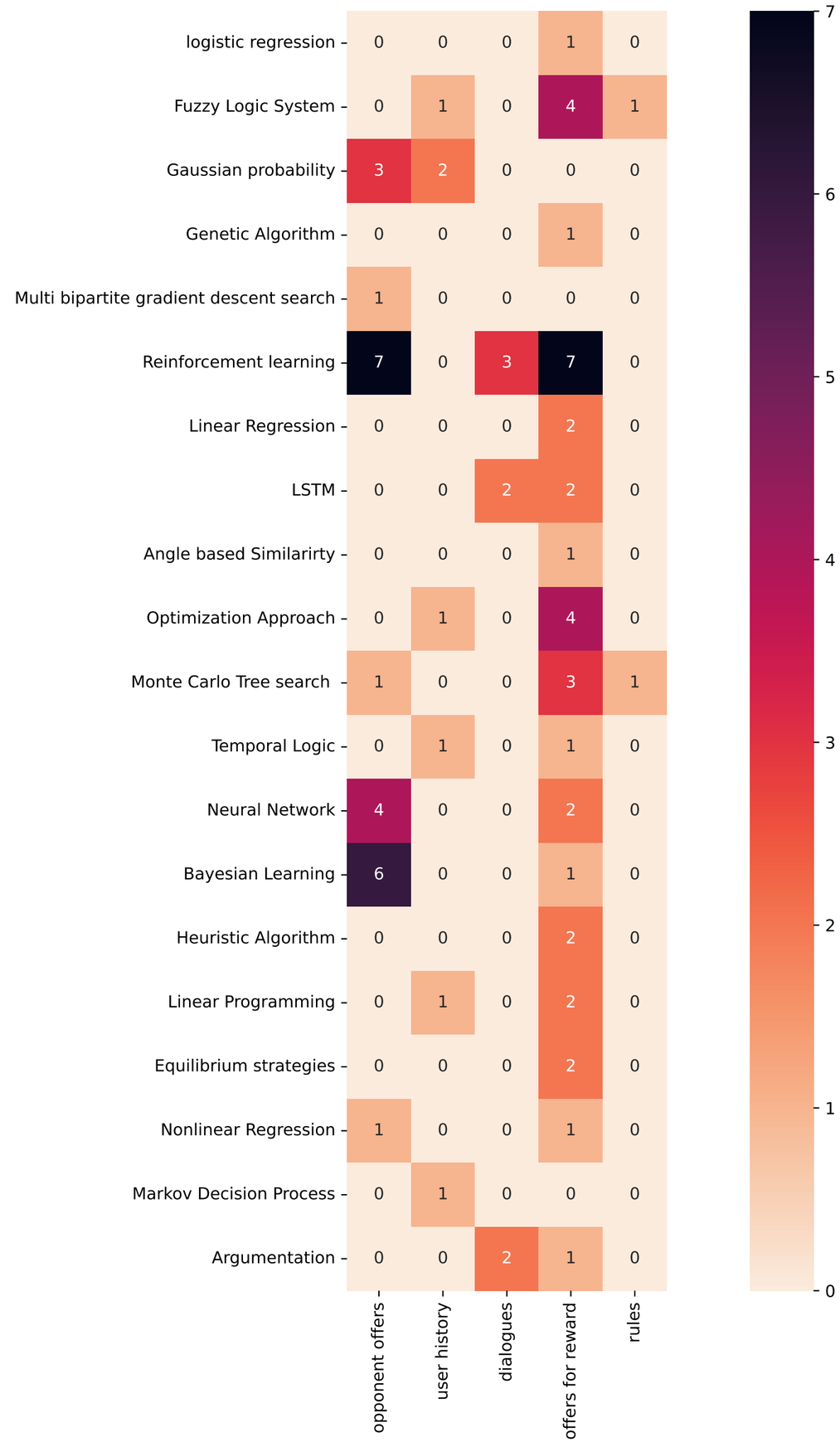
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Multi bipartite gradient descent search
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Optimization Approach
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Bayesian Learning
Heuristic Algorithm
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Equilibrium strategies
Nonlinear Regression
Markov Decision Process
Argumentation
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6 0 0 1 0
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user history
dialogues
offers for reward
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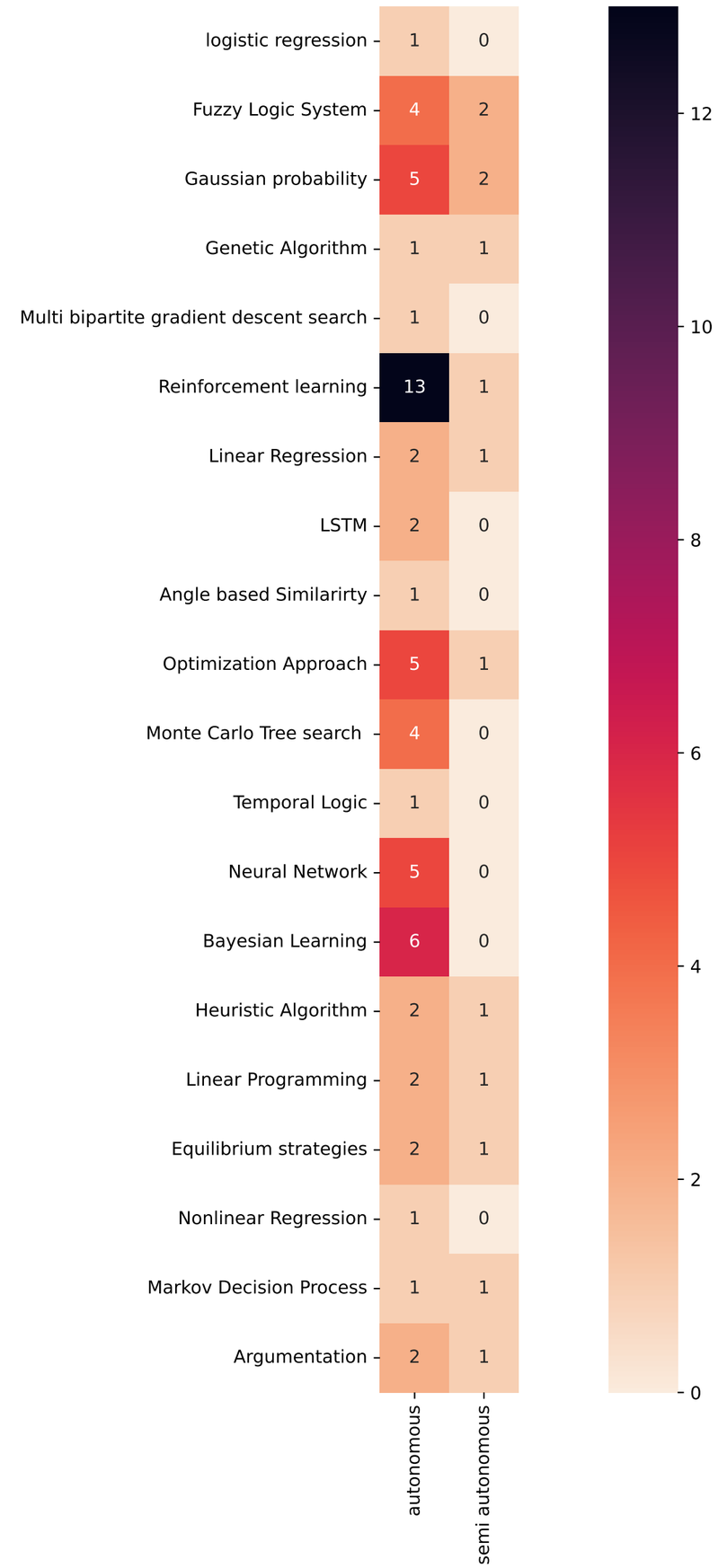
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Markov Decision Process
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semi autonomous
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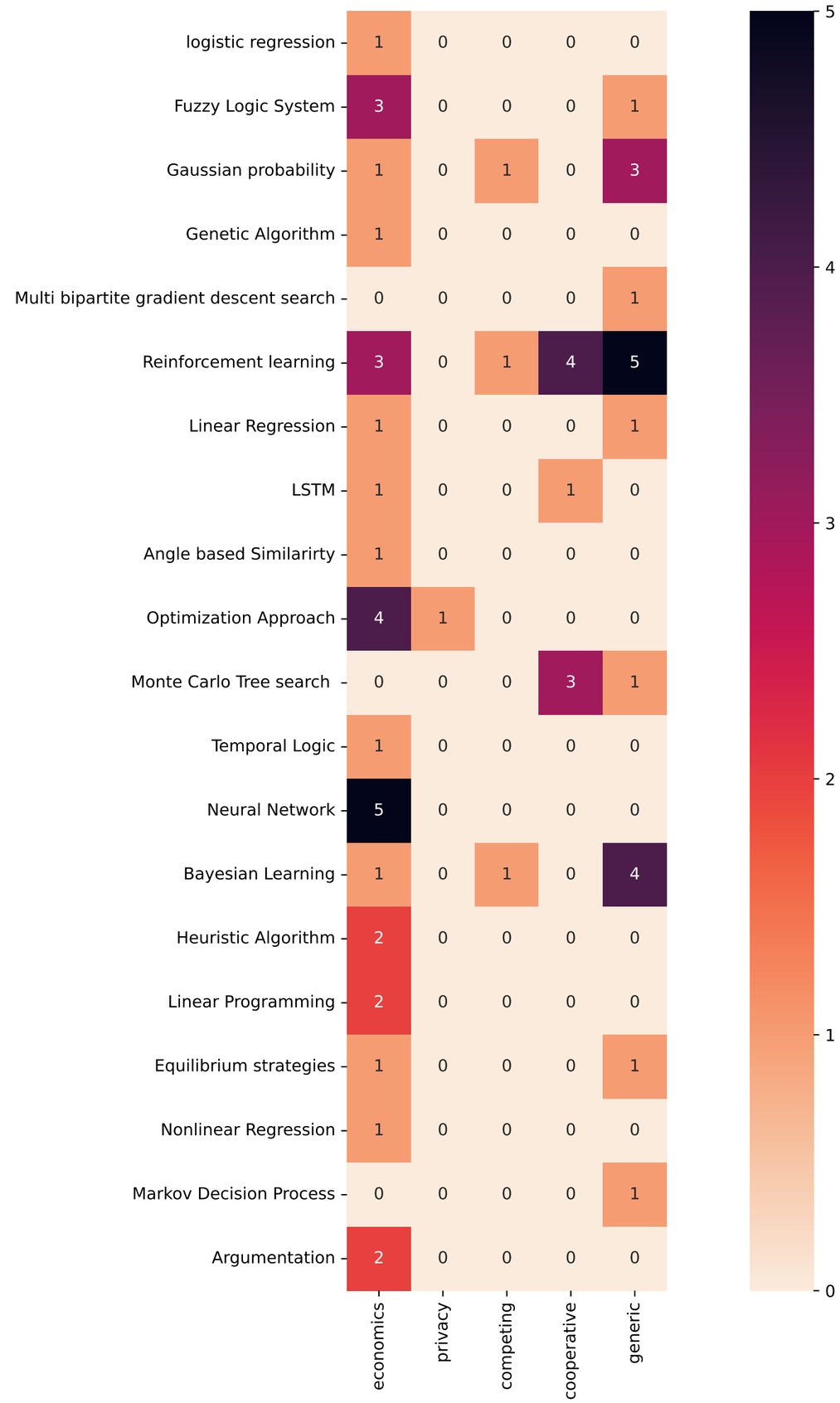
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Bayesian Learning
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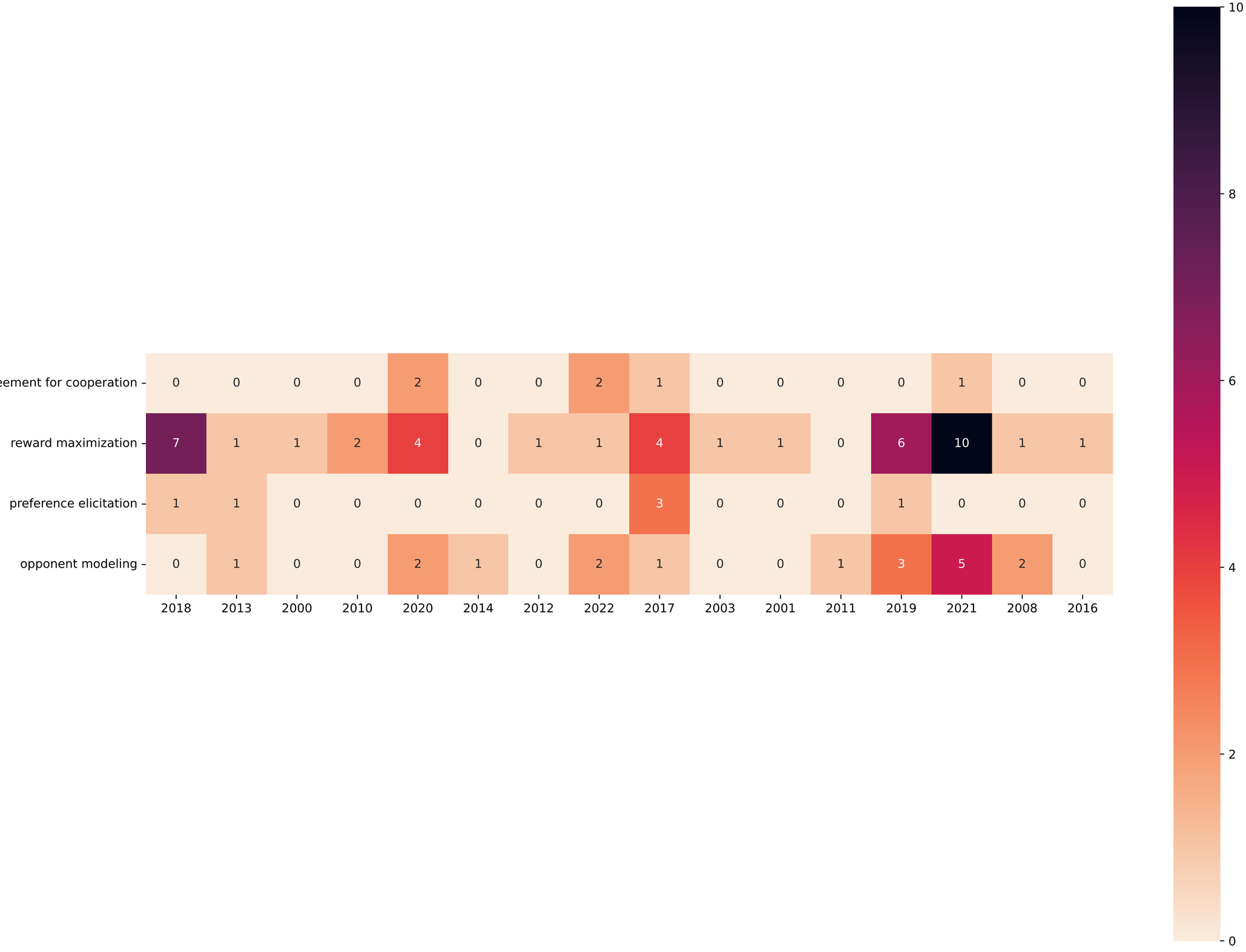
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reward maximization
preference elicitation
opponent modeling
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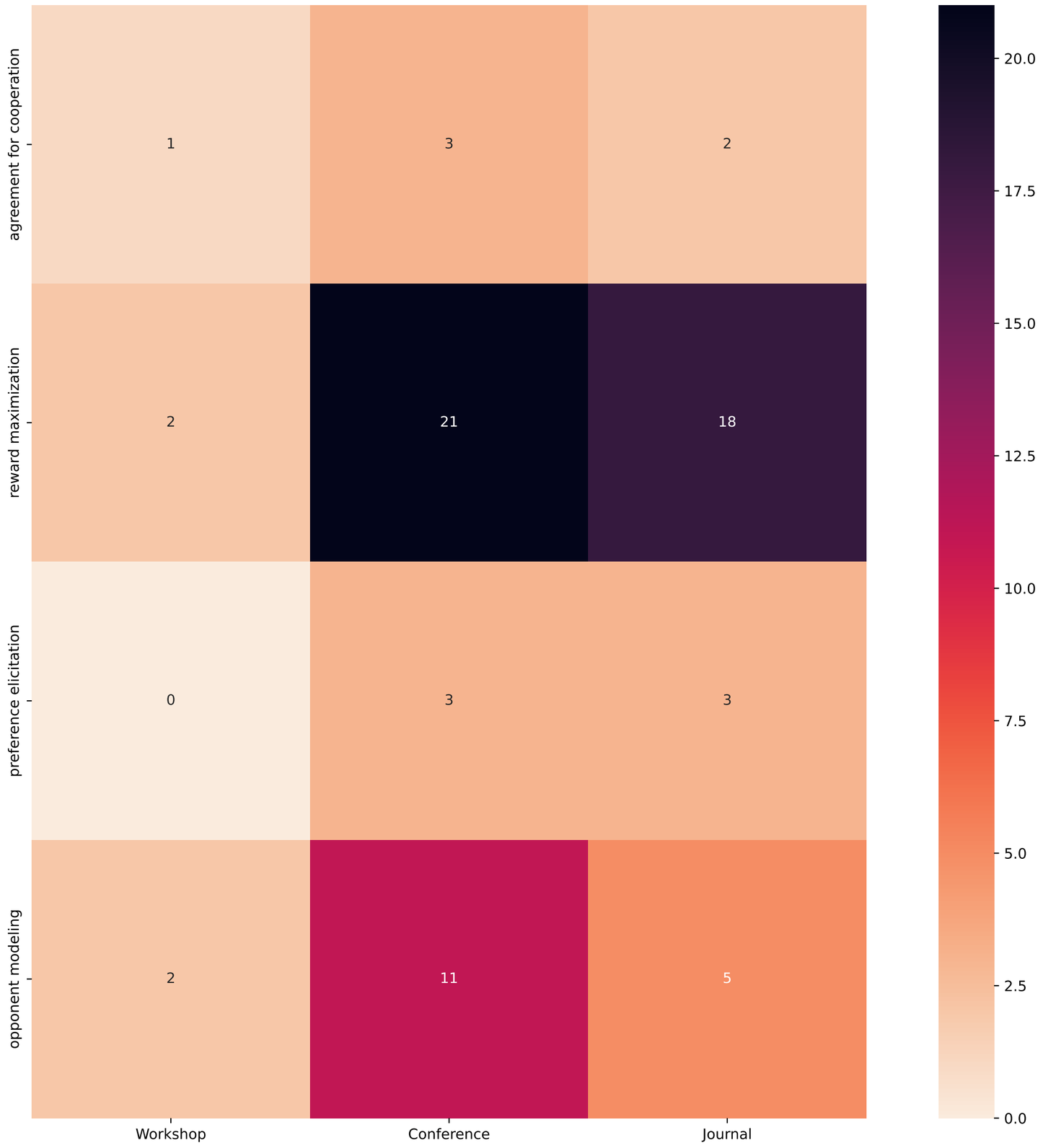
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reward maximization
preference elicitation
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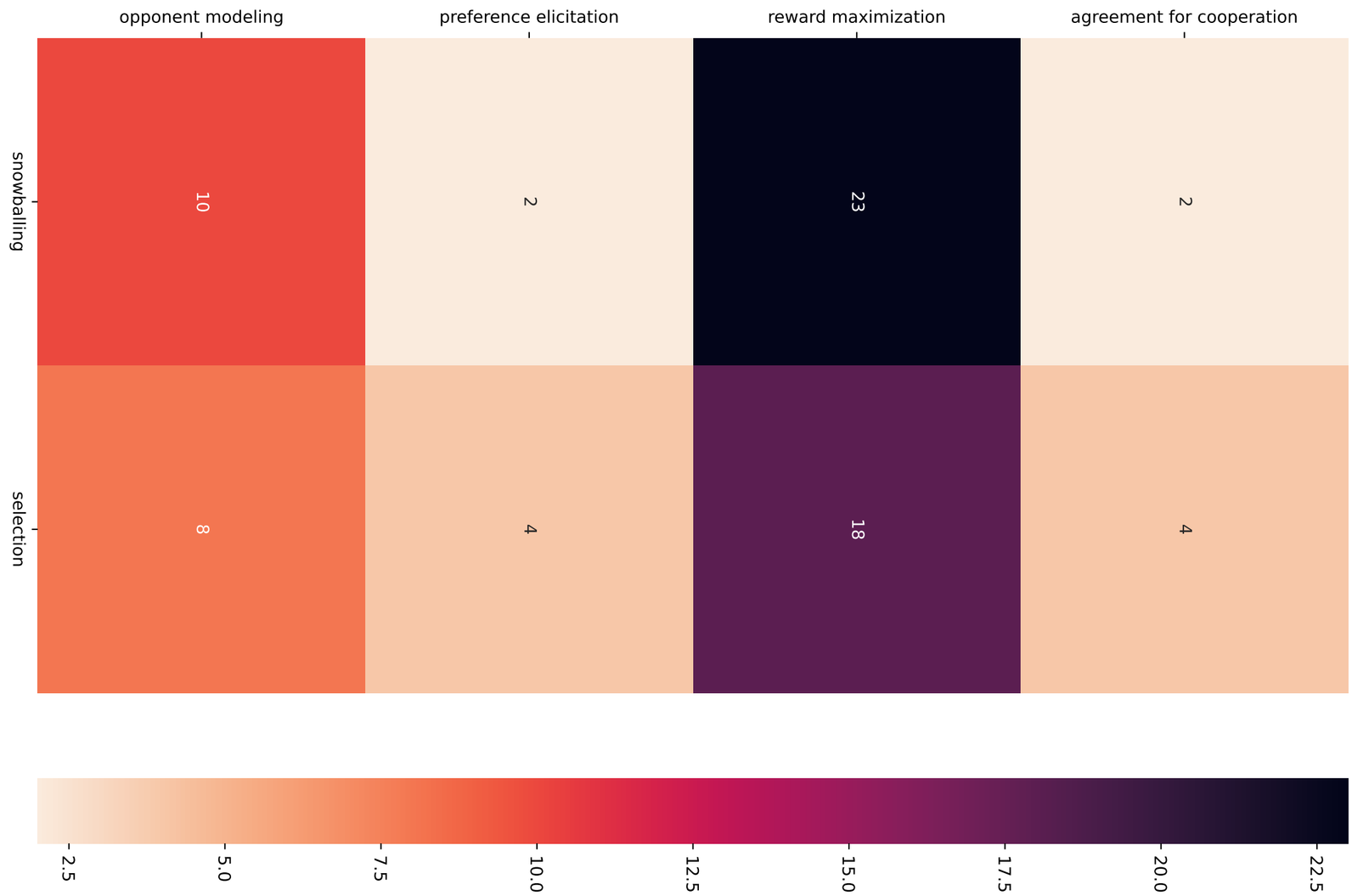
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preference elicitation
reward maximization
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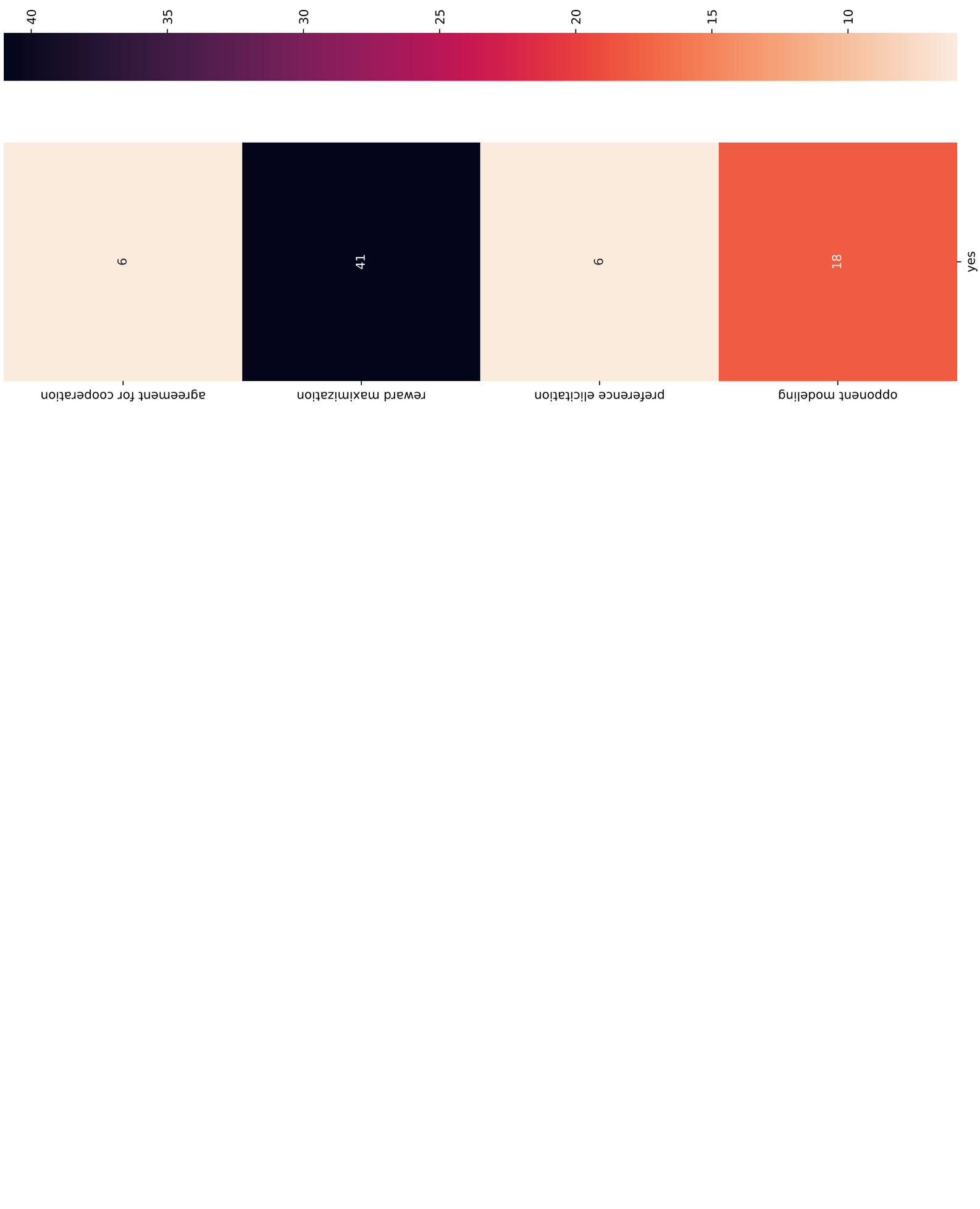
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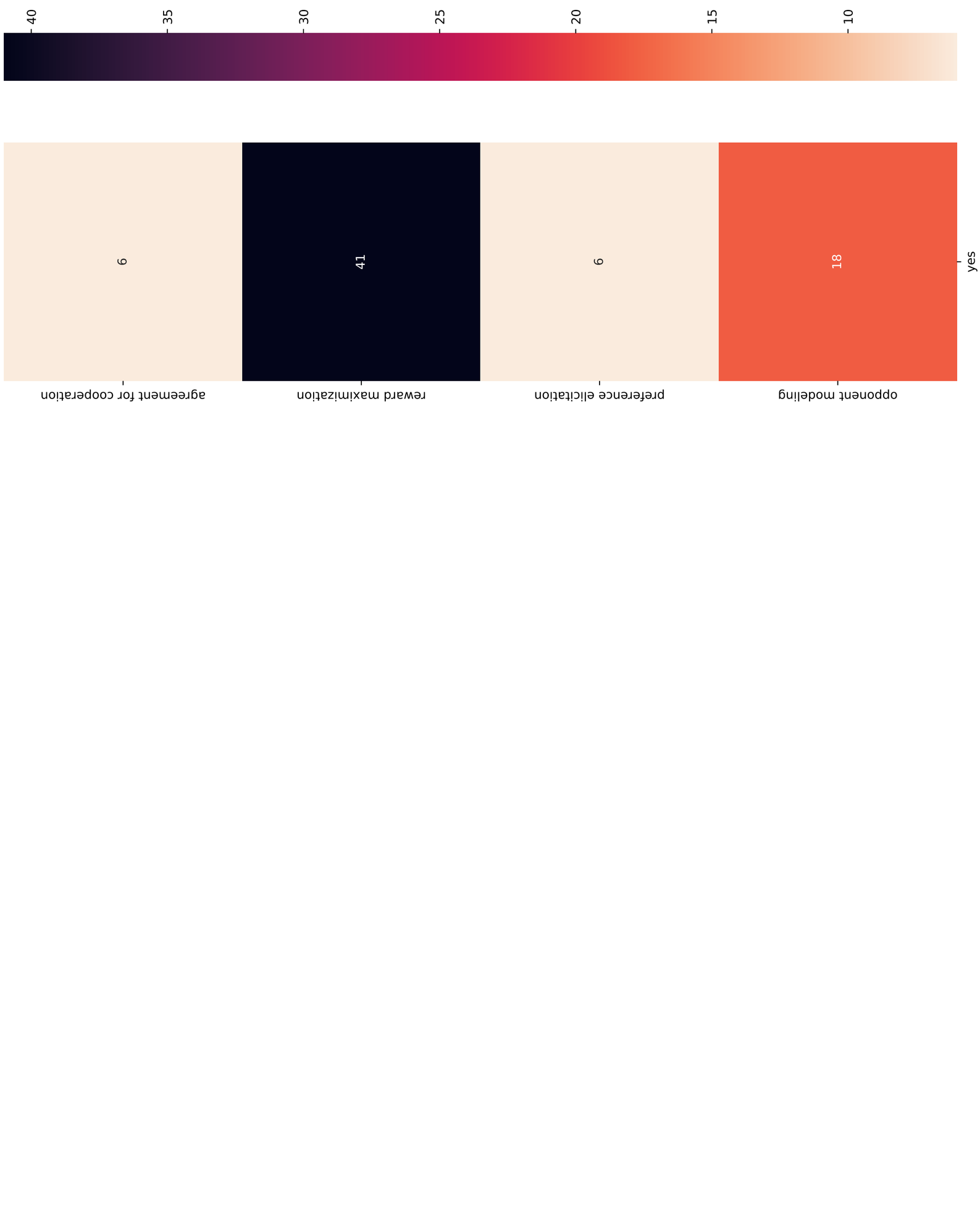
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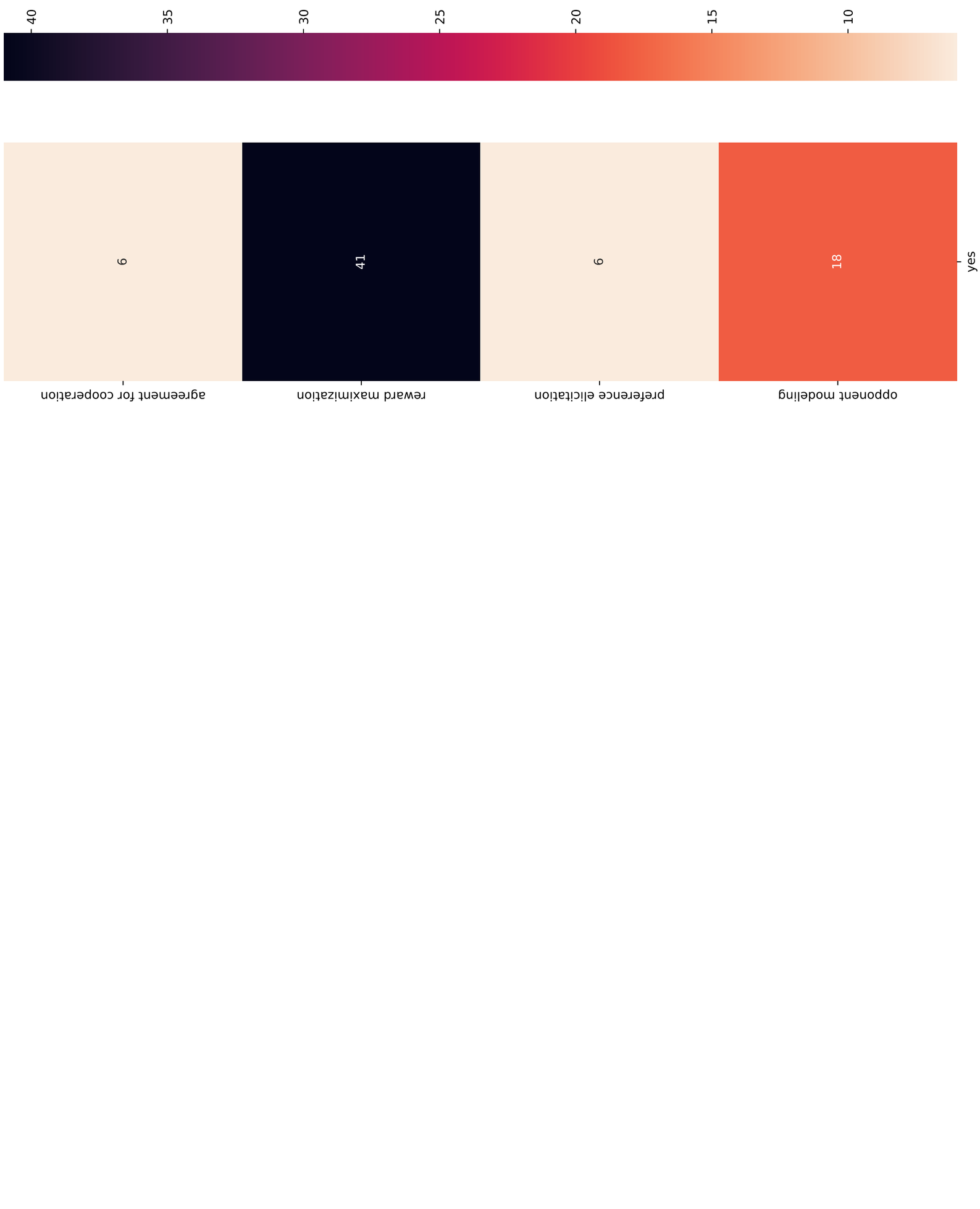
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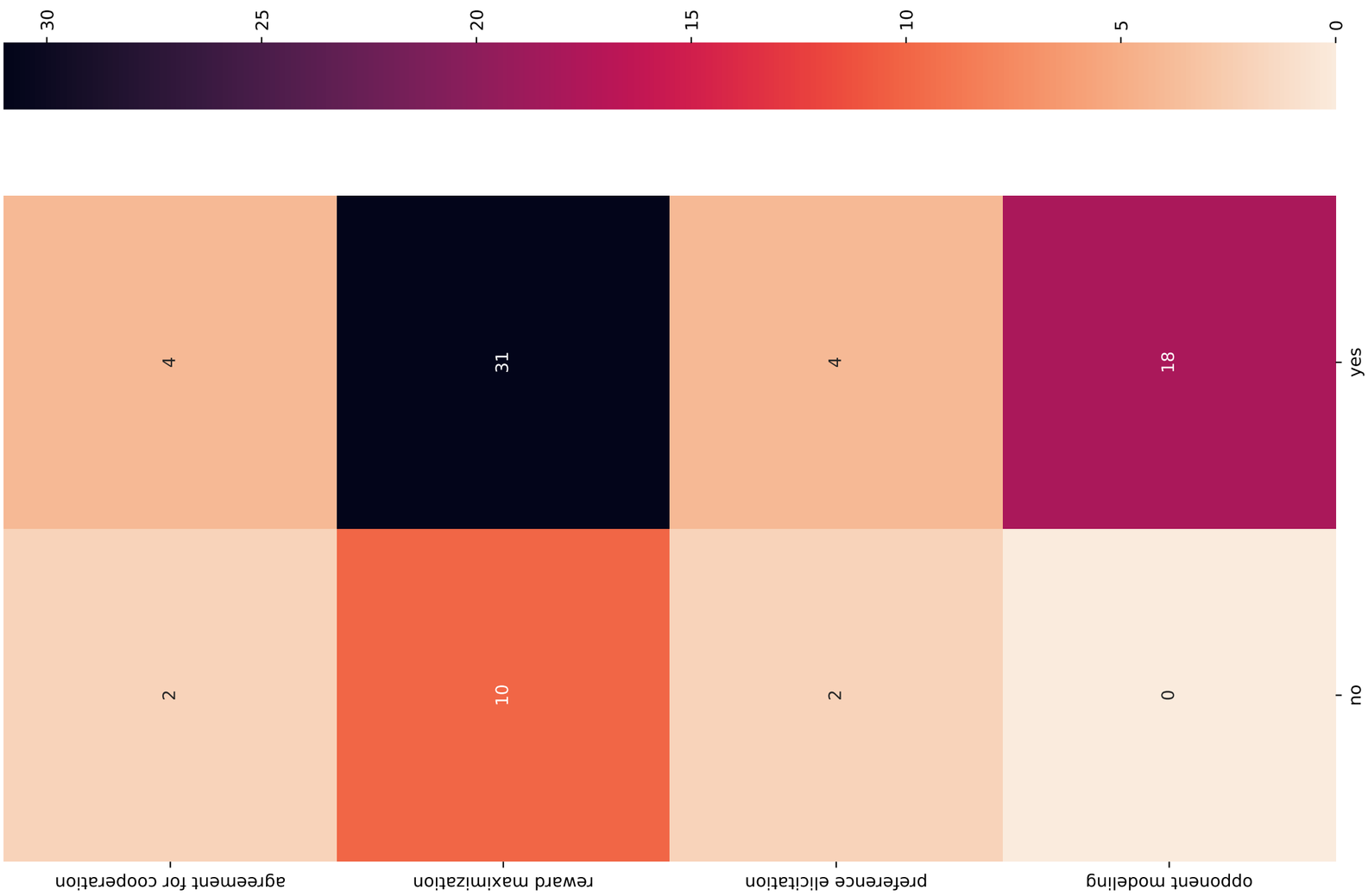
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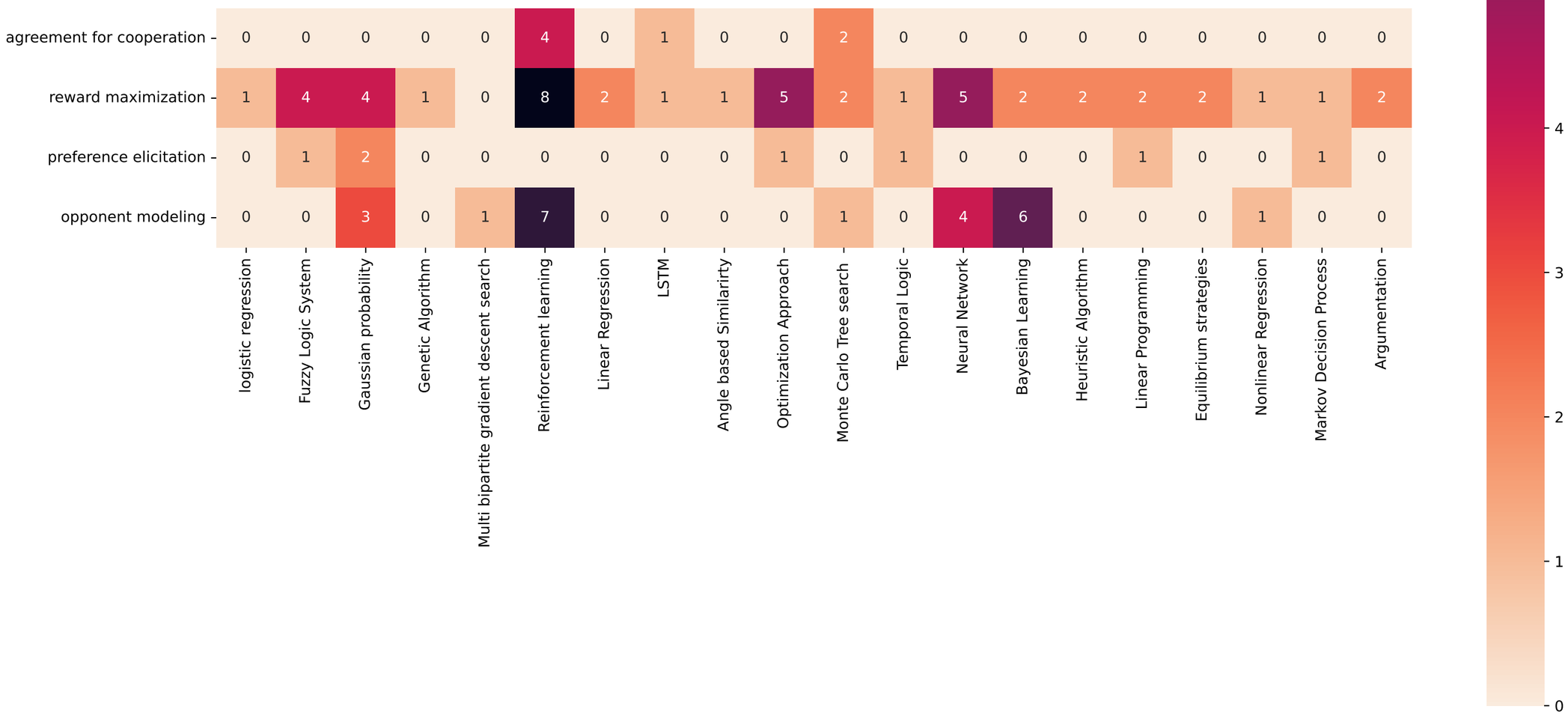
agreement for cooperation
reward maximization
preference elicitation
opponent modeling


agreement for cooperation
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opponent modeling
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logistic regression
Fuzzy Logic System
Gaussian probability
Genetic Algorithm
Multi bipartite gradient descent search
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Optimization Approach
Monte Carlo Tree search
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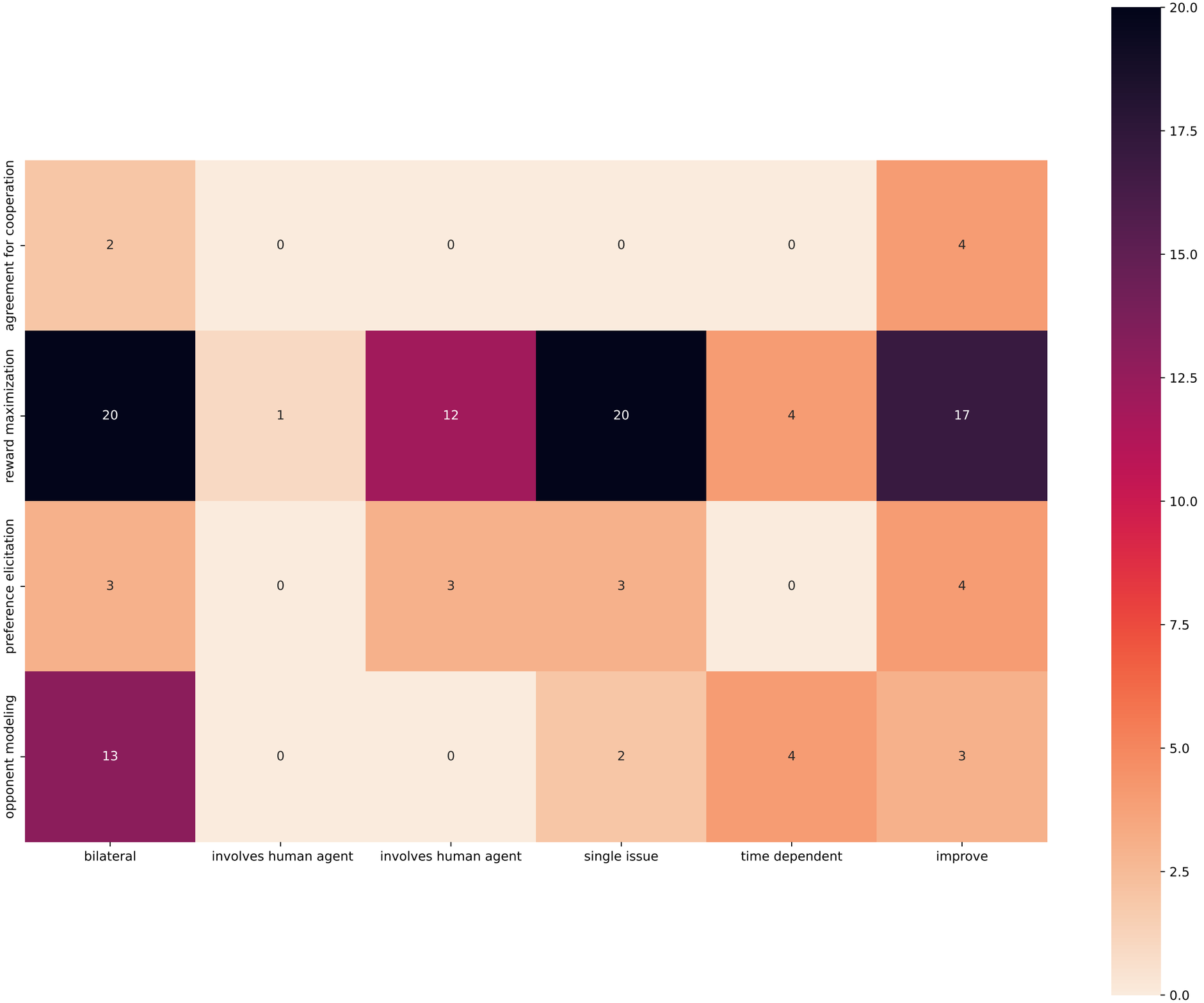
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involves human agent
involves human agent
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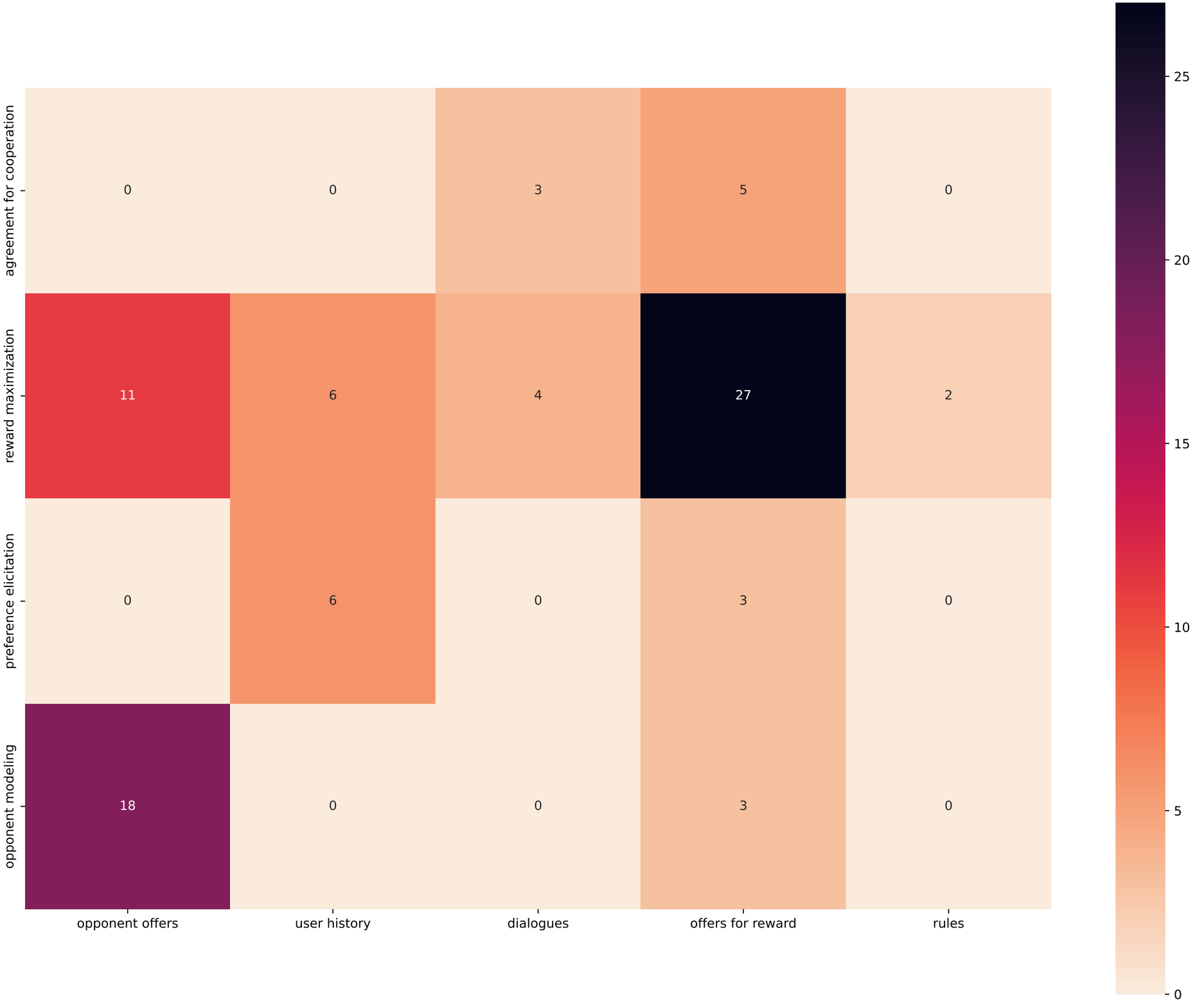
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offers for reward
rules
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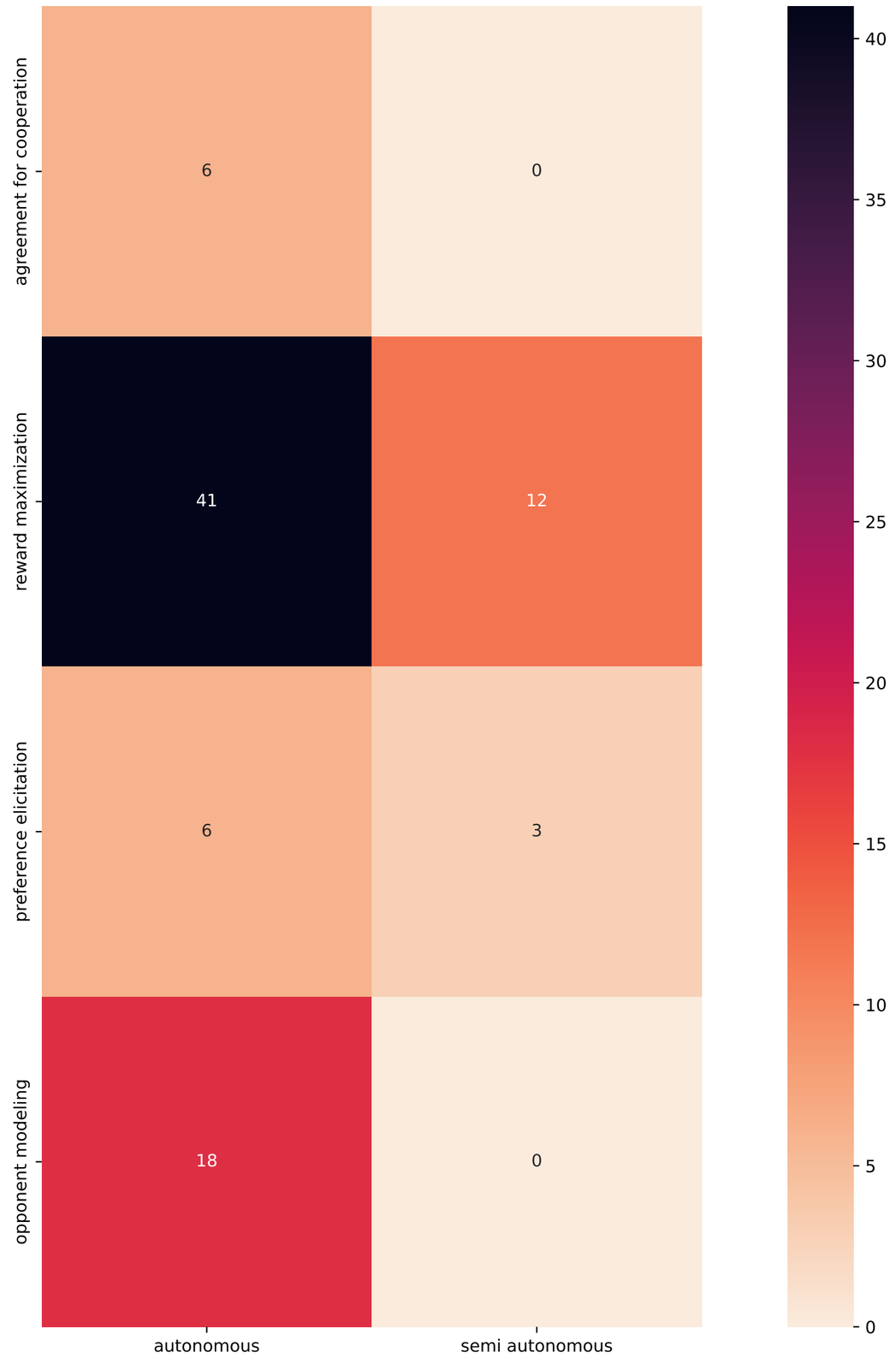
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preference elicitation
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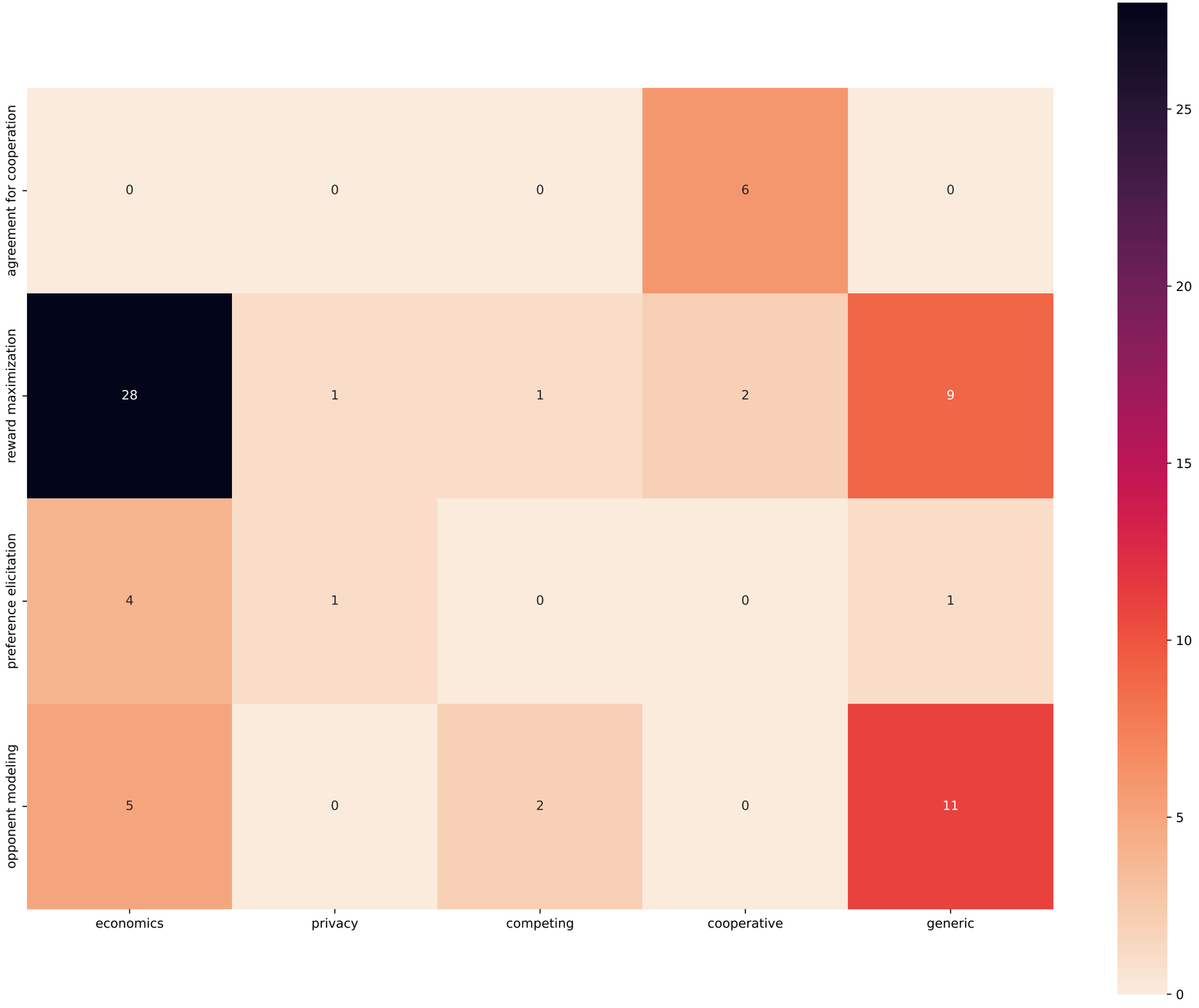
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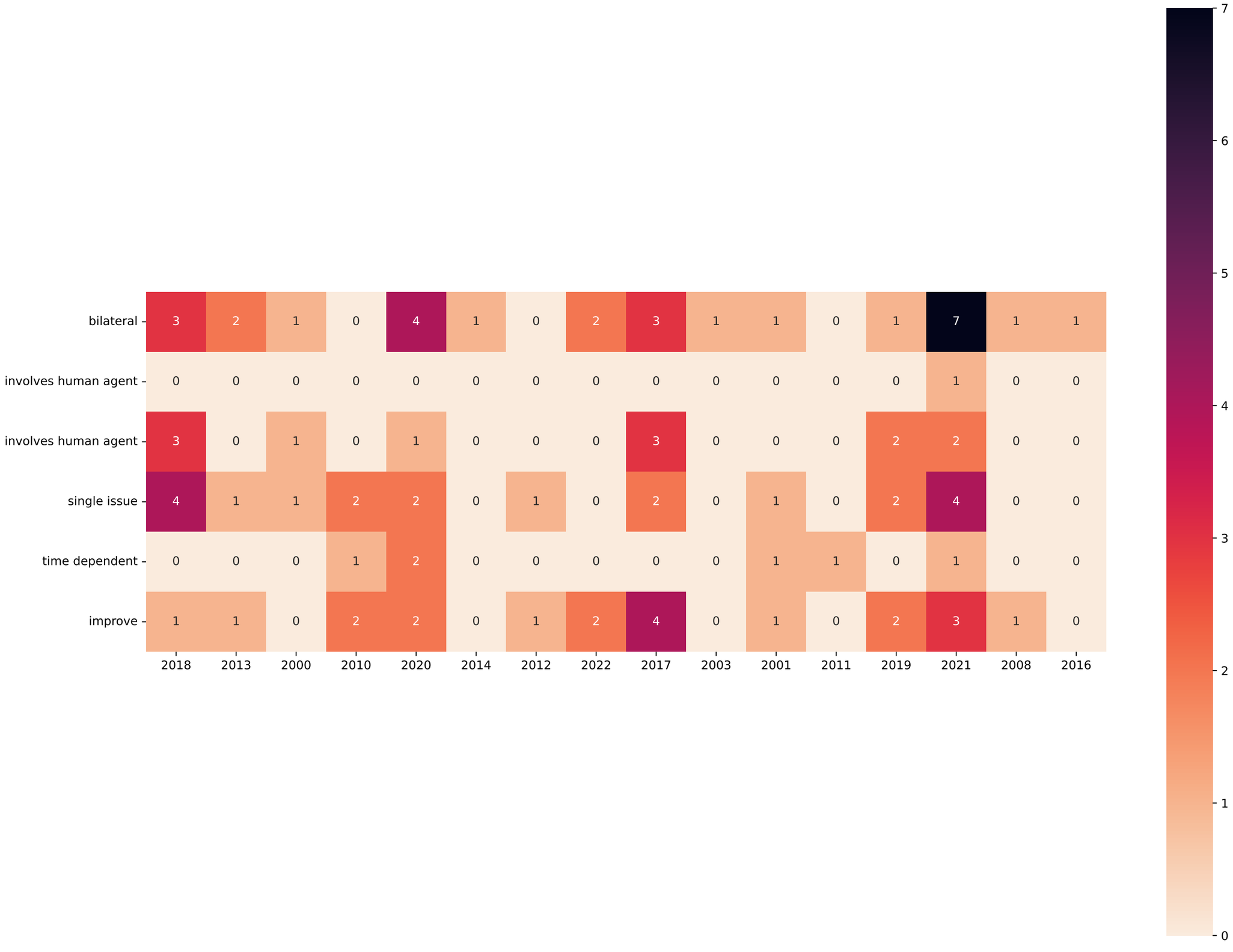
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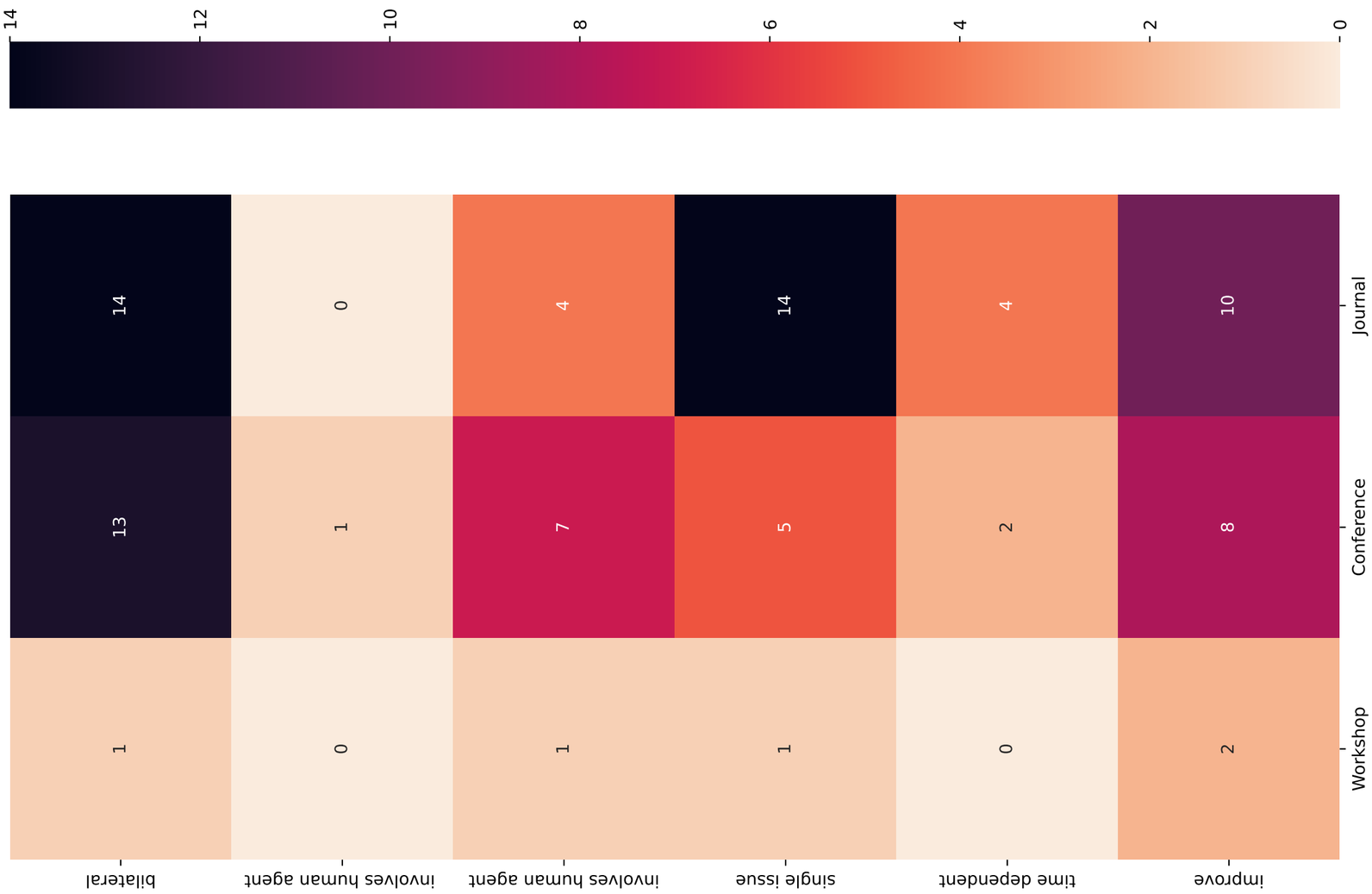
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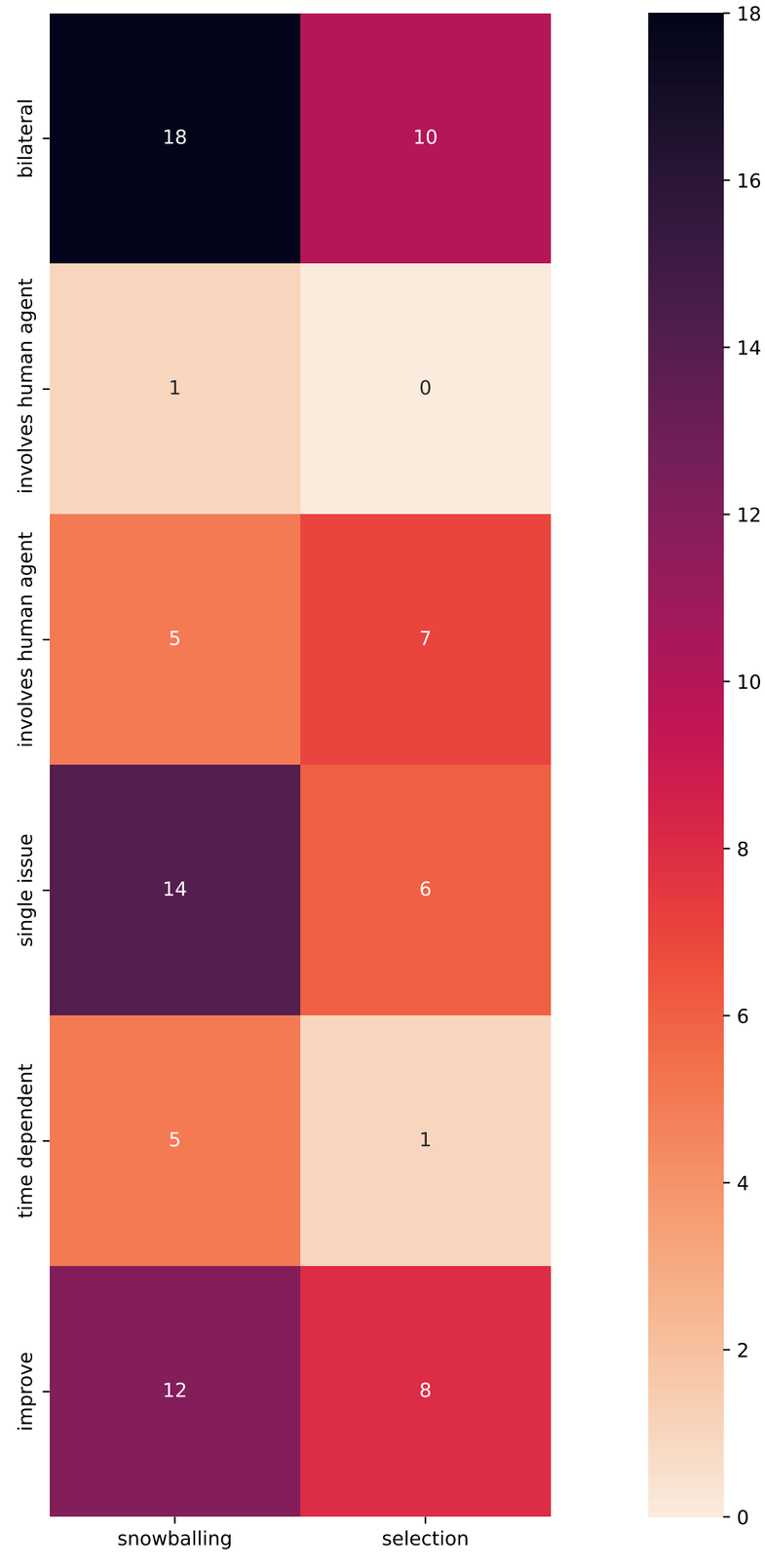
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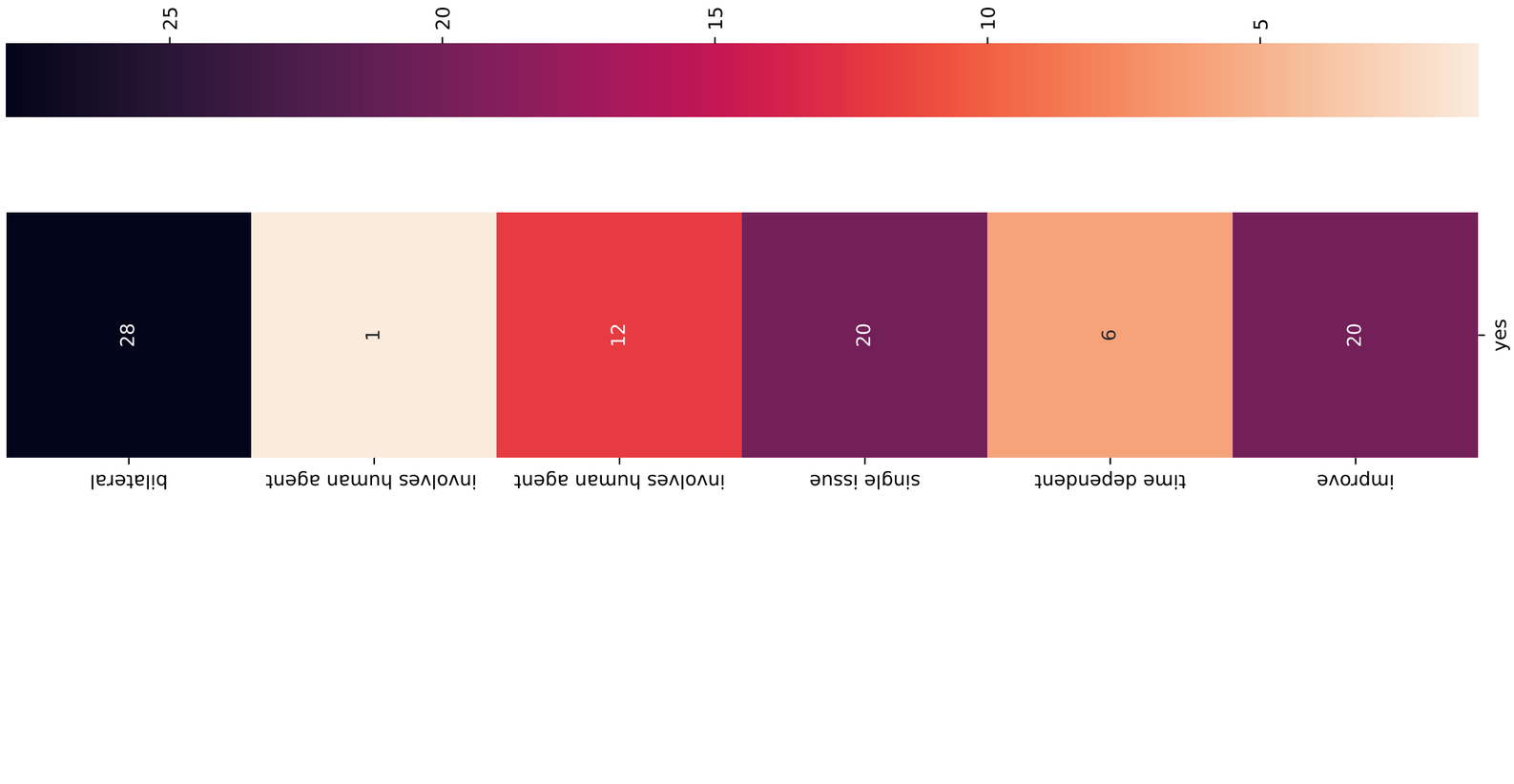
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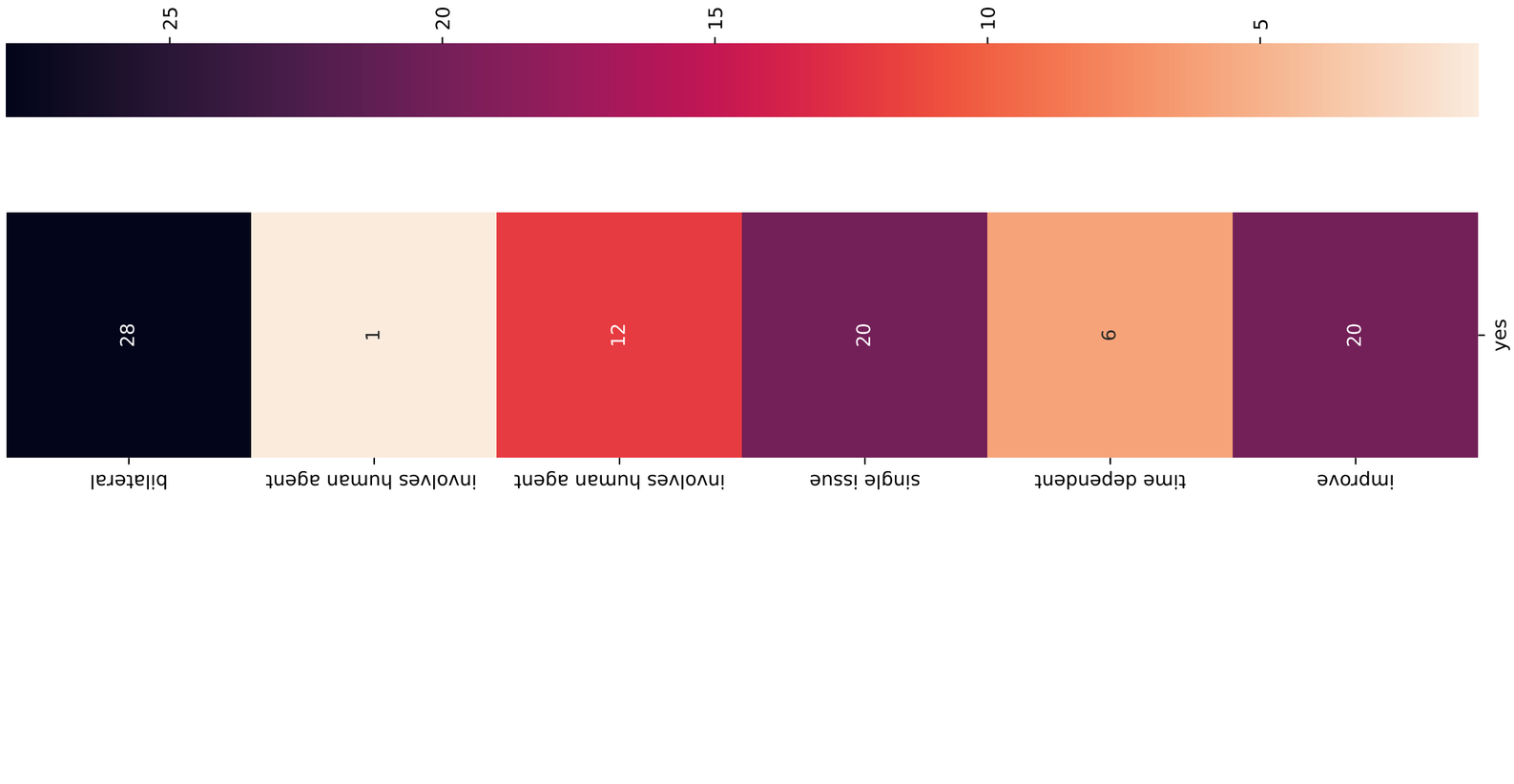
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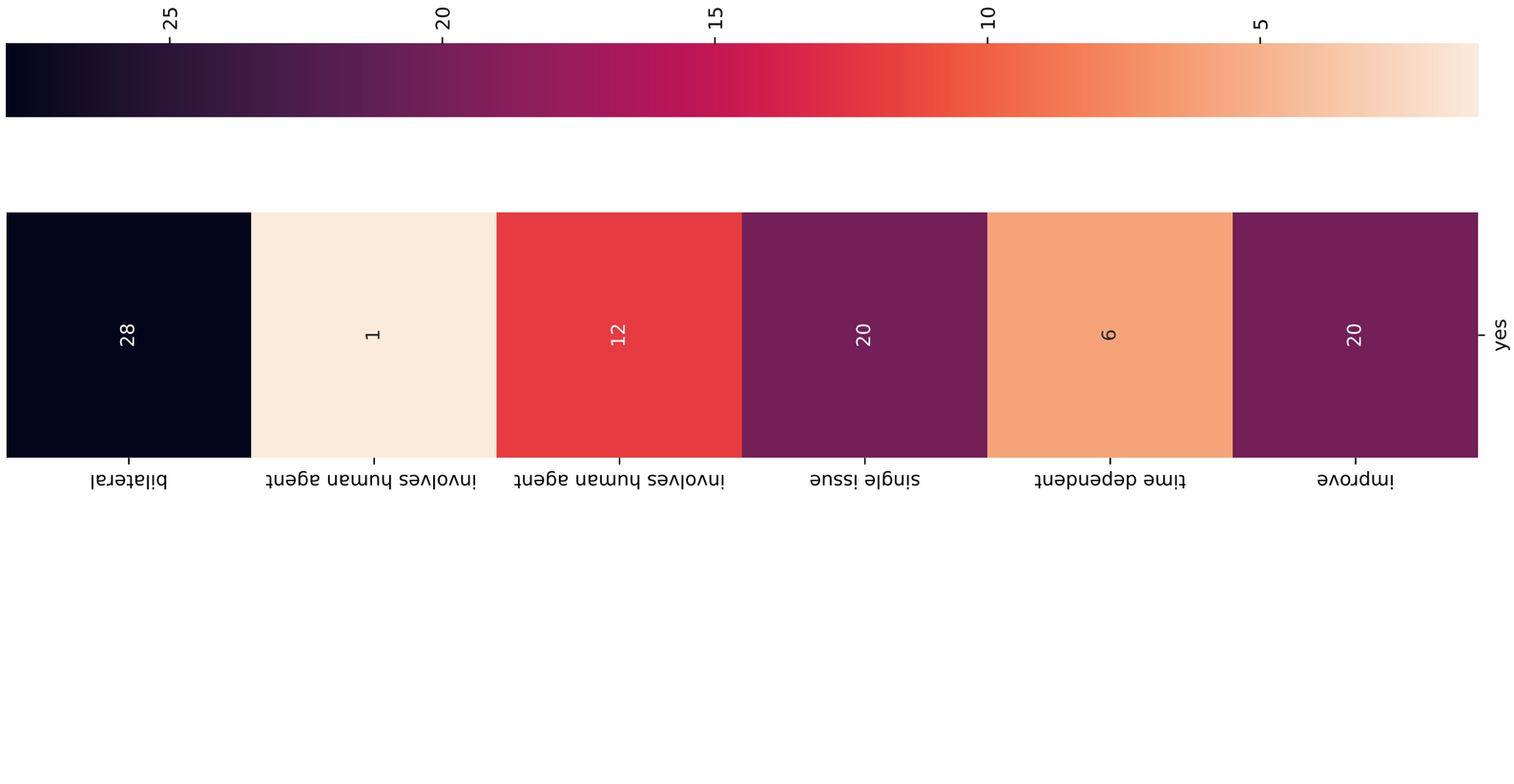
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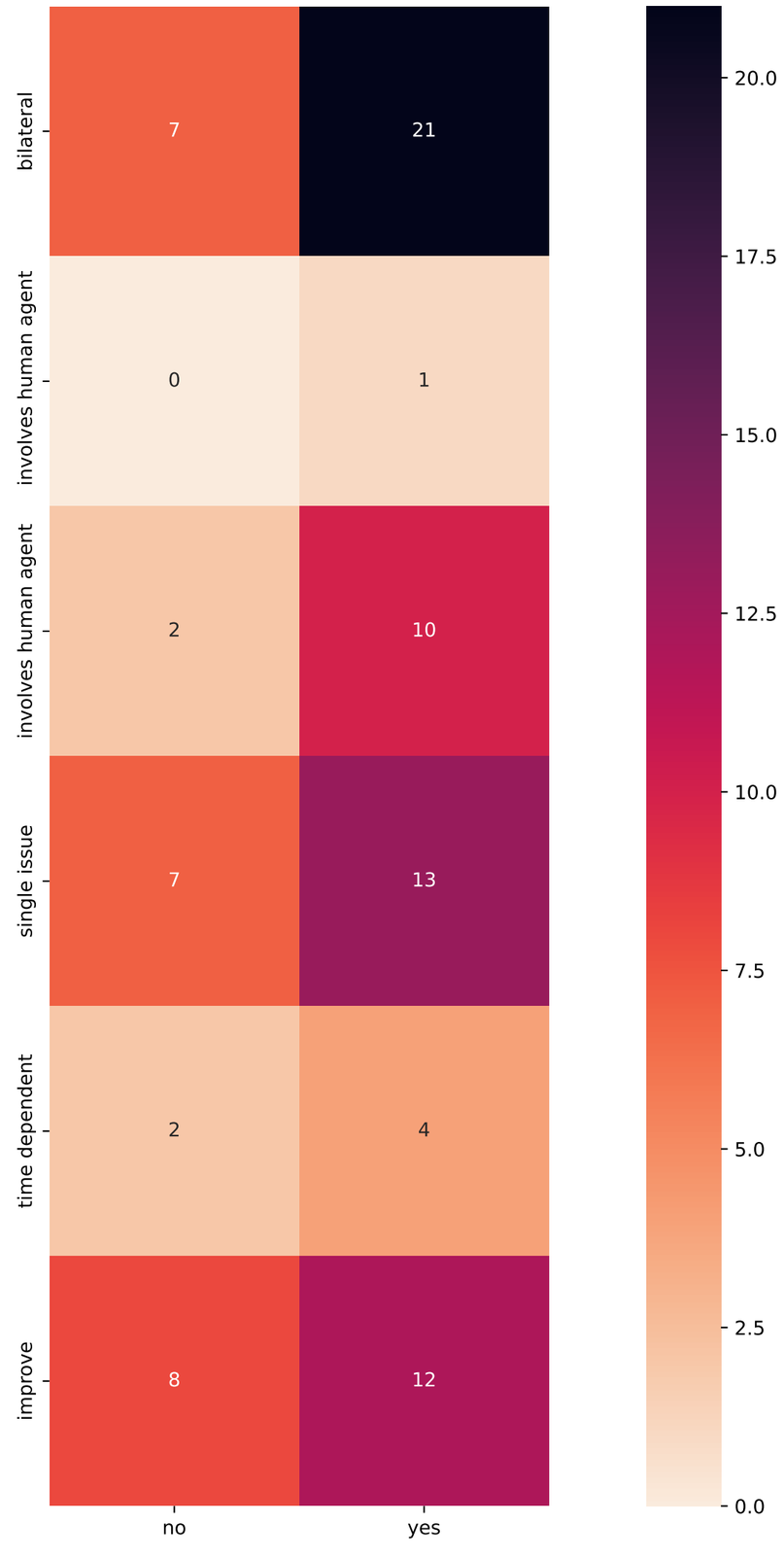
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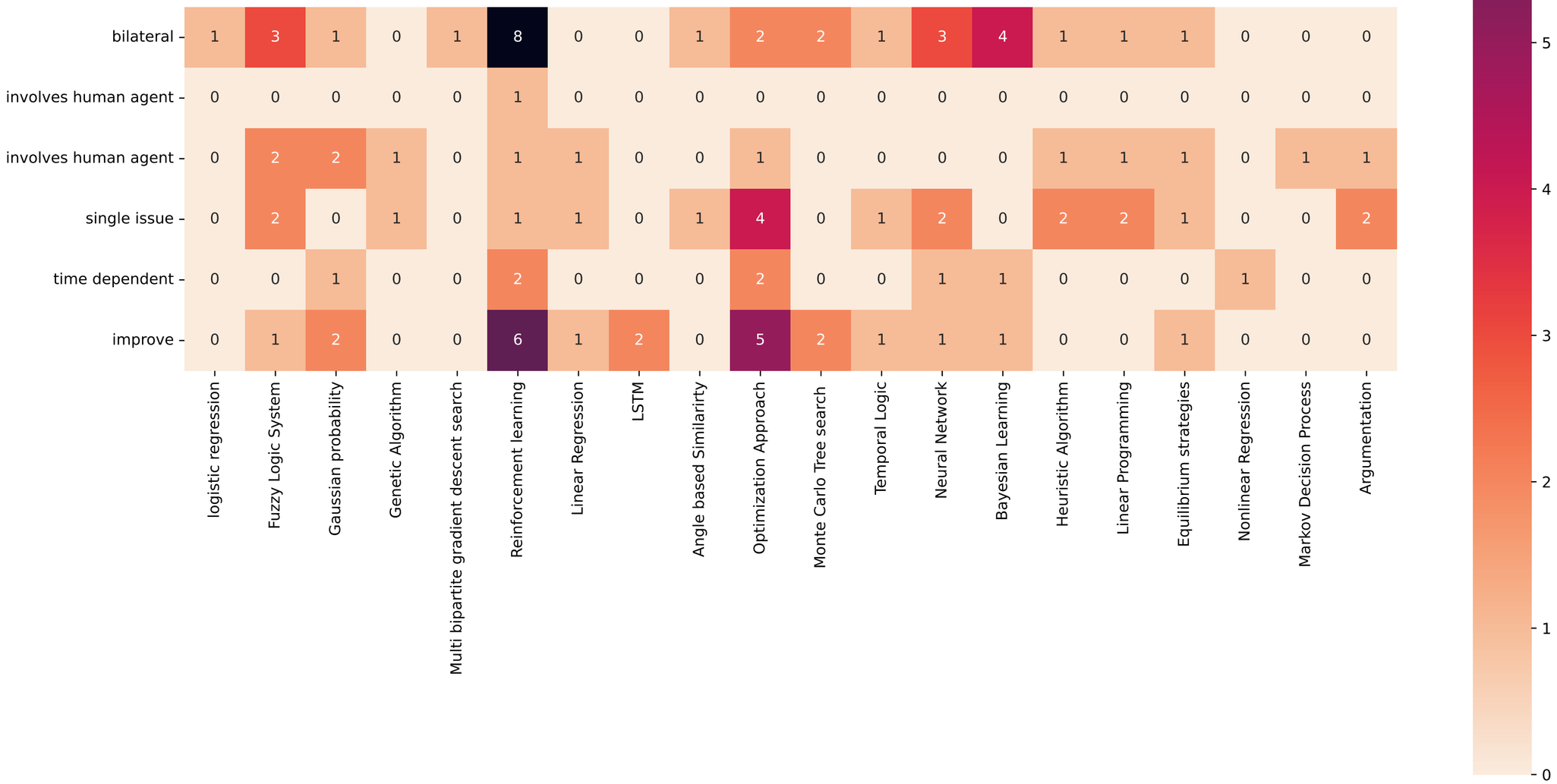
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logistic regression
Fuzzy Logic System
Gaussian probability
Genetic Algorithm
Multi bipartite gradient descent search
Reinforcement learning
Linear Regression
LSTM
Angle based Similarirty
Optimization Approach
Monte Carlo Tree search
Temporal Logic
Neural Network
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Heuristic Algorithm
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Equilibrium strategies
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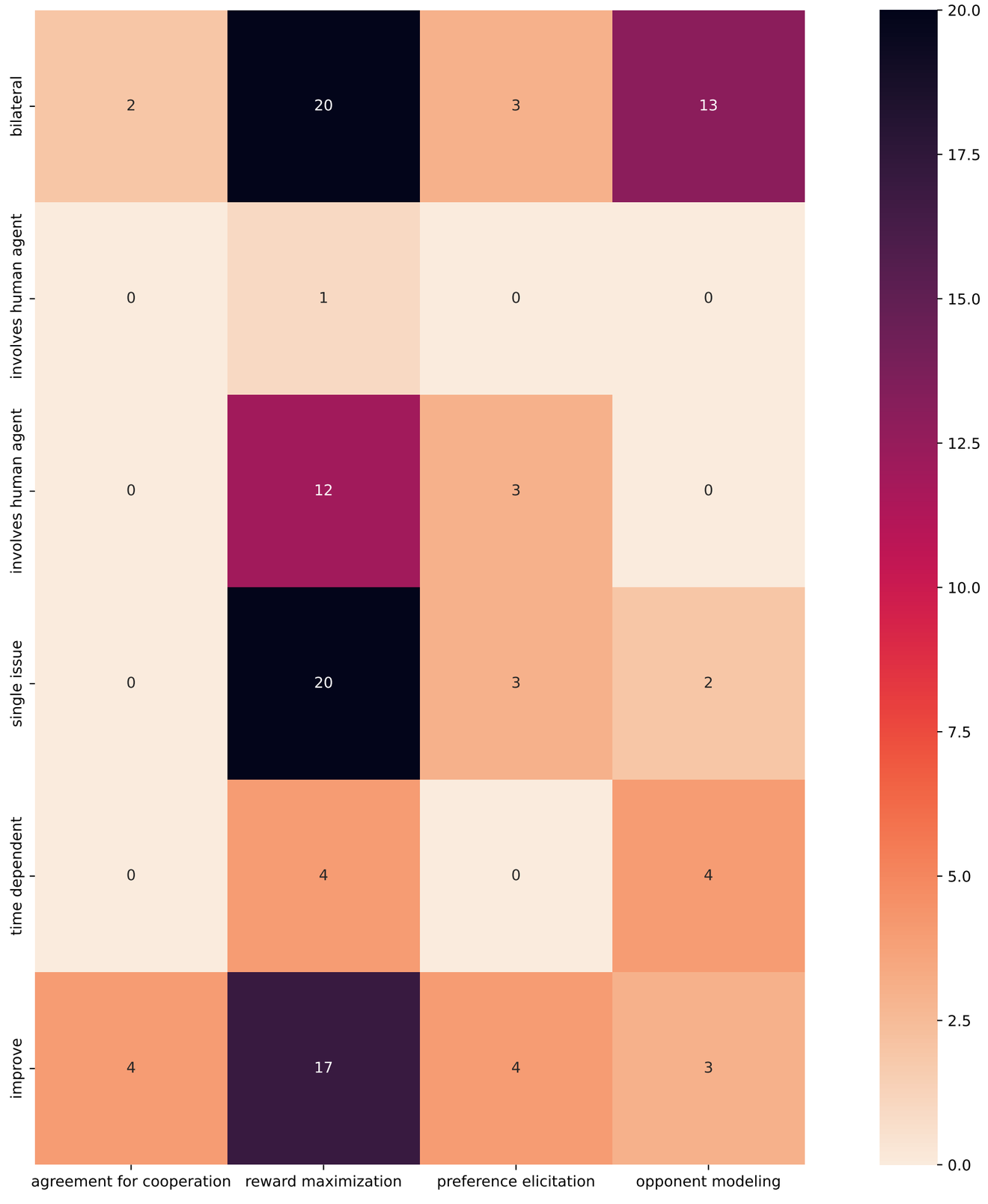
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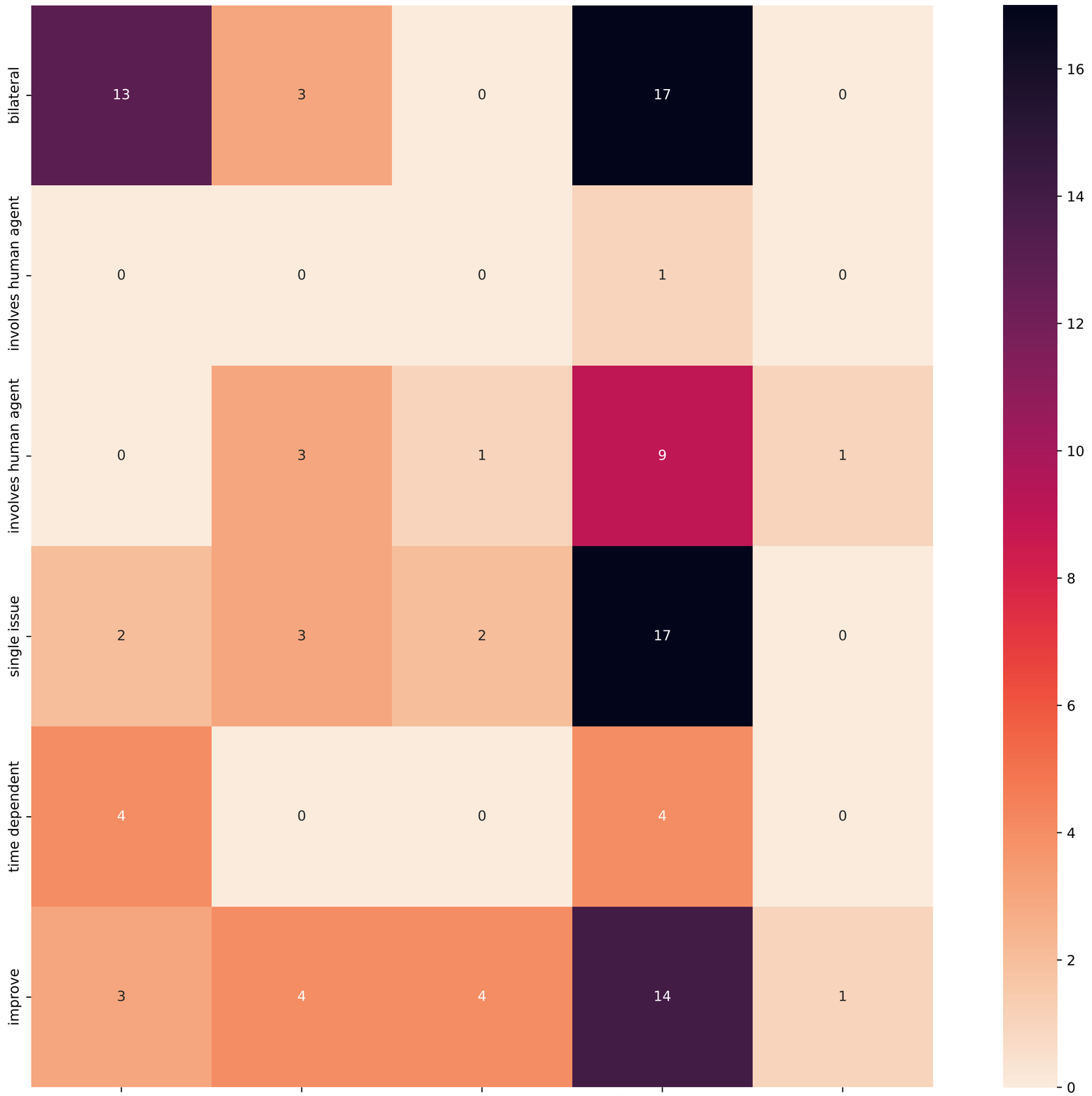
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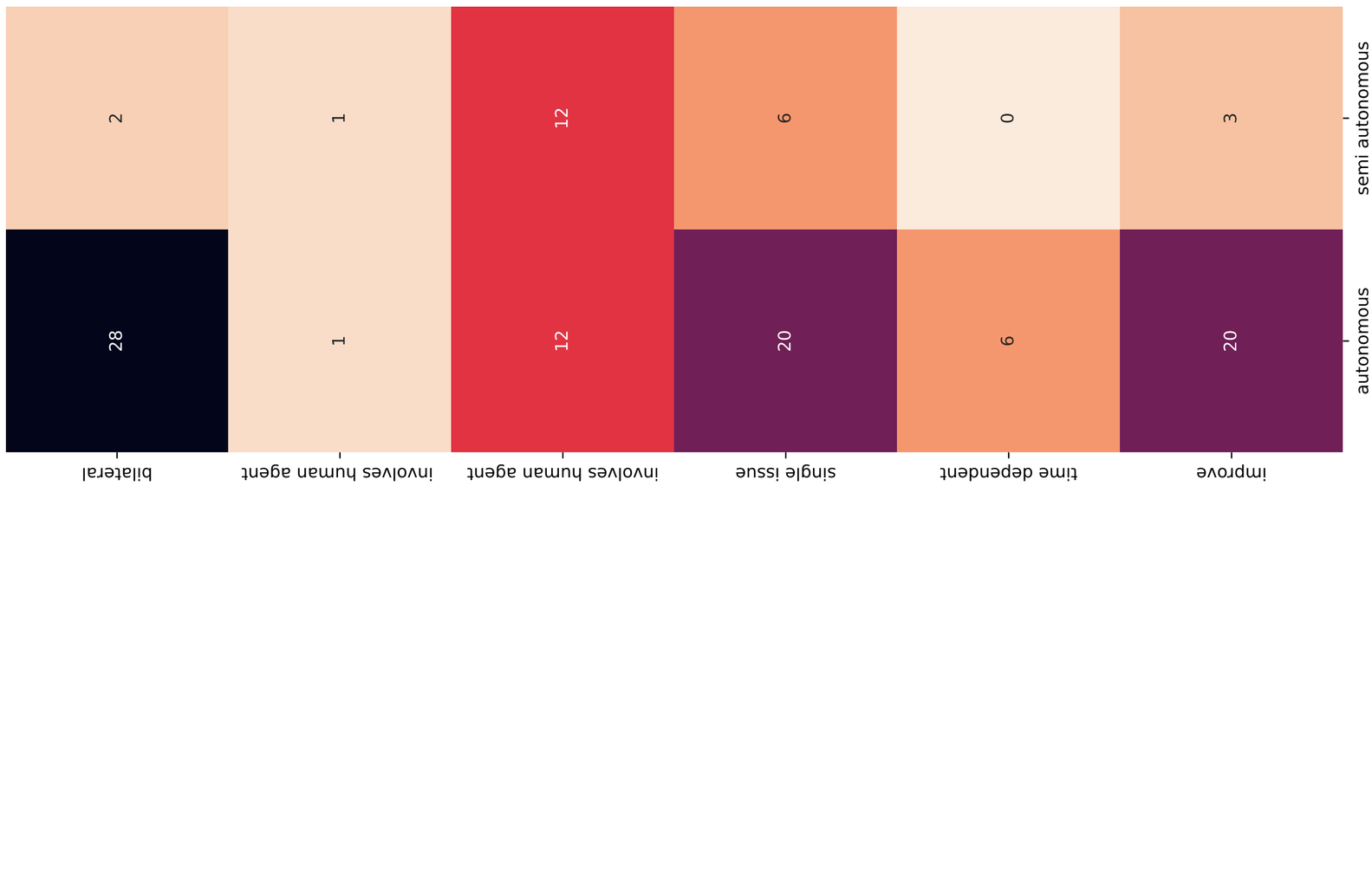
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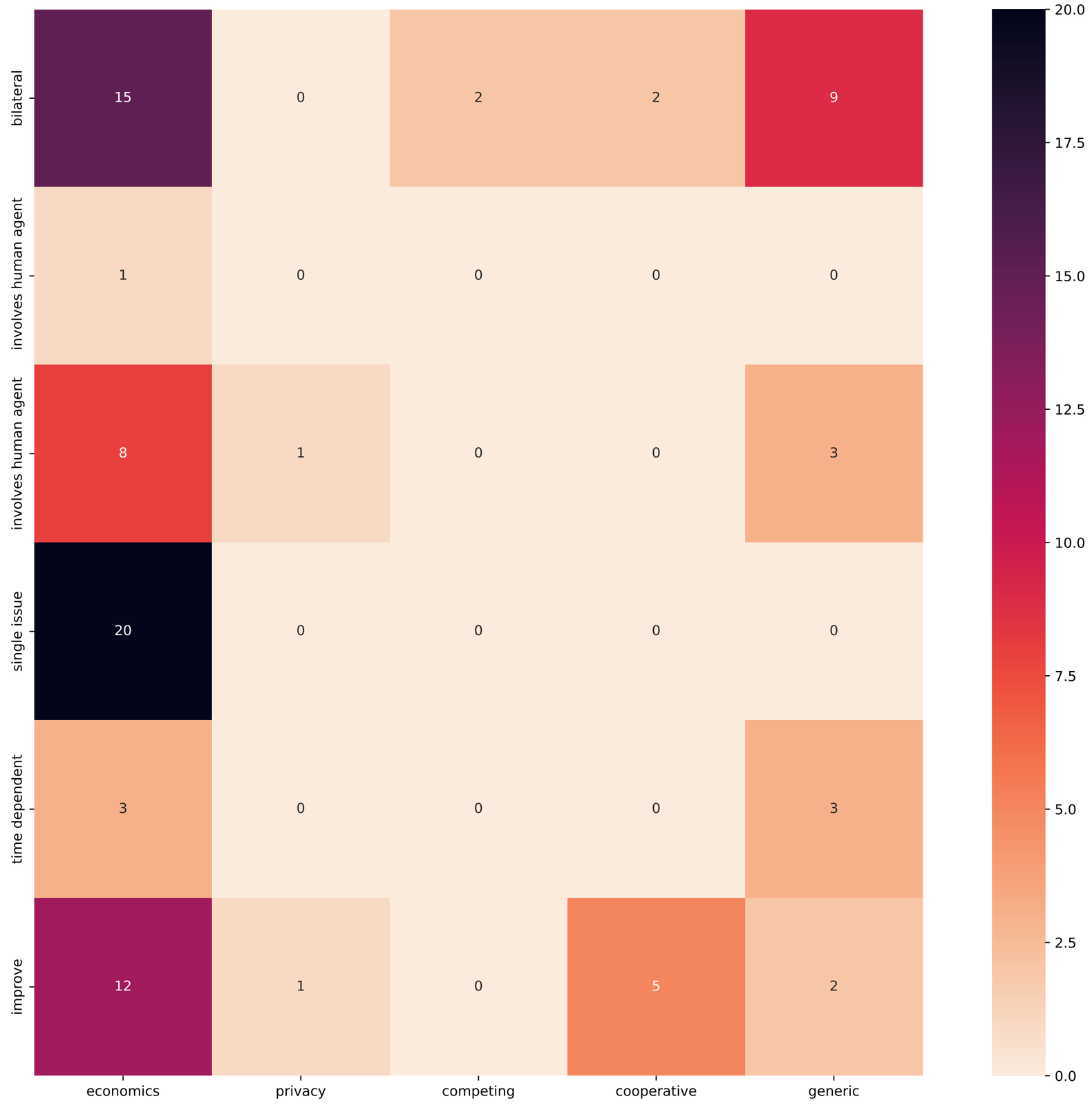
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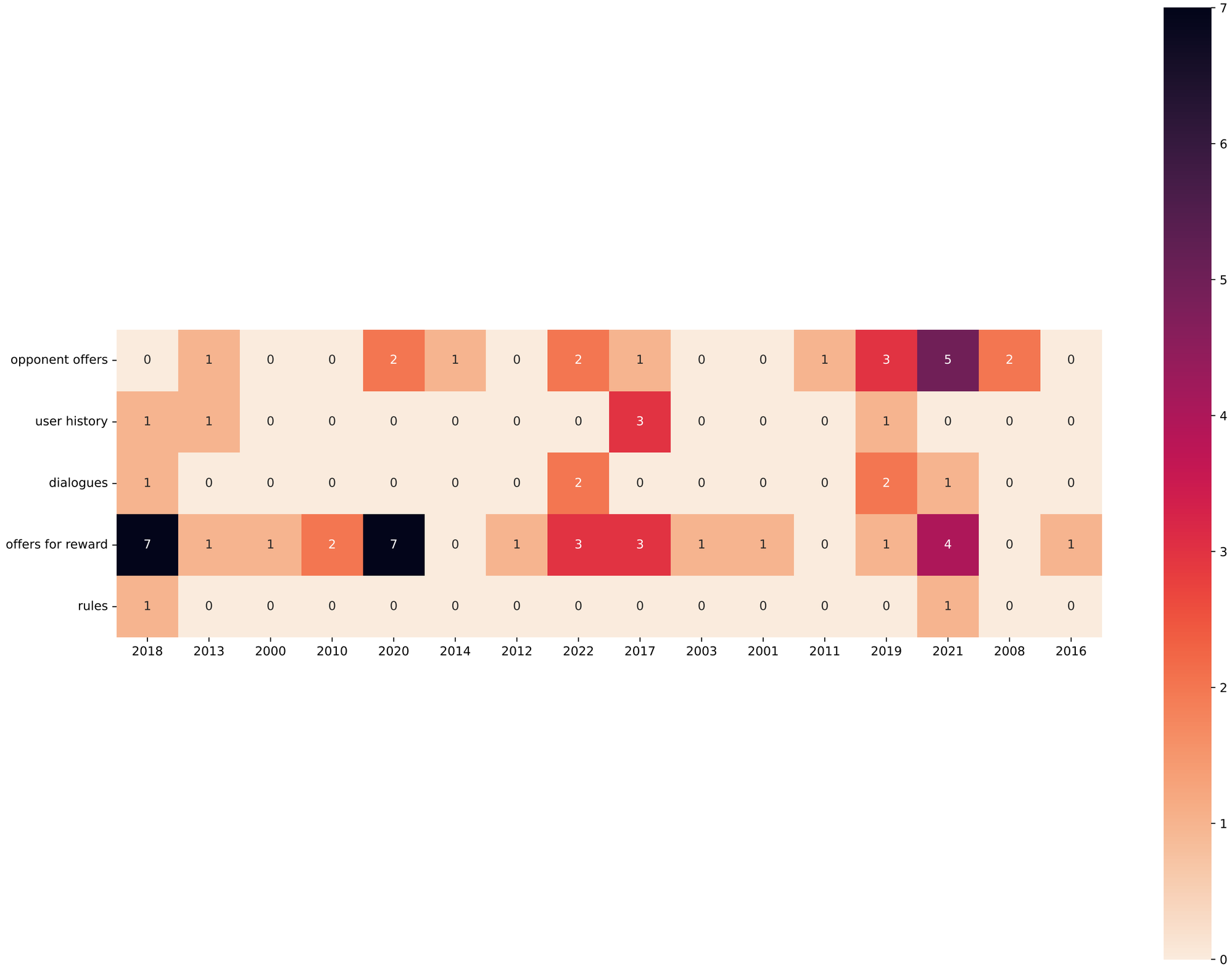
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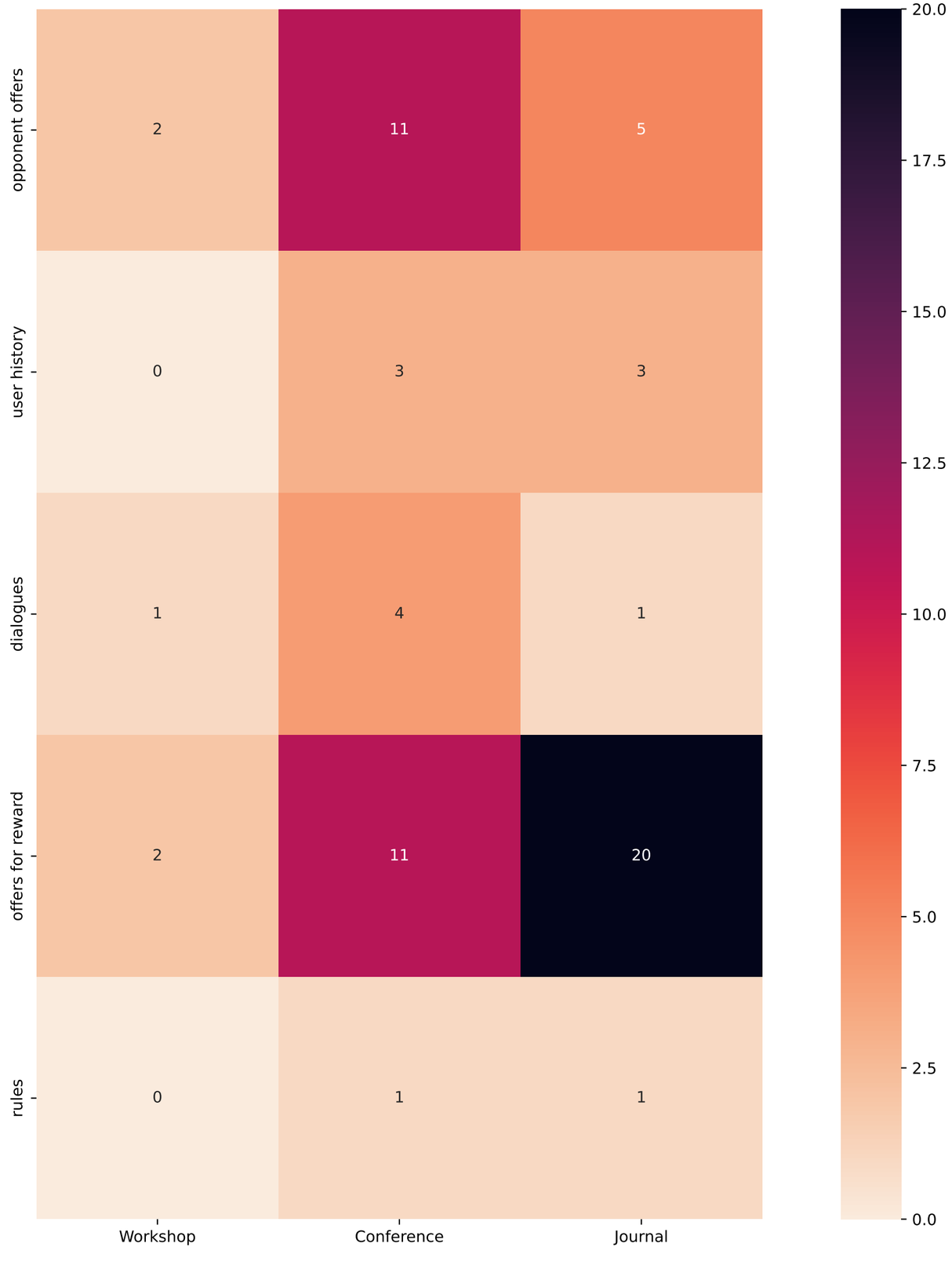
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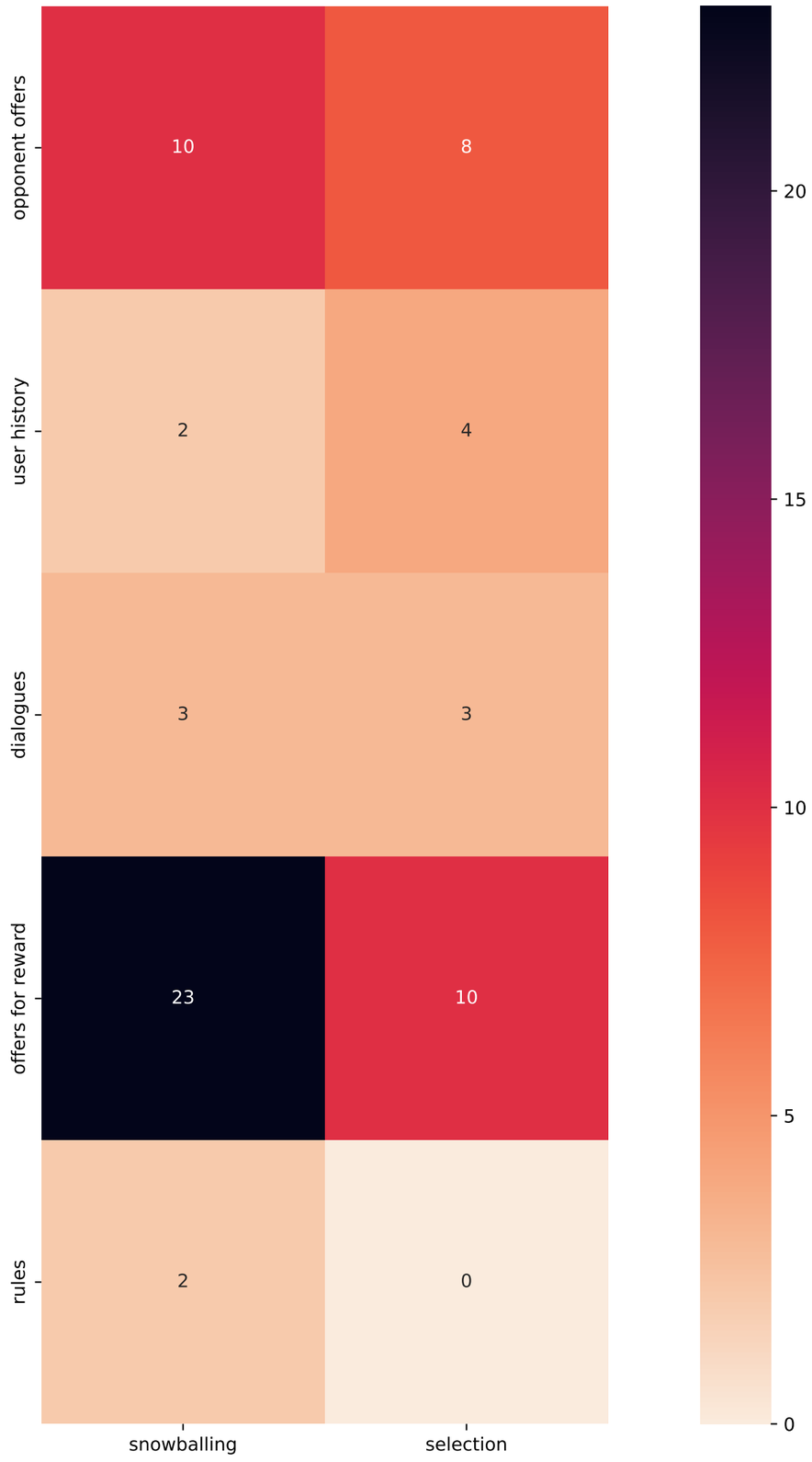
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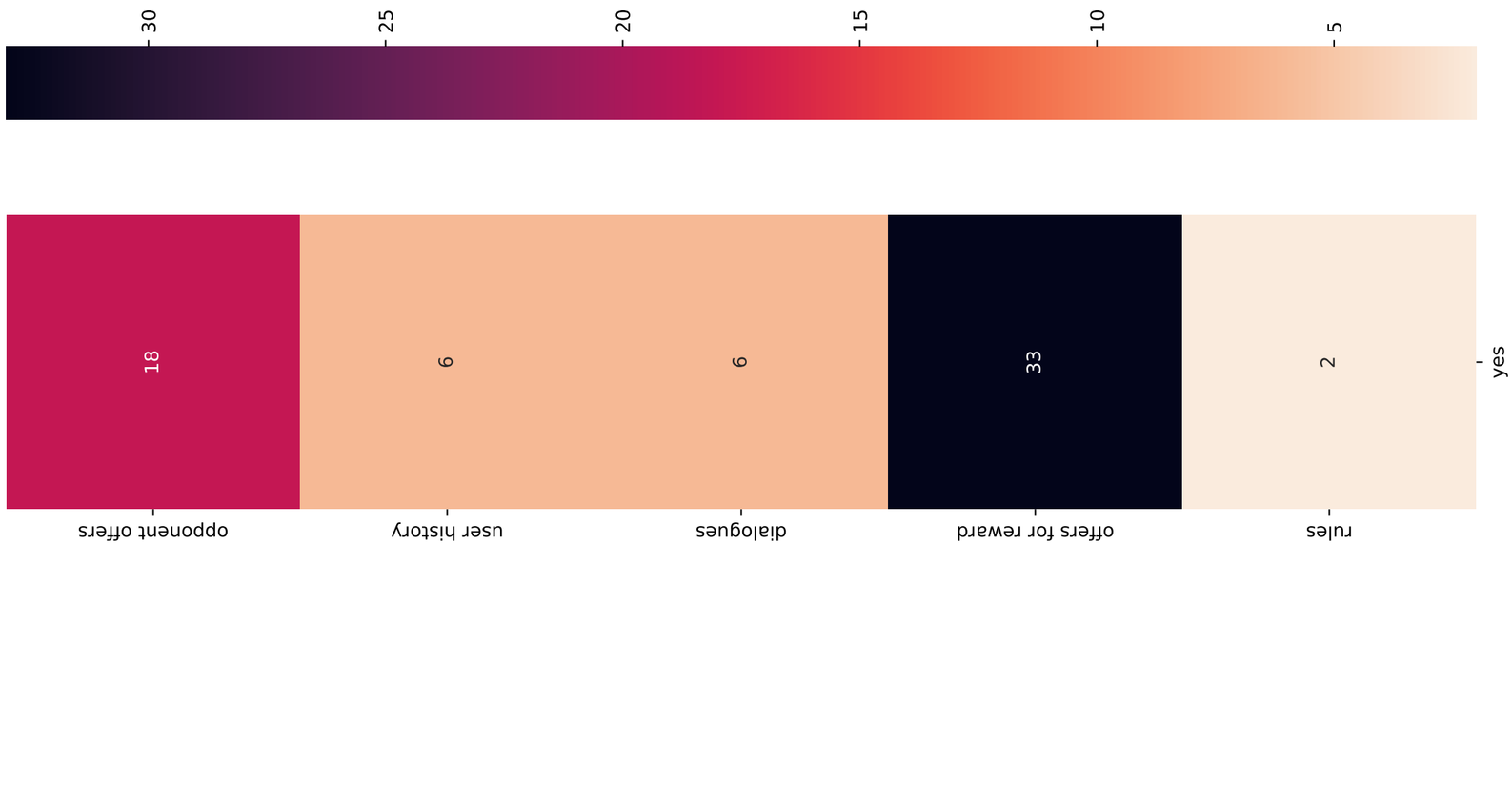
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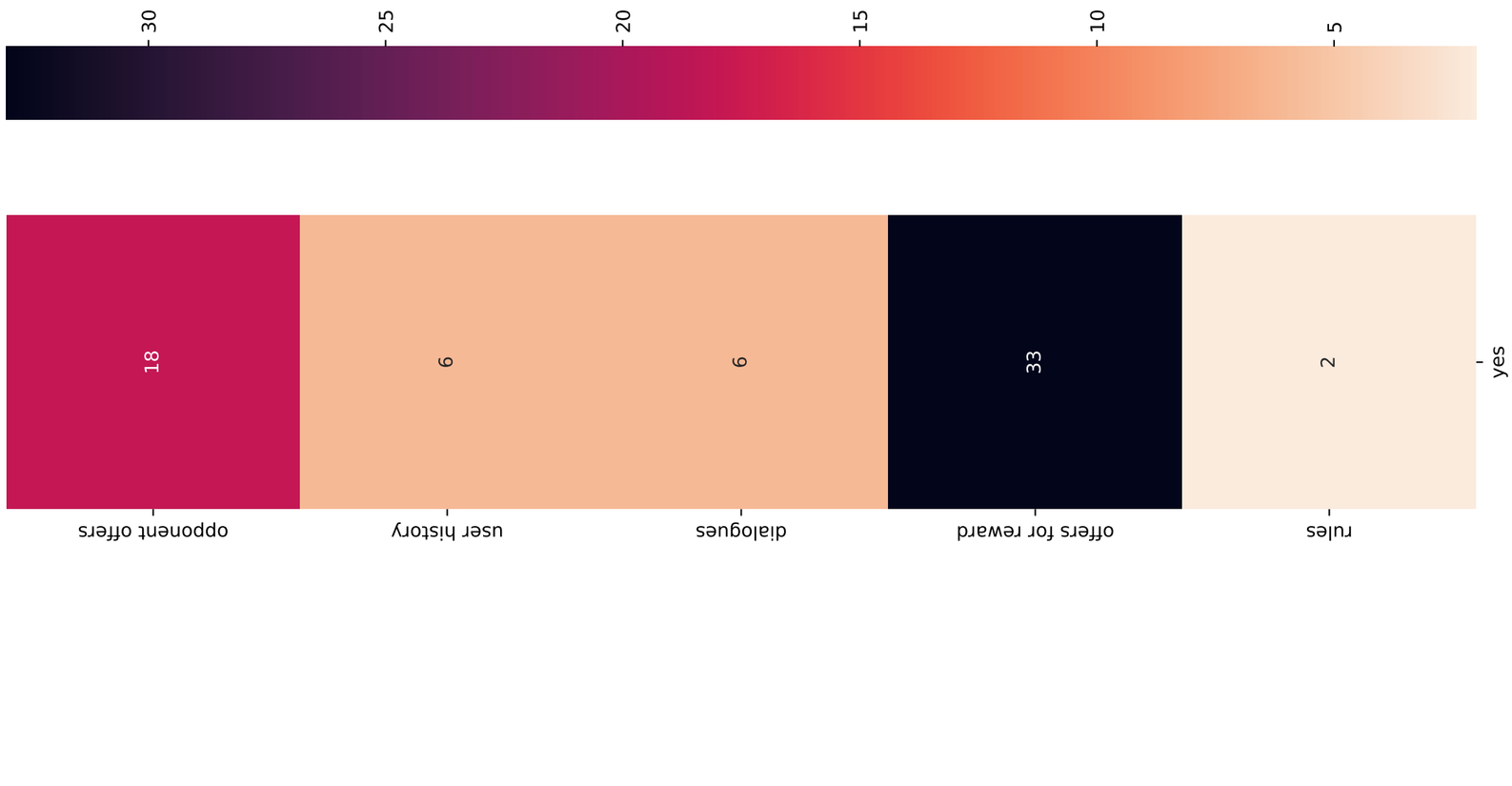
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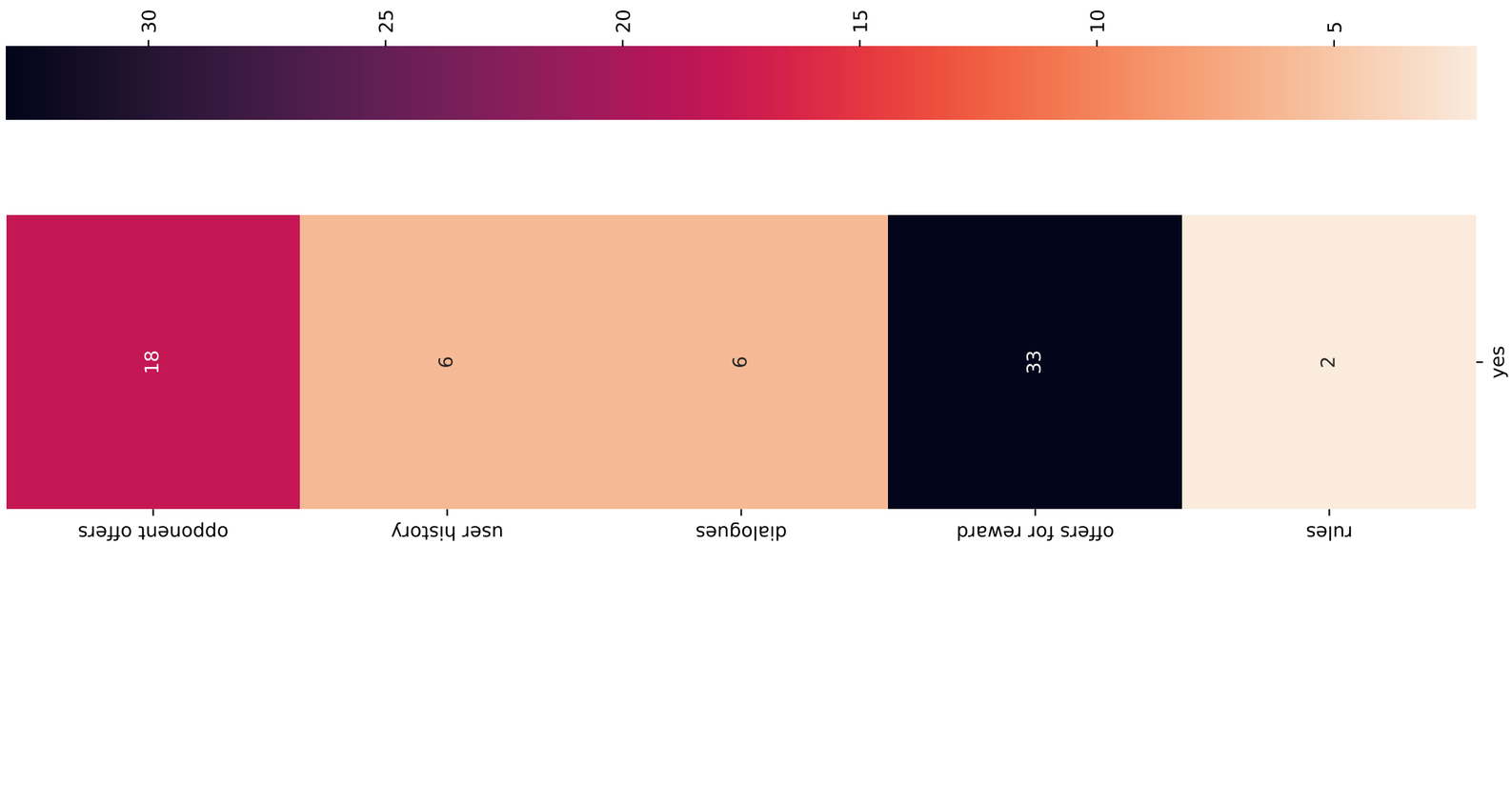
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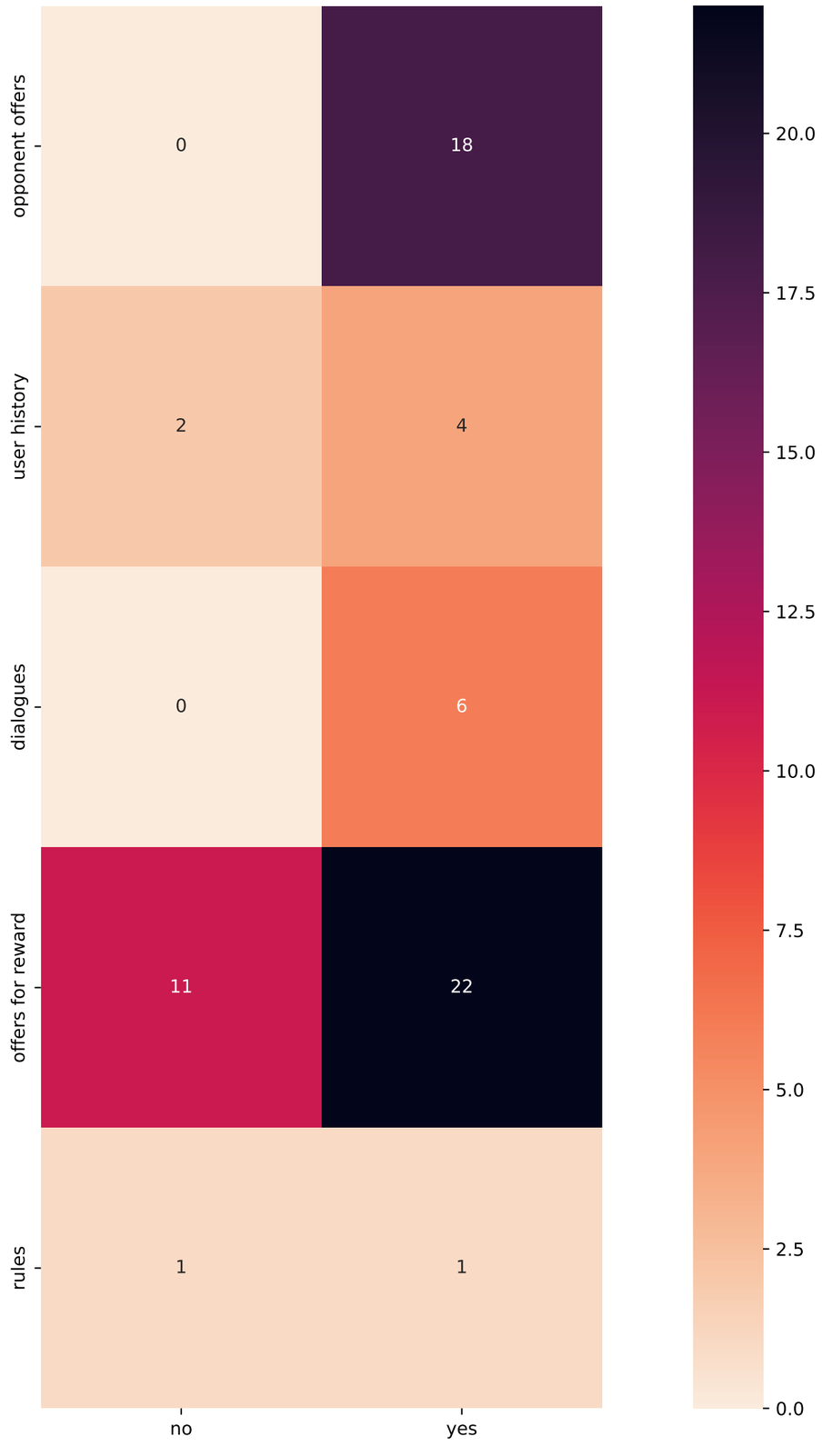
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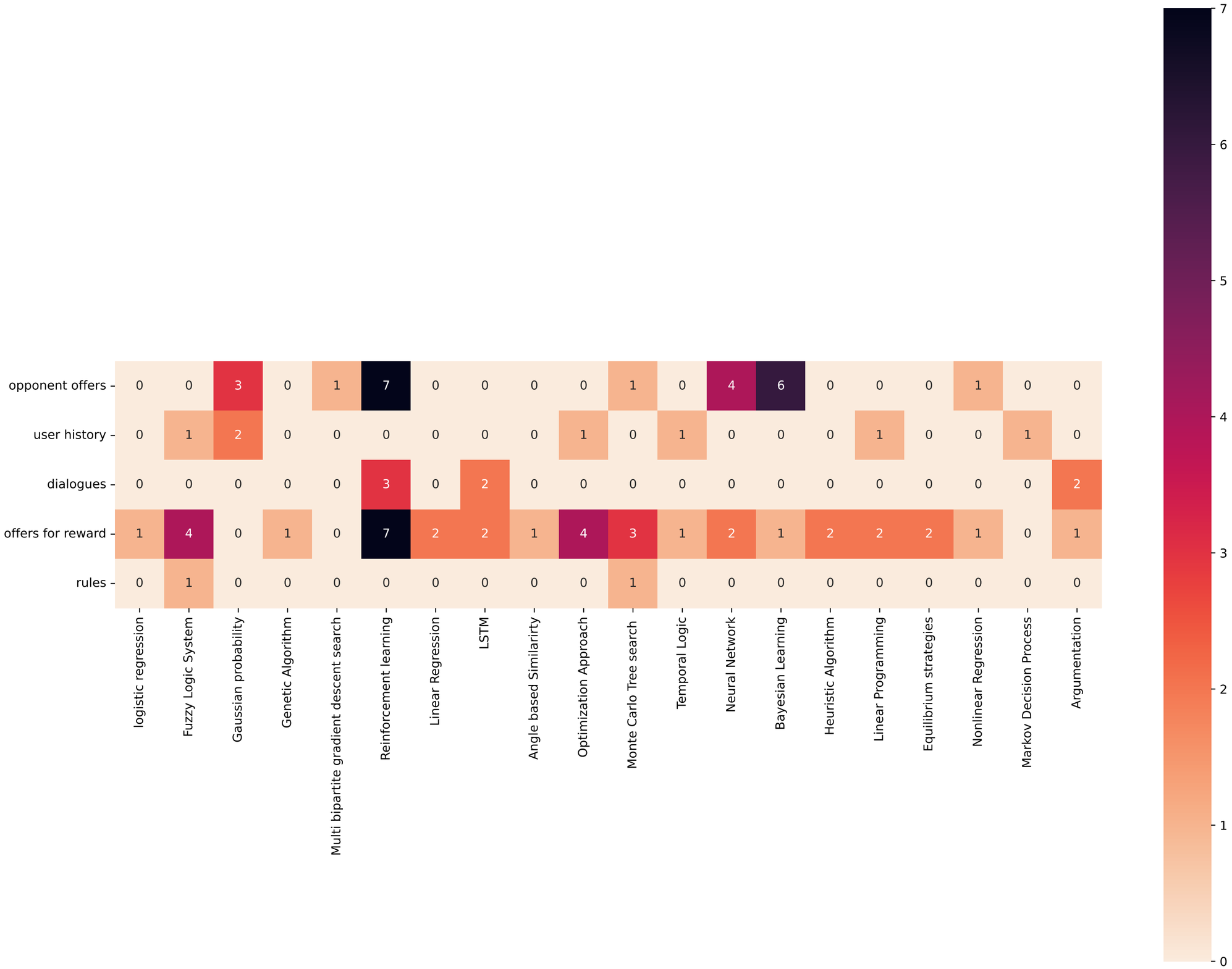
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Gaussian probability
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Multi bipartite gradient descent search
Reinforcement learning
Linear Regression
LSTM
Angle based Similarirty
Optimization Approach
Monte Carlo Tree search
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Neural Network
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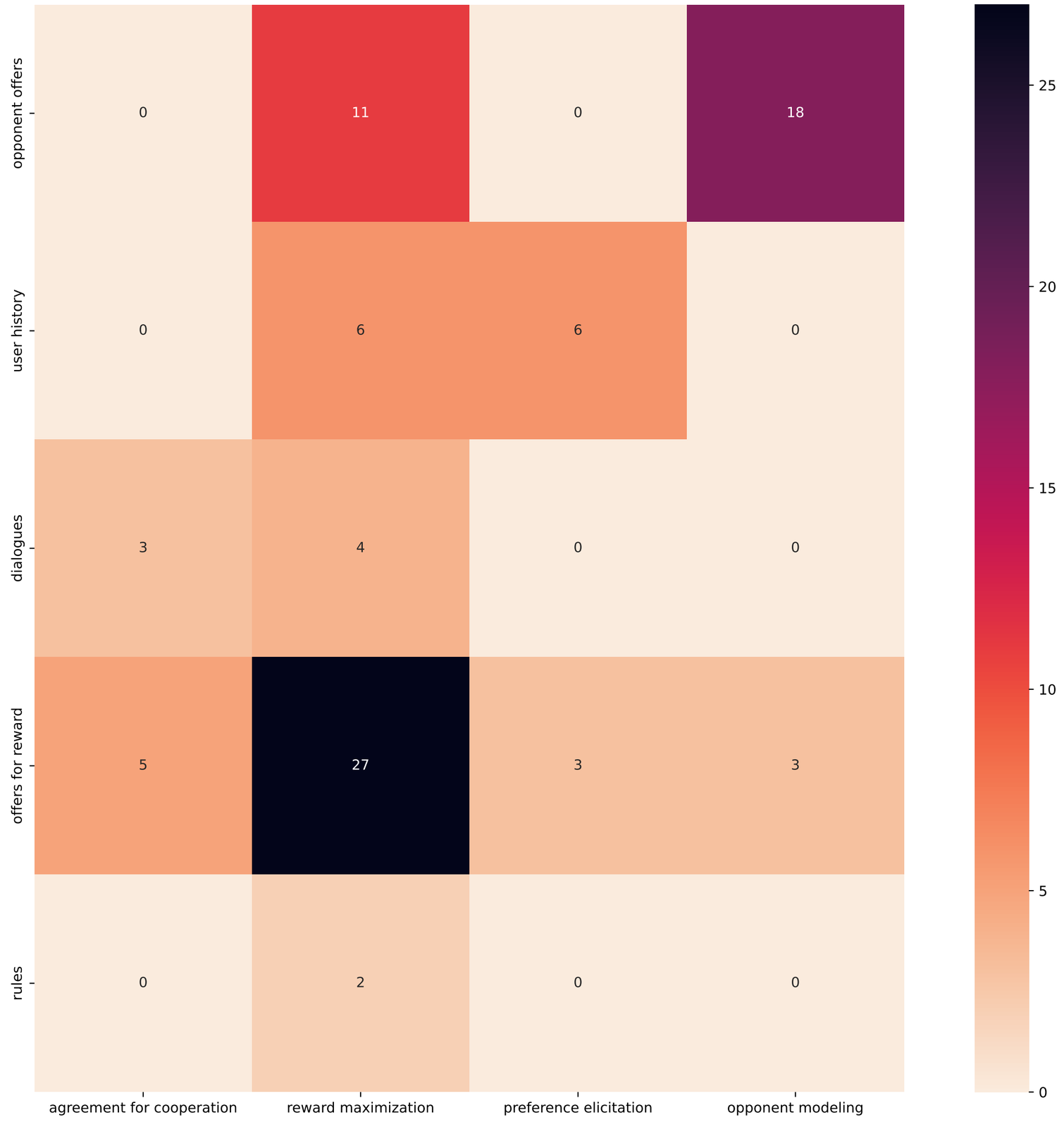
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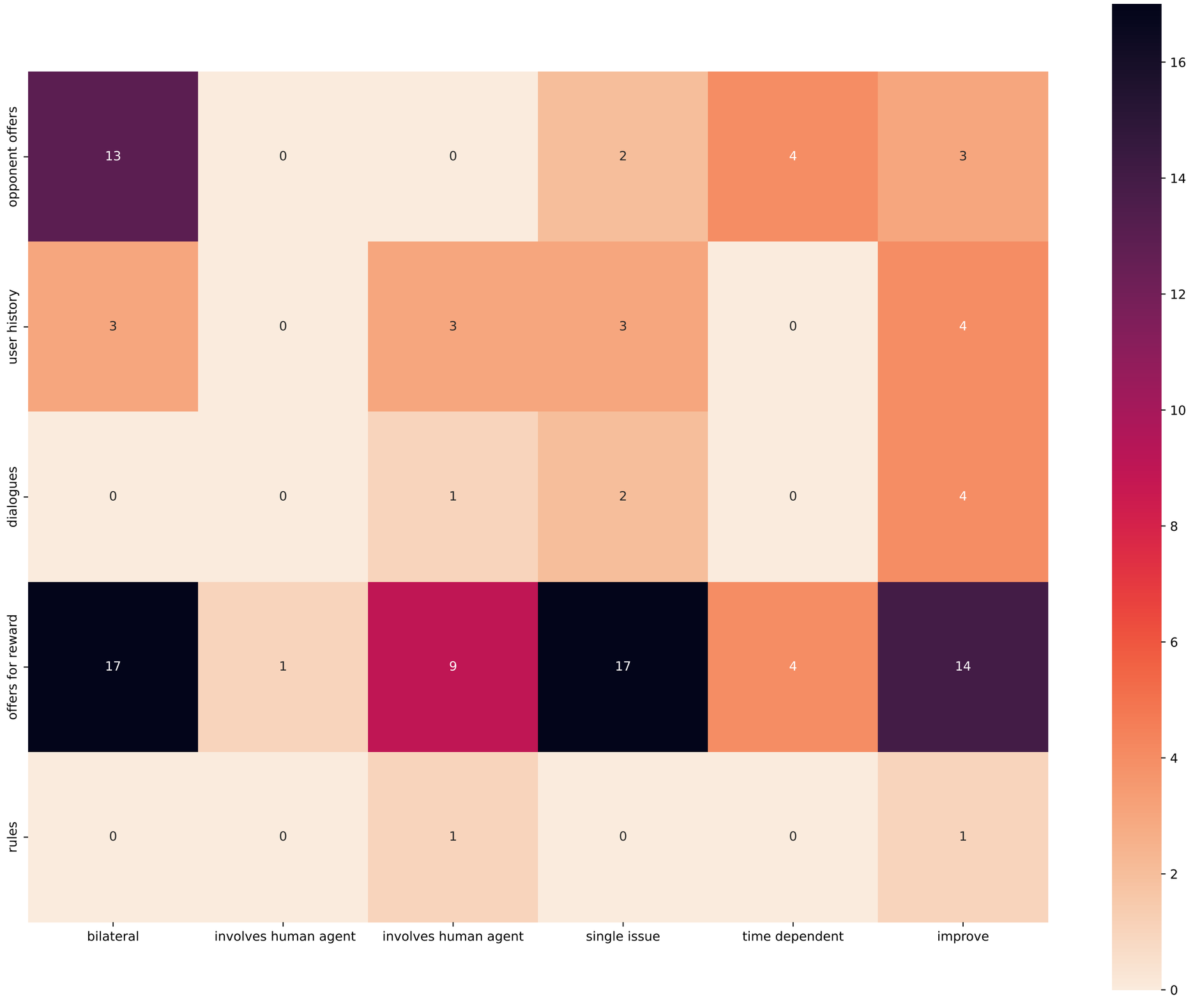
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involves human agent
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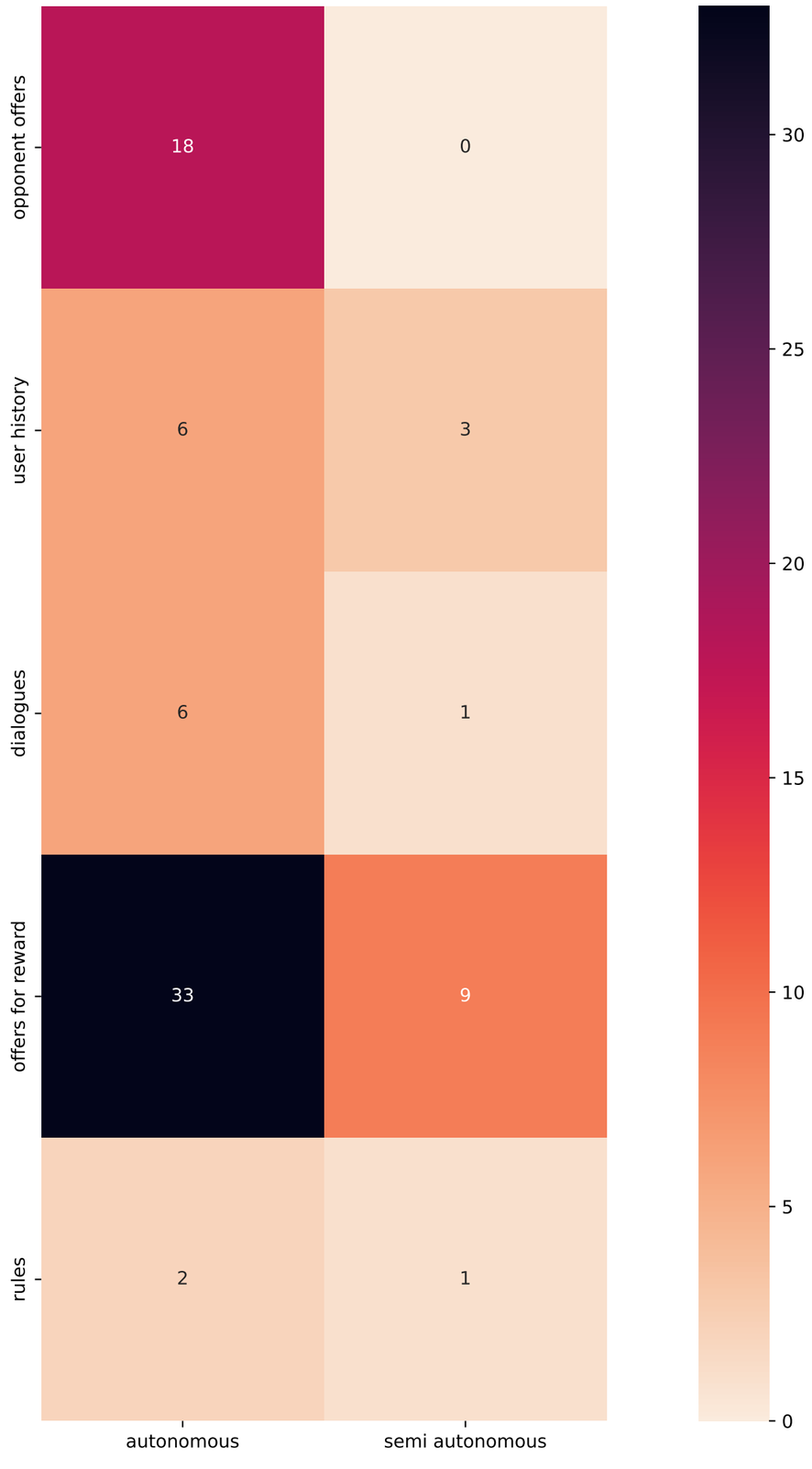
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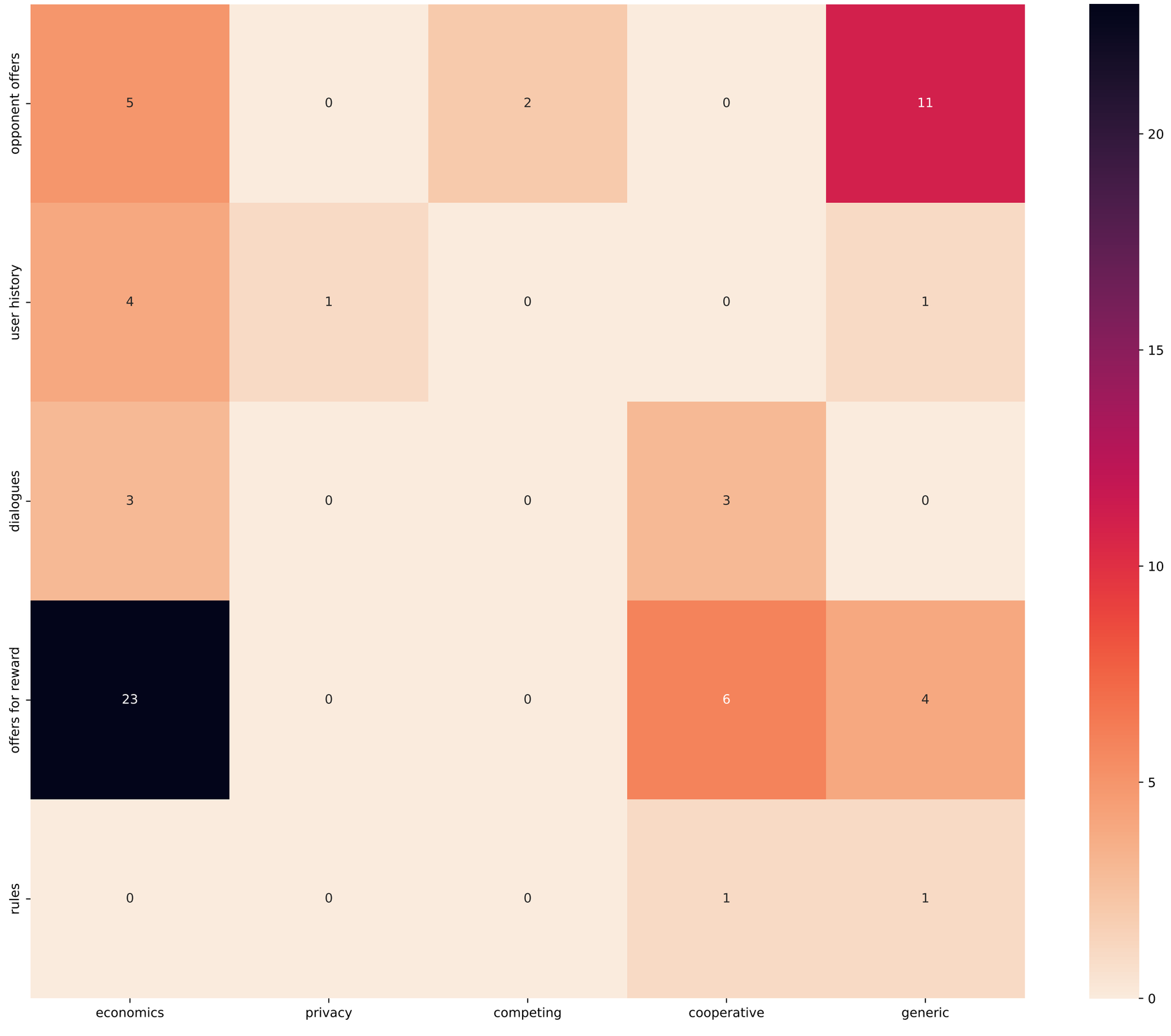
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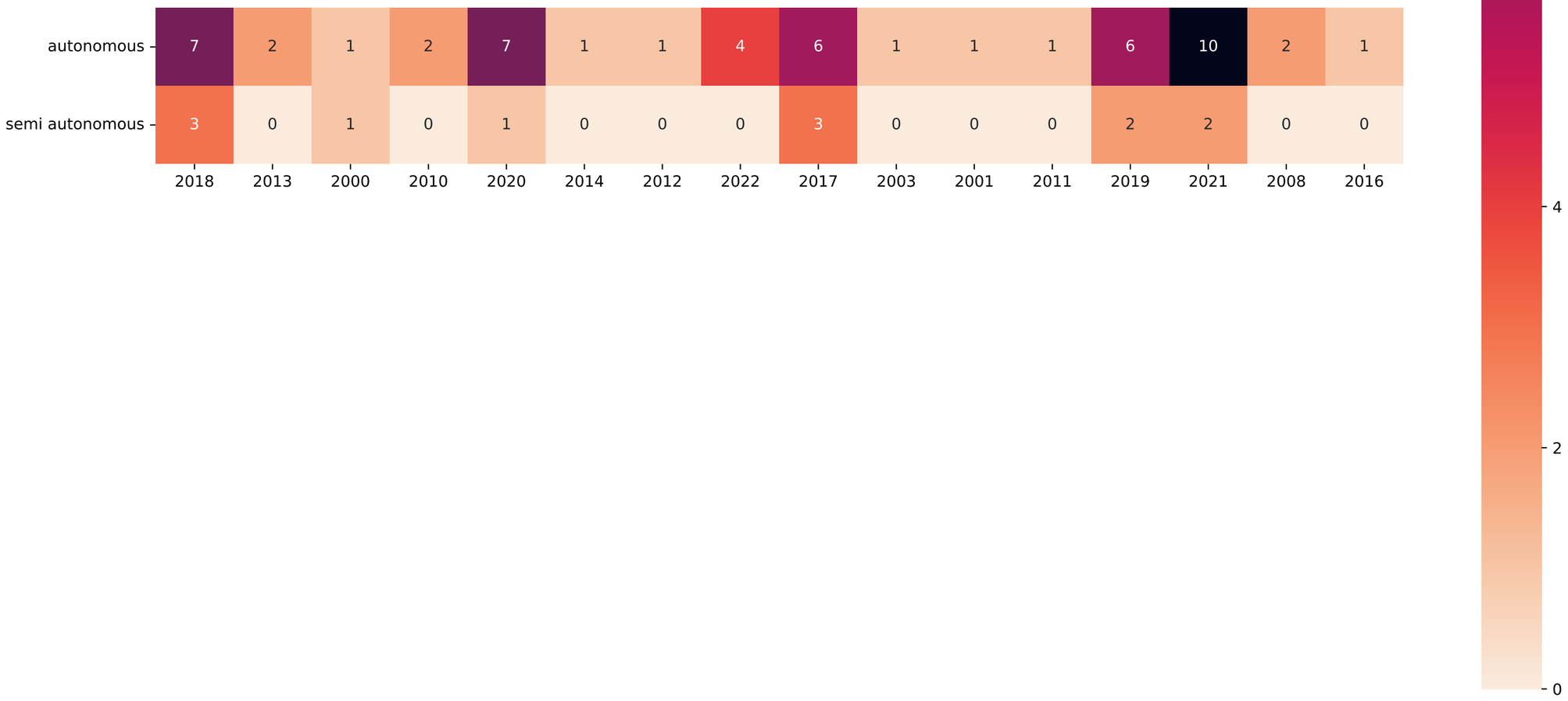
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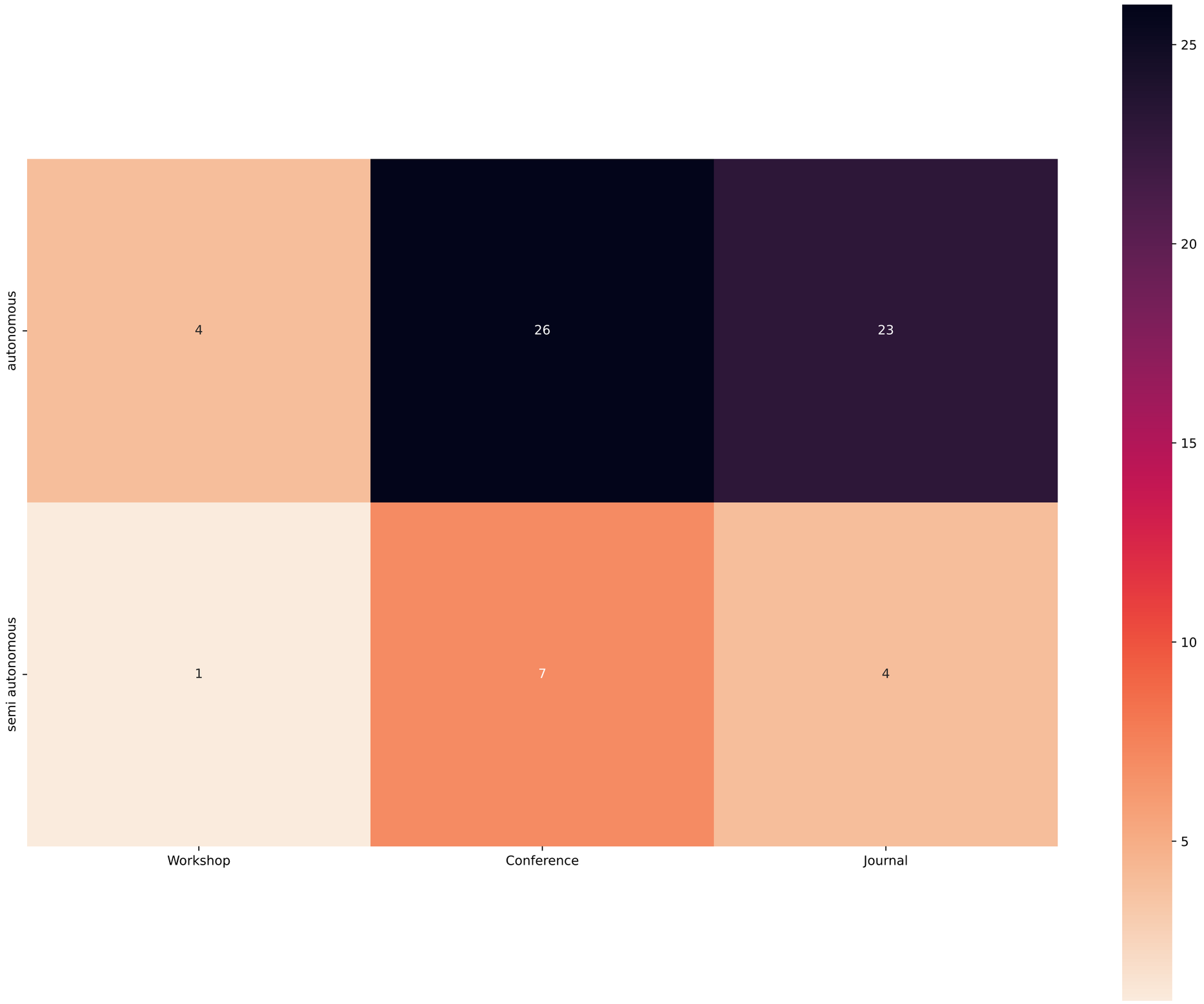
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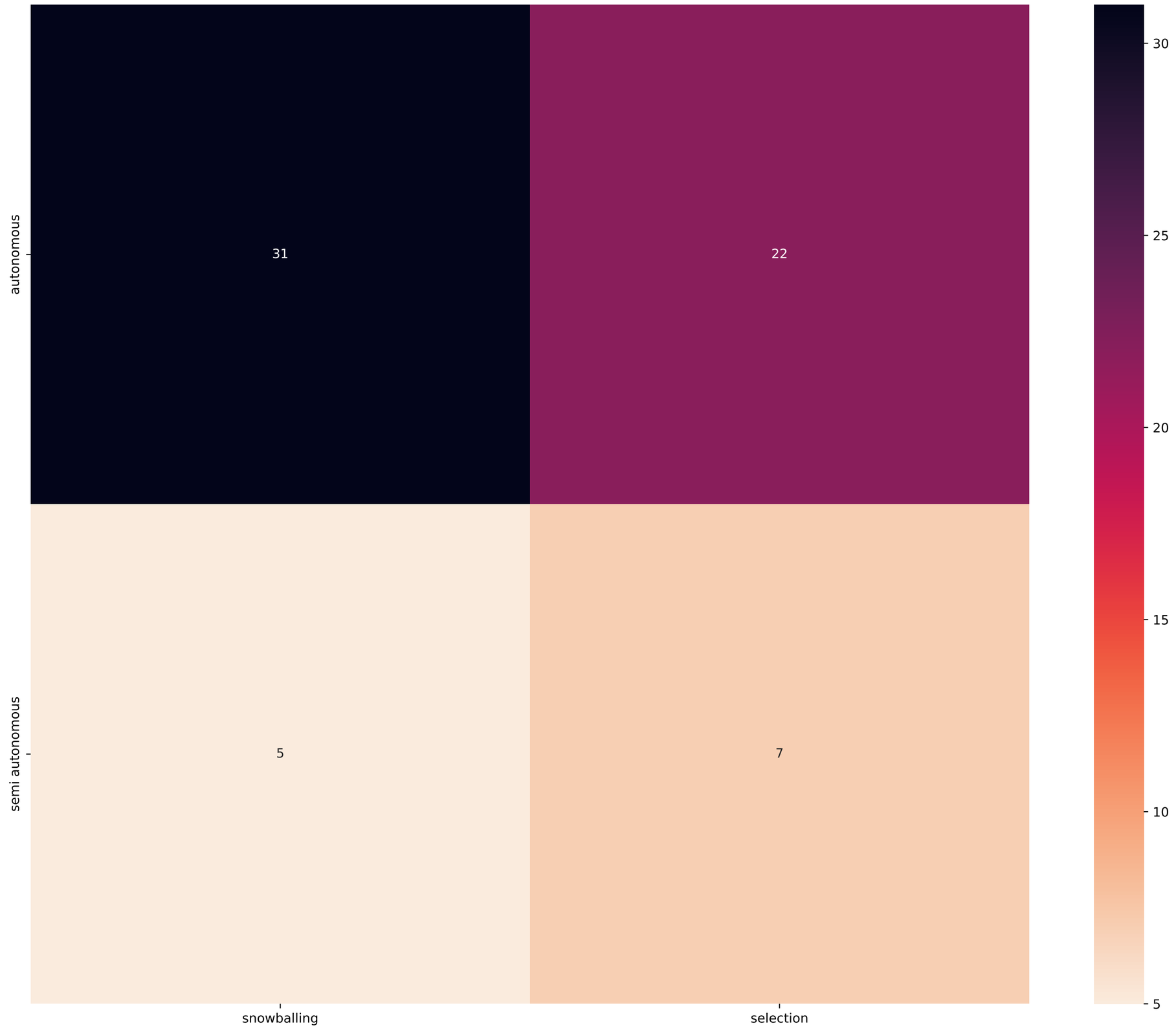
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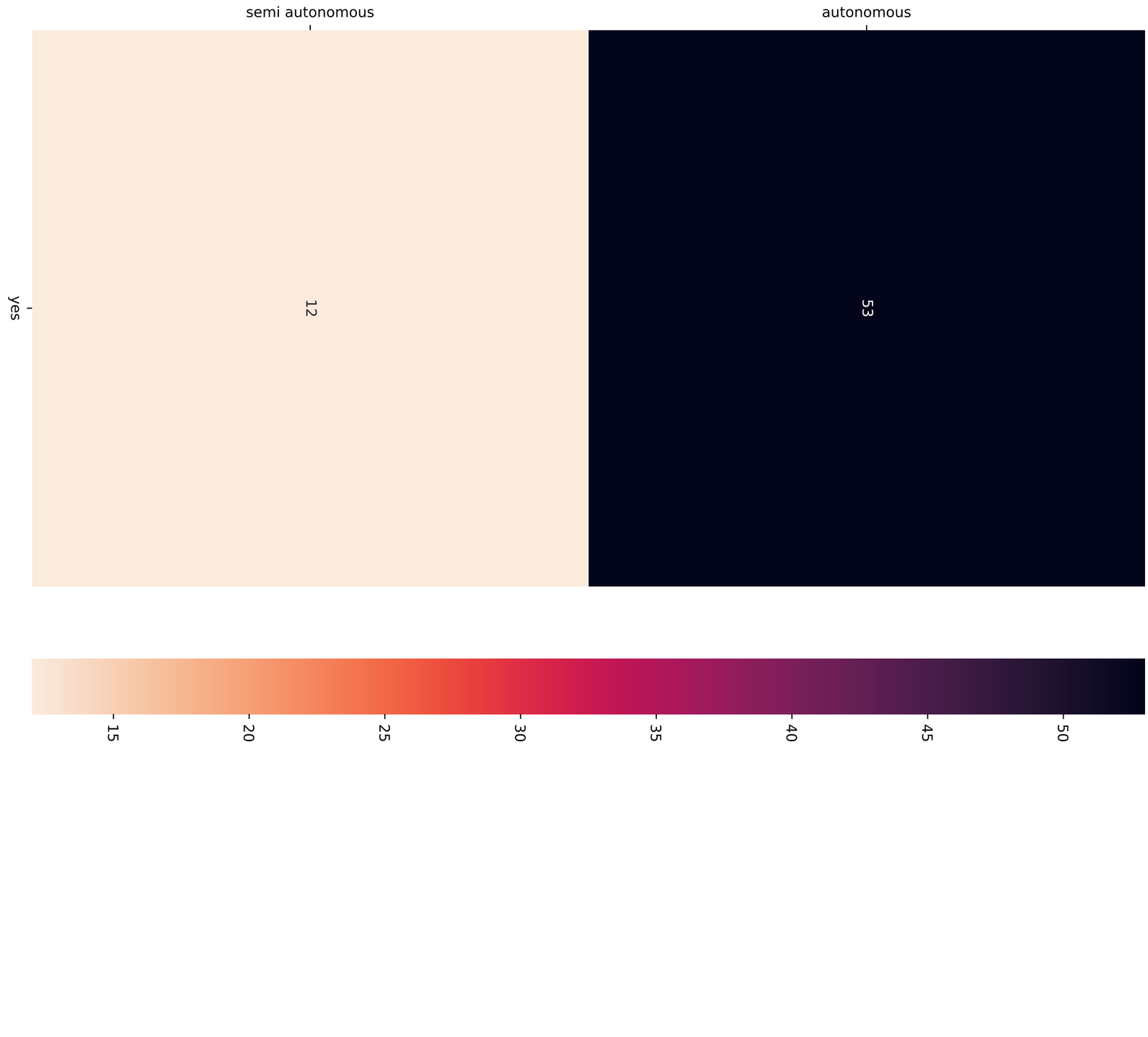
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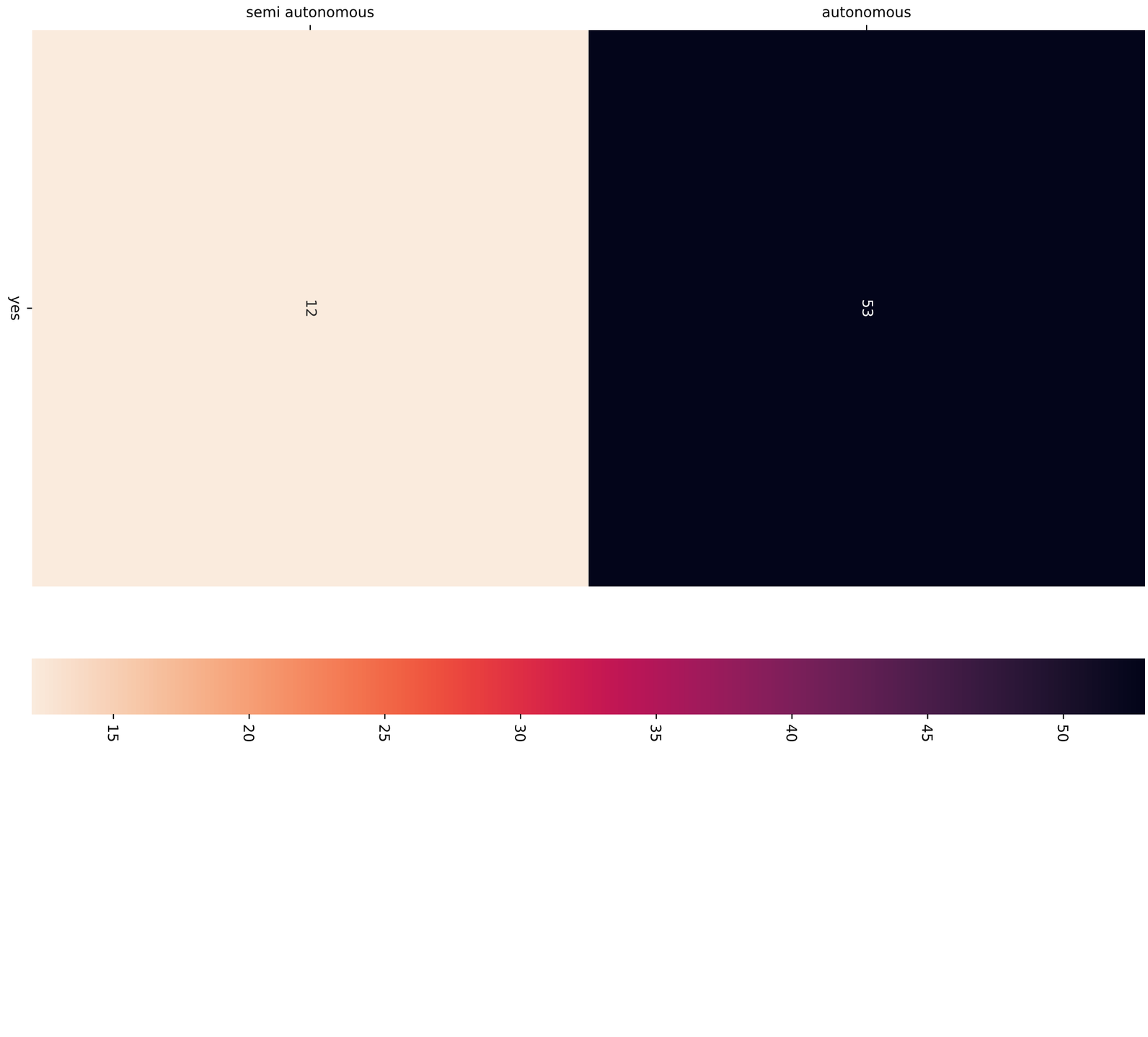
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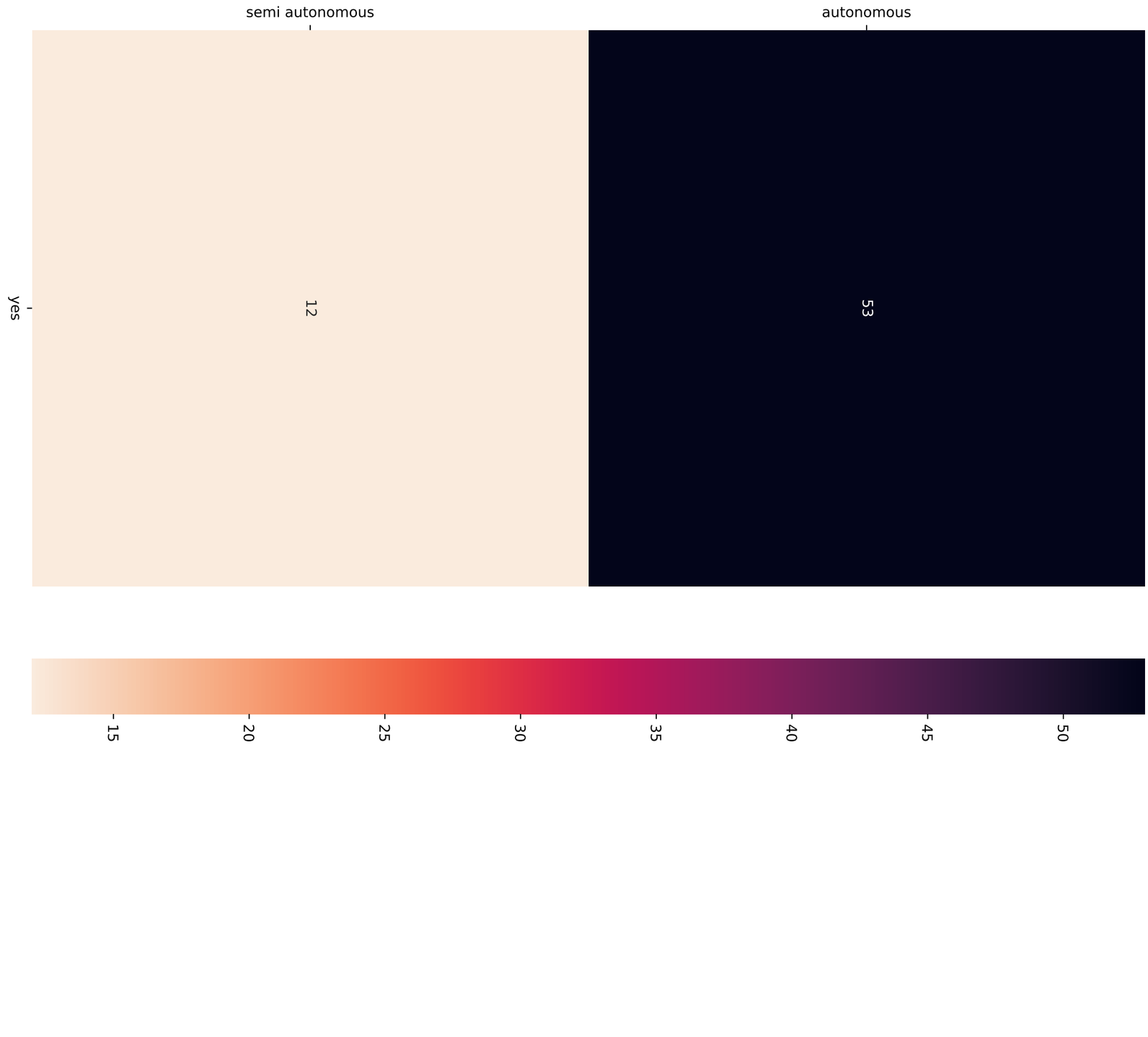
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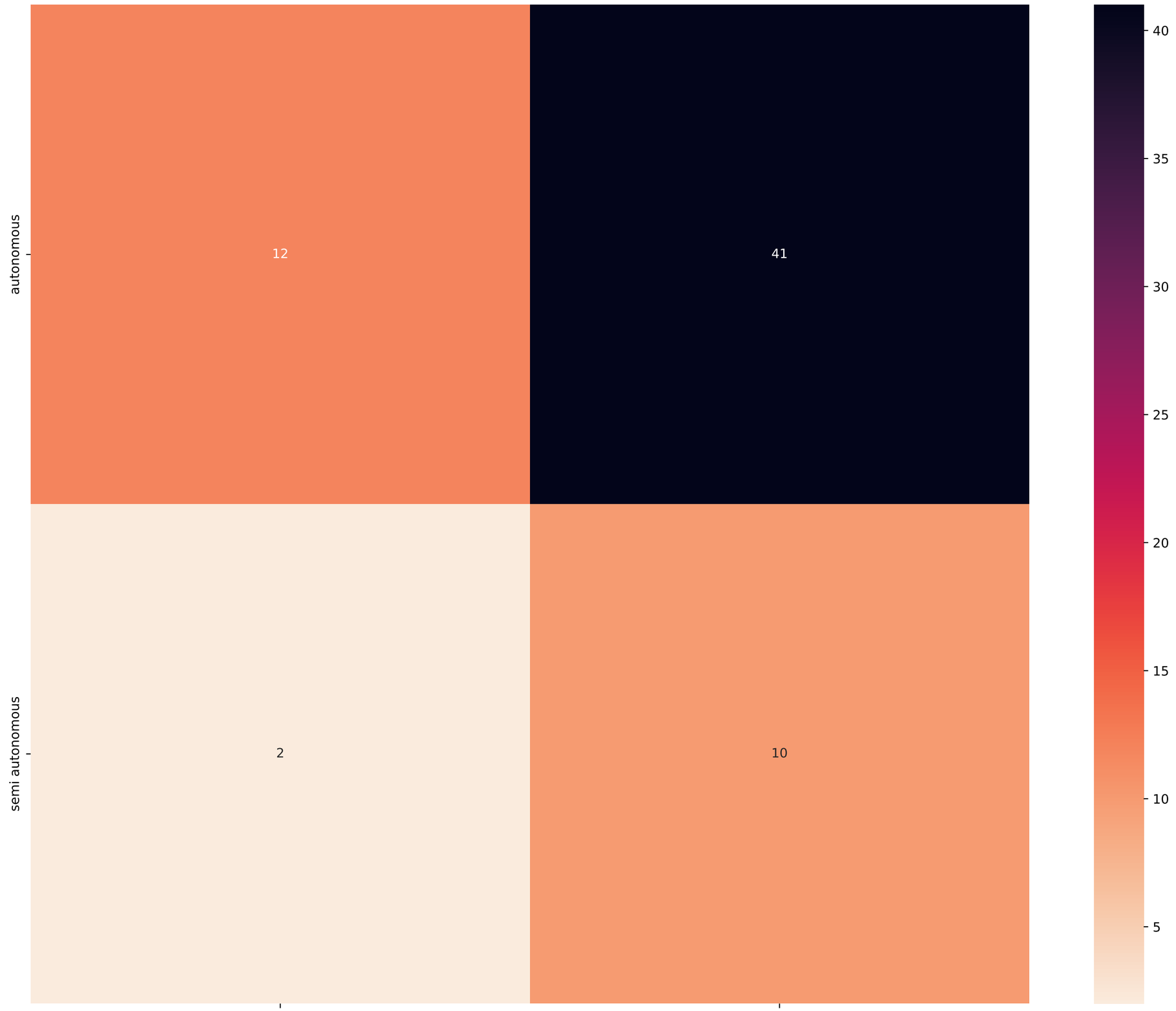
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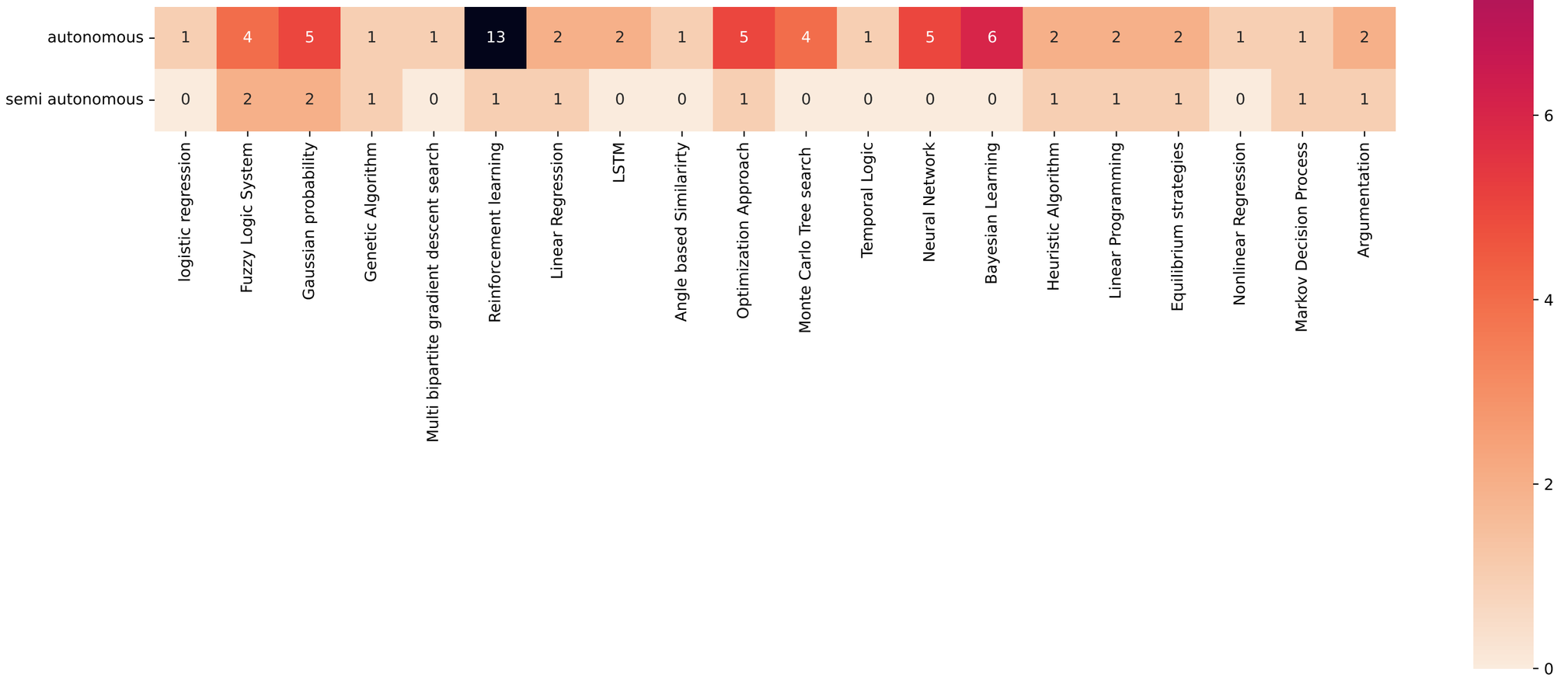
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semi autonomous
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logistic regression
Fuzzy Logic System
Gaussian probability
Genetic Algorithm
Multi bipartite gradient descent search
Reinforcement learning
Linear Regression
LSTM
Angle based Similarirty
Optimization Approach
Monte Carlo Tree search
Temporal Logic
Neural Network
Bayesian Learning
Heuristic Algorithm
Linear Programming
Equilibrium strategies
Nonlinear Regression
Markov Decision Process
Argumentation
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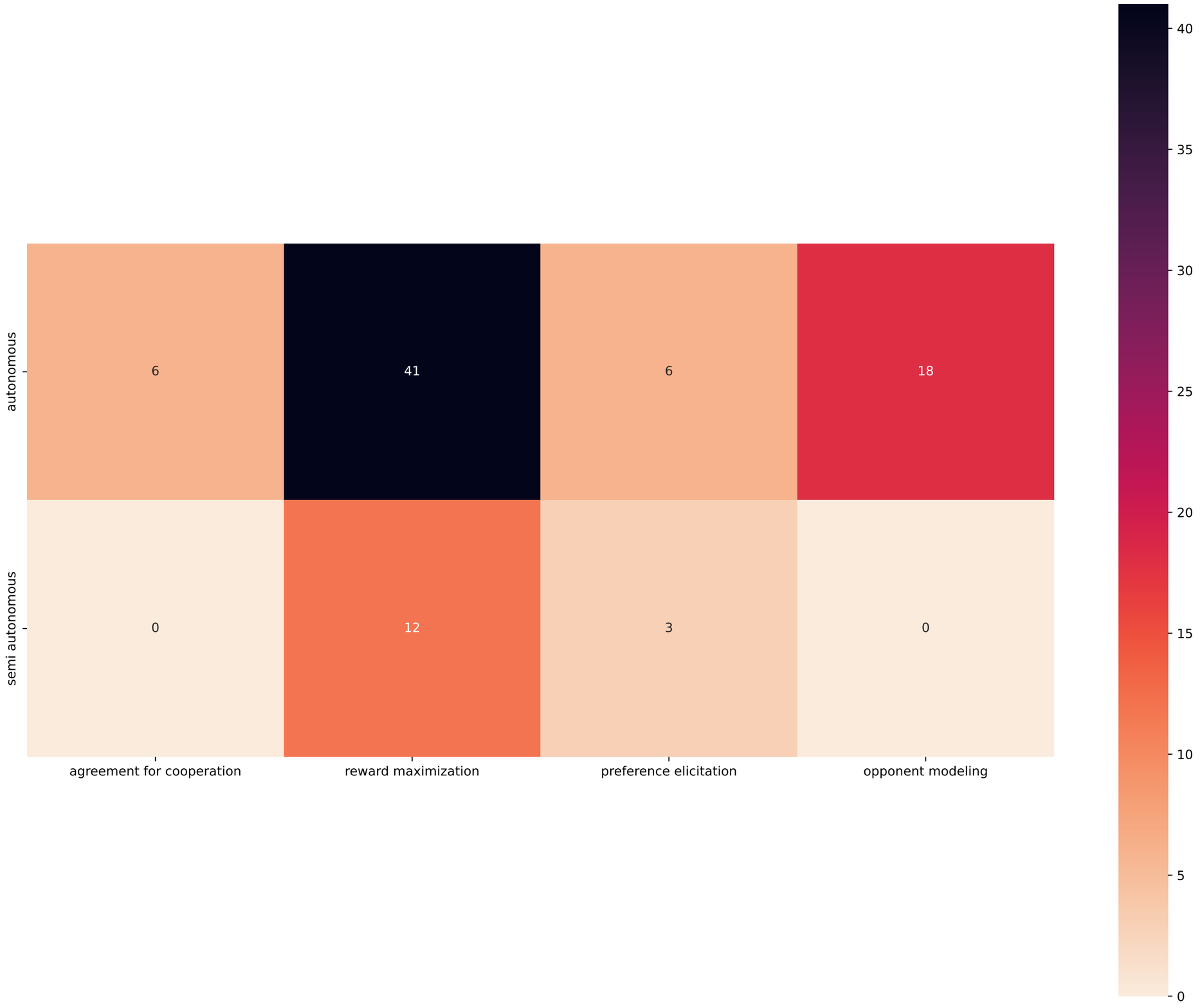
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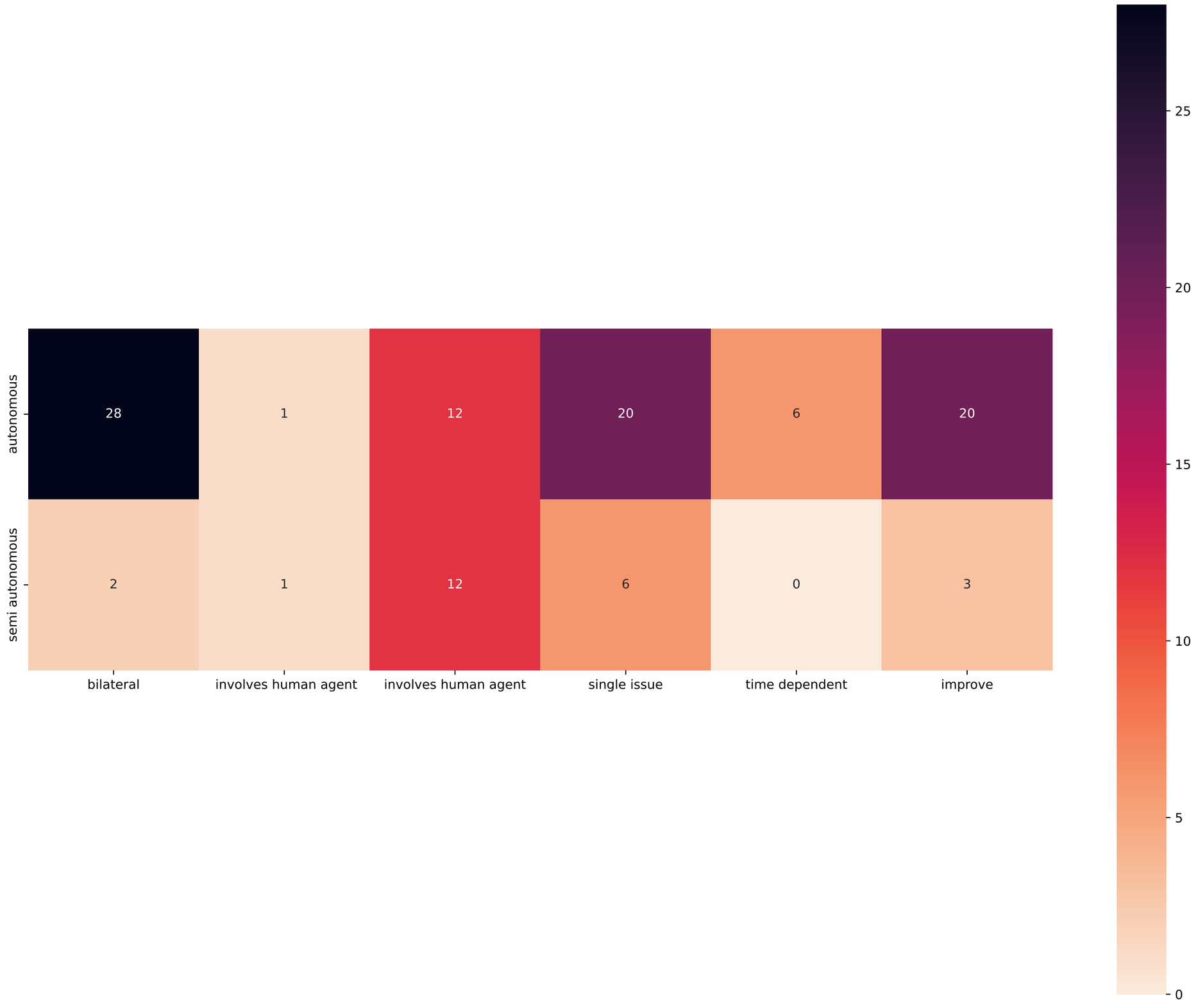
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bilateral
involves human agent
involves human agent
single issue
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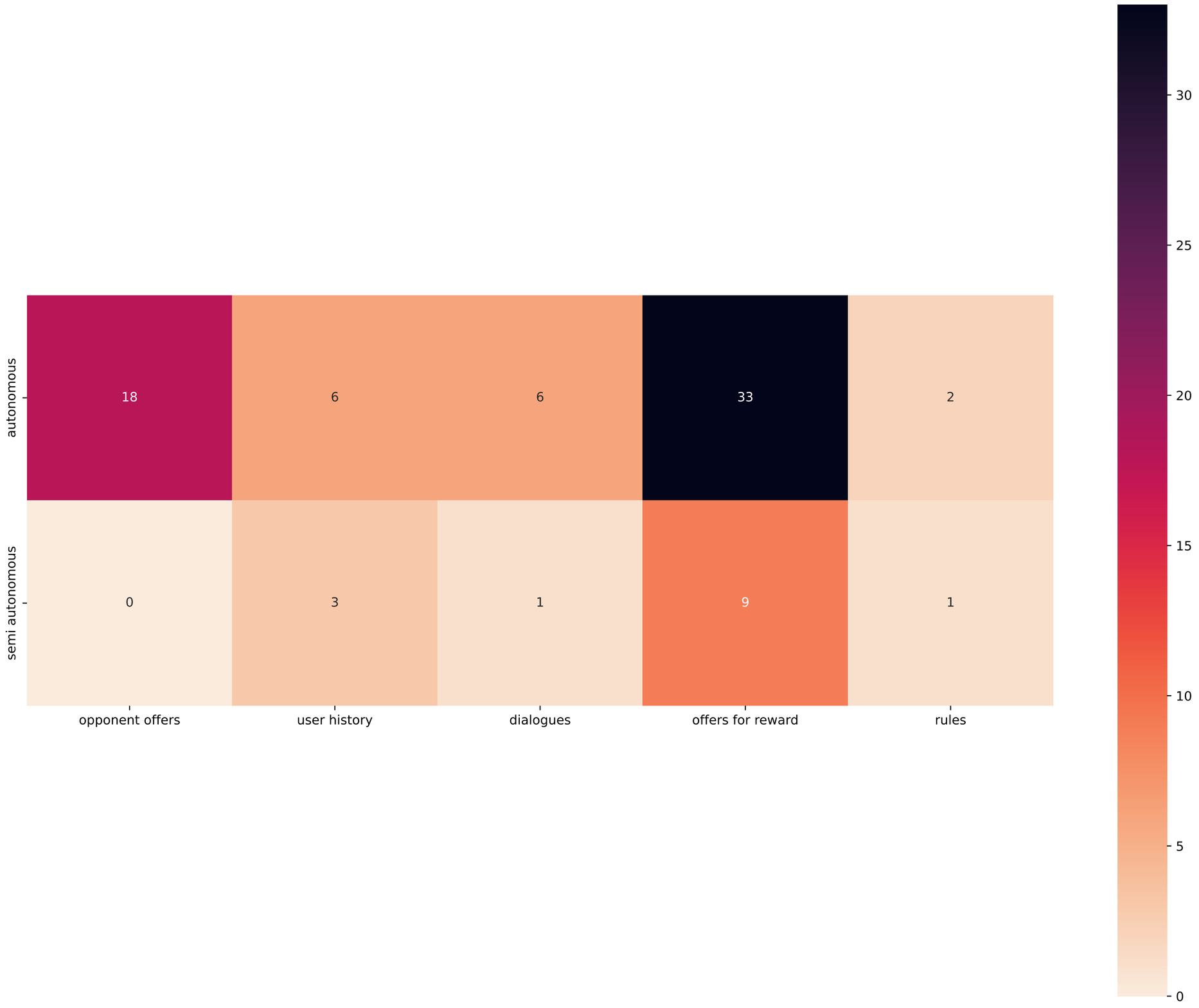
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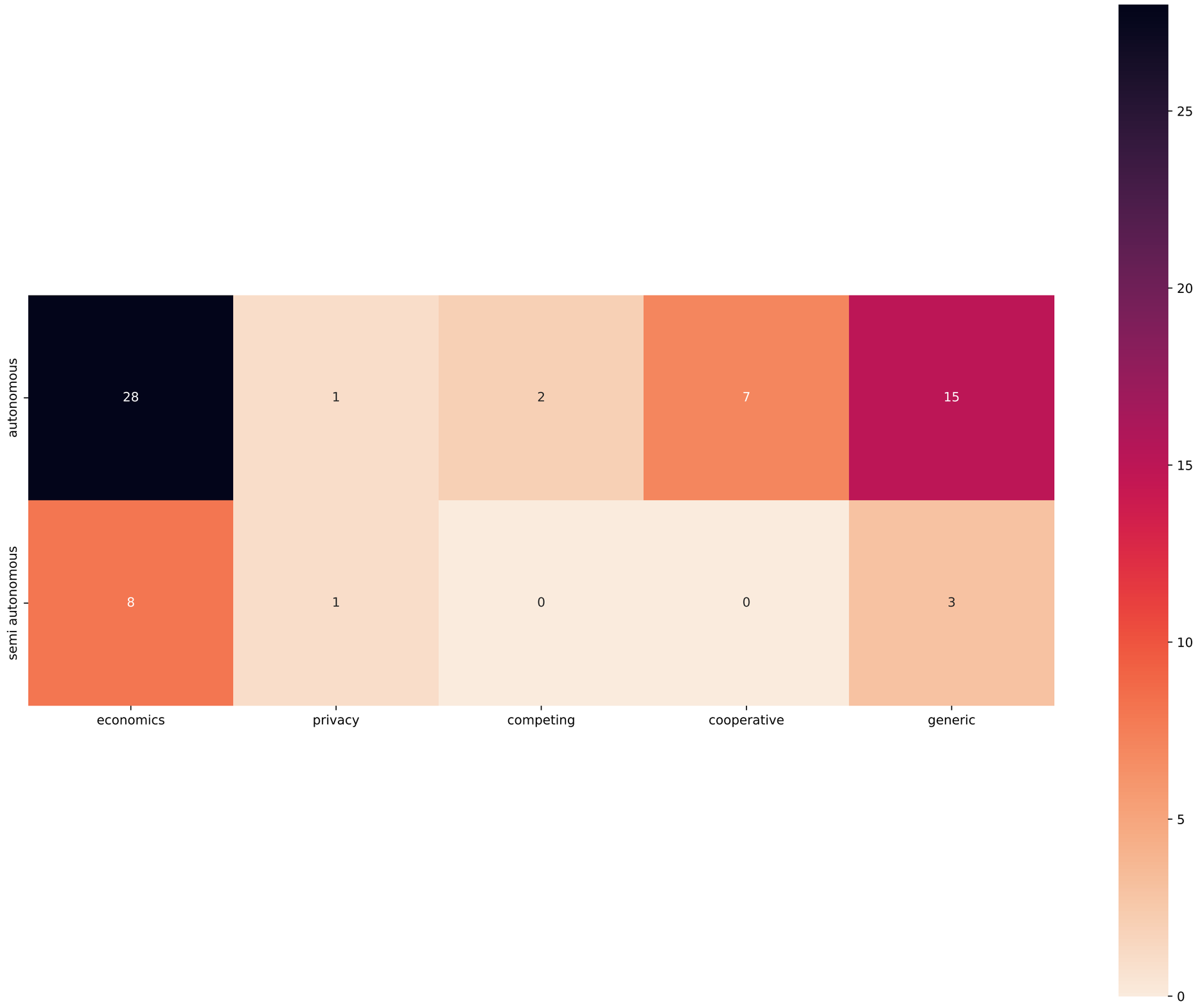
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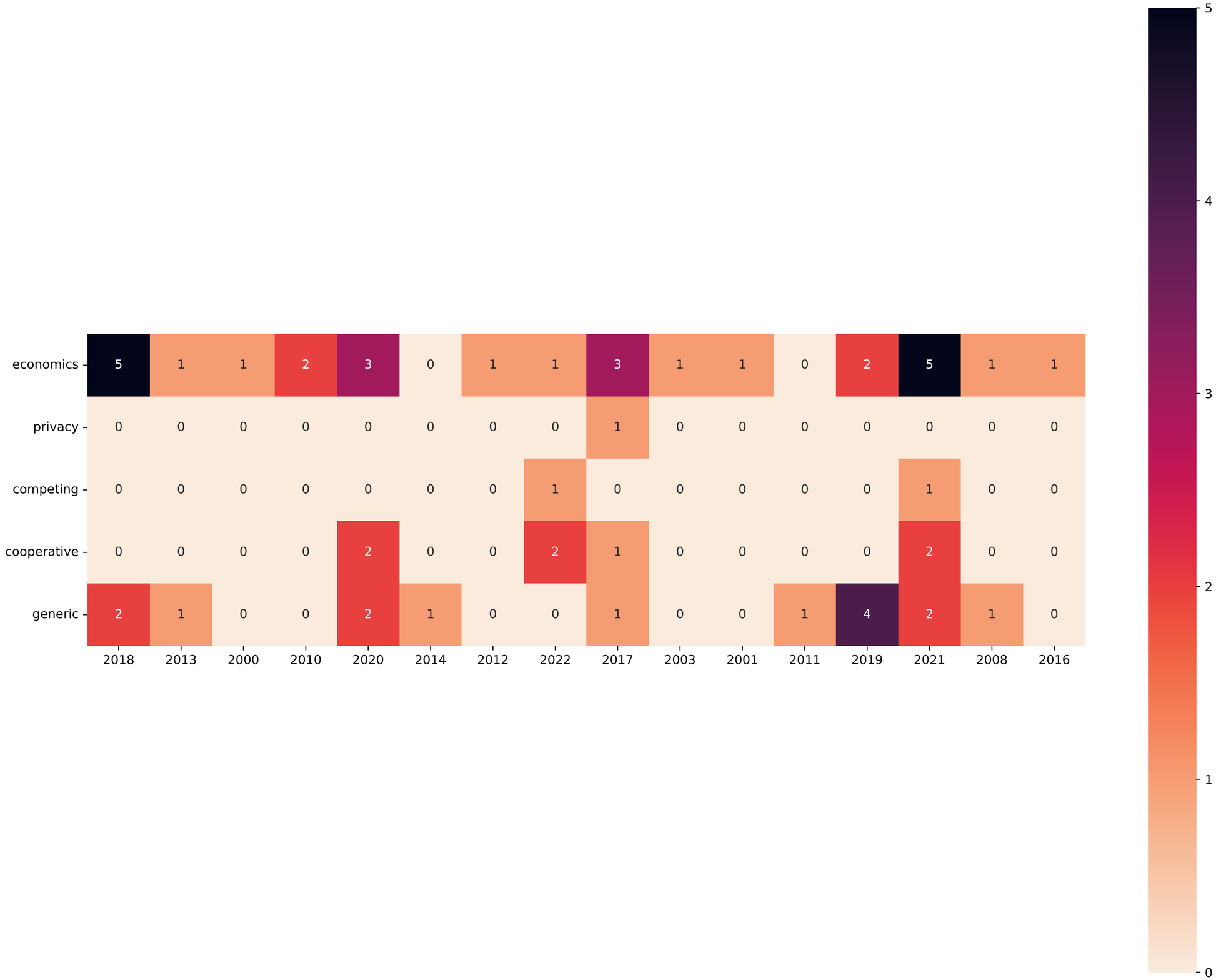
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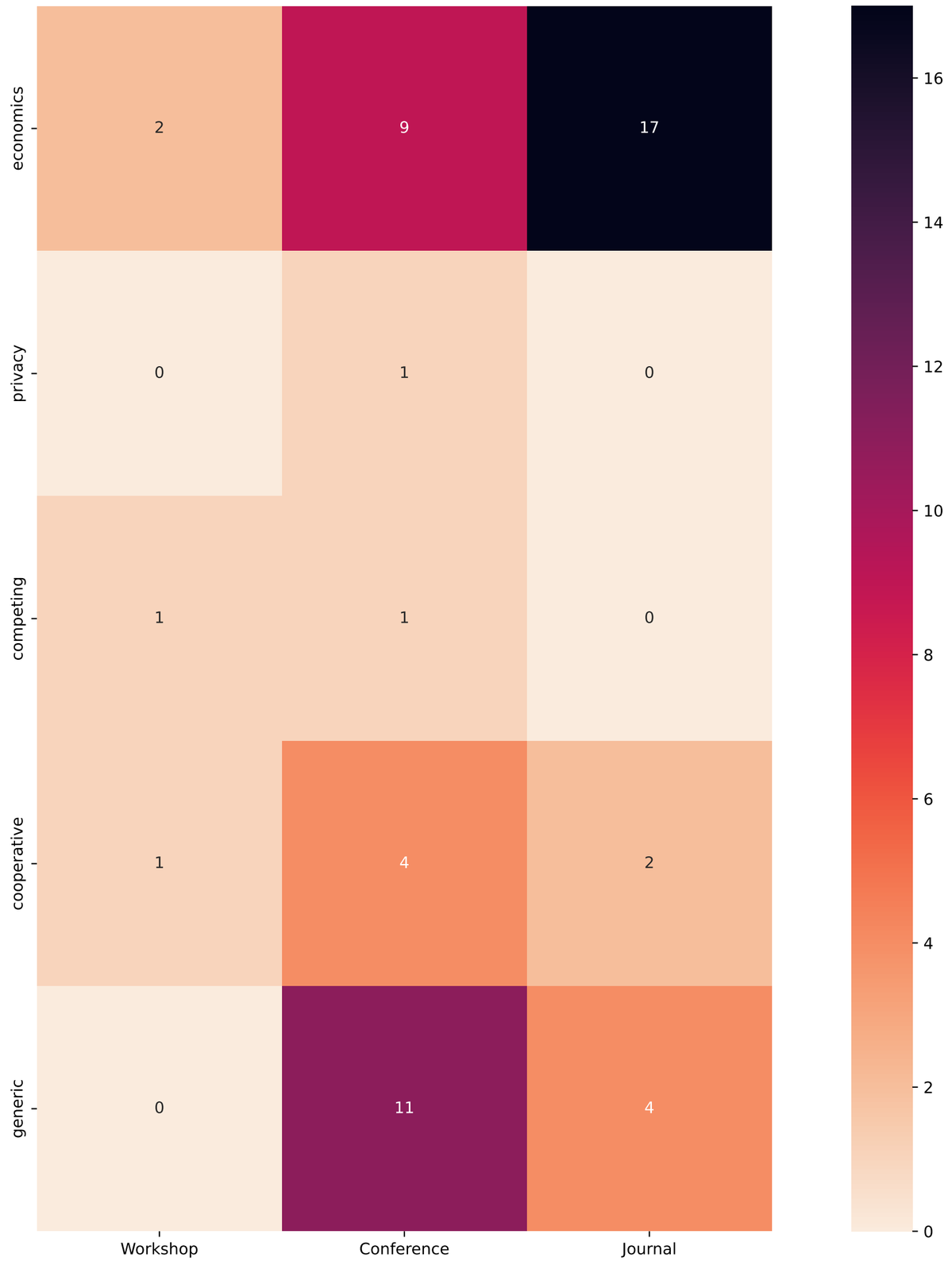
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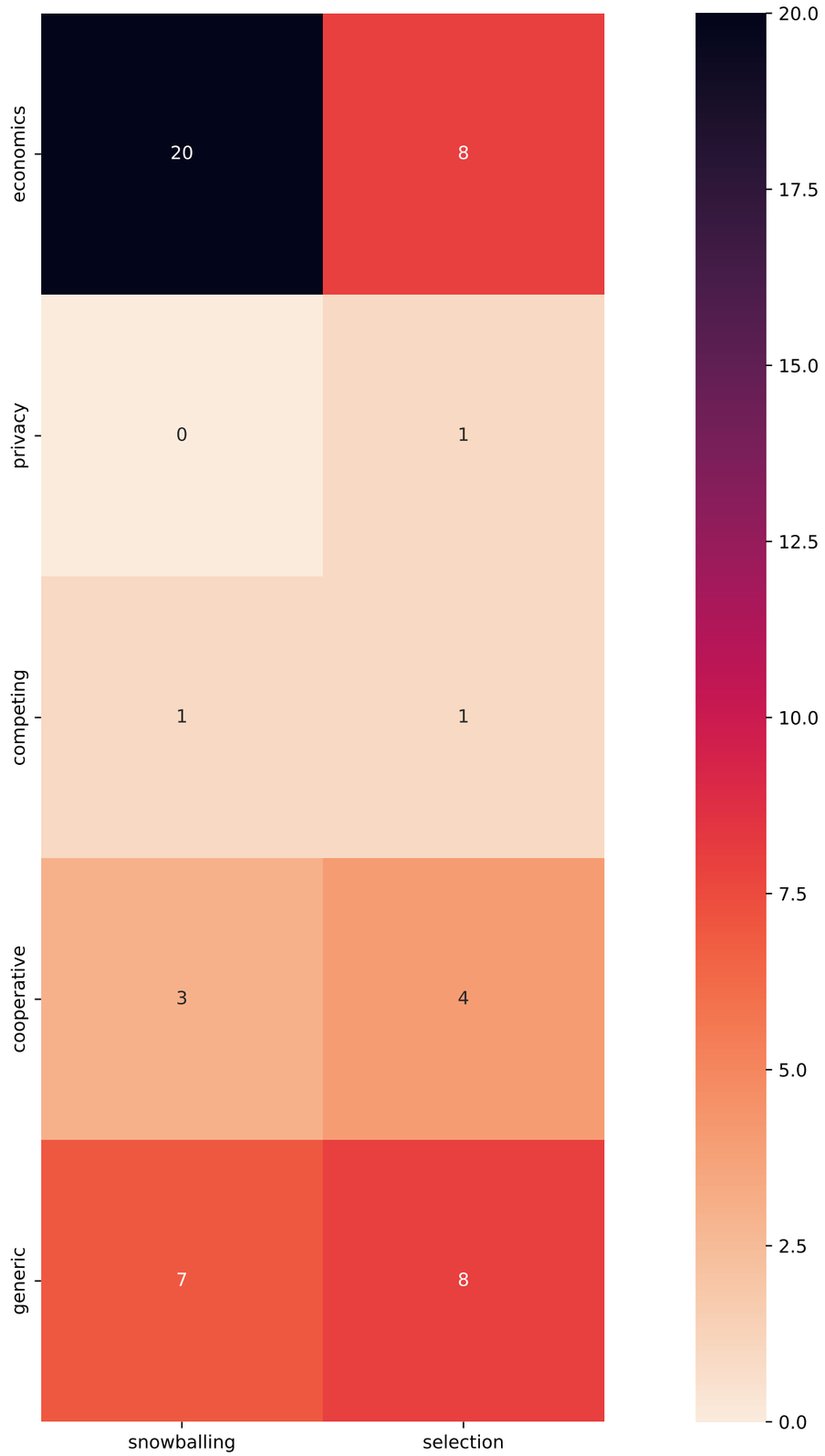
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economics
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economics
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economics
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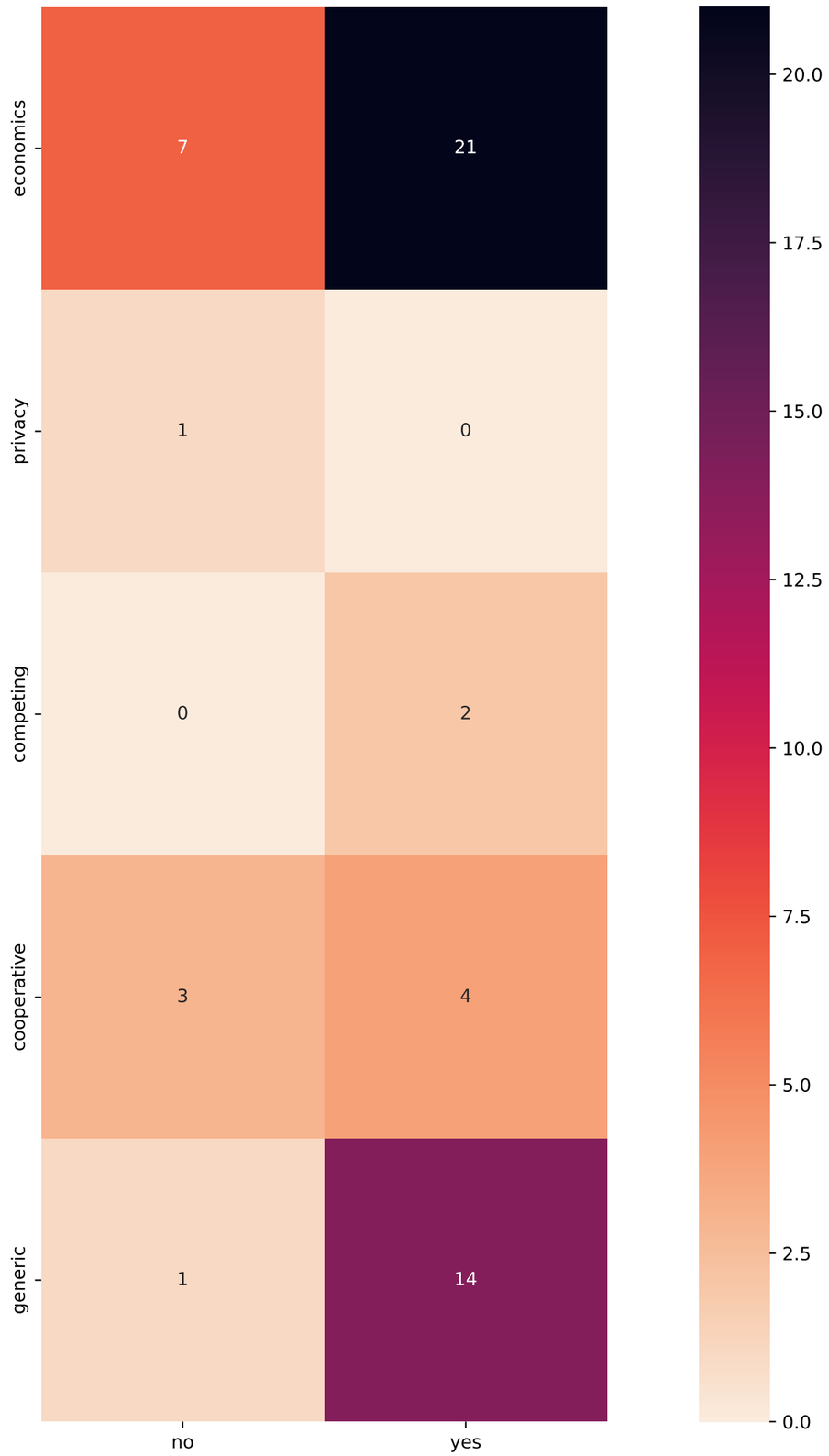
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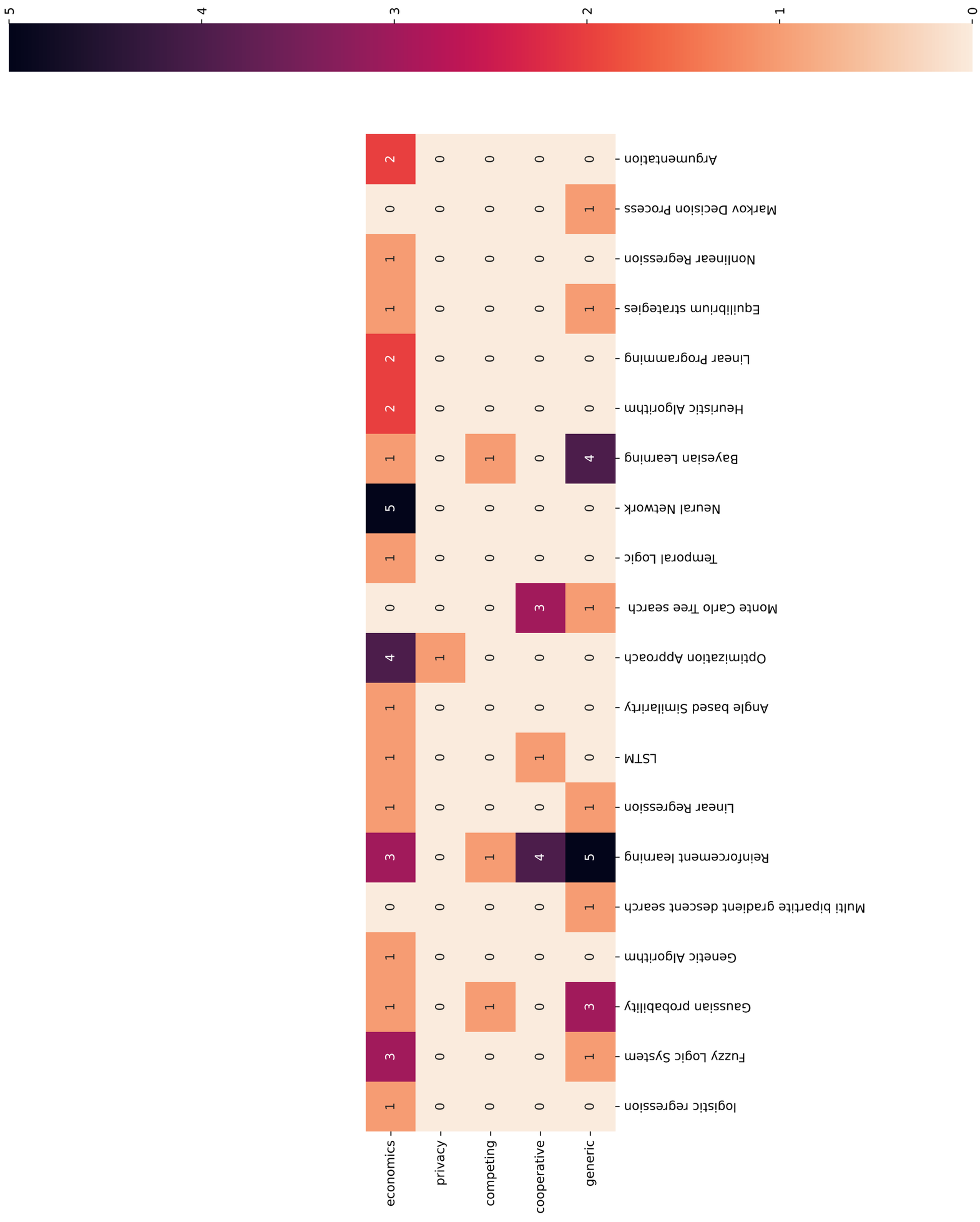
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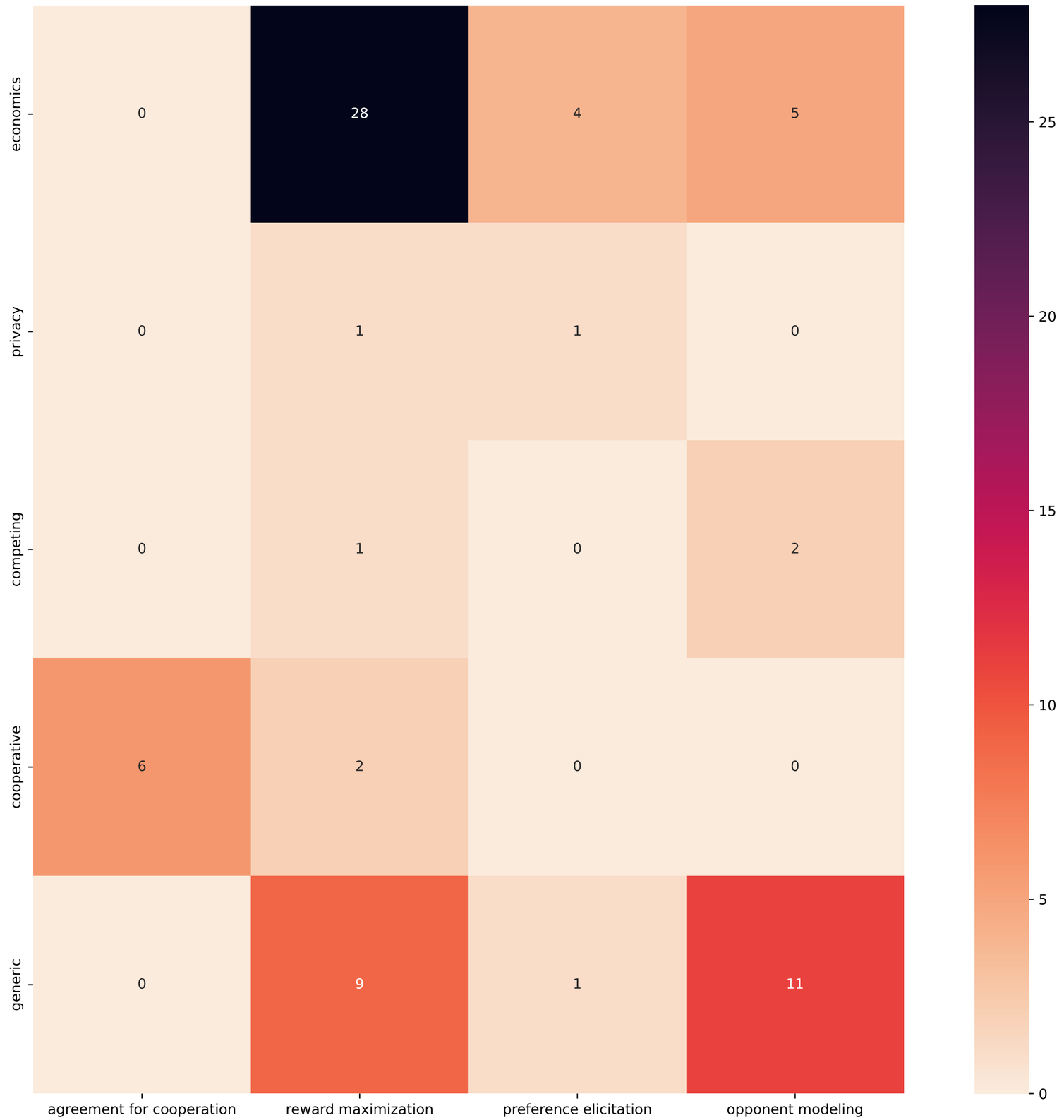
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agreement for cooperation
reward maximization
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opponent modeling
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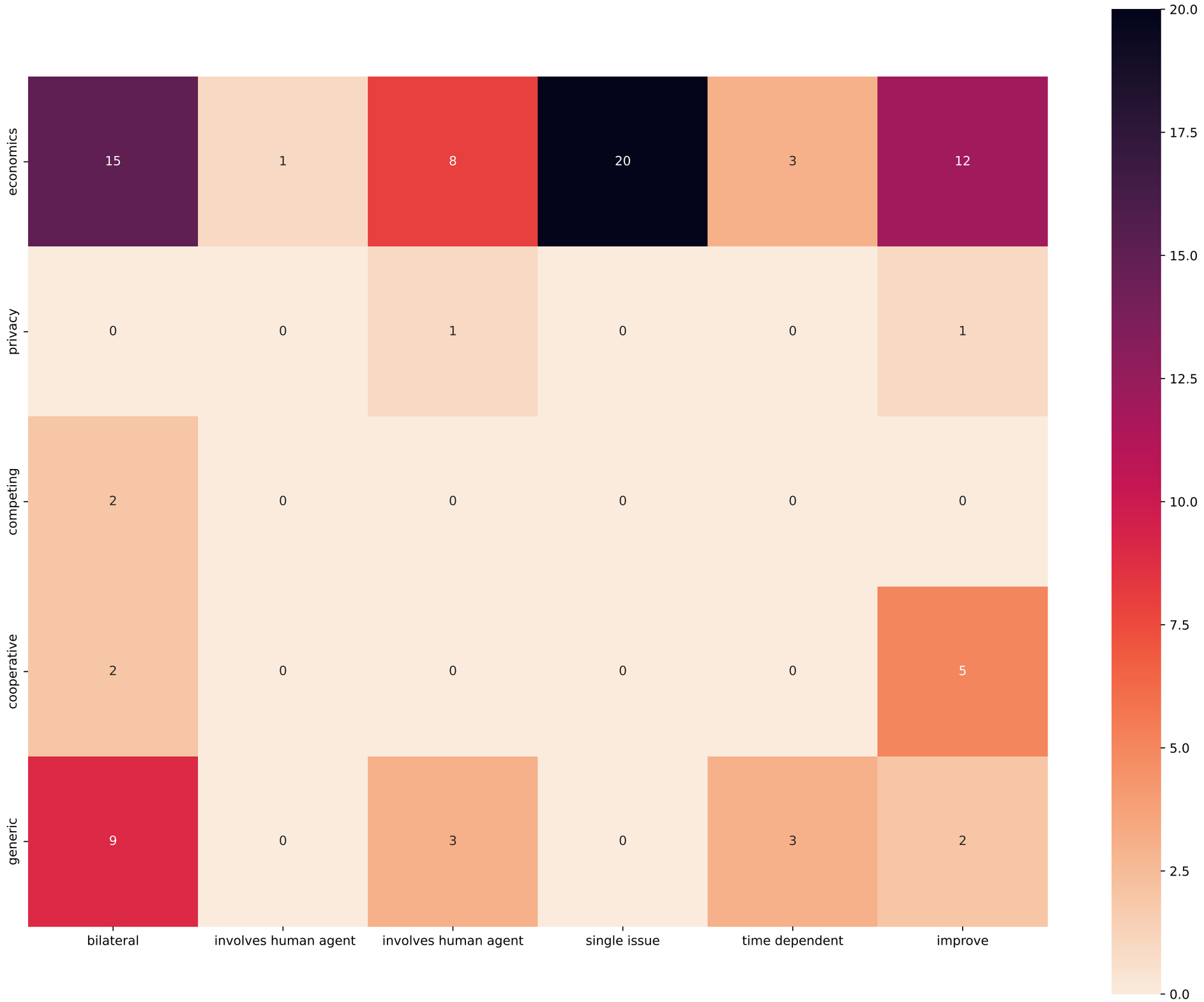
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bilateral
involves human agent
involves human agent
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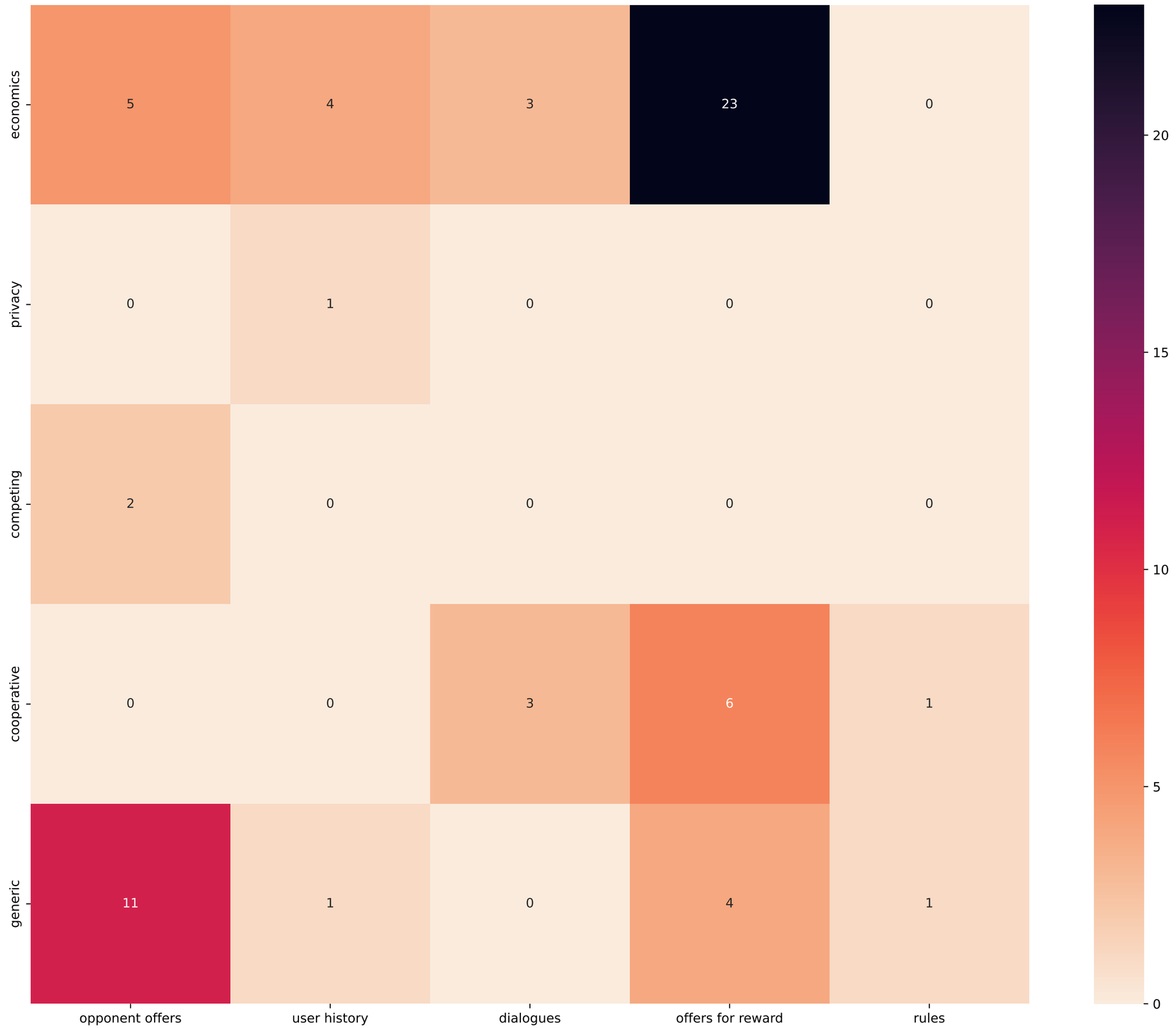
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opponent offers
user history
dialogues
offers for reward
rules
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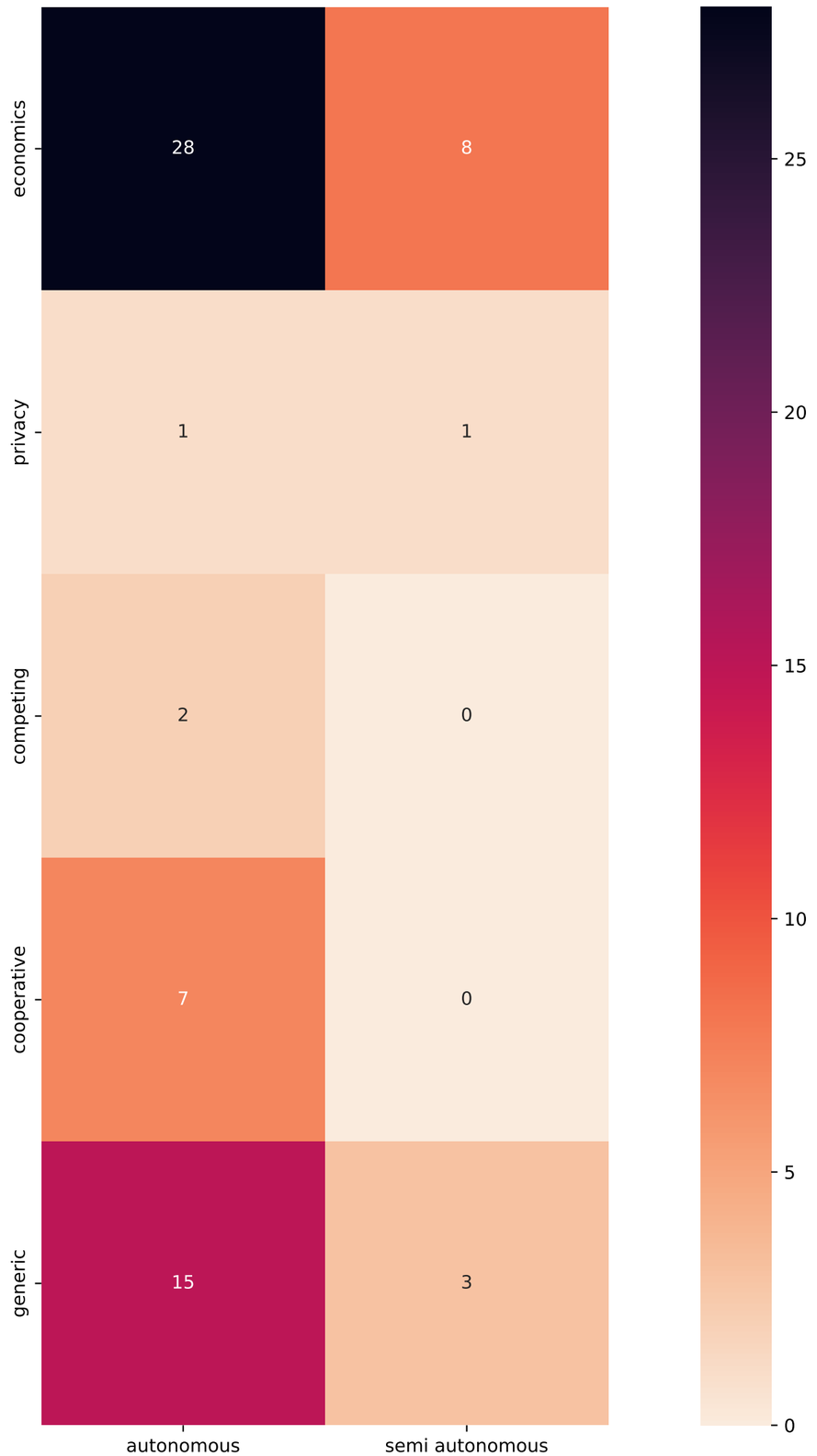
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