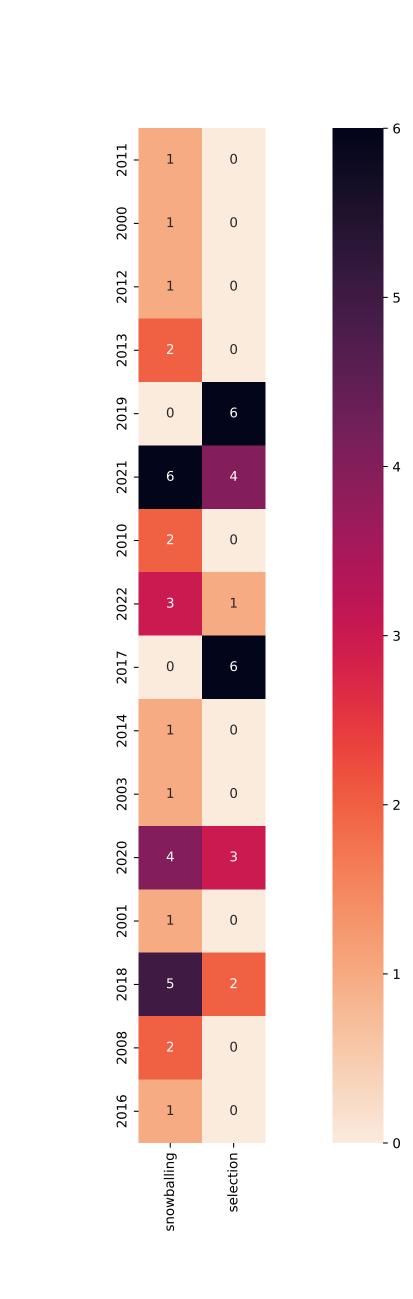
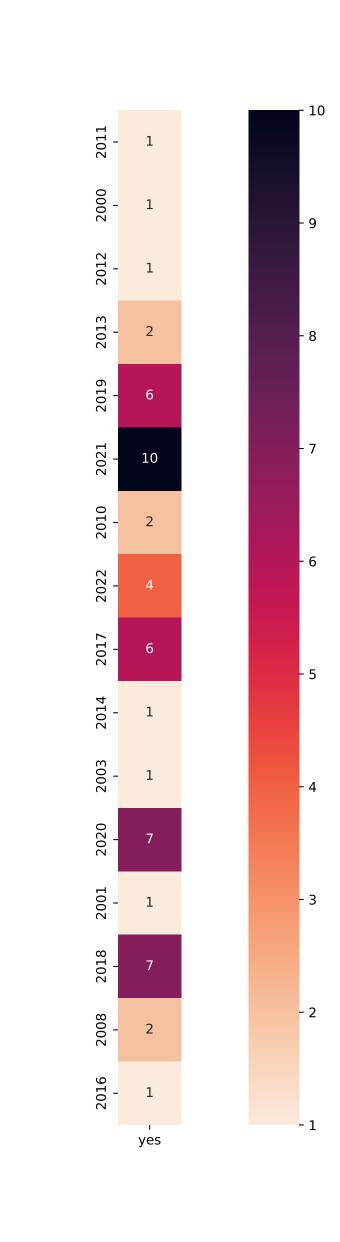
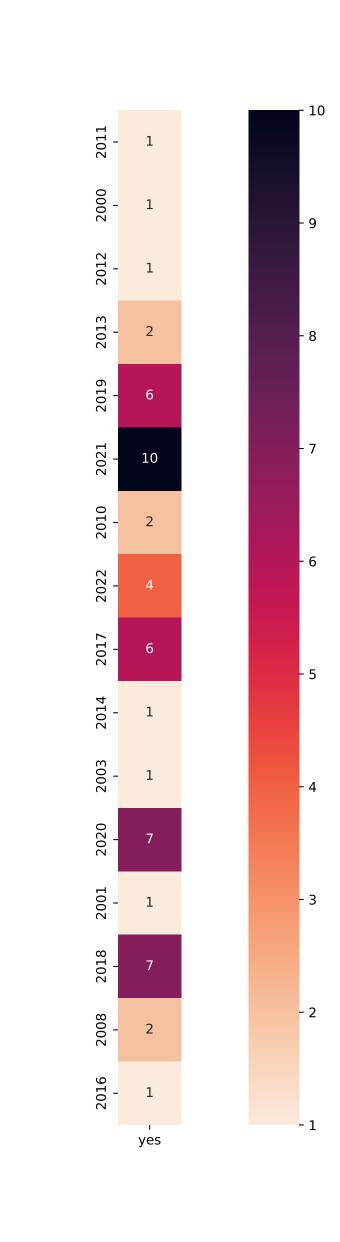
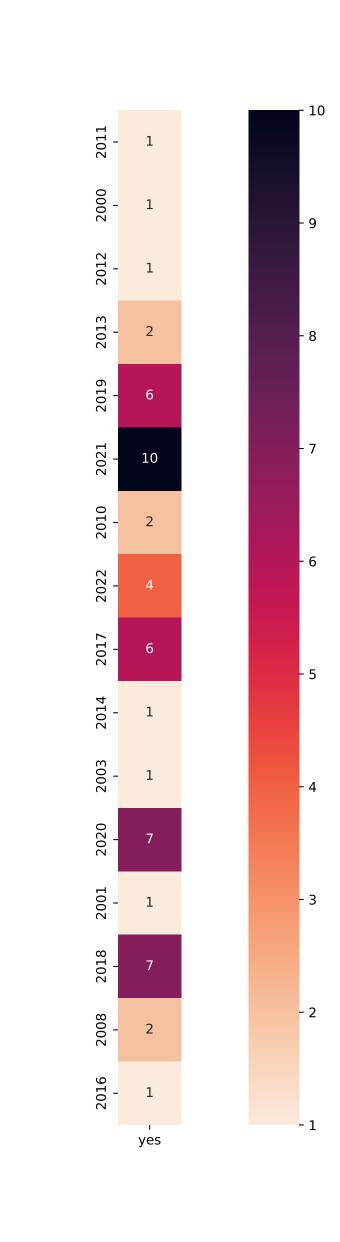
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2013	0	2	0	
2019	0	0	6	
2021		3	7	
2010	0	1	1	
2022	2	1	1	
2017	0	2	4	
2014	0	1	0	
2003	0	1	0	
2020	0	5	2	
2001	0	1	0	
2018	1	4	2	
2008	1	0	1	
2016	0	1	0	



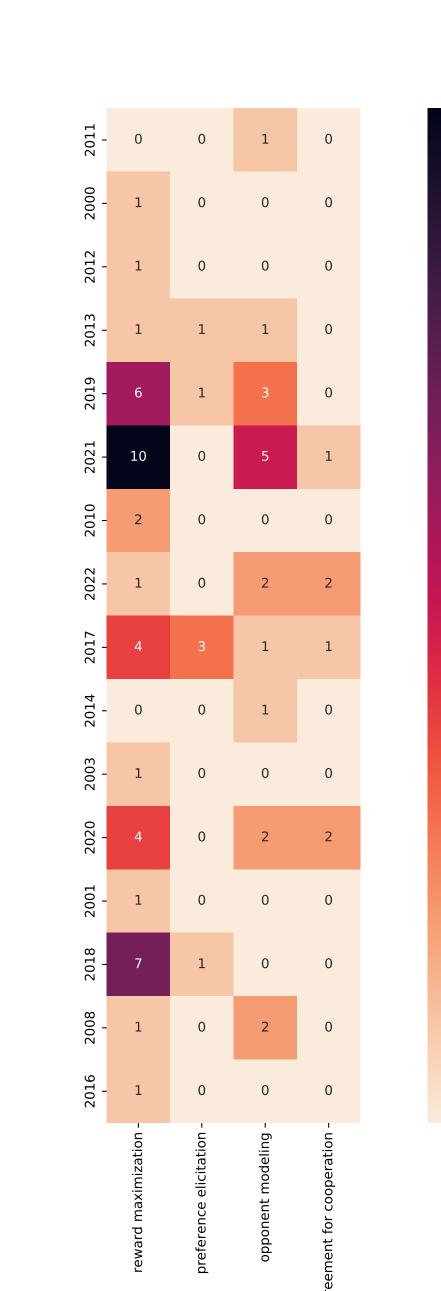






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2000		1	- 8	
2012	- 0	1		
2013	- 1	1	- 7	
2019	- 0	6		
2021	- 1	9	- 6	
2010	- 2	0		
2022	- 0	4	- 5	
2017	- 3	3	- 4	
2014		1		
2003	- 0	1	- 3	
2020	- 2	5		
2001		0	- 2	
2018	- 2	5		
2008	- 0	2	- 1	
2016	- 0	1		
	no	yes	- 0	

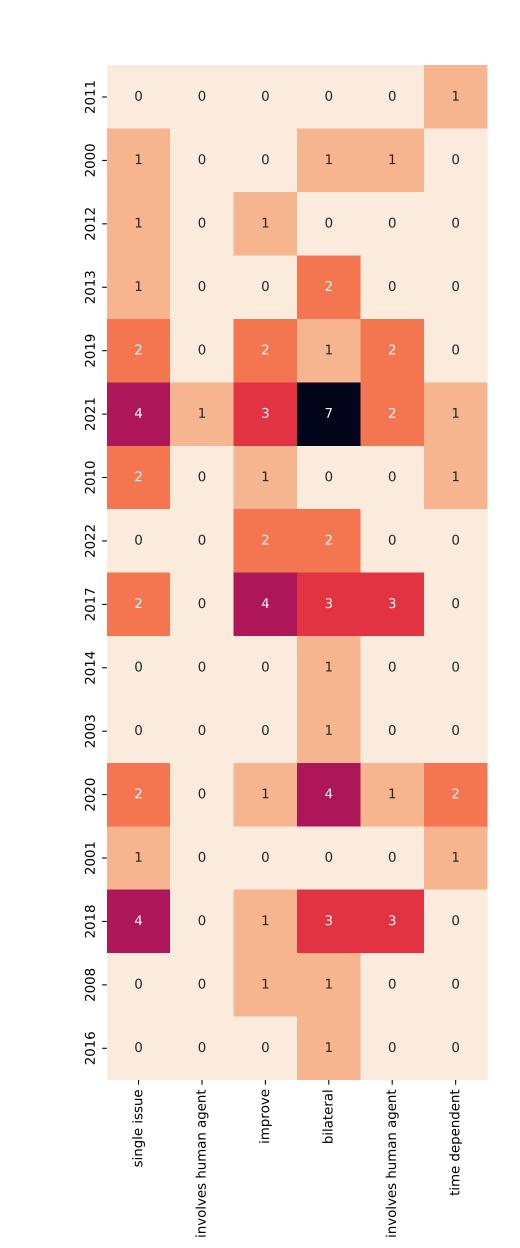
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2000	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
2012	0	0	0	0	0	0	1	0	1	0	0	0	0	0	0	0	0	0	0
2013	0	1	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0
2019	0	1	0	1	0	0	1	0	0	1	0	0	0	2	0	2	2	0	0
2021	2	0	0	1	0	0	4	0	0	0	0	0	0	5	0	0	1	1	0
2010	0	0	0	0	0	0	2	0	0	0	0	0	0	0	0	0	0	0	0
2022	0	1	0	0	0	1	2	0	0	0	0	0	0	4	0	0	0	0	0
2017	0	0	0	1	1	0	2	0	0	0	0	0	1	0	0	0	1	0	1
2014	0	1	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
2003	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	1
2020	1	1	1	1	0	0	3	1	1	0	0	0	0	2	0	0	0	0	0
2001	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0
2018	0	0	0	0	0	1	3	0	0	0	2	1	0	0	0	0	0	0	1
2008	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
2016	1	0	0	0	0	0	1	0	0	0	0	0	0	0	1	0	0	0	0
	Neural Network -	Bayesian Learning -	Angle based Similarirty -	Monte Carlo Tree search -	ipartite gradient descent search -	- RSTM -	Alternative offer protocol –	Nonlinear Regression -	Linear Regression -	Markov Decision Process -	Linear Programming -	Heuristic algorithm -	Equilibrium strategies -	Reinforcement learning -	logistic regression –	Argumentation -	Gaussian probability -	Genetic Algorithm -	Fuzzy Logic System -



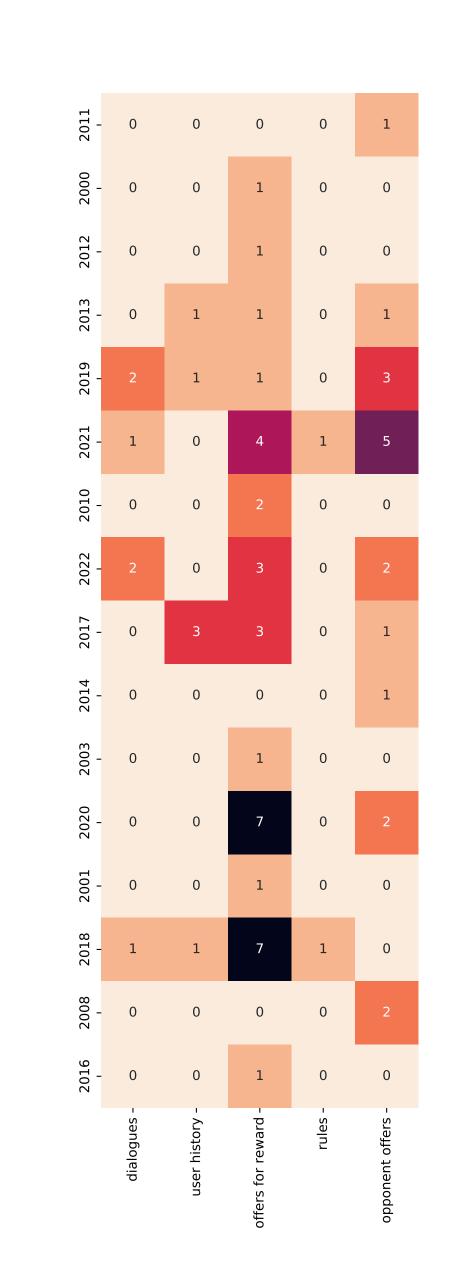
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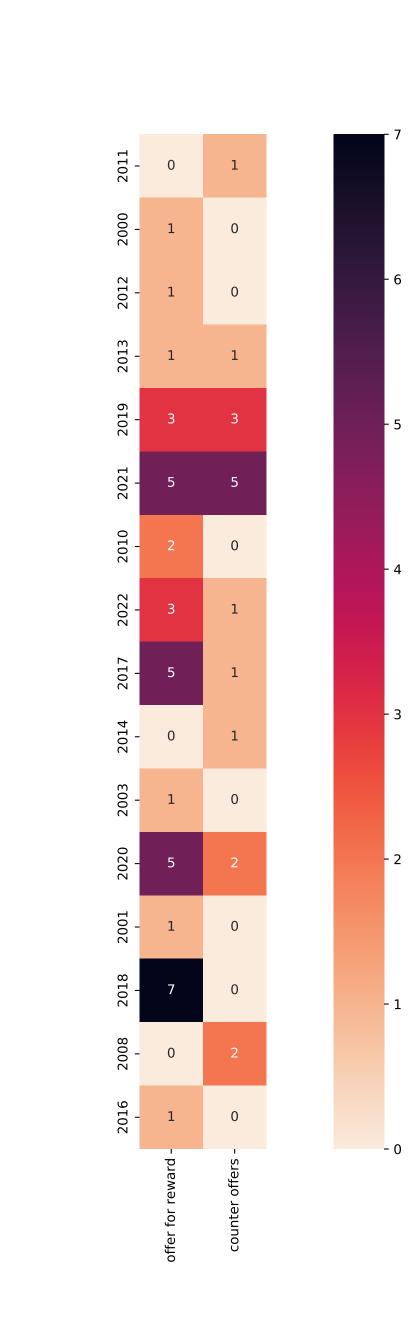


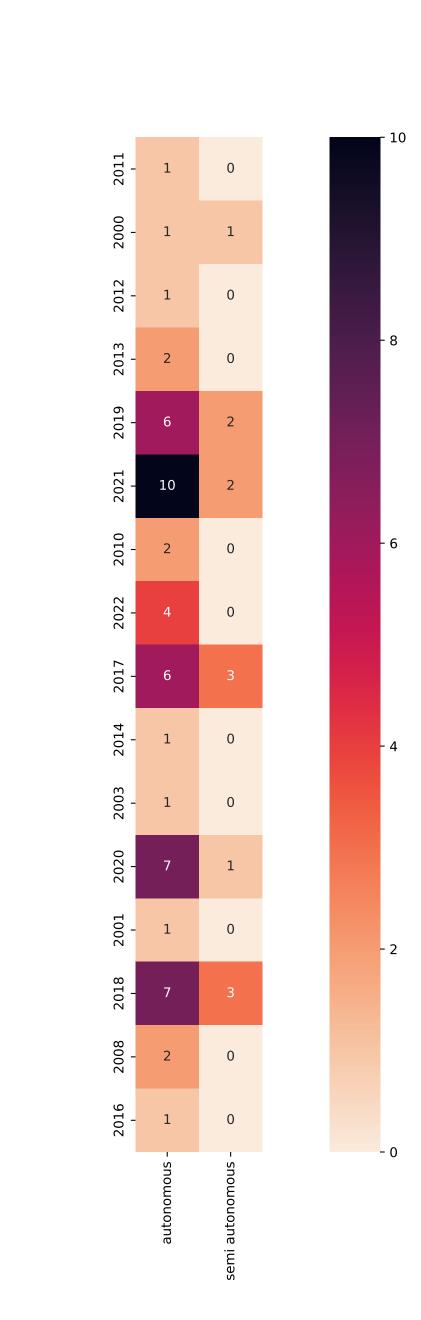
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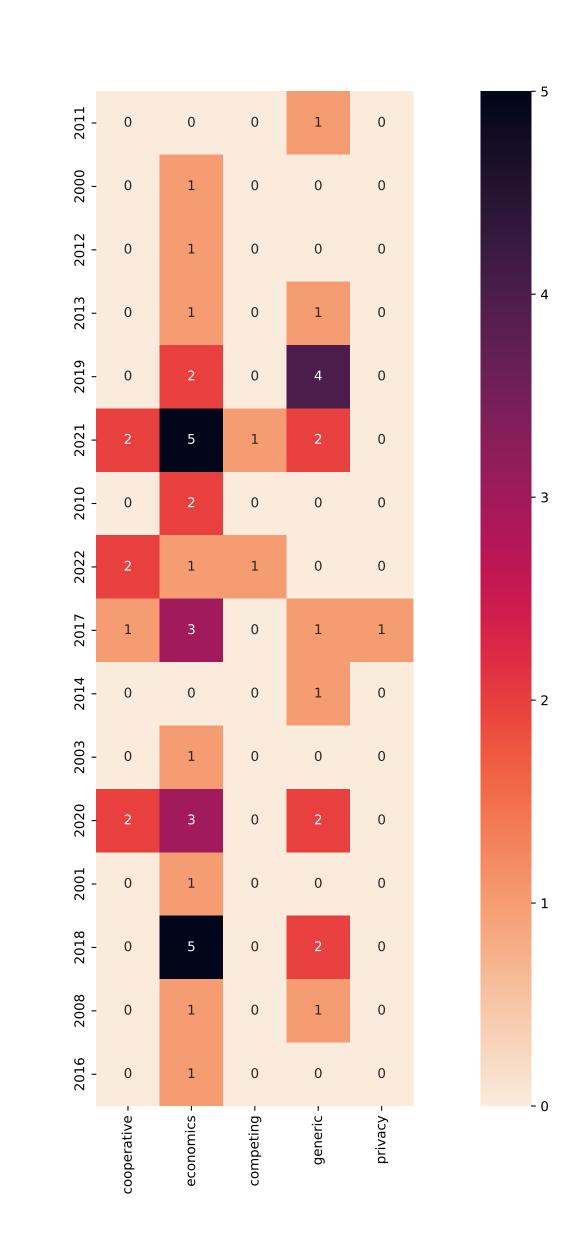
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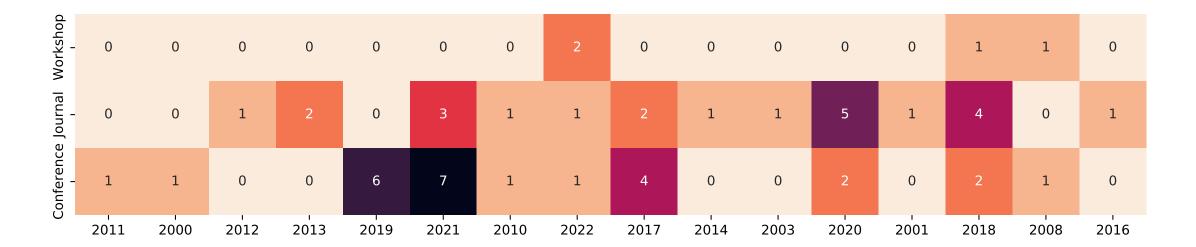
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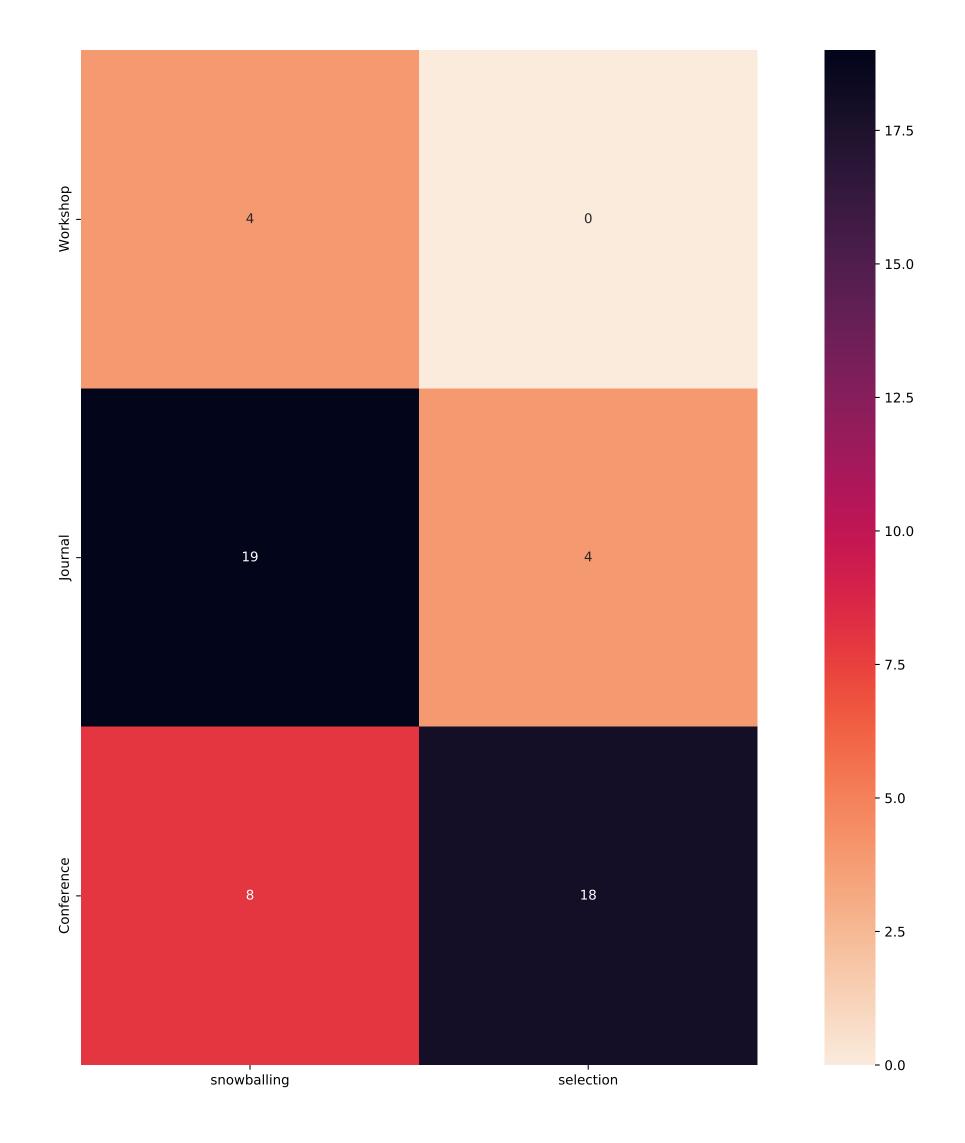
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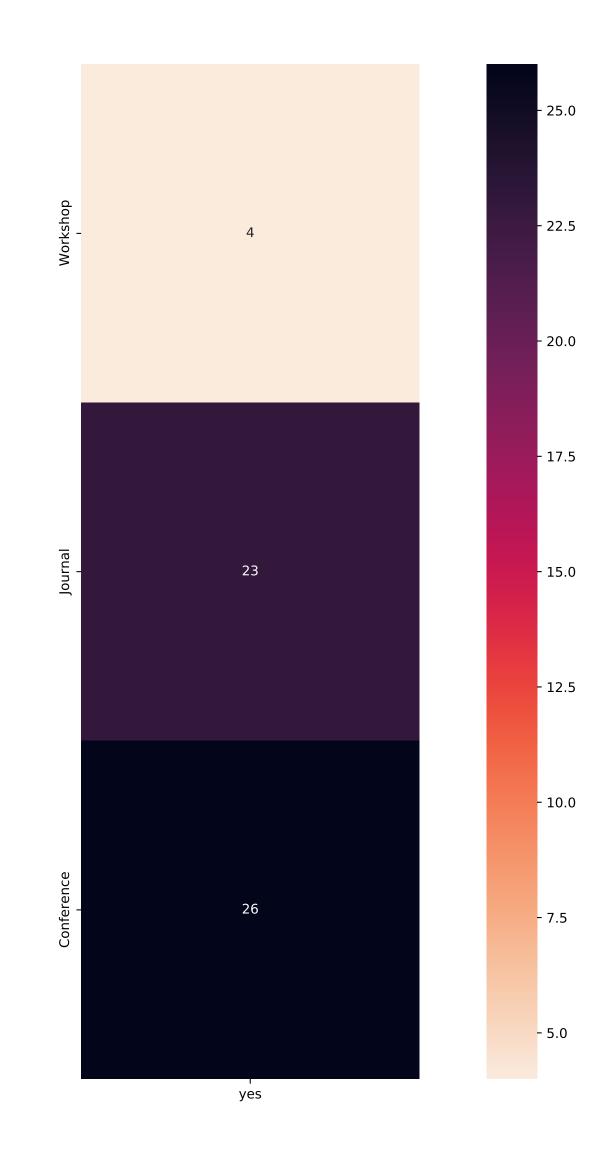
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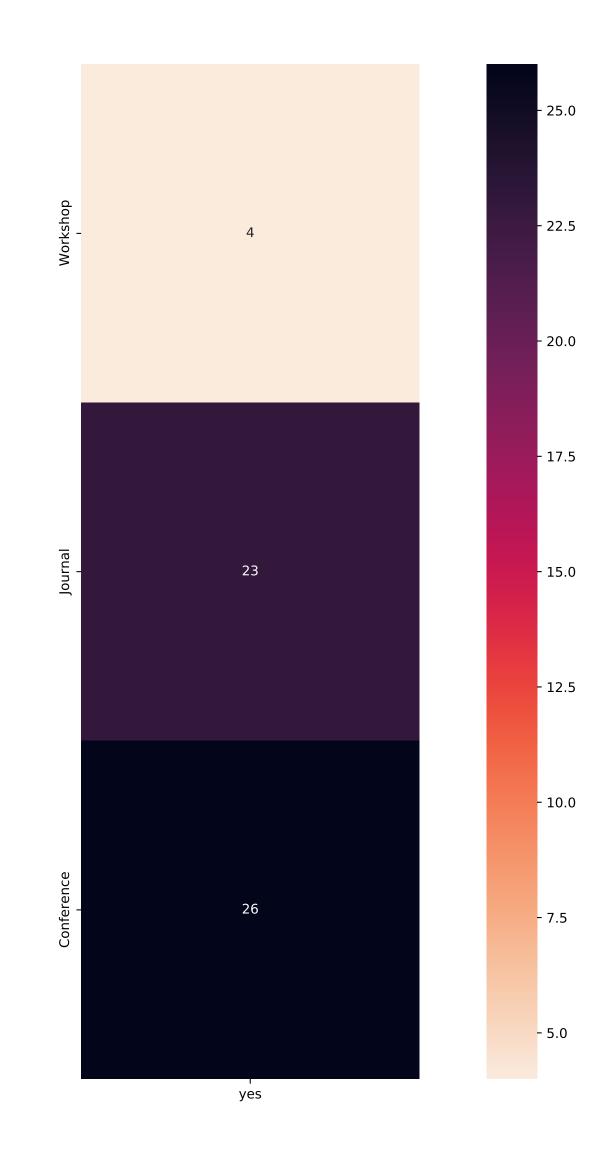
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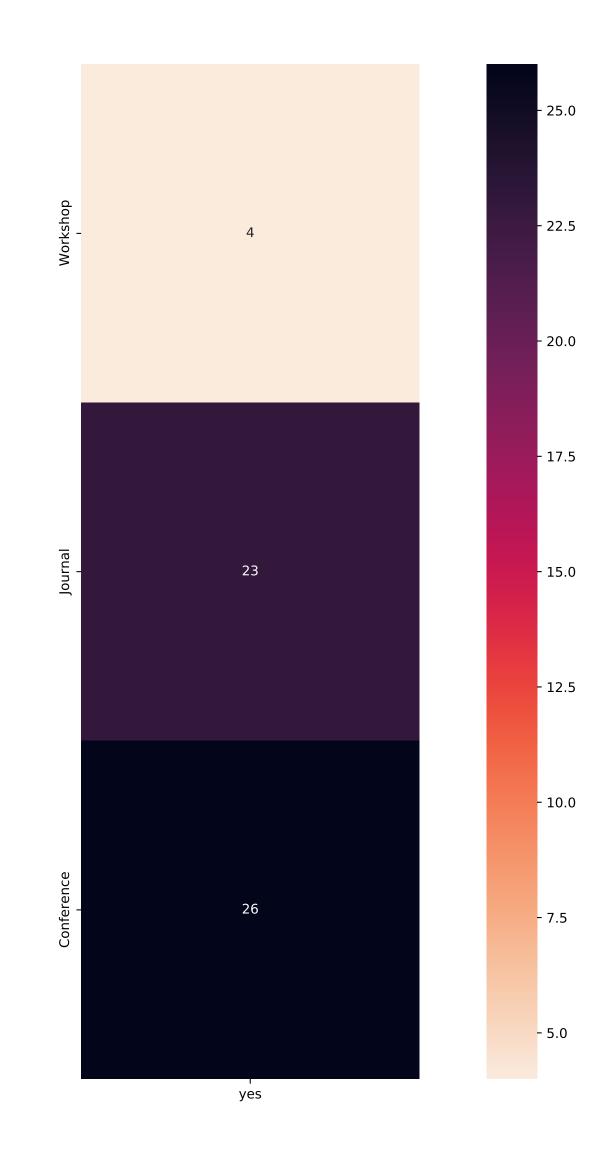
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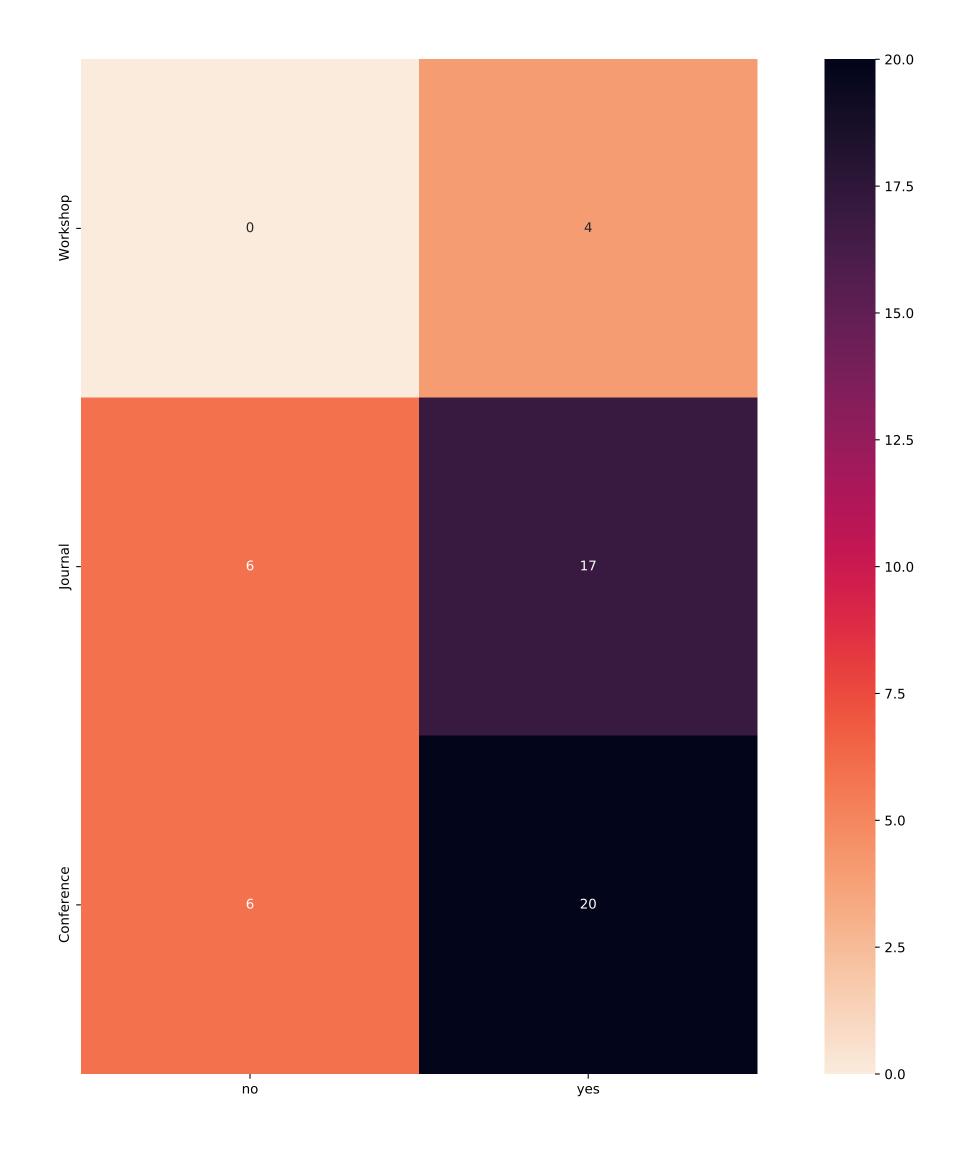
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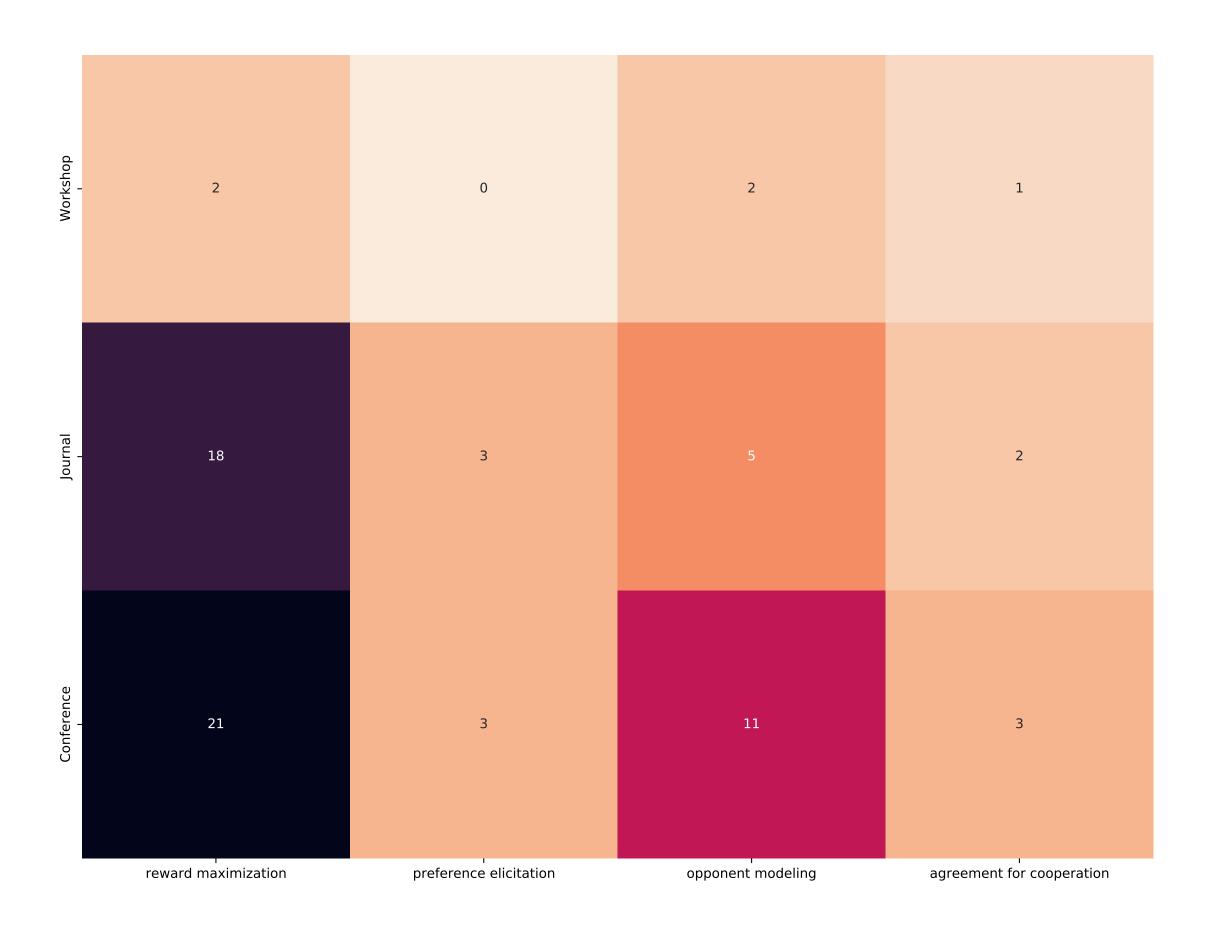
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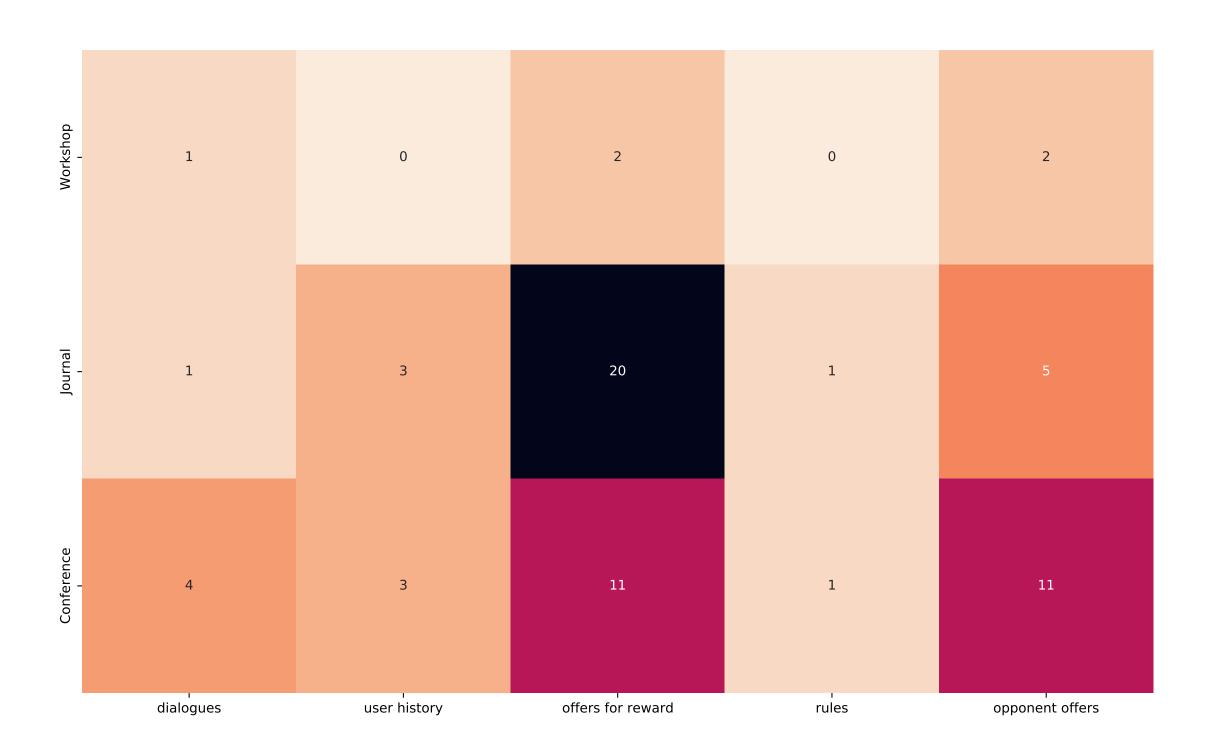
Workshop

Journal

Conference

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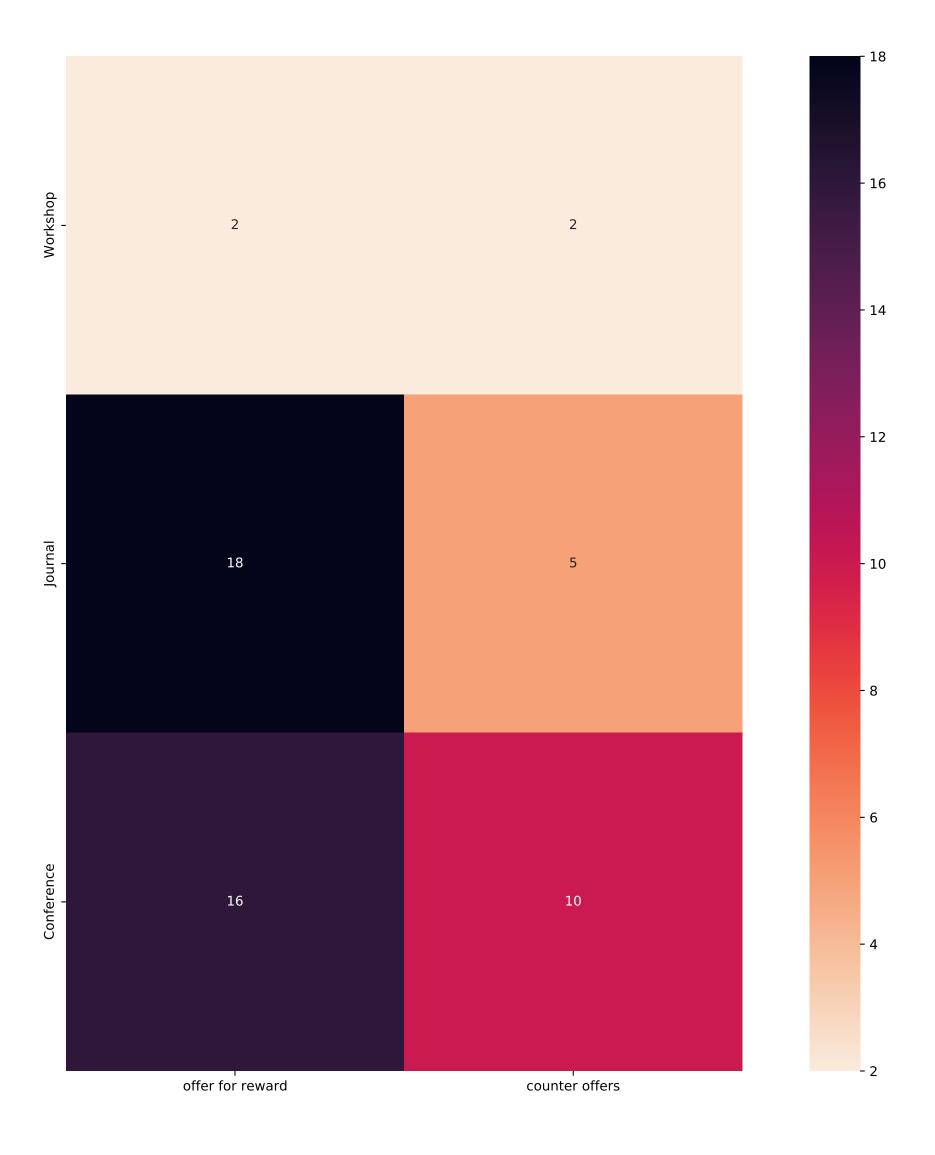
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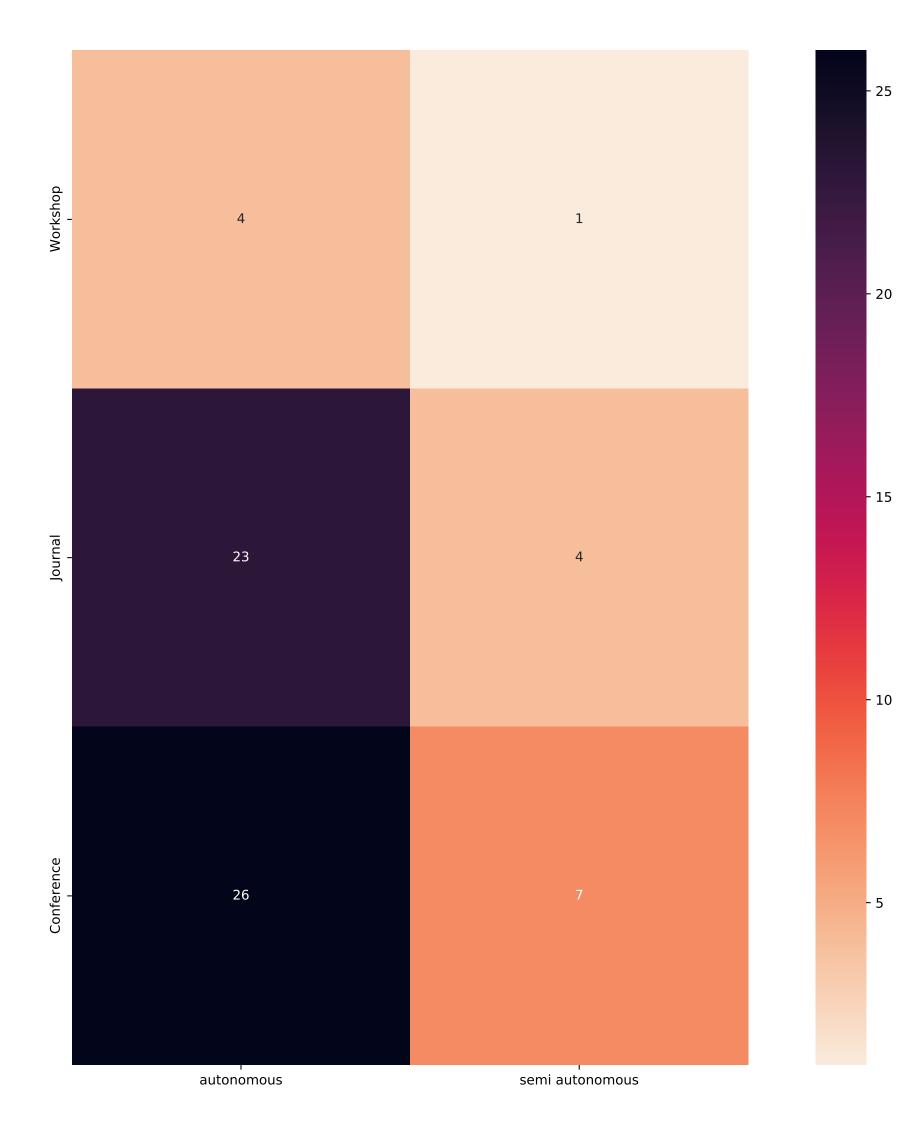
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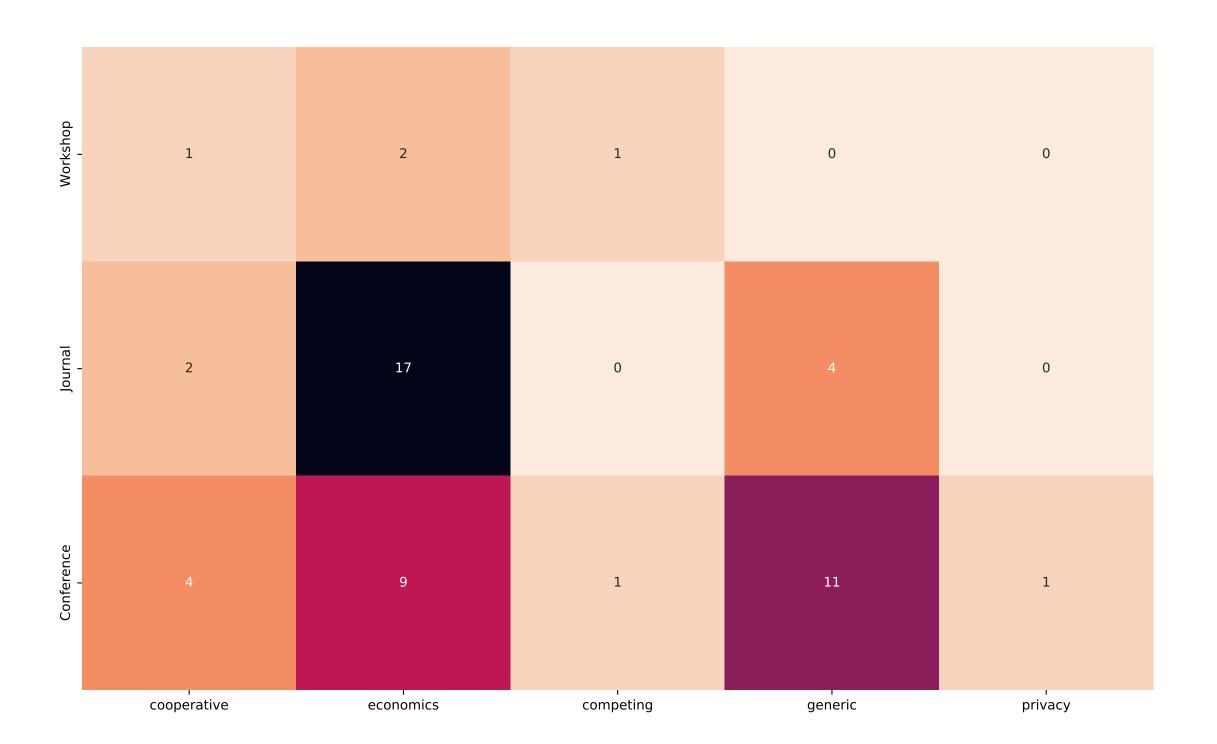
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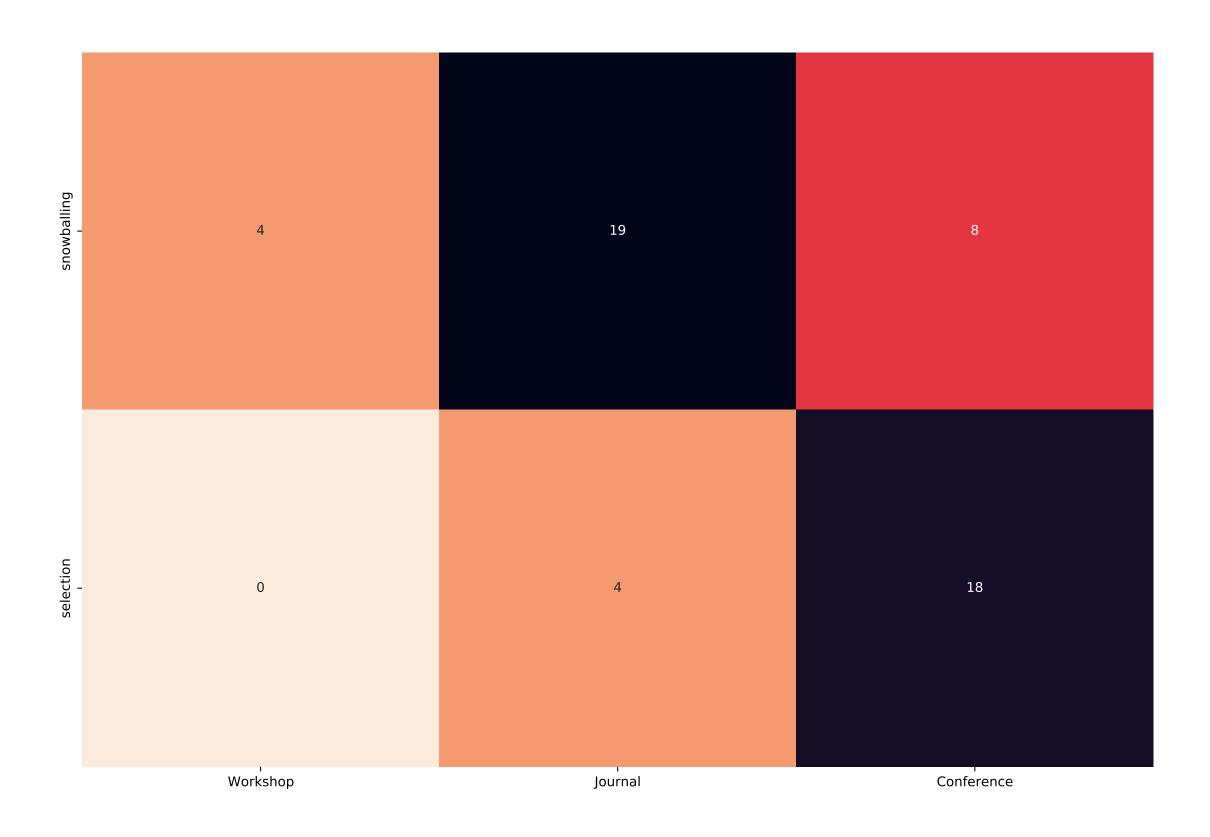
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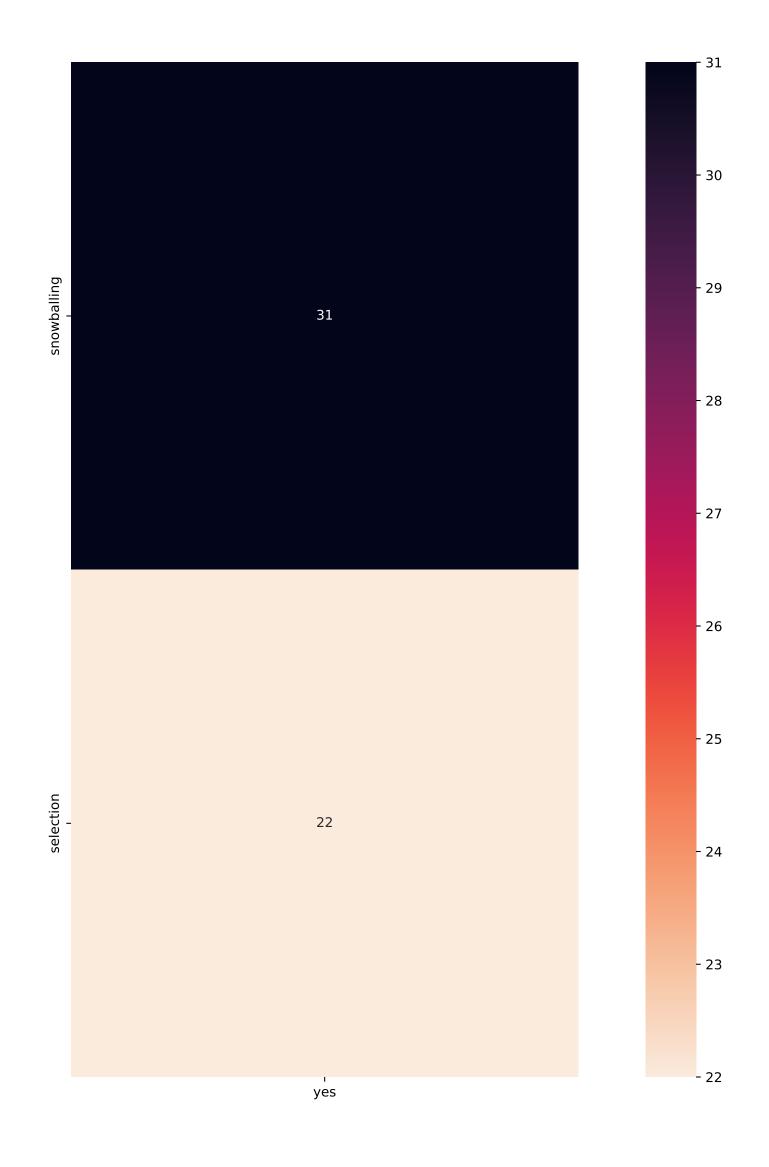
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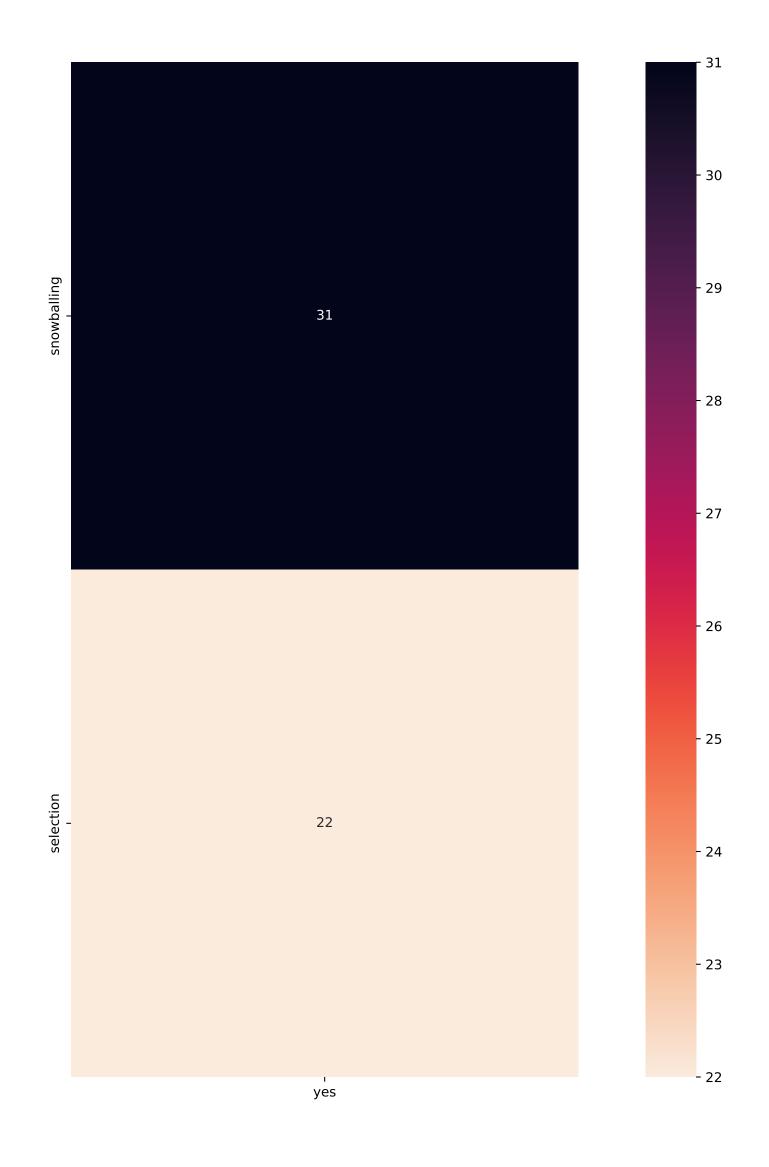
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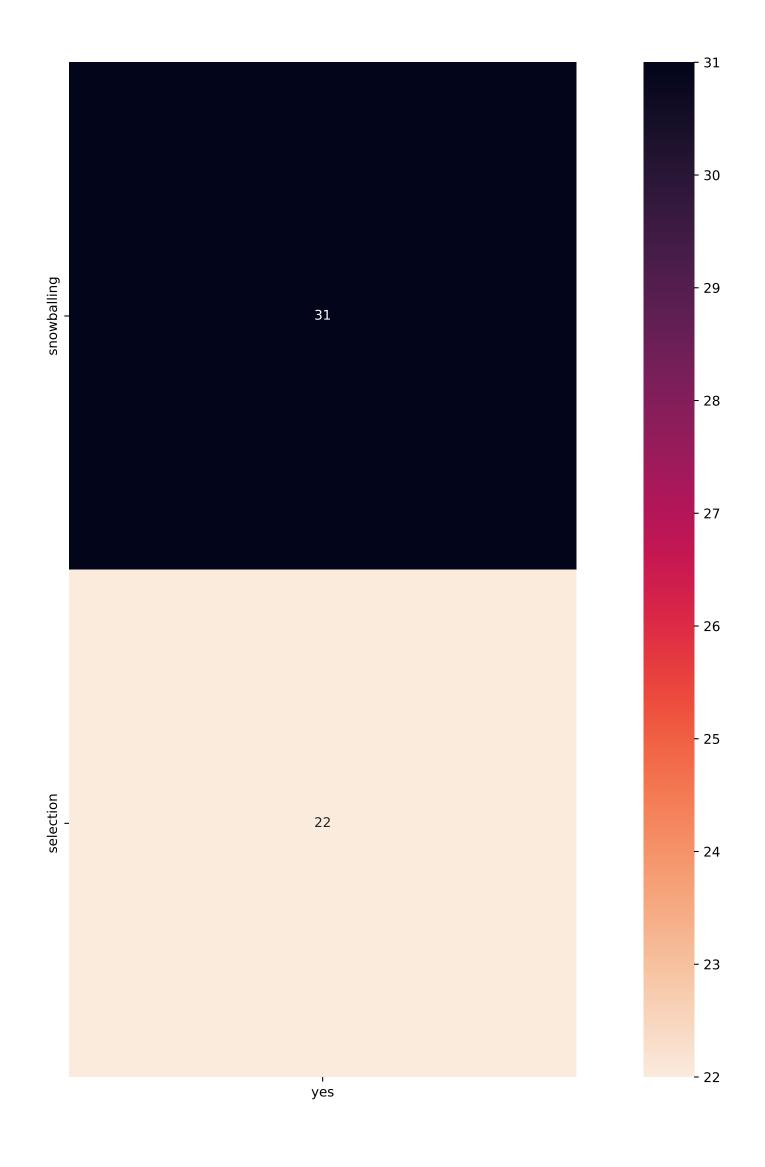
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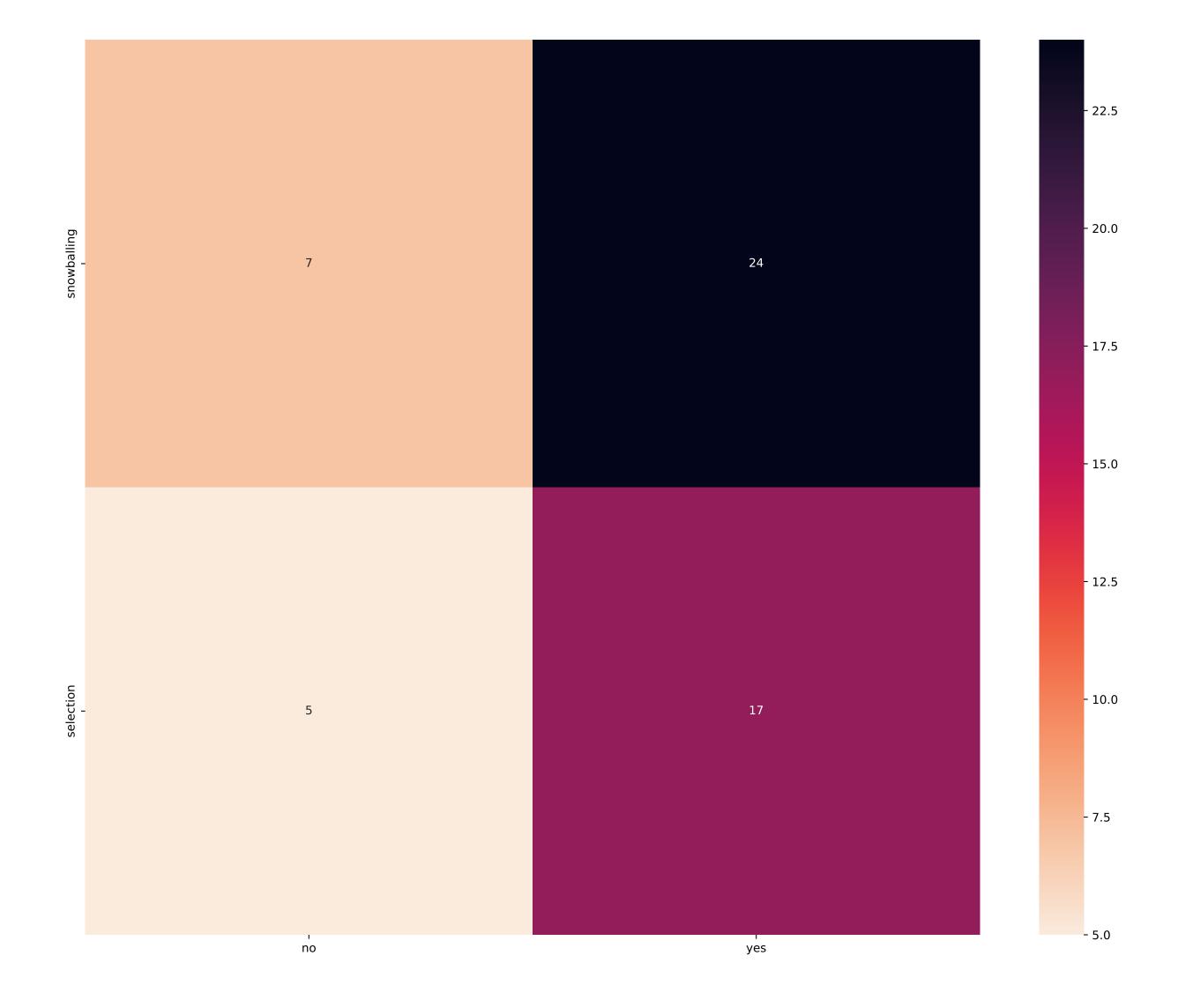
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snowballing -	4	5	1	1	0	2	18	1	1	0	1	1	0	7	1	0	1	1	3
selection -	1	1	0	3	1	0	6	0	1	1	1	0	1	6	0	2	4	0	1
	Neural Network -	Bayesian Learning -	Angle based Similarirty -	Monte Carlo Tree search -	Multi bipartite gradient descent search –	- RTM	Alternative offer protocol –	Nonlinear Regression –	Linear Regression –	Markov Decision Process -	Linear Programming –	Heuristic algorithm –	Equilibrium strategies -	Reinforcement learning -	logistic regression –	Argumentation –	Gaussian probability -	Genetic Algorithm -	Fuzzy Logic System -

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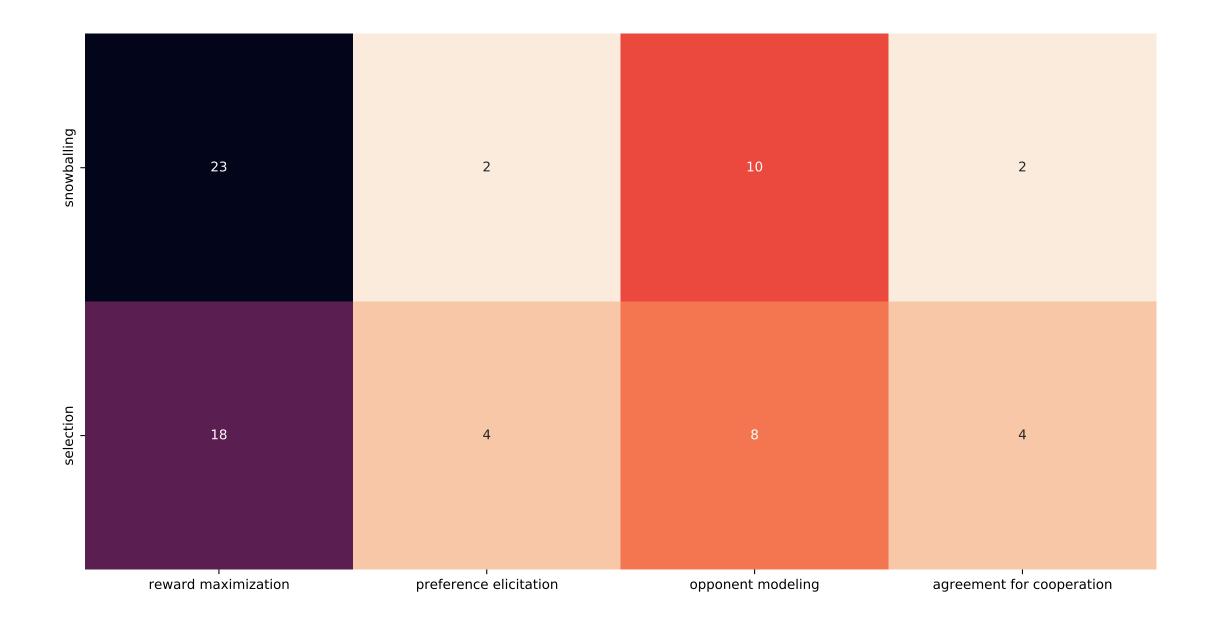
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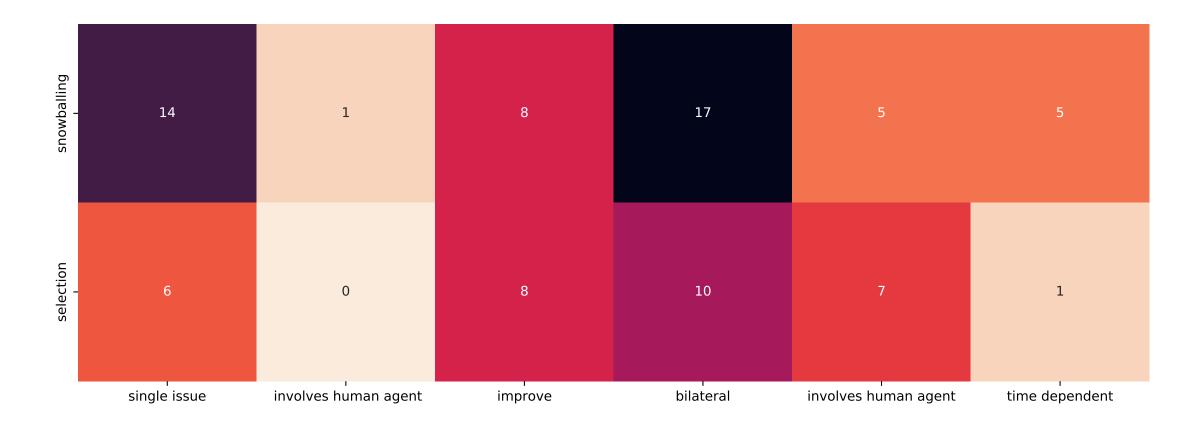
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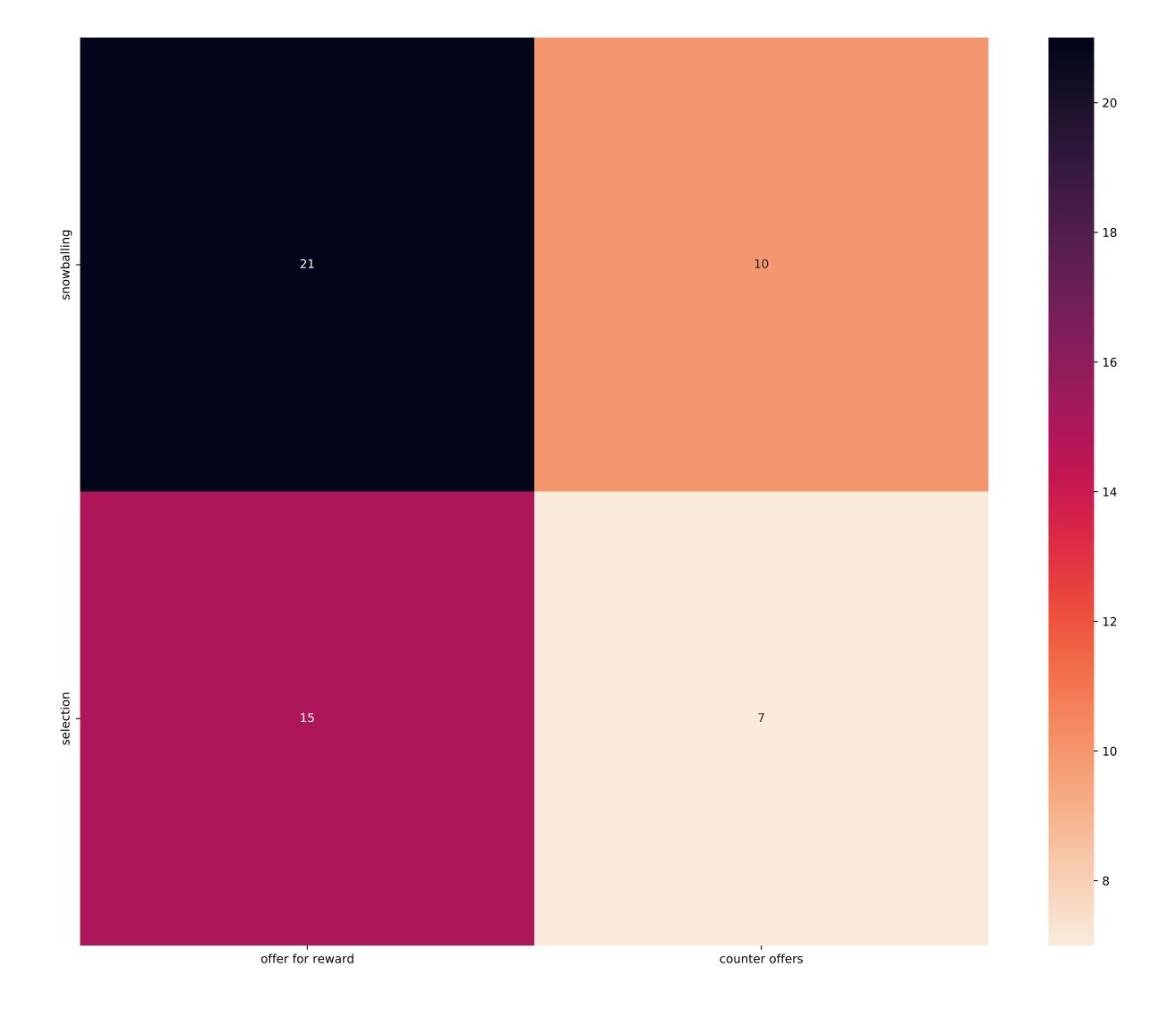
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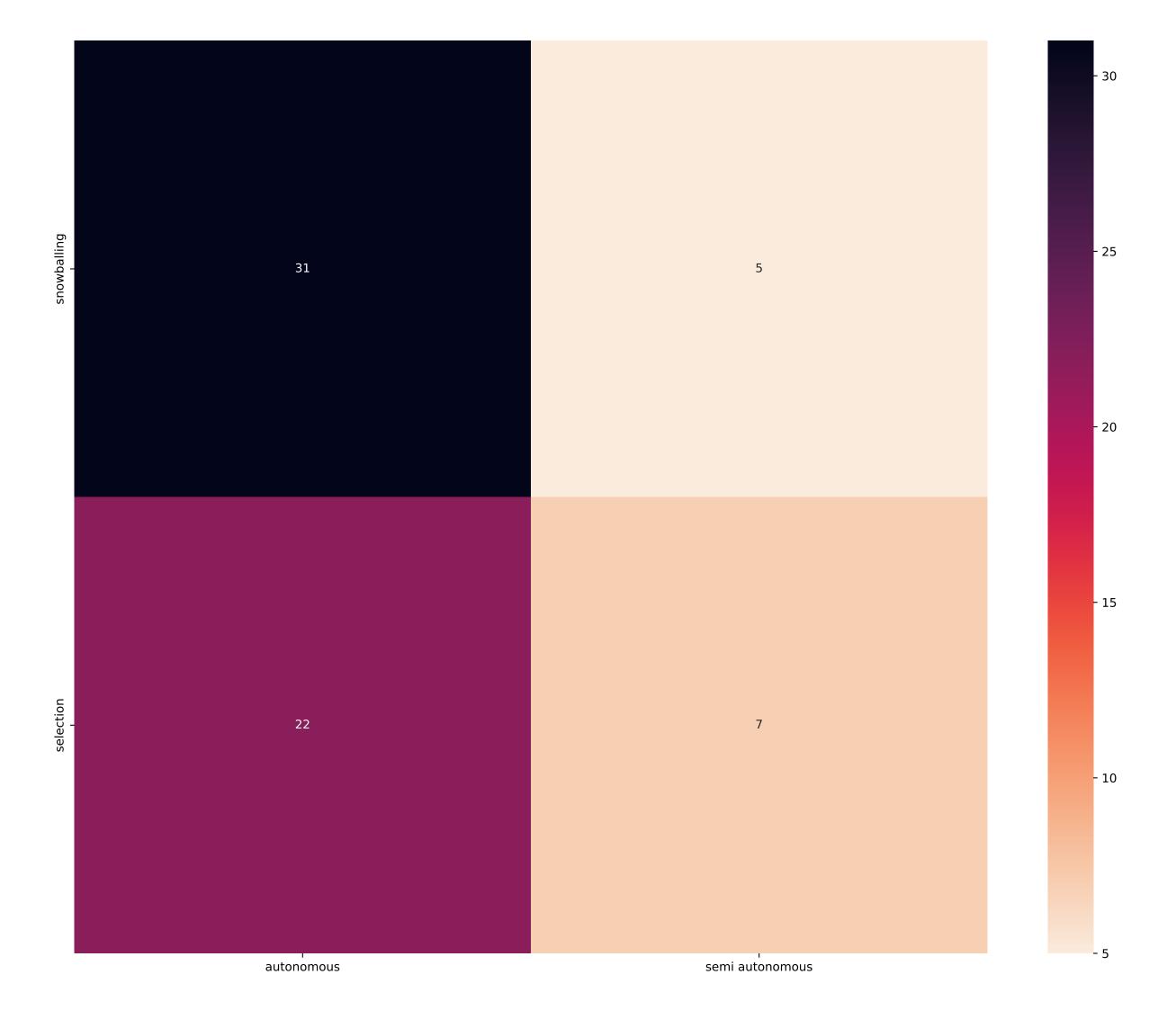


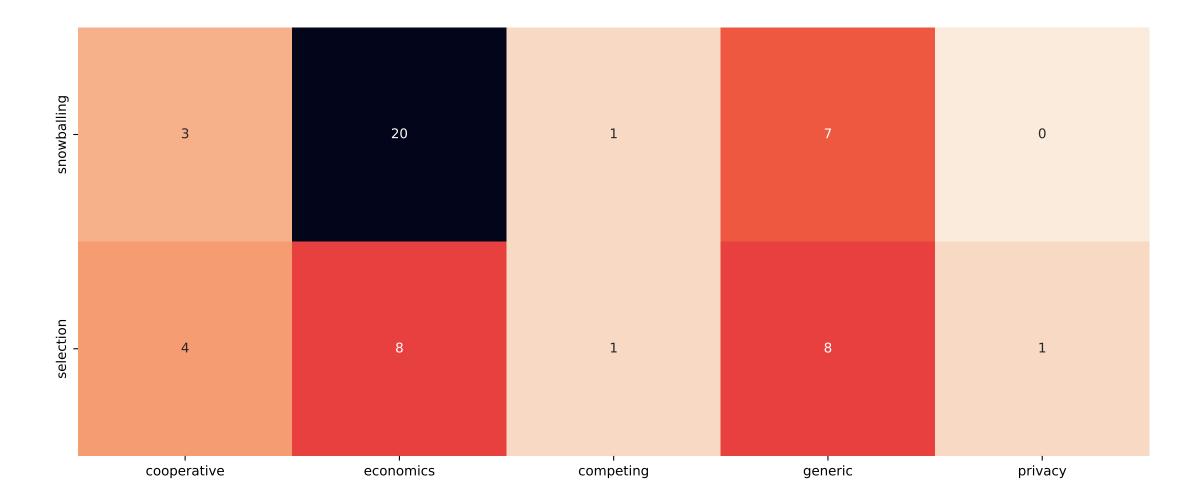
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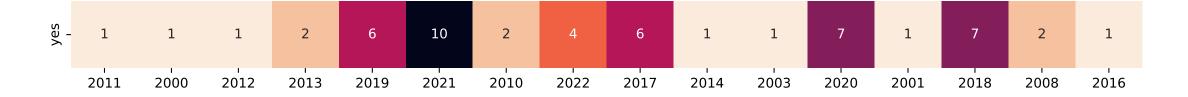
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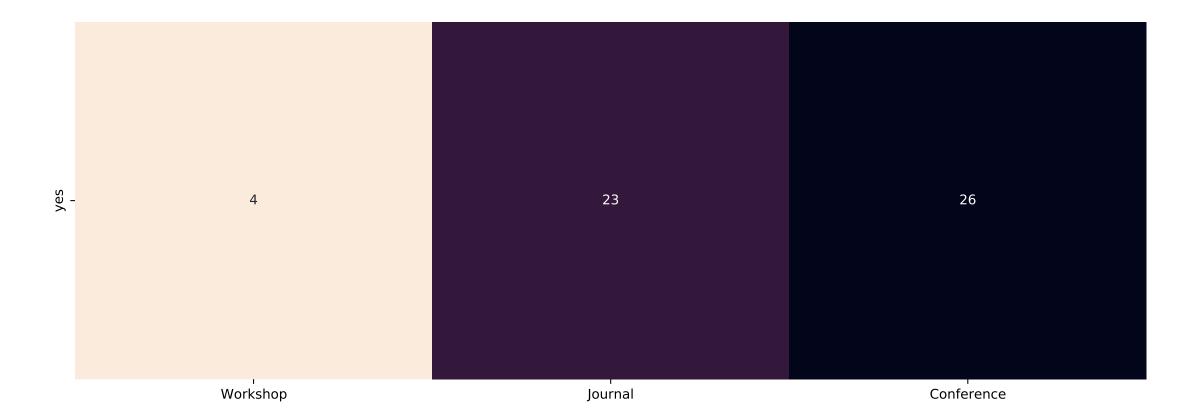
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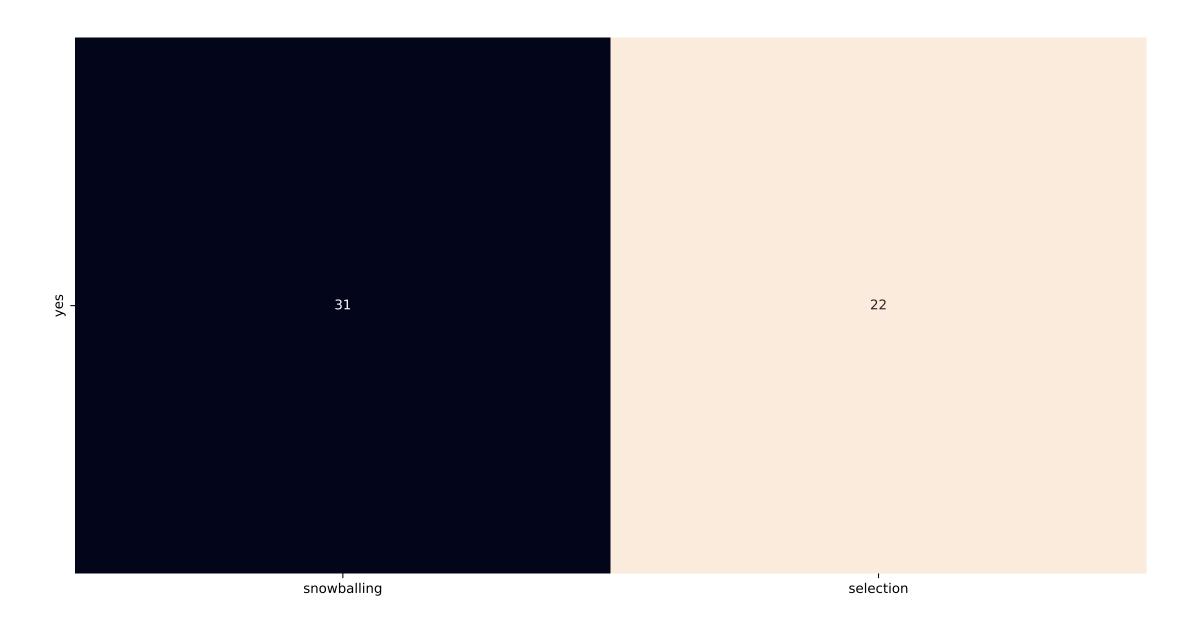
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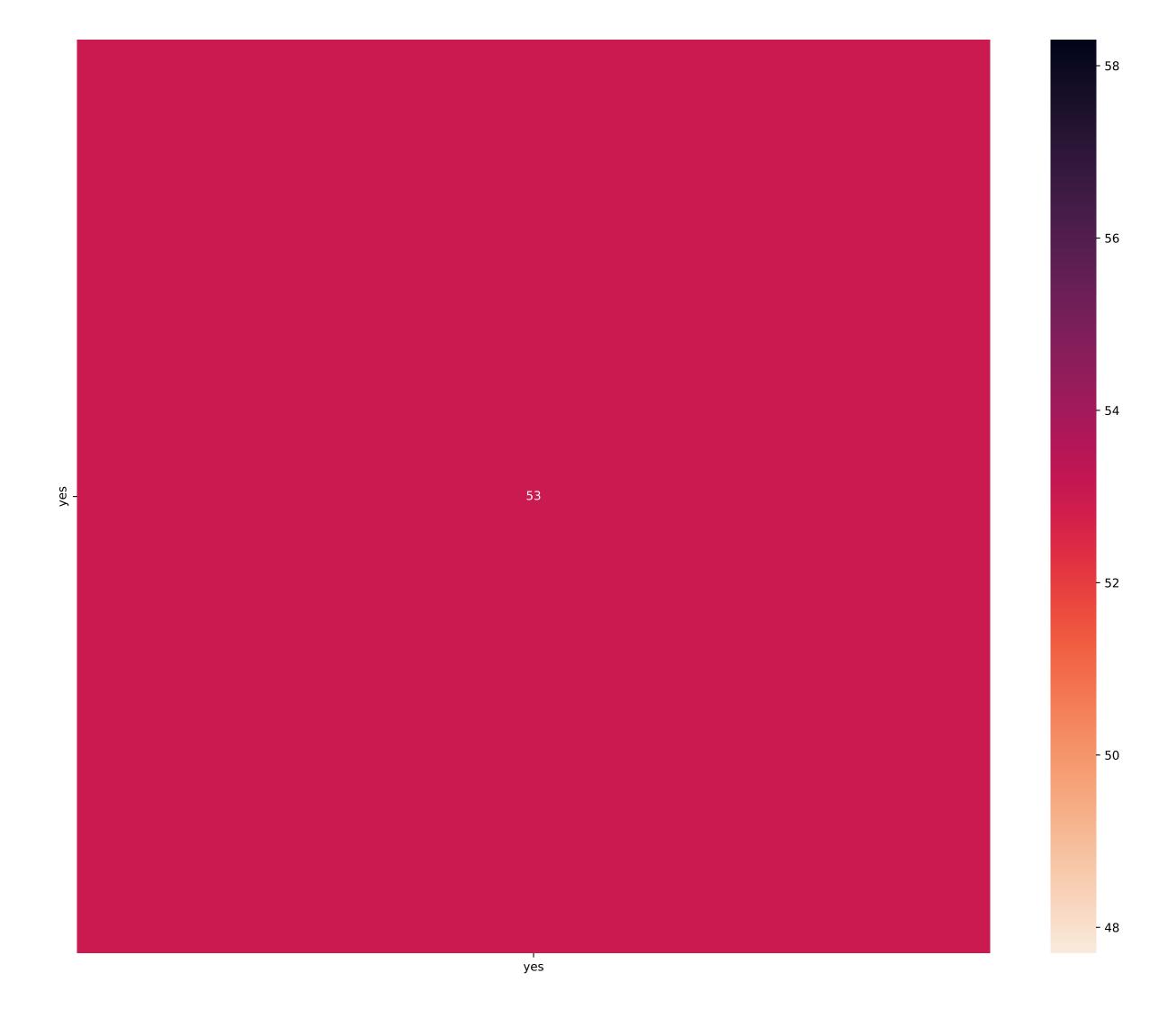
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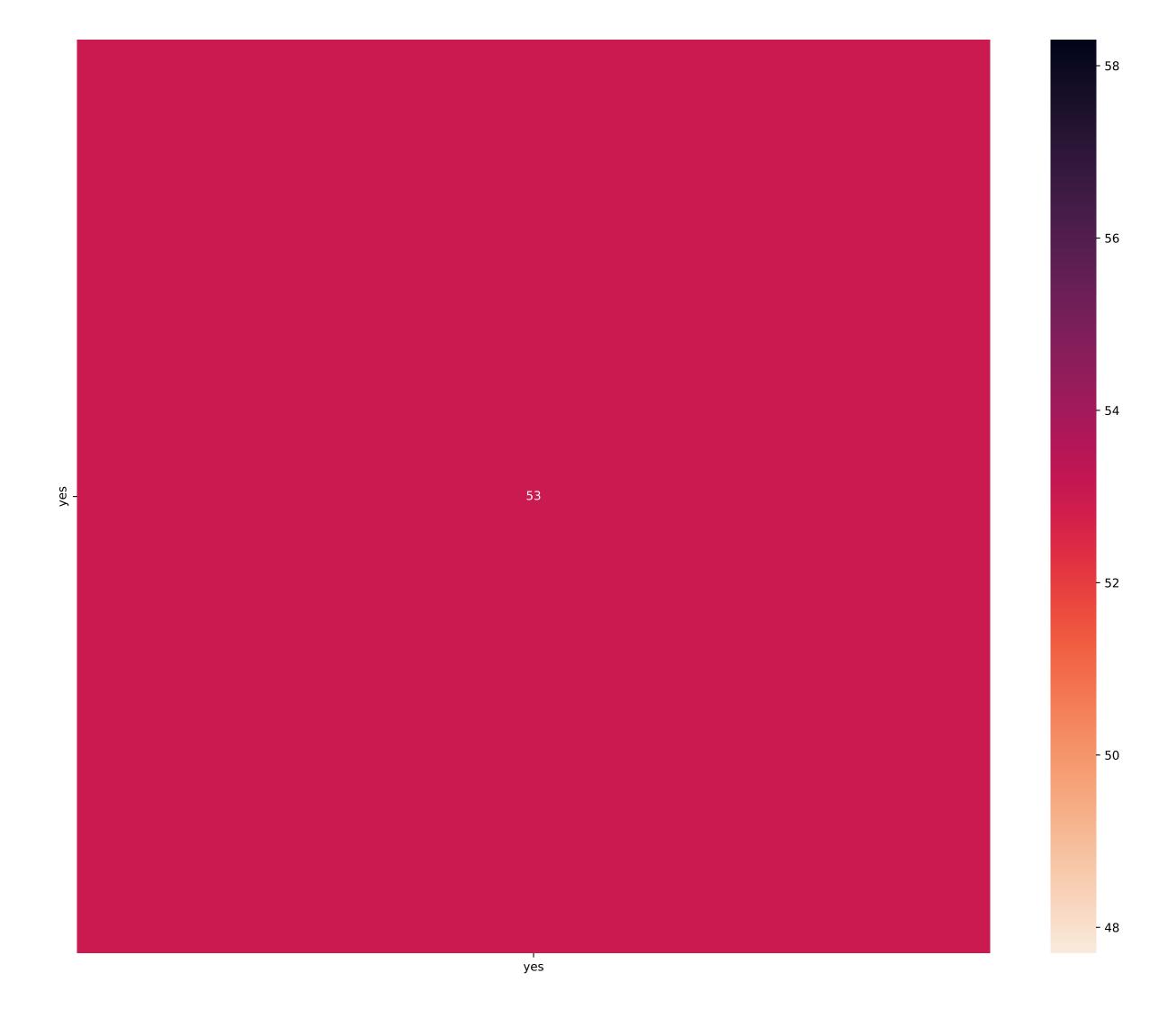
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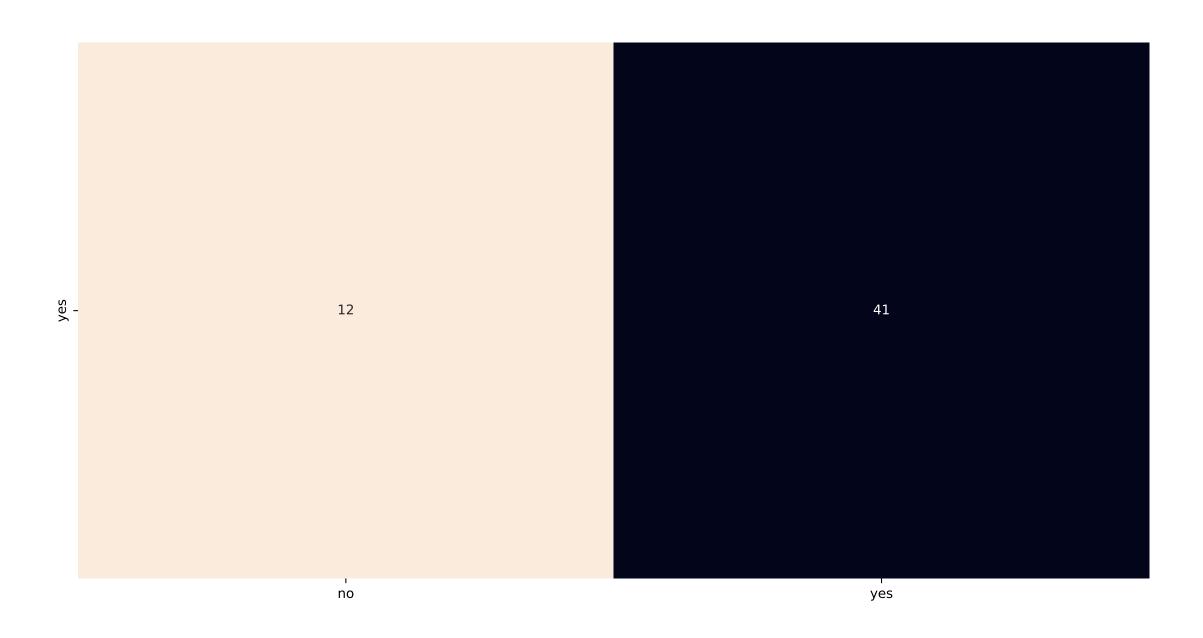
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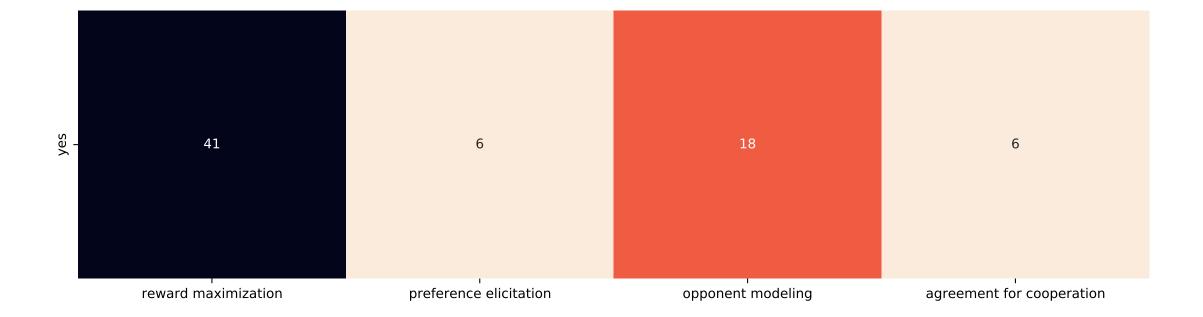
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	Neural Network -	Bayesian Learning -	Angle based Similarirty -	Monte Carlo Tree search -	Multi bipartite gradient descent search -	- LSTM -	Alternative offer protocol –	Nonlinear Regression -	Linear Regression -

2	1	2	1	1	13	1	2	5	1	4
Linear Regression -	Markov Decision Process -	Linear Programming -	Heuristic algorithm -	Equilibrium strategies -	Reinforcement learning -	logistic regression -	Argumentation -	Gaussian probability -	Genetic Algorithm -	Fuzzy Logic System -



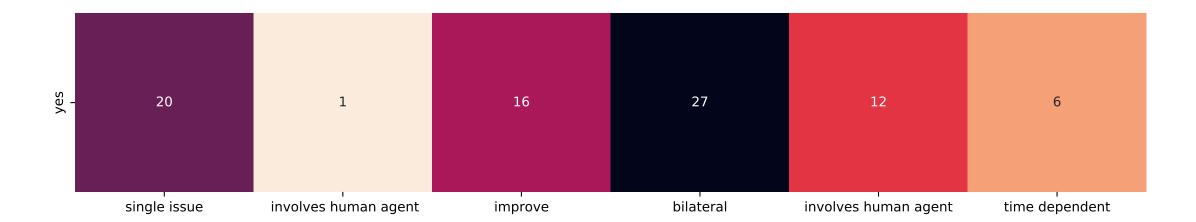
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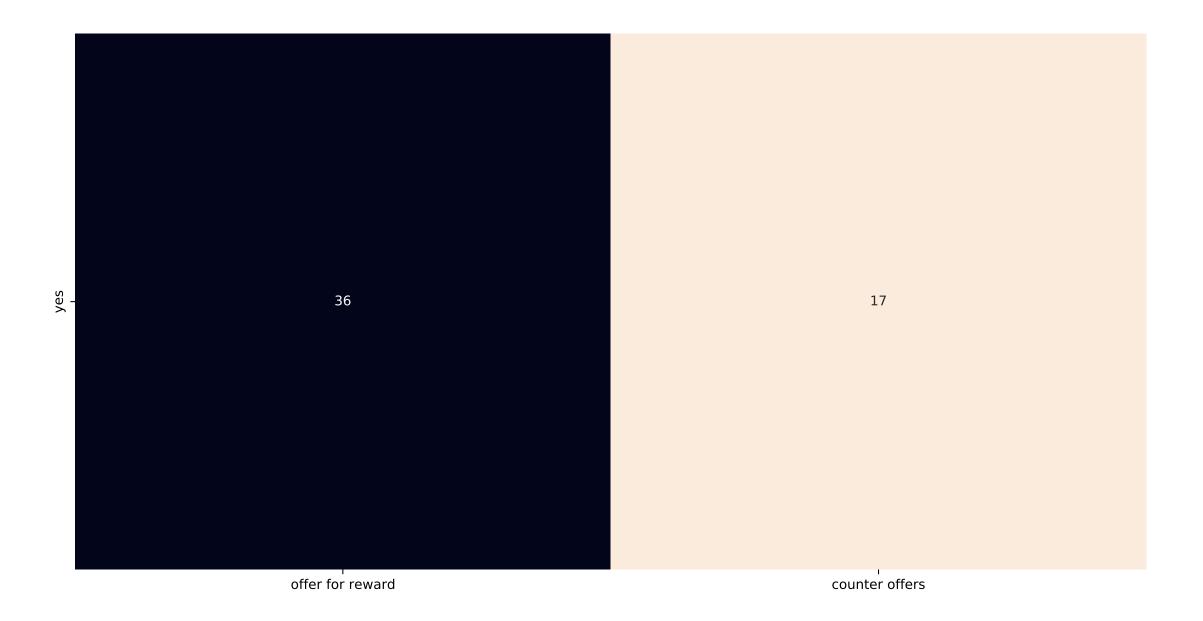


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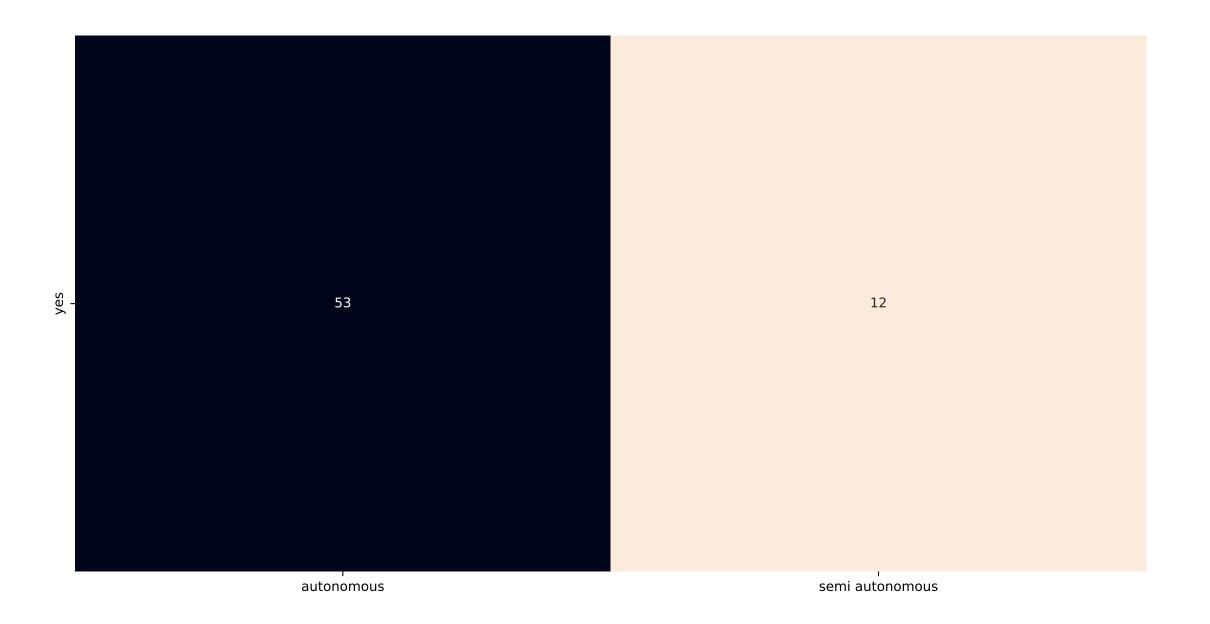
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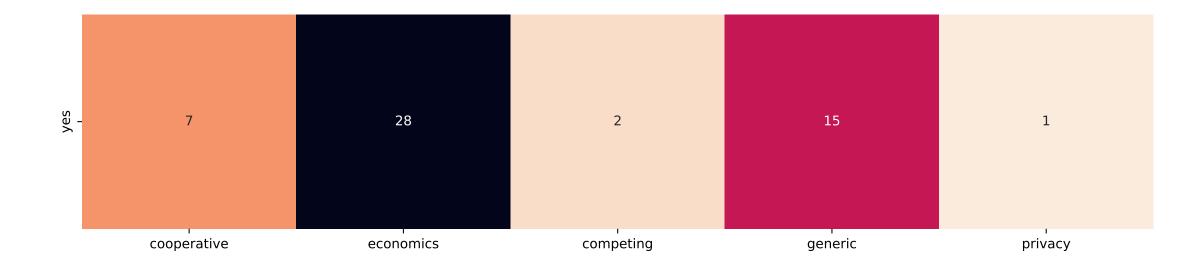
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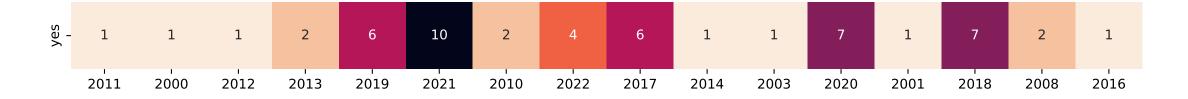
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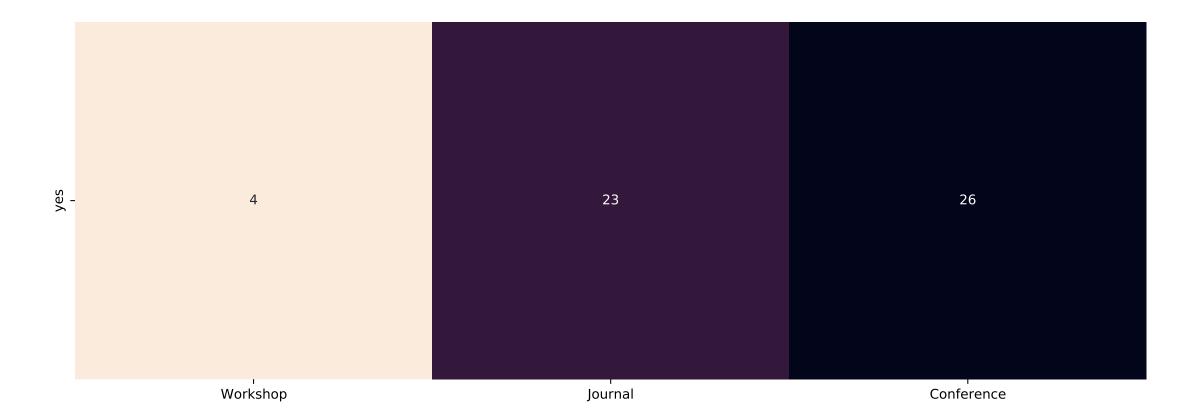


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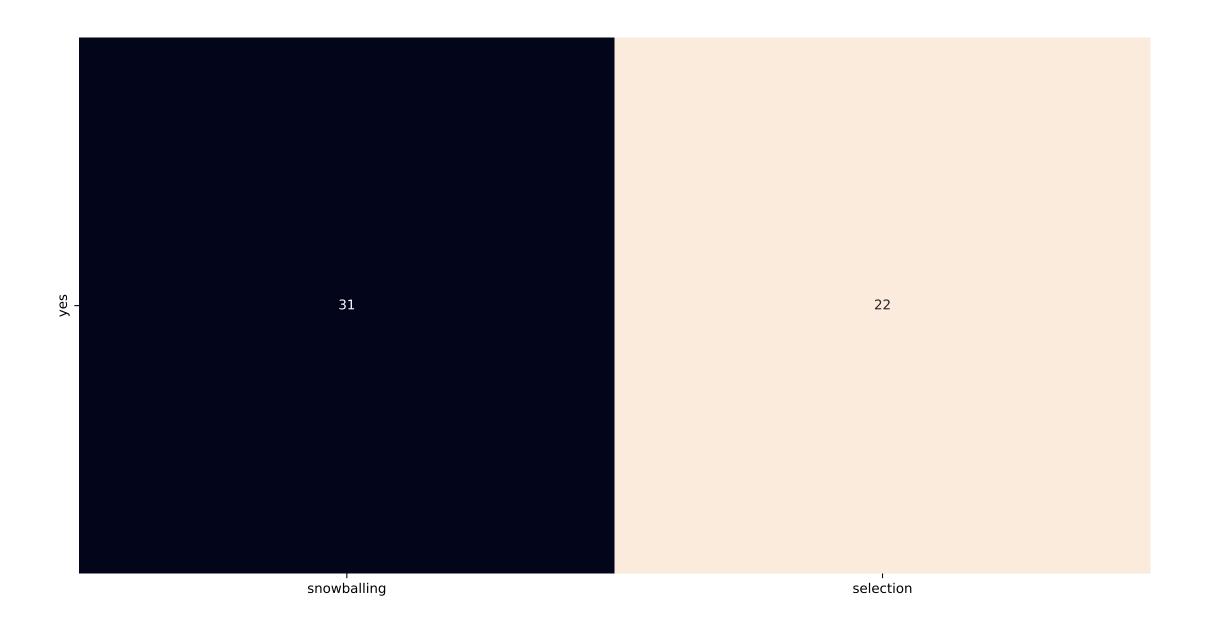
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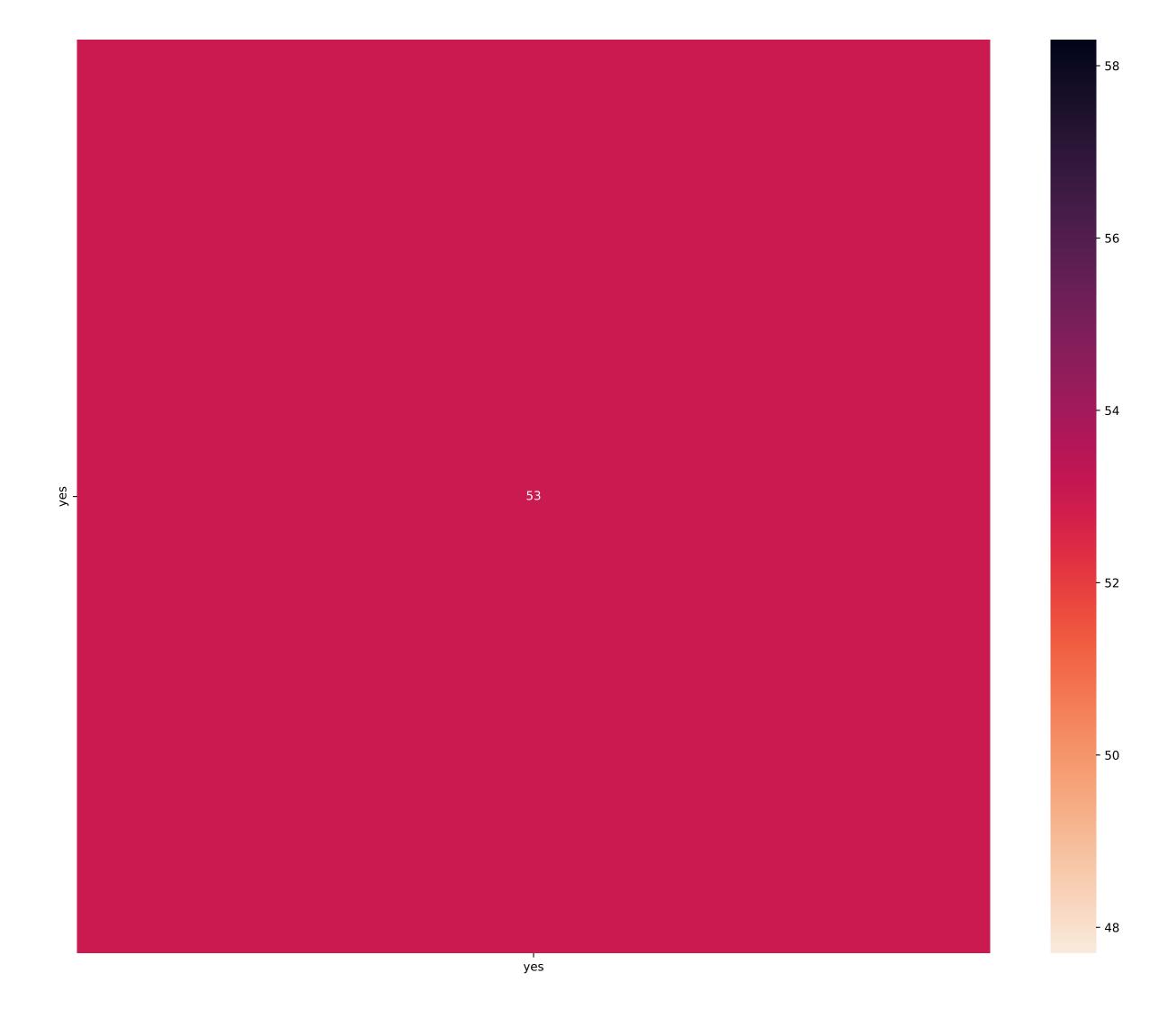
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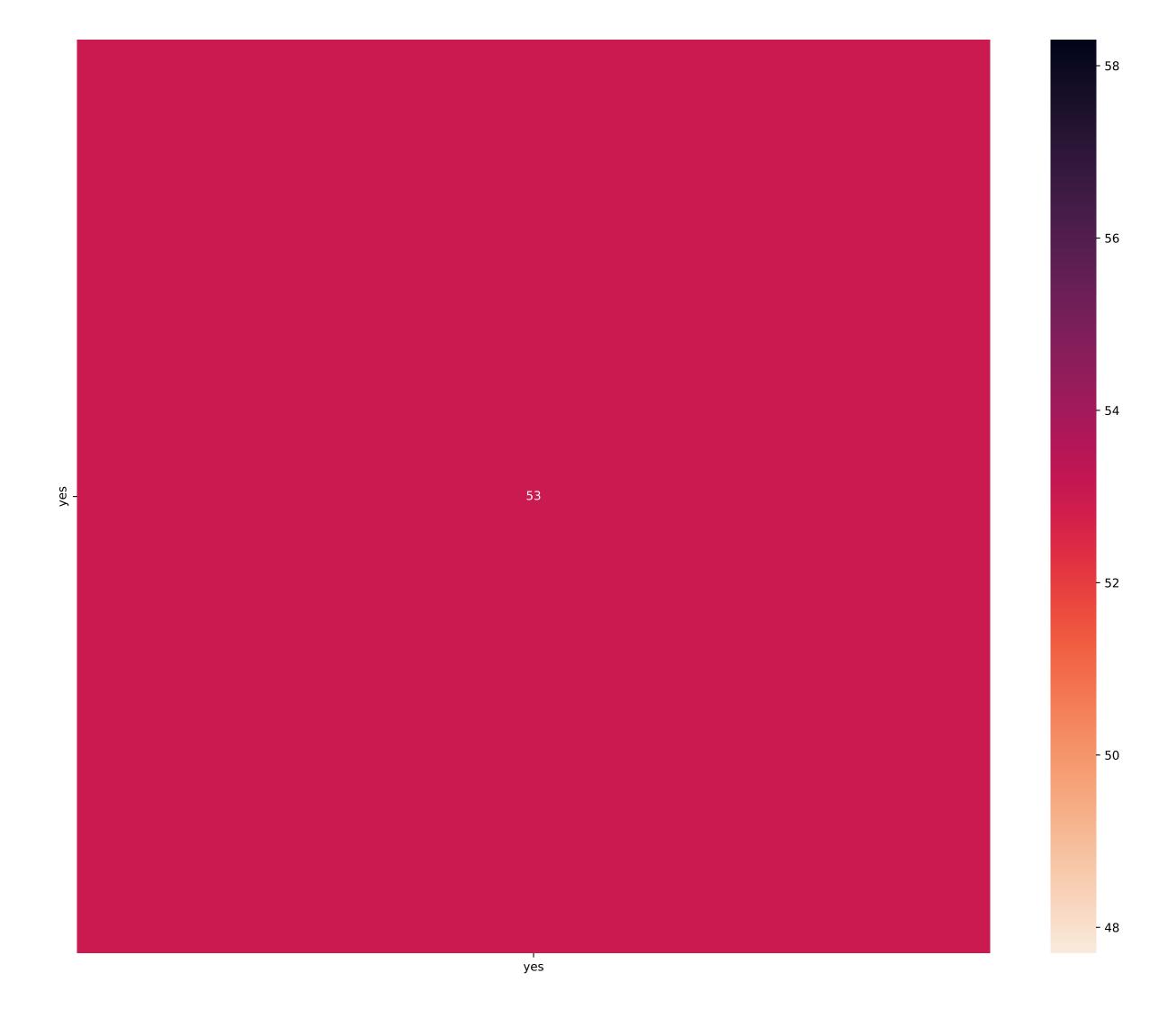
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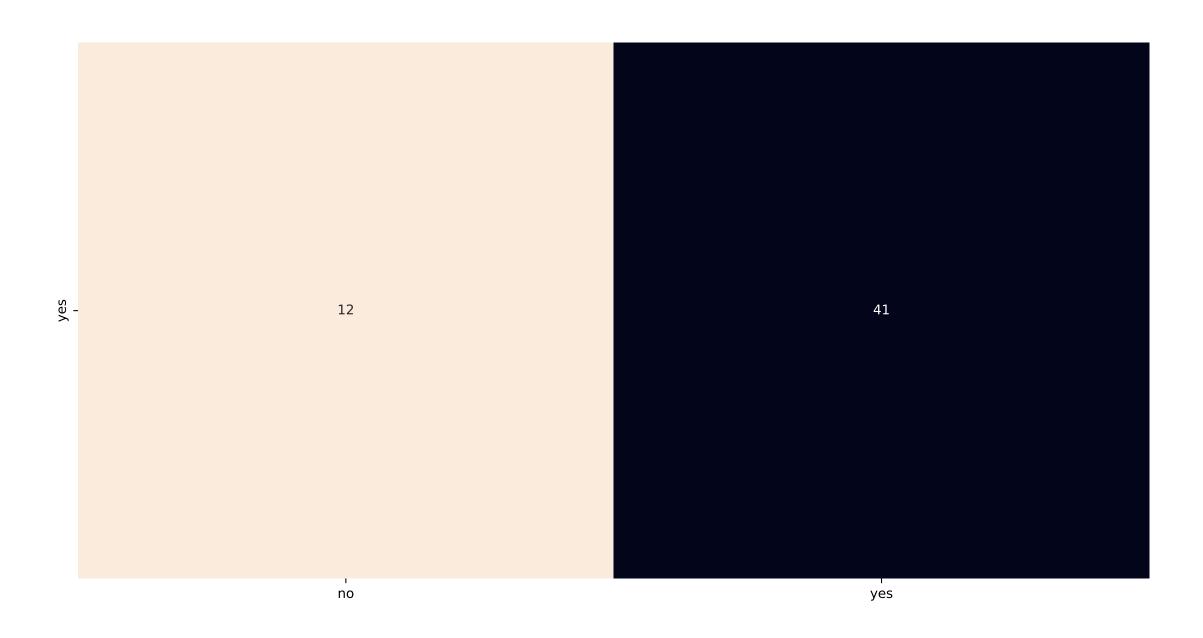
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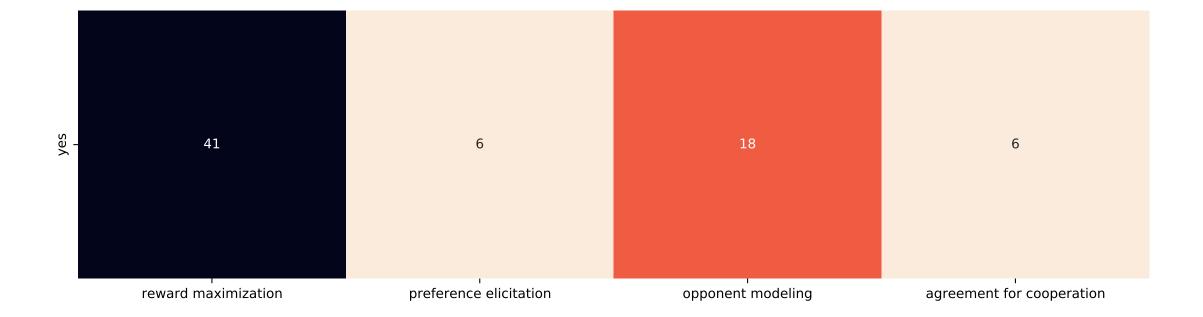
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	Neural Network -	Bayesian Learning -	Angle based Similarirty -	Monte Carlo Tree search -	Multi bipartite gradient descent search -	- LSTM -	Alternative offer protocol –	Nonlinear Regression -	Linear Regression -

2	1	2	1	1	13	1	2	5	1	4
Linear Regression -	Markov Decision Process -	Linear Programming -	Heuristic algorithm -	Equilibrium strategies -	Reinforcement learning -	logistic regression -	Argumentation -	Gaussian probability -	Genetic Algorithm -	Fuzzy Logic System -



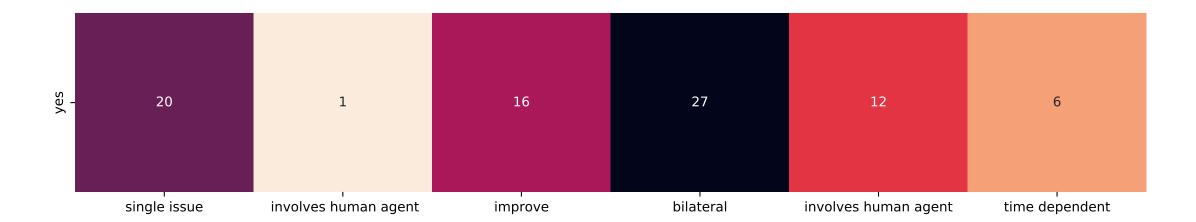
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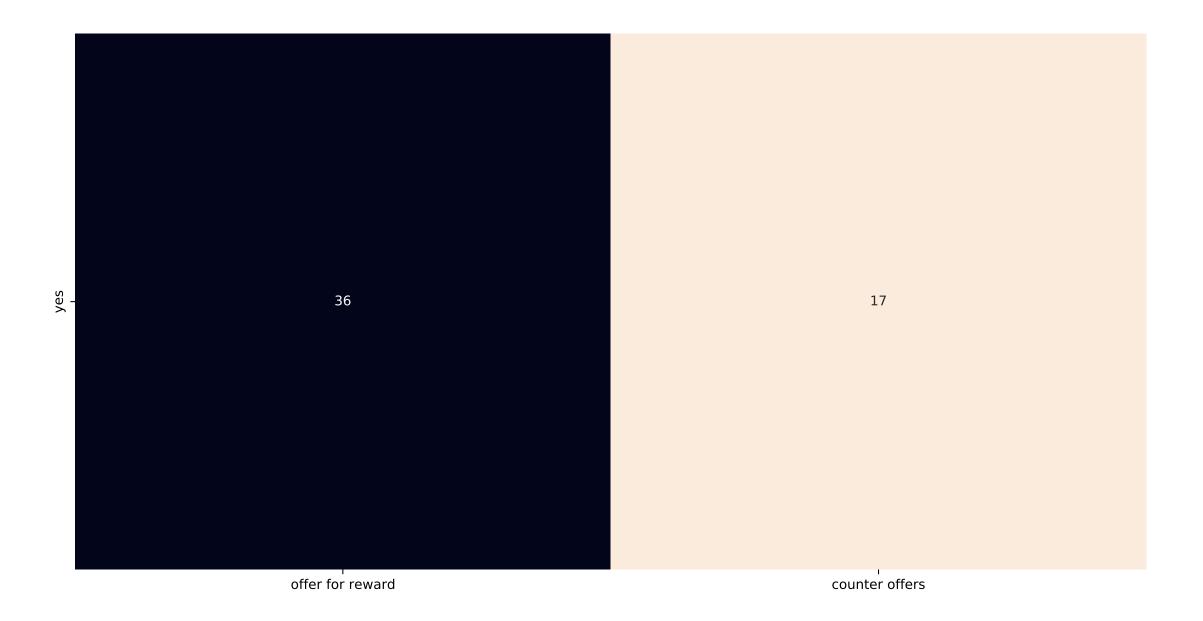


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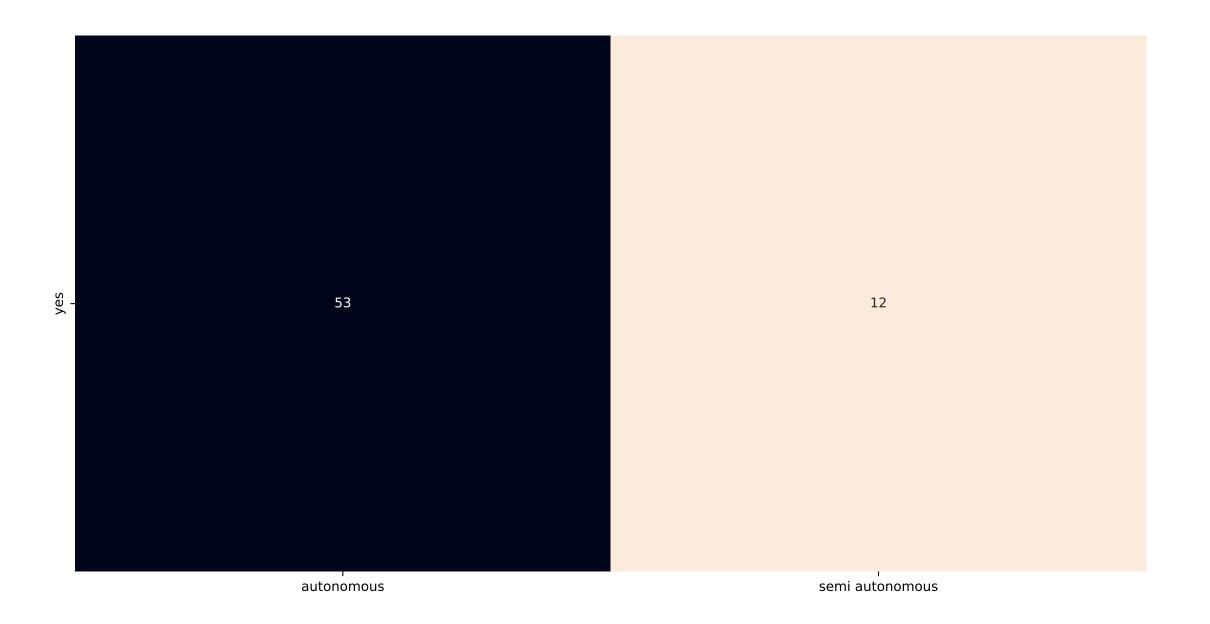
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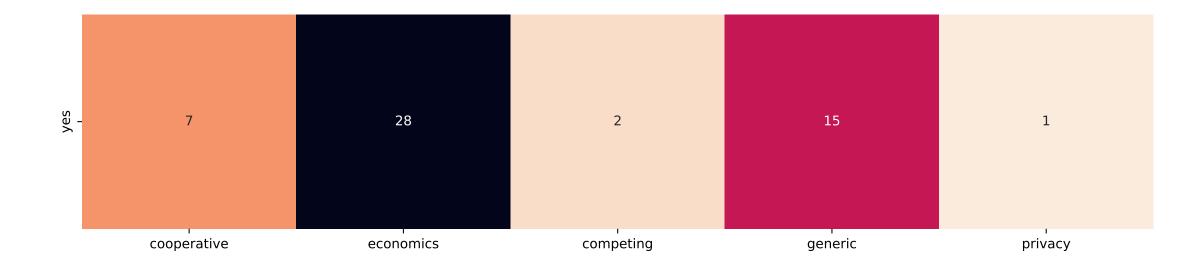
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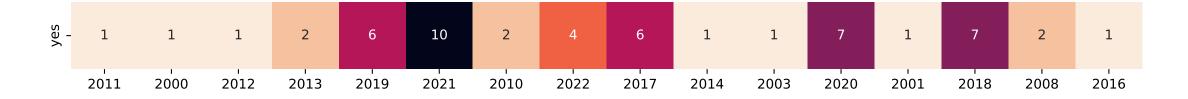
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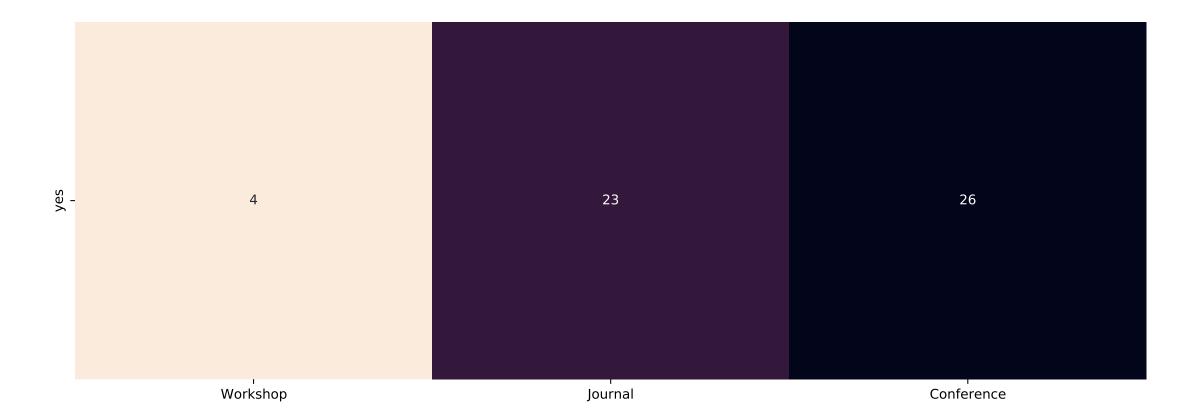


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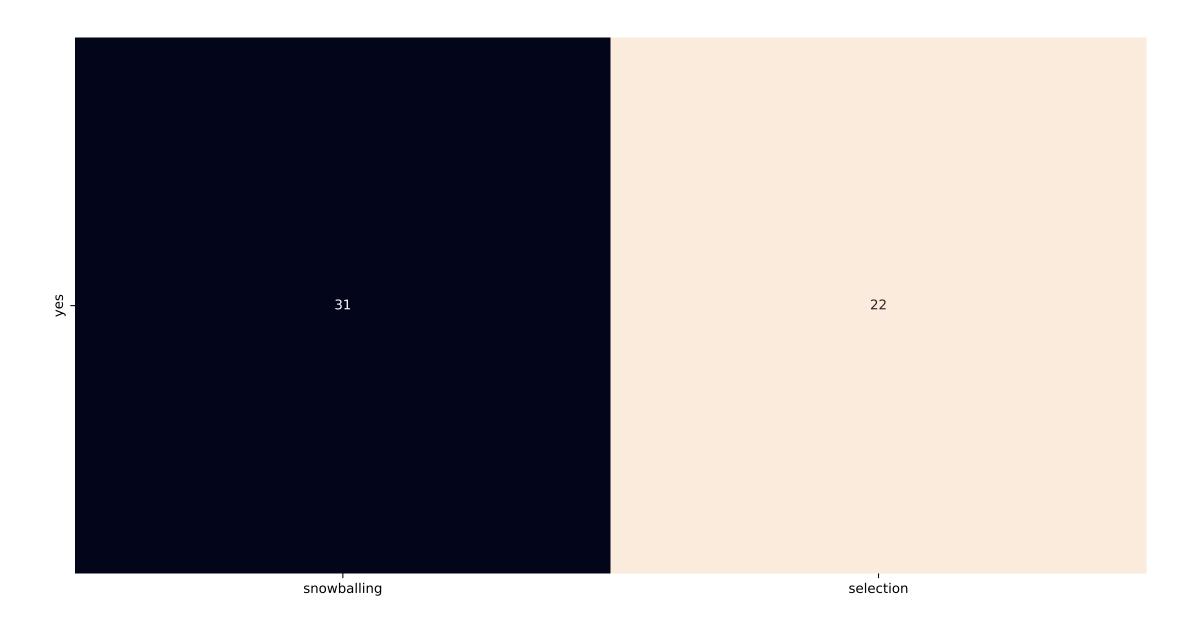
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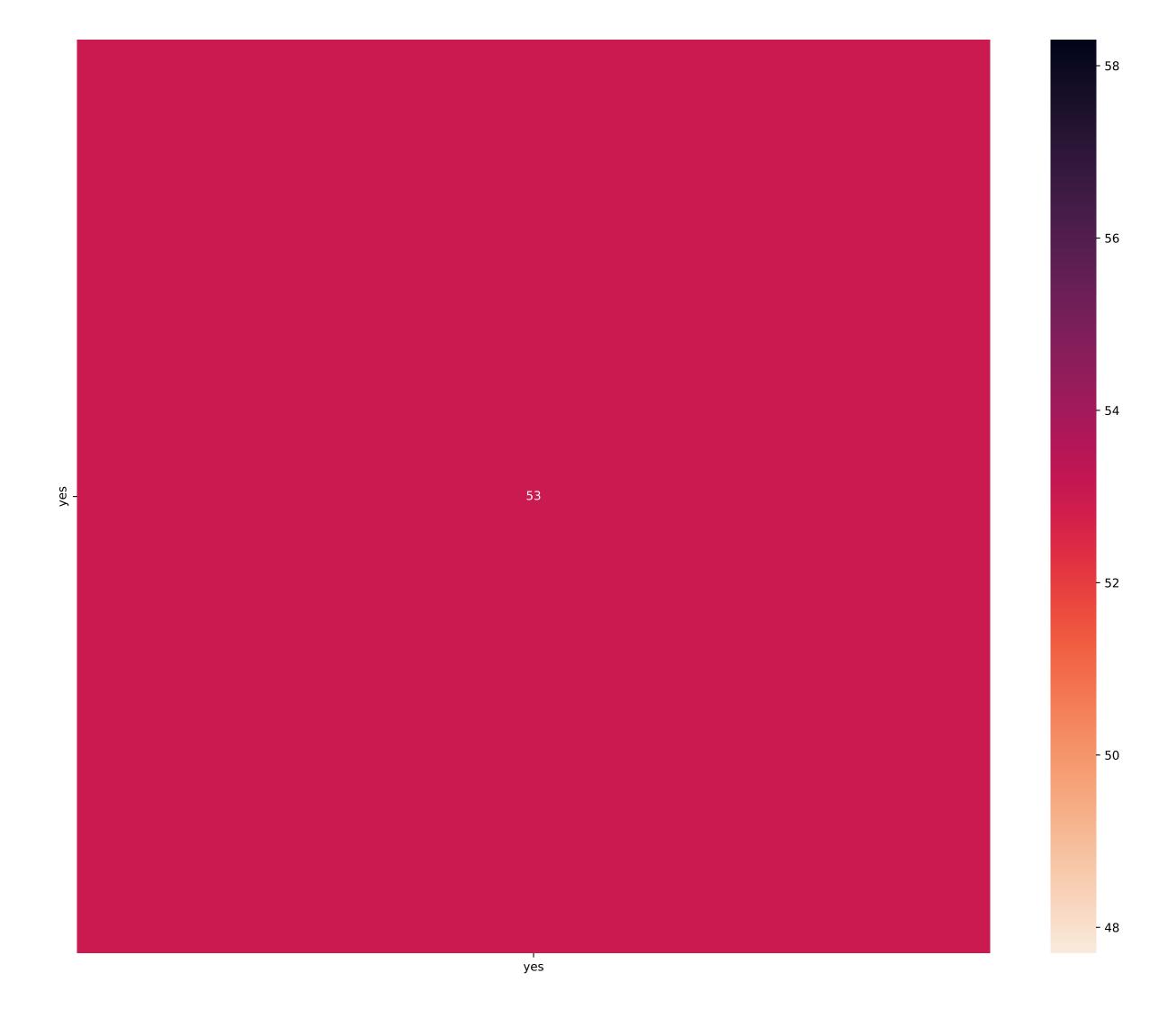
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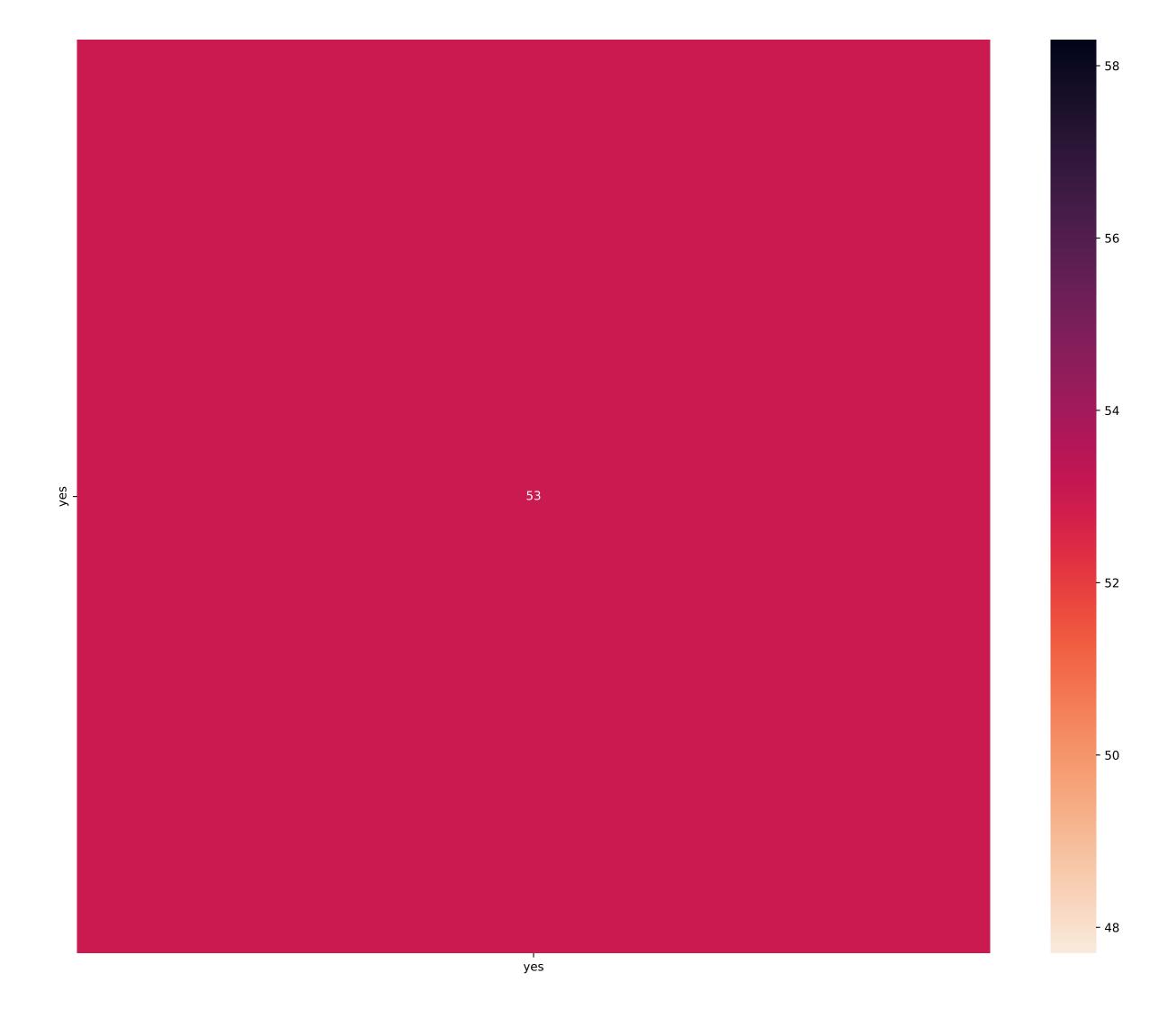
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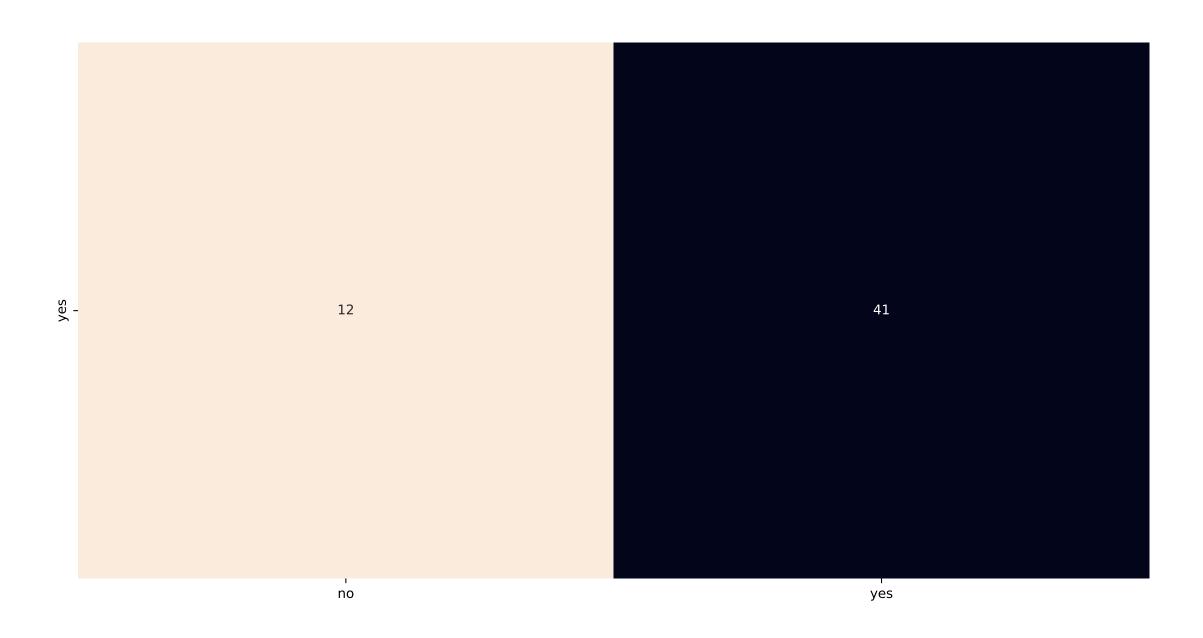
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- 5	6	1	4	1	2	24	1
Neural Network -	Bayesian Learning -	Angle based Similarirty -	Monte Carlo Tree search -	Multi bipartite gradient descent search -	- LSTM	Alternative offer protocol -	Nonlinear Regression –

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Linear Programming - 1

Heuristic algorithm - 1

Reinforcement learning - 1

Reinforcement learning - 1

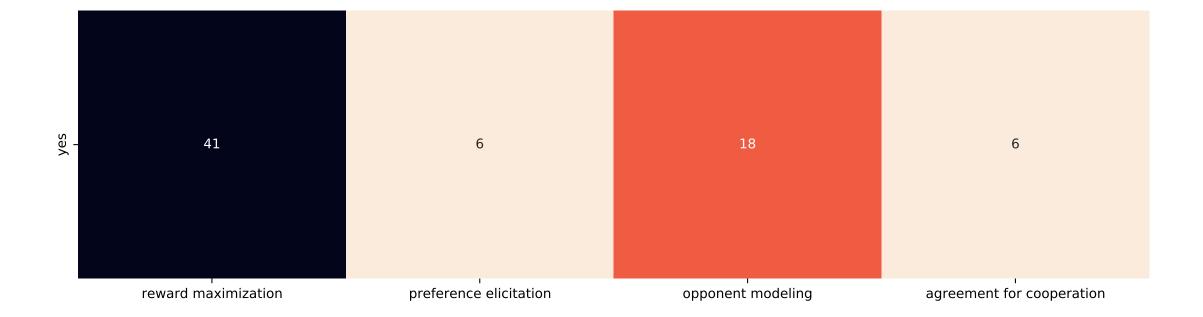
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Gaussian probability - 1

Genetic Algorithm - 1

Fuzzy Logic System - 4

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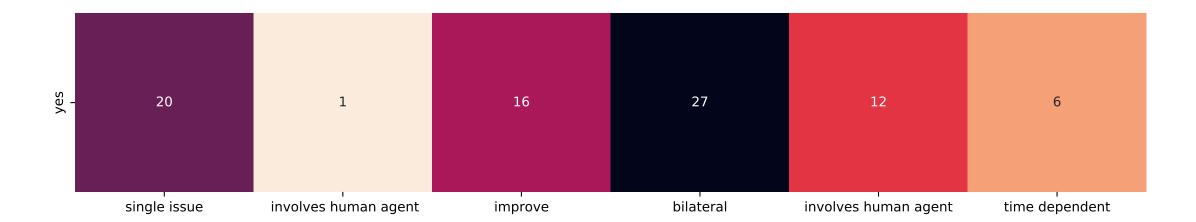
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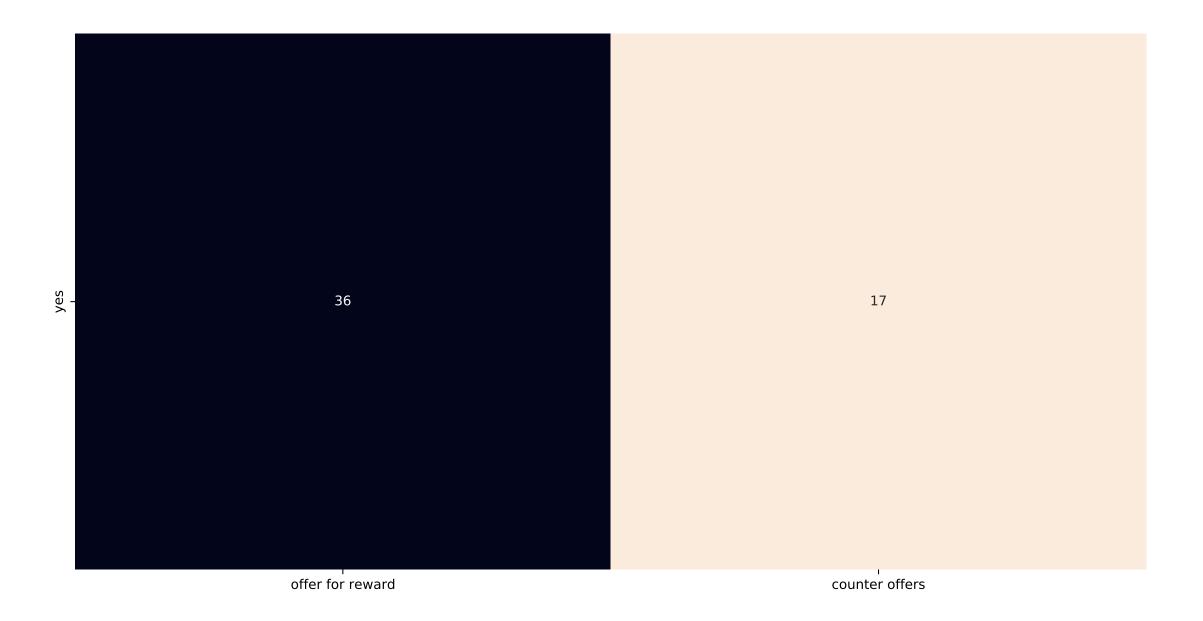


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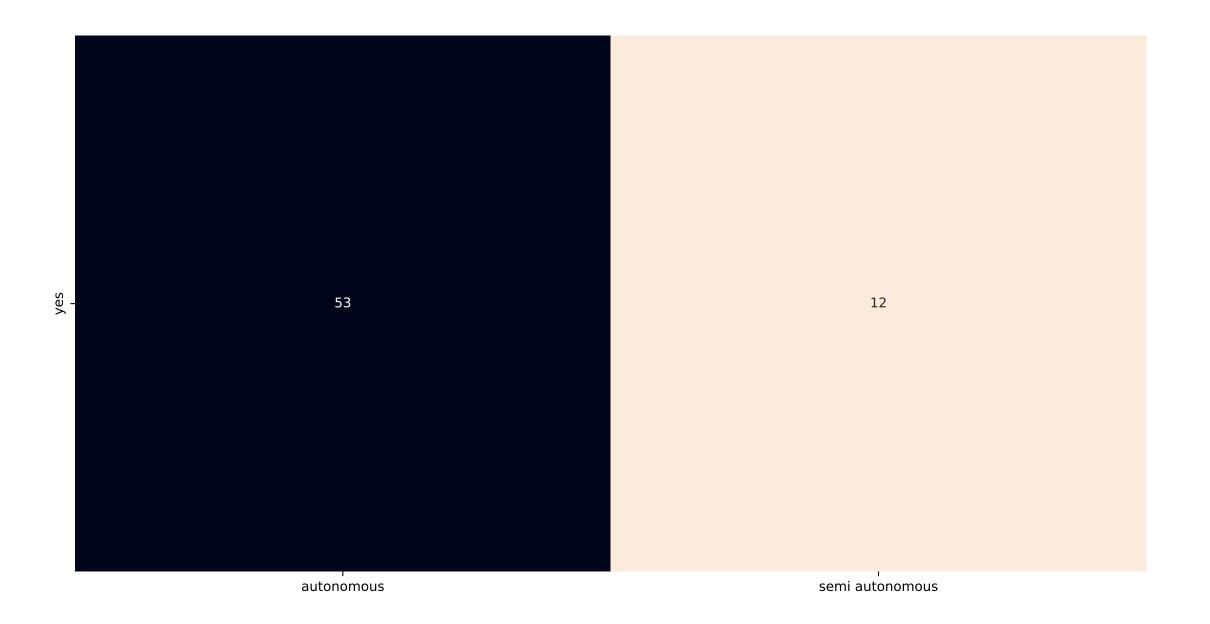
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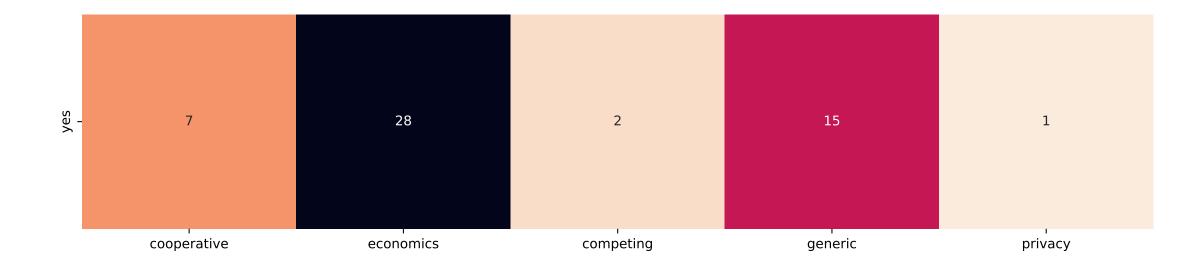
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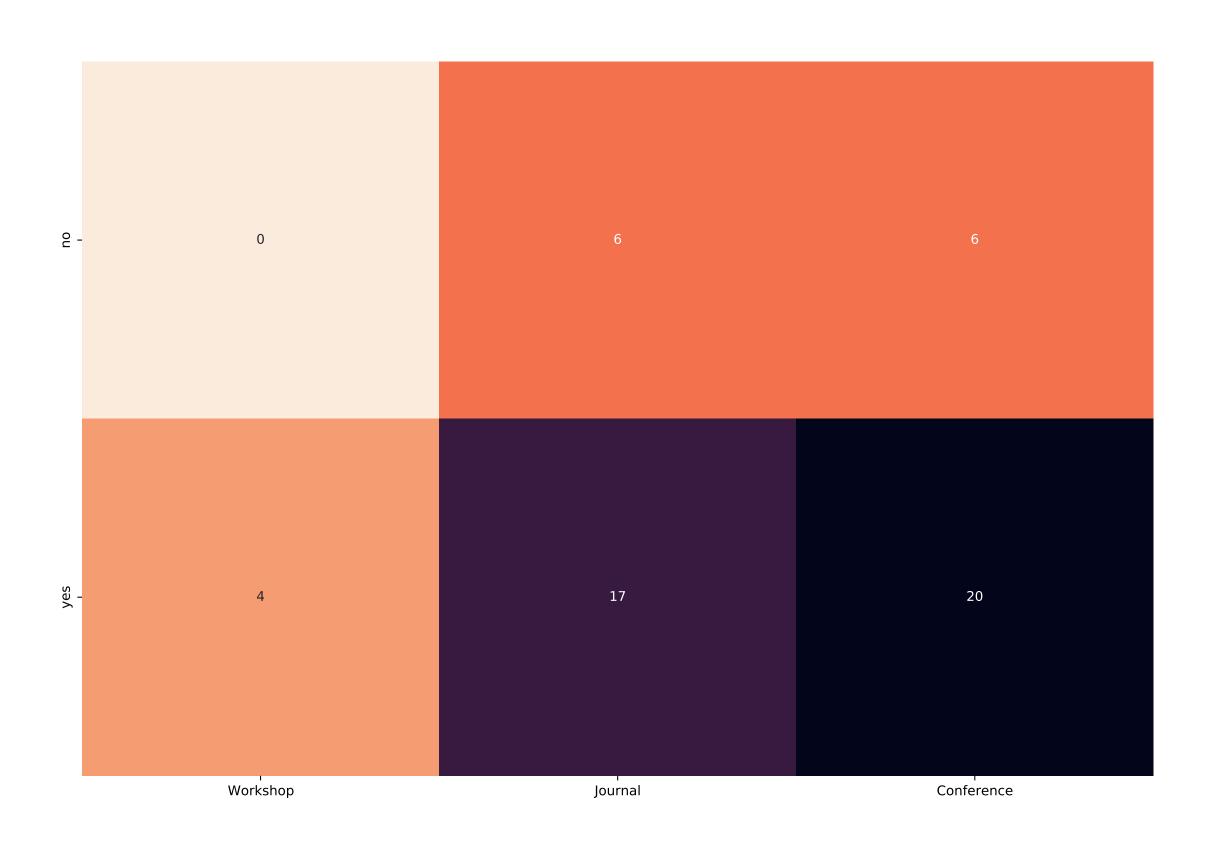


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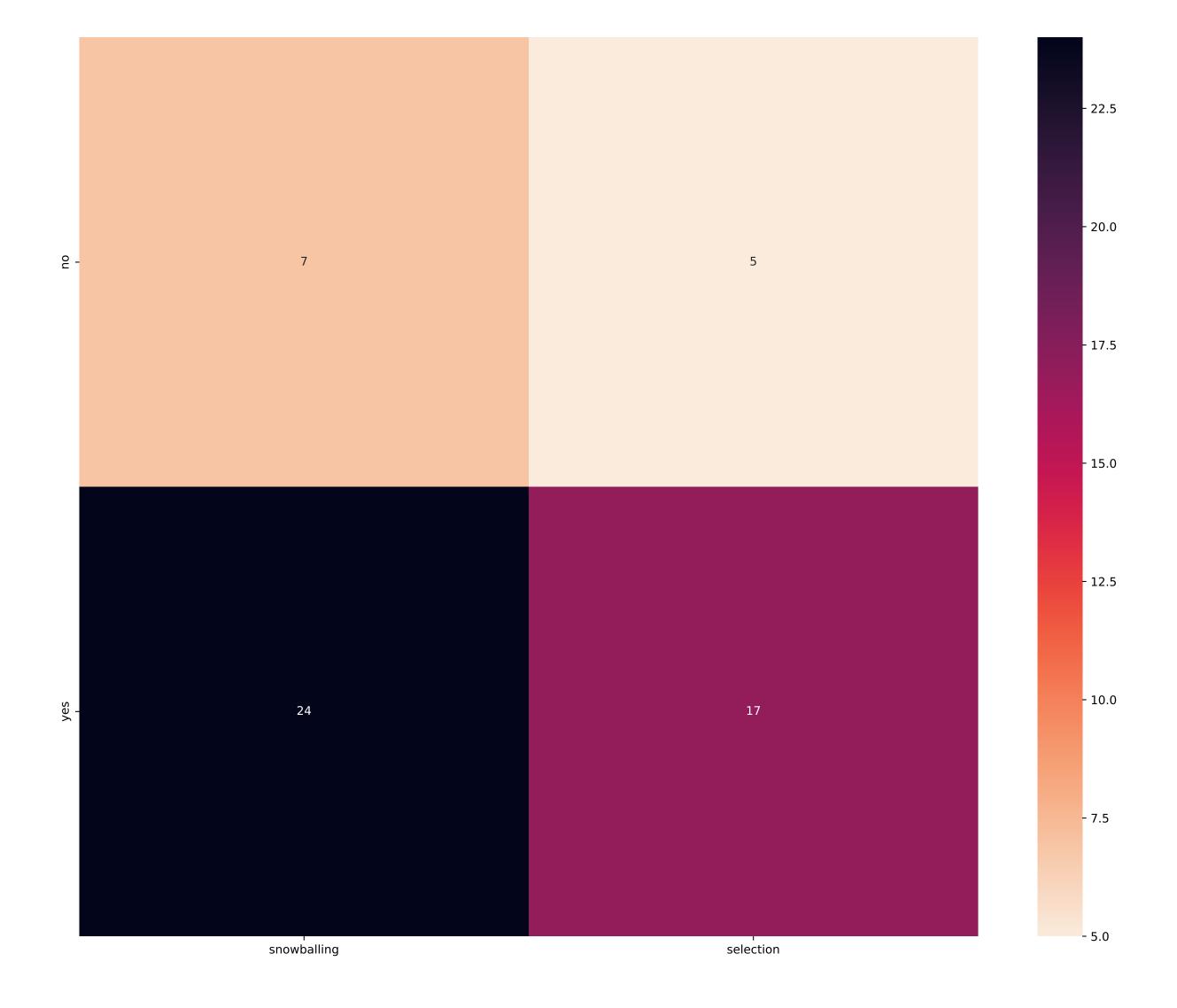
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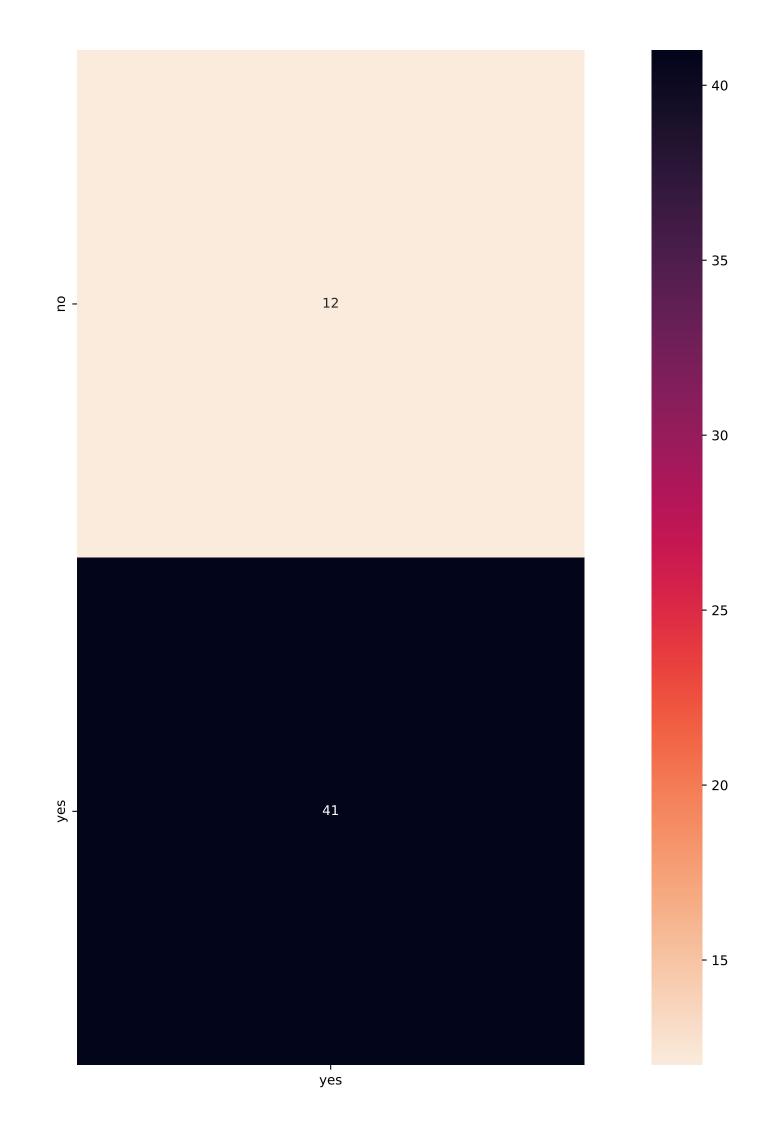
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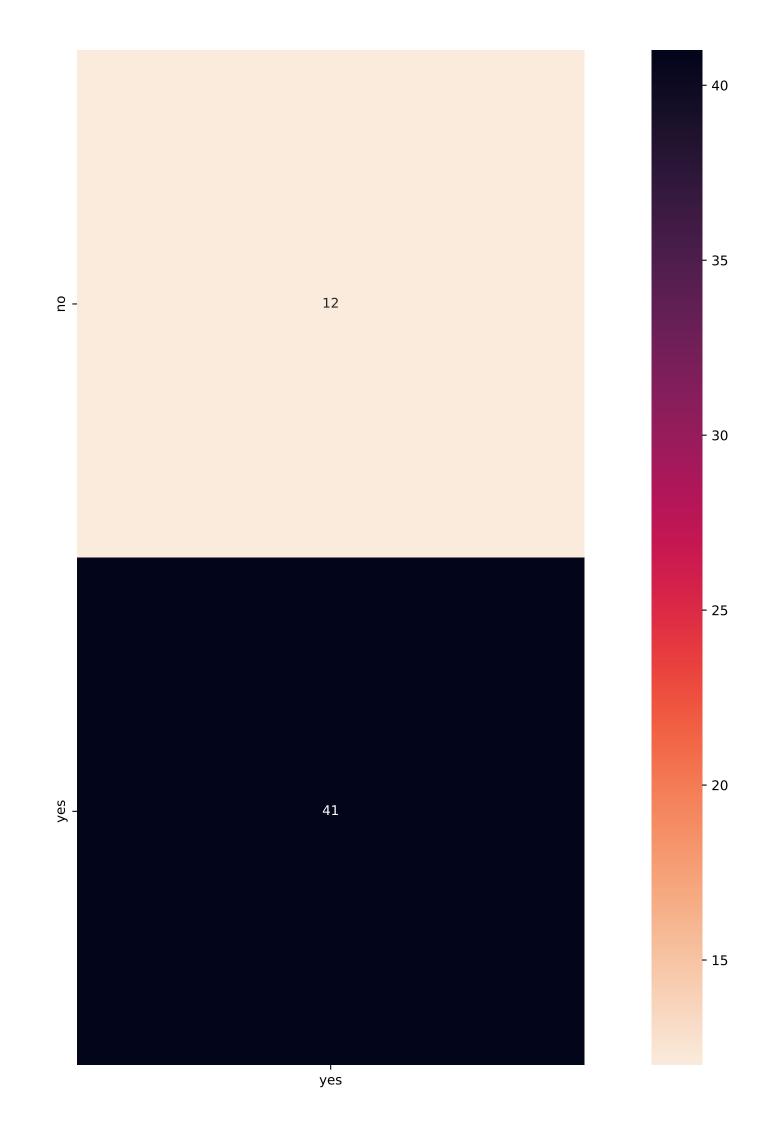
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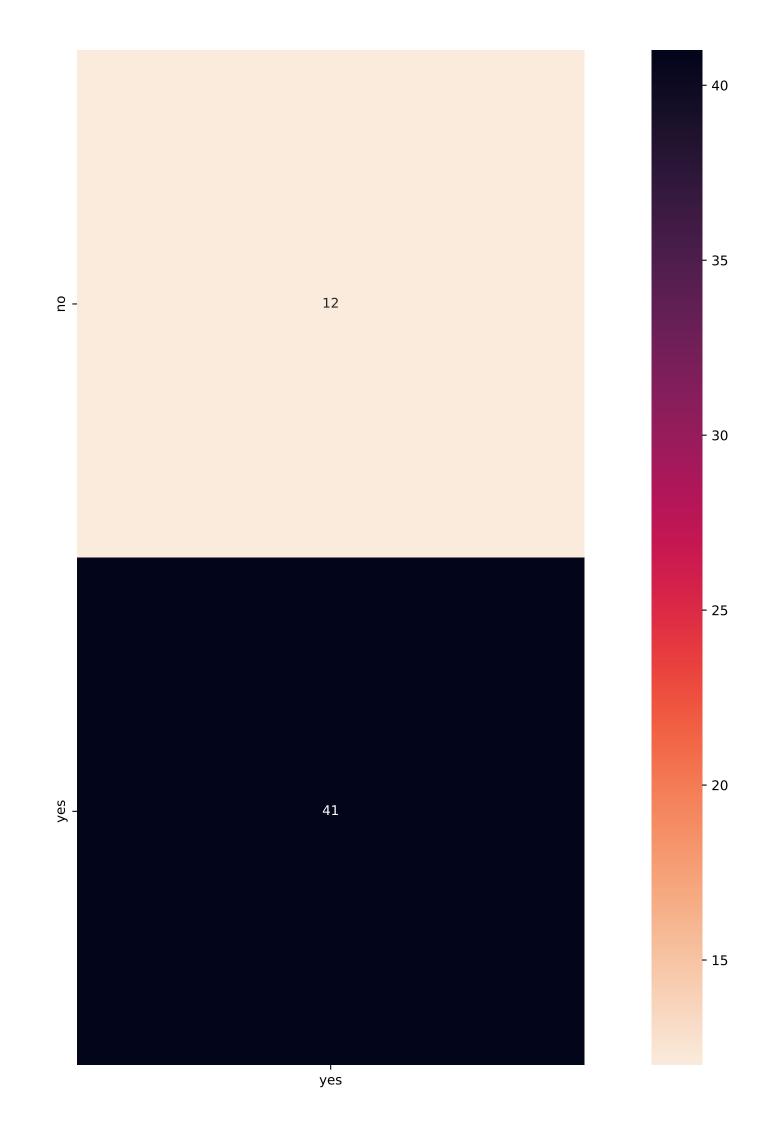
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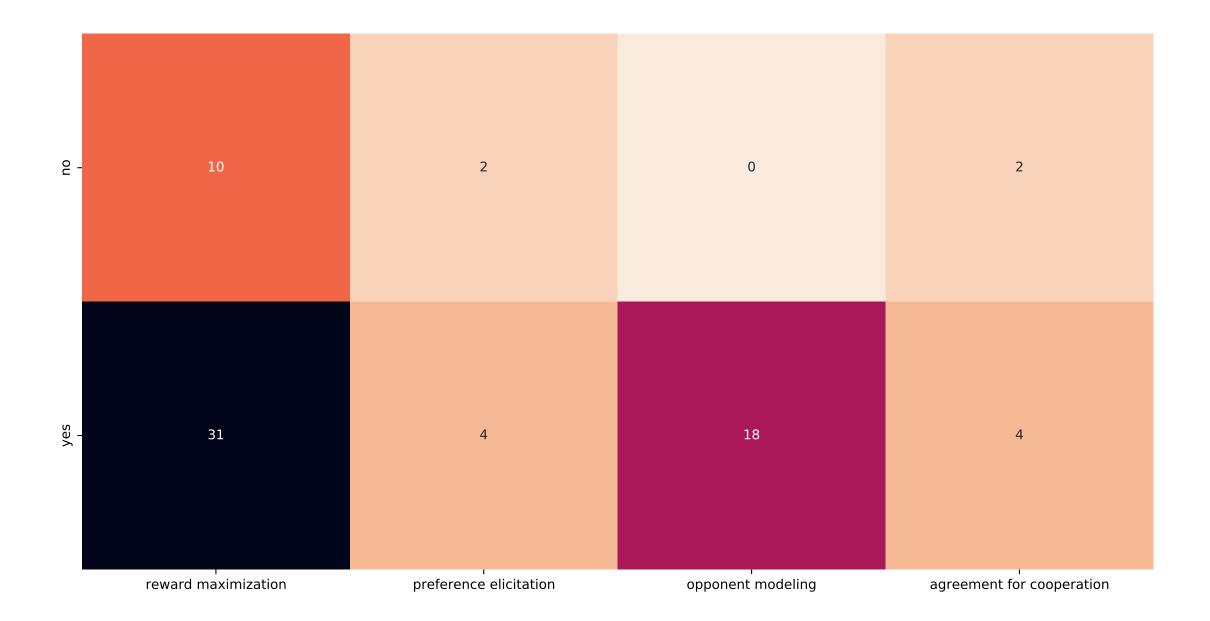
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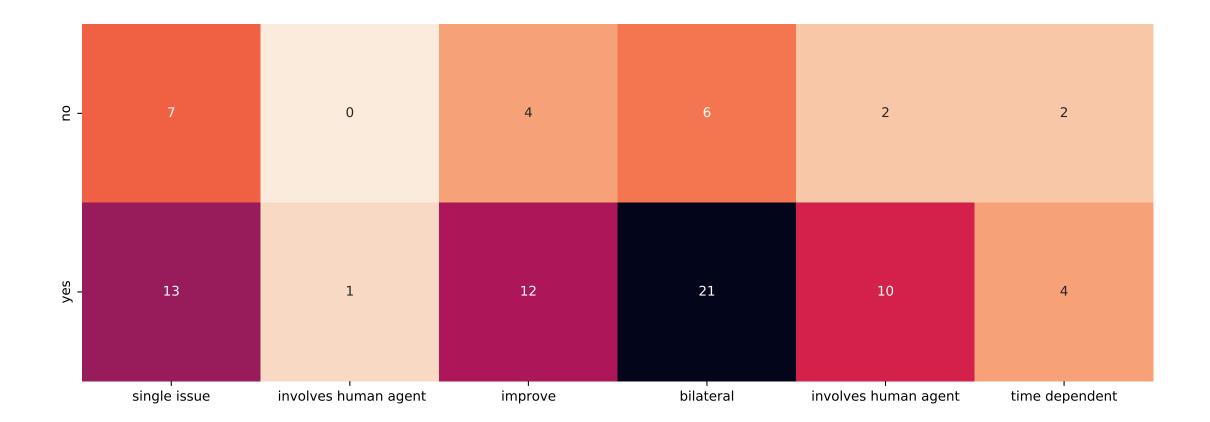
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- 2.5



- 20.0

- 17.5

- 15.0

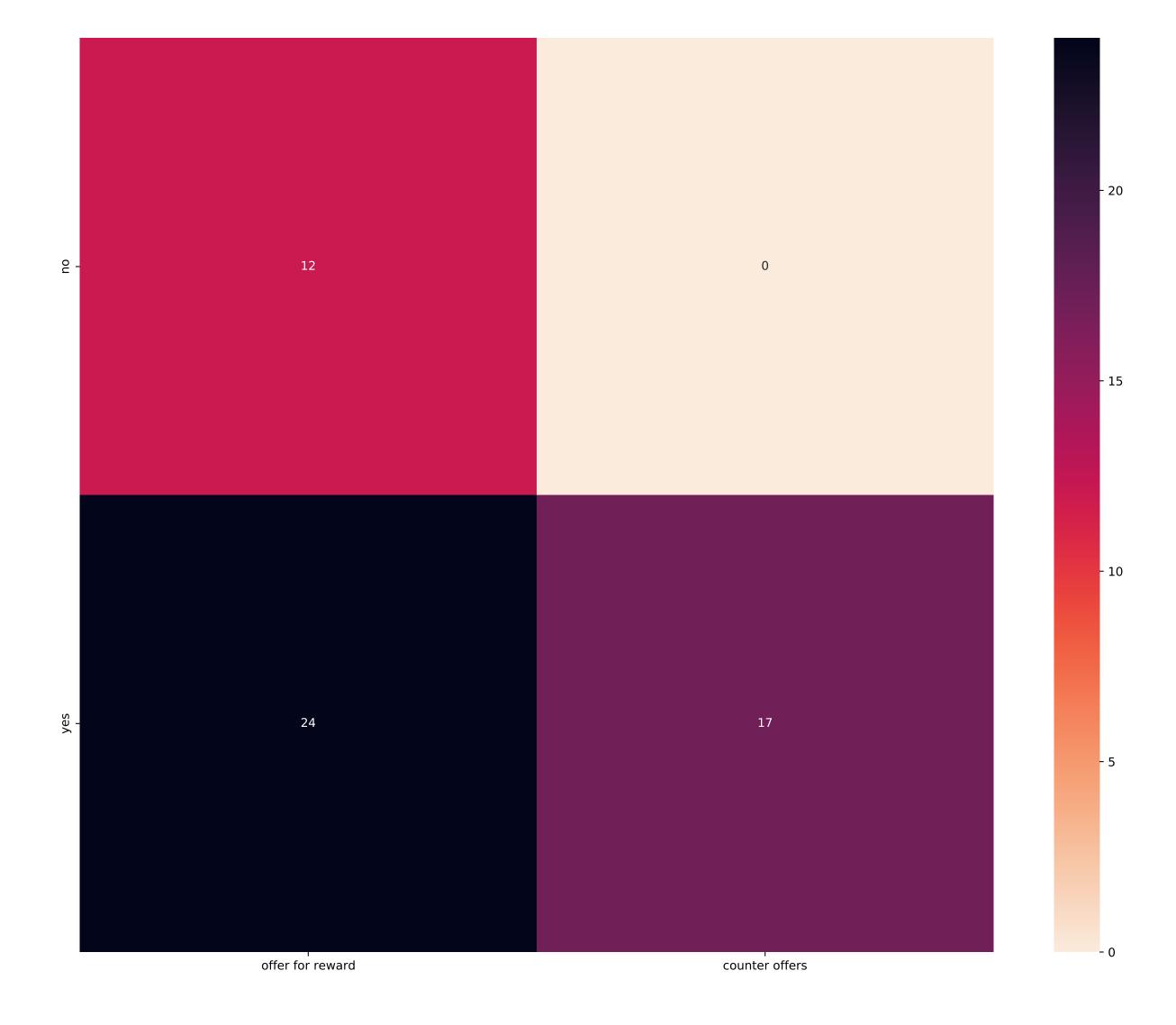
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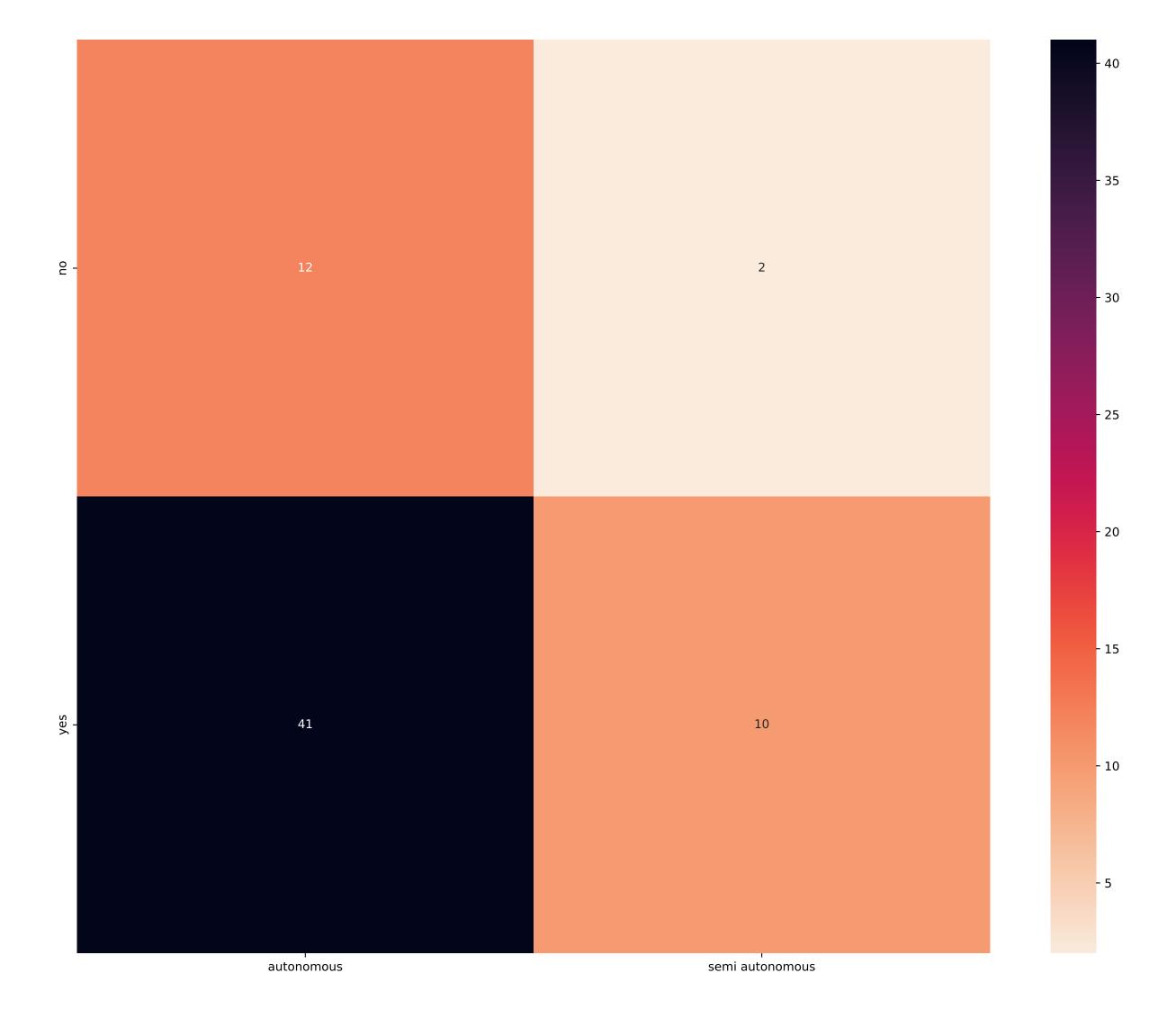
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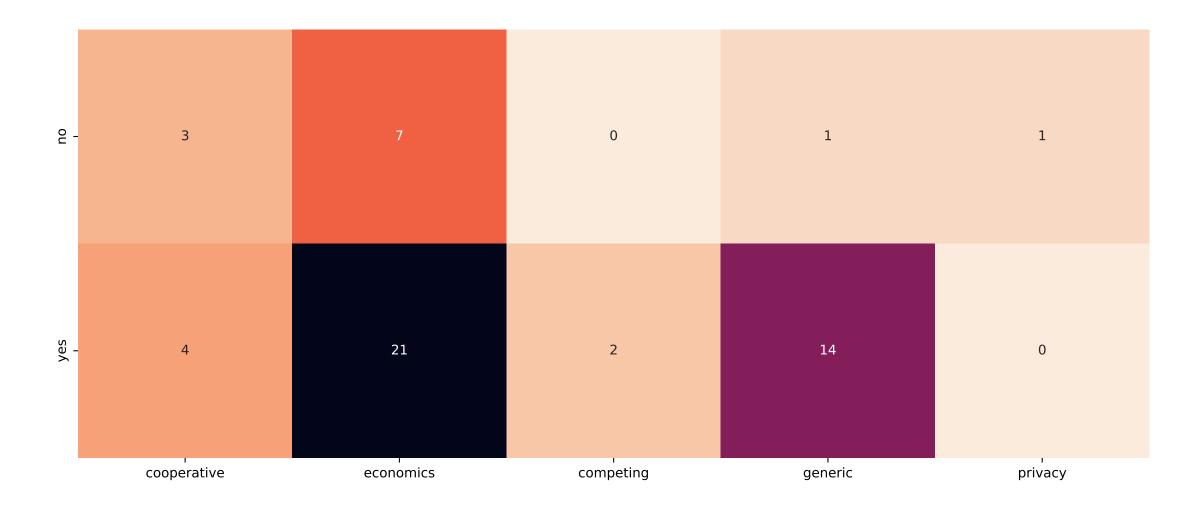
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- 20.0

- 17.5

- 15.0

- 12.5

- 10.0

- 7.5

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- 2.5

2011 2000 2012 2013 2019 2021 2010 2022 2017 2014 2003 2020 2001 2018 2008 2016

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Neural Network -	1	3	1
Bayesian Learning -	1	3	2
Angle based Similarirty -	0	1	0
Monte Carlo Tree search -	0	0	4
Multi bipartite gradient descent search -	0	0	1
LSTM -	1	0	1
Alternative offer protocol -	1	14	9
Nonlinear Regression -	0	1	0
Linear Regression -	0	1	1
Markov Decision Process -	0	0	1
Linear Programming -	0	2	0
Heuristic algorithm -	1	0	0
Equilibrium strategies -	0	1	0
Reinforcement learning -	2	4	7
logistic regression -	0	1	0
Argumentation -	0	0	2
Gaussian probability -	0	0	5
Genetic Algorithm -	0	1	0
Fuzzy Logic System -	0	3	1
	Workshop -	Journal -	Conference -

- 12 - 10 - 2

Neural Network -	4	1
Bayesian Learning -	5	1
Angle based Similarirty -	- 1	0
Monte Carlo Tree search -	1	3
Multi bipartite gradient descent search -	. 0	1
LSTM -	2	0
Alternative offer protocol -	18	6
Nonlinear Regression -	- 1	0
Linear Regression -	. 1	1
Markov Decision Process -	0	1
Linear Programming -	1	1
Heuristic algorithm -	1	0
Equilibrium strategies -	0	1
Reinforcement learning -	7	6
logistic regression -	1	0
Argumentation -	0	2
Gaussian probability -	1	4
Genetic Algorithm -	- 1	0
Fuzzy Logic System -		1
	snowballing -	selection -

- 16 - 14 - 12 - 10 - 8

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Neural Network -Bayesian Learning -Angle based Similarirty - 1 Monte Carlo Tree search - 4 Multi bipartite gradient descent search - 1 LSTM - 2 Alternative offer protocol -24 Nonlinear Regression - 1 Linear Regression - 2 Markov Decision Process - 1 Linear Programming - 2 Heuristic algorithm - 1 Equilibrium strategies - 1 Reinforcement learning logistic regression - 1 Argumentation - 2 Gaussian probability -Genetic Algorithm - 1 Fuzzy Logic System yes

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Neural Network -Bayesian Learning -Angle based Similarirty - 1 Monte Carlo Tree search - 4 Multi bipartite gradient descent search - 1 LSTM - 2 Alternative offer protocol -24 Nonlinear Regression - 1 Linear Regression - 2 Markov Decision Process - 1 Linear Programming - 2 Heuristic algorithm - 1 Equilibrium strategies - 1 Reinforcement learning logistic regression - 1 Argumentation - 2 Gaussian probability -Genetic Algorithm - 1 Fuzzy Logic System yes

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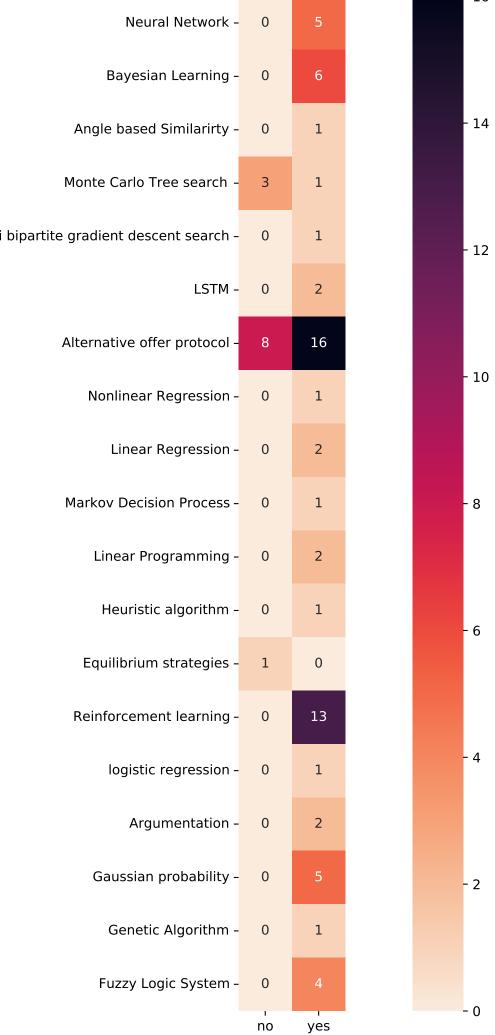
Neural Network -Bayesian Learning -Angle based Similarirty - 1 Monte Carlo Tree search - 4 Multi bipartite gradient descent search - 1 LSTM - 2 Alternative offer protocol -24 Nonlinear Regression - 1 Linear Regression - 2 Markov Decision Process - 1 Linear Programming - 2 Heuristic algorithm - 1 Equilibrium strategies - 1 Reinforcement learning logistic regression - 1 Argumentation - 2 Gaussian probability -Genetic Algorithm - 1 Fuzzy Logic System yes

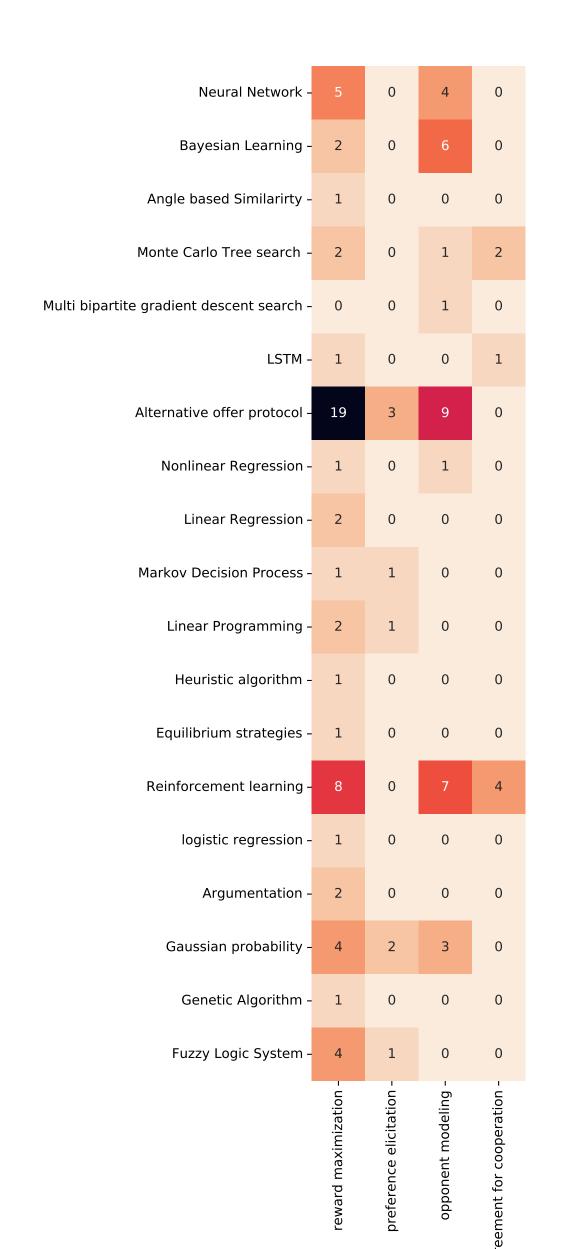
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Multi bipartit		





- 17.5

- 15.0

- 12.5

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Neural Network -	2	0	1	3	0	1
Bayesian Learning -	0	0	1	4	0	1
Angle based Similarirty -	1	0	0	1	0	0
Monte Carlo Tree search -	0	0	2	2	0	0
Multi bipartite gradient descent search -	0	0	0	1	0	0
LSTM -	0	0	2	0	0	0
Alternative offer protocol -	10	1	4	19	2	4
Nonlinear Regression -	0	0	0	0	0	1
Linear Regression -	1	0	1	0	1	0
Markov Decision Process -	0	0	0	0	1	0
Linear Programming -	2	0	0	1	1	0
Heuristic algorithm -	1	0	0	0	1	0
Equilibrium strategies -	1	0	1	0	1	0
Reinforcement learning -	1	1	6	8	1	2
logistic regression -	0	0	0	1	0	0
Argumentation -	2	0	0	0	1	0
Gaussian probability -	0	0	2	1	2	1
Genetic Algorithm -	1	0	0	0	1	0
Fuzzy Logic System -	2	0	1	3	2	0
	single issue -	ves human agent -	improve -	bilateral -	ves human agent -	time dependent -

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- 15.0

- 12.5

- 10.0

- 7.5

- 5.0

- 2.5

Neural Network -	0	0	2	0	4
Bayesian Learning –	0	0	1	0	6
Angle based Similarirty -	0	0	1	0	0
Monte Carlo Tree search -	0	0	3	1	1
Multi bipartite gradient descent search -	0	0	0	0	1
LSTM -	2	0	2	0	0
Alternative offer protocol -	0	3	16	0	9
Nonlinear Regression -	0	0	1	0	1
Linear Regression -	0	0	2	0	0
Markov Decision Process –	0	1	0	0	0
Linear Programming -	0	1	2	0	0
Heuristic algorithm –	0	0	1	0	0
Equilibrium strategies -	0	0	1	0	0
Reinforcement learning -	3	0	7	0	7
logistic regression -	0	0	1	0	0
Argumentation –	2	0	1	0	0
Gaussian probability -	0	2	0	0	3
Genetic Algorithm -	0	0	1	0	0
Fuzzy Logic System -	0	1	4	1	0
	dialogues -	user history -	offers for reward -	rules -	opponent offers -

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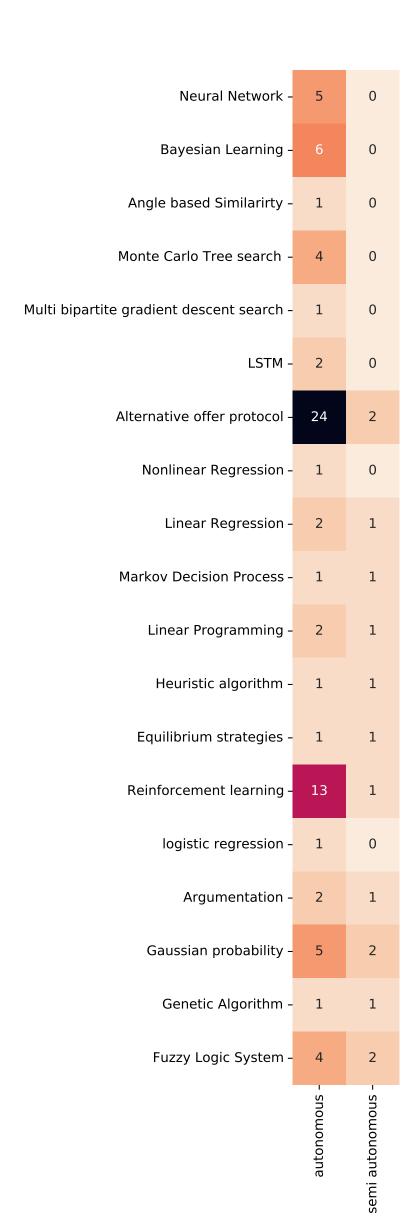
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Neural Network - 1 Bayesian Learning - 0 Angle based Similarirty - 1 0 Monte Carlo Tree search -1 Multi bipartite gradient descent search - 0 LSTM -0 Alternative offer protocol -16 Nonlinear Regression - 0 1 Linear Regression - 2 0 Markov Decision Process - 1 0 Linear Programming -0 Heuristic algorithm - 1 0 Equilibrium strategies - 1 0 Reinforcement learning logistic regression - 1 0 Argumentation -0 Gaussian probability -Genetic Algorithm - 1 0 Fuzzy Logic System -0 offer for reward – counter offers - - 14 - 12 - 10 - 8 - 6 - 2



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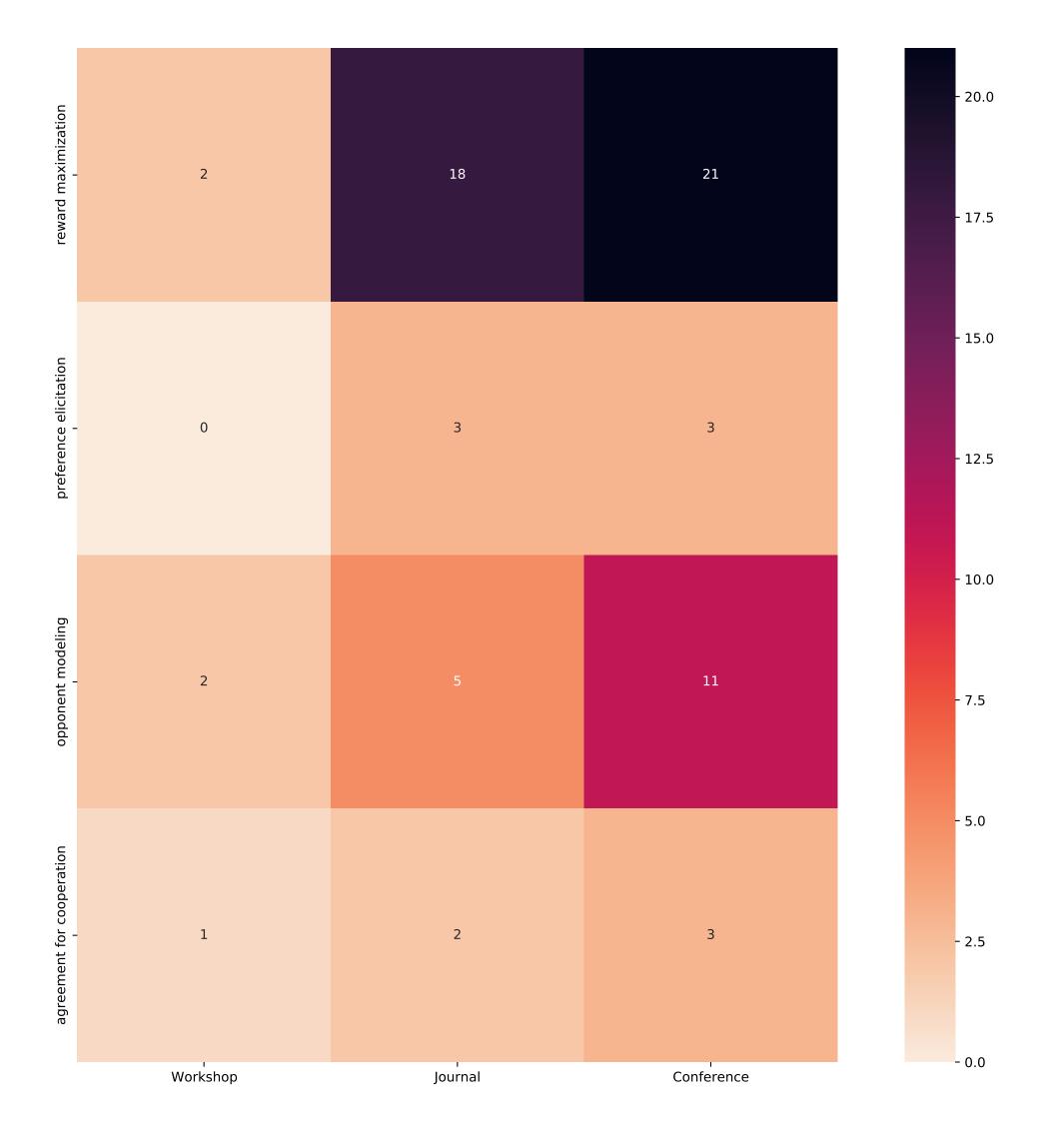
Neural Network -	0	5	0	0	0
Bayesian Learning -	0	1	1	4	0
Angle based Similarirty -	0	1	0	0	0
Monte Carlo Tree search -	3	0	0	1	0
Multi bipartite gradient descent search -	0	0	0	1	0
LSTM -	1	1	0	0	0
Alternative offer protocol -	0	14	1	8	1
Nonlinear Regression -	0	1	0	0	0
Linear Regression -	0	1	0	1	0
Markov Decision Process -	0	0	0	1	0
Linear Programming –	0	2	0	0	0
Heuristic algorithm –	0	1	0	0	0
Equilibrium strategies -	0	1	0	0	0
Reinforcement learning -	4	3	1	5	0
logistic regression –	0	1	0	0	0
Argumentation –	0	2	0	0	0
Gaussian probability -	0	1	1	3	0
Genetic Algorithm -	0	1	0	0	0
Fuzzy Logic System -	0	3	0	1	0
	cooperative -	economics -	competing -	generic -	privacy -

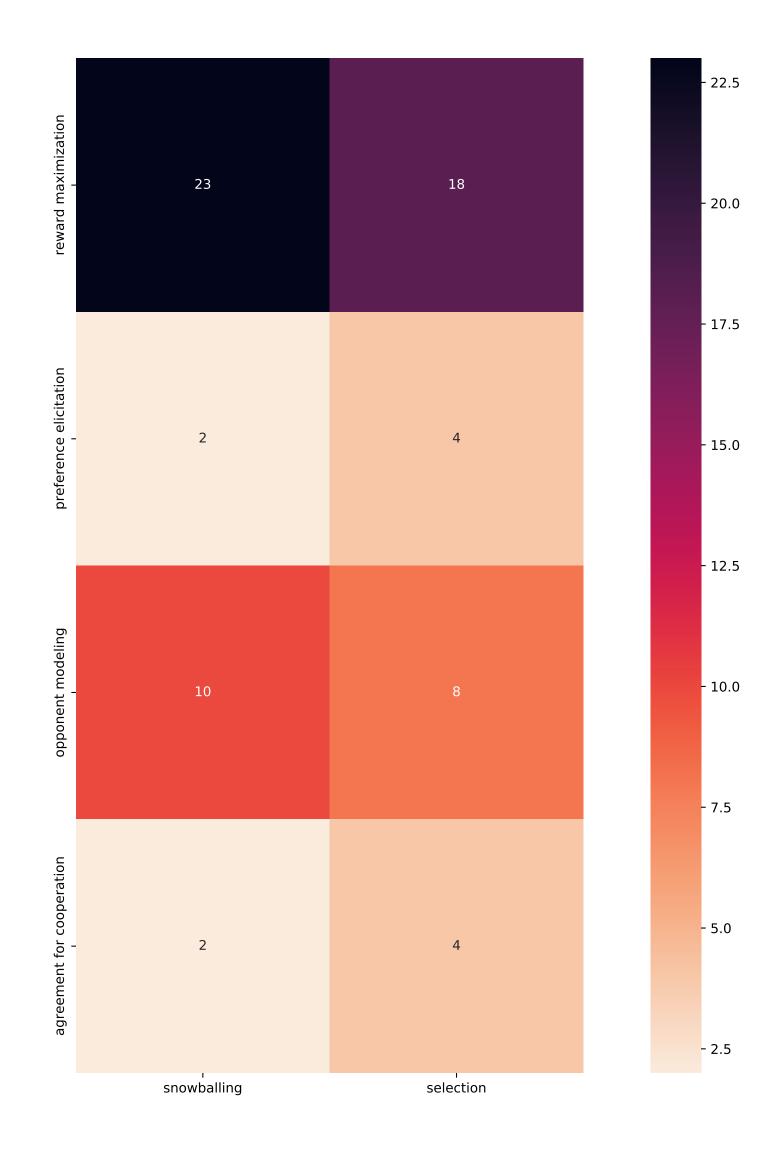
reward maximization –	0	1	1	1	6	10	2	1	4	0	1	4	1	7	1	1
preference elicitation -	0	0	0	1	1	0	0	0	3	0	0	0	0	1	0	0
opponent modeling –	1	0	0	1	3	5	0	2	1	1	0	2	0	0	2	0
agreement for cooperation -	0	0	0	0	0	1	0	2	1	0	0	2	0	0	0	0
	2011	2000	2012	2013	2019	2021	2010	2022	2017	2014	2003	2020	2001	2018	2008	2016

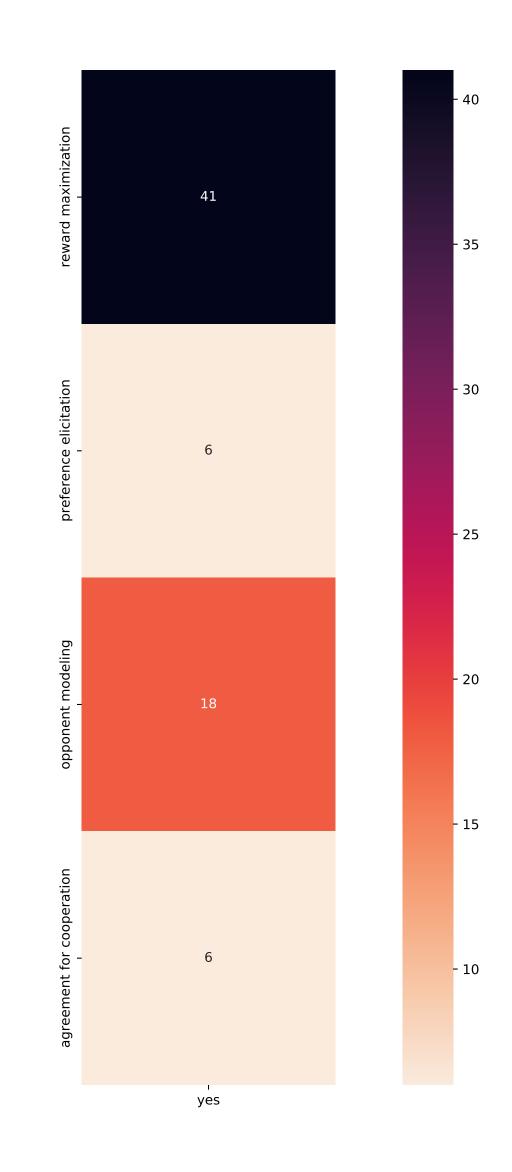
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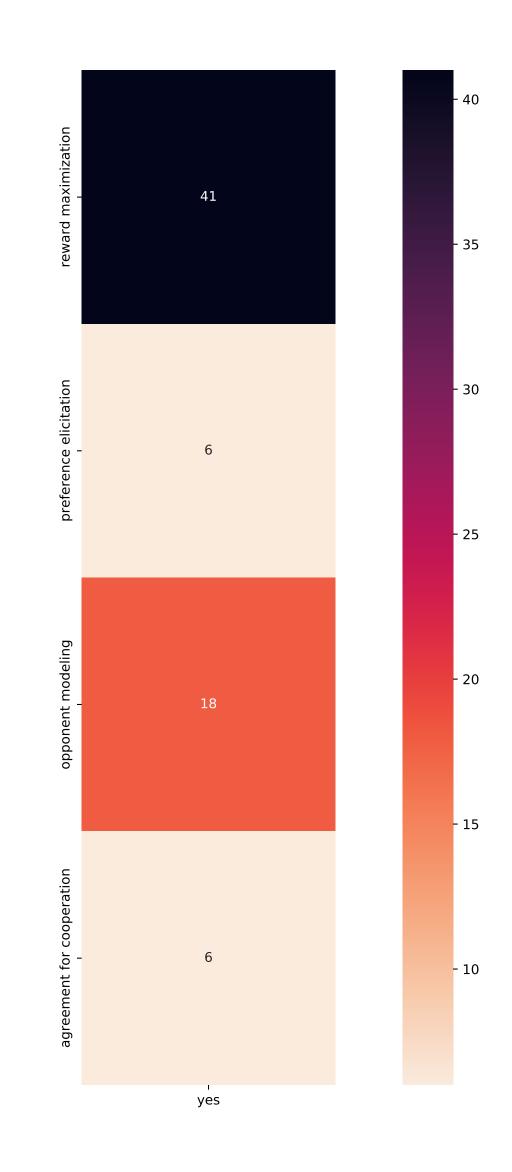
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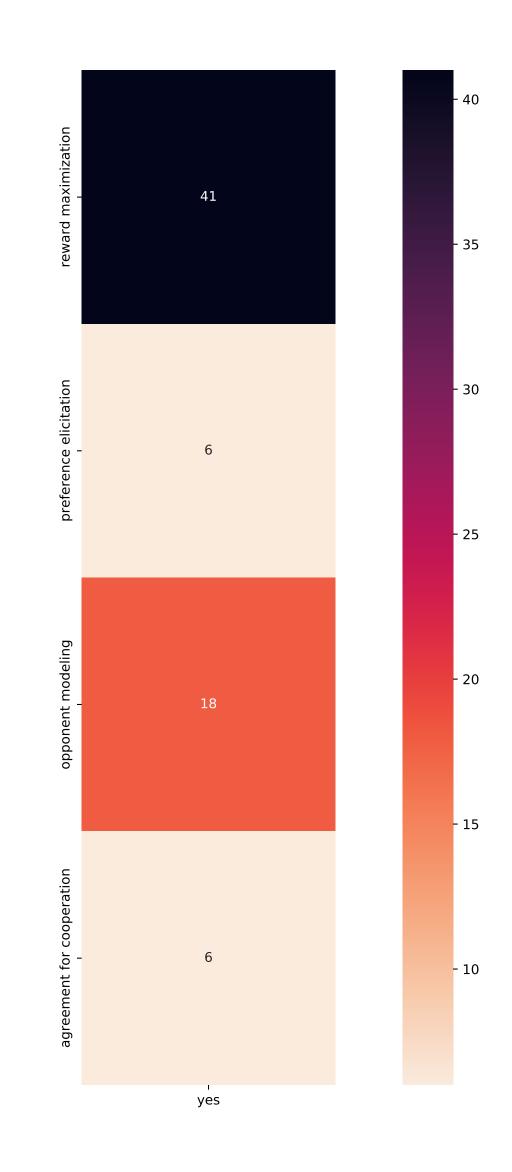
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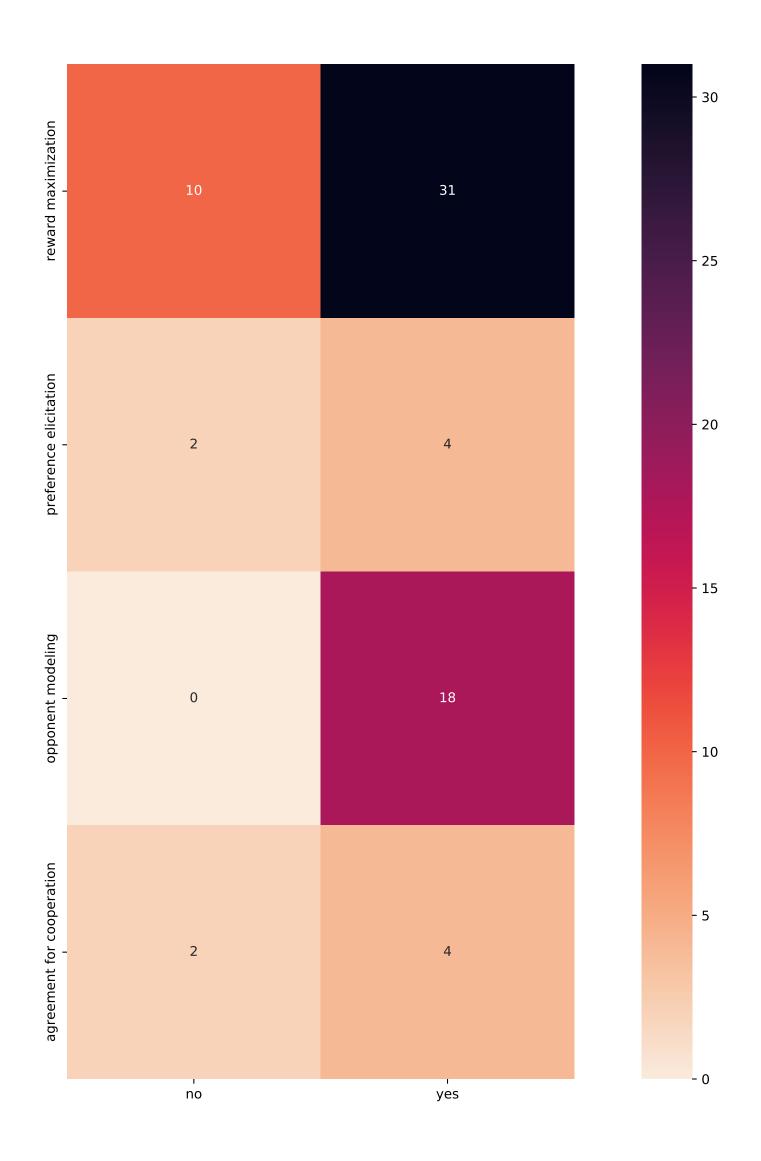












reward maximization -	5	2	1	2	0	1	19	1	2	1	2	1	1	8	1	2	4	1	4
preference elicitation -	0	0	0	0	0	0	3	0	0	1	1	0	0	0	0	0	2	0	1
opponent modeling -	4	6	0	1	1	0	9	1	0	0	0	0	0	7	0	0	3	0	0
agreement for cooperation -	0	0	0	2	0	1	0	0	0	0	0	0	0	4	0	0	0	0	0
	Neural Network -	Bayesian Learning -	Angle based Similarirty –	Monte Carlo Tree search -	Multi bipartite gradient descent search -	- RSTM	Alternative offer protocol -	Nonlinear Regression -	Linear Regression -	Markov Decision Process -	Linear Programming -	Heuristic algorithm –	Equilibrium strategies –	Reinforcement learning -	logistic regression –	Argumentation –	Gaussian probability -	Genetic Algorithm -	Fuzzy Logic System -

- 17.5

- 15.0

- 12.5

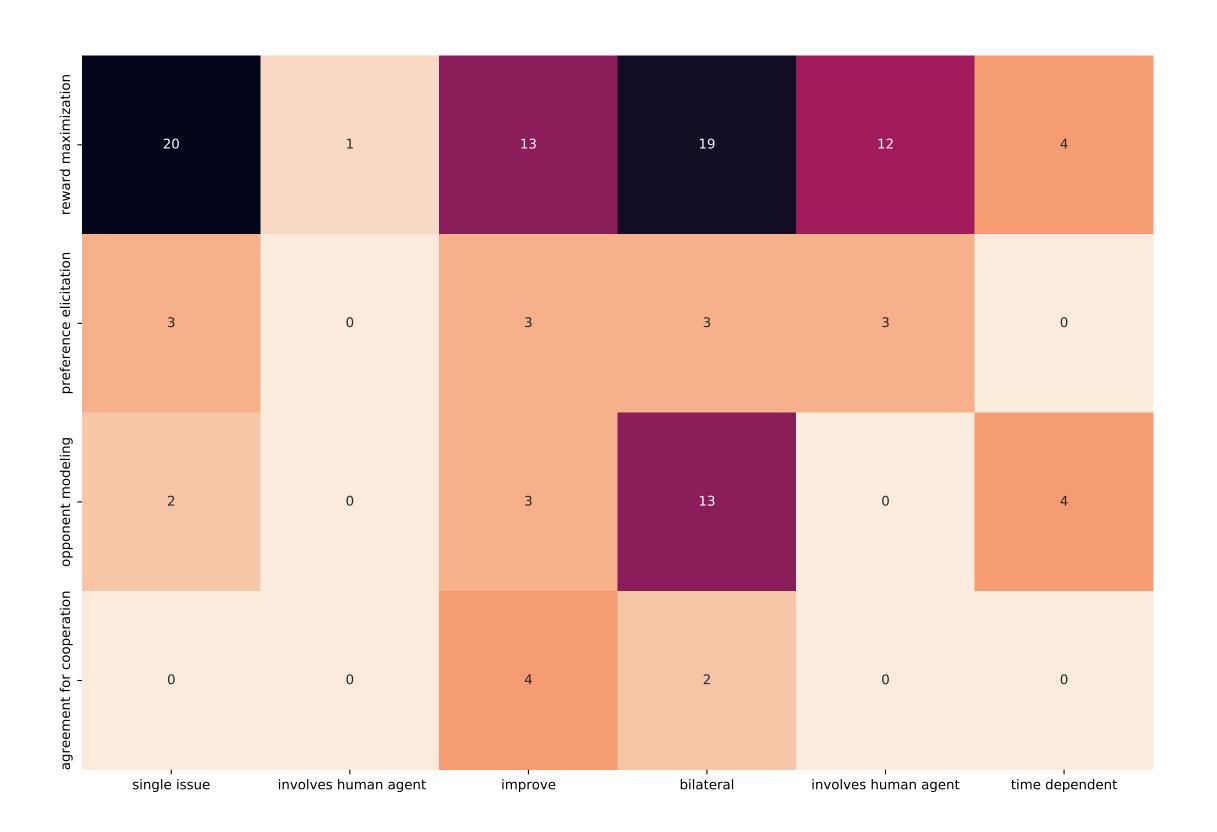
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20.0

- 17.5

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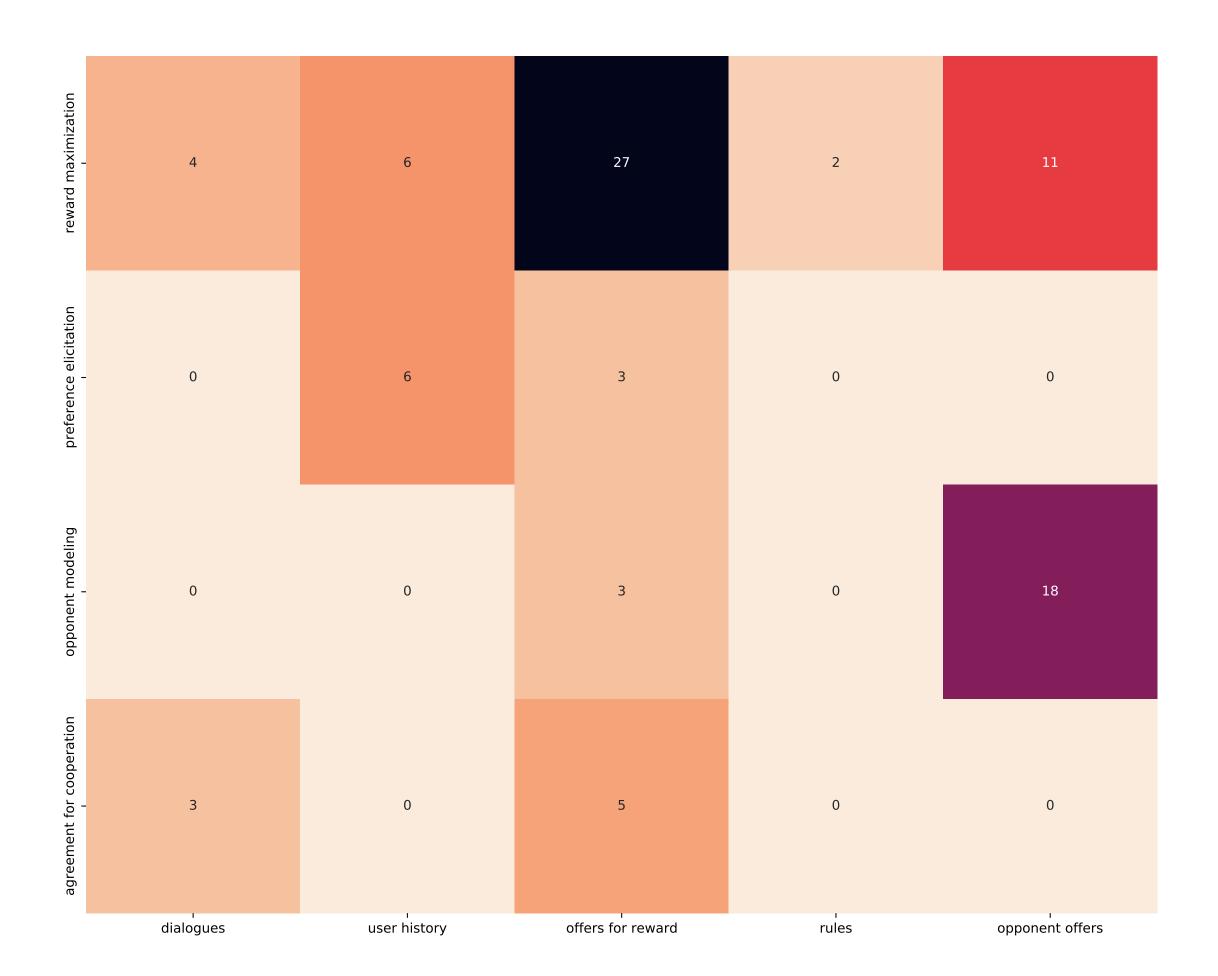
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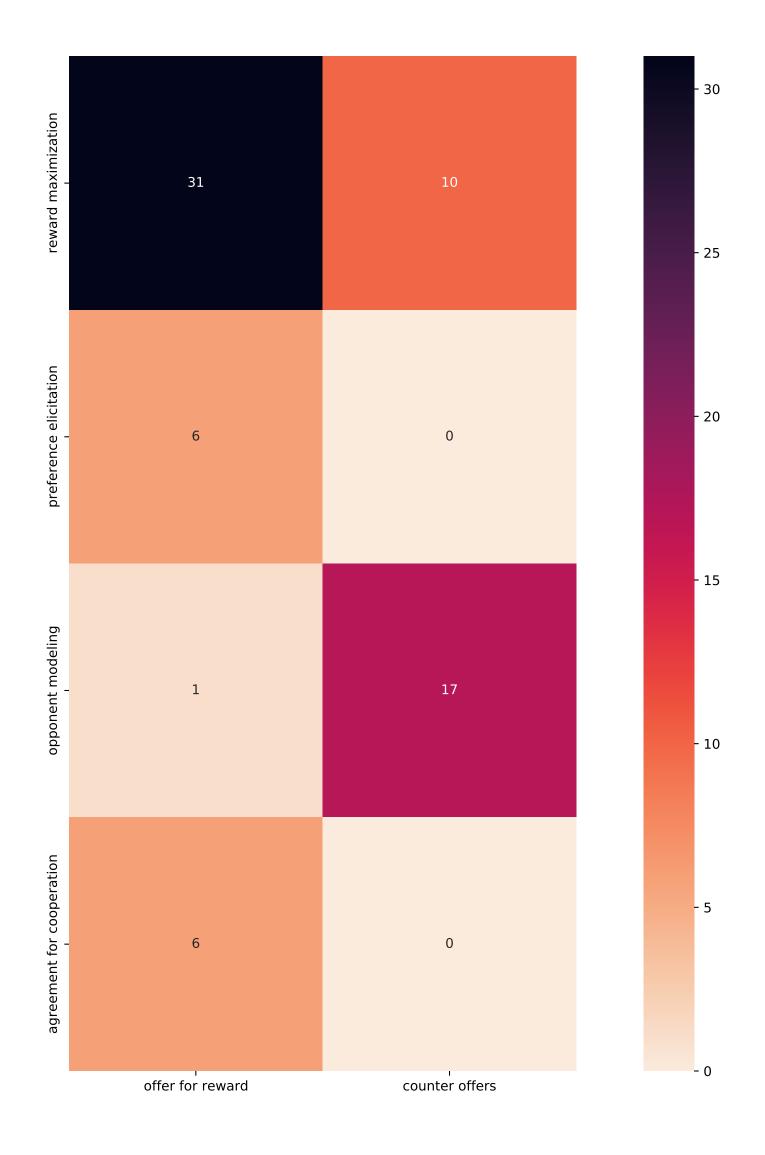


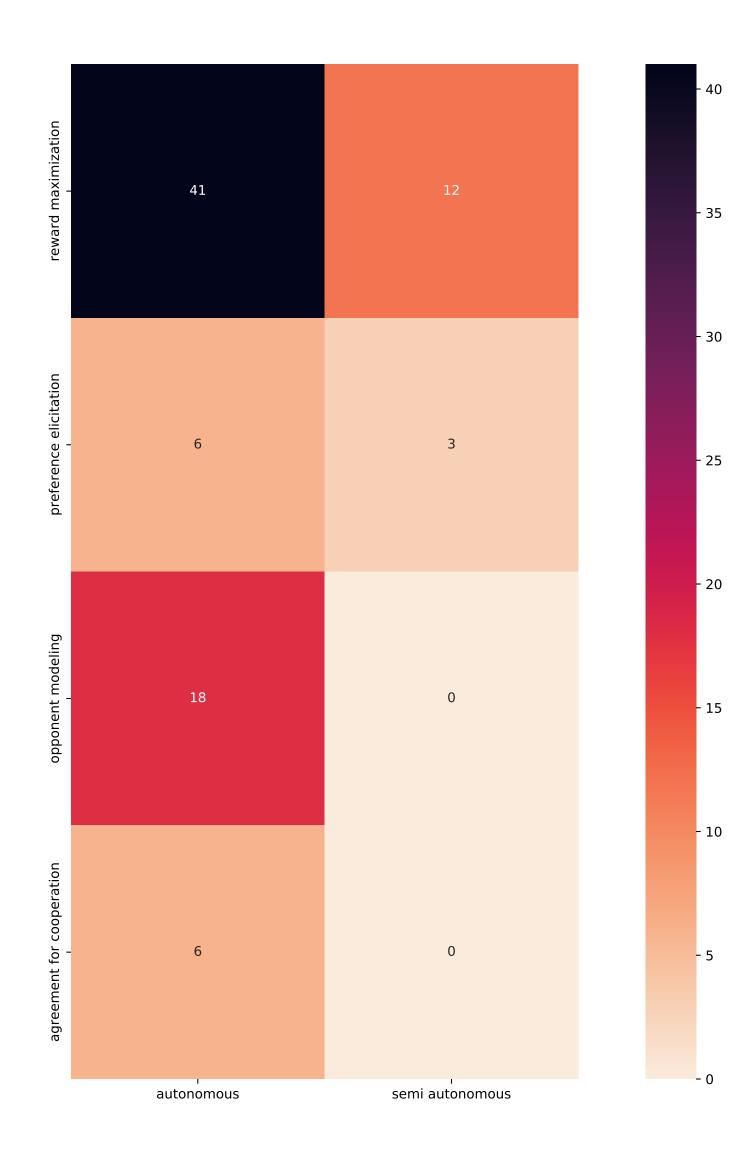
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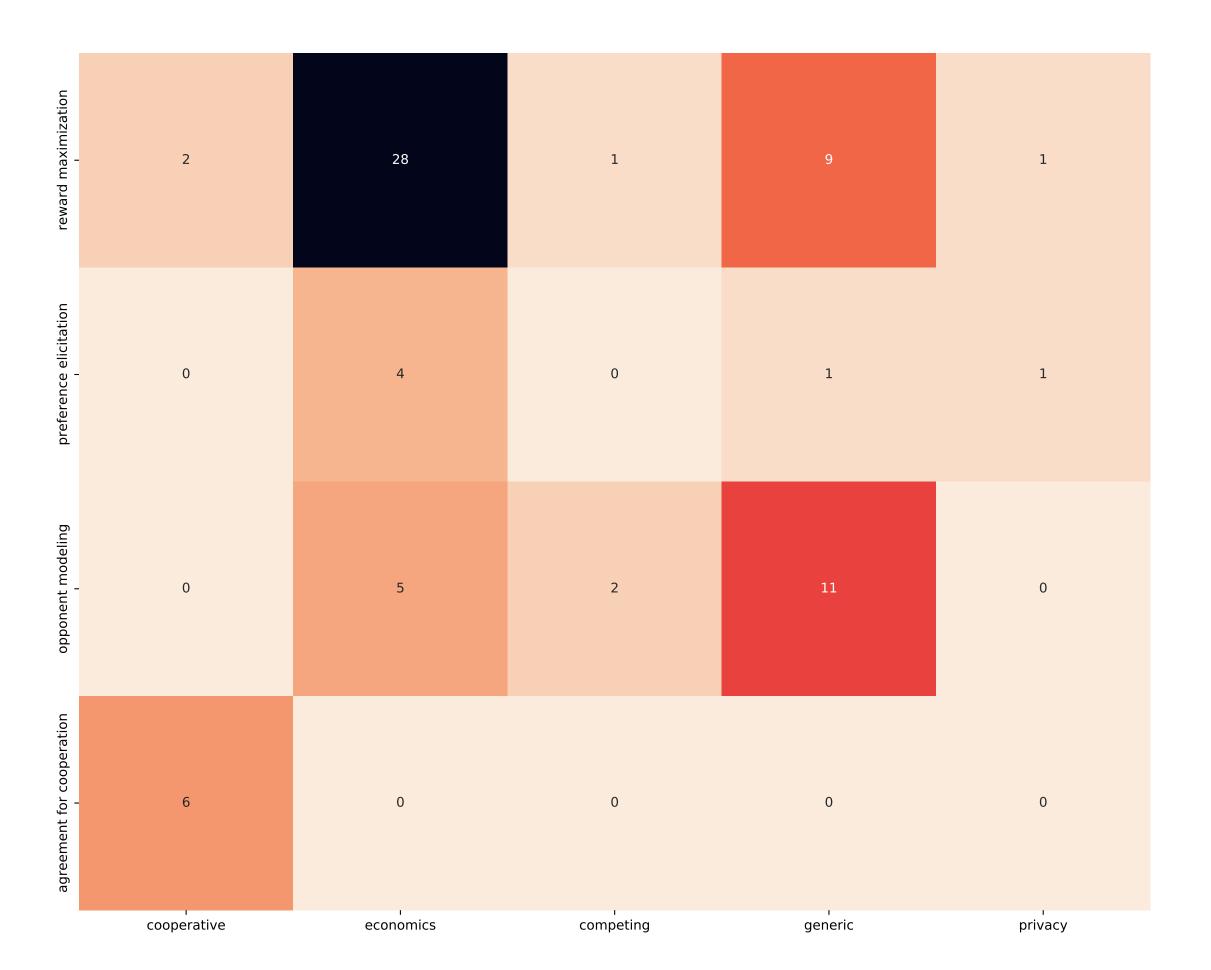
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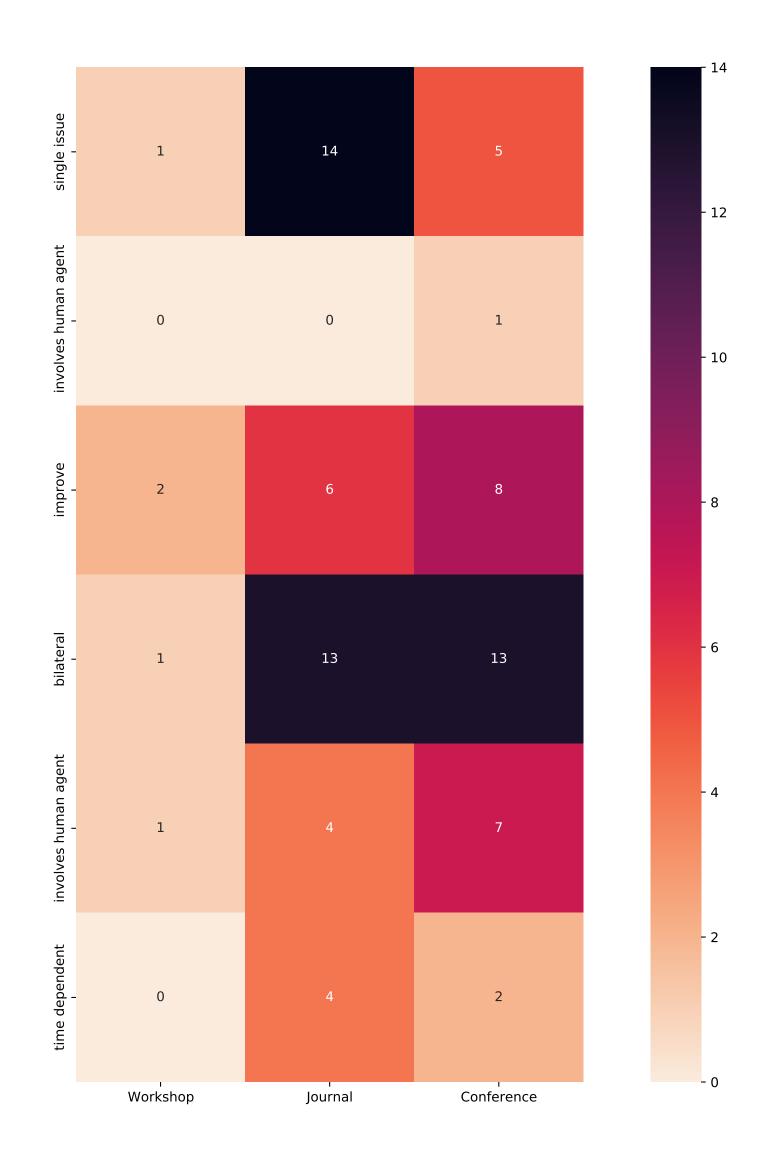
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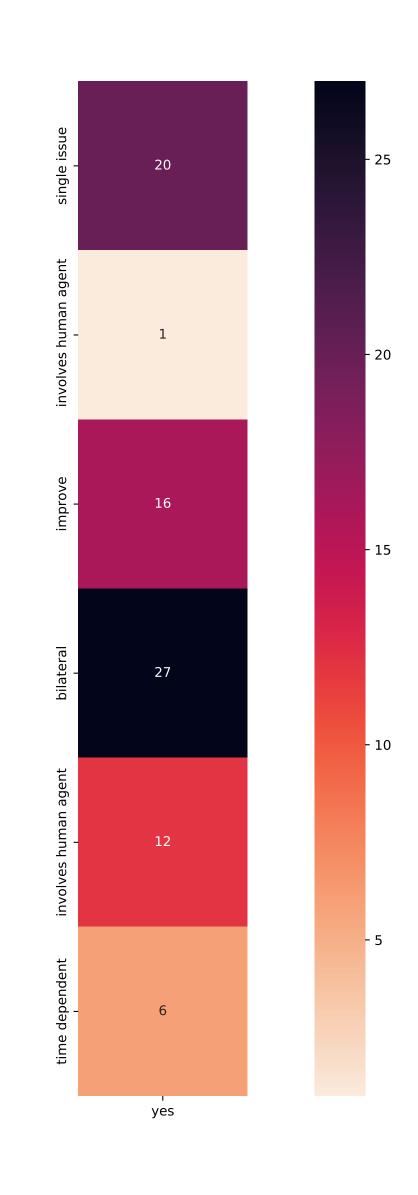
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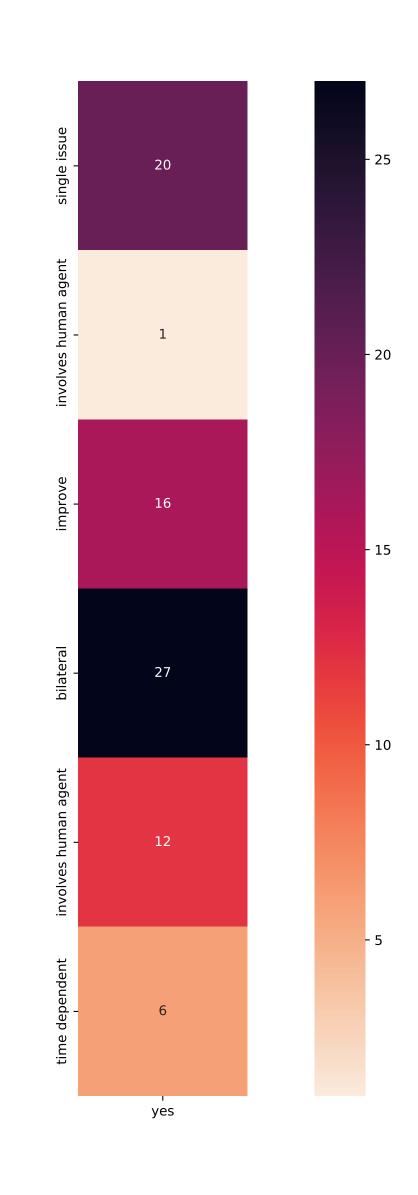
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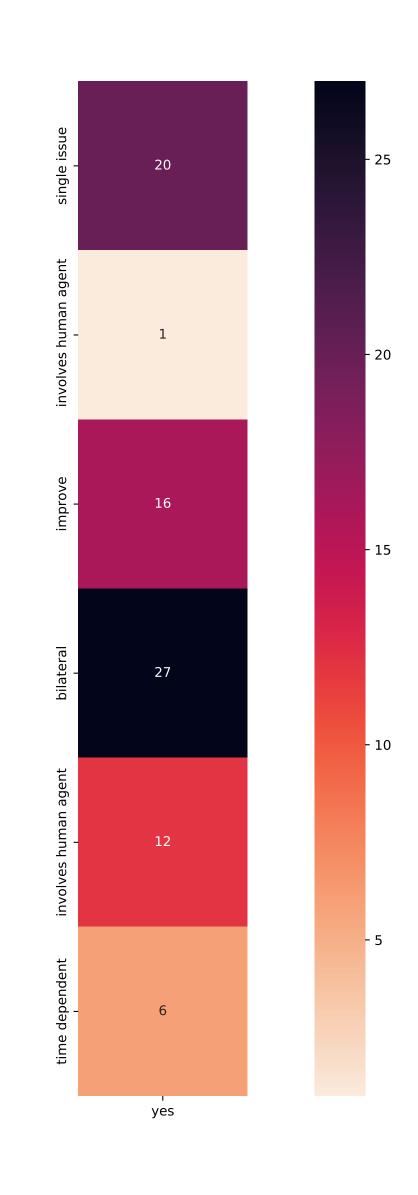
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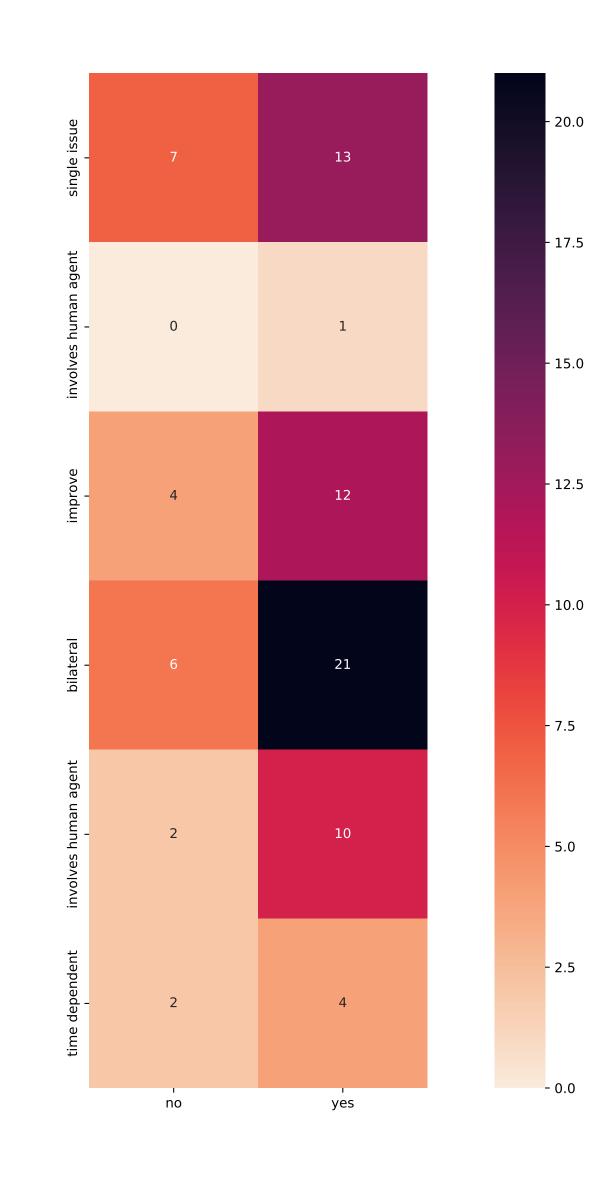


single issue	14	6	- 16
involves human agent	1	0	- 1 ² - 1 ²
improve	8	8	- 10
bilateral	17	10	- 8 - 6
involves human agent	5	7	- 4
time dependent '	5	1	- 2
	snowballing	selection	- 0









- 17.5

- 15.0

- 12.5

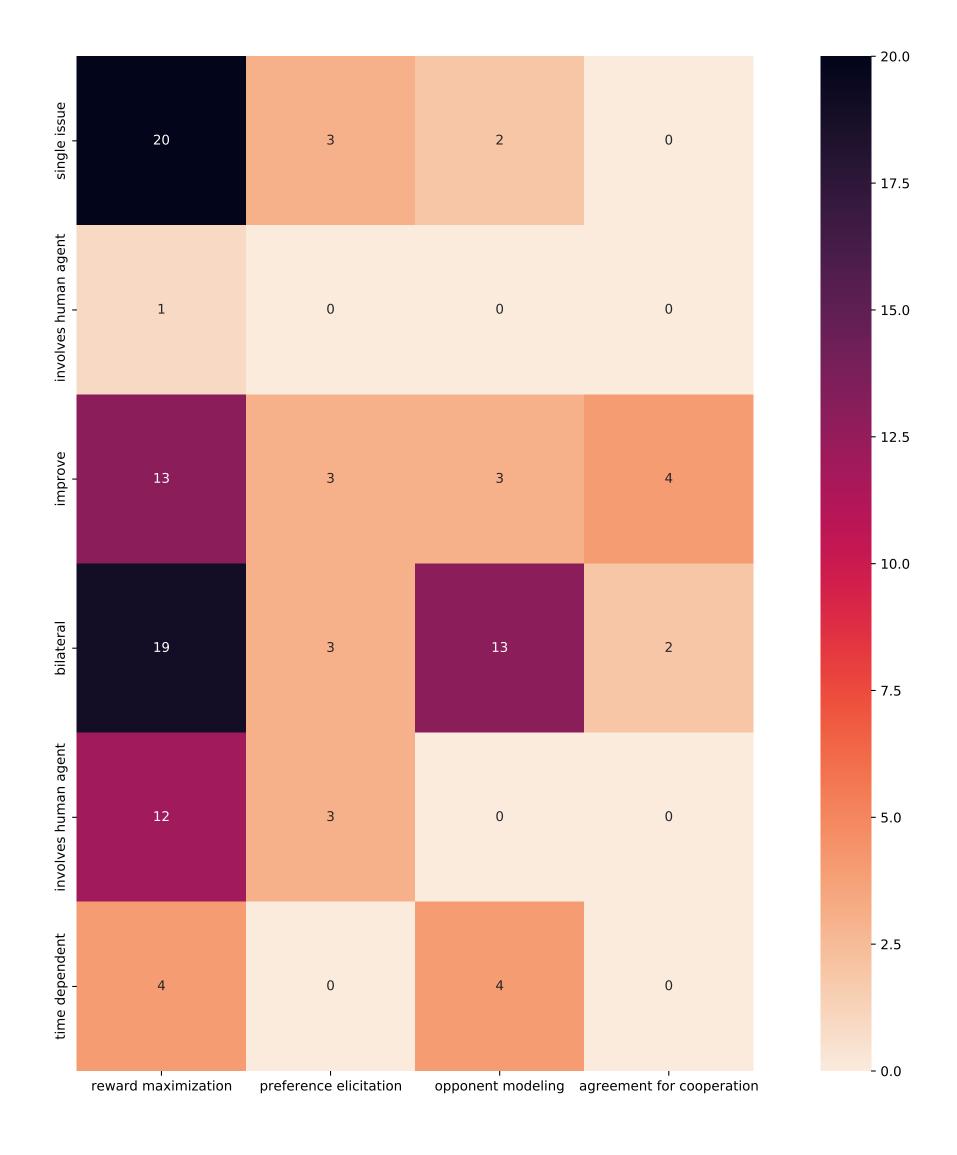
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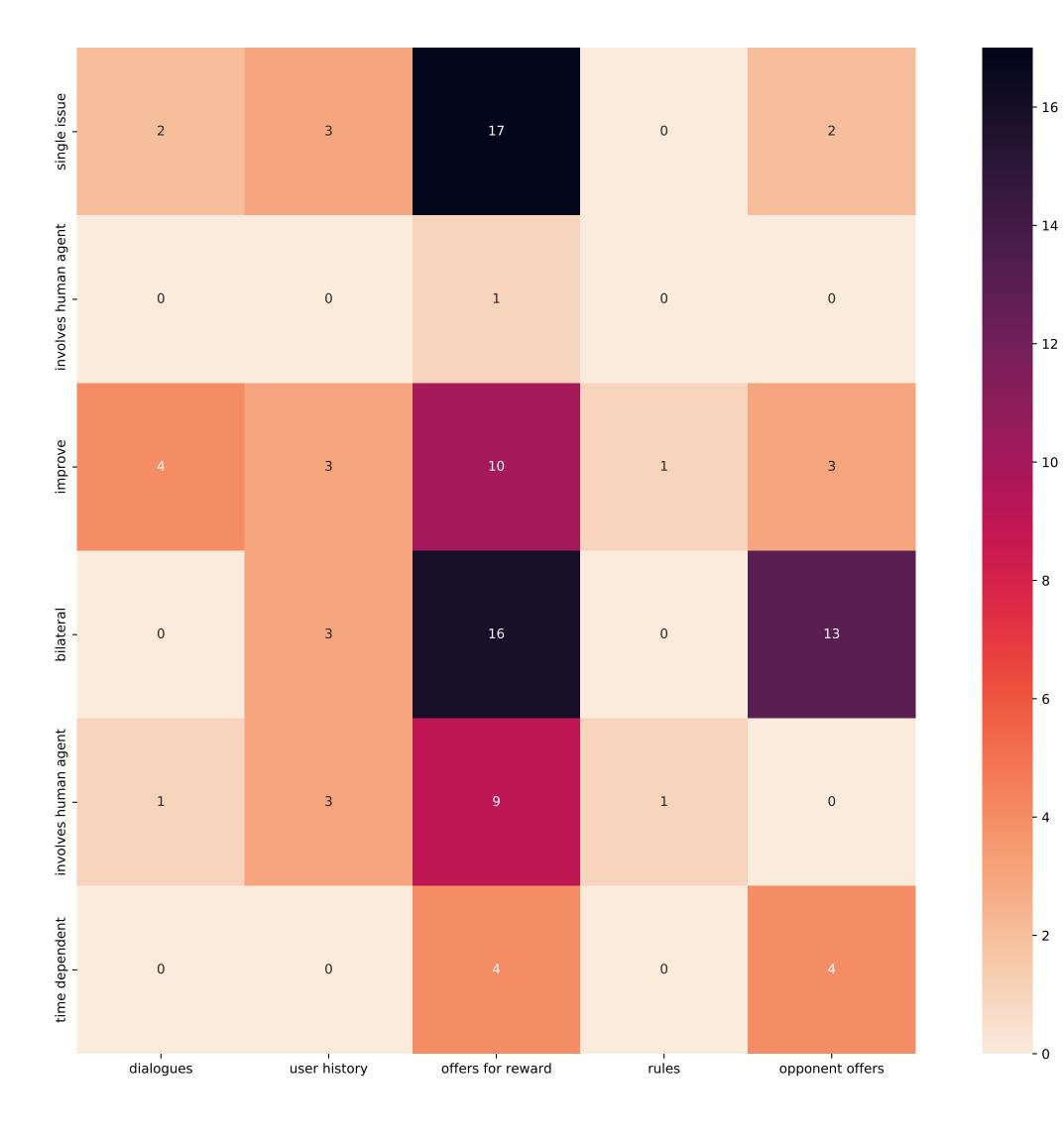
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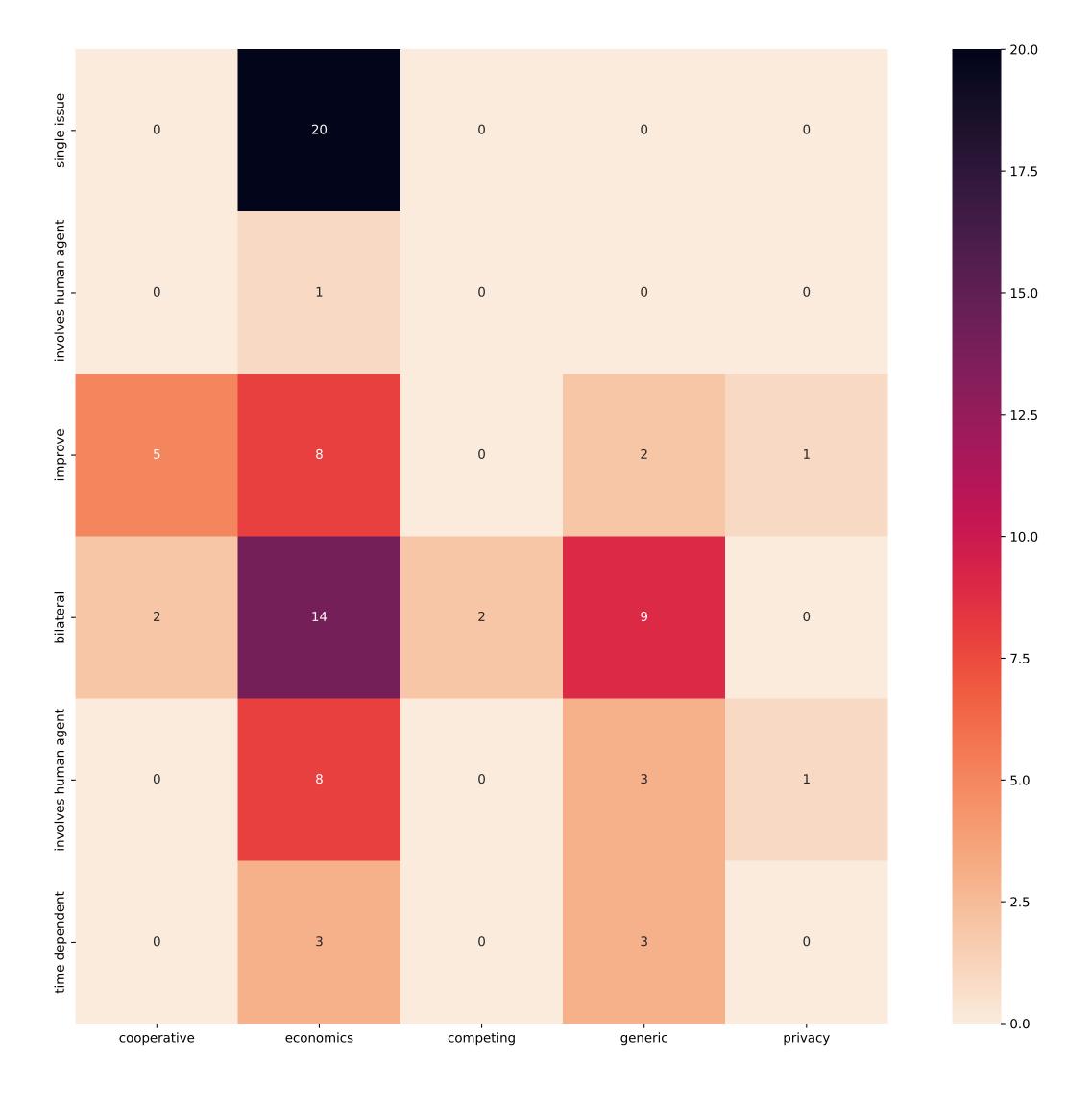
- 0.0





			18	3
single issue	18	2	- 16	
involves human agent	1	0	- 14	ļ
			- 12	<u> </u>
improve	13	3	- 10)
bilateral	15	12	- 8	
snt	_		- 6	
involves human agent	12	0	- 4	
time dependent	2	4	- 2	
	offer for reward	counter offers	- 0	

single issue	20	6	- 25
involves human agent '	1	1	- 20
improve -	16	3	- 15
bilateral '	27	2	- 10
involves human agent	12	12	- 5
time dependent '	6	0	
	autonomous	semi autonomous	- 0



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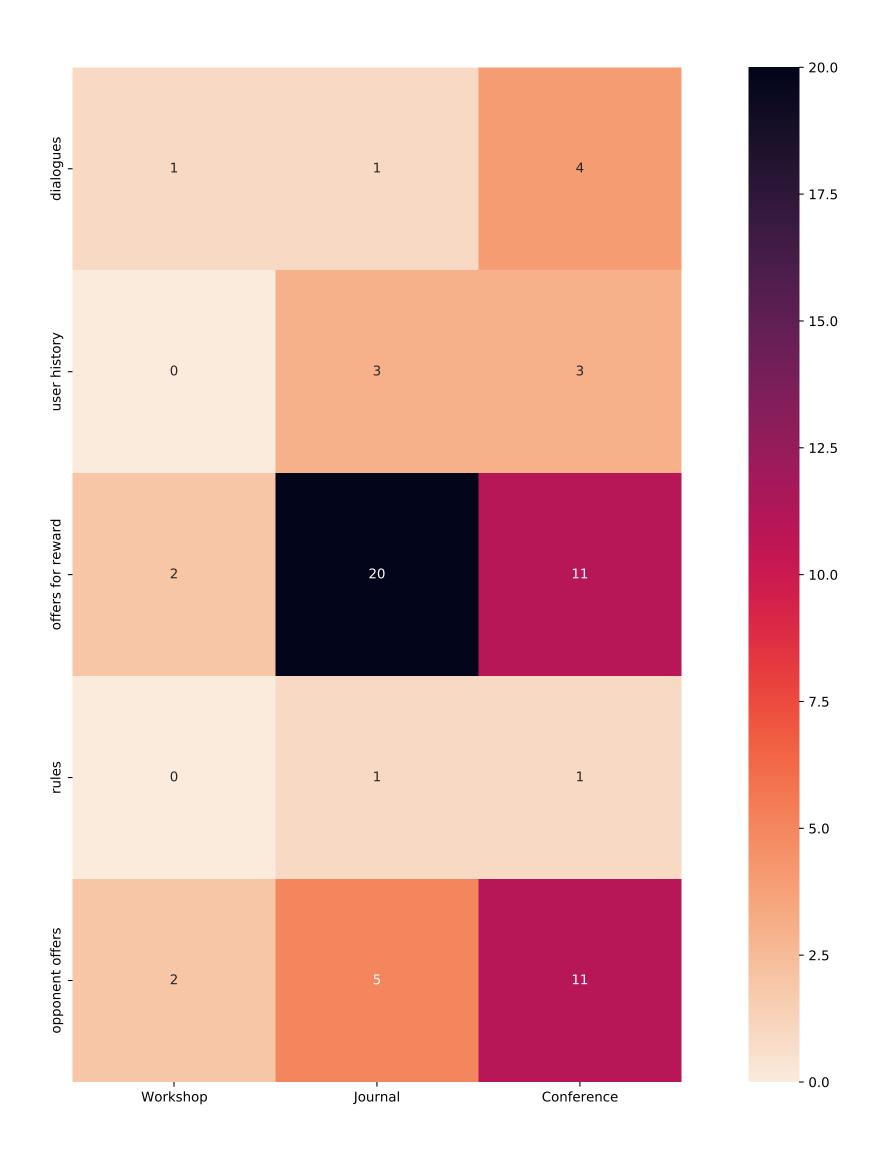
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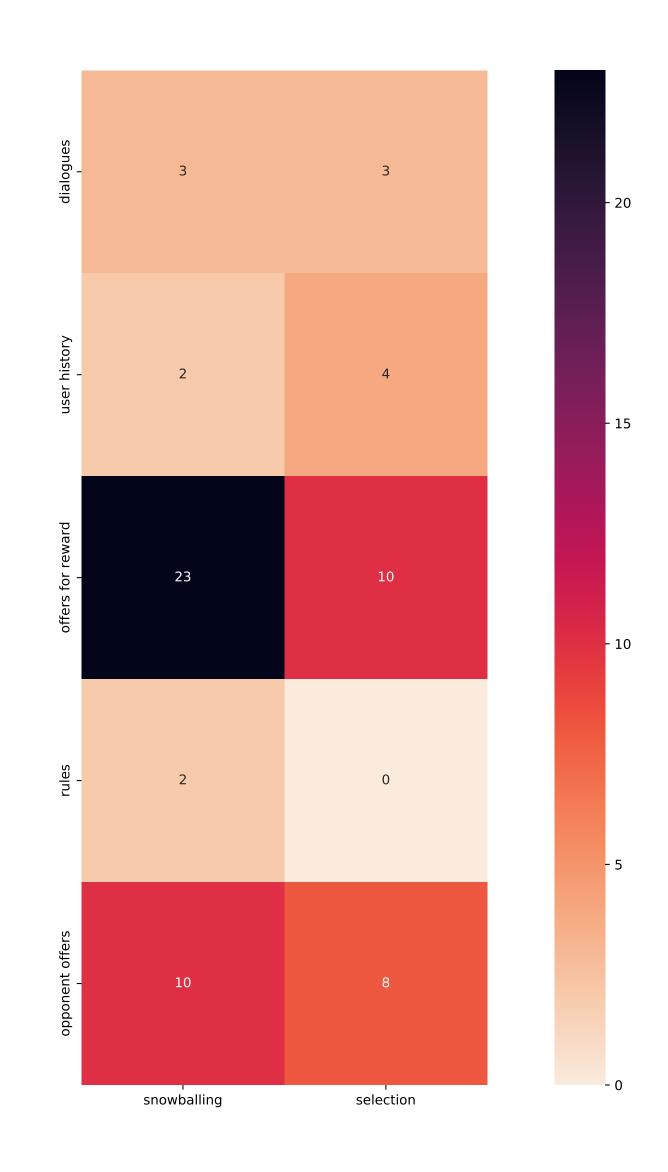
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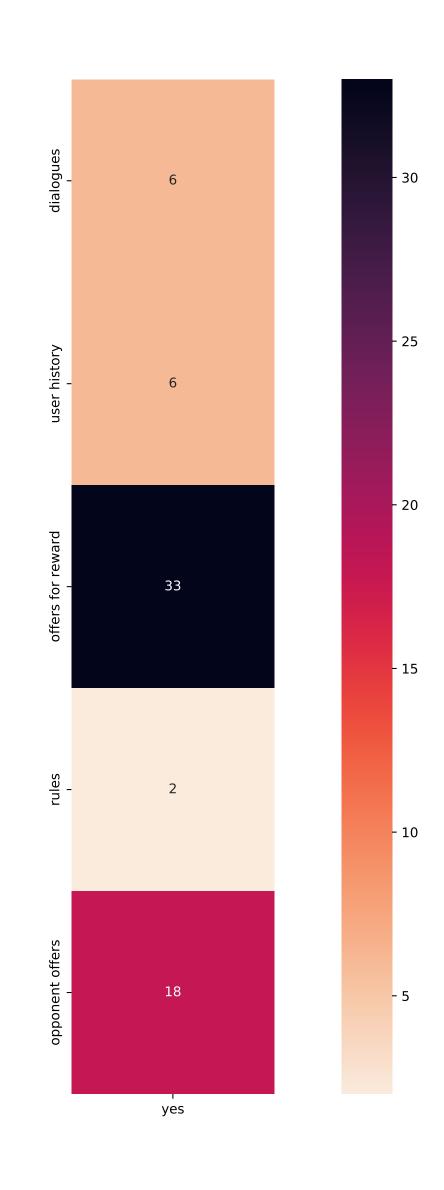
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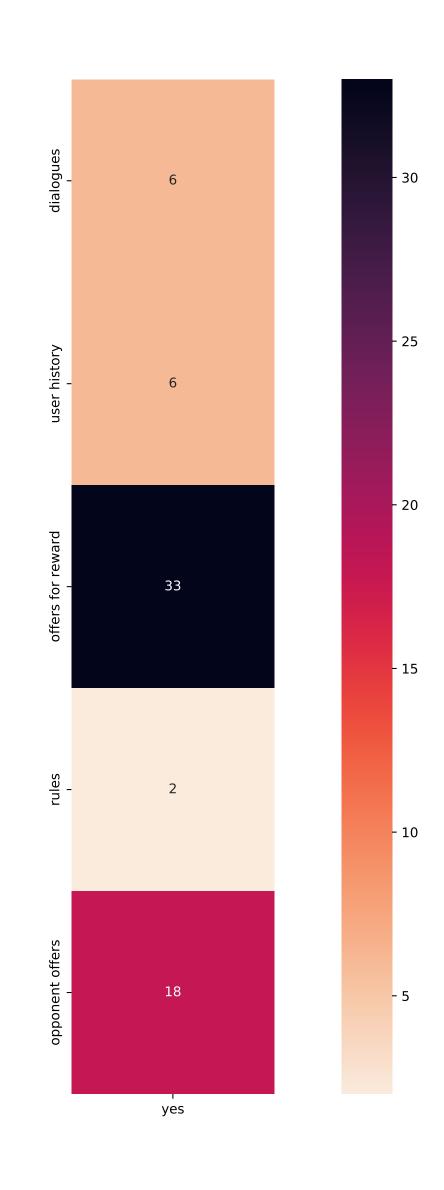
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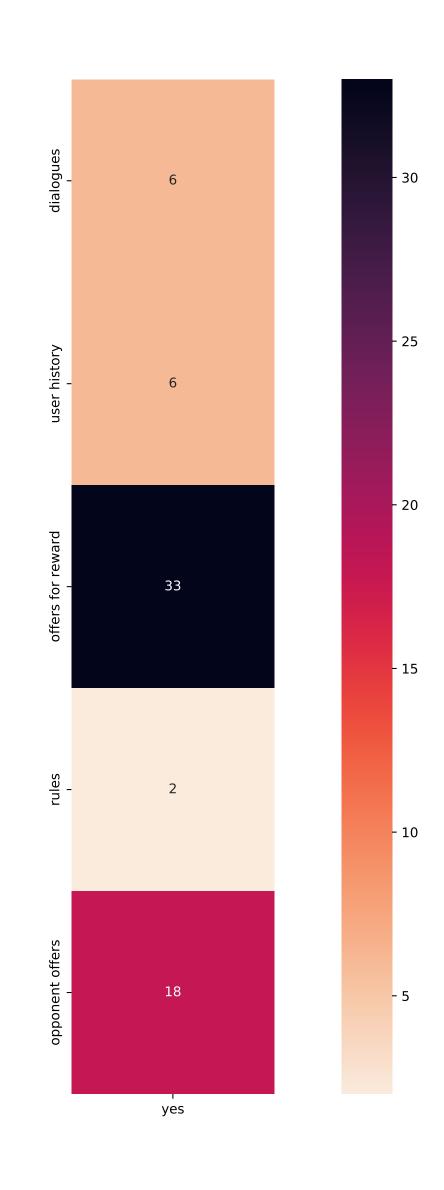
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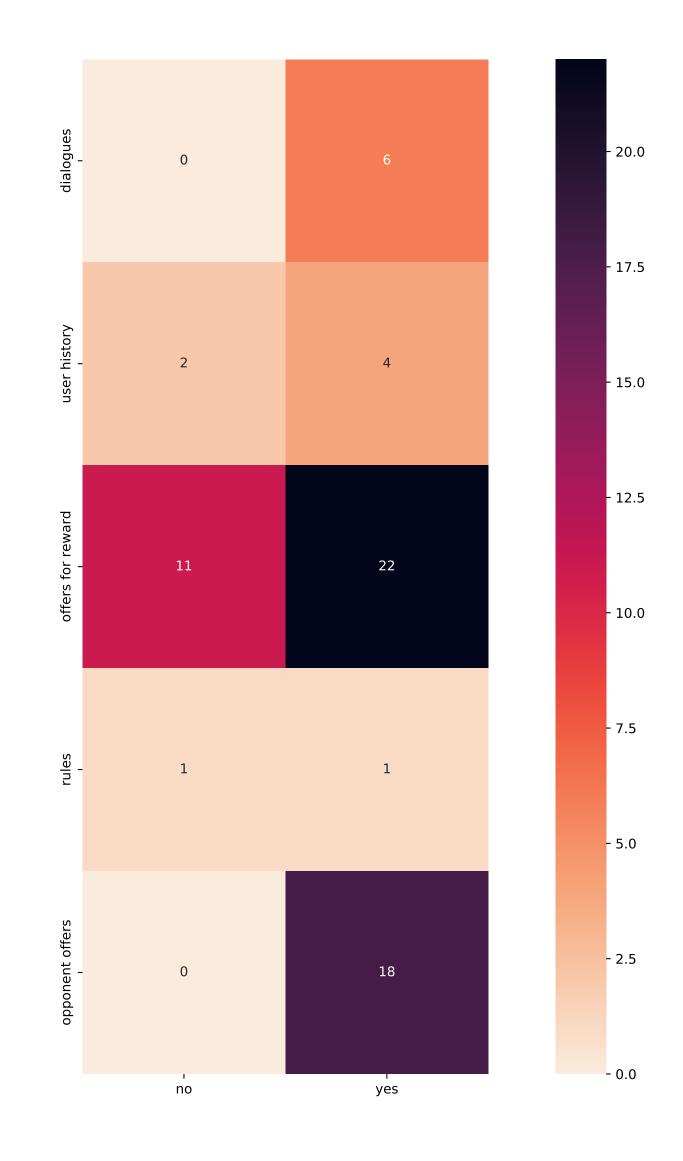












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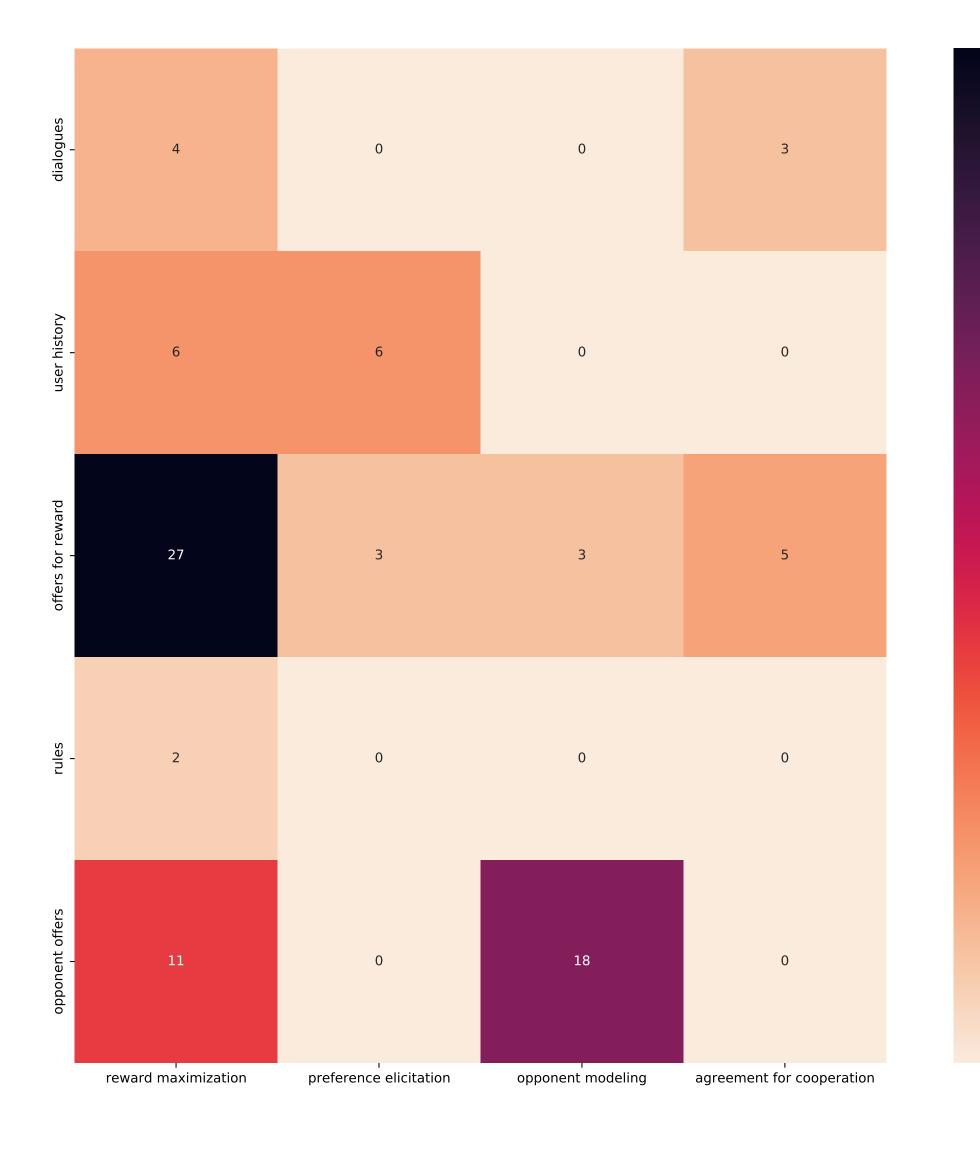
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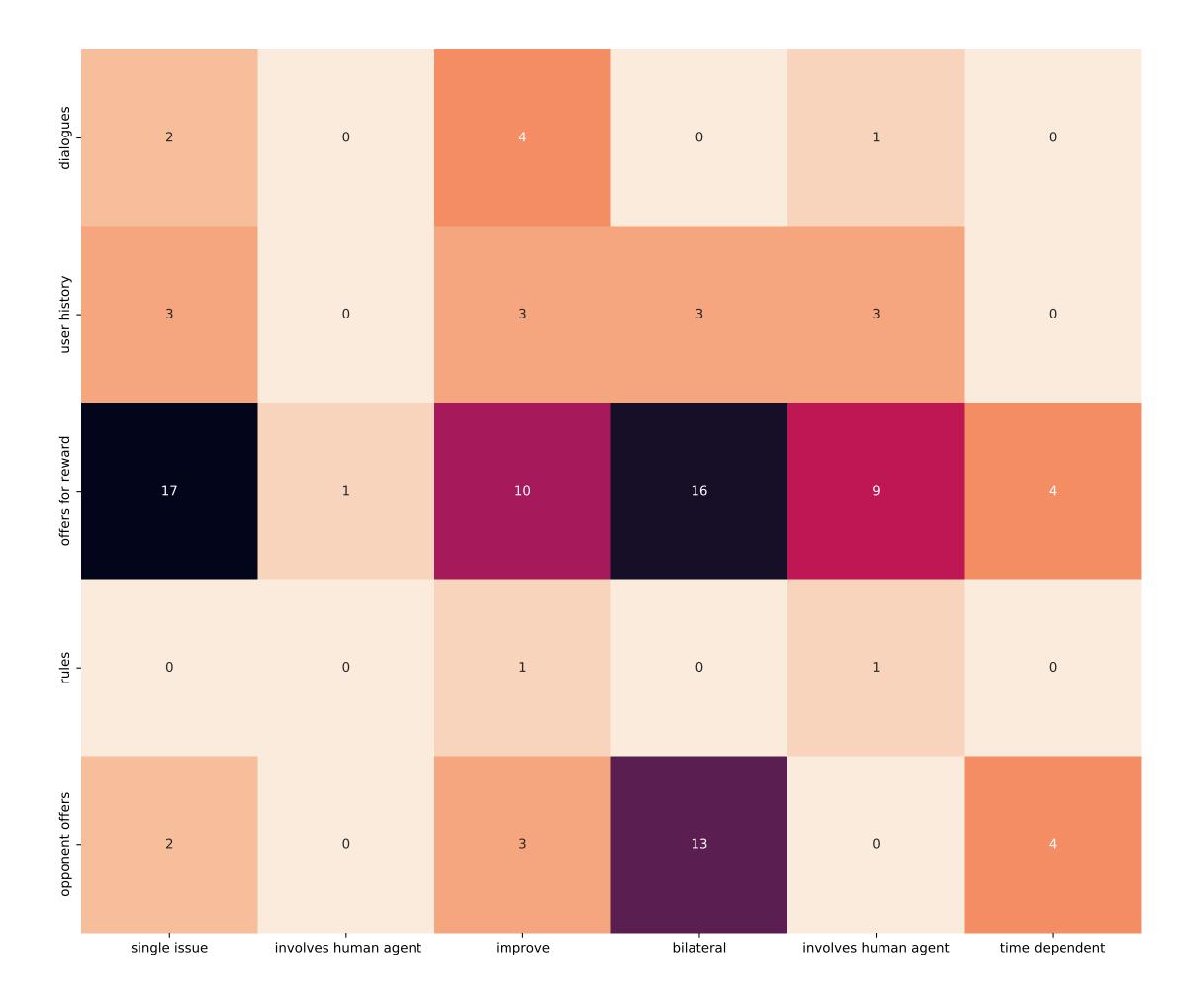
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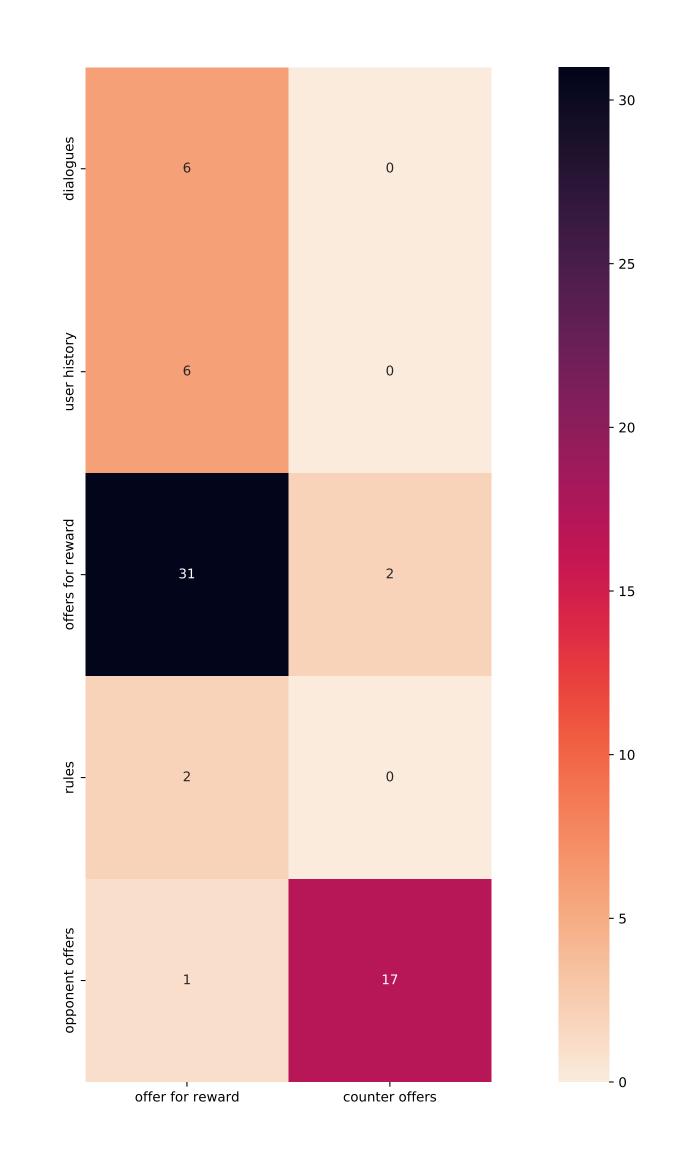
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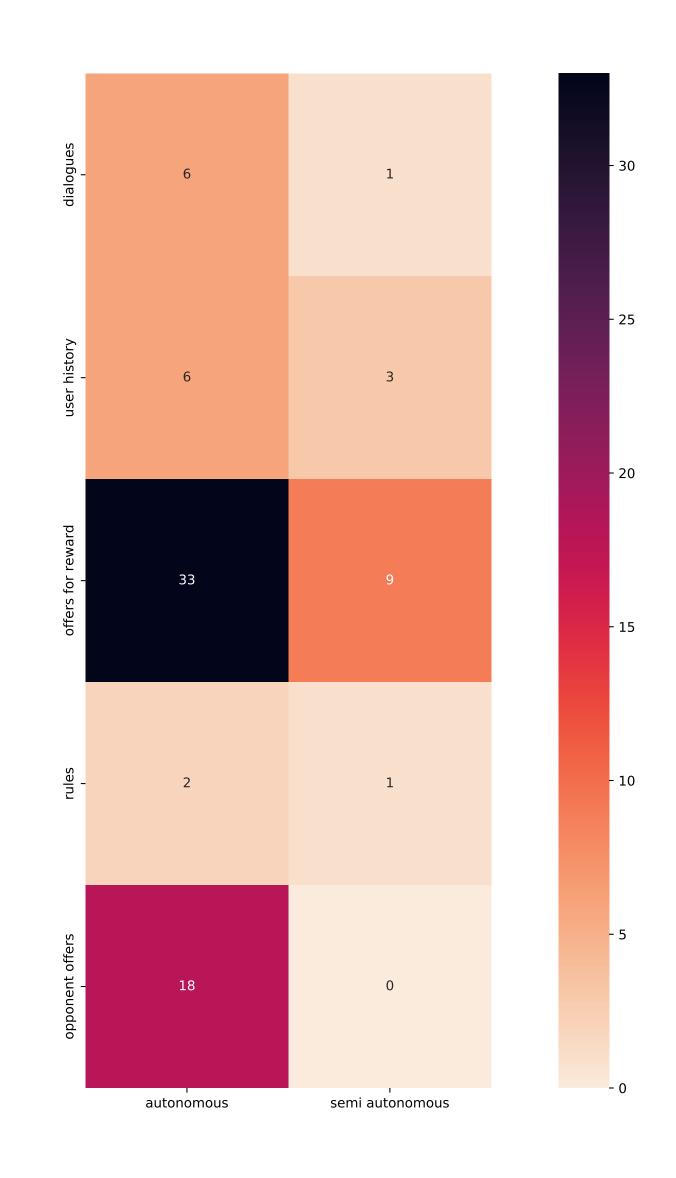
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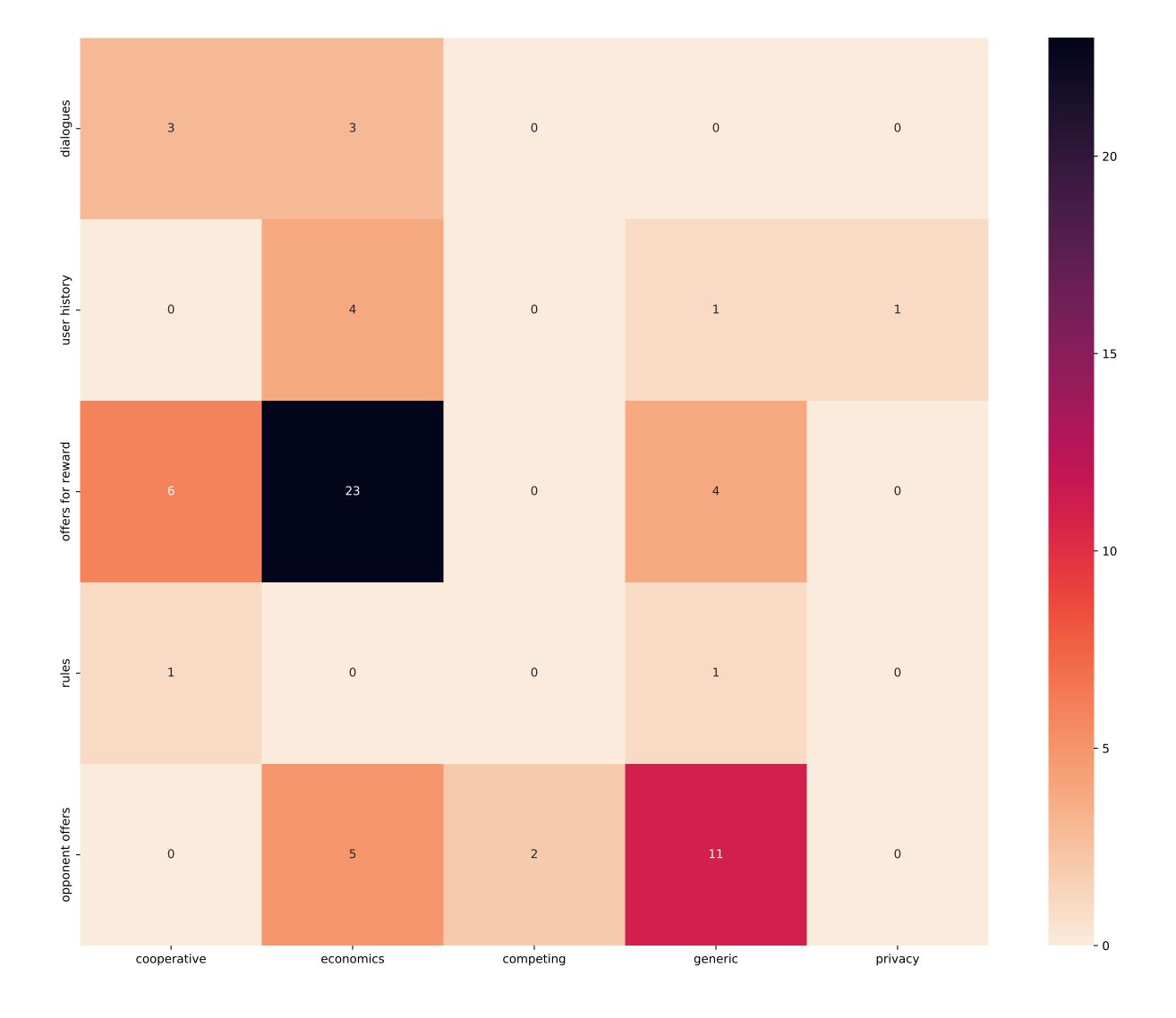
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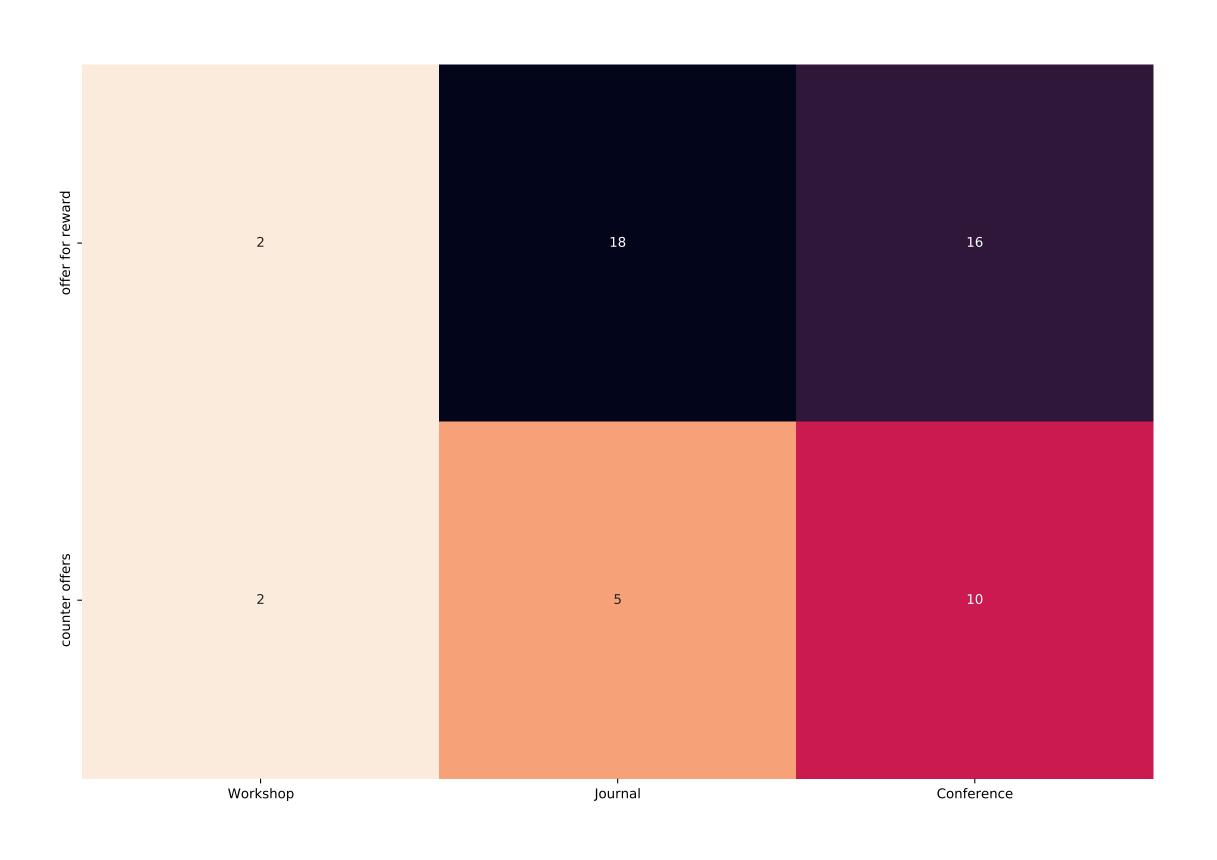
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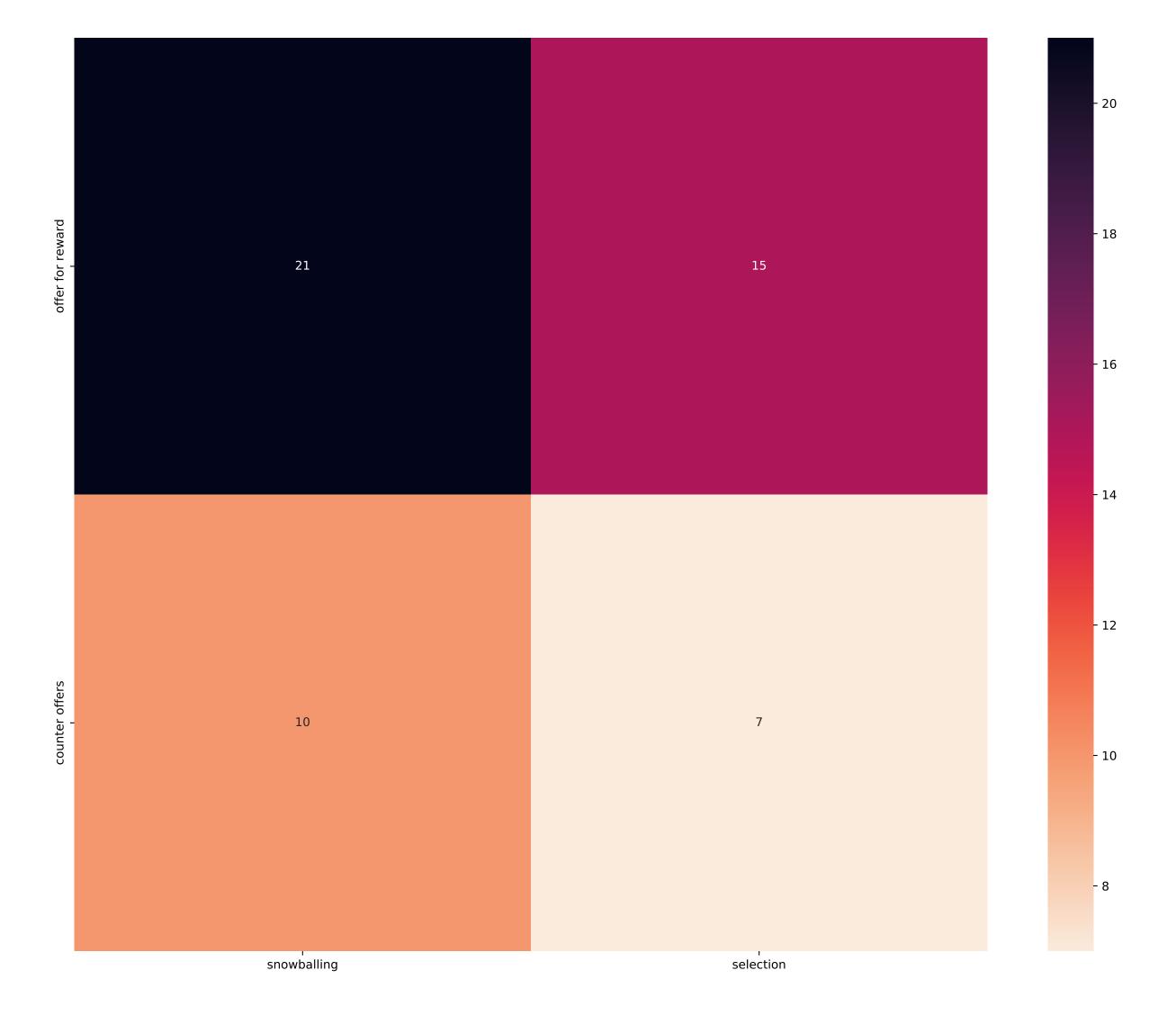


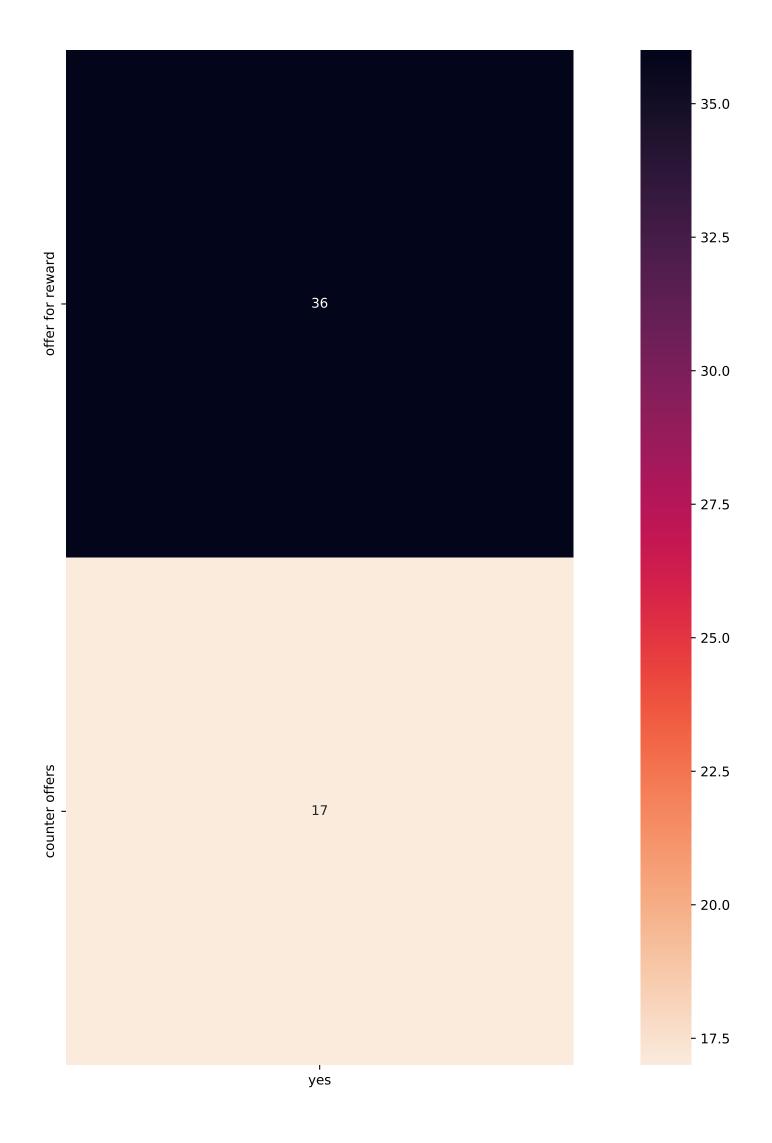
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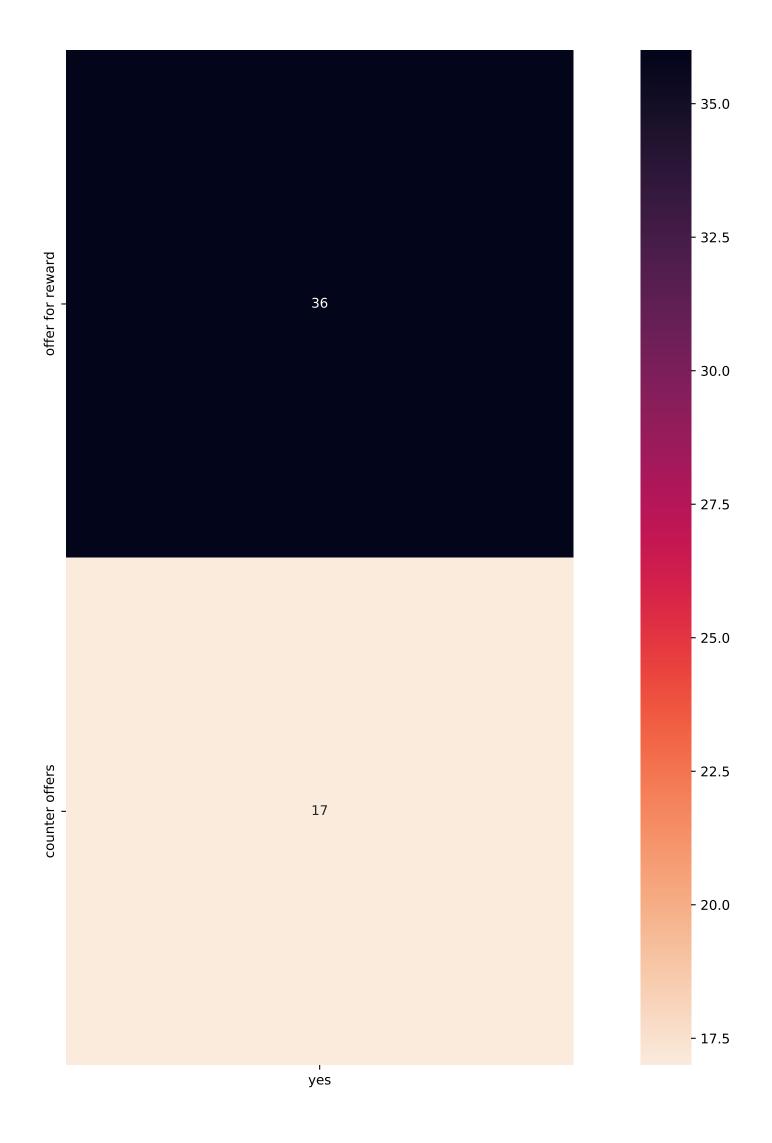
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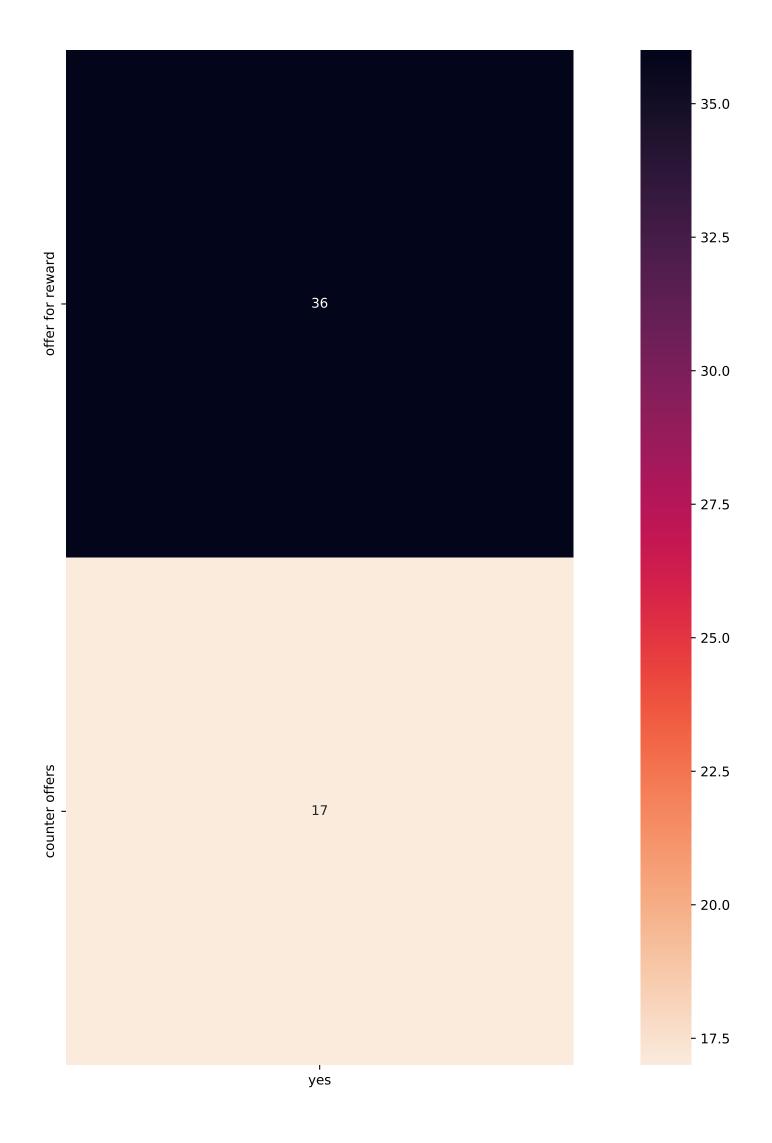
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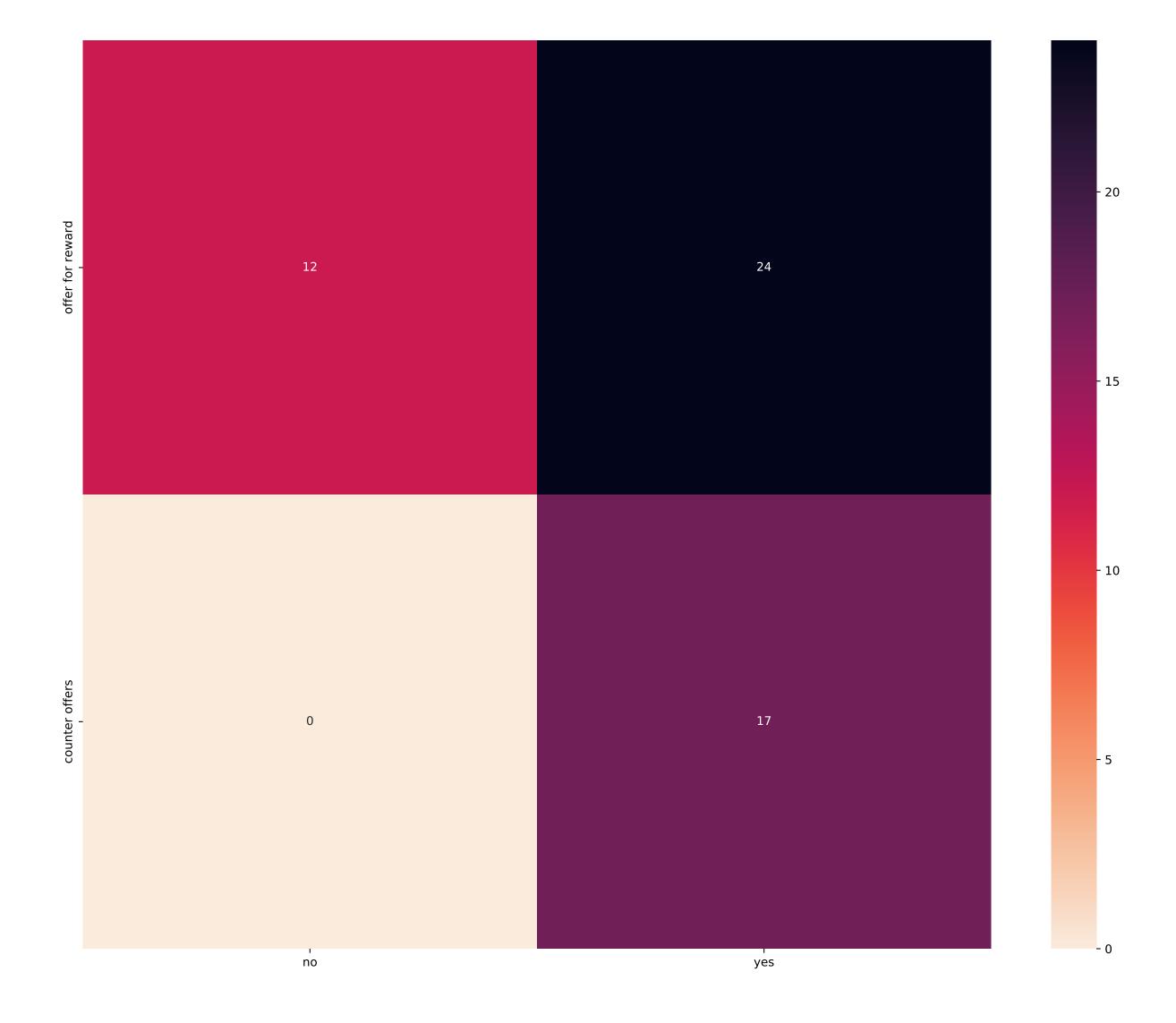
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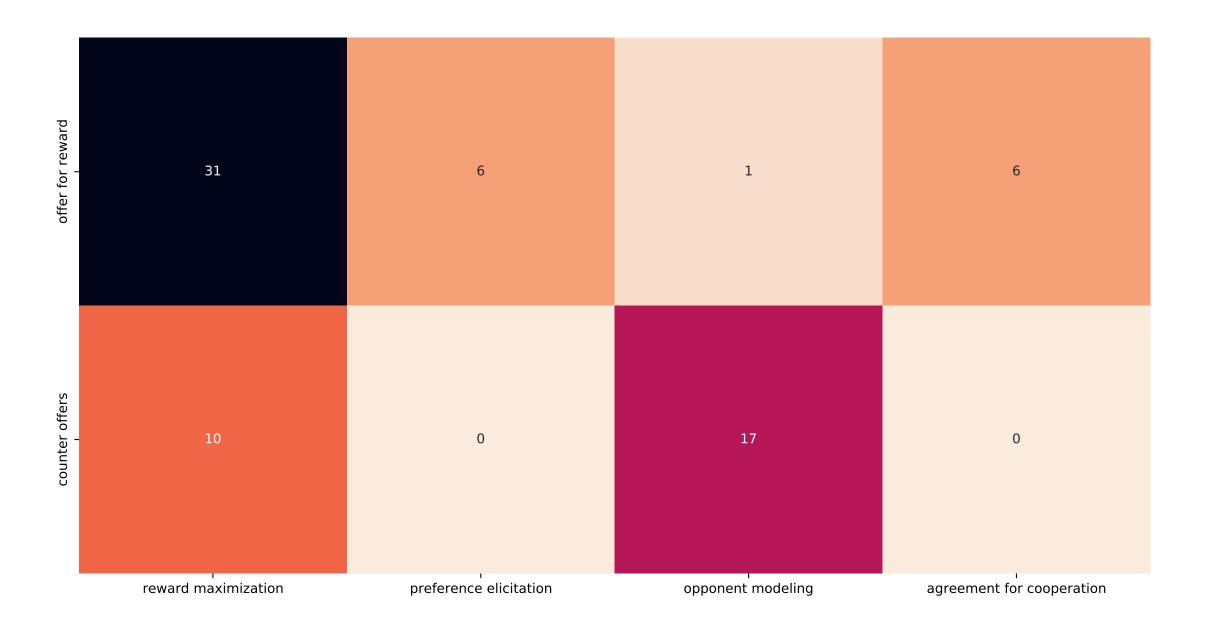
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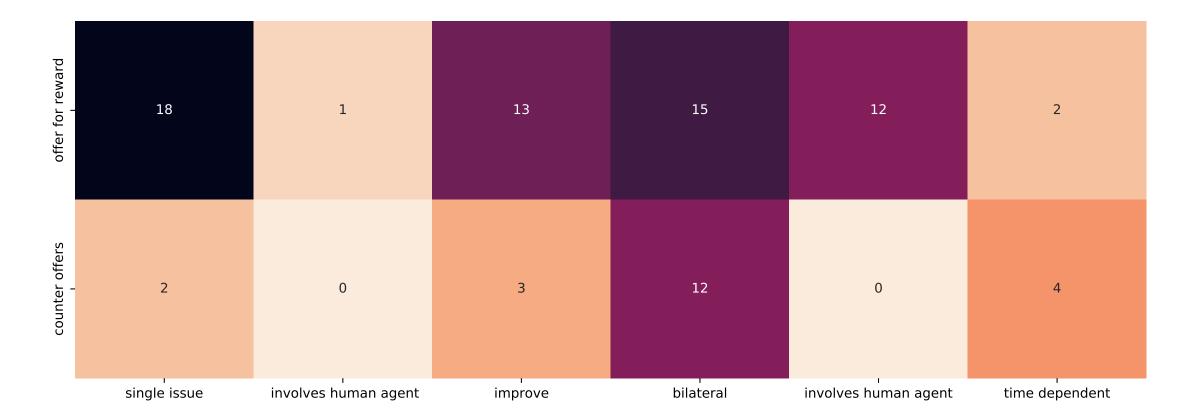
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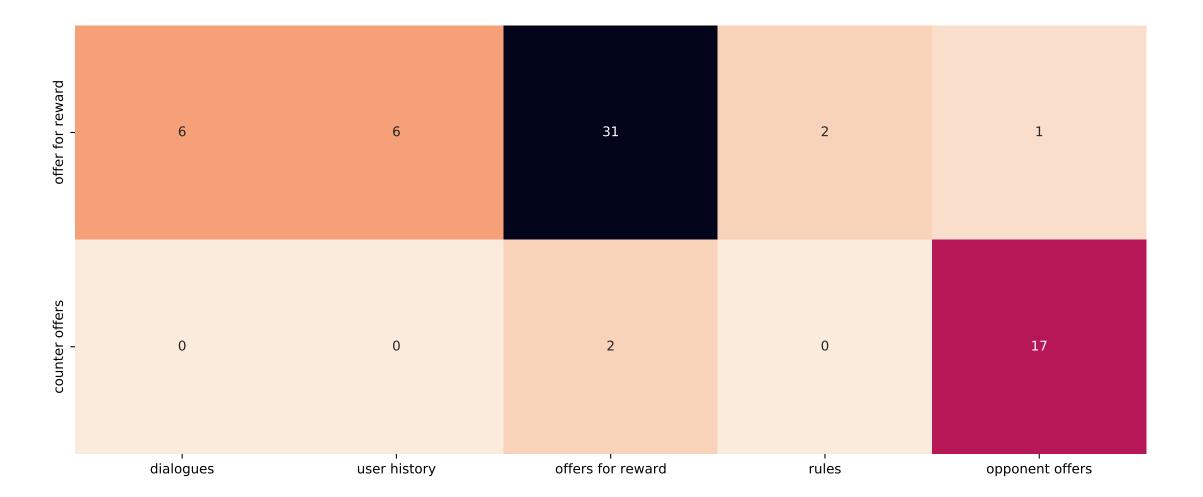


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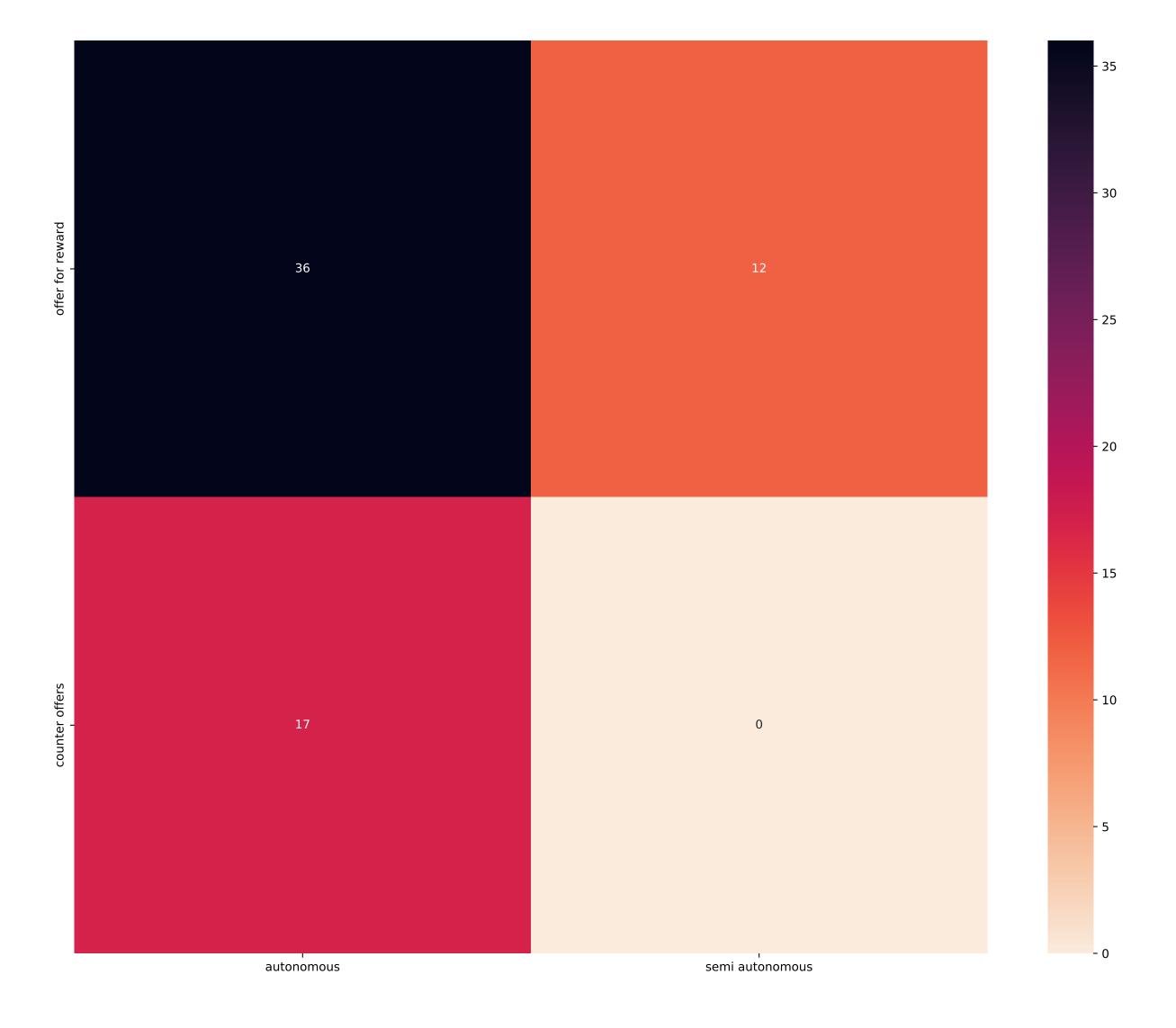
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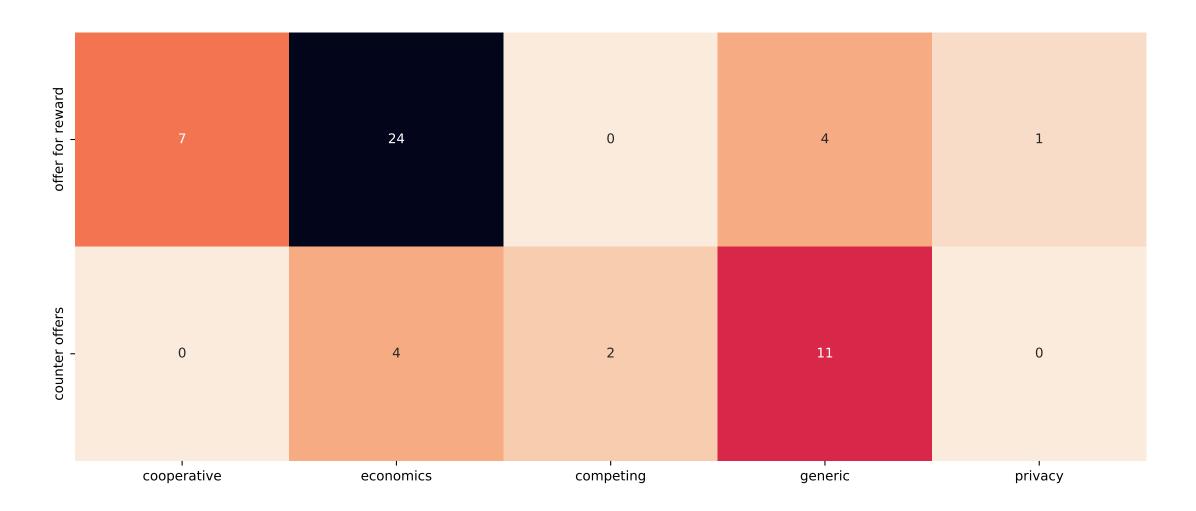
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autonomous -	1	1	1	2	6	10	2	4	6	1	1	7	1	7	2	1
semi autonomous -	0	1	0	0	2	2	0	0	3	0	0	1	0	3	0	0
	2011	2000	2012	2013	2019	2021	2010	2022	2017	2014	2003	2020	2001	2018	2008	2016

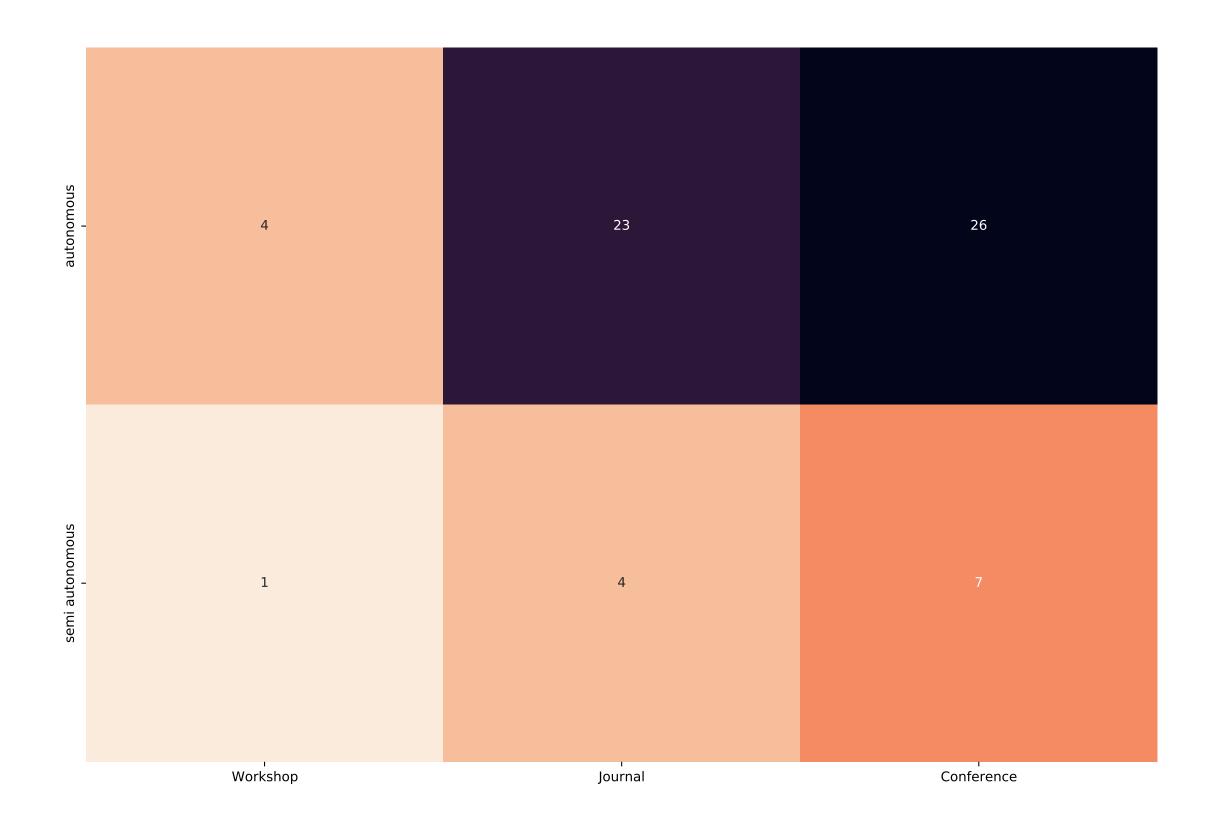
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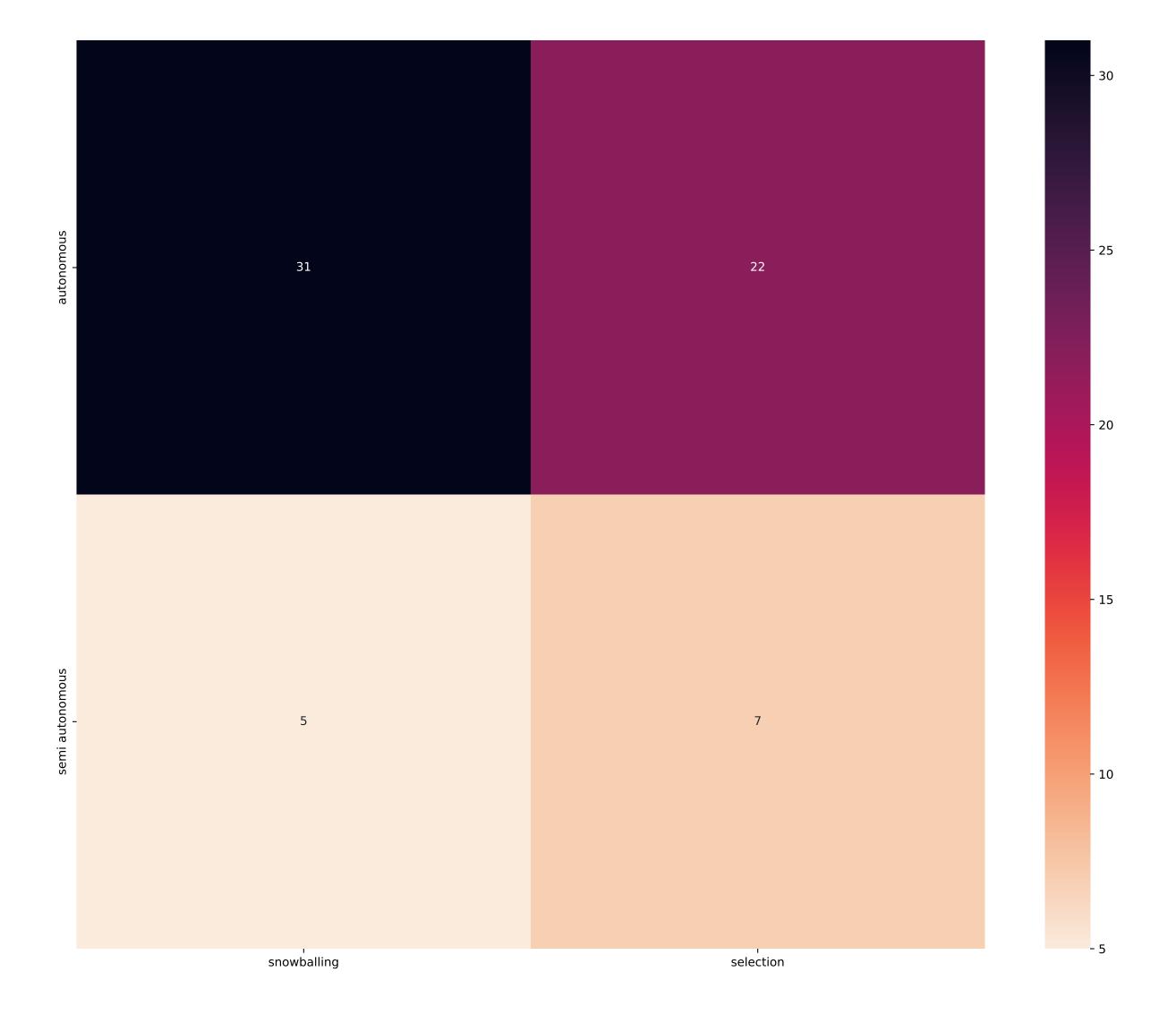
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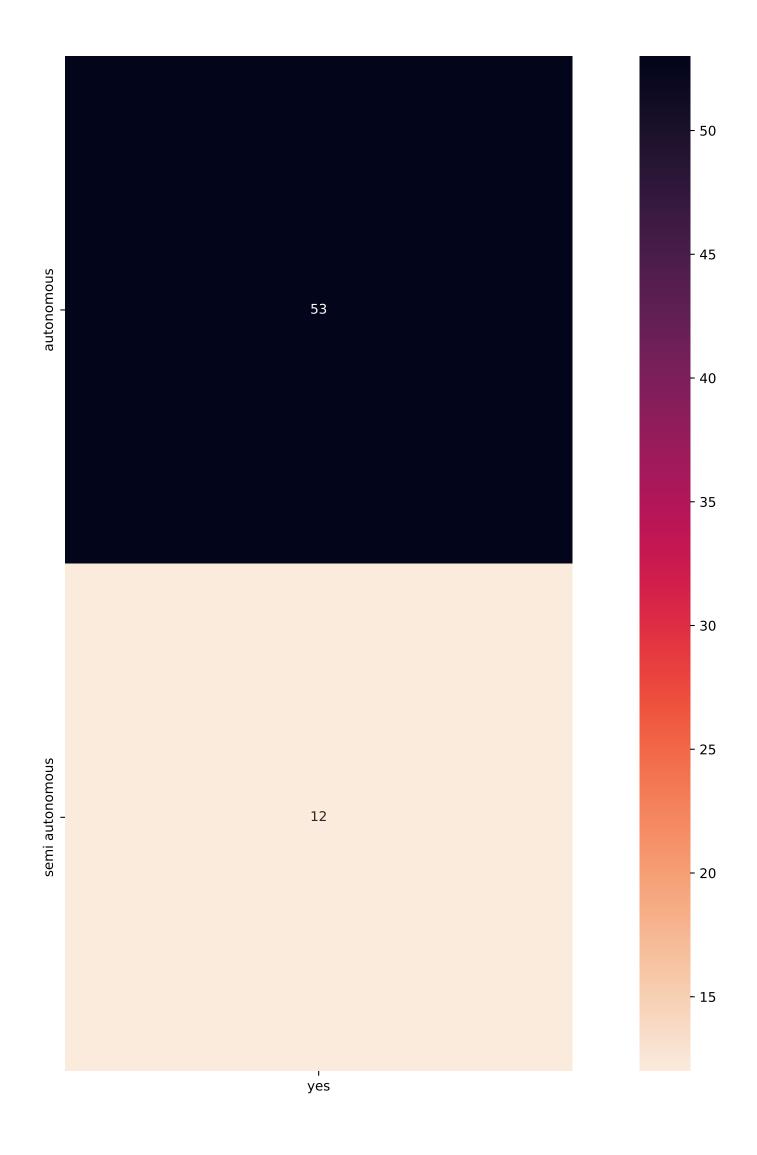
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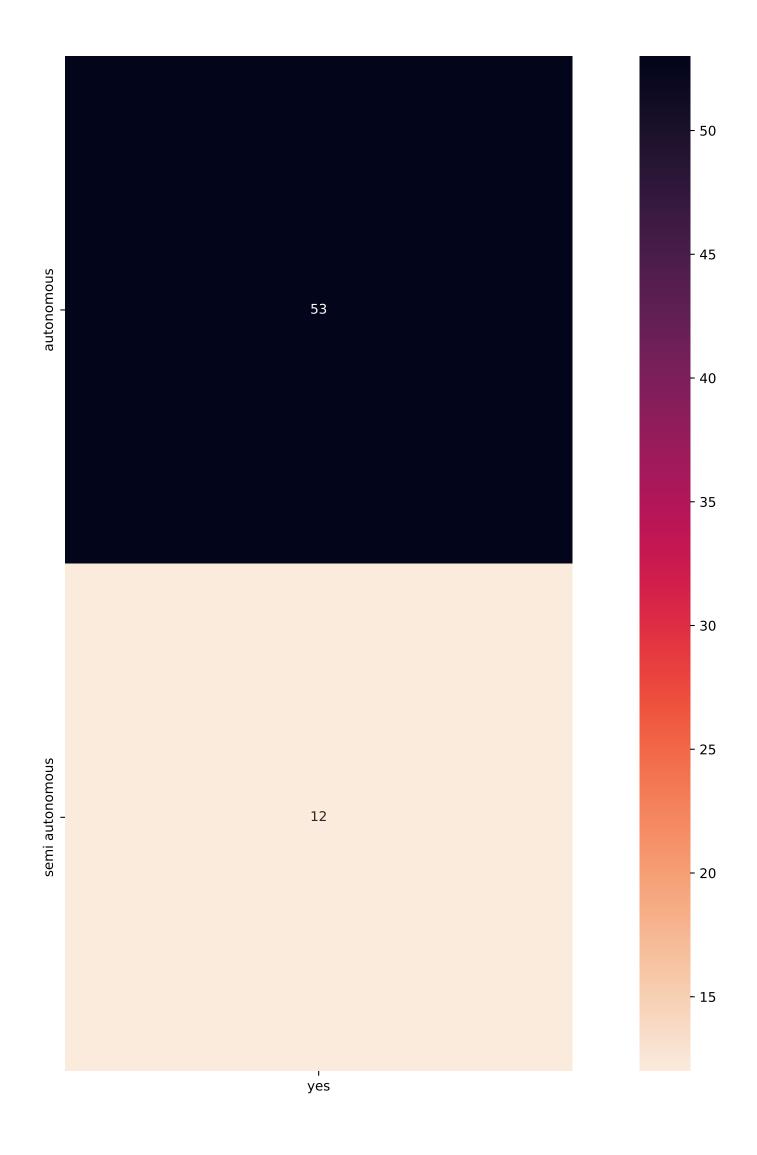
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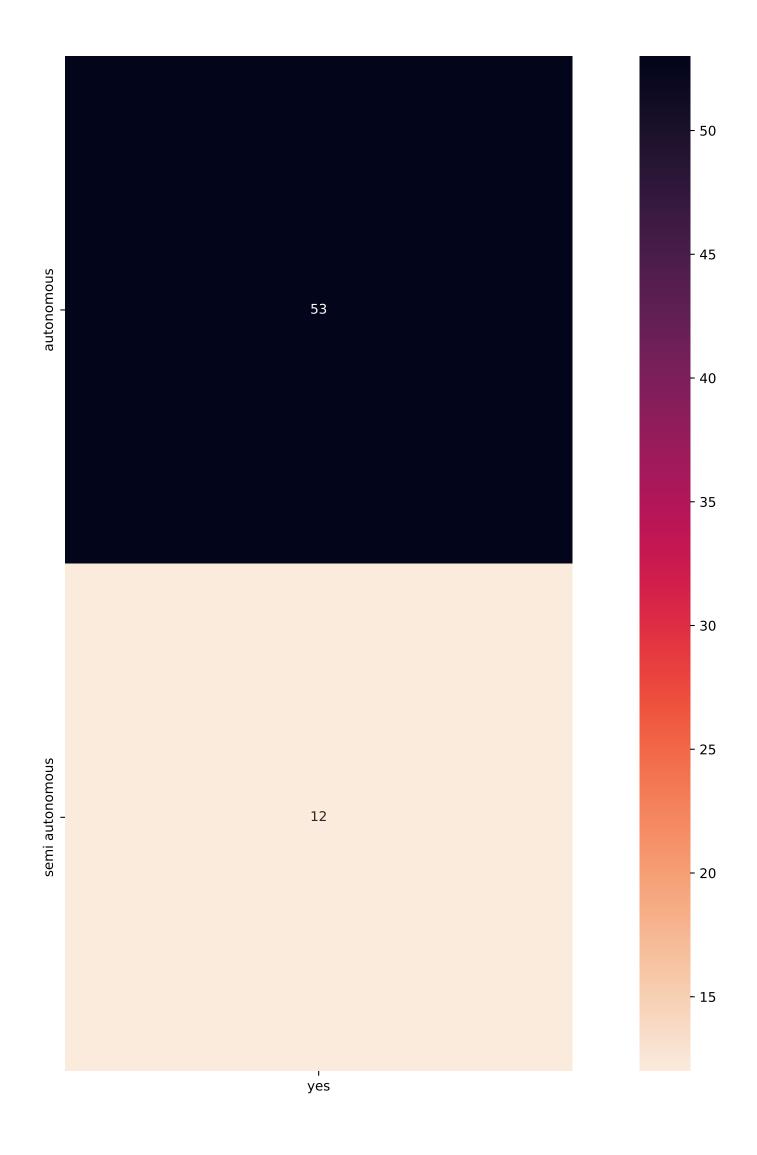
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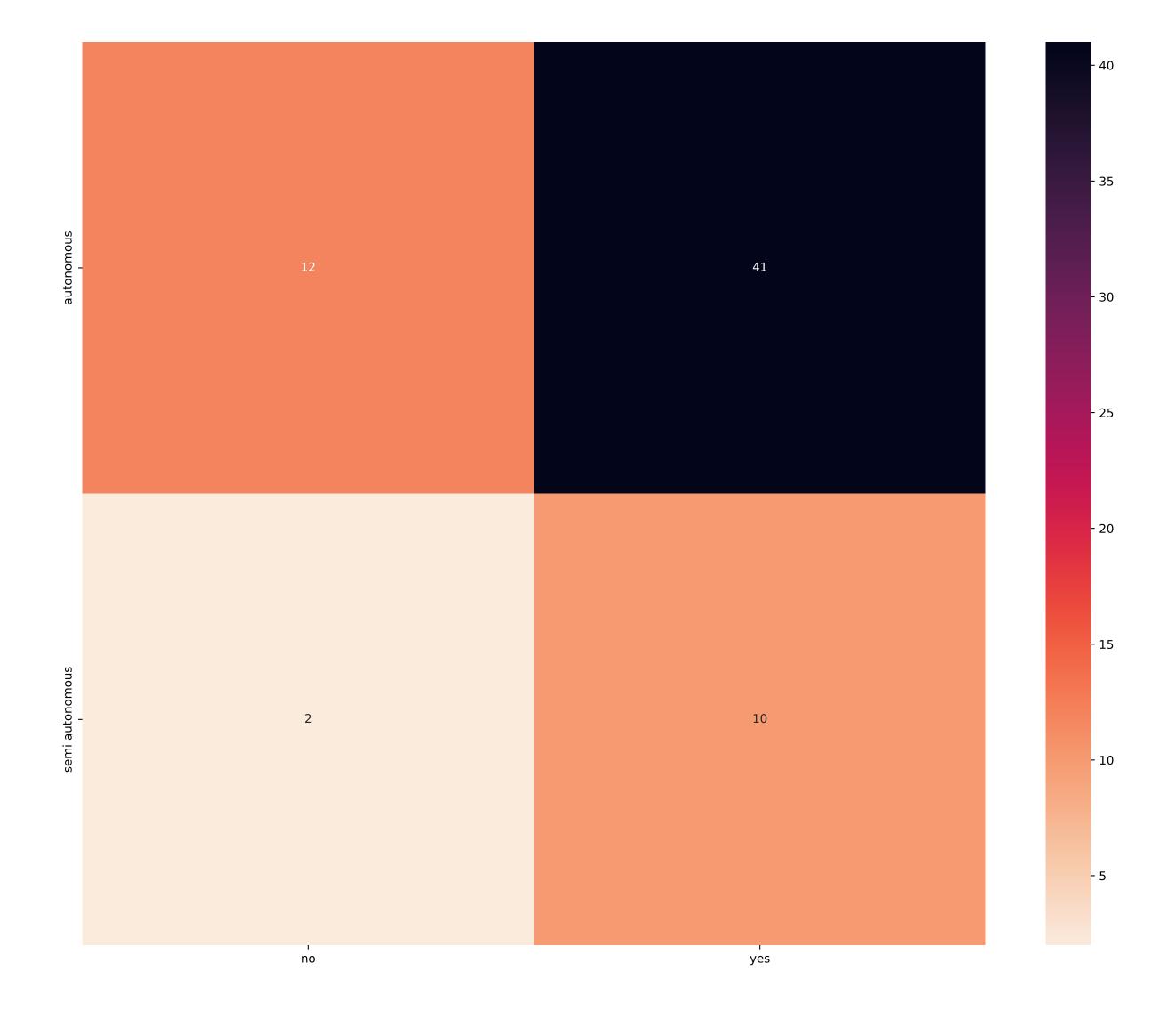










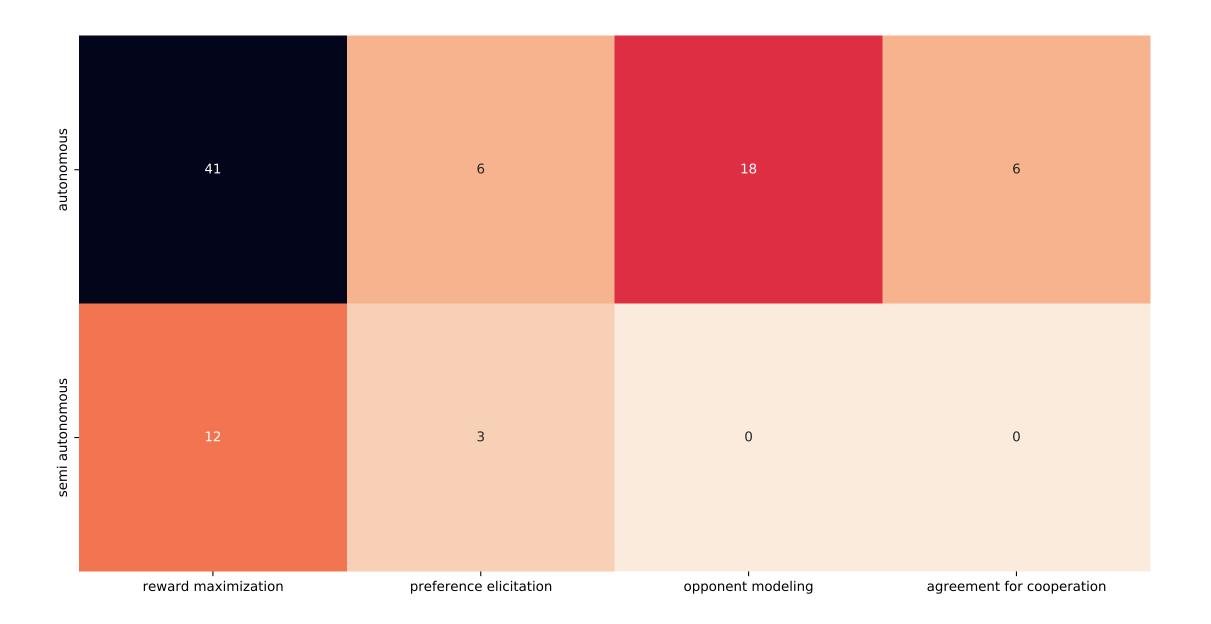


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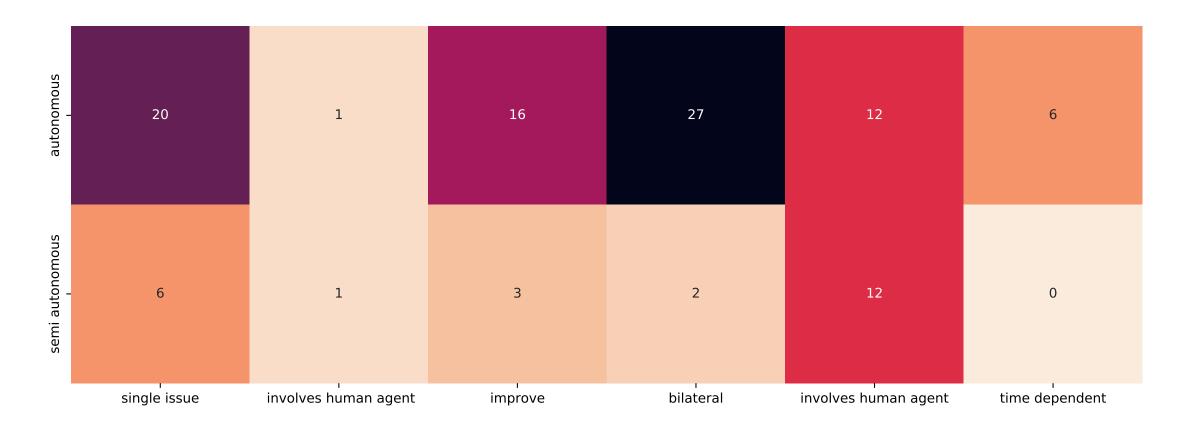
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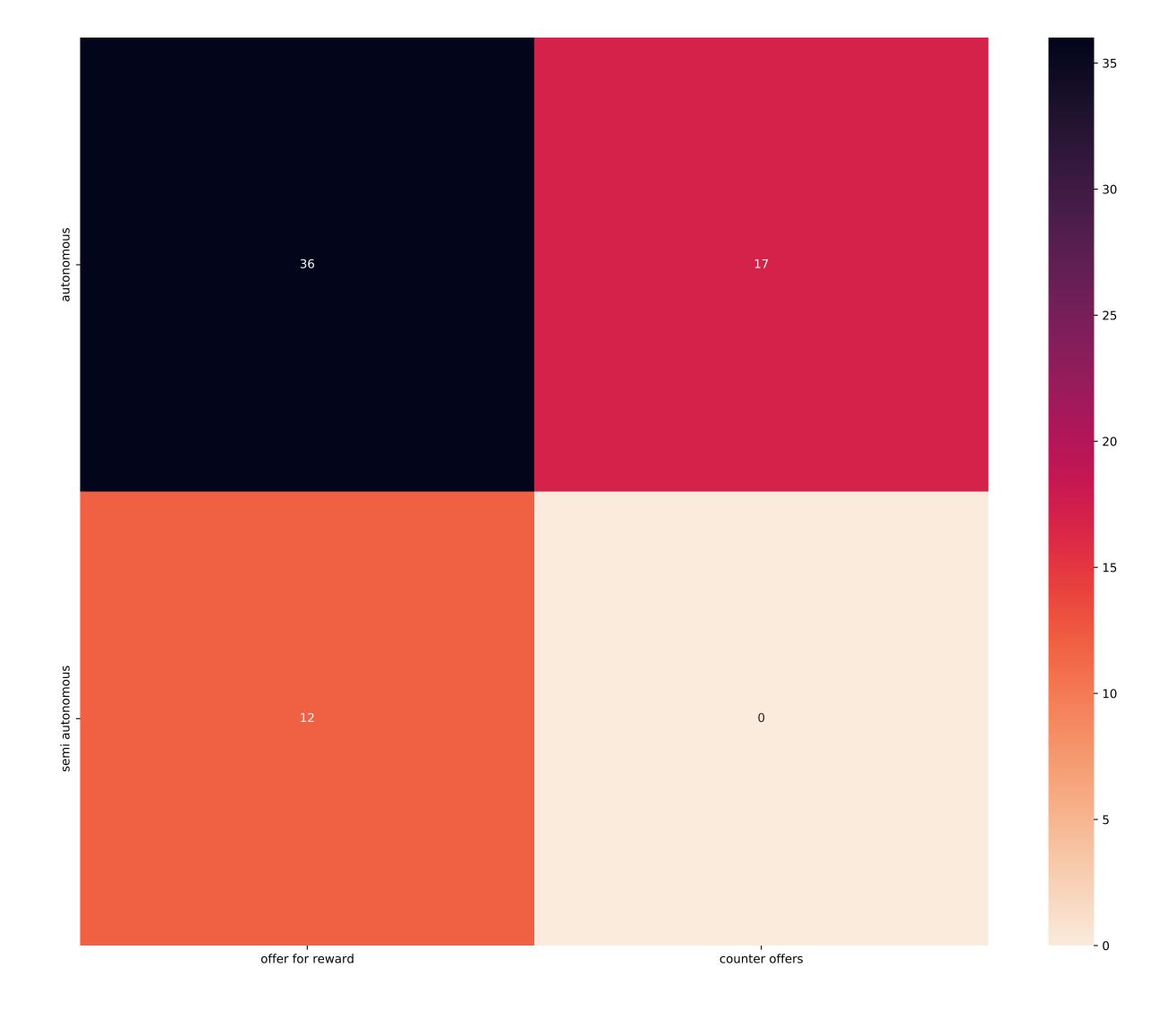


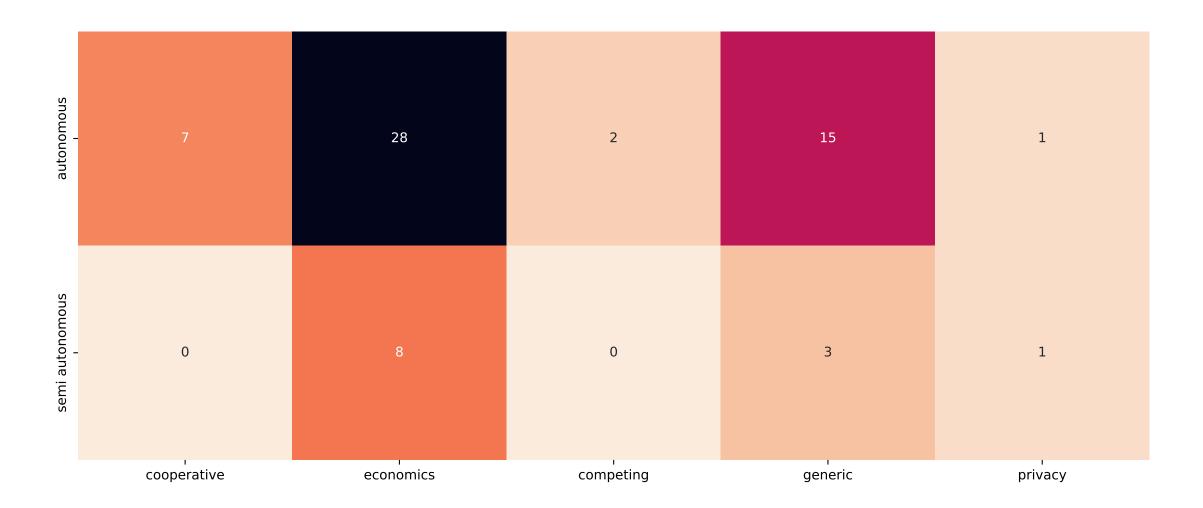
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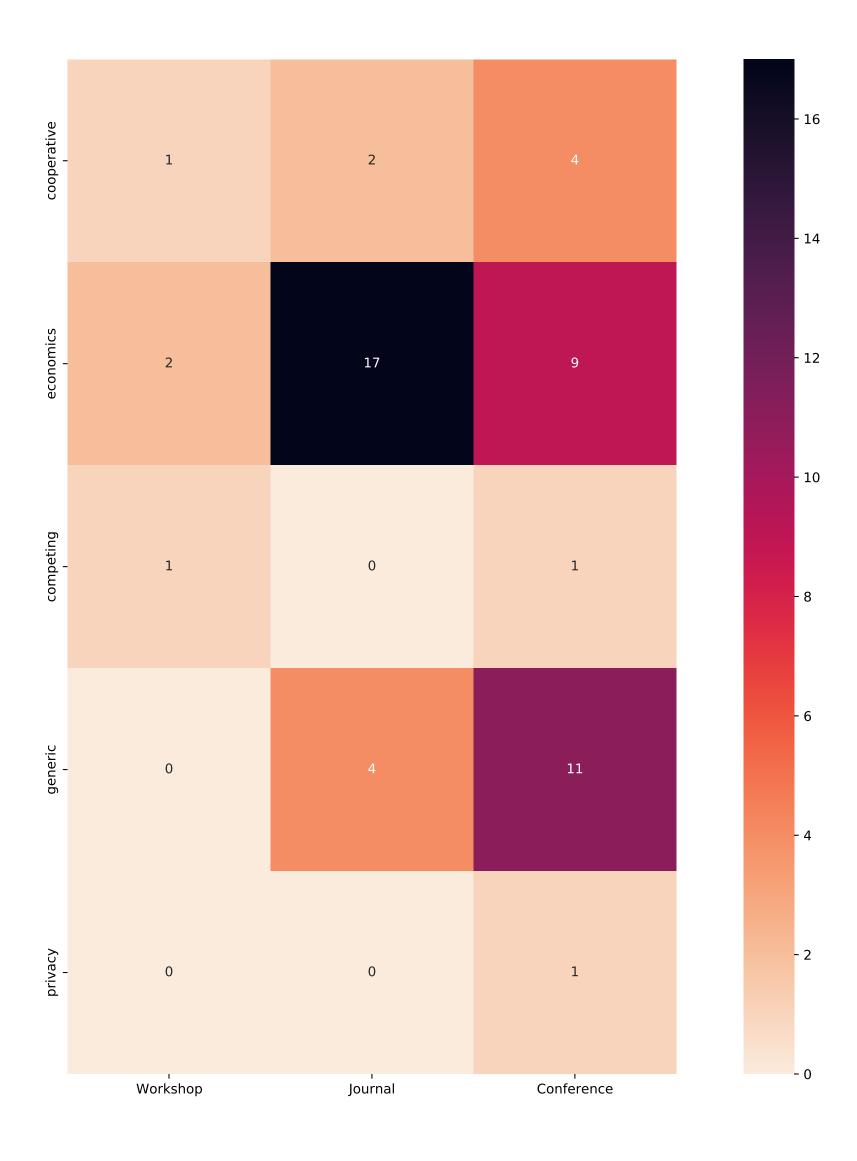
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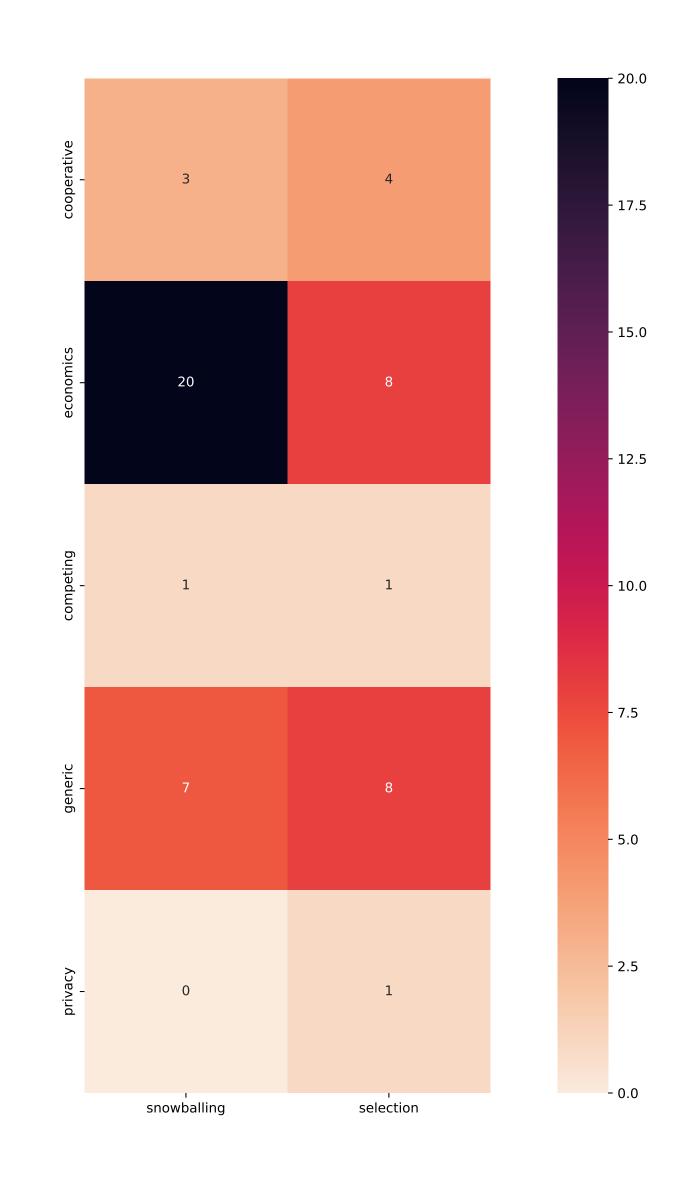
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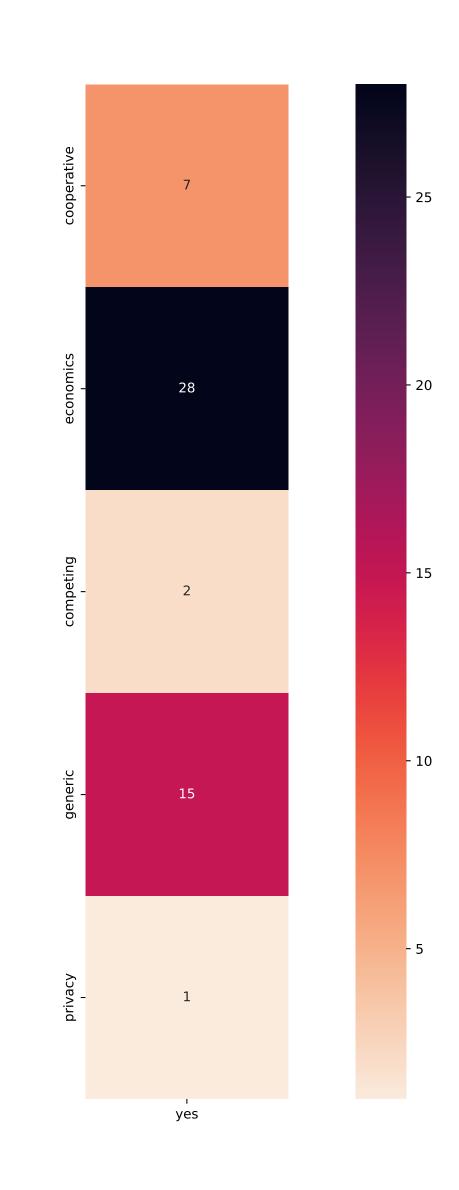
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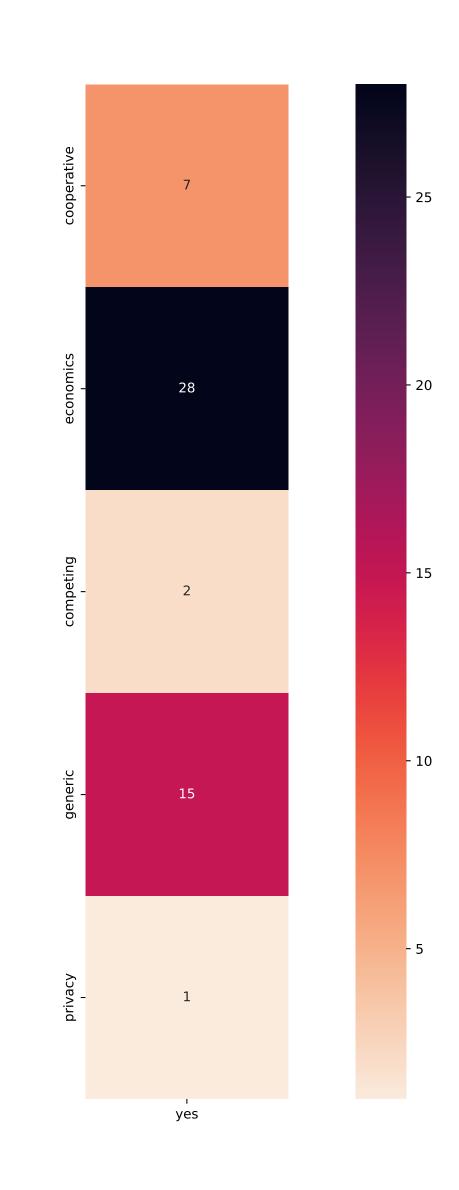
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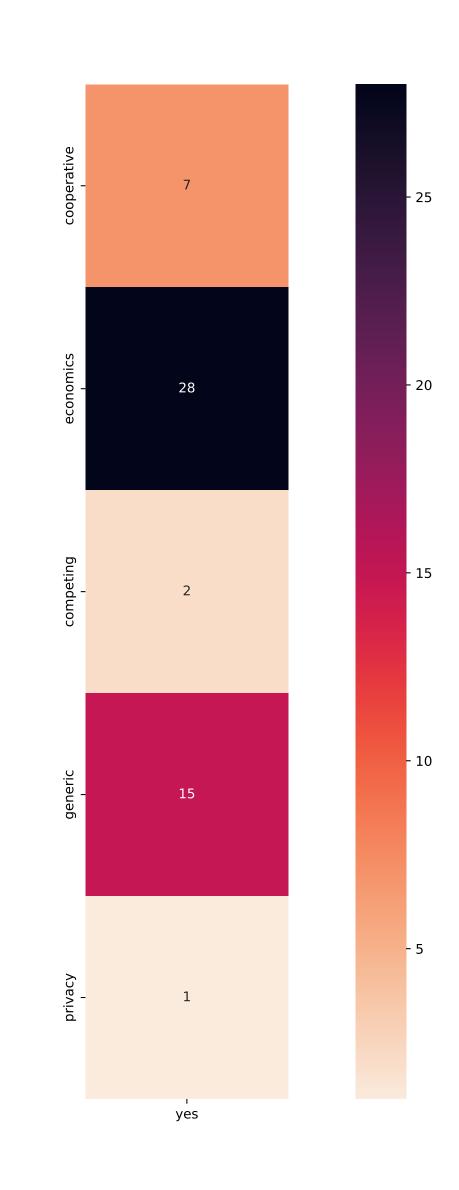
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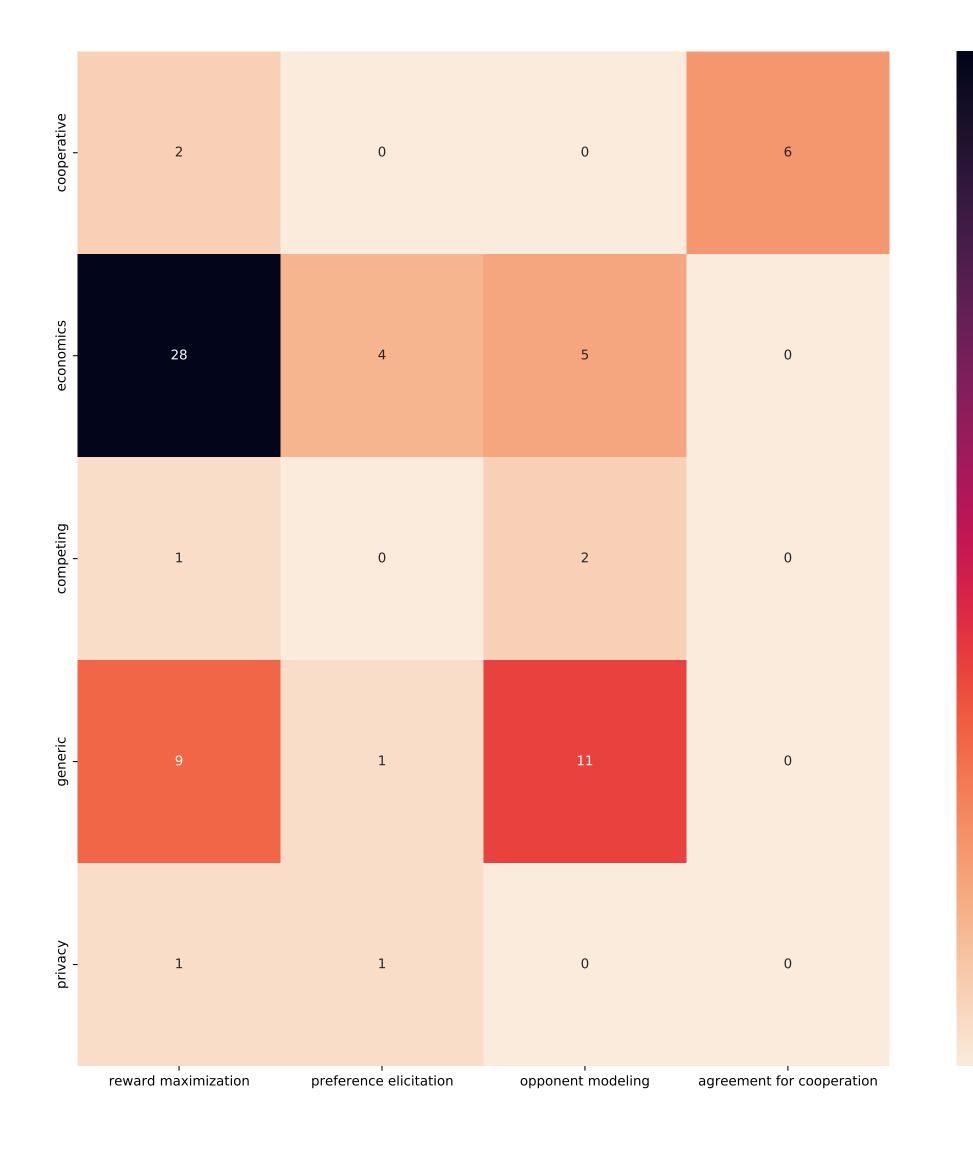
- 10

- 8

- 6

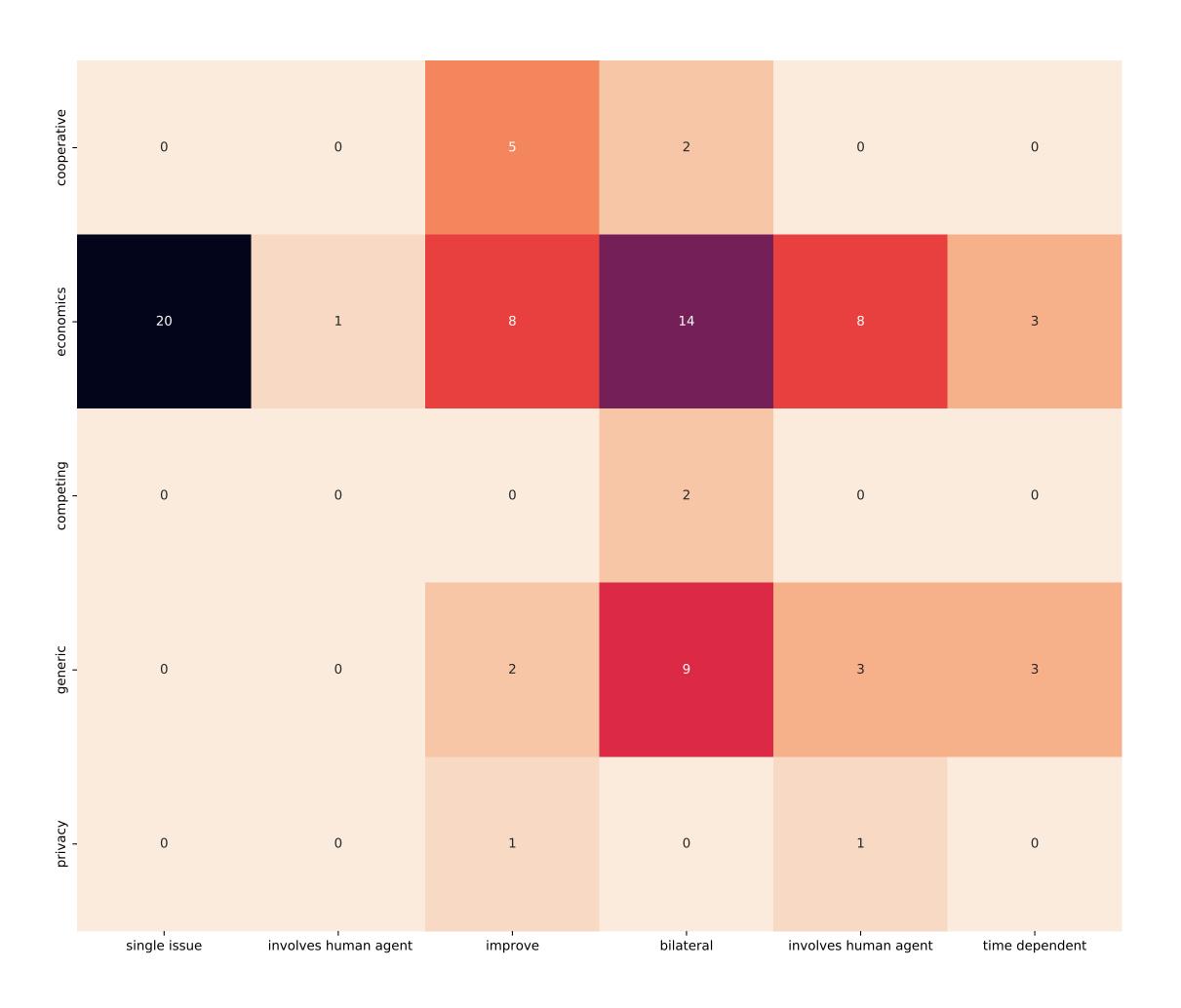
- 4

- 2



- 20

- 15



20.0 - 17.5 - 15.0 - 12.5 - 10.0 - 7.5 - 5.0 - 2.5

- 0.0

