We're focusing on Normal-Form Games in this paper, but an extension to multi-agent systems is outlined

## In multi-player games,

### allowing fewer actions <

# uniformly for all players

Using the same restrictions for all players creates a non-discriminatory governance scheme

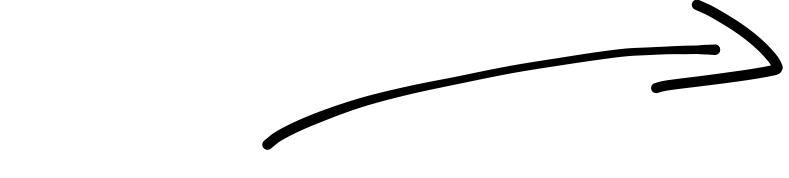
We use onedimensional continuous action spaces and define restrictions as a list of allowed intervals

### can increase social welfare

Usually, this is just the sum of all players' utilities, but you can, in fact, use any function over the joint action space

### ...but how do we find the optimal restriction of the action space?

We find the optimal restriction with a depthfirst search over tentative restrictions, using an equilibrium oracle to identify improvements



Ask us for more details!



