Table 1: Primary studies

ID	Title	Author	Year
PS1	Deep Learnable Strategy Templates for Multi-Issue Bilateral Negotiation [1]	Pallavi Bagga, Nicola Paoletti, and Kostas Stathis.	2022
PS2	A Deep Reinforcement Learning Approach to Concurrent Bilateral Negotiation [2]	Pallavi Bagga, Nicola Paoletti, Bedour Alrayes, and Kostas Stathis.	2021
PS3	Distributed Emergent Agreements with Deep Reinforcement Learning [3]	Kyrill Schmid, Robert Müller, Lenz Belzner, Johannes Tochtermann, and Claudia Linhoff-Popien.	2021
PS4	An Autonomous Negotiating Agent Framework with Reinforcement Learning based Strategies and Adaptive Strategy Switching Mechanism [4]	Ayan Sengupta, Yasser Mohammad, and Shinji Nakadai.	2021
PS5	Convergence of probabilistic automatic negotiation: mutual maximum likelihood estimation [5]	Koji Tsumura	2021
PS6	A Supervised Topic Model Approach to Learning Effective Styles within Human-Agent Negotiation [6]	Yuyu Xu, David Jeong, Pedro Sequeira, Jonathan Gratch, Javed Aslam, and Stacy Marsella.	2020
PS7	Negotiating team formation using deep reinforcement learning [7]	Yoram Bachrach, Richard Everett, Edward Hughes, Angeliki Lazaridou, Joel Z Leibo, Marc Lanctot, Michael Johanson, Wojciech M Czarnecki, and Thore Graepel.	2020
PS8	RLBOA: A Modular Reinforcement Learning Framework for Autonomous Negotiating Agents [8]	Jasper Bakker, Aron Hammond, Daan Bloembergen, and Tim Baarslag.	2019
PS9	Argumentation-based Negotiation with Incomplete Opponent Profiles [9]	Yannis Dimopoulos, Jean-Guy Mailly, and Pavlos Moraitis.	2019
PS10	MCTS-based Automated Negotiation Agent [10]	Cédric LR Buron, Zahia Guessoum, and Sylvain Ductor.	2019
PS11	Numerical Abstract Persuasion Argumentation for Expressing Concurrent Multi-Agent Negotiations [11]	Ryuta Arisaka and Takayuki Ito.	2019
PS12	Meta-Strategy for Multi-Time Negotiation: A Multi-Armed Bandit Approach [12]	Ryohei Kawata and Katsuhide Fujita.	2019
PS13	Automated Negotiation with Gaussian Process-based Utility Models [13]	Haralambie Leahu, Michael Kaisers, and Tim Baarslag.	2019
PS14	Negotiation Strategies for Agents with Ordinal Preferences [14]	Sefi Erlich, Noam Hazon, and Sarit Kraus.	2018
PS15	A systematic model of stable multilateral automated negotiation in e-market environment [15]	Taiguang Gao, Min Huang, Qing Wang, Mingqiang Yin, Wai Ki Ching, Loo Hay Lee, and Xingwei Wang.	2018
PS16	The Value of Information in Automated Negotiation: A Decision Model for Eliciting User Preferences [16]	Tim Baarslag and Michael Kaisers.	2017
PS17	POPPONENT: Highly accurate, individually and socially efficient opponent preference model in bilateral multi issue negotiations [17]	Farhad Zafari and Faria Nassiri-Mofakham.	2017
PS18	Designing an intelligent decision support system for effective negotiation pricing: A systematic and learning approach [18]	Xin Fu, Xiao-Jun Zeng, Xin Robert Luo, Di Wang, Di Xu, and Qing-Liang Fan.	2017
PS19	Human–computer negotiation in a three player market setting [19]	Galit Haim, Bo An, Sarit Kraus, et al.	2017
PS20	An Automated Negotiation Agent for Permission Management [20]	Tim Baarslag, Alan Alper, Richard Gomer, Muddasser Alam, Perera Charith, Enrico Gerding, et al.	2017
PS21 (a)	Strategic Negotiations for Extensive-Form Games [21]	Dave De Jonge and Dongmo Zhang.	2020
PS21 (b)	Automated Negotiations for General Game Playing [22]	Dave De Jonge and Dongmo Zhang.	2017

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