Bachelor Thesis Project

Solving public-action games

The aim of this project is to build a tool that solves multiplayer public-action games, and test on card-game scenarios.

Plan

1. READ: CGS, ATLK[1], solving public-action games[2]

2. WRITE: Algorithm for solving two-player public-action games with epistemic reachability objectives.

3. CODE: Algorithm using libraries for DFW manipulation and game solving.

4. CODE: Modeling language for representing arenas (MCMAS?)

5. EVALUATE: on card-game scenarios.

6. WRITEUP

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[1] `http://krak.ipipan.waw.pl/~wjamroga/papers/jamroga15specifmas.pdf`
[2] `http://people.na.infn.it/~murano/pubblicazioni/main-ATL-broad.pdf`