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# Concept document of Automated Analysis of Nash Equilibria in Iterated Boolean Games

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## 1 Introduction

## 2 Keywords

LTL - Linear Temporal Logic, MCMAS - Model Checker for Multi-Agent Systems, ISPL- Interpreted Systems Programming Language.

### **3 Background to the problem**

### **4 problem statement**

### **5 Aim and objectives**

#### **5.1 Aim or General Objective**

To Automate the analysis of Nash equilibria in Boolean iterated games

To check whether Multiplayer games can be solved in practice

To generate an Algorithm that will check the performance of Boolean iterated games.

#### **5.2 specific objectives**

### **6 Research scope**

### **7 Research Significance**

### **8 References**