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

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Contents

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

To introduce a novel notion of expressiveness for temporal logics that is based on game theoretic properties of multi-agent systems.
To apply the standard game-theoretic concept of Nash equilibria.

6 Research scope

7 Research Significance

8 References