

Adversarial Constraints

Project Description

Decision makers are rarely in full control of their environment. In particular, there will be other agents with different objectives also making decisions. Successful systems must be able to predict the effect of these external decisions in reasonable time, and they must be able to account for them when making their own decisions. In this project we consider the effect this has on constraint-based reasoning, and study game protocols for reasoning about multi-participant and multi-objective constraint problems.

Project Coordinator

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