

List of references, Nir Vulkan's talk on Game Theory and Machine Learning

Mobile Eye paper on (the limitation of) reinforcement learning for self-driving cars:

<https://arxiv.org/abs/1610.03295>

Using Shapley Values to explain how a black box is working (AI explainability):

<https://faculty.ai/blog/machine-learning-model-explainability-through-shapley-values/>

Bargaining with Deadlines, and how to design an efficient mechanism that minuses problems with agents who "misbehave":

Sandholm, Tuomas, and Nir Vulkan. "Bargaining with deadlines." *AAAI/IAAI*. 1999.

Multi-layer approach to playing a game (trading bandwidth) whilst checking if the overall "game" is changing:

Vulkan, Nir, and Chris Preist. "Automated trading in agent-based markets for communication bandwidth." *International Journal of Electronic Commerce* 7.4 (2003): 119-150.

Very old paper that uses multiagent approach to improve internal negotiations in large organisations:

Vulkan, Nir, and Nicholas R. Jennings. "Efficient mechanisms for the supply of services in multi-agent environments." *Proceedings of the first international conference on Information and computation economies*. 1998.

Text on learning in games:

Fudenberg, D., Drew, F., Levine, D. K., & Levine, D. K. (1998). *The theory of learning in games* (Vol. 2). MIT press.

Survey of the old experimental literature on probability matching:

Vulkan, Nir. "An economist's perspective on probability matching." *Journal of economic surveys* 14.1 (2000): 101-118.