Special Issue

Machine Learning for Multiagent Systems

Message from the Guest Editor

This Special Issue navigates both cooperative and competitive dynamics among agents. It explores machine learning techniques to facilitate collaborative behaviors while also refining competitive strategies within these systems. Researchers develop machine learning models that foster cooperative interactions among agents, promoting collaboration and information sharing. Simultaneously, there is a focus on leveraging deep learning to enhance competitive aspects, refining adversarial training methods and game-theoretic approaches.

The topics span various aspects of Multi-Agent Systems, ranging from learning algorithms and architectures to communication strategies, offering rich avenues for research and advancement. Research areas may include (but are not limited to) the following:

- Decentralized Learning Algorithms.
- Multi-Agent Reinforcement Learning.
- Adversarial Training in Multi-Agent Systems.
- Collaborative Deep Learning Architectures.
- Communication Strategies among Agents.
- Evolutionary Game Theory in Multi-Agent Systems.
- Self-Organization in Multi-Agent Systems.
- Hierarchical Multi-Agent Systems.
- Transfer Learning in Multi-Agent Environments.

Guest Editor

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Deadline for manuscript submissions

closed (15 July 2024)



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Impact Factor 2.6 CiteScore 6.1



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Message from the Editor-in-Chief

Electronics is a multidisciplinary journal designed to appeal to a diverse audience of research scientists, practitioners, and developers in academia and industry. The journal is devoted to fast publication of latest technological breakthroughs, cutting-edge developments, and timely reviews of current and emerging technologies related to the broad field of electronics. Experimental and theoretical results are published as regular peer-reviewed articles or as articles within Special Issues guest-edited by leading experts in selected topics of interest.

Editor-in-Chief

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