

Special Issue

Game Theory and Artificial Intelligence

Message from the Guest Editor

Artificial intelligence concerns creating agents for solving large-scale real-world problems. Typically, these problems are very challenging from a theoretical complexity perspective (e.g., NP-complete). The best approaches often involve a combination of theoretically justified algorithms and heuristics, as well as general domain-independent approaches and approaches that utilize domain-specific expertise. Game theory is the study of strategic interactions. In order to create strong agents for complex multiagent environments, new AI approaches are needed. This Special Issue welcomes submissions that fall at the intersection of game theory and artificial intelligence, broadly construed (note that submissions can focus more on either GT or AI; they do not need to focus equally on both). Submissions can be primarily theoretical, applied, or a combination of both. We welcome original research articles as well as comprehensive review articles on a relevant topic. See the keywords for a list of specific topics of interest.

Guest Editor

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Deadline for manuscript submissions

closed (31 October 2023)



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About the Journal

Message from the Editor-in-Chief

The journal *Mathematics* publishes high-quality, refereed papers that treat both pure and applied mathematics. The journal highlights articles devoted to the mathematical treatment of questions arising in physics, chemistry, biology, statistics, finance, computer science, engineering and sociology, particularly those that stress analytical/algebraic aspects and novel problems and their solutions. One of the missions of the journal is to serve mathematicians and scientists through the prompt publication of significant advances in any branch of science and technology, and to provide a forum for the discussion of new scientific developments.

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