

REFERENCES

- [1] Stefano V. Albrecht and Peter Stone. 2018. Autonomous agents modelling other agents: A comprehensive survey and open problems. *Artificial Intelligence* 258 (2018), 66 – 95.
- [2] Nawal Benabbou, Cassandre Leroy, and Thibaut Lust. 2020. An Interactive Regret-Based Genetic Algorithm for Solving Multi-Objective Combinatorial Optimization Problems. In *Proceedings of the 34th AAAI Conference on Artificial Intelligence (AAAI'20)*.
- [3] David Blackwell et al. 1956. An analog of the minimax theorem for vector payoffs. *Pacific J. Math.* 6, 1 (1956), 1–8.
- [4] Urszula Chajewska, Daphne Koller, and Ronald Parr. 2000. Making rational decisions using adaptive utility elicitation. In *AAAI/IAAI*. 363–369.
- [5] Shengbo Guo, Scott Sanner, and Edwin V Bonilla. 2010. Gaussian process preference elicitation. In *Advances in neural information processing systems*. 262–270.
- [6] Dmitrii Lozovanu, D Solomon, and A Zelikovsky. 2005. Multiobjective games and determining Pareto-nash equilibria. *Buletinul Academiei de Ştiinţe a Republicii Moldova. Matematica* 3 (2005), 115–122.
- [7] John Nash. 1951. Non-Cooperative Games. *Annals of Mathematics* 54, 2 (1951), 286–295.
- [8] Roxana Rădulescu, Patrick Mannion, Diederik M Roijers, and Ann Nowé. 2020. Multi-objective multi-agent decision making: a utility-based analysis and survey. *Autonomous Agents and Multi-Agent Systems* 34 (2020). <https://doi.org/10.1007/s10458-019-09433-x>
- [9] Roberta Raileanu, Emily Denton, Arthur Szlam, and Rob Fergus. 2018. Modeling Others using Oneself in Multi-Agent Reinforcement Learning. In *International Conference on Machine Learning (ICML)*. 4254–4263.
- [10] Diederik M Roijers, Denis Steckelmacher, and Ann Nowé. 2018. Multi-objective Reinforcement Learning for the Expected Utility of the Return. In *Proceedings of the Adaptive and Learning Agents workshop at FAIM*.
- [11] Diederik M Roijers, Peter Vamplew, Shimon Whiteson, and Richard Dazeley. 2013. A survey of multi-objective sequential decision-making. *Journal of Artificial Intelligence Research* 48 (2013), 67–113.
- [12] Diederik M Roijers and Shimon Whiteson. 2017. Multi-objective decision making. *Synthesis Lectures on Artificial Intelligence and Machine Learning* 11, 1 (2017), 1–129.
- [13] Roxana Rădulescu, Patrick Mannion, Diederik M Roijers, and Ann Nowé. 2019. Equilibria in Multi-Objective Games: a Utility-Based Perspective. In *Proceedings of the Adaptive and Learning Agents Workshop (ALA-19) at AAMAS*.
- [14] Roxana Rădulescu, Patrick Mannion, Yijie Zhang, Diederik Martin Roijers, and Ann Nowé. 2020. A utility-based analysis of equilibria in multi-objective normal form games. *arXiv preprint arXiv:2001.08177* (2020). <https://arxiv.org/abs/2001.08177>
- [15] Lloyd S Shapley and Fred D Rigby. 1959. Equilibrium points in games with vector payoffs. *Naval Research Logistics Quarterly* 6, 1 (1959), 57–61.
- [16] Richard S. Sutton and Andrew G. Barto. 2018. *Reinforcement Learning: An Introduction* (second ed.). The MIT Press. <http://incompleteideas.net/book/the-book-2nd.html>
- [17] William Uther and Manuela Veloso. 1997. *Adversarial reinforcement learning*. Technical Report. Technical report, Carnegie Mellon University, 1997. Unpublished.
- [18] Mark Voorneveld, Dries Vermeulen, and Peter Borm. 1999. Axiomatizations of Pareto equilibria in multicriteria games. *Games and economic behavior* 28, 1 (1999), 146–154.
- [19] Ronald J. Williams. 1992. Simple Statistical Gradient-Following Algorithms for Connectionist Reinforcement Learning. *Mach. Learn.* 8, 3-4 (May 1992), 229–256. <https://doi.org/10.1007/BF00992696>
- [20] Yijie Zhang, Roxana Rădulescu, Patrick Mannion, Diederik Martin Roijers, and Ann Nowé. 2020. Opponent Modelling using Policy Reconstruction for Multi-Objective Normal Form Games. In *Proceedings of the Adaptive and Learning Agents Workshop (ALA-20) at AAMAS*. (under review).
- [21] Luisa M Zintgraf, Diederik M Roijers, Sjoerd Linders, Catholijn M Jonker, and Ann Nowé. 2018. Ordered preference elicitation strategies for supporting multi-objective decision making. In *Proceedings of the 17th International Conference on Autonomous Agents and MultiAgent Systems*. International Foundation for Autonomous Agents and Multiagent Systems, 1477–1485.