Ho-fung Leung

List of Publications by Year
in descending order

192 papers	2,264 citations	430874 18 h-index	289244 40 g-index
198 all docs	198 docs citations	198 times ranked	1419 citing authors

#	Article	IF	Citations
1	On agent-mediated electronic commerce. IEEE Transactions on Knowledge and Data Engineering, 2003, 15, 985-1003.	5.7	301
2	A fuzzy constraint based model for bilateral, multi-issue negotiations in semi-competitive environments. Artificial Intelligence, 2003, 148, 53-102.	5.8	268
3	Typicality-Based Collaborative Filtering Recommendation. IEEE Transactions on Knowledge and Data Engineering, 2014, 26, 766-779.	5.7	168
4	A fuzzy-logic based bidding strategy for autonomous agents in continuous double auctions. IEEE Transactions on Knowledge and Data Engineering, 2003, 15, 1345-1363.	5.7	104
5	Product aspect extraction supervised with online domain knowledge. Knowledge-Based Systems, 2014, 71, 86-100.	7.1	83
6	Prioritised fuzzy constraint satisfaction problems: axioms, instantiation and validation. Fuzzy Sets and Systems, 2003, 136, 151-188.	2.7	61
7	Towards ubiquitous tourist service coordination and process integration: A collaborative travel agent system architecture with semantic web services. Information Systems Frontiers, 2009, 11, 241-256.	6.4	57
8	Incorporating context-relevant concepts into convolutional neural networks for short text classification. Neurocomputing, 2020, 386, 42-53.	5.9	53
9	An adaptive attitude bidding strategy for agents in continuous double auctions. Electronic Commerce Research and Applications, 2007, 6, 383-398.	5.0	42
10	On the making of service recommendations: An action theory based on utility, reputation, and risk attitude. Expert Systems With Applications, 2009, 36, 3293-3301.	7.6	42
11	Agents in E-Commerce: State of the Art. Knowledge and Information Systems, 2002, 4, 257-282.	3.2	34
12	A three-tier view-based methodology for M-services adaptation. IEEE Transactions on Systems, Man and Cybernetics, Part A: Systems and Humans, 2003, 33, 725-741.	2.9	33
13	Folksonomy-based personalized search by hybrid user profiles in multiple levels. Neurocomputing, 2016, 204, 142-152.	5.9	33
14	The dynamics of reinforcement social learning in networked cooperative multiagent systems. Engineering Applications of Artificial Intelligence, 2017, 58, 111-122.	8.1	32
15	Information sharing between heterogeneous uncertain reasoning models in a multi-agent environment: a case study. International Journal of Approximate Reasoning, 2001, 27, 27-59.	3.3	31
16	Towards ubiquitous tourist service coordination and integration. , 2005, , .		31
17	Improving aspect-based sentiment analysis via aligning aspect embedding. Neurocomputing, 2020, 383, 336-347.	5.9	31
18	ABiNeS: An Adaptive Bilateral Negotiating Strategy over Multiple Items. , 2012, , .		30

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19	A Constraint-Based Interactive Train Rescheduling Tool. Constraints, 2002, 7, 167-198.	0.7	29
20	A Multi-Modal Agent Based Mobile Route Advisory System for Public Transport Network. , 0, , .		26
21	An efficient and robust negotiating strategy in bilateral negotiations over multiple items. Engineering Applications of Artificial Intelligence, 2014, 34, 45-57.	8.1	22
22	An Adaptive Strategy for Resource Allocation Modeled as Minority Game. , 2007, , .		20
23	Extending GENET for non-binary CSP's. , 0, , .		18
24	A Multi-Agent Infrastructure for Mobile Workforce Management in a Service Oriented Enterprise. , 0, , .		18
25	A Virtual Travel Agent System for M-Tourism with Semantic Web Service Based Design and Implementation. International Conference on Advanced Networking and Applications, 2007, , .	0.0	18
26	Top-k typicality queries and efficient query answering methods on large databases. VLDB Journal, 2009, 18, 809-835.	4.1	18
27	Ontology with Likeliness and Typicality of Objects in Concepts. Lecture Notes in Computer Science, 2006, , 98-111.	1.3	17
28	Image Difference Captioning With Instance-Level Fine-Grained Feature Representation. IEEE Transactions on Multimedia, 2022, 24, 2004-2017.	7.2	16
29	Context-aware ontologies generation with basic level concepts from collaborative tags. Neurocomputing, 2016, 208, 25-38.	5.9	14
30	A multi-encoder neural conversation model. Neurocomputing, 2019, 358, 344-354.	5.9	14
31	An Adaptive Bidding Strategy in Multi-round Combinatorial Auctions for Resource Allocation. , 2008, , .		13
32	Generating ontologies with basic level concepts from folksonomies. Procedia Computer Science, 2010, 1, 573-581.	2.0	12
33	Achieving Socially Optimal Outcomes in Multiagent Systems with Reinforcement Social Learning. ACM Transactions on Autonomous and Adaptive Systems, 2013, 8, 1-23.	0.8	12
34	A one-shot bargaining strategy for dealing with multifarious opponents. Applied Intelligence, 2014, 40, 557-574.	5.3	12
35	Multiagent Reinforcement Social Learning toward Coordination in Cooperative Multiagent Systems. ACM Transactions on Autonomous and Adaptive Systems, 2015, 9, 1-20.	0.8	12
36	Candidate region aware nested named entity recognition. Neural Networks, 2021, 142, 340-350.	5.9	12

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37	A Formal Model of Fuzzy Ontology with Property Hierarchy and Object Membership. Lecture Notes in Computer Science, 2008, , 69-82.	1.3	12
38	Achieving Coordination in Multi-Agent Systems by Stable Local Conventions under Community Networks. , 2017, , .		12
39	Engineering e-Collaboration Services with a Multi-Agent System Approach. International Journal of Systems and Service-Oriented Engineering, 2010, 1, 1-25.	0.6	12
40	Anonymity and security in continuous double auctions for Internet retails market. , 2004, , .		11
41	An unsupervised strategy for defending against multifarious reputation attacks. Applied Intelligence, 2019, 49, 4189-4210.	5.3	11
42	Suppressing Biased Samples for Robust VQA. IEEE Transactions on Multimedia, 2022, 24, 3405-3415.	7.2	11
43	A Formal Model of Ontology for Handling Fuzzy Membership and Typicality of Instances. Computer Journal, 2010, 53, 316-341.	2.4	10
44	Cooperative coevolutionary algorithms for dynamic optimization: an experimental study. Evolutionary Intelligence, 2014, 7, 201-218.	3.6	10
45	Secure Double Auction Protocols with Full Privacy Protection. Lecture Notes in Computer Science, 2004, , 215-229.	1.3	10
46	A secure and private clarke tax voting protocol without trusted authorities. , 2004, , .		9
47	Object typicality for effective Web of Things recommendations. Decision Support Systems, 2014, 63, 52-63.	5.9	9
48	A Spectrum of Weighted Compromise Aggregation Operators: A Generalization of Weighted Uninorm Operator. International Journal of Intelligent Systems, 2015, 30, 1185-1226.	5.7	9
49	Rational computing protocol based on fuzzy theory. Soft Computing, 2016, 20, 429-438.	3.6	9
50	A Non-Minimal Routing Algorithm for Aging Mitigation in 2D-Mesh NoCs. IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems, 2019, 38, 1373-1377.	2.7	9
51	Mobile Agents for Secure Electronic Commerce Transactions with Privacy Protection of the Customers. , 0, , .		8
52	A Private and Efficient Mobile Payment Protocol. Lecture Notes in Computer Science, 2005, , 1030-1035.	1.3	8
53	Forming Buyer Coalitions with Bundles of Items. Lecture Notes in Computer Science, 2009, , 714-723.	1.3	8
54	Analyzing multi-agent systems with probabilistic model checking approach. , 2012, , .		8

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55	Introducing decision entrustment mechanism into repeated bilateral agent interactions to achieve social optimality. Autonomous Agents and Multi-Agent Systems, 2015, 29, 658-682.	2.1	8
56	A pre-evolutionary advisor list generation strategy for robust defensing reputation attacks. Knowledge-Based Systems, 2016, 103, 1-18.	7.1	8
57	An optimal algorithm for global termination detection in shared-memory asynchronous multiprocessor systems. IEEE Transactions on Parallel and Distributed Systems, 1997, 8, 538-543.	5.6	7
58	Incorporating Risk Attitude and Reputation into Infinitely Repeated Games and an Analysis on the Iterated Prisoner's Dilemma. , 2007, , .		7
59	A Distributed Mechanism for Non-transferable Utility Buyer Coalition Problem. , 2007, , .		7
60	Learning to Achieve Social Rationality Using Tag Mechanism in Repeated Interactions. , 2011, , .		7
61	Trail traffic flow prediction by contact frequency among individual ants. Swarm Intelligence, 2013, 7, 307-326.	2.2	7
62	Ambiguous Bayesian Games. International Journal of Intelligent Systems, 2014, 29, 1138-1172.	5.7	7
63	Automatic privacy leakage detection for massive android apps via a novel hybrid approach. , 2017, , .		7
64	Fuzzy Computational Ontologies in Contexts. , 2012, , .		7
65	Probabilistic Model Checking Multi-agent Behaviors in Dispersion Games Using Counter Abstraction. Lecture Notes in Computer Science, 2012, , 16-30.	1.3	7
66	CUHKAgent: An Adaptive Negotiation Strategy for Bilateral Negotiations over Multiple Items. Studies in Computational Intelligence, 2014, , 171-179.	0.9	7
67	Data-parallel concurrent constraint programming. The Journal of Logic Programming, 1998, 35, 103-150.	1.7	6
68	A commutative encrypted protocol for the privacy protection of watermarks in digital contents. , 2004, , .		6
69	Facilitating e-Negotiation Processes with Semantic Web Technologies. , 0, , .		6
70	Learning to Achieve Socially Optimal Solutions in General-Sum Games. Lecture Notes in Computer Science, 2012, , 88-99.	1.3	6
71	Incorporating Fairness into Agent Interactions Modeled as Two-Player Normal-Form Games. Lecture Notes in Computer Science, 2012, , 100-111.	1.3	6
72	Networked Reinforcement Social Learning towards Coordination in Cooperative Multiagent Systems. , 2014, , .		6

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73	Games Played under Fuzzy Constraints. International Journal of Intelligent Systems, 2016, 31, 347-378.	5.7	6
74	Combining weighted category-aware contextual information in convolutional neural networks for text classification. World Wide Web, 2020, 23, 2815-2834.	4.0	6
75	A secure and fully private borda voting protocol with universal verifiability. , 0, , .		5
76	A q-learning based adaptive bidding strategy in combinatorial auctions. , 2009, , .		5
77	Recommendation based on object typicality. , 2010, , .		5
78	Fuzzily Constrained Games. , 2013, , .		5
79	Do Social Norms Emerge? The Evolution of Agents' Decisions with the Awareness of Social Values under Iterated Prisoner's Dilemma. , 2018, , .		5
80	A Lifetime Reliability-Constrained Runtime Mapping for Throughput Optimization in Many-Core Systems. IEEE Transactions on Computer-Aided Design of Integrated Circuits and Systems, 2019, 38, 1771-1784.	2.7	5
81	On entropy-based term weighting schemes for text categorization. Knowledge and Information Systems, 2021, 63, 2313-2346.	3.2	5
82	Achieving Social Optimality with Influencer Agents. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2013, , 140-151.	0.3	5
83	Multi-auction Approach for Solving Task Allocation Problem. Lecture Notes in Computer Science, 2009, , 240-254.	1.3	5
84	An Empirical Comparison of CMA-ES in Dynamic Environments. Lecture Notes in Computer Science, 2012, , 529-538.	1.3	5
85	Competition: A Model of AND-Parallel Execution of Logic Programs. Computer Journal, 1990, 33, 215-218.	2.4	4
86	Solving fuzzy constraint satisfaction problems with fuzzy GENET. , 0, , .		4
87	Progressive stochastic search for solving constraint satisfaction problems. , 0, , .		4
88	Web-service Based Human Resource Recruitment by Using Matchmaking Decision Support. , 2006, , .		4
89	Formalizing typicality of objects and context-sensitivity in ontologies. , 2006, , .		4
90	An adaptive strategy for minority games. , 2007, , .		4

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91	Formalizing Object Typicality in Context-Aware Ontology. , 2008, , .		4
92	Strategy and Fairness in Repeated Two-agent Interaction. , 2010, , .		4
93	TyCo: Towards Typicality-based Collaborative Filtering Recommendation. , 2010, , .		4
94	Improved EGT-Based Robustness Analysis of Negotiation Strategies in Multiagent Systems via Model Checking. IEEE Transactions on Human-Machine Systems, 2016, 46, 197-208.	3.5	4
95	ITWF: A framework to apply term weighting schemes in topic model. Neurocomputing, 2019, 350, 248-260.	5.9	4
96	An Efficient Online Algorithm for Square Detection. Lecture Notes in Computer Science, 2004, , 432-439.	1.3	4
97	Mobile Workforce Management in a Service-Oriented Enterprise. , 2007, , 105-131.		4
98	Granularity-aware Area Prototypical Network with Bimargin Loss for Few Shot Relation Classification. IEEE Transactions on Knowledge and Data Engineering, 2022, , 1-1.	5.7	4
99	A framework for guided complete search for solving constraint satisfaction problems and some of its instances. , 0, , .		3
100	Use of cryptographic technologies for privacy protection of watermarks in internet retails of digital contents. , 0, , .		3
101	A Trust/Honesty Model in Multiagent Semi-competitive Environments. Lecture Notes in Computer Science, 2005, , 128-147.	1.3	3
102	Supporting the legal identities of contracting agents with an agent authorization platform. , 2005, , .		3
103	A Trust/Honesty Model with Adaptive Strategy for Multiagent Semi-Competitive Environments. Autonomous Agents and Multi-Agent Systems, 2006, 12, 293-359.	2.1	3
104	Adaptive Agents for Sequential English Auctions with a Fixed Deadline. , 2007, , .		3
105	An Adaptive Strategy for Allocation of Resources with Gradually or Abruptly Changing Capacities. , 2008, , .		3
106	Eigenspace sampling in the mirrored variant of (1, &#x03BB;)-CMA-ES. , 2012, , .		3
107	Games Played by Networked Players. , 2013, , .		3
108	Reward and Penalty Functions in Automated Negotiation. International Journal of Intelligent Systems, 2016, 31, 637-672.	5.7	3

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109	Fairness in secure computing protocols based on incentives. Soft Computing, 2016, 20, 3947-3955.	3.6	3
110	A Q-values Sharing Framework for Multi-agent Reinforcement Learning under Budget Constraint. ACM Transactions on Autonomous and Adaptive Systems, 2020, 15, 1-28.	0.8	3
111	Honesty, Trust, and Rational Communication in Multiagent Semi-competitive Environments. Lecture Notes in Computer Science, 2003, , 158-169.	1.3	3
112	Existence of Risk Strategy Equilibrium in Games Having No Pure Strategy Nash Equilibrium. Lecture Notes in Computer Science, 2009, , 1-12.	1.3	3
113	An Efficient Negotiation Protocol to Achieve Socially Optimal Allocation. Lecture Notes in Computer Science, 2012, , 46-60.	1.3	3
114	Task-Adaptive Feature Fusion for Generalized Few-Shot Relation Classification in an Open World Environment. IEEE/ACM Transactions on Audio Speech and Language Processing, 2022, 30, 1003-1015.	5.8	3
115	Rational communication in multi-agent semi-competitive environments. , 2003, , .		2
116	An adaptive strategy for trust/honesty model in multi-agent semi-competitive environments. , 0, , .		2
117	A secure voter-resolved approval voting protocol over internet. , 2005, , .		2
118	Making personalized recommendations to customers in a service-oriented economy. , 2005, , .		2
119	An efficient algorithm for online square detection. Theoretical Computer Science, 2006, 363, 69-75.	0.9	2
120	A Demand and Contribution Based Bandwidth Allocation Mechanism in P2P Networks: A Game-Theoretic Analysis. , 2006, , .		2
121	An Unsupervised Method of Exploring Ontologies from Folksonomies. , 2010, , .		2
122	Belief-based stability in non-transferable utility coalition formation with uncertainty. Intelligent Decision Technologies, 2011, 5, 151-162.	0.9	2
123	Formalizing object membership in fuzzy ontology with property importance and property priority. , 2011, , .		2
124	Integrating Tags and Ratings Into User Profiling for Personalized Search in Collaborative Tagging Systems. , 2012, , .		2
125	Answering Typicality Query Based on Automatically Prototype Construction. , 2012, , .		2
126	Bayesian games with ambiguous type players. , 2014, , .		2

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127	Context-Aware Basic Level Concepts Detection in Folksonomies. Lecture Notes in Computer Science, 2010, , 632-643.	1.3	2
128	Non-transferable Utility Games and Coalition Formation Mechanisms. , 2013, , 13-27.		2
129	A Three-Tier View-Based Methodology for Adapting Human-Agent Collaboration Systems. Notes on Numerical Fluid Mechanics and Multidisciplinary Design, 2003, , 226-241.	0.3	2
130	A Mutual Influence Algorithm for Multiple Concurrent Negotiations â€" A Game Theoretical Analysis. Lecture Notes in Computer Science, 2005, , 986-992.	1.3	2
131	An Adaptive Strategy for Resource Allocation with Changing Capacities. Lecture Notes of the Institute for Computer Sciences, Social-Informatics and Telecommunications Engineering, 2009, , 1410-1423.	0.3	2
132	An Adaptive Bidding Strategy for CombinatorialÂAuction-Based Resource Allocation in Dynamic Markets. Lecture Notes in Computer Science, 2010, , 510-522.	1.3	2
133	Constraint Satisfaction in Distributed Concurrent Logic Programming. Journal of Symbolic Computation, 1996, 21, 699-714.	0.8	1
134	A multi-agent framework for meeting scheduling using fuzzy constraints. , 0, , .		1
135	Guided complete search for nurse rostering problems. , 2005, , .		1
136	Adaptive soft bid determination in bidding strategies for continuous double auctions. , 2005, , .		1
137	An Adaptive Attitude Bidding Strategy for Agents in Continuous Double Auctions. , 0, , .		1
138	Effect of Time Strategies on the Profit of Agents Using Adaptive Bid Softness Determination in Continuous Double Auctions with a Fixed Deadline. , 2006, , .		1
139	Guided Mutations in Cooperative Coevolutionary Algorithms for Function Optimization. , 2007, , .		1
140	On the behavior of cooperative coevolution in dynamic environments. , 2008, , .		1
141	Improving CMA-ES by random evaluation on the minor eigenspace. , 2010, , .		1
142	Maintaining cooperation in homogeneous multi-agent system. , 2012, , .		1
143	Reinforcement social learning of social optimality with influencer agents. Web Intelligence, 2015, 13, 167-178.	0.2	1
144	Reciprocal Social Strategy in Social Repeated Games. , 2015, , .		1

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145	An adaptive prediction-regret driven strategy for one-shot bilateral bargaining software agents. Expert Systems With Applications, 2015, 42, 411-425.	7.6	1
146	A Class of Isomorphic Transformations for Integrating EMYCIN-Style and PROSPECTOR-Style Systems into a Rule-Based Multi-Agent System. Lecture Notes in Computer Science, 1999, , 211-225.	1.3	1
147	A Fuzzy Description Logic with Automatic Object Membership Measurement. Lecture Notes in Computer Science, 2010, , 76-87.	1.3	1
148	Formalizing Risk Strategies and Risk Strategy Equilibrium in Agent Interactions Modeled as Infinitely Repeated Games. Lecture Notes in Computer Science, 2006, , 138-149.	1.3	1
149	Performance of a data-parallel concurrent constraint programming system. Lecture Notes in Computer Science, 1995, , 319-334.	1.3	1
150	Fairness in Cooperative Multiagent Systems. , 2016, , 27-70.		1
151	Programming with communicating nondeterministic logic objects. , 0, , .		0
152	An execution scheme for interactive problem-solving in concurrent constraint logic programming languages. Computer Languages, Systems and Structures, 1999, 25, 119-144.	0.3	0
153	A spectrum of compensation aggregation operators. , 0, , .		0
154	Weighted/prioritised compensatory aggregation. , 0, , .		0
155	Anonymity and Security in Public Internet Forums. , 0, , .		0
156	Anonymity and Security Support for Persistent Enterprise Conversation. 2006 10th IEEE International Enterprise Distributed Object Computing Conference (EDOC'06), 2006, , .	0.0	0
157	Introduction to the SELMAS 2006. , 2006, , .		0
158	Guided mutations in cooperative coevolutionary algorithms for function optimization. , 2007, , .		0
159	Biasing mutations in cooperative coevolution. , 2007, , .		0
160	Special issue on service intelligence and service science (SISS). Service Oriented Computing and Applications, 2008, 2, 47-49.	1.6	0
161	Belief Based Distributed Buyer Coalition Formation with Non-transferable Utility. Advanced Issues of E-Commerce and Web-Based Information Systems (WECWIS), International Workshop on, 2008, , .	0.0	0
162	Message from the SIC Workshop Chairs. , 2008, , .		0

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163	Group extinction heuristics in evolution strategy. , 2009, , .		0
164	Investigating collaboration methods of random immigrant scheme in cooperative coevolution. , 2009, , .		0
165	Individual agent's wealth in minority games. International Journal of Autonomous and Adaptive Communications Systems, 2009, 2, 226.	0.3	0
166	An Adaptive Prediction-Regret Driven Strategy for Bilateral Bargaining. , 2010, , .		0
167	Enhancing Continuous Double Auction for Handling Homogeneous Goods in Online Auctions. , 2010, , .		0
168	Adaptive bidding in combinatorial auctions in dynamic markets. Evolving Systems, 2011, 2, 219-233.	3.9	0
169	Incorporating Fairness into Infinitely Repeated Games with Conflicting Interests for Conflicts Elimination. , 2012, , .		0
170	Modeling Uncertainty in Knowledge Representation. , 2012, , 37-47.		0
171	Halfspace sampling in evolution strategies. , 2014, , .		0
172	Phoenix: A Threshold Function Based Negotiation Strategy Using Gaussian Process Regression and Distance-Based Pareto Frontier Approximation. Studies in Computational Intelligence, 2017, , 201-212.	0.9	0
173	Reciprocal Social Strategy in Social Repeated Games and Emergence of Social Norms. International Journal on Artificial Intelligence Tools, 2017, 26, 1760007.	1.0	0
174	Runtime task mapping for lifetime budgeting in many-core systems. , 2017, , .		0
175	A Persistent Conversation Protocol Supporting Anonymity and Security. , 2008, , .		0
176	Enhancing Bidding Strategies in CDAs by Adaptive Judgement of Price Acceptability. Lecture Notes in Computer Science, 2009, , 380-394.	1.3	0
177	Mobile Workforce Management in a Service-Oriented Enterprise. , 2009, , 283-302.		0
178	Risk Strategies and Risk Strategy Equilibrium in Agent Interactions Modeled as Normal Repeated 2 Ã—2 Risk Games. Lecture Notes in Computer Science, 2009, , 163-177.	1.3	0
179	Belief-Based Stability in Non-transferable Utility Coalition Formation with Uncertainty. Studies in Computational Intelligence, 2009, , 127-138.	0.9	0
180	Belief-Based Stability in Non-transferable Utility Coalition Formation. Lecture Notes in Computer Science, 2009, , 422-427.	1.3	0

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181	Forming Buyer Coalition Schemes with Ontologies in E-Marketplaces. Lecture Notes in Computer Science, 2011, , 27-35.	1.3	0
182	Concepts and Categorization from a Psychological Perspective. , 2012, , 23-35.		0
183	Object Membership with Property Importance and Property Priority. , 2012, , 121-141.		0
184	Multi-agent Cooperation and Stability. , 2013, , 1-12.		0
185	Example Application of the b-Core: Buyer Coalition Problem with Beliefs. , 2013, , 115-145.		0
186	Robustness Analysis of Negotiation Strategies through Multiagent Learning in Repeated Negotiation Games. Lecture Notes in Computer Science, 2014, , 41-56.	1.3	0
187	Social Optimality in Competitive Multiagent Systems. , 2016, , 143-170.		0
188	CUHKAgent2015: An Adaptive Negotiation Strategy in Multilateral Scenario. Studies in Computational Intelligence, 2017, , 243-250.	0.9	0
189	Engineering e-Collaboration Services with a Multi-Agent System Approach. , 0, , 1-23.		0
190	Maximising Personal Utility Using Intelligent Strategy in Minority Game. Lecture Notes in Computer Science, 2008, , 191-205.	1.3	0
191	An agent bidding strategy based on fuzzy logic in a continuous double auction. , 0, , .		0
192	Gist Trace-based Learning: Efficient Convention Emergence from Multilateral Interactions. ACM Transactions on Autonomous and Adaptive Systems, 2021, 16, 1-20.	0.8	0