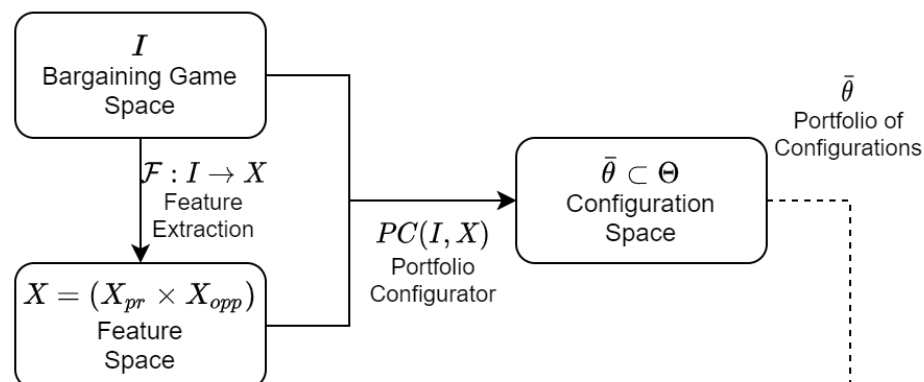


# Automated Algorithm Design for Mixed-Motive Bargaining Games

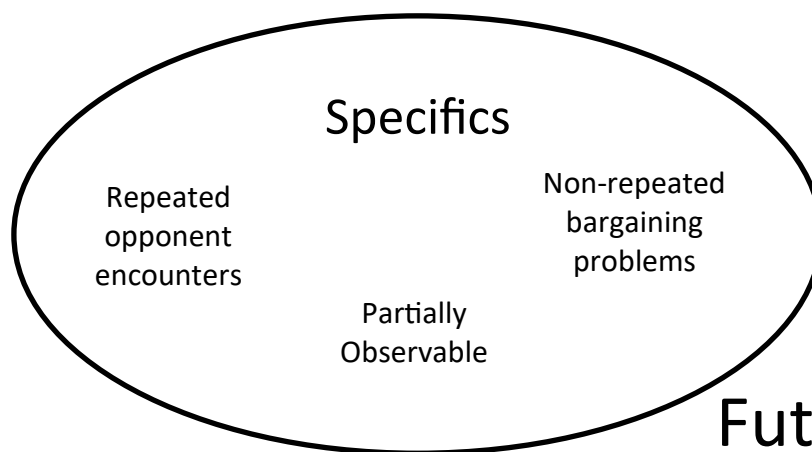
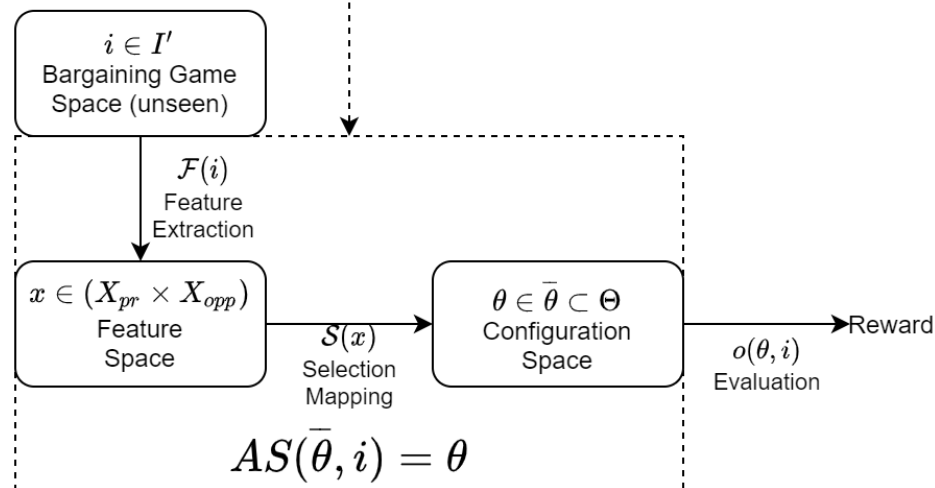
[Bram M. Renting](#)<sup>1,2</sup>, [Holger H. Hoos](#)<sup>1,3</sup>, [Catholijn M. Jonker](#)<sup>2,3</sup>

1. Leiden University, 2. Delft University of Technology, 3. University of British Columbia

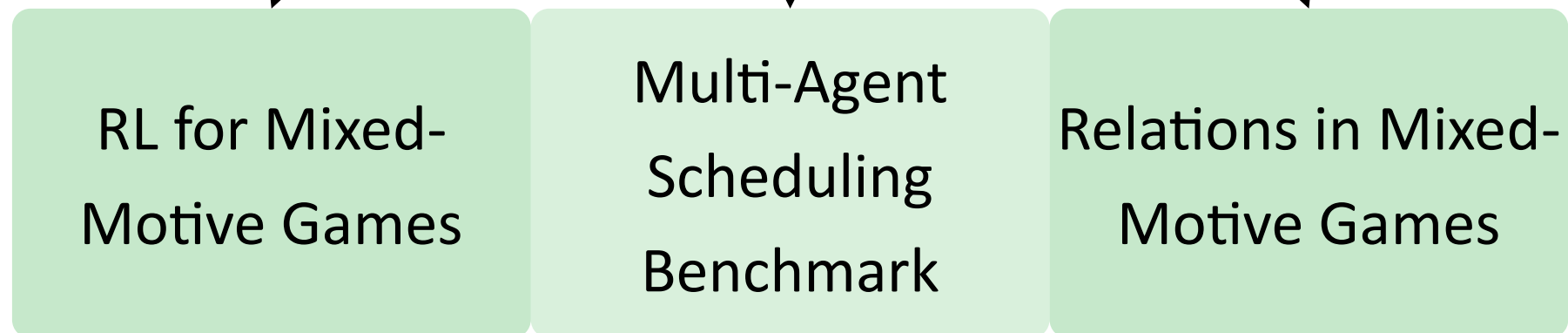
## Training



## Testing



## Future work



## Coalition Formation Games