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LOFT 06

**7th Conference on Logic and the
Foundations of Game and Decision**

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Proceedings

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Preface

We are delighted to introduce these Proceedings of the Seventh International Conference on Logic and the Foundations of Game and Decision Theory (LOFT). Over the past decade, there has been increasing interest in the relationship between logic, game theory, and decision theory. There are several reasons for this level of interest. On the one hand, game and decision theorists can use logic as a formal language for expressing game and decision theoretic properties with a well-defined semantics and proof theory. On the other hand, logicians find compelling links between the foundations of logic and games and decisions, and find the language of games to be a natural framework through which to understand many logical notions. The LOFT conference has distinguished itself as a forum in which researchers from these and many other communities can come to share results, insights, intuitions, and problems, in a relaxed and informal setting. The main aim in selecting papers for presentation and publication in these proceedings was to identify papers that are truly multi-disciplinary in nature, going beyond for example purely logical or game theoretic results.

The organisation of this LOFT has been made possible by financial support from the EPSRC, and we are very grateful to acknowledge their generous contribution. In addition, we would like to thank AgentLink for providing administrative support, and Catherine Atherton in particular for her time and energy, which have greatly simplified the organisation of the event.

We trust you will enjoy reading these proceedings as much as we enjoyed preparing them.

Giacomo Bonanno,
Wiebe van der Hoek, and
Michael Wooldridge

June 2006

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