An ontological framework for cooperative games

M. I. Balaguera, Jenny Paola Lis Gutierrez, Mercedes Gaitan, Amelec Jesus Viloria Silva, Rafael Angel Portillo Medina

Abstract

Social intelligence is an emerging property of a system composed of agents that consists of the ability of this system to conceive, design, implement and execute strategies to solve problems and thus achieve a collective state of the system that is concurrently satisfactory for all and each one of the agents that compose it. In order to make decisions when dealing with complex problems related to social systems and take advantage of social intelligence, cooperative games theory constitutes the standard theoretical framework. In the present work, an ontological framework for cooperative games modeling and simulation is presented.

Keywords