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game theoretic aspects that such an endeavor entails. Another novel ramifi-cation of the graph theoretic outlook on multiagent systems is in the context of graph processes, where the network topology itself is given a dynamic role that lends itself to analysis via system theoretic methods (Chapter 12).

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The use of graph theoretic methods for analysis and synthesis of multiagent networks is presented in Mesbahi and Egerstedt (2010). We use sliding mode control technique (Utkin, 1977) to design decentralized controllers for individual agents to reach the desired formation in finite time.

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